

Marathon 2: Durandal

This month, our hints and tips pages finish off the big Mac blast-'em-away.

So, you've slugged your way through the first half of Marathon 2, enduring Ex Cathedra, scraping through Slings and Arrows of Outrageous Fortune, and beating Bob's Big Date. But now comes the really tough stuff where you'll battle some serious opposition, only to be captured by your enemies. The outcome looks bleak, your chances of survival and slim...

...Or would be, if you didn't have *The Mac's* Marathon 2 player's guide in front of you. We've dissected the final 13 levels (for the first 14 missions, see *The Mac*, May 1996, page 118) to find the strategy you'll need to survive and locate all those sneaky hidden rooms and ammo dumps.

Tony Smith



15 Sorry, Don't Make It So

Make sure you clear the long corridor before you start exploring the rooms. There's nothing worse than backing away from enraged aliens into a second squad. Two thirds of the way along the corridor is a room that leads to a triple-strength shield recharger, plus a slime-hidden pattern buffer – clear this room first.

The level comprises two sections. The second can be reached by swimming through a mass of slime, or by teleporting in. The disadvantage of the former is



the slime zapping your shields – but, on the other hand, you'll find a flamethrower and ammo hidden in it. Go to the furthest room along the corridor, from where you started the level, and leap into the slime.

The teleport method involves hitting the switch that you'll see in the corridor, running back to the first room and entering the smaller room attached to it. At one end is a pool of slime – time it right and a lift will appear that takes you to a ledge from which you can beam into the second section. When you do,

you'll trigger a whole batch of nasties – two of them are right next to you.

If you're running low on shields while clearing the second section, there's a double-strength recharger in a tiny room at the centre of the section, reached via two of the bigger rooms.

When you've completed the second section, drop into the slime and swim back to the first section. As you bob out of the liquid, fire a missile into the slime and you'll be propelled up onto a platform. From there, you can go back to the triple-strength shield recharger, and use the teleport to get back to the second section without taking any damage. Firing at the right time, in the right

direction and at the right angle will take some practice, but it's worth the effort for the extra shields you'll get.

16 For Carnage, Apply Within

Take care in the section into which you beam. At its heart is a 'box' that descends from the ceiling. Not a problem itself, but if you're inside it, four Enforcers will beam in around you, in addition to the one lurking nearby. Edging along the walls will still trigger the box, but not the four aliens.

In the next section, don't go any further than the door that you'll see on your right or you'll trigger loads of S'pht Compilers. You'll have to deal with a handful anyway, but since the level's shield recharger and pattern buffer is a long way off so you don't want to engage in serious combat yet.

Instead, get the kit from the room to your left, then go through the door, Fusion gun at the ready. Beyond lies a series of green platforms, suspended in slime. Leap from platform to platform, as shown by the map (below). As you move, S'pht will beam in. You can either deal with them a few at a time or by running all the way

The Bungie Term

There are two different ways of completing the final level. The first is described in the main walkthrough. The second, covered here, will take you to the end via Bungie's tradition 'message from the developers' terminal. The only snag is that it's impossible to get to the terminal and complete the level.

When you've smashed the first two circuit panels, go back along the path to the last small room you came through. You'll find a freshly-opened door – go through it. Beyond is a pool of lava – drop into it and swim forward and upward to a long, thin corridor. At the far end is a teleporter.

As soon as you beam through once, start running. If you don't you'll be teleported again, this time to the level's last room. If you get off the second teleporter you'll find yourself in an arena with loads of P'phor to fight. It's tough, but you have the advantage that no one can shoot across the gap, only above the walkway, so it's easy to find a corner and defend it.

When you're in the clear, check out the terminal. To get back to the main part of the level, just go back to the point where you beamed in.



along the path, which will take you to the double-strength shield regenerator, and then fighting the monsters en masse. The first is safer but requires a greater degree of marksmanship.

Once you've got to the pattern buffer, you can begin exploring the other platforms, dealing with S'Pht as you go. Head for this room – under the lava is a huge ammo cache. Lots of nasties will appear behind you. Dealing with them is easy: just swim round the block, get to the recharge point, then zap them as they approach you. Note where the Enforcer appears – he comes from a platform that leads to a second ammo cache.

Next, make your way West to the raised walkway. You need to get up there, but the staircase is booby trapped – it beams in loads of nasties. The best tactic is to fire a missile into the slime and blast yourself onto the ledge. The goo absorbs the explosion, so you'll be safe. S'pht are triggered by walking along the ledge, but it's easy to drop back down, head for the recharge point and kill them when they come after you.

17 Begging For Mercy Makes Me Angry

This is one of the hardest levels in Marathon 2. It's not inherently brain-taxing, but you'll have to deal

automatically as you complete a section) and smashing the circuit panels that appear in the middle of the level (ditto). Make regular trips back to pattern buffers and shield regenerators before you zap the circuitry, as some of them deactivate the rechargers.

18 Big House

Utterly pointless, but fun. There's an Enforcer on guard outside your cell – you can get one punch in before the BOBs start beaming it, but you won't be able to do anything but watch, wait and avoid being zapped by the Pfor guards.

19 This Side Toward The Enemy

Search the room into which you beam – there's a handgun and ammo waiting for you. Go through the East door and up the stairs. Drop down the other side of

both can be reached by leaping from this platform. Do so, but watch out, there are Flick'ta guarding the rooms at the end of the passageways. You can't avoid it, you will have to deal with them because they are protecting switches you need to flip.

Now, go back to the stairs room and go right to the top. Keep going as far as you can, then leap out of the window, down to the window to your left. There are Troopers in the room beyond, but if things get tough, you can drop back down into the water and make your way to the shield recharger. Watch your oxygen supply, though.



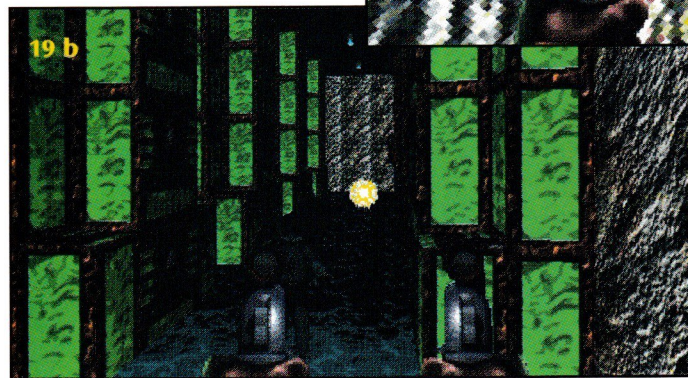
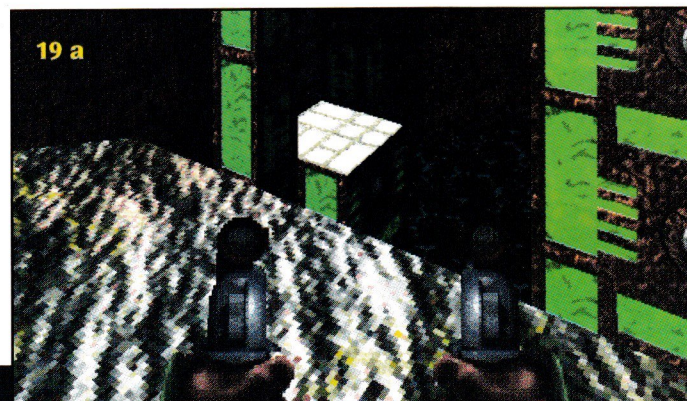
stash of kit hidden in the water at the far end, but watch out for ambushing aliens.

20 God Will Sort The Dead

There are few Marathon pleasures that are more satisfying than wiping out BOBs, and here you get to do just that. Your mission: destroy the ExplodaBOBs. Just remember that the bad BOBs are dressed in green and will come running toward you with a cry of "Kill me!", "Don't shoot!" or "Blast the vent core!" – is that like fish in a barrel or what?

The level is actually quite small, but two rooms are particularly tricky. The first is small, dark, full of boxes and has Hunters materialising around you when you get too far in. All you can do here is dash for the exit. The Hunters have most of the pathways out covered, but you can run round them and out.

The second room contains a shotgun – go to get it and loads of monsters appear. The secret here is to find two switches in the nearby corridor. The switches are hidden, but when revealed and flipped, two crushers drop from the ceiling in the shotgun room, right where the Pfor beam in. So, you open the switch, rush in, activate the aliens, run back and hit the switches. You probably won't kill everything, but it will make the following battle much, much easier.



with loads of monsters who always pick the worst (for you) places to materialise. All you can do is move very carefully, listening for their pre-beam chatter.

In the first room, avoid getting into the corners of the outer corridor – do so and you'll trigger lots of Enforcers. You'll have to deal with them eventually, but you don't want to face them and Hunters and Troopers. When you've cleared the first section, do a few laps of the corridor – there may be aliens you haven't triggered yet.

Progress through the level involves going through every new door that opens (they do so

the stairs and grab the ammo. Try and entice the Flick'ta up the stairs so you can shoot him. You'll need to get him out of the way: he's guarding a shield recharger.

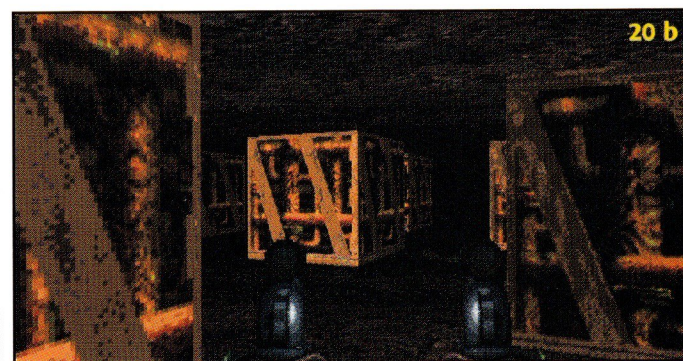
At the top of the stairs, go left and shoot the Flick'ta in the next room. Hit either of the switches at the far end of the room.

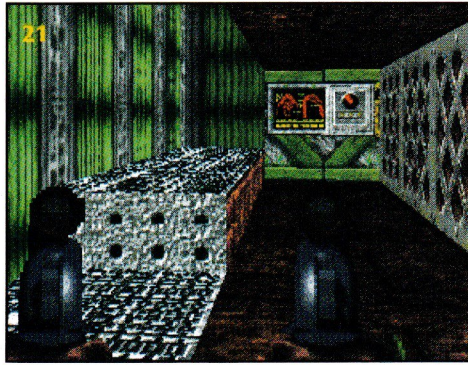
Now go back to the beam-in room and go through the West door. Dodging the Flick'ta – punch them out if you want, but it's safer to leave them – head for the far side of the central column. An elevator will take you out of the water. Opposite is a switch – leap over, flip it and turn around. You'll see two doors open in the walls;

The large room with the Trooper-infested walkway is best completed by luring the monsters down to your level and then down the narrow corridors which lead from the previous room. This keeps them in your sights long enough for you to get them with your handgun.

When you have finished, make for the middle of the room. There's a lift here, which, once it has ascended, you can leap from, down to the way out which is halfway up the wall in the corner.

The path will take you to the two computer rooms. There's a





21 My Own Private Thermopylae

Large but easy, best describes this level. There are some ambushes, but if you're moving quickly, you can easily get out of the way and into a relatively safe place to return fire.

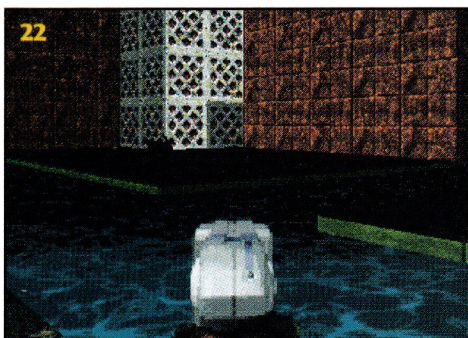
The first thing to do, though, is to flip the switches around you when you beam in. These activate staircases, and you should take the one on the left. At the top is a room with two switches. Hit the one on the left and you'll set a piston moving – when it's flush with the floor, hit the switch again to stop it. The other switch sets an adjacent piston moving, from the top of which you can access a secret room containing a missile launcher. You'll probably take some damage getting it, but you can always recharge later.

22 Kill Your Television

The way out of the first section is not at all obvious, even if you find the switch that opens the exit. The switch is located behind a secret panel in the central column – look for the darker patch of wall.

Next, head for the South-West corner of the section and drop into the water. Go through the door and simply swim up through the water in the room. This will take you up to the ledge that surrounds the first section and the many grenade-tossing Cyborgs that guard it. Make your way round the ledge to the opposite corner and drop into the water to reach the second section.

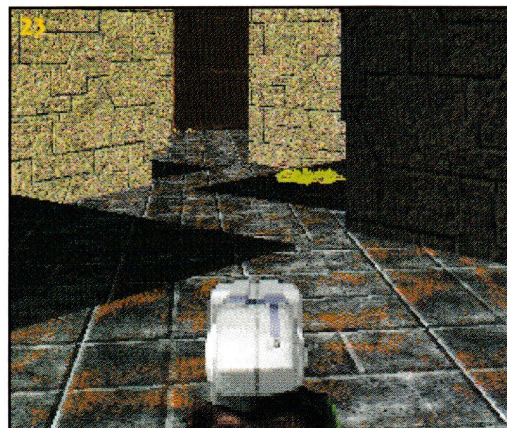
Along the walkway's southern



strip, there's a small room which looks out onto a cubby-hole in the section's central column. Leap over. Not only will you find an oxygen outlet, but a fusion pistol and a pair of double-strength shield recharge capsules.

The second section contains a large open area with three exits located halfway up the walls, and an adjacent pool that's full of water. In the latter is a switch – it's just below the water level. When the fluid's at its lowest, fire a grenade at the switch to trigger it. The water will drain from the pool into the open area, allowing you to reach the exits by swimming up to them. Two contain Oxygen and Shield rechargers respectively, the third leads to a computer room. As with *This Side Toward The Enemy*,

three exits located halfway up the walls, and an adjacent pool that's full of water. In the latter is a switch – it's just below the water level. When the fluid's at its lowest, fire a grenade at the switch to trigger it. The water will drain from the pool into the open area, allowing you to reach the exits by swimming up to them. Two contain Oxygen and Shield rechargers respectively, the third leads to a computer room. As with *This Side Toward The Enemy*,



check out the far end for hidden ammo and watch out for ambushes.

Explore the main underwater section and seek out a room reached by swimming up the cross-shaped water channel. On the surface, head for the corner with a shadowed wall section – it's a secret door which reveals a lift to take you up to the raised walkway. Follow the path round and you'll come to an exit – taking the right-hand path takes you to the flamethrower; round to the left are fusion batteries.

game, not because it's hard but because it has a feel of being thrown together at the last minute without any real thought as to why you're there or what you're supposed to do. Your mission is to throw two switches in double towers in the bottom left-hand corner of the map. There's a door in the way, so you'll need to explore the rooms of the top left-hand side of the central square section – an under-sewage lift takes you up to them. The room with the curly staircase can be safely ignored – there's no need

Just beyond the bottom of the cross-shaped channel is the exit terminal.

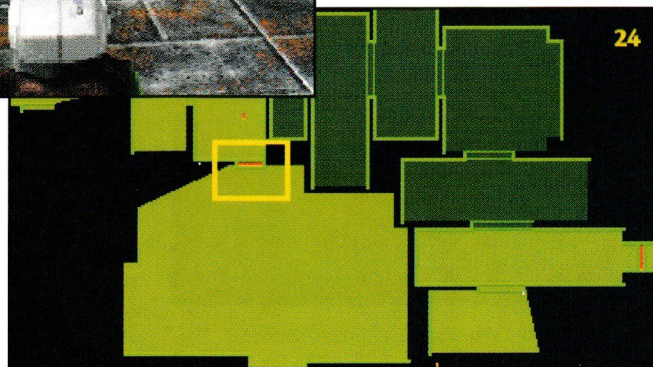
23 Where The Twist Flops

There's some great, huge architecture on this level, but it's a straightforward get-'em-before-they-get-you sort of map. Not all the BOBs have been assimilated into the ranks of the Pffhor, so watch who you're shooting. Take care not to drop down into the pit at the centre of the level – you won't be able to get out.

There's a terminal under the lava in the room at the top left corner of the map. Leap at it at the right angle and you'll pick up an invincibility power-up which will give you a chance to read the message.

24 Beware Of Abandoned Rental Trucks

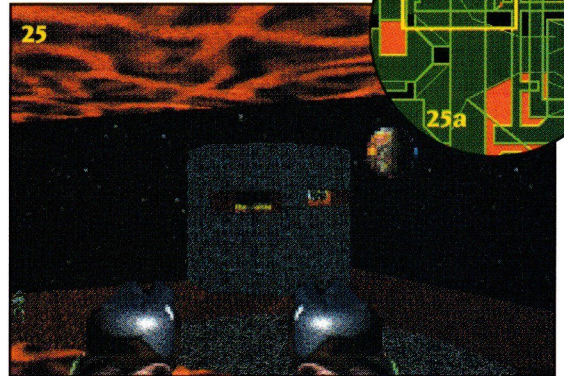
This is the worst level in the



towers, which will give you an idea of where to go as you move through the level. On your way to the second switch, you should find a small section of very narrow corridors. At the end of one is a secret panel that hides circuitry to smash. Doing so drops the floor to a room containing an Alien Weapon and some more destroyable circuits. Break them and use your action key to open the panel between them. A computer terminal will be revealed and will beam you back to the start of the level.

to enter, other than to shoot monsters.

There are plenty of Cyborgs, Flick'ta and Enforcers, but you shouldn't have too much difficulty defeating them, especially if you go to the section of the map shown here. In one wall is a



secret door which leads to a vast pool of sewage and tons and tons of kit of all types.

When you've hit the switches in the towers, return to the start of the level to recharge your shields, save your game and beam out.

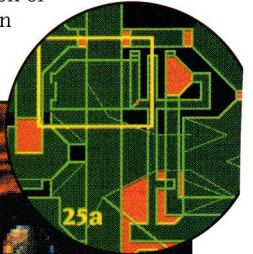
25 Requiem For A Cyborg

Again, there's not much explanation of what you have to do or why you're here. You need to find three switches in towers located at the top of the alien ship. There's a door in the room into which you beam – beyond are

plenty of aliens to kill but, more importantly, a pattern buffer. When you're done there, drop down the hole in the beam-in room and proceed to kill everything that moves. The first door on the right leads to the first switch, and you'll be able to see the other

towers, which will give you an idea of where to go as you move through the level.

On your way to the second switch, you should find a small section of very narrow corridors. At the end of one is a secret panel that hides circuitry to smash. Doing so drops the floor to a room containing an Alien Weapon and some more destroyable circuits. Break them and use your action key to open the panel between them. A computer terminal will be revealed and will beam you back to the start of the level.

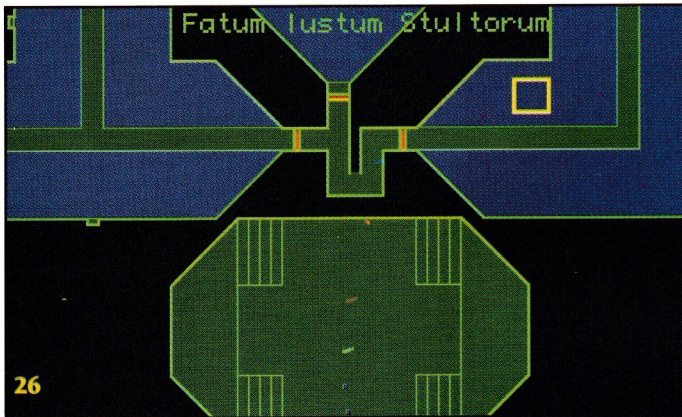


26 Fatum Iustum Stultorum

As soon as you beam in, sidestep and drop into one of the pools of water. Above you, the S'pht'Kr are having it out with Pfnor Troopers, and you'll get caught in the crossfire if you don't leave them to it. A Trooper may get knocked down with you – it's important to punch him out, otherwise you'll get zapped by the S'pht'Krs attempting to shoot him.

The rest of the level is straightforward – go through whatever door is open and hit all the switches you find. All BOBs you encounter are baddies, so shoot away. They often beam in behind you, so keep an eye open.

In the third L-shaped room you come to there's an underwater teleport (shown here) that takes you to a secret ammo cache at the bottom of the map.



27 Feel The Noise

The floor onto which you beam is booby trapped – move in any direction and monsters materialise. It's best to work slowly round, clearing them out group by group. Look out for kit, there's plenty tucked away in the alcoves along the outer wall.

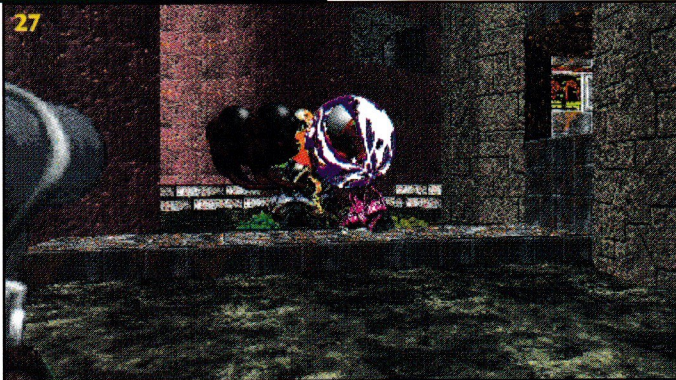
When you've done, don't go up the stairs you will have found, but go back to the start and look up at the central section. You should be able to see a switch. Fire a grenade at it, and instantly turn and run to your right, aiming for a slightly raised platform. This will rise and give you access to the central column along with its double-strength shield recharger and pattern buffer. It's important that you watch out for all the Hunters and Cyborgs.

Go back to the stairs and up through the door. In the rooms beyond the next one, you'll get some help from the S'pht'Kr, but only if you enter each room to activate them.

Aliens will arrive more quickly, so don't run as soon as they

appear; wait for your allies to beam in. A little further on, beyond a spiral staircase, is a passageway, down which you'll find that two Cyborgs beam in behind you. To avoid being sandwiched between them and a bunch of Hunters, look out for a small notch in the wall. This will allow you to sidestep past the Cyborgs and get yourself into a position where you can tackle them one at a time.

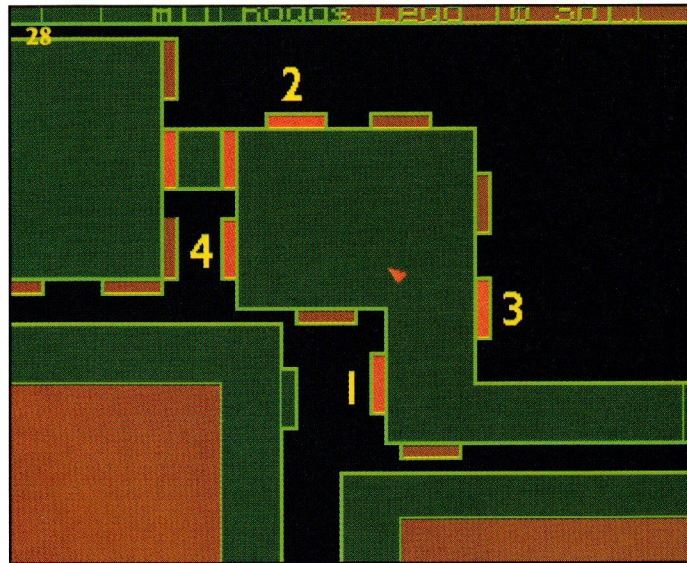
The final room is exceptionally difficult, thanks to the sheer number of nasties you will have to face, though you will get some help from the S'pht'Kr. Using your Fusion gun or MA-75, flip the switch you'll see, which is down to your right. This will reveal a couple of big blue Hunters and also some ordinary ones. It's relatively easy to zap them from the ledge, and it's



always possible for you to go back to the shield regenerator if it proves to be necessary.

Next, get your missile launcher ready and run off the ledge. As soon as you land, run forward, ignoring all the aliens until you can tuck yourself round a small corner to the right, next to a lava pool. Now aim across the pool and as soon as the second group of aliens materialises, blast them with a couple of rockets.

By now the S'pht'Kr will be battling with the remaining Pfnor, so you can watch and (probably)



not be noticed. If your allies win, good; if not, you're ready to punt a few missiles at the Cyborgs.

28 All Roads Lead To Sol

This is really just a matter of sticking to the path and shooting anything you encounter. Watch out for the Juggernauts, which are larger and more deadly than their predecessors in the original Marathon. Fortunately, they all materialise near to doorways that provide you with cover.

In the third lava room, you'll need to swim over to a platform. From this platform you can reach a switch that will open a door

two (as shown on the map above). Hit number three, and, as the lava rises, dash back to the start of the level. The now-open door takes you into a small room just off the very first lava room – go through the right-hand door.

You'll see a new staircase has been revealed – go down it. When all the aliens have been destroyed, swim through the lava, while hugging the wall to your right. You'll come to a platform – you should hop on and use the shield recharger. Beyond this is a room that will beam you to the final section.

You'll materialise under lava, so swim up and get out quick. Now, hugging the outer wall, run like blazes in a clockwise direction. Tons of Pfnor will appear – dodge their fire and the pools of lava. Eventually, they'll kill each other, leaving just a Juggernaut and a big blue Hunter.

At this point, fire at either of the switches you'll have seen, and concentrate on killing the Hunter, keeping it between you and the Juggernaut. When it has been zapped, head for the now-accessible computer terminal and get right under the overhang. The Juggernaut will lose interest and allow you to take pot-shots at it without taking much damage from his occasional return fire.

After you manage to get him, turn around and read the terminal...

WHERE TO BUY

Marathon 2 is available from all good Mac software stockists and mail order outlets, for around £50. If you have any difficulty tracking down a copy, call distributor Softline on 0181-401 1234 for a list of stockists.



Where To Buy

