

Unit 8 - Level 2 - Lower Palace

Objective:

U8L2W1 (secret)

Kill the beserkers and guards and turn around quickly because there will be more behind you. When the coast is clear, shoot at the broken grate to uncover a secret with an adrenaline and a power shield. Watch for the laser blaster and climb all the ladders to the top. When you get to the top of the first one, touch the wall in front of you for it to open. Shoot the guards and look behind you between the bards to kill other Strogg as well. Don't enter the door at the top of the second ladder - hop on the third and take it to the top to snag the invulnerability.

U8L2W2 (strategy)

Jump back down this ladder and enter the hatch to the left. Get ready for a vicious fight with many guards, Tank Commanders, Gunners, Beserkers, and Technicians! Stay in the doorway if you know what's good for you...

U8L2W3

Turn right and head down the stairs, killing all the Strogg in your way. When you get to the force-field, turn back and you'll notice if you peer down below that this is overlooking the second ladder.

U8L2W4 (secret)

Go back up the stairs, passing where you came out of, and straight down to the main entry where that lovely quad damage is sitting on top of the glass with the blue gas in it. To grab it, shoot at the face behind this structure, and the one on the other wall.

U8L2W5

Don't enter the red doors to the right - that takes you back out to the outer courts. Instead, follow your path up the stairs, kill the Beserker if there is one left, and you'll come to another dead-end to the other force-field door.

U8L2W6

Drop down behind where you snagged the quad damage and press the button to open the small gate door. Kill the guards as you crawl through and proceed through the blue laser shields.

U8L2W7

The door to your right takes you back to the beginning of the level so head left straight into the small room with the two crates. Jump over the doorway to grab the health and rockets.

U8L2W8

Leave the room and turn right toward the green door and kill the guard, brains, and Technicians. More Technicians will blast out of the floor behind you. Pass the green room (can't get in here now anyway) and enter the door to the left of the force-field to deactivate all red force-fields.

U8L2W9

Leave this room, turn left where the force-field was and follow it all the way around to the main entry. Go straight up the stairs to the other side and take on the beserkers and Tank Commander.

U8L2W10 (secret)

Open these red doors to an immaculate room and take out the Technicians. Walk down the steps and back up another small set of stairs while battling beserkers and a Tank Commander. Shoot the yellow panel on the wall to stop the laser blaster trap or shoot the small button over the laser blasters to temporarily top the attack.

U8L2W11

Kill the guards, beserkers, and yet another Tank Commander (more ammo please!), and proceed up the steps to the right of the blaster trap. Collect the armor and health.

U8L2W12 (secret)

Shoot the computer screen and hop behind the opening it makes to grab some health. Kill the Tank Commander and walk up where he was. Turn around and go back where you drop from behind the computer and enter the gray room under the ledge. This will lead you out to the main computer at the bottom of the large room.

U8L2W13

Kill the brains and guards, and place the data spinner in the left computer. You now need the data disc for the right computer. You won't be able to enter the green door yet, so go through the red trapezoid-shaped one and make a quick right into the room to de-activate the green force-fields on this level. Now can access the green door below, but it's not necessary to go down there just yet.

U8L2W14 (secret)

If you press the wall to the left of the button, it will open up a secret compartment outside with a mega-health in it. When you crawl in to get it, press the button on the wall to keep the door open.

U8L2W15

When you leave the room, don't bother entering the red door on the other side of the two small water patches since it'll take you to level 3 and we're not quite done here yet. Go back out and re-enter the red doors to the left of the computer and head back upstairs all the way to the laser blaster trap and yellow computer.

U8L2W16

Pass the yellow computer and head up the small flight of stairs to the left of it, and open the balcony door to grab some health. Kill the Technician if you haven't already done so. Now walk down and take the platform up near the computer to the upper level.

U8L2W17

After returning from the upper palace, turn left and go up the stairs (left of the computer) to kill the Tank Commander and Technicians. Walk back down, pass the laser blaster trap and kill any beserkers in your path. Follow the walkway around until you overlook the large computer in the big room with the Tank Commander guarding it.

U8L2W18

Kill the Tank Commander and brains and jump over the small ledge down. Give the right side of the computer the data disc, then punch the keyboard in the middle to get the new data spinner. You must now go back to the upper palace to shut down the communications laser.

U8L2W19

Now enter the set of red double doors to the right of the computer and enter back into level 3 from this way now.

U8L2W20

After returning from level 3 for the last time, and having de-activated the yellow force-field areas, climb on top of those ladders from the beginning of level 2 to access the secret at the top with mucho ammo. Return back to level 3 to exit the unit.