

# Welcome To The Revolution

From Rich Garrett (rgg@telerama.lm.com):

There is a room with a computer terminal that is a little tricky to get to. Go out the southern door of the room in which you start, and go through the room with the snaking path over the lava. Watch out for the Pfhor and Hunters. When you enter the room just after the lava pit, you will see up on the right a doorway. To reach this, you must activate the platform beneath the lava. The platform is activated by a button high on the wall of the next room. It is tricky to hit, and standing in the lava to do it doesn't make things easier. [Ed: It's impossible to hit with a grenade. Use a rocket or the overloaded fusion pistol.] As soon as you tag the sucker, run up the stairs on the right. If you aren't quick about it you won't catch the platform as it rises. When you get in the room you will need to grenade hop up to the terminal and hit action. The message isn't much, just an interplay between the restored Tycho and Durandal, but it does give some background info. [Ed. A backward missile jump, with a 180 at the apex, will also get you to the terminal. [Ed: there are also several napalm canisters and missiles there as well, so it's not that much of a wasted trip.]]

From Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM), a forwarded message from zeade@leland.stanford.edu:

The elevators in the room move in a predictable pattern. Start from the left side (facing the platforms). When the platform hits the ground, get on top of it and turn to face back outward. Wait for it to rise to its full height then WALK forward and swivel around to your left in midair to land on the next platform. You do that for all 5. The last jump to the computer screen is easy. If you have trouble, here's an easy way to get it right: switch to fusion pistol (it helps you align yourself perfectly) Now when you're in the 1st elevator, back up as much as possible and turn slightly to your left. Align yourself so that the left edge of the fusion pistol is at the edge of the left side of the doorway. WALK forward when the elevator rises and pauses and IMMEDIATELY turn left. EASY.

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## Try Again

Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM) suggests that as soon as you enter this level, that you turn and move left to save your game, then turn right (from facing the panel), and open the secret door (blue and white striped) to get to a good stash of ammo.

In the area where one of the huge aliens were located and the lava flows waay off to the left, there is a small passage several feet back into the lava and to the right. There are two things you can do with this: The left and right walls of this passage actually have corridors that you can drop into, one containing a good refill of SPNKR missiles. Furthermore, if you continue into lava passage, one of the left walls has a secret door, behind which an invincibility powerup lies...this can get you to a 2x shield generator that is in the lava and then to another of the large monsters (and near the exit as well).

Also, if you are at full 3x shields, and have killed off all the larger Pfhor, then follow the lava around the bend, and about midway to the next opening, you'll seen an alcove up to the left with a Hunter in it. Kill the hunter, then launch yourself up to the alcove with a rocket. There's a secret door that will lead you to a invisiblity powerup and Bungie's tip panel. (Suggested by Deacon (pdwF94@hamp.hampshire.edu))

An alternative way of getting to the tip panel is supplied by Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM): In the alcove where you transported into the level, turn around and face the wall. Open the door that was at your back. In that room there's a 3x recharge and a teleporter on a raised platform that you have to grenade jump to get on top of. [Ed: This is that column-like thing in the center of the room] The teleporter takes you to [the above room].

From Conrad Wong (lynx@netcom.com):  
From where you start, turn around, and go through the blue-and-white striped door, where the 3x recharger is on the left. Up the pressure-sensitive plate, across and to the other end where there's a door. There's that big Pfhor onthe left and the hunter on the right.

Okay -- the center of the room is a bridge; you can walk through to what looks like another door on the other side, but the other door won't open. (it's marked with radiation seals, just like the first door into this room) But if you go off the bridge and look under, you'll find a passage linking one half of the room to the other half. Go into it. The door will open.

The door will stay open, so you can just take the passage out and then navigate back to this room... Inside the newly revealed alcove is an invisibility power-up. I don't know if it's terribly useful, but you can use it to sneak past Pfhors in the next level, maybe. If it lasts that long.

The exit to the level may be gotten to from the one large room that contained the mammoth Pfhor, with the walkway separating the room down the middle (and there's no lava around). \*After\* the Pfhor is destroyed and you are back at full power, leave by the exit in the corner of the room. You will ride two pressure-activated platforms, then follow the passageway, turning right at the end of this passageway. You should go past lots of teleporters, but ignore these and proceed to the terminal at the end of the hallway for the jump-out point.

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## Ingue Ferroque

From Joshua D. Koppelman (joshua@MIT.EDU):

It's possible to finish the level without ever leaving the first room.

Make sure the rocket launcher has two missiles, and that you have full triple health. Position yourself to the left of the shield regenerator (as you face it). Face away from the wall, and point the launcher at the floor. Fire two missiles in succession (I don't believe that one is sufficient). If you move backward when you reach your apex, you will be in the niche opposite the final terminal. Just walk across, and you're done.

From Brian Jones (bbjones@leland.stanford.edu):

Once you kill the baddies in each ring, you need to press two buttons to raise the stairs. In the first two rings, you can do this while actually standing on the stairs. Use the fusion pistol, and take a couple of aiming shots. Then fire a megablast, and it will trip the switch. This is especially helpful on the second ring you get to; otherwise, you have to grenade hop, and you need all the health you can get.

From Nobuhiko Yoshida (nobuhiko@can.bekkoame.or.jp):

It's possible to clear first ring without fighting at all.

After picking up the ammo, go down to the lower room, i.e.

first ring room. Turn on both switches by Fusion Pistol.

Don't move about. You can turn on both switches from where you landed. Until then the Troopers don't know your existence. Now run to the staircase along with the left wall. Pass by the Troopers. Go up the staircase and turn left and go up another staircase. That's it. The S'Pnts fight on your behalf. One or two Troopers will survive, but they never come go upstairs. You may leave them alive.

From David Barabe (mcphisto@mercury.sfsu.edu):

There are three rings to get through on this level. Entry to the third ring is provided by a set of 3 teleporters. Instead of teleporting, try opening a teleporter like a door; the back will open (on any one of the three teleporters) and you can go through without transporting to the third ring. There's a little maze behind there, where you can pick up some ammo by finding another secret door on the east side of the little maze. Then, you can transport to a room with lots-o-monsters and a terminal with special notes from the Bungie staff. Another teleporter takes you back to the previous set of three transporters.

From Anthony R. Stevens (STEVENSA@AUSVM1.VNET.IBM.COM):

there is a switch on the wall in the secret maze that changes the computer terminal in the first room to a  
**SAVE GAME TERMINAL!**

ext Chapter