

# Bob-B-Q

The biggest difficulty in this level is the initial moments, when you are dropped in a mass of Bobs and aliens. The best strategy that I have found is to head straight out into the hallway, turn right and back up until you are nearly even with a hallway to your left. Then, with the help of grenades and sidestepping, you should be able to defend yourself well. As far as I know, killing a Bob will not affect anything, so shoot anything that moves.

From Roy M. LeCates (lecatess@fore.com):

There is a health station (2x I think) which helps you get a foothold in the level. When you start, head down the hallway to the east. At the end, turn right (south). Turn left at the second hallway (east). Go south through the openings, kill the aliens when the doors open on both sides, and go down the hallway to the east. On the south side of that room, there's a hidden health station. Then you can hang out in that area, drawing aliens in for their demise. You always have a recharge available in case you get nailed.

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## Shake Before Using

In the one room with the really loooooong bridge that you need to cross, there are hallways in the middle of the room at the ground floor level. Within the hallways (which are connected) is a terminal and a jump pad which will take you to a secret area near the front of the level, and will lead to a supply of ammo.

Aaron Bergman (abergman@minerva.cis.yale.edu) notes:

Durandal tells you four positions where a "secret airlock" is. It's not in any of them. However, you can see the actual location on the maps where Durandal is "showing you the location."

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