

Make Doom Mons more like Picnic Mons!

Welcome to your complete guide to the Doom Mons bases on Saturn's largest moon. If you're lost on your way to the top of the mountain, the map is right in your hands. Within these pages you'll find detailed annotated layouts of all nine levels of the episode, along with tips straight from Ascent of Titan's makers on how to outsmart the Archdevil, achieve the good ending and discover all 55 secrets along the way.

Don't leave Earth without it!



David Newton - @DavidXNewton
Knezha - fiverr.com/knezha

ASCENT OF TITAN

STRATEGY GUIDE

Written by David X Newton
Artwork by Knezha



1: Decayed Starport

The starport at the base of the mountain will be your starting point - it used to be the hub for personnel and cargo coming in and out of the Doom Mons base. Now it's crawling with demons and there's no chance to catch a shuttle home!

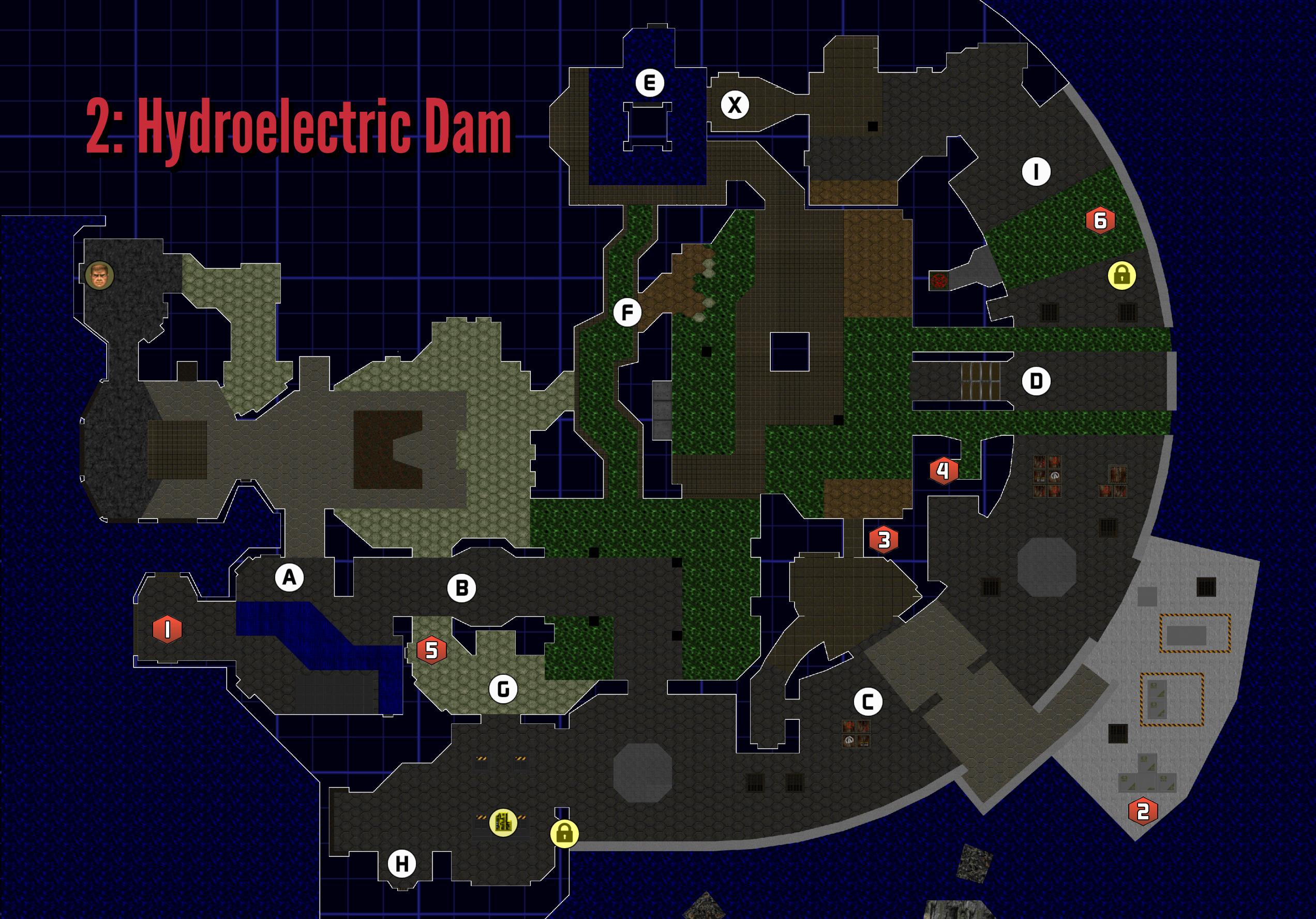
Landmarks

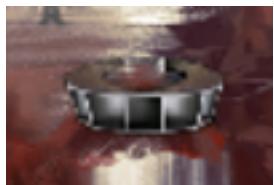
- A** Make sure you take the armor from here before venturing forward - it'll save you much-needed health points.
- B** The switch here reveals the stairs to the exit.
- C** Watch out here - as you tread on the stairs they'll reverse and reveal two pink demons! Make sure you have enough shells before stepping here.
- D** If you've reached the top level once, you can ride the platform up here to get back instead of going around again.
- X** Hit the switch here to exit the level!

Secrets

- 1** Finding this little room will give you the shotgun a little earlier. Hit the switch on the pillar to the north to open the hidden door.
- 2** The east wall on these curved stairs is a little out of alignment from the walls around it - destroy the barrel and open it up for some extra health.
- 3** Squeeze between the pillar and the platform to the north. The switch here will briefly open up the wall to the south - run in quickly to get some health bottles.
- 4** From secret 3, go to the top then hop across to the screen with a chaingun on it. Use it to reveal another secret area and get the chaingun very early!
- 5** This door opens up quietly once you've reached the exit room. Backtrack here and ride the lift down to get outside, then grab the Megaarmor from the pool.

2: Hydroelectric Dam





When not overrun by the forces of hell, this place powers the other buildings on Doom Mons. In this level you'll be fighting demons outside on the dam as well as among its inner workings.

Landmarks

- A** The first trap of the level. Be ready to defend yourself - as you step into this small room the wall will peel away to reveal two demons right next to you!
- B** Turn around and run back once you've reached this point to get secret 2. This part of the outdoor area is a crossroads - the shotgun guards in the north might bother you, so duck into the thin door on the west to sneak up behind them instead (watch out for the commando right behind the door). You can also open the building to the south and take the stairs down to the loading platform.
- C** Use the platform to the west here to get up and back into the inner part of the dam. Watch out for all the enemies on the platforms around you once you're there - use the central pillar as cover.
- D** Be careful in this dark area as it's stuffed with enemies - hang back and take them out one by one. You need to reach the switch on the north side of the pillar to raise the bars at F. Fight the Hell Knight through the window now to make your life easier later on.
- E** Cross the channel of nukage here to get to the top level near the start. The Hell Knight is the obvious danger here, but watch out for two spectres coming out behind you! Approach the edge then run back again so they don't surprise you.
- F** If you're fast enough you can run across the computers from the top level to grab the yellow key immediately. Otherwise, hit the switch here to lower it - but this will also reveal enemies in the west wall.
- I** The door in front of you will open to reveal two Hell Knights as you cross the bridge. It might be easier to retreat instead of fighting them in close quarters. Check the dock again if you're running out of ammo.
- X** The exit switch is on the north wall of this room.

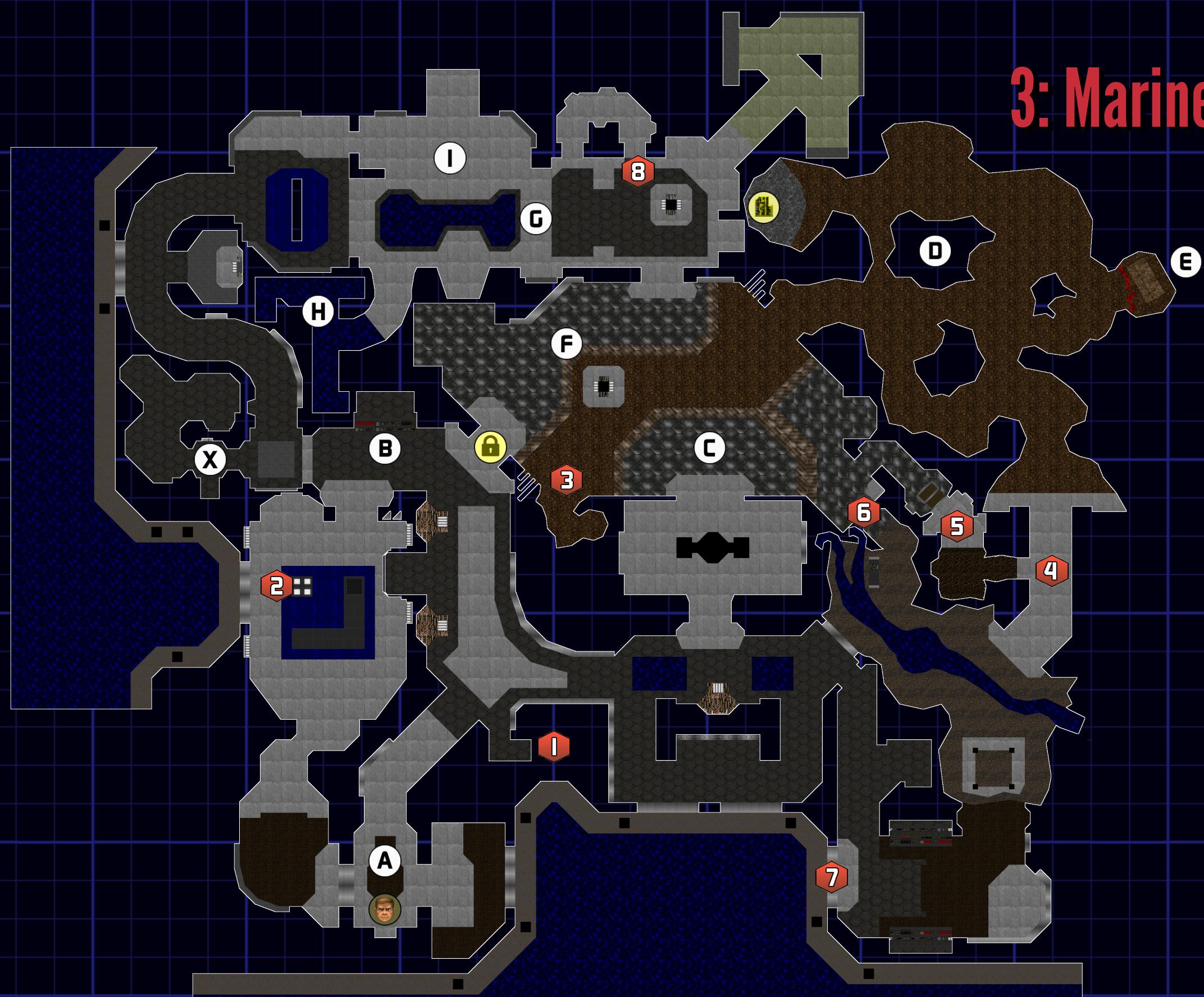


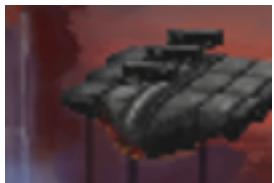
Secrets

- 1** Walk east backwards along the corridor at point B and you'll see the far wall of the west room open up. Quickly, jump from the platform to the computer bank on the south wall to lower the west ledge, then get on to it to get through the wall before it closes again. This gets you to the Soulsphere that was visible from the room to the north.
- 2** Go down to the loading platform and around to the south of the cluster of crates. Use the middle one to lower it and pick up the Megaarmor inside.
- 3** In the small room with the shotgun guards to the north of the outdoor walkway, use the panel with the wires that looks different from the others to lower a platform. Ride it up to find a chaingun and ammunition, as well as a good vantage point to pick off some enemies early.
- 4** Get the radiation suit from the square outdoor area, then take the nukage-filled tunnel just to the south of the platform you came in by. After you jump down, there's a tunnel to the side containing a computer map.
- 5** Look for the lighter patch on the west wall of this corridor, and use it to reveal a switch. Pressing it will raise the computer in the large room to the north, giving you access to a couple of boxes of shells.
- 6** Drop down to the right of the bridge once you've used the yellow key here, then approach the west wall to reveal a teleporter. Take it, then jump across from the teleport point to the lower crates to register the secret.



3: Marine Lab





The marine laboratory was built over a river running through a cave system. The large amount of water means you're going to have to get wet for the first time here - unlike in the other maps so far, it won't necessarily be fatal.

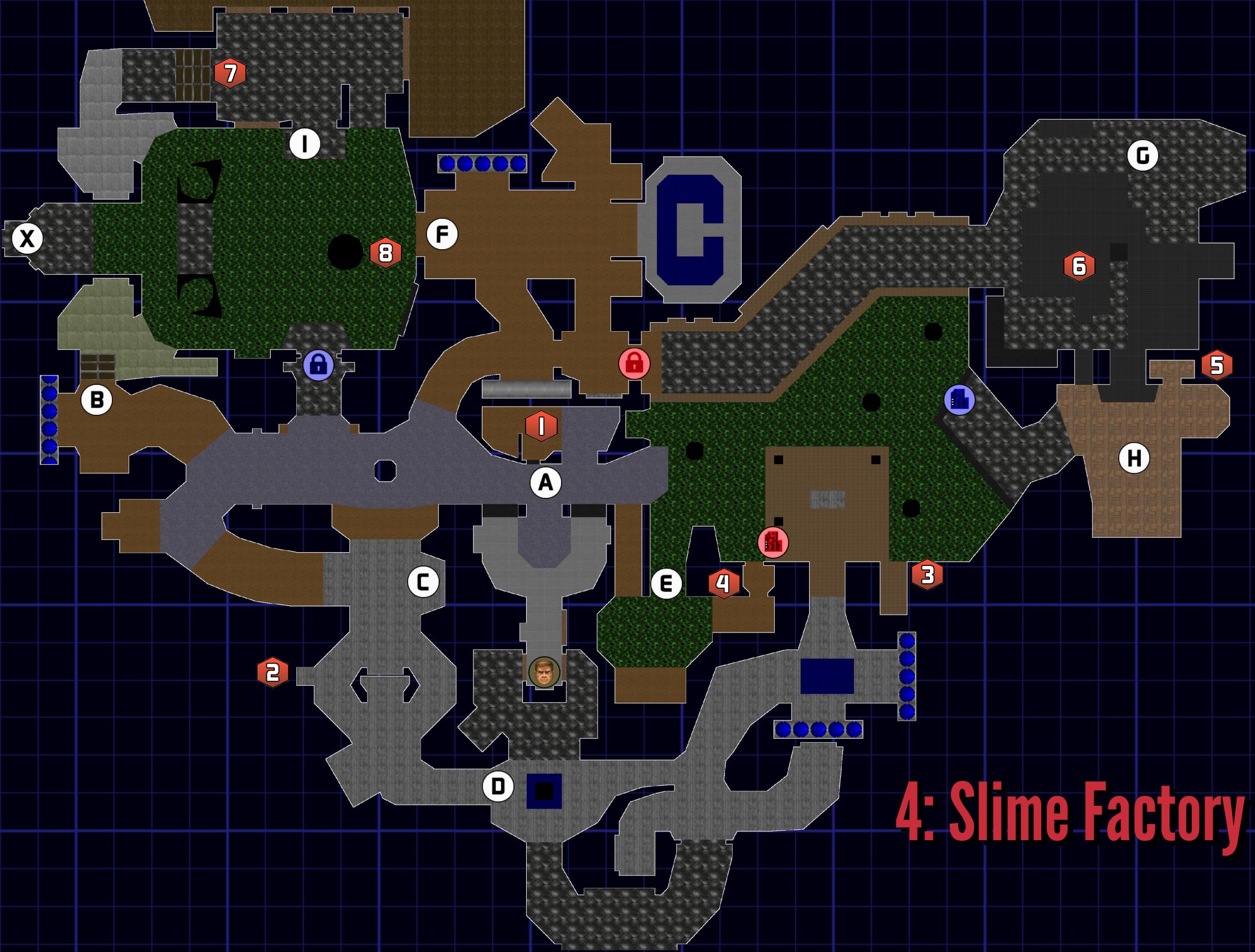
Landmarks

- A** Your starting point, and a useful reference point for several secrets!
- B** You can see the exit from here but you're a long way from reaching it. See secret 1 to get something special here.
- C** This is a pretty exposed platform that looks out over the water. It might be easier to dive in and hide in the cave then deal with these monsters later.
- D** This corner of the map is a set of twisting dark caves - be careful as the deep water makes you move slowly. First find the yellow key by going east, north and then west.
- E** The wall carving behind this altar gives you your first glimpse of the Archdevil! Use the altar to lower it, then step on it to open up secret 5.
- F** Look out for more monsters revealing themselves as you step on to this platform - stay near the door for cover if you have to.
- G** This is a tricky room with multiple ambushes! Clear out the hitscanners first then use the jutting-out computers as cover to pick off the Arachnotron with a shotgun (or the rocket launcher if you have it from secret 2).
- H** The switch to lower the platform at I is in here but there are a couple of surprises - get ready to fire as soon as you hit the first switch, as it will open up to reveal a monster. The real switch is the one to the south.
- I** Two cacodemons spring out to ambush you as you climb these steps - be ready to retreat and shoot from a distance!
- X** Even the exit doesn't cooperate on this map - what you think is the last switch will lower you into a last fight with a Hell Knight and a couple of minions. This is a very tight place to fight in - feint and dodge so that he shoots his green stuff at a wall while you fire at him and try to make sure he doesn't corner you. The super shotgun will really help here!

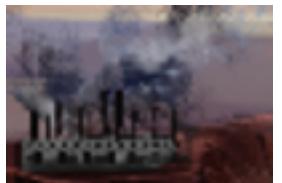
Secrets

- 1** You can find this little room by opening the south wall with the pipes in the main corridor. Hit the switch inside then sprint north to point B. Quickly get up on to the computers while they're lowered, then open the panel at the top to reveal some extra ammo and the Megaarmor!
- 2** Step on top of the computer with the lights here and you'll open up the south wall. Step through to get the rocket launcher and a quick route back to point A.
- 3** Not quite as good as secret 1 if you've found it, but submerge next to the wall here for a green armor.
- 4** Open the single green wall panel with no light on it to get some medikits and shells.
- 5** If you've stepped on the altar at point E, the Archdevil carving will be lowered here and you can take the platform up to get to the top level of the outdoor area. It has a couple of pickups but mainly acts as a nice vantage point to pick off the monsters across the water.
- 6** Three secrets chained together! Open the discoloured wall here to get to a high platform in the caves with the Super Shotgun.
- 7** Stand on this platform next to the window after coming up from the caves and you might notice a door opening all the way across the water. Sprint around back to point A and dive in before it closes for a few extras including a Backpack!
- 8** Use the short computer here to pull it down like a platform, then open the hatch above. This gives you a Berserk plus a few more health bonuses.





4: Slime Factory



Whatever this huge factory was meant to do, it's also responsible for pumping tons of radioactive waste directly into the water at the base of the mountain. No wonder the marine life around here was in need of study.

Landmarks

- A** Be careful here (and really throughout the whole level) because there are a lot of hitscanners around and not much cover. Take things slowly and hide behind corners so you aren't in the line of fire of too many at a time. You could try getting the invisibility in secret 4 early to help.
- B** Pull down this platform to get to a side room with a couple of bonuses.
- C** The super shotgun is here, and you'll have to use it immediately - when you get it two demons will come out of the south wall!
- D** Watch out here - the wall in the corner of the corridor will open up behind you and reveal yet more zombiemens. And when you go for the armor yet another troop of them will be revealed!
- E** Once you have the red key, head here to get out of the nukage.
- F** You can use this wall to open it up and pick off enemies in a later room.
- G** Head around to the north of the computer room to find the first set of stairs. You'll have to hop across gaps a couple of times as you make your way south to the high door.
- H** The first non-secret rocket launcher is here! And you'll need it - when you go north from here after picking up the blue key, the computer room will open up to reveal all sorts of monstrosities. Quickly duck back into this room, explode the Pain Elemental before it can spit out too many lost souls, then hold your ground as the cacodemons approach.
- I** Once you have access to the room behind the blue door, this switch will raise the bridge to the exit. Approaching it will lower the computer bank in the north room with even more enemies, so be ready to face them.
- X** The exit switch is here. Phew.



Secrets

- 1** Open the west wall in this side room to get extra health and a Berserk.
- 2** Look for the different wall panel here - open it and hit the switch to open a door in the centre of the computer with some rockets.
- 3** After getting the red key, avoid dropping into the nukage but slip carefully forward to land on a ledge. Follow it around the square structure to arrive at an alcove in the south wall, which you can open to find a Soulsphere.
- 4** It's hard to see in the dark, but open the slightly misaligned wall here to reveal a small chamber with a Partial Invisibility.
- 5** Open the grey wall in the corner to reveal a tiny area with some items.
- 6** Push the switch hidden in the dark at secret 5 to lower a platform on the other side of the room, then ride it up and jump across the computers to reach the Megaarmor.
- 7** Use the misaligned computer screens here to reveal a platform you can take up to another side area with a computer map.
- 8** Push the switch on the east side of this pillar to open two hidden doors on the east of the room with point F (it's easier to see the effect if you've opened the wall)

5: Transporter Facility



This is the hub where experiments with teleports were conducted. It makes for a deceptively small level with just a few rooms, but each room like is a small sub-level and you'll need to prove your skill at dodging and aiming to survive.

Landmarks

It's worth heading to this side room first - you'll find the Super Shotgun here. Taking it will release some Revenants opposite you but you have enough cover for them not to be a problem. Pull the switch in the alcove to the south to reveal some green armor as well.

A Use the central pillar in the tight spot here as cover as you shoot the monsters. You have to shoot the buttons on the north and south walls to open the door, but don't do this until the monsters are dead, otherwise you'll cause more problems for yourself.

B There's an Archvile hiding among the computers here! And once it's down, pull the switch on the computer to get another one. In both cases, use the computers as cover and check behind you occasionally to make sure nothing's sneaking up from behind to trap you.

C With the teleporters open, you can take the red, yellow and blue one in any order before entering the white teleporter. See the sections about each coloured sub-level for advice on each one.

D After the teleporters, pulling the switch here will let you back into the area where you started.

X This is the normal exit. Take this to get to Frozen Ascent, or see secret 6 for the secret level!

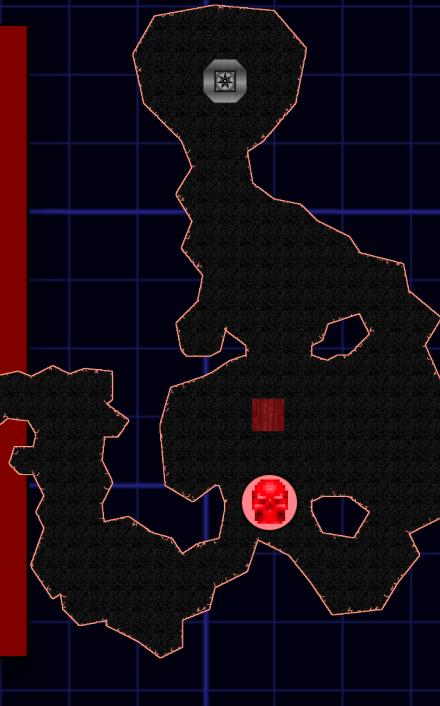
Be prepared before pulling the switch, as the walls will fall away to reveal you're a sitting duck for monsters! Quickly shoot the glowing targets on the west, east and south walls to raise the bridge to the south, but be aware that setting foot on the ledge will open the doors around you and reveal even more monsters.

The most easily defensible position is probably the sunken area with the pillars to the west - run in there and hold your ground! Once the monsters are gone, the switch in the top left corner will open the bars around the teleporter.

The Archdevil

The teleport at the end of each arena will normally take you back to the main base - but one of them (chosen at random each time you play the map) will instead take you to a strange red cave area. This is where you'll have your first encounter with the Archdevil - a souped-up Archvile and the main enemy of the episode.

You can't hurt him yet - it's wiser to just run away. But if you want to get to the secret level, you'll have to grab the red skull in his room. Open it up with the skull switch in the corner directly south of the teleporter, then run around and get in and out quickly before he toasts you!



◆ There's a secret to this one - don't turn AT ALL when you enter the teleport, then just walk forwards to go straight between the bars and teleport out!

If you want to do it the normal way, start by falling into the water and pull the two switches on the west and east sides (each will release a chaingunner behind the doors you open above, so watch out). Then two Demons and a Revenant will teleport in when you're halfway across the middle bridge - run past the demon in front of you to get to the safety of the vent, then pick them all off from there.

The last vent is stuffed with monsters, but use the corner as cover and you should easily reach the switch to remove the bars over the teleport.

◆ Be very careful as you move out of the starting room, as three Demons will be released behind you and force you out into the open. Turn around and get them before they can get you.

Get the Pain Elemental and the hitscanners quickly, then turn your attention to the Mancubus. When things calm down a bit head south through the door to get secret 3, but watch out for the extra Cacodemons in the walls.

As you make your way around the water, don't overlook the rocket launcher on the platform to the north. If you're short on ammunition, there's also a ton of pickups at the bottom of the pool.

Secrets

- 1 Look carefully for a misaligned wall next to the Super Shotgun and open it to reveal a Soulsphere.
- 2 A tricky one! Look carefully for the tiny switches behind the pillars on the SW and SE corners of the room. These will temporarily lower some of the computer towers. Use the SW one, then SE, then pull the switch in the C-shaped computer bank in the middle to get up on to it. Ride the computer towers up and hop across to get the computer map.
- 3 Take the door south out of the blue teleport area to the ledge over the nukage, then line up carefully and hop across to where the Revenant was. There's a Backpack behind the back wall of this alcove.
- 4 Look for a break in the danger stripes on the north floor of the white teleporter area, then open the wall here to get a Blue Armor.
- 5 After completing all the teleporter areas, come back to the room and step into the teleporter that was previously only an exit spot. It will take you outside the north side of the map - follow the wall around to find the plasma gun!
- 6 At any time you come back to the main area with the red skull, you can cut the level short and open this door to reach the secret level!

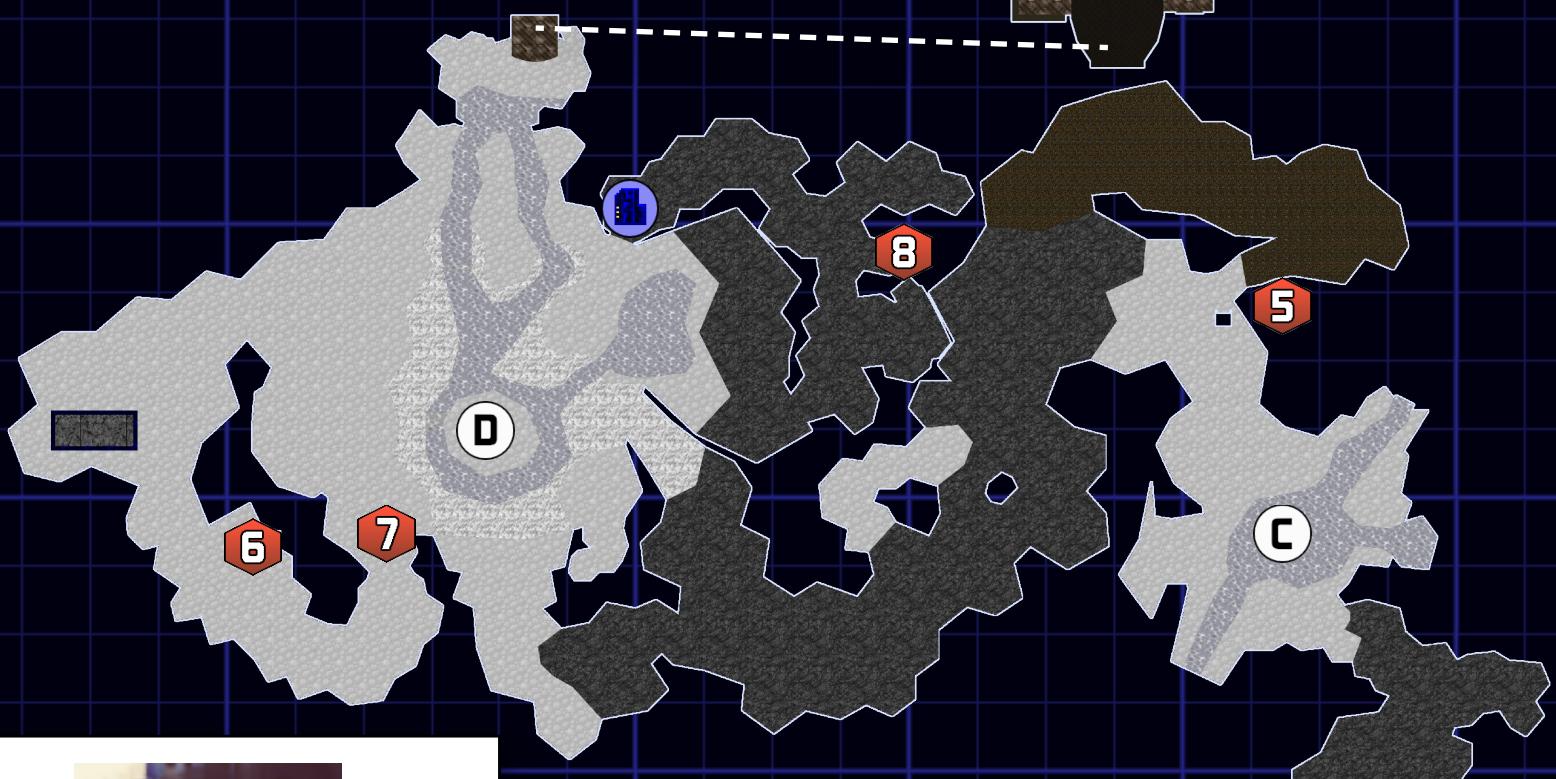


◆ When you take the platform up, you'll be faced with a few grunts, but after you take your first shot the real danger will arrive!

Dive into the teleport tucked into the southeast corner to get up to the higher levels, then fire at the monsters and use the teleports to switch sides and avoid being hit by their missiles. Each platform will teleport in two Arachnotrons and two Revenants before being exhausted.

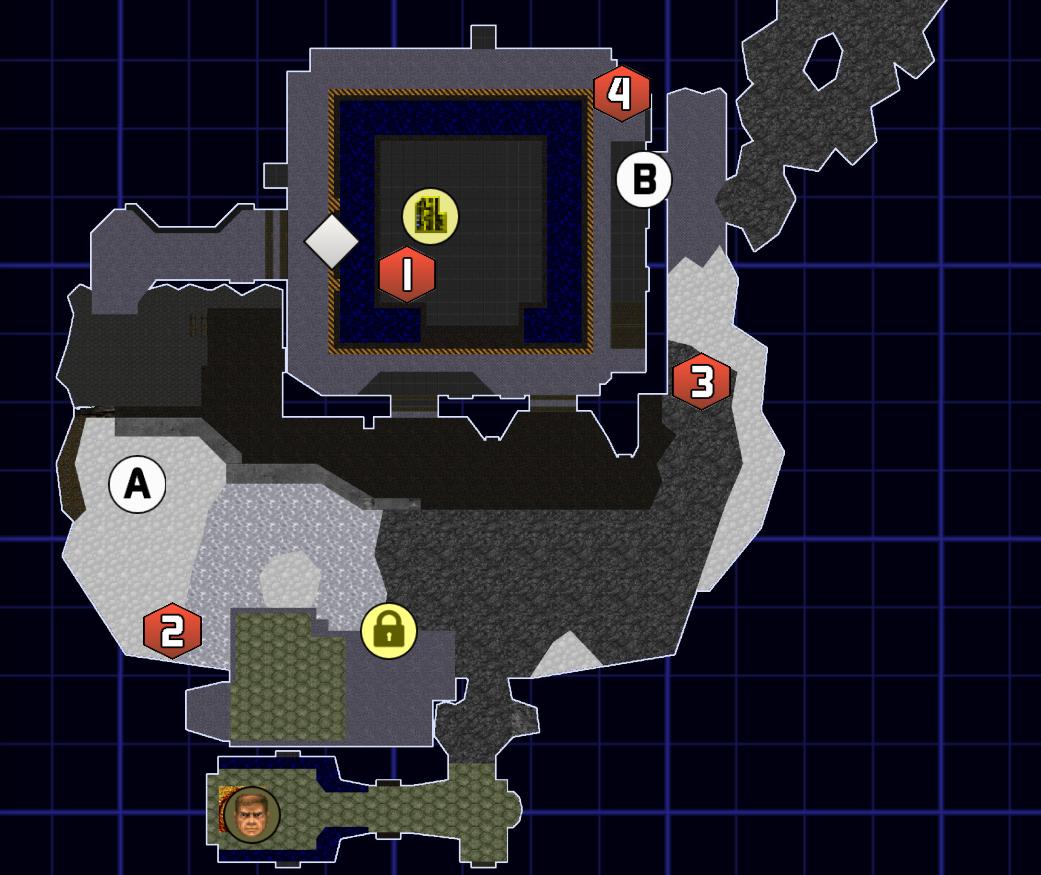
With the monsters out of the way, press the two switches to lower the platforms and then hop across to them from the upper level - the right platform has the yellow key, the left one has the switch to open the door.

6: Frozen Ascent



The teleport has got you about halfway up the slope of Doom Mons, but you'll have to walk the rest of the way from here.

This is the only level with significant portions outdoors - you'll have to ascend through a giant computer centre, up a frozen waterfall and then through the entrance to the outpost at the top of the mountain. It's also very tight on ammunition at the start, so watch where those shots are going. The Archdevil makes his second appearance at the end!



Landmarks

A You'll start off facing some heavy monsters - flee over here to get the Super Shotgun and increase your chances of survival a little.

B The computer room is very vertical and impossible to map! See the box for the white area for some ideas. Once you get up to the exit, do yourself a favour - hit the switch to activate a platform to let you get back up quickly.

C As you approach the cave across the clearing, bars will raise to trap you here with demons and revenants. Get rid of the demons as soon as possible then keep moving as you pick off the Revenants - there's precious little cover, but the bars will disappear 20 seconds later.

D This is another tricky outdoor area where you can be attacked from many sides. Stay at the bottom at first to take out the enemies on the middle platform, then work your way up sticking close to walls wherever possible.

E Watch out - picking up the green armor will release a Hell Knight and Revenant right behind you! Use the blue key here to get some supplies.

F This apparently safe vantage point will suddenly drop down and trap you among enemies if you tread past the point where the platform becomes thinner. Be prepared, or hang back to avoid springing the trap.

G When in the base, make sure you take out this Archvile first, or pulling the switch (in the small room just to the southeast of this point) will make him notice you and lead to a world of problems with him running in and resurrecting everyone. Also make sure to get the Soulsphere here!

H The Archdevil is back! Once you've entered this warehouse room you'll be trapped inside. Get to the platform here as fast as possible and pull the switch. It will lower comically slowly, taking almost 30 seconds to come down - so run away and try to stay away from the raised monsters for a while. Listen carefully for the Archdevil's footsteps and go the other way!

X After surviving the Archdevil room, you'll be rewarded with an exit room with no further traps.



I In this building you have to climb a tower of computers with attacks coming from all sides. Start by dropping in and going around to the left - there's a Berserk pack in a dark alcove - then clear out the monsters in the trench.

The path up starts in the tunnel straight ahead of you as you enter the room. Take the platform up, then go up the ramped platform on the south side and hop across to the entrance to make life a bit easier for yourself.

From here, just keep going up slowly. Whenever you lower a part of the computer tower, ride it all the way back up before stepping off. Every time you emerge from inside the tangle of computers, look around carefully - if any Imps around the outside can see you, then take them out before continuing.

Once you can get to the highest platform, watch out as an Arachnotron is waiting for you at the very top! Walk backwards across the bridge to see it before it sees you. Then don't forget to push the switch around the north side to get at the yellow key.

Secrets

1 The second time you have to cross to the outer wall to hit a switch, turn around and look at the tower - you'll see a biohazard sign that doesn't appear elsewhere. Get to it and press it to allow access to the blue armor.

2 In the small building with the yellow door, open the wall with the concrete squares to get access to a ledge that leads to the roof and a computer map.

Your only chance to get the BFG is hidden quietly here! From the balcony running around the south side of the outside of the computer building, go as far to the east as you can and then drop off on to the rock below. The BFG is lurking under the walkway you just came from.

3 From the high platform, drop down to the north to pick up a backpack.

4 Look around the back of the pillar to the right when you come into this cave and hit the switch at the base. This opens the wall to reveal a few armor bonuses - but better still, a better place to pick off the Arachnotron.

5 Use a gun to light up the darkness at the back of the cave - one wall is actually a platform. Pull it down and ride up to another blue armor.

6 Use the obviously openable wall at the end to get to another platform.

7 Tuck into the eastmost corner of the cave and look up - a shootable switch is glowing above you. Hit it and make your way through the rest of the caves to get the blue key, which opens a nice cache of stuff at point E later.

7: Peak Outpost



This gigantic fortress stands at the top of Doom Mons, its blocky presence visible from the rest of the installations. It makes for a cramped and complex level, with three separate routes stretching off the starting area and entwining around each other.. Each of them concludes with a key, and you'll need all three of them to open the huge door of the temple on the west side.

Landmarks

- A** You'll have to start quickly - grab the shotgun and then retreat to hold your ground against the mass of hitscanners in front of you!
- B** Just east of this is another place you're absolutely set upon as soon as you tread there. Quickly kill the chaingunner then dive into this relatively safe hideaway.
- X** After you've collected all three keys, open the west door and head across the snow to the entrance of a temple - use all the keys to open it and get to the final boss. Check downstream for some ammunition pickups, too.

Yellow Key Route

- A** With a run-up, hop across the narrowest part of the opening here to get a much-needed Plasma Gun!
- B** Pull the switch here to open up the way forward, as well as secret 2. This room has multiple layers of walkways suspended above murky water. Just go as fast as you can around them until you're in a safe spot where you can peek out and take out the monsters.
- D** A major ambush here - monsters will be revealed in all the alcoves, including an Archvile! Quickly run to his corner so he can't see you, then take out the hitscanners first followed by the rest.
- E** Instead of dropping into the water when you reach the yellow key, come back here and lower the platform. It will lead you up to a high platform where you can get some extra armor and a computer map.

Red Key Route

- A** As you come through the door, quickly kill the chaingunner to your left, then use his alcove as cover to get the one on the high ledge on the right as well as the one opposite.
- B** Be ready to run back when you pick up the rocket launcher - the entire wall will open up for an ambush! Use the central pillar as cover for the Revenant's homing missiles.
- C** Pull the switch here to lower a platform that will let you escape.
- D** The switch here will raise the staircase, allowing you to get across on the mesh platform to the red key and the start of the yellow route.

Blue Key Route

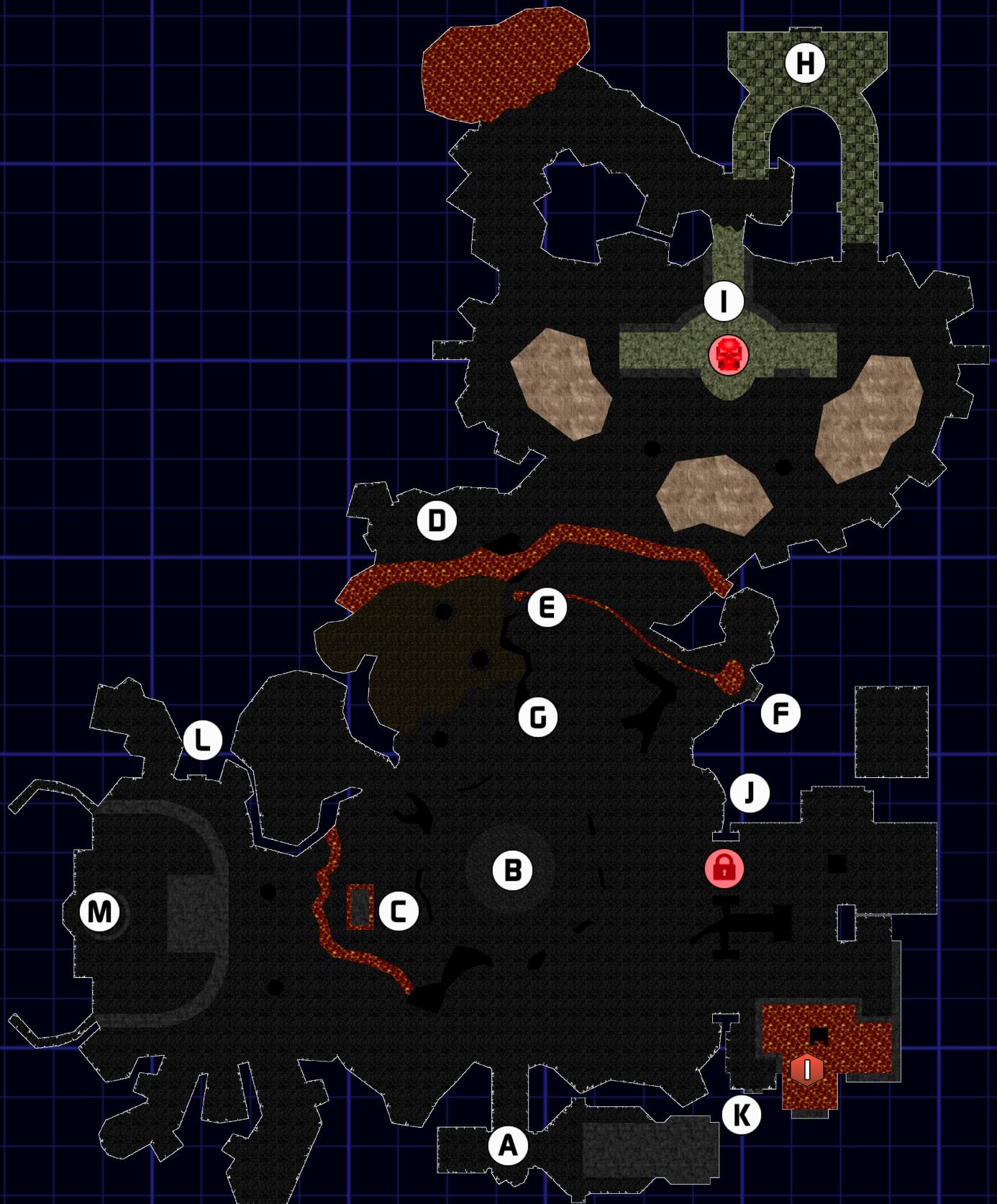
- A** These stairs mark the start of the route to the blue key. Watch out for the Hell Knight you have to fight in close quarters early on.
- B** A nasty trap here - of course, when you pick up the key a monster will teleport in behind you. However, he's just a zombieman - and the real ambush appears a second later, with an Archvile across from you leading several minions!
- C** The switch here will open the door on the opposite side of the room. If you're a fleeing kind of person (justifiably, here) get here and then there as soon as possible.
- D** Your last chance to get a backpack! Pick it up here, then pull the switch in the northwest corner of this room to open the way out of the tunnels.
- E** The switch here will raise the elevator back to where you started.
- F** But it's not over yet! Your way out is barred and even more monsters pour out of the walls. There's no cover so keep moving around them, and head to this point to find the switch to lower the bars and make your escape.

Secrets

This list is numbered like you're picking up the keys in the order "yellow, blue, red", but any order is possible. The vast majority of the secrets are on the yellow route, giving you an advantage if you do it first.

- 1** Open the different back wall here for extra shells and health.
- 2** After hitting the switch at yellow point B, come back to this alcove and pull the platform at the back down to collect the monsters' ammunition.
- 3** Open the wall with the triangles on it for a couple of extra health packs.
- 4** The northeast alcove is the only one with a light below it. Pull it down, then ride it up, then turn around and run to the next one that came down. Repeat until the south alcove lowers, at which point you can get the Megasphere!
- 5** Sink down in the mud here to discover a blue armor hiding underneath.
- 6** Open up the panel that's slightly indented on the south wall here and you'll get to a platform with Invisibility.
- 7** Drop into the lava here and open the wall with square instead of rectangular metal panels. You'll get into a tunnel with a Soulsphere.

8: Cruel Stratum



You've reached the lair of the Archdevil in the heart of the mountain! And he's not happy about your presence. There's just one secret on this map - the real challenge is to find the switches that open up the caves and survive long enough to get the good ending!



The Archdevil will start using his chant on this level. The bad news is that this move will revive any fallen enemies over a wide radius - the good news is that this is the point where he's vulnerable!

His chance of chanting goes up slightly every time he revives a demon, so lead him around the bodies and shoot the demons down again as he raises them. When he raises his arms and his health bar turns yellow, shoot everything you have at him - after a few cycles, you should be able to take him down. For this, you'll get... an ending, at least.

The good ending will take more - follow the guide on the next page...

Secrets

If you've got the health for it, wade into the lava and quickly use the switch on the south side of this pillar. It will open the door in the northeast corner and reveal a valuable Soulsphere.

Good Ending

The way to the good ending is a frantic and confusing run through the caves with the Archdevil always one step behind you! Follow this route to open up the level switch by switch - try not to let yourself get boxed in by enemies, and if you see fire in your vision, get behind something quickly.



A Just walk forward from the start to open the Archdevil carving in front of you, then pick up the generously provided green armor to be lowered into the lair.

B Approach the middle of the cave and a pentagram will be drawn out on the floor - get ready to run when it completes, because the Archdevil is about to arrive!

C You might want to stop off here first - this side cave contains the super shotgun and will give you a better chance of getting through the weaker enemies quickly, and it offers good cover from the Archdevil's line of sight attack.

Head north to the wall where you'll find a rocket launcher, another useful tool as long as you're careful with it. Hit the skull switch to the west of point D to lower a section of the ground, and jump down after it. Watch out for the shotgunners revealed to the west.

E There is a small tunnel here that you can step into as the ground is rising again - just get the sergeant out the way first, then make your way up through the demons.

F Hitting the switch here will reveal a Cacodemon to the north, and open up a lot of walls in the main area allowing access to the next stage.

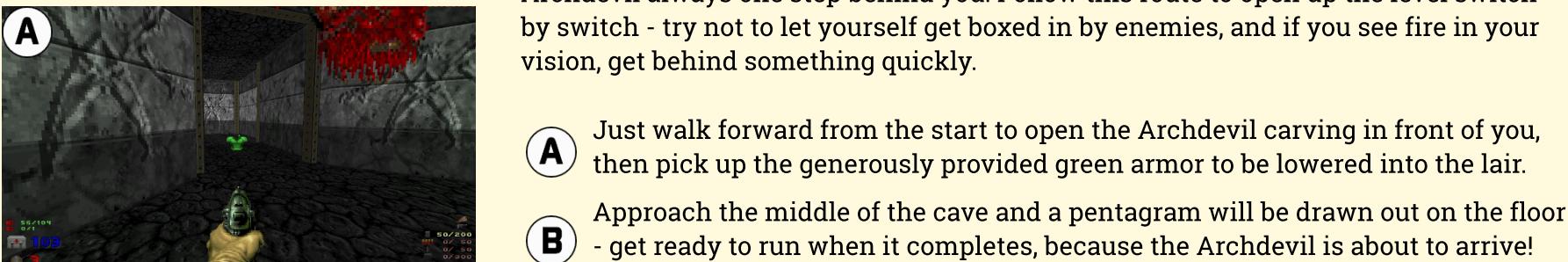
G You'll find yet another switch here - hit this one to open up the north area with some unholy ruins. Once you're here you'll have to deal with a lot of enemies, but the Archdevil is slow at moving through here and is a bit less likely to catch up with you.

H There's some blue armor here - picking it up will reveal two Mancubuses in close quarters, but it's worth it. Keep heading up the stairs then on to the marble platform.

I The red skull key is on a pillar here - shoot the target switches to the west and east of the platform to lower it, then grab it and run south again.

J Use the red skull key here to open the door, then go in and head south.

K Another skull switch on this wall will let you out of the hallway and into a new section of the caves. Continue running west until you reach the chamber with the huge altar and the fiery device on top of it!



Good Ending, continued



L

The switch here will lower the front of the altar and will allow you to get up on top of it. Be careful of the Mancubuses, though - you might have to pick them off before you attempt to get up as you'll be an easy target on the platform. Try ducking into the tunnel to the north to use as cover, if you can be quick enough. Once the monsters at the top are down, push through and get on to the lowered platform whenever you spot an opening.

M

This is it! The fiery device on the altar is the source of the Archdevil's energy and all that's left is to destroy it. Seven or eight rockets should be enough, if you have them left over - but keep peeking over your shoulder to make sure the Archdevil hasn't come up behind you. There's no cover on the altar, so if he uses his fire attack you might have to dive into one of the tunnels on the side and get back up again.

Eventually, your attacks will annihilate the altar and the cave will transform as the evil influence dissipates. Get back to point B, walk into the beam that's appeared there and enjoy your hard-earned ending!

M



0: The Slipgate Complex



The experimental teleporter in the Transporter Facility has whisked you away into the wrong game! If you've played Quake you'll be right at home here - all the details and the secrets are the same.

Uniquely, you have the ability to jump in this level.

Landmarks

- A** You can jump across this gap to get a suit of armor early.
- B** Take the platform up in this corner to get on to the walkway and take the Chaingun, but be careful of the chaingunners revealed when you pick it up!
- C** Press all three of the buttons on the edges of the spiral ramp in this room to open the way forward at the bottom.
- D** There's a non-canonical but very generous plasma gun as a reward for finding the secret level. You can also shoot the wall to the west as an alternative route to secret 2.
- X** Walk into the slipgate to get back to the main game!

Secrets

- 1** Shoot this wall to lower it and reveal a box of shells.
- 2** From the bridge, jump into the river then swim into the tunnel to reach a Soulsphere.
- 3** Shoot the screen on the pillar with the globe here to raise a platform, then shoot the globe on the north wall to reveal a Berserk. Not quite as good as Quad Damage, sadly.
- 4** On the platform over the slime, look north to see a target in the wall. Shoot it to reveal a Super Shotgun to the west.
- 5** Jump on to the top of the third button down on the long spiral platform, then run and jump across to the ledge on the box over the ramp. It's tricky to get right, but it's worth it for another Soulsphere.
- 6** Grab the radiation suit at the bottom of the spiral ramp, then jump into the slime and follow the tunnel south to reach a cache of armor and health beneath the exit.