

Unit 9 - Level 1 - Inner Chamber

Objective: Pursue Makron to Inner Chamber

U9L1W1

This level is merely a prelude to the final confrontation with the Makron. This level gives you the chance to collect as much ammo and health possible for the next and final level.

Pick up the health packs and leave this room to the right so you can grab the body armor. Turn left down the small set of stairs and press on the door to leave. Immediately pull back and let the lasers break you through.

U9L1W2

Enter the hallway on the left and pick up the stimpacks. Step on the platform, but don't press the button to go up just yet. Walk to the other side and look in the corner for a bunch of ammo, Now press the button to activate the platform.

U9L1W3 (strategy)

When you get to the top, enter either of the two hallways - they both lead to the next room with some iron maidens taking shots at you. Be careful to walk slowly so you don't fall into the lava pit. First take out the iron maidens, then time it so you can run across the moving bridges and jump to activate both buttons. Once the sequence is completed and before you leave out to the front area, jump onto the middle ledge with the computers and collect the health packs.

U9L1W4

Now you can enter the middle of the room, previously protected by a force-field. Step on the platform and ride up top to the outside.

U9L1W5

Walk across the bridge over the lava, a Strogg will de-particalize and transport to the final level. He'll be waiting for you there - in some form or another.

U9L1W6

Watch for the red lasers and step on the buttons on each side of the bridge. Kill the swarm of Flyers and then press the two green buttons on the wall near the transporter. The lasers will now be de-activated protecting the buttons as well.

U9L1W7

Press both buttons to lower steps up to the transporter and climb on. You will now be zapped to the final level!