

Spoiler for "Imperium"

by Dispatcher (madmacs@excite.com)

It is assumed that you either got stuck in a way that you can't see your way out of, or you just "might be a redneck..." I hope the former applies.

1. Pick up objects on ledge in front of darkened switches.
2. Go to elevator. Tab switch until platform has gone down AND then up again to your (middle) floor. You are more likely to survive this way rather than by going down to the lowest floor first.
3. Get on platform and tab switch to lift you up to the top floor. Go to the only switch found there and tab it. Run around the room and look out the "forcedoor"/windows while the critters duke it out. Notice the scenery object rising out the "east" window.
4. Once things get quiet enough for you, take the platform down one stop to the floor you started on. Go to the now-lit switches. Be sure all the baddies are dead. Suck up some much-needed air. Next you might charge up on energy. Enjoy the terminal. It TRIES to give you a clue as to what to do next. It doesn't come out and say it in clear terms cuz that would just give it away. You should get some idea of where to go, and maybe what to do.
5. Take the plat down to the lower floor. After looking around, you might get the idea of going to the most interesting part of the floor. You might even tab it, which gives another clue by the sound it makes. SPOILER: You are to use a weapon on the teleporter. shoot or hit a lit & fancy side of one of the columns until you hear a switching sound.
6. Go throw one or both switches at the "south" end of the room. Doors open. Start into one of the corridors, then get back out and let bugs come at you out of both corridors. You might need to go in after any shy ones.
7. Go down either corridor. One dead-ends. The other leads to an eyecandy room. Just throw the only switch in there. Take care of any guests. Enjoy the terminal.
8. Pick up munitions on shelf back in previous room.
9. Go back up to replenish your air and power. You might want to save here next.
10. Go to "north" end of middle floor room and tab the switch.

11. Go into the final room. The doors will close behind you. You can either leave them that way or use the switch to open them again. Go down to the main area of the "bridge" and say hello to some more pop-in baddies. Deal with them to your liking. I like to run around and between them and let them target practice on each other, then take out the weakened survivors. If you get to the high ground, you can enjoy the rising scenery objects. They are seen about a minute after you cross the proper poly in the middle of the bridge.. The first one rises out the "west" window and the other follows out the "northeast" view. Once they stop, you might want to go back and get some air (really). Then come back and enjoy that last terminal. You teleport out of the map and wind up staring at the TI menu screen, saying "damn, that was a good solo map".