

Unit 7 - Level 1 - Outer Hanger

Objective: Find a way into the main hangar bay installation.

U7L1W1

At the very start of the level, pick up the rocket launcher, ammo, and health lying around in this room. Don't leave through the door - hop down the platform and get ready to rumble with some Strogg.

U7L1W2 (secret)

After the Gunners and Enforcers are dead, snag the rebreather and anything else in this room, including the ammo pack on top of the crate. By the door going outside, there will be a tall pipe in the corner but you can hop on top of it, and behind to uncover an adrenaline pack.

U7L1W3

When you're good and ready, head outside, pick up the combat armor, and destroy the Barracuda sharks while you're still on dry land. Two rocket blasts should do it. Hop into the drink and swim toward the second small island with the hole in the middle (there are no power-ups in these waters so don't waste your time looking). Simply shoot at the red power fuse beside the blades to de-activate the fan, and either climb in between the blades or hop onto the platform and drop down the center hole.

U7L1W4 (secret)

Swim through the canal and emerge onto dry land on the other side. A few Barracuda sharks may be in your way, as is a Tank when you step on dry land (he's hiding in the silo). The moment you pick up the armor and power-ups, a slew of Icaruses will start descending onto you. Kill them, then proceed into the silo and enter the portal in the middle of this circular room. This leads you to the hidden level known as the Comm Satellite out in space!

To follow along chronologically, skip now to the secret level marked "Comm Satellite" in the walkthrough.

U7L1W5

After returning from the secret level, exit the silo and forget about that ladder on the wall - we'll get to that later. Head back into the water pipe back where we started. Jump out, enter the building, then hop on the platform to take us back up.

U7L1W6

Now enter the yellow-tinted doorway straight ahead to take you outside. Kill the Icarus and Flyer, collect the ammo and step on the button to extend the bridge across.

U7L1W7

Once inside, battle the Enforcers to the bitter death. As you turn the corner near the room with the Tank, a medic will break out of the wall where you came in and heal the Strogg unless you've gibbed them to pieces. Take down the medic and enter his lair to grab the health pack.

U7L1W8

Before you enter the room with the Tank follow the hallway around, collect the armor shards and shoot the wall at the end to uncover a secret area with ammo in it (this is where the ladder leads to).

U7L1W9

Go in the room with the Tank, destroy him, and collect all the health and ammo lying around. When you're finished, press the green computer in the middle of the room. This will turn off the force-field to the door to the right of the computer - the entrance to the main (inner) hangar area. The door to the left of the computer leads to the research lab. Although your F1 message says to enter the inner hangar area now, first go to the door to the left of the computer, since you need to get something from the research lab to prevent any backtracking.

U7L1W10

After returning from the research laboratory, enter the door to the right of the green computer and shoot the Enforcers and the dark gray box to uncover a health pack. Then enter the portal to take you to the inner hangar.