

# DOOM 3: Resurrection of Evil

## Xbox Walkthrough

### **What is a GUI?**

When you see a GUI mentioned in this walkthrough this is referring to an interactive interface. The GUI interface must be triggered to open a door, complete objectives, or start/stop a current scripted task.

## **Beginning:**

### **Erebus 1**

#### **Ancient Ruins**

Walk forward till you see the room fill with blood and turn right. Crouch into the room to get the shotgun and then turn around back into the room that filled with blood and head right again. Walk on the left side of the broken floor and follow the corridor into the open area.

#### **Excavation Hall**

At the entrance to this room there is a "Power Cell Generator", click remove and walk forward till you reach the next Power Cell Generator. Note: You will be attacked by Forgottens. Kill them and then click insert on the next generator. A series of lifts will now start to rise, jump on one of them and ride it till you get to the "Lift Depot".

#### **Lift Depot**

Jump of the lift and head up to the path above you. Follow the path till you get the machinegun and then head through the glowing yellow door.

#### **Ancient Ruins-2**

When entering this room, follow on of the paths down to the lower level (you can go left or right). At the bottom of group of enemies will teleport in, kill them and some boulders at the end of the room will fall creating an opening to the next door.  
(CUTSCENE)

#### **Tunnel Access**

No you have the grabber, head down the stairs and use the grabber to move the boxes blocking the path. Follow the tunnel till the next area killing the Forgottens with the grabber.

#### **Central Excavation**

At the entrance to this room head left (unless you want to grab the armor on your right first), follow the path around till you reach some steps on your right. Follow the steps to the top and go through the glowing yellow door.

#### **Ancient Ruins-3**

Follow the corridor till you come to a small room. Kill the enemies and head up the next set of stairs to the right.

#### **Elevator Access**

This is the last room, high the lift switch to complete the level.

## **Erebus 2a**

### **Maintenance Elevator**

Exit the entrance elevator and walk around the elevator to find a staircase behind it. Go up the stairs and follow the catwalk till you reach a small room.

### **Maintenance Supplies**

Get the PDA in this room and head back downstairs to the elevator you started in (note there will be a wave of Imp's that attack you).

### **Maintenance Elevator**

After killing the Imp's and standing in front of the starting elevator, head through the half open red door in front of the elevator.

### **Access Tunnel**

Walk forward till the introduction to the Vulgar plays. Kill the Vulgar and head forward and turn left. Unlock the door and kill the Vulgar in the next tunnel. Turn right and kill the next Vulgar that spawns in and turn left going through the door.

### **Ancient Ruins**

Progress through this tunnel till reaching the next room where the boss is.  
CUTSCENE

### **Ancient Portal**

To kill the boss you need to use the grabber to grab the turret projectiles and shoot them at the boss. After hitting the boss enough times you will receive a piece of the artifact and will be able to progress through the now unlocked door to the right of the room.

### **Portal Junction**

Head forward through the next door.

### **Ancient Machine**

Head forward and turn right. You will need to use the artifact to move through the crushing machines till you reach the door into the next area.

### **Tablet Site Beta**

In this room there is a Power Generator that closes the nearest door when removing the power cell and opens the next door. This is easier to do with the artifact as it give you more time. Remove the cell and as quick as you can move under the closing door and through the next opening door.

### **Central Excavation**

Follow the catwalk till reaching a door blocked by some boxes. Remove the boxes with the grabber and enter the door.

### **Transfer Bay**

Exit the level.

## **Erebus 2B**

### **Transfer Bay**

Exit the transfer bay.

### **Excavation Control**

Head right down the corridor and kill the Vulgar. Turn left through the door and clear out the guys in the next room and head through the next door. Note: There is a health station in here if you need it. Go through the next door.

### **Unidentified**

Head up the steps, kill the Imp and go through the door on the right.

### **Maintenance Access**

Cross this room and go through the next door.

### **Elevator Bay**

Go straight through the next door.

### **Unidentified**

Turn left and walk through the door.

### **Lower Storage**

Kill the Z-Sec soldiers and walk up the stairs and through the next door.

### **Mechanical Support**

Kill the Z-Sec soldiers and walk up the next set of stairs and through the next door. Note: There are some items to pick up by going down the stairs.

### **Central Excavation**

Kill the Imp on your right and then head left down the stairs and then left again to pick up the PDA. Turn around and walk forward till you reach the GUI by the ladder toggling the GUI, killing the monsters and climbing up the ladder. At the top of the ladder, walk forward through the next door.

### **Upper Storage**

Walk forward and go through the door on your left. Progress forward killing the Vulgar and entering the door at the end of the room.

### **Transfer Control**

Insert the Power Cell into the generator and then use the Erebus Lift GUI in the room to call the lift. If you look out the window you will see the exit lift raise below.

You will now need to backtrack to Central Excavation killing some Z-Sec soldiers on the way.

### **Central Excavation**

Kill the enemies as you walk into the room and climb the ladder down below. Toggle the GUI to open the lift door and now exit the level.

## **Erebus 3A**

### **Excavation Transfer Lift**

Exit the lift and walk up the stairs ahead. After your objective is received some Forgottens will spawn in, kill them and then walk through the glowing yellow door.

### **Levitation Site Gamma**

Walk down the stairs to your left killing the enemies spawning in. Walk forward some more and walk up the stairs to your right. At the top of the stairs turn left and head through the door.

### **Chamber Junction 1**

Follow the corridor to the next-door killing the enemies in front of you and behind you on the way.

### **The Proving Grounds**

Grab the PDA and use the Artifact to cross the booby-trapped room to the other side. Note: If a single projectile hits you it will be an instant death.

### **Chamber Junction 2**

Follow the tunnel around the corner and up the stairs.

### **Main Excavation**

After a short cut scene a Vulgar will spawn in, kill him and progress to the end of the room. Walk through the door and exit the level.

## **Erebus 3B**

### **Transfer Bay**

Exit the transfer bay.

### **Excavation Utility**

Head down the stairs killing the Z-Sec soldiers and the Vulgar and turn left. Follow the path and turn left into the door.

### **Level One**

Call the left and then go up to the Medical Labs.

### **Level 2**

Go through the door.

### **Erebus Labs Bid Facility**

Head left and go through the door.

### **Unidentified**

Go through the door in front of you.

### **E-Ray Laboratory**

Walk forward, kill the zombie and turn left through the next door.

### **Medical Ward**

Kill the doctor in here, grab the PDA and grab the power cell in the generator. After you have collected these items, back track to “Level One”.

### **Level One**

Go through the door.

### **Excavation Utility**

Right in front of you there is locked door with a GUI, unlock the door and enter.

### **Unidentified**

Walk forward through the next door.

### **Site 1 Research Access**

Walk up to the corpse and grab the PDA, now head through the door on your left.

### **Excavation Systems**

Turn left through the next door.

### **Unidentified**

Walk forward through the next door.

### **Lab Maintenance Access**

Climb the ladder and walk through the next door.

### **Lab Systems**

Progress forward killing the zombies and enter the next door.

### **Unidentified**

Progress forward through the next door.

### **Lab Administration**

Kill the Z-Sec on your right and then turn left through the door.

### **Sarge’s Office**

Open the locked cabinet with pass code 428 (code is in Steven Crane PDA) grab the key and double barrel shotgun. Leave the office.

### **Lab Administration**

Head to the opposite side of the lab unlocking the door with the key you just acquired.

### **Administrative Office**

Remove the power cell and leave the office. Backtrack all the way to “Excavation Systems” killing all the zombies on the way.

### **Excavation Systems**

Walk straight forward into the door ahead.

### **Artifact Storage**

Turn left and go into the door to your right.

### **Unidentified**

Kill the Vulgars and progress forward through the next door.

### **Artifact Storage Control**

Insert a power cell into the generator and then use the Artifact Storage GUI in the room to vent the gas. Exit the room the way you entered and backtrack to “Excavation Systems” again.

### **Excavation Systems**

Go through the door on your left.

### **Site 1 Research Access**

Turn left and then go through the door “Artifact Storage”

### **Artifact Storage**

Grab the PDA on the floor in the middle of the room and then grab “The Primitive” in the back of the room. Go up the small steps and through the now unlocked door.

### **Artifact Storage Access**

Go forward and turn left through the door.

### **Excavation Receiving**

Open the bay door and exit the level.

## **Erebus 4A**

### **Excavation Receiving**

Walk forward and up the stairs in front of you. At the top of the stairs turn right and right again through the door.

### **Excavation Systems**

Kill the Z-Sec soldier and go through the door on the other side of the room.

### **Artifact Processing**

Kill the Vulgar on your left and head right through the door where the next Vulgar attacks you.

### **Administration Checkpoint**

Go through the next-door killing the Imp

### **Administration Access**

Progress forward till reaching the red tunnel.

### **Unknown)**

Walk through the red tunnel till reaching the next room.

### **Administration Junction**

Progress forward till reaching the next door.

### **Administration Access**

Progress forward picking up the PDA on the ground and walking through the next door. Exit the level.

## **Erebus 4B**

### **Administration South Hall**

Progress forward past the two doors on the right to the end of the room and enter the door on the left (entering the two doors on the right is optional to kill more guys and pick up some items).

### **Administration East Hall**

Progress through the winding corridor, through the glass door and into the next area.

### **Excavation Transfer**

Move forward to the Power Cell Generator and Pick up the PDA "Mac Smith". Now backtrack into the last area.

### **Administration East Hall**

With the newly acquired PDA, you can now unlock the door in this room by using the GUI.

### **Administration Main Office**

Progress forward towards the left and remove the Power Cell from the generator at the end of the room. Note: Caution of the Z-Sec solider and the Vulgars that spawn in after removing the cell. After retrieving the cell, go back to the "Excavation Transfer" where you got the last PDA.

### **Excavation Transfer**

Walk up to the Power Cell Generator across the room and insert the cell. This will activate the lift to the left of the generator. Note: The lifts take a few seconds.

Take one of the containers (acting lift) up, get off when you reach the next level and go through the door in front of you.

### **South Lounge Junction**

Progress forward till you reach the next door.

### **Lobby**

Move forward and turn right into the next door.

### **Lounge**

Kill the Z-Sec soldier to your left behind the table and then go through the next door ahead of your starting position.

### **North Lounge Junction**

Go down the stairs and through the next door.

### **Excavation Transfer**

Turn left and head down the stairs. Open the last door and exit the level.

## **Erebus 5A**

### **Transfer Bay**

Step out of the transfer bay

### **Erebus Cargo Storage**

Walk up the short steps ahead of the starting point and enter the door. Note: There will be a brief rush of enemies on the way to the door.

### **Erebus Storage Hallway**

Follow the hallway around to the left past the door.

### **Elevator Bay**

Walk ahead into the next door. Don't jump down the elevator shaft.

### **Research Access**

Walk up the steps and enter the door on your right.  
CUTSCENE

### **Research Support**

Walk upstairs through the door.

### **Research Sector 2**

Kill the enemies and go through the next door. Note: If you go down the stairs in this room there is a health station.

### **Erebus Cargo Storage**

Turn left and follow the path to the next door.

### **Upper Cargo Storage**

Go through the next door ahead.

### **Cargo Storage Stairwell**

Go downstairs and pick up the PDA. Now go through the door next to the PDA.

### **Erebus Cargo Storage**

Head around to the right and then right again up the steps. Unlock the door and move into the next area. You are now back at the start of the level. Follow the pathway through the first door you entered.

### **Erebus Storage hallway**

Walk around the corner and unlock the first door to your right, enter.

### **Armory**

Pick up the chain gun and unlock the next door.

### **Waste Tunnels Access**

Move through the room downstairs and exit the level.



## **Erebus 5B**

### **Airlock**

Move out of the airlock.

### **Waste Tunnels**

Move ahead and turn right. With the suit you're wearing you can walk in the slime or on the catwalks, its up to you. There are no rooms dividing this large area up so follow the path killing the waves of monsters you face.

NOTE: You will need to hurry, as oxygen is an issue. Collect as many air tanks as possible as you storm through the level.

Tip: The zombie men in the suits will drop air canisters if you kill them.

If you find yourself low on health, there are usually rooms above with health and ammo. Use the catwalks to access these rooms and beware of the barrels scattered all over the level has most of them are explosive.

After traveling down a few tunnels you will come to a dead end, take the nearest catwalk up and you will see an airlock door.

### **Airlock**

Exit the airlock into the next part of the level.

### **Surface Access**

Turn left and head up the stairs and into the next airlock chamber. Exit the level.

## **Erebus 6A**

### **Site One Surface**

After stepping out of the airlock move straight ahead across the outdoor area killing the Cacodeomon and finding a ladder by an air canister. Climb the ladder to the catwalks above and take care of the two Vulgars. Follow the catwalks picking up more air canisters till you find the next airlock.

### **Airlock**

Move through the airlock.

### **Monorail Storage**

Walk ahead and listen to the talking soldier. Then turn right and go through the door.

### **Sewage Maintenance**

Go down the stairs and turn left through the next door. Continue to move forward down the corridor through another door.

### **Sewage Stairwell**

Take the stairs down but don't go through the first door, go under the stairwell and into the second door.

### **Blocked Passage**

In this room you will find a PDA you need to progress later on. Feel free to stop by the armory (Storage locker code 134) before you progress back into the Sewage Stairwell.

### **Sewage Stairwell**

Kill the Vulgar and go up the steps into the first door.

### **Main Sewer Access**

Take the stairs down and to the left till you reach the end. Unlock the door and enter the next room, exit the level.

## **Erebus 6B**

### **Main Sewer Tunnel A**

Walk forward and you will find a century droid. Follow the century droid through the tunnel killing scores of enemies.

### **Main Sewer Tunnel B**

Continue to follow the droid through tunnel B till you reach a door. This is where you are going to leave the century droid behind.

### **Sewer Filtration**

Next to heath station there is a latter to the left. Climb the ladder and navigate your way through the vents.

### **Cargo Transport**

This is where you will face the second boss in the game. When you walk up to the control panel in the room a cut scene will play focusing on the bosses heart. This is what you need to shoot when it's exposed in order to kill him. Using the Artifact is key to winning this fight as you get plenty of time to blast his heart when in slow motion. This is a tough battle so be prepared to die one or two times.

When you kill him you get the next piece of the artifact and now the doors to the monorail are open.

### **Cargo Transport**

Toggle the controls to exit the level.

## **Phobos 1A**

### **Monorail**

Sit back and enjoy the ride.

### **Monorail Station**

Exit the monorail and head up the stairs to the right through the door.

### **Connecting Corridor 1A**

Turn left and up stairs through the next door.

### **Communications Tower**

Move forward till reaching the next door. Note: There is a health station in the middle of this room if you need health.

### **Communications Support**

Look out for the zombie on the left as you come through the door. After you take him out progress forward through the next door.

### **Connecting Corridor 1B**

Move down the stairs through the next door.

### **Elevator Access**

The elevator in this room does not work, so just continue forward through the next door.

### **Teleportation Reception**

This is the level exit but you don't have the key yet, so just move straight across this room through the next door.

### **Connecting Corridor 2A**

Travel up the stairs through the door.

### **Teleportation Science**

As soon as you enter this room, turn right and go up the stairs, turn left and through the door ahead.

### **Connecting Corridor 2B**

Move through this room through the next door.

### **Teleportation Chamber**

Move down the staircase to the right into the teleportation chamber and through the glass door.

### **Teleportation Control**

In this room you need to toggle the MCS Uplink GUI and then toggle the next GUI for "Scan For Active Pads", then Pad1 Delta. There will be a malfunction and you will receive a new objective. Leave the room.

### **Teleportation Chamber**

Head back up the stairs killing off the Reverents and turn left through the now open door.

### **Teleportation Mechanical**

In this room head right and then right again. Destroy the yellow barrel and then the reverent progress forward till you go through the next door.

### **Storage**

Move through this room through the next door.

### **Storage Hallway**

Jump into the open floor vent and crouch.

### **Sub Floor Conduit**

Head towards to right till you reach an opening.

### **Utility Closet**

Grab the PDA and the key lying on the group and open the door.

### **Storage Hallway**

Turn right and get in the elevator.

### **Elevator**

Go to the Lobby.

### **Elevator Access**

Head right and through the door.

### **Teleportation Reception**

Head left down the stairs and unlock the door with the key you just acquired. Exit the level.

## **Phobos 1B**

### **Sky Tram Station North**

At the level start, turn left and get into the tram. Enjoy the ride.

### **Sky Tram Station South**

Get out of the tram and enter the right door to exit the level.

## **Phobos 2A**

### **Reception**

At the level start, head left and then turn right to go through the door.

### **Unidentified**

Progress forward through this corridor.

### **Connecting Corridor 2A**

There is armor in the room to the right, otherwise turn left right away till you go through the next door.

### **Research Lobby**

Walk forward and turn left through the door.

### **Research Sector A**

Progress to the other side of the room (heading right or left will be fine), till you find the Conference Room.

### **Conference Room**

Pick up the PDA on the table and head back to the Research Lobby killing the wave of monsters on the way.

### **Research Lobby**

As soon as you walk into the lobby, a Bruiser will spawn in. Kill him and unlock the door to the left of where the Bruiser spawned in.

## **Research Sector B**

Head down the stairs and to the right  
CUTSCENE

## **Artifact Research**

Head around to the right of the doctors office and follow the corridor till you reach the next room through the door.

## **Utility Room**

Pick up the items in this room and go through the next door.

## **Airlock Vestibule**

Open the airlock in this room and exit the level

## **Phobos 2B**

### **Phobos Labs Exterior**

This map starts outside. Head to the forward left corner of the outside area, find a staircase leading up. Follow the second floor catwalk till you find a locked door on your right, which you can unlock with a key you acquired.

### **Pumping Station**

Progress around the corner till you see some stairs leading up to a raised area with a GUI. Activate the Emergency Shutdown and then head down stairs to face some enemies. Follow the path to the next door with leads back outside.

### **Phobos Labs Exterior**

Walk across the bridge into the airlock exiting the level.

## **Phobos 2C**

### **Airlock Vestibule**

Head forward and through the door on your left.

### **Security Core Access**

Make a right through the first door.

### **Upper Corridor 1A**

Walk through the next door.

### **Commons**

Kill the Z-Sec soldiers and head down the stairs and around the corner.

### **Lounge Access**

Head upstairs and to the left through the door.

### **Upper Walkway**

Kill the soldiers and get the PDA at the end of the room. Then go through the door at the center of the room.

### **Storage**

Pick up some items and go through the next door.

### **Security Core**

Use the last PDA you picked up to get the codes to unlock the bridge (code 281). Once the bridge extends cross the bridge into the core. Kill the soldiers in the room, get the plasma gun and activate the Security Lift Control GUI. Now you need to backtrack to the second room of the level, Security Core Access.

### **Security Core Access**

When entering this room make a right through the two doors.

### **Security Core**

Activate the lift, when the lift stops go through the glass door and then another door to face the third boss.

### **Energy Core**

To kill this boss you need to shoot him till he stands in the room sending electricity everywhere. This will turn one of the cylinders GUIs green so the energy cylinders can be opened and exposed to firearm damage. Once all 4 energy cylinders are destroyed the boss can be killed with direct damage. Once the boss is dead leave the room the same way you came in.

### **Security Core**

Activate the lift; this will take you to the level exit.

## **Phobos 3A**

### **Reactor Systems**

Head up the stairs to your left and then make an imitate right (unless you desire some plasma ammo in the Plasma Storage room to the left). Follow the path to the door.

### **Reactor Mechanical**

Head left through the door.

### **Reactor Core**

Follow the catwalks and use the lifts to get all the way to the bottom and enter the door. You will have some bad company on the way down.

### **Lower Maintenance**

Walk straight ahead and use the ladders to climb down. When you get to the bottom there will be a Key you need to pick up. Don't leave without it. Once you got the key activate the lift and it will take you up to the top floor of this area and go through the door back into the Core.

### **Reactor Core**

Use the lifts and catwalks to get to the top level and head to the locked door to the right (when facing the core center). You will have plenty of company again.

### **Reactor Control**

In this room you need to initiate the shutdown using the Phobos Reactor GUI. Once this is done leave the room back into the core.

### **Reactor Core**

As soon as you step into the core, activate the bridge GUI right in front of you and then head right through the door.

### **Reactor Support**

Progress forward till you reach a lift. Take it down and go through the door.

### **Energy Processing**

Walk up to the century droid to activate it and follow the droid till he reaches his destination. At this point the droid will shutdown again, so progress forward through the door.

### **Maintenance Elevator**

Take the elevator to the Airlock.

### **Airlock Vestibule**

You have reached the airlock to exit the level.

## **Phobos 3B**

### **Phobos Labs Rooftops**

Take the ladders down till you get to the next airlock.

### **Airlock Chamber**

Activate the chamber and enter the next room.

### **Upper Maintenance**

Head forward into the elevator.

### **Maintenance Elevator**

Go to the Cargo Tunnels.

### **Lower Cargo Tunnels**

Progress through the tunnel though the next door.

### **Phobos Labs Exterior**

Progress forward through the next door.

### **Lower Cargo Tunnels**

Continue forward through the next door.

### **Environmental Support**

Head left and then up the stairs till you reach a ladder.

### **Maintenance Shaft**

Climb the ladder to the top.

### **Environmental Support**

Go through the door and head left. Go straight and then through the door on your left.

### **Environmental Control**

Initiate shutdown on the Life Support GUI and leave the office. Head around to the right and go straight.

### **Upper Maintenance**

Keep going straight and through the door.

### **Skywalk**

Keep going straight and through the door. Exit the level.

## **Phobos 4A**

### **Transfer Support**

Make a right and go through the door.

### **Transfer Maintenance**

Pick up the items and head up the stairs through the door.

### **Airlock Access**

Pick up the PDA by the dead soldier and go through the door on the right.

### **Monorail Station**

Head left and through the opening into the room with the explosive barrels. The action is going to get intense for the next couple of rooms. Kill the bruisers in this room (they teleport in) and then go up the small stairs and along the walkway through the next door.

### **Teleportation Reception**

Kill of all the enemies and continue to push forward into the next room. Make a right and open the large door.

### **Teleporter Mechanical**

Head forward up the stairs and go left and then an immediate right (follow the guys teleporting in).

### **Teleportation Chamber**

Fight your way into the teleport room and enter the control room.

### **Teleporter Control**

Activate the teleporter using the GUI by selecting a destination. Leave the room.



### **Teleportation Chamber**

Activate the Teleporter.

### **DeltaX A**

#### **Teleport Station 3**

Turn left and follow the path till you go through the first door.

#### **Decon Chamber 3**

Pass through this chamber to the next area.

#### **Chamber 3 Tunnel**

Head up the stairs and turn right and go left through the door.

#### **Chamber 3 Access**

Progress forward through the next door.

#### **Hydrogen Storage**

Follow the path left and walk into the sparkly teleporter.

#### **Executive Offices**

Go through the door and go to the left or right (reconnects on the other side of the room). Leave the room into the next area.

#### **Executive Office Access**

Cross the bridge and through the next door. Turn left and go around the corner through the next door. Go left again.

#### **Delta Library**

Kill off all the spiders and walk into the next sparkly teleporter. Level End.

### **DeltaX B**

#### **Central Processing**

Walk into the corridor; beware of the hell knight that attacks from behind.

#### **Common Area Access**

Follow the corridor to the next room.

#### **Common Area**

Walk into this room and grab the PDA on the floor behind the counter. Kill the hell knight and continue down the corridor towards the flame.

#### **Research Lab Corridor**

Walk up to the flame and turn left, walk through the next door.

#### **Specimen Research Lab**

Walk left then take the right passage and crouch under the flame.

### **Research Control**

Walk into the room around the corner and kill the hell knight and Vulgars. Then take the only available door into the next room.

### **Stasis Chamber**

Turn left and walk around the corner killing the spiders on the way. Go through the door ahead.

### **Lift Access**

Go forward and right and take the lift up.

### **Analysis Corridor**

Go left and around the corner through the door.

### **Analysis Control**

Go forward and through the next room, and through the door.

### **Research Control**

Follow the walkway around through the next door.

### **Central Processing**

There is an unlocked room here that contains a sparkly teleporter, go in it.

### **Teleporter 4 Main**

Walk up the steps and into the teleporter. Level ends.

**NOTE: All hell areas are unidentified, so room names have been replaced with room descriptions.**

## **Hell A**

### **Start**

Progress forward into the cave.

### **Cave**

As soon as you step into the cave, a few spiders will drop down in front of you. Quickly take them out and prepare for the rush of enemies from behind. When all the enemies have been killed, progress down the cave.

### **Cave 2**

Progress past the hell hole with the raising spirits into another small cave.

### **Small cave**

There are a couple Imps to take out here, take them out and head right till you come to a teleporter.

### **Teleport Destination**

This area is quite the battle. When you kill off all the enemies another teleporter will appear in the middle of the room, which will end the level.

## **Hell B**

### **Start**

Jump over the lava using the rocks till you find the entrance to the corridor.

### **Corridor**

Kill of the enemies and make your way to the end and turn right, then progress through the door.

### **Cave**

Kill the hell knight and progress down the cave.

### **Room**

Kill the second hell knight and progress forward to the next cave.

### **Cave 2**

Make your way to the end of the cave till you come to a large area.

### **Large area**

Kill the Cacodemons and start following the path on the right. Cross over the middle of the room and start following the path on the left till you come to a cave.

### **Cave**

Follow the cave till you see the next open area.

### **Exit**

Go into the teleporter to end the level.

## **Hell C**

### **Last Boss**

There is no trick to killing the last boss, use the artifact for slow motion and shoot the hell out of him. He is very difficult to kill and will probably take a few attempts before completion. Timing of the artifact use is key. The game ends in a cut scene.

The end.