

Unit 7

U7L1W2 Secret

Just before you head outside, hop over the pipe to the left and find some adrenaline.

U7L1W3 Strategy

Kill the Barracudas from dry land, then hop in and shoot at the power source beside the fan to de-activate it. Then either squeeze through the blades or step through the hole on the island and head down the underwater pipe to the other side.

U7L1W4 Secret

Once you emerge on the other side of the water pipe, step into the silo building and in the middle of the room is a transporter. Walk in and you'll be zapped to the Strogg Comm satellite in space!

U7L2W1 Strategy

Hit the computer to close the bay doors. Otherwise, you'll be sucked out to space.

U7L2W3 Secret

Carefully jump down onto the ledges to grab the adrenaline power-up. If you miss, you'll be sucked out to space!

U7L2W4 Strategy

After taking the platform up, don't move forward too much or you'll feel some firepower from the right side. Instead, kill everyone in front of you and the Strogg from the side will come to you.

U7L2W7 Strategy

Kill the drone by hitting it hard while it comes up, then move back into the hallway and peer around carefully to fire. Watch out for its rockets and you'll be fine.

U7L2W8 Strategy

Jump up to press all four buttons over each of the main doors. This will destroy the Comm satellite for good.

U7L2W10 Secret

Before leaving the level, look down over the dark ledge and you'll see some adrenaline up for grabs. Carefully jump down to get it without falling into space.

U7L1W7 Strategy

While in the cylindrical building, watch out for the medic to blow out of the wall when you advance too much. Turn around after shooting the third Enforcer to watch your back.

U7L1W8 Secret

Shoot the wall at the end of this hallway and it'll open up a secret area near where the transporter is.

U7L3W2 Strategy

While in the research lab, use the grenades against the Parasites, and walk backwards to grab the grenade launcher because a few more will break out of the wall when you reach for it. As the Boy Scouts say "Be Prepared"!

U7L3W6 Strategy

Use the rocket launcher or railgun against the Brains but be sure to fully gib them or the Medic can bring them back to life.

U7L3W8 Strategy

Don't forget about your BFG!

U7L3W11 Strategy

While on the glass bridge, jump across to the ledge and access both buttons. They're hard to miss so be on the lookout for them.

U7L3W12 Secret

While on the glass bridge, shoot at the bards to the right of you. Crawl in to grab the quad damage.

U7L4W2 Secret

At the very beginning of the level, shoot the cracked computer and pick up the adrenaline power-up.

U7L4W6 Secret

Shoot the cracked pipe to uncover a quad damage.

U7L4W7 Strategy

Head down the hallway, killing all Strogg in your path. Eventually, you'll come out to the water area with floating boxes. Jump onto the first then run and jump onto the second.

U7L4W8 Secret

When you hop onto the third box, you'll be taken to a ledge with yet another button. Press it to start the left but first jump underwater and follow it around to a dry area with some secrets.

U7L4W9 Strategy

After grabbing the goodies, swim back to the room with the moving boxes and climb up the ladder to the first button. From there, jump to box #2 and then run and jump onto the ledge.

U7L4W13 Secret

In the circular room with the drone, hop into the water and grab the adrenaline hidden in the enclosed area.

U7L4W16 Secret

Shoot the lower left panel in the corner of the wall and some body armor will become accessible to you. This area is just left of the yellow door near the exit.

U7L5W1 Secret

“Rocket jump” to the area with the rings and behind this black hole generator is a pile of power-ups. This secret only works with the easy and medium difficulty level.

U7L5W3 Strategy

Provoke the Tanks, then pull out to fight one at a time. They may even scrap themselves. Use something powerful to demolish them.

U7L5W5 Strategy

Kill the Gunner and Tank with something powerful like a rocket launcher or a railgun, then clear the rest of the path with the BFG! Talk about a spring clean up!

U7L5W7 Secret

At the room with the black hole generator computers, shoot both then head toward the exit doors. The glass on the left can be shot at, then dive in for some power-ups at the bottom.

U7L6W1 Strategy

After you kill the guards, peg off the Enforcer behind the large canon. Use the wall for coverage and aim just below or above the canon’s mouth to do him in. When he fires the rockets, you’ll have enough time to duck back behind the wall.

U7L6W5 Strategy

After you coop up the airstrike marker, make your way deeper into the mountains and place it in the fuel pod. You now have 10 seconds to get inside for cover. Once the bombing stops, head back outside into the last door on the right to finish the level.