

Unit 7 - Level 3 - Research Lab

Objective: Locate repair facility, and steal the Commander's head.

U7L3W1

Collect the health and touch the computer for access to the research lab. Get ready to knock down a pack of Parasites first and exit through the opened door.

U7L3W2 (strategy)

As you reach for the grenade launcher in the hallway, turn around because the moment you go to touch it, the wall behind you will break open with even more Parasites. After they're dead, go into their cove and grab the armor and health.

U7L3W3

Continue along the hallway with humans crawling around and use the grenade launcher to wipe out the iron maidens near the door with the force-field. Continue along and there will be two more to deal with (hard level).

U7L3W4

When you get to a dead end, the door to the left will be to the Testing Area and the door to the right is for the Research Facility. Go through the door labeled "Testing".

U7L3W5

Kill the iron maidens, and if you feel compassionate enough, press the two computers to put an end to the human torture.

U7L3W6

Exit through the door and blow the Parasites to pieces. Now be careful as you enter the next door because a slew of brains will charge toward you. When all is quiet, make your way to the helpful objects near the slicing table and activate both computers in the room.

U7L3W7

Start heading back the way you came and tackle the medic and iron maiden in the room with the humans on the tables. When you start heading toward the research facility, a few Parasites will drop down out of the ceiling.

U7L3W8

Enter the Researching Wing and blow the two new Parasites to bits because there is a medic behind the corner who can repair them if they're still in one piece. Dispose of the medic and continue to the room with the glass floor looking over a human holding cell.

U7L3W9

Leave through the door, step on the platform, and press the button to activate it. Descend down to the basement and kill the brains and parasites along the hallway. Enter the first large room on your left and press the computer to activate the maintenance bridge.

U7L3W10

The red door in front of you, marked "Repair", leads to a dead-end force-field right now so don't bother. Turn left instead and walk further down the hallway. Kill the brains then turn around to surprise the medic and another parasite.

U7L3W11 (strategy)

Enter this red door and collect the stimpacks. Without falling in, jump from the glass bridge to the two ledges, each with a button to press. Now all force-fields are de-activated in this level.

U7L3W12 (secret)

When you jump back to the glass bridge, look at the sets of bars on the wall ahead. Shoot at the one with the crack in it. Jump into the cell then crouch down to collect the quad damage and slugs.

U7L3W13

Leave through the door at the bottom end of the glass bridge to the right and into the room with the humans in glass tubes. Push in the computer and leave through the next door.

U7L3W14

Liquefy the Parasites and continue along to the platform going up. Kill the medic and head towards the lower Research facility area. Now enter the red door to your right (marked "Repair") and then step on the platform up to a room with a damaged Tank lying in the middle.

U7L3W15

Pick up the commander's head on the small table beside it and the platform with the Tank on it will elevate. You must now return to the outer hangar area to reach the inner hangar. Watch out for surprise iron maidens to pop out of the floor on your way back to the beginning of the level, where two more should greet you.

U7L3W16

Easter Egg: If you've killed every human marine on this level, go back to the very first room near the portal door. Take a look at the two windows with the humans inside. One of them has the word "Kill Me" now written in blood on it, so shoot it and enter. There is a small passageway to the lower left so crawl into the next cell and on the screen will read: "A.H.D.S.S.I.B.H. bjjc"
God and id only know what this means?!