Rubicon X f Missing Level Guide

Rubicon X f (http://www.marathonrubicon.com/) has many additional level to original Marathon Rubicon. The Marathon Rubicon Spoiler Guide (http://marathon.bungie.org/spoiler/rubicon/) is very good site for Rubicon players but lacks those new levels. This document has two purposes; a memoir for myself and a walkthrough guide for new players. I am not a 'Vidmaster' and only played the game in 'Normal' level, so that this is not a 'complete' guide but all non-secret levels of 'Tycho part' must be included, I think.

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Figure 1

I'd Rather Be A Lutefisk

There are three shuttle bays in the map. The goal is the control room of the centre bay, but this room cannot be reached directly. As Durandal says, this level is almost underwater. You must take care of your oxygen level.

At first, you are transported in room (1) (the west bay). An oxygen can can be found at the northwest corner. Through the door at the bottom on the south wall, you can reach room (2) and find a x1 power up can and an oxygen terminal (Fig. 2).

The malfunctioning fan at the east wall of the west bay leads you to a transverse vent shaft connecting the west and east bays. Use the save terminal in this shaft if you need. Before sink into the east bay (room 3), grab a x2 power-up can in room (5) via vent shaft (4).

Now sink into the east bay and go to room (6). Let Troopers walk around and avoid fighting with them because the underwater power of AR is very limited. If BOB's bodies prevent your way, you can grenade them. In room (6), there is a x1 shield recharger. At the northwest of this room, a vent hole is opening. Through this hole, you can enter the vent shaft connecting rooms (6) and (7). There are some oxygen cans in room (7). The save terminal in this room is not functioning.

Go to the centre bay. Dodging Troopers' bullets, switch on (8) (Fig. 3). Look up to the east side of the south wall, you can see the window of the control room (room 9) opening. Enter this room and log on the terminal there to exit.
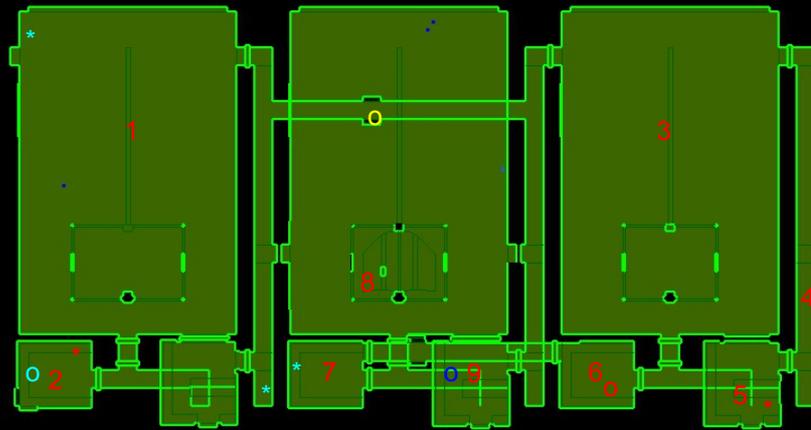

Figure 2

Figure 3

Figure 1

「ルーテフィスクのほうがましだよ」というレベル名。ルーテフィスクは鱈を乾燥させた後、灰汁に数週間浸すスカンジナビア料理。デュランダルが言う通りほとんどが水中作戦である。酸素残量に注意。

連絡船発着ベイが三つ並んでおり、中央ベイの制御室がゴールであるが、直接そこに到達することはできない。

レベルの最初で、1の部屋（西ベイ）に転送される。酸素缶が北西の隅にある。西の壁の底にある扉から2の部屋に入ることができ、ここにx1のパワー缶と酸素ターミナルがある (Fig. 2)。

東の壁を見ると、動作していないファンが見える。ここから東側ベイに通じる通風路に入れる。必要があれば途中のセーブターミナルを使うとよい。東側ベイ（3の部屋）に攻め込む前に、通風路4を通って5の部屋に行きx2パワー缶を使っておく。

東側ベイに潜入し、6の部屋に行く。トルーパーがいるが、ARの水中性能が悪いので、交戦せずに澄ませた方がいい。ボブの死体が邪魔ならグレネードで吹き飛ばす事はできる。6の部屋にはx1のシールドリチャージャがある。その部屋の北西側に通風口が開いているので、そこから部屋7に通じる通風路に入る。部屋7にはいくたりかの酸素缶がある。この部屋のセーブターミナルは動作しない。

この部屋から中央ベイに行く。トルーパーの弾を避けつつ、8のスイッチを入れる (Fig. 3)。南側の壁の東を見上げると制御室（部屋9）の窓が開いているので、そこから入って端末にログインする。

Figure 2

Figure 3

* power up can
* oxygen can
o save terminal
o shield recharger
o oxygen terminal
o terminal

Figure 1

Rozinante IX

If you have played Marathon and Marathon 2, you must have complicated feelings to Durandal. His abusive words, contempt for you and humanities... Now, the time is come. Make him to pay something!

You are transported from 'Sodding the Logs' to (1). Durandal welcomes you at the terminal there. But there is another terminal at (2). It seems like an 'ordinary' green Marathon terminal until you log on it. Pressing the action key, however, you will see a message from bloody, 'rhyming with "phyco"', our Tycho. He instigates you to rebel against Durandal.

The virus chip is found at (3). At this point, you have two choices. If you are a good boy/girl, just bring it and log on the terminal at (1). You will be transported to 'Bump and Grind'. If not –- i.e. you are a gamer ---, put it into the slot at (4). You will accomplish your wrath at Durandal's repeated arrogance and get much fun of 'Tycho Levels' in Rubicon X. The exit terminal to 'Like home this ain't I' is at (5).

Figure 1

Carpe * mumble, mumble latin *

You are now aboard on Kur'Tkah, Pfhor flagship, to kill every Enforcer in the command centre. The Fighters and Hunters are on your side. Send them into the frontline of anti-Enforcer battle and save your shield and ammo. Another way to save ammo is re-use of alien weapons. The switches are at (3) and (4). The terminal at (5) is the goal. If you are allowed to exit, meekly leave this level and go to 'I wanna vacuum II' via 'Like home this ain't I'. If you linger about this level, new Enforcers will be transported in.

I wanna Vacuum II

'I wanna vacuum II' is similar to 'I wanna vacuum'. A spoiler guide can be found in The Marathon Rubicon Spoiler Guide. Two main elevators are of three-story. Ride the first elevator to the middle floor. This way leads to a save terminal, an oxygen terminal and shield regenerator. A juggernaut will be there but it is harmless. Then go to the bottom floor and ride on the second elevator. The top floor of this elevator leads you to the point of dynamiting. As a result of blasting, there will be a hole there. Through the hole, you can access a switch. Once you activate the switch, you can go to the drainage system of the ship through a manhole opening between the bottom and middle floors of the second elevator. This way leads you to the final section of the level where you can grab the uplink chip which Tycho requires. You will exit to 'Core Wars II', via 'Like home this ain't II'

Core Wars II

'Core Wars II' is similar to 'Core Wars'. A spoiler guide can be found later part of this document. In addition to many pistols, a lot of Dangi masers – fixed or held by Dangi personnels – are aiming at you. 'Core Wars' is a very good and old name for a 80's programmer. That is the name of a computer game, in which 'RED code' programs fight with each other on a virtual machine. The name of the virtual machine is 'MARS', the home world of the spaceship Marathon.

The level next to 'Core Wars II' is 'With utility bills like these...'

AMMUNITION
23 .44 CLIPS (x12)
11 FUSION BATTERIES
2 MA-75B CLIPS (x52)
5 MA-75B GRENADES (x7)
2 SSM MISSLES (x3)
3 MASER BATTERIES
20 SHOTGUN SHELLS (x2)

15m

DANG! A1324b MASER

* power up can
* oxygen can
o save terminal
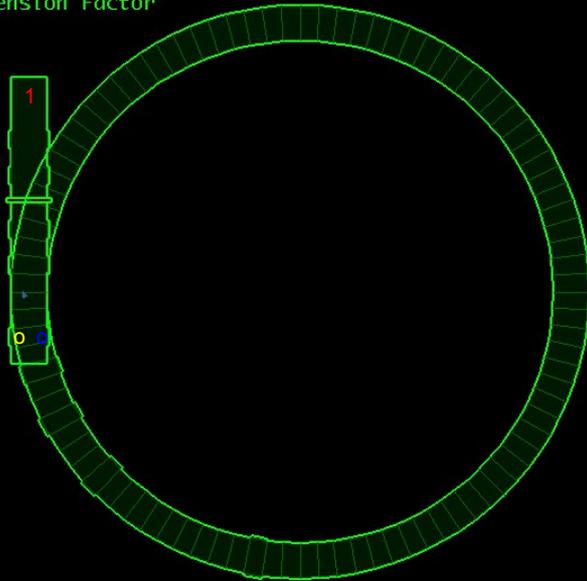o shield recharger
o oxygen terminal
o terminal

Figure 1

With utility bills like these...

You are transported in the room near (1). Your mission is to destroy all control panels on the main-frame computers in the rooms (7), (8), (9) and (10). At first, as Tycho indicates, go down the elevator at (1) and go through the white corridors southward. Smash the panel at (2). The door to room (3) will open. In room (3), there is a switch to disable the maser at (4). Toggle it.   You can safely access the save terminal in room (5) now. The room (6) is the next hub of this level. The room in south of room (6) is the stash of ammo and power up cans. If the power up cans run out, the shield recharger at west is not so far. Smashing panels in rooms (7) to (10) disable masers in each room. Smashing the panel at (11) opens the door to (12), where x2 recharger and save terminal are.   After smashing all panels, return to the first terminal to exit to 'The Descension Factor.'

Figure 2

Figure 1

The Descension Factor

This level is the inverse of 'The Ascension Factor', found in another branch of this scenario. You are transported in at the top of the long spiral corridor. Dealing with Pfhors, go down through it. At the bottom of the corridor, there is a terminal. Log on it to exit to 'Attack of the Wheenies' or go back to the first white room to exit to good and old 'Hairy Legs.'

Figure 1

<div align="center">

Attack of the Wheenies

</div>

You are transported in the yard (1). Deal with Pfhors in front of you. Save at (2) and prepare coming rush. Via one of the ways numbered '3' (I like the northmost one), go to (4) as quick as possible. The door will automatically open and a switch, a x2 recharger and a Looker will appear. Toggle the switch, recharge and stay quiet for a few seconds. The gate at (5) is now open. Then run through (5) to the second yard (6). Avoid fighting as possible. It is a hive as Tycho says. Pfhors will appear infinitely until you would run off all your ammo. The next goal is room (7). Deal with an Enforcer and toggle switch there. You can now enter into room (8). Deal with an Enforcer again and switch-on. The door to room (9) will open. This is the entrance of the downward way that Tycho refers, i.e. exit to "There's no Place like Up."

In this level, numerous AR BOB's are transported in. They will drop their mags when they are killed. It is good chance to refill your AR ammo.
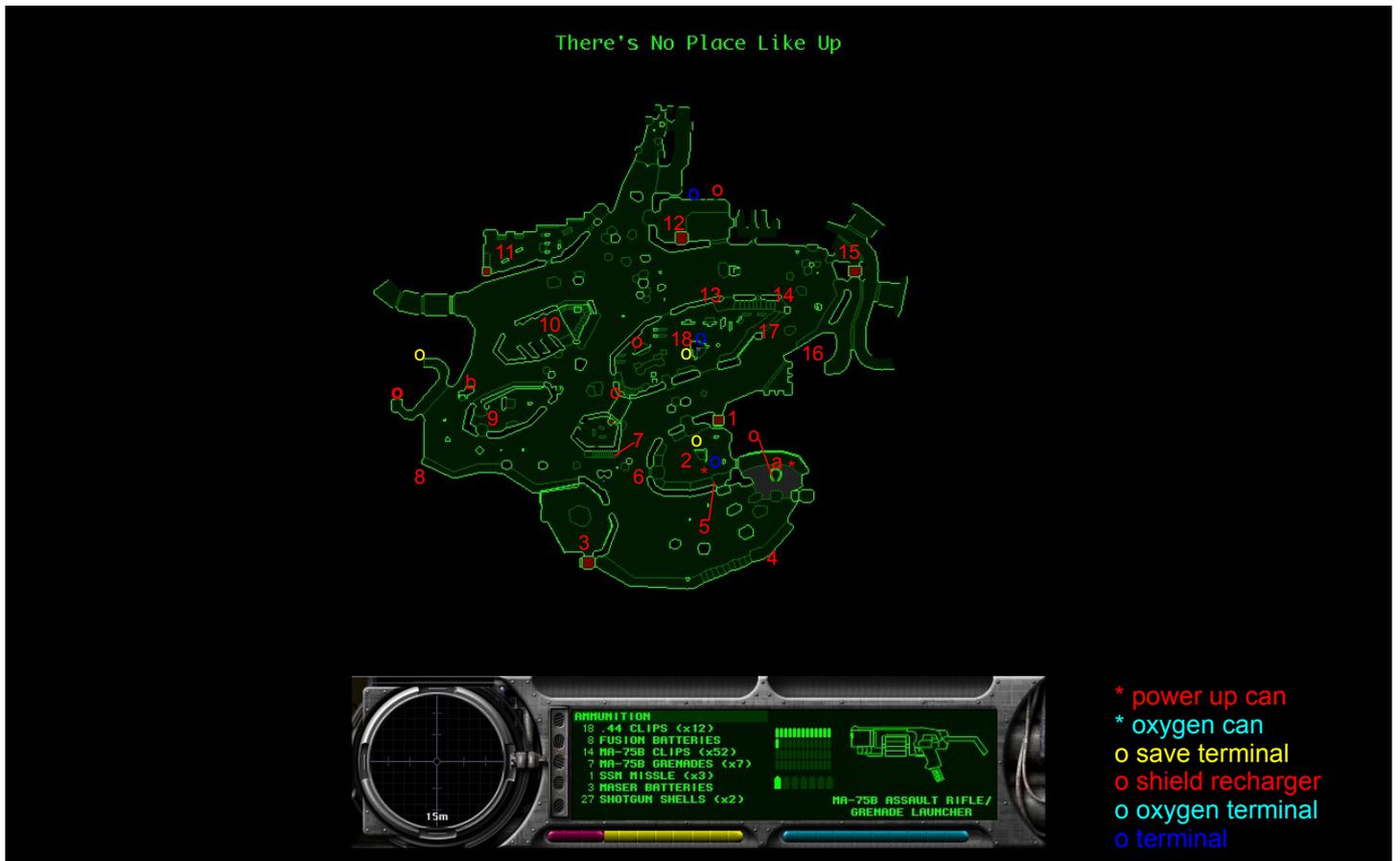
Figure 1

There's no Place like Up

At first, you are on the elevator at (1). When you reached the bottom, turn left and go to room (2) immediately. Elimenate a S'pht'Wr, save yourself, grab x2 power up and AR ammo. Then rush to the elevator at room (3) as quick as possible. There are tons of Pfhors on the ground. If you are going leisurely, you will be surrounded by them to death. The elevator (3), similarly to the most of the rest elevators in the level, has a hardly noticeable switch for activation on the inner wall (Fig. 2, at the crosshair). This is the entrance of 'climbing' Tycho claims. Once you go up, you need not to fall down to the ground. From ridge to ridge, pillar to pillar, you can make your way through (4) to (18). The terminal at (18) is the goal. Along the way, you must shoot at two circuit panels on 'a' and 'b' from the way points (4) and (8), respectively (Fig. 3, at the crosshair). Many S'pht'Wrs and Wasps are waiting for you. If you feel unhealthy, use the x3 recharger at the westmost. But you cannot directly return to (8) from this point. You must go down to the ground and go up again. AR ammo are transported in room (2). Shotgun shells and a x1 power up can be found in the east room.

Logging on the terminal at (18) will transport you to 'It's not * my * brain.'
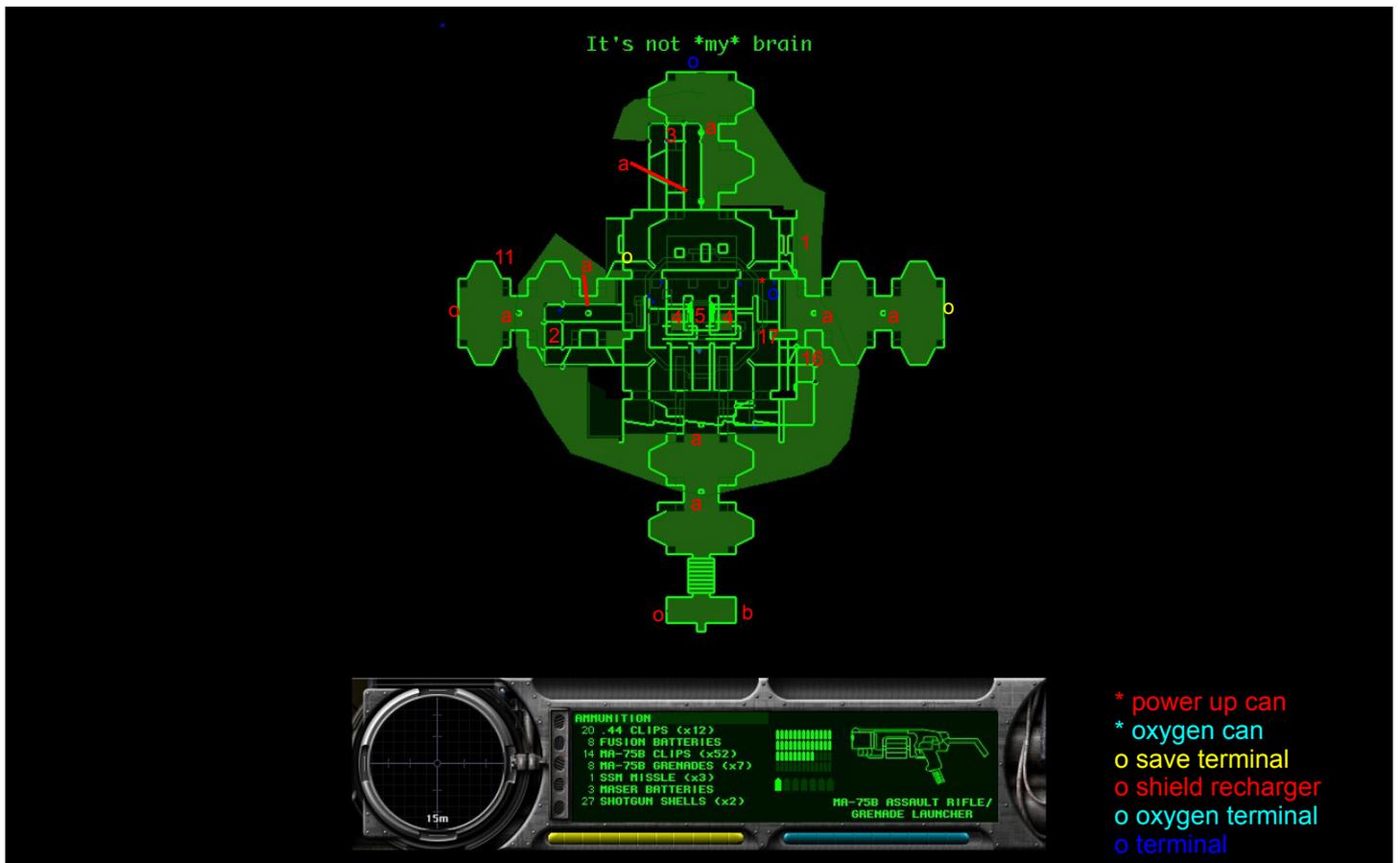

Figure 2

Figure 3

Figure 1

It's not * my * brain.

This is a three-story building with four basement computer rooms. After entering the building through door (1), you must go from the ground floor to the rooftop through the lifts (2) and (3). Then rush to the vent holes at (4), behind the wall. Many Bobs are standing in your way. Do not try to eliminate them all. There is only a red can and no shield recharger above the ground floor. Through one of two vent holes at (4), you can reach the second hole at (5), unaccessible so far, on the ground floor. Go down this hole, there are subterranean computer rooms. Watching out Bobs and Troopers, smash circuits at (a). Smashing circuit (b) results flooding of water. Go to (5) again and swim to the ground floor. Save yourself and go to the rooftop again. You will be transported back to Rozinante for 'Bob is everywhere.'

Bob is everywhere

'Bob is everywhere' is a very cruel level, in which you must explore Rozinante to kill all unarmed CleanroomBobs to the last man. Of course, a fist is sufficient to do this, but be careful, S'phts are shooting you. After your massacre, log on one of the Durandal terminals. You will transported out from Rozinante by angry Durandal. Don't worry, our Tycho will bring you into his ship. Tycho, then, will throw you into the final battle, 'Break the Sword.'
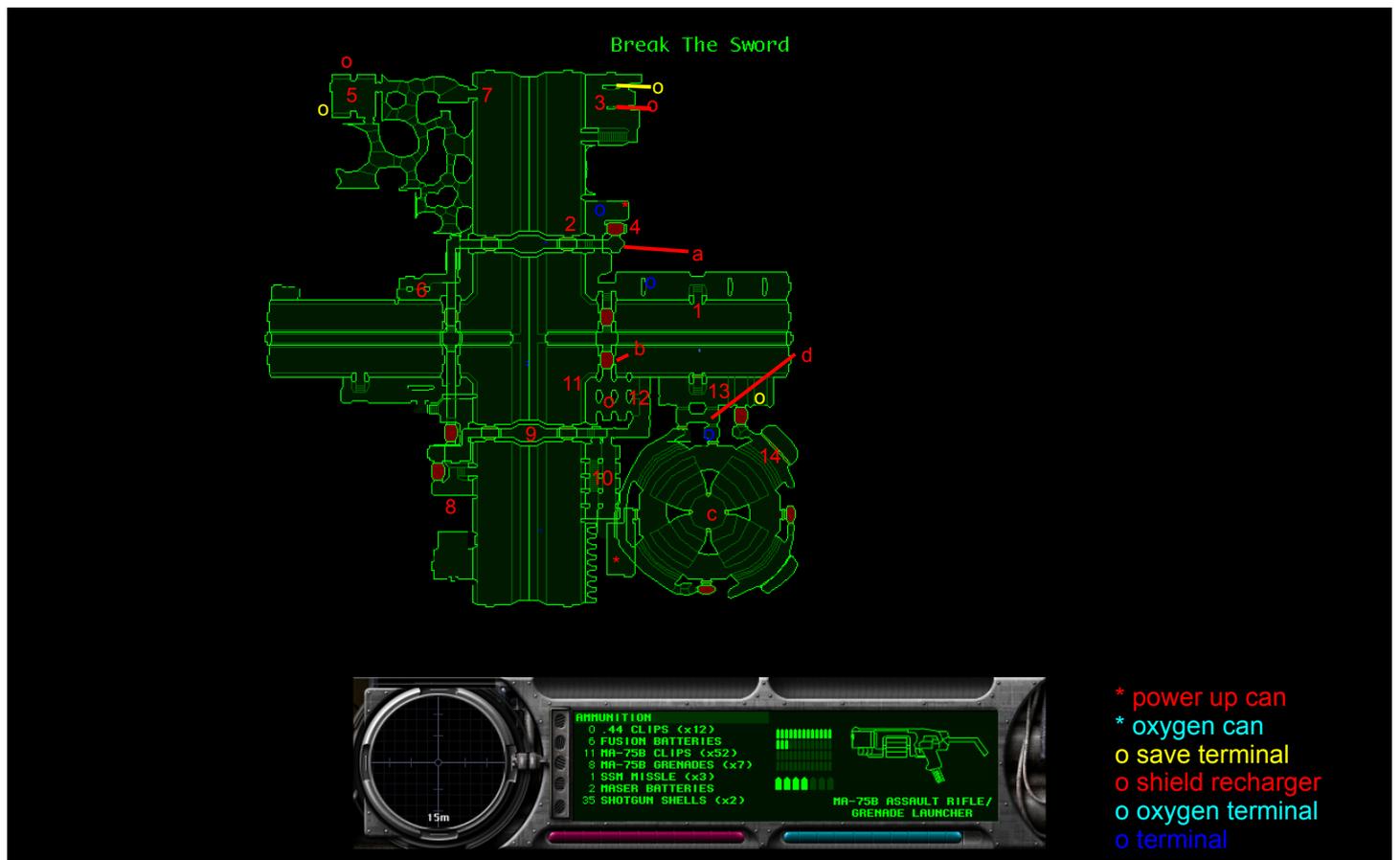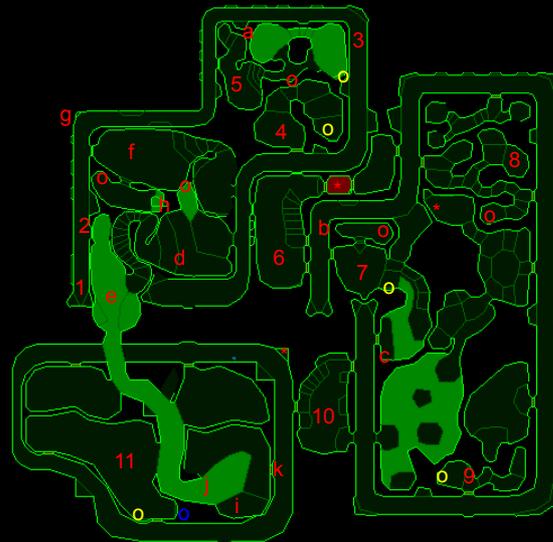.

Figure 1

Break the Sward

The basic concept of this level is same for several levels of Marathon, Marathon 2 and Marathon Infinity. Find out switches, get access to a computer core, smash it, find new switch to open some gates ... A lot of AMDDs -- Durandal's new puppets -- and S'phts are always aiming at you. The Hunters are on your side. The Troopers attack both you and AMDDs/S'phts. At first, you will transported in room (1). Go north. IMHO, there are two possible ways to complete early stage battle in this level. One is to go down at (a) and enter room (3) via room (2). There are a x2 recharger and a save terminal. This is a good base-camp for completing the rest level. Then ride on elevator (4) to go to room (5). There are x1 recharger, a save terminal and some AR ammo. Another way is to go to room (5) first, then invade the rest part of the level. Room (3) is guarded by S'phts more strongly than room (5), but x2 recharger is precious. By the way, the next battlefield is the southern part of the level. But you must activate two switches at (6) before go south. After activating them, return to (5) via (7) and save. Going down through the long corridor, secure room (8). Then go to rooms (10) and (12) through a transverse corridor (9). The elevator shown at (8) is in reality, two vertically stacked elevators, very confusing. When you come from (6), you will use the upper one, but you must ride the lower one to go to (9). The AMDDs in (12) can be shoot from (11) rather safely. There is a x3 recharger in (12). Charge up your shield and courage, smash (b) and goto (14) via (13). If you are a very prudent player, you can go back to save terminals at (3) or (5) from this point after the switch at (12) is activated. But room (13) has a save terminal too. At (14), there is the switch to open the entrance of the final goal, the computer cores of Rozinante at (c). After the destruction of the first core, door at (d) will shut but the door opens again by pressing the switch at the wall of the computer room. Destroy all four cores and log on the terminal (d), you will be transported to the Epilogue of the Tycho branch.

There are many terminals in this level. However, don't read through the terminal (d) before smashing all four cores or you will be transported into a plasma pool.

Some levels in the Salinger and Pfhor planks are somewhat remodeled from those described in 'Rubicon Spoiler Guide'. Therefore, I will put some humble walkthroughs here.

Figure 1

Not * this * again...

This is also a 'deja vue' level of the Marathon series, but has three principle corridors. The goal is the terminal in the southmost room (11). At first, you will transported at (1). Wait at (2) and grenade all Fighters transported in. Then pass slowly the alcove, where an Enforcer will transported in. Deal with him with AR and grab his weapon. Rush to (3). Deal with the second bunch of Fighters again. Clean out the room (4). There is a save terminal. Dealing with Enforcers transported in, go back to room (5) and clean out it. There is a x3 recharger. Grab rockets in the plasma pool (a). These are the base-camp to complete the rest of level. You do not need to visit all rooms for completing the level. At this point, you have three choices. The longest and easiest way is to follow the waypoints shown above. In this way, you can reach the goal with keeping the feet from disgusting plasma. The room 7 has two exits, (b) and (c). Taking (b) is easier. The x3 power up at the northeast to room (6) can be reached from the room east to the power up can. But you must push the adjacent wall and grenade the switch revealed from the room (6), previously. The second way is to go to room (d) and dive into the plasma flow at (e). The third way is to go to room (f) and clean out it. Then press the switch (g). This activates elevator at (h) with a certain delay. The elevator leads you to (i). There Hunters and Enforcers will be transported in with some AR ammo. If you can clean out them, dive into the plasma flow at (j). If you cannot, escape the room through door (k). In both ways, landing operation in front of fierce Pfhors in room (11) is difficult to do.

There are other terminals, but they are not important for completing the level.

Prize Payment Schedule

The following level 'Prize Payment Schedule' has been also modified. You need not to swim now. The panel you must smash is one at the right side of you (as figured below).
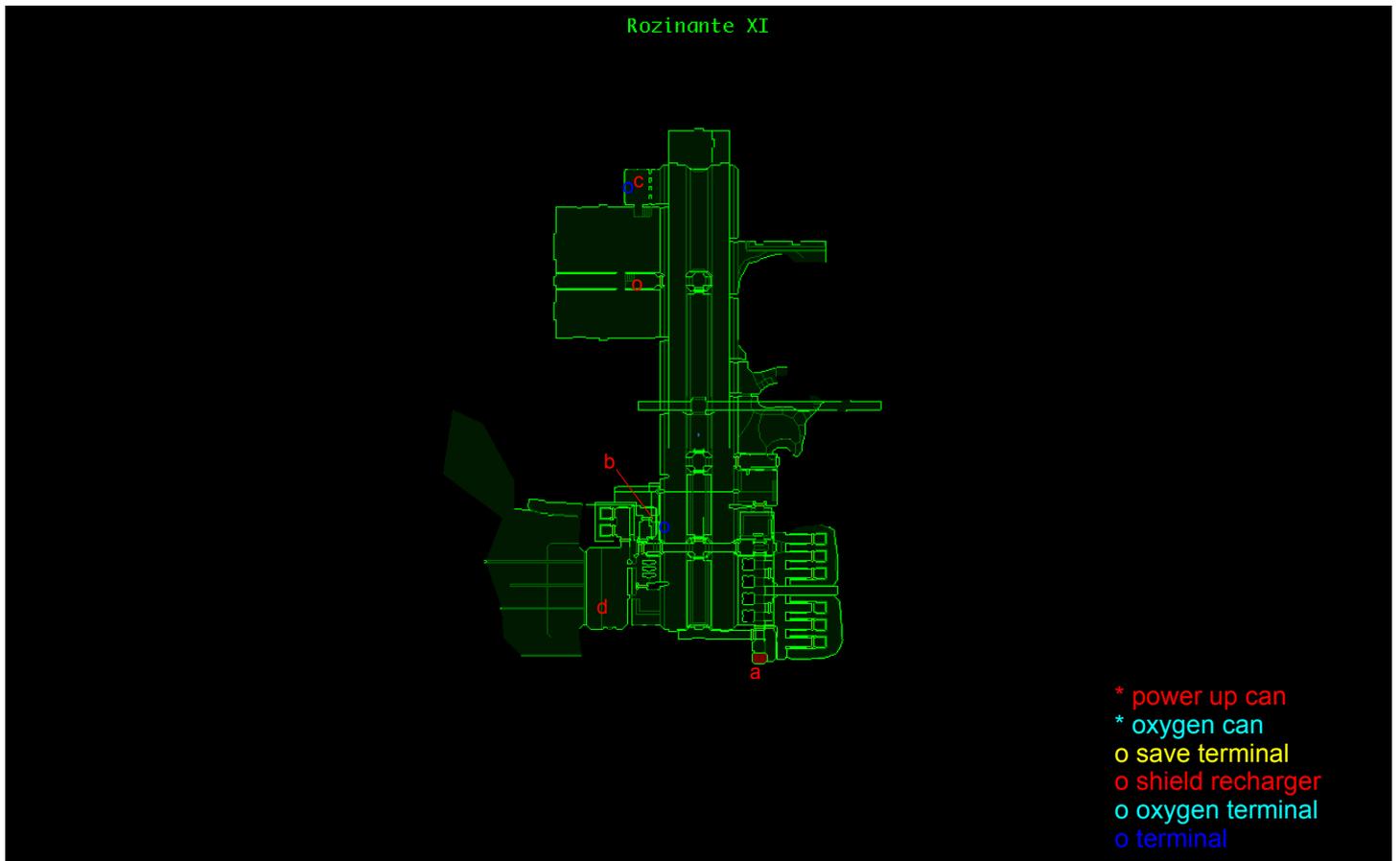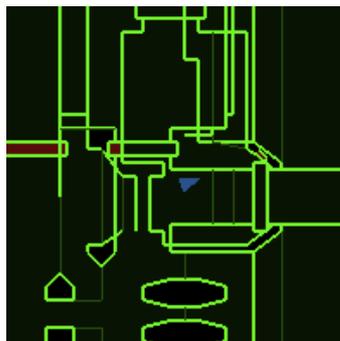
* power up can
* oxygen can
o save terminal
o shield recharger
o oxygen terminal
o terminal

Figure 1

Rozinante XI

This is another pivotal level to branch 'Tycho levels'. That is, you have one more chance to change your puppeteer from Durandal to Tycho. If you would like to follow Tycho, ride the elevator (a) and go to (b). Open the cover and smash the panel. You have now got access to (c). Log on the terminal there. Instead, if you still want to be Durandal's biped servant, throw the uplink chip in the slot at (d) and log on any one 'Durandal' terminal.
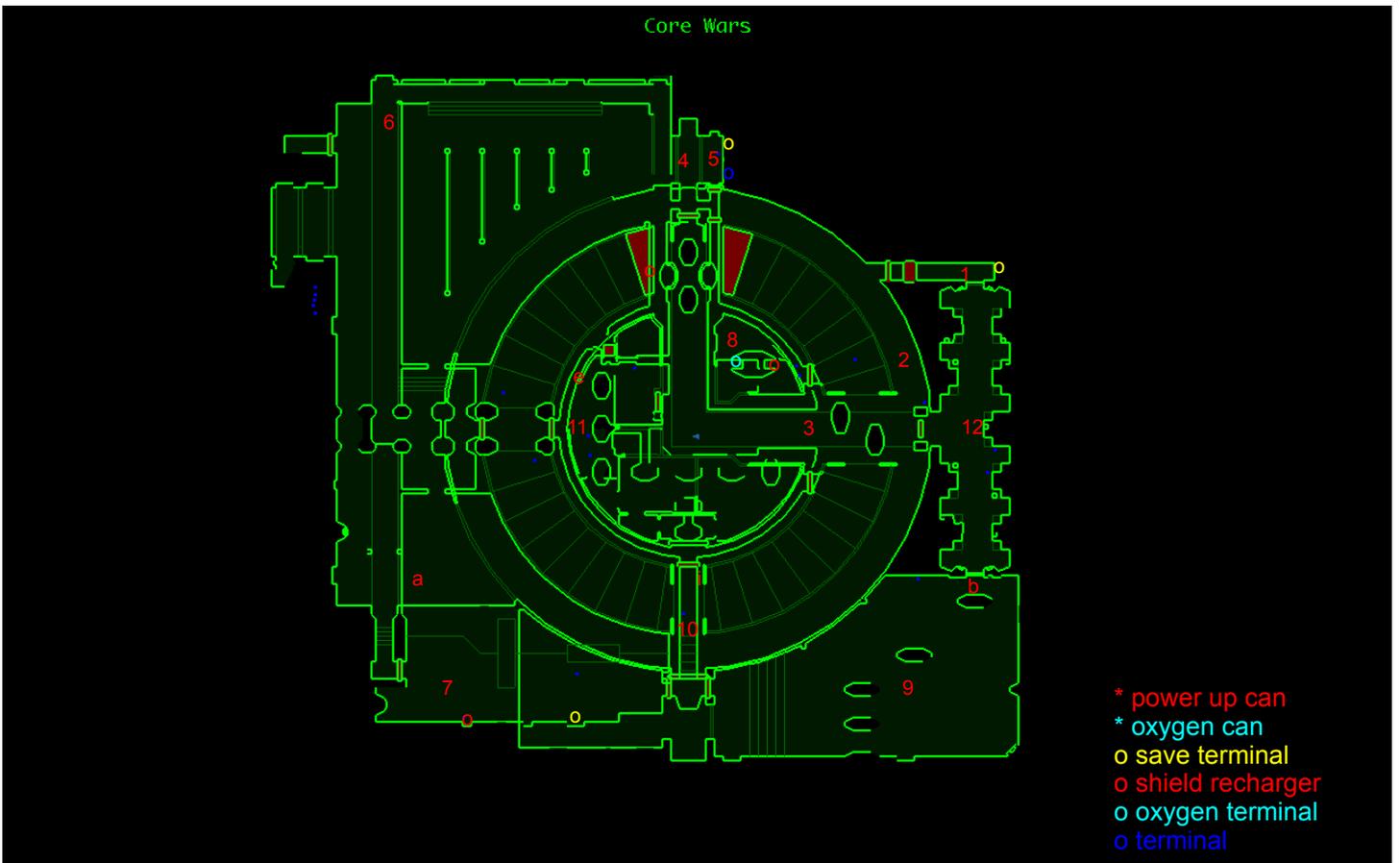
Core Wars

* power up can
* oxygen can
o save terminal
o shield recharger
o oxygen terminal
o terminal

Figure 1

Core Wars

This level is somewhat remodeled from that described in 'Rubicon Spoiler Guide.' You will be transported at (1). Save youself by the save terminal. Ride the lift and turn left. Dealing with Dangi Bobs, go down at (2) and go along the deep way (3) to west, then turn north, as Durandal indicated. In (4), deal with Dangi Bobs in room (5). But you cannot enter this room at this moment. The access key to open the door to (5) is located at room (7). Go west, then turn south along corridor (6). Maser every Bobs in room (7). If MaserBobs are difficult to eliminate, aim him from (a) with your maser. Once you get the access key, you can enter room (5) and get an access to the x2 recharger in (8). The next target is switch (b) in room (9). Go to room (7) again. But you must hurry because a maser turret in room (7) will be activated in this time. There is another maser turret in room (9). Use pillars for your cover. Toggle switch (b) to open the control panels in the computer room (12). The maser turret in (9) will be inactivated but the maser in (7) is still functioning. So that, it is safe to make your way to north and go down the stairway at (10) or (a). Through (11), go back to (5) and save yourself. Go to (12) and smash all the control panels, avoiding maser firings. This is not so difficult as it seems because the maser turrets fire intermittently. The go back to (5) again and log on the terminal there.

There are other terminals, but they are not necessary for completing the level.
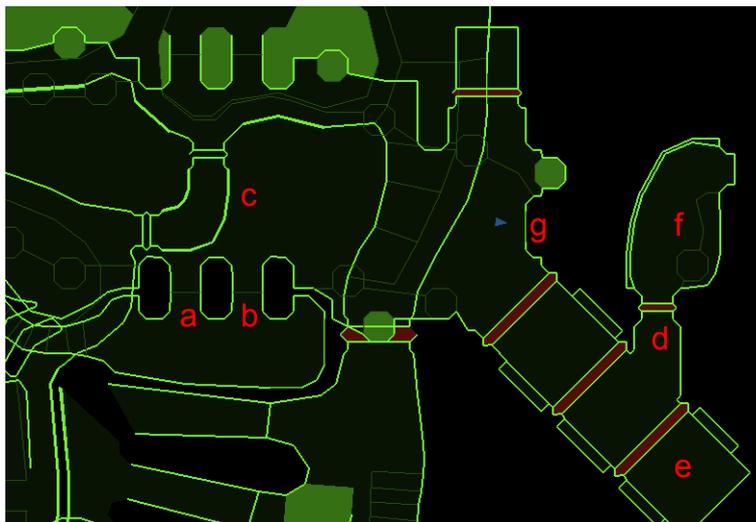
Small Strategies

Here, I will write my small strategies. These have worked for me well in 'Normal' difficulty. In harder difficulty, things may be different.

Deep in the Aardvarks

There is a triplet crusher at the end of the level. The Marathon Rubicon Spoiler Guides encourage us to go through this with a one-by-one method. Unfortunately, this method does not work for me. I prefer to waiting for correct timing. Up and down cycles of three crushers are different each other; the nearest moves fastest, the furthest moves slowest. Consequently, there is a timing when three crushers go up almost in the same time. Almost, but not completely same; in the order of the nearest, the middle and the furthest. This is the time to charge.

Wading in Vitriol

This is the final battle in the Pfhor plank. Before jumping down, eliminate Pfhors and fire balls in (c) as many as possible from (a) and (b) on the ledge. Then go down to (c) carefully. The best position is the dents just beneath (a) or (b). From the dents, eliminate fire balls with your rockets or grenades. Though the fusion rifle can be used for shooting them, I prefer grenades in this case. Because grenades can give a damage to a fire ball from the oblique position slightly out from the shooting line of the fire ball. Another reason is many AR ammo that Bob's will drop.

Watch out Lookers and Pfhors. Pfhors will attack you in four waves. Two Fighters, one Trooper, one MOAH and one S'pht'Wr. They are accompanied with many Lookers. Grenade Fighters and Lookers. Eliminate fire balls. Then you hear another chirping of Lookers. Now, dodging Lookers and Trooper, rush into (d). This is the new haven for you. From this point you can shoot at the fire balls on the west wall. Meanwhile, the door to (e) will open and a MOAH will appear. Deal with him (her?) and Lookers with your shotguns, and Wasps with shotguns or fusion rifle. A yellow power-up and some AR ammo will be transported at the end of (e). Now you have your time. Eliminate remaining fire balls carefully. Again, the door between (d) and (f) will open and a S'pht'Wr and Lookers will come in. Deal with them with shotguns, fusion rifle or AR. In (f), there is a red power-up.

After eliminating all fire balls, visiting (e) and (f), log on the terminal at (g). You will be transported to the Epilogue of Pfhor plank.