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QUAKE II FAQ for PSX (USA) by Pulse Started on 2/21/01 at 3:17 PM.
Last Revision: 7/18/04 at 5:43 AM, EDT
FAQ Version: 2.x1

FAQ Tally

* Characters: 68,727 *

* Characters (With Spaces): 84,713 *

* Words: 14,839 *

* Pages: 31 *

* Paragraphs: 1,469 *

* Lines: 1,754 *

* Random Number: 232 *

I. Copyrights:

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know.

II. Introduction:

Welcome to Pulse's QUAKE II FAQ for PSX (USA). This is a complete
Walkthrough, Weapon and Item Guide, Secret Finder, and Deathmatch tactic all
in one. I have not found a complete walkthrough anywhere else on the net, so
I will do the honors in preventing you from being blown into a pile of gibs.

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IV. The Story

Long shadows claw desperately away from your dusty combat boots, fueled by the relentless sun of a late Texas afternoon. Shading your eyes against the glare, you squint for the thousandth time at the line of soldiers ahead of you. It stretches on endlessly across the rubble, disappearing at last into the cool shadows of a troop carrier. Soon you'll walk up the ramp into the ship, climb into your one-man cocoon, tear through the interplanetary gateway, and smash down light-years away from the blowing sand and blasted ruins that surround the Dallas-Metro crater.

"What the hell is taking so long?!" you snarl, slamming the battered barrel of your side arm, the blaster, against your scarred palm. "I've waited long enough. Time to kick some Strogg ass..."

Slightly rocking back and forth under the sweltering August sun, you spit out of the side of your mouth, rub your eyes, and think back to the day when the wretched creatures first attacked. Like flaming meteors, their crafts pounded into the Earth and unbelievably, these biomechanical aliens... these hideous cyborgs... swarmed out while their ships still sizzled with reentry heat. They killed or captured anything that lived. We figured that the Strogg were after our planet's resources: minerals, metals, and water: things like that. But their onboard storage facilities did little to disguise what they considered to be resources: fleshy limbs and organs for new cyborgs, and of course, food.

The line moves. And moves again. Into the cool shadows at last. The assembled armies branch off into new lines divided by corps and unit.

"I can't deal with this shit - what's the friggin' hold-up?"

"Cool your jets, marine," Tokay mutters and smiles over his shoulder. "We'll all get a few Strogg heads to take home as souvenirs. I promise you that."

"Yo, soldier, 3585." The medtech's voice startles you. "You in or out?" Competent hands guide you into the coffin-like opening of your Mark 9A drop pod: sleek, dark, and invisible to the Stroggos defense systems. One of the techs begins to drop the reinforced pod door. "Sleep tight, soldier. You'll see sunlight in less than six and half-hours. Not our sun, mind you..." <SLAM> Pitch black except for the mild glow of your video readout system in front of you. You've done this a dozen times in the sim classes. No sweat. Just a few short hours to sleep, recharge, and then... the moment of glory. But this time it's for real.

It's also time to think. You recall your first official day of training, your unit commander discussing how these damn parasites made it to Earth and other nearby colonies in the first place. By employing our best satellites and long-range scanners, we learned how they traveled light years so quickly - the Strogg used these black hole-like gateways as their highway to heaven. We still don't know if they created these rips in the fabric of space and time, or if they simply discovered them by accident. Either way... it's just like opening the door to an all-you-can-eat restaurant for these bastards. In about two hours, we'll be entering the same interstellar portals, to hit 'em where it hurts... on their own turf.

You close your eyes and relish this thought. Eventually, you nod off to the low hypnotic hum of the troop carrier.

Crackle ... *fzzzz* ... "Greetings to the people of the Coalition. This is

Flag Admiral Crockett, speaking to you from the bridge deck of Phobos. We are entering the outer orbits of Stroggos, the alien's home system. As we had postulated, Stroggos' atmosphere is harsh but breathable. We expect to make planetfall soon. Now is the time to switch on your debriefing panel if ya need it."

"Boomer?" the voice crackles through every soldier's headset. "Drop X-ray squad in 30 on my mark. You copy?"

"Roger that!" In another pod, your sergeant snaps back. "OK boys and girls, you see the clock on your heads-up. Two demerits for anyone who up-chucks during bounce and roll!"

Sththunk!! Your drop pod is shot from the side of the carrier and hurtles downward. *Wheee-ooooo!* Incendiary atmosphere howls past the pod's rapidly heating shell. *Ka-WHUMP! * The pod wall suddenly buckles to your right, but stays intact. Another pod must have clipped yours on its way in. ECM didn't indicate enemy fire. Shit. Thrusters and stabilizing gyros are fading. Based on the pings, the other pods are pulling away. Below you, the large alien city roars into focus on the screen. But where are the other pods? They were there a minute ago.

Suddenly, distorted radio chatter lights up, "Mayday! Mayday! Lost all power... shielding failed... missed dz... some kind of EMP is... kzzzt... us out. We're dropping like fli... zzzzkkkzzzt". Silence. Damn! If the Strogg have electromagnetic pulse defenses and we failed to detect them... all of us are in the shitter.

That HUGE blip has to be the Big Gun.

You do a slow dogleg left as your navcomp finds a place to land when all of a sudden retros kick in and propel you south.

"What the...?" Before you know it you skip across the lip of a crater and slam into a structure, a good distance away from your target. Dazed and bleeding from a head cut you toggle open the labeled arsenal bins and reach for where your gear ought to be stowed. Damn. Nothing but your sidearm. Damn again.

You leap out the crushed pod door, alone, with blaster in hand, and tear off into the room with the bittersweetstench of vengeance coursing through your veins...

TCM INTEL BRIEF: CLASSIFIED
INCOMING MESSAGE FROM TCM MARINE COMMANDANT JAMES:

We have cleared the interplanetary gateway between Earth and Stroggos. In exactly three hours operation Alien Overlord will commence.

As I speak to you, your pods are being fueled and all systems brought online. Activate your field computers. The following Intel brief will provide you with your military objectives, terrain information, arsenal and equipment details, and enemy analysis.

Never before has there been a greater challenge to life, liberty, and civilization. This is a crusade in which we will accept nothing less than victory. No matter how long it may take us to overcome the Strogg's barbaric assault, the people of Earth in their righteous might will win through to absolute victory. Today we will make very certain that this form of barbaric

treachery shall never endanger us again. With confidence in you, and with the unbending determination of our people, we will gain the inevitable triumph -- so help us God.

So go forth and kick ass, soldiers!

OPERATION ALIEN OVERLORD:

[Geography]

The core of the Stroggos civilization is the capital city of Cerberon. The highly defended complex is built into the base of an enormous crater named Crater Majoris. Between the northern plains and the southern sea of Stroggos, Cerberon contains the major defense, communication, and political controls for the Strogg civilization. At the southern tip of Majoris is a second crater called Crater Minor. Crater Minor contains the defense base complex for the city of Cerberon.

[Political Structure]

The Strogg civilization is governed through a system of Warlords. Each is given strategic locations to command and control. A single leader, called the Makron, is chosen from the Warlords. He commands Stroggos from within the Palace City located at the northern end of Cerberon. Losing him would leave the Strogg confused and in turmoil as the Warlords battle internally to determine a successor. This would remove any chance Stroggos has for creating a well-organized strike or defensive position.

[Defense Systems]

Guarding Stroggos is a defense system we refer to as the Big Gun. This defense system detects and destroys any ship over a few meters in length. Also, to protect against ground assaults, a deadly laser security grid surrounds the entire capital city.

[Energy Resources]

Bluish crystals called Steedium are the source for most of the energy that powers Stroggos. The energy gained from processing these crystals provides them with the power run their entire civilization as well as their planetary defense weapons systems (a.k.a. the Big Gun).

MILITARY OBJECTIVES

Your primary objectives are to establish a communications uplink, destroy the planetary defense systems, disable the Laser Grid control computers, and assassinate the Makron commander. Once the communication link is made, subsequent communications will guide troops to their primary targets, destroy targets of opportunity, and provide necessary ground support for the follow-up air strike.

[Communications Uplink]

Your first objective is to establish an uplink between command and the Strogg communication computers. These are in the exterior military base south of the main capital of Cerberon. This will enable continued communications, location information, and combat analysis beyond the base complex. Failure to establish this uplink is not an option. Once on the planet, the combat situation may change quickly. It is imperative that you regularly check your computer systems for updated orders.

[Seek and destroy the Security Grid Control CPU]

Next you are to head into the City Outskirts and destroy their Security Grid CPU so we can infiltrate the Strogg's defenses. Getting into the systems so we can find out why they are really attacking Earth is a must. Fail and the

entire Earth populace will be decimated.

[Locate The Reactor Core and Disable Its' Safety]

After shutting down Defenses, kill their Power Supplies as well. Shutting the power will enable us to bombard our targets without any fear of retaliation. It is imperative this is done, or we are a lost cause.

[Locate and destroy the Laser Grid Control Computers]

This is an important objective, marine, so don't fuck up. Shutting down those lasers means all you have to do is kill Makron and you are done. Kill the lasers and we can send in our ground troops. It also means our ships won't be carved like a roast Turkey.

[Terminate Makron]

This is it, soldier. Get in, blast Makron into alien slime, and get the hell outta Dodge. Make Earth Proud.

THE STROGGOS ENVIORNMENT

The Strogg environment is in some ways like earth, but in many ways much more hostile. The Strogg use a number of standard systems for activating machines, opening doors, and using elevators. Their interface is easy to adapt to: walk to it, over it, or shoot it. Other elements of the world are much more hazardous and can be deadly.

STRUCTURAL SYSTEMS

Buttons, Floorplates, and Levers: There are three ways to activate a switch. Touch it, walk on it, or shoot it.

Doors: The majority of doors on Stroggos open as you approach them. If one doesn't open automatically, seek a button, floorplate, or key.

Secret Doors: Some secret doors conceal secret passageways or military supplies. Most secret doors open when shot. Others open by activating floorplates, buttons, or levers.

Area Doors: Specific symbols indicate the exit to a given area.

End of Unit Complex Symbol: The Strogg marked off areas to indicate a one way passage. Once you leave a unit complex you cannot return.

Secret Areas: The Strogg have concealed military supplies in different locations within the city. Recon your surroundings closely. Sometimes the slightest variation in the environment could mark the entrance of a secret area. There is no visual data available on actually where the secrets are. Use your eyes soldier!

ENVIORNMENTAL HAZARDS

Water: The water on Stroggos is safe enough to enter without needing an enviro-suit, but remember to come up for air periodically. Be careful of water currents.

Slime: All over Stroggos are pools of toxic waste from their refineries. This slime eats away at your flesh unless protected by an enviro-suit.

Lava: Stroggos has large amounts of volcanic activity. Don't go anywhere near lava unless it is absolutely necessary. An enviro-suit won't help you much.

Traps: We know very little about the internal defense systems on Stroggos. Given their warlike nature and the importance of Cerberon to the Strogg, expect the environment to be deadly.

V. The Enemy

Light Guard

Description: Weakest of the three processed humans, armed solely with a simple blaster.

Defense/Weapon Analysis: Easy

Comments: Although their weapons may only sting, they may attack in packs or summon help from the big dogs.

Shotgun Guard

Description: These loyal troops have an automatic scattergun prosthetic.

Defense/Weapon Analysis: Easy

Comments: He goes down easy, but packs a punch

Machine-gun Guard

Description: Bigger, meaner, and deadlier than above...with a machine-gun for a right arm.

Defense/Weapon Analysis: Easy

Comments: They tend to charge in droves and have a sharp eye.

Enforcer

Description: Strong, muscle-bound warrior who dishes out chain gun speed damage.

Defense/Weapon Analysis: Medium

Comments: These bullies have one objective in mind, marine - to fill your body with as much lead in the least amount of time. They can take a beating, and are effective at ducking your ammo. Also watch out for post-mortem spray from their chain gun caused by a spasm in their arm. Split once you see one fall to its knees.

Gunner

Description: The fighting elite for the Strogg, outfitted with a powerful machine gun and an automatic grenade launcher.

Defense/Weapon Analysis: Medium

Comments: This cybernetic terror eats Mutants for breakfast before coming to work - on you. He does have one weakness, though. It takes a second for his hand to open up into the machine gun so take advantage of the brief delay.

Berserker

Description: He has a metal spike as one arm, a hammer as another, and moves very quickly.

Defense/Weapon Analysis: Medium

Comments: This bald mutha is one deadly freak. He may hit the dirt easy, but he'll get up and is relentless in his pursuits.

Iron Maiden

Description: Equally as powerful as the Gunner, this femme fatale has both an arm-mounted rocket launcher and flesh tearing claws.

Defense/Weapon Analysis: Medium

Comments: The cyber-bitch from hell...not the kind of girl to take home to mom.

Medic

Description: As the name suggests, this threatening organism has the ability

to awaken dead Strogg from eternal sleep.

Defense/Weapon Analysis: Medium

Comments: When he is not healing, the Medic moves about on two hydraulic legs, and is armed with a laser blaster that shoots at hyper speeds.

Parasite

Description: Four-legged beast with a probe on its back. Once fired, it attaches itself and literally sucks the life from you.

Defense/Weapon Analysis: Medium

Comments: The Parasite makes Cujo look like Lassie on Prozac.

Gladiator

Description: With two massively mechanized legs and one shoulder-mounted railgun, the Gladiator is the daddy of all the adapted humanoids.

Defense/Weapon Analysis: Medium/Hard

Comments: Once targeted, you have less than a second to sidestep or you're toast. Also watch for his lethal left-handed clamp grip.

Flyer

Description: A small two-winged monster, comprised of a controlling brain and a cyborg body that allows it to levitate.

Defense/Weapon Analysis: Medium/Hard

Comments: The Flyer moves fairly quickly, travels in packs, and each wing is a laser blaster.

Icarus

Description: Relies on a huge jet packed attached to its back, with laser blasters mounted into his shoulders.

Defense/Weapon Analysis: Medium/Hard

Comments: With its durable shell, swift maneuverability, and insatiable appetite for destruction, the Icarus is an aerial nightmare.

Arachnid (PSX Quake II exclusive)

Description: He uses dual Railguns (one on each arm) for long range attacks, but can also swing each Railgun equipped arm when his prey is in closer range.

Defense/Weapon Analysis: Hard

Comments: Constant movement is the best defense against the Arachnid's fierce dual Railgun Attack. The more you move, the less chance he has to target you.

Tank

Description: Tanks have three weapons they use at random: an arm-mounted machine gun, an arm-mounted laser blaster, and a shoulder-mounted rocket launcher.

Defense/Weapon Analysis: Hard

Comments: Get in, take your shot, and get out...repeat as often as necessary. These metallic beasts can endure massive gunfire.

Tank Commander

Description: These Tanks are a special class, designed to secure the Inner City from infiltrators.

Defense/Weapon Analysis: Hard

Comments: Consider planning your means of attack beforehand, rather than running into their view with your weapons blasting.

VI. Get Control! (Default)

Up-Foward

Down-Backward

Left-Turn Left
Right-Turn Right
X-Fire
Circle-Toggle Weapons Forward
Triangle- Toggle Weapons Backwards
Square-Jump
L1-Look Up
R1-Look Down
L2-Strafe Left
R2-Strafe Right

OPTIONS:

These options are presented when you boot up Quake 2:

GAME: Start a new game with a specific skill level, or load a game.

OPTIONS: Customize your controller or mouse, adjust your audio, and change your game play control options.

VII. Battle Tactics (AKA not being blown into gibs)

There are several Tactics you must learn in order to get to a Quake Pro Level. Those guys on the net aren't Beginners, and they'd love to nail fresh meat. (AKA beginners.)

1. HIDE!!! - First and foremost, if you see that Rocket heading at you, hide!!! This won't do with other weapons, like the BFG, but for every other one, it works.
2. Circle Strafing - This is also important. To get in close to do max damage, get in and start, say, Turning left while Strafing Right. Result: You wheel around that Tank with ease. If you challenge the Tank with your blaster, and you come out alive, you have mastered the CS.
3. Shoot n' Scoot - Also useful. If there's a Tank down there and he can't get up to you, Take a few potshots, then strafe behind a wall until he's done firing. Repeat as necessary.
4. Dodging shots - Basically, are you gonna stand there with your "pal"(used loosely here) warming up his BFG? Get the hell outta there while you can!!!
5. Go for the Gold! -Or BFG, or Railgun... simply put, if you have a Machinegun and your "buddy" has a Railgun, chances are you're shit outta luck. Get the good stuff before Rocking.
6. Get the Armor, Silly - Armor can be your saving Grace.
7. Don't be a Hero! - Simply put, this ain't the movies, Arnold, you are the hero, but playing like it's a movie will do nothing.
8. NEVER FACE BOSSES HEAD ON - I think you know this one.
9. Rocket Jumps - All this time and I've NEVER put in Rocket Jumping. Oh my god. :P Anyway, here goes, Rocket Jumping 101: (fanfare)
 - 1) Aim Downward.
 - 2) Press Fire.
 - 3) At the Same Time, Jump.

If you time it right, you'll be thrown into the air much higher than you ever thought possible. So high, in fact, you'll make Michael Jordan jealous. :D

VIII. Weapons Index and Ratings

KEY

| Name | First Acquired | Max rounds (normal) | Rating 1-5 |

1. | Blaster | It's on you | Infinite | Crap!!!! |

Let's face it, the Blaster is the weapon of yours that you'd otherwise use as a last Defense, or unless you're an expert Quake Player. (If you are, why are you here?) Use this for the first few rounds, and then basically ditch it unless you must need it. But by the time you do, you're dead anyway.

2. | Shotgun | M1L1 | 100 | 1 |

The Shotgun will be your buddy for the first few levels, though it isn't exactly the choice weapon to use on a Tank. By the time this weapon's magic wears off, the Super Shotgun should be yours.

3. | Super Shotgun | M1L2 | 100 (really 50) | 3 |

The Super Shotgun is probably your best buddy for destroying most of the enemies of the game. It is twice as powerful as the normal Shotgun, but as a result eats twice the bullets. (Hence, the 50 in the Max Rounds table.) Can down a Gunner up close with 2 shots, a Gladiator in 6.

4. | Machinegun | M1L3 | 200 | 2 |

A good backup weapon, the Machinegun is Weak, but delivers its' shot instantly. Use in bursts on bigger enemies, using the Duck n' Cover Method. Not really recommended on anything below a Gunner.

5. | Chaingun | M2L1 | 200 | 3 |

Using an insane amount of ammo, the Chaingun makes your opponent look like Swiss Cheese. Can efficiently down an enemy in seconds. Long Warm-up and Cool-Down phase, about a second each.

6. | Grenade | M2L1 | 50 | 1 |

Grenades, by themselves, aren't too good of a weapon. You really need the Grenade Launcher to make this an effective Weapon. Makes "tick" noises every second. After the fifth, it explodes. Hold with Fire and release when you want to. Holding makes it easier to get nearby baddies and longer distance throws.

7. | Grenade Launcher | M3L5 | 50 | 4 |

Much more useful once you grab it, The G. Launcher transforms Grenades into better weapons. Using this, if out of rockets, you can do the Grenade-Jump, but it is much trickier. Not to be used in confined areas. Strangely, you can still use Grenades normally after you get it.

8. | Rocket Launcher | M3L5 | 50 | 4 |

The R. Launcher is one of the best weapons in the game, both powerful and beneficial for you, in the form of Rocket Jumps. See the Battle Tactics section for more information on that.

9. | HyperBlaster | M2L3/4 (Depends on order you enter) | 200 | 5 |

One of the best weapons you can get, the HB is a Chaingun on Speed. Zero Spin-up and Cool-down times mean you can fill him with white-hot plasma instantly.

10. | Railgun (AKA Sluggun and Slugthrower) | M3L2 | 50 | 5 |

Simply the best weapon in the game, The Railgun can blast several Scumbag Strogg in a line. Firing Depleted Uranium Slugs at High Velocities, it can blast a Tank down in 5 Shots. The Best weapon you can get if you don't go for secrets.

11. | BFG10K | M4L4 | 200 (really 4) | varies... |

Normally THE Weapon in most other id games, (DOOM, anyone?) The BFG10K is found in 1 secret only. A second delay before firing as it compresses 50 Energy Cells into a ball. Useless against single enemies, but if it's a big ol' room of Strogg, power it up and watch the Light Show.

IX. Items Index and Ratings

Pick up these helpful items whenever possible. Items take effect when picked up.

Shells, Cells, Bullets ,Grenades ,Rockets

If you use the big guns, you need these.

There are five major ammo types: shells, cells, bullets, grenades, and rockets. Except for the blaster, you must have ammunition to use a weapon. Each ammo type has a maximum you can carry.

Flak Jacket, Combat Suit, Body Armor

Armor, Silly. You need armor unless you like being Swiss Cheese. There are three armor types: Flak Jacket, Combat Suit, and Body Armor. Each one provides a certain amount of protection against both normal attacks and energy weapon attacks. If you take enough hits, your armor strength depletes down to nothing. So seek out unused breastplates. Pick up and salvage armor that is not as good as your current armor to improve your armor health.

Armor Shards: Special remnant of armors, which add a bit more durability(+2) to your existing protection.

Energy Armor:(Called Power Shield in the Manual) This provides improved protection against energy weapons. While it is being used, it drains energy from your cells when damaged.

Health: There are two types of standard health kits: First Aid and Medkits. First Aid will heal you +25 Health, while Medkits give you a quick +10 boost.

Bandoleer: Increases your carrying capacity for all ammunition except grenades and rockets.

Backpack: This allows you to carry more ammo on your back.

Enviro-Suit: This protects you against damage from hazardous liquids, such as Slime.

Quad Damage: The quad temporarily multiplies all your weapon's strengths by four times. Let the gibbing begin!

Mega-Health: This provides a temporary but significant boost to your health. This will wear off after a minute or so.

Invulnerability: The invulnerability item renders you temporarily indestructible.

Super-Adrenaline: This slightly increases your health permanently.

X. Deathmatch Help and Options

Quake II's "Multiplayer" allows multiple players to enter a game together. The most popular way to play Quake II Multiplayer is a Deathmatch, which has no monsters, just player versus player! The goal of the game is to kill your opponents more often than they kill you. Each kill counts for one "frag",

and if you kill yourself then you loose a frag, thus it's not a great idea to go swimming in the lava or juggle your own grenades.

After you die, press fire to reappear, or "respawn", in the game. You'll be brought back at one of several random respawn locations. Throughout the map you will find different artifacts, such as weapons, ammo, health and powerups, that are needed to be successful at destroying your enemy. When starting a Quake II Multiplayer, your Deathmatch experience is a true fragfest! Deathmatch supports up to 4 players.

When you pick start on the Main Menu, you are presented with single or Multiplayer options. Select the latter to get the following Choices:

Deathmatch: The game to play on Quake 2, Deathmatch is the Classic Kill or be killed, shoot 'em up Fragfest. Nab anything that moves.

Team Deathmatch: Not as good as the other guy? Want to prove your superior ability? TDM is for you! Whether 2-on-2, 2-on 1, or 3-on-1, you can team up or outwit the other team in this mode.

Versus: The ultimate Endurance Test, Versus is for the Diehard Quake Fanatic. Just like DM, except:

1. No Health or Powerups.
2. When you're Done, see ya.
3. Last man standing wins 1 point.
4. Then it goes all over again.

XI. Game Walkthrough

Warning!!! This Walkthrough blows the game Completely in, revealing all secrets and the Like. If you DON'T WANT TO KNOW WHAT'S AROUND THE CORNER, DON'T COPY THIS PART OF THE FAQ!!!! YOU HAVE BEEN WARNED!!!

This Covers the NORMAL difficulty level.

Strogg Outpost

ORDERS: FIND ENTRANCE TO STROGG BASE

ENEMIES: 8

SECRETS: 4

NEW ITEMS: SHOTGUN

Head straight down the ravine to drop into the room. Grab the Armor Shards x3 on the left before heading right for the Shotgun (to save ammo, stick with the Blaster for now). Open the door and shoot the Light Guard who approaches. Enter the room and drop into the water either side. Turn around to dive under the walkway for Secret 1: Armor Shards x2 and Shells x2. Get back onto the walkway and go through the next door. Enter another door and shoot the Light Guard. Grab the Shells, then blast the dark crate in the far right corner for Secret 2: Jacket Armor. Ride the lift up and turn right for Shells, then head left to the door. Kill the Light Guard behind it, then enter and follow the slopes down to shoot another. Shoot down at the Guard in the room below, then drop in and blast the weak wall by the ladder to find Secret 3: Shells x2.

Head back up the ladder and through the right door. Shoot the orange switch above the opposite door to open a side panel, revealing Secret 4:

Adrenaline. Open the door, ready to shoot two Guards who approach. Go through and down the slope, over the water to claim Armor Shards x3 and Shells on the right. Head back up the slope and up the next to shoot the

final Guard. Grab the Shells and Health, then enter the door to the next stage.

Outer Base

ORDERS: LOCATE BASE INSTALLATION ELEVATOR

ENEMIES: 19

SECRETS: 2

NEW ITEMS: SUPER SHOTGUN

Shoot down to the left at the Light Guard. Head around the left pillar, taking cover to shoot the Shotgun Guard. Collect Health and Shells. Head through the hole and on through the rock arch to find Jacket Armor. Follow the path up; ready to shoot a Light Guard around the corner. Shoot another Guard through the large hole, then head up the sloping bridge to enter it. Shoot down at the three Shotgun Guards before heading down the stairs. Collect the Health, Shells, and Jacket Armor, then head either side of the crates to drop through the hole.

Head over to the blue-tinged room with shallow water. Go right to find a passage leading to the alcove with Secret 1: Health, Shells x2, and Super Shotgun. Return to the main water room and follow it round, past ceiling fan, to a narrow passage. Follow it to another water room. Take cover in the passage as you shoot the Guards up on the left. Head up the left slope. Grab the Health by the crates and take cover there while shooting the Guards through the doorway. When all three are dead, head up through the doorway to find Health x2 behind the crates. Kill two more Guards on the left, grabbing Armor Shards x2.

The door there just leads back to the start, so instead head into the right passage. Turn right at the window, to jump to the ledge in the water room with Armor Shards x 4. You can't jump back up to the passage, so head back up the slope to reach it. Past the window, shoot another Guard round the corner. Open the door and shoot another.

Enter the room and grab the Health on the right. Proceed to the right of the stairs and around the passage, shooting a Guard and Machine Gun Guard. Blast a hole in the back wall for Secret 2: Adrenaline. Head back round to the stairs and climb them, ready to shoot a Shotgun Guard round the corner. Now simply proceed around to the elevator. Enter it and hit the red button to reach the next stage.

Installation

ORDERS: USE SEWER TUNNELS TO GAIN ACCESS TO THE COMM CENTRE

ENEMIES: 32

SECRETS: 2

NEW ITEMS: MACHINE GUN

Shoot the Guard hiding behind the left crates, and a Shotgun Guard in the far-left corner. Grab the Health on the right crate and the Shells on the ledge. Head up into the passage and shoot the Machine Guard, collecting the Bullets he leaves behind. Equip the Super Shotgun and sneak around the crates, ready to shoot an Enforcer. Shoot a second one, along with Shotgun and Light Guards. Grab the Health in the corner, hitting the red button to open the nearby panel containing the Machine Gun and Bullets.

Snipe the Guard up on the right walkway. Head towards the computer display, shooting a Machine Gun Guard on the right. There's Health x2 on the left if you need it. Head right onto the lift to reach the walkway. Go around to the left for Jacket Armor, shooting another Guard. Continue around the corner, ready to shoot a Guard and Shotgun Guard. Turn around to shoot the Guard who

emerges behind you, then enter his alcove for Secret 1: Quad Damage.

Continue along the passage, collecting Health on left, to a ledge above the first room. Head round to the left, turning to shoot the Machine Gun Guard on the right. Head over there and onto the narrow girder for Armor Shards x4. Head back to the ledge and collect the Shotgun and Health on the right. Return to the top of the lift and enter the doorway, shooting a Machine Gun Guard. Grab the Health and enter the next door. Follow the corridor through the next door, ready to shoot a Light Guard in the large chamber. Grab the Health just on the left and snipe the Machine Guard on the right. Take a run-up and jump from the very end of the broken bridge to reach the far side. Enter the sliding door and follow the passage to a room to shoot a Guard and Enforcer - plus another two enemies through the far window. You need to extend a bridge in this room to proceed here. Return through the sliding doors and head left into the narrow passage. At the end is a door for which you'll need the Blue Key.

Return along the passage and drop into the water by the broken bridge. On the left is a large pipe entrance. Before entering it, head into the left passage. Follow it round and shoot the wall just to the right of the first small archway to find Secret 2: Super Shotgun and Shells x2. Head back to the water pool and enter the pipe. Follow it to a room with a Machine Gun Guard and Shotgun Guard. Kill them and collect the Health and Shells. Hit the red button to open the hatch in the floor. Drop down it to enter the next stage.

Comm Center

ORDERS: LOCATE COMMUNICATIONS DISH CONTROL ROOM; USE BLUE-KEY CARD TO RE-ENTER ALIEN BASE INSTALLATION

ENEMIES: 38

SECRETS: 2

Drop down at the end of the pipe and shoot the Light Guard on the right. Grab the Super Shotgun, Shells, and Health. Enter the passage, ready to shoot the pair of Shotgun Guards around the corner. Drop into the water and swim under the stairs for Secret 1: Quad Damage. Climb back out and collect the Health and Shells, then head into the left alcove for Bullets. Return to the room and open the door, ready to shoot a Guard and his Parasite. Head to the far side to shoot a Shotgun Guard and collect Health x2. Head down either slope and shoot the end wall to open it. Head into the passage for Secret 2: Shells and Bullets x2. Return up to the room and go up the stairs and shoot the two Guards. Collect Shells, Health, Bullets, and Jacket Armor. Head up the slope and through the door. Open the next door and shoot an Enforcer and Shotgun Guard. Avoid the sludge pool and go through the door, shooting the Shotgun Guard round the corner. Through the next door are two more Guards, including a Machine Gunner, so blast 'em. Enter the room and shoot another Guard on the right. Head left up the stairs (the door requires the Blue Key to unlock it, so come back later) and blast the napping Guard, then snipe the one above. Watch out for an Enforcer on the left as you enter. Collect Shells x2, and then ride the right lift up. Blast the Guard just on the left, then grab Health x2.

Enter the door and blast the Guard. Through the next are an Enforcer and a ledge above the sludge poolroom. Head right, ready to shoot two more Guards. Grab the Health and enter the next door to a short corridor. Through the next door, be ready to shoot an Enforcer just to the left. Follow the passage to a window: you can either smash it to enter the room, or proceed along the passage. We recommend the latter: shoot the Parasite around the corner, then the napping Guard and his two mates. Collect Health and Shells x2,

before proceeding to the door.

Open the door to take pot shots at the Gunner and Enforcer. Once they're goners, enter and head to the computer console on the far side to reveal the Blue Key-Card on the right. Head back to the ledge above the sludge pool room and take a running jump to the stack with the Jacket Armor on it. Drop down and go through the door to the short corridor. When the open the next one, there are now Flyers circling above, so shoot them down. Enter the blue door to a short corridor. Through the next door, shoot a Guard on the right. Grab the Shells and shoot the three pesky Machine Gun Guards lurking in the left room. Snipe the Gunner up to the right (watch out for his grenades), then grab the Shells and Health. Take the right lift up and grab Health before entering the door to return to the Installation, which you will now be able to complete.

Installation (2)

ORDERS: LOCATE ENTRANCE TO DETENTION AREA

Enter the door and shoot the Gunner on the left, then step onto the floor switch to extend to the bridge in the adjoining room. Head left through the door and follow the passage back to the chamber with the broken bridge. Shoot down the flying aliens there, and then head through the sliding door on the right.

Through the next door, cross the new bridge and collect the Health. Enter the door and shoot the Guard on the right. Continue to a room, ready to shoot an Enforcer and his buddy. Kill a Gunner and Machine Guard in the right passage, then head through it to find Shells, Health, and Jacket Armor. Return to the previous room and enter the elevator to complete the mission.

Detention Center

ORDERS: INFILTRATE THE SECURITY COMPLEX

ENEMIES: 22

SECRETS: 2

NEW ITEMS: CHAINGUN, GRENADES, POWER SHIELD

Turn around and strafe into the left and right corridors to shoot two Enforcers. Collect Health and Shells in corners of room, then take either corridor to the next passage and grab Grenades. Watch out for the Tank at the end of the passage though - avoid his deadly plasma blasts and grenades. Take cover in left or right doorway, strafing into the passage to shoot at him - to save ammo, use the Blaster. When he's finally croaked, go through and drop off the left side of the stairs, into the shallow water. Look left to find Invulnerability - grab it, then quickly make your way through the water and up the bank for the Jacket armor. Still invulnerable, head for the control room to kill the Gladiator and Enforcer. Grab the Yellow Key and head upstairs to exit through the door.

Head back up the stairs to where you shot the Tank, and enter the left door to a short corridor. Open the next door and head either side, to find a Berserker - retreat to the doorway and you'll be able to shoot him at leisure, as he can't make it over the shallow pit! Go through either passage again, to shoot up at the Enforcer on the ledge. Once he's dead, proceed into the large chamber, to lure another Enforcer - best to retreat to the doorway again. Collect the Bullets he leaves, and then return to the large chamber. Head up the far stairs to find yellow beams barring the way. Snipe the Berserker on the opposite ledge. Return downstairs and two Enforcers will be released - take cover behind the doors again. When they're goners, open the right door and shoot the sitting duck Berserker. Enter and ride the

lift up, turn around and blast the wall to reveal Secret 1: Jacket Armor. After collecting it, jump back to the ledge and go to the computer on the left, to deactivate the yellow laser beams. Jump over to the right ledge for the Chaingun and Bullets.

Drop down and head left to enter the lit door, leading to a short corridor. Enter the next door and a blue passageway. Chuck a Grenade to the right to kill the Berserker there. Enter the right room and go up the stairs to shoot the Berserker. Turn around to blast the Berserker on the ledge, then shoot the orange switch behind him to open a narrow passage to your left. Enter it for Secret 2: Mega Health.

Go back down the stairs and hit the red button, then head right to collect the Quad Damage. Quickly head right to the long cells room and blast the two Gunners as you head for the far passage. Head round either side, quickly shooting the Gunner, two Enforcers, and Gladiator. Return to the long room and hit the red switches to open all six cells: there's Bullets, Shells, and Health in three of them - the others contain those moaning prisoners whom you can finally shut up!

Return to the room where you just killed the Gunners and Enforcers. Go to the far right corner (opened panel) for Health and hit the red button. Turn left and hit the button by the left door to open it. Go inside and down the slope to find the Power Shield and Cells. Head back up and over to the opposite door to complete the stage.

Security Complex

ORDERS: LOCATE THE SECURITY PYRAMID. FIND BOTH OF THE KEYS NEEDED FOR ACCESS
ENEMIES: 32
SECRETS: 1

Open the door to blast the two Enforcers, then enter and grab the Shells and Health in the near corners. Head up the stairs and enter the door. Through the next is another Super Shotgun. Continue down for Health, and then snipe into the room to kill the three Gunners - but watch out for their grenades. Enter and shoot down at two more Gunners below - or drop a Grenade on them. Go downstairs and grab the Jacket Armor from under the stairs, and the Bullets from the corners. Going through either doorway at the end, open the door to find the Pyramid - but first you'll need to find the two Keys. So head back to the room and up the stairs to enter the door. Go through the next and kill the Gunner. Collect the Bullets he leaves, then hit the computer to disable the security lasers. Make your way back to the first room in the level, and then turn right to enter the door. Go through the next door and kill the Enforcer, and Berserker round the corner. Grab the Health x2 and Shells x2, then shoot the right wall before the exit passage to reveal Secret 1: a Chaingun. Head through the corridor to the next chamber, turning left to blast the Enforcer there. Enter and turn around to snipe the Enforcer high above. The lift is currently inoperative, so grab Bullets and Health before entering the next door. This leads to the Guardhouse...

Guard House

ORDERS: FIND RED PYRAMID KEY
ENEMIES: 37
SECRETS: 1

Through the door, blast the two Shotgun Guards, then two more above. Open the cells and blast the moaning prisoners, collecting Shells x4 and Health x2. Ride the lift up and collect Bullets x2 and Shells. Follow the passage to the next room and shoot down at the two Machine Gun Guards. Blow open the

wall behind them and shoot the Flyers, then collect the Health from the alcove. Follow the narrow ledge round for Grenades. Shoot the corner behind them to open a panel - enter it for Secret 1: Cells x2. Continue around the narrow ledge for Armor Shards. Drop down and head downstairs to the door. Through the next, blast the two Machine Gun Guards and Shotgun Guard. Drop down to the left and blast another Machine Gun Guard, then drop into the water for Quad Damage. Enter the doorway where you shot the Guard, ready to kill a Gunner and his Parasite. Blast open the right door and kill the Guard to claim some Health. Return outside and enter the next doorway to kill another Machine Gun Guard and his Parasite.

Watch out for the crumbling floor in the middle, which drops you onto spikes. Drop down the ladder in the far right corner to find Jacket armor. Back up the ladder, enter the next door to an empty room. Through the next, shoot two Machine Gun Guards, then a Shotgun Guard and his Parasite above. Grab the Cells, then ride the lift up. Follow the corridor, collecting more Cells. Be ready to blast a Parasite through the next door. Grab the Bullets, then head left to shoot the Guard around the corner. Grab the Cells and shoot the Guard who is waiting around the next corner - watch out for the Parasite on the right. The door just goes back to the top of the water, so instead head right. Grab Health and shoot the Guards in the room. Grab Cells, Health, and Shells. Shoot the dark crate for Mega Health - grab it and head down the slope.

Follow the rocky passage to the next outdoor area. Blast the Gunner and Guard, then the Tank, taking cover to avoid his shots. Collect Jacket Armor and Bullets x3. Head down the stairs, ready to kill a Guard and Gunner - lob a Grenade down, if you prefer. Follow the passage there to find a stash of Shells, Jacket Armor, and Health. Head back upstairs and up the steps onto the dais to hit the red button to remove the forcefield in the doorway. Head over there and shoot the Machine Gun Guard. Follow the passage and head up the stairs, dispatching two more Shotgun Guards, to claim the Red Pyramid Key. Now make your way back through the level, taking that door to the area above the water - shoot the two Flyers there. Continue back to the start of the level to revisit the Security Complex.

Security Complex (2)

ORDERS: ENTER THE TORTURE CHAMBERS

Shoot the two Flyers and Tank on the ledge above - duck under it to avoid his fire. Head through to the next room and kill the Enforcer. Follow the corridor back round to the start. Head down the opposite stairs for the Bullets and enter the door. Through the next, shoot the Enforcer, then follow the passage to kill another. Flick the switch in the alcove (you turned off the security beams earlier) to form a bridge across the lava. Take cover in the passage as you blast the two Icaruses. Cross the bridge and enter the door.

Head down the first set of stairs and snipe at the Tank below. Once he's a goner, head down there and shoot an Enforcer. Grab the Bullets, plus more and Health up in the alcove. Collect Health and Bullets as you enter the next door, leading to the Torture Chambers...

Torture Chambers

ORDERS: FIND THE PURPLE PYRAMID KEY

ENEMIES: 32

SECRETS: 1

NEW ITEMS: HYPERBLASTER

Follow the passage round to a large room with a Tank - snipe at him from the passage. Once he's dead, head for the far end and round to the right to blast a Guard and claim Health, Shells, and Bullets x2. Head back and round to the left to shoot another Guard, to find the HyperBlaster and Cells. Return to the room and step onto the blue switch, then the lift to ride it down.

Enter the door, heading along the passage to the next one. Head down the stairs and shoot the Gunner, then the one on the walkway above. Head downstairs and round to the left for Shells, then enter the door on the right. Head through to the Cell Block: shoot the Gunner on the ground, then snipe up at the Tank. Open the cells: the third one contains a weak wall - blast it for Secret 1: HyperBlaster and Health x2.

Continue round to the left and ride the lift up, ready to blast a Gunner. Grab Grenades and take the next lift up. Follow the passage round to the next room, where a Tank awaits. Snipe at him from the passage, retreating whenever he stands still to fire. Grab the Security Pass on the left, then exit via the door. Collect Shells x2, Jacket Armor, Cells x2, and Health. Through the next door, shoot the Gunner and the prisoner under the circular saw.

Exit left to a short passage, which leads back to the room with all the doors. Drop to the middle level and enter the left door. Through the next door is a large chamber with a cage high above. Shoot the Gunner, then head round to the left and step on the blue switch to lower the cage. Blast the prisoner out of the way and collect the Purple Pyramid Key. Hit the red button on the wall, and then take the lift down. Keep away from the Spider Mutant and blast it till it's splattered. Grab the Cells and exit via the door. Head up the stairs to return to the doors room, shooting another Gunner there. Now head back through the level, shooting a couple more Guards, to revisit the Security Complex.

Security Complex (3)

ORDERS: LOCATE SECURITY GRID ENTRANCE

NEW ITEMS: HYPERBLASTER

Shoot another Enforcer, and then head back upstairs to the bridge. Cross it and follow the passage back to the start. Enter the opposite door and follow the path back to the courtyard with the Guard House entrance. You can now take the lift up and collect Bullets, Health, and Jacket Armor. Enter the door to a short passage, then the next one, to reach the high ledge above where you shot the four Gunners. Go through the next two doors and turn right to shoot the three Enforcers. Through the next door are two Icaruses to shoot down. Collect Health x2, Bullets, and Shells x2, being careful not to fall off into the lava. Open the next door and shoot the Enforcer to claim the Bandoleer, which lets you carry more Bullets.

Return to the ledge above the Gunners room and drop down. Drop to the floor and enter the door leading to the Pyramid. Hit the control panel to open it up. Drop down the hole into the air stream, ready to blast the Guard and his Gladiator mate. Collect Bullets, Health, and Shells before exiting through the door and taking the lift down.

Grid Control

ORDERS: SEEK AND DESTROY THE SECURITY GRID CONTROL CPU

ENEMIES: 10

SECRETS: 2

NEW ITEMS: GRENADE LAUNCHER, ROCKET LAUNCHER

Collect Bullets x2 and Shells from corners, then head upstairs. Time your run past the pulsing laser beams to claim the Grenade Launcher. Kill the two Shotgun Guards who appear from the right passage, then dash past the other pulsing laser beams for Jacket Armor. Enter the passage and grab Grenades from the left and Rockets from the right. Proceed to the next passage and shoot the Guard. Collect Grenades and Rockets & Health from either end, then proceed to the next passage. If you dare, dash for the Shells and Bullets behind the pulsing beams - but it's not really worth it. Instead run past the beams in either outer passage to reach Health x2 and the lifts at the back.

Take either lifts up to reach a rectangular passage with two 'Tanks' patrolling it. Concentrate on destroying one, then the other, blasting from distance. If they get either side of you, just leg it past one. When they're both dead, a large explosion destroys most of the middle section, revealing a tracked Tank Commander. Take cover behind the remaining pillars, blasting him with the Grenade Launcher. When he eventually snuffs it, blast the left and right outer walls to open two panels for Secrets 1 & 2.

Drop down the hole in the middle of the yard. Shoot the two Shotgun Guards by the pipes, then head either side and take the lift up. Flick the switch to reveal the power source. Avoiding its beams, blast it until it blows. Kill the Guard who comes through the deactivated forcefield. Then head in there to shoot another, but DON'T hit the Exit button yet! Instead jump up the ladder on the back side of its pillar to reach the ledge for Rocket Launcher and Rockets.

Power Plant

ORDERS: LOCATE THE ENTRANCE TO THE REACTOR CORE

ENEMIES: 19

SECRETS: 3

NEW ITEMS: COMBAT ARMOUR

First off, shoot the Gunner behind the red lasers. Either shoot down at the Spider Mutant, or drop down there to kill him. Then proceed around the back to shoot two Gunners. Hit the red button to deactivate the red lasers, then drop down the ladder. Take running jumps over the two sludge pools. Go through the door and take the lift up to find the Red Key. Ride the lift back down and head back over the sludge pools. Climb the ladder back to the start and ride one of the lifts up to the top.

Cross the bridge and go through the door. Follow the lit corridor to the next door and open it to blast the sitting- duck Berserker. Shoot the rocket-firing Iron Maiden to the right, then shoot the wall behind her to reveal Secret 1: Quad Damage. Head over to the opposite wall and shoot it for Secret 2: Combat Armor. Head down either staircase and kill the Spider Mutant and two Gunners. Blast the far left weak wall and shoot the Iron Maiden inside. Enter it for Secret 3 - take the lift up to the Red Key door. Open it and blast the Iron Maiden and Berserker, to claim the Combat Armor and Shells.

Return through the door and down the lift, and then enter the opposite door. Shoot the Berserker and collect the Rocket Launcher and Rockets. Blast the crates for Health, then enter the next door. Follow the passage to the next door and open it to shoot the Spider Mutant and Berserker. Collect the various goodies, and then time your drop into the left hole, when the fire-draft's just disappeared.

Shoot the two Iron Maidens, and then hit the green button on the pillar to deactivate the yellow lasers. Grab the Health and Bullets, then take the

lift up, ready to battle two Icaruses. Once dealt with, take the lift up to enter the door to the next stage.

The Reactor

ORDERS: LOCATE THE REACTOR CORE AND DISABLE ITS SAFETY

ENEMIES: 34

SECRETS: 1

NEW ITEMS: RAILGUN, BODY ARMOUR

Kill the two Gunners and Gladiator. Collect all the goodies from the walkways either side. If you've got ammo for the Grenade Launcher, lob shots down at the two Gladiators below to kill them (easier from here than down below). Head along the left walkway and enter the door (the other is locked).

Through the next door, be ready to battle an Iron Maiden and Gunner. With them dispatched, head down the stairs and turn to shoot the Gunner coming from the opposite passage. Drop down to the floor and turn around to find the glowing green Data CD in the alcove. Immediately watch out for two Iron Maiden up above. Once they're dead, enter their alcove for Grenades and Body Armor. Then blast the Gunner and Gladiator below. Drop down and grab Health and Slugs from the right alcove, then head for the far the passage. Turn left to blast another Gladiator, grabbing the Slugs from his dead body. Enter the door to a short corridor. The next door leads to the floor of the level start, where you grenade the two Gladiators (you did, didn't you-). Enter the left door, ready to blast a Gunner and Gladiator. Shoot the central pillar behind them to open a panel in it. Collect the Health and Bullets in the corners before entering it. Climb up the ladder for Secret 1: Body Armor and Railgun. Open the secret door behind the latter to return to the top of the starting room. Head right to enter the door to a short corridor.

Shoot the Berserker through the next door, and the Iron Maiden on the left. Snipe up at the Iron Maiden on the high ledge. Now comes the tricky part: you have to get past the alternating laser beams - don't run for it, just time small steps forward just as the beam ahead is about to disappear. There's a couple of Berserkers waiting for you at the other end. Collect the Health on the left, and then snipe at the Iron Maiden up on the left ledge. Take the right lift up to the ledge, ready to blast the two Flyers, which come through the roof. Head along the walkway, grabbing the Health on the left of the pillar. Continue round to find more Health and Bullets. Hit the button to take the lift down, ready to blast the Gunner at the bottom. Collect Shells x2 on the right, avoiding the deadly water. Exit via the door and follow the corridor. Through the next door, blast the dozy Berserker and the Gladiator on the far side. Flick the button on the left to deactivate the forcefields. Drop down and exit through the right door (the one by the Gladiator is jammed). The corridor leads back to the room with the secret pillar panel. Exit by the next door, to the bottom of the starting room. Enter the far door to a corridor. Through the next door you'll find Cells, Slugs, and Grenades x2. Opening the sliding door, be ready to blast a Flyer and Iron Maiden. Collect Bullets x2 by the right pipes, before following the next passage. Shoot the Iron Maiden in the final room, before dropping into the hole.

Toxic Waste Dump

ORDERS: FIND AND ACTIVATE THE COOLANT PUMPS

ENEMIES: 26

SECRETS: 2

Collect Health x2, Bullets, and Rockets. Enter the next room and blast the

Gladiator and Gunner. Jump right over the sludge for the HyperBlaster and Cells x2. Jump back and follow the passage, shooting another Gunner. Kill the two Berserkers round the corner - lure them back to the passage, which they can't enter. Exit the passage again and blast the left grating on the right wall, revealing a Gladiator. Blast him, then enter his alcove for Secret 1: Health and Rockets x2.

Head through the sliding door to a corridor. The next door leads to another sludge room: shoot the Iron Maiden, then another up on the right ledge. Grab Grenades, and Cells and Health from the far corner, then head right to take the lift up. Enter the next door to a corridor. Be ready with the Railgun to blast the Tank through the next door. Shoot the Gunner up on the ledge, then head right on the ground, ready to shoot a Gunner. Snipe up at the Tank on the walkway, and then collect Health, Shells, and Bullets.

Return to the previous room and back your way up the stairs - when the secret panel opens below, use your Grenade Launcher to dispose of the two Gunners. Head back down there to collect Health x2, then return up the stairs. Follow the walkway round to a lift - snipe the Gunner above before riding it up. Collect Grenades, Bullets, Cells, and Health before heading down the passage to enter the door.

Follow the passage to another door. On opening it, be ready to kill the Gladiator and Iron Maiden on the other side. Collect Health x2, then cross the bridge. Drop onto the right ledge, then head down the side of the sludge slope. Run through the sludge tunnel (hurting you slightly) to find Secret 2: Body Armor. Run back through the sludge tunnel, and then head back up the slope to the ledge. Drop down by the door and retrace your route around the level to the high bridge.

This time, enter the door at the end, to the piston room. Open the next door, turning left to shoot a Gladiator. Follow the passage round the corner to meet another, followed by two Gunners. Kill them all, and then proceed to the end of the passage. Turn left and blast the broken bar, then enter the alcove. Collect Health x2, Cells, and Bullets, and then hit the red button to blow up the ledge opposite, revealing the passage below. Use the Grenade Launcher to lob a couple of shots into it, luring out two Icaruses. Take cover behind the crates as you shoot them down.

Drop into the passage (it'll hurt) and collect Health and Shells x2. Follow the passage to a room with two Gunners. Dispose of them, and then grab Bullets, Shells, and Health before heading upstairs to the exit.

Pumping Station

ORDERS: FIND AND ACTIVATE THE COOLANT PUMPS

ENEMIES: 25

SECRETS: 1

NEW ITEMS: BFG 10K

Through the door is another Railgun, but be ready for the two Gunners and Shotgun Guard who come to investigate, followed by a Gladiator and Shotgun Guard. Round to the right you'll find some Health, but watch out for another Gunner coming down the right stairs. Heading up there, you'll find a couple more. Grab the Cells, then exit through the door.

Take the lift up and turn around to open the door. Blast the two Guards in the large chamber, then grab the Cells, Bullets, and Health. Kill the two Berserkers who come down the slope (you can retreat to the passage to shoot them in safety).

Now go up the slope and shoot the Guard in the far right corner. Now look up at that large cracked pipe - shoot it to blow it open. Jump up the crates, collecting Mega Health, and into the opened pipe. Follow the shallow water passage round to a pool and shoot down two Flyers. Grab Health x2 and ride the lift up. Collect Cells x2, and then drop down the right hole, into another water passage. Follow to a pool and shoot down two more Flyers. Jump out onto the left slope and make your way up. Blast the Tank over the way, then look up at the structure on the left to see an orange switch. Shoot it to open the panel on the left, revealing Secret 1: the BFG 10K! Exit through the door and follow the winding passage.

Go through the door and into the right passage to kill a Guard and grab Health x2 and Bullets. Return to the ledge for Grenades x2, and then drop into the room where you killed the Berserkers. Head up the slope and through the door in the far right corner. Opening the next door, be ready for two Berserkers, Gunner, and Guard. Turning right, you'll also face a Tank and Gunner. (If you want the Body Armor on the crates, you'll have to Rocket-jump via the single crate.) Enter the pump room and hit the red button on the right, then grab all the goodies before exiting through the sliding door.

Pumping Station 2

ORDERS: PROCEED TO THE SECOND PUMP

ENEMIES: 27

SECRETS: 4

NEW ITEMS: ENVIRONMENT SUIT

Enter the door and collect Cells, then follow the passage, shooting the Gunner on the slope. He's followed by two Berserkers. Once they're dealt with, turn around and reverse up the slope so you can blast the Gunner on the ledge. At the top of the slope, collect Health and Bullets, then follow the path round. Watch out for the Gunner to the right of the Health x2. The left door's locked, but shoot the wall to right of it and it'll open to reveal Secret 1: Body Armor.

Head right along the passage to collect the Armor Shards and blast another Gunner. Continue through the next two doors, ready to face a Tank in the pump room. Shoot the Machine Guard above, and then collect Health x2. Round to the left, hit the red button, and then blast the drum-shaped plinth to blow a hole in the floor. Shoot down through it at the Gunner and Guards below, before dropping in. Shoot the greenish sloping wall there to blow open a secret passage - jump into it to find Secret 2: Invulnerability. Quickly exit and follow the passage right to kill the three Gunners at the end. Climb up the ladder and head right around the ledge for Bullets and Shells. (For the Body Armor to the left of the ladder, you'll need to Rocket-jump - or later, head through the tunnel by the sludge pool to the left of the Flyer alcove.)

Drop down and enter the small, dark door. Jump over the sludge and enter the next door. Shoot the Flyers, then grab the Health and climb the ladder. Turn right and make your way around the narrow ledge above the sludge passage to find Secret 3: Adrenaline and Environment Suit. Head back along the sludge passage and back through the door. Return all the way to where you dropped through the hole. Continue to the lift and ride it up to the control room. Collect Shells x2 and the Green Key, then drop back into the pump room. Exit and make your way back to the previously locked door, which you can now open. Shoot the Berserker through the next door. Proceed round to the left to blast the Guard and collect Armor Shard on the right. Retreat from the deep sludge pool and head right, blasting Guards, Berserker, and Gunner. Collect Health and head down the slope for the Environment Suit - a Flyer

will burst from the panel above. Shoot it down, then grab Health x2 and Rocket-jump up onto the ledge to enter its alcove for Secret 4: Health and Rockets. Drop back down and head up the slope and right to the deep sludge pool. Cross it (you can dive down for Quad Damage if you really want), then blast the remaining enemies and head upstairs to the exit.

Waste Disposal Area

ORDERS: RETURN TO THE REACTOR

ENEMIES: 7

SECRETS: 1

Open the door, ready to face a Tank and Berserker. When they're dead, go down and collect Cells, Bullets, and Health. Drop down below for Rockets and Health x2, climbing back up the ladder. (For the Mega Health on the crates, you'll have to Rocket-jump via the single crate.) Head up the slope for Jacket Armor, killing the Berserker by the pillars. On the left you'll find Cells x2, Health, and Environment Suit - quickly dive into the sludge pool on the right, swimming round to the next small pool. Shoot the orange switch above the bars to open them for Secret 1: Railgun. Quickly swim back and climb the ladder to get out. Now hit the red button behind the pillars to create a walkway above the sludge pool. Head over it and through the door. Through the next door, collect Slugs and shoot the Berserker on the right. Round the next corner, by the Health, you'll encounter a Gladiator and two Guards. Once they're dead, continue to the bridge. Jump to the left rock for Jacket Armor, then back. Collect Slugs and Health before exiting.

The Reactor (2)

ORDERS: RETURN TO THE REACTOR; FIND A WAY INTO THE DEFENCE INSTALLATION

Shoot the Gunner just on the left. Collect Health and Cells, then follow the tunnel to drop down the hole. Shoot the Flyer, then exit through the left door. Head through the next two doors to reach the floor of the large chamber. Continue through the next door and round the pillar, through the next two doors, to the core room. Take the right lift up to find the formerly jammed door is now open. Kill the Gladiator and two Berserkers, then enter the room and collect the Health. Enter the large lift on the left to complete the mission.

Mission 4: Defense Command

ORDERS: LOCATE AND DESTROY THE LASER GRID CONTROL COMPUTERS

ENEMIES: 21

SECRETS: 1

Exiting the lift, you'll soon face two Tanks around the large structure. As before, avoid getting surrounded by them - if you do, leg it past one (you could go through the door to fire at them from the passage). Round the back of the large structure you'll find Cells x3, then exit through the door. Follow the winding passage to the next door. Through it you'll find two Gunners. Once they're dead, head through the right door (the other's locked) to a blue corridor.

Through the door, head right for Rockets, Cells, and Health. Deal with the two patrolling Tanks and Machine Gun Guard - take cover in the first passage. Head into the left passage and ride the lift up. Kill the two Gunners, then head left around the ledge to collect Combat Armor and Armor Shards - note the door with the red lasers. Head round to the opposite passage and enter the door.

Through the next door is a large chamber: blast the Gunner, then take cover behind the right computer screens while shooting the Tank. Head through the

left door and follow the passage to a room with two Guards. Blast the side walls to destroy the computers - you'll find Cells in the left one. Return along the passage and head right, back the way you came. Round the other side of the ledge, the red lasers have gone, enabling you to enter the door leading to the next stage (you'll return here later).

Research Lab

ORDERS: LOCATE THE REPAIR FACILITY AND STEAL THE COMMANDER'S HEAD YOU FIND THERE

ENEMIES: 30

SECRETS: 2

Shoot the prisoner in the first room, then blast the cracked left glass panel. Kill the prisoner inside, and the Parasite coming from the left. Head through the small left tunnel to find Secret 1: Body Armor and Grenades x2. Blast the prisoner behind the glass, then head back to the first room. Grab Health x2 and hit the computer on the right - be ready for the two Parasites coming through the door. Once they're dead meat, head into the passage to kill and Iron Maiden. Reverse towards the Quad Damage, ready to blast the Parasite who appears from the panel - containing Health.

Grab the Quad Damage and proceed around the passage, killing another Iron Maiden. The first door's locked, so enter the second one, collecting Health. Enter the left door and kill two Iron Maidens and a Parasite (watch out for his laser). For fun, access the computers by the operating tables to make lasers cut up the bodies. Head through the right door, blasting an Iron Maiden and prisoner in the passage.

Through the next door, turn right to blast a Tank. Round the corner is Another Parasite: kill him to collect his Cells. Hit the left computer to disable Level 1 security, then go right for Health x2, Cells, and HyperBlaster. Return through the passage to the previous room, then back into the earlier passage and through the opposite door. Collect Health and open the next door to shoot a Parasite. Round to the left are two ordinary Parasites. Head through the next door, collecting Health, and hit the red button to open the doors. Take the lift (wait till it's raised) down to floor 2. Through the door, quickly blast another Tank. Collect Health and Shells, then head left to where the moaning prisoners are. Shoot the Parasite who appears, then hit the computer to unlock the Maintenance Bridge. Return to the passage and through the left door, collecting Health. Follow the passage through another door and shoot the Parasite below, then the one on the right. Approach the edge to make the bridge appear. Head onto it and turn left to jump to the ledge with the red button, to get Level 2 clearance. Jump back and shoot through the opposite bars to the orange switch to open the observation cell. Continue left and jump left to the next button for Level 3 clearance.

Head back along the bridge and right to enter the observation cell for Secret 2: Quad Damage. Cross the bridge and grab Health on the left before entering the door. Grab Shells and shoot the Parasite in the passage. Collect Health and Slugs, then open the next door, ready to shoot a Tank on the right. Collect Cells and hit the left computer to activate the prisoner disposal tubes. Shoot the two Parasites on the right as you proceed to the next door.

Follow the passage and hit the red button, then take the lift back up to floor 1 and the original passage. Take the right door, then the next right door, and retrace your route to the previous lift, taking it down to floor 2. Follow the passage and open the first door on the right, shooting the Parasite. Follow the passage to a lift and take it up, ready to shoot a

Parasite. Follow the passage to the repair room and shoot the Parasite. Collect the

Commander's Head on the left. Now head back via the lifts to the short corridor with three doors. Watch out as you enter the middle one - two Iron Maidens pop up. Continue along the passage to the original room, where a Tank has appeared. Blast him, then exit through the door, back to Defense Command.

Defense Command (2)

ORDERS: LOCATE THE ENTRANCE TO THE GRAVITY BOOSTER AREA

Through the door, proceed around the ledge to the opposite door. Follow the passage to the circular room and enter the opposite door, collecting Quad Damage. Head along the passage to the next door. Kill the Gunners round to either side, collecting Grenades, and then use the Grenade Launcher on the two Tanks below. Enter the right passage and ride the lift down to the floor. Collect Cells, Bullets, and Shells before returning up on the lift and exiting through the right door (don't worry about the secret - you'll be back here again later).

Gravity Booster

ORDERS: ELIMINATE THE GUARDIAN: USE ITS ANTIMATTER CORE TO DESTROY THE GRAVITY BOOSTER

ENEMIES: 16

SECRETS: 0

Shoot the Gunner and climb the crates for Combat Armor. There's Health to the left of the entrance if you need it. Through the sliding door, blast the Tank on the right, then take care of the Gunner on the left ledge. Take the lift (to the right of the entrance) up there and grab the Health - at which point the floor explodes. Shoot the Flyers, then drop back down. You can jump into the sludge pool for the Adrenaline if you want, climbing out via the ladder.

Enter the door opposite the entrance (the other's locked). Follow the passage to the next door and enter it. Grab the Slugs and Grenades, then step onto the platform to ride it down the slope. Go through the door and follow the passage.

The next door leads to a large chamber. inhabited by the Guardian. A large two-legged robot, it's relatively easy to kill: just keep circling behind it and blasting with the Rocket Launcher. (I've added this in parentheses as a easier way: Simply shoot him, wait until he's near you, then pop in and out firing your Blaster.) When it croaks, it leaves behind the A-M Bomb. Around the room, you'll find Health x5, Rockets x2, and Combat Armor. Enter the passage to the right of the entrance door to find a glowing teleporter - step into it.

Kill the two Gladiators on either side of the large structure, before heading down either slope. Collect the Health on either side, then take a lift up and blast a Gladiator. Up the stairs, grab the Rockets and shoot a Gladiator if he approaches. Once you've placed the bomb in the middle, quickly enter the glowing teleporter before the core blows. Shoot the two Gunners, then grab Rockets, Health, and that elusive White Key. Head upstairs to return to the room with the sludge pool. Go through the right door, and then exit back to Defense Command.

Defense Command (3)

ORDERS: LOCATE UNIT EXIT AND KILL ALL RESISTANCE

NEW ITEMS: AMMO PACK

Head left and take the lift down to the floor. Head left into the passage and through the door. The blue corridor leads back near the start of the level: take the second door to another blue corridor. Through the next door, head left to take the lift up. Turn right into the passage to enter the door. The next one leads back to the circular room - where a Flying Mutant bursts through the floor! Take cover behind the computer screens as you blast it.

Once it's debris, drop into the hole for Shells x2 and Ammo Pack. Exit via the blue panel, back to the room with three doors. Head left and retrace your route back to room with the hole. This time, enter the right door (using the White Key). Follow the corridor to a new room: blast the Guards, collecting Slugs x2, then destroy the Tank (you can dive into the pool for Quad Damage if you dare). Take the stairs up either side for Health x2. Heading toward the exit door, look left to see some cracked glass. Blast it open and dive into the water for Secret 1: Bullets x2 and Cells x2. Climb back out and go through the door to find the mission exit - collect Health before leaving.

Mission Five: Inner Chamber

ORDERS: PURSUE MAKRON THROUGH THE INNER CHAMBER

ENEMIES: 14

SECRETS: 0

Collect Health x2, Rockets x2, and another Rocket Launcher. Destroy the Tanks either side, then head down either staircase. Go up to the door, then stand well back as lasers destroy it. On the other side are two Gladiators - use the Grenade Launcher through the doorway. Once they're dead, enter and collect Health, Combat Armor, Grenades, and Rockets x3 from the alcoves either side. Around the back is another Tank to bust.

Enter the back passage and collect Health x2, and then hit the button to take the lift up. Through the door, shoot the Iron Maidens on the other side, then collect Health x2 and Grenades x2. Hit the buttons at the end of each narrow bridge. This removes the forcefield from the tube by the entrance, so you can take its lift up to a large room with Makron at the end. He disappears as you approach. Step onto each of the floor switches in turn, avoiding lasers, and then blast the Flyers, which appear. (Don't bother, as there's at least 1 medkit nearby one of the switches, just grab it after you hit both.) This eliminates the lasers guarding the buttons on the far wall. Hit them both, then go up the steps to the teleporter.

Final Showdown

ORDERS: TERMINATE MAKRON; FIND AND ACTIVATE SELF-DESTRUCT MECHANISM

ENEMIES: 2

SECRETS: 0

Look behind you for Combat Armor. Head left up the slope for Cells x2. Follow the passage to a wide corridor with Grenades x4 and Shells x4 (and a locked door). Return to the start and head up the other slope for Cells x2. Proceed round to a wide corridor with Bullets x4. Enter the red lift and ride it up.

There are lots of goodies around the outside of the large chamber, but watch out - there's also a huge Guardian with a BFG! Obviously, take cover behind the pillars, popping out to blast him with Rockets etc. If you run out of ammo, hit the two blue floor switches and head down the slope for lots of Bullets and Rockets.

(I've done this again to explain an easier method of doing in the first form: Hit both switch plates and lure the Mech towards you. He will be above the hole, so simply aim all the way up (hold R1 if you have autocenter on) and blast him with The Super Shotgun. This won't work on Makron himself, though. Oh, and if you don't remember to hit BOTH SWITCHPLATES, 9 out of 10 times you'll get blasted with a BFG.) When the Guardian finally explodes, out pops Makron himself, ready to blast you with his laser, railgun, and BFG. Keep your distance and take cover behind the pillar, as before, blasting him with your best weapons. You'll have to knock him down several times before he croaks it.

When he does, the place starts rumbling. Head down either lift and round to the locked door you saw earlier. Go through it and follow the corridor to another door. Through it, head right through the opening door and hit the computer to activate the self-destruct mechanism. Now head down the stairs to find the waiting transport craft. Head right to the console to drive it out of there.

XII. Secrets and Cheats

Each time you beat Quake 2 in Single Player Mode, A different set of Cheats is unlocked.

Bronze (Easy)- Unlocks:

Weapon Stay-Weapons Don't Disappear when picked up.
One Shot Kill-Self Explanatory.

Silver (Normal)-Unlocks:

Game Speed-Speed it up or Slows it down
Blast Force-Weapons knock you farther back or not as far.

Gold (Hard)-Unlocks:

All Weapons-Makes MP games even Crazier
Infinite Ammo-Also self-explanatory.

Secrets in the Multiplayer arenas:

First, in Toxic Vats there is a room with a transparent walkway overhead; if you do some searching through the slime you'll find a pit you can dive into that has a railgun in it. Next, in Hydrophobia there are two secrets: in a pool below the lookout point with the rocket launcher there is a secret panel that has quad damage inside. Also, there is a 'red' corridor in the level. It's difficult to explain exactly where this is, but here goes: there is one large room with two pools, then you can go up one of two ramps to another large room with two pools (one of these pools has the quad damage), at the far end of this room is the 'red' corridor. Anyway, hidden in the walls of this corridor is the BFG 10K, just shoot the walls with you blaster to open it. And last, in the small industrial level (the one I can never remember!) there is a mega health hidden in a small square, pillar that is in the vicinity of where you pick up the chaingun, again just shoot the walls with your blaster to open it up.

GAMESHARK CODES!!!

The First set of codes is courtesy The Gameshark Code Creators Club,
<http://www.cmgsccc.com>

1J Reverse Joker Command P1 D00C7DD0 ????

Player 1 Codes

1 Infinite Health 800CBDA0 0064

2 Have All Weapons (Upon Pickup) 800C7F38 0FFF
3 Infinite Armor 800C7F1E 0064
4 Infinite Shotgun & Super Shotgun Ammo 800C7F3C 0064
5 Infinite Machine Gun & Chaingun Ammo 800C7F3E 0064
6 Infinite Grenades & Grenade Launcher Ammo 800C7F40 0064
7 Infinite Rocket Launcher Ammo 800C7F42 0064
8 Infinite Hyper Blaster + BFG Ammo 800C7F44 0064
9 Infinite Rail Gun Ammo 800C7F46 0064
10 Super Jump (Press Square) D00C7DD0 8000 800CBD86 FEC7
11 Have All Multiplayer Options 800B35CC 0303
12 Weapon Modifier 800C7F36 00??
13 Frags P1 800B3708 00??
14 Frags P2 800B370A 00??
15 Frags P3 800B370C 00??
16 Frags P4 800B370E 00??
17 Invisibility P1 (Multiplayer only) 800B352A 0005
18 P1 Deadman 800CBDA6 00C8

Quantity Digits to Accompany Weapon Modifier Code

01 - Blaster
02 - Shotgun
03 - Super Shotgun
04 - Machine Gun
05 - Chain Gun
06 - Grenades
07 - Grenade Launcher
08 - Rockets
09 - Hyperblaster
0A - Railgun
0B - BFG10K

The Second Set have been hacked out by me. These codes are exclusive to Hacking 101 HQ, <http://www.hacking101.5u.com> (NOTE: Might be moving shortly) These Codes Work ONLY on v1.1 of the Game, which will have "SLUS-00757 1000373.101.US" on it in the lower left corner. If the Above codes do not work, these ones will. Likewise, if the below ones do not work, the ones above will.

1. Infinite Health 800C334C 00C8
2. Infinite Armor 800BF4FE 00C8
3. Infinite Ammo All Guns 50000702 0000 800BF51A 03E7
4. Have All Guns 300BF518 00FF
(NOTE: Gun Graphics will not show until the level you get them in, but it still works correctly)
5. Unlock All Multiplayer Options 800AABAC 0303

XIII. Revision Information

2/21/01 Got concept to write a FAQ. Decided on QUAKE II.

2/22/01 Internet server was down today, so made little headway. Just putting up basic Information, mostly about Weapons. Preparing to sacrifice many sheets of Paper for the Walkthrough. Created original title, changing font to Chiller with above Results. (This was later changed, because it looked like crap when posted.)

2/23/01 Learned server went up 10 minutes after I left. Damn. Anyway, put up more TAS, (Thanks and shouts) walkthrough (I've been up all night, send me your pity later), and battle tactics.

2/26/01 Busy, busy, busy. Played until 1 AM EDT to get the gold cheats. Revised a few fatal Errors, including Controls and Title (Which looks good on my Word, but like crap on Sites.) Added FAQ to two more pages, which are listed below.

3/24/01 Didn't think I needed another update, but that is just what happened when I checked my email, containing a juicy tidbit I couldn't pass up. Added the Multiplayer levels secrets, which was the tidbit.

11/23/02 Holy Shit. One more update for this thing... Amazing, considering I started it when I was 15 and now I'm nearly 17 1/2. :P Anyway, Fixed the Title again, (Looks MUCH better now, don't you think? :) made the FAQ easier to read, and added the Gameshark codes. I might be hacking more for v1.1 in the future, so this might not be the Final Update! ;)

11/24/02 Just a small update. Fixed a few spelling mistakes, and got rid of all the "Dogs" in the walkthrough, changing them to the proper name, Parasite.

4/19/03 Minor update, spelling corrections, spacing, and FINALLY Rocket Jump info. Huzzah! This should be the absolute, ultimate final update. Unless I feel like changing it. Or someone wants to make this a mook. Or something similar.

7/18/04 Minor change in contact info. Sure I could update my other ones as well, but eh.

XIV. Thanks and shouts

-To id for QUAKE, Enemy Descriptions, story, Intel Brief, and most of the Background info and some Multiplayer info. For the Q2 PC info, visit:
<http://www.idsoftware.com/quake2/index.html>

-To my IGNCB chat buddies, kerowack, seraphymn, and rockmanfan001.

-Like the Music in Q2? Visit the band's website at:
<http://www.sonicmayhem.com/>

-To Hammerhead for a Great Conversion.

-To Activision for publishing it.

-To myself for getting the balls to Write this FAQ.

-To Chris Corry for the Walkthrough.

-To Andrew Sullivan, who took the time to read the second edition of this FAQ and sent in Multiplayer level secrets.

-To anyone else who gives a care about PSX Quake 2.

-All of you at the PSX Quake II board! All 4 of you! :P

XV. Information about this FAQ and where you can share your codes with me

Do you have something to Contribute? Cheat codes and the Like? If so, contact me at my e-mail Address:
darkpulse@bandwidthmonkey.net.

XV . Anything Else?

Where You can find this FAQ:

<http://www.gamefaqs.com/> (Most Recent Version here)

<http://www.cheatcc.com/>

<http://www.psxcodez.com/>

<https://www.neoseeker.com/>

My OWN site:

<http://darkpulse.bandwidthmonkey.net>

For now, it appears this is all that there is to write. Good Luck, and let
the Gibbing Begin!!!

Copyright Thomas "Dark Pulse" Warnica, 2001-2004 (Huzzah!)

And I wanna Take You down
But your Soul cannot be found
It doesn't matter what you say
Cause Your Disease is killing me...

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