

# Defend This!

>From Kaz Ota (ko16@cornell.edu):

If you can't get past the large trash-compactor-like room in the very beginning of the level, be sure to observe Leela's briefing map VERY carefully. You will see where the hidden door out of the compactor is.

Still can't find it?

It's a little to the right of the topleft corner of the compactor area. Tab there to open the hidden door, and wait a while until the compactor comes up enough so you can step out

>From Rich Garrett (rgg@telarama.lm.com):

In the passage with the two soldiers on the ledges above you, [Ed: immediately after the large room mentioned above] there

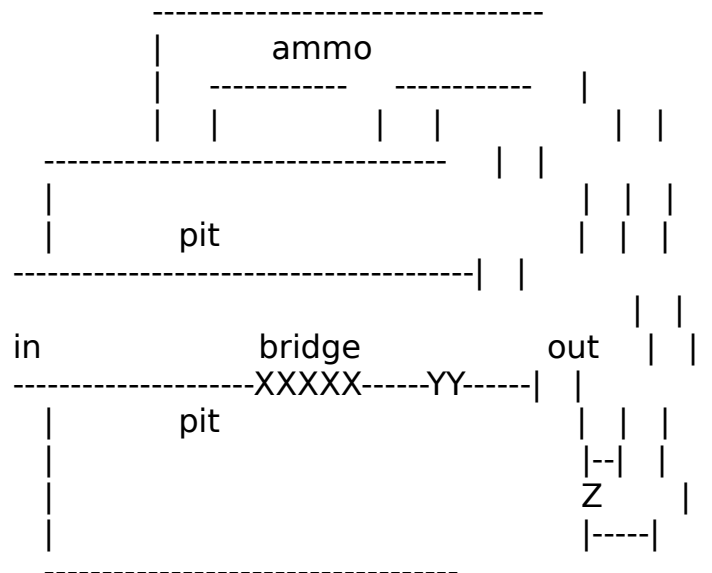
are two stairways at the end of the hall. The one going straight leads to a room with a pattern buffer, shield generator and MA-75s and ammo. Go up the one to the right. When you open the door at the top you will be in a room which is white with an orange band running around the middle. You can see another room like it ahead of you. There is actually a third room which is directly opposite the radiation door. Inside are two MA-75 rounds and a terminal that gives you a message from poor, beleaguered Tycho.

>From Robert James (james@mte.ncsu.edu):

There is a stash of ammo in a corridor in the room that looks like a bridge. To reach the ammo requires some grenades. I was only able to get up there by using Marathon Cheater and getting invincible:

- 1) Kill the aliens on the bridge and the three in the corridor openings in the walls.
- 2) Grenade hop over the left (as you enter the room) wall of the bridge.
- 3) Grenade hop into one of the two corridor openings high above you in the wall (use the map to line up if you need to).
- 4) When you get the ammo, run out one of the openings and land on the bridge. Continue on.

The room:



Chris Lam (amcw@aston.ac.uk) offers the following advice:

No cheats needed here. First grenade-jump BACKWARDS onto the raised wall of the bridge (marked XXXXX). You lose no strength but make sure you don't fall into the pit. Now move towards YY and get in position to grenade-jump up to the ledge marked Z. Make sure your grenade hits the ledge you're running along otherwise you'll get no upward lift. Land safely at Z and collect ammo (deserves more I reckon).

In the room with the 4 switches and the blue and white striped door, the best way I found for getting past the door is this: while facing away from the door, hit the rightmost switch, which temporarily opens the leftmost panel of the door (if facing the door). Get yourself 'wedged' in that space, and turn back to the switches, and without moving, launch a grenade at the second one from the right. Turn around, and just hit the keys for running forward. After a second, the panel to the right will drop, and you should make it through the door. Alternatively, Anthony R. Stevens

(STEVENSA@AUSVM1.VNET.IBM.COM) offers the following solution:

Ignore the leftmost switch (when facing the switches). Flip the 2nd from the left. Go over and flip the rightmost. Now flip the 2nd from the right turnaround quickly and head for the opening before it closes. You will need to fire a grenade at this same switch to get back out.

In another part of the level where there are 4 switches and a window that overlooks lots of platforms, all you need to do is pull the 2nd switch on the left facing the switches. This will make crossing the platforms easy. (Also from Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM))

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## Couch Fishing

Jeremy P. Condit (afn02635@freenet.ufl.edu) notes that there is an ammo stash at the end of one of the lengthy vertical corridors (not the one you start in).

In the large rooms with the ledges that you have to walk around, don't forget to drop down into the open areas to pick up some ammo. Elevators back to the walkway level are located near the point where you entered the room.

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## The Rose

The only way to 'successfully' complete the level requires that you immediately head left from the entry point to where the window overlooks the recreation area, and to kill the Hulks and the Fighters while at that vantage point.

>From Kaz Ota (ko16@cornell.edu):

There are 3 secret sections. These are all shown in Leela's briefing map. Look closely!

Still can't find them?

One is the second spiral staircase that you can access from the notch next to the shield generator, pretty close to the transport terminal. On these stairs, there is some ammo and a second .44 magnum. You can activate the second pistol by using the second weapon key.

The second is along the left wall of this secret spiral

staircase, and contains a terminal where you see some computer (actually Durandal) cracking up.

The third is along the stem, right under the left leaf, and also contains a terminal that displays text that supports the storyline, along with some ammo.

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## Smells Like Napalm, Tastes Like Chicken

There is a secret room in the level that contains the flame thrower, however, you need to be VERY quick to get both in to and out of the room, so using a saved game to attempt this is recommended. Go into the tunnel system on the right-hand side of the map, and head for the bottom left-most point on the map. This should be very close to the initial entry point on the map. Enter this corridor. You should hear an elevator start up. RUN back to the entry room, and on the left side, there will be a section of platform missing. RUN to this, drop down, RUN and collect the napalm unit, and RUN back to the elevator. Did I mention that you need to RUN to get this? :-) It may help to grenade jump into the elevator passage, instead of weaving your way up onto the ledge.

The final puzzle on this level is a bit tricky. Both elevators are initially at their lowest position, and each button activates one elevator. The easiest way to do this is to start at the button that is on the east side, hit it, run to the west button, hit it, then return to the elevators and move into the alcove as fast as possible. If done correctly, the first elevator will rise and stop at the same level as the other elevator, which you must transfer to in order to get to the final room.

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## Cool Fusion

To get to the pattern buffer and shield generator that are located on a platform far away, you need to first activate the first platform in 'The Wave,' and then run and jump off onto the ledge before you get squished.

To get into the second level opening in the first room, you first need to get the large octagonal elevator to work. Once that is going, the best way to get to the opening is to stand on the opposite of the room from the upper doorway. As the elevator starts to

come down, move forward and get a step or two on top of it. Then, when the elevator is moving back up and the floor of the upper hallway is roughly at eye level, RUN forward. You may need to adjust your timing - if you wait too long, you'll get squished.

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## G4 Sunbathing

The only 'vacuum' level in the game (unfortunately), this one can pose several problems to the novice. The best way to think of this level is as having an outer ring, an inner ring, and the airlock system in the center. Within the inner ring is a shield regen, an oxygen tank, and a pattern buffer, so one can always return here to get back to full power.

To complete the level, you need to work clockwise from the entry point on the level to the antenna. Furthermore, you can divide the level into 4 sublevels, each centered around the 4 large areas.

As the first task, you should circle around the upper right quadrant of the level, looking for a red button while dodging the aliens from the large open area. When you hit the button, look across the large open area, and you will see waayyy on the other side, in the alcove opposite you, lights coming on and a door opening. This can be accessed by returning to the inner ring. Within this newly accessible alcove, there will be a switch that will fully open the necessary doors to get to the next section, namely the lower right quadrant.

Repeat this procedure, looking for a button and then hitting the switch in the newly opened area, for the two lower quadrants. When you complete the 3rd section, the 4th section should be fully open to you now. The rest of the level is very simple.

If you do happen to fall into the large open areas, you need to pass through the airlock system to return to the inner ring. There is some ammo down there, so a trip to the bottom level will not hurt.

And now for the G4 Sunbathing solution by Joe Ashear (rendererer@aol.com):

o finish this level, all you have to do is flip a bunch of switches. This is cinfusing at first, because most of the switches are hidden or inoperative when you begin the level. Each switch makes the next switch available to you.

You do not have to go the large arenas full of aliens. But of course you will run into bad guys as you go, and you will have to replenish your oxygen more than once.

This map shows where all of the switches are loacted, and also shows the proper sequence to follow. Just go to switch #1, #2, and so on. You can replenish your oxygen, shields, and save the game in the rooms at the center of the level.

[Joe Ashear • [rendererer@aol.com](mailto:rendererer@aol.com)]

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## Blaspheme Quarantine

You've cleared out the large square hallway, including the aliens on that ledge, but now you don't see anywhere to go? Find the elevator that will take you up a level (activated by the switch near the light switch on one side of the level). Then, while running, jump across to the ledge, and head to the left. If done correctly, a door should have opened leading you into the next part of the level, with a supply of ammo just inside to the left.

Now you've cleared out the other square area, and are stuck down in a pit? Then go to the center of the west wall and look for a door. This will reveal a long corridor that will take you back to the first part of the level, and the door to the final room will be open.

As an added bonus, you can get to read the lyrics to the Durandel song! After you return to the first part of the level, redo the level (no monsters this time, of course), and when you get to the room with all the elevating platforms, go to the computer terminal and read what Durandel has to say. Note: make sure your shields are charged before reading, because Durandel will jump you from here to the next level.

>From Roger Carlson (Roger\_Carlson@atdmac.sp.trw.com):  
If you have worked your way through the level a second time, you'll find that on the terminal in the elevator room, Durandal is singing. He also asks what you are still doing on the level, looking around the storage room for extra ammo? Would anyone keep ammo in a storage room?

Would Durandal lie?

No way. This is a tricky room to find. It takes running and timing, and a bit of luck. The elevators have to be working for you. There is a secret door near where you come in. Walk forward from where you come in, and it is behind your left shoulder on the curving wall. To open it, you need to touch the left hand wall by the transporter booth. You will hear an activation noise when you do that. You need to run back and catch the elevator at the right time. The door is only open for a moment, and soon closes automatically with no way out. It's a pretty good ammo stash, but more importantly, finding the room will restore your faith in Durandal. He'd never kid about ammo.

On the part of Blaspheme Quarantine after the quarantine chamber, if you jump up onto the back right side of the sniper ledges (near the X's), you will open up a secret door just to the right of where you came in (near the Y). Behind the door is two rooms with ammo a-plenty and a terminal with a message from Tycho.

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