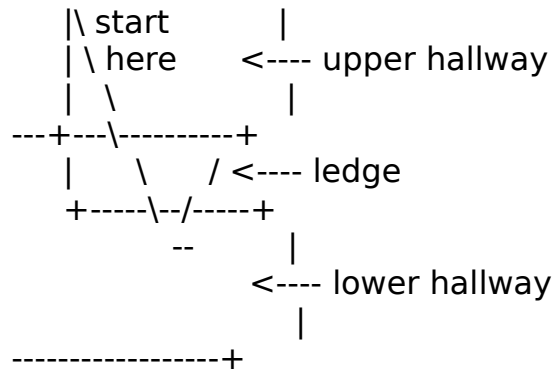


# Network Levels

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## Mars Needs Women

Justin Sherrill (jcs1589@ritvax.isc.rit.edu) noticed that there is a ledge in the lower right corner of the map that can be reached by dropping down between the two levels. However, you need to run at the drop obliquely to land on it...



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## Carnage Palace Deeee-Luxe

Behind several of the inactive transporters are secret areas, containing switches to the lighting in the main room, ammo hallways, a rocket launcher, and an invincibility powerup.

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## 5-D Space

No secrets yet

\*\*\*\*\*

## Arena

From Mike Elness (mike@lmsc.lockheed.com):

There is a secret door in one of the small pentagonal rooms (specifically, the southwest room in the Map view) that opens into a narrow winding passage that ends at another secret door, past which is a small ledge overlooking the arena. (The ledge is visible in the Map view, just south of the west arena entrance). [Ed: It is also almost impossible to see into that ledge from a good distance in the main arena area re: ambush!]

\*\*\*\*\*

# E Equals MC WHAT!!!

No secrets yet

\*\*\*\*\*

## Showered With Grenades

From Nicolas Godbout (nicg@godbout.interax.net):

There's a secret door at the bottom of the inverted J at the bottom of the map. Again, an invincibility shield.

In the right-most room on the map, there's a transporter behind a secret door, in the left-most alcove of the north wall. The transporter gets you on the ledge behind the door on the west side. But then, of course, you knew THAT!

Jeremy P. Condit (afn02635@freenet.ufl.edu) points out that there is a secret room on the right side of first room one reaches when going downstairs (across from the MA75 alcove). It contains an invisibility powerup.

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## Spiral Insanity

No secrets yet

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## Waldo World Arena

No secrets yet (need there be any??!)

\*\*\*\*\*

## What Goes Up Must Come Down

From Nicolas Godbout (nicg@godbout.interax.net):

You can get on the ledge in the corner of the square room with the transporter by running up the stairs to the east and turning left. It's a nice dark space. (Hint: ever heard the word ambush?)

\*\*\*\*\*

## You Don't Need To See My I.D.

From Nicolas Godbout (nicg@godbout.interax.net):

There's a secret door at the top of the inverted B on the left side of the map. There's an invincibility shield there.

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