



Introduction

Listen up, Marine. It's time to take this battle to the enemy. No more playing defense on our home turf—in QUAKE 4, it's time to go on the offensive and attack the strogg on their grounds. Unfortunately for you, that means the battle is only going to get tougher.

The strogg are not a race to be trifled with. Their many forms make for various tactics and attacks, forcing you to constantly be on your toes. Think you have what it takes? We hope so. But you don't have to do it alone.

In this QUAKE 4 strategy guide, you'll find:

- **Basic strategy** to save your skin. Don't forget what we teach you.
- **QUAKE 4 walkthrough** with tactics for getting through every skirmish in every level.
- **Boss tips**—we figured out all of the bosses so you don't have to.
- **Multitplayer tip sheet** for rookie QUAKE players.



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Basics

QUAKE 4 starts out as a relatively tame shooter, but by the end of the first half of the game you'll find yourself in a heap of trouble if you haven't picked up a few strategic skills. Being prepared for the battle ahead is as important as the battle itself, so read up on these general strategies before taking it to the war zone.

Weapon Variety

There are a *lot* of weapons in QUAKE 4 and not all of them have the same uses. If you rely too heavily on one weapon, you could find yourself out of ammo when you need that weapon later. Try to mix up the weapons you use in combat. For example, try mixing it up between the Machinegun and the Hyperblaster during your typical skirmish. That way you'll balance the ammo you use, assuring that you don't run out of ammo for a weapon you may need (you never know when you need to zoom in and pick off a strogg with the Machinegun).

Switching between weapons will also ensure that you're not forced to leave behind valuable ammo. If your weapons are completely stocked, you'll have to pass up ammo supplies that you won't be able to get back. As long as you use your weapons evenly, you should have room for new ammo all the time and never run out of ammo for your favorite guns.

Look for Cover

QUAKE 4 is a fast-pace shooter, but that doesn't mean you should be running around like a chicken with its head cut off. Stick to tactical play, using surrounding objects as cover from enemy fire. All enemies run through attack patterns that have holes in them. Learn these patterns and jump out to attack just when they've let their guard down.

Using cover is especially important when fighting enemies with instant-hit bullet guns (like Machineguns, Shotguns and Railguns). You have almost zero chance of dodging these bullets, so your best bet to keeping safe is to stay behind cover.



Protect Fellow Marines

Unless you're rolling with the Rhino Squad, you'll find that your fellow marines aren't terribly resilient. They'll die to one close-up encounter with an enemy strogg. Even though they're fragile, they're still highly useful. Try to keep them around, even if it means sacrificing your own health sometimes.

The marines you most want to protect are the techs and medics. At almost any time (as long as you're not engaged in a firefight), these guys can patch your armor and refill your health, giving you a better chance of making it through the missions. Even if you lose a bit of health in an attempt to save a medic, you can always get it right back once the battle is over.

Walkthrough

Air Defense Bunker

As the level begins, regain your composure and start walking to the right. Nearby is a medic you can talk to for a bit of healing—stick around and he'll refill your health completely. Continue past the medic and find the walking platform that leads into the nearby building. Switch on your flashlight and follow your fellow combatant into the thick of the fun.

After passing through a couple of doors, you'll turn left into an open room where things are going down. Watch for the strogg that jumps out from the right as well as the pair of enemies at the far end of the hall. You can use the nearby boxes (to the left) for cover, but be careful. The explosive barrels stacked near the boxes can explode and severely damage you.



When the enemies at the far end of the room are defeated, cross the room and watch for more enemies to your right. The path will lead past a few marines camped out behind cover. Take the lead, following the linear path left and into a new room.

As you enter the room, you'll see a marine being dragged by a strogg into the next room. Make your way around the walkway and follow the two into the next room to find the Machinegun. A strogg will jump out nearby, followed by two more at the far end of the room (to the left). Clear the area, then continue into the next room to meet up with another marine.

Move into the next room and you'll find a long, dark hall. As you proceed, an enemy will bust through the wall to the left but won't be able to hurt you. Ready your aim at the far end of the hall and wait for the strogg to come running around the corner. Take him out, then follow the hall to a small marine stronghold.



You can stock up on ammo and health in this room as you're given your next mission objective. You need to backtrack through the building to find a medic and return with him to the stronghold.

Return to the previous dark hall and take out the pack of strogg at the far end. Use the surrounding walls for cover and clear a path to the next room. Just ahead, you'll witness a marine get gutted by an enemy before the enemy quickly rushes in your direction. Waste no time in splattering the strogg, then continue straight forward into the next area.



You'll soon find a room with a pair of strogg being destroyed by the medic, Anderson. Help Anderson clear the room and gather any bullets you find nearby. If you're wounded, you can interact with the medic to have him heal you. Once ready, start returning to the marine stronghold with the medic in tow.

Once through the first door, a strogg will bust up through the floor panels and attack. Kill it, then drop through the hole made by the enemy to find an underground tunnel system. Down here you'll find some ammo and a suit of armor. Stock up, then interact with the nearby panel and climb the ladder back to the surface.



Resume your trek back towards the other marines, watching out for a spike-armed strogg that drops in front of you. You'll find even more enemies in the dark hall just outside of the stronghold. Make use of the medic's healing (and take cover behind walls) and you should get through the skirmish just fine.

Return to the other marines and the medic will patch up the wounded soldier. Continue through the next doorway to meet another member of the Rhino Squad before following the path to the level's end.

Air Defense Trenches

There's not much to worry about in the first part of this level. Just move to the nearby elevator platform and move up to a room with just one strogg inside. Slay the beast, then continue through more doors until you reach the first outdoor area. To the right, you'll see a lower area you can drop to with armor shards. Stock up, then walk up the pipes and continue into the next area.

You'll soon exit out to the trenches of the Air Defense center. Move through the trenches and you'll soon enter a clearing that's swarming with strogg. Keep your distance and use the zoom on your Machinegun to pick off the strogg from behind cover. Listen for the moans of strogg for warning of their spawning, and continue moving through the trenches when the coast is clear.

A brief underground tunnel takes you to the other side of the trenches. Let Bidwell talk for a bit, then continue past him, turning left through the trenches. Just around the next corner, an aggressive strogg rushes towards you as a pack at the far end of the trench fire from behind. Focus first on the aggressor, then take cover and systematically pick off the others from afar. Instead of going to where the pack of strogg were, turn left down another trench path.



Move around the next pair of corners and you'll get the jump on two strogg. Quickly lay waste to them, then continue through the trenches to complete the level.

Hangar Perimeter

The action picks back up almost immediately as you enter the new level. Just ahead is a pack of strogg holed up in tight quarters. Take cover behind the doorway and peek out with your Machinegun to pick 'em off. Move into the room to take out the stragglers at the far end, then move through the hall and into the next room to meet up with the Viper Squad.

One member of the squad will hook you up with a Shotgun before you can grab the items nearby. If you're hurt, be sure to talk with the medic who'll patch you up. There's also a tech who can patch your armor completely.

Take the lead, heading through the doorway to an outdoor area. Watch for strogg to the left and to the right and take cover behind the surrounding crates as you and your teammates pick 'em off. Follow the squad into the next room and take cover with them just before the strogg bust in through the doorway on the other side of the room. Your teammates can help you, but they can also die if you're too cautious. Be sure to protect your medic and tech so that you can continue to get healed as necessary.



Go through the doorway at the far end of the room and watch for the strogg that rushes up the stairway ahead. Take him down with your Shotgun and protect your comrades, shooting down the strogg that are attacking from the lower level.

Move downstairs and into the next room. The squad will take position at the end of the hallway, letting you take the lead. As you move down the hall, an aggressive strogg comes out from around the corner. Quickly blast it dead, then watch for more enemies to come through the door at the far end of the hall.

Just through the doorway is an elevator your squad can take to the next level. Once on the upper level, follow the next hall to a room swarming with strogg. Watch the upper walkway for an enemy trying to fire at you from above and help your team clear out the warehouse. Even after the room seems clear, keep your guard up and watch for more strogg to drop in from the upper walkway. A final aggressive strogg will charge in from a doorway behind the reinforced glass. Take him out.



Stock up on health and armor from your squadmates as they're going to hold their position for now. Enter the doorway opposite the reinforced glass and you'll enter a large open room. There are strogg on either side of you, but not too many. Snipe 'em out, then move to the far end of the room to find a ladder that leads up.

At the top of the ladder is an interactive panel that you can activate to move the metal grating that spans the room's width. When the grating is moved (forming a bridge), start crossing to the other side of the room and watch for the pair of strogg that come through the doorway ahead.



On the other side of the doorway is an interactive panel that'll drop the giant weapon hanging from the ceiling. Move the weapon, then follow the upper catwalk to an elevator platform that'll return you to the Viper Squad. Interact with the panel at the base of the weapon to blow away the glass door, letting you move forward to the next area.

A pair of strogg attack immediately as you enter the next area. Clear 'em out, then move towards the interactive panel to the left. The panel will trigger the forming of a bridge that'll let you into the next room. However, as the bridge unfolds more strogg invade the area. Hold your ground near the panel and use the structure for cover as you snipe at the strogg. They'll come in multiple waves, so don't rest until you're sure they're all dead. One final aggressive strogg will charge in once the final bridge piece is in place. Cross the bridge and move towards the door. You can climb down the nearby ladder for some armor and ammo before moving through the doorway.



There are some strogg camped out in the next room. A pair of them are down the stairs to your left and one strogg will come through the doorway straight ahead. Clear the room and stock up on supplies before stepping onto the elevator platform in the next room to end the mission.

Interior Hangar

Lead the squad through the dark areas until you reach a door that won't open. Wait for the team to catch up and they'll open the door, letting you into a *very* dark room. Because of the darkness, it's best to equip your Machinegun and switch on the flashlight.



Though things appear calm, the room is quickly flooded with strogg from the right as turrets drop from the ceiling and open fire on you. Take out the turrets first, then focus on protecting your squad from the strogg. Use the explosive barrels to your advantage and clear the room of enemies.

When the room's clear, turn around and backtrack through the rooms to return to the elevator that brought you to the level. You'll meet up with Rhodes, a member of Rhino Squad. Lead him back to the room where you had your last firefight and you'll be able to go through the doorway in the far left corner.

Just through the doorway is an open room with a circular hall in the center. There's a pair of rooms connected to this hall inside of which are strogg and places for Rhodes to set charges. Enter the nearest doorway to the right and clear it out to let Rhodes do his job.



After Rhodes has set the charge, leave the room and head up the stairs to the right. Strogg will flood the room from both sides of you. Be mindful of the explosive barrels that surround you and the enemies and use them to your advantage. Invade the second room and so Rhodes can set the second charge, but be mindful of the added enemy presence. Watch out especially for the strogg perched up top before rushing into battle with the others.



When the second charge is set, follow Rhodes back to the hall and to the next doorway. He'll open the door to a room where you can view the fireworks. Once the hangar is destroyed, find the platform in the room that'll take you to the next mission.

MCC Landing Site

Things are calm...for now. Walk the linear path through the friendly areas, passing up fellow marines as you move forward. You'll eventually exit to more trenches and meet up with Lieutenant Voss. He'll arm you with a Grenade Launcher before leading you through the trenches to fight a few strogg.

As you round the trench bend to turn left and face a large structure, watch for enemy strogg that've taken position in the upper catwalks. Snipe them out, then continue following the crew forward. Just around the next corner is a doorway that's locked. It's your job to open it up.

On the right side of the doorway is a stack of boxes that you can use to jump to the top of the doorway. Once on ground level, watch for a berserker strogg to crawl up from a nearby hole. Gun him down with your Machinegun or Shotgun, then drop into the hole from which he came.



Once in the hole, you can turn around to open up the doorway for your fellow Rhino Squad members. They'll enter the room, luring in enemy strogg from the nearby doorways. Use the generator for cover and pick 'em off before following the Rhino Squad into the next room.

As you enter the next long hall, you'll encounter more strogg to your right. Stay on the right side of the hallway if you want to help with the shooting and push forward. Your squadmates will take position ahead of you, facing to the right for the oncoming strogg assault. Take cover behind something on the catwalk and pick off the enemies, constantly watching for more to engage. You can use your Grenade Launcher to take out groups of enemies below but the shot won't quite reach the opposite platform. Stick to your Machinegun and finish the job.

When the firefight ends, you'll need to drop down to the bottom level of the room. The fall will normally damage you, but you can safely drop by landing on the metal railing on the right side of the room. Lead the crew into the next room and pass the non-functional elevator area. Just past that is a long hall with more strogg. Clear a path to the end of the hall and hop into the cannon controls (the large chair) to destroy the hangar doorway behind the strogg.



Backtrack to the elevator area with your Shotgun equipped and blast the lone strogg that's waiting for you there. You can now use the elevator to ride to the next level. Do so, then step off the platform and through a door. Turn left and through another door to engage a few strogg (including one aggressor) in the hall. You can lure the strogg back through the door to fight them one on one.

Keep moving through the area and you'll eventually return to the trenches where you previously were. Just around the corner is a ramp set up that allows you to meet up with more marines. Wait for them to destroy the large cannon, then take the burning hallway path (through the door you earlier destroyed with the cannon).



You have one marine backing you up, but you'll have to keep him protected if you want his help. After moving through a pair of doorways, you'll enter a cluttered hall with a few enemy strogg. Keep ahead of your teammate to take fire for him and keep moving forward. As the next doorway cracks open, a berserker strogg rushes in (blast him with your Shotgun) backed up by more strogg behind him.

A doorway just ahead leads outside where a pair of marines are trapped by a flurry of fire from turrets nearby. Wait a bit and the Hannibal ship will come to destroy the turrets, letting you safely make your way across the field. Wait for the Hannibal to land (don't wait underneath) and board the ship via a drop down platform to end the mission.

Operation: Advantage

This ship is a bit of a maze, but pay attention to the signs hanging from the ceiling to more easily navigate the halls. Move into the D4 Contamination area and wait for the process to complete. Once done there, continue forward and turn right towards Central Command. Continue straight and turn right when you see the sign for the Deck D4 Mess Hall. Move through the mess hall, turn right and take a left at the Y to move into the Medical Bay. Just down the hall should be a sign for the D.R Briefing / Armory and, just past that, a sign for the Rhino Squad Briefing room.



After sitting through the briefing, it's time to gear up. Leave the briefing room and turn left into the armory. You'll find some gear as you pass through the hall and you'll be handed an extended clip if you explore the hall to the left. Once through, make your way to the Walker Hangar and step onto the platform in the room to leave the ship and continue to the next mission.



Canyon

As the platform brings you down to ground level, move forward past the marines and towards the convoy up ahead. At the front of the convoy is a vehicle you can board. Hop on and prepare for the ride.

Ready yourself with the Machinegun and switch on the flashlight. The truck will go through a few tunnels before passing through a quick outdoor area. Once in a second tunnel, be on the lookout for strogg. The convoy will briefly stop, letting you clear out the enemies to protect your fellow marines. You can't move to avoid enemy shots, so target the enemy heads to kill 'em off quick.



The truck will pick up and eventually stop again, letting you hop off and move into the tunnels just ahead. After passing through a few areas you'll find another truck you need to hop onto. You'll take control of a turret with unlimited ammo—time to wreck shop.

Watch for enemy strogg as the convoy moves forward. These enemies shouldn't pose a threat to your regenerating shields. Further down the path, you'll start to see large pods drop from the sky and release turrets. Destroy these turrets quickly, as they can become a problem.



You'll go through a bunch of similar areas before stopping at a mine field. One of your fellow marines will hop off of the convoy to remove the mines and it's your job to defend him. Watch *both* sides of the road for enemy strogg and defend your man. When all mines are removed, the convoy will continue forward into the next area.



Further ahead, you'll be instructed to move into enemy territory and take out any and all turret emplacements. Scan the area very carefully, watching for pod turrets as well as turrets mounted on structures. A warning at the top of the screen will point you to incoming missiles which you can shoot down before they strike.

After clearing the field, the rest of the convoy will move in. Jump off the truck and move into the tunnels to end the mission.

Perimeter Defense Station

One of the marines in the immediate area will arm you with a Nailgun as you approach him. Take the gun, then hop onto the elevator platform and activate the panel to drop down. Once on the lower floor, follow the halls to reach Lieutenant Voss.

Turn around to leave the room and take the first left you find to team up with a pair of marines. Follow them through another door and into an open area where you'll encounter a number of enemy strogg. Watch the catwalks above and let your teammates worry about the enemies that try to get close. When the room is clear, find the control panel on the opposite side to call up a large elevator platform that'll carry you to the basement.

After waiting a while downstairs, the doorway to the left will open and let you into a very dark room. Find the control panel in the room to turn on the lights and the doorway will open up. Behind the door is a group of strogg—take out the strogg grunt that rushes in, then pick off the commandos that are hanging back in the next tunnel.



Once cleared of enemies, the tunnel is safe but very dark. Find the control panel to the right to turn on the lights and open the next doorway. Again, more strogg are awaiting your arrival. Charge into the next room and take cover behind the truck as you clear out the enemies. When things settle down, locate the Viper Squad tech and get him to follow you.

The tech will pretty much lead the way back through the facility and to the elevator platform. Follow him upstairs and through the halls. After passing up a number of fellow troops, you'll finally reach a dark hall that's lit in red. The tech will cut open the door, letting the two fellow marines through to die. Stand back and take out the grunt after it kills the two men (you can't save them).



There's a nearby panel that'll call a service lift. Hit it when you've got backup, and take the platform up to the next level. Follow the halls until you reach a room with an interactive panel down below. Drop to the lower level and activate the panel to bring another control panel to you. This one will disable the lasers you need to get rid of, completing the objective.

Turn around immediately and you'll see another marine get downed by a strogg grunt. Wait for the enemy to charge into your room, take it down, and then go through the doorway it opened to reach another room with moving machinery. Carefully approach the far side of the room while watching the doorway to the left. A few strogg will come through it, though these lesser types should go down without much of a fight.



Take the next service lift to another room and watch for a strogg gunner on the far end of the room. Pick him off quickly to avoid any grenades and move forward through the blood-stained hall. Another service lift will carry you down a level and into a room cluttered with pillars and strogg. Use the clutter as cover and rush in with your shotgun to clear away the foes.

You can stock up on ammo, armor and health before stepping through the next doorway. As you *do* move through the door, ready yourself with a powerful weapon to deal with the strogg grunt that immediately attacks. Move down the bloodied hall and equip your Grenade Launcher. Just around the next bend is a commander strogg armed with a shield. To get past the shield, launch grenades behind the enemy. You should be able to peek out, launch a grenade, and duck for cover to let the attack take effect.



Move down the hall behind the commander and through another door to encounter another strogg grunt. There aren't any more enemies to worry about—just run through the complex, up a service lift and to the level's end.

Aqueducts

Tech Holtz will upgrade your Nailgun and you can get him to repair your armor as well. Move forward to the first large door and you'll find a tank at the end of the tunnel. Hop in!

The moment you leave the tank hangar, a few enemy sentinels fly at you from the left, rockets red glare. Pick 'em off with the powerful cannon on your tank. You'll have to lead the target as they strafe back and forth (the rocket isn't as fast as your Machinegun bullets) while staying mobile in the large vehicle. Your shield will be repaired if left alone for a while, but watch your armor rating. You can lose armor by slamming into things even if your shields are full.



Move to the far end of the yard (to the left if you're just coming out of the hangar) and take out any remaining sentinels. There's a doorway that'll open up to you, letting you take the tank into the long tunnel.

The tunnel opens up to an outdoor area where turrets begin dropping from the sky. Take out the turrets with your cannon and make your way down the road. At the end, a large garage door will open up to enemy strogg. They're no match for your cannon.

On the other side of the building is another open area with more sentinels. Pick 'em off and take cover behind the large containers that litter the road. When the sentinels are gone, move forward and watch for a warning of incoming missiles. You can take cover behind the containers but you'll need to eventually push forward to take out the strogg tank creature. It's powerful, but should go down with a few cannon shots.



Be sure that your shields and armor have regenerated before going through the next building. On the other side of the building is a large open arena that's soon filled with sentinels and mobile turrets. The sentinels can be evaded with normal strafing, though avoiding the shots of the mobile turrets is more difficult. Kill the little round buggers first and then clean up the sentinels.

Just when you think the coast is clear, two strogg tanks roll into the arena. Your tank can pretty easily withstand their fire as long as you kill them quickly. Get a steady aim (don't move around too much) and focus on blasting the two dead. Even if you lose a lot of shields and armor, you can simply wait around to rebuild your defenses.



Drive through another building to continue down the road. More mobile turrets will drop around you. Take 'em out, then move forward and watch for mounted turrets on the towers above you. After passing under a bridge, look above and behind for more mounted turrets before taking out the strogg on the other side of the large containers. There's a narrow tunnel to the right that'll take you to the mission's end.



Aqueducts Annex

Move outside of the tunnel and a cutscene will show the coming of an enemy spider-vehicle. This sucker is tough as nails, but your hover tank should be more than enough to stop it. First things first: strafe around the giant pit in the middle of the ground and move to the clearing on the other side. From there, you can more safely deal the enemy damage with your rockets while destroying the missiles it fires using your tank's Machinegun.



Find the tunnel near the hole in the ground and enter to find some strogg. Your cannon will take out the strogg just fine,

letting you move forward to destroy a turret before leaving the tunnel. There are sentinels and more turrets you'll encounter as you continue your movement through the aqueducts.

You'll eventually start moving towards a *huge* tower. When you see the warning of incoming missiles, switch to your Machinegun and watch for fire from enemy spider-vehicles. You can use a nearby bit of terrain as cover, letting you peek out for a shot or two before retreating to shoot down incoming missiles. A second spider is waiting behind the first. Kill both, then continue towards the tower to enter the building. Hop off the hover tank and reunite with the Rhino Squad to end the mission.



Nexus Hub Tunnels

Once the elevator platform stops, follow the squad into a dark tunnel. As the lights switch on, watch for strogg to your left. A strogg grunt is at the end of the pack—kill it before entering the next room and stopping with your squad.

You'll be instructed to escort Strauss to another part of the complex. You can use him to rebuild your shields before leading him into the next set of tunnels.

When you reach a dark room, move to the center and wait for the holding cells around you to change as a strogg commander appears in the center of the room. Use your Grenade Launcher and lob shots at the enemy from behind the cover of a holding cell. It won't take many shots to kill it and bring in two more strogg (they're weak).



Move through the next doorway and watch for strogg to your immediate left. Take out the rushing grunt first and then focus on the others (a grenade will take them all out). Just beyond them is a doorway that leads to a chilled room (note the mist). Follow the path and don't worry about the spider to the left. It won't mess with you.

At the end of this walkway is the temperature control unit Strauss needs to mess with. As he fiddles with it, get ready to take care of some strogg in little hover vessels. Aim for the heads of the strogg to take 'em out quickly and use the nearby crates for cover.



Once Strauss has finished his work, you'll be instructed to return to the rest of the squad. Head back and watch for strogg that have reinhabited the areas. When you finally return to the squad, you'll find them already engaged in a firefight. Help 'em out and stock up on the supplies nearby.

You'll soon enter a tunnel system that's crawling with enemy strogg. There are plenty of things to take cover behind, and your squad is more than capable of taking the brunt of the force for you. Follow them through the tunnels until you find some cover under a catwalk that's occupied by strogg. Snipe those strogg out and clean up all of the lesser enemies before focusing on the strogg commander at other end of the tunnel. Your grenade launcher should reach the enemy if aimed properly. Take him out, then continue forward to run into a force field.

It's time to go it alone for a bit. Head through the doorway near the squad down the first hall. As the next door opens, watch for a pair of strogg hovering around in their vessels. Pick 'em off (remember: head shots) and drop to the pipes below to find some health and armor hidden in an alcove.

There are two more hovering strogg in the next room, along with the interactive panel you need in order to disable the force field. Clear the room, activate the panel, and quickly turn around to pick off the lesser strogg that come through the doorway on the upper walkway. As you move through that doorway yourself, a berserker strogg will rush through the door on the opposite end of the walkway. Pick him off with a ranged weapon and enter the doorway through which he came to stock up on health. Drop down to the lower platform in the previous room by falling onto the pipes where they rise. You can avoid damage and continue back to the squad.



Once back with the Rhino crew, a giant spider will crash onto the scene. Don't waste your ammo trying to bring it down—it'll march off without causing much harm (to you, at least). When the spider is gone, Voss will open up a hatch in the floor. Drop down and move through the crawl space until you find a ladder that'll bring you under the belly of a spider. As you crawl towards the marines ahead, you'll find the HyperBlaster weapon.

You'll drop into another hole to continue moving through the crawl space. Just ahead is a strogg hovering just over your hole. Be quick to snipe it dead, then continue forward. After climbing a second ladder you'll come up to two more hovering strogg. Stay on the ladder and take them out (focus on the one to the right first) before stepping onto the next level.



There's ammo and health in the next room, and hovering strogg on the other side of the very next door. The strogg will hover around the bridge, often floating under it and making it difficult to hit them. Try to get head shots quickly, or resort to your Grenade Launcher if they've dropped low.

Cross the bridge when it's safe and open the next door to find two more hovering strogg. There's ammo and health on the ground, which is especially good because of the enemies you'll meet in the next room. As you step into the room, two strogg and one berserker rush in. Backpedal into the previous room to take out the berserker and finish off the others.



There's a gunner strogg on the upper catwalk. Watch for his grenades and pick him off while taking cover. When the catwalk is clear, walk across it to reach the level's end.

Nexus Hub

Step into the small elevator and activate the panel inside to move down to Strauss. He can repair your armor as necessary. Move through the first door and you'll see a ladder to your left. There's some armor at the bottom of the ladder, but that's all pretty useless now that you've got Strauss around.

On the other side of the next door are two hovering strogg. Through the next door is a whole host of enemies, including strogg grunts and marines. Behind them is some health and ammo supplies. Stock up, then open the next door to find more enemies.

Take out the hovering strogg first before worrying about the lesser enemies. There's also a strogg gunner in this dark area. Follow Strauss to a nearby control panel and be ready to deal with a strogg commander that enters the room. Take cover behind the panel and lob grenades over it to take the enemy down.



Leave the room through the door you used to enter and you'll find a berserker strogg just around the next corner. You'll run into one hovering strogg on your way back through the hub before reaching the place where you first found Strauss.

The doorway on the other end of the room is now open, though that lets in the two strogg behind it. Once through the door, you'll enter a hall with a strogg grunt and marine. Kill the grunt first, then watch for the strogg gunner on the left side of the hall (he'll hold his position until you get near).

Another pair of strogg (including a grunt) await on the other side of the next door. Get rid of the grunt, then the other, and then watch for a strogg commander from around the bend. Use your grenade launcher to kill him quickly. Move up the stairway and turn left through a door to find health and armor. As you move the other way from the top of the stairs, a strogg grunt will charge at you from ahead.



Around the next bend are more strogg waiting (again, focus on the grunt first). Through these narrow passages, you'll find an elevator platform which you can activate once Strauss is nearby. There's a ton of supplies at the top of the platform. Stock up, and leave Strauss behind as you go through the next doorway.

The path immediately leads you into an open room with a lone control panel in the center. Activate the panel and get ready for a fight. Two spider-legged strogg enter the arena and attack. Your Grenade Launcher does a good job of taking these guys down. They're not fast, and you can take cover behind the pipes on either side of the arena while lobbing shots at 'em. When they're dead, you'll hear some radio chatter from Strauss just before the Makron enters the scene.



You won't be able to kill the Makron, but you will need to damage it. Equip the Nailgun and let loose with fire while jumping around to avoid the enemy's shots. Before long, the Makron will shoot out a grappling beam that'll pull you in and take you to the next level.

Strogg Medical Facilities

After the rollercoaster ride from Hell, you'll be saved by the Rhino Squad and busted out of the chamber. Follow them through the first halls and grab the weapons nearby. You should be able to find a Blaster, a Shotgun and a Grenade launcher on the way. Follow the medic Anderson until he's out of the picture, then ready your Shotgun to deal with the strogg "doctors."



When the room is clear, find the Machinegun in the area and use the strogg healing station to refill your health. You can then leave the room into another hall.

As you move towards the burning area, find the Nailgun on the ground and take cover as the strogg ahead fire at you. A grenade will take out the bulk of the enemies, letting you to the back of the room to ride the conveyor belt into another room with more strogg.

A panel in this room will call a lift to you. Be ready to shoot down the strogg gunner that's riding on the lift before hopping onto it yourself. Activate the panel to ride up to another level of the facility.

At the top of the elevator are two strogg and a Rocket Launcher you should grab. Hold your ground for just a moment to let the berserker strogg rush in and quickly take it down with your Nailgun.



Just through the next doorway is an outdoor area with a pair of strogg and one strong commander. You can use your Rocket or Grenade Launcher to take out the commander before dealing with the lesser enemies.

Through the next door, watch for a strogg doctor to the left before heading up the stairs with your Nailgun ready. A berserker charges down the stairs towards you and a host of strogg are waiting at the top of the stairs.

You'll see a strogg healing station nearby. Stay *behind* this point for now, peeking out only to fire at the strogg on the other side of the wall (watch for a gunner to the left). When it's clear to do so, walk past the health station (using it if necessary) and to the right. Watch around the left corner for a berserker strogg.

Move past the doorway for now and find the armor and ammo on the platform. Just as you grab it, be sure to equip your Rocket Launcher and deal with the strogg commander that comes through the doorway you passed up. Move through the same doorway and watch for the strogg (including a gunner) up ahead. You can use the bend in the hall as cover between your shots.



Through the next door, you'll find a crack through which you can talk to Voss. Turn back to the previous room and you'll see that a doorway that was locked is now open. A berserker strogg charges through before you can enter the room behind the door and take the lift down.

As you open up the door at the bottom of the lift, you'll find three strogg on the other side that immediately open fire. Focus first on taking out the strogg to the right. If you ignore the gunner, he'll march right into your room and tear you pieces. Clear the hall and then move to the top of the stairs. You'll see a ladder to the right which you can crawl to, giving you access to armor and ammo.

Step onto the nearby conveyor belt and ride it into the next room. You'll have to hop onto a platform and let it carry you to the next belt (watch for the moving canisters—they can knock you off the platform). Once on the second conveyor belt, you'll reunite with Voss.

The moment the cut scene ends, watch your right for a berserker strogg that rushes up the stairs. Lay it out with your shotgun, then move into the next hall. Follow the U-hall to reach a doorway behind which is an elevator. Ride the elevator up, open the doors, and stand back as strogg attack. Kill the strogg doctor first and then pick off the other guys

before entering the room and killing the gunner to your right.

Step through the next doorway and you'll find a pair of strogg doctors at the bottom of the stairs. The next dark hallway branches left and right. To the left is a berserker strogg and a room with armor. To the right is a doorway with a switch that calls another lift.



Once at the top of the lift, step out into the hall and watch your right for a berserker. There are three lesser strogg to the left—one grenade will take them out. The halls lead to dead-ends but there's a crawl space you can enter to find a HyperBlaster weapon.

Continue crawling through the space and collect all of the armor and ammo you can find. A path to the left leads out to another room. Equip your Nailgun as you step out and lay to waste the strogg hound that emerges in front of you. If you don't kill it quickly enough, the hound will fill the room with enemy strogg. When the hound is dead, you can end the mission by moving through the hall to the left.

Construction Zone

There's some ammo and armor on the catwalk to the left, and while you should definitely grab it you're not going to need it (at least now). At the bottom of the ramp is a walker you can hop into. Start moving away from the ramp and watch the structures to the right. A strogg will start firing at you just before a pair of sentinels come in and drop some rolling turrets. The Machinegun on your walker is best for dealing with long range targets. Take 'em down, then continue moving across the dirt field.



On the far end of the field, to the left, there's a tunnel you can enter where you'll find a few strogg. Now's a good time to see what your rockets can do. Further into the building, you'll find two strogg commanders come up on elevators. A few rockets should kill them, but watch your defenses. The walker isn't as resilient as other vehicles you've piloted.

As you move up a ramp, watch your left and right for strogg gunners. Rebuild your defenses before stepping through the door to engage the strogg on the other side, and watch for turrets that fall from the sky. If your defenses get low, retreat into the structure and wait for them to regenerate.

Once the outside is clear, move along the path until you reach the bridge. There's a sentinel hovering around to the left and, as you step onto the bridge, two strogg tank creatures will appear and launch a volley of missiles your direction. Hug the wall to the right and try to keep one of the strogg out of your sights. You can focus your Machinegun fire on the other while shooting down the missiles that come your way.



Move across the bridge when it's safe to do so and take out the two turrets that drop down in front of you. As you make your way through the beginning of the next building, watch your left and right for strogg (including one gunner) that come from platforms on the sides of the road.

The building opens up to another outdoor path. As you near the corner of the first building, watch your left for a strogg tank creature. Unload your rockets first and play clean up with your Machinegun. A few turrets will drop in your way before and after you pass through the next building, and a sentinel will soon appear up close. You can try your rockets if you'd like, but your Machinegun is much more capable of taking out the flying creature.

While moving through the next cramped tunnel, a pair of turrets will drop down in front of you (one of which is hidden behind the fire). Use your Machinegun to take out the concealed one. You'll need to watch for gunner strogg and more turrets as you make your way through the tunnel, all of which are best dealt with using the walker's Machinegun.



The tunnel opens to another outdoor area that's got a few strogg and turrets. Further forward, two sentinels will appear with rolling turrets to drop. Take out the turrets first and retreat a bit to put distance between you and the sentinels.

Just beyond the sentinels is a pack of strogg backed up by a few strogg tank creatures. Take out the tanks first using Machinegun fire, then unload your rockets on the strogg (the rockets work best when launched in rapid succession).

You'll go through a bit of walking without seeing much action until you drop down off a platform and onto dirt. Just around the corner is a strogg spider-vehicle that instantly launches missiles your way. Use your Machinegun to shoot down the missiles and move around the corner as quickly as possible. Unload a volley of your own rockets, then step back around the corner to avoid any oncoming fire. The spider will get up close and personal, which is actually a good thing for you. It won't launch missiles if it's close, so you only need to worry about its guns. Unload rockets, switch to your Machinegun while the rockets reload and then unload again. If you're quick, the spider should go down soon.



Further ahead, you'll have to hop out of the walker and step onto a platform. Follow the path to the mission's end.

Dispersal Facility

The level's intro shows off the impressive ambush that's ready for you. Equip your Shotgun and peek out just enough to get the attention of the strogg. You can lure some towards your Shotgun's barrel, but you'll have to be more aggressive to take out the rest. These strogg are slow moving, so counter them with quickness and take them by surprise.



After fighting off a few strogg, a strogg commander will enter the scene from the far end of the area. Use your Rocket Launch or Grenade Launcher to take it out, then find the armor and health scattered in the area (there are two suits of armor to find).

You'll find a curved road on the far end of the area. Take into a cluttered area and watch for the dummy strogg inside. These close quarters are great for your Shotgun—show 'em what it can do. Just behind the strogg is an elevator lift that'll carry you up a level.

Once at the top of the lift, make a mad dash outside and down the path. There's a spider-vehicle to the right that'll take pot shots at you but won't be able to deal any serious damage (if you're quick). Duck under the obstacle at the end of the path and move through the next door.

As you step into this sewer area, watch for a strogg that rolls in front of you. One Shotgun blast will take it out, and likewise for the second strogg that comes from the right. There's ammo and a strogg health station to the left. Stock up, then move around the next corner. Blast the explodable barrel to take out all three enemy strogg.



In the next room, watch for a strogg grunt to come out of the left elevator shaft. You'll need to press a switch to call the center elevator which brings with it a strogg gunner. Stand back as the elevator comes up and unload quickly to take it out.



A strogg gunner is waiting on a catwalk at the bottom of the elevator. Quickly take it out, then move towards the next hall with your Shotgun read. Two dummy strogg will come through the hall before you can run through it and kill the strogg grunt on the other side.

After taking out the grunt and his companion, move through another door to reach a grotesque room. There's a pair of dummy strogg in here, along with a strogg commander that's best dealt with using the Grenade Launcher. Just hang out behind the corner and lob grenades towards the enemies to take 'em out.

Just around the corner is a set of stairs with a lone strogg. Blaze the trail and move upstairs and through another door. A grunt will drop in from the ceiling—greet with a Shotgun blast.

Move forward until you reach a room with an explosive barrel in front of a stairway. This area is crawling with tactical strogg. Make your way down carefully and slowly, moving one stairway at a time while systematically eliminating the enemy threat. There are plenty of explosive barrels to use to your advantage. Also keep in mind the slow movement of these enemies to plan your attacks. You'll run into resistance all the way down, so don't let your guard down.



At the bottom of the stairways is a door that leads to a room with a Railgun and a strogg health station. Drop down to a lower platform and continue into the room that's packed with machinery. A strogg gunner will poke out from behind the door to the right. Take him out, then continue through more rooms until you find a large, throbbing organ.



There's a control panel on the left side of the room that'll control the voltage being sent to the throbbing thing. A second one can be found on a platform to the right (right past an armor suit) and will kill the organism, summoning repair bots that open up a passage under the now-dead blob. Drop into the passage and find the tunnel that leads to the mission's end.

Recomposition Center

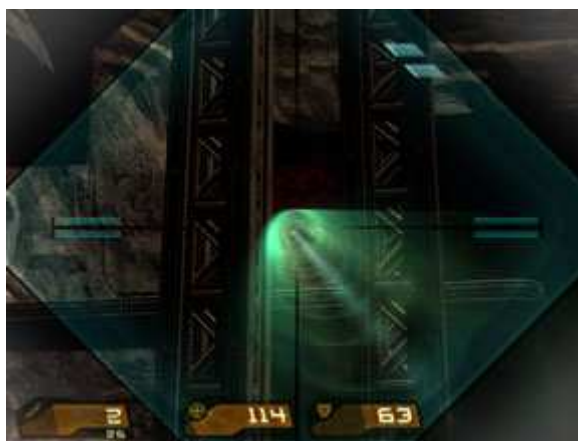
Move through the dark and into the next room where you'll find a strogg gunner. Kill him, then find the control panel in the room that'll free Tech Sasaki. Sasaki will upgrade your Nailgun and repair your armor if you let him. Lead Sasaki up the stairs on the other end of the room and to an area with stacks of barrels. Sasaki will ask you to locate the controls.

Just through the next door is a squad of strogg to the right. Use grenades to take them out together, then move to the next room. As you go up a small set of stairs, watch for a strogg grunt to charge at you from the front. Behind the grunt are dummy strogg and a single strogg gunner at the far end of the room. Pick 'em off (now's a good time to test that Railgun) and move upstairs.

Once upstairs, you'll run into a berserker that's backed up by a dummy strogg. Move into the next room and deactivate the panel behind the control console. You'll release the Lightning Gun from its mount, letting you take it for your own.

As you move down the next hall, ready your Shotgun to deal with the dummy strogg that appears right in front of you. There's a second around the corner who's easily killed with a grenade lob. Just behind him is a hall that bends left with two strogg and a grunt. Use your Shotgun on the grunt, then finish off the pack with a grenade.

In the next room, locate the control panel and activate it. You haven't quite got the stack of barrels you need, so you'll have to continue further into the facility. The next doorway leads outdoors where a grunt and dummy strogg quickly attack from the platform. You've got plenty of time run 'em down with the Nailgun before making your way across the platform.



As you move forward, watch your left for enemies. There are dummy strogg on a platform below and a few tactical fellows on a platform above. Take out the dummies first, then use your Railgun to deal with the smarter strogg up above. When the coast is clear, continue down the stairs and follow the platform. As it turns again, watch for more strogg—including a berserker—to come from the door across the way. A grenade should damage them good, and the nearby explosive barrel (backpedal a bit to lure them) should finish the job. Before going through the doorway at the end of the platform, climb down a nearby ladder (look for the hole in the ground) to find some extra ammo.

Once through a few doors, follow the path until it turns right and up some stairs. There are a few tactical strogg at the top of the stairs along with a strogg commander. The Railgun will get rid of the enemies quickly to minimize the damage you take. Avoid using the Grenade Launcher, though, as the grenades will often bounce back down the stairs. Once up the stairs yourself, watch the left for a remaining strogg.

You'll reach the sterilization control room pretty soon. Find the control panel here and reset the system. Turn around to leave the room and move through the next. As you step back outside, you'll be introduced to a new enemy type. These walking strogg tanks are devastatingly powerful. Luckily, you can kill this one with a big of Nailgun fire if you're quick. Backpedal if necessary but don't walk yourself into a corner. Constant fire should soon drop the foe.



Move along the platforms and to the previous outdoor area. There are two strategic strogg on the first walkway—use your Shotgun or Grenade Launcher to take them out. As you move forward, watch the upper platform to the right for some dummy strogg. You should also hear the chatter of more tactical strogg on the upper platforms. If you hold your position, you should lure them out into a position that's advantageous for you.

Backtrack through a few rooms until you spin down a set of stairs. As you move down the next hall, ready your Nailgun to deal with the berserker and dummy strogg that come charging towards you. Just beyond them is the barrel control. Move to the panel at the end of the room, press the button in the lower-right corner of the screen, then move the platform forward. Press the upper-right button and then pull the platform back towards you. With the barrels stacked on the platform in front of the control panel, you can jump onto the control panel, onto the barrels, and then onto the wrecked walkway to the left.



Once on the walkway, move into the next room with your Shotgun ready. One last grunt will jump up in front of you before you can exit the level.

Putrification Center

Ride the conveyor belt forward until you reach a room with moving canisters. Dodge the canisters to avoid getting knocked off the platform and make your way to the next door. You can drop down onto platforms to the left and right of the belt. There are armor and health items you can grab before passing into the next room and getting back on the belt.



The easiest way to dodge the canisters in the next room is to make a mad dash for the other side. You'll pass through one more room before reaching another room with canisters. Hold back a while and wait for the strange contraption to close and open again before dashing quickly across the belt.

Soon, the belt will dump you off onto another belt with some machinery in operation. Dodge the arms and watch for the saw blades in the next room. There's some ammo and health on the platform behind the saws but there's also more belt to ride. Hop back on to ride into the next room and you'll have to find a lower belt to continue the journey.

You can drop down to solid ground in the next room to find some armor and ammo before continuing on the belt path. Watch for another set of operating arms and ride the belt into the next room. You'll have to jump onto another platform to reach the next belt (above) and ride it into the previous room.



You'll finally reach the end of the conveyor belt in this next area, though there are two strogg to worry about. Clear the room and jump to solid ground where you can find some ammo stocked behind a stack of boxes to the left.

There are two dummy strogg in the next room, along with a strogg health station and some armor. Also watch for a gunner to the right—pick him off with the Railgun if you want to keep clean.

You'll run into some resistance from tactical strogg in the following halls. The narrow passages make your Grenade Launcher especially effective, but be careful not to hit yourself with the blasts. Slowly push forward until you go through a doorway and into a hall that's filled with pulsing tubes.

A strogg grunt will charge at you from the far end of the hall. Drop him with your Shotgun and continue into the next room to defeat the gunner to the right (your Railgun will work well).

You'll soon find a room with a large creature, the Stroyent Processing Creature. You need to destroy it, but guns won't help. Make your way to the doorway that leads into its chamber and step inside. You'll need to move one bit at a time, using the pillars in the room as protection from the creature's giant claws. Once you reach the far end of the room, activate the control panel to initiate a cutscene that has the monster open a door for you. You can jump through the broken glass to go through the door and continue the mission.



Ride the lift in the next room to an upper level. The path will lead to an upper level of the Stroyent Processing Creature's cell. Again, use the pillars to block the enemy's claws and make your way to the center of the hall. You'll find a control panel that'll initiate the feeding sequence of the monster. Unfortunately for the monster, you're feeding it death.

Return to the bottom level of the holding cell (you can drop down and lose some health or just backtrack to the lift). The creature has created a hole you can drop through to reach a level below his cell. You can drop down another level or find the doorway to the right. Drop grenades down into the hole to flush out some tactical strogg, then drop down into the room.



As you come out from the room, watch for the fire of dummy strogg in the adjacent rooms. Navigate your way around the room and through another doorway to engage more strogg from your right. There's a gunner strogg in the room to watch for, but the other enemies aren't much to concern yourself with. Just around the corner is the level's end.

Waste Processing Facility

You'll meet with another marine at the beginning of the level, but won't be able to get to him so quickly. For now, take the path to the right and watch for the zombie strogg at the end of the tunnel. There are two more zombies (or not-zombies) in the next tunnel, one of which has a gun. Once you see them, you can back up and lob a grenade or two into the tunnels to blow 'em out.



At the end of the second tunnel is a room with machinery to the right. There are a bunch of crawling strogg zombies to the right, but don't waste your ammo on them. Your Blaster gun is capable of taking them out easily. There are a couple of strogg zombies that'll come up from the pools of waste on the ground. Clear the way and find another tunnel behind the machinery.

Move through the waste tunnels with your Blaster in hand. You can charge it up and have a single-shot kill ready to drop on the zombies as soon as you see them appear. Watch the small garbage chutes on the sides of the tunnels for respawning enemies. The path eventually leads you to a cleaning room where large plows scrape along the ground.



These plows can hurt you, so do your best to dodge them as you move around the area. You need to make your way to the far-right side of the room where you'll find a ladder that leads to an upper level of the room. As you move forward, equip your Machinegun and ready yourself for the tactical strogg that march onto the scene. They'll attack first from the front, then from the left side of the facility. There's plenty of cover to take as you pick off the enemies with your zoomed-in Machinegun. When the area is clear, enter the rooms that branch off the walkway for some ammo and health before extending a bridge via a nearby control panel. A lone strogg will come out from a door on the other side of the building. Snipe him dead, then cross the bridge.



On the far side of the room is a doorway that leads to a hall with a mesh floor. The floor gives way as you move across the mesh, dropping you in front of a small army of strogg zombies. Take 'em out quickly without backpedaling. If you move backwards, you'll run into another zombie that crawls out of a garbage can.

Move forward through the sewer and take out the armed zombie around the first corner (to the left). Just outside of this tunnel is a pair of enemies and a barrel that drops in front of you. Blast the barrel once and retreat to let it take out the zombies. Watch for the toxic sludge that's being drizzled over the ground in the next room. Just touching it will hurt you, so wait for it to pass and seep into the ground before leaving the comfort of your tunnel.

Make your way to the tunnel on the far end of the room and you'll soon meet up with Private Lanier. A tunnel to the right will lead you to some armor and ammo. Follow the stairs to the upper level of the room with the toxic mist. There are tactical strogg guarding the area—take cover quickly and pick them off with Machinegun and Railgun fire. Dead ahead is a small room with ammo and health. You should also see a tactical strogg through a hole in the wall. Pick him off now while he's unaware, then cross a bridge to the other side of the room.



You can continue into the next room or drop down a ladder at the end of the walkway to find a suit of armor (along with a zombie that comes out of the sludge). Once through the next door, immediately take cover and intercept the strogg force on the other side of the bridge. Lob grenades into the clutter or simply use your Railgun to pick off the tacticals and the strogg gunner that are holding you back.

Cross the bridge and you'll move through two doors before running into more strogg. A grenade should take care of the problem, letting you move forward to meet up with the rest of the squad. The tech will upgrade your Rocket Launcher before joyfully sending you into the lasers ahead.



Take advantage of the Tech and Medic to refill your armor and health. Before stepping through the doorway on the other side of the lasers, equip yourself with your Rocket Launch which you should (hopefully) have stocked with ammo. Just through the door is Voss who's been stroggified. You'll have to fight Voss, a powerful enemy with a few tricks to watch for.

Take a look at Voss's health bar and you'll notice that he has a shield meter surrounding the center health meter. You need to chew through Voss's shields before you can damage his health. Once Voss's shields are destroyed, he'll move to an electrified part of the wall to recharge them while summoning a group of dummy strogg around him. Focus your efforts first on damaging Voss's health meter. In fact, you should never let up your attack on Voss. The other guys will have to wait to be killed.



While shooting Voss, strafe side to side to avoid his missiles. If you can continually move sideways in one direction, you should avoid the heat seeking missiles he fires. When you see him shoot out a ball of dark matter, run away! This shot will pull you towards it before dealing a considerable chunk of damage.

Unload your most powerful weapons in the effort to destroy Voss. Start with your Rocket Launcher, then move to your Nailgun and Grenade Launcher. There are some health packs around the arena you can grab for, but your efforts are better spent trying to bring Voss down.



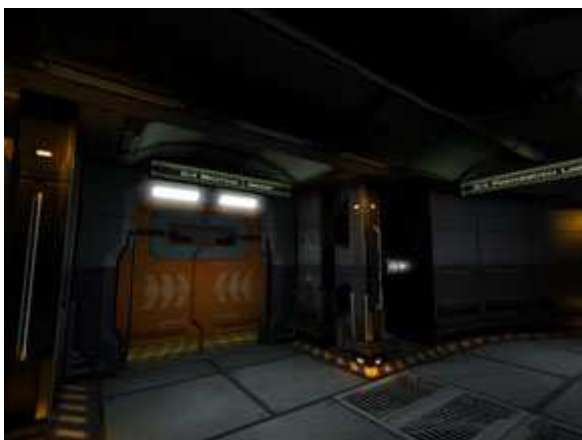
Once Voss is down, clean up any leftover strogg and find the doorway that leads to the control room. You can disable the lasers, letting the other marines past the strogg checkpoint. Follow them to another door that'll unlock for you. Take point, stepping into the room to quickly target the falling barrel to your right. If the barrel falls all the way down the stairs it'll take out your crew so don't let it! There are tactical strogg at the top of the stairway. Use your Railgun and Machinegun to take 'em out.

Move upstairs and ready your Shotgun as you round the corner. A berserker strogg charges at you from the left before you can take position up ahead and snipe out the strogg at the top of the next set of stairs. Explode the barrel at the top of the stairs to take out a few to start then play clean up. A berserker will drop down in front of you as you start up the stairs. Luckily, he's the last enemy to worry about as you make a dash for the end of the mission.



Operation: Last Hope

Lead the way to the Briefing Room, leaving the infirmary and turning right through the first door. Just ahead, you should find a sign that points to the Rhino Squad Briefing Room.



After the briefing, turn around to leave the room and turn left to find the armory. To the right, locate the marine that hooks you up with a clip extender. Wander around the facility and you'll eventually reach a doorway that requires you to activate a panel before opening. Once through the door, step into a nearby cockpit to end the level.



Data Storage Terminal

Move through the first two doors and you'll encounter a strogg grunt. Lay waste to him, then move through the next door to take care of the gunner on the far side of the room. In the next room, watch for a pack of tactical strogg that've taken positions in the nooks of the hall. Move forward slowly and cautiously, and keep your technician safe so you can take advantage of his repair abilities.



Once through the next door, find the spot in the railing that's broken away and drop down onto the pipe below. Follow the pipe up towards the suit of armor and continue moving through the mess until you drop out into another room.

Turn left through a door and move down the hall. As the path winds left, watch for a strogg grunt that busts onto the scene. At the far end of the room is a lift you can call. Take it to the upper level, then follow the path forward and down the tunnel dug by another pod. It'll take a bit of flexibility to make it through the hole. On the other side is a fellow marine with some med packs and ammo.



Head through the door to the right and activate the panel. Drop down onto the pipes to your left and then to the ground floor. You'll be at a place you've previously explored, but the doorway to the left is down open to you. Continue moving through the halls until you reach a room with the busy repair bots. Shoot the bots dead, letting you grab hold of the Dark Matter Gun.

The moment you take hold of the Dark Matter Gun, the room becomes overrun with dummy strogg. Your best bet is to quickly run for cover near the entrance to the room while dumping off grenades into the main walkways. Clean up the area with your trusty Shotgun, then head into the next room to meet with some fellow marines.



Stock up on ammo and armor from the corner before calling the lift in the center of the room. Step onto the lift and take it to the next mission.

Data Storage Security

While riding down the elevator, Tech Rutger will upgrade your Railgun. Move forward through the darkness—there's usually just one door you can go through—and keep walking until a cutscene takes over and introduces you to a new enemy type. An iron maiden-esque strogg emerges from the wall and attacks. Quickly take it out with your Machinegun or Hyperblaster, but don't rest until you're sure it's dead. These iron maiden creatures will disappear and reappear (often behind you) before they die—wait until you see their corpse disappear into a green ether.



With the enemy dead, find the control panel nearby and activate it. You'll be ordered to regroup with the rest of the squad.

Backtrack through the facility and watch the surrounding iron maiden caskets on the walls. Enemies will often come from them, so be ready with your heavy fire. You'll also need to activate a few control panels to unlock up doors that were previously open to you.

As you enter a room with four blue-light columns, watch for the strogg hound inside that tries to quickly spawn more demons. Lob some grenades into the room and let them do their work. There's an iron maiden enemy in the room as well as a strogg health station you can use.



Try to keep your squad safe as you move through the following rooms. There are more iron maiden enemies as well as a few tactical strogg. Be on your guard as you finally return to the elevator shaft. Two iron maiden strogg will come from their wall-bound coffins and attack your squad. It'll take some heavy fire power to take them out before they manage to kill your squad. When the coast is clear, step onto the elevator and activate the panel to move on to the next mission.

Data Storage Terminal Part 2

Just through the first door are two berserker strogg. Your Shotgun is the best tool for dealing with the enemies—take shots immediately and backpedal while hugging a wall. Your fellow marine will get in your way behind you, but you can get around him if you stick to the walls.

Move through a couple more doors and you'll enter a room with a lift in the center. A gunner strogg is waiting inside—take it out with grenades or Railgun fire, then move in to ride the lift. Open up a couple more doors and you'll enter the center of the storage terminal. Activate the panel to your left to summon a series of bridges and then move to the next doorway (don't touch the blue light).



There are two gunner strogg on the other side of the door that leads out of the center terminal. Pick 'em off with grenades or Railgun fire, then move into the next room to activate the hangar doors. The first panel starts the opening of the doors, but you'll need to take a lift (to your right) down to finish the job.

From the lower level of this control room, move through the next door and ride up a short lift. There are two tank-like strogg in the very next room. They'll appear at the far end of the room where you can safely hit them with explosives, but they'll quickly charge towards and make your Rocket and Grenade Launchers dangerous to use. Stick to your Hyperblaster and Shotgun while backpedaling around the room. If you can get both of the enemies to run next to each other, you'll have a much easier time avoiding their attacks. If you find yourself in dire trouble, make use of the strogg health station at the far end of the room.



Once you've cleared the room, call the lift in the center of the room and ride it up to a control room. A nearby panel will finally open the hangar doors, letting the marine ship land inside.

Backtrack through a few rooms until you return to the hangar. A giant strogg enemy—the Tower Guardian—will bust up through the ground in front of you. Ride the lift to the top of the hangar and move into the next room to meet up with Rhodes.

Return to the center of the storage terminal (the place with the beam of blue light) and move into the next door. A strogg grunt is waiting on the other side so be ready with your Shotgun. In the next room, call the elevator lift and then get ready for an attack. A few tactical strogg will come through the door you used to enter. Wait by the door with your Shotgun and drop 'em before the strogg grunt comes from the elevator you call.



Step into the elevator and ride it up. There are no enemies to worry about for the time being. Just make your way through the halls, grabbing ammo and health on the way to another elevator. Once you step outside, prepare yourself with the Grenade Launcher. A strogg ship comes in and drops off a squad of tacticals. Lob a grenade under the ship to take out a few enemies right away, then pick off the rest with your Machinegun or Railgun.



At the far end of this outdoor platform is a panel you need to activate. Once done, move back to the elevator and backtrack through a few halls. Just past a strogg health station you'll find an elevator shaft that takes you to the next mission.

Tram Hub Station

Stock up on ammo and health, then move around the corner. Before stepping into the next room, snipe down the dummy strogg to the left (he's just around the outside of the door). Two more strogg will enter the scene as you step into the room, one of which is a gunner. You can stay behind the cover of the doorway and pick them off with sniper fire.

As you move into the next room, two berserkers rush in towards you. Backpedal and drop bullets in them to take 'em out, then return to the room. As you do, dummy strogg pour in from the far side. Lob a grenade or two forward to take them out and then prepare for the tank-like strogg that marches in. As usual, he'll charge towards you making your explosives dangerous to use. Stick to Shotgun blasts and Hyperblaster fire to take it out while backpedaling.



Move forward until you meet up with a pair of marines. Help them take out the tactical strogg below and then wait for a strogg ship to drop another squad into the battle. Stick to your Machinegun and Railgun to take out the enemies from a distance, then move in to collect their ammo. After the skirmish, talk with the tech and he'll upgrade your Lightning Gun.

Follow the marines into the next hall and ready yourself for another intense battle. Tacticals have taken position in the hall and immediately attack. Focus on protecting your squad, even if it means that you take more damage. As long as they live, the medic and tech will refill your health and repair your armor at the end of the battle.



Stock up on ammo, armor and health (there's a strogg health station behind where the tacticals were fighting) before taking a nearby lift. There are two berserker strogg in the room. Use your Shotgun to take them down as quickly as possible. If you take a lot of damage, you can return to the crew below for a refill of health and armor after activating the bridge via a control panel in an adjacent room.

Go back down the lift and move to a nearby door. Activate a panel to unlock the door and move out with caution. There's a dummy strogg nearby and, more importantly, a strogg gunner and commander on the far end of the bridge. Snipe them down, get your last fill of ammo and armor, then move across the bridge.

Through the first door is a dummy strogg that rolls in front of you. Blast him dead and move into the next room. Hug the wall to the right and arm yourself with the Railgun. There are three tacticals in the next room and you can snipe them through the nearby window. When the room's clear of enemies, you'll have to crawl your way into it. Drop down onto some pipes and carefully move into the next room. There's a lot of ammo scattered around the room. Stock up, then move into the next area.



The next hall is crawling with dummy strogg. Blast in with your Shotgun and drop them all to gain access to an elevator platform ahead. At the bottom of the lift is Rhino Squad member Cortez. In case you forgot what it was like to roll with the Rhino squad, you're about to be reminded how sweet it is.

Enter a nearby doorway and you'll immediately encounter strogg resistance. The room is crowded by a few dummy strogg and one gunner. You can use grenades to damage all at once, or simply watch Cortez bust some skulls. There are more powerful strogg on the other side of the next door, including tacticals and one strogg tank creature. Grenades work well here to disperse the crowd while Cortez finishes them off.

You'll eventually exit to a large open area. Knock down the dummy that jumps out in front of you and immediately take cover. There are tacticals and a strogg commander on the far end of the room. Use your Railgun (and Cortez's help) to pick them off before activating a nearby panel to extend the bridge.



Move across the bridge and head upstairs to the Hub Controls area. There's one dummy strogg to kill before you can activate a panel in the control room to rotate the tram. Cortez will send you out alone. Go into the next room and climb the ladder down to the platform where you first found Cortez. There's an elevator platform that'll carry you down to a walkway with the next door.

You'll see a strogg hound around the next corner but you don't need to worry about shooting it. Just follow it into a crawl space and ready your Shotgun. As you emerge from the cramped tunnel, a strogg grunt busts through a wall. Take him out, then equip your Railgun to deal with the gunner on a platform behind the torn door.

Once through the next door, a berserker will drop in as the door behind you locks shut. Use your Nailgun to quickly drop the foe, then watch for a second berserker to drop in. There's a dummy strogg that comes in through the next door—drop him, then equip your Grenade Launcher before stepping through into the next room.

Finally, the strogg hound you earlier saw comes out to fight. Waste no time in dropping grenades his way. The grenades will take out the enemies the hound spawns while quickly depleting his life. In the next room, activate a panel to start the construction of some metal panels. You'll need to unlock the next door to return to a previous area. You can now ride up the working lift to an upper platform.



After stepping onto the upper walkway, turn right and go through a couple doors to find some armor and health. Return to the platform and open up the other doorway. There are tactical strogg in the next room. Hang back behind the doorway and pick them off with sniper fire, then head into the room yourself.

Just ahead you'll find controls that will summon the work of repair bots. Activate the panel, then leave the room and ride down the nearby lift. You'll return to the area where you first caught a glimpse of the strogg hound. Run outside and ride a lift to reunite with Cortez and end the mission.

Tram Rail

This mission is short and simple. You'll man a mounted turret as the tram runs a course through the canyons. All enemies will come at you from behind so don't bother looking for any elsewhere. The first enemies you'll see are strogg ships that dive in for quick attacks. You *can* shoot them down, though a lot of their fire is unavoidable.

More importantly, you'll need to defend the tram from the enemy trams that pull up behind you. Watch for strogg filled trams to come along the rails. They explode pretty quickly with fire directed at the tram, or you can target the individual strogg on board for even quicker kills. If you're faced with a tram and a strogg gunship, focus on the tram first.



That's it. There's nothing more to this mission. You have infinite ammo and your tram's shields will recharge if left untouched for a while, making the mission relatively easy.

Data Processing Terminal

There's plenty of armor, health and ammo lying around the room. Stock up, then head into the next room to call an elevator. You'll need to activate another panel at the top of the elevator to summon a bridge that'll let you proceed.

Just through the next door, watch for a strogg gunner on a platform across the way. Snipe him with your Railgun, then move into the room to find some health and armor. In the room just past the large health packs is a group of tactical strogg and one lone strogg commander. Take out the commander first, using the Grenade Launcher to damage him and any tacticals standing by. Finish clearing the room, then move into the next.



A control panel will come up in front of you, letting you turn the power to building back on. Move behind the control station to find some health and armor, then turn around to return to the previous room.

As you step through the doorway, a wall in front of you drops to reveal an iron maiden strogg. Quickly unload with your Hyperblaster to take it out, then switch to the Grenade or Rocket Launcher to deal with the strogg hound in the center of

the room. If you don't take out the hound's canisters with explosives, the room will be swarming with enemies you don't want to deal with. Even if you do take out the hound quickly, you'll still have to fend off a second iron maiden as well as a strogg tank creature that's at the far end of the room.



Return to the elevator shaft from the beginning of the level and you'll meet up with Sledge, a fellow member of the Rhino Squad. Behind him is a panel that'll call out another bridge. Cross into the next room and move to the far end. You'll find a panel to call an elevator. Before activating the panel, gear up good.

You'll have to wait for the elevator to come, but you won't be bored. A couple of spider-legged strogg machines will crawl into the hall. Unload with your Grenade and Rocket Launcher to take 'em out, then watch for more to come. Some tactical strogg will also enter the hallway through a portal on the right side of the hall. Fight your way to the portal and destroy it (you can do so with sniper fire) to stop the flow of enemies into the room.



The elevator door will eventually open across from the control panel. Step inside to exit the level.

Data Processing Security

Once the elevator stops, walk forward and you'll be attacked by a squad of strogg to the right. There are a few tacticals and a gunner to deal with. Fight with Sledge (he's Rhino Squad—he rocks) and move into the next room.

As you step into the next room, you'll see a berserker strogg charge in from the door ahead of you. Move to the side and drop him with Sledge, then take position behind cover and watch for a couple of tacticals that come into the room. When the coast seems clear, move through the next door and down a curving hall. An iron maiden strogg will come from the end of the hallway. Take it out, then grab the health near its spawn point before activating a nearby panel to call a lift.



A pretty sizable battle is waiting at the bottom of the lift. Take cover behind the boxes to the right and quickly snipe down the two tactical strogg that move towards you from the right. Even more dangerous are the strogg gunners in the area. There are a few of them to the right, including one or two camping out behind the corner. Take out the immediate threats using your Railgun and then lob grenades into the corner just right of the boxes. You'll damage the gunners there and take out any tacticals left.



Follow Sledge around the corner and head upstairs to find an interactive panel. Rotate the on-screen icon to manipulate the laser node in front of you. When you've got the node positioned correctly, Sledge will let you know.

Watch for a pair of hovering strogg to the left as you pass through the next door. You'll move through a couple more rooms before Sledge takes point and guides you to a control panel. Activate the control panel to open the seal, dropping the walls in front of you and unleashing an iron maiden strogg. Keep your distance and blast it down, then find a lift platform just around the corner.

Upstairs you'll find a control panel that operates the laser nodes below. Spin the nodes so that they guide the laser towards the top of the doorway below, then return to Sledge to proceed. Head through the door the laser unlocked, then through the next room. Watch for one hovering strogg to your left after passing through another door then follow Sledge down the narrow hall.

As the hall bends left, watch for tactical strogg that've taken position behind the many surrounding boxes. Use zoomed fire to pick them off from afar or get aggressive and drop grenades around corners to take them out. Also be on the lookout for more hovering strogg that come from the opening to the left. At the end of the hall is a strogg tank. Your fire combined with that of Sledge should be enough to bring it down before it gets close to you.



Take the lift at the end of the hall to the upper platform where you'll encounter a strogg commander. Lob grenades into the hall to drop it, then use the doorway at the end of the hall to enter a room with two iron maidens. The room is open, letting you move around to avoid their fire. Unload with the Hyperblaster or Nailgun, then step onto the center platform. Lowering the platform will allow the laser to unlock the next door. Walk forward to reunite with Sledge.



Once in the next room, you should notice two enemy portals to the left. Shoot them out before they get a chance to operate (your Blaster works fine) and then prepare yourself for two iron maidens that come from their holds. When they've been dropped, a strogg tank steps through the door downstairs. Stay behind the railing upstairs and simply pick off the enemy from afar.

In the next room, investigate the area under the stairs to your left to find some health and a suit of armor. Move through the room to find the lift on the other side and ride it with Sledge. You'll enter a room with the remains of another squad. Stock up on supplies, then move forward to another elevator.

Equip your Rocket Launcher before stepping out of the elevator. On this upper platform, you'll run into the resistance of one strogg commander and two hovering strogg tanks. Focus first on taking out the hovering enemies. Blast them with your rockets and dodge their missiles (you may need to lead them around corners). As long as you stay constantly mobile, you should clear the area pretty quickly. Find a control panel on the far end of the outdoor area and activate it.



Backtrack a bit until you find an elevator that'll take you to the end of the mission.

Data Processing Terminal Part 2

After the exciting elevator ride down, walk across the bridge to grab some health packs before you take the elevator in the center of the bridge. Once downstairs, locate the tram to continue to the next level.



Data Networking Terminal

Step off the tram and stock up. There's plenty of ammo, health and armor to fill you up good. When you're stocked up, step into the elevator and ride it up.

As you enter the next room, you'll witness Raven Squad finishing off a pack of strogg. After a moment, portals in the room will activate and unleash a swarm of strogg. Destroy the portals first, then help Raven Squad finish killing the enemies.

In the next room is a control panel that'll call another elevator. As the lift comes down, lob grenades onto the platform to take out the strogg gunner that's coming with it. Four portals will then open up in the four corners of the room. Quickly run to destroy them and kill the enemies that spawn from them.

Step onto the elevator and ride up with the crew. There are a *lot* of strogg up top, including one strogg tank. As you ride up, shoot grenades or rockets off the left side of the elevator (upwards) to damage the tank before he sees you. There are also two portals that are warping in dummy strogg. Charge them with your Shotgun to knock them out of commission.



Move into the next room and tacticals will come from the portals to your right. Drop them with zoomed fire and move in to knock out the portals. If you're not quick, a strogg gunner will also appear in the room. Try to keep your medic and tech safe so you can continue to use them. If needed, you can find an armor suit in this room before moving onto the next.

You need a gameplan before stepping into the next room. As soon as you enter, a berserker charges at you from the right. Quickly drop it with Nailgun or Hyperblaster fire, then turn right and knock out the portal and any enemies it may have spawned. There's a second portal on the other side of the glass walls. Quickly charge around with your Shotgun to destroy the portals and drop the tacticals that have already come from it (one point-blast Shotgun blast kills them). Once that's destroyed, switch to your Rocket Launcher and kill the strogg commander that's come from the door behind you. If you play your cards right, you *can* get through this with your squad intact.



Let the tech and medic make any repairs necessary and follow them into the next room. Just through another door is a teleporter that'll warp you to another mission.

Data Networking Security

The area is a mess, and just ahead of you is the giant guardian. You don't have to deal with him right now. Just make your way over the rubble to the left and into the next room. After crossing the rickety bridge, watch for a strogg gunner to the right. He's in close range and there's not much cover—just get aggressive and aim for the skull.

There are two enemy portals in the next room with tacticals and dummy strogg coming out of them. Don't waste time—just rush in to destroy them and heal yourself with the nearby strogg health station. When the room's clear, rush outside and keep running. The guardian will fly up in front of you, but you need to just push through the mess metal and cables and reach the next doorway (you'll need to crawl under it).



You'll be back in the area where you started the level, but now on the other side of the debris. Walk along the twisting pipe to reach the next doorway. There are a few tactical strogg in the next room. Shoot the explosive barrels on the far side of the room to damage them, then finish them off with fire.

Two berserker strogg immediately charge towards you as you step through the next door. Stand your ground with rapid fire (Machinegun, Hyperblaster, whatever) and mow them down. The room they're guarding looks more important than it actually is. Just find a part under the floating platform where you can crawl into a small space and move to the next room.



Take an elevator up and turn left at the top. The room to the left has nothing more than a few armor shards and some ammo. When you've got those items, double back and go through the doorway right of the elevator to find more supplies. There's a last elevator that'll take you to the rooftop of the area.

As you leave the elevator, the guardian returns and this time you've got to fight him. If you have a full Lightning Gun, you can quickly drain about half of the monster's health. Jump around and strafe while you hold your fire on the enemy. When you see him launch a missile, be sure to strafe away from it or dare being shoved off the rooftop.



When your Lightning Gun is depleted, switch to your Nailgun or Rocket Launcher. Both weapons will quickly drain the guardian's health as you continue to jump around and avoid damage. There's a lot of extra ammo and armor on the far end of the rooftop. Stock up if needed, but focus all your efforts on firing at the enemy.

Occasionally, the guardian will hover around with his jets which will quickly drain your health. If you've got the skills, strafe jump to get away and drain his health to knock him back to the ground. When the enemy is finally dead, watch out for jets overhead that swoop in to drop a last ditch effort to kill you. With the enemy gone, you can now access the panel on the far end of the rooftop to accomplish your objective.



Backtrack to the elevator platform and head down to meet up with some marines. Stock up on health before stepping into the portal and warping to the next level.

Nexus Core

Move through the door ahead of you and turn left down the stairs. The next door will close in your face as a door behind you opens up to let in a strogg tank and a few tacticals. Unload on the tank creature with your Rocket Launcher to wear it down and finish it off with a Shotgun if he gets too close.

Enter the doorway the strogg opened and lob a grenade around the corner to the right to take out any leftover enemies. There's ammo, armor and a strogg health station you can use after unlocking the door next to the health station via a control panel in the room.

Move through the unlocked door and shoot down the dummy strogg right in front of you. To the right is another strogg tank. Peek in with your Railgun to damage it and finish the enemy off with your Shotgun when it charges towards you. Take out the last enemy in the room with the Railgun (it's a tactical) and find the control panel inside to move the entire room down.

As the room begins to lower, dummy strogg bust in through the windows. Rush 'em with your Shotgun and Machinegun while listening for more breaking windows. When you reach the bottom of the ride, two iron maiden's come from the windows as one commander strogg appears behind the wall that lowers. Take out the iron maidens first, luring them to the back of the room (away from the commander). Unload with your Hyperblaster, then take out the commander. If

you've got a full Dark Matter Gun, now's a good time to use it. There are more shells to replenish your stock after defeating the enemies in the room.



There's armor and ammo in the room. Stock up, then ready your Grenade Launch. As you open the next door, drop a grenade right in front of the door before backing away. A strogg hound rolls onto the scene and tries to summon monsters. Keep throwing grenades at it and finish off the beast with rockets if it tries to run away. Use the strogg health station, then move into and through the next hall.

After passing the electrified walls, you'll enter a room where tactical strogg are warping in to combat you. Quickly rush up to the portal with your Shotgun and drop any strogg that have come through. Then, simply wait in front of the portal and shoot down every one that comes in. One shot will kill each, and they'll drop plenty of Shotgun ammo to replenish your stock.



There are two more tacticals on a catwalk above you. Take the lift to them, then pick 'em off to clear the way. Another pair of tacticals are waiting on the other side of the next door. Open the door, drop a grenade, then back away to seal the deal. In the very next room is a capsule elevator you'll need to climb into.

As the front elevator door opens, drop a grenade to the right to take out the tacticals and then backpedal to exit through the back door. There's a strogg commander to the left you need to deal with quickly. Use rockets or your Nailgun to bring it down, then prepare another rapid-fire weapon to deal with the iron maiden that appears in the wake of the explosion.



The same explosion creates a hole in the ground that'll let you drop down onto some pipes. Follow the pipes through a crawl space and up a ladder. There are plenty of goodies at the top of the ladder to replenish your health and armor.

Move down the hall and into a room with glowing yellow pillars. Some tacticals will enter from the stairs to the left, but they're the least of your worries. Down the stairs are an iron maiden and a strogg gunner. Use explosives to take them out. In these tight quarters, you don't want to waste time.

Just through the next door are two tacticals to the left. Lob a grenade into the dark corner to blast them both out, then make use of the strogg health station behind them. An elevator platform in the room will bring you to an upper walkway where you can enter a room with a lone tactical strogg (he's got his back to you). Inside the room is a panel that'll disable the security in the area.

Backtrack a bit heading back towards the hall where you first came out of the crawl space. A door to your right will open up and out will come a dummy strogg with the support of a strogg gunner. Use your Shotgun to take them down, then move through the door to return to the capsule elevator. The door on the opposite side of the room is now unlocked, as well. Head inside to grab armor and health, then take a moment to catch your breath.

This next room isn't for rookies. As you enter, two strogg tank enemies appear on either side of the large arena. Though these guys are normally very dangerous, this room is so large that you can easily backpedal around and kill them with your puny Blaster. This will save you a lot of ammo which you're gonna need in just a moment. A third tank will spawn in the room once you've killed one of the others. Clear out the tanks, then prepare for another wave of monsters.



This time, two hovering strogg tanks spawn on either side of the arena. These guys aren't as easy to take down. You'll want to quickly switch to your Nailgun, zoom in to acquire a lock and unload to take them down as fast as possible. Just as with the walking tanks, a third hovering strogg will spawn in the room when one of them is dead.

The final wave of enemies starts with a pair of spider-legged strogg machines. Unload with your Rocket Launcher and take cover behind the surrounding pillars to avoid their fire. A third one will replace the first to die, but these are luckily the last of the strogg resistance in this room.



Gather ammo that's left in the room and move to the next. Climb down a ladder to the right and you can find a crawl space that leads to pipes. Follow the pipes to a nearby platform and jump off the far side of the platform onto more pipes. You can follow them around the room to find an armor vest. Return to the platform and you'll see some pipes that move diagonally upwards. Jump onto them to find another ladder that'll take you to another platform on the far side of the room. From here, locate a single pipe that runs along the wall to the left. You can drop onto it and move up to the final platform.

Just through the next door is a hall with a bunch of tactical strogg at the far end. They've all got Railguns—return fire with a Railgun of your own and clear the hall. Keep behind cover and wait for more tacticals to arrive. When the flow stops, go gather their ammo and steal from the stock they've got.

There's one more tactical on the other side of the next door. Just behind him is a ladder that leads to a lower walkway with a large armor vest. Grab it, then return to the surface.

At the far end of the room are two doors. Approach the one on the left and lob grenades as it opens. A strogg commander behind the door will eat the grenades, as will any tacticals behind him. There's also a strogg tank to contend with. Drop him quickly with rockets or your Hyperblaster, then enter the room to restock on health and armor before exiting the level.

The Nexus

After stocking up on ammo and health, step into the room ahead to encounter the Makron. Though this is the final boss enemy, he's actually not very difficult at all.

Equip your Nailgun and zoom in to lock-on. Unload your shot without stopping. One full clip of Nailgun ammo should kill the Makron's first form, letting you reload your ammo. As you shoot at the enemy, the Makron will spawn numerous lesser strogg around him. Ignore these guys—they won't do much to damage you as long as you constantly stay mobile. Strafe jump around the room and you should avoid most damage.



The second form of the Makron isn't much different. Unload with your Nailgun but don't bother reloading if you empty the clip. Just switch to another rapid fire weapon, like a Hyperblaster or Lightning Gun. The Makron will attempt to

regenerate his health, pulling from the cores that surround the room. Luckily, you can drain his health with constant fire faster than he can regain it.



When the Makron finally falls, four teleporters will open up at the corners of the room. Step into one to reach the upper platform of the arena and quickly locate a strogg health station to rebuild your strength. Switch to your Rocket Launcher and gather up any stray ammo. You're gonna need it.

The Nexus emerges in the center of the room as hordes of powerful enemies spawn around you. For the most part, ignore the enemies. Just stay mobile to avoid their fire and try to stick to the upper walkway. At the very top of the core you can see a weak spot. Fire just one rocket to destroy the shield (it doesn't disappear right away, but one rocket *is* enough), then quickly unload on the Nexus with your Rockets.



Shields will regenerate around the Nexus, forcing you to knock it out again. Repeat this process of destruction and the Nexus will soon fall to your offense. You win.

Multiplayer

Veterans of the QUAKE series should already be familiar with the importance of multiplayer. QUAKE 4 maintains the tradition of super fast twitch shooting that fans have come to love. However, this means that QUAKE rookies will find themselves faced with a steep learning curve when matched against veteran players. Fortunately for you, we've assembled this multiplayer tip sheet to get you started in the right direction.

Strafe Jumping

Many first person shooters have a slight bug in the code that allows for faster movement using a technique called strafe jumping. QUAKE 4 is one such game. Using strafe jumping, you can move at speeds *significantly* faster than normal running can achieve. If the rest of your opponents don't know about this technique, you'll give yourself a nice advantage over the competition.

As you can guess, strafe jumping involves moving around while strafing, though if you learn the skill well you'll still be able to move forward while strafing. Move forwards and hold left on the controls to strafe a little as you walk forward. You should run something like a diagonal line that goes forward and to the left. To move in a more straight line, look slightly to the right. If you were facing due north to begin with, you should be moving north now, though you're actually *looking* somewhere northeast.

That's just the beginning. To pick up speed, you'll need to start jumping while holding your movement. To *really* get up to speed, alternate between the directions you strafe and look. Move forward and left while looking right, jump, then hold forward and right while looking left, jump, etc., etc. It'll take a bit of learning to commit the technique to muscle memory, but a little bit of practice should give you a nice advantage in multiplayer competition.

Rocket Jumping

Another advanced technique to practice is rocket jumping. Using this skill, you'll be able to jump onto ledges to reach weapons and other power-ups before your opponents have a chance to get it first.

A rocket jump uses the explosive blast from a rocket (or other explodable weapon) to further the height and length of your regular jump. The timing is tricky, but some practice will go a long way to strengthening your skill. To perform a rocket jump, first get a Rocket Launcher and aim downwards at the ground. Jump and, just a moment later, fire a rocket to explode directly underneath you. If performed correctly, the blast will catapult you upwards while dealing only a little bit of damage. Be careful, though! Miss-timed rocket jumps can damage you severely.

Weapon Control

As the saying goes, "May the best man win." Unfortunately for "the best man," multiplayer matches in QUAKE 4 are often won by the guy with the best weapon. But there's still something you can do about it.

Dominating a multiplayer game of QUAKE 4 requires that you dominate the map and rule over the best weapons. Learn where weapons like the Rocket Launcher and Shotgun spawn and try to guard these areas as if your life depended on it (in fact, your virtual life does). If you can control the Rocket Launcher, picking it up every time it respawns, you'll be able to trounce opponents that spawn with the feeble Machinegun. By hoarding the powerful weapons to yourself, you can go on tears, earning multiple frags in rapid succession.

Weapon control is an even easier task when you're playing team games. Coordinate with your team members and try to keep at least one person guarding a powerful weapon. That one guard can share the respawning weapons with other teammates while ensuring that the other team doesn't get their grubby hands on your prize.

Pick Your Fights

You won't rack up kills by running away, but at the same time it's no use running into a fight that you know you can't win. Pick your fights wisely and know when you don't stand a chance. If you've got the opportunity to bolt away from someone that's clearly got you outpowered, do it!

Watch out for enemies that have Rocket Launchers, especially if you've just respawned with a cruddy Machinegun. Also, watch for opponents that have power-ups. If you see an enemy running around with Quad Damage, try to keep from fighting them but stick close by. If you can implement some vulture tactics, you can pick them off from the shadows and then grab the Quad Damage for yourself!

Vulture Tactics

We don't like to recommend awfully nasty tactics, but we've had this one used against us enough that we'd like everyone to pay. So go ahead, be a vulture. Being a vulture means you get the goods off of someone else's hard work. Instead of running around and looking for a fight to pick, you can simply look for other people that are already engaged in a skirmish. While the two duke it out, throw a rocket their way and you can hopefully kill the pair.