

Unit 6 - Level 4 - Toxic Waste Dump

The objective here is to locate and activate the pumping stations; both number one and two.

U6L4W1

Look behind you and pick up the health stimpacks. Then, without stepping into the toxic goo, grab all weapons, health, and ammo from this first underground area. Proceed straight down the path and destroy the beserker, Gunners, and light guards.

U6L4W2

Hop onto the small platform to your immediate left and enter the door to the right of the walkway. Kill the iron maidens and beserkers and look under the stairs for some health. While you're there, look behind the wall and find a half dozen or so stimpacks. Pick these up and head straight, pegging off the beserkers and guards in the way. Collect the health and take your best shot killing the Tank and soldiers above you.

U6L4W3 (strategy)

Walk up the stairs now, finish off whoever - or whatever - is left, and then close in on the Gunners above the platform. Step onto the platform and elevate to the surface. Grab the combat armor, then run and jump across to the supporting pipes to snag the ammo pack.

U6L4W4

Jump down, then step onto the platform again. This time enter the hallway and through the door outside. With a little luck, the iron maiden's rockets will hit the beserkers for you! Otherwise obliterate everything up here and walk across the high bridge toward the railgun and dead iron maiden.

U6L4W5

As you turn the corner, kill the Gladiator and Gunners before they kill you. If you use the railgun you just picked up, there shouldn't be a problem. Continue straight and kill the guards protecting the envirosuit. Walk around this entire upper area, killing everything you see - the building structure should serve as adequate cover for you.

U6L4W6

Eventually you will find an enclosed area with a crack in one of its protective spikes. Shoot at the container to open it up and press the button for pumping station one access. The floor directly across from the button will open to allow you to drop through - but don't do that just yet...there's a couple of secrets to find around first.

U6L4W7 (secret)

Walk back to where those guards were protecting an envirosuit, activate the suit and hop into the toxic waste pit. Follow along down the aqueduct to the end to find another envirosuit, armor shards, and ammo. Follow back and jump out at the first opening near the beginning of the level. Trace your steps back up to that high level outside and go to the very same point where the envirosuit was.

U6L4W8 (secret)

Now activate the new envirosuit you found from secret #1 and jump p back in at the same point. This time, however, swim down to uncover small collection of power-ups including invulnerability. Quickly swim back up, heading downstream in the aqueduct and jump out at the same place as before. Go back through the level (for the third time now) and drop down to the pumping station one area, which you activated by press the button.

U6L4W9

Drop down and collect the ammo and shotgun, and then proceed inside by killing the Gunners. Head up the small set of stairs to the double-door exit sign. You are now in pumping station number 1.

U6L4W10

After returning from pumping station 2, kill the Tank, beserker, and the Gunner hiding behind the crate. Pick up the BFG10K weapon and any other ammo or health you may need by now.

U6L4W11

Head up the ramp inside, take down the Icaruses and punch the button on the wall to extend the bridge over the toxic waste pit. Walk across and destroy every Gunner, iron maiden, and guard in your path.

U6L4W12

Walk across the small bridge with the ladder down one side, and enter the door after pinging off the iron maidens. This doorway leads you to back to the reactor so you can shut down the core. To continue along, please see Level 2.