

PRIMA[®] OFFICIAL GAME GUIDE

MAPS ☒
SECRETS ☒
PDA LIST ☒

ONLY FOR THE PC!

Visit us online at primagames.com

CONTAINS SINGLE PLAYER
AND MULTIPLAYER
HINTS AND TACTICS

DOOM[™] 3



This game has received the following rating from the ESRB



DOOMTM

PRIMA OFFICIAL GAME GUIDE

Bryan Stratton Craig Wessel

Prima Games
A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Associate Product Manager: Mario De Govia
Project Editor: Carrie Andrews
Design and Layout: Keating Design

© 2004 Id Software Inc. All rights reserved. DOOM and ID are registered trademarks of Id Software, Inc. in the U.S. Patent and Trademark Office and/or some other countries. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4718-5

Library of Congress Catalog Card Number: 2004107123

CONTENTS

Welcome to Doom 3	2
Basic Training	4
Weapons and Items	11
Characters	19
Enemies	20
Mars City	28
Mars City Underground	33
Mars City 2	42
Administration	49
Alpha Labs Sector 1	55
Alpha Labs Sector 2	63
Alpha Labs Sector 3	70
Alpha Labs Sector 4	76
EnPro Plant	88
Communications Transfer	96
Communications	105
Monorail Skybridge	113
Recycling Sector 2	120
Monorail	126
Delta Labs Level 1	132
Delta Labs Level 2A	141
Delta Labs Level 2B	149
Delta Labs Level 3	157
Delta Labs Level 4	166
Hell	168
Delta Complex	176
CPU Complex	181
Central Processing	188
Site 3	195
Caverns—Area 1	201
Caverns—Area 2	209
Primary Excavation	214
PDA Appendix	218
Multiplayer	229
Secrets	238



Welcome to Doom 3

The Story Thus Far

As a Marine in the service of the Union Aerospace Corporation (UAC), you have been assigned to the UAC Mars Base to relieve soldiers whose tours of duty have expired. At least, that's what they told you when they shipped you out. Arriving on Mars, you start hearing rumors of strange voices echoing throughout the facility. Seemingly impossible mechanical failures have claimed limbs and lives with alarming regularity. And morale is lower than you've seen in war zones, with schizophrenia and other mental illnesses spontaneously manifesting themselves among the Mars Base personnel at a staggeringly high rate.

Could the teleportation experiments being conducted in the bowels of the Delta Labs have something to do with the problems plaguing the base? And what about the rumors of an archaeological dig that has uncovered evidence of an ancient Martian civilization, long lost to an unknown cataclysmic event?

From the conversations you've overheard between your fellow shuttle passengers, Counselor Elliot Swann and his bodyguard Jack Campbell, it seems that the UAC is growing concerned about the reports that are filtering back to Earth. Swann and Campbell have been sent to Mars by the UAC board to confront the research director, Dr. Malcom Betruger, and to get to the bottom of the troubles.

But surely none of that is your concern, right? You're just a grunt. What possible affect could Dr. Betruger's experiments have on you ...?

How to Use This Guide

We've spared no effort to ensure that that this guide contains all of the tips, tricks, hints, and strategy you need to destroy every enemy, find every hidden item, and survive the horrors in store for you on Mars.

<< BASIC TRAINING >>

The "Basic Training" section is essential reading for any new *Doom 3* recruit; even *Doom* masters will want to look at it. This section covers every command in the game, from attacking to zooming your viewpoint; it also features detailed strategies applicable to any combat situation. Knowing when and how to strafe can mean the difference between life and death on Mars, so don't report for duty until you've completed Basic Training.



<< WEAPONS AND ITEMS >>

With two dozen different types of weapons and items to pick up and use during *Doom 3*, you need a separate chapter to keep them all straight. Fortunately, that's what the "Weapons and Items" section of the guide is all about. Refer to it for tips and strategies for using the various weapons, as well as the locations of all of the weapons and items.

<< CHARACTERS >>

The four principal characters of *Doom 3*—Elliot Swann, Dr. Betruger, Sergeant Kelly, and Jack Campbell—are presented in this spoiler-free section. While it gives hints as to the true natures of the four men, their final fates aren't revealed.

<< ENEMIES >>

The "Enemies" section tells you everything you need to know and more about the three main classes of foes you'll face: Zombies, Demons, and Bosses. Any creature in *Doom 3* that wants to do you harm is covered in detail in this chapter, which comes complete with damage values for your foes' various attacks, as well as their health values. Knowing how your enemies will attack before you even meet them just might save your life.

<< WALKTHROUGH >>

This is the guide's biggest and most important section. Divided into four sections that represent the four quarters of the game, the walkthrough takes you on a step-by-step, room-by-room tour. If you're sick of having demons leaping out at you, skim a few paragraphs ahead in the walkthrough to prevent any future nasty shocks. Following the walkthrough carefully also ensures that you don't miss a single weapon, ammo, or item pick-up.

NOTE

Certain item amounts and locations (such as med kits and ammunition) vary depending upon the game's difficulty level. The walkthrough is written from the "Marine (Normal)" difficulty, but it is entirely applicable for any difficulty level, as the game objectives don't change.



<< PDA APPENDIX >>

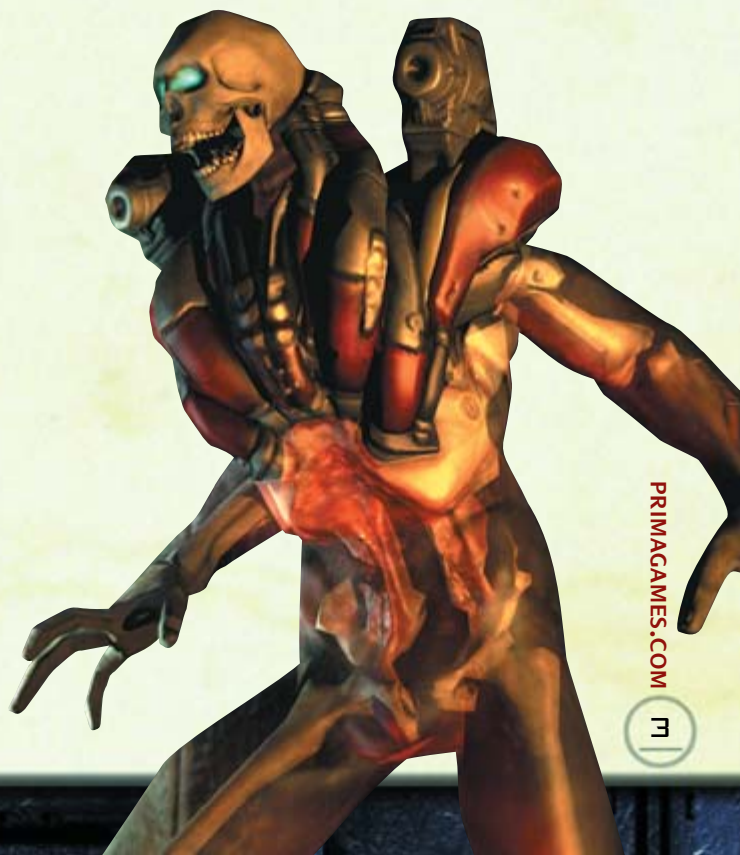
The PDA Appendix summarizes the contents of the 63 personal digital assistants you can find and collect during *Doom 3*, as well as their locations and the security clearances of their owners. These PDAs can open locked doors, reveal the combinations to storage cabinets, and reveal the gruesome details of the Mars Base experiments, so don't miss a single one!

<< MULTIPLAYER >>

As deep and rich as the single-player *Doom 3* experience is, don't overlook the visceral thrill of its four multiplayer modes. The "Multiplayer" section reveals the intricacies of all five multiplayer maps, with detailed floor plans and killer tips for each.

<< SECRETS >>

Here's the chapter everyone's been waiting for. After you've been chewed up by the same Zombies four times in a row, wouldn't it be nice to run through them while invincible, using weapons you won't find for another 10 levels? That's what the "Secrets" section is all about, containing everything from storage cabinet combinations to command line cheat codes.



Basic Training

Customizing the Controls

All of the control keys in *Doom 3* are fully customizable, and because just about every player has his or her own control scheme, you won't see any specific key callouts anywhere in this guide. For example, instead of assuming that you're using the default **W** for forward movement, this guide uses FORWARD.

To customize the controls, click on Options at the main menu, and then click on Controls from the menu that appears. You can customize four categories of controls: Movement, Weapons, Attack/Look, and Other.



To customize a command, click its category, and then click the command itself. Press the key or button you wish to assign the command to, and you're done. Each command can have several different keys assigned to it, but each key can be assigned only one command.

When you finish customizing the controls, click Apply Changes at the screen's bottom to save your customization and apply it to your current game.

<< RESTORING DEFAULTS >>



If you want to restore all of the command settings to their original (default) state, click Options and then click Defaults on the menu that pops up. Confirm your decision, and the controls will be reset to their default state.

NOTE

This also resets all of the game and system options to their default states.



DEFAULT CONTROLS

MOVEMENT CONTROLS

COMMAND	KEY
Forward	W or ↑
Backpedal	S or ↓
Move Left	A
Move Right	D
Jump	Space and MOUSE 2
Crouch	C
Turn Left	←
Turn Right	→
Strafe	Alt
Sprint	Shift

WEAPONS CONTROLS

COMMAND	KEY
Pistol	2
Shotgun	3
Machine Gun	4
Chaingun	5
Grenades	6
Plasma Gun	7
Rocket Launcher	8
BFG-9000	9
Soulcube	Q
Chainsaw	0
Fists	1
Flashlight	F

ATTACK/LOOK CONTROLS

COMMAND	KEY
Attack	Control or MOUSE 1
Previous Weapon	[1] or MOUSE WHEEL UP
Next Weapon	[2] or [3] or MOUSE WHEEL DOWN
Reload	R
Look Up	↑
Look Down	↓
Mouse Look	[1]
Center View	End
Zoom View	MOUSE 3
PDA/Score	Tab

OTHER CONTROLS

COMMAND	KEY
Quick Save	F5
Quick Load	F9
Screenshot	F12
Chat	T
Team Chat	Y
Toggle Team	F6
Spectate	F7
Ready	F3
Vote Yes	P1
Vote No	P2
Drop Weapon	BACKSPACE

In-Game Controls

The following section describes the controls used during a single-player or multiplayer game.

<< MOVEMENT >>

Movement is the absolutely most vital skill you need to master in *Doom 3*. All of the fancy weapons, cheat codes, and walkthroughs in the world won't help you if you can't keep from running into walls.

At the most basic end of the movement spectrum is forward movement and backpedaling. Press FORWARD to move in the direction that you're facing. Press BACKPEDAL to move away from the direction that you're facing. Simple enough, right?

SPRINTING

Your Marine moves at a pretty good clip by default, but at times his usual hustle isn't quite enough. If you're being overwhelmed by enemies and need to beat a (very) hasty retreat, or if you must get past a quickly moving obstacle, you need to sprint. To sprint, hold down SPRINT while pressing FORWARD, BACKPEDAL, MOVE LEFT, or MOVE RIGHT.



TIP

While sprinting, you can avoid most enemies' long-range attacks and outmaneuver them. When you know where your enemies are, strafe and sprint to get behind them and blow them away.



As handy as sprinting is, be careful not to overuse it. First of all, running recklessly through levels is the best way to get ambushed and killed by swarms of enemies. Second, your sprinting is limited by your stamina meter. As you sprint, this meter drains. When it's empty, you can't sprint until it's fully refilled. Sprint sparingly so it's always available.

SPRINT-JUMPING

Sometimes a regular running jump won't give you the horizontal distance you need to clear a wide gap. Use a sprint-jump instead—hold SPRINT while holding FORWARD and press JUMP to leap.

HOW NOT TO GET KILLED, PART I: BE PATIENT

If you try to use your *Quake* Deathmatch strategies in *Doom 3*'s single-player mode, you're not going to make it out of the second level alive. *Doom 3* is not a run-'n'-gun game. It requires strategy, observational skills, and most of all, patience.



When entering an area for the first time (or when returning to an area after accomplishing an objective), proceed slowly and cautiously. Listen for approaching enemies. Anticipate ambushes. If you see a pile of armor shards in plain view, you can bet an enemy or four are waiting to jump out at you.

Doom 3 is designed to scare the hell out of you and cause you to make stupid mistakes. Your best weapons are your wits. Keep them about you at all times.

CROUCHING AND CRAWLING

At several points in the game, you come to narrow tunnels that you can only enter by crouching down and crawling. To crawl, press and hold CROUCH, and press FORWARD or BACKPEDAL to crawl forward or backward. You can also use CROUCH to hide behind objects.



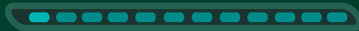
HOW NOT TO GET KILLED, PART 2: TAKE COVER!

Unless you've got God Mode turned on (and shame on you if you do, cheater!), you're not bulletproof, which means that standing out in the open during gunfights is a very bad idea.



Conceal as much of your body as possible behind cover to minimize the risk of being hit by ranged enemy attacks. Hide halfway around corners or in doorways during firefights. Crouch behind crates or short walls to reload. Back up through doors and blast your enemies as they follow you through.

Standing still while fighting enemies is risky. Standing still without any cover between you and your foes is downright suicidal.



<< LOOKING AROUND >>

By default, your mouse controls your view. Simply move the mouse in the direction that you want to look. You move in the direction that you're looking when you press FORWARD; so by holding FORWARD down, you can steer yourself with the mouse.

Some gamers prefer to use the keyboard for looking. TURN LEFT and TURN RIGHT turn you right and left, LOOK UP and LOOK DOWN look up and down, and CENTER VIEW returns your viewpoint to eye level. Again, holding FORWARD while pressing any of these keys moves you in the direction you're facing.

To get an up-close and personal view of the action, press ZOOM VIEW to cycle through different levels of zoom. While this lets you see distant objects more clearly, it also cuts down on your peripheral vision. It's best used while standing still.

<< STRAFING >>

"Strafing" is the term used to describe moving right or left while facing forward. It is most commonly used to dodge enemy fire while returning some of your own, although it has other uses (see sidebar).

Use MOVE LEFT and MOVE RIGHT to strafe left and right. You can also hold down STRAFE and press TURN LEFT or TURN RIGHT to strafe.

We've said it before, and we'll say it again: Standing still during a firefight is masochistic at best and suicidal at worst. Use your mouse or look keys to keep your targeting reticle fixed on your enemy, and strafe from side to side to avoid his attacks while returning fire.

You can close the distance between you and an enemy more safely by running toward the enemy while simultaneously strafing from side to side.

HOW NOT TO GET KILLED, PART 3: ROUNDING CORNERS

Here's a simple trick that'll save you some pain. When you approach a blind corner, stop before the corner, face the corner, and then strafe around it. That way, if there's anything nasty waiting for you around the corner, you're already facing it.



CIRCLE-STRAFING

If you're facing an enemy in a wide open area, especially in multiplayer games, you need to master the art of circle-strafing. While keeping your targeting reticle fixed on the enemy, strafe right and left in a circle around him while backpedaling or moving forward to maintain your preferred distance from him. Change direction randomly to prevent your enemy from predicting your moves.

<< JUMPING >>

Jumping is another basic movement with a variety of uses. Press JUMP while moving to hop over obstacles, leap over gaps, reach an elevated area, or dodge enemy fire.

CAUTION

Jumping or falling long vertical distances can injure or kill you. Look before you leap!



JUMPING ONTO OBJECTS

You can jump up onto just about any solid object of waist height or shorter. Some objects, such as barrels and crates, can be pushed into strategic positions, allowing you to jump up on them and reach areas or items that were previously out of reach.



JUMP-CROUCHING

An advanced movement technique is jump-crouching, which is used when you need to enter a narrow opening that's too far off the ground to crouch and crawl into. Jump while moving forward, and then immediately crouch to execute a jump-crouch (FORWARD + JUMP, CROUCH). This can be a tricky skill to master, but it allows you access to hidden areas and vital secret items.

<< CLIMBING LADDERS >>

You'll see several utility ladders around Mars Base. To climb up or down them, just look at them and move forward. To get off of a ladder quickly (if you're being attacked, for example), jump off.



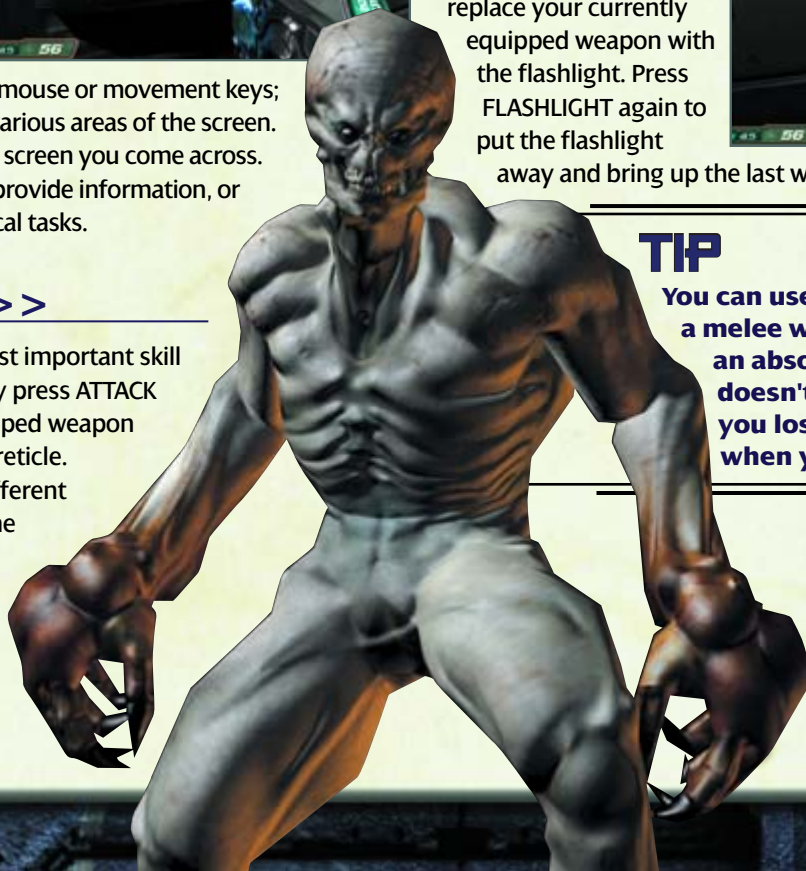
<< INTERACTING WITH COMPUTER SCREENS >>

You can interact with many computer screens, particularly the control panels next to closed doors. To see if you can interact with a screen, move your targeting reticle over it. If the reticle changes to a cursor, you can move it around the screen with the mouse or movement keys; use ATTACK to click on the various areas of the screen. Investigate every computer screen you come across. Many of them open doors, provide information, or perform other mission-critical tasks.



<< ATTACKING >>

Attacking is the second most important skill to master in *Doom 3*. Simply press ATTACK to use your currently equipped weapon against the enemy in your reticle. Different weapons have different effective ranges. Consult the "Weapons and Items" section for complete details on each weapon.



HOW NOT TO GET KILLED PART 4: LURING ENEMIES

Just because your enemies often lie in wait for you doesn't mean you have to face them on their own terms. For example, if you're relatively certain that you're going to be attacked when you enter a room, go into the room and run forward to lure the enemies out of their hiding spots, and then backpedal and fire at them as you retreat to a more defensible position.

This tactic works especially well when you can back into a hallway to escape enemies that are attacking from the front and sides. You can frame them in the doorway and fill them full of lead.



CHANGING WEAPONS

There are two ways to change your equipped weapon. The fastest method is to press the key that the weapon is bound to, which instantly brings that weapon up.

To cycle through the weapons that you've acquired, use PREVIOUS WEAPON and NEXT WEAPON. This method is a little slower, but it also lets you look at all your weapons and monitor their current ammunition status.

FLASHLIGHT

The flashlight is a unique weapon because you can toggle it on and off. Press FLASHLIGHT to replace your currently equipped weapon with the flashlight. Press FLASHLIGHT again to put the flashlight away and bring up the last weapon you had equipped.



TIP

You can use the flashlight as a melee weapon, but only as an absolutely last resort. It doesn't do much damage, and you lose the benefit of its light when you swing it at an enemy.



HOW NOT TO GET KILLED, PART 5: LET THERE BE LIGHT

Sure, there's something unsettling about exploring darkened rooms without having a gun equipped, but blindly stumbling into an enemy ambush is even worse. If you get jumped while using the flashlight, at least you know where your foes are.



Always, always, always use your flashlight to explore all dark corners and hallways. You'll discover enemies lying in wait, and you'll find hidden items that you would have walked past otherwise.

RELOADING

There are two numbers to pay attention to on each firearm you pick up. The first is the total amount of extra ammunition you have for the weapon. The second is the amount of ammunition that's currently loaded into the weapon (referred to as the "clip," even for weapons that don't use ammo magazines). When the clip runs dry, you must reload the weapon from your cache of extra ammunition before you can fire it again.

If you have Auto Weapon Reload set to YES in Game Options, you automatically reload your weapon when the clip runs dry. This has its advantages and drawbacks. On the bright side, it prevents you from accidentally trying to fire an empty weapon. However, reloading takes a few crucial seconds, which can mean the difference between life and death in combat. You can manually reload your weapon at any time by pressing RELOAD.



HOW NOT TO GET KILLED, PART 6: KILL EVERYTHING!

Unless the walkthrough specifically instructs you otherwise, destroy everything that moves in every level. Most of your enemies are smart enough to follow you through doors into other areas, where there are probably even more enemies waiting. The best way to keep from being overwhelmed is to deal with your enemies as they appear.

NOTE

When you manually reload a weapon that has a half-empty clip, you don't discard the remainder of the clip. For instance, if your machine gun (which has a clip capacity of 60 rounds) is down to 28 rounds when you reload it, your machine gun ammo cache is depleted by 32 rounds. You don't eject and discard the 28 rounds and insert a full clip of 60 rounds.



HOW NOT TO GET KILLED, PART 7: AMMO MANAGEMENT

Stupid mistakes can cost you your life in *Doom 3*. One of the dumbest (and easiest to avoid) is letting your weapons run out of ammo. Reloading in the middle of a battle is all but guaranteed to cost you some health and armor. Get into the habit of manually reloading your weapons after every firefight, and make a mental note of your ammo reserves for each weapon. Stand still while you do it so that you don't attract the attention of more enemies.

However, it's also possible to reload *too* frequently. After a fight, take a couple of seconds to make sure that nothing else is coming before you hit RELOAD. There's nothing worse than thinking you've killed everything in the immediate vicinity, reloading your weapon, and being jumped by an Imp while your pants are figuratively down.

Also, conserve ammo for your most powerful weapons by using weaker weapons whenever possible. For instance, the pistol and the machine gun are both accurate, long-range weapons, but the machine gun is more powerful because it has a faster rate of fire. If you see a slow-moving Zombie in the distance, pick him off with the pistol rather than the more versatile machine gun.

DROPPING WEAPONS

Press DROP WEAPON to drop your currently equipped weapon. This is really only useful in multiplayer games, when you want to bait a trap for a hapless player in search of a powerful weapon. An even more vicious trick is to drop a powerful weapon after

you've emptied its clip. When your opponent goes for it, you snipe at him, and he's left with a useless weapon if he survives your attack.

<< VIEWING SCORE/PDA >>

Use PDA/SCORE to view your Personal Data Assistant (PDA) in single-player mode or the current score in multi-player mode. Be careful, though: viewing either of these *does not* pause the action! You can still be attacked!



HOW NOT TO GET KILLED, PART 8: AUDIO LOG LISTENING

Many of the PDAs you pick up contain audio logs recorded by their former owners. These audio logs can be up to a minute long, which is a long time to have the PDA displayed on your screen, even if you are in what you consider a safe location.



To listen to the audio logs and keep an eye on your surroundings, start playing the audio log and hit PDA/SCORE to put the PDA down. The audio log continues playing, and you can watch out for the scary monsters.

<< MISCELLANEOUS CONTROLS >>

There are a few controls that don't fit into any convenient category, but they are important nonetheless.

MENU SCREEN

The only noncustomizable key in *Doom 3* is **[Esc]**, which pauses the game and switches to the menu screen, where you can save your game, load a game, quit the game, or adjust the various game settings.



QUICK SAVE/LOAD

Press **QUICK SAVE** to quickly save your game and **QUICK LOAD** to load your last saved game. This saves you the hassle of having to switch to the menu screen during the game to save or load a game.



SCREENSHOT

Take a screenshot of the action by pressing **SCREENSHOT**. The shots are saved in TGA format in your *Doom 3* folder on your hard drive (the default path is `C:\doom\base\screenshots\`).



Multiplayer Controls

The following controls are unique to multiplayer games only.

NOTE

For more information on multiplayer games, see the "Multiplayer" section of this guide.



<< CHATTING >>

Hit **CHAT** to bring up the chat window and type a message that everyone in the game can read. Use **TEAM CHAT** to send a message that only your teammates can read.

<< TOGGLE TEAM >>

Press **TOGGLE TEAM** to show or hide your team affiliation on the heads-up display (HUD).

<< SPECTATE >>

To remove yourself from the game but continue to observe it, hit **SPECTATE**.

<< READY >>

Use **READY** to indicate that you are ready for the multiplayer match to begin.

<< VOTING >>

If you're ever presented with a vote in a multiplayer game, press VOTE YES to respond in the affirmative and VOTE NO to offer a negative response.

Settings

The various settings can be tweaked by clicking on Options at the menu screen and then choosing Game Options or System, depending on which ones you want to configure.

<< GAME OPTIONS >>

The Game Options menu allows you to customize the look and feel of the game.

Free Look: If set to YES, the mouse is used for looking.

Show Decals: If set to YES, bullet holes and bloodstains appear on the walls after you blast enemies near them.

Show Blood: Set this to NO if you don't want to see blood spurt from your enemies when you shoot them (but where's the fun in that?!).

Auto Weapon Reload: Setting this to YES automatically reloads your current weapon when the clip runs dry. NO means you have to manually reload.

Auto Weapon Switch: Set this to YES if you want to automatically equip weapons as you pick them up. Set it to NO if you want to keep your currently equipped weapon active.

Show HUD: YES displays your health, location, remaining ammo, and other important information. NO hides all of this and gives you an unobstructed view of the action.

Show Gun Model: YES shows your active weapon from a first-person perspective. NO hides it.

Invert Mouse: If set to YES, moving the mouse up (away from you) moves the reticle down on the screen, and vice-versa. NO causes the mouse to move the reticle normally.

Smooth Mouse: Adjust this slider farther to the right if mouse movement is producing a jerkier response than you'd like.

Mouse Sensitivity: The farther to the right you set this level, the less mouse movement it takes to dramatically change your view.

<< SYSTEM OPTIONS >>

The System Options allow you to configure the way *Doom 3* runs on your PC.

VIDEO SETTINGS

Video Quality: The overall level of visual quality for the game; you're advised to use the hardware scan feature to determine the optimal video quality.

Screen Size: The resolution of the display. Higher resolutions give a wider field of vision but require more processing power.

Fullscreen: YES runs the game in fullscreen mode; NO runs it inside a window.

Brightness: The brightness level of the game.

AUDIO SETTINGS

Surround Speakers: Set this to YES if you have surround sound speakers or NO if you don't.

Reverse Channels: YES sends the left audio signal to the right speaker and vice-versa; handy if you hooked up your speakers incorrectly!

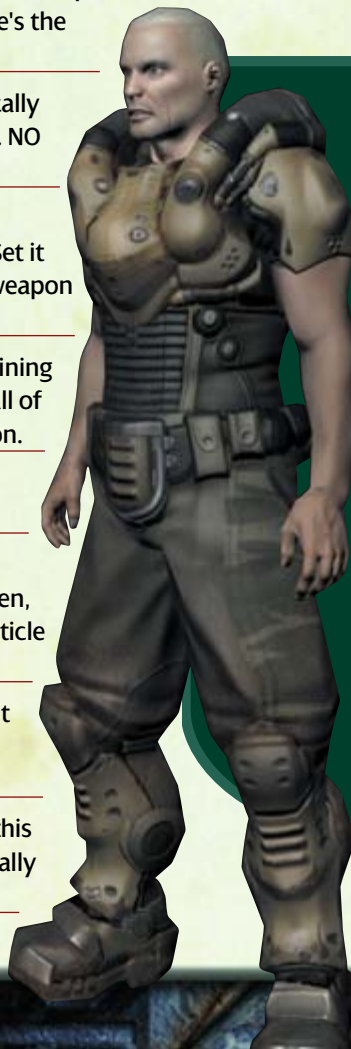
Volume: The overall volume level of the game. Moving the slider to the right makes it louder; moving it left makes it quieter.

OPTIMIZING YOUR GAMEPLAY EXPERIENCE

The best way to obtain the optimal results from your PC is to make sure that you're not running any other programs except *Doom 3* and that you use the Video Quality auto-scan feature, which automatically gives you the best balance between visual quality and performance.

However, if the game still seems choppy, there are a few things you can do:

1. Reduce the screen size to 800x600 or lower. A small screen size requires less processing power.
2. Reduce the video quality. You'll sacrifice some of the finer details, but *Doom 3* looks great at any setting.
3. Turn Show Decals off. Rendering bullet holes and blood spatters doesn't require a lot of processing power, but every little bit helps.



Weapons and Items

Weapons

<< BFG-9000 >>

Max. Ammo Capacity:
32

Ammo Type: BFG cell

Clip Capacity: 4

Damage: 200 from the main blast; 5 per second from the energy beams

Splash Damage: Up to 100

Projectile Health: 5



Detonation Conditions: BFG projectiles explode when their five-second "fuses" expire, when they are destroyed by an attack, when they hit a solid object, or when they hit an enemy.

WHAT IS IT?

The BFG-9000 is the most advanced personal weapons system in the UAC arsenal. This latest evolution of the BFG (Big F***ing Gun) fires an energy projectile containing a small "seeker" module. The module intelligently targets all unfriendly forces in the area and softens them up with beams of energy prior to the explosion of the projectile itself. One shot from the BFG-9000 is enough to destroy all but the toughest enemies. The BFG-9000's advanced targeting system prevents you from being injured by the blast.

Holding down ATTACK allows you to charge up a more powerful shot, which is fired when you release the button. However, it is possible to overcharge the weapon and blow it up. Not only does it explode, but you do too.

WHERE DO YOU GET IT?

Your first opportunity to pick up a BFG-9000 comes during Delta Labs Level 2A. It is locked in a room off of Delta Security Junction. The code for the door is 931.

WHEN TO USE IT

The BFG-9000 is best used to clear out entire rooms full of enemies, especially powerful enemies such as the Hellknight or Archvile (which just keeps summoning more enemies until it's killed). It's also best used sparingly, as you won't find many BFG cell ammo pick-ups for this bad boy.

DRAWBACKS

The biggest drawback to the BFG-9000 is its capacity for self-destruction. If you hold down the trigger for too long before releasing it to fire the shot, the weapon will overload and explode. You lose the shot you were charging, and you lose the entire gun itself!

Also, the seeker unit inside each BFG projectile can be destroyed by lowly small arms fire, such as the rounds from a chaingun or even a machine gun. If the seeker unit is destroyed, the projectile blast goes off prematurely, resulting in significantly less damage.

Finally, as mentioned above, there isn't a lot of ammo for the BFG-9000. You won't get many chances to use this extremely powerful weapon, so make your shots count!

<< CHAINGUN >>

Max. Ammo Capacity: 600

Ammo Type: Ammo belt

Clip Capacity: 60

Damage: 20 per round

WHAT IS IT?

The chaingun is a belt-fed heavy machine gun that fires armor-piercing rounds at extremely high velocities. It is by far the game's most powerful nonexplosive projectile firearm.



WHERE DO YOU GET IT?

Your first opportunity to pick up a chaingun is in the martian-buddy.com storage cabinet in the Northern Hallway area of Administration. Your next opportunity to get it is in the Heavy Water Runoff area of Alpha Labs Sector 3.

WHEN TO USE IT

The chaingun is best used against large enemies or clusters of smaller enemies at medium range or farther. It's the perfect weapon to sweep a hallway clear of Zombies or gun down a Pinky before it reaches you. The amount of damage it can inflict in a short time is staggering, and most enemies will be torn to shreds by its lethal discharge within seconds.

DRAWBACKS

Because of its size and weight, the chaingun takes a little longer to lift than most of your other weapons, making it a tricky weapon to switch to in the heat of combat. Also, it doesn't start firing immediately when you press ATTACK—the barrel must rotate for a few spins before it starts shooting, making it practically useless in close-quarters combat. To use the chaingun effectively, you almost have to plan when and how to use it. Unlike the shotgun, machine gun, or plasma gun, it doesn't allow you to improvise your battle tactics on the fly.

<< CHAINSAW >>

Damage: 20 per second**WHAT IS IT?**

The chainsaw is an extremely powerful short-range weapon that was mistakenly shipped to the Mars Base by the Mixom Corporation; they were actually supposed to send a shipment of jackhammers. The chainsaw is the primary weapon of the Chainsaw Zombie, and it is the game's most lethal nonprojectile weapon, dealing significantly more damage than your fists or flashlight.

WHERE DO YOU GET IT?

You can pick up your first chainsaw in Service Room 2A of Communications Transfer. Either kill one of the Chainsaw Zombies and take it, or pick it up from an open crate.

WHEN TO USE IT

If you ever find yourself utterly without ammo, the chainsaw is your best tool for surviving until you can find more. It's also a good weapon for destroying Zombies, as it slices them to ribbons without costing you a single round of ammo.

DRAWBACKS

The chainsaw's extremely short range means that you have to get dangerously close to your enemies to use it effectively. While it kills enemies more quickly than your fists or flashlight, you should expect to suffer some damage while using it. For this reason, use the chainsaw as a last resort weapon, employed only when you're completely out of ammo for any other weapon. And it goes without saying that you don't want to use it to blow up exploding barrels!



<< FISTS >>

Damage: 20 per punch**WHAT IS IT?**

Your fists are the collection of clenched fingers at the end of the upper body limbs we call "arms." Years of Marine combat training have transformed them into rock-hard implements of destruction.

WHERE DO YOU GET IT?

From your mother and father, presumably. You were born with them.

WHEN TO USE IT

While there's no question that you could use them to shut up just about any loudmouth in a bar, your fists aren't so handy for taking on demons. They're your absolute last-ditch weapon, intended for use when you've got nothing left to shoot or hit enemies with.

DRAWBACKS

Your fists are short-range melee weapons that do very little damage. The only thing less effective than them would be pointing your index finger at your enemies and shouting "BANG!"

<< FLASHLIGHT >>

Damage: 40 per hit**WHAT IS IT?**

The flashlight is more of a tool than a weapon, and it's generally used to illuminate darkened areas, although its sturdy construction also allows it to be used as a club in a pinch.

WHERE DO YOU GET IT?

You get your flashlight from the security cabinet in the Underground Security area of Mars City Underground.

WHEN TO USE IT

Use the flashlight to light up dark rooms and corridors and locate hidden enemies and items. Use it as a weapon only when your fists are your only other alternative.

DRAWBACKS

The flashlight is a short-range melee weapon that doesn't do much damage, although it does make more of an impact than your bare fists.



<< GRENADE >>

Max. Ammo Capacity:
50**Damage:** 150 from a
direct hit**Splash Damage:**
Up to 150

Detonation Conditions:
Grenades explode when their 3-second "fuses" expire or when they hit an enemy.



WHAT IS IT?

Grenades are single-use explosive devices hurled by hand. They pack quite a punch, send enemies flying, and deal impressive amounts of splash damage in a wide radius. Holding down ATTACK and releasing it throws the grenade with greater force, while tapping ATTACK lobbs it gently.

WHERE DO YOU GET IT?

You find your first grenades in storage cabinet #013, located in the Administration Lobby area of Administration.

WHEN TO USE IT

Grenades are best used against entrenched enemies when charging toward their fortified positions would be suicidal. They also work well against groups of enemies, damaging everyone within the blast radius. You can also throw them directly at enemies, and they'll explode on contact.

If you've got a surplus of grenades, chuck them into darkened areas to damage or flush out hidden enemies. You can also use them to blow up exploding barrels, causing an infernal chain reaction and inflicting massive damage on anything unfortunate enough to be caught in the blast.

DRAWBACKS

As much fun as grenades are (and, man, they are a lot of fun!), they've also been voted "Weapon Most Likely to Backfire and Kill You" 10 years running. The grenades bounce off of any solid object they hit, so if your aim is off, you could bank one off of a nearby pillar and send it rolling toward your soon-to-be-vaporized feet.

Also, grenades can be prematurely detonated by enemy fire, so think twice about lobbing one at Imps, Z-Sec Zombies, or other enemies while they're shooting at you. One unlucky shot could blow up the grenade three feet from your face and really mess up your complexion.

Finally, unlike firearms, which shoot projectiles in a straight line, grenades travel in an arc, which makes them much trickier to aim, especially considering that the length of time you hold down ATTACK determines how hard you throw them.

<< MACHINE GUN >>

Max. Ammo Capacity:
600

Ammo Type: Clip

Clip Capacity: 60

Damage: 9 per round



WHAT IS IT?

The machine gun is the standard issue rapid-fire rifle for the security forces on Mars Base. Unfortunately, that also means that many of the guards were holding them when they were transformed into Z-Sec Zombies.

WHERE DO YOU GET IT?

You acquire your first machine gun from the storage cabinet in Underground Security at the end of Mars City Underground. You can also pick them up off the corpses of machine-gun-toting Z-Sec Zombies.

WHEN TO USE IT

The machine gun is best used to pick off weaker enemies from a distance. It's extremely accurate at long range, and its high rate of fire and generous clip capacity allow you to inflict significant damage at medium range as well. Because many Z-Sec Zombies carry them, you won't be at a loss for ammo in areas where you face these foes.

DRAWBACKS

The machine gun was designed for accuracy, not necessarily stopping power. The individual rounds don't inflict much damage, making this a less-than-ideal weapon against enemies at close range or stronger enemies at any range. You need to pump plenty of machine-gun rounds into an enemy to kill it, and if that enemy is too close or too tough, it will hit you before you can finish it off.

That also brings us to the second big drawback of the machine gun, which is its high rate of ammo consumption. Although you'll find a great deal of machine-gun ammo, you'll also chew through a lot if you rely on this bad boy too often.

<< PISTOL >>

Max. Ammo Capacity:
360

Ammo Type: Bullets

Clip Capacity: 12

Damage: 14 per round



WHAT IS IT?

The pistol is a light-weight, easily concealed, semiautomatic handgun issued to Marines and Mars Base security. It's also the primary weapon of many Z-Sec Zombies.

WHERE DO YOU GET IT?

You acquire your first pistol from the storage cabinet in Underground Security at the very beginning of Mars City Underground. Killing pistol-packing Z-Sec Zombies also provides you with their pistols.

WHEN TO USE IT

The pistol is a fine weapon to use against weak, slow-moving enemies such as Zombies. Its accuracy makes it a weapon of choice for picking off these foes at long ranges.

Additionally, use the pistol to blow up distant exploding barrels, so as not to waste the ammunition of more versatile ranged weapons. It also doesn't hurt to use the pistol to pump a round or two into corpses strewn about rooms; if they're actually Zombies playing possum, they'll get right up.

DRAWBACKS

The pistol's slow rate of fire, small clip capacity, and relatively unimpressive firepower makes this a weapon of last resort, ranked just above the flashlight and chainsaw in terms of usefulness. It's virtually impossible to use it to kill enemies at close range without taking damage, and most monsters of average strength or greater will just shrug off the shots and fillet you on the spot.

<< **PLASMA GUN** >>

Max. Ammo Capacity:
500

Ammo Type: Plasma cell

Damage: 16 per round

**WHAT IS IT?**

The plasma gun is an energy projectile weapon that shoots a rapid-fire stream of high-velocity projectiles. Quicker to use than the chaingun and significantly more powerful than the machine gun, the plasma gun is the most versatile weapon in the game. It's easy to see why, for many players, the plasma gun is their primary firearm of choice.

WHERE DO YOU GET IT?

The first plasma gun you can get is in the EFR Pressure Station in Alpha Labs Sector 4, but you must take the service bridge route to reach it. Find the next plasma gun in the Maintenance 1 area of the EnPro Plant.

WHEN TO USE IT

The plasma gun is an excellent weapon for just about any situation. If you have ammo for it, use it. It's best used at short and medium range, but it's accurate at long range as well.

DRAWBACKS

The only significant drawbacks to the plasma gun are the relatively slow speed of its projectiles and the blinding glare they give off. A quick enemy may be able to dodge the plasma

blasts if they're far enough away to react to them. Firing the weapon in a dark room also can obscure your view of any dimly lit enemies as they approach, occasionally making it tough to see if you're hitting them or not.

<< **ROCKET LAUNCHER** >>

Max. Ammo Capacity:
96

Ammo Type: Rockets

Clip Capacity: 5

Damage: 170 per rocket
(direct hit)

Splash Damage: Up to 150

Projectile Health: 5



Detonation Conditions: Rockets explode when destroyed by an attack, when they hit a solid object, or when they hit an enemy.

WHAT IS IT?

The rocket launcher is one of the game's most powerful weapons, second only to the BFG-9000 in terms of sheer destructive power. It fires unguided rockets that deal tremendous amounts of damage on direct hits and near misses alike, and enemies caught in their blast radius are scattered like cows in a tornado.

WHERE DO YOU GET IT?

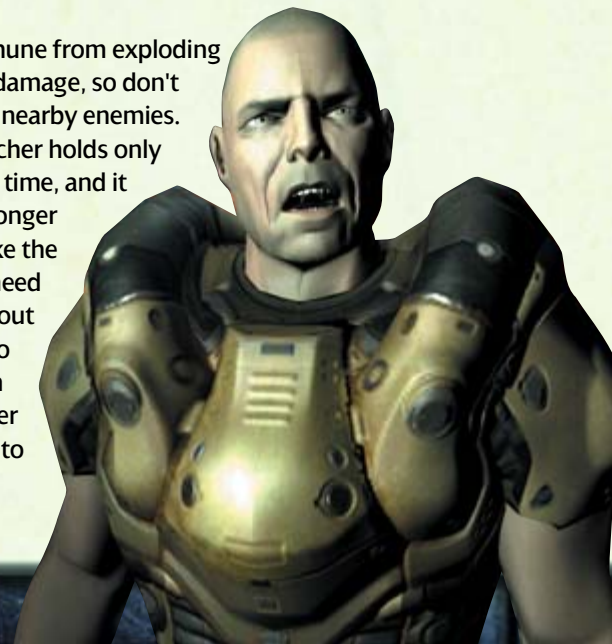
The rocket launcher first shows up at the end of Monorail Skybridge on a weapons rack in Toxic Disposal Maintenance.

WHEN TO USE IT

The rocket launcher is a handy fire-and-forget weapon best used against strong enemies, entrenched enemies, or groups of enemies at medium and long ranges. It's much more accurate and lethal than grenades. Detonate distant exploding barrels to compound the explosive fun.

DRAWBACKS

You are not immune from exploding rockets' splash damage, so don't use this against nearby enemies. The rocket launcher holds only five rockets at a time, and it has one of the longer reload times. Like the chaingun, you need to think a bit about how you want to use this weapon effectively, rather than just leap into a fight with it



<< SHOTGUN >>

Max. Ammo Capacity:
320

Ammo Type: Shells

Clip Capacity: 8



WHAT IS IT?

The shotgun is a pump-action, single-shot firearm of great destructive power at close range. Some Z-Sec Zombies come equipped with them.

WHERE DO YOU GET IT?

You find your first shotgun in the EP Aerobic Stabilizer area in the walkthrough of Mars City Underground. You can also collect them from the corpses of some Z-Sec Zombies.

WHEN TO USE IT

Round for round, no short-range weapon can match the shotgun's power. From point-blank range, it can kill Imps, Maggots, and most Zombies with a single shot. When you're about to go through a door into a new room, the shotgun is your best bet for taking out whatever might be lying in wait on the other side. It's also effective against tight groups of enemies at close range.

DRAWBACKS

The shotgun's stopping power decreases dramatically at medium range, and it's barely stronger than a spitball at long range. Don't even consider using this weapon unless you're up close and personal. The shotgun has a very small clip capacity, holding only eight shells at a time. It also has one of the slowest rates of fire and longest reload times of any weapon.

<< SOULCUBE >>

Damage: 1,000 per hit

WHAT IS IT?

The Soulcube is an ancient Martian artifact of tremendous power. It was created during the original demonic invasion of Mars to drive the infernal horde back to Hell. Most of the few survivors of the invasion sacrificed their lives to create the Soulcube, which was used in combat by their greatest warrior.



The Soulcube is the most powerful weapon you can find in *Doom 3*. To charge it up, you must kill five enemies with weapons other than the Soulcube. After it is charged, you can throw it at any single nonboss enemy to kill it instantly and

transfer its health to you. You must then kill five more enemies before you can use the Soulcube again.

WHERE DO YOU GET IT?

You get the Soulcube after defeating the Guardian at the end of Hell.

WHEN TO USE IT

Use the Soulcube against powerful enemies such as the Archvile and Hellknight to kill them with one shot and steal their formidable reserves of health. You must use it against the Cyberdemon at the end of the game, as the Soulcube is the only weapon that can hurt it.

DRAWBACKS

The biggest drawback of the Soulcube is the fact that you must charge it up by killing enemies with other weapons before you can use it. You also have to aim the Soulcube very carefully, or you might accidentally kill a weaker enemy than your intended target if the weaker foe steps in front of your quarry.

Pick-Ups

Pick-ups are items that you can collect by simply coming into contact with them. They have a variety of effects, from enhancing your ability to withstand damage to opening previously inaccessible areas.

<< AIR CANISTER >>

You'll find air canisters on the Martian surface, and it's a good thing that you do, because your environment suit contains a finite amount of oxygen. Pick up air canisters to replenish 50 percent of your oxygen gauge when you're in an anaerobic environment. If your oxygen level is already at 100, you can't pick up the air canisters.



TIP

Don't grab an air canister until your oxygen level is below 50. Otherwise, you're not using it to its fullest effect.



<< ARMOR SHARD >>

Armor shards are small fragments of security armor that increase your armor rating by 5, up to a maximum of 100. When you are injured, armor will absorb some of the damage impact, leaving more of your health intact. You cannot pick up an armor shard if your armor is already at 125.



<< BACKPACK >>

Backpacks are extremely rare pick-ups that can dramatically improve your situation. Each backpack can contain a plethora of ammunition, med kits, and/or other helpful goodies.



<< DATA CONTROL PANEL >>

This mission-specific item replaces a defective control panel on a door in the Main Entrance Hall that leads to the end of the level. It is found in the Lab A Upper Floors (third floor) in the CPU Complex.



<< DATA LINKER >>

The data linker is a special mission-specific item needed to restore the power in Delta Labs Level 1. Find it in the Delta 1 Access Lobby and return it to Delta Systems Control.



<< KEY CARD >>

Key cards are scattered around Mars Base. Finding them allows you to open locked doors and progress through the missions. Each one is coded to open a specific lock.



<< MED KIT, LARGE >>

Large med kits are life savers—literally. Picking up a large med kit restores 25 health points, up to a maximum of 100. If your health is already at 100, you cannot pick up the large med kit.



MED KIT, SMALL >>

Small med kits restore 15 health points, up to a maximum of 100. If you're already at 100 health, you can't pick up the small med kit.



TIP

Never use a large med kit when a small med kit will do. If you're at 85 health or above, pick up a small med kit rather than a large one if you've got the choice.



<< PDA >>

Your personal data assistant (PDA) is one of your most vital pieces of equipment. It allows you to receive emails, video files, and audio logs; and it contains your current security clearance, which determines the doors



you can unlock. Press PDA/SCORE to bring up your PDA and examine the information on it, but be aware that the game is not paused when you do so; you can still be attacked by enemies while you're looking at the PDA.

You can also pick up other PDAs. When you pick up a PDA, all of the data on it is transferred to your PDA, giving you access to that PDA's audio logs, emails, and security clearance. Most PDAs contain helpful information, including combinations to nearby storage cabinets, so it's well worth going out of your way to find them.

<< PLASMA INDUCER >>

This mission-specific item is found in the Operations Server Room of Delta Labs Level 2A. Ian McCormick uses it to reactivate the teleporter.



<< SECURITY ARMOR >>



Security armor adds 50 points to your armor rating, up to a maximum of 100 points. If you're already at 100 armor points, you can't pick up the security armor.

TIP

Don't waste security armor by picking it up when your armor rating is already near 100. Find armor shards instead, and go back to the security armor once your armor rating drops below 50.



<< VIDEO CD >>



Video CDs are scattered around the various levels. These nonessential items allow you to replay videos on your PDA that you have seen on various video monitors in the level.

Environmental Objects

<< CRATE >>

Crates make good cover, both for you and for your enemies. Some crates are light enough to push around. By moving crates around and jumping up onto them, you might be able to reach hidden items or areas that were out of reach before.



<< DOOR >>

Despite the destruction caused by the demonic invasion, most of the doors in Mars Base are still operational. Doors with green lights around them are unlocked and open automatically when you (or other creatures) approach them. Doors with red lights around them are sealed; some of these doors can be opened if you have the proper key, key card, or security clearance.

<< EXPLODING BARREL >>

Watch out for the orange and yellow barrels scattered around Mars Base. They're filled with a highly volatile liquid that explodes if fired upon. Snipe exploding barrels from a distance to take out nearby enemies. You can also push barrels around like crates in order to jump up onto them and reach previously inaccessible areas and items.



NOTE

The blue barrels are inert and will not explode when shot.



<< FIRE >>

Frankenstein said it best: "Fire bad." No matter where it is or what form it takes—from an ignited gas leak to the flames of Hell itself—fire steadily drains your armor and health as long as you are exposed to it.



TIP

Some fires, especially those caused by gas leaks, can be extinguished by finding the right control panel or turning the right valve. Doing so usually reveals some hidden goodies on the other side of the fire.

**<< HEALTH STATION >>**

Health Stations are attached to the walls of many areas in Mars Base. Each contains a certain number of healing "doses," represented by a large number on the front panel. Click on the Health Station to restore as much health as you want, up to a maximum of 100 points (or the remaining number of doses in the Health Station).

**<< LADDER >>**

Climb yellow-striped utility ladders to reach new areas. To climb a ladder, just run toward it. If you need to drop off of a ladder quickly (because you're being attacked, for instance), press JUMP.

**<< MARTIAN ATMOSPHERE >>**

Just in case you missed the last 10 minutes of *Total Recall*, there's no air on Mars. Fortunately, you've got an environmental suit with an oxygen reserve that lets you breathe for a limited amount of time. If that reserve runs out and you're still in the airless exterior of Mars, however, you start losing health at a rate of 10 points per 3 seconds.

**<< MONITOR/CONTROL PANEL >>**

You can interact with many of the computer monitors and control panels around Mars Base. Simply approach them and move your targeting reticle over them. The reticle changes to a cursor, which you can move around the screen. To click on an object on the screen, press ATTACK.

<< SENTRY BOT >>

Sentry Bots are tough little spidery robots programmed to lead Mars Base workers to different areas of the complex and defend them with high-velocity machine-gun fire if necessary. If you come across a Sentry Bot, stay close to it and let it take out your enemies until its health is depleted and it shuts down.

**<< STORAGE CABINET >>**

Most storage cabinets contain valuable pick-ups, such as med kits, armor, and ammunition. Each storage cabinet is opened by entering its three-digit combination on its keypad. Storage cabinet combinations are often found in the emails and audio logs of PDAs.

**<< TOXIC MATERIAL >>**

Whether it's toxic gas in the air or toxic waste on the floor, this stuff is deadly if you come into contact with it. The longer you're exposed to it, the more damage you take. You'll usually find a way to clear an area of the noxious stuff without being exposed to too much of it.

<< WINDOW >>



Just about every window in Mars Base is made of a reinforced bulletproof polymer, making them shatterproof. A few are constructed of an inferior grade of material, however, and you can shatter them with a burst of gunfire.

CAUTION

Look what's on the other side of the window before you try to shatter it. For instance, if it looks out onto the Martian landscape, ask yourself if you're really so eager to give up the nice oxygen-rich environment of the room you're in.



Characters

DR. MALCOM BETRUGER

Dr. Betruger is the head of the research division on the UAC's Mars Base. He's unquestionably brilliant, and his tireless efforts have resulted in teleportation becoming a scientific reality, rather than mere science fiction. Driven and dedicated to his work, Dr. Betruger demands as much of his subordinates as he does of himself, and he has little patience for the layers of bureaucratic red tape that stand between him and his goals.



Those who know Dr. Betruger well, however, hint of a darker side to the scientific genius. His tireless drive borders on monomania at times, and his critics might say that his reckless obsession with his work blinds him to the human cost of his experiments.

COUNSELOR ELLIOT SWANN

Determined and skeptical, Counselor Swann has been sent to Mars Base by the UAC Board of Directors to pin Dr. Betruger down and force him to answer some tough questions about the high accident rate on Mars. Swann isn't the sort of man who allows himself to be taken in with starry-eyed visions of the future. He's a methodical, practical thinker who doesn't allow his emotions to rule his judgment.



Swann and Betruger share many of the same characteristics, including their single-minded drive to accomplish the objectives set before them. Unfortunately, each man's objectives conflict with the other's, and there's no room for compromise between them.

JACK CAMPBELL

Jack Campbell is Counselor Swann's loyal bodyguard, a former Marine of few words who lets his BFG-9000 do the talking for him. A master of every significant form of armed and unarmed combat, Campbell is a born survivor for whom adherence to duty is everything.

If Campbell has an opinion of Swann's mission, he doesn't share it. It's not his place to do so. As Campbell himself points out, they are there to conduct damage control: Swann's the control, and Campbell's the damage.



MASTER SERGEANT THOMAS KELLY

A decorated veteran of the UAC Marine Corps, Sergeant Kelly—or Sarge as he is known to his troops—is the ranking commanding officer on Mars Base. A highly motivated soldier and a demanding commander, Sarge has little patience for those who can't or won't carry out their orders immediately and to the best of their ability.

Sergeant Kelly is seemingly at home when things are at their worst. His sharp tactical mind somehow manages to infallibly direct squads of soldiers according to a brilliantly conceived battle plan. There are those who would call Sarge a machine, and they're not wrong.



Enemies

TIP

Unless specifically mentioned otherwise, all enemies with heads are vulnerable to head shots, which do double damage.

Zombies

Whether you refer to them as Former Humans, Walking Dead, or Zombies, these creatures are the reanimated remains of Mars Base's personnel, infused with demonic energy and hungry for the taste of flesh.

<< ZOMBIE (GENERIC) >>



Generic Zombies

Health: 50–100

Attack Damage: 15 (unarmed); 20 (flashlight)

First Appearance: Mars City Underground

Zombies are the least threatening enemies in *Doom 3*. Slow, weak, and possessing no long-range attacks, Zombies will hit you only if you make a foolish mistake, such as running into a darkened corner you didn't explore with your flashlight or forgetting to reload your weapon before attacking the Zombie.

Zombies usually attack in groups, and you'll often find one trying to sneak up behind you as another one distracts you from the front. A few sneaky Zombies lie on the floor or sit in chairs, pretending to be lifeless corpses. When you walk by, they lunge at you and attack.

A quick shotgun blast at close range takes care of any Zombie; however, for the sake of ammunition conservation, try to take them out with ranged head shots from the pistol, as Zombies are among the few enemies that the pistol is effective against.

<< ZOMBIE, CHAINSAW >>

Health: 250

Attack Damage: 20 per second (chainsaw)

First Appearance: Communications Transfer

Chainsaw Zombies are a rugged breed of undead who found the shipment of Beavertooth chainsaws that were sent to Mars by mistake (had the proper tools shown up, they would have been much less lethal Jackhammer Zombies).

Chainsaw Zombies move more quickly than your average Zombie, and their chainsaws allow them to inflict substantially more damage. On the bright side, they can't attack from a distance, and you can pick up their chainsaws after killing them.



<< ZOMBIE, COMMANDO >>

Health: 170

Attack Damage: 12 (tentacle)

First Appearance: Monorail

Commando Zombie with chaingun

Health: 225

Attack Damage: 3 per round (chaingun)

First Appearance: Delta Labs Level 1



Commando Zombies are the game's most powerful Zombies. Created from reconstituted UAC Marines, Commando Zombies are fast, silent killers who know exactly when and how you're most vulnerable.

Commando Zombies first show up halfway through the game, in the Monorail level. They're fond of waiting for other weaker enemies to distract you, and then running up from behind (often through doors you've already come through) to lash you with their tentacle arms. After you've been ambushed by your first Commando Zombie, get into the habit of looking over your shoulder constantly. It's a habit that will save your life.

Some Commando Zombies are armed with chainguns, making them twice as deadly. These burly fiends take up entrenched positions on catwalks above you or behind crates in front of you. Fortunately, the chainguns don't do as much damage when wielded by Commando Zombies, and you can take their weapons once you kill them.

<< ZOMBIE, FAT >>

Health: 100

Damage: 15 (swipe); 20 (wrench)

First Appearance: Mars City 2

Apparently obesity is still a problem 150 years in the future, because a select few Zombies that you encounter are Fat Zombies, which can absorb a bit more damage than their more slender cousins. Unsurprisingly, they're often found eating human remains, although some hide in darkened corners waiting for their next meal to walk by.

Fat Zombies use the same clubbing attacks as generic Zombies. A few Fat Zombies are armed with wrenches, which do slightly more damage. Although these porkers are a bit more intimidating than the Zombies that don't have to shop at Big & Tall, they're not really that much tougher, just hungrier. If it helps to calm your nerves, imagine these creatures wearing party hats as you blow them away.

<< ZOMBIE, FLAMING >>

Health: 150

Attack Damage: 15

First Appearance: Mars City 2

Flaming Zombies are unusually tough undead who have blundered into open flames. Their natural resilience keeps them alive long after generic Zombies would have

perished from the flames, and it makes them considerably tougher than your average undead.

Fortunately, Flaming Zombies don't do any more damage with their clubbing blows, but they are quite a bit faster. Whenever you see an alcove containing open flames, be ready for a Flaming Zombie to rush out of it.

<< ZOMBIE, Z-SEC >>

Z-Sec Zombie with machine gun

Health: 90

Attack Damage: 3 per round (machine gun)

First Appearance: Mars City Underground

Z-Sec Zombie with pistol

Health: 55

Attack Damage: 4 per round (pistol)

First Appearance: Mars City Underground

Z-Sec Zombie with shield

Health: 110

Attack Damage: 6 per round (pistol)

First Appearance: Communications

Z-Sec Zombie with shotgun

Health: 90

Attack Damage: Up to 28 (shotgun)

First Appearance: Mars City Underground



NOTE

Z-Sec Zombies with machine guns and shotguns are too well armored for head shots to do any additional damage. A head shot against a Z-Sec Zombie with a pistol or a shield, however, does an additional 25 percent damage.



Z-Sec ("Zombie Security") Zombies are some of the most common and dangerous low-level enemies in the game. Although they're not the toughest foes you face, they combine ranged attacks with the battle tactics they learned in life to gang up on you and hunt you down. For instance, Z-Sec Zombies with machine guns seek out cover and fire at you from it, covering their shotgun-toting partners as they move in for the kill.

When you first enter a room, listen carefully for the sound of radio chatter—it's coming from the Z-Sec Zombies' headsets. Keep a close eye on any pillars or stacks of crates, because that's where they like to hide.

The most dangerous Z-Sec Zombies are the ones carrying shields and wielding pistols. Their shields are completely bulletproof, requiring you to aim carefully or attack from behind to inflict damage.

There is one significant plus to facing Z-Sec Zombies, however: After you kill them, you can take their weapons from their corpses. That means that a single well-aimed grenade or rocket can net you several clips, bullets, or shells.

Demons

Demons are the literal spawn of Hell, invading Mars through the teleport portal in Delta Labs. Unlike Zombies, which are the possessed shells of humans, demons are composed entirely of the supernatural essence of Hell and disintegrate completely when destroyed. They boast a wide range of attacks and abilities, and if you don't stop them, they'll board the UAC vessels and conquer Earth.

<< ARCHVILE >>

Health: 425

Attack Damage: 12 (claw); 20 (fire)

First Appearance: Delta Labs Level 2B



Archviles are among the game's toughest and nastiest enemies. When an Archvile first appears, it usually summons weaker enemies (such as Imps or Wraiths) to attack you. The Archvile then either sends a wave of flame along the ground at you or closes in and attacks you with its razor-sharp talons.

You cannot afford to mess around with Archviles. If you have the Soulcube and it's ready for use, hurl it at an Archvile as soon as you see it to kill it instantly. Otherwise, attack with heavy weapons such as the rocket launcher or BFG-9000. And whatever you do, don't waste time fighting the Archvile's minions. Kill the Archvile first, and then deal with its spawn.

<< CHERUB >>

Health: 50

Attack Damage:

5 (claw);

12 (leap attack)

First Appearance:

Recycling Sector 2

**NOTE**

Head shots inflict only an additional 25 percent damage on a Cherub.



Cherubs just might be the most disturbing enemies in *Doom 3*—giant insect grubs with tiny iridescent wings and a baby's head. Cherubs aren't very tough enemies, but they often attack in groups, and their half-flying, half-jumping method of movement makes them very hard to hit.

The best way to take out a Cherub is to keep your distance from them. Their leap is their most damaging attack, and it knocks you back and throws off your aim, which is bad news if several are attacking you. Alternately, you can move in close and blast them with the shotgun before they have a chance to leap at you.

<< CACODEMON >>

Health: 200

Attack Damage: 20 (bite); 12 (fireball); up to 5 (fireball splash damage)

First Appearance: Communications Transfer

TIP

The Cacodemon's fireball has 5 health points and can be detonated if you "kill" it before it hits you.

Cacodemons are giant floating demonic heads whose power is belied by the lazy way they drift through the air. They can absorb a lot of punishment, but their biggest weakness is their lack of speed. Think of them as evil balloons—if you can keep hitting them, you can push them around and prevent them from getting too close.

One of the best ways to get rid of a Cacodemon is to get underneath it and fire straight up. The beast continues to rise, unable to attack you. Of course, if you're being attacked by several Cacodemons, you won't have the luxury of focusing on just one, so use the rocket launcher or BFG-9000 to take them out quickly.

<< HELLKNIGHT >>

Health: 900

Attack Damage: 25 (claw); 30 (bite); 30 (fireball); up to 45 (fireball splash damage)

First Appearance: Delta Labs Level 4

In terms of overall power and endurance, the Hellknight is the strongest nonboss enemy in the game. Think of it as an Imp on steroids. Its huge, dense body allows it to absorb tremendous punishment, and its ranged and melee attacks inflict severe damage if they land.

TIP

The Hellknight's fireball has 5 health points and can be destroyed if you "kill" it before it hits you.



The key to fighting Hellknights is to keep plenty of distance between you and them. Although the Hellknight is extremely powerful, it's also one of the slowest enemies you face. Its huge size also makes it a can't-miss target for rockets and plasma rounds, although you should use the Soulcube against it if you can.

<< IMP >>

Health: 130

Attack Damage: 8 (claw); 12 (fireball); up to 5 (fireball splash damage)

First Appearance: Mars City Underground

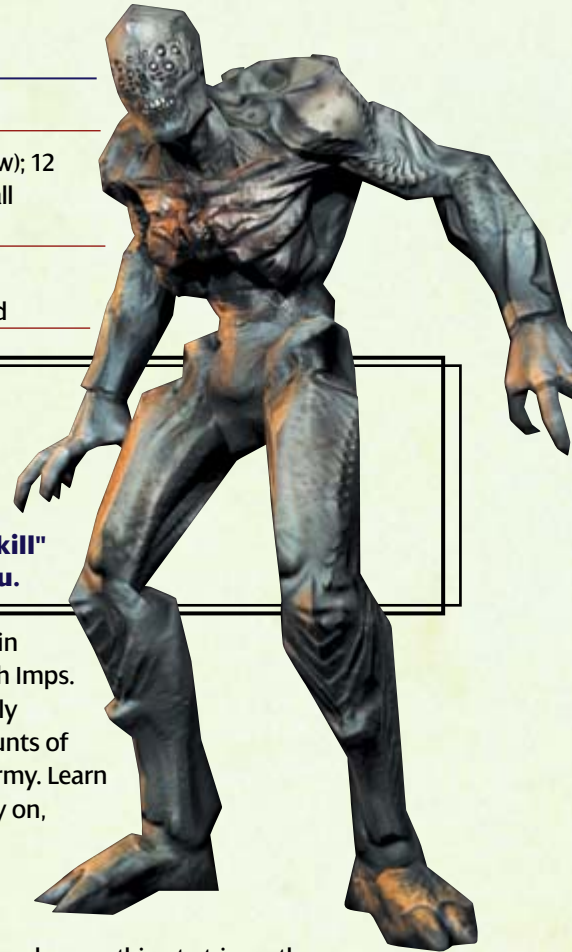
TIP

The Imp's fireball has 5 health points and can be destroyed if you "kill" it before it hits you.

Just about every level in *Doom 3* is crawling with Imps. Fast, sneaky, and utterly lethal, Imps are the grunts of the invading demon army. Learn to deal with them early on, because you'll face hundreds of them.

Imps generally materialize in rooms after you do something to trigger them, such as pick up an item, cross the middle of the room, or open a door. Listen for the distinctive sound of their summoning; you have about two seconds to prepare to fight them from the time they start to appear to the time they fully materialize.

If you're close to an Imp, blast it with the shotgun; a point-blank shot to the head will kill it instantly. At a distance, use the machine gun to pick it off and destroy its fireballs. Use more powerful weapons against them only if they attack in groups.



<< LOST SOUL >>

Health: 20**Attack Damage:** 12 (bite)**First Appearance:**
Mars City Underground
(noncombat); EnPro
Plant (combat)

The floating, flaming heads known as Lost Souls don't have a great deal of toughness, but they move quickly and have the advantage of attacking from any direction. They usually travel in packs, and you'll often find them near reactors.

The best way to fight a Lost Soul is from a distance, using any accurate weapon. This allows you to destroy them before they get within biting range (their only attack), and it lets you see them better. When a Lost Soul is flying directly at you, its pallid face obscures its flaming tail, making it difficult to pick out of a dim background.

<< MAGGOT >>

Health: 80**Attack Damage:** 6 (claw);
16 (leap attack)**First Appearance:**
Alpha Labs
Sector 1

The two-headed beasts known as Maggots are relatively weak demons, but the speed at which they run on their four clawed legs makes them tough to hit and allows them to rapidly close the distance between you and them.

The Maggot's most powerful attack is its leap, which it usually leads off with after charging at you. If you're handy with the shotgun, you can blast the Maggot in mid-leap and destroy it in one shot.

<< MANCUBUS >>

Health: 1,000**Attack Damage:** 20 (blast); up to 20 (blast splash damage)**First Appearance:**
Recycling Sector 2

Mancubi have the highest health of any nonboss enemy in the game, which is good for them. Their mammoth size and painfully slow movement speed makes them extremely easy targets. Scoring direct hits with the rocket launcher is the best way to take them down quickly.

Watch out for the Mancubus' blaster arm, though, which fires explosive blasts at a high rate of speed. These blasts can do a number on you, even on near misses. Circle-strafing is your best tactic when facing a Mancubus; as long as you can avoid its blasts, it's just a matter of time before you whittle it down and destroy it.

<< PINKY >>

Health: 220**Attack Damage:** 10 (melee attacks)**First Appearance:**
Administration

The hellhounds known as Pinkys are much more intimidating than they are dangerous. Their primary mode of attack is a bull-like charge, followed by bites and stomps. If you've got room to avoid the Pinky's charge, it's a relatively simple matter to take it out before it can lay a paw on you.

Even in close-quarters combat, the Pinky has its vulnerabilities. Two good shotgun blasts will take it out, and because your turning radius is considerably smaller than the Pinky's, you can keep sprinting and running circles around it no matter the size of the area.

<< REVENANT >>

Health: 272

Attack Damage: 16 (claw); 10 (rocket); up to 10 (rocket splash damage)

First Appearance:
Monorail Skybridge

Take a skeletal demon with transparent skin, slap a couple of rocket launchers on its shoulders, and you've got yourself a Revenant, one of the most versatile enemies in *Doom 3*. Its primary and preferred method of attack is to fire volleys of guided missiles at you. If you're far enough away, you can dodge or shoot them down with ease.



TIP

Detonate the Revenant's rockets by dealing five points of damage to them.

If you get too close, however, the Revenant attacks with its slashing claws, which do more damage than its rockets. So stay as far away from the Revenant as possible and shoot at it with the plasma gun, which detonates the rockets and injures the Revenant without exposing you to any counterattack.

<< TICK >>

Health: 20



Attack Damage: 50 (bite and explode)

First Appearance: Delta Complex

NOTE

Head shots do not apply to Ticks.



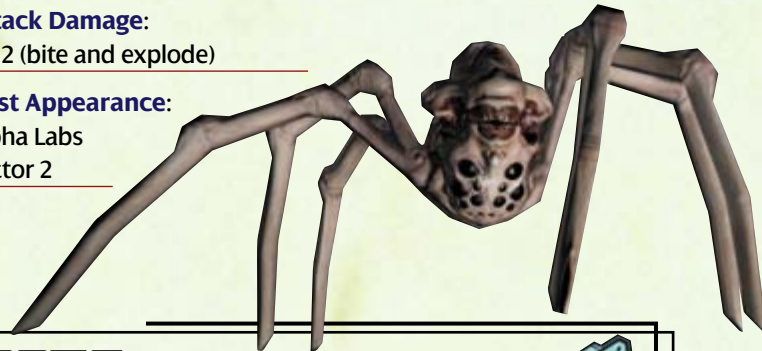
Ticks are nasty little spiderlike enemies and a close relative of Trites. Like Trites, Ticks crawl out of holes in walls and floors and race toward you as a swarm. If a Tick reaches you, it explodes and deals a tremendous amount of damage. They also bite. Fortunately, they are some of the game's weakest enemies, and you should have no trouble picking them off from a distance long before they can trigger their suicidal attack.

<< TRITE >>

Health: 20

Attack Damage:
8–12 (bite and explode)

First Appearance:
Alpha Labs
Sector 2



NOTE

Head shots do not apply to Trites.



Trites are dangerous little enemies, not because they're tough, but because they're fast and they attack in swarms. They've also got an impressive horizontal leap, which they use to jump at you from a distance and start gnawing your face. They can also explode.

If you have the option of running from Trites, you might want to take it. Although they're weak demons, you've got nothing to gain by expending the ammo it takes to kill swarm after swarm of them.

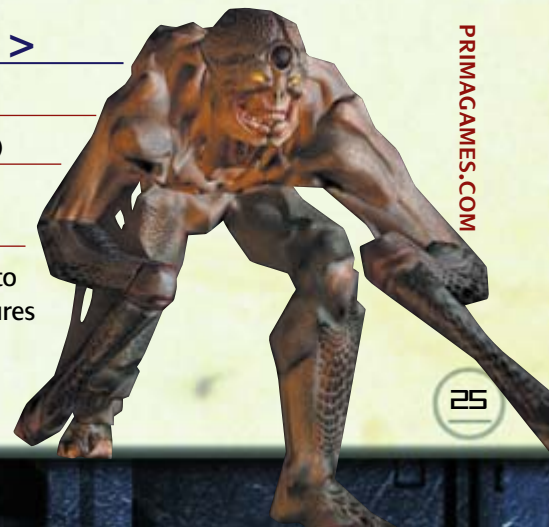
<< WRAITH >>

Health: 130

Attack Damage: 8 (claw)

First Appearance:
Alpha Labs Sector 3

Wraiths are very similar to Imps, and the two creatures are often confused. However, instead of hurling fireballs, Wraiths



attack distant prey by teleporting over to it in a series of small jaunts. This makes it tough to hit the Wraith until it's at close range, at which point it slashes ruthlessly with its sharp claws.

When you notice a Wraith in the room, back up against a wall (or even better, a corner) and pull out the shotgun. Wait for the Wraith to appear in front of you and blast it before it can claw you. If your aim is true, you can eradicate a Wraith with a solid shotgun blast to the face.

BOSSSES

<< CYBERDEMON >>

Health: 4,000 (but vulnerable only to the Soulcube)

Attack Damage: 40 (rocket); up to 40 (rocket splash damage); 400 (stomp)

Only Appearance:
Primary Excavation

The Cyberdemon is the game's final boss, a 30-foot tall demon intent on crushing the last human resistance to the infernal invasion—that's you. The Cyberdemon has two main methods of attack. From a distance, it attacks with the rocket launcher grafted to its right arm. Although the rockets are not guided like the Revenant's, they pack a tremendous punch.

TIP

The Cyberdemon's rockets each have 5 health points and can be detonated if you "kill" them before they hit you.



If you're ever careless enough to let the Cyberdemon get close to you, it jumps and lands on you with both feet, which kills you instantly. Keep your distance at all times.

Also watch out for the Imps and Maggots that crawl out of the Hellgate in the arena's center. If you stand still, they'll quickly overwhelm you while the much slower Cyberdemon plods over to stomp you.

NOTE

The Cyberdemon is not vulnerable to head shots and can be damaged only by the Soulcube.



Your basic strategy should be to circle-strafe around the Hellgate, staying across the arena from the Cyberdemon at all times. Kill Maggots and Imps with powerful weapons such as the rocket launcher to rack up souls for the Soulcube. As soon as it's ready, launch it at the Cyberdemon. You must hit the Cyberdemon with the Soulcube six times to defeat it.

CAUTION

Make sure that there aren't any Maggots or Imps between you and the Cyberdemon when you throw the Soulcube, or it may kill the lesser enemy rather than hit the Cyberdemon.



<< GUARDIAN >>

Health: 800 **Seeker Health:** 70

Attack Damage: 20 (ground pound); 20 (smash); up to 20 (smash splash damage); 30 (slash)

Only Appearance:
Hell



NOTE

The Guardian is not vulnerable to head shots.



The Guardian of Hell is blind, but it spawns Guardian Seekers, which float above the arena with searchlights, trying to find you. If a Guardian Seeker notices you, the Guardian charges toward you and attacks with crushing force.

To make the Guardian vulnerable, you must kill all of its Seekers. This causes the Guardian to pause and spawn more Seekers from a blue light over its head. The blue light is the Guardian's weak point, but it's hard to hit, because the Guardian pounds the ground, sending out shockwaves when all of the Seekers are dead.

The best way to take out the Seekers is to use the BFG-9000 against them when they're close together. The BFG's beam seeks out nearby enemies and fries them, so if you're quick on the draw, you can destroy all of the Seekers with one shot. If you don't have any BFG ammo left, use the rocket launcher to shoot down the Seekers and then shoot the Guardian when it's vulnerable. Hide behind the four pillars, wait for the Seekers to come by, and blast them before they have a chance to notify the Guardian of your presence.

Your only advantages are your speed and the cover that the arena's four pillars provide. Remember that you can sprint constantly in Hell, so don't let up on SPRINT until the battle is finished.

<< SABAOOTH >>

Health: 1,750

Attack Damage: 40 (melee attack); 200 (BFG-9000)

Only Appearance: Central Processing

NOTE

Sabaoth is not vulnerable to head shots.



Sabaoth is the name given to Sergeant Kelly after his demonic conversion—his lower body has been turned into a tank, and he's packing Jack Campbell's BFG-9000.

The most important thing to remember during the fight is to disrupt Sabaoth's BFG blasts by shooting at them with small-arms fire, such as your chaingun or machine gun. The second most important thing to remember is not to let Sabaoth run you down or strike you with his clawlike appendage.

As the fight progresses, the room changes. The floor panels around the perimeter drop out, revealing a lake of lava underneath. If you fall into it, you die. The room's four pillars also occasionally become electrified. If you're near them when they do, you'll be shocked for heavy damage.

When fighting Sabaoth, neutralize his attacks by keeping your distance from him and shooting down his BFG blasts. When you're not doing either of those, hit him with everything you've got.

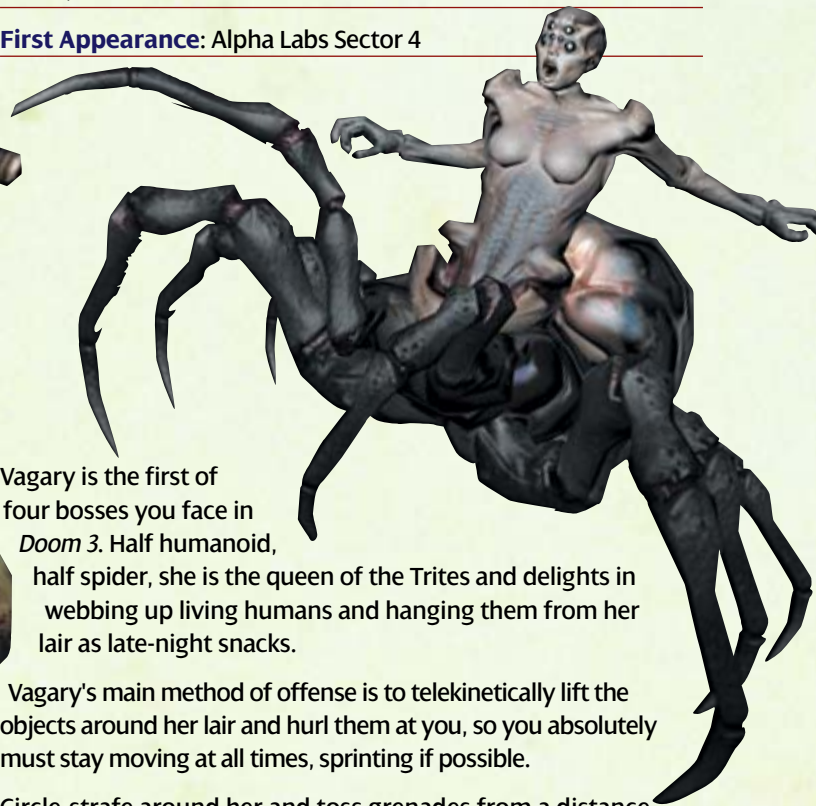
If you can switch back and forth between the chaingun or machine gun (to knock out the BFG blasts) and the rocket launcher (to damage Sabaoth), you'll have him on the ropes in no time. If you're not comfortable switching weapons that quickly, or if the strategy just doesn't seem to be working for you, stick with the chaingun and pepper Sabaoth with it when you're not shooting down his charges.

<< VAGARY >>

Health: 1,300

Attack Damage: 5 (web); 12 (claw); 50 per 3.5 seconds (sonic attack)

First Appearance: Alpha Labs Sector 4



Vagary is the first of four bosses you face in *Doom 3*. Half humanoid, half spider, she is the queen of the Trites and delights in webbing up living humans and hanging them from her lair as late-night snacks.

Vagary's main method of offense is to telekinetically lift the objects around her lair and hurl them at you, so you absolutely must stay moving at all times, sprinting if possible.

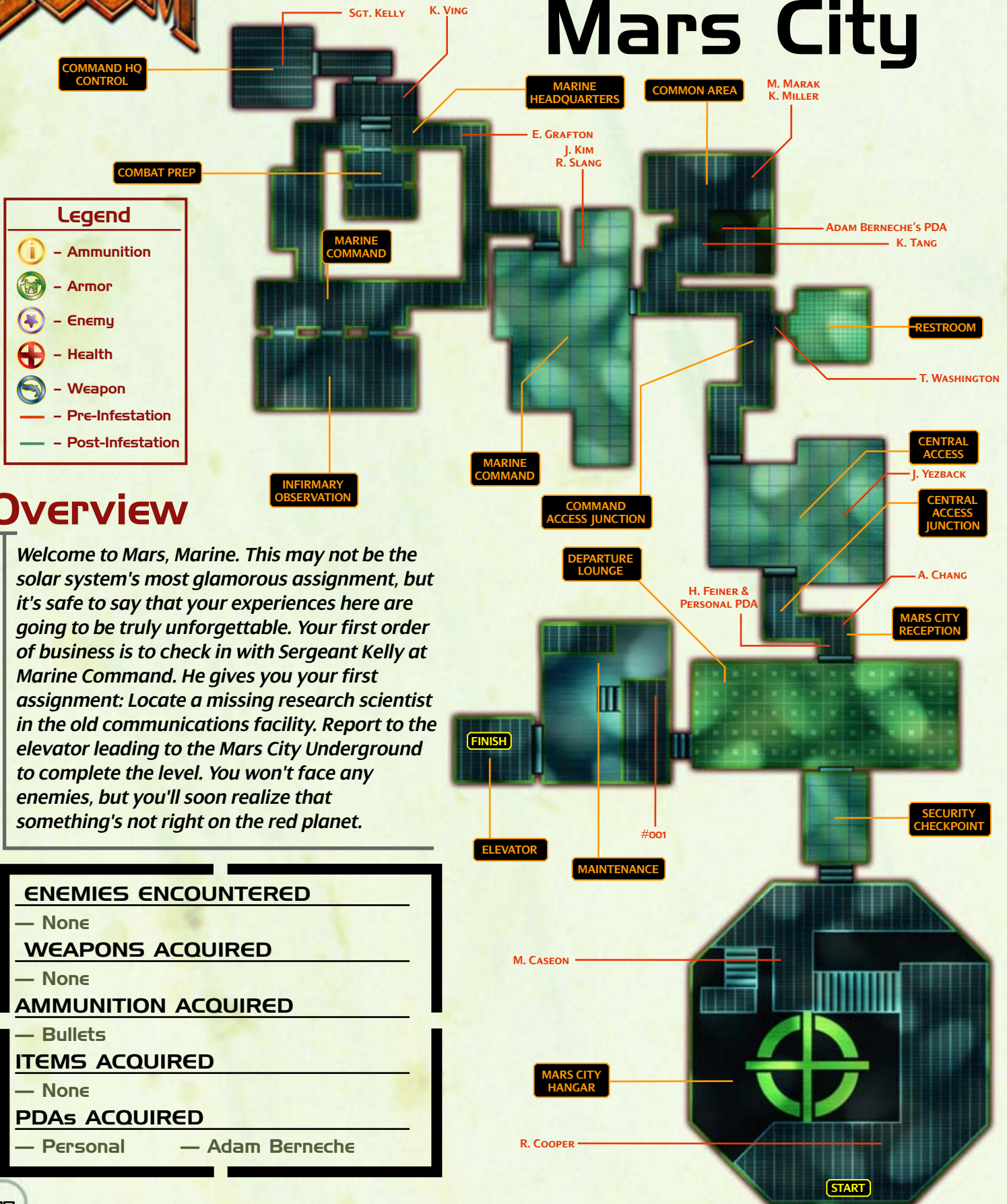
Circle-strafe around her and toss grenades from a distance. When you run out of grenades (or if this attack doesn't suit your play style), use fully automatic ranged weapons, preferably the plasma gun, with the chaingun as a backup. In a pinch, use the machine gun. Vagary can also attack with her pincers and teeth, so using the shotgun is not recommended, except as a last resort.

CAUTION

Vagary hurls spiked boulders at you as well; these can hurt you even if you just run into them while they're lying around her lair.



Mars City



Overview

Welcome to Mars, Marine. This may not be the solar system's most glamorous assignment, but it's safe to say that your experiences here are going to be truly unforgettable. Your first order of business is to check in with Sergeant Kelly at Marine Command. He gives you your first assignment: Locate a missing research scientist in the old communications facility. Report to the elevator leading to the Mars City Underground to complete the level. You won't face any enemies, but you'll soon realize that something's not right on the red planet.

ENEMIES ENCOUNTERED

— None

WEAPONS ACQUIRED

— None

AMMUNITION ACQUIRED

— Bullets

ITEMS ACQUIRED

— None

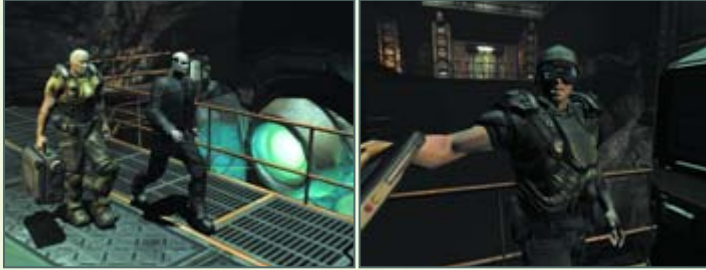
PDA's ACQUIRED

— Personal — Adam Berneche

Welcome to Mars

The game begins with a short video introducing the Union Aerospace Corporation (UAC), an interplanetary company that operates above and beyond all legal and moral obligations in the development of the most advanced technology known to man.

<< MARS CITY HANGAR >>



Following the UAC presentation, the game cuts to a display showing the approach of a transport coming in for a landing on Mars. The shuttle contains Counselor Elliot Swann and his bodyguard, Jack Campbell, who have come to Mars to check up on Dr. Malcom Betruger. According to Swann, Betruger has overstepped his authority in some way, and Swann and Campbell are there to bring him back into line.

You are also on the transport. As a Marine who's been called up to active duty on Mars, your first duty is to report to Marine Command and receive your orders. As soon as the opening cinemas end, walk forward and speak to R. Cooper, who tells you that all new arrivals must be processed at reception.

NOTE

To speak to a character, approach and press the **ATTACK** button when his or her name appears next to your reticle. Speak to each character several times to get more information.



Follow the walkway to the Security Checkpoint's doorway. You pass M. Caseon, seated on a bench. This disturbing fellow says he needs to get out of here, and he encourages you to do the same. He advises you not to trust anyone.

Behind Caseon is a control panel with a transfer manifest on it. When you approach it, your reticle changes to a cursor; inspect the items on the manifest: two bins of administrative supplies, several crates of sealed biological specimens, and three metaseal containers of classified material. You can delete any of

the items from the manifest if you wish, except the classified metaseal containers. Doing so has no effect on the game.

Proceed through the door to the Security Checkpoint. Note that the door has a green light on it indicating that it is unlocked. The door's display panel says "General Access," meaning that anyone can go through it.



NOTE

As you progress through the game, you'll find doors that can be opened only by people with certain security clearances. More on this later.



<< SECURITY CHECKPOINT >>



Walk into the Security Checkpoint, where a technician tells you to stand on one of the red squares on the floor so that he can begin your bio-scan.

After the technician ensures that you're not carrying any dangerous bacteria or pathogens into the facility, the door to the north opens into the Departure Lounge. Go through the door.

<< DEPARTURE LOUNGE >>



As the door to the Departure Lounge opens, a Sentry Bot springs into life on four spidery legs and dashes through the northern door to Central Access. In the Departure Lounge, a monitor extols the virtues of the UAC.

An information terminal in the corner of the room reminds all UAC employees that November is Safety Awareness month on Mars. It encourages all employees to download data on safety awareness to learn more about what they can do.

NOTE

Because you don't have a PDA (personal data assistant) yet, you can't do this.



The western door to Maintenance and the elevator is locked and cannot be opened with your current security clearance. Proceed north through the door to Mars City Reception instead.

Objective: Report to Marine HQ

<< MARS CITY RECEPTION >>



Entering Mars City Reception triggers a cutscene in which H. Feiner processes your transfer and gives you your UAC-issued PDA (personal data assistant). He explains the basic functions of the PDA: it

displays emails and video messages and records your security clearance. Finding other PDAs allows you to download their data to your own PDA, upgrading your security clearance and granting you access to the emails and video files on the PDA.

NOTE

Now that you've got your PDA, you can return to the **Departure Lounge** and download that safety awareness email, if you wish. You already have two emails on your PDA: one from Director William Banks welcoming you to Mars, and another from Sergeant Kelly telling you to report to Marine Command ASAP. These emails are reprinted in the "PDA Appendix" at the end of this guide.



Another information terminal in Reception displays a request from UAC Security for help in finding a missing scientist. Download the information to your PDA to read that the missing scientist's name is Dr. Jonathan Ishii from the Delta Science Team. He was last seen in Mars City Underground near the airlock leading to the old communications array.

Locked doors to the east and west can never be opened. Proceed north and follow the hallway to Central Access. Along the way, you meet A. Chang, who notes that you must be from the new detachment that has arrived to check up on them. Further attempts at conversation result in increasingly less patient brush-offs from Chang, who just wants to finish his work. Continue through the Central Access Junction to Central Access.

<< CENTRAL ACCESS >>



Another cutscene begins playing as you enter Central Access. Swann and Betruger are in the midst of an argument over Betruger's practices. Swann says that he was sent by the UAC Board to account for the high accident rate and low morale among the Mars employees. Betruger tells Swann to stay out of his way and promises that something amazing will happen soon.

The three men leave, and the cutscene ends. To the west is a locked door guarded by J. Yezback, who tells you that you don't have clearance for the area. To the north is the locked door to the Monorail Station, which you can't enter yet either.

The only way to go is down the Command Access Junction hallway in the northwest corner of Central Access. As you walk down the hallway, you're met by T. Washington outside the restroom. He advises you not to let Mars "get



in your head," telling you to stay focused on your job, and promising that you'll be back on Earth before you know it. Continue straight down the Command Access Junction to reach Marine Command Access.

NOTE

You can enter the restroom, but there's nothing of interest in there.



COMMON AREA



The Common Area is a detour from your main objective (to reach Marine Command as quickly as possible), but check it out to overhear a bit of information. A monitor in the kitchen displays a news broadcast, in which UAC officials deny a military buildup on Mars.

In the kitchen, K. Tang welcomes you to Mars and wishes you a good stay. He advises you to work hard, stay out of trouble, and don't wander into areas that you're not supposed to enter.

In the lounge, M. Marak and K. Miller discuss the recent departure of one of the Bravo Team members and wonder who's going to be the replacement. Miller welcomes you to the worst assignment you'll ever have and invites you to come back for a drink when you get some free time. Miller advises you to keep your eyes open and stay focused. He wonders how long you'll last.



In the corner of the common area is Nabcon's arcade classic, *Super Turbo Turkey Puncher* 3. Click on the turkey and a fist will punch it. You get 10 points for every hit; 6 hits and the turkey



becomes giblets. This doesn't help you one bit in the

main game, but feel free to waste some time if you want. The player face, the background, and the player fist in *Super Turbo Turkey Puncher* are all from id Software's original *Doom* game.

You can also pick up maintenance technician Adam Berneche's PDA in the kitchen. Listen to his audio log to hear him recount an incident in which he heard mysterious whispering in the underground maintenance areas of Mars City. Adam admits to feeling less and less comfortable going underground, especially after hearing some horror stories from the guys in the Delta Labs. He mentions securing his tools in the storage cabinet next to the maintenance elevator; the code is 396.



<< MARINE COMMAND ACCESS >>



Near the entrance to Marine Command, J. Kim and R. Slang are working to repair a power coupling. They can't believe how much power Delta Labs seems to need. Slang advises Kim not to ask too many questions. He knows about a colleague who did, and he was instantly transferred ... no one even saw him leave. Neither is too keen on speaking to you; they just want to do their work.



Download a message from the information terminal in Marine Command Access to get details on UAC's Delta Labs volunteer program.



The southern door to Operations is locked and off-limits to someone of your security clearance, so go north into Marine Command.

<< MARINE COMMAND/MARINE HEADQUARTERS (HQ) >>

NOTE

Marine Command and Marine HQ are essentially the same area. Marine Command is the entrance hallway, and Marine HQ comprises most of the area.



Go down the hallway to find S. Holmes, who tells you to report to Sergeant Kelly in Marine HQ immediately. Just keep following the path to find Marine HQ.

K. Ving is seated at a console on the northern side of Marine HQ. E. Grafton patrols Marine HQ, and K. Lee-Creel works on a Sentry Bot near Sergeant Kelly. All three are too wrapped up in their jobs to have much to say.



Go through the northern door marked "Marine HQ" and go down the hall at the other end to complete your objective of reporting to Marine Command. Enter the door at the hall's end to reach Sergeant Kelly in Command HQ Control.

<< COMMAND HQ CONTROL >>

Sergeant Kelly immediately berates you for taking your sweet time in reaching him. He then hands you your first assignment: A member of the science team has gone missing, and you've got to find him. He tells you to check out the decommissioned communications facility, which you'll need to reach via the underground maintenance area. He's programmed a Sentry Bot to lead you to the elevator that takes



you to the lower maintenance levels. There's no point in sticking around to talk to Sergeant Kelly; he's not interested in hearing anything from you until you return with the scientist.

Objective: Locate Maintenance Entrance

It's impossible to lose the Sentry Bot. Although it moves at a quick pace, it stops if it gets too far ahead of you. If you don't catch up to it after a few seconds, it comes back to you and waits.

Follow the Sentry Bot to backtrack through Marine Command Access. As you leave the area, eavesdrop on another conversation between Slang and Kim, who discuss a colleague's recent claim that he saw some strange creatures in the Delta Labs.

The Sentry Bot leads you back to the Departure Lounge. With the Sentry Bot in tow, you can now access Maintenance through the Departure Lounge's western door. Having done its job, the Sentry Bot shuts down.

Storage cabinet #001 is on the western wall of Maintenance. If you listened to the audio log on Adam Berneche's PDA, you know that the cabinet code is 396. Enter the code on the cabinet keypad to open it and get two boxes of bullets.

**NOTE**

A complete listing of all storage cabinets and their codes and contents appears in the "Secrets" section at the end of this guide.



MARS CITY UNDERGROUND

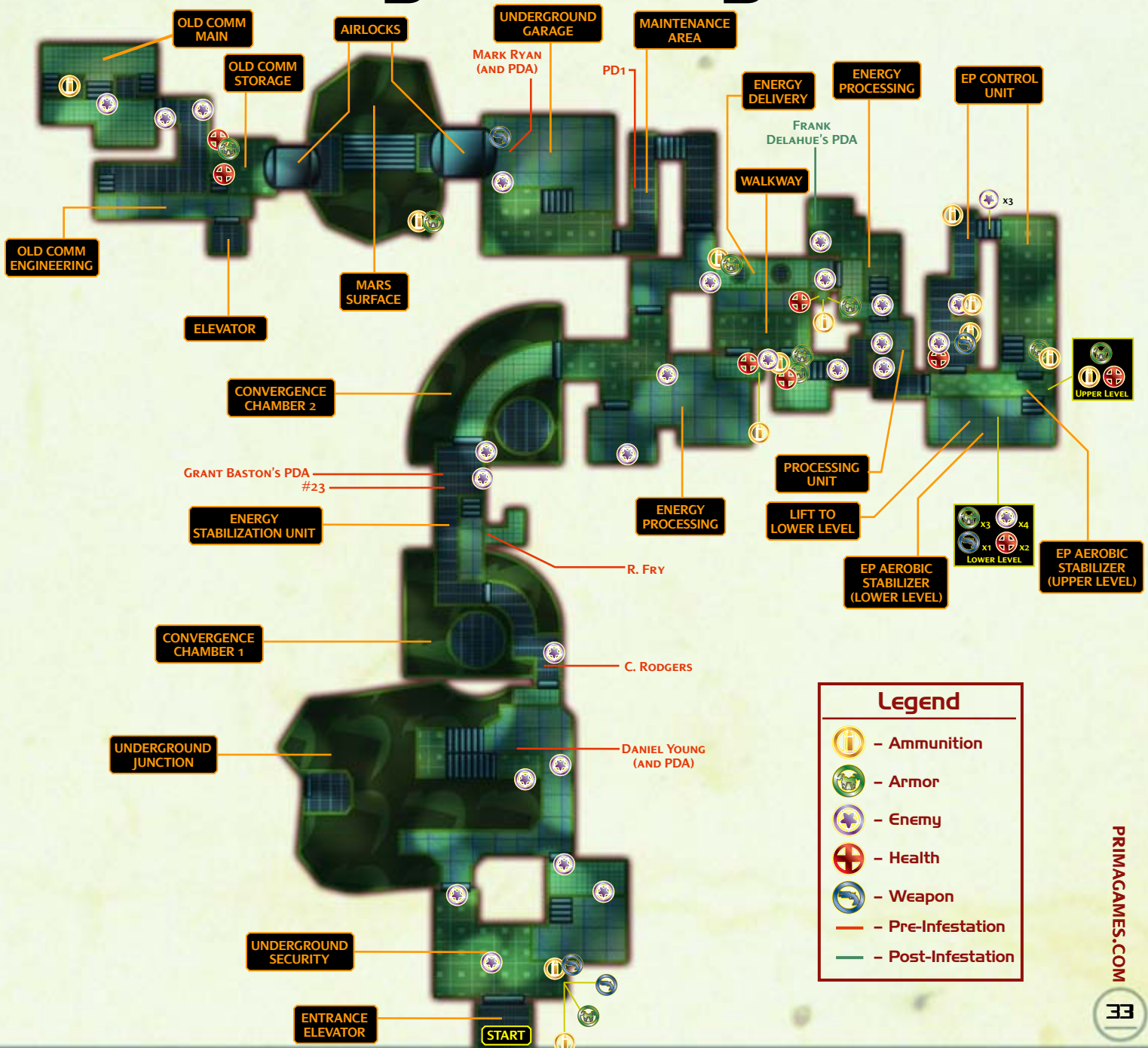


After getting the bullets, the only thing left to do is step into the elevator and proceed to Mars City Underground. Approach the control panel and press it to open the elevator door.



Enter the elevator and press the control panel inside to leave Mars City and enter Mars City Underground.

Mars City Underground



Overview

Mars City Underground gives you your first look at Mars' surface as you run across it to reach the old communications facility. Along the way, you encounter many technicians and maintenance workers who are doing their best to keep the base running. They're not always successful.

After you locate the research scientist, everything goes horribly wrong. A demonic force invades the base and starts killing its inhabitants in the most gruesome ways imaginable. Most of the enemies you face in this mission are Zombies, humans transformed by the diabolic influence. To complete the mission, you must blast through them and return to Mars City in one piece.

ENEMIES ENCOUNTERED

- Imps
- Zombies
- Zombies, Z-Sec

WEAPONS ACQUIRED

- Flashlight
- Pistols
- Machine Guns
- Shotguns

AMMUNITION ACQUIRED

- Bullets
- Clips
- Shells

ITEMS ACQUIRED

- Armor Shards
- Med Kits, Small
- Med Kits, Large
- Security Armor

PDA's ACQUIRED

- Daniel Young (optional)
- Grant Baston
- Frank Delahue
- Mark Ryan (optional)



Objective: Search for the Missing Scientist

<< UNDERGROUND SECURITY >>



The elevator from Mars City brings you down to the underground security area of Mars City Underground. From the elevator, approach the security guard in front of you. He welcomes you to the Underground—"the most unexciting place on

Mars"—and opens a nearby storage cabinet, which contains security armor, bullets, a pistol, and a flashlight. Collect all of these.

TIP

The pistol is a fairly weak semiautomatic weapon, but it is extremely accurate at long ranges, and ammunition (bullets) is usually plentiful. Switch to a better weapon when one comes along, but for now, the pistol is better than punching enemies to death or beaming them with the flashlight.



Now that you're armed, the security guard conducts a quick radio test and opens the security door to the Underground Junction. Proceed through the door and heed the guard's warning about not accidentally shooting the civilian employees in the Underground.



<< UNDERGROUND JUNCTION >>

After you go through the door into the Underground Junction, there's no going back. Follow the walkway. Along the way, speak to Daniel Young, a civilian UAC employee who doesn't have much to say. When he walks away from the remote crane access panel, you can use it to swing the giant crane overhead. This has no affect on gameplay.



NOTE

If you shoot Young (intentionally or not), you can pick up his PDA, which contains a single email from Frank Delahue, inviting Young to come and work for him as an engineer in Reclamation. Acquiring this PDA has no affect on gameplay, but then again, neither does offing poor Daniel.



Follow the walkway as it spirals down to the door labeled "Energy Stabilization." Hidden in the shadows to the door's left is a med kit. If you need it, hop over the railing to pick it up. Go through the door into Maintenance Area C51.



There's also an email from T. Brooks ("You're not gonna believe this :)") that says both security cabinets can be opened from the same security panel in the security office. The door to the security office was locked when you passed it at the level's start, but you can return there later....



Finally, read Baston's email from UAC Security ("Updated Security Code"); its says the code for the nearby security cabinet (#023) is 531. Enter the code to get armor shards, shells, and a small med kit.

After opening the security cabinet, proceed through the northern door into Convergence Chamber 2 and into Energy Processing.

<< ENERGY PROCESSING >>

<< MAINTENANCE AREA C51 >>



In this area is a technician named C. Rodgers, who hides behind a stack of crates, practically begging to be accidentally shot. He starts to offer some information about the missing scientist but then thinks better of it.

No matter how you try to get him to talk, he has nothing else to say. Proceed through the door into the Convergence Chambers.



A technician argues with a maintenance worker over the malfunctioning equipment in the Energy Processing area. The harried worker tries to explain that Delta Labs require a lot of power, and the overworked machinery can't keep up with the demand. The technician doesn't want to hear it.

A door leading into the area with the technician and maintenance worker should be open, but it's suffering from a mechanical glitch and isn't working. Continue through the northeast door into the Energy Delivery area.

<< CONVERGENCE CHAMBERS >>



There's nothing to do in Convergence Chamber 1 except walk through it into the Energy Stabilization Unit. Two technicians argue over the best way to repair some machinery in a crawl-space. You can approach R. Fry and try to talk to him, but he's got no time for you.

In the Energy Stabilization Unit's northwest corner is a PDA belonging to Grant Baston. Pick it up and access his audio log ("Unexplainable Things"), in which Baston describes the creeping fear overtaking the employees stationed in the Underground.

<< ENERGY DELIVERY >>

Walk up to I. Sinclair in the Energy Delivery area to startle him. He tells you that everyone's already on edge with all of the strange stuff that's been going on. He directs you to the northern door, which leads to the Underground Garage.



Climb down the nearby utility ladder to reach the bottom of Energy Delivery. Here is an alcove with armor shards and some bullets. Climb back up the ladder, go through the door, and into Maintenance Area PD1.



<< MAINTENANCE AREA PD1 >>

As you get about 10 feet into Maintenance Area PD1, the lights go out. Equip your flashlight and continue walking through the area. The lights come back on when you reach the door to the Underground Garage.



<< UNDERGROUND GARAGE >>

Talk to Mark Ryan in the Underground Garage's northwest corner. He tells you to go to the Old Comm Center. Getting there requires you to take a short walk on the Martian surface, but he assures you that your suit has plenty of oxygen.



NOTE

You can shoot Ryan and pick up his PDA, which has a single email from T. Brooks asking Ryan to keep an eye out for you; the last thing Brooks wants is for *another* person to go missing in the Underground. Taking or leaving this PDA doesn't affect gameplay.



You can pick up Ryan's pistol, which lies on a crate next to him. You already have this weapon, but it gives you more bullets.



<< AIRLOCKS >>



Activate Airlock MC-2A by clicking on the "Cycle Airlock" panel. Walk inside of it when the compression sequence is complete and press the next "Cycle Airlock" panel inside. This opens the airlock to the hostile Martian environment.

Your suit has a limited supply of oxygen, represented by a bar in the screen's lower left. Hurry across the outdoor bridge to Airlock CT-1C, open the airlock, and pressurize it when inside.

NOTE

If you want to wander the Martian surface for a bit, there's more oxygen in a canister around the corner from the garage airlock, as well as an armor shard and adrenaline. However, the trip may not be worth it if you run out of oxygen too soon. If you do, you can run back inside the garage airlock and cycle it, then cycle it again and return to cross the bridge.



<< OLD COMM STORAGE >>



Airlock CT-1C opens into Old Comm Storage.

Here, you can pick up a small med kit and armor shards in front of you. There's another small med kit on the shelves on the room's northern side; you must jump onto a nearby crate to reach all of them.



Approach the elevator labeled "Communications—Engineering Access," and Sergeant Kelly broadcasts a radio message telling you to double-time it, find the scientist, and return to Mars City. To call the

elevator, touch the panel next it, step inside, and touch "Level 2—Communications" on the panel inside to go up to Old Comm Engineering.

<< OLD COMM ENGINEERING >>

There's nothing to see or do in Old Comm Engineering at the moment, so just proceed down the darkened pathway until you reach the door to Old Comm Main.



<< OLD COMM MAIN >>



Entering Old Comm Main triggers a cutscene with the missing scientist, Dr. Jonathan Ishii. He begs you to let him send a transmission, saying that you have no idea what's going on. Suddenly, a nearby monitor shows some sort of explosion, and that's when everything goes to hell ... literally.

A possession skull materializes in the middle of Old Comm Main. It swoops out of the room before you can do anything about it. Ishii is possessed by a diabolic force and is transformed into a Zombie. Shoot him in the head with your pistol, and then turn back to the door that you just came through.

TIP

You can kill Ishii before he's possessed and turns into a Zombie.



As Sergeant Kelly comes back on the radio, announcing that they are being invaded by an unknown force, a Z-Sec Zombie comes through the door and starts shooting at you with a pistol. Return fire and drop him quickly. You can take the pistol after killing him.

Turn back to the control console and click on the monitor to send Ishii's transmission. The screen flashes "Error" and cuts to a scene of a Zombie in Marine armor devouring a hapless technician. The screen goes blank.

Objective: Return to Mars City



Grab the box of bullets in the northwest part of Old Comm Main, because you're going to need them. There's nothing else to do here, so leave the area through the door you entered and return to Old Comm Engineering.

<< OLD COMM ENGINEERING >>

There's another Zombie in the northern part of Old Comm Engineering. Wait near Old Comm Main for him to shamle toward you, and pick him off with carefully aimed head shots.



TIP

Reload your weapon after each use. The last thing you want is to be one shot away from killing a Zombie and have to automatically reload!



Jets of flame shoot out from ruptured pipes in the middle of the area. You can't walk past them without suffering damage, so jump over the railing and land near the elevator. Call the elevator and return to Old Comm Storage on Level 1.



<< OLD COMM STORAGE >>

There are no enemies in Old Comm Storage, but you get a nasty shock when you walk through it. Several wall panels fall to the ground, and disembodied laughter echoes throughout the room. Wait near the elevator to avoid taking damage from the falling panels.



TIP

If you didn't grab the small med kits before, pick them up now if your health isn't at 100 percent.



Now go back through the airlock and over to the Underground Garage. Do this just as you did last time.

**<< UNDERGROUND GARAGE >>**

For one heart-stopping moment, it seems as if the door to Airlock MC-2A won't open more than a crack, through which you see a Zombie drag off poor Ryan. When the airlock does open, run out of it and turn back to face the Zombie. Reload your pistol and approach the southeast door to Maintenance Area PD1.

Trigger the door and move back quickly. There's a Zombie on the other side of it with a wrench. Shoot the Zombie from inside the Underground Garage, reload, then move into Maintenance Area PD1.

<< MAINTENANCE AREA PD1 >>

Maintenance Area PD1 is a wreck. The stairs leading up from the Underground Garage have collapsed. You must leap the gap in the stairs to proceed up the pathway. Continue up to the door leading to Energy Delivery.

**<< ENERGY DELIVERY >>**

Sinclair, the easily startled scientist, has been transformed into a Zombie. Shoot him from the safety of the doorway and proceed into the room.



You can't go back through the southern door—something on the other side has damaged it beyond repair. Touch the control panel in the middle of the room to extend the service bridge to the east.

As soon as you do, a Z-Sec Zombie pops out of an alcove in the room's eastern part. Shoot him from a distance and pick up the pistol he drops; there's also armor shards, bullets, and a small med kit in his alcove. Proceed through the eastern door to Energy Processing on the other side.

<< ENERGY PROCESSING >>

Another Z-Sec Zombie runs past you, knocking over some crates and ducking for cover behind another crate. Aim at the crate's top and shoot him as he stands up. Reload and grab his pistol after you kill him.



There's another Zombie in the north end of the room's lower part. Walk down the stairs near the locked security door and slowly approach him until he starts shambling toward you; then let him have it with the pistol.

MARS CITY UNDERGROUND



The southern security door won't open with your current security clearance level, but Frank Delahue's PDA is in the room's northern part. Grab it to upgrade your clearance level to Engineering.

Delahue's PDA also contains an audio log regarding the severe strain that the facility's power grid is under, thanks to the demands of Delta Labs. Another audio log details the procedure for shutting off fires in the valves; enter the command code 842 in an unknown command console.

Finally, there's a small med kit and armor shards on the ledge above the PDA. Jump on the console you got the PDA from and make a running jump to the ledge to collect the items; open the security door and proceed into the next area.

<< PROCESSING UNIT >>

Aim your pistol at the catwalk above you when you enter the area. A Zombie shambling toward a helpless civilian; shoot the Zombie quickly to save the civilian. There's another Zombie on your level a little farther down the hall. Proceed with caution down the hall and through the door into the EP Aerobic Stabilizer.



<< EP AEROBIC STABILIZER >>

Some armor shards are visible from the doorway. Walk over to them, but be prepared for the floor to drop into a room with three Zombies. Fortunately, it drops just as you pick up the shotgun, which kills Zombies with one shot at close range. Kill the Zombies and pick up the additional armor shards, small med kits, and security armor before climbing up the service ladder and leaving the area through the door to the north.



<< EP CONTROL UNIT >>



Walk over to the armor shard near the door. The lights cut out for a second, but nothing attacks you. Pick up the nearby shells.

Continue through the room, and the lights cut out. Freeze. Wait for the Zombie to come shambling down the stairs in front of you. It is followed shortly by a Z-Sec Zombie and another Zombie. Kill all three with close-range shotgun blasts, and pick up the shells next to the crate at the top of the stairs.



Climb down the utility ladder at the top of the stairs and crawl around below them to find shells and a small med kit. Use the same utility ladder to return to the main hallway.

Walk down the hallway and watch out for the Zombie that lunges at you from the supply closet to your left. Another Zombie shuffles at you from farther down the hall. Shoot both and pick up the shells in the supply closet before continuing.

At the end of the hallway is a shelf with bullets and another shotgun. Grab them, use the nearby Health Station (if necessary), and go through the door at the hall's end, into the next area.



<< EP AEROBIC STABILIZER >>



To your left are armor shards, a med kit, and shells, but a searing jet of flame keeps you from them. If you go through the flame, you'll be injured, so shut off the gas first. Go through the only other door in the area.

When you open the door, you see your first Imp, which crawls out of the wall near you. Blast it at close range with the shotgun to take it out, and head through the door into the upper part of Processing Unit.



and back into Energy Processing. There's a Health Station and some shells on the door's other side.

<< PROCESSING UNIT (UPPER) >>



Proceed down the catwalk, and watch out for the Imp that charges at you. If you didn't kill the Zombie from the lower floor earlier, he's still here as well.

On the catwalk's left side are three terminals. The first allows you to enter an access code. Type in the code you found in Frank Delahue's audio log (842), and the flaming gas vent you just passed will shut off.

TIP

You can now go back and get the armor shards, med kit, and shells you saw before.



There are armor shards and a small med kit in the room at the hall's end, with a Zombie hiding behind a red piece of machinery near them. Pick off the Zombie, grab the goodies, and turn around to shoot the Imp that appears when you do so. Find another armor shard and shells in the Zombie's hiding place. When you have them all, go through the nearby door.



<< ENERGY PROCESSING >>

This door leads to a previously inaccessible catwalk in Energy Delivery. Go through the door at the other end of the catwalk



There's an Imp around the first blind corner to your left and a Zombie hiding in the pillars just beyond him. Terminate both of them, and go through the door at the room's western end.

This door leads into the main section of Energy Processing. You can now reach the door to Convergence Chamber 2. Move right and drop down to find some armor shards under the catwalk.

<< ENERGY STABILIZATION UNIT >>



Backtrack through Convergence Chamber 2 into the Energy Stabilization Unit. There's an Imp on the door's other side. Your best chance at taking him out is to run right at him and blast him at point-blank range with the shotgun.

After you enter the Energy Stabilization Unit, a Z-Sec Zombie with a shotgun comes in behind you. When you hear his radio chatter, turn around and blast him; take his shotgun when he's dead.

An Imp leaps at you from the maintenance tunnel where you encountered R. Fry earlier. When you hear the human screams from the tunnel, be ready to blast the Imp.



As you approach the door to Convergence Chamber 1 at the end of the room, Sergeant Kelly gets on the radio

MARS CITY UNDERGROUND

and says that they have no idea what these creatures are. He tells any Marines who can't make it back to HQ to stock up on ammo and hold their positions. Continue into Convergence Chamber 1.

<< CONVERGENCE CHAMBER 1 >>

Instead of the brilliant blue glow this room previously emitted, it's now bathed in a deep crimson light from all the blood spilt on the lighted floor. An unfortunate human, barely alive, dangles from the ceiling, moaning, "Help me." There's nothing you can do for him. Move on into Maintenance Area C51.



<< MAINTENANCE AREA C51 >>

Watch out for the jet of flame overhead. You're fine as long as you don't jump into it. An Imp bursts out of the stairs leading up to the Underground Junction. Blast him and go up the stairs and through the door at the end.



<< UNDERGROUND JUNCTION >>

Another Imp attacks you when you enter the Underground Junction. Shoot him as he pulls himself up from the railing ahead of you.



Ascend the stairs, but watch out for the girders dropped from the crane above. Fortunately, this isn't a result of demons learning how to operate heavy machinery; it's just the crane's power failing.

<< UNDERGROUND SECURITY >>



The door from which you entered the Underground Junction is still locked, but the door to the Underground Security office is open. Go through it, shoot the Imp on the other side, and take out the Z-Sec Zombie who's playing possum just beyond the Imp.

Grab the Z-Sec Zombie's shotgun and the shells and armor shards in the office. A nearby Health Station can heal you up. Use the security control panel to unlock the other Underground Security door. When you do, an Imp startles you from the other side of the glass.



Touch "Mars City Sublevel Access" on the monitor to bring up a menu of areas. Touch "Entrance Lockers" to bring up a screen where you can unlock the other security cabinet beyond the glass.

Go back into the Underground Junction, shoot the Z-Sec Zombie that runs toward you from the crane-control panel, pick up his shotgun, and go through the other Underground Security door (the one you came in through originally).



Run into the room; shoot the Imp that drops into the room's center from the ceiling. Sergeant Kelly radios orders to all units to return to Marine HQ immediately.

Before you get into the elevator that brings you back to Mars City, pick up the clips, shotguns, and machine guns from the storage cabinet you unlocked from the security office. Another Imp bursts into the room as you do this; take him out quickly.



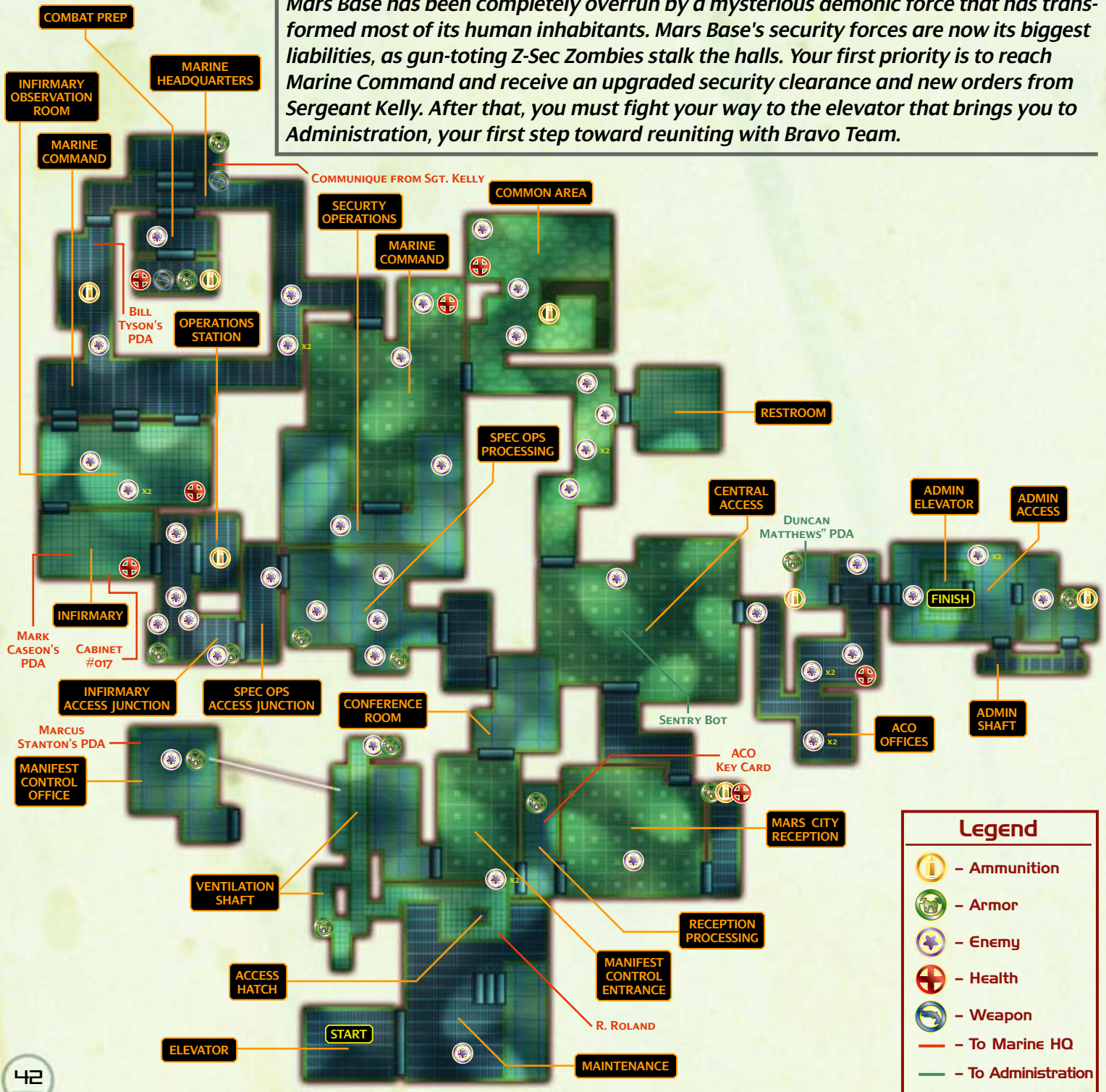
After you're fully armed, call the elevator. When it arrives, shoot the Z-Sec Zombie inside of it, take his pistol, and ride the elevator up to Mars City to complete the level.

Mars City 2

Overview

Mars City is the gateway to all of Union Aerospace's Mars Bases. All arriving personnel are processed here before moving to their assigned posts. Mars City houses the primary Marine Operation control room as well as the main administrator's office.

Mars Base has been completely overrun by a mysterious demonic force that has transformed most of its human inhabitants. Mars Base's security forces are now its biggest liabilities, as gun-toting Z-Sec Zombies stalk the halls. Your first priority is to reach Marine Command and receive an upgraded security clearance and new orders from Sergeant Kelly. After that, you must fight your way to the elevator that brings you to Administration, your first step toward reuniting with Bravo Team.



ENEMIES ENCOUNTERED

- Imps
- Zombies
- Zombies, Fat
- Zombies, Flaming
- Zombies, Z-Sec

WEAPONS ACQUIRED

- Pistols
- Shotguns
- Machine Guns

AMMUNITION ACQUIRED

- Bullets
- Clips
- Shells

ITEMS ACQUIRED

- ACO Key Card
- Armor Shards
- Med Kits, Large
- Med Kits, Small
- Security Armor

PDAs ACQUIRED

- Bill Tyson
- Duncan Mathews
- Marcus Stanton
- Mark Caseon

Objective: Return to Marine Comm Center

<< MAINTENANCE >>



Equip the pistol or machine gun while in the elevator. When the doors open, shoot the Z-Sec Zombie behind the crate in front of you. Pick up his pistol after killing him.



The stairs leading up to the Departure Lounge have been destroyed, so you can't go that way. Approach the broken utility ladder near storage cabinet #001 in the room's corner. The ladder extends, and you can climb up it and into the ventilation shaft.

<< VENTILATION SHAFT >>



R. Roland, a UAC maintenance worker, is at the top of the ladder. He doesn't know what happened to the base—there was some sort of shockwave, and then everything ... changed. He asks you to go for help and refuses to leave his present position.

Crouch down and crawl into the ventilation shaft. At the first junction, take a left and pick up the security armor ahead of you.

After getting the security armor, crawl north through the shaft, over the Manifest Control Office, and drop down at the end of the shaft. A Zombie pops out from the alcove you just dropped down from, and there's another one in the Manifest Control Office. Shoot them, go back and get the armor shards from the alcove the Zombie came from, pick up the armor shards to your left, and then enter the Manifest Control Office.



<< MANIFEST CONTROL OFFICE >>



On the desk in front of you is Marcus Stanton's PDA. It's got an audio log concerning his complaints with the secrecy surrounding undocumented cargo; as Manifest Controller, it's his job to know what's entering and leaving Mars City. An email on the PDA concerns a shipment of chainsaws that were sent to Mars by mistake.

Near the desk are armor shards under a fiery vent. Crouch under the vent to pick them up safely, and then head for the southwestern door to the Manifest Control Entrance.

<< MANIFEST CONTROL ENTRANCE >>



Just ahead and to the right are two Z-Sec Zombies, one with a shotgun and one with a machine gun. They pop in and out of the door to Reception Processing. Shoot them from the relative safety of the Manifest Control Office's doorway; grab their weapons after you kill them.

At the room's northern end is a locked door that requires an ACO key card to open it. This brings up a new mission objective: Find the ACO key card.

<< RECEPTION PROCESSING >>



Because there's only one way to go, head through the door into Reception Processing. On the other side of the thick window, you see an Imp leap at you, bounce off of the glass, and crawl into the shadows of the ceiling.

Pick up the clips from the desk and the ACO key card. Return to the Manifest Control Entrance. As you do, Specialist Wilson radios in a panic, saying that his team is wiped out and he's running blind. Sergeant Kelly tells him to calm down and that they'll find him. Go through the door to the Conference Room.

<< CONFERENCE ROOM >>

There are two Z-Sec Zombies in the Conference Room. Kill them and take their pistols; there's also a small med kit on the floor. Through the room's windows, you see a Sentry Bot



blasting Zombies and running through the halls. Go through the northwestern door into the unidentified room between the Conference Room and Spec Ops Processing.

When you enter that room and trigger the door to Spec Ops Processing, the lights in Spec Ops Processing go out. Don't be distracted by this, as there's also a Zombie sneaking up behind you from the Conference Room. Shoot the Zombie and enter Spec Ops Processing.



By killing the Zombie behind you, you can wait near the Spec Ops Processing doorway for the next two Zombies to come to you. There's another Zombie hiding near a clip behind a pillar in front of and slightly left of the door. A fourth Zombie lurks toward the room's far western end, near a clip and shells.



After you take care of all four Zombies in Spec Ops Processing, walk through the short hallway into Security Operations.

<< SECURITY OPERATIONS >>

As you enter Security Operations, there's a Z-Sec Zombie in front of you. When you shoot him, don't get flanked by another Z-Sec Zombie to your left. Take the machine gun and pistol that they leave behind, and return to Spec Ops Processing. There's nothing else to see or do in Security Operations, so head to Spec Ops Access Junction.



<< SPEC OPS ACCESS JUNCTION >>

Go through the western door in Spec Ops Processing to enter Spec Ops Access Junction. There's a clip behind a box in the hall. When you pick up the clip, a Flaming Zombie stumbles out of an alcove and limps toward you. Shoot him and continue down the hall and through the door at the end of it.



<< INFIRMARY ACCESS JUNCTION >>

This brings you to the Infirmary Access Junction. Directly in front of you, hiding behind some tanks, is a Z-Sec Zombie with a pistol. Another Z-Sec Zombie with a shotgun pops out from behind the corner in front of you. There's yet another Z-Sec Zombie with a machine gun down the hall to your right; to the left of your starting position is a Fat Zombie in a small alcove. Whew! Use your machine gun and/or pistol, stay in the doorway, and pick off the Zombies as they show themselves.



Find armor shards in the Fat Zombie's original location, and more armor shards in the Z-Sec Zombie's starting position. These help make up for some of the battle damage you may have just taken.

Move north down the hall toward the Infirmary and Operations Station, and an Imp appears. Shoot him, and then duck into the Infirmary to your left.

NOTE

Before heading into the Infirmary, you can step into the Operations Station and grab the clip from the box just inside the doorway—other than that, there is nothing more to do in this area.



<< INFIRMARY >>



Dr. Mark Caseon's PDA sits on the counter in the Infirmary's center. Pick it up and listen to his audio reports on the high number of psychological incidents on base, including a patient who was admitted for insomnia and wound up attacking Dr. Caseon. As a result, all weapons and medical supplies were locked in the nearby security cabinet (#017) with the code 347.

Use the health station on the wall if you need to, then type 347 into the keypad of cabinet #017 to open it and receive shells, a clip, security armor, and a med kit. Head through the northern door into the Infirmary Observation Room.

<< INFIRMARY OBSERVATION ROOM >>



When you open the door, a Zombie gets off a bed and lunges toward you. Shoot him and the two Z-Sec Zombies that run around the corner at you. Grab the Z-Sec Zombies' two machine guns after you kill them.

There's a med kit on a shelf in the room's far southeast corner. Grab it if you need it, and then proceed through the northeast door to Marine Command.

<< MARINE COMMAND >>

Another Flaming Zombie lurches toward you from your left as you enter Marine Command. Shoot him quickly. In the corridor he came down, you see a fiery vent with some ammo beyond it. Crouch down and crawl under the fire to reach the shells and bullets.



Keep crawling forward until you reach Sergeant Bill Tyson's PDA next to a corpse (presumably Sergeant Tyson himself). It contains an audio log regarding the low state of morale on Mars Base and another on the plans for future troop deployment. In this second audio log, he mentions stationing two Marines at each check-point, so be prepared to find Z-Sec Zombies from now on. Finally, read the email titled "Security Code Change" to find that the weapons storage code in Marine Command is 584.

The automatic door near Sergeant Tyson's PDA jams when you approach it, so you can't go through that way. Backtrack down the hallway and under the fiery vent to the point at which you entered Marine Command from the Infirmary Observation Room. Run counterclockwise around Marine Command to see a Zombie dragging a corpse down the hall. Shoot the Zombie from a distance with your pistol or machine gun.

TIP

When you're picking off an enemy from such a long range, use the pistol if you've got the ammo. The pistol isn't usually your weapon of choice, so use it whenever you can to save ammunition for your preferred weapons.



A console at the northern end of Marine Command broadcasts a female voice repeatedly requesting a video link-up. Move over to the console and receive a message from Sergeant Kelly in Delta Labs. Kelly orders you to meet up with Bravo Team in Alpha Labs and send a distress call to the UAC fleet; the fastest way to do that is to go through Administration. He updates your security clearance to Engineering and wishes you luck.

A console at the northern end of Marine Command broadcasts a female voice repeatedly requesting a video link-up. Move over to the console and receive a message from Sergeant Kelly in Delta Labs. Kelly orders you to meet up



Grab the shells off of the console before leaving. Also, there's a fallen Marine with a machine gun near the console; he doesn't need his weapon anymore, so take it.



Objective: Reach Administration

<< COMBAT PREPARATION >>



After you have your orders and your new objective, go through the door marked "Combat Prep" and kill the Z-Sec Zombie inside. Take his pistol, and then click the security panel next to the door to the weapons locker; enter 584 on the panel to open the door.



Inside the weapons locker, you find a med kit, shotguns, machine guns, clips, shells, and security armor—all of which come in very handy as you head to Administration.



Exit Combat Preparation, turn right, and go back down the hall that leads toward the Infirmary. Two Z-Sec Zombies with machine guns attack you from the far corner. Back up and use the corner of the hall as cover as you pick them off.

Instead of following the hall to the Infirmary, take the first left and proceed east to Marine Command. Your new security clearance opens the door for you.

<< MARINE COMMAND >>

There's a Z-Sec Zombie with a machine gun hiding around a corner to the entrance's left. Wait for him to show himself, then blow him away. There's also a Zombie and a med kit in the room's northeast corner. The southern door the Zombies crashed through takes you back into Spec Ops Processing; you can't reach Administration from there, so take the western door to the Common Area.



<< COMMON AREA >>

When you open the door, aim toward the kitchen to your left. Two Z-Sec Zombies with machine guns pop out of there and start shooting at you. A Z-Sec Zombie with a pistol soon comes down the hall in front of you. Shoot at the Zombies and duck back into Marine Command to reload.



Enter the kitchen area and shoot the Zombie in the corner of the lounge near the *Super Turbo Turkey Puncher 3* machine. He's carrying a flashlight, so he's not hard to spot. Watch out for a Z-Sec Zombie with a machine gun and another with a pistol who run into the Common Area after you've picked off the other four enemies. The kitchen counter is great cover.



There are some shells on the kitchen counter and a small med kit in the darkened corner of the lounge. As you collect them, Sergeant Kelly comes on the radio and advises you to use any active Sentry Bots you find in the base; they pack a lot of firepower. Leave the Common Area and go down the hall toward the restroom and Central Access.

<< RESTROOM >>

Duck into the restroom. There are no enemies in here, but for one terrifying moment when you approach the mirror, your controls fail to respond, and your field of vision slowly zooms out, as if you're being pulled away by some unseen force. Ironically, a loudspeaker mentions reassuringly that UAC psychological services are always free and confidential.



<< CENTRAL ACCESS >>

Blast the Imp that appears just outside the restroom, continue south down the Command Access Junction hallway, and pick off the machine-gun-toting Z-Sec Zombie near the hall's end. Enter Central Access, where a Sentry Bot is filling a machine-gun-wielding Z-Sec Zombie full of lead.



TIP

For the next few minutes, this Sentry Bot is your best friend. Stay near it and take cover when enemies approach. The Sentry Bot devastates them without any assistance from you. After the Sentry Bot kills the gun-toting Zombies, pick up their weapons.



The Sentry Bot heads over to the hallway to the east, where it eradicates a machine-gun-toting Z-Sec Zombie for you. Instead of following the Sentry Bot, lead it down the southern hallway to Mars City Reception.



<< MARS CITY RECEPTION >>

Let the Sentry Bot shoot the Fat Zombie in Mars City Reception. Jump through an open window in the eastern wall to reach a narrow office with armor shards, a med kit, and a clip.



There's nowhere to go from this room except back to Central Access, so let the Sentry Bot lead you back there and down the eastern ACO Access Junction Hallway.

<< ACO OFFICES >>

There are two Z-Sec Zombies just inside the ACO Offices, one with a shotgun and one with a machine gun. Three more Z-Sec Zombies with machine guns are in the room's northern part. Let the Sentry Bot shoot all five of them for you, and don't come out from behind cover until the shooting stops.



Find a med kit in the small office to the east. Take it if you need it, and then follow the Sentry Bot to the north, where it shoots a machine-gun-wielding Z-Sec Zombie hiding behind a pillar and another Z-Sec Zombie with a machine gun on the other side of the door to Admin Access.



Open the western security door with your PDA and let the Sentry Bot obliterate the Zombie inside the office. This office contains security armor and a clip on the other desk.

<< ADMIN ACCESS >>



Follow the Sentry Bot into Admin Access; let it shoot the Imp on the elevated catwalk at the room's eastern side. Unfortunately, the Sentry Bot then deactivates, leaving you to deal with the other two Imps that materialize

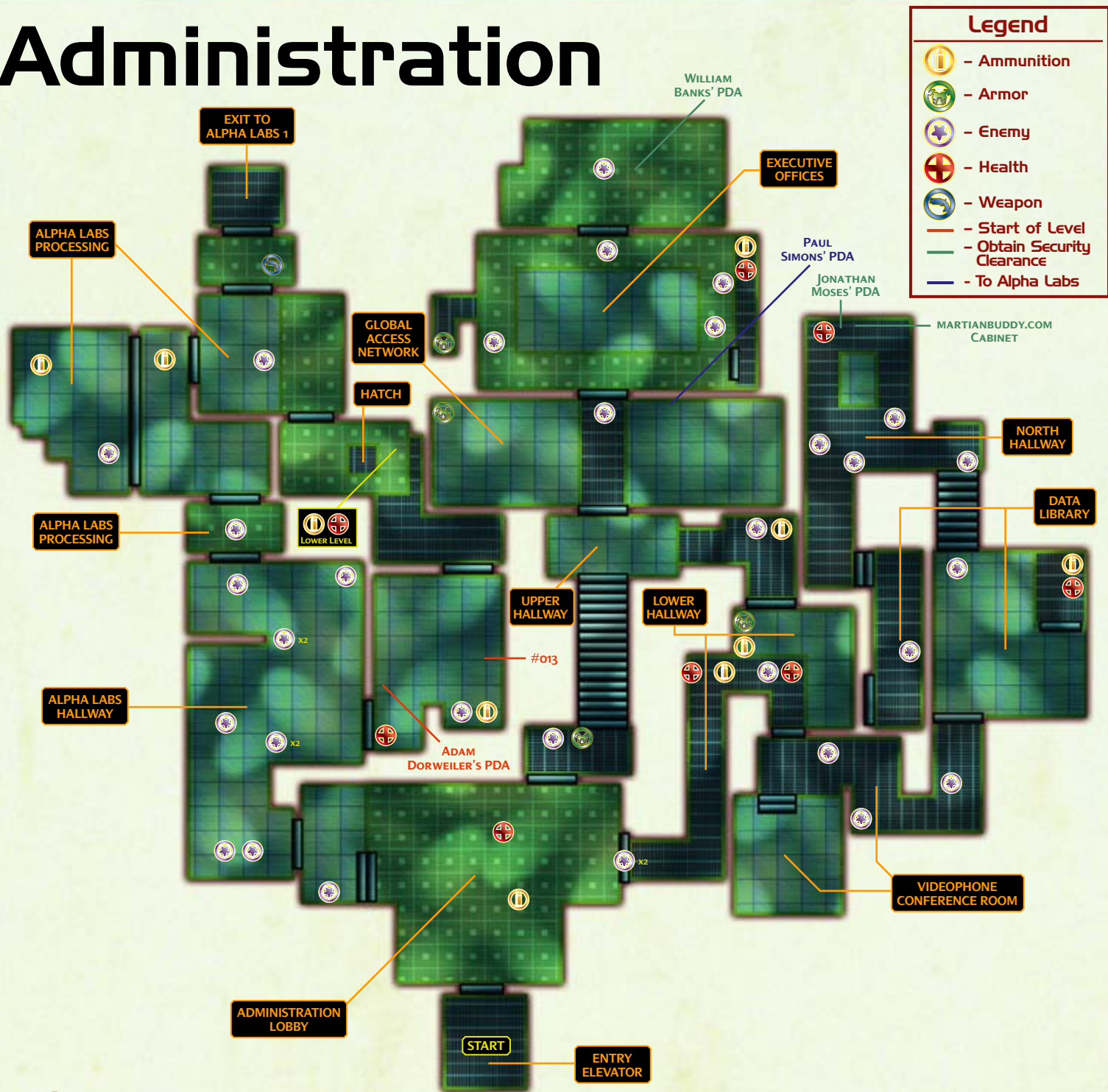
after it shuts down. If you're in the western hallway, they attack from both sides, so use the shotgun to dispose of them quickly.

You can crawl through an access tunnel in the room's southeast corner to reach the catwalk where the first Imp appeared. On that catwalk are armor shards and some shells, as well as Duncan Mathews's PDA next to its late owner. It contains an email from UAC Security granting his request for security armor but denying his request for a plasma gun.



To complete the level, approach the elevator in the center of Admin Access and touch the control panel. Enter the elevator and touch the control panel inside of it to leave Mars City and enter Administration.

Administration



Overview

The Administration Facility is the Corporate presence on Mars. Union Aerospace executives located in the upper-level offices are responsible for all local and interplanetary administrative tasks. The facility also houses data archives and a global network access station.

To rendezvous with Bravo Team and send out the distress call to the UAC fleet, you must meet them in Alpha Labs. You can't enter Alpha Labs without the proper security clearance, so you must find Director William Banks's PDA in the Administration wing of Mars City. And of course, you must kill a lot of Zombies and demons along the way.



ENEMIES ENCOUNTERED

- Imps
- Pinkys
- Zombies
- Zombies, Fat
- Zombies, Z-Sec

WEAPONS ACQUIRED

- Chaingun
- Grenades
- Pistols
- Machine Guns
- Shotguns

AMMUNITION ACQUIRED

- Ammo Belt
- Backpack
- Clips
- Shells

ITEMS ACQUIRED

- Armor Shards
- Med Kits
- Security Armor

PDA's ACQUIRED

- Alan Dorweiler
- Jonathan Moses
- Paul Simons
- William Banks

Objective: Reach Alpha Labs

At this level's beginning, you see a cutscene of Swann and Betruger arguing. Swann says that in light of the situation, the UAC is taking over the installation. Betruger scoffs at him.



<< ADMINISTRATION LOBBY >>



Pick up the clip in front of you on the Administration Lobby floor and the med kit on the lobby desk. From a distance, fire a pistol round into the Zombie slumped on the bench at the room's western end. It comes to life and starts shambling toward you; kill it with the pistol before it gets too close.

The northern door is locked and can't be opened with your current security clearance, so open the western door and shoot the Z-Sec Zombie on the other side. Pick up the pistol it leaves behind and carefully make your way down the corridor.



An Imp drops from the ceiling in front of you. Shoot it and the two machine-gun-toting Z-Sec Zombies beyond it. Use the wall to your left as cover. Go through the eastern door and into the office beyond it.

Just inside the office is a Health Station and Alan Dorweiler's PDA. There are three emails on the PDA. The first gives the security code (586) for a nearby storage cabinet. The second expresses concerns that Swann will try to shut down the facility. The third is spam email from martianbuddy.com.



A Zombie lurks in a darkened corner of the room. Blast him from a distance with your pistol, and then collect the armor shards in front of storage cabinet #013 and the shells in the corner where the Zombie came from. Enter 586 on the cabinet's keypad to get grenades, shells, a clip, and security armor.

The security door to the north is sealed and can't be opened with your current security clearance; you need a PDA belonging

to Director William Banks or a member of the G3 Security Team to open it. Exit the office through the same door you entered.

<< ALPHA LABS PROCESSING >>

Equip your shotgun, open the northern door in Alpha Labs Hallway, and blast the Imp on the other side. Switch to your machine gun, enter Alpha Labs Processing, and shoot the Imp through the window in the area's western part. Jump-crouch through this window to find a backpack that gives you a bunch of ammunition. Jump-crouch back out of the window to return to Alpha Labs Processing's main hallway.



TIP

To jump-crouch, move up to the window and continue holding down the FORWARD movement key. Hit JUMP and immediately hit CROUCH to leap through the window. The timing can be tricky. Practice makes perfect!



Walk along the hallway and turn right at the end; there's a Fat Zombie on an elevated catwalk throwing barrels at you. Pick him off from a distance with your pistol or machine gun, and pick up the nearby shells on the ground.



CAUTION

Don't shoot the barrels he throws. They're explosive and will severely injure you if they blow up in your face!



There's a dying Marine in the northernmost area of Alpha Labs Processing. Don't be startled when he stirs as you approach. He no longer needs the shotgun lying next to him. Take it.



The northern blast door to Alpha Labs 1 is sealed, and you need a PDA belonging to William Banks or any member of the G3 Science Team to open it. Attempting to open it triggers a new mission objective: Obtain Alpha Labs security clearance.

Objective: Obtain Alpha Labs Security Clearance



Backtrack out of Alpha Labs Processing and return to Alpha Labs Hallway. Turn left immediately and shoot the Imp in the alcove. Go back to the Administration Lobby.

<< ADMINISTRATION LOBBY >>

As you re-enter the Administration Lobby, two Imps claw through the eastern door and attack. You can dodge their fireballs and shoot them dead with your machine gun without suffering much damage, if any. Go through the now-open eastern doorway into the Lower Hallway.



<< LOWER HALLWAY >>



When you grab the clip at the first bend in the Lower Hallway, the lights go out and two Imps drop from the ceiling. Run back down the hallway and blast them from as far away as you can get.

Don't worry if you take a bit of a beating. There's a med kit in the corner near the hall's end. Pick it up, equip your shotgun, and go through the door at the end of the hall that leads to the Videophone Conference Room.

<< VIDEOPHONE CONFERENCE ROOM >>

After you enter the Videophone Conference Room, turn left and blast the Z-Sec Zombie armed with a shotgun. Enter the small office directly across from the entrance.



There's a med kit and some clips on the desk in here. When you pick them up, an Imp comes running down the hall toward you. Shoot him as he enters the office.



Go back out into the hall and move carefully down it. There's a Z-Sec Zombie with a pistol behind the last bend in the hall. Shoot him, take his weapon, and go through the door to the Data Library.

<< DATA LIBRARY >>



There are no enemies in the Data Library—yet. The locked door in the northwest corner can't be opened with your current security clearance, so open the office door in the northeast instead.

Equip your shotgun and pick up the med kit and shells on the desk. There's a monitor with a security override button glowing on it. Press the button and prepare for a fight.



When you touch the screen, you get your first glimpse of a Pinky, which leaps down from the elevated area of the Data Library and tries unsuccessfully to smash through the door to your current location. When that doesn't work, it busts through the window. When it crashes through, blast it with the shotgun. At close range, it won't take long to kill.

As if the Pinky wasn't enough, an Imp also appears near the now-unlocked security door in the room's northwest corner. Kill the Imp and go through the door into the North Hallway.

<< NORTH/LOWER HALLWAY >>



Equip your machine gun, go up the stairs, and start walking down the hall. Back up as soon as another Pinky appears at the hall's end. Shoot the Pinky and the pistol-packing Z-Sec Zombie that pops out from around the corner in the middle of the hall.

You're not done yet. After you kill the Pinky and the Z-Sec Zombie, an Imp appears behind you near the entrance. When you hear it arrive, turn around and blast it.



A Zombie lunges at you from a hidden alcove near the large pillar in the North Hallway's middle. A quick shotgun or machine-gun blast takes care of him.

Duck into the small office to find a med kit and Jonathan Moses' PDA. On the PDA are three emails regarding a free storage cabinet delivered to his office by [martianbuddy.com](http://www.martianbuddy.com). The cabinet is right next to you, but what's the combination? You have to actually log on to <http://www.martianbuddy.com> to get

the code (which is 0508). Inside is a chaingun, an ammo belt, and some security armor. Pick them up, then follow the Northern Hallway as it winds around a blind corner and up some stairs.

NOTE

Part of this hall is the Data Library's elevated catwalk where the first Pinky appeared.



Sergeant Kelly radios that Bravo Team has reported seeing some sort of unidentified growth taking over part of the installation. Continue down the hall (which becomes the Lower Hallway at this point); there's security armor and shells at the end of it. Go through the door into the Upper Hallway.



<< EXECUTIVE OFFICES >>



From the doorway, ignore the oblivious Zombie to your right and aim at the pistol-toting Z-Sec Zombie in the distance to your left. Take him out, and then shoot the Zombie to your right. There's some security armor in a narrow passageway near the Z-Sec Zombie.

William Banks's office is on the opposite side of the Executive Offices from the alcove with the security armor; it is unlocked and contains shells and a med kit.



Enter the office at the area's northern end to see the growth that Sergeant Kelly was talking about. Huge tendrils of raw flesh envelop the room, slithering and pulsing in an obscene parody of life. Two corpses lie on the floor near a pentagram surrounded by burning candles. William Banks's PDA lies in the pentagram.



When you pick up Banks's PDA, an Imp is summoned into the middle of the pentagram, and another Imp appears

outside of the office. Shoot them both, and investigate the contents of Banks's PDA, which also grants you Alpha Labs security clearance.

An audio log reveals Banks's concern regarding the high numbers of missing personnel and employees suffering from acute schizophrenia in Mars City. Another audio log mentions Dr. Betruger's incessant demands for more power and the inability of the facility's power grid to supply it.

An email from Dr. Betruger requests that all crates containing religious artifacts from Earth be delivered to him immediately in Delta Labs without being delayed for processing. A second email is a request from James White for help in finding a missing person, Eric Raffel.

<< UPPER HALLWAY >>



As you round the first corner of the Upper Hallway, a hidden alcove opens behind you and an Imp jumps out. Shoot it and take the clip on the alcove's floor before proceeding.

There's a door labeled "Executive Offices" at the top of a long flight of stairs, but don't go in there just yet. Instead, go down the stairs, shoot the wrench-swinging Zombie at the bottom, and pick up the armor shards. Then open the previously locked door at the bottom of the stairs that leads down into the Administration Lobby.

Now go back up the stairs in the Administration Lobby and through the door at the top. This takes you along an elevated catwalk, below which you can see Swann in Global Network Access trying in vain to get the computer systems up and running. He decides to try from Alpha Labs and leaves the room. Continue across the pathway and through the door at the end into the Executive Offices.



Objective: Enter Alpha Labs



Now that you have the proper security clearance, you can enter Alpha Labs. Leave the office and kill the Imp that materializes in the outer ring of the Executive Offices.

Return to the hallway above Global Network Access and kill the Imp that appears in front of you. Keep going through the door to the Upper Hallway and then down the long flight of stairs to the Administration Lobby.

From the Administration Lobby, return to the Alpha Labs Hallway and kill the Imp that appears in front of you.

Proceed down the hallway. The lights go out, and a Z-Sec Zombie with a shotgun and another with a pistol rush at you. Kill them both, and then duck into the office where you found storage cabinet #013.



<< UNIDENTIFIED >>

Now that you have the Alpha Labs security clearance, you can open the locked door in this office. Go through it into the unidentified hallway. At the end of the hallway is a shelf with a clip and a med kit; there's also a ladder leading up and a door to Global Network Access.



The ladder just leads to the upper level of Alpha Labs Processing, where you saw the barrel-hurling Fat Zombie. There's nothing up there of interest except a broken security door, so go through the door to Global Network Access instead.

<< GLOBAL NETWORK ACCESS >>



You can try to access the computers at the far end of Global Network Access, but like Swann, you'll find that the network is down and the system is offline.

Paul Simons's PDA sits on a desk in the middle of the room. When you pick it up, an Imp appears near the door you just came through.



Simons's PDA contains an audio log with an account of a breach in Mars Labs's network security; he wasn't able to determine anything about the breach except

that it originated in Delta Labs. An email from Central IT Security confirms his analysis. Another email from Russell Weilder complains about the amount of spam he's receiving, particularly from Martian Buddy.

There's also some security armor in a shadowy alcove near the entrance. Pick it up if you need it, and then backtrack to Alpha Labs Hallway.



<< ALPHA LABS HALLWAY >>

Another Imp appears in front of the door to Alpha Labs Processing. Shoot it, and then proceed into Alpha Labs Processing.



TIP

You can avoid this Imp by climbing the utility ladder in the unidentified hallway and dropping into Alpha Labs Processing from the elevated area where you saw the Fat Zombie at the start of the level.

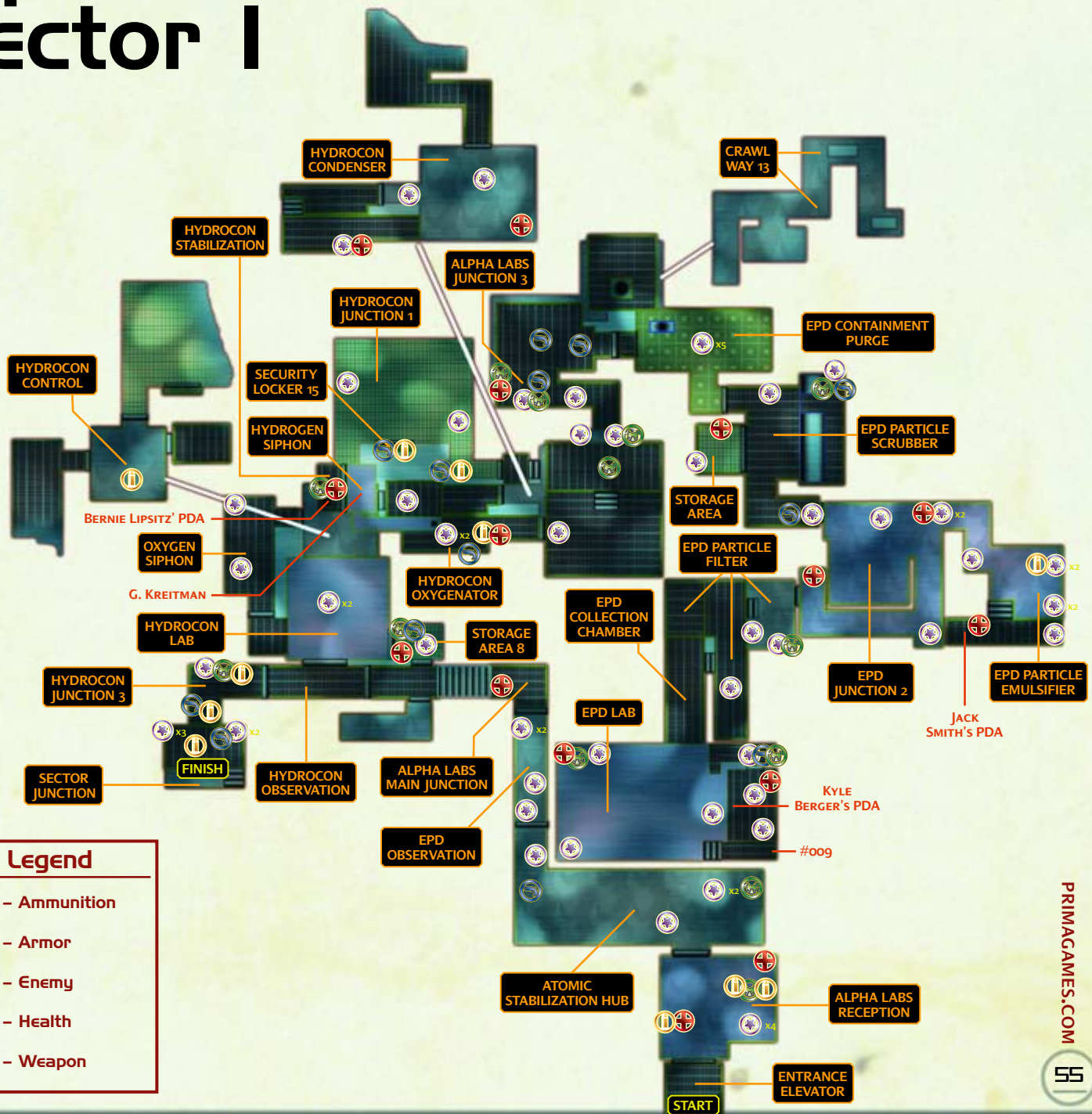


<< ALPHA LABS PROCESSING >>

With your Alpha Labs security clearance, you can now unlock the blast doors that lead to Alpha Labs. Touch the control panel to scan your PDA and open the doors. Proceed through them and touch the security panel inside to complete the level.



Alpha Labs Sector I



Overview

Alpha Labs Sector 1 houses the Elemental Phase Deconstructor and Hydrocon systems, a revolutionary new technology that transforms raw materials native to Mars into usable resources. The primary EPD reactor feeds into the Hydrocon processing system for transport to Sector 2 MFS refinement and storage.

Your overarching mission is to locate the rest of Bravo Team in Alpha Labs. However, due to the demonic invasion, Alpha Labs are a mess, and getting from point A to point B isn't easy. To complete Alpha Labs Sector 1, you must find the elevator that takes you to Alpha Labs Sector 2, which requires you to take one hell of a detour.

ENEMIES ENCOUNTERED

- Imps
- Maggots
- Zombies
- Zombies, Fat
- Zombies, Z-Sec

WEAPONS ACQUIRED

- Grenades
- Pistol
- Machine Guns
- Shotguns

AMMUNITION ACQUIRED

- Bullets
- Clips
- Shells

ITEMS ACQUIRED

- Armor Shards
- Med Kits, Small
- Med Kits, Large
- Security Armor

PDA's ACQUIRED

- Bernie Lipsitz
- Jack Smith
- Kyle Berger



Objective: Find the Personnel Elevator

<< ALPHA LABS RECEPTION >>



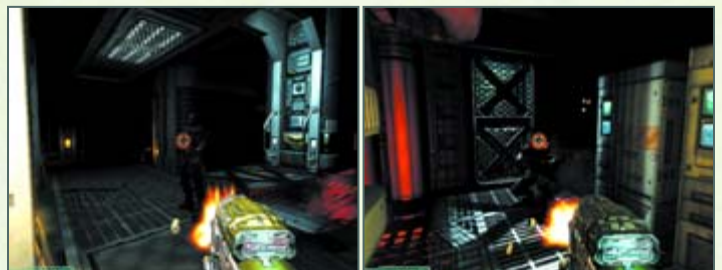
At the start of the level, Sergeant Kelly radios you and tells you to pick up the pace and join up with Bravo Team. Your mission objective for Alpha Labs Sector 1 is to locate the personnel elevator that takes you to Alpha Labs Sector 2. Click the control panel to open the blast door directly in front of you and go into Alpha Labs Reception.

It's quiet in Alpha Labs Reception. Too quiet. Three Zombies and one Fat Zombie are behind the reception desk. Move over to it to lure them out; then back up and blast them. It's almost pitch-black in this area, but you can see the Zombies' glowing red eyes as they approach.

Find a clip and a small med kit on a chair near the entrance and some bullets on the reception desk. Behind the reception desk are armor shards, bullets, and a Health Station. Touch the control panel on the reception desk to unlock the access doors and turn on the primary lights; then go through the northern door into the Atomic Stabilization Hub.



<< ATOMIC STABILIZATION HUB >>



A Z-Sec Zombie with a shotgun patrols the area in front of the door. Fortunately, he doesn't notice you when you enter, so blast him before he shoots you.

Be careful when advancing into the room, though, because two more Z-Sec Zombies with machine guns lurk in the northeast

ALPHA LABS SECTOR I

corner. Take them out and grab their weapons and the nearby armor shards.

Move northwest through the L-shaped room, picking up the machine gun near the bend. Shoot the Zombie that lumbers in at you from the hall.



<< EPD OBSERVATION >>



Go through the door to EPD Observation and prepare for the Imp on the other side. A quick shotgun blast at point-blank range is the best way to take him out. Two Z-Sec Zombies (one with a machine gun, one with a shotgun) shoot at

you from the hallway's far end. Lure them back into the Atomic Stabilization Hub to ambush them.

<< ALPHA LABS MAIN JUNCTION >>



Proceed into the Alpha Labs Main Junction, where collapsed debris has completely blocked the stairs. Pick up the med kit at the base of the stairs and return to EPD Observation.

<< EPD LAB >>

Jump through the EPD Observation window to reach the EPD Lab, dominated by the still-functioning Elemental Phase Deconstructor. As soon as you leap in, two Imps appear at either end of the room. Kill them and crawl under the stairs in the room's northwest corner to find a small med kit and some grenades.



CAUTION

The Imps are not the greatest threat to your health in this room—the EPD beam is. Don't walk into it, or you'll be killed instantly!



Proceed up the stairs in the southeast corner. Another Imp appears behind you. Shoot it, and then enter the office at the top of the stairs near storage cabinet #009.

There's a Zombie and a Z-Sec Zombie with a pistol in this office. After you kill them, your vision distorts, and a demonic wind blows through the room, hurling a chair. When your vision clears, use the Health Station in the room's corner if you need to.



Pick up Kyle Berger's PDA from the office desk and play the "EPD Accident" audio log to hear Berger's account of a research assistant who accidentally stepped into the EPD beam and was killed. As a result of the accident, additional medical supplies have been stocked in the nearby storage cabinet (code 752). Two emails on the PDA describe the scene prior to and after the accident.

Go out of the office and enter 752 on storage cabinet #009's keypad; open it and receive med kits, security armor, a clip, and grenades.

Return to the office and go through the northern door, where an Imp appears to your right. Take him out, pick up the nearby shotgun, and crouch down to find some security armor if you need it.



A terminal with a control panel overlooks the EPD generator. Touch the control panel to open the repair access gate at the end of the EPD Collection Chamber.

When you do, a Z-Sec Zombie with a machine gun appears in the EPD Observation window in front of you. Shoot him, and then backtrack through the office to the main floor of the EPD Lab.



<< EPD COLLECTION CHAMBER >>

The only way to proceed is down the EPD Collection Chamber, where the EPD generator fires blasts of raw energy over your head. The beam is active for approximately five seconds and then shuts down for eight. Move down the EPD Collection Chamber by jumping into it when the beam is off, crouching down, and crawling down the chamber, crouch-jumping over the short barriers in your way.



CAUTION

As long as you're crouching and not jumping when the EPD beam fires overhead, you're safe. If you stand up, or if you crouch-jump when the beam is active, you will die instantly.



The repair access gate is at the chamber's end. Touch the control panel above it to open it, and then crawl into the EPD Particle Filter.



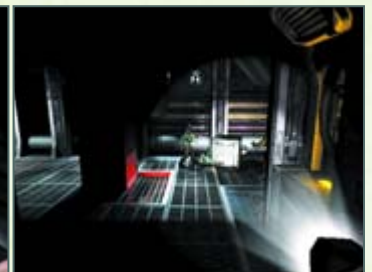
<< EPD PARTICLE FILTER >>

A Z-Sec Zombie with a machine gun patrols the hallway in front of you. Shoot him from the access tunnel, leave the tunnel, turn left, and shoot the shambling Zombie coming for you.



Move down the hall toward where the Zombie came from, walk down the stairs, and shoot the Zombie in the shadowy corner of the room. Pick up the armor shards in this corner. Go through the nearby door into EPD Junction 2.

<< EPD JUNCTION 2 >>



Pick up the med kit to the door's left and head down the hall. Watch out for the Imp at the end. After you kill him, the lights go out, and demonic laughter echoes through the room.

Turn left at the T-shaped junction and lure the two Zombies and the Fat Zombie out of their hiding places in the area in front of you. There's a med kit in the room's northeast corner.

<< EPD PARTICLE EMULSIFIER >>



Continue down the hall to enter the EPD Particle Emulsifier area. When you enter the area, a Zombie pops out of a hidden alcove behind you, and another Zombie and a Fat Zombie emerge from the southwest corner. Two more Zombies remain hidden in alcoves in the room's eastern side. Kill them all. The shotgun works best in close quarters against these weak enemies; there are shells in the northwest alcove.

Ascend the stairs in the south to find another Zombie to your left. Kill him, turn right, and pick up the small med kit and Jack Smith's PDA. Smith's PDA contains an audio log regarding the staggering number of serious accidents in the labs, many of which occurred under very mysterious circumstances. Two emails on the PDA discuss the implementation of a "buddy system" to cut down on accidents.

After you check out the PDA, touch the control panel on the desk to seal a section of Alpha Labs that has caught on fire due to a gas leak. Backtrack to EPD Junction 2 and go through the northwest door to the EPD Particle Scrubber.

<< EPD PARTICLE SCRUBBER >>

In the entrance to the EPD Particle Scrubber is a dead Marine with a shotgun, shells, and grenades next to him. Pick these up and continue down the hall.



NOTE

If you didn't shut off the gas main previously, this area is blocked by a jet of flame from the nearby ruptured pipe.



Move into the main part of the EPD Particle Scrubber area, and a Z-Sec Zombie with a machine gun starts shooting at you from behind cover. Blast an explosive barrel next to him to quickly take him out.

Immediately turn left and shoot the Imp and machine-gun-toting Z-Sec Zombie in Storage Area 2, which opens when you kill the first Z-Sec Zombie. Find med kits, clips, and shells in here.

Climb down the utility ladder next to the room's recessed eastern half to reach a catwalk with security armor and grenades. Have your shotgun ready when you go for them, as a hidden alcove opens right in front of you, revealing an Imp.

After you kill the Imp and collect the items, go back up the ladder and through the western door to EPD Containment Purge.



<< EPD CONTAINMENT PURGE >>



EPD Containment Purge has been taken over by more of that strange organic growth. There's a human stuck to the ceiling, his chest cavity pinned open to reveal his internal organs. Equip your shotgun and enter the room.

A short cutscene shows the eviscerated human screaming in pain, followed by your first glimpse of a Maggot. Five Maggots lunge toward you. Kill each with a single shotgun blast. Hold your ground and keep shooting until they're all gone. Don't worry about chasing them; they'll come to you.

The western door to Alpha Labs Junction 3 is sealed, but a grate in the floor falls down when you approach the door. You can now crawl under the floor into Crawl Way 13.



<< CRAWL WAY 13 >>



Nothing can hurt you in Crawl Way 13, although an Imp jumps down onto the grate above your head and does his best to scare the hell out of you.

At the only junction in Crawl Way 13, continue going straight to reach an otherwise inaccessible part of Alpha Labs Junction 3. Pick up the armor shards and med kit found here, and then duck back into Crawl Way 13, backtrack to the junction, and take the right turn into the main part of Alpha Labs Junction 3.



<< ALPHA LABS JUNCTION 3 >>



At the end of Crawl Way 13 is a shotgun next to several corpses. Pick up the shotgun and jump up into Alpha Labs Junction 3. There's a machine gun near the sealed door to EPD Containment Purge. A bit farther into the room's darkened half, you find another machine gun.

Continue moving carefully into the room's darkened southern half, and two Zombies start moving toward you. Grab the armor shards in the southwest corner; continue southeast down the hall and through the door to the Hydrocon Condenser.

<< HYDROCON CONDENSER >>



A Z-Sec Zombie with a machine gun patrols this room. Shoot the explosive barrels behind him to take him out. Get another machine-gun-toting Z-Sec Zombie at the entrance to the western hallway to your right. Find a small med kit in the southeast corner.

Proceed west down the narrow catwalk to the door at the end, which leads to the Hydrocon Oxygenator. Sections of the catwalk drop when you step on them, requiring you to hop up out of them. Aren't you glad you eliminated the enemies first?

<< HYDROCON OXYGENATOR >>

Several explosive barrels fall down at you from the upper level of the Hydrocon Oxygenator. Shoot them or ignore them and head up the stairs to the upper level.



A Maggot and a machine-gun-wielding Z-Sec Zombie attack you on the upper level. Shoot the Maggot first and then return carefully aimed fire at the Z-Sec Zombie, who ducks behind a crate for cover at the room's end.

Scoop up the clip, a machine gun, a med kit, and a small med kit in the room near the Z-Sec Zombie's position. Proceed through the door to the upper level of the Hydrocon Condenser.

<< HYDROCON CONDENSER (UPPER) >>

Climb the stairs in the upper level of the Hydrocon Condenser; there are armor shards sitting in the room's elevated portion. It's a trap. When you go for them, a hidden alcove opens in front of you, revealing an Imp. A third Imp appears behind you, near the door you just came through. Kill all the Imps, pick up the armor shards, and check out the Imps' hidden alcove to find some security armor.

After you're armored up, go up the stairs to the west. They fall apart after you ascend them, so there's no going back. Head through the door at the top of the stairs to Hydrocon Junction 1.

**TIP**

Actually, if absolutely necessary, you can climb back up those stairs after they fall apart. Just jump onto the railing and run up it. Landing directly on it is a bit tricky, but you'll pick up the technique quickly enough.

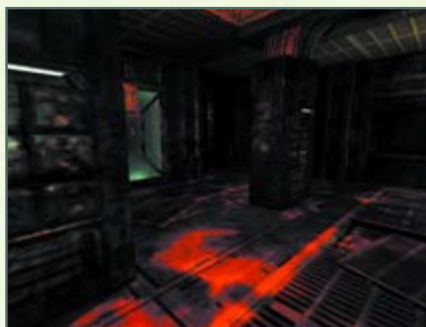


<< HYDROCON JUNCTION I >>



There's a dead Marine, a machine gun, and some clips inside the entrance to Hydrocon Junction 1. Pick up the items and head carefully into the area's main part.

Without warning, the scene changes dramatically. The walls run red with blood and plumes of flame shoot up from outside the window. Your controls become incredibly sluggish, and it's an effort just to move. As soon as the vision ends and everything returns to normal, two Imps appear in the room, one in the north-west corner, and one in the southeast.



Defeat the Imps, then look for the control panel on the pillar in the room's middle that says "Open Security Hatch." Press it, and the security cabinet in the southern wall opens, giving you access to some shells, shotguns, and clips. After gearing up, go through the southwest door to Hydrocon Control.

<< HYDROCON CONTROL >>

Turn left when you enter Hydrocon Control and blast the Zombie lurking there. Move into the room and grab the shells from the console. The western door to Oxygen Siphon is sealed; you don't have the security clearance to open it. The control panel says you need a PDA belonging to either P. Harvey or Bernie Lipsitz to open it. Go through the eastern door to Hydrogen Siphon.



<< HYDROGEN SIPHON >>



A Maggot charges at you when you open the door. One good shotgun blast finishes him off. The Zombie in the southeast corner doesn't have a head, but he still gets mesmerized by the control panels in front of him. Take him out with the pistol or machine gun.

Pick up the med kit near the Zombie. A hidden alcove in the eastern wall opens, revealing an angry Imp. Shoot the Imp and climb up the utility ladder near him, which brings you to Hydrocon Stabilization.

<< HYDROCON STABILIZATION >>



Proceed through the narrow tunnel of Hydrocon Stabilization and around some large pipes to reach G. Kreitman, a technician who's trying to get some machinery running to prevent a catastrophic explosion. He warns you not to shoot the oxygen containment devices in the Hydrocon Lab, as one stray bullet could blow them sky-high. He says he needs to stay there and work, but he'll catch up to you later.

The room is divided in half by a large piece of machinery that crashes to the floor in five-second intervals before rising back up into the ceiling. Dash underneath it to reach the room's western side and Bernie Lipsitz's PDA.

Lipsitz's PDA gives you the Hydrocon Access security clearance needed to open the door to Oxygen Siphon, and it contains an email from John McDermott inviting Lipsitz to Mars City for a few beers; there's also a second email from Dr. Fredric Anubis warning of the potential for an oxygen leak in the Hydrocon labs.

After reading the PDA, grab the security armor and med kits beyond Bernie's body, drop down the nearby shaft into Hydrocon Control, and open the door to Oxygen Siphon.

<< OXYGEN SIPHON >>

There's a Zombie in the northwest corner of Oxygen Siphon; take a few steps into the room and shine your flashlight over there to lure him out. Watch out, though, because shooting the Zombie attracts the attention of a shotgun-toting Z-Sec Zombie, who comes running toward you from the room's southern section. Kill them both, then go through the southern door to the Hydrocon Lab.



<< HYDROCON LAB >>

As you enter the room, through a window you see Swann and Campbell running down the Hydrocon Observation hallway. As they disappear from view, two Maggots crawl out of hiding from behind the Hydrocon containers. Kill them and go through the eastern door to Storage Area 8.

**CAUTION**

Remember Dr. Kreitman's warning: Don't shoot the Hydrocon containers! Doing so causes the entire area to burst into flame and results in near-instantaneous death!



<< STORAGE AREA 8 >>

There's another Maggot in here. Don't accidentally blow yourself up by shooting the explosive barrels behind him. After he's gone, help yourself to the security armor, grenades, and Health Station in the room, then go through the southern door to Alpha Labs Main Junction.



<< ALPHA LABS MAIN JUNCTION >>



You're now on the other side of all of that debris you saw at the level's beginning. The door directly across the hall from Storage Area 8 leads to Hydrocon Junction 4, which contains only a locked security door. Instead, go through the western door to Hydrocon Observation, and then proceed west into Hydrocon Junction 3.

<< HYDROCON JUNCTION 3 >>

A Maggot crawls out of the floor as you enter Hydrocon Observation. Shoot it and then duck into the crawlspace to find some armor shards and a clip. There's also a machine gun and more clips in the hall's corner, near a dead security guard. Pick up this stuff, then go through the southern door to the Sector Junction.



<< SECTOR JUNCTION >>



As you enter the Sector Junction, three Maggots attack you from the right, and two more jump you from the left. Back out into Hydrocon Junction 3 to get them all in front of you; let 'em have it with the shotgun.

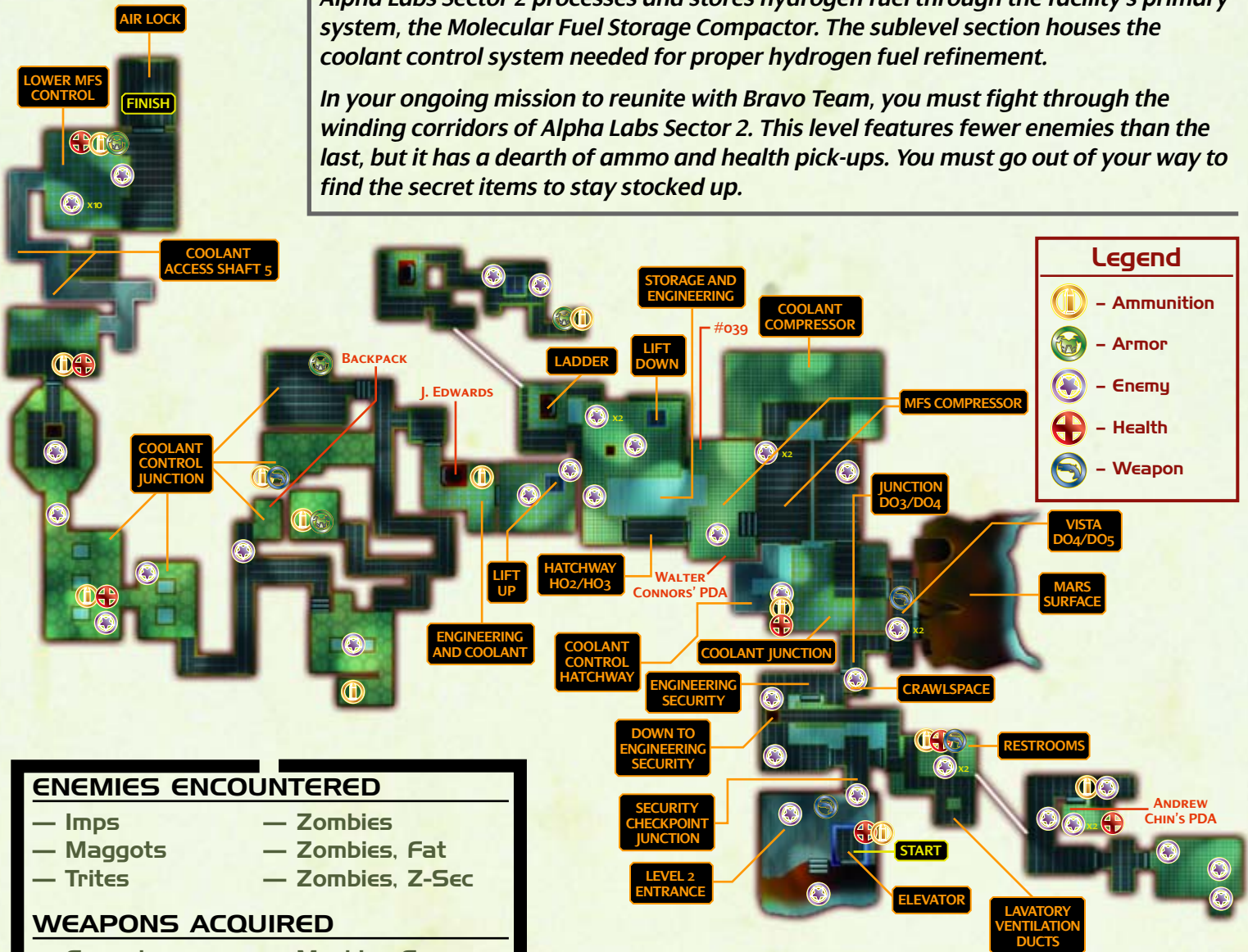
Collect a shotgun and some shells near the entrance, and then touch the control panel on the elevator at the room's southern end. Enter the elevator and touch the control panel inside to complete the level and proceed to Alpha Labs Sector 2.

Alpha Labs Sector 2

Overview

Alpha Labs Sector 2 processes and stores hydrogen fuel through the facility's primary system, the Molecular Fuel Storage Compactor. The sublevel section houses the coolant control system needed for proper hydrogen fuel refinement.

In your ongoing mission to reunite with Bravo Team, you must fight through the winding corridors of Alpha Labs Sector 2. This level features fewer enemies than the last, but it has a dearth of ammo and health pick-ups. You must go out of your way to find the secret items to stay stocked up.



ENEMIES ENCOUNTERED

- Imps
- Maggots
- Trites
- Zombies
- Zombies, Fat
- Zombies, Z-Sec

WEAPONS ACQUIRED

- Grenades
- Pistol
- Machine Guns
- Shotguns

AMMUNITION ACQUIRED

- Bullets
- Clips
- Shells

ITEMS ACQUIRED

- Armor Shards
- Backpack
- Med Kits, Large
- Med Kits, Small
- Security Armor

PDAs ACQUIRED

- Andrew Chin
- Walter Connors



Objective: Reach Alpha Labs Sector 3

<< LEVEL 2 ENTRANCE >>



When you exit the elevator and enter the Level 2 Entrance, you see a human corpse being pulled up into a duct in the ceiling—and then falling out of the same duct in chunks. Lovely.

Walk up the stairs to the room's elevated northern half, and the lights go out. Two Imps appear and attack. Blast them both, and then grab the shotgun by the northern door and the small med kit and clips hidden behind the elevator shaft. Go through the northern door to the Security Checkpoint Junction.

<< SECURITY CHECKPOINT JUNCTION >>



When you step into the Security Checkpoint Junction, a massive power overload pops a floor grate in front of you into the air. This is meant to distract you from the Imp appearing in the doorway behind you. Turn around and shoot the Imp.

The western door is broken, but it opens just enough to show a Z-Sec Zombie with a machine gun patrolling the hall beyond. If you're quick with your machine gun, you can kill him before he walks out of view.

Otherwise, you must shoot him later.

The only other door to go through is the open door to the restroom. Head on in.



<< RESTROOM >>

There's a Zombie in the shadowy northwest corner to your left as you enter the restroom. Blow him away and cautiously enter.



The lights go out, and several tiles fall from the ceiling. A Fat Zombie with a wrench lumbers toward you from the east. Blast him with the shotgun when he gets close.

Move to the southern part of the restroom with your back to the western wall. Kill the Zombie and Maggot when they come out to attack you, and then pick up the grenades in the northeast stall.



There's a ladder in the restroom's southern part, where the Maggot appeared from. Climb this ladder up to the lavatory ventilation ducts.

<< LAVATORY VENTILATION DUCTS >>



At the top of the ladder, you receive a radio transmission from a frightened soldier who has locked himself in the nearby C4 storage room. Crouch down and start crawling through the ventilation ducts.

At the first junction, go straight to find armor shards and a small med kit. Equip your shotgun, turn and face south, and strafe to the left to pick them up; this allows you to blast the Maggot that's waiting for you.

Return to the duct junction and go right. Continue following the duct. As you near the end, you see a Zombie feasting on a Fat Zombie in Engineering Security below you, but you can't shoot him from the duct. Keep going west down the duct; at the end is an opening into Engineering Security.



Use the security scanner control panel on the desk to switch between six different security cameras. There's nothing of interest on the first five, but the sixth one, Engineering Coolant Control, shows J. Edwards holding a lantern in an office.

Finally, pick up Andrew Chin's PDA from the desk. It contains an audio log with Chin's complaints regarding harassment of the research teams by UAC Security. There are also three emails on the device: a spam email from martianbuddy.com, a request from Walter Connors that Chin return his 8-sided die, and a message from Brian Wellington saying that the repairs to storage cabinet #038 are complete and that the code is 409.

Exit the Engineering Security office and proceed through the northeast door to Junction D03/D04. From there, open the door to Vista D04/D05 and kill the Maggot and Imp to the door's left. Pick up the grenades in the middle of Vista D04/D05 and continue down the hall and through the door to the Coolant Junction.



<< ENGINEERING SECURITY >>



Before dropping into Engineering Security, toss a grenade down into it. There's an Imp just below you that you can't see (and that machine-gun-toting Z-Sec Zombie, if you didn't kill him earlier). Drop down into Engineering Security with the shotgun equipped and finish off the enemies.

Move northeast down Engineering Security. A corpse falls out of an overhead duct, and an Imp crawls out of the floor in front of you. Shoot the Imp, but watch out for the second Imp that's sneaking up behind you at the same time.

Drop into the crawl-space that the first Imp popped out of to find some security armor. As you do so, look through the window to the southern office and see the Zombie eating the Fat Zombie, which you saw from the lavatory ventilation ducts.

Equip the shotgun and go into the Engineering Security office. Both the Zombie and the Fat Zombie rise up to attack you. Shoot them both and use the nearby Health Station to replenish your health if necessary.



CAUTION

Don't shoot out the windows overlooking the Martian surface! They will shatter and suck the atmosphere out of the room, requiring you to use your suit's oxygen reserves to survive!



<< COOLANT JUNCTION >>

There's an Imp on a distant ledge of the Coolant Junction. You can't reach him from the Coolant Junction entrance, so shoot him with the machine gun while dodging his fireballs (or lob one of the grenades). After he's dead, follow the catwalk through the door into the MFS Compressor.



NOTE

There are some pick-ups on the Imp's ledge, and you're probably running low on ammo. Don't worry; you'll come back for them.

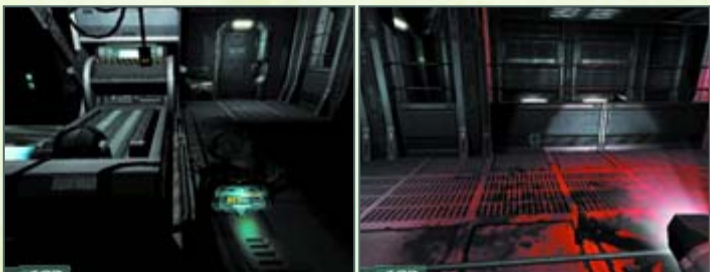
**<< MFS COMPRESSOR >>**

Switch to your machine gun and blast the machine-gun-toting Z-Sec Zombie on the door's other side. A high guardrail blocks you from the rest of the MFS Compressor area, so keep going north into the Coolant Compressor.

<< COOLANT COMPRESSOR >>

Through the Coolant Compressor window, you see several Marines—presumably members of Bravo Team—double-timing it down a catwalk that you can't reach. At least you're catching up to them. Follow the hallway

as it makes a U-turn and leads back into the western part of the MFS Compressor that you couldn't reach before.

<< MFS COMPRESSOR (WESTERN) >>

Enter the western part of the MFS Compressor and move toward the southeast door—but don't go through it yet. A Maggot appears in front of you. Kill it, and then turn around to face the room's eastern half, where two Z-Sec Zombies (one with a machine gun, one with a shotgun) are heading toward you.

Get behind some cover, aim your machine gun at the door to the western part of the EFS Compressor, and shoot the Z-Sec Zombies as they run through it. With any luck, you'll kill them before they can even fire a shot.

After you kill the Z-Sec Zombies, Sergeant Kelly radios you to say that Bravo Team has located your position but is unable to rendezvous with you. He tells you to go through Engineering and meet up with them in Alpha Labs Sector 3.



Storage cabinet #038 is in the room's northwest corner; leap across the conveyor belt in the room's middle to reach it. Open the cabinet with the code 409 to receive security armor, grenades, and a clip.

Now double back for those pick-ups on the Imp's ledge in the Coolant Junction. Look at the computer consoles in the southern part of the MFS Compressor area.



There you'll find Walter Connors's PDA, which contains a self-congratulatory audio log regarding his work on the MFS Compressor. It also has three emails sent to himself. The first is a reminder to get his 8-sided die back from Andrew Chin. The second has the code for storage cabinet #039 (which is 102). The third is a self-affirmation from 150 years ago.

You'll also find a maintenance control panel. Click "Open Main Vent Hatch" to raise a utility ladder to your left. Climb up the ladder to reach the Coolant Junction Hatchway.

<< COOLANT JUNCTION HATCHWAY >>

Crouch down and crawl into the Coolant Junction Hatchway, which leads out onto the Imp's platform in the Coolant Junction; there's a mother lode of supplies: shells, bullets, a clip, and a large med kit. Collect them all and

backtrack to the MFS Compressor. Go through the southwest door to Hatchway H02/H03 and into Storage and Engineering.

<< STORAGE AND ENGINEERING >>

CAUTION

Don't leave this room's entrance until the walkthrough says to, or enemies will overwhelm you.



In the northwest corner, a Z-Sec Zombie with a machine gun and another with a pistol draw a bead on you when you enter. Lob a few grenades at them to take them out.

When you kill the Zombies, an Imp appears in the room. Because the Imp doesn't remain stationary like the Zombies, use your machine gun against him.

Switch to your shotgun immediately, because a Maggot jumps out of a darkened alcove in front of you after the Imp is dead.

Your grenade-tossing and gunfighting might have opened a secret panel in the floor. If it didn't, shoot the blood-smeared tile in front of the second pillar from the west near the room's entrance to reveal a hatch leading down. Climb down the ladder into a utility duct.



As you crawl in, you hear a Marine's death cry over the radio. Keep going forward into a small room with another ladder leading down. Drop down this ladder and continue climbing through the duct.



At the end of the second duct is an Imp. Shoot him with your shotgun from inside the duct before he notices you. Alternately, wait until he walks by, then leave the duct, move clockwise around the pathway, and shoot the exploding barrels when the Imp gets near them.



With the Imp dead, pick up the clips and shells at the end of the room. If you didn't blow up the barrels before, do so now—and remember to *back up* first! This reveals yet another duct in the room's southeast corner.



Crawl into this duct to find security armor and another clip. Grab them, then backtrack to the main floor of Storage and Engineering.



Step onto the lift in the northeast corner and touch its control panel to descend into the lower level of Storage and Engineering.



As you descend, a Maggot hops around the elevator shaft threateningly. Shoot it if possible, but don't let it distract you when you reach the bottom—an Imp in the corner will fry you if you're not paying attention. Kill them both and go through the western door into Engineering and Coolant.

<< ENGINEERING AND COOLANT >>

Pick up the clip to the right of the entrance to Engineering and Coolant; walk around the hallway to the entrance of J. Edwards's office. He begs you not to shoot and offers to lead you through the pitch-black labyrinthine Coolant Control Junction if you protect him.



NOTE

Edwards doesn't have to survive for you to make it through this area, but he does show you the most direct route through the Coolant Control Junction. Following Edwards to the end brings every enemy out of hiding, and it keeps you from finding some handy hidden items. When you reach the end, go back for the other items.



Edwards warns you that an electromagnetic pulse (EMP) has knocked out the lights in the area, and another big one could knock out his lantern as well. After you descend the stairs, you hear something clanging in the darkness. Edwards tells you to stay close. Equip your machine gun and get ready to use it.



TIP

Although the shotgun is more effective at close range, the machine gun provides more illumination when firing in total darkness.



The first Imp appears between two pillars. Edwards tells you to kill it and hits the deck. When the Imp is dead, Edwards stands back up and resumes leading you through the maze.



A second Imp attacks shortly after the first, just as you're taking a left at a T-shaped intersection. It attacks from behind you. An EMP knocks out Edwards's lantern just after you kill this Imp. Wait until it comes back on, and then keep following him.

Watch out for the third Imp, which attacks a short time after Edwards's lantern comes back on.



As you approach some shells and a large med kit, a Maggot runs at you from behind. Kill it, pick up the items, and continue following Edwards.

"There's the exit!" says Edwards as his lantern illuminates a ladder leading up. Suddenly, the lights go out, and an Imp tears Edwards's head from his shoulders. Another Imp appears behind you. Kill both of them and head up the ladder, or turn around and go back through the Coolant Control Junction to pick up all of the items you passed (see sidebar).

OPTIONAL COOLANT CONTROL JUNCTION ITEMS

Plenty of ammo, health, and item pick-ups remain in the darkened recesses of the Coolant Control Junction, and because you've already killed all of the enemies, help yourself! Here's where to find every item, starting at the end of the area and backtracking to the beginning. Use the map at the beginning of this chapter to help you locate the items.

There's a backpack just north of the area where you fought the second Imp; go straight through the T-intersection to reach it.





Look for an alcove in the area with the two pillars (where you fought the first Imp). A clip and some shells are there.

At the next T-intersection, hang a left and go down the hall to find armor shards and a clip.



Keep going north and take a left to find some shells and grenades.

In the northernmost part of the Coolant Control Junction, find some security armor. That's everything. Return to the ladder at the end and climb up.



There's an opening to Coolant Access Shaft 5 in the recessed part of the room's northeast corner. Crouch down and crawl into it.

<< COOLANT ACCESS SHAFT 5 >>

Continue crawling down the Coolant Access Shaft. There's only one direction to go, so you can't get lost. There also aren't any enemies in the shaft, although you do catch a glimpse of a spidery creature's shadow as it scurries away. Proceed to the shaft's end and exit into Lower MFS Control.



<< LOWER MFS CONTROL >>

There's some security armor, a Health Station, and clips in the room's northern part. When you go to pick them up, a spidery Trite pops out of a nearby duct. Fortunately, Trites are extremely weak, and one or two shots from any of your weapons finishes it off.



Next to the Trite's lair is a control panel that extends a service ladder. Here's where everything gets tricky. When you extend the ladder, Trites start crawling out of every nook and cranny of the room and start swarming toward you. Even worse, the service ladder temporarily malfunctions when activated, leaving you stuck in the lower area with all the Trites. The ladder will eventually deploy, allowing you to progress toward the exit.



Storage cabinet #039 is at the top of the ladder. Use the code from Walter Connors' PDA (102) to open it and receive security armor and clips. When you have them, go through the door into Coolant Flow Control.

<< COOLANT FLOW CONTROL >>

You immediately notice a human corpse stuck to the ceiling with webs; that can't be good. The room's eastern door is damaged beyond repair and won't open. Stand halfway between the door you came through and the broken door, and then walk forward to drop into an area with large med kits and clips.



Activate the ladder, step away from it, and shoot Trites with your machine gun. Manage your ammo carefully. When the ladder is deployed, run up it and open the airlock door to the north. Run through the door before the Trites nibble you to death.



<< AIRLOCK >>



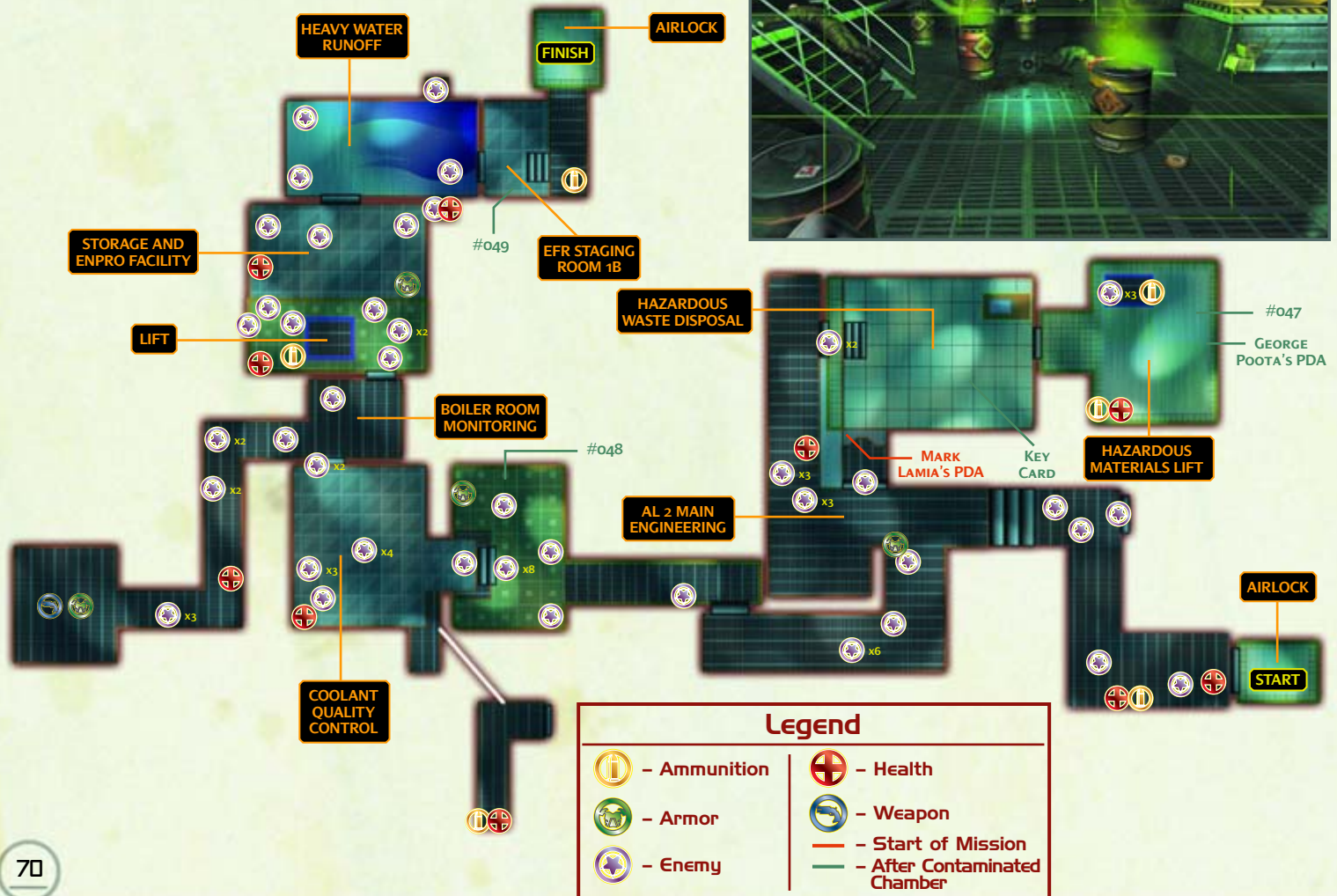
Step into the airlock and click the transfer bay control panel to move on to Alpha Labs Sector 3. Level complete.

TIP

It's possible to destroy all of the Trites. They stop coming out of the walls after you kill 10 of them. However, this is a waste of ammo, considering that the level's end is just beyond the airlock.



Alpha Labs Sector 3



Overview

Alpha Labs Sector 3 contains the secondary coolant control system for the Molecular Fuel Storage Compactor. Waste material from the MFS system is also processed here and sent to the Recycling plant for postrefinement and disposal.

Alpha Labs Sector 3 is much smaller than previous levels, but it has the annoying tendency to make you fight through areas you've already cleared. It also boasts some of the fiercest close-quarters combat you've seen to date. Making it to the airlock at the level's end brings you one step closer to your ultimate goal of rendezvousing with Bravo Team.

ENEMIES ENCOUNTERED

- Imps
- Maggots
- Pinkys
- Trites
- Zombies
- Zombie, Fat
- Zombies, Z-Sec

WEAPONS ACQUIRED

- Chaingun
- Grenades
- Pistols
- Machine Guns
- Shotguns

AMMUNITION ACQUIRED

- Ammo Belts
- Clips
- Plasma Cells
- Shells

ITEMS ACQUIRED

- Armor Shards
- Key, Coolant Maintenance
- Med Kits, Large
- Med Kits, Small
- Security Armor

PDA's ACQUIRED

- George Poota
- Mark Lamia



There's also a large med kit in front of the airlock doors. When you step out of the airlock into AL2 Main Engineering, an Imp leaps out from behind some crates on the hall's left side and starts attacking. Kill the Imp and snag the large med kit. Find another large med kit and some shells on the other side of the crates that the Imp hid behind.

As you round the first corner, the Z-Sec Zombie steps out from behind the next corner and starts firing at you (assuming you didn't kill him earlier). You can shoot an explosive barrel near him to take him out quickly, but wait until the two machine-gun-toting Z-Sec Zombies near him show themselves, so that you get all three in one explosion.



As you round the second corner, an Imp crawls down the ceiling toward you. Shoot him and pick up the clips in the nearby alcove.

Some security armor sits in the middle of the hall, near a T-intersection. You should know by now that this is a trap. Approach the security armor cautiously, turn left, and shoot the pistol-packing Z-Sec Zombie in the southern hallway.

If you go farther down that hall, you get attacked by a Maggot and five Trites. Take them out now so you don't have to later. At the end of this hall is a locked door that requires the Coolant Maintenance key to open. Return to the main junction and take a left to proceed northwest.



Objective: Attempt to Locate Bravo Team

<< AL2 MAIN ENGINEERING >>

When the airlock doors open, you see a Z-Sec Zombie with a pistol walking away from you and turning a corner. If you're really quick, you can hit him with a shot or two to get his attention and finish him off before he leaves your line of sight.



Continue moving down the hall to lure another Maggot and two more Trites out of hiding. There's a Health Station here if you need it.

At the end of the hall is a door to Hazardous Waste Disposal. Unfortunately, it is sealed due to the toxic gasses being leaked from some barrels inside. Backtrack to the T-intersection of AL2 Main Engineering and go through the nearby door into the control room for Hazardous Waste Disposal.

<< HAZARDOUS WASTE DISPOSAL >>

Pick up Mark Lamia's PDA, which sits on the desk near the control panel. The PDA contains an audio log detailing Lamia's frustration with the incompetence of his employees. He mentions that the cabinet door codes in the area have been changed to 123 due to the employees' inability to remember anything more complex. It also contains four emails: three from workers calling in sick or apologizing for work that isn't getting done; and one from a suck-up named Dusty Welch, who's become something of a lackey to Lamia, taking crates from Lamia's office to his quarters and organizing Lamia's closet for him.

Don't get too wrapped up in the contents of the PDA, because a Z-Sec Zombie bursts into the control room shortly after you pick it up and starts shooting you with his pistol. Either face the door and be ready for him, or listen for his telltale radio static, which you hear when he enters.



After killing the Z-Sec Zombie, turn your attention to the control panel. There are four controls: grip control, transfer item to incinerator, up/down, and lateral control. You must use the Hazardous Waste Disposal crane to pick up the two leaking toxic barrels and drop them in the incinerator.

This is essentially just like a crane game at an arcade. Use the lateral control to move the crane over a barrel. When it's directly over it, a panel to the right displays the word "lock," and a red light illuminates the barrel. Use the up/down control to lower the crane onto the barrel, and then press "close" on the grip control to pick it up. When the crane attaches itself to the barrel, simply press "transfer item to incinerator" to dispose of the barrel safely. Repeat this procedure for the other barrel.

After you complete the objective, Sergeant Kelly tells you to pick up the pace and meet Bravo Team in Alpha Labs Sector 4. With Hazardous Waste Disposal now clear of fumes, you can enter it through the door in AL2 Main Engineering.



Objective: Alpha Labs Sector 4 Entrance



You can't just walk out of the control room, however, because a Z-Sec Zombie with a machine gun is hiding behind a crate outside the door. Instead, ready a grenade, approach the door, and toss the grenade at the Zombie. With any luck, you'll take him out without suffering a single wound.

Enter the main part of the Hazardous Waste Disposal area, where the Coolant Maintenance key lies on the floor. Pick up this important item, which opens that locked door in AL2 Main Engineering, and then continue into the Hazardous Materials Lift.

<< HAZARDOUS MATERIALS LIFT >>

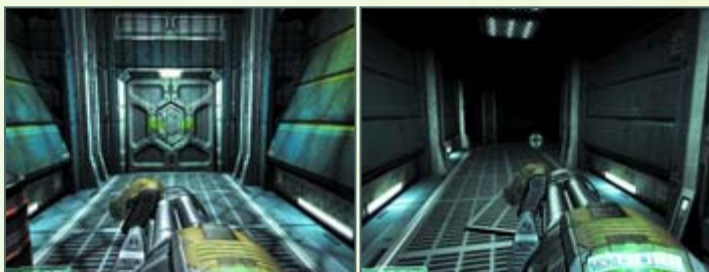
Several explosive barrels in here are a major hindrance when shooting breaks out (and it will), so blow them up safely when you enter the room.



There are some ammo belts and a large med kit in the room's southwest corner, as well as a PDA belonging to George Poota on the room's west side. Poota's PDA contains an angry email from his supervisor, Mark Lamia, and spam from martianbuddy.com. Next to Poota's PDA is storage cabinet #047 (code 123). Pick up the clips and grenades inside.

After you pick up all the items, touch the control panel near the storage cabinet to raise the lift in the room's northwest corner. Three Z-Sec Zombies with shotguns ride up, along with security armor and an explosive barrel. When you see it, shoot the explosive barrel to blow up all three Z-Sec Zombies. Take their shotguns and the security armor.

<< COOLANT MONITORING >>



Return to Hazardous Waste Disposal, where two Z-Sec Zombies enter from the western door and start shooting at you with machine guns. Back up, toss grenades at them until they're dead, and go through the room to AL2 Main Engineering.

A Z-Sec Zombie with a pistol hides behind a pillar down near the first corner. He's joined by two others. Use grenades or your machine gun to take them out.



Return to the locked door in the southwest end of AL2 Main Engineering and use the Coolant Maintenance key to unlock it. Head on in to Coolant Monitoring.

The east end of Coolant Monitoring is a narrow hallway, which widens out into a room at the western end. A Z-Sec Zombie ducks out from behind the corner and fires at you with a shotgun. Fortunately, they're too far away to do much damage. Take them out with grenades or your machine gun. A Trite also pops out from the hall's left side near the entrance; it tries to attack you from behind, so be aware of it.

When you enter the open western half of Coolant Monitoring, an Imp appears, and eight Trites crawl out of the woodwork to attack you. Kill the Imp and use carefully aimed shots to kill the Trites without wasting all of your ammo (or just run from them).



There are some grenades in the north-east corner behind two crates. Storage cabinet #048 sits against the northern wall. The code is 123, and it contains a plasma cell, ammo belt, and a large med kit. Also find some security armor in the northwest corner.

Drop down onto the pipes that run under the stairs; crawl along them to find a large med kit and clips.



<< COOLANT QUALITY CONTROL >>



Backtrack out of the pipe crawlspace, go up the stairs, and open the door to Coolant Quality Control with your shotgun equipped. Blast the Maggot that lunges at you from the other side of the door.

There are several enemies in Coolant Quality Control. Flush them out with grenades from the entrance if you've got a surplus. An Imp in the southwest corner does his best to draw your attention and your fire while two Z-Sec Zombies try to flank you.

If you need health, quickly pick up the large med kit in the southwest corner. Four Trites crawl out of various areas, and two Z-Sec Zombies with shotguns storm in through the northern doorway. After you kill them all, go through the northern door to Boiler Room Monitoring.



<< BOILER ROOM MONITORING >>



In front of you is a Zombie with his back turned, but he's not the one to worry about—turn left and blast the Fat Zombie with the wrench who's waiting for you in the shadows, and then take out the other Zombie.

After killing the Zombies, turn to the control panel to the entrance's right, and click on the button to open access grate 3. Return to previous room to get to access grate 3. It leads to a secret and a Plasma gun.



Then proceed down the red-lit southern hallway. At the end lies a corpse with a chaingun and an ammo belt next to it. Pick up the weapon and ammo and equip it.



After you take the weapon, hidden alcoves open all along the red hallway behind you. Three Zombies lumber toward you slowly. Chew them up with the chaingun, and then run into their alcove to grab a small med kit and some shells.



Proceed back down the hallway carefully. At the second bend, two Imps appear, followed by two shotgun-wielding Z-Sec Zombies. Your grenades come in handy against these guys.

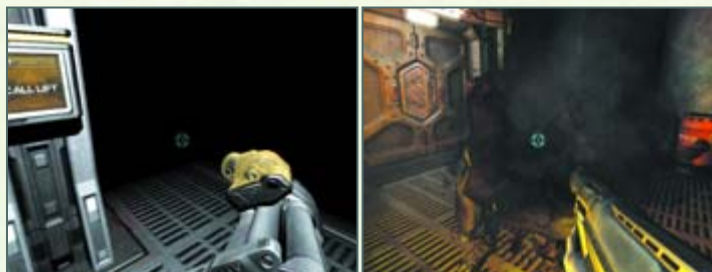
The newly opened alcoves also contain more items. After the hallway turns north (the first left turn), you can get a small med kit in an alcove on the hall's right side; there's also armor shards and a plasma cell in an alcove all the way down on the left. After getting these, return to the entrance, and go through the northern door to the Storage and EnPro Facility.

<< STORAGE AND ENPRO FACILITY >>

To the door's left is a lift that brings you down to the lower part of the Storage and EnPro Facility. Hidden in shadow near the lift is a Zombie. Shoot him and the three Trites that scurry out to attack you (two from the east, one from the west). Grab the large med kit here if you need it.



ALPHA LABS SECTOR 3



Step onto the lift and touch the control panel to lower it. The lift gets stuck about halfway down. You can jump down without suffering damage, but you can't jump back onto it. Instead of leaping off the front, jump off the side onto a crate with a clip.

When your feet touch the floor, an Imp appears in the middle of the room and four Maggots are summoned in the room's four corners. Your shotgun is your best friend in this situation. Just watch out for the lone exploding barrel in the room's center.

If you take a beating (and you may), find some security armor hidden behind some crates along the eastern wall and a large med kit on a crate in the north-west corner. Collect these and go through the northern door to the Heavy Water Runoff.



When all of the beasts are dead, the lights come back on. Grab the small med kit in the southeast alcove if you need it (and you probably do, after that), and then approach the eastern door to EFR Staging Room 1B.

The door is broken, but this is where you need to go next. Back away from the door and strafe left to face the window. A mop bucket and cabinet fly through the window under their own power; dodge them, and then jump through the broken window into to EFR Staging Room 1B.



<< EFR STAGING ROOM 1B >>



Storage cabinet #049 is on this room's southern wall. Enter 123 to open it and receive some armor shards. An ammo belt is hidden behind some crates at the top of the nearby stairs.



The door to the airlock leading to Alpha Labs Sector 4 is in this room's northeast corner. Touch the control panel next to the door to open it, and then touch the control panel inside of the airlock to proceed to Alpha Labs Sector 4 and complete the level.

<< HEAVY WATER RUNOFF >>



The Heavy Water Runoff area is empty when you enter it. Go east to trigger the opening of two alcoves in the room's northeast and southeast corners, each of which contains a Pinky. Try out that chaingun again or use your grenades.



After you kill the two Pinkys, the lights dim to a sinister red glow. Another Pinky is summoned into the room's southeast corner, followed by two Imps in the northwest and southwest corners. Your

shotgun works best against the Imps, if you can keep your distance from the third Pinky while using it.

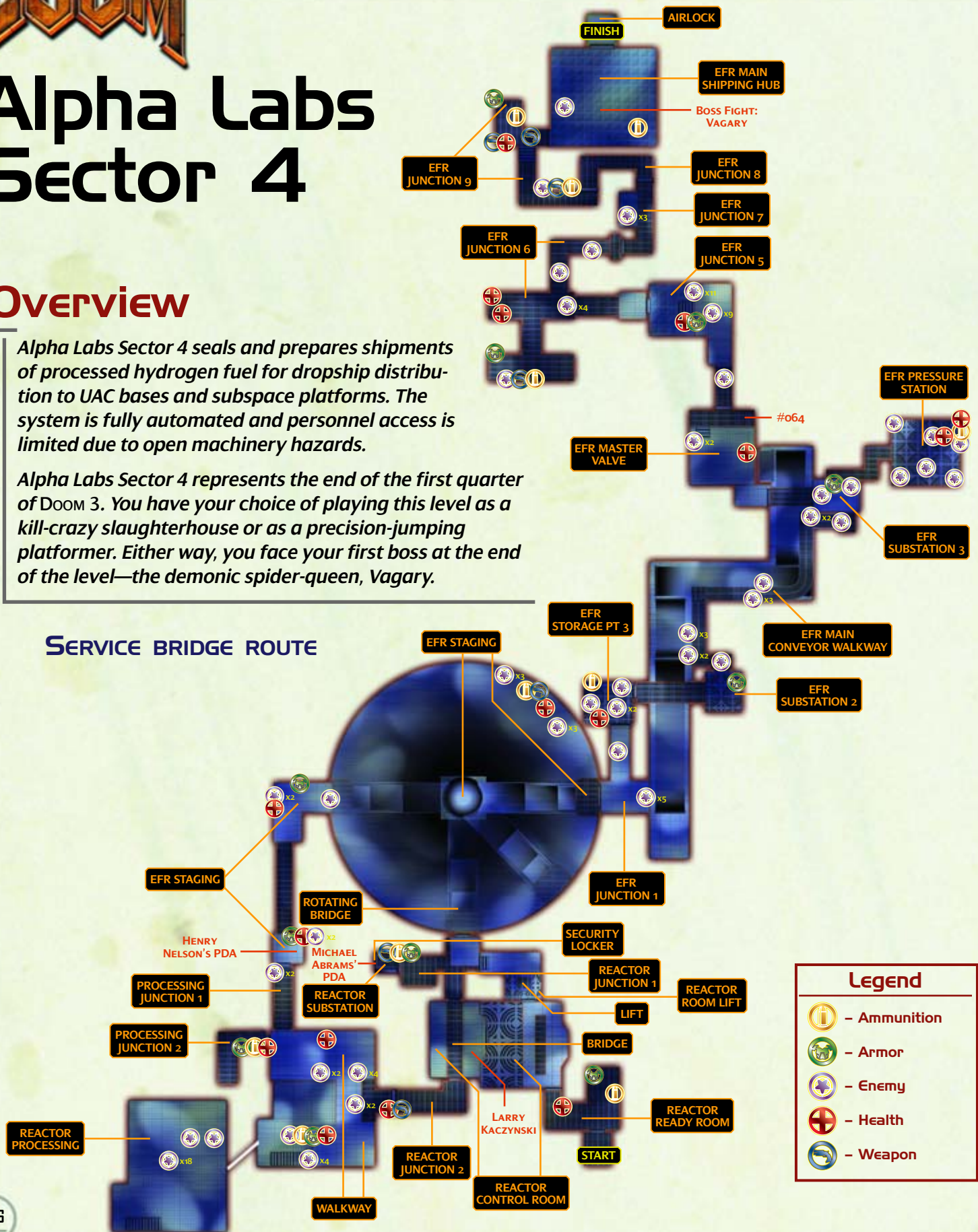
Alpha Labs Sector 4

Overview

Alpha Labs Sector 4 seals and prepares shipments of processed hydrogen fuel for dropship distribution to UAC bases and subspace platforms. The system is fully automated and personnel access is limited due to open machinery hazards.

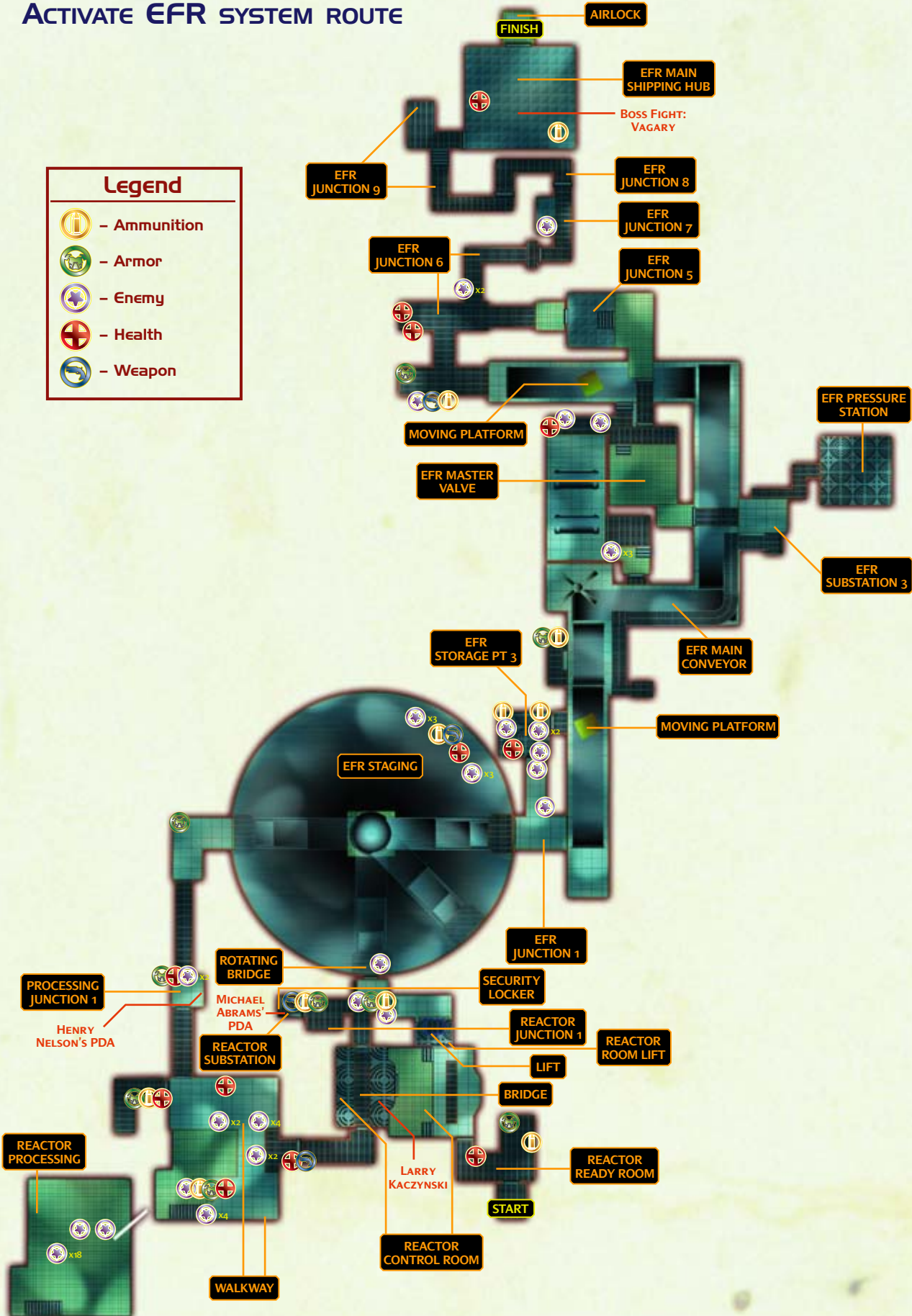
Alpha Labs Sector 4 represents the end of the first quarter of DOOM 3. You have your choice of playing this level as a kill-crazy slaughterhouse or as a precision-jumping platformer. Either way, you face your first boss at the end of the level—the demonic spider-queen, Vagary.

SERVICE BRIDGE ROUTE



ALPHA LABS SECTOR 4

ACTIVATE EFR SYSTEM ROUTE



ENEMIES ENCOUNTERED: BRIDGE PATH

- Imps — Vagary (boss)
- Maggots — Zombies
- Trites — Zombies, Z-Sec

WEAPONS ACQUIRED: BRIDGE PATH

- Chaingun — Machine Guns
- Grenades — Plasma Gun
- Pistols — Shotguns

AMMUNITION ACQUIRED: BRIDGE PATH

- Ammo Belts — Plasma Cells
- Bullets — Shells
- Clips

ITEMS ACQUIRED: BRIDGE PATH

- Adrenaline — Med Kits, Small
- Armor Shards — Security Armor
- Med Kits, Large

PDA's ACQUIRED: BRIDGE PATH

- Henry Nelson — Michael Abrams
- Larry Kaczynski (optional)

ENEMIES ENCOUNTERED: EFR PATH

- Imps — Trites
- Maggots — Zombies, Z-Sec

WEAPONS ACQUIRED: EFR PATH

- Chaingun — Machine Guns
- Grenades — Shotguns
- Pistols

AMMUNITION ACQUIRED: EFR PATH

- Ammo Belts — Plasma Cells
- Bullets — Shells
- Clips

ITEMS ACQUIRED: EFR PATH

- Adrenaline — Med Kits, Small
- Armor Shards — Security Armor
- Med Kits, Large

PDA's ACQUIRED: EFR PATH

- Henry Nelson — Michael Abrams
- Larry Kaczynski (optional)

Objective: Reach EnPro Plant

As soon as you arrive in Alpha Labs Sector 4, Sergeant Kelley gives you your orders: Fight through to the EnPro (energy processing) Plant and meet Bravo Team there.

<< REACTOR READY ROOM >>



In the darkness ahead of you, you see what looks like a pair of blinking red Zombie eyes. Turn on your flashlight to see that they're just a pair of lights on the wall. Head over to them to find armor shards behind some crates. Some bullets are on a nearby computer console.



Pick up these items, then move toward the door to the Reactor Control Room in the room's northwest part. There's a Health Station here if you need it.

<< REACTOR CONTROL ROOM >>

Look through the window in the Reactor Control room to see a scientist trapped in the room's recessed western half. He asks you to release the door locks and let him out. Do so by touching "Open Chamber" on the control console in front of the window.



CAUTION

Do not touch "Activate Chamber," or the reactor comes to life and fries the hapless scientist!



After releasing the scientist, proceed through the northern door to the Reactor Room Lift; ride the lift down by touching "Lower Lift" on its control panel. Walk up the stairs to Reactor Junction 1 and meet the scientist, Larry Kaczynski.



Gear up, walk back out into Reactor Junction 1, and go through the southern door into the Reactor Control Room's western half. Continue through the Reactor Control Room and into Reactor Junction 2.

Equip your shotgun, walk to the end of Reactor Junction 2, and open the door to Reactor Processing, where the fighting begins.

<< REACTOR SUBSTATION I >>

Larry lets you into Reactor Substation 1, where he plans to lock himself away and try to solve the base's problems on a secure terminal.



<< REACTOR PROCESSING >>



An Imp lurks on the other side of the door. Blast him and backpedal quickly, as there's also a Z-Sec Zombie with a shotgun behind him and two more Z-Sec Zombies (one with a shotgun, one with a machine gun) on the upper walkway above you.

After killing the Imp, pick off the lower Z-Sec Zombie with the machine gun, and use grenades to take out the upper Z-Secs. Grab the nearby small med kit and grenades before proceeding into the room.



After you step into the room, wave after wave of Trites attack you (18 in all) in groups of up to six at a time. If you've got the ammo, lure them back down Reactor Junction 2 and pick them off with your pistol, or detonate several at a time with grenades.



You can also run past them and up the southwest stairs to the upper part of Reactor Processing—grab the two large med kits on the northern side of the lower level.

NOTE

If you killed Larry in the Reactor Control Room (or anywhere else) you can pick up his PDA, which contains only a single email regarding strange whispers heard in the area.



Michael Abrams's PDA sits on a console near Larry. Pick it up and listen to the audio log to hear that Abrams has stashed a BFG-9000 in his weapons rack; he requests that the code 901 be used to lock the door.



A control panel disables the security lock for the nearby weapons cases. Open the cases and pick up shotguns, machine guns, grenades, clips, a chaingun, and security armor. It's tempting to feel practically invincible with this array of

hardware, but don't get cocky—you're going to need all of it and more before the end of this level.

Whether you kill the Trites or just run from them, ascend the south-west stairs to the room's upper part. Go north, past the corpses of the Z-Sec Zombies you killed, to lure two more Z-Sec Zombies out of hiding; one has a shotgun, the other has a machine gun.

Watch out behind you, though! A hidden alcove opens near the top of the stairs, revealing a Z-Sec Zombie with a pistol. After you kill him, grab the armor shards, clips, adrenaline, plasma cell, large med kit, and small med kit in his alcove.



All of this fighting also attracts the attention of eight more Trites, four of which come up the stairs and four of which crawl out of a spider hole near the two Z-Sec Zombies. Again, you can either kill them or run from them, but whatever you do, don't waste a lot of ammo on them.

There are two doors in the room's northwestern corner. When you approach them, you hear a whisper saying, "Follow me." Go through the western door first (the one to your left, as you face them) to enter Processing Junction 2.

<< PROCESSING JUNCTION 2 >>

Processing Junction 2 is nothing but a short L-shaped corridor with a locked door that can never be opened at the other end. Follow the bloody footprints as they appear on the floor.

The voice says, "Come on, hurry!" When you



reach the door, the entire room turns blood red, and you can hardly move. "They took my baby," the voice says.



When you snap out of the trance, a hidden alcove opens near the entrance, and you can pick up armor shards, a large med kit, and a plasma cell. Collect these items, return to Reactor Processing, and take the northern door to Processing Junction 1.

In Processing Junction 1, Sergeant Kelly radios you to tell you that all of the passages out of your current area are blocked. Proceed through the door into the next area, EFR Staging.

<< EFR STAGING >>



At the control panel in EFR Staging, you must make a choice: You can either traverse the EFR system and make a series of precarious leaps across moving objects to escape, or you can extend a series of service bridges. The

former option requires you to fight fewer enemies (but you don't get the plasma gun), while the latter option is a virtual orgy of destruction and lets you pick up the plasma gun.

NOTE

Also, grab Henry Nelson's PDA from the control panel. It contains the access code for storage cabinet #064, which is 651.



Before you make your decision, however, descend the utility ladder near the control panel and pick up the ammo belt and two large med kits at the ladder's base. Two Imps appear nearby as soon as you do, so be ready to blast them.



Run around to the north-eastern part of this ground floor to find another large med kit. As you approach it, six Imps spawn around you, one and two at a time. When you kill them all, a hidden alcove opens near the large med kit, containing a plasma cell, a clip, grenades, and an ammo belt.



Collect all of these goodies, then go back up the utility ladder and choose: service bridge or EFR system? Touch your choice on the screen, and follow the appropriate walkthrough path.

When you get to the raised walkway at the bridge's midpoint, a Z-Sec Zombie with a machine gun comes out of the door in front of you and opens fire. Take cover behind the raised walkway and shoot him with the machine gun, and then proceed through the door into EFR Junction 1.



<< EFR JUNCTION 1/EFR STORAGE PT 3 >>

Path I: Extend the Service Bridges

NOTE

Choose this option if you want to avoid making tough jumps from moving platforms and instead fight overwhelming hordes of enemies. This path leads you to the plasma gun. Don't choose it if you're critically low on ammo.



As soon as you touch "Extend Service Bridge," two Z-Sec Zombies rush through the door behind you; one has a shotgun, the other a machine gun. Kill them both, take their weapons, and head north across the first bridge.



At the other end of the first bridge are some armor shards. Move toward them, but prepare to turn left and blast the two Imps that pop out of a hidden alcove. Whirl around to shoot three Trites. Take the two large med kits in the alcove if you need them, and then go east across the next bridge.



Five Trites crawl up from the abyss in front of the door. Plug them all, and then go down the northern hall and up to the door to EFR Storage PT 3 with a grenade ready.

Don't enter the room. Instead, gently lob the grenade inside as soon as the door opens, and then back up. Hopefully the grenade will kill the three Z-Sec Zombies inside (one has a machine gun, and two have shotguns).



When the Z-Sec Zombies are dead, a Maggot appears in EFR Junction 1. Kill it with your weapon of choice (shotgun recommended).

Find three small med kits on a shelf to the left of the entrance to EFR Storage PT 3. There are shells and an ammo belt in the room's northwest corner, and a clip near the northeast exit. When you approach this exit, a second Maggot appears. Blast it, and then go through the door into EFR Substation 2.



<< EFR SUBSTATION 2 >>

Cross the EFR Substation service bridge, and move toward the security armor on the computer console in front of you. As you approach the console, turn your attention to the left, as an alcove opens to reveal an Imp and a ladder leading up. Kill the Imp, take the security armor, and climb the ladder.



<< EFR MAIN CONVEYOR >>

From the top of the ladder, start walking down the EFR Main Conveyor walkway. A Maggot appears in front of you at the first bend in the path. Kill it and move farther down the path, where three Trites crawl out of a spider hole to the right, and another Maggot appears behind you in the same spot as the first one.



As you approach the next bend in the path, four more Trites crawl out of the woodwork behind you. Approach the bend slowly, listen for the skittering of their claws, and turn around and blast them.

An Imp waits around the final corner of the pathway, and two more Trites climb up from the end of the path to attack you. Kill all of them and climb down the ladder at the path's end to EFR Substation 3.



<< EFR SUBSTATION 3 >>

There's some security armor on the northern side of EFR Substation 3, and a service bridge stretches to the west. Approach the security armor, and the northern wall falls away to reveal an alcove. Fortunately, there's nothing inside it that wants to eat your face. Enter the alcove and follow the path inside it to the EFR Pressure Station.



<< EFR PRESSURE STATION >>



When you reach the path's end, another hidden wall falls away to reveal a room with four pillars and a plasma gun at the room's eastern end. Make a beeline for the plasma gun, and get ready for a fight.

Two Imps are summoned into the room when you grab the plasma gun. Kill them, and four more warp in, one at a time. Fortunately, the plasma gun makes very short work of them. Find some more plasma cells and a large med kit in the room's northeast corner, and some adrenaline to the north.

After you have the plasma gun and have killed the Imps, backtrack to EFR Substation 3, but watch out: A Z-Sec Zombie with a machine gun hides behind a crate at the hall's end, and a Z-Sec Zombie with a pistol lurks to the door's left. Grenades are your best bet for taking out these entrenched foes. After killing them, proceed across the service bridge to the EFR Master Valve.



<< EFR MASTER VALVE >>

Approach the Health Station located on the wall next to the EFR Master Valve entrance; a Maggot and a Trite appear on the room's other side, near a ladder. Kill the enemies, heal up if you need to, and then climb the ladder to reach the room's upper part.



Storage cabinet #064 is up here. You found the code (651) way back in EFR Staging on Henry Nelson's PDA. Open the cabinet to get some armor shards, a plasma cell, and a clip.

Grab the items, then go through the northern door and shoot the shotgun-wielding Z-Sec Zombie on the other side. Proceed through the next door into EFR Junction 5.

<< EFR JUNCTION 5 >>

There's a Trite scurrying around the bottom level of EFR Junction 5. When you walk into the room, nine more come out of the walls to attack you. Kill them all (or run from them) and descend the stairs.

If you killed the 10 Trites from the upper level, 10 more come out to attack you when you step onto the lower level. Find armor shards and a large med kit behind the stairs. After you kill the Trites and collect the pick-ups (or decide to just run for it), go through the western door on the lower level.



<< EFR JUNCTION 6 >>



This brings you to another service bridge that leads to EFR Junction 6. Four Z-Sec Zombies are at the other end, two with machine guns, and two with shotguns. Fire at the two exploding barrels near them to take them out. Finish the job with grenades and your machine gun or plasma gun if necessary.

On the crates beyond the Z-Sec Zombies are a large med kit, a small med kit, and some adrenaline. Two pathways lead from this area, one to the north and one to the south. Go south.



As you approach the southern end of EFR Junction 3, a hidden alcove opens to reveal a Z-Sec Zombie with a machine gun. Blast the nearby explosive barrel to take him out, following up with the machine gun, plasma

gun, or grenades if necessary. Enter the alcove to find a shotgun and shells. There's also some security armor behind the crates.

Get these items, then return to the area where you fought the four Z-Sec Zombies, and go down the northern hallway.

As you move north, two Z-Sec Zombies start shooting at you with machine guns. Use the nearby crates for cover and take them out. Go through the door at the hall's end to EFR Junction 7.



NOTE

At this point, the two paths merge. Continue with the "To Level End" section of this walkthrough.



Path 2: Activate EFR System

NOTE

Take this path if you're low on ammo, or if you'd rather make a series of tricky jumps than fight hordes of enemies. The plasma gun can be found in a secret location in this path.



When you activate the EFR system, a platform appears in the middle of the gap in front of you. Back up and sprint-jump onto the platform (SPRINT + FORWARD, JUMP)—and don't stop! Keep sprinting and jump off of the platform to reach the gap's other side. Pick up the armor shards in the corner.



TIP

You must jump at the last possible second to complete the leap successfully.



If you miss the jump, you fall into the lower area of EFR Staging, suffer damage, and have to climb back up the ladder to reach the control console.

Turn right and sprint-jump onto the rotating bridge in the middle of EFR Staging. Ride the bridge around until it faces the southern door with the green lights, and then jump onto the platform in front of that door. Go through it into EFR Substation 1.

Grab some armor shards and clips from a shadowy corner of this room, and then approach the console on the room's other side with your shotgun equipped.



When you walk up to the console, two Maggots appear in the room to your left. Shoot them, and then touch the control panel on the console to unlock the door to EFR Junction 1.

Walk out of EFR Substation 1 and blast the Maggot that appears just beyond it. Hop back onto the rotating bridge, ride it around until it faces the now-unlocked door to EFR Junction 1, and sprint-jump onto the platform in front of the door. Go through it into EFR Junction 1.

<< EFR JUNCTION 1 >>



A Z-Sec Zombie with a shotgun hides behind a crate near the entrance of EFR Junction 1. A grenade is the quickest way to kill him, but shooting him works well too. Ignore the moving platform opposite the door for now, and open the northern door to EFR Storage PT 3.

Don't enter the room. Instead, gently lob the grenade inside when the door opens, and then back up. Hopefully the grenade will kill the three Z-Sec Zombies inside (one has a machine gun, and two have shotguns).



When the Z-Sec Zombies are dead, a Maggot appears in EFR Junction 1. Kill it with your weapon of choice (shotgun recommended).

Find three small med kits on a shelf to the left of the entrance to EFR Storage PT 3. There are shells and an ammo belt in the northwest corner, and a clip near the room's locked northeast door. When you approach this door, a second Maggot appears. Blast it, and then backtrack to EFR Junction 1.

<< EFR MAIN CONVEYOR >>

Hop on the moving platform in EFR Junction 1 and ride it north to begin your nerve-wracking journey along the EFR Conveyor. Watch out for the machinery that pops out from the walls and nearly knocks you off the platform.



CAUTION

Falling off of this platform means certain, instant death.



Hop off the platform when an alcove to the left appears. Pick up the armor shards and a clip, and hop back onto the next moving platform when it appears.



The platform approaches a machine with large rotating spokes, and pauses. When it resumes, it travels past the spokes. You must jump one spoke and quickly crouch to duck under the next spoke to make it past the machine and continue riding along the EFR Main Conveyor.

After you clear the spoke machine, the platform moves forward and starts to sink. Leap onto a small ledge in front of the door to the southern end of EFR Magnetic Discharge.



<< EFR MAGNETIC DISCHARGE >>



From the entrance, turn left and blast an Imp and two Trites to clear the immediate entrance, and then descend the stairs to reach a console. Touch the control panel to initiate the magnetic field discharge.

The machinery in the room roars to life. Climb back up the stairs and shoot the three Trites that come out of the same spot in the wall as the first two. From that point, sprint-jump onto the first platform to the north; avoid the yellow rotating machines.

CAUTION

Falling off these platforms or missing the jump onto them results in instant death.

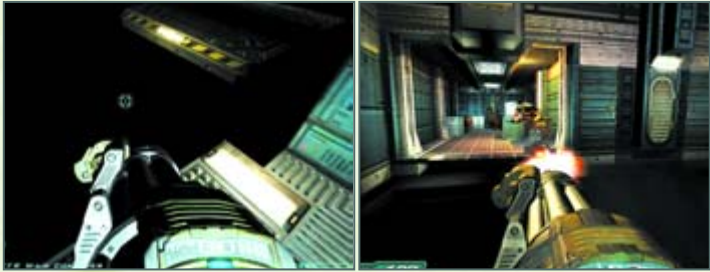


When you land on the platform, two Imps materialize in the northern end of the room in front of you. Toss grenades or shoot them with your machine gun to take them out from a distance. You don't want their fireballs knocking you off the narrow platform.

When the Imps are dead, make another carefully timed sprint-jump to the next platform in front of you, and from there, sprint-jump onto the northern catwalk where the Imps appeared.



Use the Health Station here if you need it, and then press the control panel at the catwalk's end to open a storage area that contains security armor, an ammo belt, and three shotguns. Grab them and go through the northern door.



This brings you to another moving platform in the EFR Main Conveyor. Jump onto it and ride it, crouching to avoid several pistons that punch out from the walls.

The moving platform ends its journey in front of the southeast corner of EFR Junction 6. Hop off of it onto EFR Junction 6 and breathe a sigh of relief; you're now officially done with platform jumping!

<< EFR JUNCTION 6 >>

Pick up the security armor in the southwest corner of EFR Junction 6. Move to the narrow northern hallway, but watch out: A hidden alcove opens behind you, revealing a Z-Sec Zombie with a machine gun guarding a shotgun and shells. Shoot him and then proceed down the northern hallway.



When you reach the area's northern end, two Z-Sec Zombies with machine guns run at you from the north. Kill them, take their guns, and use the large med kit, small med kit, and adrenaline on the nearby crates before proceeding down the northern hallway where the Z-Sec Zombies came from. Go through the door at the end and into EFR Junction 7.



NOTE

At this point, the two paths merge. Continue with the "To Level End" section of this walkthrough.



To Level End

<< EFR JUNCTION 7 >>

EFR Junction 7 widens out in the middle, and contains three Z-Sec Zombies (one with a shotgun, one with a machine gun, and one with a pistol). Because the room is so small, tossing a grenade or two into it solves that problem.



Proceed through the junction into EFR Junction 8.

NOTE

Some of these enemies may rush at you while you're in EFR Junction 6, so you may not see all three of them by the time you enter EFR Junction 7.



<< EFR JUNCTION 8 >>



EFR Junction 8 is just a short hallway that leads into EFR Junction 9, but it has a large window that overlooks the EFR Main Shipping Hub. You can see Swann and Campbell escaping through the airlock in the EFR Shipping Hub,

fending off several Trites with a blast from a BFG-9000.

The scene in the shipping hub is utterly grotesque: spider webs everywhere, with several webbed-up and still-writhing humans hanging from the ceiling. Watch them long enough, and they stop moving. You'll get to the bottom of whatever's happening in there soon enough, because that's your ultimate destination. Proceed into EFR Junction 9.

<< EFR JUNCTION 9 >>



A hidden alcove to your right opens as you go down this hallway, revealing an Imp guarding a machine gun and clip. Kill the Imp and take the weapons; you're going to need them.

At the end of the hallway is a small room with two dead Z-Sec Zombies in it. Pick up the shotguns near them, and get the clips and security armor scattered in the room. There's also a Health Station in the southwest corner. Take advantage of all of these, because you've got the biggest fight of the game so far coming up.



Circle-strafe around her and toss grenades from a distance. When you run out of grenades (or if this attack doesn't suit your play style), use fully automatic ranged weapons, preferably the plasma gun, with the chaingun as a backup. In a pinch, use the machine gun.



Boss Fight: Vagary

Vagary is the first of four bosses you face in *Doom 3*. Half humanoid, half spider, she is the queen of the Trites and delights in webbing up living humans and hanging them from her lair as late-night snacks.



TIP

Find clips near the area that Vagary crawled out of.



CAUTION

Vagary hurls spiked boulders at you as well, but these hurt you even if you just run into them while they're lying around her lair.



<< EFR MAIN SHIPPING HUB



Enter the EFR Main Shipping Hub with your grenades equipped (if you have any left). Otherwise, use the plasma gun. When you enter, a cutscene plays, showing Vagary crawling out of her hole. The cutscene ends, and the battle is on!

Vagary's main method of offense is to telekinetically lift the objects around her lair and hurl them at you, so you absolutely must stay moving at all times, sprinting if possible. Some adrenaline near the entrance to the EFR Main Shipping Hub can help.

Vagary can also attack with her pincers and teeth, so using the shotgun is not recommended, except as a last resort. And no, you can't just run into the airlock to get away—it remains sealed until Vagary's dead.

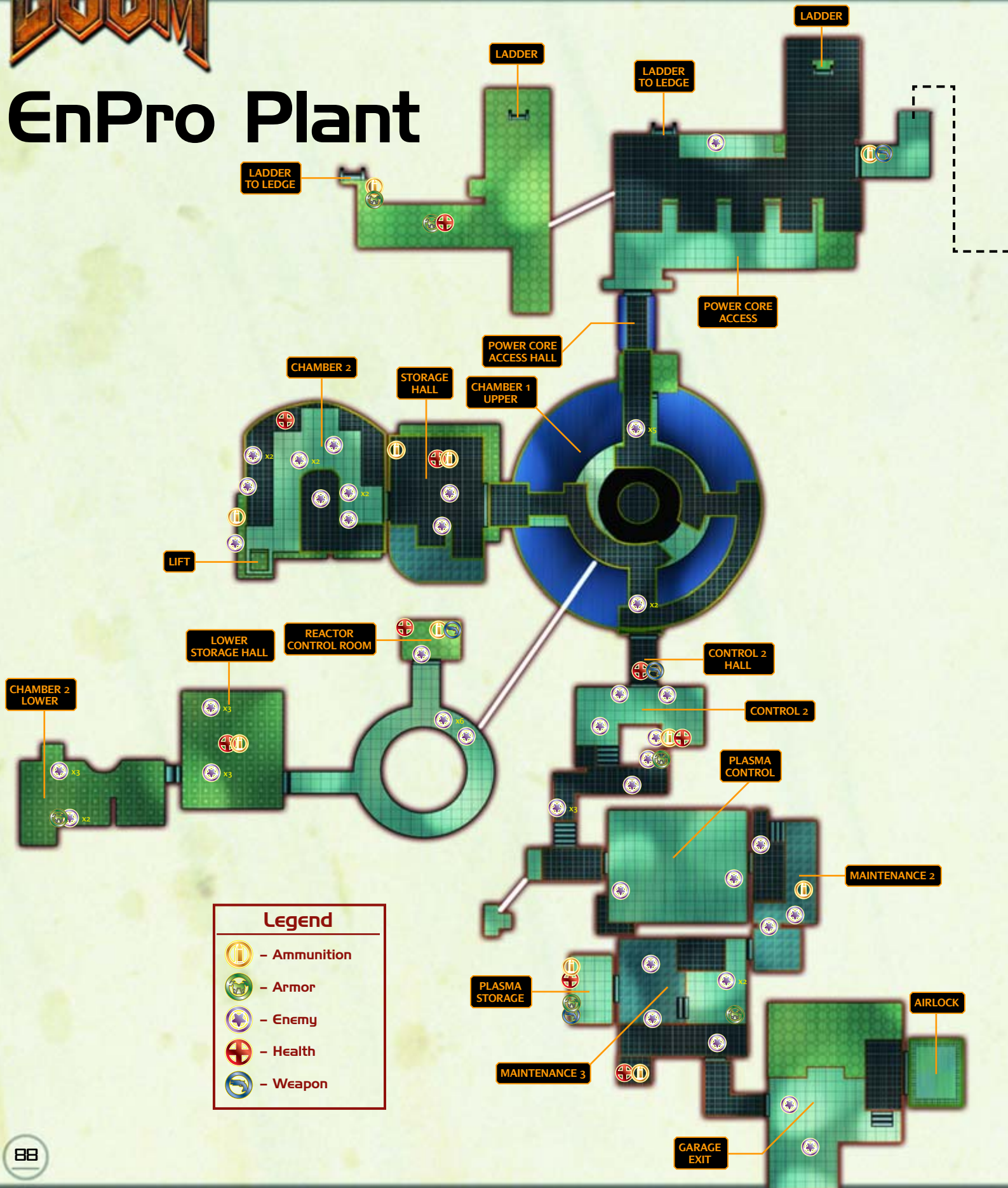
After you kill Vagary, take a moment to pat yourself on the back, and then open the airlock bay door.

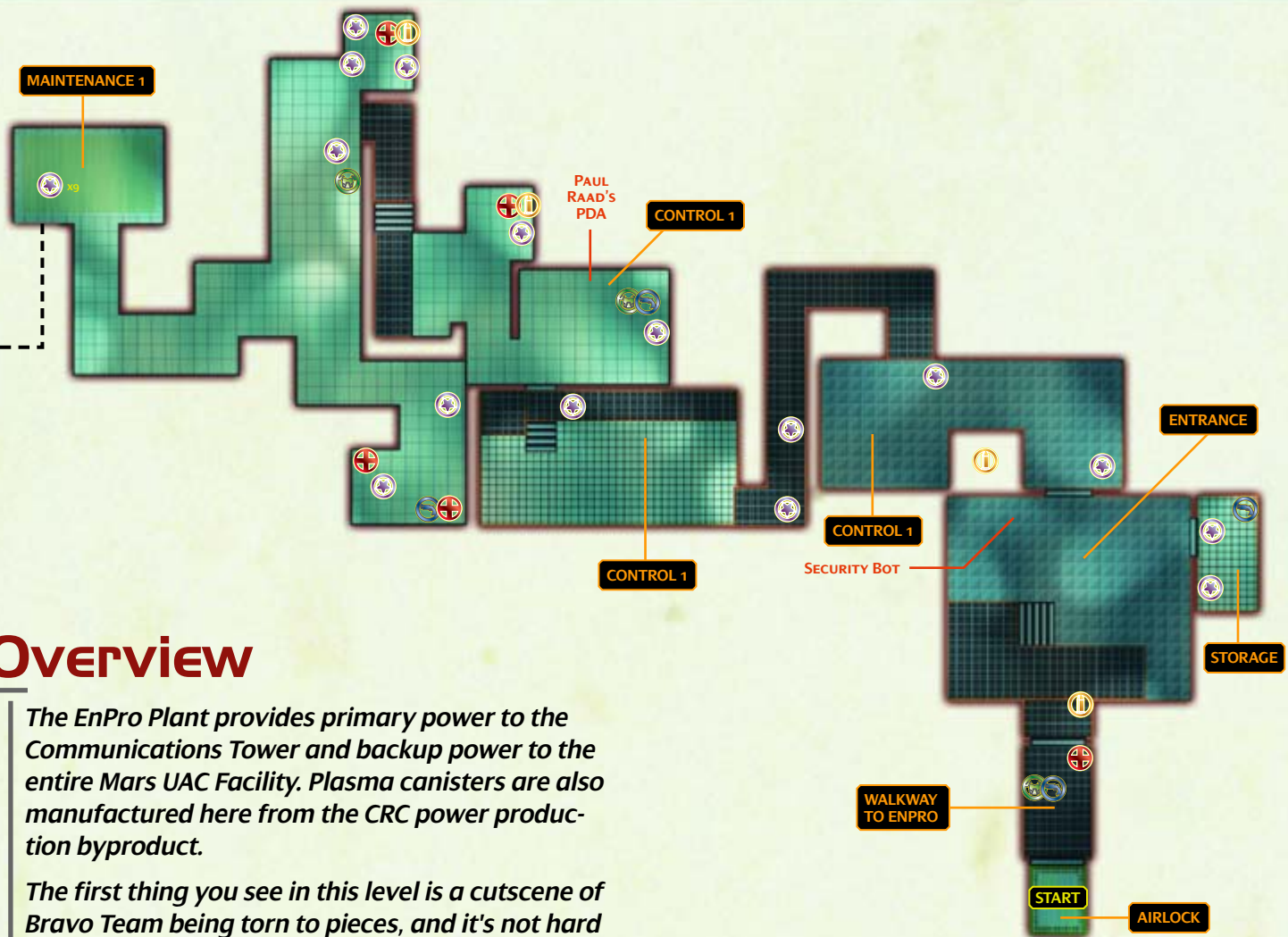


Touch the control panel inside the airlock to complete the level and proceed to the EnPro Plant.



EnPro Plant





Overview

The EnPro Plant provides primary power to the Communications Tower and backup power to the entire Mars UAC Facility. Plasma canisters are also manufactured here from the CRC power production byproduct.

The first thing you see in this level is a cutscene of Bravo Team being torn to pieces, and it's not hard to see why. Every inch of this level is crawling with demons that get their kicks by leaping out from behind the level's many blind corners and shadowy corridors. Between repairing the overheating plasma reactor and locating the military transmission card that will let you send an SOS, you've got a lot of ground to cover, Marine, so hop to it!



ENEMIES ENCOUNTERED

- Imps
- Lost Souls
- Maggots
- Wraiths
- Zombies, Fat

WEAPONS ACQUIRED

- Grenades
- Plasma Guns

AMMUNITION ACQUIRED

- Ammo Belts
- Clips
- Plasma Cells
- Shells

ITEMS ACQUIRED

- Armor Shards
- Med Kits, Large
- Med Kits, Small
- Military Transmission Card
- Security Armor

PDAs ACQUIRED

- Paul Raad
- Steve Hammer
- Theresa Chasar

Objective: Replace Coolant Rod 2

The level begins with a cutscene showing the remaining members of Bravo Team entering the EnPro Plant and being cut down by a horde of demons. In the confusion, a stray bullet pierces the plasma containment system and sets off a chain reaction that threatens to destroy Mars Base. Your first mission is to replace Coolant Rod 2 and bring the reactor back under control.



<< ENTRANCE >>

As you leave the airlock and head down the walkway to EnPro, Sergeant Kelly radios to tell you that Bravo Team has been wiped out. They were carrying a communications card that is essential for sending out a distress call to the UAC fleet. You must find that card. Pick up the security armor and grenades in the hallway, use the Health Station at the hall's end, and proceed into the entrance.



As you enter the upper part of the entrance, pick up the clip to the right. Then walk down the stairs to the entrance's lower part.

An Imp comes out of the adjacent storage area to attack you. Rather than battle it, run over to the Sentry Bot to activate it, and let it take care of the Imp for you.

<< STORAGE >>



The Sentry Bot wants to lead you through the northern door to Control 1, but don't follow it just yet. Instead, go through the door to storage. There's a Fat Zombie inside. Either take him out yourself or let the Sentry Bot do it. Don't stand too close to the exploding barrel in case it blows up. Pick up the nearby grenades, and then follow the Sentry Bot into Control 1.

Don't stand too close to the exploding barrel in case it blows up. Pick up the nearby grenades, and then follow the Sentry Bot into Control 1.

<< CONTROL 1 >>



After you walk a short distance into Control 1, a Maggot appears ahead of you, and an Imp materializes behind you. Between you and the Sentry Bot, they shouldn't last long. Once again, however, be aware of the nearby exploding barrels. (There's a clip behind them, by the way.)

Continue following the Sentry Bot, which destroys another Maggot along the way. When the hall opens up into a room, two Imps materialize, one in front of you, and one behind you. Help the Sentry Bot blast both of them to smithereens, and then follow the Sentry Bot through the next door.

Examine the area near the computer console to the door's right to find grenades, armor shards, and Paul Raad's PDA; his PDA contains a warning about the dangers of not replacing cooling rods.



NOTE

There's an Imp in here, too, but the Sentry Bot will probably kill it before you do.





Shortly after you enter the room, two more Imps materialize in the first part of Control 1. Backtrack to kill them, and then approach the control panel to the computer console's left. Kill the Imp that appears in front of you.

CAUTION

Your Sentry Bot is tough, but it's not invincible. It has health, just like every other creature in the game, and if it's "killed," it shuts down, and you're on your own.



Touch the control panel to begin the valve routing procedure, which helps to relieve the reactor pressure and buys you more time before the place blows sky high. This also turns off a pair of flaming jets farther down the path.

Move into the next part of Control 1, but instead of following the Sentry Bot down the hallway to the northwest, duck into the small office to the northeast, kill the Imp in there, and grab the clips and small med kit. Continue moving through Control 1 and into Maintenance 1.

<< MAINTENANCE 1 >>



Take out the three Imps in Maintenance 1 and explore the northeast corner to find a fourth Imp, a large med kit, a clip, a plasma cell, and an ammo belt. There's also security armor near the doorway you just came through.

Head due south and bear left when the path forks (your Sentry Bot tries to lead you down the other path). At the end of the corridor is a dead Marine with a plasma gun and a small med kit

next to him. This is especially handy if you missed the plasma gun in the last level. After you grab it, an Imp and a Maggot appear near you, but they shouldn't present much of a problem for the plasma gun.

NOTE

Another small med kit is hidden in a corner of this tiny area, near where the Maggot appeared.



Backtrack slightly, and at the T-intersection, take a left to go west. Prepare for the fight of your life. No fewer than eight Imps and a Maggot attack you from all sides, two and three at a time. If your Sentry Bot is still alive, it probably won't be after this onslaught.



Pick up the grenades and clip near the door to Power Core Access, and then head through the door.

<< POWER CORE ACCESS



From the entryway of Power Core Access, there's a deactivated Sentry Bot in front of you and a ladder to your right. Turn left and explore the room's bottom part before climbing the ladder; you find some armor shards and a large med kit.

If you *very carefully* hop the railing at the western edge of Power Core Access' lower level, you can balance on the narrow ledge on the other side of it. From there, descend a hidden ladder to reach another narrow ledge with security armor and ammo belts.

CAUTION

These are definitely some valuable pickups, but if you fall past the ledge and into the abyss below, you die instantly, so weigh the pros and cons before trying.



Return to the entrance and climb the ladder to the upper level of Power Core Access. Enter the office on the top level to see a cutscene of a Lost Soul bursting out of a young woman's head.

When the cutscene ends, blast the Lost Soul.



The door opposite the one you entered is sealed by an external lock, so keep going around the catwalk and through the western door to the Storage Hall at the end.

<< STORAGE HALL >>



A control panel on a console in the office unlocks doors in the area and extends a bridge to Chamber 1 Upper of the reactor. Touch this panel to extend the bridge, and pick up Theresa Chasar's PDA next to the control panel.

An email on the PDA tells you that the code for the office cabinet (#063) is 972. Open the cabinet to get a plasma gun, a plasma cell, and a small med kit, and then exit the office.

Six Lost Souls rise up from the lower level of Power Core Access. Fortunately, the plasma gun you just picked up is the best weapon to use against them. Blast them, and then cross the bridge into the Power Core Access Hall. From there, go straight into Chamber 1 Upper of the reactor.



Pick up the large med kit, clip, and plasma cells in the Storage Hall's eastern part. Open the next door, shoot the Imp beyond it, and move into the much larger Chamber 2.

Two Lost Souls materialize as you move through Chamber 2. Blast them and the three Imps that appear as you move farther into the hall.

TIP

Two of those three Imps materialize close to an exploding barrel. Shoot the barrel to blow them up.



<< REACTOR CONTROL ROOM >>

Five Lost Souls hover around the massive reactor in the chamber's center. Pick them off with your plasma gun and head down the catwalk. From the end of this first section of catwalk, you see two more Lost Souls. Shoot them from a distance and continue along the catwalk.



Pick up the large med kit near where two of the last three Imps appeared; keep moving through the room to the lift at the end. A Maggot appears near the lift. Blast the Maggot, get on the lift, and touch the control panel to lower it.

Sergeant Kelly radios you on the ride down to the lower part of Chamber 2, but his message breaks up due to interference from the heavy radiation shielding. A warning announcement states that reactor core temperatures have reached unstable levels. At the bottom, step off the lift and pick up the plasma cell in front of you. Put it to good use by blasting the three Lost Souls that rise up to attack you.



Move over to the first bank of consoles and shoot at the two Imps that appear. An exploding barrel near them makes short work of one or both. After they're dead, run over to their area and pick up the armor shards, and then go through the eastern door to the Storage Hall's lower part.

There are three Imps in the lower Storage Hall. Back out of the door and shoot the exploding barrels in the room to take them out; follow up with grenades and the plasma gun. Three more spawn in at the room's northern side, which is littered with exploding barrels.

After the Imps are dead, collect the plasma cell and large med kit on one of the room's shelves and proceed through the eastern door into Chamber 1 Lower.



<< CHAMBER 1 LOWER >>

There are no enemies in Chamber 1 Lower. Run in either direction around the circular catwalk in the room's center and approach the door to the Reactor Control Room. An Imp stands inside the Reactor Control Room and hurls fireballs at you. Return fire and enter the Reactor Control Room when he's dead.



<< REACTOR CONTROL ROOM >>



On the shelves of the Reactor Control Room are clips, a plasma gun, and a plasma cell. There's also a Health Station on the wall.

The most important object in here by far is the control panel that allows you to replace Coolant Rod 2 and bring the reactor back under control. As the rod is being replaced, you look at a security monitor and see Swann and Campbell surveying the remains of the devastated Bravo Team. They can't find the military transmission card that would allow someone to send a distress call to the fleet. As they leave, you see a wounded soldier hiding from them.



Objective: Locate the Military Transmission Card

<< BACKTRACK TO CHAMBER 1 UPPER >>



With the reactor repaired, your new mission is to find that military transmission card so that you can send a distress beacon to the UAC fleet. This requires you to backtrack to Chamber 1 Upper. Leave the Reactor Control Room and kill the six Lost Souls and one Imp that appear in Chamber 1 Lower.

Another Imp jumps out of the entrance to the Storage Hall. Gun him down and proceed through the Storage Hall into Chamber 2.

There's another Imp near the workstation in Chamber 2. Shoot him and ride the lift to the room's upper level. Run through Chamber 2 toward the Storage Hall door. Two Lost Souls appear near the door, and a third appears behind you. Shoot them all and go into the Storage Hall's upper level.

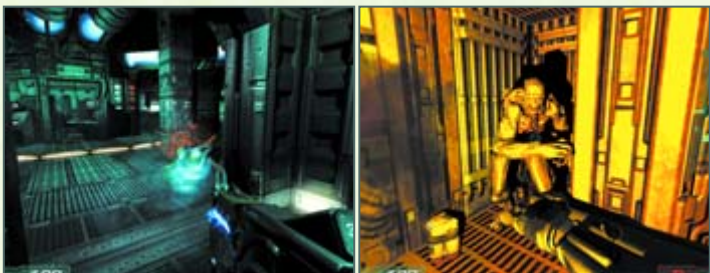


In the Storage Hall, a Maggot and an Imp appear on either side of the door to Chamber 1 Upper. Blast them and go through the door.

With the reactor repaired, the southern door to Control 2 is now unlocked. Run along the catwalk to the door and go through it into the Control 2 hall. Pick up the small med kit and grenades, and head into Control 2.



<< CONTROL 2 >>



Two Maggots materialize to your right and left as you enter Control 2. Back up, lead them through the door you just came through, and blast them as they're framed in the doorway. As you proceed farther into the room, an Imp appears near the western stairs leading down.

Check out the room's eastern part to find an Imp hiding in an alcove near an ammo belt, grenades, and a large med kit. Also find some armor shards and clips on a nearby shelf.



After getting the goodies, go down the stairs and shoot the Maggot that appears at the bottom. Don't blow yourself up by accidentally shooting the nearby exploding barrels.

At the bottom of the stairs, turn left and snag the armor shards. As you do, an alcove opens to reveal a Maggot, so be ready for it.



Lure the two Maggots and one Imp out of their hiding places near the second set of stairs to the southwest; blow them up with the nearby exploding barrel, or mow them down with good old-fashioned gunfire.

Go around the stairs to find a small med kit and some clips under them. Pick these up, and then head up the stairs and through the door to Plasma Control.

<< PLASMA CONTROL >>

There's a Fat Zombie immediately to the entrance's right. Shoot him and move through the room, where the plasma filtration system is still active and running smoothly. Shoot the other Fat Zombie hiding behind the boxes to the right of the door to Maintenance 2.



TIP

Blow up the exploding barrel near the door to Maintenance 2. This helps you to take out the Fat Zombie, and it prevents you from getting blown up by the fireballs thrown by the Imp on the other side of the door.



<< MAINTENANCE 2 >>

Be prepared to shoot the Imp on the other side of the door, slightly to your left. After he's gone, crawl under the catwalk to find a box of shells, and then start walking down the catwalk.





An Imp rushes out at you near the end of the catwalk, but if you've got your shotgun handy, he won't get a chance to do much damage. Go through the door at the end of the catwalk into Maintenance 3.

<< MAINTENANCE 3 >>



As soon as you open the door to Maintenance Storage, back up and shoot the Maggot that's rushing up from Maintenance 2 to attack you from behind. Once he's dead, proceed into Maintenance 3.

Don't accidentally detonate the exploding barrel (next to the door to Maintenance 3) while shooting at the two Lost Souls that come screaming at you.



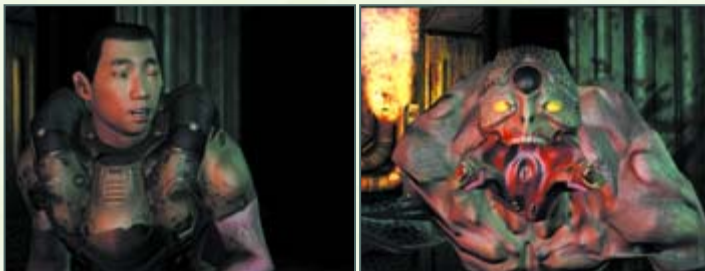
As soon as you walk down the first small set of steps, three Imps appear in various locations on the room's lower level. Two appear near half a dozen exploding barrels—will they never learn? Kill the three Imps and go down the next set of steps.

Crouch and crawl under the platform where you were just standing to find some armor shards. In a small alcove near the exploding barrels, find a large med kit and a clip.



The door marked "Plasma Storage" leads to—you guessed it—Plasma Storage, but it's locked, and you need a keypad combination to open it. Go through the door next to the alcove with the large med kit and clip, which brings you to the Garage Exit.

<< GARAGE EXIT >>



When you enter the Garage Exit, a cutscene plays. The wounded soldier you saw earlier hands you the military transmission card, telling you to get a distress beacon to the fleet. He hid the card from Swann, because he's afraid that Swann won't permit an SOS to be transmitted. As soon as he hands it over, a Wraith leaps out of the darkness and finishes him off. End cutscene. Begin fighting!

Shoot the Wraith immediately. Another hides between the shadowy pillars to your right in the room's southern part. Hunt him down quickly.

Walk down the steps to the recessed area of the Garage Exit and pick up Steve Hammer's PDA, which gives the combination for the Plasma Storage door (734).



<< PLASMA STORAGE >>

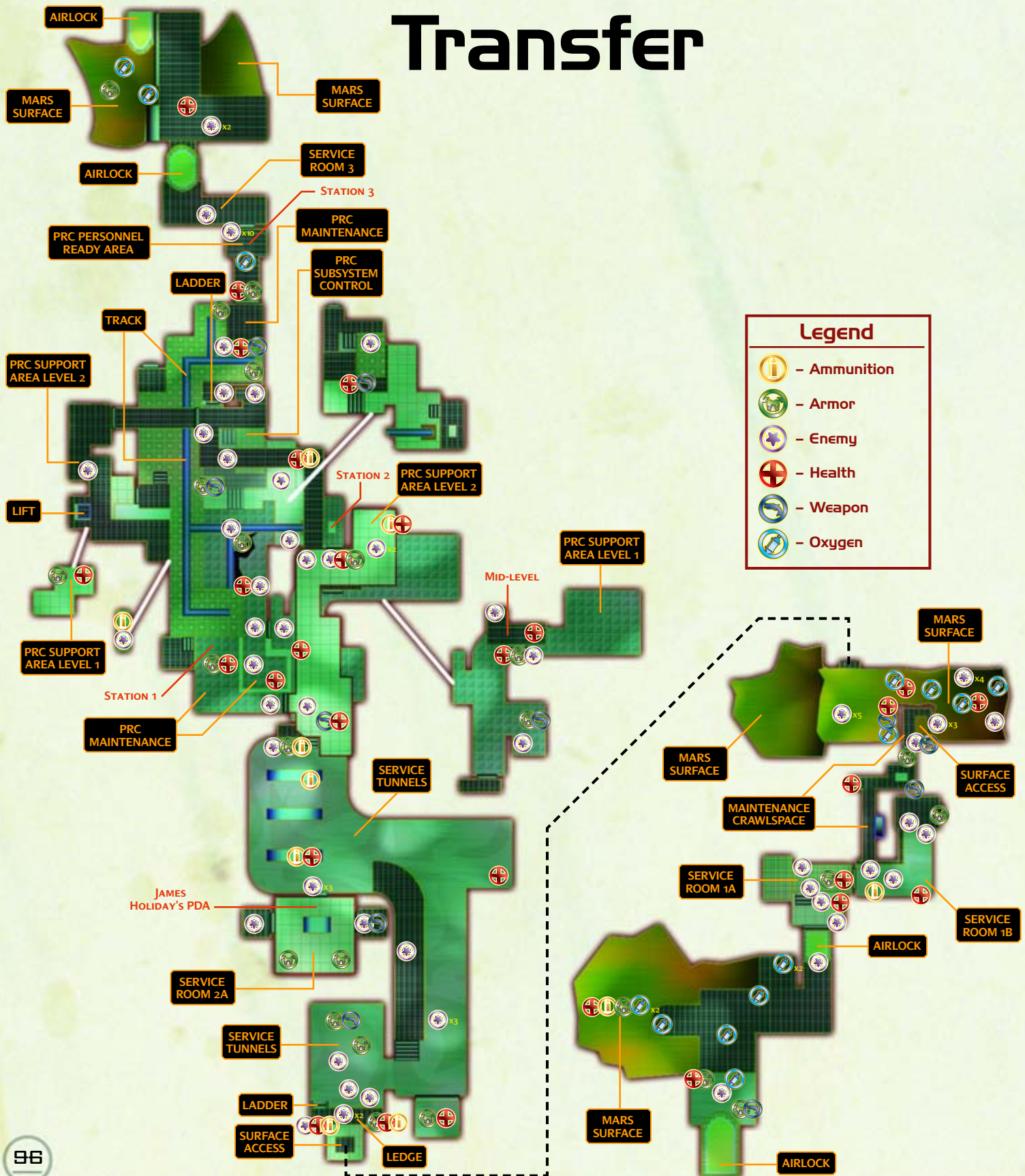


Backtrack to Maintenance 3 and enter 734 on the Plasma Storage door keypad. Kill the Fat Zombie inside before helping yourself to the amazing amount of loot on the shelves: plasma cells, armor shards, small med kits, a large med kit, a plasma gun, and security armor. Take everything you need and return to the Garage Exit.



The only thing left to do is open the airlock at the eastern end of the Garage Exit. Step into the airlock and touch the control panel inside to complete the level and proceed to Comm Transfer.

Communications Transfer



Overview

Comm Transfer connects EnPro and Communications and acts as a multipurpose facility for power distribution, equipment repair, and cargo transfer to other base sectors. Due to the frequency of broken pressure seals, oxygen tanks are well stocked in this sector.

Communications Transfer is one of the most challenging levels so far. Using a service lift, you must negotiate a series of labyrinthine corridors that cross over and under each other, with demons and Zombies around every corner. After you manage to find the control console that releases the security locks, you can exit Communications Transfer and proceed to Communications—one step closer to sending your SOS.

ENEMIES ENCOUNTERED

- Cacodemons
- Imps
- Pinkys
- Trites
- Wraith
- Zombies
- Zombies, Chainsaw
- Zombies, Fat
- Zombies, Z-Sec

WEAPONS ACQUIRED

- Chainsaw
- Grenades
- Machine Gun
- Shotgun

AMMUNITION ACQUIRED

- Bullets
- Clips
- Plasma Cells
- Shells

ITEMS ACQUIRED

- Adrenaline
- Air Canisters
- Armor Shards
- Berserk
- Med Kits, Large
- Med Kits, Small
- Security Armor

PDA's ACQUIRED

- James Holiday
- Ron Ridge

Objective: Reach the Communication Facility

<< MARS SURFACE >>

Touch the control panel in the airlock to open it and step out onto the surface of Mars. The Mars walk ahead of you is longer than the first one you took before the demonic invasion, and there's a lot more to see and do during it. Keep a sharp eye out for the air canisters that add 50 points to your oxygen reserve.



NOTE

Don't pick up an air canister until your oxygen reserve has dropped below 50. Because you can't have an oxygen reserve of more than 100, you're wasting some of the air canister if you pick it up prematurely.



Pick up the armor shard and grenades right outside the airlock door, and then blast the Cacodemon that floats over to investigate your activities. Cacodemons are slower and tougher than Lost Souls, and they shoot explosive blasts of energy that can really ruin your day.

After killing the Cacodemon, move forward and grab the armor shards, large med kit, and air canister in front of the stairs; walk down the stairs, where you find another air canister.



You can explore the surface a bit by turning left and walking to the end of a metal balcony, where there's another air canister. Walk around the side of this balcony and sprint downhill to find an open crate around which is a large med kit, a plasma cell, adrenaline, armor shards, and air canisters. Sprint back up to the balcony after you have these items.

Follow the metal walkway northeast across the windswept planet's surface. Pick up three more air canisters as you do—one on the path's left side, and two more in front of a garage door near Airlock CT-1. Grab them and then open Airlock CT-1 to enter Service Room 1A and start breathing normally again.



When the carnage has subsided, pick up the small med kit on the eastern shelf, and then crouch and crawl under the catwalk to find some armor shards and a large med kit. After collecting these items, go through the northeast door to Service Room 1B.



<< SERVICE ROOM 1B >>



A Z-Sec Zombie with a shotgun hides behind a crate farther down the hall. Take cover and shoot him as he pops out. Pick up a large med kit just past the Z-Sec Zombie's position. Walk down the nearby stairs to reach the room's lower level.

There's some security armor in front of a bloodstained door at the stairs' bottom. When you approach it, a demonic creature lunges at you through the door and then disappears. Two Imps appear behind you. Shoot them, pick up the security armor, and walk southwest along the lower level of Service Room 1B.

<< SERVICE ROOM 1A >>



As Airlock CT-1 opens into Service Room 1A, Sergeant Kelly radios to tell you to hustle to the Communications Facility; if there's any hope for survival, you must send a distress call to the UAC fleet. Step into Service Room 1A; shoot the Zombie that crawls out from under the catwalk in front of you and the Z-Sec Zombie that runs into the room with a machine gun.



Kill them, then run into the room and turn around to blast the two Imps that appear in

Airlock CT-1 and the room's southeast corner. A third Imp materializes on the catwalk shortly after you kill the other two.

TIP

Crawl under the stairs you just walked down to find a large med kit.



Continue along the lower level and shoot the Imp that jumps out at you from the entrance to the Maintenance Crawlspace. Pick up the nearby clip, click "Scan" on the adjacent computer terminal, and then crouch down and crawl into the Maintenance Crawlspace.



COMMUNICATIONS TRANSFER

<< MAINTENANCE CRAWLSPACE >>



At the first junction in the Maintenance CrawlSpace, duck into the left alcove near the skeleton to get a small med kit.

Pick up a shotgun and grenades from the corpse of a Marine.

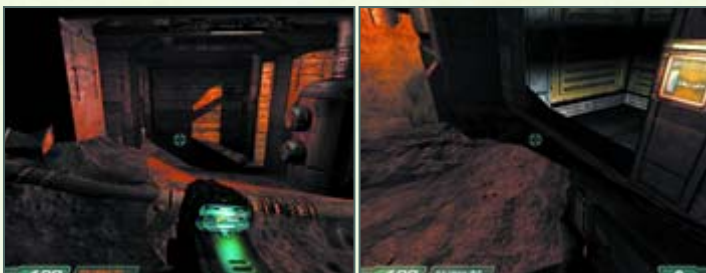
Continue to the end of the Maintenance CrawlSpace and pick up the armor shards. Shoot the Zombie near the surface access ladder, pick up the grenades near him, and then descend the ladder to reach the Mars surface.

<< MARS SURFACE >>



Three Trites skitter toward you when you reach the ladder's bottom. Blast them quickly; remember that you're now breathing from your suit's limited oxygen reserves. Pick up the small med kit and armor shards at the ladder's base and walk forward onto the cobwebbed Martian surface.

Another Trite crawls out of a spider hole right in front of you. Blast him and turn left to pick up two air canisters and a small med kit—four Trites then run out at you from the wall in front of you.



Turn left again (south) and pick up the air canister in front of you. Keep going forward to find another small med kit and an air canister that you must crouch down to reach.

The airlock lift to the facility is just ahead to your right. Press the control panel to call the lift, and then turn around quickly to shoot the five Trites that attack you from the south.

If your oxygen supply's still pretty robust, sprint south to find an air canister, a large med kit, and grenades in an alcove; sprint back to the lift and ride it up to the Service Tunnels.



<< SERVICE TUNNELS >>

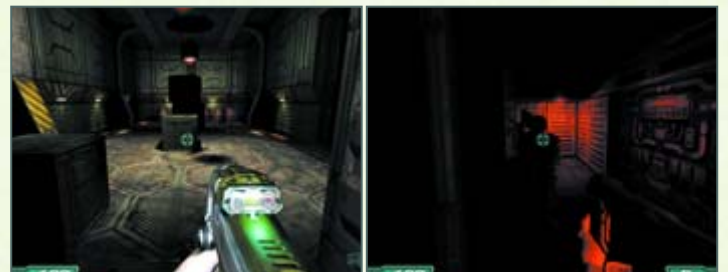


A Zombie lumbers toward you from the Service Tunnels. Behind him, a Z-Sec Zombie with a machine gun tries to pick you off. Use the Zombie as cover to toss a grenade to the side of the crate that the Z-Sec Zombie hides behind, and then kill the Zombie.

There's an armor shard, a small med kit, and a plasma cell in the eastern alcove to your right. Back into it, because when you go for these items, a western alcove opens and an Imp attacks you; if you back into the alcove, you can blast the Imp when he appears. Don't miss the small med kit and shells in the Imp's alcove.

TIP

Before running into the next part of the Service Tunnels, blow up any exploding barrels ahead of you. If you don't, the Imp's fireballs may detonate them.



Sprint ahead into the main part of the Service Tunnels to pick up armor shards and grenades. An Imp on the room's upper southern catwalk pelts you with fireballs when you move in. Duck behind the stacked crates for cover and use your machine gun or chaingun to shoot down his fireballs and blast him.

With the Imp dead, chuck a grenade up onto the ledge to kill the shotgun-toting Z-Sec Zombie that's waiting for you up there; climb the ladder in the southwest corner to get some security armor. After you grab it, a Cacodemon appears near you, so be ready to shoot it.

Climb back down the ladder and go through the eastern doorway to the next part of the Service Tunnels. Turn left and shoot the exploding barrel next to the oblivious shotgun-wielding Z-Sec Zombie.



Crouch and crawl under the garage door to the south to reach a small room with some armor shards and a small med kit. Crawl back out of the garage and move north down the Service Tunnels.

In the distance, a jeep drives off to the east. Could this be Swann and Campbell? You don't have time to investigate, because three Cacodemons appear and start attacking.



After killing the Cacodemons, venture to the northern end of the Service Tunnels. The garage door that the jeep drove through is closed, and its control panel is malfunctioning; you can't follow them, but you can pick up a nearby small med kit.

Continue to the northwest part of the Service Tunnels, which is full of Mixom tool crates, empty chainsaw boxes, and shelves holding several plasma cells and a small med kit. When you approach the northernmost shelf, an Imp materializes behind it. Kill the Imp and walk behind the shelf to pick up some armor shards and bullets. This summons a second Imp near the middle shelf. Blast him as well.

The northern door requires James Holiday's PDA to open



it, so turn south and head back past the shelves. Crawl into an open alcove in the western wall to get bullets and some armor shards, and then go through the door to Service Room 2A.

<< SERVICE ROOM 2A >>

From the doorway, you can see James Holiday's PDA lying in front of its owner's corpse, as well as armor shards in the far corners of the room. When you walk into the room to grab the PDA, two Chainsaw Zombies charge out at you from hidden alcoves on either side of the room, and a Zombie, Fat Zombie, and Chainsaw Zombie enter the room from the Service Tunnels.



TIP

The Chainsaw Zombies are tough, and you don't want to get too close to them—for obvious reasons. Your plasma gun and chaingun are the best tools for taking them out. You can also drop a grenade or two into the room and back out of it.



Pick up a chainsaw from the fallen Chainsaw Zombies or from a box in the eastern alcove. Find some armor shards and a large med kit in the western alcove as well. After getting these, return to the northern Service Tunnels door and use Holiday's PDA to open it. Proceed through the door into PRC Support Area 1.



<< PRC SUPPORT AREA 1 >>

When you step into PRC Support Area 1, the lights go out and the door locks behind you. There's a Fat Zombie in an alcove immediately to your right. Shoot him and grab the armor shards and grenades that are in there with him. Watch out for a second Zombie that shambling down the hallway toward you.



COMMUNICATIONS TRANSFER



There's a large med kit a bit farther north down the hall, and an alcove next to it contains a locked security door. Follow the main hallway as it curves to the right (east). As you approach the small med kit and armor shard, an Imp appears and starts chucking fireballs. Deal with him quickly and keep going.

Enter the open room at the eastern end of PRC Support Area 1, and a Pinky materializes behind you. Run into the eastern room, shooting it as you go. Use the room's center pillar to dodge the Pinky's attacks and keep blasting him with your most powerful weapons.



After the Pinky's dead, the lights come back on and the security door midway down the hall unlocks. Open it, blast the Imp on the other side, and proceed into PRC Maintenance.

<< PRC MAINTENANCE >>



Turn left as you enter PRC Maintenance and shoot the Imp that comes running around the corner at you. Grab a small med kit in the southern part of this room, then open the northern door, shooting the Cacodemon on the other side.

The floor in this part of PRC Maintenance has buckled under tectonic stresses, looking like a vision of hell itself. Don't fall into the magma vents, or you'll suffer damage. Collect some armor shards in the room's northwest corner and a small med kit in the southwest corner. Climb the ladder in the northeast corner to the upper level of PRC Maintenance.

A Cacodemon at the top of the ladder is just waiting to fry you. Take him out immediately and go to the nearby control panel for service lift Station 2 to trigger the next mission objective.



Objective: Service Lift

<< PRC SUPPORT AREA LEVEL 2 >>

The maintenance area doors that separate you from the end of the level are locked, and you must use the service lift to unlock them. Go through the nearby southern door to enter PRC Support Area Level 2. Shoot the Imp on the other side of the door and the two others that materialize on either side of the door. Find a large med kit in the first Imp's alcove.



From the entrance, turn left and follow the hallway, picking up armor shards as you go.

The hallway ends in a small storeroom. When you enter the storeroom, you hear a demon materializing. Seconds later, a Pinky charges down the hall at you. Kill the Pinky and help yourself to the clip and small med kit.



After fighting the Pinky and getting the items, turn south and go down the hallway, past the door you entered through. Keep going until you reach the end, which has grenades and a large med kit in a recessed area of the

floor. When you drop down into this area, an Imp appears above you, near the door to PRC Maintenance. Kill him with grenades and pick up the items.

<< PRC MAINTENANCE: RIDING THE SERVICE LIFT >>



Equip your shotgun and open the door to the upper level of PRC Maintenance. An Imp on the other side lunges out when you open it, so greet him with a face full of shot and move into the room.

The PDA belonging to Ron Ridge sits next to its deceased owner. Picking this up gives you access to the service lift. Conveniently enough, it's also right next to service lift Station 1. Touch the Station 1 control panel to call the lift to the station.

TIP

Before stepping onto the service lift, crawl under the platform to find armor shards and a small med kit.



Step onto the lift. The lift controls allow you to move directly to Station 1, 2, or 3; the controls also rotate the lift clockwise or counterclockwise 90 degrees, forward and backward, and raise or lower it.



Start out by rotating the lift counterclockwise and moving forward. Turn clockwise and move forward. A wall panel to your left drops away, revealing a Z-Sec Zombie with a machine gun. Shoot the Z-Sec Zombie before he does too much damage, and then pick up the small med kit and plasma cell inside his alcove.

Jump back into the lift. Turn clockwise so that you're facing east, and then move forward. Kill the Cacodemon that appears and attacks you, then move forward as far as possible.



Rotate the lift 180 degrees and step off it onto the platform near Station 2, where you first triggered the mission. Go west along the catwalk past the locked security door to find security armor and grenades. Picking up these items triggers an Imp back by the security door. Kill him and return to the lift.

Move forward as far as possible, and then turn clockwise. Move forward twice, rotate clockwise, and step off of the lift. Go up the nearby stairs and through the door at the top.



Find a plasma cell and a small med kit on some crates on the door's other side. There's nothing else in here except a busted elevator. Leave the room.

You can't jump back up onto the lift, so walk south along the narrow catwalk to the right of the lift track until you reach Station 1 again. Use Station 1's control panel to call the lift back, and then get onto it.

CAUTION

Do not step onto the left track! It's got so much energy zapping through it that you'll wind up like a mosquito in a bug zapper if you do!



Go one stop farther north of the last place you moved the lift, and raise the lift. Jump onto the platform with the malfunctioning door to get a plasma cell and small med kit. After you have them, drop off the platform, run back to Station 1, and recall the lift.



COMMUNICATIONS TRANSFER



Now it's time to investigate Station 3, which has been infested with demonic growth. Either direct the lift there manually, or just press "Move to Station 3—Lift Exit." An Imp and a Cacodemon are in this area, so keep your plasma gun handy.

From Station 3, manually maneuver the lift over to the nearby service ladder by rotating clockwise once and backward once. Hop down from the lift onto the plateau above the ladder, and then climb down the ladder.

Pick up the armor shards, small med kit, grenades, clip, and security armor, and then climb back up the ladder and go through the door at the top of it into PRC Subsystem Control.



<< PRC SUBSYSTEM CONTROL >>



Shoot the headless Zombie on the room's far side near the locked security door. Pick up the nearby small med kit and shotgun near the corpse on the floor; shoot the Imp that appears when you do so.

Ascend the stairs; at the top, pick up the security armor sitting on a crate. Move over to the nearby workstation and touch the control panel to open the area's security doors. You can now go through the nearby door to reach Station 2 on the other side.

NOTE

This is not the control panel that opens the Station 3 (lift exit) door, so you're not done with the lift yet.



Call the lift back to you from Station 2, get onto it, and ride it forward as far as it goes. Turn the lift 180 degrees and raise it. Jump onto the nearby platform. Go through the door here to PRC Support Area 2.



Go down the hall to the door at the end. An Imp appears behind you as you approach the door. Shoot the Imp and continue through the door to a bridge that stretches high above the lift track.

Pass through the door at the other end of the bridge. Shoot the shotgun-toting Z-Sec Zombie inside the room. When you step into the room, an Imp appears behind you in the doorway.

Instead of taking the right (southern) path at the T-intersection where the Z-Sec Zombie was, go straight to find a Chainsaw Zombie in front of a control console. Kill the Chainsaw Zombie, and use the console to unlock the lift exit and complete the service lift mission.



Now backtrack to the T-intersection and turn left. Go through the door at the catwalk's end and pick up the plasma cell and large med kit on the other side. Approach the door at the other end of the catwalk with your chaingun, grenades, or plasma gun at the ready. When the floor starts rumbling, backpedal and get ready to kill the Pinky that charges through the door.

With the Pinky dead, continue through the door and use the Health Station if you need to.

Now backtrack all the way to the lift and press "Move to Station 3—Lift Exit" to automatically return to Station 3. Hop off of the lift and go through the door labeled "Exit Lift Area" to enter the PRC Personnel Ready Area.



<< PRC PERSONNEL READY AREA >>



Use the Health Station and some security armor just inside the door if you need them, then continue forward to the room's end. The floor drops away, leaving you in front of an alcove with a berserk power-up.

Pick up the berserk and get ready to go *Story of Ricky* on six Zombies and four Fat Zombies that appear from hidden alcoves. Berserk limits you to punching attacks of incredible power; you can kill each Zombie with one punch from your fists.



After you kill all the Zombies, climb the steps that appear in front of the door to Service Room 3; go through the door.

<< SERVICE ROOM 3 >>



A Chainsaw Zombie rushes toward you when the door opens. Kill him and step into the room. Open Airlock CT-2, step inside it, and open the door to the Mars Surface.

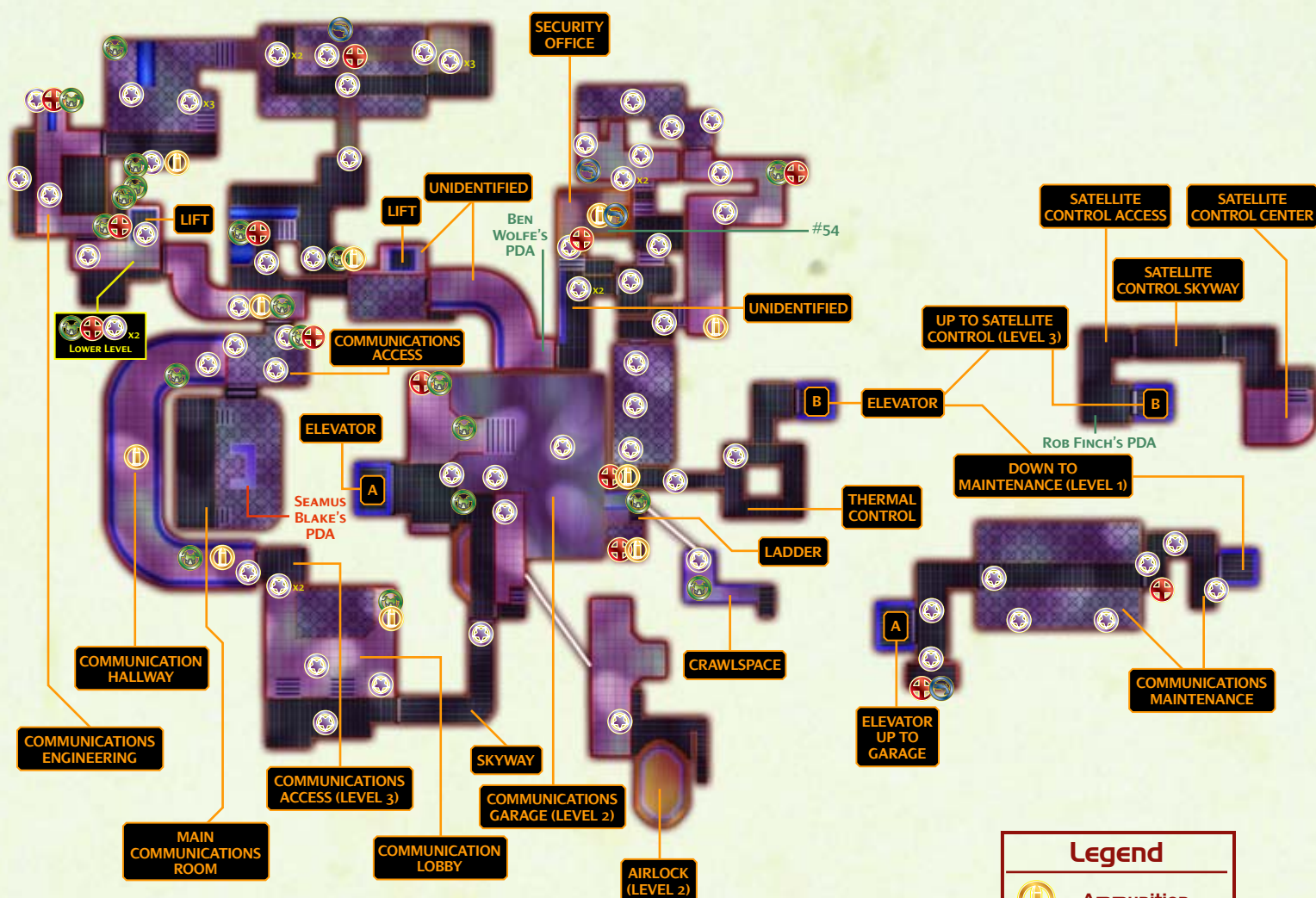
<< MARS SURFACE >>

As soon as the airlock door opens, Swann and Campbell drive away from you, leaving you to deal with two angry (but distracted) Cacodemons.

Either make a beeline for the airlock just ahead to the northwest, which completes the level, or explore the Mars Surface to find air canisters, armor shards, and a large med kit. Enter the airlock to complete the level and proceed to Communications.



Communications



Overview

The Communications Tower is the primary link for off-planet communications. Broadcast dishes are aligned for communications directly with UAC-Earth and bridged for deep-space communications via the Phobos Routing Station uplink.

This level has you running all over the Communications Facility. First, you must reach the Main Communications Room in an attempt to send the SOS to the UAC fleet. When that plan falls through, you must race to the Satellite Control Center. There, you have to make a fateful choice—to send the distress beacon or not. Regardless of your decision, you still have to stem the tide of demons (seeing as how you seem to be the only person on Mars Base capable of holding your own). From the Satellite Control Center, it's a mad dash to Monorail Access, which takes you to the next level, Monorail Skybridge.

Legend	
	- Ammunition
	- Armor
	- Enemy
	- Health
	- Weapon
	- To Main Communications Room
	- To Satellite Control Center

ENEMIES ENCOUNTERED

- Cacodemons — Zombies
- Imps — Zombies, Fat
- Wraiths — Zombies, Z-Sec

WEAPONS ACQUIRED

- Grenades — Pistol
- Machine Gun — Shotgun

AMMUNITION ACQUIRED

- Bullets — Plasma Cells
- Clips

ITEMS ACQUIRED

- Armor Shards — Med Kits, Small
- Med Kits, Large — Security Armor

PDA's ACQUIRED

- Ben Wolfe — Seamus Blake
- Rob Finch



Objective: Main Communications Room

As soon as you open the airlock at the start of the level, Sergeant Kelly radios you again to remind you of the urgency of your mission. You must reach the Main Communications Room and send the distress call to the fleet.

<< COMMUNICATIONS GARAGE >>



Step out of the airlock into the Communications Garage. Pick up the armor shards on the crate outside the airlock door. As you step into the room, a Cacodemon bursts up through the floor. Kill it and explore the crawlspace in the southeast corner.

Two Imps appear in the room when you enter the crawlspace, which contains a plasma cell and a small med kit. There's also some security armor on a small ledge that you need to jump onto.



After getting the security armor, drop down the gap next to the ladder to reach a lower crawlspace, which contains some armor shards. Pick them up and backtrack to the main floor of the Communications Garage.

Pick up some more armor shards under the stairs leading up from the garage floor. Climb the stairs and use the Health Station in the northwest corner; there are more armor shards here as well.



Approach the elevator at the end of the elevated catwalk on the garage's west end. A Cacodemon appears in the middle of the garage when you do. Take out the Cacodemon and call the elevator.



Get in the elevator. You're currently on floor 2. You can go up to Satellite Control or down to Maintenance. Ride the elevator up to Satellite Control.

<< COMMUNICATIONS ACCESS >>



When the elevator doors open, a Z-Sec Zombie with a machine gun attacks you from a slit in the wall across the room. Return fire and take him out quickly. Touch the control panel to the elevator's right to open the maintenance hatch.

Move toward the slit where the Z-Sec Zombie used to be and step on a raised grate to open an alcove in the room's northeast corner. It contains a Zombie and a small med kit.

Go south and approach the red door at the room's end. The lights dim and an Imp appears on the other side of the red door. Kill it and enter the maintenance hatch to the red door's left to reach the area where the Z-Sec Zombie was shooting from.



This causes an Imp to appear near the elevator. Pick up the small med kit and security armor inside the maintenance hatch and blast the Imp. Leave the maintenance hatch and go through the red door to the Skyway.



<< SKYWAY >>



As you walk down the Skyway, the lights start to flicker. An automated voice announces power fluctuations in the area just as the lights go out altogether. Keep going down the Skyway and through the door to the Communication Lobby at the end.

<< COMMUNICATION LOBBY >>



There's a Z-Sec Zombie with a machine gun on the elevated northern area of the room to your right. There's also a closer Z-Sec Zombie with a machine gun, but you can't see him from the doorway; he's around the corner to your right. Take them both out by luring them back into the Skyway.

The lights come on after both Z-Sec Zombies are dead. Pick up the armor shard and clip from the console on the room's eastern side, and then use the security terminal on the nearby desk to unlock Communications; a second button that unlocks Monorail Access is externally locked.



As soon as you release the security lock, a Cacodemon appears in the room's southern end and two Z-Sec Zombies (one with a shotgun, one with a machine gun) run in through the now-unlocked northwestern door.

Proceed through the northwest door to reach another very small part of Communications Access, which contains a Health Station. Use it if you need to, and then go through the western door to the Communications Hallway.

<< COMMUNICATIONS HALLWAY >>

When you enter Communications, you see Campbell blasting the communications equipment with a BFG-9000 and running away. To see if you can salvage any of it, run along the outer walkway and go through the door to the other end. A Z-Sec Zombie with a shotgun attacks you from the southern door you entered through, and a Z-Sec Zombie with a pistol and shield attacks you from the northern door you're running toward.



TIP

Hop the railing and drop under the walkway to find armor shards and clips.



<< COMMUNICATIONS ACCESS >>

The northern doorway is locked; you need a PDA belonging to Engineering team members Seamus Blake or Roger Stenson to open it. There's another doorway at the bottom of a staircase that leads into the Main Communications Room.



<< MAIN COMMUNICATIONS ROOM >>

Entering the Main Communications Room completes your first objective, but not how you might have liked. The hardware is toasted beyond repair. When you approach Seamus Blake's PDA on the ruined consoles, Sergeant Kelly radios with Plan B: Make your way through Engineering and get to the Satellite Control Center.

**Objective: Satellite Control Center**

Seamus Blake's PDA upgrades your security clearance and allows you to enter Engineering, so return to Communications Access. Another Z-Sec Zombie with a pistol and shield attacks you from the Communication Hallway door. Kill him and approach the northern door.



An alcove opens to your right with a Zombie, armor shards, and a large med kit. Kill the Zombie and enter the alcove to get the items. This triggers the appearance of an Imp outside the alcove. Kill it, scan your PDA, and go through the door into Communications Engineering.



<< COMMUNICATIONS ENGINEERING >>



A Zombie stumbles out of a crawlspace to the entrance's left. Kill him and take the plasma cell and armor shard in the crawlspace, and then go through the door at the room's western end.

The door leads into an unidentified area, where an Imp climbs up onto the pathway to attack you. Blast it quickly. There's also a Z-Sec Zombie with a pistol at the room's far end. A grenade is the best way to take care of him. A second Z-Sec Zombie runs in from the door you came through and tries to shoot you with a machine gun; take him out and pick up the small med kit and clip at the room's western end.



Use the nearby control panel to call the lift, and then ride the lift down to the lower part of this unidentified area. A Fat Zombie and Imp await your arrival at the bottom. Don't miss the armor shards, grenades, or small med kit in the shadowy corner near the lift.

Once you ride the lift down, you can't take it back up, so go through the northwest door to the lower level of Communications Engineering.

COMMUNICATIONS



A Z-Sec Zombie with a shield awaits you on the other side of the door, as does an Imp in an elevated part of Communications Engineering. Use the doorway for cover and eliminate them both.

Move into the room and toss a grenade down to the northern end, where a Z-Sec Zombie hides behind a pillar. Get the large med kit and a clip. Go through the northeast door to the next part of Communications Engineering.

There's an Imp around the corner to your left and a Fat Zombie around the corner to your right. Lure them out, frame them in the doorway, and blast them. Grab the ammo belt near the Fat Zombie's starting point and touch the control panel to "open additional area venting." This opens a crawlspace that you can enter to get armor shards and a small med kit. Grab them, then crawl back out and descend the stairs to the lower level.



Find armor shards in the northwest corner where the Imp was hiding. After you pick them up, three Imps drop out of the ceiling near the stairs you just came down.

Approach the red door in the northeast corner. Two Imps lunge out at you from it. Kill them, go through the door into the next part of Communications Engineering, and shoot the Fat Zombie that slowly meanders toward you.



When you pick up a large med kit in the room's center, an Imp comes through the southern door, so be ready.

Go through the eastern door to enter a small storage room with two exploding barrels and a Zombie inside. There are items on an upper catwalk, but the ladder is broken; you must reach the catwalk by jumping onto the exploding barrels. The trick is to kill the Zombie without blowing up the barrels, which will blow you up too (and prevent you from getting up to the catwalk). Use well-aimed pistol fire to bring down the Zombie.



After the Zombie is dead, the room is bathed in a red light, and demonic laughter echoes from the walls. Two more Zombies appear. Again, take them out without blowing up the barrels. After they're dead, everything returns

to normal. Get the security armor, bullets, and small med kit from the ground floor and the large med kit and armor shards from the upper catwalk. Go through the door at the catwalk's end to get more armor shards and a plasma cell.



Shoot the Imp on the walkway and the one below you. Drop down to the T-shaped walkway; drop off the walkway and crawl beneath it to find grenades and armor shards.

Hop back up onto the walkway and start down the southern part. Go through the southern door to the next part of Communications Engineering.





After going through the door, move slightly to the right to see an Imp at the room's other end. Blast him before he gets close enough to throw fireballs at you (or worse yet, at the exploding barrel near you).

Walk into the room and make your first right onto a narrow catwalk. At the end of it, sprint-jump a gap to reach another catwalk with armor shards and a small health pack.

CAUTION

If you fall into the gap, you will die, so decide if these pick-ups are worth the risk before you jump. You can also crawl around the stairs in the room's middle to reach these items.



Crawl along this catwalk to return to the room's middle. There's a Z-Sec Zombie with a shotgun on the elevated catwalk near the middle of the room. Waste him from a distance to minimize the effectiveness of his weapon, and then collect the armor shard and clip from the bottom level before ascending the stairs to the upper catwalk.

Move carefully past the active machinery and go through the door at the catwalk's end into an unidentified area.

When you enter, the lights turn red and a corpse is hurled at you, followed by devilish laughter. Make a tricky running crouch-jump off of a knocked-over crate into the alcove where the corpse came from; get a small med kit and armor shard. When you do, an Imp appears in the doorway behind you.



After getting the items and killing the Imp, step onto the lift in the room and ride it to the upper level, where an Imp waits for you. Shoot it and go through the eastern door to the next part of this unidentified area.

Climb the stairs to the elevated upper catwalk and follow it as it curves right. Shoot the machine-gun-wielding Z-Sec Zombie on the upper catwalk ahead of you, and blast the pistol- and shield-packing Z-Sec Zombie on the lower level.

After killing both of them, crawl under the elevated catwalk to find armor shards and a small med kit. Pick up Ben Wolfe's PDA at the area's southeastern end. The PDA gives 246 as the combination for storage cabinet #054.



Continue through the door near the PDA into the next unidentified area. Two Cacodemons and a Z-Sec Zombie with pistol and shield rush at you. Fire at them until they get too close for comfort, and fall back into the previous room if necessary.

The door at the northeastern end is locked, so go through the unlocked door to the north into the Security Office.

<< SECURITY OFFICE >>

There's a Z-Sec Zombie with a machine gun in the Security Office. Rush him or lure him out into the hallway to get rid of him. Enter 246 into cabinet #054 to get grenades and security armor. Find more grenades and a plasma cell on the desk.





Approach the command console, and Sergeant Kelly tells you that he's traced the source of the invasion to the Delta sector; he tells you to get there as soon as possible. Touch the control panel on the console to activate a Sentry Bot.

NOTE

If your Sentry Bot is killed, you can return to this point and activate another one.

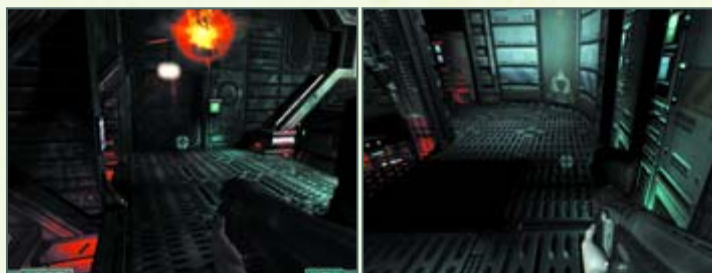


Follow the Sentry Bot out of the room. It unlocks the eastern door and kills an Imp and Z-Sec Zombie on the other side of it. Follow the Sentry Bot to see it kill an Imp and then another Z-Sec Zombie.



Two Imps appear behind you. Shoot them and pick up some grenades in a red-lit alcove. Continue following the Sentry Bot into the next unidentified area.

The Sentry Bot lays waste to another Imp. Two more Imps appear as you approach the next door. You and the Sentry Bot should have no trouble taking them out.



After going through the next door, the Sentry Bot runs ahead to kill an Imp, while a Cacodemon rises up from the abyss below you. Let the Sentry Bot take care of the Imp while you start blasting the Cacodemon. Get the armor shards and a small med kit nearby.

Let the Sentry Bot lead you through the room, and it wastes a Z-Sec Zombie near a set of stairs leading down. Don't miss the ammo belt sitting in the shadowy corner here. Follow the Sentry Bot through the next security door into the Communication Annex.

NOTE

If your Sentry Bot doesn't survive the trip to the Communication Annex, go back to the Security Office and activate another one.



<< COMMUNICATION ANNEX >>



The Sentry Bot runs ahead and shoots a Z-Sec Zombie that comes through the southern door, leaving you to battle two Cacodemons that appear near the entrance. Blast these foes into oblivion and proceed into Thermal Control.

<< THERMAL CONTROL >>

There's a clip and a small med kit on the other side of a crate near the entrance, so stay on the lookout while following the Sentry Bot down the hall.

When you do go down the hall, an Imp appears ahead of you at the room's eastern end, and a Cacodemon materializes behind you at the western end. Let the Sentry Bot deal with the Imp while you blow away the Cacodemon, and then follow the Sentry Bot north to the elevator, where it deactivates.



Call the elevator and ride it up to level 3 (Satellite Control). Sergeant Kelly warns you that Swann and Campbell are still in the area somewhere.

<< SATELLITE CONTROL ACCESS >>

Rob Finch's PDA is on a corpse just outside the elevator. It upgrades your security clearance, so be sure to find it; it's easy to miss in the shadows. Keep going through the room, into the Satellite Control Skyway, and then into the Satellite Control Center.



<< SATELLITE CONTROL CENTER >>

Approach the console at the room's southern end and press "activate decryption sequence" on the control panel there. Swann appears on your monitor and tells you to back off—they don't have any idea what they're dealing with, and calling in the fleet might give the demons a ticket back to Earth. You can either send or cancel the transmission. Either way, your next objective is to return to the lobby and head for the Monorail Station.

**NOTE**

For the purposes of this walkthrough, we took Swann's advice and cancelled the transmission. He made some pretty good points, and besides, we've seen *Aliens*.

**Objective: To the Monorail Station**

<< COMMUNICATIONS MAINTENANCE >>

Backtrack to the elevator and ride it all the way down to level 1 (Maintenance). When the doors open, blast the Z-Sec Zombie to your left and the Imp farther down the hall to your right.



Kill another Imp at the room's western end near a small med kit. Go through the door into the next part of Communications Maintenance.

As you enter the room, two Imps are on a ledge on the southern wall to your left. There's also a Z-Sec Zombie with a machine gun at the room's other end to the west. Keep moving back and forth along the path to avoid the Imps' fireballs and kill the Z-Sec Zombie; then turn your attention to the Imps.

Want to risk life and limb for some security armor? There's some on the Imps' ledge. To get it, jump onto the rail that a large piece of machinery runs back and forth along. If you blow the jump, you die. If you still want to try this, go back



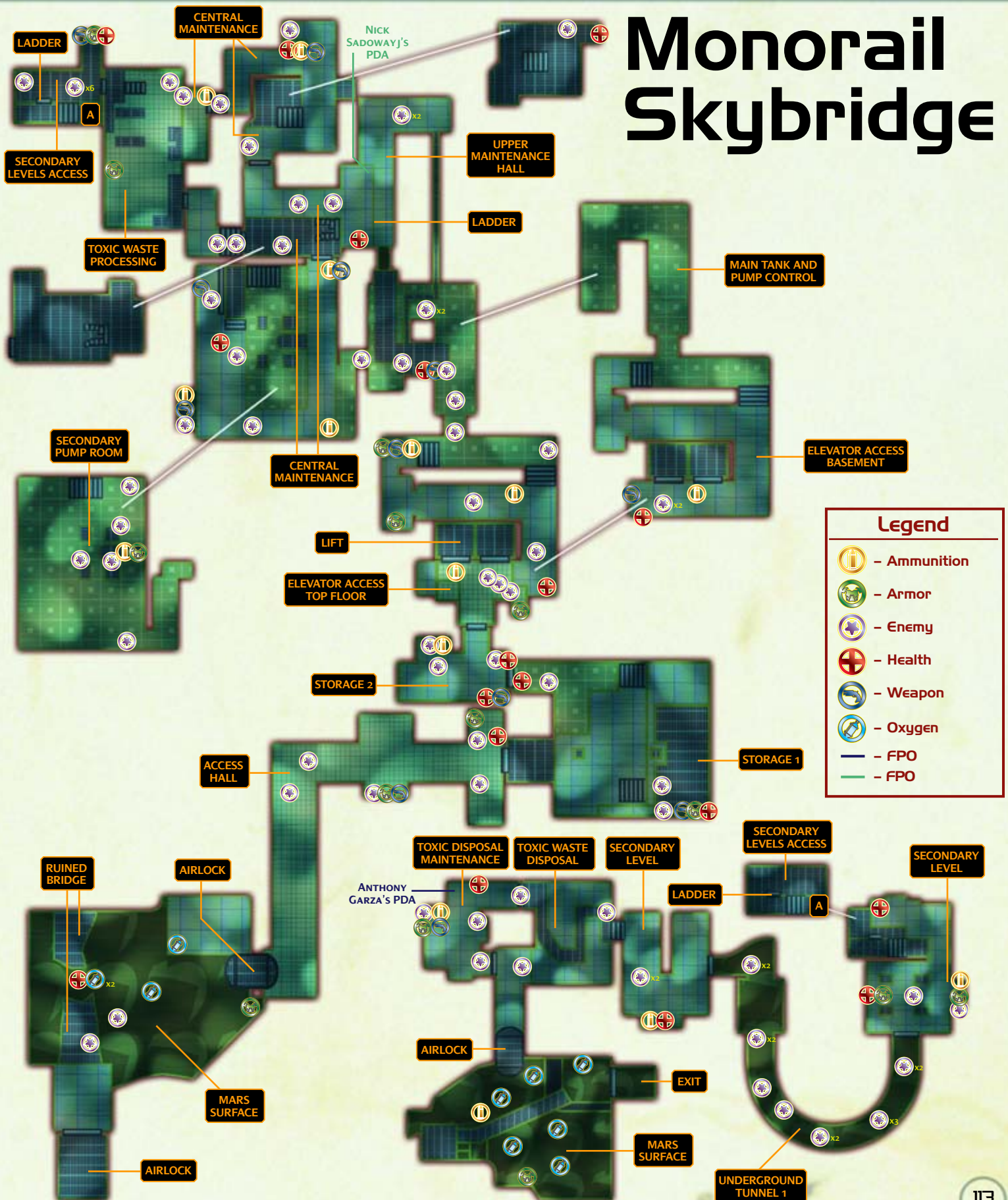
to the entrance and leap the yellow safety railing to land on the rail. Wait until the machinery has moved to the room's other end and sprint-jump off of the rail onto the Imps' ledge to get the security armor. Now do the exact same thing in reverse to get back onto the catwalk and proceed into the next part of Communications Maintenance.



Kill a shotgun-wielding Z-Sec Zombie at this hallway's southern end, just past the elevator. Make good use of the Health Station, grenades, and shotgun at the room's southern end. An Imp jumps out at you from the middle of the hallway. Kill him and then ride the elevator back up to level 3 (Satellite Control).

From Communications Access, where the elevator drops you off, retrace your steps through the Skyway and into the Communication Lobby, where the Monorail Access door is now unlocked. Open the door, and then click the control panel on the other side of it to complete the level and proceed to the Monorail Skybridge.

Monorail Skybridge



Overview

The Monorail Skybridge crosses over the primary recycling station, a key element in processing waste products into useable resources.

Also known as Recycling Sector 1, this level is a sprawling maze of small rooms filled with tough foes, including the first appearance of the Revenant. Your main goal is to reach Delta Labs, but a collapsed bridge forces you to detour through the Recycling Plant. Even your detour takes a detour: You must repair a broken pump to clear an area of the level to proceed. It's all worth it when you find the rocket launcher near the end of the level.

ENEMIES ENCOUNTERED

- Cacodemons
- Imps
- Maggots
- Pinkys
- Revenants
- Trites
- Zombies
- Zombies, Fat

WEAPONS ACQUIRED

- Chaingun
- Shells
- Machine Gun
- Plasma Gun
- Rocket Launcher

AMMUNITION ACQUIRED

- Ammo Belts
- Clips
- Plasma Cells
- Rockets

ITEMS ACQUIRED

- Air Canisters
- Armor Shards
- Med Kits, Small
- Security Armor
- Med Kits, Large

PDA_s ACQUIRED

- Anthony Garza
- Nick Sadowayj

Objective: Reach the Delta Labs

<< MARS SURFACE >>



From the start of the level, walk out of the airlock. The bridge in front of you (which leads to Delta Labs) collapses, and evil laughter taunts you. At this point, you're outside of the facility and breathing your suit's air supply, so you must get to the next airlock quickly. Move forward, kill the Cacodemon that floats in at you, and run down the ruined bridge.

Find two air canisters and a large med kit at the base of the wrecked bridge. Another Cacodemon appears and attacks from the southeast when you approach them.



Continue along the path to the southeast, and the door to the other airlock comes into view. There's another air canister between you and it.

TIP

If you want some security armor, sprint east past this air canister to find it in a shadowed corner.



If you reach the airlock and you're low on air, grab the air canister hidden behind one of the nearby pillars. Open the airlock and step inside to enter the Access Hall and start breathing normally again.

<< ACCESS HALL >>



Start walking down the Access Hall with a heavy weapon equipped (plasma gun, chaingun, or grenades). When the lights go out, backpedal while attacking the Pinky that comes charging down the hall at you. After it's dead, continue down the hall.

Just after you round the first corner, be ready for a Maggot to charge you. A Zombie waits for you in an alcove on the right. Blast him and take the armor shards and shells in the alcove.



Approach the hall's eastern end, where a corpse hangs upside down from the ceiling. Approach it to lure a Fat Zombie out of hiding from the left side of the hall's end. Don't worry about the Fat Zombie yet, though—a Maggot

just appeared down the hall behind you. Kill the Maggot, then the Fat Zombie, and then help yourself to the clips and Health Station at the hall's end before going through the door into Storage 1.

<< STORAGE 1 >>



As you enter Storage 1, you get your first cutscene glimpse of a Revenant, a skeletal demon with translucent skin and two shoulder-mounted rocket launchers. He demonstrates his power by blasting a few structures in the area, and then the cutscene ends and the battle begins.

Unlike the Imp's fireballs, the Revenant's rockets are heat-seeking, so you have to work harder to dodge them. You can also shoot them out of the air before they hit you. The plasma gun is the best weapon to use against Revenants; it destroys their rockets and deals huge amounts of damage to the beasts.



From the entrance, make a long U-turn to the left to find an alcove containing a large med kit. Step up onto the elevated platform where you first saw the Revenant and blast a second Revenant in the upper northwest corner. From here, you can walk along the catwalk past the second Revenant's location and proceed into Storage 2; there's one other area to explore here first.

Walk up the ramp on the southern wall to reach the catwalk above the first Revenant's starting location. An alcove at the top contains an Imp. Use grenades to blow up the Imp, and then pick up the plasma cell, plasma gun, chaingun, shells, a large med kit, and clips inside the alcove. Grab them, then go through the door to Storage 2.

<< STORAGE 2 >>



There's a Pinky at the other end of this small storage room, and the door locks behind you when you enter. Use the plasma gun, chaingun, or grenades to take it down. A Fat Zombie lurks in an alcove (small med kit here) to the right of the entrance. Pick up some adrenaline and shells to the entrance's left.

Move into the room and kill the Imp hiding in the northeast corner. Kill him, then pick up the clips and plasma cell near him; then go through the northern door into Elevator Access Top Floor.

<< ELEVATOR ACCESS TOP FLOOR >>



Your vision goes red as you enter the room, and an infernal cackling fills your ears. When this passes, three demons materialize in the room, one after another: an Imp, a Maggot, and a second Imp.

Pick up the clip from the northwest corner and the security armor from the western alcove. Use the control panel at the room's northern end to call the lift, and ride it down to Elevator Access Basement.



<< ELEVATOR ACCESS BASEMENT >>



Remain in the lift until two Maggots charge in to attack you. Blast them, leave the elevator, and pick up the shells and small med kit in the alcove to the lift's right; there's also a plasma cell in the hallway next to the broken elevator.

Proceed down the hall and be ready for the Maggot that leaps out at you from the left side of the hall's end. Pick up the small med kit on the shelf, and then turn left (north) and continue around the basement.



As you approach the next intersection, watch out for the two Revenants that appear—one at the bottom of the stairs to the north, the other down the hall to the west. Back down the hallway and deal with them one at a time with the plasma gun and/or grenades.



Pick up the nearby plasma cell and continue down the hallway; there's security armor at the hall's end. Turn right (north) and pick up shells, a clip, and a large med kit.

<< MAIN TANK AND PUMP CONTROL >>



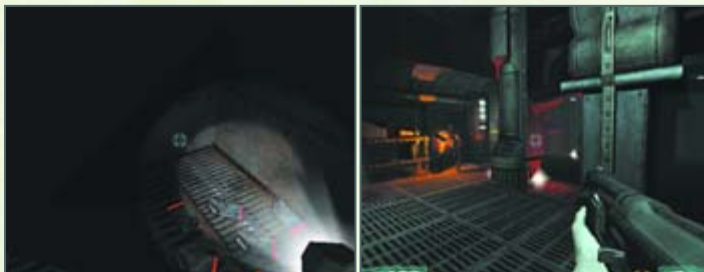
Approach the northern door and shoot the Imp on the other side when it opens. Walk down the hallway to lure a Pinky out from around the corner and blast it. Wait in the middle of the hallway for a second Pinky to appear.

After killing the second Pinky, run down to the hall's northern end, as a third Pinky is summoned into the room right in front of the door you just came through.



Kill the third Pinky, then walk around the room and go through the western hallway. A Maggot attacks you from behind as you walk down the hallway.

<< SECONDARY PUMP ROOM >>



The hallway ends at the Secondary Pump Room, where a Fat Zombie waits for you around the left side of the hall's end. Get the armor shards behind him.

Two more Fat Zombies lumber out from behind pillars to your right as you enter the room. An Imp hides behind a shelf in an alcove in the southwest corner. Pick up an ammo belt, clip, plasma cell, and shells from the shelf.

Leave the alcove, hug the western wall, and pick up more shells from under the stairs. Two Zombies shamble out of the cluster of pillars. Take them out and climb the stairs.





After the first flight of stairs, an Imp attacks you from the top of the second flight. When you reach the top of the second flight, a Maggot runs around the corner to attack you.

Pick up the large med kit at the top of the second flight of stairs, and destroy the Revenant hiding in an alcove to the right of the stairs. Continue along the upper catwalk to find a clip in the shadowy southeast corner. Jump onto a pipe in the center of the room to get security armor and clips, and pick up another clip and some shells near the door to Central Maintenance.

<< CENTRAL MAINTENANCE >>



There's a Revenant at the top of a ruined flight of stairs on the door's other side and an Imp to the entrance's left. Lure the Imp back out into the Secondary Pump Room, and then take out the Revenant.

You need to access a control panel where the Revenant used to be, but because the stairs are destroyed, you can't get up there. Instead, go through the western door to Waste Processing.

Objective: Broken Pump

<< WASTE PROCESSING >>

Immediately blast the Maggot on the other side of the door; go down the stairs to the main part of Waste Processing, which is flooded with toxic waste due to a malfunctioning processing pump. You must get rid of this waste to continue, which brings up your next objective: Shut down the broken pump.



Turn right (north) and jump onto the remnants of a catwalk. Go through the doorway into the eastern room beyond. Walk north through the room and blast the Imp that leaps out at you from a hidden alcove. Another one comes out from around the corner after him. Pick up the ammo belt from the first Imp's alcove and continue through Central Maintenance.



An Imp hides behind a shelf that contains a large med kit, an ammo belt, and shells. A Maggot rushes at you from around the next bend in the hallway. Blow up the nearby exploding barrels to find security armor behind them.



Walk up the next flight of stairs; there's a small med kit in the alcove at the top. Lob a grenade toward the nearby door to kill the Imp hiding near it.

The door leads to the upper area of the first

part of Central Maintenance you saw. Kill the Imp to the entrance's left and pick up Nick Sadoway's PDA from the workstation at the catwalk's end. The PDA says that a valve above the workstation will drain the toxic waste in Toxic Waste Processing. It also gives the code (483) for a storage cabinet in the next level.

Touch the control panel next to the PDA to extend a service ladder to the Upper Maintenance Hall. Use the nearby Health Station if necessary, and then climb the ladder.



<< UPPER MAINTENANCE HALL >>



Kill the two Imps in the Upper Maintenance Hall, and then drop through the window at the end and onto a pipe that runs over the Main Tank and Pump Control.

A Cacodemon floats out at you while you're crossing the pipe. At the end of the pipe, touch the control panel to execute an emergency shutdown of the pump station.

Pick up the large med kit, shells, clips, and plasma cells from the nearby shelf; then climb a nearby service ladder to reach a path that takes you back to the entrance of the Upper Maintenance Hall.

Objective: Continue to Delta Labs

<< BACKTRACK TO WASTE PROCESSING >>

With the broken pump shut down, you can continue with your primary mission—reaching Delta Labs. Drop down from the broken stairs in Central Maintenance and open the door to Waste Processing; blast the Imp that's waiting for you on the other side.

Go through the small antechamber to reach the main part of Toxic Waste Processing, which has been drained of its toxic waste. As you go through the entrance to the area's main part,



turn right and blast the fireball-hurling Imp on the distant platform in the room's northern part.



Proceed to the ramp in the room's northwest corner. You can reach some security armor in an alcove near the ramp by running away from the ramp and jumping diagonally into the alcove. After getting the security armor, ascend the ramp and climb the stairs at the top to reach the door to Secondary Levels Access.

<< SECONDARY LEVELS ACCESS >>



As you enter Secondary Levels Access, an Imp appears at the room's other end. Shoot the exploding barrel next to him to take him out. Look in the alcove to the entrance's right to get a chaingun, ammo belts, and a small med kit.



You get to give the chaingun an immediate workout, as six Imps appear in the room. Blast them all, and then climb the nearby ladder to reach a set of stairs that lead up to Secondary Level.

<< SECONDARY LEVEL >>

A large med kit sits on a crate at the entrance to Secondary Level and two Pinkys are farther in. Lure them out and blast them, and then scour the room to find armor shards, shells, clips, plasma cells, and a Health Station. Gear up, and then go through the southern door to the Underground Tunnel.



<< UNDERGROUND TUNNEL >>



A grand total of 14 Trites attack you as you move through the Underground Tunnel. A few come up from behind you, so keep looking over your shoulder. An Imp also appears toward the tunnel's end. Go through

the door at the tunnel's end and into the western part of Secondary Level.

<< SECONDARY LEVEL (WESTERN) >>

There are no enemies in this part of Secondary Level, although a Maggot lies in wait in Toxic Waste Disposal. Pick him off with the machine gun while you're picking up the plasma cell, large med kit, and clip in the middle of the room.



<< TOXIC WASTE DISPOSAL >>



Stand in the doorway of Toxic Waste Disposal and pick off the Revenant on the other side of the room; strafe left to avoid his rockets. When you step into Toxic Waste Disposal, two Trites scurry from Secondary Level to attack you from behind.



Toxic Waste Disposal is filled with more of the same toxic sludge you saw earlier. Stepping into it damages you, so you must use the broken pathway of hexagonal floor tiles to reach the room's other side. An

Imp materializes on a ledge in the room's southwest corner; it tries to knock you off the path with fireballs. A Revenant walks out of the door to Toxic Disposal Maintenance at the path's end.

<< TOXIC DISPOSAL MAINTENANCE >>



Watch out for the Maggot hiding around the first corner in Toxic Disposal Maintenance. Pick up the large med kit and Anthony Garza's PDA, both of which are in this first corner. Garza's PDA mentions his experimentation with the new rocket launcher, which he's stored on his weapons rack.

Keep going through the room and beware of the Maggot that materializes around the next corner. There's also an Imp on an elevated ledge above a weapons rack with a rocket launcher and large med kits. Find some security armor, shells, and rockets in a nearby alcove. Get them and go through the southeast door to a previously inaccessible area of Toxic Disposal Maintenance and the airlock to Mars Surface.

<< MARS SURFACE >>



To reach the next airlock (which also marks the end of the level), you must cross this stretch of Martian surface. From the airlock door, shoot the Revenant on the large pipe that stretches across the area. When your air supply gets low, pick up the two air canisters in front of you. Some rockets are hidden behind a crate near the second air canister.

Run under the pipe to find three more air canisters, some security armor, and another Revenant inside a hut in the map's southwest corner. Kill the Revenant by detonating the nearby exploding barrels, and go inside his hut to find a large med kit and another air canister.



Jump up the rubble in the hut to reach the roof, and then run across the catwalk over the large pipe. A Cacodemon appears when you reach the midway point.

Pick up the air canister at the catwalk's other end and open the airlock door. Enter the airlock and touch the control panel inside to complete the level and proceed to Recycling Sector 2.



Recycling Sector 2

Overview

The Recycling Plant is key to survival on Mars; it processes waste products into usable resources. Sector 2 primarily refines and recycles chemical and biological waste.

Recycling Sector 2 is a short, brutal level that will take your breath away—literally. Several areas in the level are flooded with a toxic gas, thanks to Dr. Betruger's machinations. You must clear the toxic gas from the Hazardous Material area to progress to Main Environment Control, where you can vent the entire facility and open the sealed door to the Monorail. Along the way, you face a couple of new enemies: Cherubs and Mancubi. Good luck, Marine!



ENEMIES ENCOUNTERED

- Cherubs
- Imps
- Mancubus
- Lost Souls
- Revenants
- Zombies
- Zombies, Fat

WEAPONS ACQUIRED

- Shells

AMMUNITION ACQUIRED

- Ammo Belts
- Clips
- Plasma Cells
- Rockets

ITEMS ACQUIRED

- Armor Shards
- Med Kits, Small
- Med Kits, Large
- Security Armor

PDA's ACQUIRED

- Jeffrey Moen
- Scott Johnson

Objective: Locate Monorail Station Entrance

<< PUMPSTATION 1B >>

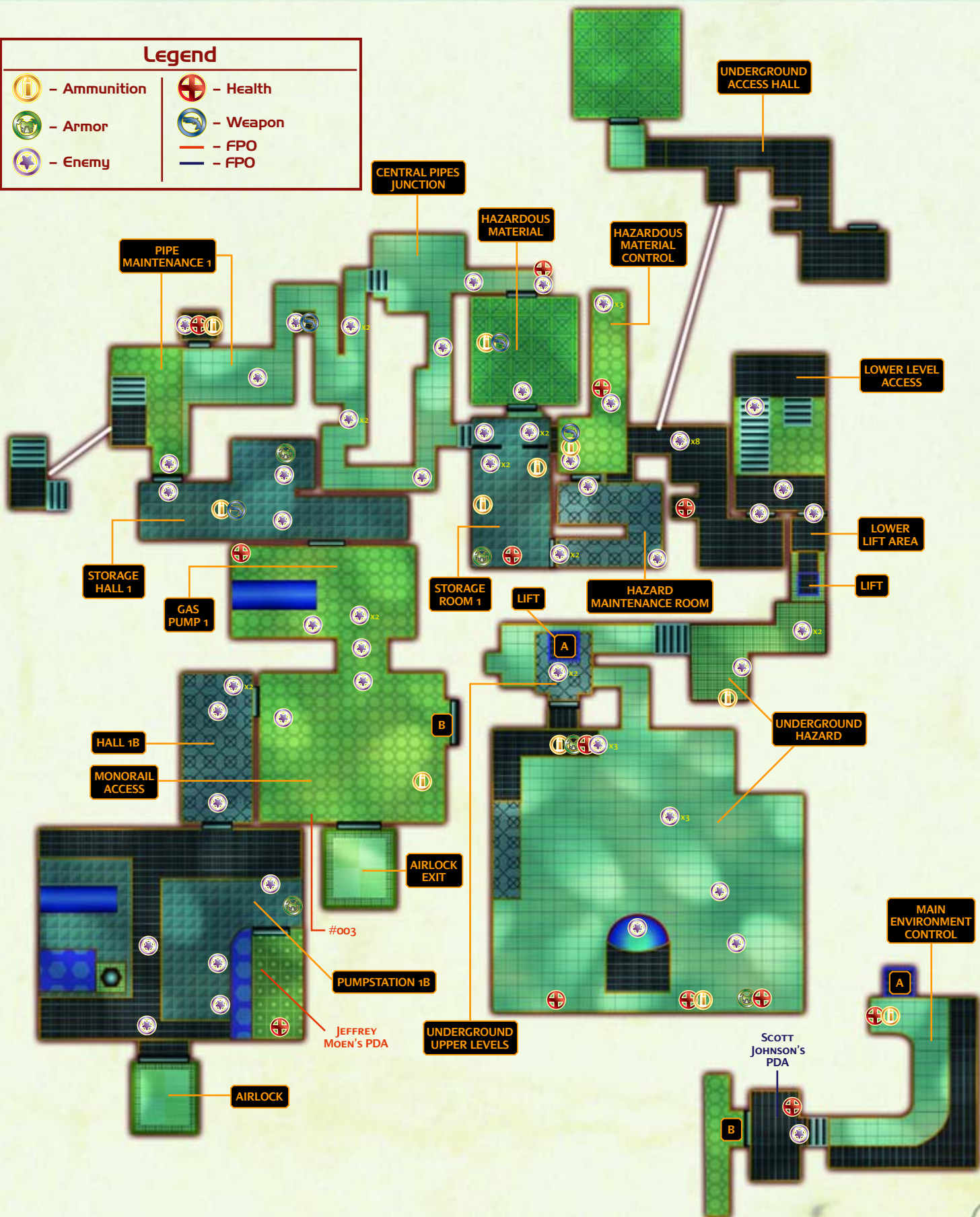


Walk out of the airlock at the start of the level and enter Pumpstation 1B. Move through the room to the office entrance in the southeast corner. Pick up the nearby security armor and enter the office.

Use the Health Station if necessary; pick up Jeffrey Moen's PDA, which contains a warning about the volatility of toxic barrels. Touch the control panel on the workstation to reactivate primary pump systems.

RECYCLING SECTOR 2

Legend			
	- Ammunition		- Health
	- Armor		- Weapon
	- Enemy		- FPO
			- FPO



Dr. Betruger appears on a nearby control panel and thanks you for sending a distress signal to the UAC fleet. He boasts that everything in the complex is under his control, and soon he'll have the fleet to do with as he pleases. The lights go out, and two Imps shatter the office windows and attack.

Exit the office through the broken window and kill two more Imps; then ride the now-active pump up to the room's upper level. The door near the pump's top is sealed shut, so run around the catwalks as Betruger taunts you, and go through the northern door to Hall 1B.



<< HALL 1B >>



Blast the Imp that lunges at you from the other side of the door. Another Imp is behind him, but first destroy the one that just materialized behind you on the Pumpstation 1B catwalk.

As you enter Hall 1B, two Lost Souls float up from its northern end and fly toward you. Kill them and go through the northeast door to Monorail Access and trigger your next mission objective.



Objective: Reactivate Air Filtration System

<< MONORAIL ACCESS >>



The door to the Monorail is sealed due to toxic gas inside the Monorail area, and you can't open it until you reactivate the air-filtration system. Storage cabinet #003 sits next to the Monorail Access door; Nick Sadoway's PDA (which you picked up in the last level) gives 483 as the code. Open it to get a plasma cell, security armor, shells, and clips. Another clip is next to a crate near the sealed door to the east.

When you start walking north down the hall to Gas Pump 1, two Imps appear: one in front of you, and one near the door to Hall 1B. Continue down the hall to Gas Pump 1.

<< GAS PUMP 1 >>

Watch out for the Imp that jumps out of the room's left side as you enter Gas Pump 1. After killing him, move to the door to Storage Hall 1 at the room's northern end.

As you do, Dr. Betruger says that your soul is his, and a Revenant appears in the hall connecting Gas Pump 1 and Monorail Access. After you kill the Revenant, two Lost Souls appear. Kill them, use the Health Station in the northwest corner of Gas Pump 1, and go through the northern door to Storage Hall 1.



<< STORAGE HALL I >>

Turn left (west) to see a Fat Zombie walking away from you. Although you should definitely kill him, because an Imp in this room's northern part will jump you from your right side if you're reckless.



Pick up the plasma cell, shells, and clip from the shelf in the room's center; there's also security armor in the northern alcove. Now go through the northwest door to Pipe Maintenance 1.

<< PIPE MAINTENANCE I >>



If you didn't kill the Fat Zombie in the previous room, he's waiting for you here. An Imp drops from the ceiling near the entrance as you walk through the door.

Walk north down the catwalk and watch out for the Revenant that comes through the Storage Hall 1 door behind you. Follow the catwalk down to the ground floor of Pipe Maintenance 1, where another Revenant awaits. Use the nearby explosive barrel to help take him out.

The northern door in the area's middle is sealed, but it opens when you walk past it, unleashing an Imp that attacks you from behind. The small room beyond the door contains rockets and a large med kit.

Wind through the narrow corridor to the east, and watch out for the Fat Zombie who pops out of a hidden alcove after the second turn. Find some shells in the alcove as well.



When the hallway ends in a T-junction, watch out for the Zombie and Imp to your right (south) and a Fat Zombie and Revenant to your left (north). After killing these fiends, go north past the Revenant and Fat Zombie and follow the hallway to the door to Hazardous Material. It's sealed due to contamination; you have to vent the chamber to enter it.



Objective: Clear Hazardous Material Area

<< CENTRAL PIPES JUNCTION >>

Move south through the Central Pipes Junction until you reach the path to Storage Room 1. An Imp in Storage Room 1 tries to blast you with fireballs. Kill him by blowing up the exploding barrels around him and move toward him into Storage Room 1.



<< STORAGE ROOM I >>

Two Lost Souls materialize in the northeast corner. Kill them and move south into the room's main part, where an Imp and a Revenant enter through the Hazard Maintenance Room to attack you. Pick up the clips, security armor, and large med kit; then go through the door to the Hazard Maintenance Room.



<< HAZARD MAINTENANCE ROOM >>

As you move into the middle of the Hazard Maintenance Room, two Imps appear: one from a hidden alcove behind you in the southeast corner, and one from the door to Hazardous Material Control to the northwest. The first Imp's alcove contains shells. Continue into Hazardous Material Control.



<< HAZARDOUS MATERIAL CONTROL >>



Shoot the Fat Zombie to the entrance's left and pick up the shells, plasma cell, and clip from the shelf near him. A Health Station is a little farther down the hall.

Move past the Health Station and use the control panel to vent the Hazardous Material containment chamber below you. This allows you to enter Hazardous Material. Three Imps appear in a hidden alcove at the hall's northern end when you vent the chamber; a Zombie shambles in from the south.

After venting the chamber and killing the Imps and Zombie, backtrack from Hazardous Material Control, through the Hazard Maintenance room, through Storage Room 1 (where you fight two Lost Souls), and into the Central Pipes Junction. Kill the Zombie and Revenant in the Central Pipes Junction.



Head down the hallway to the door to Hazardous Material. In front of you, an Imp jumps out of an alcove containing a Health Station, and a Revenant comes up from behind. Kill them both and go through the door to Hazardous Material.



<< HAZARDOUS MATERIAL >>

A Revenant enters the room from the other side shortly after you do. Back out of the room and shoot the exploding barrels to blow him up. Pick up the ammo belt and shells from the middle of the room and go through the door to the Underground Access Hall.



<< UNDERGROUND ACCESS HALL >>



As you start walking down the Underground Access Hall, eight Cherubs come down the hallway, one after another. Cherubs aren't very tough, but they move quickly, and when you face this many of them, you've got to kill them quickly.



Proceed down the hall and around the corner where the Cherubs came from. A little farther down and to the right (west) is an alcove with a Health Station. Use it if necessary before continuing southeast to the room's end. Get a clip and some security armor from a shelf here before going through the door to Lower Levels Access.

<< LOWER LEVELS ACCESS >>



Kill the Imp on the other side of the door and start climbing the stairs in front of you; this lures an Imp out from the door you just came through, and a second one comes from the stairs above you. Pick up the clips and shells from the shelf on the first landing, and keep going up.

When you reach the top of the stairs, a Revenant comes through the door ahead of you. Kill him and go through the door.

<< LOWER LIFT AREA >>

Touch the control panel to call the lift, and then ride it down to the Lower Lift Area. Kill the two Cherubs that come around the corner when you arrive at the bottom. Proceed west into Underground Hazard.



<< UNDERGROUND HAZARD >>



Turn left when you enter Underground Hazard and blast the Cherub that's waiting for you. Pick up the ammo belt behind it and keep going west down the hall.



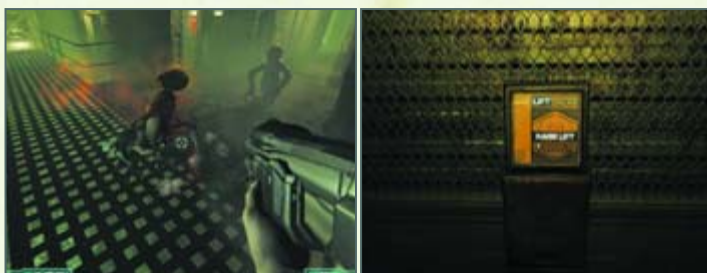
Pick up the shells and clip in the alcove of the U-bend in the hall; then follow the hall into the main part of Underground Hazard.

When you enter the main area in Underground Hazard, the door seals behind

you, and you see another new enemy: the Mancubus. This grotesquely obese demon has two cannons for arms. He moves slowly, but his blasts are phenomenally powerful. To make matters worse, every second that you spend on the floor of the level damages you.

Use the rocket launcher and chaingun to take him down. A second Mancubus appears after you kill the first one, followed by a third one after the demise of the second. If your health is getting low, dash for the large med kits at the southern end, or climb up on the catwalk in the northwest corner to escape the toxic fumes. After you kill all three Mancubi, three Cherubs appear and attack you as well.

During or after the fight, pick up the many valuable items scattered around the area, including armor shards, large med kits, rockets, and a plasma cell.



Go up the catwalk and follow it to the end to find three Cherubs, some clips, armor shards, and a Health Station.

After you clear the area, go through the nearby door to the elevator. Kill the two Cherubs in the area and ride the elevator up to Main Environment Control.

<< MAIN ENVIRONMENT CONTROL >>



Main Environment Control is full of the same choking toxic gas that was in Underground Hazard, so don't waste time. Pick up the large med kits, plasma cells, and clips to the elevator's right, and hustle down the hallway.

Touch the three control panels on the hall's left side to engage the three vents that remove the toxic gas from the level. A Revenant greets you at the end of the hall after you do so.

Go up the stairs where the Revenant materialized to find a small med kit and a PDA belonging to Scott Johnson. The PDA contains a message from Nick Sadowayj encouraging Johnson to lock armaments away in cabinet #003.



NOTE

Remember to use Sadowayj's code to open the cabinet near the Monorail Access door, which you should have done at the beginning of the level.



Go through the door in front of you to return to Monorail Access; the door that you just came through was sealed at the beginning of the level. Open the Monorail bay door and touch the control panel on the other side of it to complete the level and proceed to Monorail.



Monorail

Overview

The Monorail serves as transportation between the low-level access sectors of the UAC Complex and the priority access research facilities. Have all identification and security clearance data prepared for inspection.

A cutscene begins the level, showing Dr. Betruger blasting a Marine from behind and raising him up as a Commando Zombie.



ENEMIES ENCOUNTERED

- Imps
- Trites
- Zombies
- Zombies, Commando
- Zombie, Fat
- Zombies, Z-Sec

WEAPONS ACQUIRED

- Shells
- Machine Gun
- Pistol
- Rocket Launcher
- Shotgun

AMMUNITION ACQUIRED

- Clips
- Plasma Cells
- Rockets

ITEMS ACQUIRED

- Armor Shards
- Med Kits, Large
- Security Armor

PDAs ACQUIRED

- Charles Hollies
- Gary Ross
- Karl Cullen
- Sam Harding

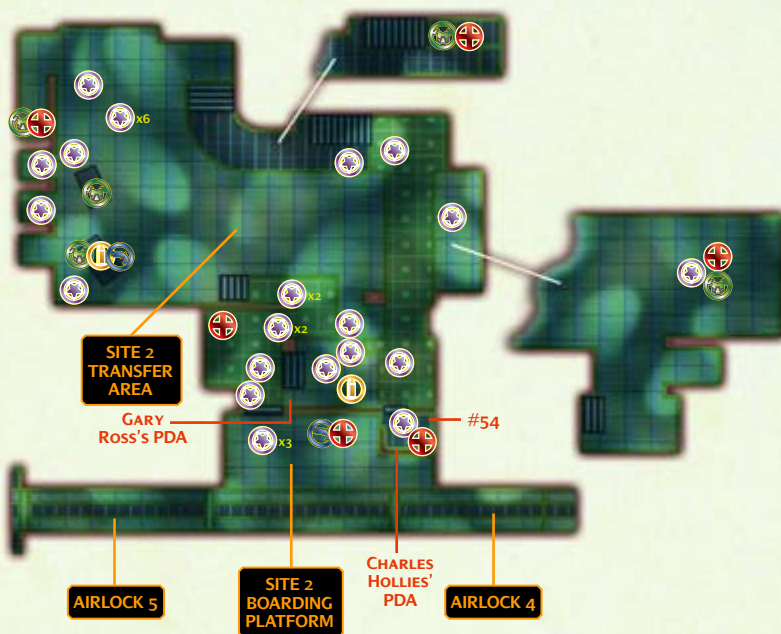
Objective: Start the Monorail



The Monorail stops at the Site 2 Boarding Platform due to a malfunction with the airlock doors. You must exit the Monorail and manually open the airlock doors to continue. Ryan refuses to leave the Monorail.



Objective: Open Airlock Doors



<< RECYCLING FACILITY BOARDING >>

Step out of the airlock to hear a voice whisper, "Deliver us from evil." Move to the right (east) and pick up Sam Harding's PDA from a bench outside the Monorail. The PDA describes repairs that were made to the Monorail following a catastrophic accident, as well as an account of repairs made to turret gun mounts in Delta Labs. There's a Health Station next to the PDA and an open storage cabinet (#003), which contains shells, a plasma cell, clips, and security armor.



After you're geared up, step into the Monorail's front compartment and touch the control screen to start moving. When the Monorail starts moving, a fellow named T. Ryan opens a door behind you and tells you that it's not safe to go to the Delta Labs. He thinks that the demonic invasion has something to do with some artifacts that were discovered in Site 2, an archaeological dig site on Mars.



Legend

- Ammunition
- Armor
- Enemy
- Health
- Weapon

<< SITE 2 BOARDING PLATFORM >>

Pick up the machine gun and a large med kit in front of you when you exit the Monorail. Open the northwest door to the Site 2 Transfer Area.



<< SITE 2 TRANSFER AREA >>



Be ready to shoot the Commando Zombie that lunges at you from the other side of the door. Commando Zombies are much tougher than other Zombies, and they have a lashing tentacle arm that inflicts a great deal of damage at a respectable distance; they are also almost completely silent. Take out the pistol-packing Z-Sec Zombie behind him as well.



As you move into the room, you start taking fire from a Z-Sec Zombie with a machine gun on a catwalk on the room's other side. Another Z-Sec Zombie with a shotgun rushes toward you from the recessed area to your right (east). There's also an Imp in that recessed area.

After killing all visible enemies, take the large med kits next to some boxes in this area's corner; then move down the stairs closest to the entrance to confront two more shotgun-wielding Z-Sec Zombies.

**TIP**

This is the perfect area to use grenades. Toss them around blind corners, and you're bound to hit someone.



Pick up the clip and Gary Ross' PDA at the bottom of the stairs. The PDA upgrades your security clearance and gives the Monorail airlock codes for junction 5 (953) and junction 7 (826). You wind up only needing the code for junction 5.

Move northeast cautiously to reach an alcove with a large med kit and armor shards. Go back up the stairs you came down and walk north along the elevated pathway. Shoot the machine-gun-wielding Z-Sec Zombie that's hiding in the shelves to the west, and watch out for the two Commando Zombies who sneak up behind you. Remember, they're practically silent, so keep looking over your shoulder.

**TIP**

Commando Zombies like to attack from behind while your attention is diverted. Keep your back to the wall if possible when fighting other enemies and learn to expect this attack.



Advance cautiously on the western shelves. Pick up armor shards, a clip, and a rocket launcher from the southernmost shelf, and find some cover. A Z-Sec Zombie with a machine gun starts shooting at you from the north, and an Imp appears from the north as well. They're joined by two Imps that materialize on the elevated pathway you just came from, and another Imp appears in the room's far eastern part.



The other shelf holds some security armor, which you can only reach by pushing one of the smaller crates over to the shelf and jumping up on it.



Go to the northwest corner and crawl into the alcove near the Sector 2 blast door to get armor shards and a large med kit.

Leave the alcove and climb up the nearby stairs to the curved elevated walkway. This triggers an Imp at the end of the walkway in front of you, and two more Imps in the alcoves to the west. Blast them all, but be ready for the Commando Zombie that runs down the curved elevated walkway toward you, hoping to catch you off guard while you're fighting the Imps.



After killing the enemies, go east down the curved walkway and crawl under the stairs at the end to reach some armor shards and a large med kit.

Crawl back out, go up the stairs, and head down the catwalk at the top. A Commando Zombie bursts out of the door at the catwalk's southern end. Blow him away and go through the door.

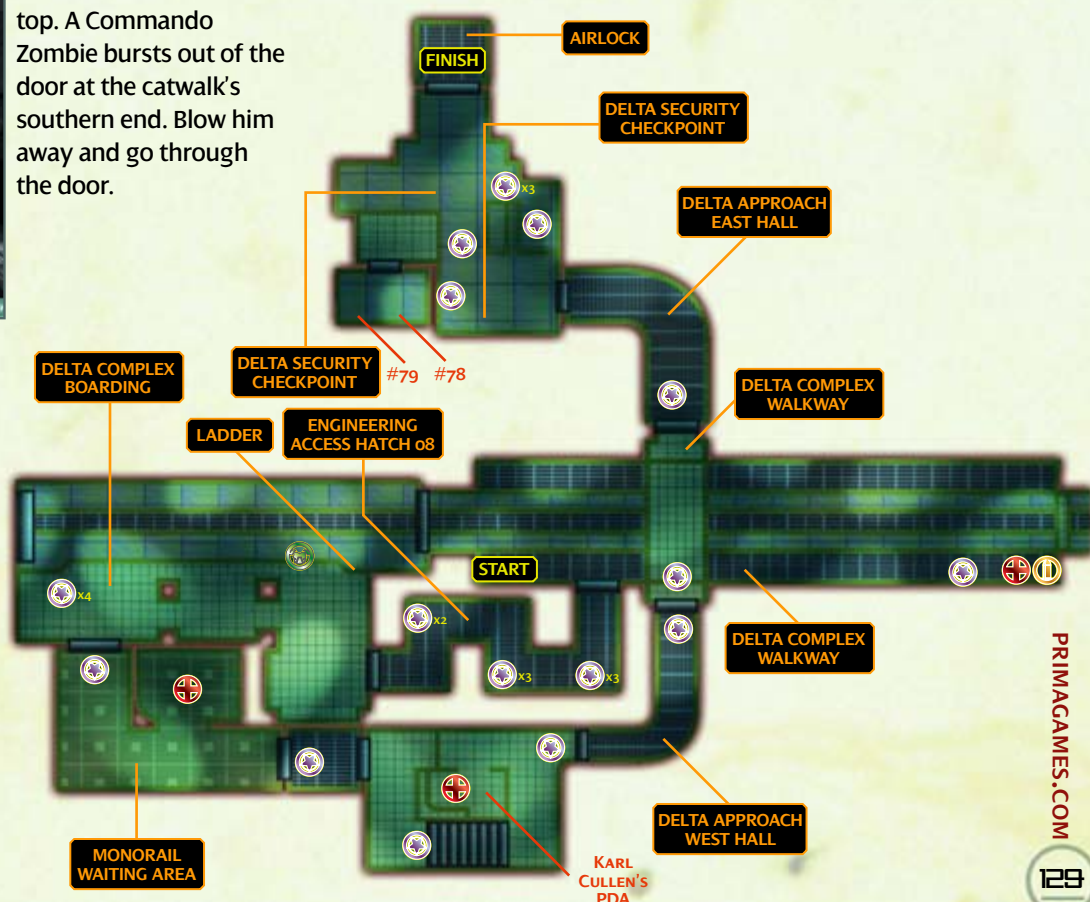


This is the Monorail control room for the Site 2 stop. Pick up Charles Hollies's PDA from the console to find that storage cabinet #054's code is 142. Open the nearby cabinet with the code to get security armor, rockets, and shells. There's also a Health Station in here.

Approach the console and enter 826 into the keypad to override the Monorail airlock. Leave the control room and start backtracking through Site 2 Transfer Area to the Monorail. Along the way, you face six Trites in the transfer area. Another three are outside the Monorail, standing over chunks of what used to be Ross. Kill them, get in the Monorail, and move it by touching the control panel.

Objective: Reach Delta Complex

Legend	
	- Ammunition
	- Armor
	- Enemy
	- Health
	- Weapon



<< DELTA COMPLEX WALKWAY >>

The Monorail is sabotaged by an unseen assailant just before the Delta Complex stop. You must make the rest of the journey on foot.

Climb the service ladder directly in front of you and shoot the Commando Zombie that runs toward you from the eastern end of the Delta Complex Walkway. Run all the way down the walkway toward his starting position to find a large med kit and a clip. Return to the top of the ladder and go through the nearby door to Engineering Access Hatch 08.



<< ENGINEERING ACCESS HATCH 08 >>

A Trite crawls out of a spider hole in front of the entrance. Blast it and start moving down the narrow access hatch. After the first corner, two more Trites appear: one in front of you, and one behind you.

After rounding the second corner, dash to the third corner, stand with your back to it, and blast the three Trites that attack from the left and the two that attack from the right. This finishes off the Trites. Go through the door to Delta Complex Boarding at the end of the hatch.



<< DELTA COMPLEX BOARDING >>



As you enter, you see a Commando Zombie running away from the door down the hall. Follow him, and he jumps out at you from the Monorail Waiting Area doorway to your left.



Dash back to the entrance, because an Imp, a Zombie, and two more Commando Zombies appear at the area's western end. Let them come to you.

Climb down a nearby ladder to reach the area underneath the Monorail track, where you find armor shards. Pick them up, climb back up the ladder, and go into the Monorail Waiting Area.



<< MONORAIL WAITING AREA >>



Jump through the missing pane of glass in the waiting area to get a large med kit. On the wall next to the door to the next area is a control panel; touch it to deactivate the station's alarm.

Open the door to the next (unidentified) area and be ready to kill the Commando Zombie on the other side. Continue through this tiny area into Monorail Security.

<< MONORAIL SECURITY >>

As you enter, you can see a Z-Sec Zombie entering the room from a doorway high above you on the room's other side, so be ready for him to start shooting at you from the balcony. Another Z-Sec Zombie runs toward you from the right (south).



Climb up the stairs and enter the small security office to get a large med kit and Karl Cullen's PDA, which updates your security clearance. It also contains a code for some nearby security cabinets (364) and can allegedly deactivate the turret gun in front of the entrance to Delta Labs. Pretty handy device.



<< DELTA APPROACH >>



Go through the door near the security office into the next area (Delta Approach West Hall). Betruger summons an Imp at the area's northern end. Shoot the Imp and go through the northern door to the catwalk above the Delta

Complex Walkway. The door at the catwalk's end leads to Delta Approach East Hall.

Trigger the Delta Approach East Hall door and back up to shoot the Commando Zombie on the other side. Turn around quickly and blast the Imp that materializes behind you, and then go through Delta Approach East Hall to Delta Security Checkpoint.



<< DELTA SECURITY CHECKPOINT >>



A recorded warning informs you that the Delta Security turret guns are now online, but you've got bigger worries: a Commando Zombie charges through a pane of glass to attack you. Take him out and step into the room to see a Fat Zombie get cut to pieces by the turret gun in the area's northern part.

Sprint across the room and jump through the window that the Commando Zombie crashed through. Touch the control panel at the workstation to deactivate the turret gun. This triggers the appearance of four Imps. Remain in the security office, wait for them to come to you, and blast them.



Go through the automatic door in the security office to reach storage cabinets #078 and #079. The code for each is 364. Cabinet #078 contains large med kits, clips, and shells. Cabinet #079 contains security armor and a plasma cell.

After you have these items, there's nothing left to do here except open the northern airlock door and use the control panel inside to complete the level and proceed to Delta Labs Sector 1.

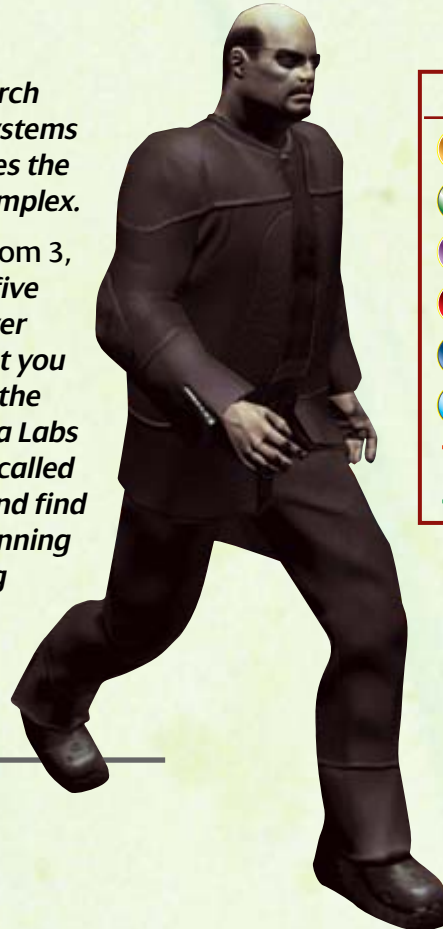


Delta Labs Level I

Overview

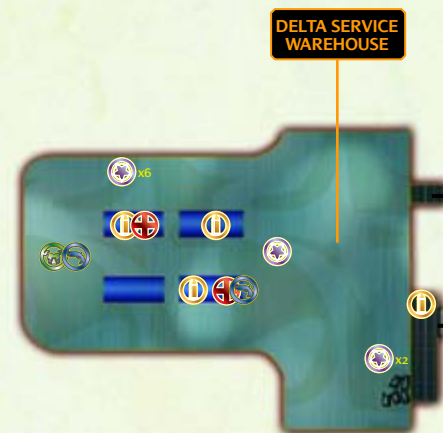
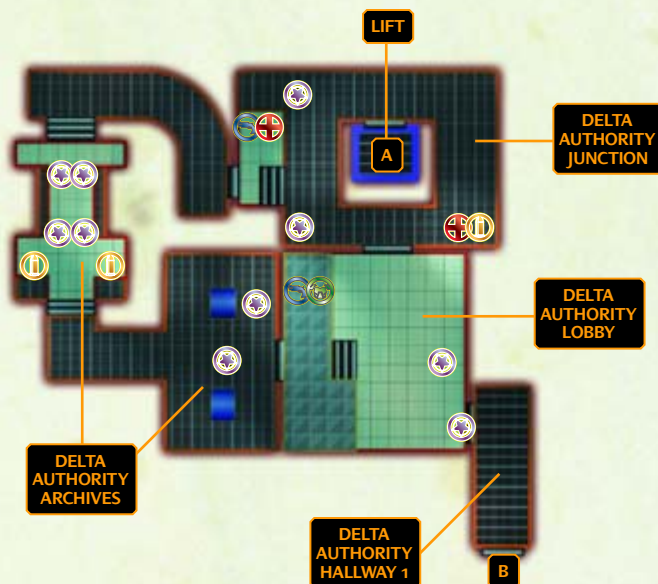
The Delta Complex is the most advanced research facility on Mars. Sector 1 contains the power systems and energy core distribution center and services the administrative functions of the entire Delta Complex.

Delta Labs Level 1 begins the second half of Doom 3, and what a beginning it is. You spend the first five minutes of the level wondering if anything's ever going to attack you, and the rest of it sorry that you asked. Your main goal in this level is to restore the power so that you can ride the elevator to Delta Labs Level 2A. To do that, you must recover an item called the data linker, manually restart the reactor, and find a way back to the elevator you saw at the beginning of the level. And if you spent last level dreading the appearance of Commando Zombies, we've got bad news for you—toward the end of the level, they start showing up with chainguns. Have fun!

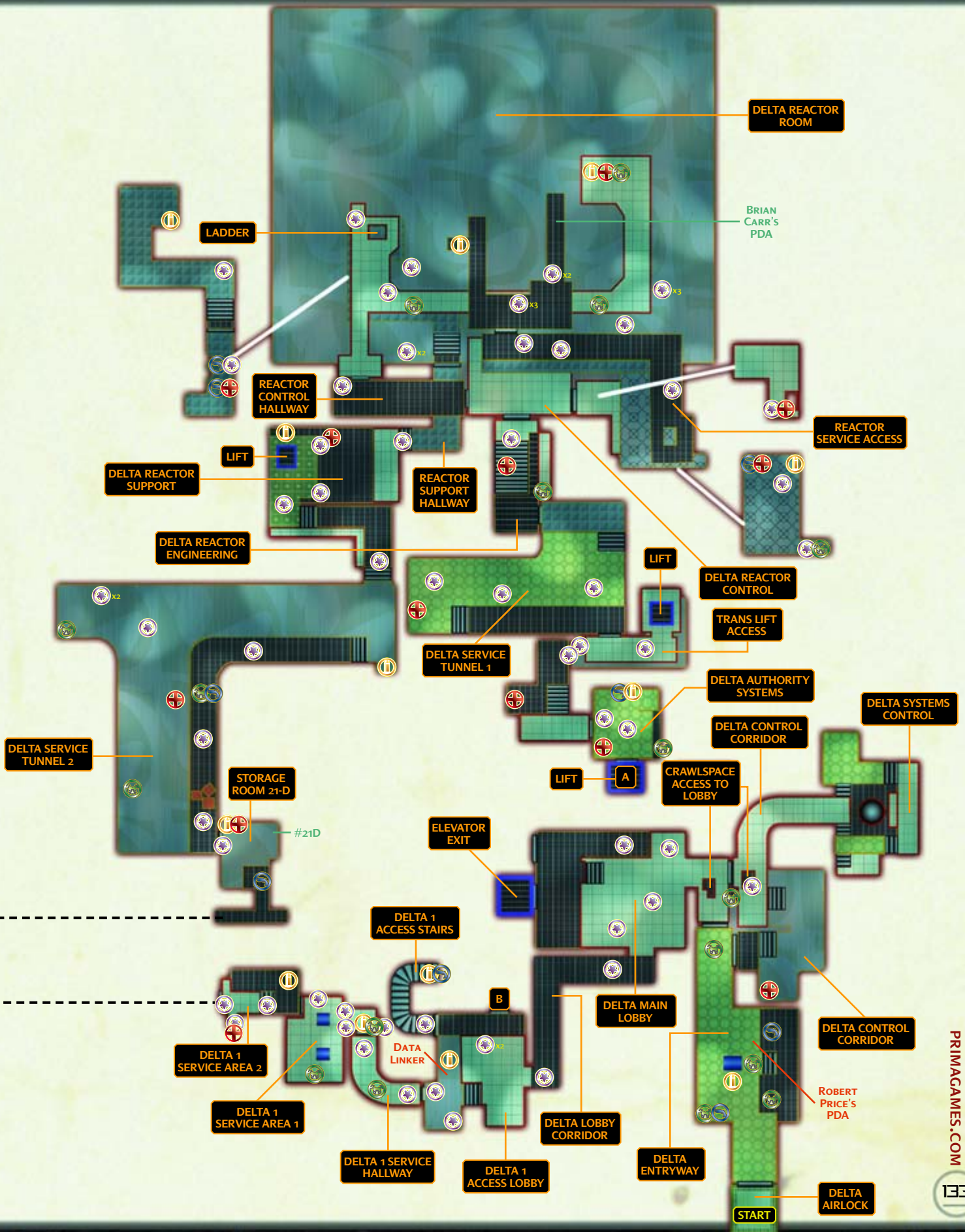


Legend

-  - Ammunition
-  - Armor
-  - Enemy
-  - Health
-  - Weapon
-  - Oxygen
-  - Through Replacing Data Linker Objective
-  - Restarting Reactor



DELTA LABS LEVEL 1



ENEMIES ENCOUNTERED

- Cacodemons — Revenants
- Imps — Zombies
- Lost Souls — Zombies, Commando
- Pinkys

WEAPONS ACQUIRED

- Chaingun — Plasma Gun
- Shells — Shotgun
- Machine Gun

AMMUNITION ACQUIRED

- Ammo Belts — Plasma Cells
- Clips — Rockets

ITEMS ACQUIRED

- Armor Shards — Med Kits, Large
- Backpack — Med Kits, Small
- Data Linker — Security Armor

PDA_s ACQUIRED

- Brian Mora — Robert Price



Objective: Restore Power to the Delta Labs

Your primary mission objective in the Delta Complex is to find the Main Portal that Dr. Betruger's research team was working on, but you must solve some problems along the way. Your first objective is to restore power to the Delta Labs.

<< DELTA ENTRYWAY >>



As you walk north into Delta Entryway, you see the shadow of an Imp as it crawls up the eastern window overlooking the Martian surface. Fortunately, it's on the outside looking in, so proceed into the room and collect the nearby backpack, plasma gun, armor shards, and Robert Price's PDA, which mentions that the access code to storage cabinet #21D is 298.

Drop down over the railing to the catwalk on the room's recessed eastern area and pick up the armor shards and shells. Return to the upper area and proceed north down the Delta Entryway.

Find more armor shards at the northern end in front of a sealed security door. The corpse of a Marine comes flying through the window to the right (east), opening a passage into the Delta Control Corridor. Jump through the window.

<< DELTA CONTROL CORRIDOR >>



Descend the stairs and pick up the large med kit sitting on the workstation to the south, and then move cautiously northeast along the curving hallway into Delta Systems Control.

<< DELTA SYSTEMS CONTROL >>



Continue moving along the walkway to reach the eastern control panels in Delta Systems Control. Touch the control panels to attempt to restore power to the labs. However, a missing piece of machinery, the data linker, prevents the system from initializing. Your next mission is to find the data linker and return with it to get the power up and running again.

Objective: Retrieve Data Linker

As you walk back down the Delta Control Corridor, a floor panel pops up. Nothing jumps out of it, but you can drop down into the hole to reach a crawlspace that takes you to the Delta Main Lobby. Ever get the feeling you were being led into a trap?



<< DELTA I ACCESS LOBBY >>



From the end of the Delta Lobby Corridor, run straight across the room and up to the elevated area that contains a plasma cell and the data linker, lying under the corpse of a scientist.

Pick up both items and backtrack to Delta Systems Control. You get a couple of good scares on the way back, but no enemies attack you.

Return to the control panel in Delta Systems Control and approach it to automatically insert the data linker, completing the objective. Power is restored to the immediate area, and a holographic map glows to life in front of you. Touch the different names on the control panel to see the area's location on the map. Your job isn't done yet, though. You must manually restart the reactor, which is at the other end of the level.



<< DELTA MAIN LOBBY >>



There's a sealed door that can never be opened in this room's northern wall. To the west is the elevator that goes to Delta Labs Level 2, but it's nonoperational due to the lack of power.

NOTE

This elevator will be the level's finish point after you've restored the power.



That leaves the darkened hallway to the south, the Delta Lobby Corridor, as your only other option. Your nerves are probably on edge at this point, as nothing has attacked you so far. Don't worry; nothing attacks you in the Delta Lobby Corridor either. It ends at the Delta 1 Access Lobby.



Objective: Restart the Reactor



When power is restored to Delta Systems Control, a communications console in the room's northwest corner starts requesting a video link-up. Approach it to receive a message from Sergeant Kelly, who says that Delta 1 is no longer a secure area. He'll meet you farther into the complex.

Backtrack through the Delta Control Corridor where—finally!—an Imp climbs out of the crawlspace and attacks you. Restoring the data linker also restored power to the large door near the crawlspace; open it and go into the Delta Main Lobby.



<< DELTA MAIN LOBBY >>



Two Imps appear in this area, and a Pinky charges out of the Delta Lobby Corridor. Kill them and proceed through the Delta Lobby Corridor into the Delta 1 Access Lobby.

<< DELTA 1 ACCESS LOBBY >>

The door directly across the room (near the data linker's original location) to the Delta 1 Service Hallway is now unlocked, but a Commando Zombie lurks just out of sight in an alcove to the south-east. From the room's northern end, near the ruined elevator, lob a grenade at the Commando Zombie.



Don't go through the door to Delta 1 Service Hallway yet, though. Instead, open the north-west door to Delta 1 Access Stairs, kill the Imp on the other side, and collect a large med kit and some rockets from the bottom of the ruined stairs. Leave the area and go through the door to the Delta 1 Service Hallway.

<< DELTA 1 SERVICE HALLWAY >>

When you open the door, back up to avoid the charging Imp on the other side. Collect the armor shard in the middle of the hall and shoot the next Imp, which appears just after a corpse falls from the ceiling. Go under the corpse and through the door to Delta 1 Service Area 1.



<< DELTA 1 SERVICE AREA 1 >>



Some clips and armor shards sit on a crate immediately to the entrance's right. When you step into the room, a hidden alcove to the door's right opens, and a Zombie stumbles out. Another Zombie attacks from the left side of the door.

Some security armor lies out in the open at the room's southern end. When you pick it up, a Pinky appears near the door to Delta 1 Service Hallway and charges at you.

Kill it and go through the northwest door to Delta 1 Service Area 2, but watch out for the Commando Zombie that leaps out at you from a northern hidden alcove when you approach the door. Don't miss the shells in the alcove either.



<< DELTA 1 SERVICE AREA 2 >>



When you enter the room, look up to see an Imp crawling along the ceiling toward you. Grab the plasma cell on top of the crate to the right of the door.

Continue west down the elevated part of the room and turn left to see a Zombie hiding in an alcove on the other side. Kill the Zombie, use the Health Station behind him, turn around quickly to blast a Commando Zombie that tries to sneak up on you, and then go through the western door to the Delta Service Warehouse.

<< DELTA SERVICE WAREHOUSE >>

Grab the clip from the crate near the door and drop to the floor of the warehouse. A panel in the northern wall falls out, releasing six Lost Souls; another two Lost Souls materialize near the door from Delta 1 Service Area 2.



After killing the Lost Souls, approach the shelves in the middle of the room to trigger a Revenant. After killing him, collect the small med kit and shells on the bottom of the south-east shelf, the clip and adrenaline on the bottom of the northeast shelf, and the shotgun and armor shards near the dead soldier at the room's western end.



Move small crates in position to get a large med kit and several plasma cells from the top of the northwest shelf and another plasma cell from the top of the southeast shelf.

During your battle with the Revenant, a maintenance hatch opened near the sealed door in the northeast corner. Pick up the large med kit in front of it and crawl through it into Storage Room 21-D.

<< STORAGE ROOM 21-D >>



Pick up the shells at the recessed entrance to Storage Room 21-D. A Cacodemon is hiding in the northeast corner. Jump up to the upper level and pick up the clip and large med kit from the shelf. Storage cabinet #21D is in the northeast corner. Open it with the code 298 to get security armor, rockets, shells, and a large med kit. Go through the northwest door to Delta Service Tunnel 2.

<< DELTA SERVICE TUNNEL 2 >>



Kill the Imp to the door's right, and turn around to get the one that materialized behind you in Storage Room 21-D. Drop through the broken railing to the lower part of the room.

Pick up the armor shards behind the crate and exploding barrel just ahead of you. Move forward to the next crate, which has a small med kit on it. A Revenant appears in the room's main intersection to the north.

After you kill the Revenant, two Cacodemons float out of an alcove to the north. Kill them and go to the room's northwest corner to find armor shards; then start moving east.



Another Cacodemon floats out from the top of the stairs in the room's northeast corner. Blow up the nearby exploding barrel to find a clip behind it.

Climb the stairs to the western walkway to get some armor shards and a plasma gun. Collecting these items causes an Imp to appear in front of you and a Commando Zombie behind you. Backtrack to where you saw the last Cacodemon and climb the stairs to reach Delta Reactor Support.



<< DELTA REACTOR SUPPORT >>



Follow the catwalk through Delta Reactor Support and be on guard for the Imp that leaps out at you as you approach the second turn.

Ride the lift down at the catwalk's end. The lift falls apart when it reaches the bottom. Blast the two Imps on the ground floor; one fights back, and the other runs away through the northeastern door to the Reactor Support Hallway.



Pick up the clip from the crate near the ruined elevator and the small med kit on the floor. Approach the north-eastern stairs; a Revenant comes out of the Reactor Support Hallway door to fight you, followed by the Imp that ran away. Kill them and proceed into the Reactor Support Hallway.



<< REACTOR SUPPORT HALLWAY >>

There are two alcoves in the left side of the hallway. The first contains shells and a small med kit, and the second contains a Zombie and more shells. Proceed through the door to the Delta Reactor Room.



<< DELTA REACTOR ROOM >>



Four Lost Souls attack when you enter. Get the two to your left first, then the one in front of you, and then the one floating in the distance to the northwest.

Walk to the end of the catwalk, pick up the clip near the ladder, and climb the ladder to reach the upper level of the Delta Reactor Room. Two more Lost Souls attack you at the top. Don't be distracted by the one in the distance; turn around to find the closer one behind you.



Follow the walkway as it curves east and pick up the armor shards. After you pick up the last armor shard, a Cacodemon rises up in front of you to attack.

Continue to the catwalk's end and get the plasma cell, small med kit, clip, and armor shards. Three Lost Souls appear in the room's southeast corner, near where the Cacodemon arose.

Backtrack along the catwalk to its western end and turn south to trigger the door to the Reactor Control Hallway. A Revenant waits on the other side. Kill the Revenant and go through the Reactor Control Hallway into Delta Reactor Control.



<< DELTA REACTOR CONTROL >>

Approach the control panel in Delta Reactor Control and touch it to initialize the reactor and restore power, completing your latest objective. Now you must find a way back to the main elevator in the Delta Main Lobby.



Objective: Return to Delta Main Elevator

You can't go back the way you came, because the lift in Delta Reactor Support is disabled. The southern door in Delta Reactor Control is sealed, so go through the eastern door to the lower level of Reactor Service Access.

<< REACTOR SERVICE ACCESS >>



Kill the Zombie around the corner in this room's lower level, use the Health Station behind him, and then climb the ladder to reach the upper level.

Shoot the Imp in the southeast alcove, pick up the armor shards beyond, and watch out for the Zombie in the northeast corner. Pick up the ammo belt, shells, and large med kit to the north; then climb the ladder to the top level of Reactor Service Access.

As you start walking west down the top catwalk, two Imps appear, one on the catwalk's southern end and one on the western end. Go through the western door into the upper level of the Delta Reactor Room.



<< DELTA REACTOR ROOM (UPPER) >>



When you enter this area, three Cacodemons rise up and attack you. Go down the western leg of this upper catwalk to find a clip. Go down the eastern leg to find Brian Mora's PDA, which upgrades your security clearance. Kill the three Lost Souls that materialize behind you, and then start backtracking to Delta Reactor Control.

A Commando Zombie is just inside the door of Reactor Service Access, and another one attacks you as you enter Delta Reactor Control. Scan your PDA on the control panel next to Delta Reactor Control's southern door and continue into Delta Reactor Engineering.

<< DELTA REACTOR ENGINEERING >>



Shoot the Imp that attacks you as you enter the room and hop the railing to your left to reach a ledge with security armor on it.

Descend the large staircase and look under the stairs to get a large med kit. Go through the door at the bottom of the stairs into Delta Service Tunnel 1.

<< DELTA SERVICE TUNNEL I >>

Walk down the first set of stairs and shoot the Cacodemon that appears at the room's west end. Two more Cacodemons appear as you approach the west end: one at the east end and one at the west. Grab the large med kit at the west end.



Climb the stairs at the hall's west end to reach the southern elevated catwalk. Walk east down this catwalk and go through the door at the end into Trans Lift Access.



<< TRANS LIFT ACCESS >>



A Commando Zombie runs out from the left side of the entryway when you open the door. Kill him and ride the lift down to the lower level.

Two Imps attack from the western end of Trans Lift Access' lower level. Kill them and go through the western door to the lower level of Delta Authority Systems.

<< DELTA AUTHORITY SYSTEMS >>



Investigate the lower level of Delta Authority Systems to find a large med kit on a workstation and some clips and shells under the stairs. Climb the stairs to reach the room's upper level.

A Commando Zombie charges at you from the eastern door to the next part of Delta Authority Systems. Kill him and go through the door.

Shoot the Zombie on the other side and pick up shells and a clip from the shelves inside. Drop down a gap in the room's eastern side to find some security armor; use the nearby Health Station if you need it, and then call the lift to take you to the Delta Authority Junction.



<< DELTA AUTHORITY JUNCTION >>



There's a Pinky to the elevator's left, so be careful. After killing it, run to its original location to get a good shot at an Imp in the southwest corner.

Find a large med kit and some rockets in the southeast corner, just past a locked door that requires a higher security clearance to open.

Go back to the western side, pick up the shells and small med kit from the waiting area near the Delta Authority Archives' door, and then go through the door.



<< DELTA AUTHORITY ARCHIVES >>



Walk down the curving corridor until you reach a narrow hallway lined with computer banks. When you step into the hallway, four Zombies shuffle out to attack you. Back up and give them a taste of the chaingun.



Go to the hall's end and pick up a plasma cell and clip; then proceed down the corridor. Kill the Commando Zombie at the end.

There's another Commando Zombie in the room hiding behind the northern pillar, but this one's got a chaingun. Blast him with shells or the rocket launcher to take him out without exposing yourself to his lethal barrage of lead; pick up the chaingun after killing him. Go through the eastern door to the Delta Authority Lobby.

<< DELTA AUTHORITY LOBBY >>



There are two more Commando Zombies in the Delta Authority Lobby, and yes, one of them has a chaingun. Pick up the shotgun, machine gun, and armor shards to the door's left, and then go through the southeast door into Delta Authority Hallway 1.

Go through the door at the southern end of Delta Authority Hallway 1 to return to the Delta 1 Access Lobby. Kill the two Cacodemons that rise up to attack you, and go through the western door to the Delta 1 Access Stairs.



Pick up the plasma cell in the Delta 1 Access Stairs; then drop down the ruined staircase to reach the door leading to the Delta 1 Access Lobby's lower level.

Go through the Delta Lobby Corridor to return to the Delta Main Lobby. A Revenant attacks you at the beginning of the corridor, and a Commando Zombie attacks you from behind while you're fighting him.

In the Delta Main Lobby, you must fight two chain-gun-wielding Commando Zombies. Kill them both, take their weapons, and use the western elevator to complete the level and proceed to Delta Labs Level 2A.



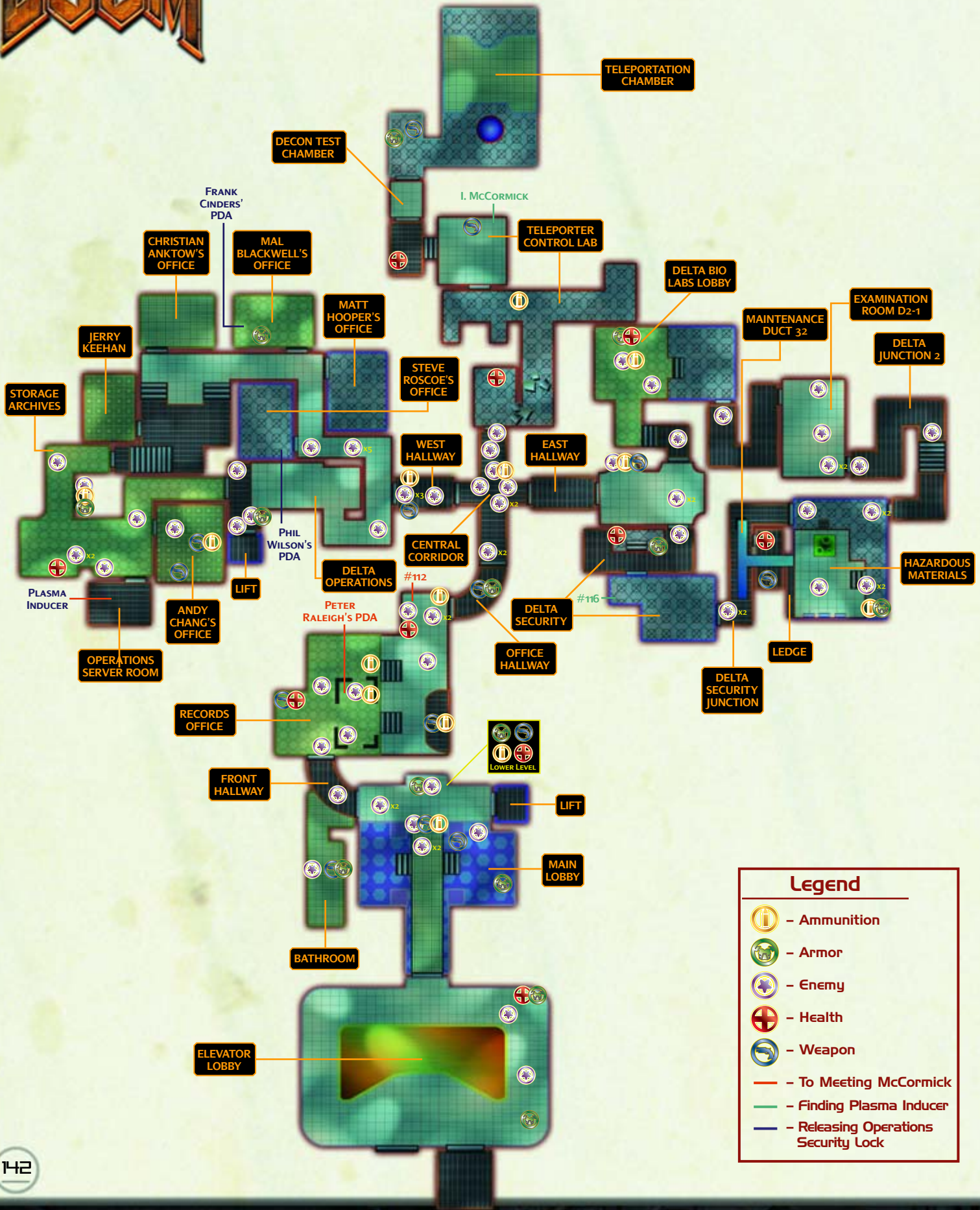
Delta Labs Level 2A

Overview

Delta Labs Research Facility—Sector 2 South contains the Matter Transfer division, focusing on human experimentation and other biological testing. The prototype transfer platform is contained in the upper research hall. Teleporter distance is limited, serving only to test biological effects of matter transference.

This is another long level driven by several mission goals. First, you must fight your way to the Teleporter Control Lab, where a scientist sends you out to pick up the plasma inducer, which allows you to teleport to the next level. To do that, you must turn off the halon gas system in Delta Security so you can open the door locks to the facility's Operations wing. Finally, you enter Operations and get the plasma inducer in the Operations Server Room, return it to the Teleporter Control Lab, and transport to Delta Labs Level 2B. Along the way, you fight mostly Zombies and Imps; you also collect a wide range of weapons and ammo, including the legendary BFG-9000.





Legend

-  - Ammunition
-  - Armor
-  - Enemy
-  - Health
-  - Weapon
- - To Meeting McCormick
- - Finding Plasma Inducer
- - Releasing Operations Security Lock

ENEMIES ENCOUNTERED

- Imps
- Revenants
- Zombies
- Zombies, Commando
- Zombies, Fat

WEAPONS ACQUIRED

- BFG-9000
- Chaingun
- Grenades
- Machine Gun
- Pistol
- Plasma Gun
- Rocket Launcher
- Shotgun

AMMUNITION ACQUIRED

- Ammo Belts
- BFG Cell
- Bullets
- Clips
- Plasma Cells
- Rockets
- Shells

ITEMS ACQUIRED

- Armor Shards
- Backpack
- Med Kits, Large
- Med Kits, Small
- Plasma Inducer
- Security Armor
- Video CD

PDA's ACQUIRED

- Frank Cinders
- Peter Raleigh
- Phil Wilson

<< MAIN LOBBY >>



As you step into the Main Lobby, you see a vision of the lobby covered in blood and littered with skeletons. When the vision passes, two Imps attack you from the north. A Commando Zombie then leaps down from the upper level to the north, and a Zombie staggers out from the recessed northeast corner. You have your hands full.

Look down in the recessed eastern area where the Zombie came from to find some grenades and armor shards. Pick up some small med kits from the desk at the room's northern end; then crouch and press the small red button at the desk's base to open a security hatch behind you, which contains a shotgun, shells, and security armor. Grab these items and go through the north-west door into the bathroom.



Enter the bathroom, blast the Fat Zombie on the bloody toilet, and pick up the shotgun and armor shards near the stall. Return to the Main Lobby, and watch out for the two Imps that appear in there when you enter.

Objective: Reach the Main Portal

<< ELEVATOR LOBBY >>



Your overarching objective in the Delta Labs is to reach the "main portal," an experimental teleportation device that seems to have been the source of the demonic infestation. Getting through Delta Labs Level 2A is a big step in the right direction. Walk out of the elevator into the elevator lobby and pick up the armor shards.

As you pick up the shards, two Imps attack you from the front. Pick up the large med kit and security armor in the northeast corner of the elevator lobby, and then go through the northern door to the Main Lobby.

Use the Main Lobby's northeast lift to ride up to the room's upper level. Shoot the Commando Zombie who runs at you from the door to the front hallway. Pick up the machine gun and clips near the body of the dead soldier.

This triggers the opening of a hidden alcove in the northern wall with an Imp in it. The alcove also contains some security armor. Take it and go through the Front Hallway and into the Records Office.

<< RECORDS OFFICE >>



Two Zombies stumble toward you as you enter the room. Let them come to you and blast them from the doorway. Pick up the grenades and large med kit to the door's left. There's also a Fat Zombie on the other side of the workstation to the door's right.

Two Commando Zombies appear and attack you when you enter the area between the four workstations: one behind you in the entrance to the Records Office, and the other in the room's northeast corner.



Pick up some clips, shells, and Peter Raleigh's PDA from the workstations. An audio log on the PDA contains a chilling account of the effect of teleportation on the human subjects that went through it; the description matches the scenes you have witnessed of humans being transformed into Zombies. Before his presumed demise, Dr. Raleigh had taken to storing armaments in his office as a precaution.

There's one more Zombie in the northeast corner. Kill it, and then push one of the nearby cardboard boxes over to the windowed office in the southeast corner. Hop on the box, knock out the glass windows of the office, and jump-crouch into it to get a rocket launcher and plasma cells.

Two more Zombies walk out of the Office Hallway door when you exit the windowed office. Use the nearby Health Station if you need it, and raid the open storage cabinet (#113) for two boxes of bullets.

Storage cabinet #112 is



locked; the code (538) is on Frank Cinders's PDA, which you find later in the level. Cabinet #112 contains plasma cells, armor shards, and a shotgun. After getting these, enter the Office Hallway.

<< OFFICE HALLWAY >>

Betruger taunts you as you enter the Office Hallway, asking if you're making progress and promising you imminent death, at which point your soul will be his. Pick up the machine gun and clip from the dead soldier, and then continue through the hallway into the Central Corridor.



<< CENTRAL CORRIDOR >>



As you enter the Central Corridor from the south, a chaingun-wielding Commando Zombie at the room's north end ducks behind cover and starts shooting. After you kill him, a second one comes through the northern door. When he's dead, a Revenant appears in the room's northern end. Keep your distance and use the rocket launcher, grenades, or your plasma gun to take them out.

The east and west doors are sealed. Pick up the ammo belt near the second Commando Zombie's position and go through the northern door into the Teleporter Control Lab.

<< TELEPORTER CONTROL LAB >>



Pick up the large med kit near the entrance to the Teleporter Control Lab, and then proceed east and then north down the hall, leaping over and crawling under debris as you go.



The door at the northeast end is broken, so take a left at the T-intersection and go west down the hall, picking up some shells as you go. Go through the northeast door to speak to Ian McCormick.

McCormick tells you that the portal that they were working on was indeed the source of the demon invasion. Betruger stole an artifact called the Soulcube, which had been recovered from Site 3. He brought it into the portal and brought out an army of demons when he returned. McCormick says that if you want to get through Delta Labs, you must use the teleport devices, which are offline. The first thing McCormick needs is a plasma inducer, which you can find in the Operations sector of the Delta Labs Level 2A.

Objective: Find the Plasma Inducer



Take the pistol from McCormick's desk and use a nearby control panel to download information about the Soulcube to your PDA if you want. Use the Health Station in the southwest corner if needed.



Backtrack through the devastated Teleporter Control Lab to the Central Corridor. A chaingun-wielding Commando Zombie steps out from the eastern door to the East Hallway and starts blasting. Kill him quickly, move to the room's

eastern part, and then take out the Revenant that appears in the north, next to the door you just came through. Proceed through the East Hallway and into the East Lobby.

<< EAST LOBBY >>

A Zombie is munching on a Fat Zombie at the room's eastern end. Wait in the entryway until another Zombie walks out from a northern alcove to your left. Blast all three creatures and pick up the security armor and grenades in that northern alcove.



The southeastern door to Delta Security is sealed, because halon gas is pumping through the room. Go through the northeastern door to the Delta Base Bio Labs Lobby.



<< DELTA BASE BIO LABS LOBBY >>



Walk through the corridor until you reach the main part of the room. Stand in the entryway and wait for the Zombie behind the desk to lumber toward you. Shoot him, and then blast the Imps that appear in front of you and behind you.

Pick up the clip from the desk and run around the machinery behind the desk to get armor shards and a large med kit. Move to the southeast corner and open the door to Examination Room D2-1.

<< EXAMINATION ROOM D2-1 >>



A wrench-swinging Fat Zombie waits on the other side of the door. Kill him and move down the corridor to the examination room entrance.

Open the examination room door to lure a Zombie over to you. Step in the room to lure three more Zombies out of hiding. After killing them, access a terminal in the room's northern part to read medical reports of the schizophrenia that all of the teleporter test subjects experienced upon returning from the trip. Continue through the southeast door to Delta Junction 2.



<< DELTA JUNCTION 2 >>

Move down the Delta Junction 2 corridor. After the second turn, an Imp leaps out to attack you, and another Imp appears back at the corridor entrance. Kill them both and continue through the door to Hazardous Materials at the end of the corridor.



<< HAZARDOUS MATERIALS >>



After you kill the Zombie and a Fat Zombie in the room's southeast corner, two Imps appear: one in the room's center, and the other near the broken door in the northwest corner.

Explore the southeast corner where the Zombies were hiding to get rockets, a clip, and armor shards. Return to the control panel in the room's center, and two more Imps attack from the door you just came through.

Touch a number on the panel and the crane in the room's center lifts a cryo-storage bin from the southern wall and places it onto a platform in front of you.



Select the #6 position to move the platform cryo-bin into, and then jump onto the cryo-bin on the platform. As it nears the southern wall, jump onto the narrow western ledge with the plasma cell and backpack. Pick up the items and crawl into Maintenance Duct 32.



NOTE

If the #6 position is currently occupied by another cryo-bin, move that bin out of the way so that you can ride a cryo-bin into that position.



CAUTION

Don't stand on the platform when a cryo-bin is being placed on it—you'll be injured. Also, don't ride the cryo-bin all the way into the southern wall, or you'll be hurt.



<< MAINTENANCE DUCT 32 >>



Turn left (south) at the T-intersection in the duct to get bullets and small med kits. Turn around and crawl north to drop through the duct into Delta Security Junction, where two Imps rise up to attack you from the southern end.



A sealed door leads to a room with a BFG-9000 in it. If you remember way back in Alpha Labs Sector 4, you found Mike Abrams's PDA, which requested the code 901 for the door. However, there's no zero on the keypad, so zero can't be

a part of the code. If you keep trying three-digit combinations that begin with 9 and end with 1, you'll find that the door opens with the code 931.



Use the control panel on the wall to open the test chamber, and then grab the BFG-9000. Pick up the large med kit in the corner near the door as well, and then go back through to the end of the hall and into Delta Security.

<< DELTA SECURITY >>



Use the control panel on the desk to shut off the halon system in Delta Security. Storage cabinet #116 sits in the room's southwestern corner. Access the laptop in the office to find that the combination is 972. It contains a large med kit, security armor, a plasma rifle, and a BFG-9000 cell.

Go through the door to the room where the halon system was previously active and pick up the large med kit and security armor inside. Use the control panel to unlock the security seals on the doors in the Operations wing of Delta Labs Level 2A. When you do, an Imp runs in through the door to the East Lobby. Blast him and go into the East Lobby.

From the East Lobby, go west through the East Hallway and into the Central Corridor, where an Imp and a Revenant wait for you. Destroy them and go through the western door to the West Hallway.



<< WEST HALLWAY >>

Blast the Imp that leaps at you when you open the door, and then pick up the shotgun and shells from the corpse of the soldier he was eating. Continue forward into Delta Operations.



<< DELTA OPERATIONS >>



Blast the Imp just inside the room to the left (south) of the door, and run past him into the waiting area in the center of Delta Operations.

A Commando Zombie runs out from around a corner at you. After killing him, wait for four very slow Zombies and a Fat Zombie to walk around the corridor to attack you. Pick them off at your leisure.



The elevator in the waiting area doesn't work, so backtrack around the corridor to the door to the West Hallway, and then keep going north, following the hallway as it turns. You can enter several offices along the way.

The first office is Steve Rescoe's. It contains a large med kit, a plasma rifle, a clip, shells, security armor, and Phil Wilson's PDA; the PDA contains an audio log that describes test subjects coming back through the teleporter screaming about demons.



The next office belongs to Matt Hooper. An Imp appears behind you when you approach it. There's nothing of interest in here.

Mal Blackwell's office is next. You can collect armor shards in here, and Frank Cinders's PDA, which gives the code for storage cabinet #112 (which you already opened).

The last two offices, belonging to Christian Ankow and Jerry Keehan, have nothing in them, so continue to the Storage Archives just up the stairs.



From the entrance, you see a Zombie at the hall's far end. Wait for him to come to you. Walk halfway down the corridor from the entrance, and an Imp pops out of a corridor to your left; the corridor contains armor shards and a plasma cell.

Fighting the Imp lures two more Zombies out from the room's southern part. Kill them, move to the southwest corner to get a large med kit, and then go east from there.

Three more Zombies lumber out at you from the east, northeast, and southeast. A Fat Zombie is ready to bash your brains in with a wrench around a corner on the hall's right side. Kill them all and go through the southeast door to the Operations Server Room.



<< OPERATIONS SERVER ROOM >>

The plasma inducer sits in an open cabinet in the Operations Server Room. Pick it up, and get the small med kits and shells from the open storage cabinet (#115). The other cabinet, #114, is locked, but a note on the door gives the code as 715. It contains a backpack, security armor, and a clip.



Walk straight (north) out of the Operations Server Room and hang a right into Andy Chang's office, which has a pistol, bullets, and grenades.

Leave the office, turn right, and go down the hall until you reach the upper level of the Delta Operations waiting area. There's a Zombie in the shadows to the entrance's right and another Zombie in the malfunctioning elevator ahead of you. Don't miss the security armor in the eastern corner.

The elevator is malfunctioning because there's a box hanging halfway out of it, which is causing the doors to open and close repeatedly. Kick the box into the elevator to render it operational again. Ride it down to the lower level and head to the West Hallway's door.



<< WEST HALLWAY >>



Three Zombies on the other side of the door are ready to eat your face. Kill them and go through the West Hallway back to the Central Corridor.

<< CENTRAL CORRIDOR >>

Two Commando Zombies rush at you from the Office Hallway door to your right (south). Kill them and go north through the Teleporter Control Lab door, and go north through the debris-ridden hallway beyond it to return to McCormick with the plasma inducer.



<< TELEPORTATION CHAMBER >>



McCormick tells you that you must teleport across the containment chamber; it's the only way through the complex. You just need to go into the Teleportation Chamber and initiate the sequence, and he'll take

care of the rest. He also gives you a video CD with a report of the experiments that have taken place. He asks you to make sure that it's seen so that nothing like this ever happens again.

The report describes how their teleportation experiments actually transported objects instantaneously by opening a portal to Hell itself. Human subjects who transported through came out hopelessly insane. Betruger became obsessed with the project, and one day, he teleported through with the Soulcube, releasing the army of demons that effectively destroyed Mars Base.



Really makes you want to take a teleporter trip, huh? Well, unfortunately, you have no choice. Go through the northwest door to the Decon Test Chamber, where you are decontaminated for your trip through Hell.

When the doors open, go through to the Teleportation Chamber. Pick up the machine guns and security armor nearby, and then step onto Teleporter Station A. Touch the control panel to commence teleportation and complete the level, proceeding to Delta Labs Level 2B.

Delta Labs Level 2B

Overview

Delta Labs Research Facility—Sector 2 North contains the Biological Research Division, focusing on studying various specimens from matter transfer tests. All specimens are catalogued and stored locally.

Your journey through Delta Labs takes a more sinister turn in Delta Labs Level 2B, where pieces of the puzzle start coming together. Betruger had been capturing demons during teleporter tests and storing them in stasis to study them. He also seems to be behind the theft of the Soulcube, which might be an anti-demon weapon developed by a Martian civilization that was destroyed by a sudden cataclysmic event. Regardless, there are still demons to kill and an elevator to reach, so blast your way north to reach an elevator that brings you up to the second floor, and then head south to find the elevator to Delta Labs Level 3.

ENEMIES ENCOUNTERED

- Archviles
- Imps
- Zombies
- Zombies, Commando
- Zombie, Fat
- Zombie, Flaming

WEAPONS ACQUIRED

- BFG-9000
- Chaingun
- Grenades
- Plasma Gun

AMMUNITION ACQUIRED

- Ammo Belts
- BFG Cell
- Bullets
- Clips
- Plasma Cells
- Rockets
- Shells

ITEMS ACQUIRED

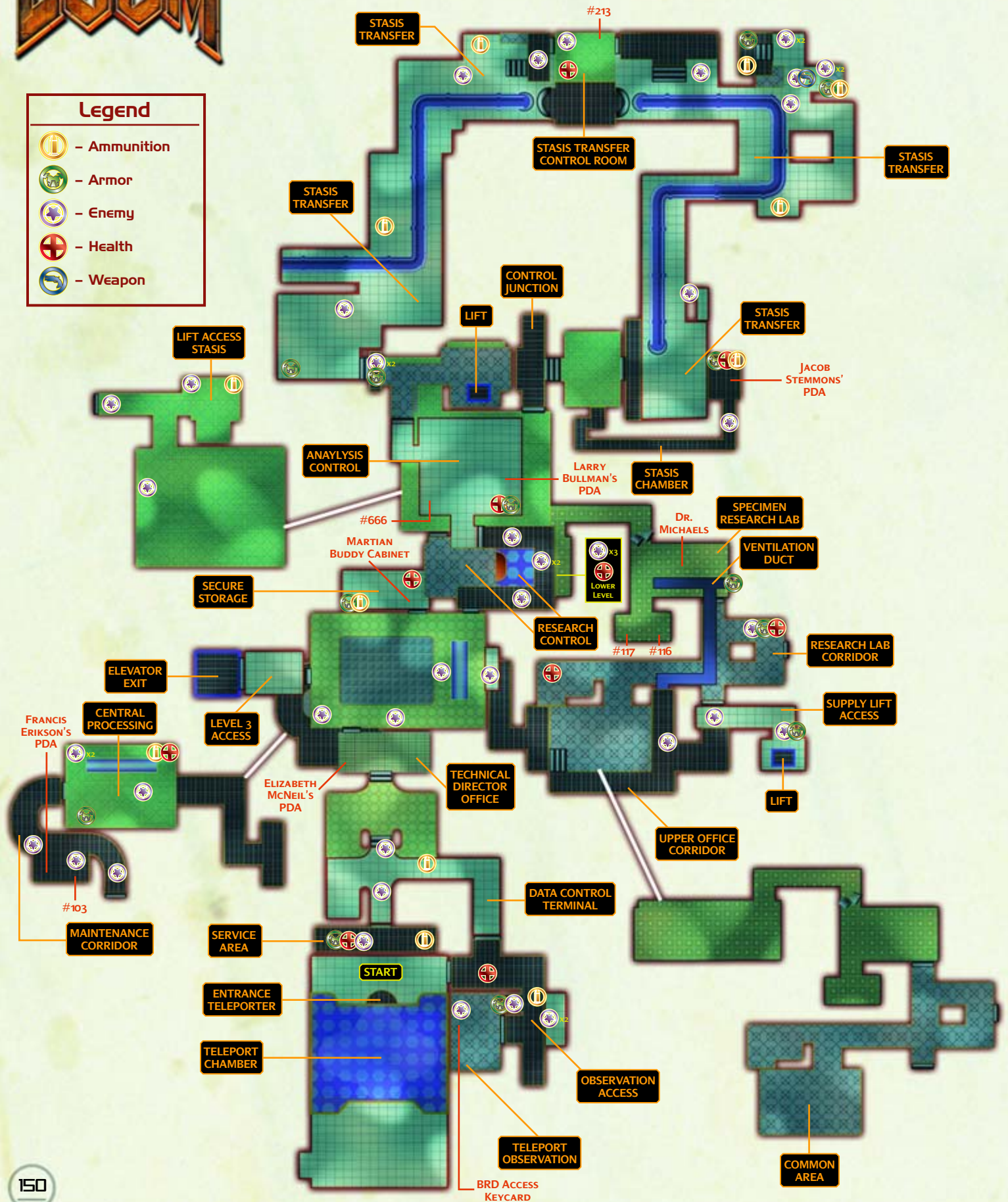
- Armor Shards
- BRD Access Key Card
- Med Kits, Large
- Med Kits, Small
- Security Armor
- Video CD

PDA's ACQUIRED

- Elizabeth McNeil
- Francis Erikson
- Jacob Stemmons
- Larry Bullman

Legend

-  - Ammunition
-  - Armor
-  - Enemy
-  - Health
-  - Weapon





Objective: Reach the Elevator to Delta Labs Level 3

<< TELEPORTER CHAMBER >>

At the start of the level, you reappear on the other side of the Teleport Chamber, approximately 30 feet from where you ended the last level. Go through the only door in the room and enter Observation Access.



<< OBSERVATION ACCESS >>



The southern door is sealed and requires an access card to open it. Pick up the small med kit in front of the door and follow the hall to the door to Teleport Observation. Watch out for the Flaming Zombie who lunges at you from an alcove as you round the corner.

Pick up the shells in front of the Flaming Zombie's alcove. There's some security armor in the alcove, on the other side of a flaming vent. You suffer damage to get it, so decide if it's worth it.

<< TELEPORT OBSERVATION >>



The BRD access key card is on a chair in this room, right next to a headless Zombie that sits up and attacks you. Blast the Zombie first, take the key card, and exit the room.

Two Imps burst out of a hidden alcove that opens in the east wall when you leave Teleport Observation. Find some armor shards, a clip, and a large med kit in there as well.

Return to the sealed door in Observation Access and touch the control panel to open it with the BRD access key card. Proceed through it to the Data Control Terminal.



<< DATA CONTROL TERMINAL >>



Two Commando Zombies, one with a chaingun, wait for you at the end of the hallway where it opens into a wider room. Pick up the ammo belt as you move down the hallway and flush out the Commando Zombies with a grenade.



The southern door marked "Storage 2" is locked. A control panel in the northwest corner unlocks the door. Go through it into a Service Area that contains a Zombie, a Health Station, security armor, and rockets. After dealing

with these, go through the northern door in Data Control Terminal to reach the Maintenance Corridor.

<< MAINTENANCE CORRIDOR >>



Inch down the Maintenance Corridor until you hear Betruger's laughter and a Commando Zombie runs down the corridor at you. A Fat Zombie also comes out of an alcove in front of you. After killing both, move farther down the corridor to cause an Imp to appear behind you.

The corridor that the Fat Zombie was hiding in contains storage cabinet #103 and a PDA belonging to Francis Erikson. It gives the code for cabinet #103 as 259. It also mentions that there is a Martian Buddy cabinet in one of the upstairs storage rooms; go online to find the code (which is 0508, the same as the last Martian Buddy cabinet). Open cabinet #103 to get plasma cells, shells, and a large med kit.



Leave the alcove and go to the northern end of the Maintenance Corridor. Swipe your PDA on the control panel next to the door at the corridor's end and go through it into Central Processing.



<< CENTRAL PROCESSING >>



Quickly eliminate the Commando Zombie in the middle of Central Processing. The other one in the upper level is trickier to hit. He does come down, however, so just be patient. An Imp and a Zombie hide behind the equipment to the left of the entrance.

Pick up the large med kit and clips in the northeast corner and the security armor from the chair in the southwest corner; then continue down the eastern hallway to the Common Area.

<< COMMON AREA >>

An Archvile appears in an elevated area above the room's eastern part. Archviles can repeatedly summon Imps, wearing down your health and ammo. Pick off the Archvile with a powerful ranged weapon, such as the rocket launcher or the plasma gun, or just kill four of its Imps to make it run away.

Pick up a large med kit and some adrenaline in the northwest corner of the Common Area kitchen, next to a dead body. Proceed east from the kitchen into the Research Lab Corridor.



<< RESEARCH LAB CORRIDOR >>



An Imp in the northeast corner of the Research Lab Corridor jumps out at you when you move down the corridor. Head over to his corner to pick up armor shards and a small med kit.



Scan your PDA on the control panel next to the southern door in the Research Lab Corridor to unlock it. This door leads to Supply Lift Access.

<< SUPPLY LIFT ACCESS >>



There's a Commando Zombie immediately on the other side of the door and another one with a chaingun at the hall's east end next to some armor shards.

Step onto the nearby lift and ride it up to the upper level of Supply Lift Access. Walk down the hallway to the Upper Office Corridor.

<< UPPER OFFICE CORRIDOR >>



Regardless of whether or not you killed the Archvile you saw up here earlier, another one appears below you on the ground floor and starts summoning Imps to fight you.

Crawl into the Ventilation Duct at the north end of the Upper Office Corridor. Turn right (east) at the end of it to pick up some armor shards. Turn west and follow it to the end to drop into the Specimen Research Lab.



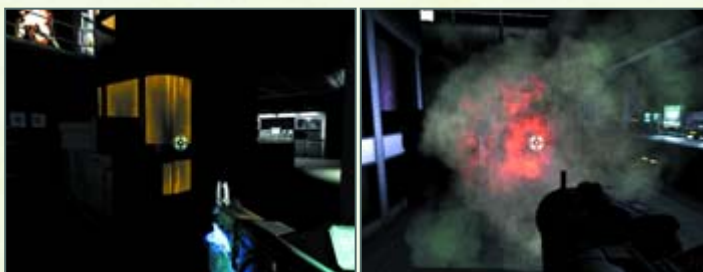
<< SPECIMEN RESEARCH LAB >>



You surprise Dr. Michaels when you drop through the ceiling. He's dissecting an Imp in the hopes of finding some sort of weakness; so far, he's had no luck. He encourages you to grab supplies out of the storage cabinets in the next room. The code is 624. Cabinet #116 contains shells, bullets, and a plasma cell. Cabinet #117 contains security armor, a BFG cell, and grenades.

Pick up these items and jump over the boxes at the northwest end of the Specimen Research Lab. Pick through the debris in the corridor to reach Research Control.

<< RESEARCH CONTROL >>



As you come down the hallway, you see an oblivious Imp walking away from you into Research Control. When you enter the room, an Archvile appears on the southern side of the room's upper level. Battle the Archvile and the Imps it spawns.

After you kill or drive off the Archvile, two Commando Zombies jump down from the room's upper southern end, one after another. After killing them, pick up the two small med kits hidden under one of the exam tables and go through the northwest door to the Stasis Chamber.

<< STASIS CHAMBER >>



A video describing the function of the Stasis Chamber plays on a monitor directly in front of the entrance. The chamber was designed to store research specimens (that is, demons) that were captured during teleportation

experiments. You can download an email containing data about Imps from a nearby monitor, but don't get too wrapped up in your research, as there's a Commando Zombie on the room's western side.

NOTE

You can also download information about **Zombies, Hellknights, and Revenants** from the terminals on the northern side of the Stasis Chamber.



Approach the northwest door to Lift Access to find it locked. A mission objective pops up, telling you to find an alternate route to the lift that brings you up to the second floor.



Objective: Alternate Route to Second Floor

Enter the northeast door to the Stasis Control Junction. If you go through it, you'll enter the eastern end of the Stasis Chamber. However, there's a nifty secret that you should explore first (see sidebar).



THE FATE OF JACOB STEMMONS



To the right of the door to Stasis Transfer Control is a control panel that opens Maintenance Hatch 4; your clue to look for it is a muted voice shouting, "Help me!"

Crawl into the hatch and kill the Imp at the end. You're too late to save his victim, Jacob Stemmons, but you can pick up his PDA, which gives the combination for cabinet #213 in Stasis Transfer Control; it also suggests that the lack of lights in Stasis Transfer might be a circuit breaker issue in Maintenance Hatch 4, not a power supply issue. This explains why the doors and conveyor belt in Stasis Transfer are operational, while the lights are not. It is not a clue about how to turn the lights back on.

Climb up the ladder next to Stemmons's body and get a large med kit, clip, security armor, and plasma cell. Backtrack through Maintenance Hatch 4 and proceed to Stasis Chamber.



<< STASIS CHAMBER (EAST) >>

The Stasis Chamber is pitch-black. To light it up, use the control panel near the door to activate the conveyor system. A large glowing stasis tank rises up from the floor and starts moving down a northward track, illuminating the immediate area around it as it goes. Follow the tank.



NOTE

Tank after tank rise up from the floor and run along the track, so if you get separated from one, just wait about 30 seconds for the next one to come along.





Your first enemy is an Imp that pops out of an eastern alcove just after the start of the track. Continue following the tank (don't lead it) around a corner and pick up some plasma cells from an alcove. Two more Imps attack from the north.

Go into an alcove east of the Imps to find a plasma gun. When you pick up the plasma gun, the floor drops, revealing an alcove with two Imps, some armor shards, and a plasma cell. Climb up either of the two service ladders to return to the main floor of Stasis Transfer, and watch out for the two Imps that are waiting for you to the north.

Kill the two northern Imps and go down the nearby stairs to find a small alcove at the bottom of some stairs that contains a plasma cell and security armor.

Return to the yellow track, kill the last Imp at the end of it, and walk up the stairs to the raised platform. Go through the western door to Stasis Transfer Control.



<< STASIS TRANSFER CONTROL >>

This room links the east and west halves of Stasis Transfer and contains storage cabinet #213. You found the code on Jacob Stemmons's PDA earlier in the level, so open it with the code 371 to get shells, a clip, and plasma cells. Use the nearby Health Station if necessary, and then go through the western door to the western part of Stasis Transfer.



<< STASIS CHAMBER (West) >>



There's an Imp right outside the door; turn left and blast him, even if you can't see him. Wait for a stasis tube to come by, and start following it down the track, killing the Imp that appears behind you near the door to Stasis Transfer Control. Explore the alcove north of the track's start to find clips.

There's one last Imp near the end of the track. On your way there, walk off the left side of the track to find a narrow hidden corridor containing a clip and some rockets. Look behind some boxes at the southwest corner of Stasis Transfer to get some security armor, and then go through the eastern door to Lift Access.

<< LIFT ACCESS >>

Two Imps are inside Lift Access, one immediately on the other side of the door and the other around the first corner to the left (north). Pick up the plasma cell and video CD (which contains the Stasis Chamber video) in the northeast corner, and then ride the elevator up to the second floor.



Objective: Reach the Delta Labs Level 3 Elevator

Walk west down the room to trigger the opening of a hidden alcove in front of you. Blast the Imp inside it. If you walk in to pick up the armor shards, be ready for a *second* hidden alcove inside of it to open, revealing another Imp. Go through the southern door to Analysis Control.



<< ANALYSIS CONTROL >>

Step into Analysis Control, where a video describes the research that has been completed regarding an ancient Martian civilization that was destroyed in a cataclysmic event. Of particular interest is a mysterious artifact known as the Soulcube, which has resisted all attempts at scanning. It cannot be weighed, its mass cannot be determined, and it cannot be opened.

Activate the control panel near the door to focus the scan matrix in the middle of the room. An error message says that the object is no longer on the scan matrix.



Move to the workstation on the eastern side to pick up Larry Bullman's PDA, which contains an email from Dr. Betruger demanding that Bullman back off from his hypothesis that the Soulcube is a weapon. A fake email from Martian Buddy is actually a warning from another Delta Labs employee telling Bullman to keep the Soulcube from Betruger.



Pick up the nearby video CD of the Stasis Chamber video and the armor shards, use the Health

Station if you need it, and then approach storage cabinet #666 in the southwest corner.

A note stuck to the cabinet gives its code as 372. Open it from a distance, and keep your shotgun ready. An Imp leaps out when the cabinet opens. Find some security armor in there. Pick it up and go through the southern door to the Research Control Corridor.

<< RESEARCH CONTROL CORRIDOR >>

Blast the Imp that crawls over the railing to attack you near the entrance. Two Commando Zombies run at you from the corridor's end. Continue around the corridor and into the door to the upper level of Central Processing.



<< CENTRAL PROCESSING >>



Move into the room's western part and kill the two Commando Zombies there, one of whom has a chaingun. Watch out for the Imp that busts out of a hidden alcove in the room's eastern side.

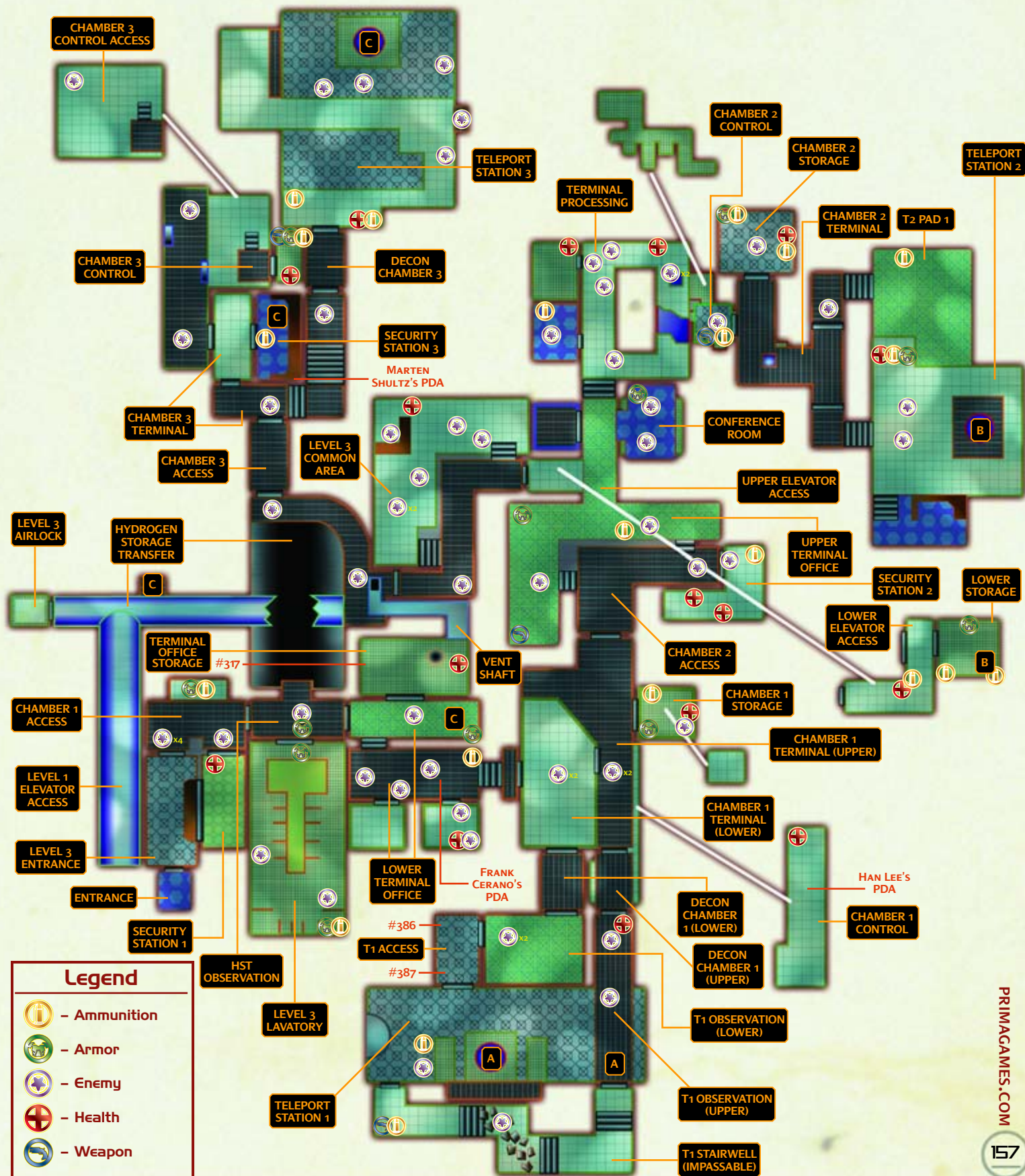
The western door to the elevator that brings you to Delta Labs Level 3 is locked, as is the northern door to Secure Storage. That leaves the southern door to the Technical Director Office, which contains Elizabeth McNeil's PDA. Examine the PDA to find that the new code for Storage Area 07 (Secure Storage) is 725, and that the Level 3 Access Code has been changed to 463.



Enter 725 on the keypad next to the door to Secure Storage to open it, and pick up the clips, plasma cells, security armor, shells, and rockets. Use the Health Station if you need it, and unlock the Martian Buddy storage cabinet with the code 0508 to get a BFG-9000 and some security armor.

Exit Secure Storage and enter 463 at the keypad next to the door to Level 3 Access. Go through the door, kill the Archvile inside (and the Commando Zombie it summons), and enter the elevator to complete the level and continue to Delta Labs Level 3.

Delta Labs Level 3



Overview

Delta Labs—Sector 3 contains the second generation transfer platforms, able to teleport variable distances to small portable receiving platforms. Test chambers must be reserved prior to experimentation. All access is under security observation.

After hearing all of those stories about how using the teleporter drove the human test subjects insane, you might not be too keen to use it. Well, too bad, because you've got to transport not once, not twice, but five times in this level to get past a broken bridge that used to span the gap between the level's start and finish. When using the teleporters, you must first set your destination on a nearby control panel and then activate the teleporter itself. It's a handy device—too bad it requires you to go through Hell—literally—to use it.

ENEMIES ENCOUNTERED

- Imps
- Revenants
- Zombies, Commando
- Zombies, Z-Sec

WEAPONS ACQUIRED

- Chaingun
- Grenades
- Machine Gun
- Shotgun

AMMUNITION ACQUIRED

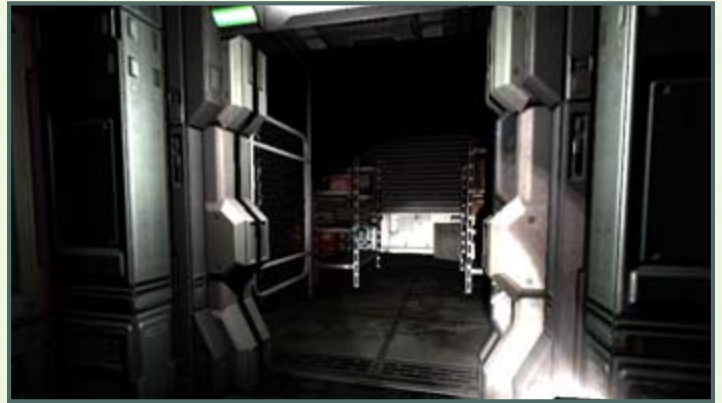
- Ammo Belts
- Bullets
- Clips
- Plasma Cells
- Rockets
- Shells

ITEMS ACQUIRED

- Armor Shards
- Med Kits, Large
- Med Kits, Small
- Security Armor

PDA's ACQUIRED

- Frank Cerano
- Han Lee
- Marten Shultz



Objective: Reach Delta Labs Level 4

<< LEVEL 3 ENTRANCE >>

Walk forward through Level 3 Entrance and trigger the northern door to Chamber 1 Access. A Z-Sec Zombie with a shotgun attacks you, followed by a Commando Zombie, and finally two Z-Sec Zombies with machine guns. Proceed into Chamber 1 Access.



<< CHAMBER 1 ACCESS >>

Pick up the security armor and plasma cell in the northern alcove. The eastern door to HST Observation is sealed via Security Station 1, so go through the southeast door to Security Station 1.



<< SECURITY STATION 1 >>

Use the nearby Health Station if you need it, and then touch the control panel to open the locked door to HST Observation. As soon as you do, a Commando Zombie runs into the room. Kill him and proceed into HST Observation.



<< HST OBSERVATION >>



There are doors to the east (Lower Terminal Office) and south (Level 3 Lavatory). Pick up the armor shards in front of the lavatory door and proceed into the Level 3 Lavatory.

<< LEVEL 3 LAVATORY >>



Another armor shard lies just inside the door. If you get the feeling you're being led into a trap, you're absolutely right. A Z-Sec Zombie with a shotgun in the room's southeast corner and a Commando Zombie on the west side run out to attack you.

Pick up the security armor, clip, and shells near the Z-Sec Zombie and leave the lavatory. Kill the Imp that drops from the ceiling in HST Observation and go through the eastern door to the Lower Terminal Office.

<< LOWER TERMINAL OFFICE >>



When you enter the Lower Terminal Office, the lights go out. An Imp appears in front of you (to the east), and two Z-Sec Zombies (one with a machine gun, one with a shotgun) start shooting at you from the south.

Do not pick up the armor shards in the northeast end of the room just yet. Instead, go to the southwest corner, kill the Imp that appears, and then kill the machine-gun-toting Z-Sec Zombie in the southeast office. Pick up the clip and small med kit in the southeast office as well.



From the desk outside of the southeast office, grab an ammo belt and Frank Cerano's PDA. Cerano's PDA contains the code for cabinet #317, which is 841.

The northern door to Terminal Office Storage is broken and does not open fully. Instead, go through the eastern door to Chamber 1 Terminal—Lower.

<< CHAMBER 1 TERMINAL—LOWER >>



A Commando Zombie leaps down from Chamber 1 Terminal—Upper and runs at you when you open the door. Another Commando Zombie remains on the upper level and fires a chaingun at you.

Killing the chaingun-wielding Commando Zombie is tricky and may require several valuable rockets or shots from the BFG-9000. You might be better off just staying out of his range and sprinting past him whenever you're exposed. Whether or not you kill him, run directly across the room from the entrance and go through the door into Chamber 1 Control.

<< CHAMBER 1 CONTROL >>

Use the Health Station inside the door if necessary. Proceed into the room and pick up Han Lee's PDA from the desk. The PDA describes the theft of BFG-9000s by the opposing forces that murdered one of the teleport expeditionary teams; Lee fears that they may have access to BFG technology now. An email tells you the code for storage cabinets #386 and #387 is 836.



Touch the control panel at the room's southern end to release the lock on the southern door in Chamber 1 Terminal—Lower; kill the Imp and Commando Zombie that appear in Chamber 1 Terminal—Lower, and then go through that door into Decon Chamber 1—Lower.

NOTE

The door locks itself again after you go through, so there's no going back.



<< DECON CHAMBER 1—LOWER >>

When you step into Decon Chamber 1—Lower, both doors lock, and the decontamination sequence begins. When it ends, the northern door remains locked, and the southern door to T1 Observation—Lower unlocks.



<< T1 OBSERVATION—LOWER >>



An Imp and a Commando Zombie attack from the northwest corner when you enter. Kill them and go through the western door to T1 Access.

<< T1 ACCESS >>



Storage cabinets #386 and #387 are here. Use the code from Han Lee's PDA (836) to open them. Cabinet #386 contains a clip, an ammo belt, bullets, and large med kits. Cabinet #387

contains a clip, rockets, security armor, a large med kit, and grenades. Collect these items and continue into Teleport Station 1.

<< TELEPORT STATION 1 >>



There's a Commando Zombie hiding in the southwest corner and a Commando Zombie with a chaingun in T1 Observation, which overlooks Teleport Station 1 from the east. Don't miss the ammo belt near the crates in front of the entrance. Stay out of the chaingun's line of fire as much as possible, and sprint past it whenever you have to expose yourself.

Go through the door in the southwest corner to enter the T1 Stairwell, which has a dead soldier with a shotgun and shells in his lap. An Imp appears in the room when you grab the items. The upper part of the stairwell is blocked by the demonic growth that has infected other parts of the Mars Base. Return to Teleport Station 1.



Go up to the console at the room's eastern end and touch the control panel to transfer control-access permission to the Control Station. On the monitor that pops up to the right, touch the screen to scan for active teleport pads. Choose "Pad 2—Balcony," and the teleporter roars to life.

Sprint into the teleporter and touch the control panel to activate the teleporter sequence and arrive in T1 Observation—Upper. If

you didn't kill the Commando Zombie with the chaingun, you appear right next to him.

<< TI OBSERVATION—UPPER >>

Walk north toward the door to Decon Chamber 1—Upper, and a Revenant appears. Kill the Revenant, pick up the large med kit near the door, and proceed into Decon Chamber 1—Upper, where you experience a second decontamination. The door to Chamber 1 Terminal—Upper then unlocks; go through it.



There's also a Health Station in here. When you approach it, an Imp appears in the middle of the room. Kill him, leave the room, and go through the northern door to Chamber 2 Access.

<< CHAMBER 2 ACCESS >>



<< CHAMBER 1 TERMINAL—UPPER >>

As you enter, Dr. Betruger tells you that his patience with you is wearing thin. Walk forward into the room, and a Commando Zombie with a chaingun runs at you from the northern door to Chamber 2 Access.



Betruger cackles some more when you enter the room, promising you death in the immediate future. A Revenant materializes to the east.

After you kill the Revenant, two Imps appear in the northern and western parts of the Upper Terminal Office, which surrounds Chamber 2 Access. A Z-Sec Zombie with a machine gun also runs out of the eastern door to Security Station 2. Kill them and enter Security Station 2.

<< SECURITY STATION 2 >>

Pick up the shells and clip near the entrance and continue through the room to find adrenaline and a Health Station. Touch the control panel on the desk to open the locked door to Upper Elevator Access.



Leave Security Station 2 and kill the two Commando Zombies, one of whom has a chaingun. Enter the Upper Terminal Office through the western doorway.



NOTE

If you didn't kill the chaingun-toting Commando Zombie when you were in Chamber 1 Terminal—Upper, he's still here as well.



Use the nearby crates for cover. Kill the Commando Zombie(s) and go through the eastern door to Chamber 1 Storage.

<< CHAMBER 1 STORAGE >>

There's a Z-Sec Zombie with a machine gun in the southeast corner. Lure him out into Chamber 1 Terminal—Upper to kill him. Inside the room, find security armor and plasma cells.



<< UPPER TERMINAL OFFICE >>

Pick up the grenades in the southwest and head north to find armor shards. Continue east to pick up some plasma cells from a cubicle, and then proceed through the northern door to Upper Elevator Access.



<< UPPER ELEVATOR ACCESS >>

A Z-Sec Zombie shoots a machine gun at you through the windows of the Conference Room to the east. An Imp also appears in there and runs out to attack you. After killing them, collect the security armor from the Conference Room's northwest corner and go through the northern door to Terminal Processing.



<< TERMINAL PROCESSING >>



The room's eastern half has been taken over by the demonic growth and is impassable. Walk straight from the entrance, turn right, and blast two Imps as they crawl up from a gap in the floor. Don't miss the small med kit on the floor of the hall's northern section.



Return to the entrance and explore the hallway more thoroughly until Betruger laughs and the lights go out. Four more Imps appear in the room's western half, two at a time.



Check the southwest office to get a plasma cell, and pick up some large med kits from the northwest office. As soon as you pick these up, a chaingun-wielding Commando Zombie runs up to the office entrance, so be ready.

When all enemies are dead and all loot is acquired, drop into the northwest gap in the floor and crawl east along the ventilation duct beyond it to reach Chamber 2 Terminal.

<< CHAMBER 2 TERMINAL >>

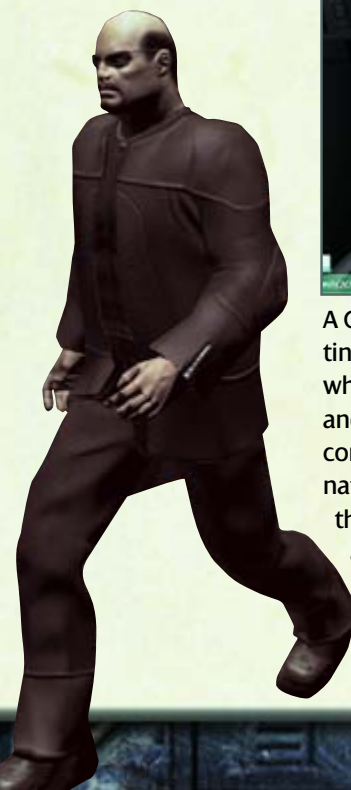
There are four doors in Chamber 2 Terminal:

- West:
Chamber 2 Control
- Northwest:
Chamber 2 Storage
- Northeast:
Teleport Station 2
- Southeast:
T2 Pad 1



Start with the western door to Chamber 2 Control.

<< CHAMBER 2 CONTROL >>



A Commando Zombie lurks inside this tiny room, so be ready to kill him when you enter. Pick up the grenades and rockets in here, and touch the control panel to open the decontamination chamber. Unfortunately, there's a problem with the chamber and it cannot be opened. Leave Chamber 2 Control and enter Chamber 2 Storage.

<< CHAMBER 2 STORAGE >>



The room is pitch-black and contains no enemies. Pick up the plasma cell, rockets, and bullets and use the Health Station on the western wall.

Some clips and security armor lie behind two exploding barrels in the room's northwest corner. Stand as far away from the barrels as possible and blow them up to reach the items. This triggers an Imp. When you're done, go through the southeast door to Teleport Station 2.

<< TELEPORT STATION 2 >>



There's a Revenant in Teleport Station 2. When you kill him, another one appears. Kill that one and use the southern control panel to transfer teleport control to the console you're standing at.

Use the monitor that pops up to select "Pad 3—Storage" as the teleport destination. The teleporter in front of you starts glowing with activity.

<< T2 PAD 1 >>



Before stepping into the teleporter, go north and drop down into T2 Pad 1. Walk up the stairs to the west and kill the Imp that's waiting there.

Look under the southwest platform you dropped off to find bullets, adrenaline, a large med kit, and armor shards. Score some clips from the shelf to the north.

After collecting these items, backtrack to Teleport Station 2 via Chamber 2 Terminal, stand in the teleporter, and touch the control panel to transport to Lower Storage.

<< LOWER STORAGE >>



Pick up the clips, security armor, ammo belt, and plasma cell from Lower Storage, and then go through the room's only door into Lower Elevator Access.

<< LOWER ELEVATOR ACCESS >>

Lower Elevator Access is a mess; the demon growth has penetrated the walls and covered everything in a bloody slime. Pick up the shells and large med kit from the bend in this L-shaped room, and go through the western door to the Level 3 Common Area.



<< LEVEL 3 COMMON AREA >>



A Commando Zombie rushes toward you from the recessed area to the northwest. Fall back into Lower Elevator Access, take him out, and go back in.

Walk forward to trigger the appearance of a Revenant to the west and a Commando Zombie with a chaingun to the northwest.



Move north into the recessed area and destroy the machine-gun-toting Z-Sec Zombie; he's hiding in the kitchen area. Doing so triggers three Imps to the west and a Commando Zombie with a chaingun behind a crate in the southern part. Whew! Maneuver skillfully to take these enemies on one or two at a time, and don't expose yourself to multiple foes' attacks.

You probably need to use the Health Station near the kitchen by now. When you're ready, go through the southwest door to Hydrogen Storage Transfer.



<< HYDROGEN STORAGE TRANSFER >>



Shoot the Imp that drops from the ceiling as you enter the room. The bridge that spans a wide chasm to the west has been destroyed. That's too bad, because had it been intact, you could have just walked across it to the airlock at the level's end. Oh well.

Instead, you must follow the ledge that you're standing on as it curves to the northwest. Kill the Revenant that appears in front of the door to Chamber 3 Access at the ledge's end. Go through Chamber 3 Access into Chamber 3 Terminal.

<< CHAMBER 3 TERMINAL >>

Blast the Imp that lunges at you when you open the door. Another Imp stands at the bottom of the stairs to the northeast, in front of the door to Decon Chamber 3.



Enter the hall at the area's western end near the door you entered through. The east door to Security Station 3 is locked, so go through the west door to Chamber 3 Control Access.

<< CHAMBER 3 CONTROL ACCESS >>

Climb down the ladder north of the entrance and kill the Imp in the northwest corner of the room's lower level. Climb the nearby stairs and go through the door at the top to Chamber 3 Control.



<< CHAMBER 3 CONTROL >>

Pick up the security armor, grenades, and rockets in this room; use the Health Station if necessary. Touch the control panel to open the door to Decon Chamber 3 in Chamber 3 Terminal.



When you leave Chamber 3 Control, a Revenant appears in the upper northwest corner. Kill him or drive him off, climb the ladder, and kill the Imp next to the door to Chamber 3 Terminal.

If you didn't kill the Revenant, he's waiting for you in Chamber 3 Terminal. Continue through Chamber 3 Terminal to reach the door to Decon Chamber 3.



<< DECON CHAMBER 3 >>



The decontamination sequence aborts shortly after starting. The northern door unlocks anyway, so proceed through it into Teleport Station 3.

<< TELEPORT STATION 3 >>



Betruger calls out for someone to stop you as you enter Teleport Station 3. Through the window in front of you, you see a Commando Zombie running down the hall toward you. Be ready for him when he rounds the corner. A second Commando Zombie, equipped with a chaingun, follows him.

Pick up the large med kits and plasma cell to the door's right and the shells and clip to the left. Run down the hallway that the Commando Zombies came from.



As you approach the teleporter, a Revenant comes out of the shadows to the north-east. Kill him and the Imp that bursts out of a hidden alcove to the east.



Head over to the control panel to the west to select "Pad 4—Hallway" as your teleport destination. Step onto the teleporter and touch the control panel to transport to the Lower Terminal Office.

<< TERMINAL OFFICE STORAGE >>



The door to Terminal Office Storage is now open, so enter it and pick up the large med kit inside. Use the code you got from Frank Cerano's PDA (841) to open storage cabinet #317, which contains security armor, large med kits, clips, rockets, and bullets.

Hop up the boxes to enter the Vent Shaft, which takes you back to the Hydrogen Storage Transfer. Backtrack to Teleport Station 3, and this time choose "Pad 2—Security."

<< SECURITY STATION 3 >>

This transports you into the locked Security Station 3 just off of Chamber 3 Terminal. Pick up the plasma cells in the office and Marten Shultz's PDA, which gives you the necessary security clearance to leave the office.



Once again, backtrack to Teleport Station 3. For your third and final transport, select "Pad 1—Exit" and go through the teleporter to reach the western end of Hydrogen Storage Transfer, right next to the airlock that ends the level.



Open the transfer bay door, step inside the airlock, and touch the control panel to complete Delta Labs Level 3 and proceed to Delta Labs Level 4.

Delta Labs Level 4



Overview

Delta Labs—Sector 4 houses the third generation transfer portal. All teleporter destination research is classified. Only top level personnel have access to the central control room and activation grid for the primary test chamber.

Your journey from the start of this level to the portal at the end is extremely short, with only a handful of rooms and enemies separating you from your goal. Don't make careless mistakes.



ENEMIES ENCOUNTERED

— Hellknights — Zombies, Chainsaw

WEAPONS ACQUIRED

— Chainsaw

AMMUNITION ACQUIRED

— Ammo Belt — Rockets

ITEMS ACQUIRED

— Security Armor

PDA's ACQUIRED

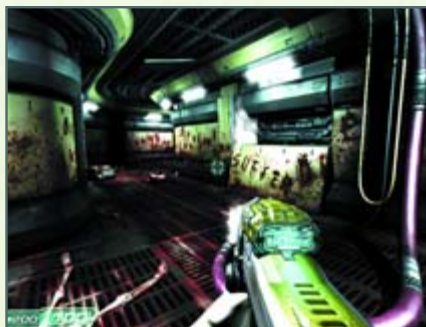
— Jack Gilbert

Objective: Teleport to Hell

<< DELTA 4 JUNCTION 1 >>

At the start of the level, Dr. Betruger boasts that you will never find the treasure you seek—the Soulcube. He claims it is trapped in Hell forever. Step out of the elevator and into Delta 4 Junction 2,

which looks like an abattoir. The floor is sticky and red with blood, and the words "die," "burn," and "suffer" are scrawled across the walls in the crimson liquid. Proceed to the end of the hallway and go through the door to Delta 4 Junction 2.



<< DELTA 4 SECURITY >>

Enter 579 into the keypad of cabinet #104 and get rockets, security armor, and an ammo belt. Use the nearby Health Station if you need it, and then return to the Delta 4 Main Ready Room and open the southern door to the Delta 4 Transference Lab.



<< DELTA 4 JUNCTION 2 >>



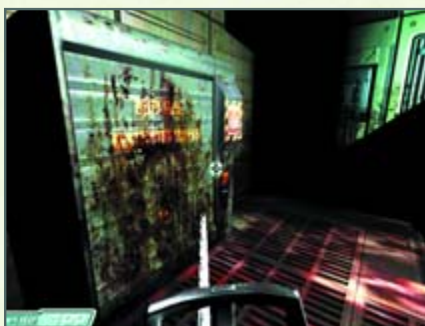
A Chainsaw Zombie comes running out from the hall's northern end. Shoot him and pick up Jack Gilbert's PDA, which gives you the code to cabinet #104 (579). Continue down the hall to Delta Security Check-In.

<< DELTA SECURITY CHECK-IN >>



There's nothing to do in this room except continue through it and into Delta 4 Main Ready Room.

<< DELTA 4 MAIN READY ROOM >>



Another Chainsaw Zombie comes running at you from the northern end. Blast him and go through the northwest door to Delta 4 Security.

<< DELTA 4 TRANSFERENCE LAB >>



As you enter the Delta 4 Transference Lab, Dr. Betruger appears in the control station and tells you that you cannot escape.

A research scientist in an environmental suit runs out of the massive portal that dominates the room's eastern half. Two Hellknights—Imps on steroids—follow him. One plucks him up and tosses him effortlessly against a wall, killing him instantly.

Stay as far away from the Hellknights as possible. Their hurled bolts of energy are devastating, and their physical attacks are positively deadly. Use only your most powerful weapons against them—first the BFG-9000, then the rocket launcher, and then the chaingun if they're still standing.



When both Hellknights are dead, Betruger activates the portal, which sucks you in.

Welcome to Hell.



Hell



Overview

Hell is a lethal gauntlet of powerful demonic enemies in their native element, and you arrive with no weapons except your fists. You are completely at the mercy of the infernal forces as you proceed from one area to the next ... or are you? Caches of weapons and items keep appearing, providing you with the tools you need to survive and defeat the Guardian at the end of the level. Someone is helping you in your fight against the demons—but who?

ENEMIES ENCOUNTERED

- Cherub
- Guardian
- Hellknights
- Imps
- Lost Souls
- Mancubi
- Zombies

WEAPONS ACQUIRED

- BFG-9000
- Chaingun
- Grenades
- Pistol
- Plasma Gun
- Rocket Launcher
- Shotgun
- Soulcube

AMMUNITION ACQUIRED

- Ammo Belt
- BFG Cell
- Bullets
- Plasma Cells
- Rockets
- Shells

ITEMS ACQUIRED

- Armor Shards
- Berserk
- Med Kits, Large
- Med Kits, Small
- Security Armor

PDA's ACQUIRED

- Simon Garlick

Objective: Find the Soulcube and Escape Hell

<< LEVEL START >>

From the start of the level, a voice welcomes you to his domain and promises that you will never find the item you seek. It says that the time has come for Hell's demons to rise up and destroy mankind.



You arrive in Hell near a malfunctioning teleport device with no weapons other than your fists. Pick up the backpack in front of you to get ammo for weapons you don't currently have (BFG-9000, rocket launcher, pistol, machine gun, and shotgun). From the cabinet next to it, grab a shotgun, some shells, a pistol, and some bullets. The nearby security armor also comes in handy.

TIP

Your one advantage in Hell is that your stamina is unlimited, so you can sprint as often as you like. We advise doing so constantly when in combat.



Grab these items, then run down the rocky path to the pillar of blue light in the distance. Don't be freaked out by the demon statues that rise up as you approach. They are two of the only harmless things in Hell.



You transport to the middle of a void. A cage constructs itself around you and begins falling. When it crashes to the ground, it disappears.



<< IMPS >>

There doesn't seem to be any way off of the rectangular arena you've landed on, and to make matters worse, three Imps rush over to attack you.



NOTE

All enemies look different in Hell than they do on Mars, but they behave in the same ways.



Pick up the shells near where you landed and kill the Imps. When the Imps are dead, a bridge forms from floating bricks to the north. Cross it.



<< HELLKNIGHT AND CHERUBS >>



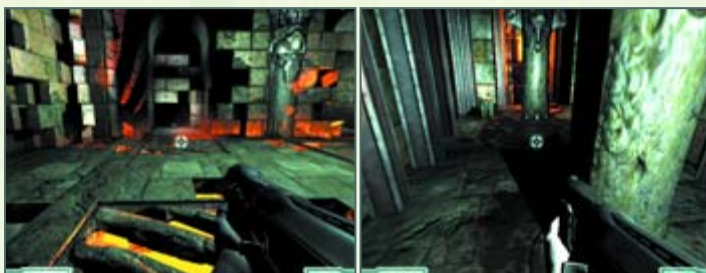
Continue following the path until you reach the next area, and a Hellknight bursts through the northern wall. You're armed with only a pistol, a shotgun, and your fists. This is going to be one of the toughest fights you've faced so far.

Empty your pistol at him from a distance while dodging his blasts. Starting the fight by getting close to him with the shotgun is sheer suicide. Your one advantage is your speed. When you are completely out of bullets, switch to the shotgun and move in close to shoot him at point-blank range.

On the east side, you can get small med kits, but a Cherub guards them. Look in the northeast corner alcove to find another small med kit. Some shells and security armor in the northwest corner are guarded by two Cherubs.



<< IMPS AND LOST SOULS >>



When the Hellknight and Cherubs are dead, a doorway opens into the next area to the north. Go through it, and the doorway seals up behind you.

You wind up in a square room with two smaller rooms to the east and west. Go into the western room and pick up the ammo belts and chaingun that sit in the middle of a pentagram.



When you pick up the chaingun, a voice whispers, "life," and the walls to the north and south recede, revealing small med kits to the north and ammo belts to the south.

Now enter the eastern room and move to the easternmost end. Two Imps appear, one in the room and one at the entrance. Six Lost Souls appear in the middle room.

TIP

Stay in the smaller eastern room to fight. If you go into the middle room, Lost Souls will attack you from all sides.



<< SHATTERED BRIDGE >>



After you kill the enemies, a doorway opens to the north. Go through it to find a bridge made of floating chunks of rock.

CAUTION

If you fall off the bridge or into the void in any area of Hell, you instantly die.



Some of the rocks have glowing sigils etched onto them. Stepping on certain sigils triggers a Lost Soul. If you can avoid all of the sigils, you can avoid being attacked as you cross. If you land on a sigil, listen for the sound of the Lost Soul materializing, and be ready to blast it with your shotgun.



<< LOST SOULS, HELLKNIGHT, AND IMPS >>

At the end of the bridge, follow the pathway into the next structure, and watch out for the Lost Soul that attacks you from the entrance's right side.

Another Lost Soul attacks you as you round the first corner. Kill it and keep going west, because a Hellknight bursts out of the southeast corner.



Sprint west to keep some distance between you and the Hellknight and let him have it with the chaingun. Keep dodging his blasts, and he goes down fairly quickly and painlessly.

Then deal with the three Imps that appear: one in the northwest corner, one in a hidden alcove in the south wall, and one back east where you entered.

When all the Imps are dead, several large doors open to the next part of this hellacious gauntlet. Raid the hidden alcove that the Imp appeared in to get shells, an ammo belt, a large med kit, and the rocket launcher. Find two small med kits in the northwest corner. After picking them up, proceed to the next area.



<< MANCUBUS AND CHERUBS >>

The next area is a square room surrounded by the U-shaped hallway of the last area. Five Cherubs appear one and two at a time from the southeast and southwest corners of the last area, and a Mancubus enters from the north.

**CAUTION**

Watch out for the magma fissure in the middle of the room. You'll be hurt if you run across it.



Shred the Mancubus with your chaingun or blow him up with that rocket launcher you just picked up. Don't miss the security armor in the room's shadowy northwest corner, either. When the Mancubus is dead, proceed north to the next area.

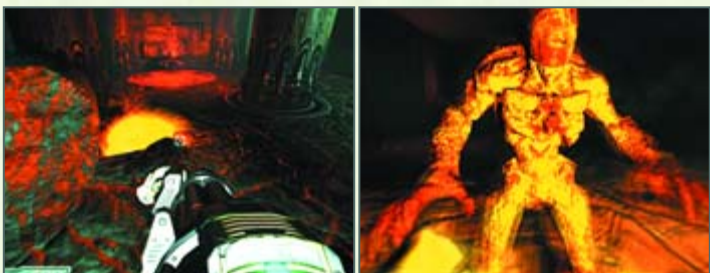
<< FALLING FLOOR >>



Pick up the armor shards to the northeast and the small med kit, large med kit, and plasma cells in the northwest corner. At the room's northern end is a plasma gun sitting inside a glowing pentagram.

When you pick up the plasma gun, the entire floor drops, and you fall in darkness to the next area.

<< IMPS AND HELLKNIGHTS >>



There's a berserk power-up right in front of you, but don't pick it up just yet. Instead, go to the northwest corner and grab the armor shards, and then pick up the berserk.

Three Imps appear near you in the room. A fourth Imp is to the southwest.



Shortly after the four Imps appear, two more show up in a new area to the north, and a Hellknight comes out of the eastern wall with another Imp. Use your newly acquired plasma gun against him as you duck around the room's many pillars for cover.

After you kill the Hellknight, you're still not done. Another Hellknight crashes out of a hidden alcove in the western wall.

During or after your battle, pick up the large med kit, shells, armor shards, plasma cells, and ammo belt near the northern wall of the northern area that opens up during the fight.

After the fight, go through the eastern area that opens up and pick up Simon Garlick's PDA, plasma cells, large med kits, security armor, an ammo belt, and rocket launchers.

Garlick's PDA contains his chilling audio account of being separated from his team and stalked by demons. He remarks that he feels as if he's being played with, which you're probably feeling by this point as well.

After listening to the logs and reading the emails, continue east through the automatically opening doors to the next area.

<< SEA OF LAVA >>



Proceed east along the candle-lit courtyard and approach the glowing pentagram on a ledge that overlooks a sea of lava.

As you draw near, a huge stone crashes down from the ceiling onto the pentagram and rises back up into the ceiling, only to fall and rise again at regular intervals. A Mancubus appears on a ledge to the south. Kill the Mancubus, back up, and wait for a second Mancubus to appear on a northern ledge.

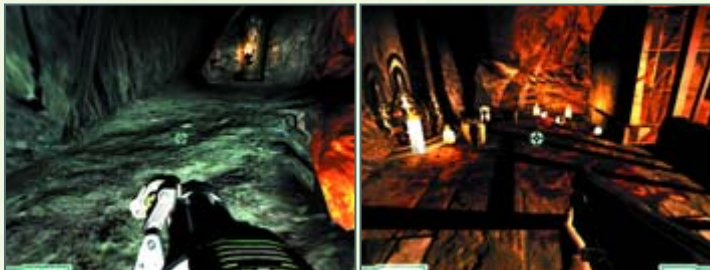
Kill the second Mancubus and make a carefully timed run across the pentagram to avoid getting squashed by the huge stone above it. After you pass under the stone, stop and kill the Mancubus that appears on the northern platform.





Killing the third Mancubus causes more of the stone walkway to appear. Sprint east along it and leap over the remaining gap to reach solid ground on the lava pool's east side.

<< SPIRALING STAIRCASE >>



Run east along the pathway beyond the lava pool and kill the Lost Soul that flies toward you. A second one attacks you a little farther up the path. Keep going along the path, climbing the stairs as you go.

An Imp attacks you from a flat landing shortly after the second Lost Soul. Kill it and look in the southwest corner of the landing to find plasma cells, rockets, a large med kit, and an ammo belt. A Mancubus appears on the southeast ledge over the lava pool below you, but don't waste the ammo on it.



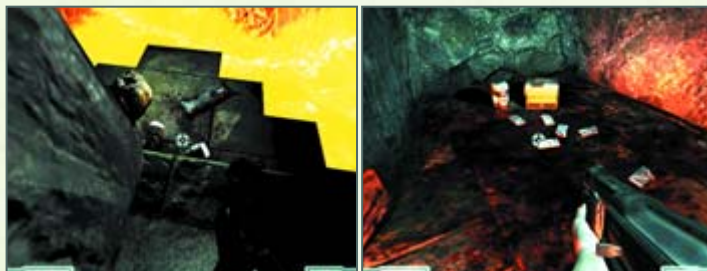
Before continuing, look out over the lava pool. There's a ledge on the right side that contains two ammo belts and some armor shards. Jump to it, and then to the next ledge to snag a large med kit and more goodies. Now repeat your dash under the crushing rock and return to the landing from which you jumped.

Sprinting to avoid the Mancubus's blasts, get to the bottom of the next set of stairs leading up to the southeast. Two Imps guard the base of the stairs, so be ready for them.



Another Imp attacks at the eastern end of the next landing. Kill it and open the doors beyond it. Kill the three Lost Souls that rush out at you.

When you walk through the doors, two Imps appear in the alcoves to your right and left. Continue forward until the Lost Soul attacks you at the base of a spiral staircase.



At the base of the spiral staircase, look to your left to see a large med kit. Just beyond it is a ledge with a plasma gun, plasma cells, and security armor. Pick all of them up, return to the spiral stairs, and start going up.

At the top of the stairs, keep walking forward and kill the two Lost Souls that attack you. Find a cache of armor shards, a large med kit, and an ammo belt in a southern alcove, directly across from the northern door to the next area.

When you pick up the items, five Zombies appear to the north and east. Kill them all, and then go through the northern door.



<< HELLKNIGHT AND LOST SOULS >>

A Hellknight bursts through the wall to your left as you enter this small room. Two Lost Souls appear in front of you. Fall back into the last area (where there are two more Lost Souls) and pick off your foes before returning to the room where they appeared.



Don't miss the two small med kits in the middle of the room. Open the door to the next area and annihilate the Hellknight on the other side. Continue into the next room.



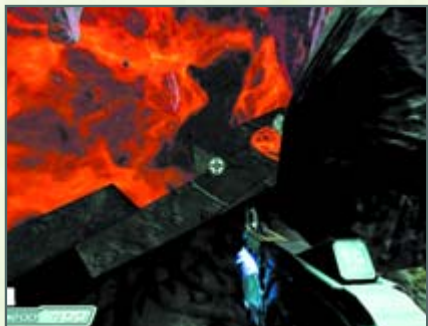
<< THE BFG-9000 >>



Two Imps appear on the other side of the huge pillar near the room's entrance. They run around both sides of it, so stay near the entrance to avoid being attacked from behind.

Move farther northwest into the room and kill the third Imp that appears. Another Hellknight shows up in the northern part of the room when you lure the Imp out of hiding.

Explore the western part of the area to find an ammo belt, some plasma cells, a small med kit, a large med kit, a BFG cell, and a BFG-9000. A Hellknight appears behind you to the east when you grab the items. Two Lost Souls attack from the west when you pick up the BFG-9000.



TIP

Don't use the BFG-9000 until the boss fight at the end of the level. Trust us, you'll need it.



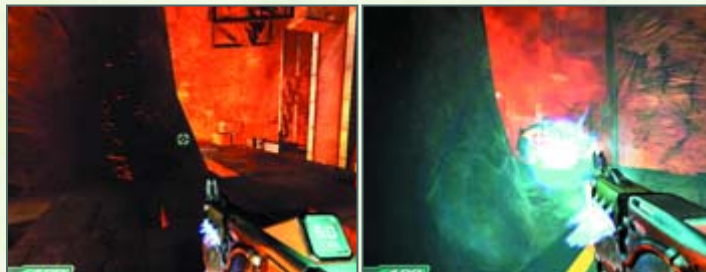
Continue down the northern path. A Hellknight attacks you from the first blind corner. Fortunately, you can see his shadow on the wall as he approaches, so you can prepare.



Wait at the corner where you saw the Hellknight and kill the Lost Soul and four Cherubs that appear to the east and fly down the path to attack you.

Move forward and kill the two additional Lost Souls that appear in front of you. Pick up the security armor and the armor shards in the hallway, and then climb the stairs to the next area.

<< MANCUBI >>



Upon entering this next area, go east around the wall in front of you and move north to pick up armor shards, a large med kit, an ammo belt, and some shells.

At the top of the northern stairs to the next area are two Mancubi. Blast them and go up the stairs.

<< MANCUBUS, CHERUBS, AND HELLKNIGHT >>



Run into the next area to trigger the appearance of a Mancubus and seven Cherubs, and backpedal out of the area quickly. Frame your enemies in the doorway and blast them as they come through.

Move forward through the room to lure a Hellknight out of a western alcove. Once again, back up to put some distance between you and let him have it. After he's dead, walk along the path to the next area.

<< GUARDIAN PORTAL >>



After facing that last Hellknight, you don't fight any more enemies in this part of Hell. Keep going forward along the path to come to a dead researcher near a cache of weapons and ammo. Pick up the large med kits, security armor, plasma cell, ammo belts, and rocket launcher.



There's another one of those blue energy beams near the weapons cache, similar to the one you walked into at the start of the level. Don't walk into this one just yet, though.

Instead, sneak around the right side of it to discover a hidden alcove with plasma cells and a BFG-9000.

After picking up these items, step into the beam and teleport to the boss fight against the Guardian.

Boss Fight: Guardian

At the start of the fight, you get a glimpse of the Soulcube, which has spinning blades surrounding it. A voice whispers, "Save us." The mammoth Guardian then rises up from the ground, and the fight is on.



First things first: Behind each of the four pillars are valuable pick-ups that will save your life. They include:

- Pillar 1: Rockets
- Pillar 2: Rockets
- Pillar 3: Large med kit
- Pillar 4: Rockets, ammo belt, grenades, BFG cell, and plasma cell



The Guardian is blind, but it spawns Guardian Seekers, which float above the arena with searchlights, trying to find you. If a Guardian Seeker notices you, the Guardian charges toward you and attacks with crushing force.

To make the Guardian vulnerable, you must kill all of its Seekers. This causes the Guardian to pause and spawn more Seekers from a blue light over its head. The blue light is the Guardian's weak point, but it's hard to hit, because the Guardian sends out waves of fireballs when all of the Seekers are dead.

The best way to take out the Seekers is to use the BFG-9000 against them when they're close together. The BFG's beam seeks out nearby enemies and fries them, so if you're quick on the draw, you can destroy all of the Seekers with one shot.



If you don't have any BFG ammo left, use the rocket launcher to shoot down the Seekers and then shoot the Guardian when it's vulnerable. Hide behind the four pillars, wait for the Seekers to come by, and blast them before they have a chance to notify the Guardian of your presence.



Your only advantages are your speed and the cover that the four pillars provide. Remember that you can sprint constantly in Hell, so don't let up on SPRINT until the battle is finished.



<< THE SOULCUBE >>

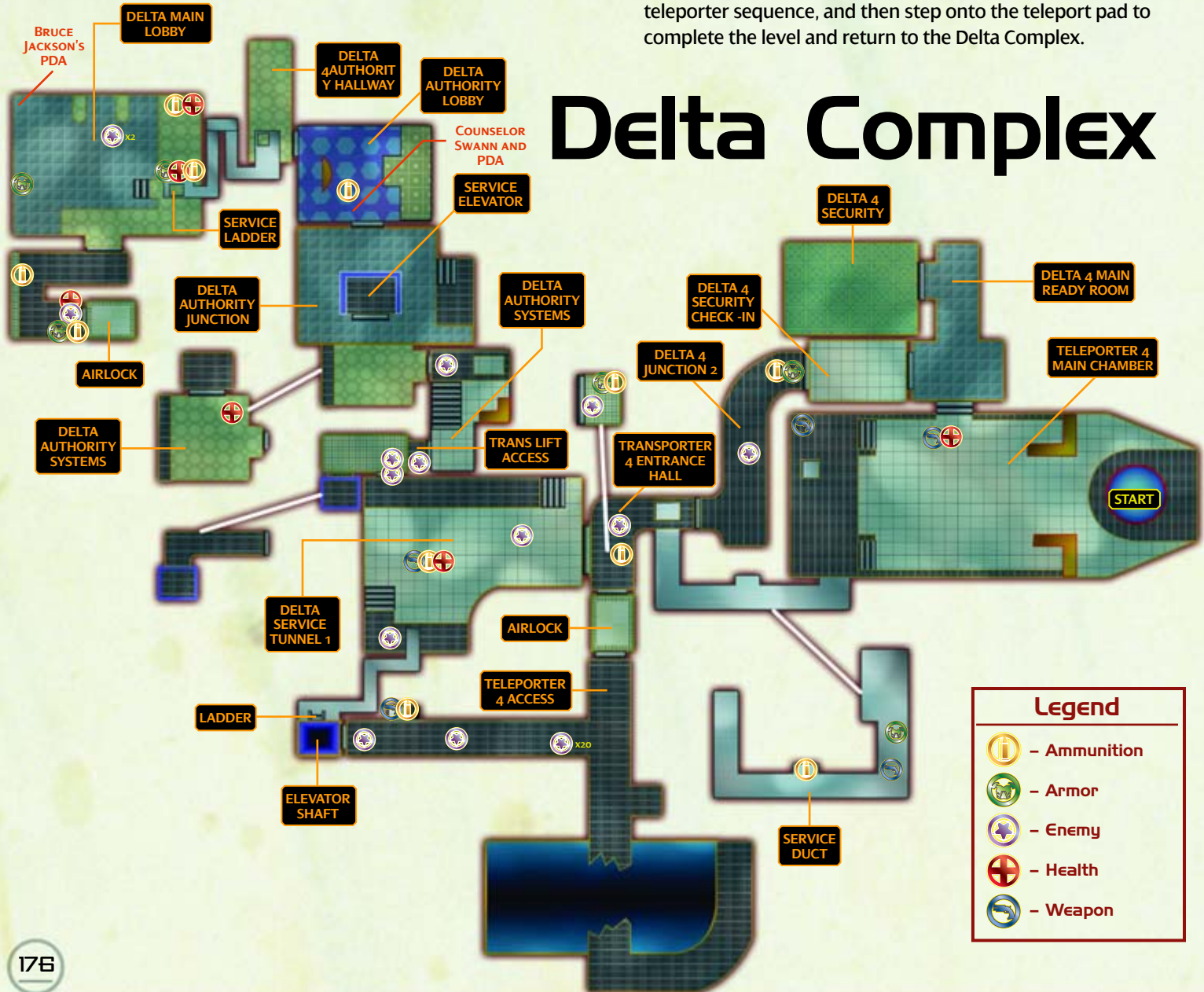
After you defeat the Guardian, the Soulcube appears. Walk up to it and pick it up. The Soulcube speaks to you, telling you that it contains the souls of the Martian civilization that was all but destroyed by the demons millennia ago. It promises to help you defeat the demons again if you release it from Hell.



The Soulcube transports you back to the start of the level and explains its powers: When you kill enemies, the Soulcube grows in power. When you have killed enough enemies, the Soulcube can be used as a weapon against them. The Soulcube kills any enemy that you launch it at, and it transfers that enemy's health to you. It is the only weapon that can ultimately defeat the demons.

Return to the area where you started the level. The teleporter is now functioning. Press the control panel to activate the teleporter sequence, and then step onto the teleport pad to complete the level and return to the Delta Complex.

Delta Complex



Legend

- Ammunition
- Armor
- Enemy
- Health
- Weapon

Overview

The Delta Complex is the most advanced research facility on Mars. The complex is divided into three main sectors, each serving unique purposes, and one smaller sector that houses the main test portal. Access can only be gained through the Monorail or CPU Complex.

You reappear in the Delta Complex without any weapons except your fists and the Soulcube. However, it's a short level with few enemies and plenty of weapon pick-ups. That doesn't mean it's a walk in the park, though. Aside from a horde of Ticks, the weakest enemies in the level are Commando Zombies. You must move strategically and ration your ammunition to survive your trip back through the entire Delta Complex and proceed to the CPU Complex.

ENEMIES ENCOUNTERED

- Archviles
- Revenants
- Ticks
- Zombies, Commando

WEAPONS ACQUIRED

- Chaingun
- Flashlight
- Grenades
- Pistol
- Plasma Gun
- Rocket Launcher
- Shotgun

AMMUNITION ACQUIRED

- Ammo Belt
- Clips
- Plasma Cells
- Shells

ITEMS ACQUIRED

- Armor Shards
- Med Kits, Small
- Med Kits, Large
- Security Armor

PDA's ACQUIRED

- Bruce Jackson
- Elliot Swann

Objective: Escape the Delta Labs

<< TELEPORTER 4 MAIN CHAMBER >>



You reappear in Delta Labs Level 4 in front of the main teleport portal that you entered Hell through. As you step off the teleporter, Betruger boasts that you're too late. Hell no longer needs that portal to enter this world, and with the UAC fleet coming to investigate the disturbances on Mars sooner or later, the demons will have a ticket off of Mars and onto Earth.



Also note that you return from Hell with none of the weapons

that you picked up there, save the Soulcube. Unfortunately, the Soulcube can't be used until you power it up with the souls of demons you've killed, so that leaves you with your fists for now.

Fortunately, there's a cache of weapons and med kits on the room's northern side. Pick up the machine guns, pistols, and large med kits. The northern door near it is locked, so drop down into the Service Duct to the west.

<< SERVICE DUCT >>

Pick up a flashlight when you drop into the duct, so at least you can illuminate the darkened corners of the Delta Complex again. Crawl down the duct to pick up armor shards and some grenades. Find clips as you round the next corner.



<< TELEPORTER 4 ENTRANCE HALL >>

Pop out of the end of the Service Duct and use the grenades to kill the Commando Zombie with the chaingun in the Teleporter 4 Entrance Hall. Pick up the ammo belt at the hall's southern end and go through the eastern door to Teleporter 4 Entrance.



<< TELEPORTER 4 ENTRANCE >>



Use the chaingun to kill the Commando Zombie in Teleporter 4 Entrance. Pick up the ammo belt and security armor at the hall's northern end.

Return to the Teleporter 4 Entrance Hall and use the control panel at the southern end to open the airlock door. Proceed through the airlock into Teleporter 4 Access.

<< TELEPORTER 4 ACCESS >>

As you move south down Teleporter 4 Access, 20 Ticks come out of spider holes in the western corridor. Ticks are slightly smaller and weaker Trites, but they tend to attack in even larger swarms. Use your pistol and machine gun to kill the Ticks as they appear. Manage your ammunition very carefully.



After you kill the first few Ticks, the Soulcube whispers, "Use us." Don't use it against the Ticks, unless you're planning to kill five more of them after you do. Killing five enemies allows you to use the Soulcube against any single enemy, killing it instantly and stealing its health. For now, just keep the Soulcube charged and ready.



Move south down Teleporter 4 Access to find the ruined bridge you teleported across in Delta Labs Level 4. There's nowhere else to go from here, so equip the Soulcube and head west down the Ticks' corridor.

When the Commando Zombie appears at the corridor's end, use the Soulcube against him. It destroys the Commando Zombie instantly and rewards you with a health bonus.

TIP

Managing your use of the Soulcube is an essential skill to master. Use it only against enemies that would take too long to kill with your weaker weapons, as this saves you ammo, prevents you from suffering injuries, and gives you a much greater health bonus.



A panel falls off of the northern wall at the end of the hallway, and a Commando Zombie appears behind you. Use the machine gun or chaingun to kill him, and then pick up the grenades, plasma gun, plasma cells, clips, and small med kit from the alcove.



<< ELEVATOR SHAFT/ELEVATOR VENT DUCT >>



Enter the Elevator Shaft at the end of the alcove, and climb the ladder on the northern side of it to reach Delta Labs Level 1. Pick up the security armor at the top of the ladder and crawl into the nearby Elevator Vent Duct.



Look down through the gap at the end of the Elevator Vent Duct to see a Commando Zombie with a chaingun patrolling the area below. Drop a grenade or two down on him to kill him, and then drop into Delta Service Tunnel 1.

<< DELTA SERVICE TUNNEL I >>



Another Commando Zombie with a chaingun is in the northwest doorway to Trans Lift Access across the room. Get behind some cover and return fire.

Lure out the third Commando Zombie in the room's eastern end. Pick up the clips, shells, shotguns, and adrenaline in the open crate in the area's western part.

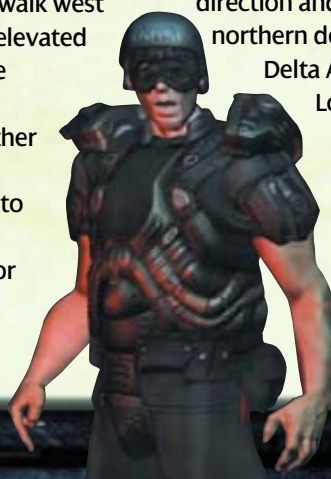


As you walk east down the room, an alcove opens in the eastern wall to reveal an Archvile that summons Commando Zombies. Kill the Archvile and at least one Commando Zombie to activate the Soulcube, but don't use it yet. Pick up the armor shards and plasma cells from the Archvile's alcove.



Head up the northeast stairs and walk west along the elevated path to the northwest door. Another Archvile

comes out of that door. Hit him with the Soulcube to kill him instantly before he can summon any Commando Zombies, and then go through the door to Trans Lift Access.



<< TRANS LIFT ACCESS >>



Touch the control panel to call the lift to your floor, and then ride it down to the lower level of Trans Lift Access.

Equip your grenades and throw them at the chaingun-toting Commando Zombie that appears in the doorway to Delta Authority Systems to the east. Go through the door after you kill the Commando Zombie.

<< DELTA AUTHORITY SYSTEMS >>



Walk to the southeast corner, turn left, and use your plasma gun to kill the Revenant lurking up there. Go up the stairs and through the northwest door to the next part of Delta Authority Systems.

There's a Health Station in the room's northeast corner. Unfortunately, its charges have been depleted. Use the nearby control panel to call the service elevator and ride up to the Delta Authority Junction.

<< DELTA AUTHORITY JUNCTION >>

There are no enemies in this room. Walk around the elevator in either direction and open the northern door to the Delta Authority Lobby.



<< DELTA AUTHORITY LOBBY >>

A critically injured Counselor Swann sits just inside the door to the Delta Authority Lobby. He can't believe you survived. He says that Sergeant Kelly is working with the demons; for how long, he doesn't know. That explains why Kelly kept calling you to the worst infested areas, and also why he was so insistent that you send a distress call to the fleet.



Swann says that Sarge is no longer human and must be stopped. Campbell took off after him, but Swann is too beat up to follow. Swann also tells you about a portal to Hell that has opened in the Martian caverns where the excavation sites were located. If that portal isn't closed by the time the UAC fleet reaches Mars, the demons will be able to invade Earth, which was their goal all along. The demons possessed Earth in the dawn of time but lost it in the distant past. Swann tells you to take his PDA, which has all of the information you'll need.

Swann's PDA upgrades your security clearance and grants you access to the CPU Complex, your next location. It also contains some information on the Hell portal in the caverns and the story behind Swann's mission to Mars.



Read the emails and listen to the audio logs, then pick up the clips next to Swann and go through the northwest door to the Delta Authority Hallway.

<< DELTA AUTHORITY HALLWAY >>

The demonic growth covers this room's entire northern section. Drop into the open maintenance shaft and crawl through it. Pick up the security armor, plasma cells, large med kit, shells, and armor shards at the end of the shaft.



Touch the control panel to extend a ladder down into the Delta Main Lobby and climb down the ladder.

<< DELTA MAIN LOBBY >>



An Archvile appears in the room's northern part and starts summoning Commando Zombies one at a time. Shoot at the Archvile, but don't let yourself be overrun by his minions either. When you kill the Archvile, another one appears.

By this point, your Soulcube should be ready to use. Kill the Archvile with the Soulcube and use your plasma gun or chaingun to finish off the remaining Commando Zombies.

Find a clip and a small med kit in the elevated northeast corner. There's also some security armor in the disgusting tendrils of the demon growth to the west. Pick up Bruce Jackson's PDA in the northwest corner; it contains the code (571) for a locker near the CPU Complex security checkpoint.



NOTE

You won't reach this locker until the next level, so don't look for it in the Delta Complex.



Approach the southern door and scan your PDA on the control panel next to it. Swann's security clearance allows you to open the door and proceed into the unidentified corridor to the airlock at the level's end.

Watch out for the Revenant in front of the airlock door. Your Soulcube is the best weapon to use against him, if it's charged. If not, use the plasma gun, chaingun, or grenades.

Hop over the railing in the northwest corner to find an ammo belt. Some security armor, clips, and a large med kit are at the hallway's southern end. And don't miss the chance to use the nearby information terminal to download some valuable tips for opening sacrificial portals!



After collecting all of the items, touch the control panel next to the airlock door to open it. Step inside and touch the control panel to complete the level and proceed to the CPU Complex.



CPU Complex

Overview

Central Processing houses the control systems that are used to process data for experiments, archive data, and manage the CPU overhead for security and regular day-to-day operations of the entire outpost on Mars.

Making your way through the CPU Complex is no walk in the park. At the beginning of the level, you realize that the door you need to go through has had its control panel removed; you must replace the panel to proceed. The door control panel is located in Lab A, a three-floor collection of tight hallways, poor lighting, and creatures that like to leap out at you from hidden alcoves. And even if you do manage to recover the panel and reach the door to Main Processing at the end of the level, you still have to face Sergeant Kelly in the next level.



ENEMIES ENCOUNTERED

- Archviles
- Cherubs
- Imps
- Ticks
- Trites
- Wraiths
- Zombies, Commando

WEAPONS ACQUIRED

- Grenades
- Rocket Launcher
- Shotgun

AMMUNITION ACQUIRED

- Ammo Belt
- Bullets
- Clips
- Plasma Cells
- Rockets
- Shells

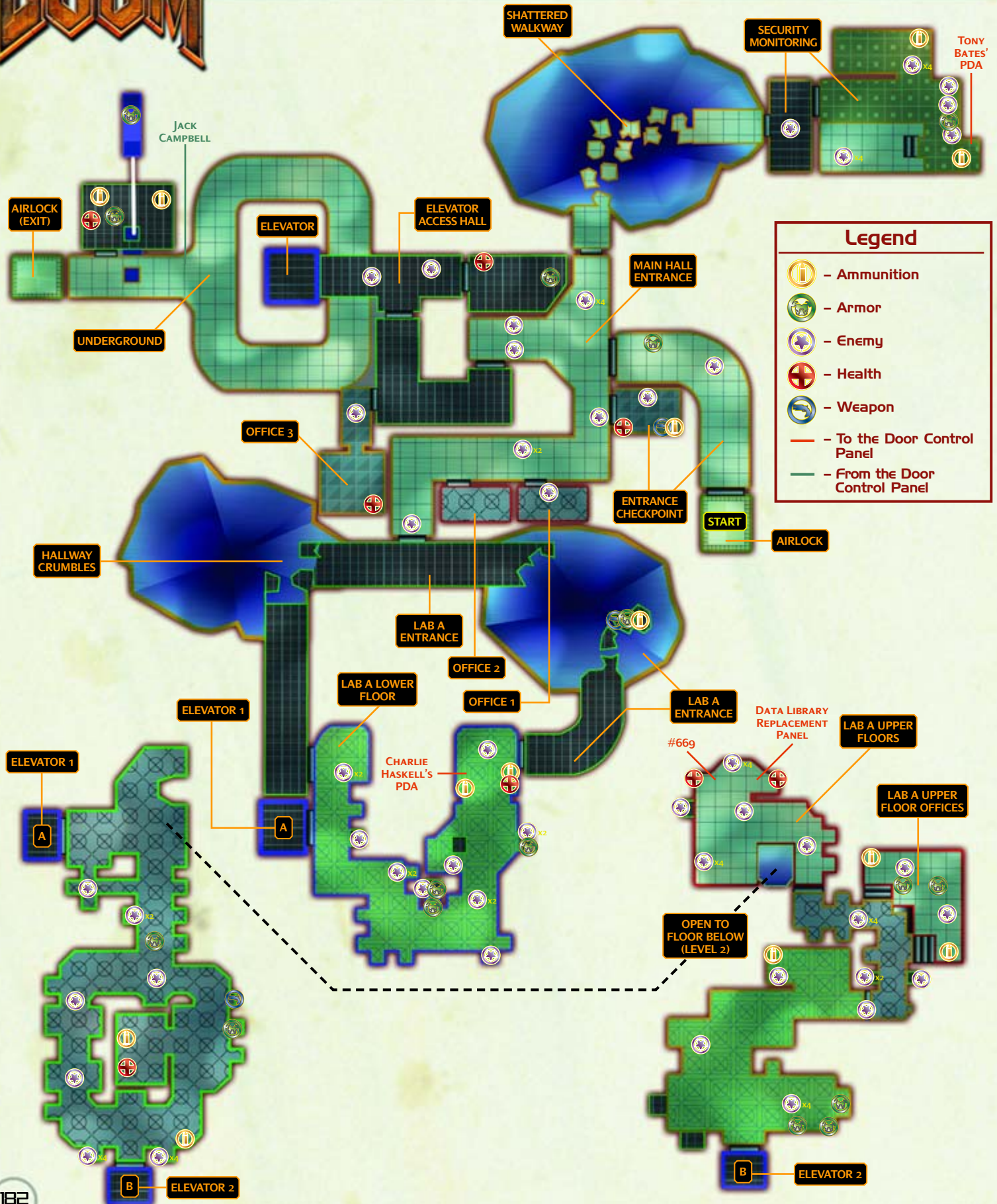
ITEMS ACQUIRED

- Armor Shards
- Door Control Panel
- Med Kits, Large
- Med Kits, Small
- Security Armor

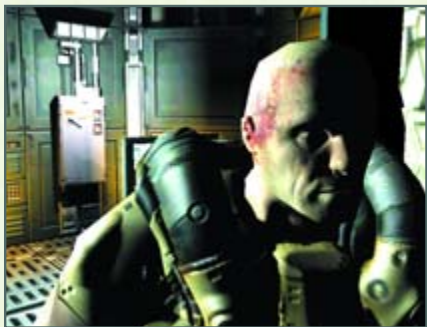
PDA's ACQUIRED

- Charlie Haskell
- Tony Bates





Objective: Stop Sergeant Kelly



The level starts with a short cutscene showing Campbell moving through the halls of the CPU Complex with his BFG-9000, looking for Sarge.

<< ENTRANCE CHECKPOINT >>



Move northwest down the hall of the Entrance Checkpoint until the lights dim. Backpedal quickly toward the south and blast the two Imps that appear in the room.

Pick up the armor shards next to the locked door to the Main Entrance Hall, and then go through the southern window that one of the Imps smashed to reach a room with a Health Station, bullets, shells, a shotgun, and storage cabinet #452. Use the code from Bruce Jackson's PDA (571) to open the cabinet and get a rocket launcher, rockets, and grenades.

<< MAIN ENTRANCE HALL >>



Go through the door to the west of the cabinet to enter the Main Entrance Hall. A Wraith appears on the other side of the door a few seconds after you open it, so wait for it and shoot it.

Move south to the southeast corner. Three Cherubs attack you from the west and northwest. Kill them and open the nearby door to Office 1 in the south wall. Blast the Imp on the other side of it, and then proceed west into the door to Office 2.

<< OFFICE 2 >>



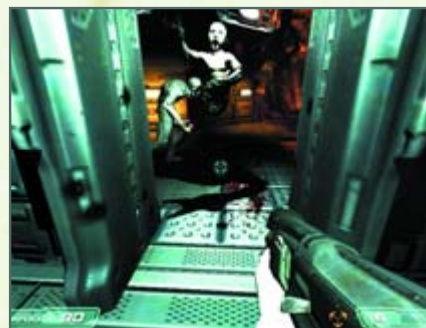
Pick up the armor shards, ammo belt, clip, and plasma cells from the shelf inside.

By this point, your Soulcube should be ready for use. Leave Office 2, turn left, and walk to the southwest end of the Main Entrance Hall, where an Archvile appears. Kill him with the Soulcube. Approach the southern door to Lab A Entrance to find it locked, which begins a new mission objective: Find the access codes for Lab A.

Backtrack through the Main Entrance Hall to the northeast. Kill the Imp that appears near the door to the Entrance Checkpoint. Approach the door with the red arrow on its control panel to trigger another mission objective: Obtain a replacement door panel for the door to the Data Library.

Jump onto the nearby security desk and crouch down to walk over it. On the other side, find armor shards, shells, and a Health Station. The western door behind the desk that leads to the Elevator Access Hall is broken, so hop back over the desk.

That leaves only one door to go through: the northern door to the Security Monitoring Entrance.



<< SECURITY MONITORING ENTRANCE >>



Hell is starting to break through into the CPU Complex. What used to be a hallway has been transformed into a bridge composed of floating floor tiles suspended over a river of magma. As you cross the bridge, Betruger

taunts you by saying that "Sarge is waiting...." Go through the eastern door at the end of the bridge to enter Security Monitoring.

<< SECURITY MONITORING >>



From the small entrance room, go through the northeast door to the main part of Security Monitoring. Four Trites attack from an alcove to the northeast. Two Imps materialize behind pillars to the east, and three Ticks come at you from the room's recessed southern part.

Approach the security monitor in the southwest corner and touch the screen to cycle through the various monitors, but watch out—another Trite jumps out from behind the monitor as you touch it! The monitors reveal a Cherub in Entrance Checkpoint, and "627" is displayed on a monitor in Lab A. Could that be the code for the Lab A Entrance?

Move to the southeast corner and watch the entrance; a Commando Zombie runs in through it. Kill the Commando Zombie, and a second one appears in the northeast corner.



TIP

You can use the Soulcube on one of the Commando Zombies by now.



Pick up the armor shards on the eastern side of Security Monitoring, and investigate the northern alcove to get shells, bullets, and plasma cells.

Touch the control panel in the northern alcove to open a maintenance storage hatch in the room's southeast corner. It contains shells and a PDA belonging to Tony Bates. An audio log on the PDA confirms that 627 is the code for the Lab A Entrance door lock.

Leave Security Monitoring and return to the Main Entrance Hall, where four Trites crawl out of the ground to attack you. Kill them and go to the hall's southwest end. Enter 627 on the keypad next to the door to Lab A Entrance.



Objective: Find Replacement Door Panel

<< LAB A ENTRANCE >>



The hall's eastern end looks like a scene right out of H. P. Lovecraft's work—the innards of a mammoth demonic beast, suspended above a lake of fire. Suffice it to say, that's not the way to go. Head west instead.



As you walk down the hallway, it disintegrates in front of you, forcing you to leap across several floating floor tiles. Don't fall off, unless you're looking to commit suicide. Continue down the hallway and through the door to Lab A Lower Floor.

<< LAB A LOWER FLOOR (FIRST FLOOR) >>



Move south down the hall and watch out for the three Cherubs that burst out of hidden alcoves to the east.



Continue around to the area's southern part to find an alcove with armor shards in it. Be ready to blast the Imp in the hidden alcove that opens right in front of you when you grab them, and take the additional armor shards from the Imp's alcove.

Another Imp appears in a southeast alcove as you round the corner and head north. At the same time, a Wraith comes down the eastern wing of the room toward you.



Continue to the northern end and kill the Wraith that appears there, as well as the two Cherubs that attack you from the south.

Use the nearby Health Station if you need to (and you probably do), and pick up the plasma cells, bullets, and clips on the weapons rack.

Turn around and get the clip and Charlie Haskell's PDA behind you. The PDA tells you that cabinet #669's code is 468.



Go through the nearby door to reach the eastern part of Lab A Entrance. Move to the hall's northern end and jump across the floating rocks to get security armor, a rocket launcher, and an ammo belt.

Return to Lab A Lower Floor, where an Imp and a Commando Zombie attack you from the southern end. Kill them and pick up the armor shards from the alcove where the last group of Cherubs came from.

Go back to the east side of Lab A Lower Floor to reach the elevator. Kill the two Cherubs that attack from the north, and then ride the elevator up to Lab A Upper Floor.



<< LAB A UPPER FLOOR (SECOND FLOOR) >>

A Wraith comes out of the shadows to the southeast to attack you when you step off the elevator. Kill it and walk due east. Turn south and walk down the hall.



An Archvile appears at the hall's end and summons Cherubs to attack you. Use the Soulcube (if available) against the Archvile.

At the point where the Archvile appeared, the hall splits to the right and left (east and west). Kill the Wraith that attacks from the west and go east.

Another Wraith attacks you as you move farther down the hall. Kill it and pick up the grenades from the first alcove to the left. There's some security armor in the adjacent alcove; hop over the box to reach it.



Explore the northeast office near the door to Lab A Upper Floor Offices to find an Imp hiding in there; toss a grenade in to ruin his day. Pick up the clips, and then head into Lab A Upper Floor Offices.



<< LAB A UPPER FLOOR OFFICES (THIRD FLOOR) >>



Explore the workstation to the west to find a small med kit and a clip. Continue moving south down the hall. Find some clips hidden in the shadows of the southeast corner.

Keep going down the hall as it curves west. Blast the eight Trites that crawl out of the spider holes in the alcoves to the southeast and southwest.

Round the southwest corner to lure the last Wraith out of hiding, and then get in the nearby elevator to go up to Lab A Upper Floors.



<< LAB A UPPER FLOORS (THIRD FLOOR) >>



When you step out of the elevator, four Cherubs swarm you from the east and an Imp attacks from the northwest. Kill them all and collect the armor shards scattered to the east.

Walk over to the northwest, where the Imp appeared from. A Commando Zombie charges out of the eastern door to Lab A Upper Floor Offices. You have a clear line of sight to take him out with any weapon you choose.



Walk north down the hall with your chaingun equipped; quickly sprint back to the entrance when two Imps and a Commando Zombie burst out of hidden alcoves to the right and left (east and west). Mow them down and walk north down the hall again.

A demonic growth in the middle of the hall forces you to take a detour through the northeast offices, where you get plasma cells, an ammo belt, and shells in the southeast end.

When you pick up the armor shards in the center of the offices, two Imps appear in the area's west and south ends, and four Cherubs rush in from the hall. Kill them all, pick up the shells in the northwest corner of the offices, and go up the nearby stairs to return to the main hall.



Follow the hall to its western end, and then go through the north door to the next part of Lab A Upper Floors.



<< LAB A UPPER FLOORS
(THIRD FLOOR) >>

Walk down the hall past the two alcoves and the balcony that's open to the second floor of the Lab A offices. Kill the Imp that attacks you from the northwest.

Continue to the room's northeast end to find large med kits, storage cabinet #669, and the door control panel. Enter the code you obtained from Charlie Haskell's PDA (468) to open the cabinet and get grenades, plasma cells, and security armor.

When you take the door control panel, Trites and Ticks (eight total) swarm out from alcoves in the north and west, and an Imp barges out of a hidden alcove to the west.

Kill the enemies and start backtracking. All of the areas that you thought you had cleared are now full of fiends, including a Cherub-summoning Archvile near the balcony.



Killing the Archvile on the third floor is optional. Leap over the balcony railing to fall to the second floor, right in front of the elevator to the first floor.



Another Archvile appears in front of you. Kill it with the Soulcube (if you have it handy), for the sake of picking up some extra health to compensate for the 30 points of damage you just took from the fall. If the Soulcube isn't ready, just make a break for the elevator and head down to the first floor.

Run out of the elevator, hang a sharp U-turn to the left (north), and go out through the door to Lab A Entrance. Hop back across the floating floor tiles to reach the northern door to the Main Entrance Hall. As you do, Betruger whispers that "Sarge is coming for you."

In the Main Entrance Hall, return to the Data Library door to automatically replace the door panel and open the door. Proceed through it.



<< RETURN TO MAIN ENTRANCE HALL >>

NOTE

We're going to show you the quickest and easiest way out of Lab A. There's no point in going back the way you came, because the areas are repopulated with enemies, and there are no additional items to find; you'll just waste ammo and health. This method involves taking some damage from a fall, but that's nothing compared to what your enemies will dish out if you go the long way around.



<< OFFICE 3 >>

Go through the first door you come to, which leads into Office 3. Pick up the large med kit inside and leave the office, killing the Trite that drops out of the ceiling in front of you as you go.



<< ELEVATOR ACCESS HALL >>

Leave Office 3, hang a left, and go through the door at the hall's end into the Elevator Access Hall, where two Imps are waiting for you.

Kill the Imps, enter the elevator at the hall's west end, and ride it down to the Underground. During the ride, you hear Betruger whisper, "Sarge is going to kill you."



<< THE UNDERGROUND >>

Exit the elevator and run around the hallway to find the mortally wounded Jack Campbell sitting in the middle of the hall. His last words are, "Gotta stop Sarge ... He's got my gun...." Uh-oh. If Sergeant Kelly has Campbell's BFG-9000, you're severely outgunned.



Drop into the open grate near Campbell's body and crawl through it to get an armor shard. Jump up into the room at the end to pick up more armor shards, a large med kit, an ammo belt, a clip, a plasma cell, rockets, and shells. If Sarge is running around with a BFG-9000, you'll need all of this stuff.

Crawl back into the hallway where Campbell died, and open the airlock door at the end. Step into the airlock and touch the control panel inside to complete the level and proceed to Central Processing.



Central Processing

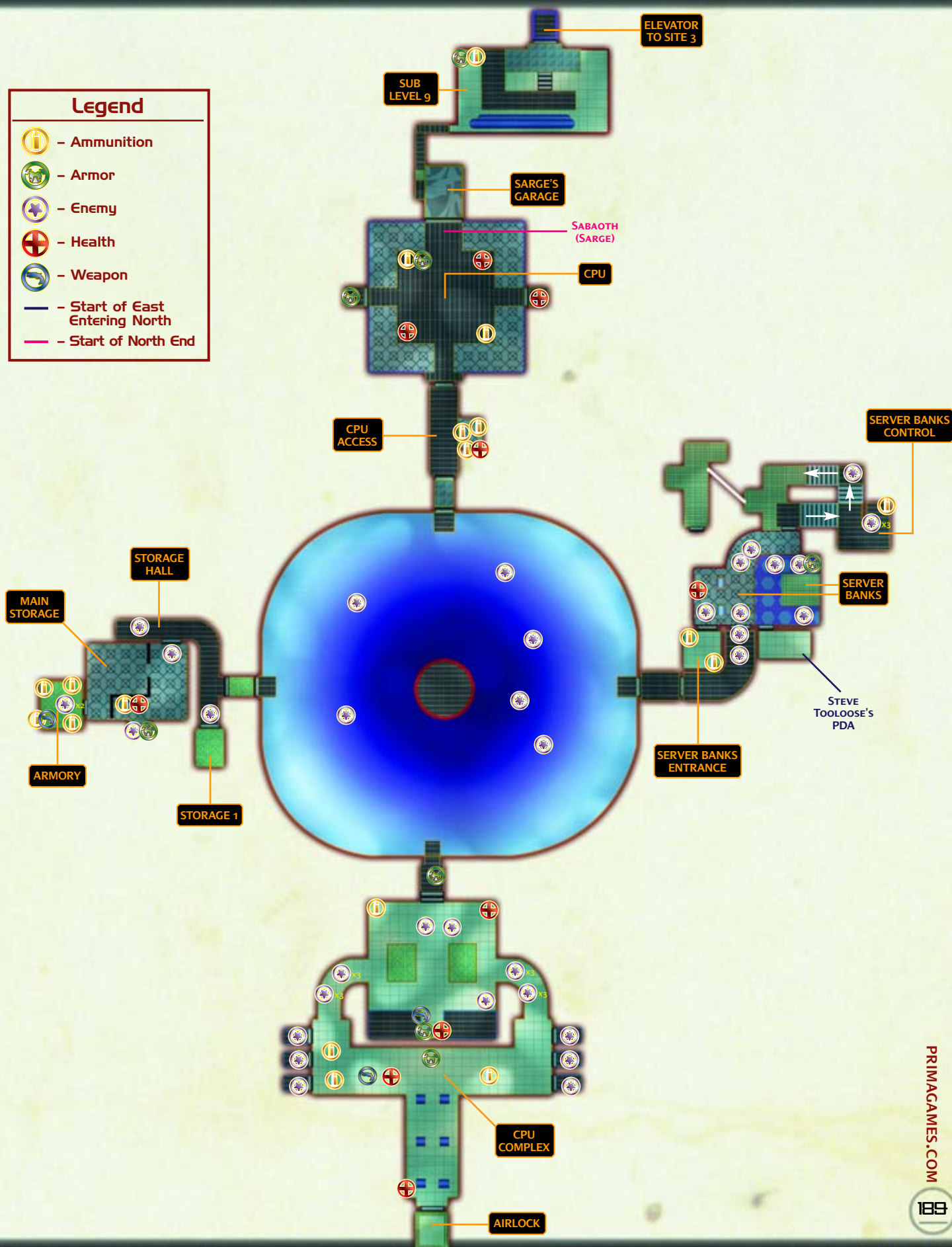
Overview

Central Processing houses the control systems which are used to process data for experiments, archive data, and manage the CPU overhead for security and regular day-to-day operations of the entire outpost on Mars.

Central Processing is a fairly short but extremely challenging level that pits you against large numbers of tough enemies. From the level's southern portion, you must fight to Central Bridge. From there, you have to find the PDA that gives you the security clearance to reach Sarge's lair in the CPU itself.



CENTRAL PROCESSING



ENEMIES ENCOUNTERED

- Archviles
- Cacodemons
- Imps
- Revenants
- Trites
- Wraiths
- Zombies, Commando

WEAPONS ACQUIRED

- BFG-9000
- Chaingun
- Grenades
- Plasma Gun

AMMUNITION ACQUIRED

- Ammo Belt
- BFG Cell
- Bullets
- Clips
- Plasma Cells
- Rockets
- Shells

ITEMS ACQUIRED

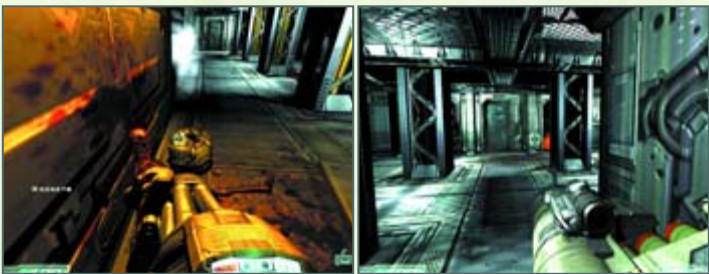
- Armor Shards
- Med Kits, Large
- Med Kits, Small
- Security Armor
- Video CD

PDA_s ACQUIRED

- Steve Tooloose

Objective: Stop Sergeant Kelly

<< CPU COMPLEX >>



Step out of the airlock and use the Health Station on the west wall if you're not at full health. Proceed north down the hallway until it splits into a T-intersection; there's a skeleton with security armor and rockets next to it at the junction.

When you enter the long east-west hall of the CPU Complex, enemies start coming out from the three alcoves on each side. The following enemies are located in each alcove:

EAST HALL ALCOVES

South: Imp

Center: Commando Zombie with chaingun

North: Revenant

WEST HALL ALCOVES

South: Commando Zombie with chaingun

Center: Revenant

North: Imp

You also have to contend with 12 Trites that attack from both sides, six from the east and six from the west. Your best strategy is to move toward the alcoves until you see an enemy come out of one, and then sprint back to the entrance and hit it with your chaingun, rocket launcher, or plasma gun.

Find plenty of pick-ups in the area as well. Go west to find an ammo belt, grenades, a plasma cell, a large med kit, and adrenaline near the pillars. Go east to get a clip, a plasma cell, and a large med kit.



Both the east and west hallways meet in the room's northern part, where a Revenant appears in an alcove across the hall from you.

After you kill the Revenant, two Archviles appear and repeatedly summon Wraiths. Use the Soulcube against at least one of the Archviles.

TIP

Keep your back to the wall to keep the Wraiths from attacking you from behind.



Pick-ups in the room's northern part include security armor, a large med kit, and grenades in the southern area, and an ammo belt and shells in the northwest corner. There's also a large med kit in the northeast corner.



After you kill all of the enemies and collected all of the items, go through the northern door to Central Bridge.

<< CENTRAL BRIDGE >>



Central Bridge is named for the moveable security bridge that spans a huge hellish crater in the ground below. A control panel at the hall's end calls the bridge to your current location. Once on the bridge, you can move it to any of the other three locations. You enter on the south end of Central Bridge.

Pick up the armor shards on the floor and use the control panel to call the security bridge to you. Walk onto it and three Cacodemons appear. Kill them and approach the security bridge control panel.

You just came from the CPU bank (south). Your options include central processing (north), server bank (east), and storage (west). Attempting to move the bridge to Central Processing is denied due to your current security clearance. This brings up a new objective: Obtain the proper security clearance to access Central Processing.



Objective: Obtain Central Processing Clearance



Choose to move the security bridge to storage. Wait for the bridge to stop rotating, and then run down it and through the door to the Storage Hall.

<< STORAGE HALL >>



There's a Commando Zombie to the north (to your right as you enter), but he runs into the door to Main Storage rather than fight. Before entering Main Storage, go through the southern door to Storage 1.

<< STORAGE 1 >>

As you enter, an Imp starts to materialize behind you. Back into Storage 1 before it fully appears and blast it from behind. Pick up the armor shards and ammo belts and leave Storage 1. Pick up the armor



shards and ammo belts and leave Storage 1.

Run to the northwest end of Storage Hall, pick up the shells there, and open the door to Main Storage.



<< MAIN STORAGE >>



When you open the door, the Commando Zombie that ran into the room earlier leaps out and attacks you, followed by a second Commando Zombie soon after.

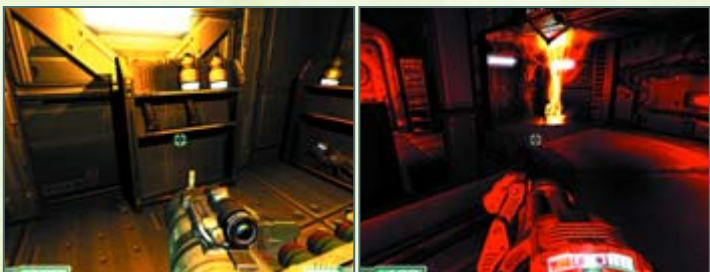
Enter Main Storage and pick up the BFG cell and small med kit on the southern side. Watch out for the Revenant that pops out of the hidden alcove in the south wall. Kill the Revenant, take the armor shards from the alcove, and then go through the middle of the room to reach the southwestern door to the Armory.

<< ARMORY >>



There's a Commando Zombie and a Revenant inside the Armory. Back up into Main Storage to fight them.

As soon as they're dead, an Archvile appears in Main Storage and starts summoning Wraiths. Kill the Archvile quickly, preferably with the Soulcube.



After killing the Archvile, help yourself to the plasma cells, bullets, clips, ammo belts, rockets, shells, security armor, and plasma gun inside the Armory. Not a bad haul!

Return to Central Bridge, where another Archvile shows up to attack you. Kill it and rotate the security bridge to the server bank. Go through the door into the Server Banks Entrance.

<< SERVER BANKS ENTRANCE >>

As soon as you enter, an Imp materializes farther down the hall to the northeast, and another runs through the northeast door to the Server Banks to attack you.

Jump through the glass-less window into the small office to pick up some rockets and a clip, and then open the northern door to the Server Banks.



<< SERVER BANKS >>



A Commando Zombie comes rushing at you when you open the door, so destroy him before he can get within striking distance. Pick up the large med kit in the room's western side.

As you walk farther north into the room, an Imp opens the southern door to the Server Banks Entrance and attacks. Take him out and move farther north.

If you look down to the northeast, you'll see a Commando Zombie running through a door. Back up and pull out the chaingun, because he's going to come through the northeast door in a couple of seconds. Kill him and go through the northeast door to Server Banks Control.



<< SERVER BANKS CONTROL >>



Three Trites are at the bottom of the first flight of stairs. Pull out the machine gun and pick them off as they scurry toward you, and then start descending the stairs. The lights dim, and an Imp attacks from the landing.

Enter the eastern alcove at the bottom of the first flight of stairs. Pick up the clip and shells inside, and turn around to kill the two Trites that run in after you do so.



Keep going down the stairs. Kill the Imp in the western alcove at the bottom, pick up the large med kit, and go through the door to the lower part of the Server Banks.

<< SERVER BANKS (LOWER) >>

Two Imps materialize in the room when you enter, one next to you in the northeast corner, the other in the southeast corner. Kill them both, take the armor shards in the northeast corner, and follow the hall into the small office at the southern end.



A UAC corporate video plays in the corner, describing the BFG-9000's capabilities. One interesting fact is that you can shoot the small transmitter in the middle of a BFG projectile with small arms fire to detonate it prematurely and greatly lessen the effect of the shot.



Pick up Steve Tooloose's PDA from the desk near the video. It upgrades your security clearance and gives you access to Central Processing from Central Bridge. Pick up the plasma cells and clips and go back upstairs.



When you reach the upper level of the Server Banks, two Imps appear, one behind you to the north and the other in front of you to the southwest. Kill them both, return to Central Bridge, and rotate the security bridge to Central Processing.



<< CENTRAL PROCESSING >>



As the bridge starts to move, two more Cacodemons appear. Shoot them both, walk off the bridge, and go through the northern door to CPU Access.

<< CPU Access >>



There's a huge cache of health and ammo in CPU Access: a clip, rockets, ammo belts, and large med kits. There's a reason for that—Sarge is in the next room. Pick up the nearby video CD to review the BFG video again if you need to. The

most important thing to learn is to shoot the BFG charges to blow them up before they kill you.

When you're ready to do battle with Sarge, go through the northern door into the CPU.

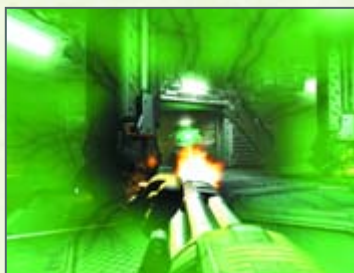
Boss Fight: Sabaoth (a.k.a. Sergeant Kelly)



When you enter the CPU, Sarge rolls out of the northern door in his new guise as Sabaoth. That's right, rolls—his lower body is a tank, and he's got Campbell's BFG-9000 in hand. There's no introduction; the fight begins immediately.

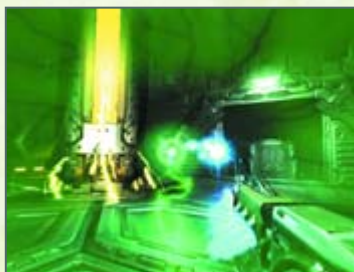
CAUTION

Unfortunately, your Soulcube will not kill Sabaoth.



The most important thing to remember is to disrupt Sabaoth's BFG blast by shooting at them with small-arms fire, such as your chaingun or machine gun. The second most important thing to remember is to not let Sabaoth run you down or strike you with his clawlike appendage.

As the fight progresses, the room changes. The floor panels around the perimeter drop out, revealing a lake of lava underneath. If you fall into it, you die.



The four pillars in the room also occasionally become electrified. If you're near them when they do, you'll be shocked for heavy damage.

Find some helpful pick-ups in the arena: there's armor shards and security armor in the west alcove and large med kits and a small med kit from the east alcove.

Look behind the southwest pillar for a large med kit and some adrenaline and behind the northwest pillar for a plasma cell and security armor. The northeast pillar has a small med kit near it, and the southeast pillar has a plasma cell.

When fighting Sabaoth, neutralize his attacks by keeping your distance from him and shooting down his BFG blasts. When you're not doing either of those, hit him with everything you've got.

If you can switch back and forth between the chaingun or machine gun (to knock out the BFG blasts) and the rocket launcher (to damage Sabaoth), you'll have him on the ropes in no time. If you're not comfortable switching weapons that quickly, or if the strategy isn't working for you, stick with the chaingun and pepper Sabaoth with it when you're not shooting down his charges.

When Sabaoth is defeated, take the BFG-9000 from his corpse. Go north into Sarge's Garage and crawl into the ventilation duct. Follow the duct to the end to Sublevel 9.



<< SUBLEVEL 9 >>



Climb down the large steam pipes and jump onto the platform of Sublevel 9. Pick up the armor shards, clips, and shells in the northwest corner, and then open the airlock door to complete the level and transport to Site 3.

Site 3



Overview

Site 3 is the ground level access point to the original subterranean Mars base structure. Research objects from the lower levels are researched and studied in this facility.

Structurally, this is a very small level. However, you have to backtrack through several sections of it. First, you must find the PDA that gives you Site 3 security clearance and opens the locked door in the area. Then you must find the control panel that unlocks the freight cart that brings you to the caverns. Finally, you have to get on the cart and head to the end of the level. In between, there's plenty of close-quarters combat with powerful demonic enemies, such as Hellknights and Revenants.

Legend	
	- Ammunition
	- Armor
	- Enemy
	- Health
	- Weapon

ENEMIES ENCOUNTERED

- Archvile — Maggots
- Cacodemons — Revenants
- Hellknights — Wraiths
- Imps

WEAPONS ACQUIRED

- BFG-9000 — Grenades

AMMUNITION ACQUIRED

- Ammo Belt — Plasma Cells
- BFG Cell — Shells
- Clips

ITEMS ACQUIRED

- Armor Shards — Med Kits, Small
- Med Kits, Large — Security Armor

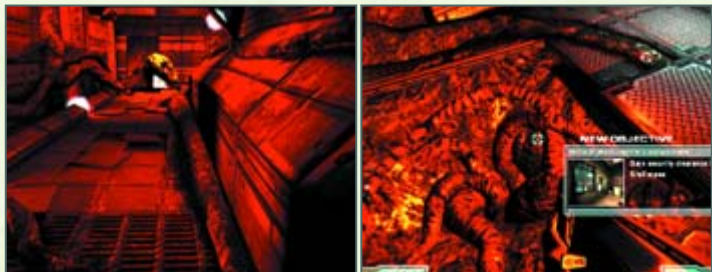
PDA's ACQUIRED

- Pierce Rogers — Richard Davis

Objective: Find the Hellgate

The last stage of your mission is to find the Hellgate and destroy it. The first step toward doing so is to make it through Site 3 in one piece and descend into the subterranean caverns below it.

<< SITE 3 ENTRANCE HALL >>



Use the Health Station to the left (west) of your starting position, and then walk north down the Site 3 Entrance Hall. As soon as you take your first few steps, maniacal laughter echoes throughout the hall, and the floor tiles at the southern end erupt into the air. A Hellknight appears at the hall's southern end, but don't be distracted by it, because a Wraith also appears behind you.

After killing the Wraith and Hellknight, kill the Imp and second Wraith that appear at the hall's southern end, and then continue moving north down the hall. The northeast door to

Lab Section 2 is locked. Approaching it triggers your next mission objective: Obtain security clearance for all Site 3 areas.

Objective: Obtain Site 3 Security Clearance

<< SITE 3 HUB >>



Because you can't go through Site 3 Entrance Hall's northeast door, open the northwest one into the Site 3 Hub. A Cacodemon appears in front of you, and an Imp appears behind you. Kill them both and enter the Site 3 Hub.

Be aware of the exploding barrels in the Site 3 Hub. Blow them up from a distance to avoid getting caught in their explosions should you shoot them accidentally during a firefight. Blowing them up from a distance also draws out enemies, such as the second Cacodemon lurking in the middle of the room around the first corner.

As you move west of the room's center, a Hellknight materializes in the northwest corner. Kill it and pick up the security armor, shells, clips, ammo belt, and plasma cells in the room's western half. There's also a Health Station in the northwest corner of the Site 3 Hub.

The northwest door to Elevator Access is locked and can't be opened with your current security clearance; go through the northern door in the middle of the room to Freight Terminal Access and continue through that room to the Freight Cart Terminal.



<< FREIGHT CART TERMINAL >>

NOTE

You return here at the end of the level to ride the freight cart to the level exit.



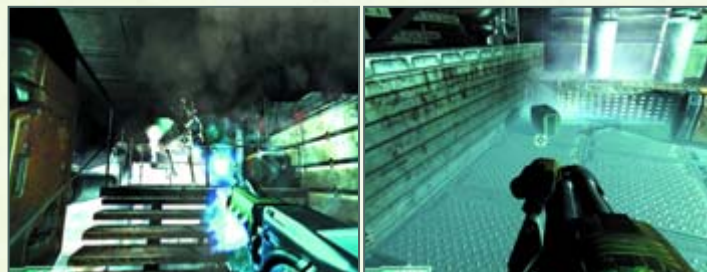
Stand at the entryway and look west to see a Maggot hiding at the room's western end. Shoot it and lure a Cacodemon out of hiding to the east. A Wraith also attacks you from behind (south), and another Wraith appears a bit later in the middle of the room.



With the walkway collapsed, you can no longer backtrack to the Freight Cart Terminal. Pick up the large med kit near the crates to the northeast and the armor shards in the southeast, and then go through the southeast door to Lab Section 1.



<< LAB SECTION 1 >>



There's a Health Station in the northwest alcove next to the entrance. When you use it, a Revenant walks down the stairs from the room's upper level to the south. Kill the Revenant and the Maggot lurking in the lower southern area as well.

Walk to the room's eastern end without going up or down any stairs to lure an Imp out of the doorway you just came through. After killing it, go down the southern stairs to find an ammo belt and clip.

Go back up the stairs and ascend the next set to reach the door to Lab Section 2. Open the door, kill the Wraith that's waiting for you on the other side, and continue into the room.



<< ARTIFACT RECEIVING >>



Artifact Receiving is a huge empty warehouse with an elevated path that winds around the room's north and east sides. Candles line the floor, and you hear sinister laughter when you enter. Walk east down the elevated path.

After your first few steps, the lights go out, the elevated platform drops to ground level, and an Archvile appears in the southeast corner. If your Soulcube is ready, use it to kill the Archvile before it can summon its army of Imps.

<< LAB SECTION 2 >>



Climb down the ladder near the door to reach a lower level of Lab Section 2. When you walk forward at the bottom of the ladder, an Imp attacks from the left (west) and a Maggot attacks from the right (east).

Approach the computer console in the room's northwest corner to trigger the appearances of two more Imps, one to the south and one to the west. Kill them both and pick up the large med kit, ammo belt, and shells from a shelf in the northwest corner.



Don't miss Richard Davis's PDA on the western computer console either. It contains his hypothesis that the ancient Martian culture may have fled to Earth after being destroyed by the demons. The Martians might, in fact, be the ancestors of humanity. There's also an email warning about the deteriorating structural integrity of the caverns below.



Walk east along the southern pathway and go through the door at

the end to another part of Lab Section 2. Walk west down this hall and kill the Revenant that attacks you from the western end; keep a sharp eye out for the Maggot that comes up behind you from the east.

Keep following the hall west and kill the Imp hiding in the northwest end, as well as the two Imps that attack from the southern part.

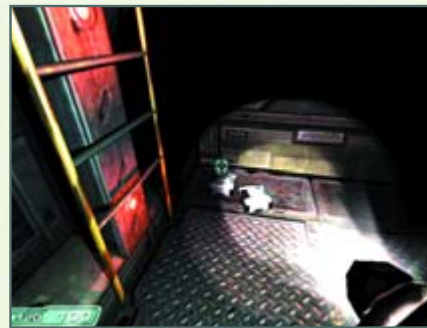


NOTE

The door at the hall's northwest end leads back to the Site 3 Entrance Hall, but it's still locked due to your current security clearance.



Pick up the small med kits and security armor at the southern end. You cannot open the locked door down here with your current security level, so climb the ladder near the item pick-ups to reach a duct that leads into Artifact Research.



<< ARTIFACT RESEARCH >>



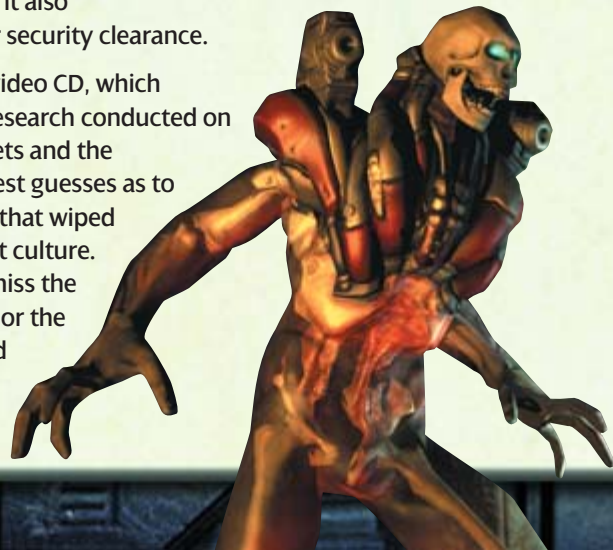
Enter the room and a Hellknight appears in the eastern part and a Maggot appears to the west. Hopefully the Soulcube is ready to go, as it makes short work of the Hellknight and gives you a huge health boost.

Don't pass up the grenades and security armor in the room's southwest corner. Examine the four large stones in the northwest corner to see the story, told in pictures, of the ancient Martian culture using the Soulcube to fight back the demon hordes.

Enter the small office in the southeast corner of Artifact Research to find Pierce Rogers, who is astounded that you have the Soulcube. He says it may be the only way to stop the demons and tells you to take his PDA; it has the information you need. It also upgrades your security clearance.



Also take the video CD, which contains the research conducted on the stone tablets and the researchers' best guesses as to the cataclysm that wiped out the ancient culture. Finally, don't miss the Health Station or the ammo belt and plasma cells.



Objective: Unlock Cavern Entrance

As you leave Dr. Rogers to his work, a new mission objective appears. You must unlock the entrance to the caverns where the Hellgate is located. To do that, you must get to Freight Cart Control.

<< BACK TO SITE 3 HUB >>



After picking up the items and reading the PDA, backtrack to Site 3 Hub with your new security clearance. Five Maggots and an Imp appear in Artifact Research as you head for the northwest door to Lab Section 2.

From Lab Section 2, go north and kill the Revenant that attacks you from the northwest. Continue down the northwest hall and open the door at the end of it to return to Site 3 Entrance Hall.



An Imp opens the door to Site 3 Hub when you come through the door from Lab Section 2. Kill it and enter Site 3 Hub.

Another Revenant appears in the middle of Site 3 Hub, and an Imp materializes behind you in Lab Section 2. Kill both of them and scan your PDA on the northwest door to Elevator Access to open the door.

<< ELEVATOR ACCESS >>

An Imp sits in an alcove high above you to your left (south). When you enter the room, turn left, look up, and blast him. A Maggot also attacks you from the west.



After killing your foes, climb down the ladder in the north wall to reach a shelf with security armor, shells, and an ammo belt. Take these, climb back up the ladder, and use the western elevator to reach Maintenance 2 Access on the second floor.



<< MAINTENANCE 2 ACCESS



There's a Wraith and some armor shards to the left (north) of the elevator door and a Maggot to the right (south). The door to the south leads to Maintenance 2.

<< MAINTENANCE 2



From the entrance, go up the stairs and through the disgusting growth-lined corridor. Drop out of the corridor's end and turn left (east) to kill the Revenant that opens a door and attacks you. An Imp also runs in to join the fray from the west.

Go into the room that the Revenant came out of to get plasma cells and a large med kit; then start walking west down the hall, climbing the stairs as you reach them.



A Cacodemon materializes and attacks you on the landing at the top of the second set of stairs. Kill it and approach the northwest door to trigger the appearance of a second Cacodemon behind you. Kill that one as well, and then go through the door into Freight Cart Control Access.

<< FREIGHT CART CONTROL ACCESS >>



An Imp leaps at you from the other side of the door when you open it. Blast it and move into Freight Cart Control Access, killing the second Imp at the western end.

Pick up the security armor, shells, and clip from the first shelf you reach, and get the BFG-9000, plasma cells, and BFG cell from the western weapons rack. Go through the northern door to Freight Cart Control.

<< FREIGHT CART CONTROL >>

Walk north to the end of Freight Cart Control, and touch the control panel to unlock the Site 3 freight loader. This brings a freight cart to the Freight Cart Terminal and begins your next mission objective: Use the freight cart to access the caverns and reach the Hellgate.



Objective: Enter the Caverns



Climb back up the ladder and walk south down the hallway back to Freight Cart Control Access. Proceed through Freight Cart Control Access and into Maintenance 2, where two Cacodemons appear and attack you.

destroy one of the landings and prevent you from going back the way you came. Drop into the hole in the landing and go down the service ladder to Maintenance 2 Lower.

<< MAINTENANCE 2 LOWER >>



Walk down the stairs in Maintenance 2 Lower to lure a Maggot out of hiding ahead of you to the north. An Imp also materializes behind you to the south. Kill both, as well as the Wraith in the eastern alcove (which contains a small med kit), and enter the vile growth-covered corridor to the north.

This brings you back to Elevator Access. Go through the eastern door to your right to return to Site 3 Hub, and go through the northern door in Site 3 Hub to enter the Freight Cart Terminal.

An Imp appears behind you in Freight Terminal Access as you enter the Freight Cart Terminal. Kill it and enter the freight cart that's docked at the terminal in the middle of the room.



Touch the cart's control panel to start it moving west. After a short trip, it stops at the Pit Elevator.



<< PIT ELEVATOR >>



There are no enemies in this area, but behind the lift are some security armor, clips, and a small med kit. Grab them all, walk into the elevator, and touch the control panel to complete the level and proceed to Caverns 1.



Overview

Caverns—Area 1 controls all power distribution to the subterranean facility and acts as a material transfer point from Area 2 to Site 3.

After several short levels, this long level truly tests your skills. It's the most vertically oriented level in the game, and you find yourself descending farther and farther into the caverns that the Mars Base researchers were excavating. Enemies of every stripe—from Trites to Hellknights—attack you at every opportunity, so keep your trigger finger twitchy.

ENEMIES ENCOUNTERED

- | | |
|---------------|-----------|
| — Archviles | — Imps |
| — Cacodemons | — Trites |
| — Hellknights | — Wraiths |

WEAPONS ACQUIRED

- | | |
|---------------|--------------|
| — Chaingun | — Pistol |
| — Grenades | — Plasma Gun |
| — Machine Gun | — Shotgun |

AMMUNITION ACQUIRED

- | | |
|-------------|----------------|
| — Ammo Belt | — Plasma Cells |
| — BFG Cell | — Rockets |
| — Bullets | — Shells |
| — Clips | |

ITEMS ACQUIRED

- | | |
|----------------------------|-------------------|
| — Adrenaline | — Med Kits, Large |
| — Armor Shards | — Med Kits, Small |
| — Key Card, Caverns Access | — Security Armor |

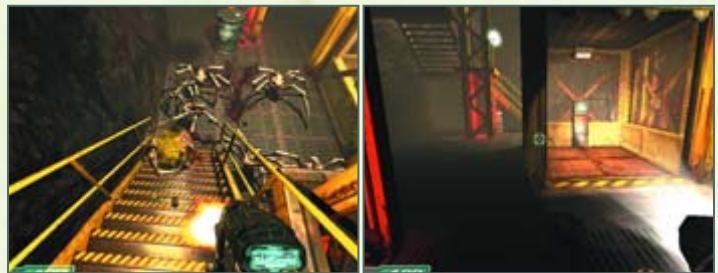
PDAs ACQUIRED

- | |
|---------------|
| — Robert Cody |
|---------------|

Objective: Destroy the Hellgate

Your continuing mission is to destroy the Hellgate. To do that, you must make it through Caverns—Area 1 to reach Caverns—Area 2, which has an elevator that takes you down to the level with the Hellgate.

<< BASE 1 MATERIALS TRANSFER >>



Step out of the elevator at the level's beginning. The lights go out, and evil laughter rings throughout Base 1 Materials Transfer. Backpedal into the elevator and get ready for the swarm of 12 Trites that scurry out of spider holes to the northeast and southwest.

Kill them all from inside the elevator, and then walk forward and pick up the clips, machine gun, armor shards, and large med kit in front of you.



Approach the bottom of the stairs in the northeast corner and kill the Imp that appears on the first landing. Start climbing the stairs.

Through a window in the area's north side, you see a BFG cell. You can't go through the window, so keep walking along the path. Two Wraiths attack you shortly after you pass the window, one from the front and one from behind.

Pick up the ammo belt that sits on the crate at the southwest corner. As you do, six Wraiths appear on the bottom level and start heading up the walkway after you. Backpedal into the corner, with your back to the wall and the



crates to your left, and wait for the Wraiths to approach. Pick them off one at a time.

Enter the door in front of the crates. There's nothing in this first room, but there's an Imp in the next one. Open the door and shoot it.



Climb the rubble to the right (east) to find some shells, and then start moving west. Pick up the shotgun on the way to the western door to Base 1 Junction 2. There's nothing to see or do in there, so go north through it to Containment Monitoring.



Enter the room and use the Health Station in the southwest corner. Pick up the clips and plasma cells in the northwest corner, and get the shells and rockets in the northeast corner. Open the eastern door and go into the next room.

Two Wraths materialize in the room behind you. Blast them as they enter the room you're in. Crouch and crawl under the desk in the middle of the room to get the BFG cell, and then open the northern door to Base 1 Junction 1.

<< BASE 1 JUNCTION 1 >>



A Commando Zombie with a chaingun patrols the hall. He's looking away from you when you open the door, so feed him a couple of rockets and he'll never know what hit him. Step into Base 1 Junction 1 and proceed north to the T-intersection.



Four Wraiths appear when you step into the T-intersection. Back up and shoot them with the machine gun or plasma gun to take them out quickly, and then go back to the intersection.

<< CONTAINMENT MONITORING >>



Move forward to the room's northwest corner to trigger the appearance of a Wraith-summoning Archvile in that area. An Imp also appears in the room's eastern side.



After you kill the Archvile, get behind cover in the room's northwest corner and face south, because two Commando Zombies with chainguns burst through the southwest door to Base 1 Junction 2.

Get a large med kit from the northwest corner of Containment Monitoring, shells and adrenaline in the southeast corner, and plasma cells in the middle of the room's northern part. Then open the eastern door to Base 1 Junction 3.

<< BASE 1 JUNCTION 3 >>

After you open the door, fall back and shoot the Imp and eight Trites that attack you from Base 1 Junction 3. When the enemies are dead, use the Health Station and pick up some security armor, a machine gun, and a clip. Go through the northern door to Heavy Transfer Lift 1.



Objective: Activate the Service Lift

When you enter Heavy Transfer Lift 1, a new mission objective appears: Activate the service lift to reach the lower levels.

<< HEAVY TRANSFER LIFT I >>



Follow the path northeast, past a sealed door and the lift's offline control panel. On the side of a structure, you find a control panel that extends a service ladder when pressed. Use it to drop a ladder, and then climb the ladder to reach the roof.

Two Cacodemons appear when you walk onto the roof. Kill them and make a running jump onto the yellow scaffolding to the south. From there, you can run into the window to Heavy Lift Control.

<< HEAVY LIFT CONTROL >>

Touch the control panel near the window to unlock the cargo lift controls. Walk up the stairs to the elevated level and pick up armor shards and a small med kit, and then go through the northern door to Storage 2D.



<< STORAGE 2D >>

Pick up the BFG cell in the southeast corner and the shells and clip in the northeast corner. Use the control panel on the northern wall to call the lift, and ride it down to Living Quarters 1A.



<< LIVING QUARTERS 1A >>



Pick up the plasma cells from the shelf in the southwest corner and the armor shards and rockets from the room's eastern part.

Ten Trites drop from the ceiling after you grab the rockets. Stand with your back to the wall and pick them off. When they're all dead, go out the (now unlocked) southern door to return to Heavy Transfer Lift 1.

<< CALLING THE LIFT >>



Approach the lift control panel and touch it to call the lift. When you do, a Hellknight and three Imps materialize in the area.

After killing the enemies, but before stepping onto the lift, climb down the ladder to the south of the lift and crawl through the narrow ammo shaft to find an ammo belt, chaingun, and security armor.

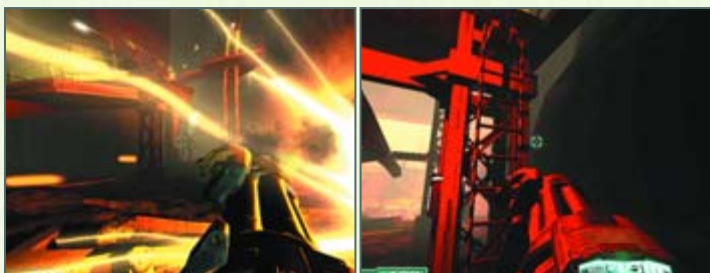


Leave the shaft, step onto the lift, and touch the control panel to begin the long ride down to Subchamber 2 in the lower level of the caverns.



<< SUBCHAMBER 2 >>

As you ride down, rocks fall from the ceiling and destroy the bridge to the east that leads to the rest of the lower level of Caverns—Area 1. A Commando Zombie across the level shoots at you with a chaingun. Fire a couple of rockets at him.



Walk east down the ruined fragments of the bridge, and a Wraith-summoning Archvile appears on a platform high above you. A Hellknight appears in the distance to the southeast, and a Cacodemon materializes behind you to the southwest. Use the Soulcube, rocket launcher, and BFG-9000 to take out these fiends.

Pick up the large med kits and security armor on the hardened lava floe, and then investigate the base of the northeast support pillar to find a control panel that opens a maintenance hatch and drops a ladder.



Climb up the ladder to reach the ledge where the Commando Zombie fired from when you first entered. Take out the Wraith to the east and walk around the eastern crates to find shells and a BFG cell.

The only place to go from here is through a door that leads into Environmental Monitoring, so head on in.



<< ENVIRONMENTAL MONITORING >>



Kill the Imp that appears directly in front of you and the Wraith that attacks from the left (east) when you enter the room. Pick up the security armor near the door and use the northeast Health Station if you need it; then use the lift in the southeast corner to go up to the second floor.

Two Imps—one immediately to the south, one to the northwest—greet you when you arrive, as does a Trite. Kill them and approach the sealed door in the southwest corner to trigger your next mission objective: Find the access card that will open the door and gain you access to the dig site.

Objective: Get Dig Site Access

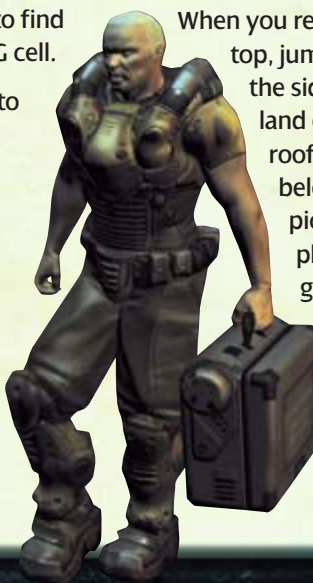
Go through the northwest door to return to a higher level of Subchamber 2. Two Cacodemons float out to attack you. Kill them both and walk around to the northeast to find a ladder leading up.

Climb up this ladder to reach a catwalk high above Subchamber 2.

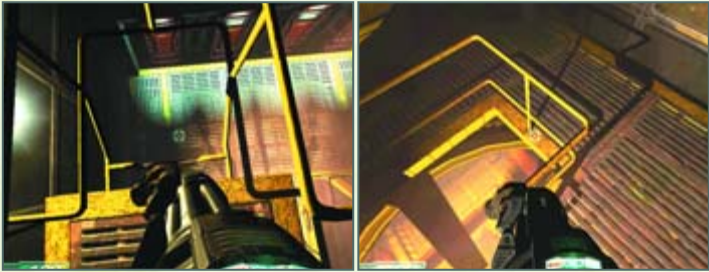
When you reach the top, jump off the side to land on the rooftop just below it and pick up a plasma



gun and some plasma cells. Drop back down to the base of the ladder and climb up it again. Go through the door at the catwalk's southern end into the Thermal Regulation Pump.



<< THERMAL REGULATION PUMP >>



Blast the Imp that pounces when you open the door. Pick up the pistol and bullets to the east, and then climb down the ladder to the west.

Continue climbing down ladders, picking up armor shards as you go, until there are no more to descend. There's only a gap in the floor, through which you can see platforms extend and recede.



Wait for the highest platform to appear, and then jump over the yellow safety railing to drop onto it. From there, you must jump down to the next highest platform in order to fall without suffering damage. Missing more than one platform will cause you to fall to your death. So don't do that.

When you reach the bottom of the platforms, another ladder leads down to the ground floor. Touch the nearby control panel to extend the access ladder all the way up.



Pick up the armor shards near the control panel and the ammo belt, rockets, and grenades in the southwest corner.

Jump over the thick pipes to the east and collect the small med kits, plasma cell, and armor shards in the northeast corner.

When you crawl under the pipe to get the last armor shard, you see J. Katayama cowering in a corner. Crawl over to him to get shells and the Caverns Access key card.



<< BACKTRACKING TO ENVIRONMENTAL MONITORING >>



With the key card, you can now open the locked door in Environmental Monitoring. Crawl back out and start climbing the ladders all the way back to the top of the Thermal Regulation Pump.

Exit the Thermal Regulation Pump through the only door in the top floor and kill the five Cacodemons that appear.

Go back down the ladder at the catwalk's end, and head around the corner to reach the door to Environmental Monitoring. Open it, kill the Wraith inside, and enter the area.



Approach the locked southwestern door and touch the control panel to scan the key card and open the door. Kill the three Trites on the other side, and go into B1 Conference Room 1.



<< B1 CONFERENCE ROOM I >>



Move into the room's northwest corner and press the control panel to the whiteboard's left to open the shutters. This lets you pick up a clip from the east side.

Take the armor shards near the table and Robert Cody's PDA from the table. The PDA tells the story of how Cody's maintenance team refuses to work in the caverns, due to an eerie howling that echoes through them day and night. After checking out the PDA, leave the area through the southeast door.

Climb up the ladder to the left (east) of the exit to reach the roof, and kill the Wraith up there. Duck into the maintenance shaft near the Wraith to get security armor, a machine gun, grenades, rockets, a BFG cell, and clips.



Climb back down the ladder and go west along the path. Shoot the Imp that climbs up over the railing to attack you, and continue going down the path.



Shortly after the first one, another Imp swings down a support pillar and attacks you. Blast him before he lands, taking him out without danger.

As you continue, three Wraiths materialize behind you and try to sneak up on you. Listen for them and blast them as they approach. After you deal with them, go through the southern door in front of you to B1 Subjunction 1.

<< B1 SUBJUNCTION I >>



Proceed down the hallway until you see rocks falling in front of you. Wait for them to stop, and then continue. A Wraith in this area tries to get you if you're careless. Pick up the large med kit in the northeast corner.



If you look south carefully, you can see an Imp hiding behind a crate. Pick him off and continue south down the path, where a Commando Zombie with a chaingun rushes out at you.

Pick up the shells, rockets, and small med kit at the next corner. As you round the corner, you see another Imp and two Commando Zombies with chainguns to the west. Destroy all of them, walk to the path's western end, and then go through the door into B2 Material Transfer Lift.

<< B2 MATERIAL TRANSFER LIFT >>

When you enter the room, a Hellknight drops down onto a bridge in the middle of the area—and crashes straight through it into a pool of lava below! The bridge is impassable; you must find another way across.



Kill the Imp in the southwest corner and pick up the machine guns, plasma cell, clips, security armor, small med kit, and adrenaline near him.



Approach the crane controls in the middle of the platform to start a huge fight. Two chaingun-wielding Commando Zombies materialize on the platform's north and south ends, and five Cacodemons float out of a hellish rift overhead.



After you displace your foes, climb up the ladder to reach the crane controls. Touch the right arrow on the control panel to rotate the crane clockwise to its maximum limit.

After you rotate the crane, walk clockwise around the control platform to find a second ladder leading to the crane's top. Climb the ladder and walk out over the barrels and planks that the crane is holding.



Drop off of the crane's top onto its cargo. From there, drop onto the blue crates below you.

An Imp attacks you near the crates, and a Cacodemon floats in to menace you as well. Kill both of them and pick up the armor shards and plasma cells from inside the large pipes near the crates.

Finally, walk into the structure at the east end of B2 Material Transfer Lift. Kill the Imp to your left (east) as you enter, pick up the grenades from the desk, and go through the eastern door to B1 Subjunction 2.

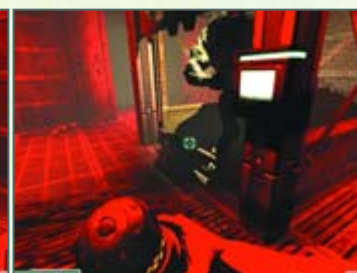
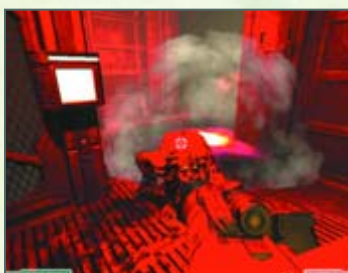


<< PERSONNEL TRANSFER STATION >>



Walk to the end of B1 Subjunction 2 to reach the Personnel Transfer Station. Follow the path to the stairs that lead down to the ground floor.

At the bottom of the stairs, turn right and pick up the ammo belt in the northeast corner. Turn south and get the shells and clip from the open crate in the room's southeast corner.



Touch the control panel to open the blast doors around the elevator. Suddenly, the lights go out. Once again, you hear demonic laughter, and emergency red lights turn on. Three Imps and two Wraiths attack you on the ground floor, while two Commando Zombies with machine guns pepper you from B1 Subjunction 2.

Take care of them, then approach the elevator and touch the control panel to call it. It arrives with a Hellknight inside. Blast the Hellknight and enter the lift. Ride it down to Materials Handling.

<< MATERIALS HANDLING >>



Exit the lift and walk off the platform to the north. Look behind crates in the northeast corner to find large med kits. Also find an ammo belt behind the next group of crates to the east.

After getting the ammo belt, walk east along the stone path. An Archvile appears in front of you; blast the nearby exploding barrel to damage it, and then finish it off before it can summon too many Imps.

Go through the southern doorway to start down the hall to the southwest door that leads to the B2 Material Transfer Lift. A Wraith jumps out of an eastern alcove at the first corner, and an Imp attacks from another alcove to the south a little farther down the hall; find armor shards in this alcove. Go through the door at the hall's end.



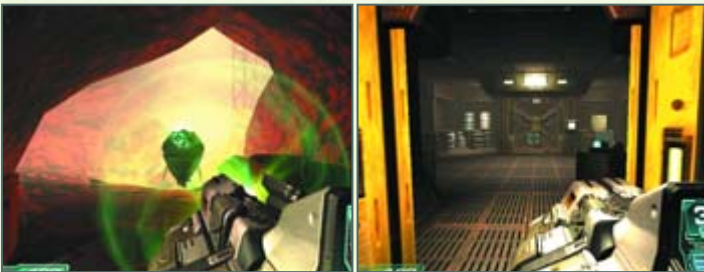
<< SUBSTATION 3 TRANSFER >>

Pick up the clip and plasma cells from the crate next to the entrance, and walk around the crates to get security armor and BFG cells.

Touch the control panel next to the elevator and use it to complete the level and continue to Caverns—Area 2.



<< B2 MATERIAL TRANSFER LIFT >>



You're almost home. Enter the area and cross the ruined bridge in the center. Three Cacodemons float in for the kill, and a chaingun-toting Commando Zombie appears behind you and starts shooting.

Eradicate the enemies (we recommend using the BFG-9000), and then leap up to the solid ground on the cavern's southern side. Go through the southern door to Substation 3 Transfer.

Caverns—Area 2

Overview

Caverns—Area 2 is the primary archaeological excavation site. All items are processed and transported into Site 3 for evaluation and analysis.

This is a very short level, both in terms of physical size and length. It can get even shorter if you're not careful. Caverns—Area 2 is a demon-filled trek through the subterranean caverns to the elevator that brings you down into the final level. Along the way, expect to be overwhelmed by some of the game's toughest enemies, including Hellknights, Cacodemons, and Archviles.





ENEMIES ENCOUNTERED

- Archviles
- Cacodemons
- Hellknights
- Imps
- Ticks
- Trites
- Vagarys
- Wraiths

WEAPONS ACQUIRED

- Grenades
- Machine Gun
- Shotgun

AMMUNITION ACQUIRED

- Ammo Belt
- BFG Cell
- Clips
- Plasma Cells
- Rockets
- Shells

ITEMS ACQUIRED

- Armor Shards
- Key Card, Station 3 Storage
- Med Kits, Large
- Med Kits, Small
- Security Armor
- Video CD

PDA_s ACQUIRED

- None

Objective: Destroy the Hellgate

<< SUBSTATION 3 >>



An elevator ride down to Substation 3 begins the level. At the end of the ride, pick up the small med kits directly outside of your elevator on the southern wall of Substation 3.

As you approach the northern door to the Main Dig Junction, an Archvile appears with two Hellknights. The BFG-9000 and Soulcube are your best chances to keep yourself from being killed.

Pick up the armor shards near the north-west door to Station 3 Storage (which requires a key card to open), and then go through the northern door to the Main Dig Junction.



<< MAIN DIG JUNCTION >>



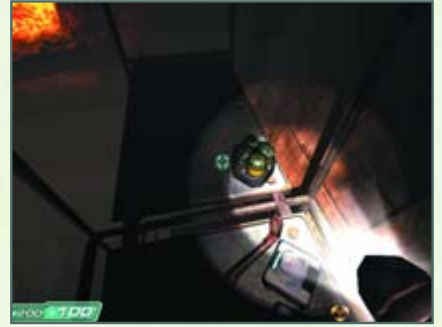
Watch out for the rocks that fall from the ceiling in the Main Dig Junction. Walk north down the cavern and kill the six Wraiths that attack you in the middle.

Pick up the plasma cells, large med kit, and armor shards from the middle of the Main Dig Junction and keep going north into Main Excavation.



<< MAIN EXCAVATION >>

When you enter the southern end of Main Excavation, turn east and hug the wall as you walk around to some scaffolding that holds a clip, rockets, shells, an ammo belt, and a plasma cell. Jump up onto the level just above the ammunition, and then drop down to get it.



Turn left (west) to see some security armor lying on the ground. Jump off of the scaffolding, pick it up, and then walk downhill to the floor of the area; get the armor shards, adrenaline, a small med kit, and the Station 3 Storage key card.



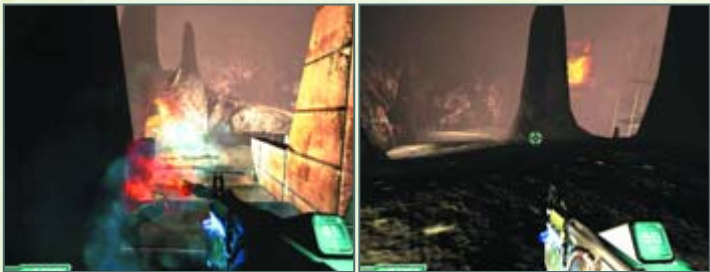
Climb the scaffolding in the northwest corner to get armor shards and grenades from the lower level (which you must jump-crouch into) and small med kits from the upper level.

Do not touch the control panel on the small generator near the doorway to Chamber Junction 1! If you do, a Hellknight and three Cacodemons appear.



Now that you have the Station 3 Storage key card, backtrack through the Main Dig Junction, watching out for the Hellknight, Imp, and two Wraiths in the middle.

<< STATION 3 STORAGE >>



Station 3 Storage contains a plethora of vital items. Use the Health Station on the northern wall, and then collect a shotgun, BFG cell, armor shards, clips, rockets, plasma cells, grenades, shells, and ammo belts from the room.

Leave and return to Main Excavation. Ten Trites crawl out of the walls in Substation 3 when you leave it.



Another six Trites meet you in the middle of the Main Dig Junction, along with a Cacodemon. When you reach Main Excavation, go through the northern doorway to Chamber Junction 1.

<< CHAMBER JUNCTION 1 >>

An Archvile appears and attacks you when you step into Chamber Junction 1. Hopefully killing all of those Trites has powered up the Soulcube for a quick and easy kill, preventing the Archvile from summoning too many Imps.

To the left of the doorway is a generator that turns on the lights. Touch the control panel to illuminate Chamber Junction 1, and then start going north down it.



Six Ticks come around the corner to the west when you reach the first junction. Pick them off and hop up on a nearby crate to get a machine gun and clip. Climb up on the adjacent scaffolding to pick up armor shards.

Continue slowly down Chamber Junction 1 and wait for the ceiling blocks to the north to stop falling before moving past them and down the stairs to the east. Chamber Junction 1 ends at the Levitation Site.

<< LEVITATION SITE >>

It's not hard to figure why this is called the Levitation Site—three massive egg-shaped stones rotate slowly in the room's center; a fourth is no longer operational. Four Wraiths attack from the room's northern end, and three Imps appear as well (two to the north, one to the south).

Move into the room and collect two video CDs, security armor, clips, and shells from the shelves on the eastern wall.

One of the video CDs ("Ancient Civilization") describes the archaeological exploration of the underground caverns and the researchers' best guesses regarding the history of the ancient Martian civilization. It also notes that the Soulcube was apparently created by sacrificing the majority of the Martian populace.

The other video CD ("Tablets") is a short feature on the four stone tablets you found in Artifact Research in Site 3. The first tablet was translated to reveal the science regarding teleportation. The second and third tablets recount the demonic invasion, while the fourth tablet shows the society's mightiest warrior using the Soulcube to drive back the demons.

After picking up the items and watching the video CDs, continue through the northern entrance to Chamber Junction 2. Proceed through Chamber Junction 2 and into the Room of Stars.



<< ROOM OF STARS >>



As you enter the Room of Stars from the east, a Hellknight leaps down from an upper western area to attack you. Two Imps appear above you to the north and south, and six Trites come out of the walls. Fall back into Chamber Junction 2 and lure your foes back with you.

When you kill the Hellknight, another one appears. After you kill that one, pick up the ammo belt on the room's north side and the armor shards on the southern side. An Imp materializes near you when you take the armor shards.

<< CHAMBER JUNCTION 3 >>

Go north through Chamber Junction 3 to reach the Gallery. Along the way, you see one of those spiked boulders you found when fighting Vagary way back at the end of Alpha Labs Sector 4. That doesn't bode well...



<< THE GALLERY >>



Apparently, Vagary was not a unique beast, as two of them rush in to attack you, along with eight Trites. They haven't learned any new tricks—they still use the same telekinetic and claw attacks—but you have acquired some better weapons since you fought the first Vagary. The Soulcube kills a Vagary in one shot, and the BFG-9000 is an excellent way to deal heavy damage to multiple targets.

Make good use of the items scattered around the Gallery. Collect a clip from the top of the western scaffolding and some rockets from its base. Pick up a large med kit in the southeast corner, and retreat to the strategically significant upper eastern area to find a BFG cell.

After you kill the creatures, approach the large stone doors in the room's elevated eastern part. The doors open automatically to grant you entrance to the Excavation Transfer Lift.



<< EXCAVATION TRANSFER LIFT >>



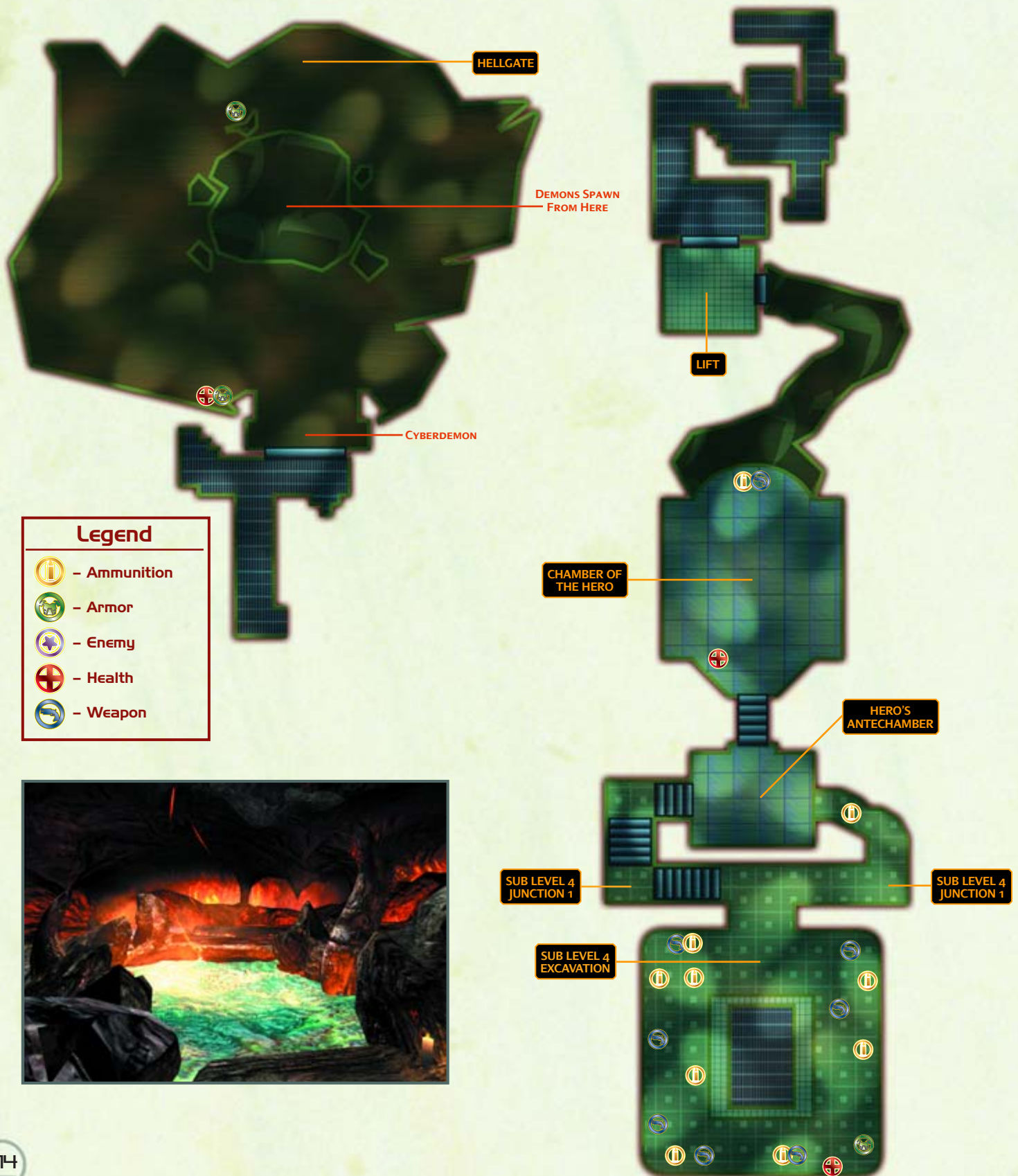
Use the generator in the room's northern part to turn on the lights. Pick up the rockets and plasma cell at the east end and the three machine guns in the southwest corner.



Then step onto the lift in the room's center and touch the control panel to complete the level and lower yourself into the final level, Excavation.



Primary Excavation



Overview

The primary excavation site is the oldest discovered artifact, containing a massive teleporter core created by the ancient civilization. It is believed to be the location depicted in the fourth tablet.

This is it: The final battle between humanity and demonkind. If you fail to defeat the Cyberdemon and close the Hellgate at the end of this level, there's nothing stopping the demons from overrunning Mars Base and taking possession of the UAC fleet when it arrives. There are plenty of weapon and item pick-ups at the beginning of the level, and you don't fight any enemies until the end of it.

ENEMIES ENCOUNTERED

- Cyberdemon
- Imps
- Maggots

WEAPONS ACQUIRED

- BFG-9000
- Chaingun
- Grenades
- Machine Gun
- Pistol
- Plasma Gun
- Rocket Launcher
- Shotgun

AMMUNITION ACQUIRED

- Ammo Belt
- BFG Cell
- Bullets
- Clips
- Plasma Cells
- Rockets
- Shells

ITEMS ACQUIRED

- Med Kits, Large
- Med Kits, Small
- Security Armor

PDA's ACQUIRED

- id Software

<< SUBLEVEL 4 EXCAVATION >>

Your long elevator ride at the beginning of the level ends at Sublevel 4 Excavation, which is full of weapons, ammunition, health, and armor. Moving counterclockwise around the room, pick up shells, plasma guns, plasma cells, bullets, grenades, a BFG-9000, clips, machine guns, ammo belts, chainguns, rocket launchers, rockets, security armor, large med kits, shotguns, and more grenades. Now it's time to go demon hunting.



<< SUBLEVEL 4 JUNCTION 1 >>



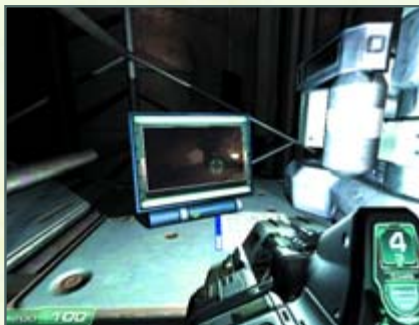
Walk out of the north doorway and into Sublevel 4 Junction 1, which runs east to west. Take a right (east) and climb over the rubble to find a BFG cell on the other side. Climb back over the rubble and go west.

<< HERO'S ANTECHAMBER >>



Go down the stairs at the west end of Sublevel 4 Subjunction 1 and keep going down to reach the Hero's Antechamber. Turn north and continue down the steps into the Chamber of the Hero.

<< CHAMBER OF THE HERO >>



The Chamber of the Hero is a crypt dedicated to the honor of the ancient warrior who used the Soulcube to defeat the demons eons ago during the first invasion. Find two small med kits to the left (west) of the doorway as you enter. A monitor next to the med kits plays the video you saw earlier that translated the meanings of the four stone tablets unearthed from Mars.

Objective: Destroy the Hellgate

It all comes down to this: the final level, where you must fight your way to the massive portal to Hell and shut it down once and for all.

Pick up the backpack at the chamber's northern end to get a BFG cell, rockets, grenades, an ammo belt, and a plasma cell. The northern wall crumbles in front of you, revealing an unidentified tunnel. In the distance, the roar of a massive creature can be heard. Enter the tunnel and proceed north.

<< TUNNEL AND LIFT >>

Walk down to the tunnel's end to reach a square room with two unfortunate souls crucified upside-down on the north and south walls. Step into the room, and the entire floor sinks. When the demonic elevator reaches the shaft's bottom, the northern wall opens, revealing a labyrinthine passageway to the Hellgate itself.



<< PASSAGE TO HELLGATE >>

Walk through the northern doorway into the passage to the Hellgate, which is lined with candles. The entrance is marked with the inverted crucifixion of a still-twitching headless, armless, legless torso, giving you some idea of what you're in for.



There are no enemies in this passageway, so don't let the numerous blind corners and shadowy alcoves get to you. There's only one path through the passage, so you can't get lost, either.

The passage ends at a blank stone wall in front of a floor that glows blood-red from the pool of magma beneath its stones. If you're ready to begin the final boss fight against the Cyberdemon, approach the northern stone wall. The wall will crumble when you approach it, and a cutscene will begin.

However, before you approach the wall to take on the Cyberdemon, turn left and follow the short passage.



This passage dead-ends into a blank wall. In the middle of the wall you see the id Software logo carved into the stone wall. Press it and the wall to your left opens, revealing a secret room.



Make your way across the lava and stone floor. Grab the PDA that is in the middle of a pentagram in the room's center.

The PDA belongs to id Software. In the "user emails" are personal emails from the entire id Software team. Take a few minutes and see what they have to say. After you are done with the PDA, return to the passage and step into the next chamber to start the cutscene.



Boss Fight: Cyberdemon



You cautiously walk through the gaping hole in the stone wall. A sound overhead catches your attention. You look up ... and up ... and up to see the Cyberdemon towering over you, 30 feet tall if it's an inch. It lets out a roar, and the battle begins.

TIP

The Hellgate is a manifestation of Hell on Mars. That means that your stamina is unlimited here, just as it was in Hell.



The Cyberdemon has two main methods of attack. From a distance, it attacks with the rocket launcher grafted to its right arm. Although the rockets are not guided like the Revenant's, they pack a tremendous punch.

PRIMARY EXCAVATION



If you're ever careless enough to let the Cyberdemon get close to you, it jumps and lands on you with both feet. Suffice it to say, there are better ways to spend your day than getting crushed by a three-story demon. Keep your distance at all times.

Also watch out for the Imps and Maggots that crawl out of the Hellgate in the arena's center. If you stand still, they'll quickly overwhelm you while the much slower Cyberdemon plods over to stomp you.

CAUTION

There's another fairly obvious hazard in the arena: Be careful not to fall off of the edge and into the lava below. Doing so means instant death.



Those Imps and Maggots are actually your key to victory. The Cyberdemon is completely invincible to all of your conventional attacks, including the BFG-9000. The only thing that hurts it is the Soulcube. You must hit the Cyberdemon with the Soulcube six times to defeat it.



You should circle-strafe around the Hellgate, staying across the arena from the Cyberdemon at all times. Kill Maggots and Imps with powerful weapons, such as the rocket launcher, to rack up souls for the Soulcube. As soon as it's ready, launch it at the Cyberdemon.

CAUTION

Make sure no Maggots or Imps are between you and the Cyberdemon when you throw the Soulcube, or it may kill the lesser enemy rather than hit the Cyberdemon.



If you're constantly sprinting and circle-strafing, you might be able to complete this fight without suffering a point of damage. If your foes get a few lucky shots in, however, use the large med kit and security armor near the arena entrance, as well as the security armor behind a pillar on the northern side.



The End of the Game



When you throw the Soulcube for the final time, the ending cutscene begins. The Soulcube severs the Cyberdemon's left leg, and the great beast topples over and dies.

The volcanic Hellgate in the arena's center quickly cools and hardens over, preventing any more demons from coming through it to Mars.



The scene then cuts to show UAC Marines and Sentry Bots entering Mars Base and discovering the carnage. "It looks like Hell in here," says one soldier, little knowing how close his words are to the truth.

They find you as the lone survivor of the demonic invasion. Helping you to your feet, they carry you out of Mars Base. Someone asks where Counselor Swann is. "He's dead," comes the reply.

"Has anyone seen Dr. Betruger?" asks another soldier. Cut to Hell, where you see Dr. Betruger's head at the end of a demon's tongue. The demon roars and flies at the camera, and the credits roll. Congratulations!



PDA Appendix

Mars City and Alpha Labs

<< MARS CITY >>

PERSONAL PDA

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Video File	Marine Command Briefing	Establishes chain of command; details obligations on Mars Base.
Email	Director W. Bank—Welcome Message	Mars Base director's welcome.
Email	Sergeant Kelly—Report to Marine HQ	Orders you to report to Marine HQ upon arrival.

NOTE

PDA's are listed in the order in which they are found according to the walkthrough in the previous chapters of this guide.



Location: Mars City Reception
Owner's Title: Marine Security
Security Clearance: Marine HQ

ADAM E. BERNECHE'S PDA

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Maintenance Update	Strange occurrences in Mars City Underground. Cabinet #001 code is 396.
Email	Ethan Peterson—Lost PDA	Warning to Berneche to keep track of his PDA.
Email	Ethan Peterson—Maintenance Report Needed	Urgent request for maintenance report and cabinet combo.
Email	Delta HR—Volunteer Services	Notice that Berneche has been "volunteered" for Delta Labs service.

Location: Common Area
Owner's Title: Maintenance Tech
Security Clearance: General Access

<< MARS CITY UNDERGROUND >>

DANIEL M. YOUNG'S PDA

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Frank Delahue—Tired of working the crane?	Invitation from Delahue to take a job in Reclamation.

Location: Underground Junction
Owner's Title: Crane Operator
Security Clearance: General Access

GRANT F. BASTON'S PDA

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Unexplainable Things	Account of the creeping fears overtaking employees in the Underground.
Email	T. Brooks—You're not gonna believe this :)	Mentions that both security cabinets in Underground Security can be opened from the security office.
Email	UAC Security—UPDATED SECURITY CODE	Cabinet #023's code is 531.

Location: Energy Stabilization Unit
Owner's Title: Environmental Services
Security Clearance: General Access

MARK B. RYAN'S PDA

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	T. Brooks—Got a new guy on the way	Request for Ryan to keep his eye on you so you don't get lost.

Location: Underground Garage
Owner's Title: Security Officer
Security Clearance: General Access

FRANK A. DELAHUE'S PDA

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Power Demands	Describes massive power requirements of Delta Labs.
Audio Log	Fire Blast Precautions	Gives location of valve operations terminal and shutdown code (842), which turns off jets of flames in area.
Email	Brian Mora—Party in the Delta Labs	Invite to a party in Delta Labs at 8:15.
Email	UAC SECURITY—Re: Request Security	Confirms receipt of a request for additional security in the Underground.

Location: Energy Processing
Owner's Title: Engineering Manager
Security Clearance: Engineering (upgrades security clearance)

<< MARS CITY 2 >>

MARCUS C. STANTON's PDA

Location: Manifest Control Office
Owner's Title: Manifest Controller
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Undocumented Cargo	Stanton's frustration with crates being shipped directly to Delta Labs without being processed by Manifest Control first.
Email	David Robbins—Would you believe—chainsaws?	A shipment of chainsaws was accidentally sent instead of jackhammers.
Email	Ray Gerhardt—Farewell for now	Mass email to former co-workers wishing them well.
Email	Duncan Mathews—Fw: Farewell for now	Asks who the previous sender is; he doesn't remember him at all.

DR. MARCUS T. CASEON's PDA

Location: Infirmary
Owner's Title: Doctor
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	High Incidence of Psychological Reports	Recounts alarming numbers of patients developing psychological disorders on base.
Audio Log	Patient Attack	Account of a patient's sudden, violent mood swing; code for cabinet #017 is 347.
Email	Dr. Jordan Kenedy—Re: Patient Attack	Acknowledges Caseon's report; promises an attempt to secure more staff and resources.
Email	Duncan Mathews—Leaving?	Wishes Caseon luck after leaving Mars; mentions a co-worker in Operations who tried to bite him.

SERGEANT BILL TYSON's PDA

Location: Marine Command
Owner's Title: Staff Sergeant
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	General Troop Morale	Troop morale on Mars is low; he's trying to keep it up.
Audio Log	Troop Deployments	Two Marines will be stationed at each checkpoint from now on.
Email	MSgt Kelly—New Arrival	Notifies Tyson of your impending arrival.
Email	Central Security—Security Code Change	Weapons storage cabinet code is 584.

DUNCAN A. MATHEWS's PDA

Location: ACO Offices
Owner's Title: Systems Analyst
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Ray Gerhardt—Farewell for now	Same as on M. Stanton's PDA.
Email	UAC Security—Re: Equipment request	Denial of request for plasma gun, but approval of request for security armor.

<< ADMINISTRATION >>

ALAN E. DORWEILER's PDA

Location: Administration Lobby
Owner's Title: Controller Spec.
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Ethan Peterson—Armaments in the cabinet	Cabinet #013 code is 586.
Email	Ethan Peterson—UAC Corporate	Expresses the concern that Swann will shut down the facility.
Email	martianbuddy.com—Lightspeed Pharmacy	Pharmaceutical spam.

JONATHAN A. MOSES's PDA

Location: Northern Hallway
Owner's Title: Asset Coordinator
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	martianbuddy.com—Free Stuff!!	Notice of free storage cabinet.
Email	Jim Bowier—Storage Cabinet	Shipping authority asking where to put the storage cabinet.
Email	Jim Bowier—RE: Storage Cabinet	Notice that storage cabinet will be in Moses's office by week's end.

**WILLIAM L. BANKS's PDA****Location:** Executive Offices**Owner's Title:** Director**Security Clearance:** Alpha Labs (upgrades security clearance)**CONTENTS**

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Missing Personnel	Concerned about employees going missing and developing mental disorders.
Audio Log	Energy Deficiencies	Noticing Betruger's demands for more energy and the inability of the power grid to sustain it.
Email	Malcolm Betruger—Religious Artifacts	Demands that all crates containing religious artifacts from Earth be delivered to Delta Labs immediately without processing.
Email	James White—Missing Person	Requests help in locating Eric Raffel, a missing person.

PAUL M. SIMONS's PDA**Location:** Global Network Access**Owner's Title:** IT Specialist**Security Clearance:** General Access**CONTENTS**

MEDIA TYPE	TITLE	SUMMARY
Audio Log	ADMIN: Network Security Status	Mars Labs' network security was breached from Delta Labs.
Email	IT Security—Network Breach	Confirmation of network breach.
Email	Russell Weilder—Email Spam	Complaint regarding martianbuddy.com spam.

<< ALPHA LABS SECTOR 1 >>

KYLE C. BERGER's PDA**Location:** EPD Lab**Owner's Title:** Research Supervisor**Security Clearance:** General Access**CONTENTS**

MEDIA TYPE	TITLE	SUMMARY
Audio Log	EPD Accident	Graphic description of a fatal accident in the EPD Lab.
Email	Dr. William Landow—EPD Status	Positive account of EPD testing status prior to accident.
Email	UAC Maintenance—EPD Collection Chamber status	Notice that EPD collection chamber is now clear of bio-matter following the accident.

JACK T. SMITH's PDA**Location:** EPD Particle Emulsifier**Owner's Title:** Human Resources**Security Clearance:** General Access**CONTENTS**

MEDIA TYPE	TITLE	SUMMARY
Audio Log	HR Accident Report	Mentions the staggering number of serious, mysterious accidents in the labs.
Email	Brian Jenkins—New Safety Protocols	Institution of a buddy system for safety.
Email	Ari Braden—Buddy system?!	The buddy system is a stupid idea, and he won't be implementing it.

BERNIE LIPSITZ's PDA**Location:** Hydrocon Stabilization**Owner's Title:** Research Assistant**Security Clearance:** Hydrocon Access (upgrades security clearance)**CONTENTS**

MEDIA TYPE	TITLE	SUMMARY
Email	John McDermott—Time off	Invitation to get some beers in Mars City after work.
Email	Fredric Anubis—Hydrocon 02 leak	Warns of the potential for a catastrophic oxygen leak in the Hydrocon labs.

<< ALPHA LABS SECTOR 2 >>

ANDREW CHIN's PDA**Location:** Engineering Security**Owner's Title:** Research Team Leader**Security Clearance:** General Access**CONTENTS**

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Treatment of Research Team	Complaints about UAC's harassment of research team.
Email	Martian Buddy—Play the UANet's most popular games!	Spam email from martianbuddy.com.
Email	Walter Connors—8-sided die	Request for return of 8-sided die.
Email	Brian Wellington—Storage Cabinet #038	Code for cabinet #038 is 409.

WALTER I. CONNORS's PDA

Location: MFS Compressor
Owner's Title: Research Technician
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	The Success with the MFS Compressor	Self-congratulatory email regarding his work on the MFS Compressor.
Email	Walter Connors—Collection	Reminder to get 8-sided die back from A. Chin.
Email	Walter Connors—Note to self	Cabinet #039 code is 102.
Email	Walter Connors—Affirmation	"I'm good enough, I'm smart enough, and gosh darn it, people like me!"

<< ALPHA LABS SECTOR 3 >>

MARK B. LAMIA's PDA

Location: Hazardous Waste Disposal
Owner's Title: Operations Coordinator
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Incompetent Employees	Bitter complaint about the slackers and idiots under his supervision; all storage cabinet codes are 123, because they can't remember anything more complex.
Email	George Poota—won't be in today	Calling in sick for his shift.
Email	Graham Fuchs—Storage cabinets	Can't remember the code for the cabinets, and Q4 analysis report will be late.
Email	George Poota—Doctor appointment	Will miss his shift due to a doctor's appointment.
Email	Dusty Welch—Crates moved	Lamia's lackey has moved crates from Lamia's office to his quarters and organized his closet for him.

GEORGE POOTA's PDA

Location: Hazardous Materials Lift
Owner's Title: Waste Management
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Mark Lamia—Hours of operation	Placing him on notice for missing four shifts in a month.
Email	Martian Buddy—++FIRE YOUR BOSS!++	Spam advertising a work-from-home scheme.

<< ALPHA LABS SECTOR 4 >>

LARRY KACZYNSKI's PDA

Location: Reactor Control Room or Reactor Substation
Owner's Title: Chief Researcher
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	David Carter—Chamber Calibration	Hears mysterious whispers from the chamber, though everything checks out fine.

MICHAEL G. ABRAMS's PDA

Location: Reactor Substation
Owner's Title: Security Chief
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Security Report	Heading to Alpha Labs to find out why his security team has ceased communication; BFG-9000 locked in his office, requests code 901 for the door.
Email	DR. John Okonkwo—Hello	Spam requesting help in transferring \$18.5 million out of Nigeria.

HENRY Q. NELSON's PDA

Location: EFR Staging
Owner's Title: Plant Manager
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Strange Voices ...	Report of hearing disembodied voices in the area; requests a security team investigate.
Email	Greg O'Brian—Missing tools	Due to tools going missing, storage cabinet #064's code is now 651.



EnPro, Communications, Recycling, and Monorail

<< ENPRO >>

PAUL E. RAAD'S PDA

Location: Control 1
Owner's Title: Chief Technical Officer
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Cooling Rods Replacement	Warning of the dangers of not replacing cooling rods.
Audio Log	Sentry Problems	Account of a malfunctioning Sentry Bot that nearly killed an employee.
Email	Martian Buddy—The New Taboo!	Spam email advertising clone porn.
Email	Social Committee—Ice Cream Social	Invitation to ice cream social in Mars City.

THERESA M. CHASAR'S PDA

Location: Maintenance 1
Owner's Title: Weapon Analyst
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Weapon Research	[need from licensor]
Email	Cabinet Code	Cabinet #063's code is 972.
Email	Re: Your application	[need from licensor]

STEVE L. HAMMER'S PDA

Location: Garage Exit
Owner's Title: Service Technician
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Plasma Ammo Code	Plasma Storage door code is 734.
Email	Mathew Morton—More on Swensen	Suggestion to lock up plasma cells.
Email	Eric Grossman—Let's help this poor girl!	Chain letter about a 6-year-old girl with cancer.

<< COMM OUT >>

JAMES A. HOLIDAY'S PDA

Location: Service Room 2A
Owner's Title: Transport Controller
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Artifact Transport Concerns	Aborted comments on the need for better security for Site 3 artifacts.
Email	Ron Ridge—Those Damn Chainsaws!	Questioning what to do with the shipment of chainsaws that arrived in error.
Email	Shipping Authority—Site 1 needs	Request for surplus power cells for Site 1.

RON I. RIDGE'S PDA

Location: PRC Maintenance
Owner's Title: Officer
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Unsafe Driving	Details on vehicular accidents in the tunnels and an encouragement to use the Monorail whenever possible.
Email	Maintenance Lift Access Restrictions	Request to enforce maintenance lift access restrictions in order to prevent unauthorized personnel from using them to reach off-limits areas.
Email	James Holiday—Re: Those Damn Chainsaws!	Debate over what to do with the chainsaws shipped to Mars by mistake.

<< COMMUNICATIONS >>

SEAMUS J. BLAKE's PDA

Location: Main Communication Room
Owner's Title: Technician
Security Clearance: Communications (upgrades security clearance)

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Module Replacement	Describes new procedure for automated module replacement.
Email	Crater Music—Your receipt #9318691220	Receipt for music purchase.
Email	Karl Roper—Question??	Complaint about Sentry Bots in Engineering.

BEN B. WOLFE's PDA

Location: Unidentified hallway outside Security Office
Owner's Title: Officer
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Unauthorized Bandwidth Usage	Anomalies in the transmission logs, including two blocks' worth that have no links to base systems.
Email	Radar Weekly—Join Now and Save 20%	Subscription offer for <i>Radar Weekly</i> .
Email	Security Authority—RE: Request Security Access	Cabinet #054's code is 246.

ROBERT J. FINCH's PDA

Location: Satellite Control Access
Owner's Title: Maintenance Coordinator
Security Clearance: Communications (upgrades security clearance)

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Flapper—On your way home!!	Looking forward to Finch's return in a week.

<< MONORAIL SKYBRIDGE >>

NICK SADOWAYJ's PDA

Location: Central Maintenance
Owner's Title: HAZMAT Specialist
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	HAZMAT Response	Description of the corrosive effect of a mysterious particulate matter on base systems and equipment.
Email	Henry Varela—Pump Malfunction	Description of how to shut off the main pump.
Email	Scott Johnson—Locked Armaments	Code for cabinet #003 is 483.

ANTHONY R. GARZA's PDA

Location: Toxic Disposal Maintenance
Owner's Title: HAZMAT Specialist
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Michael Abrams—New Rocket Launcher	Sending one of the new rocket launchers over for testing; watch out for large splash-damage radius.
Email	Michael Abrams—Re: New Rocket Launcher	Rocket launcher is on Garza's weapons rack; requests more ammo.
Email	martianbuddy.com—Sleep Away!!	Spam advertisement for the Sleep Away Pill.

<< RECYCLING SECTOR 2 >>

JEFFERY R. MOEN's PDA

Location: Pumpstation 1B
Owner's Title: Pump Specialist
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Henry Varela—Pump Malfunction	Warning that waste processing unit is being overworked and could fail.
Email	Gregg Brandenburg—Toxic Waste Storage	Warning about the volatility of toxic waste barrels.

SCOTT P. JOHNSON's PDA

Location: Main Environment Control
Owner's Title: Plant Manager
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Nicholas Sadowayj—RE: Locked Armaments	In favor of locking ammunition and armor in cabinet #003.



<< MONORAIL >>

SAMUEL J. HARDING's PDA

Location: Recycling Facility Boarding
Owner's Title: Engineer
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Magnetic Lock Repairs	Account of Monorail depressurization accident and reassurance that it will never happen again.
Email	James Torbin—Door Repair	Repairs complete on door A32; comments on the artifacts being shipped into Delta Complex.
Email	Karl Cullen—Turret Gun Mounting Brackets	Requests an inspection of rattling turret gun brackets.
Email	Karl Cullen—RE: Turret Gun Mounting Brackets	Repairs on turret gun brackets complete.

GARY ROSS' PDA

Location: Site 2 Transfer Area
Owner's Title: Lead Engineer
Security Clearance: Monorail Security (upgrades security clearance)

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Delta Security—ADS Operational	Notification that Delta Labs' entrance Automated Defense System is active.
Email	Central Security—RE: Airlock Request	Junction 5, Site 2 Airlock code is 826; allows one to override the automated rail sensor system.
Email	Central Security—De-confliction	Junction 5 code needs to change to 953 to prevent a conflict with the Junction 7 code.

CHARLES L. HOLLIES' PDA

Location: Site 2 Boarding Platform (Control Room)
Owner's Title: EAP Director General
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	EAP Policy Modification—Site 2	Resources from Site 2 will now be applied to Site 3.
Email	Yon Brady—Site 2 Closure	Site 2 has been closed for good.
Email	Yon Brady—Remaining Ammunition	All Site 2 ammunition has been transferred to cabinet #054 (code: 142).
Email	Phil Wilson—Artifact Inventory Tracking	Request for information on some Site 2 artifacts.

KARL P. CULLEN's PDA

Location: Monorail Security
Owner's Title: Security Personnel
Security Clearance: Delta Security (upgrades security clearance)

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Security Authority—New Automated Defense System	Notice that an automated security turret gun has been installed at the entrance to Delta Labs.
Email	Chris Baughman—RE: Turret Shutdown Codes	Cullen's PDA will shut down turret gun.
Email	Lee Pommeroy—Extra Medical Supplies	Code for storage cabinets #078 and #079 is 364.

Delta Labs and Hell

<< DELTA LABS LEVEL I >>

ROBERT M. PRICE's PDA

Location: Delta Entryway
Owner's Title: Operational Director
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Engineer Placement	Comments on the near-impossibility of recruiting engineers for Delta Labs and high rate of mental illness in Delta.
Audio Log	Disciplinary Action Report	Caches of weapons, armor, ammo have been stolen and placed around Delta, specifically storage room 21D (code 298).
Email	Price@kpjNET—Did you get it?!!	Message from home asking why Price hasn't written.
Email	Ryan S.—Re: You guys experiencing this?	Mentions strange noises coming through walls and floors.

BRIAN KARR MORA'S PDA

Location: Delta Reactor Room
Owner's Title: Delta Reactor Engineer
Security Clearance: Reactor Engineering (upgrades security clearance)

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Delta Authority—Reactor Safety	Requests remote sensors be used to take readings from the upper reactor level.
Email	PokiliNet—BECOME A BETTER PERSON NOW!	Spam email advertising pharmaceuticals.

<< DELTA LABS LEVEL 2A >>

PETER N. RALEIGH'S PDA

Location: Records Office
Owner's Title: Medical Supervisor
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Observation of Science Personnel	Account of the transformation of science personnel into Zombies after transporting through the portal.
Audio Log	Death of Steve Jensen	Description of Jensen's last hours and eventual suicide; Raleigh has stored armaments in his office.
Email	Ben Peterson—Anti-psychotics shipment in today	Shipment of anti-psychotic drugs has arrived.
Email	Phil Wilson—Overburdened	Infirmary beds are filling up faster than patients can be released.

DR. PHIL W. WILSON'S PDA

Location: Delta Operations (Steve Rescoe's office)
Owner's Title: Medical Technician
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Volunteers	Teleporter volunteers come through the device screaming about seeing demons.
Email	Dr. Peter Raleigh—Patient work load	Needs Wilson to handle some of his patients this week.

FRANK A. CINDERS'S PDA

Location: Delta Operations (Mal Blackwell's office)
Owner's Title: Private First Class
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Status Report	Account of travel through portal: an empty area with flames and the stench of burning flesh.
Email	A. Friend—Baklava bake oven on sale now!	Spam email for the Martian Buddy Li'l Baklava Oven.
Email	Guy Harollson—your lunch	Storage cabinet #112's code is 538.

<< DELTA LABS SECTOR 2B >>

FRANCIS R. ERIKSON'S PDA

Location: Maintenance Corridor
Owner's Title: Maintenance Supervisor
Security Clearance: Central Access (upgrades security clearance)

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Delta Security—Cabinet code change request	Cabinet #103's code is 259.
Email	Corbin Hues Martian Buddy Cabinet	Go online to find the code for a Martian Buddy cabinet that was delivered to one of the upstairs storage rooms.

LARRY A. BULLMAN'S PDA

Location: Analysis Control
Owner's Title: Research Director
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Soulcube as a weapon	Describes the operation of the Soulcube.
Email	Malcom Betruger—Re: Soulcube as a weapon	Doesn't want Bullman's analysis of the Soulcube to become public knowledge.
Email	Martian Buddy—You may be a winner!	Fake spam from someone who fears Betruger is trying to steal the Soulcube.
Email	HR Coordinator—Volunteer today	Volunteer options for earning extra credits.

**JACOB L. STEMMONS'S PDA**

Location: Maintenance Area 4
Owner's Title: Analysis Supervisor
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Thomas Franks—Storage Cabinet Update	Cabinet #213's code is 371.
Email	Maintenance—RE: Power out!!	Power outages in Specimen Transfer Area might just be a breaker issue in Maint-04.

ELIZABETH A. McNEIL'S PDA

Location: Technical Director Office
Owner's Title: Technical Director
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Michael Abrams—Sec Storage code changes	New code for Storage area 07 is 725.
Email	Michael Abrams—Level 3 Access Code Change	Level 3 access code is 463.

<< DELTA LABS SECTOR 3 >>

DR. FRANK Z. CERANO'S PDA

Location: Lower Terminal Office
Owner's Title: Doctor
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Personal Audio Log	Musings on how to provide enough power to keep the teleport portal open longer.
Email	Delta Control—Immediate medical attention	Summons to Delta 3 to medically assist teleport subjects.
Email	Delta Control—RE: Need further assistance	Denial of request for more medical personnel; surplus medical kits are stored in cabinet #317 (code 841).

HAN M. LEE'S PDA

Location: Chamber 1 Control
Owner's Title: Administrative Assistant
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Expedition Team Report	Expeditionary team completely slaughtered; next team will be sent in with BFGs.
Audio Log	Missing BFG Guns	BFG team suspected killed; BFGs might have fallen into the hands of their killers.
Email	Central Security—Security Team info	Code for cabinets #386 and #387 is 836.

DR. MARTEN R. SHULTZ'S PDA

Location: Security Station 3
Owner's Title: Doctor
Security Clearance: Level 3 Control Station (upgrades security clearance)

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Personal Audio Log	Account of a teleporter mishap that stresses the importance of properly configuring the teleport pads.
Email	Frank Cerano—Teleportation Transfers	Request to find a way to keep the teleporters active longer.

<< DELTA LABS SECTOR 4 >>

JACK GILBERT'S PDA

Location: Delta 4 Junction 2
Owner's Title: Security Specialist
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Paul Downing—Ammunition Cabinet	Cabinet #104's code is 579.

<< HELL >>

SIMON R. GARLICK's PDA

Location: Past the area with the pillars, Hellknights, and Imps
Owner's Title: Research Specialist
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Separated from Team	Rest of his team mysteriously disappeared; area has distorted his sense of time and space.
Audio Log	Still Separated from Team	Demons tore apart the rest of his team two days ago; feels he's being stalked.
Email	Heather Elaine—Expedition Expectations	Lists recovering writings and capturing a live Hellknight as the priorities for Garlick's expedition into Hell.
Email	Earl Besch—Dimensional Uniqueness	Remarks on the infinite stamina one has while in Hell.

CPU, Caverns, and Hell Hole

<< DELTA COMPLEX >>

ELLIOT SWANN's PDA

Location: Delta Authority Lobby
Owner's Title: Counselor
Security Clearance: CPU Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Heading to the Communications Facility	Seeking to halt all communications; a distress call could doom Earth.
Audio Log	Heading to the Caverns	There's another portal in the Caverns; must close the Hell Hole before the fleet arrives.
Email	UAC Board—Mars Research Post	Orders from the UAC board to go to Mars and bring Betruger's experiments under control.
Email	Liz McNeil—Looking forward to your arrival	Hopes that Swann will be able to intervene and stop Betruger's mad plans.
Email	Malcom Betruger—UAC Board Review	Tells Swann that the review is unnecessary and warns him against coming to Mars.

BRUCE L. JACKSON's PDA

Location: Delta Main Lobby
Owner's Title: Computer Specialist
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	martianbuddy.com—Drowning in Debt?	Spam email advertising direct marketing jobs.
Email	Michael Abrams—Security Assignment	Code for cabinet near CPU Complex security checkpoint is 571.

<< CPU CONTROL >>

TONY F. BATES's PDA

Location: Security Monitoring
Owner's Title: Mars Security, IT
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Lab A Security Door	Lab A code is 627.
Audio Log	Network Security Breach	Network breach somehow originated from an offline area of the base.
Email	Brian Franko—Security Concerns	Complaints regarding Bates's lax Lab A security procedures.
Email	Martian Buddy—Increase your Pen1s size!	Spam email for manhood enlargement.
Email	Edward Sorrenson—Your Test Results	Discovery of unauthorized access to the EnPro power grid.

CHARLIE D. HASKELL's PDA

Location: Lab A Lower Floor
Owner's Title: Delta Labs Technician
Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Request for System Time	Requesting system resources for running formulas.
Email	System Admin—Mail Delivery Failure	A bounced message that could not be delivered.
Email	Steve Holmes—What have you done?	Cabinet #669 code is 468.



<< MAIN PROCESSING >>

STEVE H. TOOLOOSE'S PDA

Location: Server Banks

Owner's Title: C.P. Controller

Security Clearance: Central Processing (upgrades security clearance)

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Email	Henry Bielefeldt—Storage Problem on Server	Request to back up files to server A17, as server A12's performance is degrading.
Email	Brian Franko—BFG Info Video	Request to upload BFG video to internal website.

<< SITE 3 >>

DR. RICHARD S. DAVIS'S PDA

Location: Lab Section 2

Owner's Title: Archaeologist

Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Discovery in the Ruins	Found crystalline artifact that implies a link between Earth and Mars; Martian survivors may have fled to Earth.
Email	Malcom Betruger—Discovery in the Ruins	Critical view of Davis's discovery; reminds him to be more professional in the future and to not distribute his findings.
Email	Lowell Foshay—Ruins safety concerns	Warning about the deteriorating structural integrity of the excavation ruins.
Email	Pierce Rogers—Tablets are key	Has made some startling discoveries about the link between the Soulcube, the ancient Martian culture, and humankind, but isn't sharing it yet.

DR. PIERCE M. ROGERS'S PDA

Location: Artifact Research

Owner's Title: Archaeologist

Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	The Soulcube is the Answer	Soulcube was used by the original Martians to defeat the same demons that are overrunning the base now.
Email	Richard Davis—Scanner Results	Carvings on the ceiling are a map of the solar system; indicates that Martians teleported to Earth in the distant past.
Email	Timmy Rogers—Thanks!	Thank you note from nephew for the copy of <i>Quake 43</i> Rogers sent him for his birthday.
Email	Server: Mail Failure—The Soulcube is the answer	Bounced message to Elizabeth McNeil telling her she was right about everything; Betruger is mad and the Soulcube is the only thing that can save them now.

<< CAVERNS—AREA 1 >>

ROBERT CODY'S PDA

Location: B1 Conference Room 1

Owner's Title: Maintenance

Security Clearance: General Access

CONTENTS

MEDIA TYPE	TITLE	SUMMARY
Audio Log	Dangerous Conditions in the Caverns	Maintenance team is quitting due to "howlers."
Email	Maint. Control—Generator Repairs Needed	Maintenance request for the generators in the caverns.
Email	Mark Robertson—Sorry old pal	Teasing Cody for drawing "spook duty."

<< CAVERNS—AREA 2 >>

There are no PDAs in Caverns 2.

Multiplayer

Overview

<< DOOM 3 MULTIPLAYER BASICS >>

Five multiplayer maps come with *Doom 3*. If you've played a multiplayer, first-person game before, you know the basics—kill or be killed. Up to four players can join either an Internet or LAN game and battle it out in several different modes.

NOTE

For information on multiplayer modes, joining or starting a multiplayer game, and other basic multiplayer information, see your *Doom 3* user manual.



If head-to-head gaming is your thing, you've come to the right place. In this section, we'll give you tips, map overviews that include detailed level maps, and killer strategies from the *Doom* masters at id Software.

If you're a multiplayer veteran, you've noticed that *Doom 3* is primarily a single-player game. However, this doesn't mean you've been left out. What it means is that the maps included with the game are more strategic. Lights can be turned on and off, most weapons have hiding places nearby, weapons are strategically placed to expose you when you try to grab them, and you need to manage armor and ammo well if you want to win. If you have experience, you could skip to the map descriptions and tips.

If you're a novice to multiplayer play, the learning curve may seem steep at first, but these tips will help. One of the best things new players can do is play with other players who are at or near their same skill level. Nothing is more frustrating than having an experienced player rain death on you and never having a clue where it's coming from.

<< TIPS FOR NEW PLAYERS >>

If you're jumping into multiplayer play for the first time, or you're still fairly new to the game, the following tips should help you survive.

Move!

To have any chance in multiplayer *Doom 3* games, you've got to learn how to move, but more importantly, where and when to move. In most multiplayer games of this type, you can survive by just staying on the move, grabbing what you can, and blasting anything that moves. In these levels, this won't get you anywhere near the top of the heap, and it will probably get you fragged more often than not.

ADJUST YOUR KEYBOARD CONFIGURATION

You'll need quick access to many new commands, such as chat and team commands. Be sure you've allowed for these. It's instant death to stop during a firefight because you can't remember which key you bound to chat.

Hide!

Maybe you think it's cowardice to hide from other players, but bravery is for veterans. To survive as a newbie, don't expose yourself to open fire. Most weapons and some power-ups in the levels have dark hiding places nearby. Hide in them, wait for another player to come along, and then blast him when he tries to grab the goods. And as soon as you do, move along, or someone will return the favor. After all, experienced players know that newbies like to hide.

WATCH YOUR HEALTH

Grab every med kit you can find, and keep track of where they are in the level. When they reappear, be the first to grab them.

GOBBLE UP POWER-UPS

Getting to them may cost you dearly, but grabbing power-ups and armor keeps others from having them. Even if you die in the attempt, at least you deny them to other players. The last thing you want is to let another player gain an even bigger competitive edge over you.

PULL OUT THE BIG GUNS

As a new player, your aim is likely not as good as more experienced players. Use the rocket launcher for maximum damage, followed by the plasma gun and the shotgun. If you can, avoid relying on the pistol, machinegun, and chaingun, as they all require you to keep your aiming reticle on the target while avoiding their return fire. The rocket launcher is a "fire and forget" weapon and the plasma gun does enough damage that you can avoid prolonged toe-to-toe shooting matches. The shotgun is deadly at close range, but don't waste it if your target isn't in your face.

CAUTION

Rockets and plasma will damage you if you hit a wall at close range. Be sure you have a clean line of fire before using them.



PREY ON WEAKER PLAYERS

Hey, this is not a popularity contest. You can bet that stronger players will be gunning for you. After all, at the end of the match, who you killed doesn't matter—the numbers on the scoreboard do. So if someone in the game is less experienced than you, blast 'em. You can get therapy later if you feel bad.



AVOID STRONGER PLAYERS

This is common sense. The best players in the game see you as a bright red target with a bull's-eye painted on your chest. They're going to find you and frag you. Don't get brave and go on the offensive against superior firepower.

DOORS ARE NOT YOUR FRIENDS

Use caution when opening doors. Chances are, someone is on the other side, just waiting to pound you into a bloody pulp. Let someone else lead the way.

BE VERY, VERY QUIET

Making noise draws attention, so be aware that while you are taking pot shots at someone across the level, someone a lot closer may be incoming to nail you. Make your shots count—you may pay dearly for them.

<< QUICK TIPS AND NASTY TRICKS >>

Whether you're a hardened veteran or a new player getting used to running around without fragging yourself, check out this short list for some other ideas to help you stay in the game.

TURN OUT THE LIGHTS

In some levels, switches turn off the lights, shut down power, or shutter windows. Darkness changes the pace of the match, so use it to your advantage. Unless there's a good reason, when the lights go out, stay put and wait for others to come your way. If possible, be the one who turns them out, once you've collected all the health, ammo, and armor you need.

DROP IT!

You can drop any weapon in multiplayer play. Got a shotgun but no ammo for it? Drop it, and wait for some unlucky player to pick it up. While he's reloading it, or realizing he doesn't have ammo for it either, blast him!

LISTEN AND LOOK FOR CLUES

Lifts and doors make noise when used. In some levels, lights come on when players pass. In any level, missing health, armor, or ammo means that a player has recently passed that way. Pay attention to the big picture and stalk your opponents.

OWN THE POWER-UPS

You have to control health, armor, ammo, and power-ups to dominate these levels. If you can't be the one getting them, then be the one stopping others from doing so. Anything that keeps you alive and fragging is valuable.

USE THE RIGHT WEAPON

If you are good enough, you can kill anyone with anything in your arsenal. However, great players manage their weapons as they do all other aspects of the game. You probably have a favorite weapon, but don't let that become a weakness. Use the weapon that costs you less, in either ammo, health, or armor—the more efficient you can be, the longer you can keep rolling along.

FIRE IN THE HOLE!

Don't overlook grenades as a valuable weapon. Drop them from upper levels onto weapon spawn spots, health caches, and anywhere else unsuspecting players travel. You can also drop them as you backpedal away from your target.

KNOW YOUR ENEMIES

Knowing where your opponents are and what their tendencies will be are vital to your survival. Most players have a preference in weapons. Deny them "their" weapon to throw them off their game.

The Maps

As mentioned in our overview, the multiplayer maps in *Doom 3* require more strategic thinking. It's not enough to be quick on the trigger—you need to manage these maps, controlling power-ups, health, and ammo in order to win consistently. In this section, you'll find detailed maps of each level, map overviews, and strategies from the level designers at id Software—more than enough information to give you the edge you need to win.

<< D3DMI TOMIKO REACTOR >>

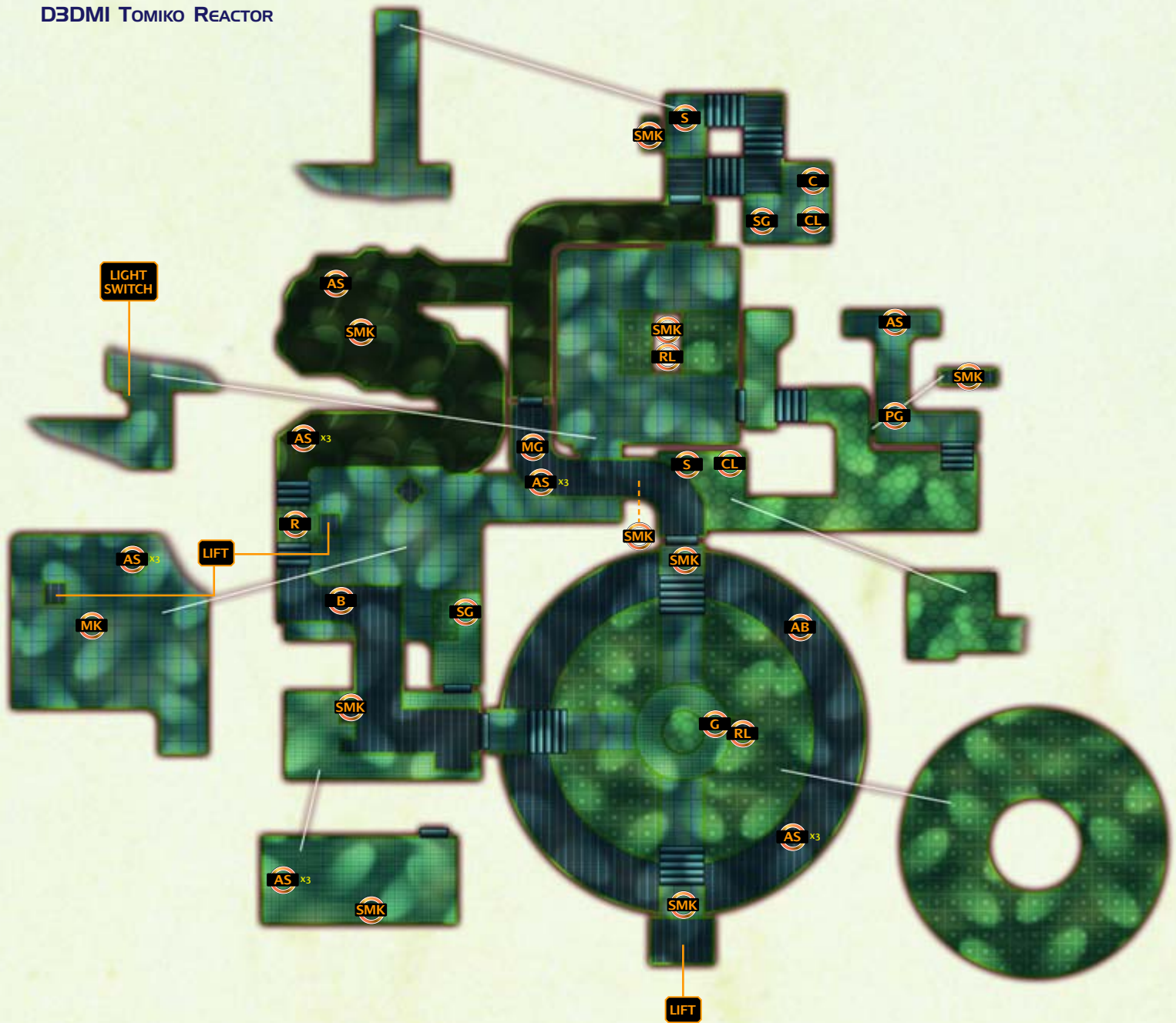
Tomiko Reactor is a fairly small level. With the main reactor chamber linking to three different areas, which in turn connect to one another on both an upper and lower level, you definitely have to watch your back to survive.

OVERVIEW

Falling off the walkways into the main reactor means instant death. Find some grenades on the upper level, a rocket launcher on a small ledge near the center of the chamber, some armor shards, an ammo belt, and two small med kits around the perimeter. The lift will take you up or down to reach the walkways. Be aware that there are actually six exits from the chamber.

Using the map to orient yourself, head west from the chamber on the lower level to enter a small room containing another small med kit and some armor shards. Watch the doorway on your right for incoming fire. On the upper level of the west side, the chamber you enter is more like a small hallway that leads you out onto a platform above the next area.

D3DMI TOMIKO REACTOR



Legend

AB - Ammo belt	CG - Chaingun	SG - Shotgun	PG - Plasma gun
B - Bullets	CL - Clip	S - Shells	MK - Medkit, large
BP - Backpack	G - Grenades	R - Rockets	SMK - Medkit, small
C - Cells	RL - Rocket Launcher	AS - Armor Shards	MG - Machinegun

This large, open room has stairs near the window where you can grab some rockets before dropping down to grab a shotgun and some health. Don't hang out down there—you are exposed from too many angles. Grab the shotgun near the ramp, then either enter the door ahead, which leads into the lower chamber just west of the main reactor chamber, or use the lift to bring you back up near the windows so you can follow the platform around to the hell chamber. There is some security armor near the back of this chamber, so expect company. Use the small med kit to heal, then move on.

The curving hallway on the level's north side overlooks the chamber below. The one to the south leads back to the main reactor chamber and a machinegun. Go north, and you can break the glass to jump and reach the rocket launcher below, as well as the small med kit beneath it. The light switch kills the lights in this room, allowing you to make this room your own personal kill zone. The hallway south of the switch leads back into the room with the lift to the west.

A winding stairway to the north leads you past a shotgun and up to a cache of shotgun shells, a clip, and a plasma cell.

The door that leads east from the light switch room opens onto a catwalk. Beneath the catwalk across the room find a plasma gun with a small med kit above it and some security armor at the end of the walkway. If you can defend this room from the corner near the stairs up to the security armor, this is a decent spot to hold.

Follow the hallway west from this area to reach another box of shells, a clip, and the door back into the main reactor chamber.

TIPS FROM ID SOFTWARE

Kill the lights. Turn off the lights in the rocket launcher room, but watch out for grenade attacks from the upper level!

Retreat to the hell chamber. With security armor and a small med kit, you can usually replenish here.

Bombs away! Grenades work great in the stairwell to the north, or when dropped into the dark rocket launcher room.

Move quickly through the main reactor chamber. If you get caught on the catwalks, you're usually dead meat.

<< D3DM2 DELTA LAB >>

This tightly constructed level is loosely based on parts of the Delta Lab levels in the single-player game. Every area is connected to one or more other areas, making this a very hard level in which to camp or hide.

OVERVIEW

The heart of this level is the power-up generator room. Pressing the control screen starts a countdown and spawns a megahealth power-up. It's very, very difficult in a four-player match to start the process and actually be the one grabbing the power-up. As soon as you touch the control screen, move because you'll be a target.

The room is surrounded by a walkway that has entrances from four other areas—a stairway to the south, a door in the southeast corner, a door in the northwest corner, and another door in the northeast corner. You find an ammo belt behind the computers in the south part of the lower level, and you'll need it to survive down there. Get the power-up, and get out of there fast.

The stairs to the south of the upper level lead you down and around to the chamber on the level's east side. This is another deathtrap room, with a lift in the center, a rocket launcher on the lower floor, and a walkway surrounding it all. Again, the lower level here is trouble. If you can make it to the rocket launcher, you're lucky. Get in and out of this room fast, or make a killing sniping at players below from the walkway above.

However, the walkway isn't a good spot to rest, because it's open to the chaingun room to the west. From the chaingun room, you can access a ledge overlooking the large, open area to the north. Here you find some grenades, and some security armor in an alcove under the ledge. Down the stairs and to the north, find a hallway with a plasma gun and a hiding spot across from it.

This hall leads you around to just south of the lift room, where you can grab a shotgun and head west to return to the lower level of the power-up generator room.

TIPS FROM ID SOFTWARE

Push the power-up generator button often. This keeps megahealth spawning into the game often.

Bomb the rocket launcher. Grenade spamming the rocket launcher room from above flushes out campers.

Look for hidden health and items. Not all items are in plain sight.

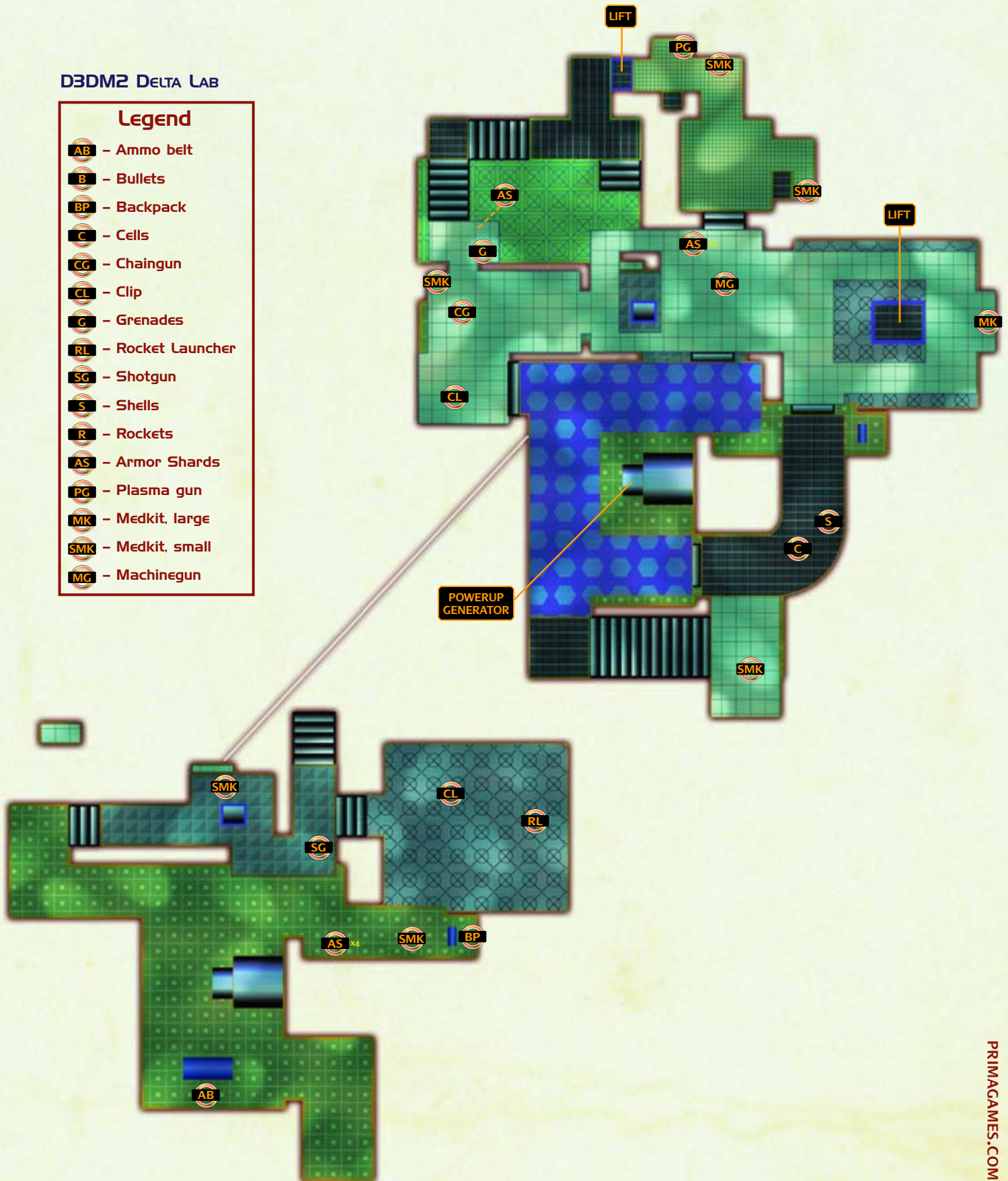
Shoot out the lights. Shooting out the lights in this map makes for more stealthy gameplay.



D3DM2 DELTA LAB

Legend

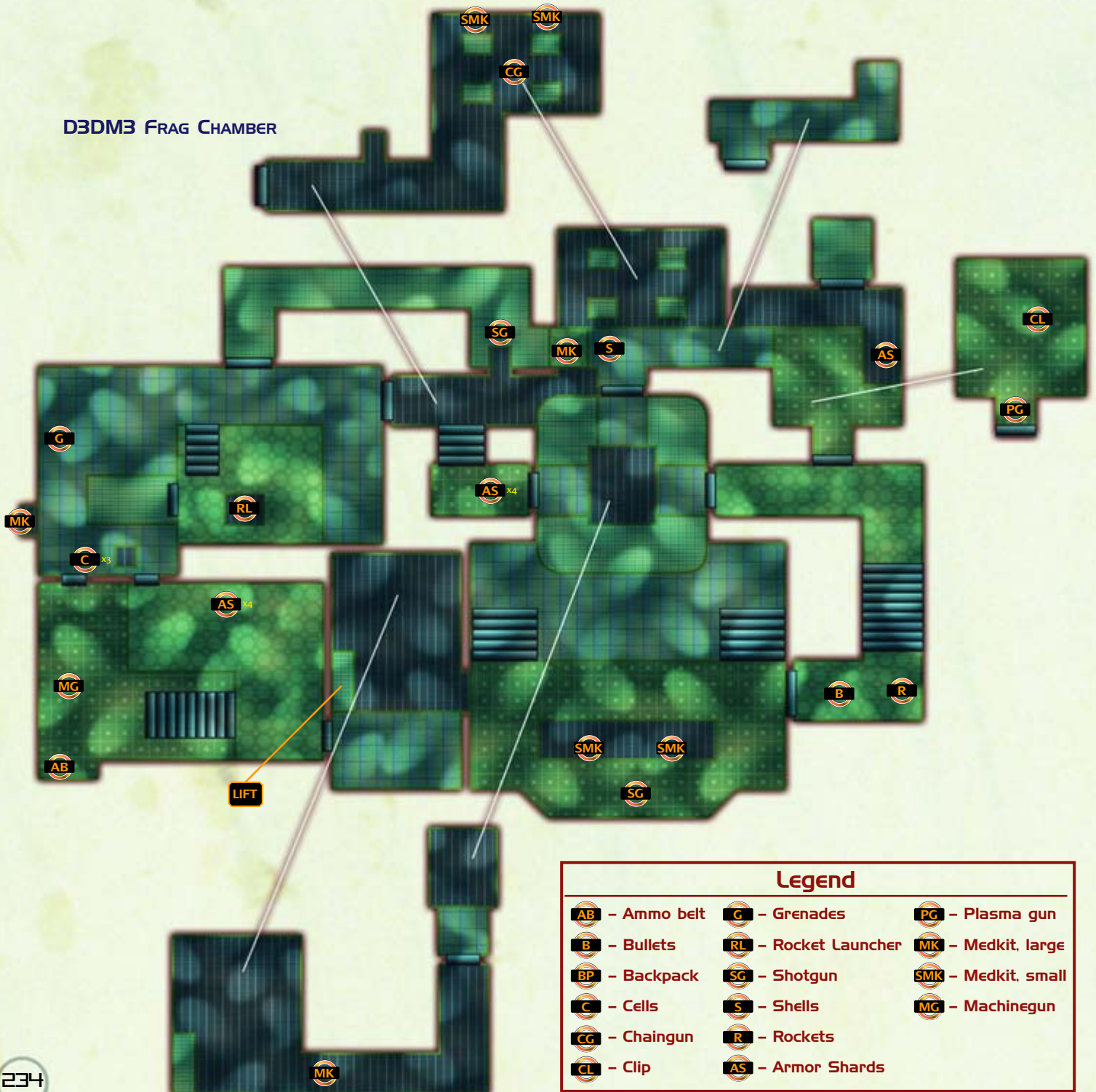
-  - Ammo belt
-  - Bullets
-  - Backpack
-  - Cells
-  - Chaingun
-  - Clip
-  - Grenades
-  - Rocket Launcher
-  - Shotgun
-  - Shells
-  - Rockets
-  - Armor Shards
-  - Plasma gun
-  - Medkit, large
-  - Medkit, small
-  - Machinegun



<< D3DM3 FRAG CHAMBER >>

The frag chamber is the central focus of this level. Taken from the single-player game, the chamber creates an invisibility power-up when activated. Unfortunately, when it does, it kills anyone trapped in the chamber.

D3DM3 FRAG CHAMBER



Legend

AB - Ammo belt	G - Grenades	PG - Plasma gun
B - Bullets	RL - Rocket Launcher	MK - Medkit, large
BP - Backpack	SG - Shotgun	SMK - Medkit, small
C - Cells	S - Shells	MG - Machinegun
CG - Chaingun	R - Rockets	
CL - Clip	AS - Armor Shards	

OVERVIEW

The observation room overlooking the frag chamber has two exits, so don't stand around to watch the show if you manage to catch someone in the chamber. Activating the chamber brings down the crusher inside, smashing anyone under it and creating an invisibility power-up.

The four exits from the frag chamber itself close until the power-up is created, then open when it's done. This means that when the doors open, all four players have to battle for the power-up in the center.

From the observation room, you can reach the frag chamber through the eastern door. The western door leads to a landing, where you can either drop down to the floor below and proceed to the southern door of the frag chamber, or enter the door to the west. If you drop down, a small lift can bring you back to the landing.

Beyond the west door is a raised platform above a small room where you find armor shards, a machinegun, and an ammo belt. Exit to the north on either the lower or upper level.

The lower level leads you to a small chamber that has a large med kit and a door in the east wall. If you take the exit from the upper level, you enter a catwalk that winds around the next room, which has a rocket launcher in the middle.

This room connects to a hallway to the north where you can pick up a shotgun. A short corridor from the catwalk leads to the east—you can drop down and grab the shotgun below from here.

The frag chamber is accessible from the shotgun corridor, which also connects to the plasma gun room to the east.

TIPS FROM ID SOFTWARE

No way out. Try trapping other players in the frag chamber when you are creating a power-up.

Secret megahealth. Look for the secret panel in the chaingun room to find the hidden megahealth.

Hide in the shadows. Use the shadows in hidden nooks to hide from other players and blast them when they least expect it.

Deny the rocket launcher. The rocket launcher is very powerful in this small level. Keep control of it, or bomb those who try to get it.



<< D3DM4 The Edge 2 >>

The Edge 2 map is a remake of a classic *Quake 2* level. The level's central area is accessible from four directions, making it extremely busy during the heat of any match. The berserk power-up is a wildcard. If you see someone rushing at you with fists bared, shoot him fast before he punches you into lifeless chunks.

OVERVIEW

From the central area, you can see a ramp to the east, a lift to the west, and a door under a platform on both the north and south walls, as well as another door above each of them. Let this sink in—there are six ways, plus the teleporter to the berserk pack, into this room. Don't get caught standing around here!

Through the lower north door find a dead-end hallway with a rocket launcher. Players can drop down from the room above to ambush you, so make a quick exit from here.

You have to use the lift in the central area and walk up the stairs to enter the upper north door. Find grenades and an ammo belt here as well as two small med kits. This room is a great spot to drop grenades on the rocket launcher below.

In the next room find the teleporter to the berserk pack platform, as well as some shells, rockets, and armor shards.

Taking the south exit from the room leads you to a larger room with a stairway down to the lower floor. If you go west, you reach the platform above the ramp in the central area. From here, climb the stairs and move east to grab the plasma gun from the lift chamber.

You can also drop out the window and grab a backpack from the girders over the walkway below. If you drop down to the walkway, you can grab the chaingun from the hall to the north, and re-enter the central area through the lower south door.

Using the lift in the central area, you can exit through the western door and grab some security armor. The chamber ahead is a busy one, with a rocket launcher on the lower level and a small cubby (which you can jump to) to drop grenades down below.

TIPS FROM ID SOFTWARE

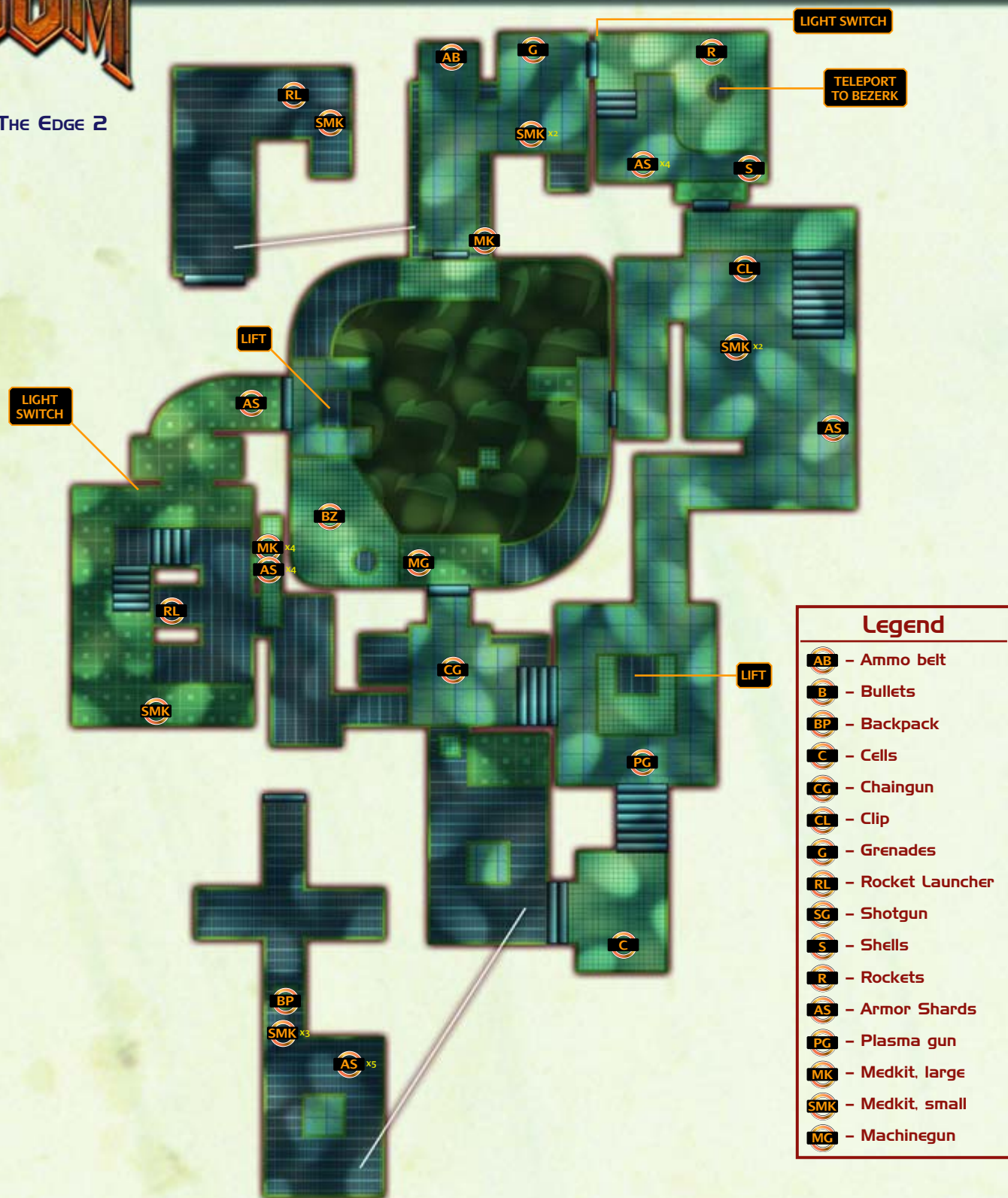
Don't go berserk. The berserk pack is not a high percentage weapon. Use it only if you've got good control of the level and can risk it.

Use the windows. Use the windows overlooking the southern area to snipe at passersby.

Rockets rule. Although they are hard to get, rockets are great in this level, allowing you to get kills from across the central area with ease.

Bombs away! Drop grenades on the rocket launcher to the north. This room is fairly easy to hold as long as you toss grenades toward each door occasionally.

D3DM4 The Edge 2



Legend

- AB** - Ammo belt
- B** - Bullets
- BP** - Backpack
- C** - Cells
- CG** - Chaingun
- CL** - Clip
- G** - Grenades
- RL** - Rocket Launcher
- SG** - Shotgun
- S** - Shells
- R** - Rockets
- AS** - Armor Shards
- PG** - Plasma gun
- MK** - Medkit, large
- SMK** - Medkit, small
- MG** - Machinegun

<< D3DM5 LIGHTS OUT >>

This small level has more ups and downs than any of the others. There are not many rooms here, but it's an interesting level. Use a generator in the northern room to shut off the lights for a few seconds. You can also use switches to shut the blinds on the windows to make it dark. If you like hiding in the shadows, this one is for you.

OVERVIEW

The generator room to the north is a busy spot in this level. You can hit the switch to turn out the lights, which opens a panel in the corridor on the map's far eastern side to reveal an invisibility power-up. Once the lights go out, the race is on. You can close the shutters on the windows in the generator room and in the chaingun room to the east.

From the chaingun room, where you can grab an ammo belt, some rockets, and some grenades, you can go south and up the stairs to the east. Straight ahead is the alcove where the invisibility power-up appears when the lights go out. Note that throughout these corridors, the lights come on as players pass, then shut off.

Follow the corridor, and either drop down the lift ahead, or follow the walkway around to the south. Dropping down leads you back to the generator room to the northwest, while staying on the ledge takes you to some stairs and a chamber to the southeast with a small med kit and some plasma cells.

This room has an exit to the west that leads to a platform above a smaller room where you can pick up a med kit and some rockets. If you don't enter this room, staying on the platform instead, you can exit to the west, walk down some stairs, and

overlook a lower corridor to the east. Find some cells along the wall, and an open air duct at the north end that leads you back to the generator room.

TIPS FROM ID SOFTWARE

Close the shutters. This makes for more stealthy play near the generator.

Get invisible! When the lights go out, head for the invisibility power-up and grab it before someone else does.

Watch the lights. Lights come on when someone passes by, so if the area is dark you know it's been vacant for awhile.

Use grenades. Grenades are great weapons in the dark if you know the layout, because they don't give away your position.





Secrets

Keypad Combinations

Found a numeric keypad and don't know the combination for it? Look no further! This section of the guide contains all of the keypad combinations in the game, as well as information on what you get for entering the correct codes into them.

<< STORAGE CABINETS >>

There are 30 storage cabinets to find and open in *Doom 3*. Each contains valuable items and weapons that might mean the difference between life and death, so open every one you come across.

STORAGE CABINET COMBINATIONS

CABINET #	LEVEL	AREA	COMBINATION	LOCATION OF CODE	CONTENTS
001	Mars City	Maintenance	396	Adam Berneche's PDA	Bullets
003	Recycling 2	Monorail Access	483	Nick Sadoway's PDA	Grenades, plasma cell, security armor, clips
009	Alpha Labs 1	EPD Lab	752	Kyle Berger's PDA	Large med kits, security armor, grenades, clip
013	Admin	Alpha Labs Hallway	586	Alan Dorweiler's PDA	Grenades, shells, clip, security armor
017	Mars City	Infirmary	347	Dr. Mark Caseon's PDA	Shells, clip, security armor, large med kit
023	Mars City Underground	Energy Stabilization Unit	531	Grant Baston's PDA	Armor shards, shells, large med kit
038	Alpha Labs 2	MFS Compressor	409	Andrew Chin's PDA	Security armor, clip, grenades
039	Alpha Labs 2	Coolant Control Junction	102	Walter Connors's PDA	Security armor, clips
047	Alpha Labs 3	Hazardous Materials Lift	123	Mark Lamia's PDA	Clips, grenades
048	Alpha Labs 3	Coolant Monitoring	123	Mark Lamia's PDA	Plasma cell, ammo belt, large med kit
049	Alpha Labs 3	EFR Staging Room 1B	123	Mark Lamia's PDA	Armor shards
054	Communications	Security Office	246	Ben Wolfe's PDA	Grenades, security armor
054	Monorail	Site 2 Boarding Platform	142	Charles Hollies's PDA	Security armor, rockets, grenades
063	EnPro Plant	Power Core Access	972	Theresa Chasar's PDA	Plasma gun, plasma cell, small med kit
064	Alpha Labs 4	EFR Master Valve	651	Henry Nelson's PDA	Armor shards, clip, plasma cell
078	Monorail	Delta Security Checkpoint	364	Karl Cullen's PDA	Large med kits, clips, grenades
079	Monorail	Delta Security Checkpoint	364	Karl Cullen's PDA	Large med kits, clips, grenades
103	Delta Labs Level 2B	Maintenance Corridor	259	Francis Erickson's PDA	Plasma cells, shells, large med kit
104	Delta Labs Level 4	Delta 4 Security	579	Jack Gilbert's PDA	Rockets, security armor, ammo belt
112	Delta 2A	Records Office	538	Frank Cinder's PDA	Armor shards, cells, shotgun
114	Delta 2A	Operations Server Room	715	Note stuck to side of cabinet	Backpack, security armor, clip
116	Delta 2A	Delta Security	972	Laptop in Delta Security	Large med kit, security armor, plasma gun, BFG cell
116	Delta 2B	Specimen Research Lab	624	Dr. Michaels tells you	Shells, bullets, plasma cell
117	Delta 2B	Specimen Research Lab	624	Dr. Michaels tells you	Security armor, BFG cell, grenades
213	Delta 2B	Stasis Transfer Control	371	Jacob Stemmon's PDA	Shells, clip, plasma cells
21D	Delta 1	Storage Room 21-D	298	Robert Price's PDA	Security armor, rockets, large med kit, grenades
317	Delta 4	Terminal Office Storage	841	Frank Cerano's PDA	Security armor, large med kits, clips, rockets, bullets
386	Delta 3	T1 Access	836	Han Lee's PDA	Clip, large med kits, ammo belt, bullets
387	Delta 3	T1 Access	836	Han Lee's PDA	Clip, rocket, grenades, large med kit, security armor
452	CPU Complex	Entrance Checkpoint	571	Bruce Jackson's PDA	Rocket launcher, rockets, grenades
666	Delta 2B	Analysis Control	372	Note stuck to front of cabinet	Imp, security armor
669	CPU Complex	Lab A Upper Floors	468	Charlie Haskell's PDA	Grenades, plasma cells, security armor

<< MARTIAN BUDDY CABINETS >>

Two special storage cabinets in Mars Base were delivered by Martian Buddy. They share the same code (0508), which you can find only by going to www.martianbuddy.com—or by reading this guide!

MARTIAN BUDDY CABINETS

LEVEL	AREA	COMBINATION	CONTENTS
Administration	North Hallway	0508	Chaingun, ammo belt, security armor
Delta 2B	Secure Storage	0508	BFG, security armor

<< WEAPONS ROOMS >>

Finally, don't miss the two weapons rooms in Mars Base. Open them with the combinations listed below to collect a staggering array of weapons, ammo, and items.

WEAPONS ROOM COMBINATIONS

LEVEL	AREA	COMBINATION	LOCATION OF CODE	CONTENTS
Mars City 2	Marine Command	584	Bill Tyson's PDA	Large med kit, shotguns, machine guns, clips, shells, security armor
EnPro	Maintenance 3	734	Steve Hammer's PDA	Plasma cells, armor shards, small med kits, large med kit, plasma gun, security armor

Command Console

Press CTRL+ALT+- to bring up the command console window in single-player mode. From the console, you can enter a variety of cheats and commands that dramatically change your *Doom 3* experience. Press CTRL+ALT+- again to hide the console.

NOTE

Bringing up the console does not pause the action in single-player mode.



CONSOLE COMMANDS

COMMAND	EFFECT
god	Invincibility
give all	Gives you all weapons with full ammo, and full health and armor
noclip	Allows you to move through physical objects like a ghost

<< LEVEL SKIP >>

Enter the command *devmap game/(map name)* at the console to instantly skip to that level.

LEVEL CONSOLE NAMES

CONSOLE COMMAND	LEVEL
marscity1.map	Mars City 1
mcunderground.map	Mars City Underground
marscity2.map	Mars City 2
admin.map	Administration
alpha1.map	Alpha Labs Sector 1
alpha2.map	Alpha Labs Sector 2
alpha3.map	Alpha Labs Sector 3
alpha4.map	Alpha Labs Sector 4
enpro.map	EnPro Plant
commout.map	Communications Transfer
communications.map	Communications
recycling1.map	Monorail Skybridge

cont.

Level Console Names Cont'd

CONSOLE COMMAND	LEVEL
recycling2.map	Recycling Sector 2
monorail.map	Monorail
delta1.map	Delta Labs Level 1
delta2a.map	Delta Labs Level 2A
delta2b.map	Delta Labs Level 2B
delta3.map	Delta Labs Level 3
delta4.map	Delta Labs Level 4
hell.map	Hell
delta5.map	Delta Complex
cpu1.map	CPU Complex
cpuboss.map	Central Processing
site3.map	Site 3
caverns1.map	Caverns—Area 1
caverns2.map	Caverns—Area 2
hellhole.map	Primary Excavation

TIP

Entering a partial command at the console and pressing TAB allows you to cycle through all of the potential commands for the partial command you've typed in. For instance, typing *devmap game/delta* and repeatedly pressing TAB allows you to cycle through the level skip commands for the six Delta levels; when you see the one you want, just press ENTER to select it.



<< SPAWNING MONSTERS >>

If you want to spawn Zombies, demons, or even boss enemies, use the command *spawn (name of enemy)* in the console.

BOSS CONSOLE NAMES

CONSOLE COMMAND	ENEMY
monster_boss_cyberdemon	Cyberdemon
monster_boss_guardian	Guardian
monster_boss_guardian_seeker	Guardian's Seeker
monster_boss_sabaoth	Sabaoth
monster_boss_vagary	Vagary

DEMON CONSOLE NAMES

CONSOLE COMMAND	ENEMY
monster_demon_archvile	Archvile
monster_demon_cherub	Cherub
monster_demon_hellknight	Hellknight
monster_demon_imp	Imp
monster_demon_maggot	Maggot
monster_demon_mancubus	Mancubus
monster_demon_pinky	Pinky
monster_demon_revenant	Revenant
monster_demon_tick	Tick
monster_demon_trite	Trite
monster_demon_wraith	Wraith



ZOMBIE CONSOLE NAMES

CONSOLE COMMAND	ENEMY
monster_zombie_bernie	Flaming Zombie
monster_zombie_sawyer	Chainsaw Zombie
monster_zombie_zsec_machinegun	Z-Sec Zombie w/machine gun
monster_zombie_zsec_pistol	Z-Sec Zombie w/pistol
monster_zombie_zsec_shield	Z-Sec Zombie w/shield
monster_zombie_zsec_shotgun	Z-Sec Zombie w/shotgun
monster_zombie_commando	Commando Zombie
monster_zombie_commando_cggun	Commando Zombie w/chaingun
monster_zombie_fat2	Fat Zombie
monster_zombie_fat_wrench	Fat Zombie w/wrench
monster_zombie_maint_bald	Generic Zombie
monster_zombie_maint_nojaw	Generic Zombie
monster_zombie_maint_wrench	Generic Zombie w/wrench
monster_zombie_maint_skinny	Generic Zombie
monster_zombie_maint	Generic Zombie
monster_zombie_maint2	Generic Zombie
monster_zombie_maint_flashlight	Generic Zombie w/flashlight
monster_zombie_suit_neckstump	Generic headless Zombie
monster_zombie_suit_bloodymouth	Generic Zombie
monster_zombie_suit_skinny	Generic Zombie
monster_zombie_labcoat	Generic Zombie
monster_zombie_limb	Generic Zombie w/a severed limb
monster_zombie_skinny	Generic Zombie
monster_zombie_pipe	Generic Zombie
monster_zombie_tshirt_bald	Generic Zombie
monster_zombie_tshirt_blown	Generic Zombie
monster_zombie_jumpsuit	Generic Zombie
monster_zombie_jumpsuit_eating	Generic Zombie

<< SCREENSHOTS >>

The command *screenshot (x) (y)*, where *x* and *y* are numeric values in a 4:3 ratio, takes a screenshot at that resolution, no matter what resolution you're currently playing the game at.

For instance, if you're playing at 800x600, typing *screenshot 4000 3000* at the console takes a screenshot of the current view at 4000x3000 pixels. The maximum resolution is limited only by the quality of your video card. Some common screenshot sizes are:

- 640x480
- 800x600
- 1024x768
- 1280x960
- 1600x1200
- 2400x1800
- 4000x3000

Screenshots are automatically saved to the "screenshots" folder in your *Doom 3* installation folder.

<< BINDING KEYS >>

To manually configure your control scheme and assign a key to a specific console command, use the following command at the console: *bind (key) (command)*.

For example, if you don't want to type *screenshot 1280 960* every time you want to take a 1280x960 screenshot, you could use the command *bind m screenshot 1280 960*. After entering that command, you can take a 1280x960 screenshot at any time simply by pressing *M*.

Def Files

CAUTION



Modifying def files is for advanced users only. Read this entire section before attempting def file modification. Never modify your def files without first making a copy of the originals!

All of the attributes for every weapon and enemy in the game are stored in definition or "def" files. Find these files in *doom/base/def*. You can open these files in any text-editing program (such as Microsoft Word) and change specific values in the def files to create wildly different effects in *Doom 3*.

For example, if you were to change the "damage" value in the *weapon_machinegun* def file from 9 to 900, a single shot from your machine gun would kill just about any enemy in the game!

However, there are two **very important warnings**:

1. Excessive def file modification, especially if you don't really know what you're doing, can lead to instability and crashes in the game and may make *Doom 3* unplayable.
2. If you alter your def files in any way, you cannot join multi-player games. You can host them, however, and the modifications will apply to every player in the game, not just you.

Because modifying def files can have unpredictable and sometimes undesirable responses, **always make a copy of the original "def" folder** before modifying its contents. That way, returning the def files to their original state is as simple as replacing the modified folder with the original. If you don't have a copy of the original def folder, you'll have to uninstall *Doom 3* and reinstall it from scratch to replace them; this will also erase all progress you've made in the game.

NOTE



Neither Prima Games nor id Software takes responsibility for any undesirable effects should you decide to modify the *Doom 3* def files. You do so completely at your own risk, with full knowledge that doing so might render *Doom 3* unplayable!