

THE OFFICIAL STRATEGY GUIDE

Complete
Walkthroughs
of Every
Bloody Level!

BLOOD™

Mel Odom
Ted Chapman

PRIMA'S
SECRETS
OF THE GAMES

G
Developed by
GT Interactive
Software



BLOOD V.I.C.E.



BLOODTM

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**MEL ODOM
AND
TED CHAPMAN**

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ACKNOWLEDGMENTS

This book is for Michael Brown, who kept my systems up and running despite every Bloody conflict that came along. P.S. Don't you just love sticky bombs?

Gratitude to Stacy Mollsen and Dan Francisco for steering this project my way. And to Denise Sternad who kept hanging in there until the last Bloody moment even though we were both drained.

—Mel Odom

To Erica, the center of my universe.

Special thanks to my parents, Jim and Chris, who loved me unconditionally in spite of my many transgressions, to my brother Paul, who taught me to be tough in the face of adversity, to my sister Becky, who introduced me to the wonderment of puzzles, and to my eldest siblings, Jim and Dona, who showed me the balance of nature versus nurture in a way that no psychology textbook ever could.

—Ted Chapman



INTRODUCTION

Have zombies been on your mind lately? Or at least after your brain? Have you been having nightmares about Bloated Butchers puking death? Have Gargoyles scraped steely fingernails across your window at night? Does every shadow seem to hold a rat or a bat or a spider?

Do you have the feeling that everyone's out to get you?

Yes? Then chances are good you've been playing *Blood*, GT Interactive and Monolith Productions' newest (and best) shooter game. You've probably died countless deaths, survived hellacious conditions, and sent thousands to their graves (of course, that's where they live).

Welcome to the never-ending nightmare.

This strategy guide will help you make a positive experience from all that bloodshed and carnage. The first chapter, a mood piece, gets you into the *Blood* mindset. Chapter 2 provides information on weapons and monsters, with some tactical hints. The next four chapters are walkthroughs for the four game episodes, move-by-move information to see you through and keep you alive. The final chapter gives you a brief overview on multiplayer gaming.

Remember, stay safe out there. Draw first and shoot straight!



CHAPTER

1

**THE
GUNFIGHTER
AND THE
DEMON**



I stand in the Hall of the Epiphany, awaiting word from the demon in whose service I've toiled these many years. I have seen a hundred years pass, yet I've not aged beyond the 24 years I was when I agreed to serve him. The world, though, has changed around me. I've seen things of wonder come to pass, and I've seen blood and turmoil spill past me in loose skeins.

The temple seems colder today as I stand inside, more foreboding. I'm not a man given to simple twists of an overactive imagination. Despite everything I've become, everything I've experienced, I remain myself and clear of mind. If the temple seems colder today, that's because it *is* colder.

And only one being could make it colder. Tchernobog, the One Who Binds, Devourer of Souls.

Over the years, I've been asked again and again how I came to be in the service of such a creature, one who knows no remorse, no mercy. Tchernobog knows only the hunger for power, and he demands complete domination.

The pistol on my hip gives me comfort. I killed my first man when I was very young. By the age of 17, I was renowned as a merciless gunfighter, talked about across the West. I know my weapon can never be enough to kill the demon. Nor would I try. Tchernobog has given me skills and abilities beyond the deadliness of a bullet sped true by the explosive gas of burning gunpowder.

One of those assets was Ophelia Price. She stands beside me. I can see that she is wary, too. Tchernobog's hunger for control of this world has grown. Some say he's close to achieving the means to cross over.

Four of us are the Chosen. Ophelia brought me into Tchernobog's fold. I came upon her while she was in the ruins of her house, already well past sanity. Her husband had been a member of the Cult of Tchernobog, but he'd tried to break away from it. In return, Tchernobog's followers crept up in the night and burned his house to the ground. Ophelia's husband and young son died in the blaze.

I went to Ophelia hoping to learn more of the Cult from her wild ravings. She cried out for vengeance—not against Tchernobog, but against her husband. I took her and came to love her, and I found my way into Tchernobog's temple, desiring the power and privilege he offered in return.



In all the times I've stood in this temple, I've never felt so lost or so alone as now. Even though Ophelia holds my hand, I feel cut adrift. I've said I'm not an imaginative man. There must be a reason for these feelings.

I wait because there's nothing else I can do. Tchernobog has summoned us.

The torchlight flickers across the walls. Soon we're ushered into Tchernobog's presence. We stand in a hard yellow circle of warding in the immense room. Though we appear to stand apart, we're at Tchernobog's mercy.

The demon sits in his chair, larger than life. He radiates power, and his black talons scrape against his stone chair. A fiery pit burns brightly to his left.

"Welcome, my servants," Tchernobog says in his deep, thunderous voice. "My slaves."

A hunchbacked Zombie stumbles forward. Tchernobog's control of this decaying, flesh-and-blood puppet demonstrates his control over his Chosen, as well. The Zombie pulls back his hood, revealing painfully wrought features.

"Servants, hear me."

"What is your bidding, master?" I ask, and I know I speak for us all. Ismael and Gabriel are the other chosen two that stand with us in a circle.

Before us, the Zombie writhes in soundless pain. His eyes suddenly transform into glowing white coals. His mouth peels open, revealing broken stumps of teeth.

"The time has come for the world to understand the true nature of sacrifice. My bidding is for *all* to suffer in my name."


Ophelia seems surprised by this pronouncement of doom, though I could have foreseen no other ending for the obscene scheme Tchernobog has engineered. She takes a startled step forward.

"What?"

Without warning, the Zombie's flesh crawls from his bones. His skeleton stands for a moment; then it, too, drops to the floor.

"My bidding," Tchernobog continues, "is to make *you* my sacrifice!"

The rush of moving arachnids skating on gossamer strands is faintly audible. I glance back, my hand instinctively dropping to my pistol, though I know it's wasted motion. I can injure nothing within the temple walls. I don't have the power.



Shial, the Mother of Spiders, drops from the darkness shielding the temple ceiling onto Gabriel. He struggles, but she gathers him in easily, wrapping her eight legs around him in a death grip, and rising back along her web.

Ishmael is caught flat-footed when Cerberus explodes from the flames of the pit. Fiery breath from the two-headed dog wreathes Ishmael, and then tears him to pieces. His bloody remains drop to the stone floor with wet slaps.

I start for Ophelia, to protect her. I don't know why Tchernobog has turned against us, and I know there's no escape from his vengeance. But I must try. I see a white flash of leathery wings behind her, and I recognize Cheogh, the Gargoyle chieftain. Before I can reach Ophelia, he wraps his arms around her, overpowering her easily. Cheogh has always hated us, hated the special station the Chosen held in Tchernobog's eyes. He will make the demon's vengeance against us his own.

Fear twists inside me as I think all he could do to Ophelia. I leap after them as Cheogh's wings beat viciously. He rises into the air, my dearest Ophelia screaming in his arms. I miss touching her one last time by inches. Then she's gone.

I whirl on the demon, madness-filled. We've been betrayed. Ophelia is gone. I don't care to live without her.

Tchernobog looks unconcerned. "I have given you love. Now I take your life. Consider my power—in a hollow grave!"

He waves a hand at me, as if in dismissal.

An unseen force grips me, sending me tumbling into a black abyss. I'm cold for a long time, unable to move. I can't tell if I even exist in any form. Surely, if I had a soul, Tchernobog would own that as well.





One day, though, the cold doesn't seem as chill. Perhaps years later, I am able to move a finger. And then a hand. My eyes flicker open, and I find I'm in a tomb. In the darkness even my enhanced sight can barely make out the stone surfaces. My anger warms me through the next hours, days, weeks, or months. I can't judge time's passing.

I focus on my anger like a blacksmith shaping a stubborn piece of metal. It becomes my way back. Ophelia and I were true to Tchernobog's teachings. We did everything for him. He had no right to take her away.

There will be an accounting. I swear it silently for a time, because I can't speak. Finally, I give voice to my oath.

I feel a tall, firm object beside me. By touch, I discern that it's a pitchfork. I clutch it to my side. It's a weapon someone will regret giving me.

At last the day comes when I can reach up and shift the heavy lid from the tomb. I take a deep breath, and realize for the first time that I've not breathed before. So—I'm no longer truly alive.

But I'm not dead, either. And that's something the demon will regret—in spades. I peer into the mausoleum before me, and struggle toward my revenge.



CHAPTER

2

OF WEAPONS
AND MONSTERS



We'll begin with the things you most want to know—the cheat codes! Gather 'round, children, as we share the bounty. The game dishes out a bloodfeast. Here's how to simplify getting through the full-course meal.

CHEAT CODES

GOD MODE

In God mode, you'll be unbeatable, a walking dreadnought that need fear nothing. Except the abundant traps placed throughout the game that can box you in for all eternity. What? You don't want to spend eternity here? Well, guess who's gonna have to restart now . . .

For the most part, God mode will see you through the game and make you unkillable. Of course, there are all those other paths to take and keys to find—a whole 'nother kettle of Bone Eels.

To become your own private pantheon, type **T**, followed by NOCAPINMYASS or MPKFA. The acknowledgment flashes, "You are immortal."

To give your enemies a sporting chance to turn God mode off simply type **T** and CAPINMYASS or MPKFA.

GUNS

Kids, you say you like to rock and roll? Do you like laying down riffs with the Incinerator, cueing in a backbeat with the Shotgun, with Thompson Machine Gun rhythms, and a Life Leech light show? You daggone betcha!

If you want *all* guns and ammo immediately and can't wait to scrounge them up yourself, type **T**, followed by IDAHO.

If you never again want to worry about running out of ammo, type **T**, followed by HONGKONG or Lara Croft.



ARMOR

To get a full complement of armor at any time, type **T**, followed by GRISWOLD.

KEYS

Tired of looking for all the keys that will let you into the doors? Type **T**, and then KEYMASTER.

POWER-UPS

If you want to use Guns Akimbo at any given time, type **T**, and then TEQUILA or BUNZ.

For the Boots of Jumping, type **T**, followed by FUNKY SHOES.

Going for a long swim: Type **T**, followed by COUSTEAU, to the the diving suit and 200% health.

For invisibility at any time, type **T**, and ONERING.

For invulnerability at any time, type **T**, followed by VOORHEES.

TOYS

If you want a First-Aid Kit, Boots of Jumping, Beast Vision Glasses, the Crystal Ball, or the Diving Suit, type **T**, followed by SATCHEL.

HEALTH

Anytime you want a quick pick-me-up in the health department, type **T**, followed by SPORK. You'll jump up to 200 points of health.

LEVEL WARP

Bored with the local scenery? Want to see something different? Did you peruse this guide and find something you really want to play? To warp to another episode and level, type **T**, followed by MARIO.



WALK THROUGH WALLS

If you really get stuck on a level, or just want to walk unimpeded across a jump you can't make, or past opponents you just can't seem to kill enough, type **T**, and then EVA GALLI. You'll be able to walk through walls into other areas, in regular play as well as map mode.

SPECIALS

The designers at Monolith also created some cheat codes that are just for fun.

- Type **T**, followed by JOJO, and you'll stagger around like you're delirious (that is, *drunk*).
- Type **T**, followed by MCGEE, to set yourself on fire.
- Type **T**, followed by KRUEGER, to give yourself 200% Health and set yourself on fire.
- Type **T**, followed by STERNO, to blind yourself for a short time. Why they have this one, I don't know.
- For the tech-heads, type **T**, followed by RATE, to display the frame rate your machine is achieving. Despondent over your inability to get through the final boss level? Type **T**, followed by KEVORKIAN, to commit suicide.

MAPPING

The game also provides you with a map of where you've been. Sometimes, when you're close enough, it includes areas ahead of you. It's not all-inclusive as far as secrets go, or exactly where the doors are or where you can find weapons, power-ups, or keys. But when you get to feeling lost, it can provide a sense of comfort. Simply press the **Tab** key to bring it up. Pressing **+** and **-** keys will blow up the view for greater scrutiny, or shrink it so you can see all of it at once on your screen.



HIDDEN AREAS

People, *any* area can be a hidden area. You'll find them behind walls, behind bookcases, behind mirrors, behind paintings, in pools, on top of buildings, rocks, what have you. When you play the game, you must *examine* everything. Luckily, you have this strategy guide to point the way.

Switches, hidden ones as well as visible ones, in a number of shapes and sizes (and levers, too), will activate hidden areas as well as doors, sometimes. Listen for the hum of machinery, the click of something going on. Track it down. If the switch resets itself, trip it again and search in a different direction if you haven't found the hidden area.

DOORS

Most of the time, doors look like doors, but sometimes they look like walls or rock slabs or bookshelves. Use your Spacebar on everything.

ELEVATORS

See the foregoing paragraph on doors. Elevators are scattered throughout the game, and they come in a number of sizes, as well. Sometimes they look like elevators. Sometimes they activate just because you come stand on them. If you come to an abrupt dead-end, don't hesitate to use the Spacebar to find out if there's a door or an elevator or a secret area hidden behind. Again, this book is a very handy thing to have.

TELEPORTS

Teleports are hidden areas that will whisk you away to different parts of the map. Four secret exit switches exist to take you to four hidden *levels*.

OTHER SURPRISES

If you've ever played a PC game like this before—a “first-person shooter,” “shooter,” “twitch,” and so on—you know to look out for red-and-white-striped barrels, because they explode. Fire extinguishers explode too. Set them off from a safe distance, with a distance weapon or a TNT bundle. Often, they reveal new doors or secrets or offer new paths for the multiplayer games that leave you reeling with possibilities.

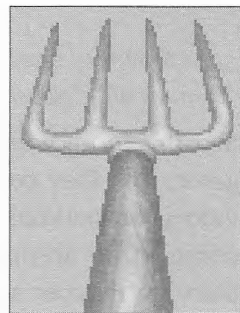
Understand that not everything liquid is healthy for you. If you're about to enter a suspicious-looking pool, save your game first and find out if it's going to hurt you. Lava pits are an instant giveaway. But sometimes you have to jump through fire to get where you're going.

WEAPONS

Oh yeah, baby! Now we're getting somewhere. Your anthem for *Blood* is guns—lots and lots of guns.

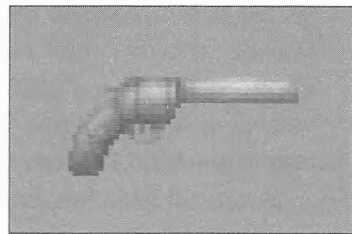
PITCHFORK


Your basic hay mover is a serviceable weapon with a number of uses. It kills your enemies, albeit slower than any of your other weapons, and comes in handy for breaking out glass.



FLARE GUN

Flaming projectiles that lodge easily in flesh and continue burning for a short period of time. Unless you dive into water, you'll take damage until the flare burns itself out, by which time it may be too late. Alternative fire (the **X** key on the keyboard) launches a starburst flare that douses a large area with flames and can provide effective crowd control.

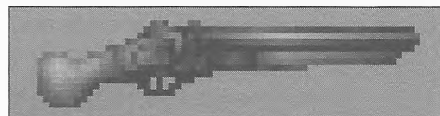




The Flare Gun is a personal favorite of mine when blasting enemies at a distance. By the time they catch on fire and try to run at me, they're ash. If they're on ledges, so much the better.

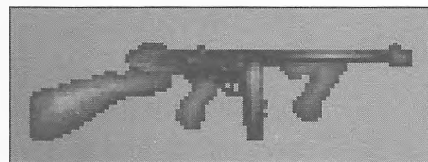
SAWED-OFF SHOTGUN

Now *this* is a weapon. You gotta love Shotguns. When you use alternative fire (the **[X]** key on the keyboard), both barrels go off at once for maximum damage.



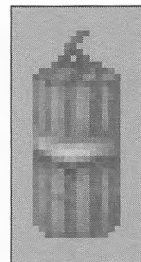
THOMPSON'S MACHINE GUN

Want to clean a room out quickly? Try this baby on alternative fire (the **[X]** key on the keyboard). With the Tommy Gun in hand, you're sudden death on the move.



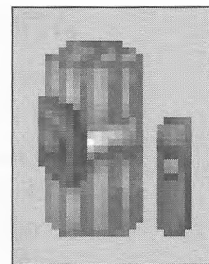
DYNAMITE BUNDLE

The ultimate in guerrilla warfare. There's nothing like just being able to blow up things. *Any* things. Hold down the **[Ctrl]** key longer to get more distance on your throws. A gauge forms on your screen and lets you know how far you're throwing the bundle. Use alternative fire (the **[X]** key on your keyboard) to get a delayed fuse. You can throw the lit bundle, or hit **[X]** to drop the bundle at your feet. Of course, they don't work underwater. And make sure you don't set them off in enclosed spaces when you're piled in on top of it.



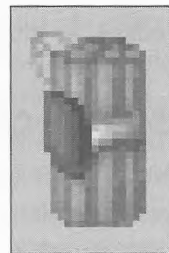
REMOTE DETONATORS

How to make playing with dynamite more fun . . . ? Equip it with a remote detonator and really take charge of a tactical retreat, turning it into a rally when your enemies come after you. Alternative fire mode (the **[X]** key on your keyboard) allows you to drop more charges without setting earlier ones off.



PROXIMITY DETONATORS

The ultimate party favor! Being followed? Simply drop a charge at your feet and leave it behind for the unwary pursuer. Especially fun in multiplayer mode, because you're constantly finding places to stash them (such as areas where ammo or weapons are hidden) to surprise your friends and enemies. Alternative fire mode (the **[X]** key on your keyboard) lets you drop them at your feet. But remember where you leave them: You don't want to step on them yourself.



INCINERATOR

This Napalm Launcher is a workhorse. Kills and keeps on killing. It fires a burst that has an immediate explosive effect, and then keeps burning for a time. When you go up against Shial and her pet spiders, this weapon will be your best friend.



VOODOO DOLL

This weapon, although not as effective as some (but more effective than the pitchfork), is a nice touch, bringing home the whole eerie *Blood* experience. Though slow to fire in its alternate firing mode, it releases the entire voodoo power surge at the same time. This can devastate even Cheogh.



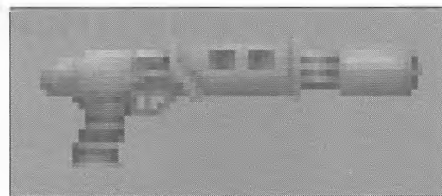
AEROSOL CAN

Now *this* is an arsenal! Any list that includes an aerosol hairspray can and a lighter has got to be a winner. This is war at its dirtiest. In alternative fire mode (the **[X]** key on your keyboard) it lights up like a Molotov cocktail to fling at your enemies. If you hit the alternative fire mode a second time, it drops at your feet and explodes a few seconds later. You don't want to be there when that happens.



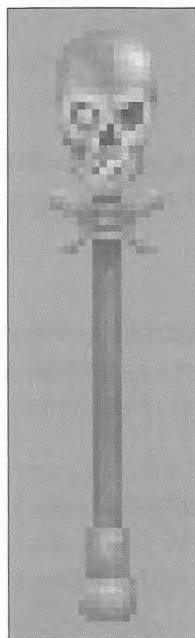
TESLA CANNON

This little gem sports a neat *Star Wars*-type visual effect when you fire it. And you won't find a better weapon to use against the Hell Hounds, Cerberus, the only Stone Gargoyles, and Cheogh.



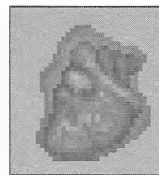
LIFE LEECH

Undoubtedly the fiercest and most pyrotechnic weapon. To get additional power for it so it won't sap your own health, always check around for the blue, disk-shaped Trapped Souls scattered throughout the game. Use it to blast Tchernobog at the end of the game.

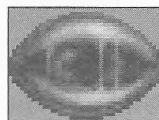


HEALTH & ARMOR

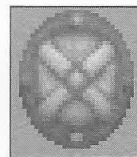
Essence: These heart icons add 20 points to your health, up to the 100-point limit.



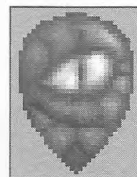
Life Seed: These eye-shaped orbs add 100 points to your health, up to 200.



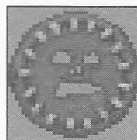
Body Armor: Circular in design and bearing an 'X,' this adds 100 points to your defense.



Fire Armor: Orange and vaguely triangular in shape, this armor adds 100 points against attacks from Flares, Flaming Aerosol, and residual effects of dynamite and napalm.



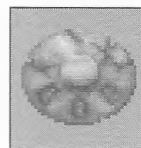
Spirit Armor: Round, with an angry face punched into it, this armor adds 100 points which will absorb damage from the Voodoo Doll and Life Leech.



Super Armor: Looking like an exoskeleton for the midsection, this armor adds 200 defense points across the board to all other armor.



Basic Armor: Round and dimpled, this adds 50 points of every type of armor.



POWER-UPS AND INVENTORY ITEMS

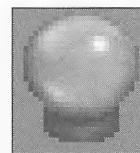
Death Mask: A triangular goat's-head, this power-up provides temporary invulnerability to all attacks. But be aware that you can still take damage from a long fall.



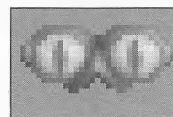
Guns Akimbo: Another personal favorite. For a short time, you can be a two-fisted warrior that's Death Come Walking. It immediately doubles your Flare Guns, Shotguns, Thompson Machine Guns, and Incinerator.



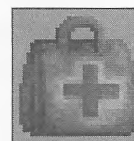
Crystal Ball (press **C** on your keyboard to activate): This enables you to see your enemies no matter where they are in the "Bloodbath" version.



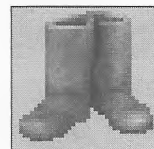
Beast Vision Glasses (press **B** on your keyboard to activate): These glasses give you the power to see in the dark.



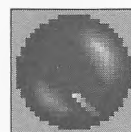
Doctor's Bag/Medi-Kit (press **M** on your keyboard to activate): This restores up to 100 points of health as you use it. You can use it several times, until you deplete the full 100 points.



Boots of Jumping (press **J** to activate): Put these on to jump much higher and farther than you thought possible.



Reflective Shots: This glowing blue ball gives you temporary invulnerability to bullets (although you're still vulnerable to Flares and explosives). Not only that, but it reflects the shots into the opponents who shot at you.





ENEMIES

RATS

In a tight area where you have nowhere to run, these little pests can be downright dangerous. Kill them before they reach you. If you have nowhere to run, stay in motion; there's always a chance you can step on them and kill them.



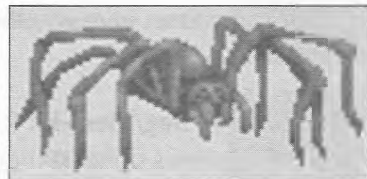
BATS

These aren't really a big threat unless you let them gang up on you. The Shotgun can take care of a lot of these problems.



SPIDERS

More pests that can become dangerous in a mob. Red spiders can disorient your vision; green ones can completely blind you for a time. The poison has a cumulative effect: The more you're bitten, the worse the side-effects.



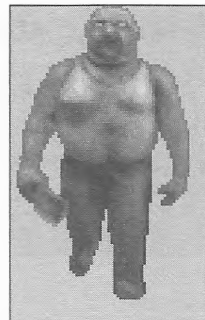
ZOMBIES

This game's utility creature. They pop up everywhere, screaming, "*Brains! Brains!*" Blast, burn, break, and bury them where you find them. Everything you've got kills them. If you're trying to conserve ammo, the Flares seem to be the best long-distance weapon, provided you stay ready to dodge them when they turn into human torches. If they come at you one at a time, hit 'em with your pitchfork.



BLOATED BUTCHERS

They're much harder to kill than Zombies. And they fling cleavers at you and have a noxious vomit that literally kills. Use cover and keep firing until they go down.



CULTISTS

Dressed in brown robes, most of these guys fall like cannon fodder. But they also have most of the same percussion and explosive weapons you do, so look out. Of course, the more of them you kill, the more bodies you get to loot for weapons and ammo later.



FANATICS

Dressed in grey robes, they carry Tommy Guns and Dynamite, and don't hesitate to blast away. They can absorb some serious damage, roll away, and then come blasting back at you. Stay covered and make sure they're dead before you move out of safety.



GARGOYLES

The basic flesh variety are tough to kill, and can swoop down on you from anywhere. Stay loose and in motion if you're out in the open. Get to cover as quickly as possible. If you can't, blast them from a distance.





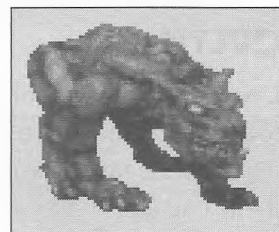
STONE GARGOYLES

Some of the statues in the game come to life and some don't. Best advice: Don't trust any of them. They're nearly invulnerable, so your best weapon against them is the Tesla Cannon.



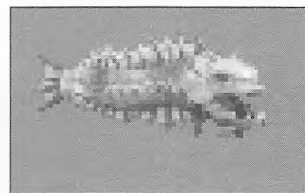
HELL HOUNDS

These fierce, fire-breathing dogs will pounce on you in seconds, given the chance. The Tesla Cannon makes short work of them at long distance, while the shotgun can help you out if they're too close and you must move quickly.



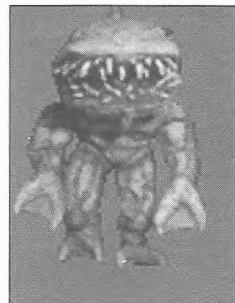
BONE FEELS

Definitely some nasty creatures once you get them going. Stay away from them while underwater, and use the Shotgun to blast them more easily.



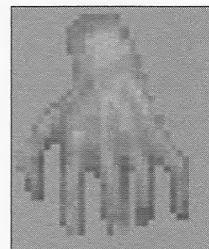
GILL BEASTS

Out of the water, as you sometimes find them, the Gill Beasts are no real threat. But in the water—look out! They swim faster than everybody's favorite bottle-nosed dolphin and have teeth like a great white shark. The Shotgun is the preferred tool of execution. Put your back to a wall to limit their ability to swim around and flank you.



CHOKING HANDS

I learned to hate the Choking Hands! They seemed to be in every tight spot I got into. And they moved so fast they had me by the throat before I knew it. Use the **Spacebar** to push them off; then blast them with the Shotgun or whatever else you have available. The Shotgun gives you the edge, though.



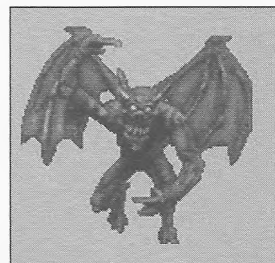
PHANTASMS

Able to phase in and out of the corporeal, the Phantasms are difficult to deal with. Stay in close to them so they can't use their breath weapons. Then blast them repeatedly when they go solid. Firing at them when they're insubstantial wastes ammo.



CHEOUGH

Ruler of all the Gargoyles, Cheogh is definitely bad news. When you take him on, try to have a Tesla Cannon at hand and you'll burn him down quick.



SHIAL, MOTHER OF SPIDERS

She's horrendous in appearance and always accompanied by numerous smaller spiders. Use the Incinerator to take her out of the action quickly.





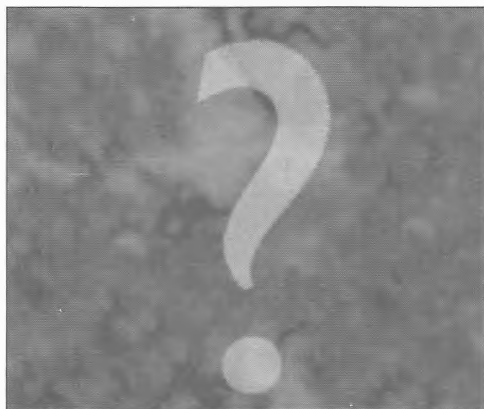
CERBERUS

This two-headed dog will have you for kibble if you don't move fast and take cover. However, the Tesla Cannon will make him wish he'd paid better attention in obedience school. If you're down to nothing but Shotgun ammo, double-barrel one head to death, then the other.



TCHERNOBOG

Called "the Dreaming God," "the One That Binds," "Devourer of Souls." Bad guys don't come any badder than Tchernobog. When you take him on, don't kid yourself: You've got a war on your hands. However, the Life Leech takes the wind out of his sails.





CHAPTER

3

EPISODE 1:
THE WAY OF
ALL FLESH



CRADLE TO GRAVE

Tchernobog's words still ring in your ears as you slide the crypt lid back above you. His minions made a mistake: They didn't stick around to make sure you were good and dead. And somewhere in the darkness of that crypt, you've found a pitchfork. It's not your usual weapon, but it will serve. When you find the first of your many enemies, maybe you'll thank them for the good times.

Gather yourself and hop out of the crypt. You're in a small mausoleum. Two other coffins are on either side in front of you. Water drips from the low, spiderwebbed ceiling. A corpse lies against the far wall; flickering lights drift across it, twisting the shadows. Go to the coffin on your right, squat down and push it by using the **[Spacebar]** to reveal the First Secret on this level.



To your left is a rounded wall. Walk forward and touch it using the **[Spacebar]**. When you do, it slides back to reveal the Second Secret on this level. Walk in and take the case of TNT. You couldn't ask for a better party favor.

Next, take the hallway to your right. At the end of it, you spot a large mural covering the wall, and a short flight of stairs leading up to it. A torch burns on the wall to the right.

Approach the mural and touch it. The mural separates with a harsh grinding sound, dividing the wall behind it. Looking through the opening in the wall, you see a small graveyard beyond. You can barely make out the stairway to the right of the tall grave marker (the one swathed in a robe and crowned with a skull).

Stay alert! As soon as you walk out into the courtyard, a Zombie crawls up from the grave to attack you. Dispatch him as quickly as possible. When he's dead, note



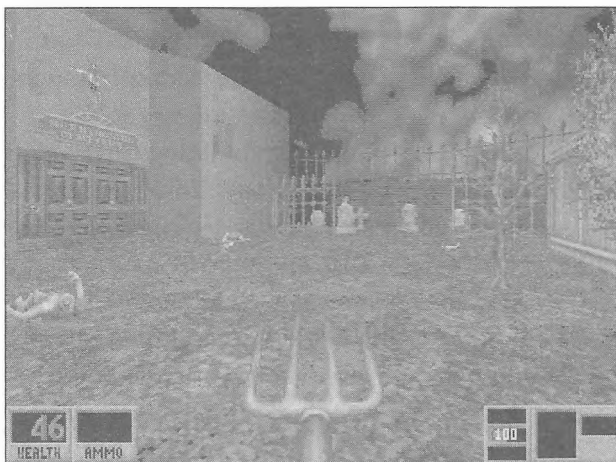
the beating heart that remains. Walk toward it. When you're in reach of it, you absorb it, adding to your health.

Move forward a few paces; then turn around and look back at the doorway you just walked through. The door is closed now, but the hedge to the left of that building holds the Third Secret on this level. Cross over to the left of the building, working your way to the right end of the hedge. Reach out and touch the hedge using the **Spacebar**. When you touch the right place, a section drops down and admits you.



Inside, turn left to see the waiting open grave. To the right of the headstone is a spinning disk of body armor. Take it; you'll need it.


Back out of the hedge area. Note the iron-pike fence straight ahead. Go to it and discover a series of steps leading down. At the end of the steps is a gate. On the other side of the gate, you spot a man crucified over a doorway to your left. Another cemetery area lies across the open courtyard in front of you.



A pistol spins in the central area of the courtyard. That familiar itch at the back of your neck tells you it's not going to be that easy.

But it is. And it isn't.

Reach forward and touch the gate. It slides back out of your way. Go on through. You won't be attacked—yet. Closer now, you can read the sign above the doors on the building to your left, just below the



feet of the crucified man: "Morningside Cemetery." Looking around at the stone walls locking you in, you know where you must go.

Take the pistol. On brief inspection, you find it's a flare pistol. Note that you have only eight rounds of ammunition.

When you walk over to the doors of the Morningside Cemetery building, you find you must have a key to get in. Time to look around, no matter how creeped out you feel. There's got to be a key here somewhere.

Enter the gate to the cemetery area carefully. Zombies attack quickly!

Deal with the Zombies as quickly as possible. If you use the Flare Gun on them, you'll find a double whammy attached. Shooting Zombies with a flare sets their rotted flesh afire and they charge straight at you. You must move quickly to stay out of the way.

Instead, take the Zombies with the pitchfork, if you can. Conserve your ammo for inside the cemetery building proper. However, as you enter the gates to the graveyard, you find a Tchernobog Cultist standing guard in the recessed doorway of the little building there.


Whirl around the gate, Flare Gun at the ready. Then it's Wild West time as you slap leather one heartbeat ahead of certain death. (Unless you're using one of the cheat codes that allows you to pass unharmed through this Valley of Shadows. And where's the glory in *that?*)

After killing the Cultist, take the Skull Key he dropped. That will let you into the Morningside Cemetery building.

Before you leave the graveyard, though, check all around it. More TNT lies in the corner opposite the small building where the Cultist hid. Be careful, though! You may alert another Zombie or two, depending on what game setting you play.

Return to the double doors of the Morningside Cemetery building. Just touch the door to automatically use the Skull Key, now that you have it. Inside, note the checkerboard floor, and a passage leading to a forked hallway. If you're thinking this is the perfect place for an ambush, you're right.

Enter the hallway at the ready. Now, to show how crafty you can be, switch over to the TNT bundles. Zombies on either side of the hallway await you. Shuffle forward far enough to heave out a TNT bundle to one side. When you hear that soul-satisfying "Aaarrggghhh!" you'll know the TNT has done its job on the Zombie there. Take out the other one the same way.



Surviving the next encounter area can be tough if you're not using cheat codes. Cultists and Fanatics wait in the reception area. One covers the high ground, while others manage the floor area.

Your best bet is to take out as many as you can with TNT bundles, conserving your flares and trying to take out the guy in the sniper position.

Once you've killed all of Tchernobog's henchmen, start at the back pew and run toward the other side of the room. Leap over the other pews.

As you near the other side of the room, a stage adjacent the wall suddenly slides toward you, unveiling the Fourth Secret on this level. Note the horde of rats boiling from the hidden area there.

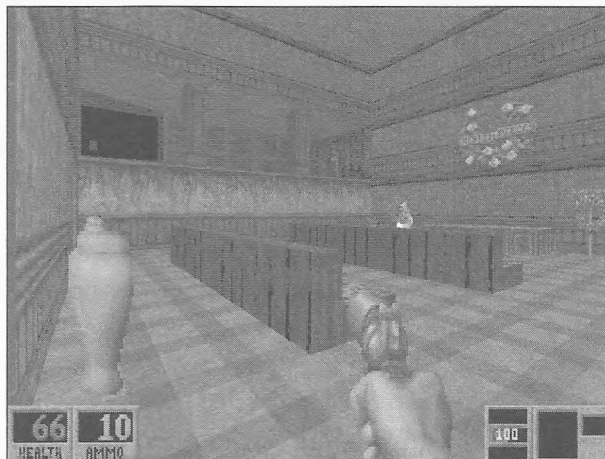
Avoid the rats and kill them as quickly as you can. Once they're out of the way, find a box of Flare Gun ammo inside. Take it and make for the curtained area. Reach out and touch the curtain. It moves easily.

With the curtain out of the way, spot the organ against the wall on the other side of the alcove. As you move into the area, you see stairs to your right. Keep a weathered eye peeled, partner, because you're often attacked from this vantage point.

Run up the stairs and go left at the top of the ramp. At the end of the platform you'll find a box of TNT bundles. Take them. Retrace your steps to the organ.

With the area secured, approach the organ. Use the **[Spacebar]** to play the keys. When you do, a hidden door opens overhead in the wall before you and you'll find the Fifth Secret on this level. Inside are a pair of Beast Vision Glasses. Take these, as well.

Jump down from the organ and pass into the doorway that is partially shrouded by curtains. *Don't go all the way through!* As soon as you enter, doors on both sides of the doorway raise and allow Zombies to crowd around you. You need some maneuvering room, so move back into the area you just left. Kill the Zombies; then move back into the doorway.





Walk up the steps ahead of you. When you reach the top, notice you're in the funeral home's main vault area. Ease down the checkerboard hallway. Bundles of TNT lie to your left. Pick them up. They come in handy not much farther on.

The window there opens up over the courtyard outside. On the other side of the room, notice one of the vaults has a crack in it. Use a bundle of TNT to blow the front off the vault to get at the Sixth Secret on this level. Body armor lies within.

Keep moving, rounding the corner ahead to the right.

Zombies wait here. Dispatch them while maintaining a strong position in the hallway. Don't let one flank you as you deal with the other.

After you've finished with them, notice a window on the left side of the hall (provided you haven't gotten yourself all twisted around). Use your pitchfork and break out the glass. The outer cemetery lies below.

On the small building where you got the Skull Key from the Cultist, you can see your first Guns Akimbo power-up, the Seventh Secret on this level. If this is your first time through the game, you've gotta be waiting for a chance to get one of those.

If you're agile, you can manage it. Drop onto the fence below and carefully make your way across. When you get near enough, you can jump the gap and get the power-up. Then drop to the ground, reenter the funeral home, and return to this point. This power-up can also be had by jumping from the top of the headstone nearest the small building (mausoleum). It's easier to get to the power-up this way.

Farther up the hall is an explosive barrel. If you explode it, you take out a whole section of the wall. Not much use in a single-player game, but impressive as hell when you see another player strolling casually along in the courtyard below.

Walk along the hallway and find another explosive barrel. When you blow it, you make an abrupt passageway into your original crypt area.

Turn your attention now to the steel door in the hallway you just walked through. If you went into your original crypt, you walked right by it. Open the door and go inside—cautiously! Enemies wait inside to kill you.

First up is a Cultist off to your right. A rat pack flanking him immediately swarms toward you. Duck back into the hallway and deal with the rats first, if you can, but be aware that the Cultist will follow. When you kill the Cultist, you acquire a Dagger Key that opens a door later on. Right now let's explore that little room of horrors you just found.

A conveyor belt at the far end of the room moves toward the flames in the open mouth of the crematory (incinerator). For the moment, though, turn your attention to the bloody saw on the wall in front of you. Walk up to it and give it a tug. (The **[Spacebar]** does quite nicely.) In here, you'll find this level's Eighth Secret.

Walk into the hidden room and take up the boxes of Flare ammo. The lever on the wall closes the door, and then opens it. If you're playing against other people, it's a nice way to get lost for a while. (Unless they know about the room, too.)

Return to the Crematorium's main room and head for the crematory. If you haven't already created a wall opening, the fire extinguisher near the doorway you entered will explode, carving out a big hunk of the wall.

Hop up onto the conveyor belt and run through the flames. You must hurry. Inside the crematory proper you find a Life Seed, this level's Ninth Secret. Grab it and get out the crematory's other opening as quickly as possible.

In the short hallway here, find a number of canisters and a window—as well as a man crucified on the wall. Use your pitchfork to send this poor soul on his way. You also find a Doctor's Bag. It enters your inventory automatically.

Break the window here and look down into the reception area where you've already been.

Return to the brightly lit hallway. Turn right to the darkened hallway as you emerge from the Crematorium. You can turn on the light, but it only flickers. Halfway down the hall, turn and look along the vaults on the top left. The third one down holds this level's Tenth Secret, Fire Armor.

It also holds rats.

At the end of this hallway, you come to the double Dagger Doors. If you have the Dagger Key from the Cultist in the Crematorium, you can get through. Just walk up and use your **[Spacebar]**.





Walk through the doors and follow the hallway around. You come to a crypt area where a Zombie immediately comes to life and tries to take yours.

Look closely, though, to see a stone crypt lid leaning against the wall. Leap over it to find more flares, the Eleventh Secret on this level.

Turning around, you also spot the hole blown into the wall across from you. A quick glance through it shows you the waiting Cultists and coffins below. Take them out with a TNT bundle, if you have

it, or the Flare Gun, now that you have fresh rounds. Use the cover here to make your kills.

Once you've killed the Cultists, drop onto the rubble below and claim the Shotgun and shells they leave behind. Briefly explore the enclosure, and spot the horned, red-lined exit switch that ends this level.

Hit it and let's move on.

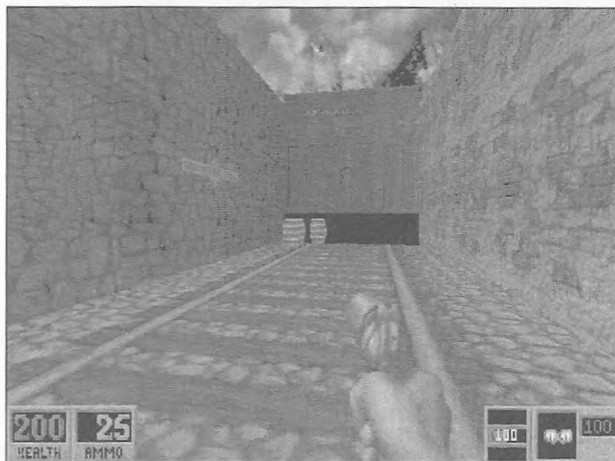


WRONG SIDE OF THE TRACKS

As you turn around now, you'll notice the opening in the wall has enlarged. Go through, but look for some running room immediately, because Zombies await you on the other side.

On the other side, you'll reach what looks like a sudden dead end. (Assuming you haven't come to one of your own.) But note the fissures threading through the surface of the wall blocking your way: It has structural faults.

The group of barrels against the wall's lower left contain everything you need. Stay back at a safe distance, and then use one of the dynamite bundles from the box you'll find inside this enclosed area, or another distance weapon, if you prefer. At any rate, *stand back!* You get a big boom here.

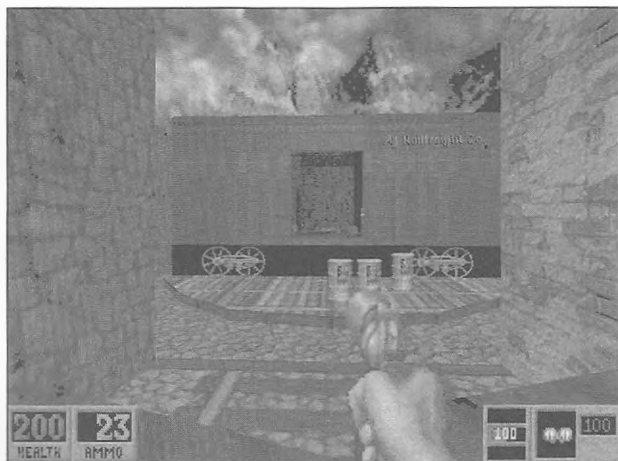


Once the smoke clears, you'll find that the explosion has ripped a hole through the wall. Beyond are more barrels and another wall. You'll have to blow the barrels in this area, as well. The safest way is to use a dynamite bundle, heaving it from the ground level. If you use the flare pistol or the Shotgun, you're probably going to get caught up in the chain of blasts that follow.

Jump up into the building and walk to the other side. Drop out on the other side. Ahead a railway car sits on a turntable platform.

Inside the railcar, spot the Shotgun turning around on the floor. This is bait! You could jump into the railcar and deal with the Zombies inside immediately, but I've always preferred reducing the numbers I have to deal with before going head-on.

Move to your right, near the railcar, and look left. One of the two Zombies in the railcar should spot you and move to engage. Back off, keeping the railcar's entrance centered in your view. The Zombie will step off the platform, where you can take him out with the pitchfork. Now move to the right of the railcar's doorway.



The other Zombie will engage, and you can take him out the same way. If you're careful, you won't lose a single point of health.

Now move to the right side of the railcar's doorway, and slide across the narrow gap to the wall. Did you see the Cultist waiting at the other end? In fact, there are two there, but you can't see the other one. A carefully thrown TNT bundle will take care of both of them. Proceed around the end of the railcar.

There are Zombies at the end of this small dead-end, and there are two ways to take care of them. If you still have several TNT bundles, one well-placed TNT shot will take out all the remaining opposition. If you're squeezed for ammo (and who isn't?), stay on the raised turning platform, and go to the right of the dead-end passage. *Carefully* walk forward until one of the Zombies rises from the ground, then take him out with the pitchfork. Now do the same for the other Zombie.

To your right, you should have noticed a button with the word "Danger" posted on a sign above it. Press it. The turning platform will turn, railcar and all. Enter the railcar and collect the ammo waiting for you.

Walk out of the railcar and around the end. The platform's movement has revealed a door. Use it, but be prepared for the bats that will emerge. Deal with them with the Shotgun if you can spare the ammo.

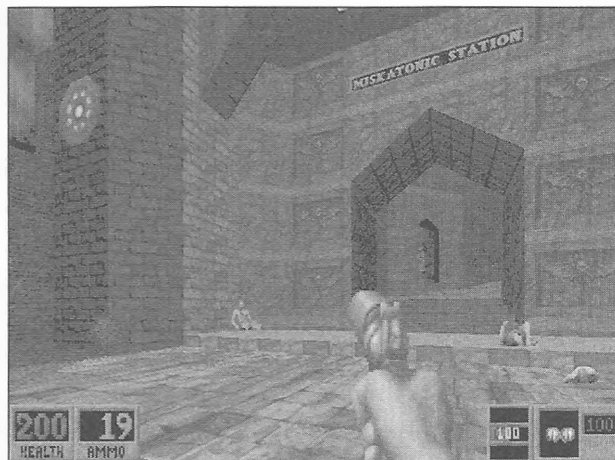
Inside the door a curving flight of stairs leads down. You must react quickly as you descend, because you'll encounter Zombies all along the way.

React quickly, but proceed cautiously. As you descend, you set off an explosion that could damage you if you're too close.

At the bottom of the stairs, a doorway opens out onto a courtyard. Gnarled, leafless trees are spaced widely apart throughout this area. A building stands in front of you. Cultists try to prevent you from reaching it. However, once you do, you'll spot a sign over the arched doorway: "Miskatonic Station."

Take advantage of the architecture as you enter the train station. You must stay one step ahead of death inside, and having protection that affords you a generous field of fire is definitely the key.

Make your way up the steps and hug the shadows. As soon as you enter the building, the PA systems will activate and broadcast a message. Don't let it spook you. A Cultist on the stairs around the corner above you falls easy prey to your flare gun. *Warning:* Do not proceed past the sixth stair!



From the sixth stair, you can see the Cultists standing in the ticket office in front of you, but they won't notice you yet. Haul out your TNT and line yourself up with the clock. Throw a bundle of TNT with all your might. This will neatly eliminate the Cultists in the ticket office.

In the main lobby of the station, there are Cultists on a raised platform above you, and two Zombies on the main floor, one to either side of the entrance. Sticking to the right wall, sidestep into the room facing left. Immediately sidestep and back out. The Cultists will disappear around a corner (for you to deal with later on). If you did this right, only the left-hand Zombie will have seen you and moved to engage. Take him out with the pitchfork. Utilize the same strategy on the right-hand Zombie.

Before you go any farther, sprint up to the ticket office window and check out the room. If any Cultists still wander around inside, put them down as well. Notice the treasure trove of gear in there—and the Moon Key.

Follow the lobby to the left of the ticket office, once you've cleared the area. When you round the corner, you see another hallway that goes off to the left, and the recessed doorway at the back of the ticket office.

If you have any left at this point, dynamite is probably the best way to go. A couple of Cultists lounge in the recessed doorway behind the ticket booth. The dynamite should either destroy them or draw them out of hiding. Take them down



with the Shotgun or flare gun if they're still kicking, then approach the door to the ticket office. The door opens at your touch. Step through.

If you made sure all the Cultists inside were dead by sniping them through the ticket office window earlier, you'll have no trouble just scooping up the gear and the Moon Key. Once you have it all, leave the room and walk back into the hallway.

Sudden death awaits you here around the corner to the left, in the guise of the Cultist. Sticking to the right wall, draw them down the hallway one at a time by sliding into their field of view and *immediately* sliding back. The flare gun is exceptional here.

Once the Cultists are out of the way, you have only one remaining Zombie to deal with in this foyer. He stands guard around the corner to your left, and is easily pitchforked out of existence. Be very careful here, though, so as not to enter the station's waiting room opposite the stairs the Zombie is on. Doing so is almost certain death, as there are several Cultists awaiting the next train out of the station.

To the right is another flight of stairs and another entrance to the waiting room. Inside the waiting room, among the seats at the center, are several Cultists. Draw them to you, one at a time, using the sidestep maneuver. If they refuse to be drawn out of the room, use either TNT or a quick sidestep-fire-sidestep motion with the Shotgun or flare gun. They tend to wait under cover near the doorway's edge. Once all of the Cultists have been dealt with, walk into the center of the room and dispatch the Zombie that will attack you from the passage off to the right. Ignore the unexplored areas off this room for now (and that phone). You'll return to them later.

Go up the flight of stairs to the right of the hallway you walked through from the ticket office. You step into a hallway with flickering lights, and a Cultist waiting near the far end. Dispatch him with a flare. Windows line the wall on your left. Break out the first one and hop out onto the ledge. You'll find this level's First Secret at the other end. Take it and get back into the building.

Cross the hallway to the door at the other end. If you hadn't found the Moon Key in the ticket office, you wouldn't be able to open it. Enter cautiously, because you're about to be up to your knees in alligators, so to speak. Open the door from the right-hand side. After you kill the Cultists inside, leave the key on the desk alone for the moment, then walk to the picture on the wall. Pressing it will reveal this level's Second Secret.

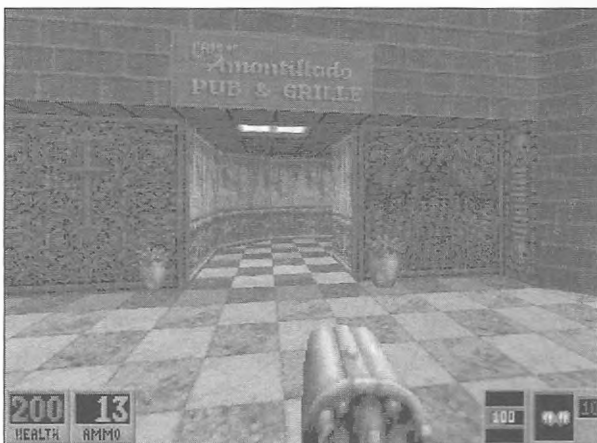


Warning: take the Fire Key with caution. As soon as you do, a double explosion rips the walls apart on either side of you and Zombies pour into the room.

Immediately after you take the Fire Key, back up into the niche nearest the center of the wall. This way, you can concentrate your firepower on the Zombies on one side of the room without attracting the Zombies on the other side. Once you've perforated all the Zombies on this side, step out into view and dispatch the rest. You can't leave the room until you kill all of them. If the door doesn't open, you'll know at least one more Zombie still hides within the walls.

After the door opens, go back into the hallway and down the stairs. Approach the phones first. Working them from left to right, you'll find the first phone is a crank call. It also stops the obnoxious ringing you might have inadvertently started by coming into the room earlier.

The second and third phones give busy signals. But the fourth phone drops into the floor to reveal a hiding place containing armor, this level's Third Secret. Take it.



The fifth phone just has a lot of heavy breathing on the other end of it. If you're not up for this kind of amusement, go to your right and enter the Cask of Amontillado Pub & Grille.

Take out the Zombies and Cultists on your way down the hallway. Inside the bar area, you'll find Shotgun shells mixed up with the drinks on the long bar. Make sure you get them.



If you're up for a little dirge grunge music straight from Tchernobog's dungeons, play the jukebox in the corner by getting next to it and hitting the space bar. If you tire of this serenade, pitchfork the jukebox from the top.

Sweep on around to the other side of the room, staying against the wall to the right to give yourself the most space to maneuver in. Take out the Zombie waiting there. Behind him is a door. Open it with care: A horde of rats comes out squealing for your blood. Dynamite them, or you'll be forced to use up Flare Gun or Shotgun rounds to avoid the damage.

Once they're out of the way, enter the room. You recognize it as a kitchen. And you know there's no way you'll ever eat here.

Try washing your hands at the sink. If your Health is running a little low at this point, there's an Aorta power-up on the grill. Be very careful retrieving it, though, as it's incredibly easy to burn yourself.


A fire extinguisher hangs on the far wall. You know from prior experience that those things blow up when you shoot them. For now, though, turn your attention to the grey steel double doors on the right side of the room. Get up against them and use the **[Spacebar]** to open them. Move back immediately to give yourself room to work. (Again,

watch out for the grill). Kill the Zombie inside.

Enter the meat locker and check out the wall. Look closely: See the bloody handprints on the wall? Press on the handprints. A ratcheting, grinding noise lets you know heavy weight is shifting around. Inside the meat locker, however, you see nothing going on. Leave the meat locker.

In the kitchen again, turn your attention to the fire extinguisher on the wall. Blow it up to unveil this level's Fourth Secret. When the smoke clears, you'll see a huge hole in the wall. A Zombie will rise up from the ground at your approach. Inside are more boxes of gear.





Go back into the meat locker again and press the bloody handprints. When you hear the grinding noise, run around the corner and duck into the hidden room. You'll find the Fifth Secret on this level in a hidden room within the first hidden room.

Leave the kitchen and return to the main waiting room, where the phone bank is. Across the room are the locked doors you spotted earlier. Across the top a banner reads "Pickman's Rare Books and Maps." Feeling lucky?

Go through the doors but stay ready. You've entered a bookstore that appears very quiet at first. As soon as you step into the room, all that changes. The stacks against the opposite wall from the entrance swing open, revealing a couple of Cultists. Blaze away at them and put them down before they do you any damage. Be sure to pick up all the loose Shotgun shells you get here.

Turn quickly to the right. A Zombie minds the cash register there. After you put him down, go behind the cash register and use the **Spacebar** to trigger the button there. Machinery hums. Across the room, one of the bookcases slides smoothly into the floor. If you turn to the right and walk quickly toward the stacks, you see a bookcase along the wall to your right drop into the floor, as well. This is the level's Sixth Secret. The Seventh Secret is on the opposite wall where another bookcase has moved.

After you stash the gear, leave the bookstore and go back to the main waiting area. Only one unexplored avenue remains open to you.

Cross the room and go up the stairs. There will be some resistance to your advance, which should present the properly armed flare gunner with few problems. Follow the hallway around. In a room at the other end, an Armor power-up spins in midair. I take these as caution signs. And in this case, it's true.

A number of Cultists and Zombies wait inside the room. Dispatch them as quickly as you can. I suggest liberal use of dynamite bundles, luring your targets into the hallway after you, and making sure you have an open field of fire.

Also be aware that the Cultists on the other side of the iron gate you find in this room can blast you through the bars. Use the corner of the hallway for cover when you can and shoot back.

Now that you have the Fire Key, you can pass through this gate. Use the space bar to open it, and proceed cautiously.



The ramp takes you up onto the train platform. As you cross the threshold, you'll hear the mournful whistle of a train pulling into the station.

You'll also find yourself in a lot of trouble. Cultists and Zombies fill the train platform. It takes some real juking and moving to put them down without getting yourself killed in the process.

After the coast is clear, cross the train platform to the door under the "No Admittance" sign. Stay ready as you open the door. Cultists and Zombies are inside.

Take a look around the room. Besides the extra Shotgun shells and the TNT bundles behind the door, you'll also notice that one of the walls has a crack in it. Back off a few steps and lob a dynamite bundle at it. When it explodes, it rips a hole through the wall, exposing the secret hidden area behind.

A Zombie rips itself free of the cavern floor as you enter. Kill it. You'll find gear to your right, so help yourself. Another passage lies before you. Follow it down and around and you'll come to another wall with a crack in it.

Toss in another bundle of dynamite: You've blown a hole into the bookstore.

Return to the train platform station and walk out onto the pulling engine. Walk around the skirting to the front of the engine. You'll find the exit switch there.

Hit the exit switch and get ready for an express train ride straight to Hell.

PHANTOM EXPRESS

The wind whips around you as the train speeds on its way. If you stand here long enough, you'll see Zombies get mown down under the pulling engine's wheels. But you're not here to sightsee, so let's get a move on.

Turn right and follow the train around. You'll pick up some spare Shotgun shells this way that aren't around the other side. When you turn the corner at the end of the walkway around the pulling engine, you'll find you're in the coal car. Kill any Zombies and Cultists you find there, utilizing cover. Take up the Shotgun and TNT bundles you find.

If you examine the door at the back of the pulling engine, you'll find it requires a Fire Key. You can't pass through it at this point.

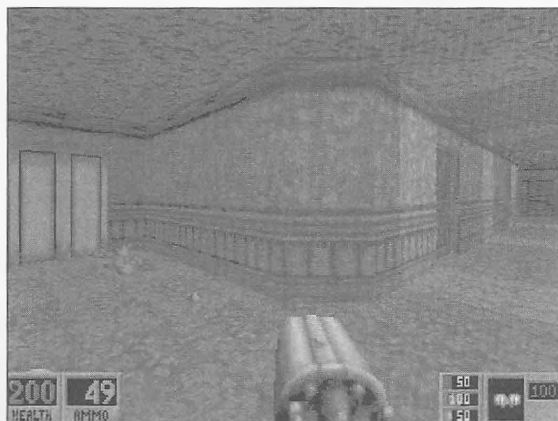
Go back through the coal car. The Zombies you activate there climb out of the coal, so give yourself room.

From the end of the coal car, walk onto the passenger car. Go through the door, and turn right immediately to confront the Zombie or Zombies who attack you. If you're feeling particularly sneaky, you can toss a TNT bundle through the door, toward your right.

A white elevator door is to your left, but you can't use it. Creep around to the right, following the hallway. There are Cultists in the hallway. Any distance weapon should take care of them, but if you miss, they come calling, so prepare to retreat if you want to save damage. Generally, you get some renewed health out of them, as well.

All doors along the hallway are locked. Go through the door at the other end of the passenger car, and through the connector room beyond. The door to the next passenger car is to your left. It opens easily.

Take advantage of the doorway here. Take out the Zombies in front of you with the Flare Gun or Shotgun. *Don't* enter the room at this point: Cultists are to your right. Use TNT to take them out.



NOTE

Check out all the ambush points that are available to the skilled and sadistic here. This part of the game was engineered (and don't you just love puns?) for those with one-track killing minds, who love to train!

On the right is a Skull Key door. You don't have a way in yet, but be patient. Continue down the hallway to find another door and an elevator. You need the Skull Key to enter either of these.

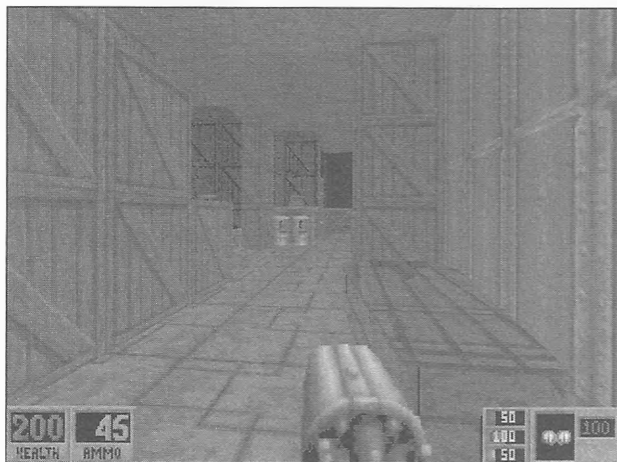
Go through the door at the end of the passenger car to another small alcove. Go up the incline and find the door on the right.


This door takes you into the baggage car, and it's absolutely full of death and disaster for someone who can't move quickly and operate a field of fire from cover. You'll encounter quite a few Cultists (both Shotgun- and machine-gun-wielding) here, and they'll fire at you from their exceptionally well-defended sites among the cargo boxes. As you progress past points in the baggage car, Zombies literally come out of the woodwork.

Inside, immediately to your right, is a Flare Gun you can use. Take this room in stages, turning on the light switch by the door you entered if you think it will help. First, leap atop the coffin in front of you. From this vantage point you should be

able to start whittling down Cultist numbers as they come from the left for you. Duck and move, and put them down as quickly as you can. You'll also be able to shoot a couple of the Zombies that may lurk on the other side of the baggage car. For such tight quarters, TNT works very effectively here. Use it discreetly, though.

From the coffin, leap left to the top of the crates to place at least one more Cultist in your gunsights. Shoot everything and everyone you can before moving in any farther.





Jump down from the crate while strafing left. Another Cultist waits on a coffin here, as well as a couple of Zombies. Put them down while you're partially covered. Now turn right and go down the right side of the baggage car to the other end.

A box of Shotgun shells lies on a crate here. Take them. Drop back to the floor and go all the way to the back. A crate against the wall there is easy to jump up on. From atop the crate, you should be able to see the Life Seed on a crate nearby. This is the level's First Secret.

Return to the passageway between the crates; it leads to the other side of the baggage car. Save here, and experiment. If you go too far forward, you trigger the trap that releases Zombies from the wall behind you. If this happens, simply reload your game.

The trick here is to get out far enough that you lure out the Cultist hiding on the crates, so you can blast him more easily. Or, if you don't want to give him a sporting chance, take him out with TNT.

If you lob a couple of TNT bundles to your right, into the unexplored part of the baggage car, you may cut down on the opposition facing you from that direction.

To kill the Zombies that will come at you from the hidden area, take the high ground. Leap atop the coffin in front of you, and jump to the blue box on top of the crates. If you still have TNT bundles, you can make short work of the Zombies. If not, stay as hidden as you can and kill them one at a time. Open the blue crate by pressing your **[Spacebar]**. This is the Second Secret.

Jump down from the coffin and cross to the other end of the baggage car, carefully. The odd Cultist or two may remain, and you might not have lured all the Zombies to their dooms. Leap atop the crates in this area to find the Guns Akimbo power-up you'll need to help out with the heavy firepower you encounter in the dining car.

Go through the door at the end of the baggage car. Another small alcove lies before you. It probably has at least one Zombie guarding the double doors.





Now, the dining car. Just the thought of taking it with all the Cultists ranged around inside like something out of the OK Corral should make you feel all tingly inside. Open the door, but immediately hunt for cover. You'll need it.

However you choose to get down to the killing, get on with it. Stand to one side of the door, open it, then strafe across to the other side of the doorway. Do not enter the room! You'll attract the Cultists toward the door as it's closing. Wait a second, then re-open the door while standing off to the side. Kill any Cultist in sight. Repeat as often as necessary, then kill the remaining Cultists trapped behind each of the bars in the room. This room offers lots of ammo and power-ups when the dust settles. You can open all curtains with the **[Spacebar]**.

Hop over the bar area to your left. Take a look around to find a switch. Crouch down and trip it. If you flip it from left to right, it reveals a recessed area on the other side of the dining car behind the second bar. If you're really fast, you might get to it. But if you can't, don't worry; another lever at the other bar activates the same hidden spot. Use it and grab the Reflective Shots power-up, the level's Fourth Secret.

N O T E

If you're using the cheat codes for invulnerability, you can leap out of the windows here and race along beside the train by using the Jump key. You can even outrun the train and get to the other end of the track ahead of it.

At the back of the dining car you'll find the Skull Key spinning on a table. As soon as you take it, the doors at the back of the dining car open and Zombies pour in. Kill them as quickly as possible and go through those doors.

Follow the alcove around to the back of the train. A suit of Super Armor waits out there. Grab it, and then go back through the dining car and the baggage car till you reach the first passenger car.

No one will be left alive in the areas you've passed through if you've taken your killing seriously. In the first passenger car, you'll find a Skull Key door immediately to your left. Go inside.

Use the **[Spacebar]** on the grey wall inside to make the elevator rise. Save at this point, and then use the **[Spacebar]** again at the top of the ride to enter the next room.

The Fire Key spins in the center of the room, but a number of Cultists and Zombies wait for you. Throw TNT from different sides of the doorway to eradicate them. Be aware that they can and will join you inside the elevator cage, and unloading a TNT bundle inside the elevator is *not* a good idea.

When you've killed them all, go into the room and take the Fire Key. Ammo and armor is easy to find here, as well, if you look around for it.

Go through the door at the back of the room. In the next room, look immediately to the left for Cultists that come at you through the flames. Once they're down, look around the room. A dead woman hangs from the ceiling. A passageway lies beyond her.

The hallway dead-ends, but there's an opening on the left, and a steel door on the right. Zombies guard the opening on the left. Give them a little TNT love note and watch them go to pieces with emotion. Walk farther into the room to see a swarm of rats coming up at you from the room beyond. Take them out with TNT, too.

For the moment, forget about going any farther. Go back to the steel door you passed up. Open it, kill the Cultist inside, and take the ammo you find.

Now return to the open area across the hallway and go down into the room where you killed the rats. This is the train's kitchen area. Turn right and follow the wall.

When you come to the steel door, open it and find a freezer beyond. Go inside and take up the ammo available





there. Leave the freezer and go back into the kitchen area. Leap over the green-and-white counter. A wooden door lies immediately to your right.

Behind it is a swarm of rats. If you've got TNT, open the door and hurl it inside. There's no sense in wasting time with rats. After you've killed them, enter the room and take the First Aid kit in the shelves to your left. If you check behind the cabinets to your right, you'll find Flare Gun ammo. And don't forget the TNT bundles on the floor.

Leave the room and go back into the kitchen. The next steel door leads out into the passenger car hallway. For the moment, don't go out there. An oven unit lies next to the doorway. Use the **Spacebar** to open it; you find a Flare Gun inside. This is the level's Fifth Secret.

Continue on through the kitchen, past the frying *things* on the grill. Take the door at this end of the kitchen car. Use the door ahead and walk through the alcove into the next passenger car.

You may find it easier to take this train car in reverse, by proceeding through the kitchen into the upstairs area. Do not take the elevator first, but proceed to the second door of the train car. Then, simply reverse all directions given, and you may find you have an easier time of it.

Be cautious in your approach to these rooms. Hug the wall to your right and stay ready. The doors in this area open automatically as you approach, and Cultists and Zombies will be all over you.

Once you get a door to open, retreat and let the Cultists come to you. The doorway limits them to one at a time. Blast them.

Inside this room, you'll find curtained areas to the left and the right of the door. The left side holds a Zombie, the right, a Flare Gun ammo.

Go back out into the hall and take the next door the same way you did the first. More Cultists will be inside. Again, there are two curtains. The one on the left holds a rat hoard, while the curtained area on the right holds armor. Look around the room to find a case of Shotgun shells. You also find a crack in the wall. Use TNT to blow out that section of the wall.

Crawl up on the blasted wall between the rooms to find a hole in the ceiling that leads to the hidden room above, where you'll find this level's Sixth Secret. You'll also find plenty of opposition waiting to keep it from you. Make sure you

have room to maneuver. Looking down the hole in the floor, drop through into the room on the right. Go forward through the hole in the side of the train and drop onto the train tracks. Now, turn around, use the **[A]** key to leap forward to catch up to the train, and leap onto the side of the train to the left of the hole. Use the **[Spacebar]** on the wall to discover the Super Secret on this level.

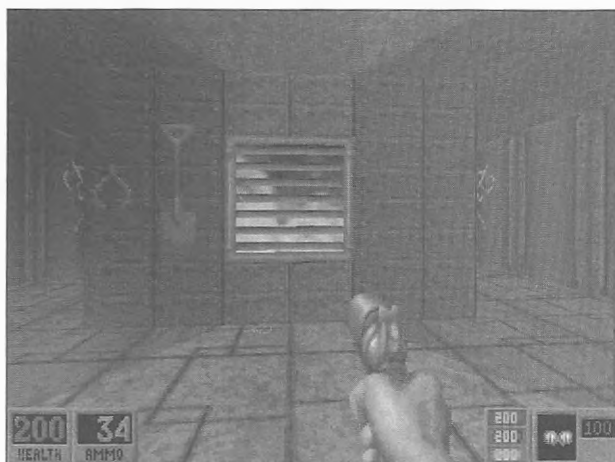
Either from this second room or the first one (after crawling through the hole in the wall), go back out into the hallway of the passenger car. Go through the door at the front. Leap up to find yourself back in the coal car.

Walk across the coal to the Fire Key door. Get a TNT bundle ready; then open the door and leave it inside. With luck, the explosion will take out the Zombies on either side of the door.

The explosion will also blow the grate over the engine where the coals are burning. *Do not* enter this area yet. You must knock the grate off at the other end, first, if you want to run through the area with real speed.

Move around to the left of the boiler area. Kill any Cultists you find in front of you. At the other end of the boiler, you'll find another grate. Use the **[Spacebar]** to unlock it.

Get ready to move fast. Jump into the boiler area and run straight across the hot coals to the other side, picking up the weapons and the Life Seed inside. All weapons lie on the left side of the boiler area, while the life seed is centrally located. This is the Sixth Secret.





At the other end of the boiler area, go around the boiler the other way this time, taking out any Cultists that might be left over.

When you get back to the front of the boiler area, take a look at the front. There are two switches there, as well as "Danger" signs. If you try to throw the switches, you'll find you can't. The safety clamps are in place; you'll have to disengage them first.

Walk forward to the front of the pulling engine. It only makes sense that the controls will be there. But there are also Cultists there. Kill them while using cover, perhaps even throwing TNT up front before you make the corner.

Armor and Flare Gun ammo lie up front, as well as a wall switch. You know you have to stop the train.

Throw the switch with the **Spacebar**. Go back to the boiler area and do the same with both switches there. Then hurry back to the front. You don't want to get caught in the ensuing blast.

The train shivers and shakes as it comes apart.



DARK CARNIVAL

After the train wrecks, gather any weapons you can scrounge and walk out into the open area ahead. Enemies are everywhere. On the ground, turn left and hop onto the ledge behind the flames.

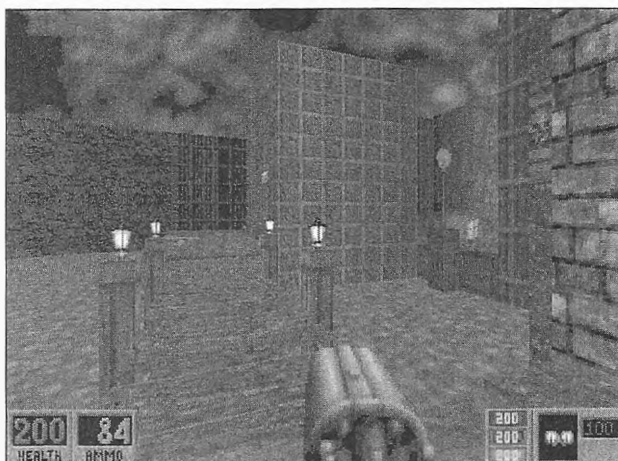
A train car behind the next set of flames gives up some precious ammo, but it's protected. Leap up through the window to get inside and reach this level's First Secret.

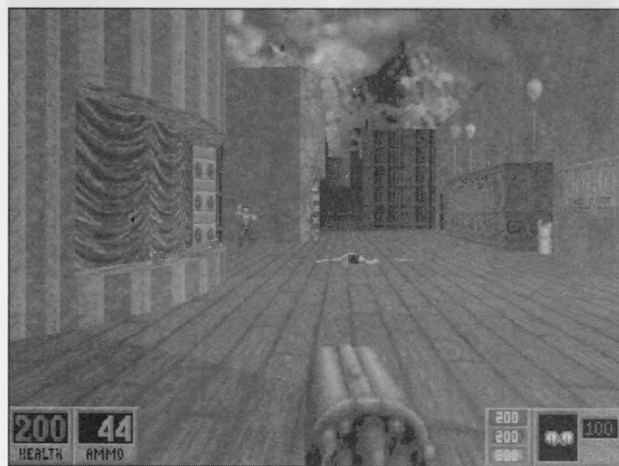
Return to the open area and scout around to find more ammo and a tunnel leading into the carnival area. You're virtually buried in enemies, so take shelter where you can.

The tunnel takes you to a ledge. Snipe the Cultists guarding the area, if you can. These guys are very difficult to take out with TNT, due to the terrain. If not, you're down to your Save button and your reflexes. When they're clear, drop into the alley and follow it around to a bridge.

Kill the Cultists on the other side of the ledge in front of you, and on the ledge on your right. Be aware that any Cultists who drop into the water will be waiting for you.

Once you're safe, jump into the water to the right of the bridge. Dive deep and swim for the other side, keeping the underwater wall on your right for reference. You surface near a beach that holds a number of weapons and a Guns Akimbo power-up—this level's Second Secret.





Save, and then dive back into the water from where you got the power-up. Swim under the building to the other side. The Cultists who managed to hit the water wait for you here. (That's why you saved the game.) Getting out of the water and to the carnival area can be tricky.

Climb onto the dock on the other side of the building and head for the ticket office, taking out the lone Zombie that awaits you on the dock. A Cultist attacks from inside the office; use the Shotgun to put him down. The office holds the Eye Key, and if you watch the Cultist move around before you kill him, you'll also note the hidden door.

Walk back to the revolving doors and go through.

Zombies attack from your left, when the Mimes yell that you didn't pay.

Walk around the first arcade area to your left and find a switch. Throw it to open the curtain area. Kill the Cultist inside, and then approach the moving targets. Shoot the Mr. Happy on the lower-left row and receive a Life Seed, the Third Secret on this level.

Climb the stack of crates left of the Rotten Candy stand. Atop the stand find the Boots of Jumping. Take them and go back to the shooting arcade, use the Boots, and leap over the fence there. This level's Fourth Secret is the Beast Vision Glasses on the other side.

Climb out and return to the main area. In the booth on the left-hand side is the level's Fifth Secret. You must knock the three heads into the mouth. It's incredibly



difficult, but if you can succeed, a Death Mask is your reward. Beyond the booth, a pair of ramps appear in front of you, and a Moon Door on your left. Go up the left ramp.

Use cover to kill the guard there, and then walk down to the door. Save the game before you enter, because things get tough. Inside you find ammo and Armor. Break out the glass here and take advantage of sniping opportunities to lower the odds you face.

Go outside and follow the second ramp down. (If you're really talented, you can jump to get the Shotgun shells at the top of the wall here.)

Enter the next part of the carnival, but be wary of Cultists hanging out in the Ratdog stand.

Use your shooting skills on the next marksman arcade to net the Sixth Secret on this level. Break the bottles to get invisibility. Use your Boots of Jumping to leap the wall left of the shooting arcade for the Seventh Secret.

Work your way through the area to the Freaks building. Use the **[Spacebar]** to open the curtain, save your game, and enter. Enemies are everywhere, in the form of Zombies.

Turn at the "Seeing is Believing" sign, and again at the end of the next hallway.





This takes you to a hall with a descending ramp. Note the Hanged Man on display in the cage to your left.

Use a TNT bundle to blow out the bars. Shoot the Hanged Man. A hidden area containing a Guns Akimbo power-up opens in the wall to your right—this level's Eighth Secret. Follow the hallway out of the building.

Outside, go through the door under the "Jo-Jo the Idiot Circus Boy" sign. (Save the game before you enter: Many enemies wait inside.) Kill all the Cultists and Zombies, using cover as you can find it. You may find it helpful to snipe from cover of the doorway.

Circle around inside and make sure you've killed everyone. Zombies rise out of the ground when you least expect it. Approach the snake pit in the center of the room and use the **Spacebar** to touch the "Warning" sign on the left side of the snake pit. When you hear grinding machinery, run around right of the snake pit. A door has opened behind it, revealing the Ninth Secret on this level.

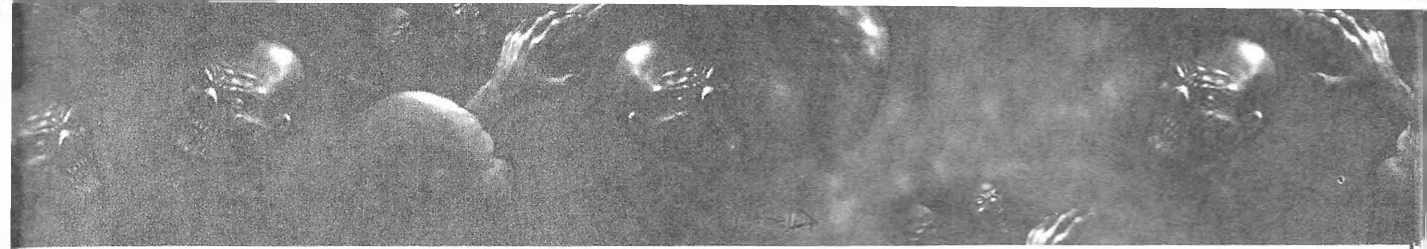
Follow the tunnel to the Hanged Man inside. Take up the ammo and walk back out, using the lever on the wall to open the door.

Walk to the right around the snake pit and find a small elevator with buttons on a post beside it. Press the buttons, save your game, and walk along the high-wire to get the Dagger Key on the other side. You can drop to the ground at this point and take some damage, or you can save your game and take your chances walking the wire again. Back on the ground, walk through the exit.

A door lies immediately to your left. You'll find a Crystal Ball in the room beyond, guarded by a Cultist with a machine gun, and a shelf with Shotgun shells. Climb the stairs, using any cover you find.

At the top, take out the Cultist, then step onto the ledge overhanging the carnival area and snipe anyone who comes along. Go through the door to your left. Acquire the ammo in this room, and use all sniping opportunities through the window. Leave the room and go back down the stairs.

Skip the entrance to the Happy-Go-Pukey for now, but spend a TNT bundle at the entrance to take out the two Cultists there, because you need the Eye Key. Shoot the Punch-O-Meter, just for fun. Skip the storage door, because you need a key for it, too. Walk to the Dumpster and dive in to find a Reflective Shots power-up.



Hop out of the Dumpster and enter the Dagger Door. Strafe around behind the door and take out the lurking Cultist there. Use the **Spacebar** to check the stack of crates on your right. The crates contain the Tenth Secret on this level—a First-Aid Kit and Flares. Enter the door inside the room and take the Eye Key.

Leave the room and go across the arcade area to the storage door, killing enemies as you go. Go in and take out the rats and the machine-gunner Cultist with TNT. Check the tops of the crates for extra ammo. At the back of this room is a stack of big brown crates surrounded by smaller crates. If you jump on the smaller crate to the left, turn and press on the crates just to your right, you'll expose the Eleventh Secret on this level, behind the big brown crates. Inside are a pack of mimes and a Life Seed. Exit this area using the switch, then use the door.

In the hallway beyond the door, find Armor atop the crates. At the other end of the hallway, use available cover to pick off your enemies. Enter the train car and take the ammo there. Leap onto the crates and find a Napalm Launcher. Be careful! When you grab the launcher, you'll be immediately confronted by a couple of machine-gun toting Cultists.

Go back to the storage area and make tracks for the Happy-Go-Pukey. The Eye Key gets you inside easily.

In the corner of the room opposite where you entered, there is a live gargoyle that looks just like one of the carousel Gargoyles. You must juke and move to remain among the living, but one well-placed rocket will kill your enemy. After you kill the Gargoyle, you get the Moon Key. Explore the area and you'll find more Health as well as ammo.





This area has two exits. Take the open door clearly marked "Exit." Take care as you go along here, because a number of Cultists always lurk in the hall. Take advantage of the cover you find, and if you're clear to heave a TNT bundle, go for it.

Walk to the Moon Door to the right of the exit. Enter cautiously. When you reach the turn, a series of explosions go off. Kill any remaining Cultists.

The explosions cause a lot of damage here. The bridge to the other side is gone. However, its support posts remain.

Jump into the water and look around beneath. Bone Eels attack immediately.

To skip the Secret Level, follow the underwater tunnel. You'll find ammo down here, so it may prove worth the trip (if you can evade the Piranha). The tunnel leads to a lagoon facing an eerie-looking temple. A Gargoyle guards it. Evade the Gargoyle and hit the exit switch on the door to go on.

For hardier souls who crave more carnage, return to the bridge area and crawl back onto dry land. The next part requires some dexterity: Leap to the support post on the left in front of you. It may take practice, and each pole may seem more difficult than the one before. (Saving your game after every pole cuts down on the frustration factor.)

Leap again to the next pole on the left, and then to the one forward and to the right, near the ledge. From this pole, heave a TNT bundle onto the ledge, putting it up against the cracked area ahead. This is the level's Twelfth Secret.

Leap onto the ledge and go through the hole you've blown out. Dive into the pool on the other side of the wall and swim until you see another pool opening above you. Go up to enter a cave with power-ups and three switches.

Work the switches and put them in order—Dagger, Eye, Moon. You'll warp to your first Secret Level.

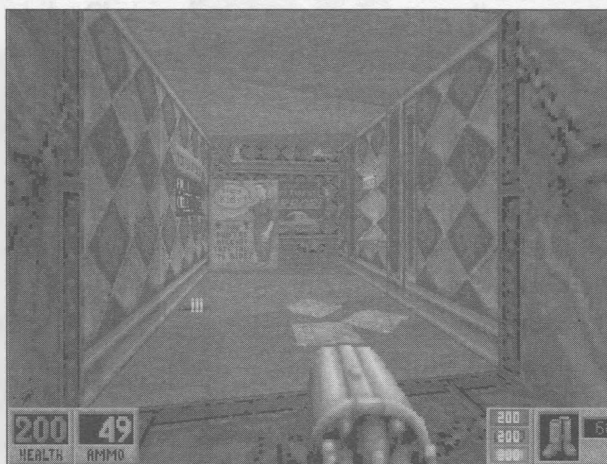
HOUSE OF HORROR


At the end of the warp, you find yourself in a cave. Follow the passageway ahead to the gate, taking care of the Zombie that awaits you there. A lot of action takes place on the other side of this gate, so take your time and use cover to lower the odds as much as you can.

When you think it's safe enough, go out. Stay to the right and follow the tree line around. At a point near the building in front of you, you'll disappear suddenly through an illusory wall. Weapons are on the other side. This is the level's First Secret.

Finish searching the grounds before entering the building. Walk up the steps or leap onto the ledge. Walk to the evil clown face and open it by using the **[Spacebar]**. Enter the "throat" area and keep going until you reach the corner.

Use this corner to cut down on the Cultists and Zombies waiting for you. Jump into the ticket office and take the First-Aid Kit and any ammo you find. Exit through the door. You may set off more Zombies, so prepare to defend yourself.





If you must, retreat into the room, and then leap through the window and back into the hall.

Walk to the big blue sign that reads "The River Ride of Terror." Touch it, using the **[Spacebar]**. The Second Secret on this level is revealed to your right—a hidden area with Armor inside opens up.

At "The River Ride of Terror," jump across the water to take all the weapons and power-ups in the niches. You'll need them for your upcoming execution excursion. As you round the first bend, a skeleton on a chain comes toward you from a niche in the wall. Fear not! It won't attack you. Use a TNT bundle on it in order to get at the Tommy gun ammo behind it.

Get into the water and let it carry you along. Control your speed and distance with the arrow keys. Soon a spiderweb blocks the tunnel. Shoot your way through.

Farther on, a gate blocks the tunnel. See the cage full of Zombies on your left? You can't open the gate in front of you until you can enter the Zombie cage. In a way it's good luck that the cage opens when you approach it. Although in a way it's bad luck, because Zombies swarm you. Again, prepare to defend yourself. The last thing you want is to go skating along the river ride with Zombies chasing after you and other Zombies waiting up ahead.

Go inside the cage. A hidden wall on the other side of tunnel opens, releasing Cultists to attack while the alarm goes out. Kill them; then cross the tunnel and trip the switch to open the gate.

Continue down the tunnel, which whips back and forth like a dying snake. Those with great reflexes can leap through the doorway coming up on your left. Those a little slow on the trigger get dumped into a dry area with a couple of Cultists, or more.





When you kill them, you can take the elevator back up to see what you missed. Either way, the journey heads in only one direction. (But if you make the jump, you have the luxury of ambushing the Cultists.)

From the bottom of the pit, leap onto the side and continue downriver. The tunnel whips around again, and the walls seem to close in. . . .

Then the water slows — the lull before the storm. Ahead lies a drop-off. Water swirls below. If you can, make the jump to the other side and claim the key there.

N O T E

For those of you who can't or didn't make the jump, no sweat. I ended up in the drink myself a few times. Defend yourself while you're in the water. Then search around for the underwater passage and follow it.

A control room and lever lie at the other end of the passage. Throw the lever to open up two more tunnels on the walls outside. The one opposite holds a room with windows that open onto fire. The one on your left takes you to a pool in a room where you can get out. (Plenty of Zombies populate it, though.)

A pendulum swings in one corner of the room. Its monotonous sound gets to you after a while. Chains clank, as well. Take up all the weapons and ammo you can find, and then go through the open door. You can't get through the Skull Door yet.

The stairway leads you back to the ledge you missed on your jump.

Key in hand, with all the ammo you can carry, make your way down the stairs. Kill anything in the room that gets in your way. Go through the Skull Door, killing the Cultist lurking around the corner to the left. At the other end of the tunnel, a cross-tunnel goes left and right, guarded by Cultists. Take them out, then go first to turn up a First-Aid Kit and some ammo. Now head back in the other direction.

Cultists meet you at every turn, but soon you reach a graveyard. Exploring this graveyard nets you nothing, though. Hop back into the tunnel and keep going.



As you walk up the next hill and go around the curve, you head straight for disaster. Cultists and Zombies fill a niche up ahead. Time for a little TNT action. Blast 'em and keep going.

Stay with the tunnel. Take advantage of every cover opportunity: Cultists are everywhere.

Farther on, disgusting images from twisted nightmares cover the walls. Around the next curve lies another graveyard. And, as you've learned by now, anytime you get to a graveyard, you'll be knee-deep in Zombies.

Creep into the graveyard for a moment to activate them. Kill them off in small numbers until you're sure there are no more. Then enter the graveyard again.


Pick up any ammo you find. A black tombstone at the back triggers the level's Third Secret. Touch it using the **Spacebar** to open a hidden area in the wall to your left. Inside find a Life Seed.



NOTE

In a multiplayer game this will be one of the most popular hiding spots for you, other players, proximity-detonated TNT bundles—whatever. The lever opens and closes the door.

True enjoyment for the sadistic and merciless!



Opposite the graveyard is a door. Go through it and up the ramp to the next door. Walk through into a storage area. Deal with the enemies therein, and then take a good look at the walls till you find the one with the crack. Throw TNT at it and blow it open.

**N
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To really expand the possibilities of the multiplayer game on this level, leave the door across from the graveyard alone for the moment, and go up the branch of the tunnel you haven't been to yet. A wall blocks the end, but some awfully convenient explosive barrels are stacked against it.

Triggering the explosions blows a hole in the wall that leads back to the boarding area for the river ride. This opening also makes for quicker games in Multiplayer mode.

The hole opens out onto the ledge above the area outside the House of Horrors. Use the **[Spacebar]** to search the crates in the room and uncover the Guns Akimbo power-up—the level's Fourth Secret.

**N
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Again, this will be a favorite area for multiplayer games, because you can find each other easily in this confined space. If you want, you can jump down to the clown mouth again and sneak up on your friends and opponents from behind. You can also easily run up the ramp, jump back to the ledge here, clamber through the hole again, and attack from this route. They won't know if you're coming or going.



There's a window along one wall of the storage room. Below is a Dumpster area with ammo scattered around it. Inside the Dumpster is a Napalm Launcher, but it's wise to drop a TNT bundle inside first to kill off the hungry rat pack living there.

Jump back to the ledge and lob a few TNT bundles over the wooden wall in front of you to whittle down the odds. Things will be complicated enough.

Jump over the wall.

Track down and kill every enemy you find in this area. Use the explosive barrels. (Some will blow out an exit, but don't take it yet.) Scan the walls for the "Keep Out" sign near the wooden wall you jumped over to get in.

Leap onto the crates under the sign, and from there onto the ledge above it. Walk around the ledge until you reach the wall you blew open. Leap up to enter a hidden room, the level's Fifth Secret. The room contains some TNT and a First-Aid Kit.

NOTE

This is a sniper's paradise in Multiplayer mode, people—especially if the sniper's victims are unaware this room exists.



Leave the room and drop into the courtyard below. The tunnel leads back to the river ride area. To end the level, dive into the pool and find the underwater passage.

Swim along the passage to a pool—really a lagoon facing the eerie, Gargoyle-guarded temple.

Smart money says avoid the Gargoyle and hit the Exit switch.



HALLOWED GROUND

You enter this level through a foyer with demon-face walls. Take the ammo provided and go forward cautiously. The corpse dangling ahead of you sets the tone for this level.



As you enter this area, a jagged sizzle of lightning reduces the tree in front of you to a cinder. Zombies claw their way out of the ground. Kill them and use your maneuvering room.

Approach the doorway in front of you by following the right-hand wall. From this vantage, you can take out the Cultist lurking to the left of the doorway. Ready the rocket launcher (or a TNT bundle if the launcher is out of ammo) and cross to the left side of the doorway. The gargoyle statue just inside the right side of the doorway will come to life. Take it out.

The room beyond is large, filled with stone columns and enemies. Use available cover to deal with them. Go through the doorway on the left (across from the door you came through at the start).

An Iron Gate bisecting this room protects the Moon Key. You can't get to the key from here, but you can cut down several of the Cultists within from a position of relative safety.

Return to the outer room (with the columns) and walk to the other end. You'll find weapons, ammo, and perhaps an angry Gargoyle in the niches here.





Steps lead down to another room. Fires burn in its walls. Trip the door at the end of the room—and get a move on: You’ve got a welcoming committee. TNT usually gets them out of your hair the fastest, and the doors give you some protection.

Enter the hallway beyond the doors. Images of skulls and bugs adorn the walls. You can’t reach the ledges above you, but your TNT bundles can. Stand with your back wedged into the corner formed by the second column on the right and the wall with the bug emblem on it. Turn to face the bug emblem on the opposite wall. Lift your aim, then launch a TNT bundle. This takes care of the Cultists on that side. Now cross to the bug emblem you were just facing, and turn so that you’re lined up with the centerpoint between the windows on the opposite ledge (you’ll be able to see the tops of the windows). Toss another TNT bundle. That should take care of the Cultists up there, as well. Now open the door at the other end (the one with the sandstone glyph etched above it) and take advantage of any cover you find.

In the hallway beyond, candles burn in wall niches. You’ll also find power-ups, a Moon Door, and a Skull Door. For now, pass them up.

Walk through the next hallway to another door. Prepare for a fight. Perhaps you should introduce yourself to the level’s First Secret before opening this door. Return to the room where the sandstone glyph is, turn, and shoot the glyph. Race into the hallway you just came from, and you should see that a wall niche has opened behind what appeared to be a picture. Take the Guns Akimbo power-up. Now return to the unopened door at the end of the hallway, and open it. Gargoyles come flying at you, and Cultists line the walls to trap you in a deadly cross fire. Take your time, use the available cover, and you’ll do fine.





NOTE

If you feel unlucky with the Gargoyles, you might try letting them chase you as you flee down the hallway. Then reverse direction and go back into the room, trapping them behind you.

The room secured, walk around inside and spot the power-ups on ledges just out of your reach. Continue down the passage. The Skull Key spins on the floor at the end of another flame-lined hall. The room, however, is a dead end. When you get the Skull Key, it becomes even more of a dead end. No matter how fast you turn and run, the door you entered through is always closed. Worse, another door opens to unleash a Zombie gang. Move quickly, and try to reduce their numbers with a TNT bundle before they're too close. When you've killed them, the door reopens.

Inside the niche where the Zombies came from find Boots of Jumping. Above the Boots of Jumping find the Reflective Shots which are the Fourth Secret. Two doors remain unexplored, as well. Facing out of the niche, pass through the door on the right.

Go up the ramp with care. Zombies confront you inside. A curtained area lies at the end of this hallway. Use the Spacebar to open it and you can claim the power-up there. Return to the room where you got the Skull Key and try out the remaining mystery door.



More columns here help you maximize your defense. Cultists line the ledge. A door between two Gargoyle statues lies ahead. Leap up on the ledge that was on your left as you entered the room. Claim the ammo.

Go to the door between the Gargoyles. As you'd expect, a Gargoyle waits inside. But so does a nifty little Napalm Launcher. If you can avoid the Gargoyle long enough to pick up the Launcher, you'll make short work of it



with your new weapon. For those of you with a death wish, feel free to walk up to either gargoyles statue and hit your **Spacebar**.

Leave the room and leap onto the other ledge. Go through the door at the far end of the ledge, follow the curving passage, to end up at a small pool. If you look into the water, you can see the piranha that will attack you as you swim. You can take them out from above water if you use the Tommy gun. Dive in and swim through the passage to a wall lever. Trip it, and then swim through the passage that opens. Surface in the pool at the end of your swim, eliminate the Zombie there, and claim the Life Seed. This is the level's Second Secret.

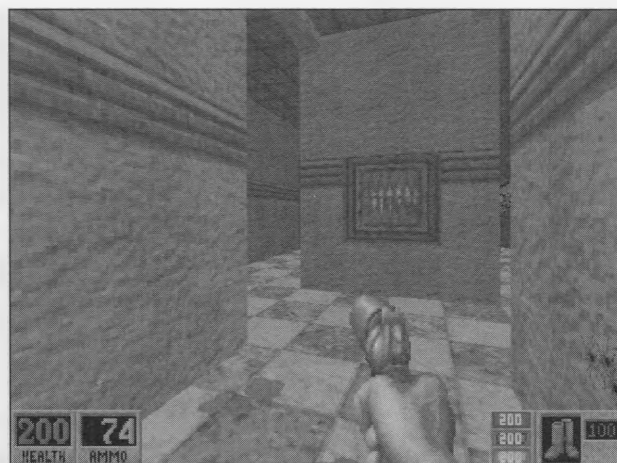
Return to the pool, swim back through the passages again, and surface in the pool behind the ledge. Notice that the wall has shifted, revealing a new room. Enter it and take the ammo.

The door locks behind you, and the wall before you shifts into a macabre rendition of a grin. A booming voice tells you, "You know what to do when the time comes!" Back up as far as you can, as the wall disappears—enemies will flood in otherwise. If you still have some TNT, it comes in handy here. One to the right, one to the left.

Once the area is secure, take the passage on the right and claim the Beast Vision Glasses. Then take the passage on the left, move the curtain, and you reemerge in the first room (with the big columns).

Take the door on your left and go back to the lever that activates the Skull Door. Flip the lever and go through. Climb the winding staircase, but take cover as you go.

When your survival seems assured, turn left and walk through the next room. You find a hole in the floor, and probably a Gargoyle to deal with, as well. Drop down into the hole. This is an elevator area. To ascend to the previous floor, just use the **Spacebar** against the wall.





For the moment, though, stay at the bottom of the lift. Explore the room beyond, following the hallway. It dead-ends at a wall. Touch the wall using the **[Spacebar]** and a portion of the wall vanishes. Walk into the room and explore: You're in the room with the Moon Key. Take it. On the nearby wall is a picture of a bloody bug. Press it to reveal the Third Secret on this level. You must move fast to get the Armor power-up, though, because you've released a pair of Gargoyles, too.

For now, ignore the wooden door in this area. Return to the secret door you entered through. The button on the column in front of you is the release switch. However, when you press it, *two* doors open—one on the left (the one you entered through), and one on the right.

Take the door on the right. Get past the Cultist guards to the rectangular area in the floor. Touch the wall with the **[Spacebar]** and the area—a lift platform—rises. At the end of the walkway, kill the Gargoyle and claim the Life Seed.

Drop down over the side of the walkway, then drop down into the hallway before you. (You'll recognize it from earlier in the level.) Go through the door on your left and follow the hallway back to the Skull Door. You have the Moon Key now, but wait to use it.

Go up the stairs again. You've already gone through the door on your left, so this time go through the door to the right of the stairs. (Ignore the doorway on *your* right.) Cultists out in the courtyard should have been firing at you during the time it

took to clear out this area, and most of them will have congregated below the windows. Got TNT? Once you've killed most of the Cultists gathered below these windows, finish off the rest of them by returning to the room where you picked up the Moon Key and Super Armor earlier and sniping from the cover of the doorway when you can. Enter the courtyard cautiously, as there are sure to be stragglers, particularly those at the top of the stairs at the far end. If you look up, you'll see the ledge that runs around the courtyard. Use your Boots of Jumping to





reach the ledge, gathering up what you find there. Drop back into the courtyard, and then go through the wooden door with the lion over it.

With your Boots of Jumping, walk across the room where the iron gate had been and into the first room you entered when you arrived at the building. Two pictures hang on the wall to your right. Heave a TNT bundle in that direction and watch them explode off the wall to reveal the Fourth Secret on this level. Use your Boots to jump up and get the Medi-Kit.

Return to the room which held the Moon Key and Super Armor. Walk to the corner where the secret doors are. Press the button and go through the passage on the left. Follow the hallway around and use the lift to get back into the room above.

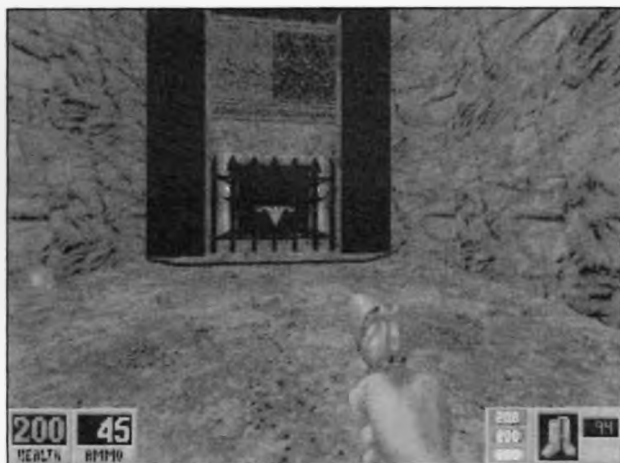
Walk through the door, and then through another door along the opposite wall. Blow up the explosive barrels. A hole appears in the wall. Drop down through it: Recognize this hallway? If you follow it around, it leads you back to the Zombie room where you got the Skull Key.

So don't jump through here. Take the Guns Akimbo power-up if you want, but go back to the stairway and make your way to the Moon Door.

Open the Moon Door and take out the Cultist guarding the stairway. Do *not* enter this area at this time. Instead, turn around and go back up the stairs to the area you just cleared. In the hallway overlooking the courtyard, go left and approach the wall at the end. Press your **Spacebar** and a ramp will drop down. Run up the ramp, grab the Invisibility power-up—this level's Fifth Secret. Drop over the ledge you will find here, then carefully jump across the lower hallway to the opposite ledge. Now look carefully up to your right and spot the Gargoyle near the ceiling. Use your Boots of Jumping to get up there, for this level's Sixth Secret. The Gargoyle will trigger, but since you're invisible, he won't move. Jump back down and heave a TNT bundle up there. No more Gargoyle? Jump up to grab the Invulnerability power-up, then jump back down and enter the hallway that is flickering with a wan red light. Go right and activate your Boots of Jumping to get to the ledge above you. Another Gargoyle guards the Seventh Secret of this level. Take him out as you see fit, then grab the ammo you find there. Jump back down and enter the red hallway, this time going right. You'll emerge in a room chock full o' Zombies and rats. TNT generally does the trick here. Grab the key and hit the elevator at the back of the room. Watch the rear wall of the elevator for this level's Eighth Secret. Take the elevator to the bottom.



Follow the hallway around and take out the Cultists guarding the area. If you're confused as to where you are, don't worry! You're now in the same area you would have gotten to if you had taken the Moon Door in the first place. Sneaky little devil, aren't you? Follow the passage here, into a room containing three doors. Of the three doors there, two, you're informed, lead to certain death. Remember the voice telling you, "You'll know what to do when the time comes!" Remember the teeth? Go through the leftmost door.



Follow the path around and across the bridge, laying down a serious barrage of fire to destroy the Cultists and Zombies that rise against you.

Make sure you have plenty of Life. Save here if you're not sure you'll survive the fall. Go back across the bridge. Turn and face the bridge again, and then stand close to the wall on the left. Drop down and try to land on the narrow ledge below to find the level's Super Secret. This may require some experimentation. Search around using the **[Spacebar]** and a

hidden door opens. Inside the room beyond are power-ups and a teleporter back to the bridge. Use the **[Spacebar]** to touch both skull faces, shutting the Chanting Voices off; the stone column neatly divides to reveal the teleporter pad beyond the flames.

Cross the bridge again to a gate bearing the exit switch.

Hit it—and you're on your way to the next level.

THE GREAT TEMPLE

You arrive in a small, featureless room. Be wary of the Zombies that suddenly materialize here. Follow the passageway ahead.

Round the first corner to the left. On the wall you'll see a dark rectangle stretching from ceiling to floor. Walk into it and you'll discover the First Secret on this level. Exit after claiming the ammo.

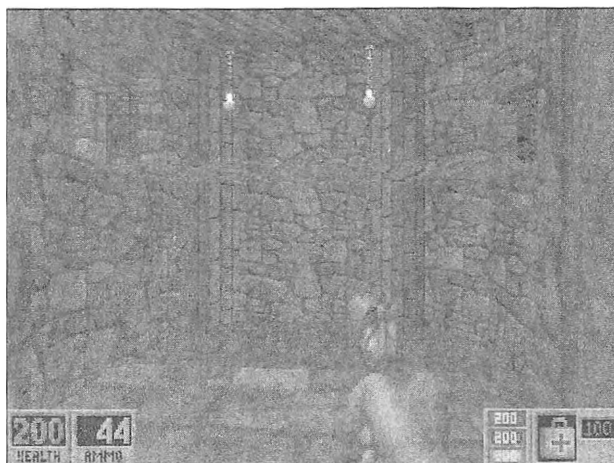
The passageway ends on a ledge overlooking a large pool of water. A bridge reaches from one doorway to another in front of you. Cultists guard either end.

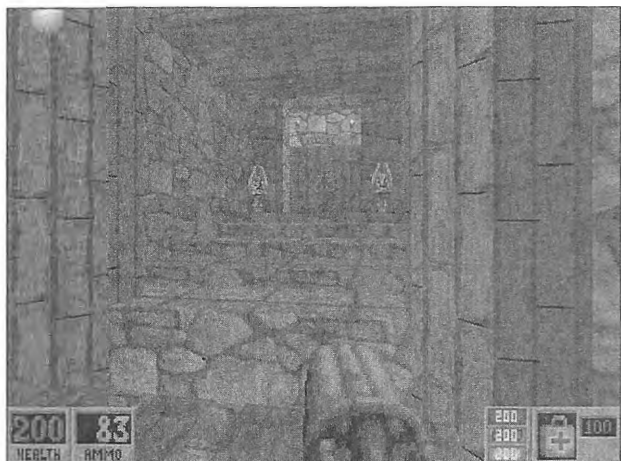
Dive in. Underwater, stay with the wall to your right. Bone Eels attack, but keep your nerve and locate the small passageway near the bottom on your right. Swim into it, and you'll find this level's Second Secret— an invisibility power-up.

Leave this room and swim back into the outer chamber. Keep to the wall on your right and watch until you see an open area above. Swim out, kill your enemies, and take the ammo you find here. Also take advantage of every opportunity to cut down the number of enemies you must face later.

Dive back into the water and swim back to the large chamber. Continue following the wall around until you find another underwater passage. Take it and go up until you find a flight of stairs.

At the top of the stairs, you'll soon be able to look out over the area you just came from. Continue up the slope, but remain wary of any Cultists ahead. When you enter the room at the end of the ramp, stay along the left wall. Touch the wall mural here and you'll discover the Third Secret on this level, and you'll get a First-Aid Kit.





Walk back into the room and go around until you get to the door leading out onto a bridge. Cross it. In the middle, you'll see into the door you came through when you entered this level. On the other side of the bridge, you'll find a lever. Throw the lever and return to the center of the bridge as a door opens. Jump across to this new area, where two stone Gargoyles sit on either side of double doors.

There are two ways to handle this area. If you've got more guts than brains,

touch the doors, and then run back. The stone Gargoyles will suddenly come to life and you'll have your hands full. For those whose brains outweigh their guts, get behind each statue and push them off the ledge into the water. Now when you touch the doors, the Gargoyles will come to life, but they'll be underwater and won't attack you. Once you've got the area secure again, approach the doors and make your way inside, using cover as you find it.

To the right of the door find some ammo and Armor. Take them, and then go to the left side of the room. Shoot the explosive barrels to reveal more ammo.

Take the stairs up and follow them around. In a short time you'll be on a ledge overlooking all the bridges you've passed and crossed. Keep going forward. At the corner of the next room, pause and throw in some TNT. A number of enemies usually hang around this room.

Walk on in. Peer out the window and you'll be able to kill some of the Cultists below, either with TNT you find in this room, or by sniping them. Cut down the odds. Then take the stairs down.

Hug the stairway as you go down into the thick of your next fight. It can provide a lot of cover. Go down the hallway and follow it around. When you see the Cultists ahead of you (and they see you) duck back into the hallway and let them follow. Grab some cover and blow them away.



NOTE

Being able to use strategy in this area and some of the upcoming ones is very important. Use cover where you can find it, and make the most of any incendiary weapons you can use from a distance for maximum effect. If all else fails, the Shotgun is a great means of defense and offense.

Return to the big room with the columns. Take care here, because a number of Cultists have the high ground. However, if you put in an appearance, often you can lure them from their vantage points and kill them.

After exploring the room and finding the ammo, you'll find your only way out is the twin stone doors. Go through them, and then follow the hallway around. It ends abruptly, but there's a door to the side. Use the cover here to take out the waiting enemies.

Once you have the hallway clear, move into the room and secure it. A quick trip around the room reveals the Skull Door and the Guns Akimbo power-up at the top of the tower. Now, trip the lever on the wall near the altar stairs. The tower descends and you can get the power-up. Watch out for traps here!

Walk to the Skull Door and take a left in the hallway. Take the greenish room in front of you carefully. Work your way around to the right, taking advantage of cover.



When you leap off the small ledge here, Zombies attack. Ignore the door when you first find it. Make a complete circuit of the room, eliminating as many opponents as you can. Blow up the explosive barrel, because the last thing you want to do is be standing near it, fighting for your life, and accidentally shoot it. Also, when climbing up the stairs where the explosive barrel had been, take a look at the red wall. Touch it using the **[Spacebar]** and it raises, revealing the level's Fourth Secret.



Now for the doors. Open them, and then *sprint* directly to the other side. See the Reflective Shots power-up near the fireplace? If you can grab it, you won't need to fire a shot to take this room. Walk out into the middle and let everyone attack you. Then watch them die. Hustle around and gather up all the ammo they left behind.

Leave the room. Other doors have been opened in the outer room now, so don't be surprised when it seems like Zombies are crawling out of the walls again—because they are!

Walk to the top of the stairs. You'll probably be attacked somewhere along here. Lob some TNT through the new doorway on the right. Hopefully you'll take out some of the Zombies and Cultists waiting here. Then make your way carefully around the new section until you clear out all your opponents.


Another door has opened farther back, this one leading to a stone room that looks like it has no exits. You must go into this room. And you must be very careful about taking it.

When you walk in, the door slams shut behind, trapping you. Then the walls on the left and right will raise, unleashing a Zombie horde. If you've got it, use your Napalm Launcher. If you don't have your Napalm Launcher, use the Shotgun to buy yourself some breathing room.

Try to get past the Zombies on the left first, if possible. Inside the niche they came from, there's a Life Seed and some Super Armor. The other niche has Shotgun shells, a drum for your Tommy Gun, and a Guns Akimbo power-up.

After a while, if you get truly desperate, the door behind you will reopen, and you can lead the Zombies away. You can also unlimber any TNT bundles you have. Once all the Zombies in this room are dead, the door on the opposite wall will raise and you'll be able to pass through. Save before you enter. This one's a tough nut to crack.





The Skull Key is in the next room. As you enter this room, however, the door behind you will close, and a false wall along the top of the room raises to unveil a host of Cultists. Dodge and duck, using the stone support columns for cover.

Taking the Skull Key opens another door with Zombies waiting behind. The best strategy is to make sure all the Cultists are dead before you get the Skull Key and trigger even more trouble.

Exit the room through the door the Zombies opened. Blow up the explosive barrel you find at the corner of the hallway.

NOTE

Again, this barrel will open strategic areas that will make a multiplayer game a lot more canny and interesting. You'll be able to double back on your buddies when they come after you.

Follow the hallway around and you'll find yourself back in the room where you picked up the Guns Akimbo power-up. Notice that more doors have opened—and there are plenty more enemies to deal with.

Go to the Skull Door in the corner. On the other side of the ponderous doors is a hallway with dancing flames in the distance—and Zombies, lots and lots of Zombies. Let them trip the proximity bombs, then mop up the stragglers with your most efficient weapon.

Enter the next hallway and be careful, because you'll sustain fire from open areas along the side of the hallway. If you really have it in for Tchernobog's henchmen, drop a TNT bundle at one end of the cellar area beneath the hallway, and then dive in after it. There are plenty of columns to use as cover. Clean the henchmen out, and then hop back up into the hallway.

At the other end of the hallway are explosive barrels. Set them off to blow a hole through the wall.

NOTE

This hole, as well, will liven up the multiplayer game. Once you've set off all the explosive barrels in this level, it becomes a rabbit warren of death and destruction.



Continue down the hall. At the next doorway, leap from side to side and use overlapping fields of fire to eliminate the enemy inside. If they come on too strong, drop back into the hallway and buy yourself some running room until you can burn them down.

When no more of the Cultists try to follow you, enter, sweeping to the right. A recessed platform area holds a switch and some ammo. A Zombie or two will also come out of hiding from the doorway on the opposite wall. Trip the switch by using the **[Spacebar]** and move on.

Keep the wall to your right and move on. Be careful. There's another recessed area with a switch at this end of the wall. Secure the area, and then trip the switch with the **[Spacebar]**.


Walk back out into the center of the room. The Fire Key is between the two stone columns you passed. Leap up and get it, but get out of the hidden area as soon as possible. Getting the Fire Key triggers the area on the opposite wall, twisting the cylinder open so the Cultists inside come boiling out. It also sets off a series of cannon shots that shake the entire structure.

Walk across the room to the circular room the Cultists just came out of. Look up. You'll find a switch on the back side of the column coming down through the center of the circular room. Shoot it and the room will revolve, allowing you access to the Fifth Secret on this level. Inside the room that's revealed is a treasure trove of

ammo. When you blow the cracked wall you find here, you'll be allowed to go down into the cellar area under the hallway you've already been through—but there's no need to do so. Shoot the switch on the column in the circular room again to turn the room around so you can get out.

Flip the switch on the Fire Door and kill the Zombies stacked up so neatly there; then go out into the hallway. Fireballs now streak across the hallway you must go down. *Save!* Your best bet is





to simply gut it out and race all the way across. Or you can take the hallway in stages and use the supports found here for cover.

At the other end of the hallway is a steel cage car. Trip the lever inside with the **[Spacebar]**, then duck down and stay low until it arrives at the other end of the track. Shoot the Zombies that try to attack you there, but be careful of the explosive barrel there, too. Explode the barrel from a safe distance. The tunnel that opens in the wall leads to the room where the Zombies nearly had your brains for lunch. Go up the stairs, instead.

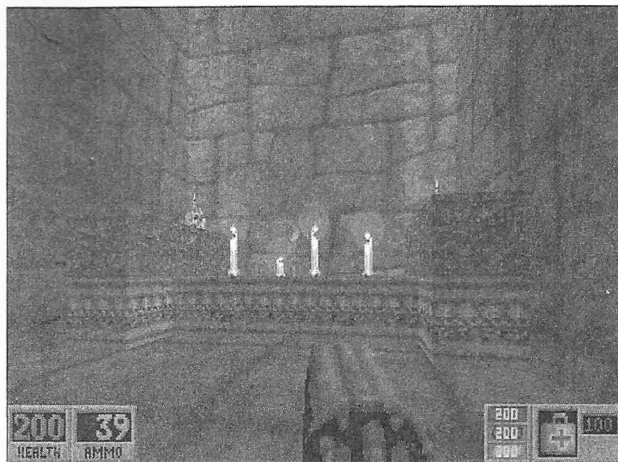
Use the next explosive barrel to take out more of your enemies along the way. When you reach the level area, stay on top of the ledge. Below is the room where you got the Skull Key.

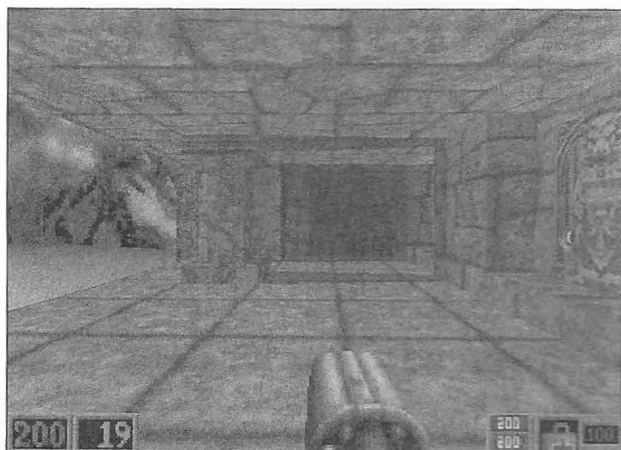
At the Fire Lever, trip the switch with the **[Spacebar]** and start moving. The stone Gargoyle there will suddenly come to life. Zombies guard another lever in a hidden area the Fire Lever reveals. Blast them, but be careful of falling off the ledge. Go inside and trip the lever with the **[Spacebar]** to open the next door at the end of the ledge.

Take out the enemy you find waiting there, and then follow the hallway. The big room you're about to enter is filled with peril. Strategy suggests running in, and then ducking back out so your enemies will follow you and you can better manage them. Work the room diligently until all your opponents are down. The First-Aid Kit you find here will come in handy.

Go inside the room and follow the ramp around to the top. Take the Spider Key from the altar, which then sinks into the ground. Behind you, a wall yawns open and more Cultists come for you.

Take this new hallway, but beware of the flame-throwers mounted in the walls. At the end of the corridor is another lever, guarded by Zombies. Throw it using the **[Spacebar]**, and then move back, because you'll be confronted immediately.





Walk along the ledge, wary of opponents. You can get a Guns Akimbo power-up by jumping across to it, and then jumping back. Follow the ledge, and then go up the stairs. Every move you make will be challenged, unless you had the means to clear this section earlier (Boots of Jumping are handy).

At the top of the stairs you'll be knee-deep in Cultists and Zombies. Prepare to go back down the stairs to handle them. It's important never to leave any live enemy behind you at this point.

When you have a chance, peer out the window at the clouds beneath. You're pretty high up!

Go through the Spider Door and follow the stairs up and around. This area overlooks the clouds you saw earlier. If you get forced to the edge, it's a long way down.

NOTE

Even if you're using the cheat codes for invulnerability at this point, it's no fun being pushed into the pit. There's no way out, and you'll have to reload your game and go back to where you last saved. If that's been awhile, you'll get really frustrated.

The Moon Key is in the center niche on your right. When you take it, all the niches open and disgorge Zombies, and the doors at either end close, trapping you. Kill the Zombies as quickly as possible. When they're dead, the doors open again.

Don't be so quick to leave this room, however. Walk as far to the left side of the ledge as you can, facing the clouds. Save, and then step slowly over the edge.

With luck, you'll land on the ledge below. Follow it around to the left and you'll discover the hidden room that is this level's Super Secret. After you've gathered up all the weapons, Armor, and ammo, walk back toward the exit and you'll find a teleporter. Enter it.



The teleporter will take you back up to the ledge where you got the Moon Key. Take the door on the right and exit. Follow the hallway to the left to reach the Moon Door. Go through the door and step inside to the teleporter.

You'll warp to a hallway where there's plenty of ammo and a First-Aid Kit. Take what you need, what you can carry, and get ready for this level's big showdown.

Walk out into the center of the big room and use the **[Spacebar]** to drop the white pillar with the Guns Akimbo power-up on it. Then race away and get your back against the wall while Tchernobog's henchmen come at you. It takes time and patience to kill them all, but guard yourself and keep pouring on the firepower and you'll bag them all.

When the smoke clears, round up more ammo. For your next trick, go back to the hallway you first appeared in (the one with the teleporter in it). Look along the walls. You'll find levers on the right walls. Trip the lever using the **[Spacebar]**, and then rush either with the revolving wall or into the space it vacates to find the level's Sixth Secret.

Inside the secret room, find an Invulnerability power-up and a teleporter back to the center of the room. Though there are four teleporters in the main room, each takes you to the same place, so you can only get the power-up once.

Now go into the hallway with the exit switch. Walk up the short steps and trigger the switch to finish the level.

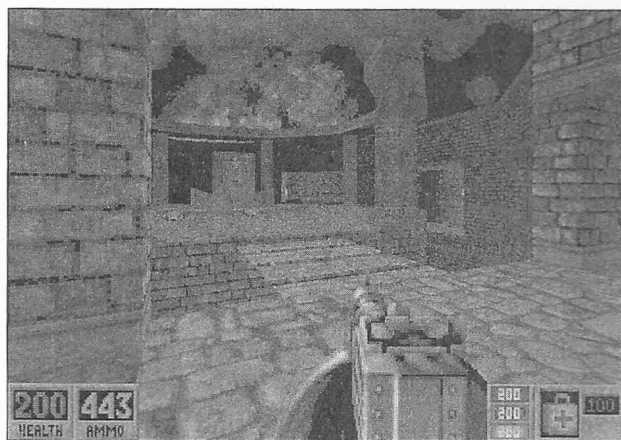




ALTAR OF STONE

Arriving out of your warp, you face cobblestone ramps right and left. Go right, and circle around. Plenty of ammunition covers the ground, and it's meant to be used for something. And that something is going to be very dangerous.

Soon you come to a window on your right overlooking a grey-scum cloud bank. Drop out the window and land on a ledge to find this level's First Secret—a First-Aid Kit and a teleporter. The teleporter takes you back to where you warped in.



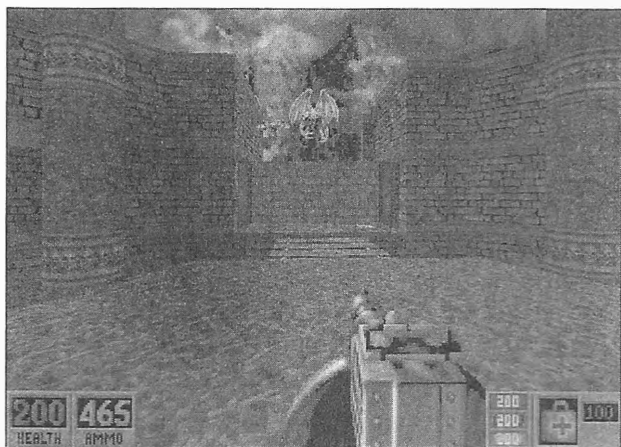
This time, go left. Drop through the window on your left to reach the level's Second Secret, a suit of Superarmor. Again, the teleporter warps you back to where you began.

Go up the right ramp again and follow it around. Note that the inner courtyard is rife with ammo waiting for you to gather it if you end up there during the coming battle.

Farther on, you come to a wooden suspension bridge spanning the inner courtyard. A solid stone pillar occupies the center of the courtyard's artificial mesa.

On that pillar is Ophelia.

As you approach her, an explosion rips the air. Turn to see Cheogh crashing through the stone barrier, his great wings spread to catch the wind. A Gargoyle accompanies him, but it can be quickly dispatched with the Flare Gun (if you're good) or the rocket launcher (if you want him gone quickly). From then on, it's you versus the Stone Gargoyle ruler.



Want to live long enough to keep killing Cheogh? Try kneeling when he's on you. Granted, it makes shooting him while he's close almost impossible, but he seldom—if ever—can touch you!

As you dodge, use your Boots of Jumping to leap over the broken wall Cheogh came through. Up on the ledge there, you'll find this level's Third Secret, a cache of weapons and a Guns Akimbo power-up that definitely comes in handy.

Keep hammering away at Cheogh. When he falls, you've defeated this episode. On to the next.



CHAPTER

4

EPISODE 2:
EVEN DEATH
MAY DIE



SHIPWRECKED

After defeating Cheogh, you find a boat and leave in search of more of Tchernobog's minions. Soon, you're in the frozen northern lands. Jump on the nearest glacier and capture the Tommy Gun waiting there.

The safest way to begin would be to swim for the boat and scramble out onto the frozen tundra. A Life Seed is locked away in a hidden area under the ice. Dive deep, and keep a weapon handy. You encounter Gill Beasts here for the first time. They move fast, so you'll have to move faster, and save your game often.

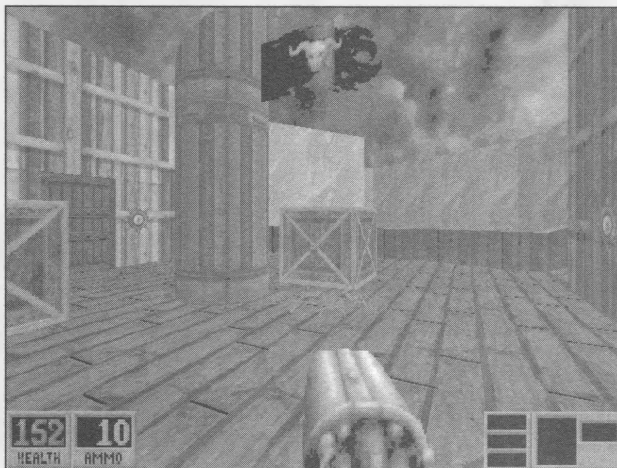
If you wait long enough, you'll see the boat dock above. Keep the wall it adjoins on your right and follow it around. The first turn takes you to a block of darker ice. Dive deeper and you'll find a ledge underneath. Swim carefully, looking up, and find a patch of clearer ice. Swim up and find a tunnel with a Life Seed in it—the first Secret on this level.

You can explore the rest of the underwater region, but you'll only find more Gill Beasts. Swim back to the boat to get a point of reference, and clamber ashore.

In reality, however, a pirate ship locked securely in the ice confronts you. A black flag whips in the stiff breeze.

Climb up the ice and scramble aboard. If you look across the deck, you'll spot an interesting rectangle cut into the wall of ice. Leap over the side of the ship and investigate. Inside the tunnel you discover there, you'll find this level's Second Secret, a Voodoo Doll. You can explore the other end of the tunnel if you want, but come back to the entrance and get back aboard the pirate ship.

When you leap over the side, you'll find an open hold in the center of the broad deck. Walk around the hold and take out as many Cultists below as you can. Cut the odds, because you're going to have to jump down into the middle of them. A Guns Akimbo power-up lies on a





stack of crates, and a number of unarmed victims run around as well. This level's Third Secret is the Medi-Kit next to the Guns Akimbo. Also take care that you don't get taken out yourself from other vantage points on the ship.

When you've done all the damage you can do from topside, jump in. Keep the crates between you and any surviving Cultists. A number of them have Heart power-ups that can reestablish your Health. The Fire Key spins on the floor. Take it, and gather all the ammo you can find, as well as the Guns Akimbo power-up.

There's a door, but it won't open. And there's a switch. Trip the switch and the boom hoists to lift a crate into position overhead. Go to the stack of crates on your right and climb them. A couple of jumps from those crates to the one at the end of the boom hoist puts you back topside.

Keep the ship railing on your right and make your way to the back again. A window comes up on your left. Lean into it and blast the Cultist inside with your Shotgun, if you have it.

At this point, if you throw yourself over the right side of the ship, you'll find this level's Fourth Secret, a Diving Suit. You can swim around in the water until you reach the boat that brought you to get back to the ship, or you can walk.

A little farther on you come to an open deck between two Eye Doors. Take the ammo you find there and continue on to the wheel area. Go carefully here, because Cultists flank you if they can when you walk through the door. After killing them, you find the Eye Key.

NOTE

A little exploration gives you the ship's name—H.M.S. *Victor*. Just dive over the starboard (right) side of the ship as you face the wheel and you can see it.

Go back to the first Eye Door. Walk down the ramp. If you don't immediately see the ramp, you're at the wrong door.

At the end of the ramp, go right. The next ramp that leads down also leads to the mess hall, and a contingent of Cultists. Kill them, and then cross the room to the hallway where an exploding barrel waits in the shadows. Blow up the barrel.



Closer inspection of the impact area shows you the explosion blew a hole in a nearby door. Looking through the door, you'll see the ship has taken on water. Swim down through the water and you'll find an exploding barrel to the right. Detonate it from around the corner to cut down on damage.

When the rubble clears, you'll find some ammo and the Fire Door. You'll also find Bone Eels, which you need to get rid of quickly. Swimming around the corner in front of the Fire Door, you'll quickly spot another exploding barrel against the right wall. Blow it up and get more ammo.

Open the Fire Door and prepare for a nightmare.

Amid the decomposing bodies, Bone Eels, and Gill Beasts, you'll spot the Skull Key. There's also an exploding barrel. If you act quickly enough, you may be able to cut down the odds against you by detonating it.

Now, surface in this room to find the Life Seed and Super Armor.

Take the gasoline and the Skull Key from the room. Get out of the water through the exploded door that let you in. As you walk back through the hallway, you'll find a passage to your left. Take it; it leads you up a ramp to a room. Kill the Cultist inside and take the weapons and ammo there. The other door out of the room is the second Eye



Door. Don't exit yet. You've got to get back to the Skull Door.

Go back down the ramp and walk to the hallway again. Re-enter the mess hall and cross the room to the left. Go through the door you find there, and down the ramp. Use the lever beside the door to unlock it. When you open the door, you'll find you're in the hold area again. Go back to the mess hall.

Walk back up the ramp and find the Skull Door. A second door is on your left. Take the Skull Door first.

Inside is the Captain's Quarters. Use cover to kill the Cultists you find there. Beware of the Zombie behind the modesty screen as you start exploring the area. The desk beside the bed holds the Moon Key. Claim it as you gather all the weapons in the room.

Leave the room and get ready to open the door across the hall. Rats are inside, as well as exploding barrels.

Strategy would suggest opening the door and throwing a TNT bundle through if you have it. The blast also tears out the cracked section of wall.

The hole in the wall leads into the mess hall, so ignore it and walk back out into the hallway. You've got the Moon Key. You need only get back to the wheel now.



Go up the ramp to the top of the deck, through the Eye Door, and turn right. Follow the railing and hallway around until you reach the wheel. Facing the wheel, use the **Spacebar** to move the wheel.

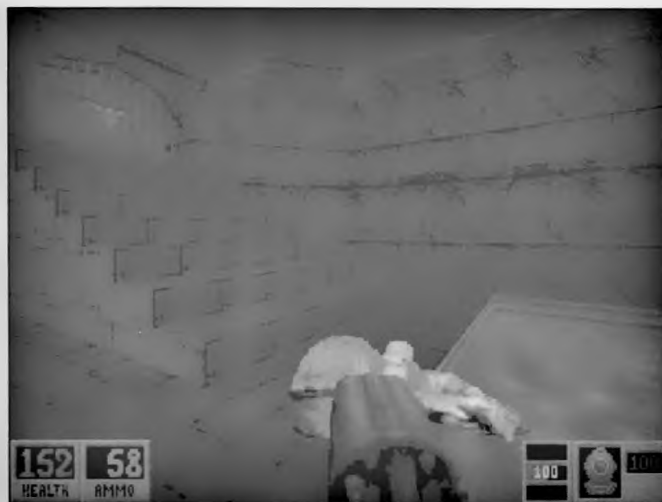
A horrendous shiver shakes the whole ship. Walk to the right and peer over the



ship's railing and you'll find a cavern has opened up in the ice wall. Leap over the side and go investigate.

Follow the cavern to a pool of ice-blue water. Dive into the pool and swim to the other end. Gill Beasts await you at the other side, so be ready to come up shooting.

The exit switch is at a gate at the top of a flight of stairs. Tag it and keep moving.



THE LUMBER MILL

The gate closes behind you, cutting off that exit. You've got nowhere to go but forward, up the short flight of steps. When you enter the next room, you'll spot bars covering an entryway on your right. The emblem beside it tells you you'll need the Dagger Key to move it.

That still leaves one door. Go out into the snow-covered lands beyond with some trepidation. You've just entered a vast level with lots of enemies.

To your right is an archway. Follow it, but be aware that the slippery snow beneath your feet makes it impossible to stand steady. Cultists and Gargoyles wait with bated breath on the other side. Use any cover you can find to kill them.

The cobblestone path continues, and there's a door on the building to your left. Go through the door, but prepare to duck Zombies on the other side.

You'll be presented with a choice of steps or a door on your right once you're inside and safe. The door is locked, so take the steps. The sound of whirring saws becomes even louder as you reach the top of the stairs. Kill the Cultist in hiding there, and break out the window.

As you stare down, you'll see Bloated Butchers, the newest enemies on this level. If you've got TNT bundles to spare, toss a few over and put the Bloated Butchers in the chopped beef section. They're pretty tough customers to go up against one-on-one.

Go on down the hallway and take the left. The room here has Cultists in it, so be cautious about your bloodletting. Once they're dead, enter the room and walk over to the grey cabinet against the wall. Use the **[Spacebar]** to find this level's First Secret behind the cabinet.

Leave the room and go back into the hallway. Walk back to the door that lets you out of the building. We're going to explore the cobblestoned passage for a while.





The passage makes a gentle curve as it goes around. Gradually it leads into a darkened area. On the other side of the tunnel is another building. Work from cover to take out any Cultists there.

When they're all dead, go up the steps. The Skull Door is here, but you don't have the key. Return to the passage and keep on following it.

At the end of the building, you must choose between continuing to follow the passage or taking the alley between buildings. The passage ends in a cul-de-

sac with Armor, but the alley is the way you must go.

The alley lets out into a courtyard filled with cut timbers. Make your way through them carefully, because there seems to be Cultist snipers and Zombies everywhere. Stay right and hop up on the second stack of timbers. From there, you'll be able to move around. Save your game often as you pinpoint the snipers' positions and take them out.

Hop again to the stack of timbers toward the windows the snipers were firing from. Leap to the stack to the right from there, and then to the stack immediately behind you.

From this last jump, you'll be able to see the window in the adjacent building. Beware of spiders inside, and the fact that you've become Gargoyle bait. Leap through the window here to find this level's Second Secret.

There's a hole in the floor at the back part of this room. Avoid it for now and jump back out onto the timber pile. Now make your way across the timbers to the windows where the Cultist snipers were. Make the jump through the window on the right.

A First Aid Kit and two books are in the room. Both doors lead to the same hallway. Follow the hallway to the right and use available cover to attack the Cultists and the Bloated Butcher waiting in the next room. When you kill the Bloated Butcher, he drops the Skull Key.



Take the key, and then go check out the fireplace; you'll find Flare Gun ammo there. Stay aware of the room's window. You can be sniped from it. Use it to your own advantage to fire onto the platform outside, putting down the Cultists that you find.

Walk through the other doorway in this room and you'll discover another door. The Skull Key opens this one. Don't go through it, however. Return to the room and jump back out onto the timbers.

Leap back to the stack of timbers you started with, and then return to the ground. Put the wall to your right and continue around on the ground. You discover some ammo, and find a huge crack in the frozen ground.

Hop down into the crack. Spiders live here, so Save as you explore and keep your weapons handy. At the other end of the crack is some Armor. Look above to see the hole in the roof you could have fallen through earlier.

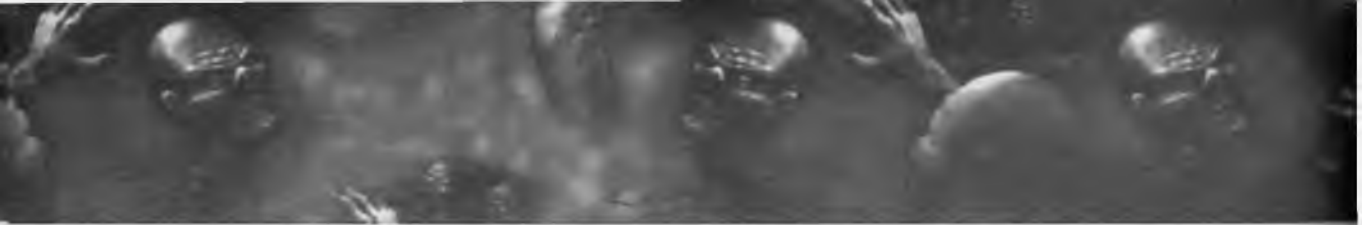
Cross back out of the crack and leap up to your right. Follow the wall to your right until you find a broken section. Bloated Butchers probably lurk here, so proceed with caution. Peering through the broken section of wall, you can see the Skull Door on the other side of the passage.

Ignore the steps you see on the wall to the left. For now we're going to concentrate on the building ahead. Enter through the Skull Door. Inside is a sawmill.

Work from cover and kill the Cultists you find here. One of them will have the Moon Key. Then go to your right, and up the short flight of steps. Open the door, but prepare to dive for cover. Inside are ammo and Armor, and a switch that shuts off the sawmill.

Leave the room and turn left immediately, following the wall on your right. If you open the door you find here, you'll discover you're in a room you've been in already.





Go back to the Skull Door you entered the sawmill through. Turn right in the passage and go up the steps to the area where the two Moon Doors are. Open the first one you reach and step inside.

You sink at once, but when you resurface and check around the room, you find the Fire Key and a Life Seed on a ledge. You can't get to them, so dive deep and search around on the walls underwater to find a switch. Flip the switch and the water level rises immediately.

Resurface. Now you can reach the Fire Key and the Life Seed easily. Go up the steps to the right and through the next door. This door lets you back out into the small courtyard where the two Moon Doors are.

Run back up the steps to the second Moon Door. Inside is a Bloated Butcher and a Voodoo Doll. Kill the Butcher by luring him out after you, and then take the doll. Return to the passage by the Skull Door and the sawmill. Go straight through this time, until you reach the cross passage. Go across to the small, dead-end alley. The Fire Door lies on the right.

Enter the building with caution. A number of Cultists wait inside. After you kill them, go in and trip the switch mounted on the pole in front of you. Walk around behind the machine. Behind the grinder, a section of the wall has opened.

Jump into the murky water beyond the opening. Sink to the bottom and find the Dagger Key. As you resurface, scan the walls carefully to find an underwater passage that takes you back to the room where you can use the Dagger Key.

Follow the underwater passage and climb out of the pool at the other end. Trip the switch beside the iron-barred gate. When the bars lift, go outside into the small, hedge-bordered courtyard and locate the door with the level exit switch on it.

Hit the switch and end the level.



REST FOR THE WICKED

You come out of the warp to find you're immersed in a hedge maze. You must make your way carefully to remain among the living here. When solving mazes, the rule of thumb remains to keep to the right wall and follow it through. Eventually you'll see most of what the maze has to offer and should be able to find your way out.

Traveling this way, you quickly arrive at the little stone fort structure. You encounter Cultists and Gargoyles here, so watch your step and take advantage of cover. When you get behind it, you'll notice that it provides cover for steps. Take the steps.


Enter the hedge area here and spot the switches on the walls. Flip them. You hear rustling shrubbery. Take the stairs back down, and then duck in for the ammo in the middle of the little clearing beneath the structure.



Continue exploring this open area and you'll find the hidden doors in the hedge that hide this level's First Secret, just ahead of the other set of steps leading up to the observation area. After you've got it, get back into the courtyard.

Get back to your wall and continue with it to your right. Under another hedge arch, you find a stone building with iron-barred windows. Circle around the building to the right, but rest assured Cultists are all around the building.

To your right is a small outbuilding. Open it, but move away quickly, because a Zombie steps out after you. Destroy it, and take the ammo inside. Then turn to the left wall inside the building and use the **[Spacebar]** to reveal this level's Second Secret behind a moving wall. Continue around to the right to find a Moon Door. You don't have the key, yet.



Walk around the building some more and you'll find the door. You know from peering in through the window that a Bloated Butcher is inside. Get to him as quickly as you can; he has the Skull Key.

N If the Bloated Butcher is missing, try looking up. You may have to
O use the Boots of Jumping to get to him, but you'll find him there if
T he's not below. This is also a really great place to ambush people
E in a multiplayer game if it's their first time through.

When you get the Boots of Jumping, leap up. You'll find the level's Third Secret here, as well as green spiders that are truly bad news. Step lively!

Jump back to the bottom floor and exit the building. Turn right and walk through the arch through the hedges at this point. Keep the wall to your right and walk around. It won't take you long to reach one of the Skull Doors. Press the button beside it and go on through.

You're under attack at every quarter here, so keep an eye peeled and use the natural defenses provided. Before you an elevator lies on your left, and an arched doorway leading through the hedges to a swimming pool area. Take the elevator. It temporarily gives you the high ground to cut down on the numbers of the Cultists in this part of the maze, *and* it gives you the Limited Invisibility power-up.

While you're in the elevator, look out the window on your left. Look closely and you'll see how the tops of some hedges have frozen over, making trails. Leap on out there and travel over those you can get to. It's the only way to reach the Guns Akimbo power-up that lies at the other end. Once you have it, make your way back to the elevator, and then take it down to the passage. Go through the arched doorway to the swimming pool area.

Diving into the pool and swimming underneath gets you a Guns Akimbo power-up, but you'll also be taking on Bone Eels and Cultists. However, to reach this level's Fourth Secret, you must walk along the diving board, jump into the pool, and then turn really fast and swim back toward the wall underwater. You'll find a Life Seed in the hidden area here, and a switch that lets you back out. Now clam-



ber out of the pool and turn to the wall opposite the diving board. Two arched doorways are there. Take the one on the right.

You find more ammo here, but at the other end of the cul-de-sac a ramp leads up. Follow the ramp up but beware of spiders. A doorway lies at the other end of the hallway. Go through it with caution; a number of enemies wait on the other side.

Inside the room find two exploding barrels. Use them to take out your enemies, if you can, and then enter the room. One barrel has blown a hole in the wall. For now, turn your attention to the window. It overlooks a frozen-covered hot tub under guard by the Cultists. Kill as many Cultists as you can from this vantage point.

Ignore the hole in the wall for the moment and investigate the room's other legitimate door. Follow the abbreviated hallway around into a small room with a desk area. Kill the Cultist and Bloated Butcher keeping watch here.

When you use the door leading out of the room, it opens onto a small courtyard with a gate. Notice the shovel stuck in the ground? Use the **Spacebar** on it to unveil this level's Fifth Secret, a hidden place in the hedges. You can't get through the gate, so keep the building's wall to your right and make your way around it.

Pick up the Voodoo Doll at the entrance and use a TNT bundle to clear out the rats, if you have it to spare. The sign inside states "Members Only." The tile walls let you know this must be a shower room.

Go around to the right, utilizing every bit of cover you can manage. (The fire extinguisher on the wall will blow a hole that will make multiplayer games more exciting.) Once you finish in here, go back out the main entrance and take a right to pick up the ammo drum there.

Then go toward the Moon Door. You still don't have the





Moon Key, but there's that hot tub left to explore. Pass through the arch through the hedges to the hot tub area.

As you circle the hot tub, you'll spot a button on the side. Press it. Immediately, the tub warms. An opening forms in the center of the water. Dive in and find the Moon Key and a First-Aid Kit.

Retrace your steps to the Moon Door. Use the key and pass through. This puts you back into the courtyard with the building where you got the Skull Key. Put the wall to your right and make your way back to the other Moon Door. It takes some twisting and turning, but you'll make it okay. Flip the switch on the wall and pass through.

On your right is the exit switch.

Press it and jump to the next level.



THE OVERLOOKED HOTEL

You'll arrive on the other side of the fence. Continue forward, though Zombies will jump out of the blank wall ahead of you. If you have a TNT bundle, get close enough to trigger the Zombies' advance, and then backpedal and throw the TNT. You've got zero room for mistakes here, and the last thing you want to do is rush into the maze area through the archway on your left.

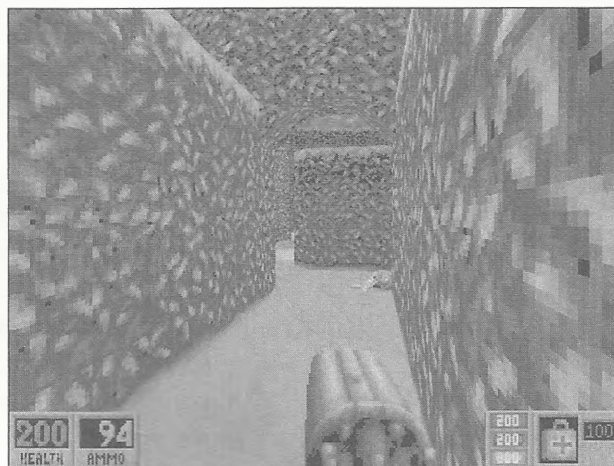
Once you've dealt with the Zombies, go through the archway. Another maze waits, so keep a wall to your right and go.

You come to a fountain area filled with Cultists. Save often as you go through the different areas of the maze. If you're not careful, you'll end up going around in circles. When you spot the dead end with the Shotgun in it, take the weapon, and then take the path to the right of it.

Make your way to the center of the maze and you'll find a pillar sticking out of the hedge that faintly resembles a totem pole. Use the [Spacebar] to touch it. When it descends, take it up. Jump across the hedges and take up the box of flares there, this level's First Secret.

Instead of following the wall around this time (it only leads you in a circle) go through the archway ahead.

Once you're through the archway, keep the wall to your right again, but skip the next archway. It only takes you back to the section of maze you've already been through. Keep following the wall. Soon you come to an area where a white Stone Gargoyle sit on top of the maze hedges.





Walk through the archway between the two white Stone Gargoyles into the courtyard beyond. Zombies claw their way out of the ground to try to get you, so give yourself maneuvering room.

On the other side of the courtyard, a set of stone steps leads down. Hop up onto the ledge to your left and follow it around. It takes you to the building in the large courtyard where you can leap upon the eaves. Make your way around to find this level's Second Secret near the windows.

Notice that, as you've made your way around, a huge crack has opened in the center of the building's courtyard. Drop down and prepare to duck and cover as Zombies and Gargoyles from the bottom of the crack attack you. Once they're all dead, explore the crack.

You'll find ammo in the crack, and more Zombies. Get the ammo, and walk to the big twin doors of the large building. Enter cautiously, because Cultists and Zombies attack at once.

To your right lie an iron-barred window and a Skull Door. Through the window you can see Zombie guards and the Fire Key. Keep going forward, around the corner to your right. Two staircases wind left and right ahead of you. Take the one on the right.

Enter the hallway ahead cautiously. There are lots of enemies here to kill, so take your time and save your game as you need to. On the wall to your right is a picture. Use the **[Spacebar]** to touch it and open a hidden area in the hallway. Of course, you're attacked immediately.

Kill off the spiders and enter the hidden area to claim this level's Third Secret. Continue down the hall and enter the next room. A huge, skull-faced fireplace occupies the wall to your left, and a long table stands in the center of the room. Go through the open doorway on your right.

Walk behind the curtain to your right and grab the Voodoo Doll hiding in the shadows to add to your arsenal. Then go to the end of the hall. Another hall joins this one from the left, and a skull-faced door is ahead of you. Once the hallway is clear of Tchernobog's minions, go through the skull-faced doors.

A huge kitchen lies on the other side, and you must take care to prevent an ambush. Only one other door leads out of the kitchen. Open it and step back quickly. A Choking Hand is on the other side. Your best bet for killing this quick little creature is your Shotgun or the Napalm Launcher. You definitely don't want them getting hold of you.

NOTE

If a Choking Hand grabs you at any point, repeatedly tap the **[Spacebar]** until it drops off. Then kill it quick!

The room is filled with corpses hanging from meat hooks. Turn around, exit the kitchen area, and then follow the hallway to the right.

You'll spot two doorways on your right up ahead. A descending stairway is to the left. Do yourself a favor and lob a TNT bundle or two onto the Cultists waiting at the bottom of the stairs. You can put it over the edge pretty easily.

Enter the room on the right and take cover where you can, because Cultists and Bloated Butchers wait inside. Two windows lie to the right, overlooking a small courtyard area. You can snipe the Zombies from them, and you should. You'll also be able to explode the barrel against the hedge and blow a new opening into the maze you came through





earlier. *Don't* enter the maze. However, there's Armor out in the courtyard if you need it.

Go back to the hallway and take the next door. You'll find a switch beside the iron bars blocking your way, but you need the Spider Key for it. Follow the hallway around to your left to a railed area overlooking a lower room.

If you look across the room, you'll spot the stairs leading down to it. These are the same stairs you passed up earlier. Lob a TNT bundle or two over the side and cut down on the number of Cultists waiting below. Up ahead is another railing. Use it, too, as a sniping position.

Then jump into the room. Deal with surviving Cultists, and gather up the ammo and the Moon Key. (If you have all Five Tomes, don't enter this room or you'll be teleported out.) Cross the room to the fireplace and leap up to the hidden room inside that is this level's Fourth Secret. Exit the room through the door and take the stairs. At the top of the stairs, follow the hallway around to your left to the railed area you jumped from.

Stay with the hallway and take the right turn. Enter the den area but stay ready to defend yourself. Three windows lie on the right side of the room. Descend down the stairs ahead.

The *last* thing you want to do (aside from getting killed) is to go through one of these windows. It's a long fall, and even if you survive, there's nowhere to go. Walk

to the other side of the room and take the stairs there into the hallway again. Be sure to check the open area at the top of the stairs for ammo and any remaining Cultists.

Go into the hallway on the right and find a door to the left. If you take it, you'll find yourself back in the big room where you first entered this building. (This is the path the second set of steps took.)

So remain in the hallway and follow it along. A door comes up on your left. Enter it and be ready to fight for your life, because a Phantasm waits inside.



NOTE

Phantasms can be difficult to handle. They only remain solid during their attack, and if they get far enough away, they'll use their breath weapon on you. The best advice is to stay in close and keep hammering it every time it goes solid.

Kill the Phantasm, and then look around the library. You'll find a door into another section of the library on the left wall. Zombies and Cultists are on guard here.

Notice immediately that there's an upper floor. Face the door you came through: An elevator lies just to its right. Use the **[Spacebar]** to activate the elevator, and go up. Walk along the ledge to a recessed doorway off to your left, this level's Fifth Secret. First, however, pick up the Tome behind you. Then go through the door. Turn left to pick up this level's Sixth Secret.

You can see a Guns Akimbo power-up on the other side of the room. For the moment, ignore it and follow the ledge to your left. Hop over the division and land on the other side. Turn left and use the

[Spacebar] on the wall, revealing this level's Seventh Secret, a passage chock full of ammo (and spiders). Notice also that you're behind the creepy Gargoyle picture that you can pass through to surprise someone in a multiplayer game.

Follow the hidden hallway around. It brings you to the ledge holding the Guns Akimbo power-up. Take the power-up and drop to the floor. Return to the second library.

Walk across the room and use the **[Spacebar]** on the bookshelves to reveal this level's Eighth Secret. Follow the corridor around to an open doorway to your left and a closed door on your right. Take the open door.





The sound of a ticking clock follows you everywhere, but don't let it obscure the sounds of the Zombies and a Phantasm jumping out of the right wall beside you. Kill them and keep going down the corridor.

You reach another juncture at this point—a door area to your left, and a passage on your right. Take the passage and follow it to the end, finding this level's Ninth Secret, a one-way glass you can pass through into a bathroom.

Kill the Zombies there, and enter the room. You find Boots of Jumping as well as TNT. Exit through the door.

The next room turns up more Cultists. Beware of the fireplace; spiders live there. The closed door is locked and you need a key to open it, so take the open door on your right into the bedroom. You'll find the Dagger Key spinning on the bed after you kill the Cultists in this room. You'll also get another Tome.

Return to the bathroom and jump through the one-way glass. Follow the corridor back to the juncture where you passed up the door. Use the **[Spacebar]** to get through and you'll discover the level's Tenth Secret, a trick clock that's actually a door.

The hallway in front of you goes on ahead, and it branches to the left. Stick with the right wall and follow it along until you reach a door on the right. Through the door is another bedroom. You'll also have to deal with spiders.

Check the bookshelf on the left side of the room with the **[Spacebar]** and find this level's Eleventh Secret. Inside the hidden bookshelf, you can pick up another Tome.

Opening the wardrobe on the right side of the bed unleashes a Phantasm. Kill it, then stand on the bed to open the closet. Check inside the closet to find the Tenth Secret. Exit the room. Stay to the right side of the hallway and make your way down to the Fire Door. You don't have a key for it yet, but you'll find one.

Follow the descending stairs at the end of the hallway, and then take the ascending stairs immediately to your right. At the top of these stairs is the Dagger Door. Go through, kill the Cultists inside, and you'll find the Spider Key spinning on the desk. Take it, and walk to the desk on the right side of the room for another Tome.

Check the other bookshelf with the **[Spacebar]** and you'll find a hallway hidden behind that is this level's Twelfth Secret. Look up and you'll spot the First-Aid Kit on the loft above that's this level's Thirteenth Secret. When you look through the window at one end of this secret room, you find you're looking over the large room you entered when you first arrived at the building.



Go back into the outer room, and then into the hallway. Follow the corridor to the right out onto a small alcove. Take the steps around and to the left. You'll easily recognize this room. The Fire Door is on the other side.

Take the stairs down to the double set of stairs across the room. Walk up the stairs on the right. Pass through the corridor back toward the ticking clock, and then take the right turn at the end of the hallway.

Enter the first door on your left, ready for action. Kill the enemies you find here by using the doorway for cover. On quick inspection, you realize this is another bedroom. Walk to the left side of the room from the doorway and open the door there. It leads to a bathroom with a Zombie inside.

Go back to the bedroom and check out the wardrobe. Take care, though, because Choking Hands are inside. Hack the corpse inside for body armor.

Now return to the foot of the bed and jump onto it. Move around on the bed to discover this level's Fourteenth Secret, a hidden door in the headboard that opens into a passage.

Once you're there, though, you find it's a passage you've already been in. Jump back into the bedroom and go out through the door into the hallway.

Turn left and keep going down the hallway. The next opening on the right leads to a small balcony where you'll find the Skull Key. Take care, though, because the wall behind you explodes when you take it.

If you return to the hallway and take the next door on the left, you discover it leads to the library you've been in already. Go back to the balcony. Leap over the railing and run to the Skull Door ahead.

Pick up the Fire Key, and then go open the cabinet and take the Life Seed you find there. A brief check around the room shows you the switch on the wall. Throw





the switch to open the iron bars across the service window here (allowing for more bloodletting in multiplayer mode).

Standing in front of the Skull Door and looking at the opposite wall, you spot a door almost hidden from view on your right. Walk across the room and go through it to get to this level's Fifteenth Secret. Go up the stairs across the room. At the top of the stairs is a Gargoyle picture you can't pass through.

Walk back down the steps and across the room, back to the large room where the Skull Door is. Cross the room to the double stairways to the left of the Skull Door. Take the flight of stairs on the left and go up. Take the left turn at the top of the steps and follow the corridor along all the way to the ticking clock. Turn left and walk down this hallway to the Fire Door on the right.

Once you're through the door, you'll know immediately that you've been in this room before. So cross the room and go through the door on the right to get back into the bathroom with the trick mirror. Vault through the mirror into the hidden passage beyond.

Continue on past the ticking clock until you reach the hallway with the skull emblem on the door. The door to your right leads back into the second library (just for reference). If it's not there, you're in the wrong place.

Go through the door in front of you, which leads to this level's Sixteenth Secret—a one-way picture that gives you a good view of the library. You'll find a Tome, a Limited Invisibility power-up, and ammo on the table. Check the cabinet carefully. You'll find more ammo, but a Choking Hand also waits inside.

Turn your attention to the room's second door. Open it and go through. If you scout around, you'll find this door takes you into the dogleg area of the hallway that led you to this room. In front of you is a door. Use the **[Spacebar]** and open it.

Inside this doorway is the level's Seventeenth Secret, a teleporter that takes you to a balcony area in a part of the building you haven't been to yet. When it opens up, it also gives you this level's Eighteenth Secret. Take advantage of sniping opportunities, and then follow the hallway around.

You discover you're on the other side of the iron-barred gate you couldn't get through earlier. If you peek through the gate, you'll spot the Spider Switch that you saw earlier. You have the Spider Key now, but you don't need to trip the switch to

beat the level. You're already where you need to be, thanks to the teleporter you found. Stay to the right and take the corridor farther on.

Save your game before you go down the steps you find here. It's a *major* confrontation area for the Bloated Butchers. Retreat up the steps, if you must, to kill them all. Once they're dead, go back down the steps and check around.

The openings along the right side of the wall are empty. Check on the left side, starting with the one closest to the steps. This allows you to get behind the bar and recover more ammo.

Move down to the farthest hiding area on the left side, where you'll find a passage. The sound of roaring water surrounds you. You discover why as you enter this area and see the underground river ahead. A Moon Door blocks the way, but not for long: You have your handy little Moon Key.

Go through the gate and find the exit switch to end the level. Hit it and move on.



NOTE

For those of you brave enough to warp to this episode's hidden level, once you've gathered all five Tomes then go to the Moon Door room. Stand in the center of the pentagram and it will teleport you to a super secret area. Follow the path here, then enter the doorway to warp to the hidden level.

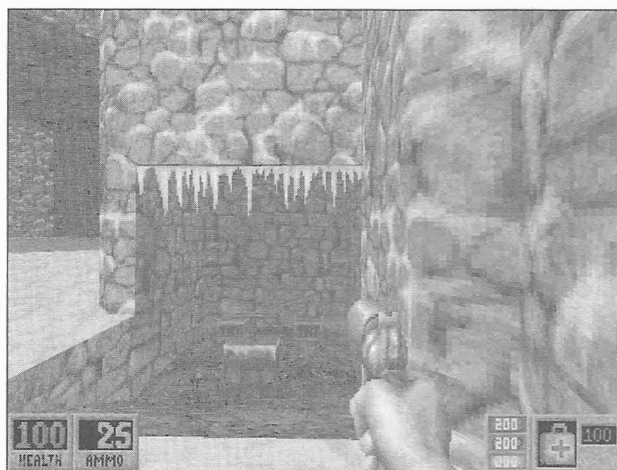


TWIN ICE

You warp to a tunnel with an earthen floor. Turn left and take the Aerosol Can there. Then go forward to a ledge overlooking a frozen wasteland. Cultist snipers fill the area.

Take out the snipers with a distance weapon, if you have one. If not, drop to the ice floe in front of you, pick up the Shotgun, and dodge left for cover. Blast away the opposition.

Now dive into the water and explore for the ammo, Armor and First-Aid Kit down there, yours for the taking if you just look for them. These make up the level's First



Secret. Surface and swim back to the ice floe where you got the Shotgun.

Swim to the right and crawl up onto the chunk of ice you find there. Ahead, a Bloated Butcher and Cultists patrol the next patch of ice-cold real estate. Put them down, and then jump across. When you look right, you find a little bunker with lots of TNT around it and a plunger in the center.

For now leave everything alone.

Walk to the left, where the Bloated Butcher was, and collect ammo and weapons in the big area here. When you press that plunger, there's no telling how much damage will be done.

You'll find in short order that while there seems to be plenty of ammo, there's no way into the upper reaches of the icy mountains. So go back to the plunger. Use the **[Spacebar]** to press it.

The resulting explosions blow free a section of the wall to your left as you exit the bunker area. Jump into the hole and follow the passage until you reach the water. Dive into the water and go down. A Gill Beast hangs around here. You must kill him before you go any farther.

Now swim forward, surfacing every so often for air and to keep watch for creatures lurking either above or below.

A little farther on, the water drops underground. Take a final deep breath and plunge after it, turning left and heading into a huge area that at first glance appears to be completely iced over. Look to your right and find the patch of water that lets you up to the surface.

When you get your wind, come back down, kill the Bone Eels, and fish for ammo. Climb out of the pool of water, but be wary of Cultist snipers. Notice that the chunk of ice that smashed through the frozen surface here now widens the crack in the ice ahead.

Rather than climb the ice to your right, travel around the ice here and gather all the ammo. Farther on, a Napalm Launcher sits on ice shaped steps. Take it, and climb the steps.

Whether you go at it from this side or the other, you must drop down into the level at your left. When you do, the ice splits, opening chasms down into the water. Gather up the ammo you find here, and then dive into the biggest pool of water you can find.





Check around below the surface in a hurry, because a Gill Beast attacks immediately. Now look around and spot the tunnel off to the right.

Swim forward. To your left is a hard-to-see area that has more ammo in it. This is the level's Second Secret. Now surface, take a deep breath, and plunge into the tunnel. Follow it along. In seconds, another pool opens before you. Surface and climb out on shore, but use cover; a Gargoyle and Cultists wait on the other side of the frozen doorway.

Shoot them down while maintaining your own safety. Move forward and take up the ammo here, and then walk through the huge door at the other end.

Enter the next room slowly and use the cover offered here. Cultists are gathered for warmth around a fire. Kill them, and creep forward for their weapons and ammo.

Follow the ramp on the right up to a wooden elevator. Get ready to deal sudden and complete death, because a group of Zombies and Cultists wait at the top. Walk around to your left and spot a pile of explosive barrels stacked in the center of what appears to be an ice tomb.

For now, ignore the barrels and explore this part of your new environment.

Note that the barrels are stacked in a pattern. Go back to the safe area near the elevator and blast the barrels.

The detonation creates massive changes in the topography. Walk around the chasm to your right. Don't step over the edge.

Save your game at the broken edge of the trail you're following, and then jump the distance to the next part of the trail. If you fall, you can quickly reload your game and try the jump again. Landing on the frozen spar can be tricky if you have a hard time releasing your keys. You might have to try jumping again immediately.

After making the second jump, walk around the ledge to a doorway on your right. Follow the steps up and around to a Voodoo Doll and Boots of Jumping on a ledge. Beyond them is another door.





Enter this door and follow the corridor. A Bloated Butcher stands guard in the room you arrive at. Kill him and take the Napalm Launcher. Walk out of the room and follow the ledge around, picking up weapons and ammo as you go.

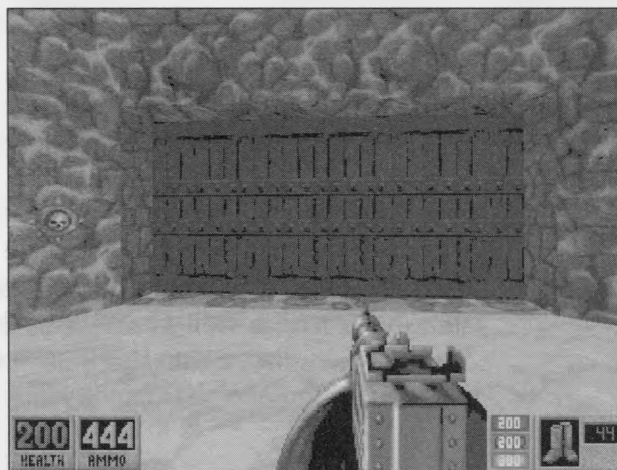
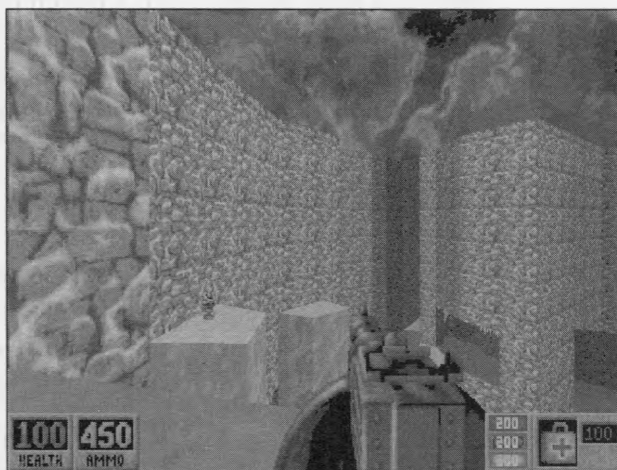
Another turn brings you to a Cultist guarding a Guns Akimbo power-up, a Tommy Gun, and the Skull Key. Take a look at the icy spires standing before you, and at the white Stone Gargoyle on the first one, indicating where you'll have to go next.

Save your game here and start leaping. Use the Boots of Jumping to make things easier. As soon as you touch down by the Gargoyle, it comes to life and attacks. Make your next jump immediately to the next lower ice spire. Once you land there, aim for the large opening slightly to your right, and then leap again.

You find cases of TNT here, as well as a Life Seed. Take them, turn left, and follow the trail of big ice blocks. Leap onto a stone ledge and turn right, moving on. The next corridor holds Cultists. Kill them and keep on. A wide expanse of ice opens up in your view.

A number of spiders live here, too. Pick up the Voodoo Doll, if you need it, and then go through the Skull Door here.

On the other side of the door find the exit switch you need to beat this level. Tag it and go.





THE HAUNTING

You stand alone in a stone corridor. The sound of water echoing around you tells you you're deep underground. Ahead are several openings that could be doorways. Move forward, keeping the wall to your right.

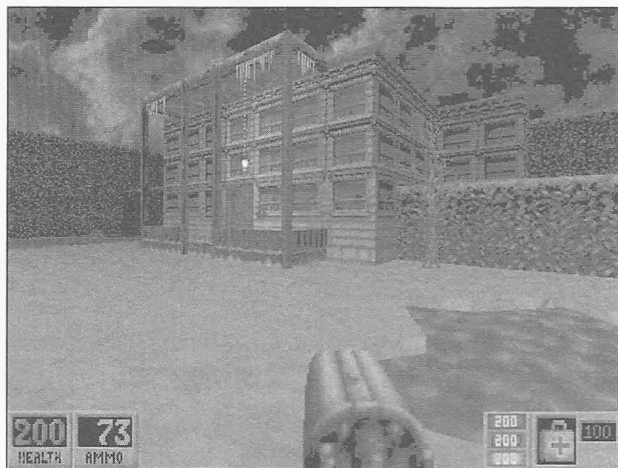
At the end of the corridor, you'll find a flight of stone stairs going up. Climb them to a large building with a frozen pool to the right. An opening is broken in the pool's surface ice.

You can't dive into the pool, but there's an interesting-looking outbuilding to your left. Investigate, but keep a weapon ready. Once you've taken the Flare Gun

from the building and located the spare ammo in back on the crates, go back to the right of the large house and keep the hedges to your right as you circle the building. The front door requires a Skull Key. About halfway down the wall, you'll find an arch through the hedges. Take it and follow the steps up, pausing to kill the Zombies waiting there for you.

Halfway down this corridor, you'll come upon a light on the left wall. Turn and use the **[Spacebar]** on the right wall reveal this level's First Secret. Then come back to the passageway and keep going.

In the courtyard beyond, you'll find some Armor to your left and another arch through the hedges. Get the Armor and go through the arch. On the other side of the arch, you have but one way to go. Follow the maze area around. When you make the next corner, you'll find an iron gate to your left, as well as a Bloated Butcher. Looking through the bars, you can see the key twisting on the other side of a tree-lined pool.





Keep following the passage through the maze, around a corner, to more steps going up. At the top, find a window overlooking another inner courtyard with another pool area. Go down the steps and take up the ammo you find there. Walk through the arched area ahead of you with caution. You're getting into the inner courtyards now, and things will start warming up.

With the wall to your right, make your way into the courtyard. When you turn the corner left toward the well area, Zombies rise out of the ground and Gargoyles plague you. Use available cover as you deal with them.

Now dive into the pool and recover the First-Aid Kit at the bottom. Climb out of the pool and continue through the maze. You must pass through another arch and follow the passage around. Another iron gate lies on your left, offering you another view of the structure. Keep going and turn right at the next corner.

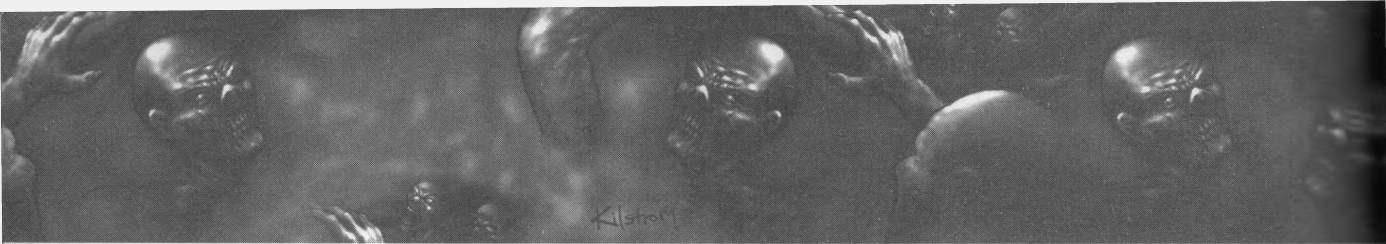
To reach the Super Secret on this level, you must do the following. Climb out of the pool and continue through the archway that is on your left. Take the corridor down to the right, but stop before you reach the end of it where it turns back to the left.

NOTE

Using the **[Z]** key, crouch down and use the **[Spacebar]** to check out the wall to your *left*. You do *not* want to walk around the end. You'll trip a teleporter switch here and arrive in the super secret area.

At the back of this room is another teleporter. Use it and you'll jump to the building mentioned in the book only a few paragraphs down.

Keep the wall at your right and ignore the first opening on the left. (If you want to follow it, go ahead: You find only dead ends and must arrive back here, anyway.) Get to the other end of the passage and turn left. Ahead on the right is an opening. Another lies on your left, and a third lies straight ahead. The one on the right and the one ahead are both dead ends.



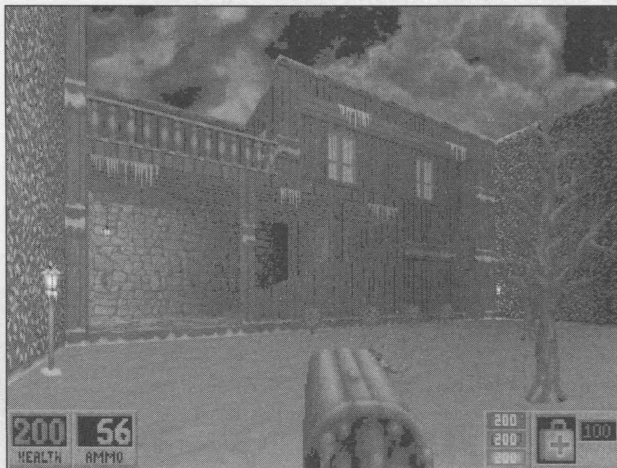
Follow the left passage. It takes you to a courtyard area.

Walk up to the building. A short flight of stairs brings you to double doors. Go through and follow the hallway around to the left, to another set of double doors.

You must deal with the green spiders when you go through.

Inside the next room, you'll find you can go in a number of directions. Stick with the game plan of taking the right wall first. Follow the next hallway down and go through the door on the right into a library area. Beware of the Bloated Butchers.

Follow the wall around to your right and start examining bookshelves. The second set nets you this level's Second Secret, a Guns Akimbo power-up. Cross over behind the desk and take the ammo in the niche there.

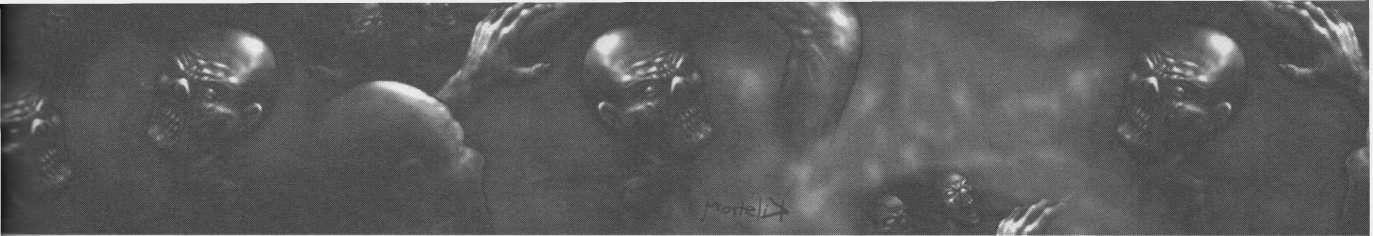


Ignore the door for a moment and turn your attention to the window. We've got keys to find. Break out the glass and jump over the side.

In front of you is an opening into a hedge maze. Enter it. Keep the wall to your right as you make your way around the maze area. You encounter plenty of Zombies and Cultists along the way, so prepare to fall back and take advantage of defensible areas.

Enter the area with the dead shrubs to find a box of Flare Gun ammo at the back. Again, Zombies crawl up out of the ground, so always check your back. The right turn coming out of the dead shrub area presents three possible routes. The one to your right dead-ends at a locked gate. For now, enter the opening straight across from you.

A gradual curve brings you around to the opening that had been on your left. Stay with the right wall. You'll be on the cobblestoned path as you make your next left turn and come face to face with a Bloated Butcher. Kill him as quickly as possible, and continue.



The next right turn brings you to a pool area where the Spider Key spins between two Stone Gargoyles. Prepare to run for your life, because as soon as you swipe the key, the Stone Gargoyles will come to life and try to bury you. Now, take the short flight of stairs up into the opening that overlooks the pool and leap onto the hedges. Follow them around, turning right at the intersection, and then jumping onto the line of hedges to your left. As you make your way down the hedges here, a section of the hedges to your left opens up, revealing a suit of Super Armor, this level's Third Secret. Jump in and get it quickly. Now return to the pool area.

Walk back out of the pool area and take the next right. Take the left turn ahead into another courtyard around the big house.

The maze here is an enclosed environment. As you'll discover, it takes you back to the big house. You'll spot an unbroken window first, and then as you go along, you'll find the window you jumped out of.

Jump back into the house. Go across the room through the doorway on the other side. Follow the hallway to the left and take the next right. A spiderweb blocks the way. Blast it apart, but beware, because a spider jumps out of hiding along the floor and comes at you.

Double doors lie to your left and right. Take the one on the right, first. You'll find yourself in a huge library area. Enter the fireplace and use the **[Spacebar]** on the back wall to reveal this level's Fourth Secret. Walk forward with the wall to your right. Farther on, you come to a sunroom facing the maze you were in earlier.

Leave the room and continue walking with the wall on your right. Go back and stand in the doorway of the sunroom. Walk straight across the room and through the library stacks. When you get to the last one on your right, turn and use the **[Spacebar]** to reveal this level's Fifth Secret. The shelves sink into the floor. Go stand on them and they'll lift you up to where you can jump to the ledge that runs around the room and gather the ammo there.

At the front of the room beside the fireplace is the Fire Door. Unfortunately, you don't have the Fire Key yet. Leave the room by the door left of the fireplace and go across the hallway to the other set of doors.

This room is a large dining hall. Follow the wall to the right and you'll discover a short hallway leading to a steel door from behind which you can hear whirring noises. This door requires the Dagger Key, but you don't have that yet, either.



Work your way around the room to the open doorway at the end of the room opposite the door you entered through. As you walk out into the hallway, you hear the rhythmic tick of a clock somewhere.

Ahead on the left is a set of double doors, and a little farther on the hallway turns right. Go through the double doors to find yourself in another hallway. Another set of double doors lies across the hall, so go on in.

In this new library area, pick up all the ammo you find lying around. Then take the left fork of the hallway. After only a couple of turns, you'll find you're back at the main entrance you arrived through. Walk back to the center of the library and take the aisle through the stacks.

You find a Bloated Butcher beside a desk. A window lies on the right. To find this level's Sixth Secret, push on the bookshelves to the left of the desk. Walk inside the hidden area and claim the ammo and the Invisibility power-up; then return to the library.

Breaking out the window by the hanging dead woman admits you into a small, snow-covered courtyard. However, exploring here nets you nothing. Walk through the stacks to the foyer with the doors you first entered through.

Standing at the double doors here, go to the hallway in front of you beside the stairs. When you reach the hallway at the end, you'll realize you've already been through here. Turn around and go back to the staircase.

Take the stairs up to the landing and turn left. Walk along the corridor here until you reach the door on your left. Another hallway goes off to the right, but go through the door first.

Follow the corridor on the other side until it dead-ends. Take the open doorway to the left and you'll be in yet another library. A Spider Door is on your right, but for now turn your attention to the library stacks.

In the L between the stacks, you can use the **Spacebar** on the second set of shelves on the right to uncover this level's Seventh Secret. A section of the library shelves to your left slides away.

Save and go through the Spider Door. It leads to a bedroom and a Phantasm. The Phantasm jumps you as soon as you're through the door. Kill it and gather the ammo available. Take the Eye Key from the dresser beside the bed. Then go through the door in the room onto a small balcony area that overlooks two courtyards.



You've already been in both courtyards, though, so return to the room after picking up the TNT bundles.

Walk back to the library and go around the corner. A spiderweb spans the hallway in front of you at the top of the small flight of steps. Blast your way through the spiderweb and move through. A Choking Hand probably will attack at once, but you can throw it off using the **[Spacebar]** and blasting it with your Shotgun.

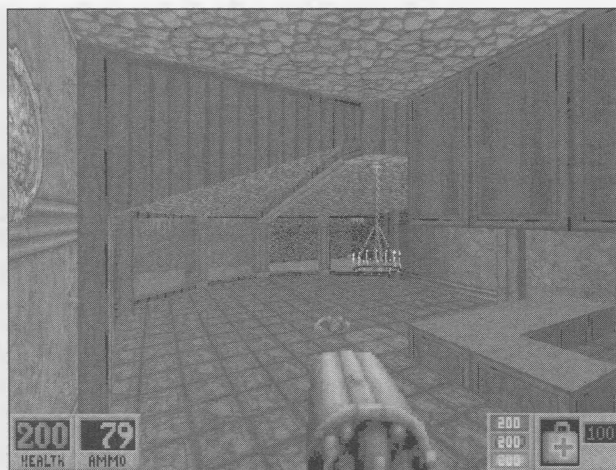
Around the corner a door lies on your left, and the corridor continues down a staircase ahead. Take the door first. A Phantasm screams toward you, so take cover and blast it. The Life Seed the Phantasm leaves you will boost your Health.

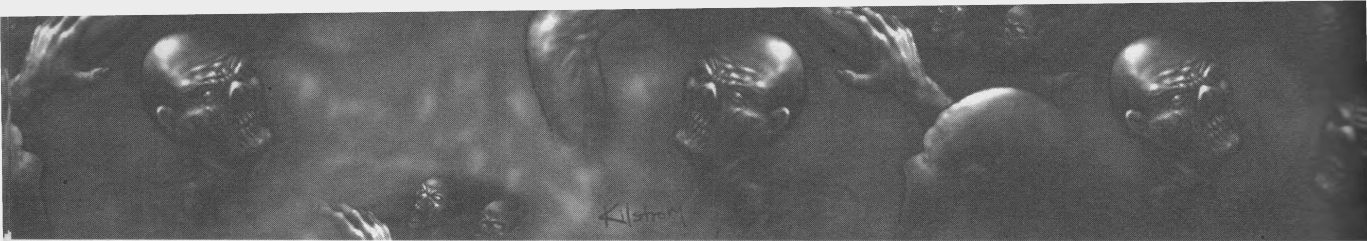
The bedroom inside sports a massive book collection. Cobwebs hang from the skylight above. Walk back into the hallway and turn left to go down the staircase. Going left only takes you back through an area you've been through already.

Turn right. You'll soon reach a balcony area overlooking a large room. Use all sniping opportunities here to cut down on the numbers you're about to face. With luck, you find a Tommy Gun at the other end of this walkway.

When the smoke clears, drop over the railing and prepare to hunt cover while survivors come at you. Stand just below the railed area you jumped off and note the doors on the left and right of your position and the huge windows in front of you. If your gunfire hasn't broken them out already, you can break them.

On the left side of the courtyard, you find an arch that leads into a maze area. Follow the maze around and find another arch that takes you into the pool area where you spotted the Dagger Key earlier. Grab the key and duck back to the arch area to deal with the Gargoyles that come after you almost immediately. Exploring the water turns up Armor if you need it.





With the Dagger Key firmly in hand, walk back through the maze into the big room you just left. As you enter the room, the door on your right only leads into areas you've explored. Go behind the L-shaped bar and take the door there. A Dagger Door blocks your way, but you can easily go through.

Inside the room on the other side, you'll find a Bloated Butcher's theater of pain. Kill the butcher, and then go check out the three doors at the other end of the room.

The door on the right leads back into the large dining room you've already been through. The middle door is a Fire Door, and you'll need the Fire Key to get through it.

So go through the door on the left. As soon as you open the door, a Phantasm screams to the attack. Kill the Phantasm, and then go into the room and grab the Fire Key.

Now use the key to go through the Fire Door into the hallway beyond. An Eye Door lies on your right here, but the hallway keeps going. When you turn the corner to the left, you find a set of double doors ahead.

The steps in front of you lead back to the huge library you explored earlier. Go through the Eye Door.

On the other side of the door, a ramp glides down into the waiting darkness. Move forward and around to the left. You'll arrive in a room of hanging horrors. An exploding barrel to your left blows a hole in the wall if you detonate it, but make sure you have sufficient cover when you do.

As you round the corner in the room, a Phantasm attacks. To make matters worse, rats pour from the walls, and a Choking Hand puts in an appearance.

In the next rows of wine casks, another Phantasm attacks. But you turn up the Skull Key, as well. Shoot the exploding barrel at the end of the room to blow a tunnel into secret passages. Duck into the passages.

Zombies claw their way out of the ground to get at you. Give yourself plenty of room to maneuver as you fight for your life.

To get your bearings, look up at the ceiling for the hole you fell in through. Turn so the tunnel is before you and another cross tunnel is to your left. Once you have your bearings, take the cross tunnel.



At the end of this tunnel you'll find an elevator with a lever switch. Forget about it for the moment and continue down the hallway, taking the turn to the right. Grab the ammo you find here and go back to the elevator.

When you take the elevator up, you find you're in the large dining room again. Take the elevator back down and go back to the main tunnel. Turn right and go to the end. Another elevator cage with an accompanying lever lies at the end of this tunnel. When you take this elevator up, it lets you out where you found the level's Fourth Secret, the Invisibility power-up. Once you step into this secret area, you won't be allowed to return to the passage below. But that's fine, because you've explored everything there. Simply push on the wall section and get into the library area.

Follow the book stacks around until you reach the open doorway leading back to the foyer where you arrived. Go through the double doors, and then through the second double doors, until you're in the open courtyard again.

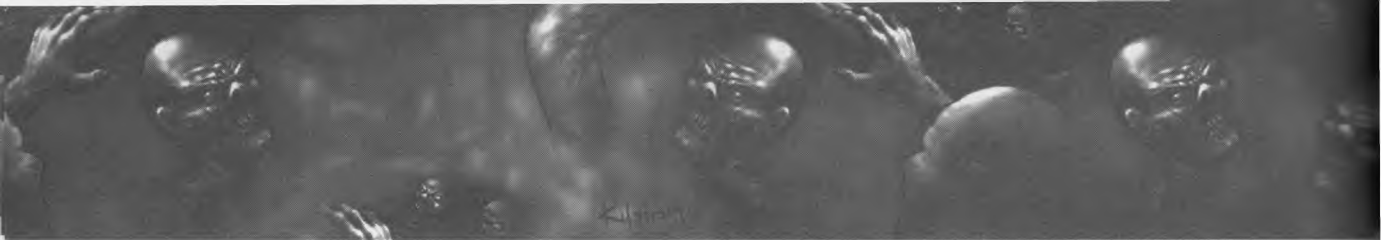
Enter the maze through the arch on your right and follow it back to the big house with the Skull Door. Go inside and view the carnage.

Go through the door on your right and take the ammo and Armor you find. Return to the outer room. Follow the hallway in front of you, and take the stairs up.

At the top of the stairs, something blocks the way. Use the **[Spacebar]** to shove it aside. Inside the room, you'll find a double bed and the Moon Key. Take the key and go to the window. Jump through the window and into the courtyard below to find this level's Seventh Secret. Use the hidden door through the hedges to get out.

Now walk around to the right, to the front of the building again, where the Skull Door is. Enter the building and take the second Skull Door on the left. Walk through the maze area into a courtyard.





Climb the steps up onto the patio area and take the steps up to the right. The door here leads back to the Eye Door. Go back out into the courtyard to the Moon Door at the other end of the deck. Walk on in.

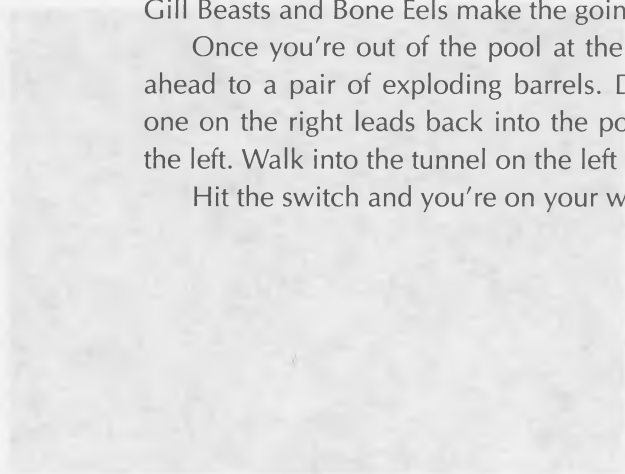
Inside this building, a large pool occupies center stage. Grab the weapons and the ammo at the other end of the pool. Dive into the pool and take a look around. You'll find some ammo below, but the most interesting thing is the crack in the tiles at the end of the pool where you got the weapons and ammo.

Climb out of the pool and heave TNT bundles over the side of the pool into the water. When the pool starts to drain, you'll know you've succeeded. Jump back into the pool and go through the crack.

Swim through the underwater passages until you reach an opening above you. Gill Beasts and Bone Eels make the going tough.

Once you're out of the pool at the other end of the swim, follow the passage ahead to a pair of exploding barrels. Detonating them unveils two passages. The one on the right leads back into the pool area. Lingering flames cover the one on the left. Walk into the tunnel on the left and follow it back to the exit switch.

Hit the switch and you're on your way to the next level.



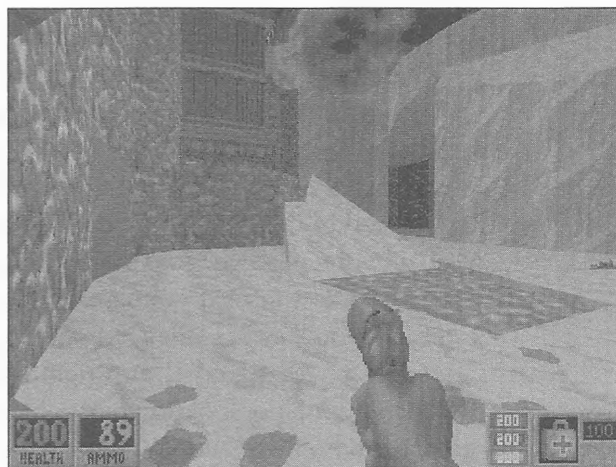
THE COLD RUSH

You arrive to find a Flare Gun and ammo, as well as a passage deep into the huge monolith ahead. Take up the weapon and ammo and head into the passage.

At the other end of the passage, you spot a building and several more passages cut into the surrounding ice. Ahead, a chunk of ice suddenly breaks loose and comes to a tilting rest in the water. Another pool forms in the surface.

Use cover as you kill the attacking Cultists and Gargoyle. Then jump into the water to get the ammo and Armor below. You'll also find an underwater passage that leads to more underwater passages.

Take the one on the right and swim along. Gill Beasts and Zombies will be in the water with you, so this is heavy duty. When you reach a blockage of rock that looks like a fanged mouth, turn around and keep the wall to your right. The next passage on your right yields a Life Seed and a Diving Suit. You might not even need the Diving Suit, because there are plenty of opportunities here to rise to the surface and breathe.



Swim back to your entry point in the pool and walk up the tilted slab of ice. Go over to the smaller pool of water and dive in. You find a frozen Cultist in the water below. If you want, you can shoot it. Two walls open behind you, but they just lead to the maze area you've already been through. Swim back to the pool with the tilted slab of ice.

Climb back onto the frozen ground, and then walk to the passage to the right of the one that brought you here. Pick up the TNT bundles marking the way. You find a Skull Door on the building as you walk around it.

Farther on, you reach another area where a huge slab of ice erupts from the ground. Kill all the Cultists there, dive into the pool, and retrieve the goodies below.



Now climb up the tilted slab and make the jump off to the right onto the building.

You'll find another Skull Door here, as well as a door you can open. If you have Boots of Jumping, you can jump up through the hole in the ceiling to get this level's First Secret. For now, go back outside. Walk back around the building to the first pool area.

Because your last jump from a slab of ice was so successful, repeat it here. Leap up onto the building in front of you and gather the ammo you find there. Then drop back to the ground and leap across the expanse of river in the final passage through the ice here.

Walk up the incline on your right. Take care at the edge: If you step over, you'll be trapped in an abyss. Leap up on the chunk of ice to your right and round up ammo. Take advantage of sniping opportunities. (The Cultists below will return the favor.)

Go back down and leap across to the next chunk of ice. Notice the trail winding around to the right of the passage ahead. Follow it and you'll end up nowhere. Walk into the passage, grab the ammo, and head left. Again, be careful of the edge.

Hop onto the next couple of ridges and keep walking. The passage gradually turns left. You'll spot a ledge in front of you. Save here before you attempt any jumps.

Once you get across, turn right. Another jump confronts you. Save again and try this jump. Now look to your right and spot the dark ledge below. Jump on it to get the ammo there and you'll have the level's Second Secret. Jump to the ledge on your right and keep going. A third jump follows. All these jumps are dangerous.

Follow the passage around after your third jump to find a frozen giant glacier containing this level's Third Secret, a Life Seed hidden behind the part that juts out like a sundial. Footing is slippery once you make the jump across. (Try to kill the Gargoyle floating around before you jump, and if you have Boots of Jumping it'll make the jump back much easier.)

After you get across, climb to the highest part of the glacier before trying to jump back. Once you make the jump again, work your way around the ledge. You spot another ledge ahead, and an opening in the wall to the right.

Jump to the next ledge after killing any Cultists there. Keep walking and pick up weapons and ammo. Ahead lies another jump. Save before you attempt this one. It's tricky. It's actually a two-part jump, the second coming immediately after the first: The first glacier you land on is tilted and won't let you rest there.

NOTE

Move around on the ledge before you jump and lure the Gargoyles to their doom. They can really get in the way while you're trying to make this jump.

Note the hole in the wall on the opposite side. From there you cut down on the number of Cultists inside, and get a peek at the key they guard.

Once you're securely in place, jump again to the next landing, and then again to the ledge overlooking the second pool you found. Pick up the Shotgun shells you find here. Look at the wall ahead of you and use TNT on the crack there to reveal the Fourth Secret on this level. Go to the back of this new cavern and you'll find another crack. Blow it apart to get the Fifth Secret. Now go back to the ledge and make one jump back the way you came.

Ahead is an opening you need to enter. Look down. There before you lies a shorter glacier that will allow you to leap into the room hidden here. Leap into the room, kill the Cultists, and take the Skull Key.

Then go back to the doorway and leap back out onto the short glacier. It may take some experimentation (and the Save button), but you'll be able to leap around on the glaciers and get back to the ledge that leads you to the second pool area where you got the Shotgun shells.

Drop down to the area where you found the Skull Door. Go inside and follow the corridor around. A Bloated Butcher throws you a welcoming party when you arrive. Blast him and keep moving.

On your right is a fireplace and a steel door. Across the room an exploding barrel sits against the wall. Blow up the barrel to get it out of your way. It ruptures the wall only slightly, without penetrating it.



For those who want to risk it, the fireplace conceals ammo.

Go through the steel door and kill the Bloated Butcher inside, as well as the Choking Hand. Take the ammo you find here, and then press the button at the end of the room to free the gears up and switch the barrel room you'll get to in a little while. Leave the room and keep the wall to your right as you explore.

Walk through the set of double doors on your right. The next set of double doors leads you outside, and you don't want to go there. Return to the building. Turn right and step into the little alcove there. A mirror in front of you can be startling the first time you encounter it.

But the thing you really have to look out for is the hidden door opening up behind you that unleashes a flamethrower. Move quickly or you'll fry. Walk back to the center of the room and climb the winding staircase.

A Cultist with a shotgun waits at the top, so be cautious. Go on inside the room after dealing with him and gather ammo. Be aware that Zombies will come up on you from behind. The Skull Door on your right leads outside to a ledge. Cultists inside the barrel room on your left will try to kill you.

Once you've killed them, step inside the barrel room and press the button. The room revolves and takes you inside another room with a suit of Super Armor and a wall lever.

Look through the window at the building across from you. Throw the lever and doors over there open. Break out the window and jump across.

Inside this new building is the exit switch you need to beat this level. Hit it and keep moving.



BOWELS OF THE EARTH

A mine shaft yawns before you, a Flare Gun twirling in the open area. Go forward and take it. As you do, the ground ahead splits open. Stay to the right, avoiding the abyss that means death or imprisonment below.

Follow the ledge on the right as far as you can go, and then leap down onto the ledge. Zombies crawl up from the ground. There's Armor if you need it.

Stay with the mine shaft, trailing it around. After a couple more bends you see a Tommy Gun swinging in the distance. Take care as you go forward, because an unexpected blast rips into the mine shaft, collapsing the entrance.

Zombies crawl out of the walls and come for you, so find a strong position quickly and deal death to the undead. Once the area is secure, find the second hole blown into the wall on the right. It reveals a tunnel.

A little farther ahead, you find the Tommy Gun you thought you lost in a small alcove to your left. On your right is a mine car in another shaft.

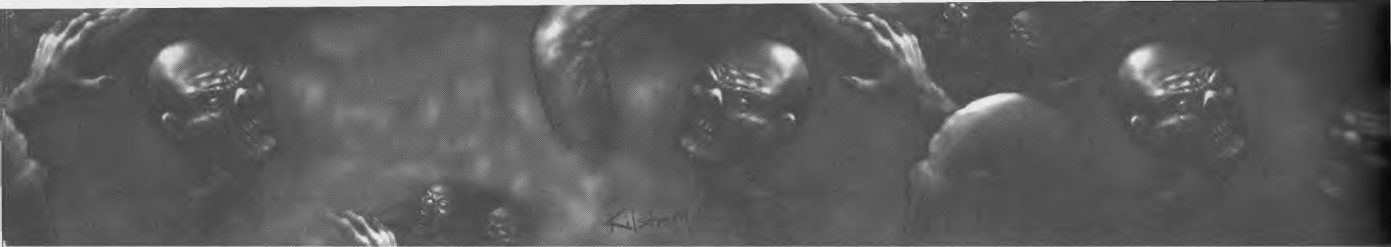
NOTE

If you want, you can hoof it down through the mine shaft. But for my money, the runaway mine car ride is a hoot. Jump in, get your Tommy Gun ready, and blast away!

Hop into the mine car or walk. If you get into the mine car, kneel down and trip the switch at the front to start it. As you roll along, you reach an area where Cultists line a bridge over an open abyss. Use the Tommy Gun to whittle down the odds as you go by.

The mine car collides gently with a large stone at the end of the ride. Another earth tremor takes place. Get out of the mine car and start blasting Cultists, bats, and Gargoyles from behind the big rock.



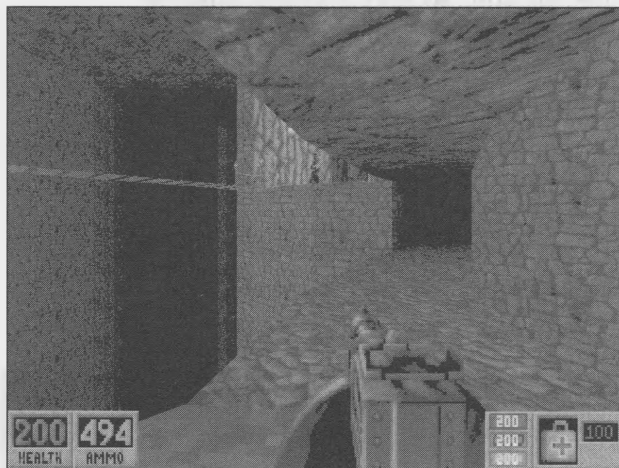


When the smoke clears and you find your heart's still pumping, gather up the First-Aid Kit and leap across the chasm into the lighted area. After you make the jump, follow the shaft to the right. At the end, you'll find weapons and ammo, and this level's First Secret, a Life Seed.

Turn around and head back along the mine shaft. Coming up on a window cut through the wall on your left, take a peek outside. Sometimes you can get a shot or two at a hovering Gargoyle—more fun than skeet.

You soon come to an open area.

A large open rectangle is cut into the wall ahead, and there's a lower one on the right. Take all the weapons you can find, and notice the rectangle cut high into the wall over the passage you entered through.




Walk into the lower rectangle to your right, and then take the ramp up on your right. Bloated Butchers try to stop you; use your Flare Gun to give them a case of acid indigestion they'll never recover from. Follow the ramps up and around to the rectangles cut high in the wall.

Keep moving forward. A little farther on, a mine shaft adjoins from your left. Move fast. Gargoyles attack in an instant. Finish with the Gargoyles and leave the new mine shaft for now. Finish the other one out. You'll get a brand-new, shiny

Napalm Launcher for just this bit of extra effort.

Return to the new mine shaft and go down. It opens up around the next right turn, becoming a huge underground chamber with a bridge across it. Gargoyles are thick in here. If you're patient and cunning, they'll cut down the number of waiting Cultists for you, as well.

Zombies claw their way out of the ground ahead when you press on. Leap onto the cut stone stairs winding around to the left and get up onto the wooden bridge. Any remaining Gargoyles can really make crossing hazardous.



On the other side of the chasm, walk around until you reach the wooden elevator. Use the **Spacebar** to cause it to descend. In the center of the floor is a huge hole. Step off into the hole.

At the bottom of your short fall, a Phantasm attacks you. Circle the room and take up the gear you find there. A switch decorates the wall. Throw it, and then continue down the open mine shaft.

Find another switch on the right wall at the end of this mine shaft. Throw it. An elevator cage descends. Get into the cage and throw the switch you find inside. When the elevator stops, get out and get a case of TNT. The TNT comes in handy: There's a crack in the wall ahead.

Blow the crack to open a passage to a mine shaft you've already been through. There is a second switch beside the elevator cage. Throw it and the elevator will go away.

Walk out into the mine shaft and follow it around to the right. You come to the bridge area again, but this time notice that the machine off to the right is working. Go up the stone steps and recross the bridge.

Time your jump onto the conveyor belt here, and then ride it to the other end. Inside this area you find Boots of Jumping. Walk along the corridor here to find a switch high up on the right wall. You'll have to hop up and tag it with the **Spacebar** at the same time. The switch cuts off the conveyor belt system and moves the chains hanging from the cavern roof.

Hustle back to the bridge, cross, and take the stone steps around. Ahead of you is a slab of stone. With your Boots of Jumping, you'll just be able to make the leap into the open area the overhead conveyor system feeds.

N *Important!!! Do not use all of your Boots of Jumping. Save at this*
O *point in case you forget. If you don't have the Boots later, you*
T *can't finish this level.*
E *You must have them later!*



Walk to the end of the inclined plane and drop over. A brief search turns up some supplies you need. Then there's always the interesting passage beckoning ahead.

The passage continues down and down, bringing you to another bridge area.

Skulls decorate this bridge, which leads to a big door on the other side. Spiders come out of the woodwork here and now. Follow the mine shaft to

the exploding barrels. Using the corner for cover, lob a TNT bundle in their direction.

The resulting explosions rock the caverns again. Go around the corner and keep following the mine shaft. In seconds you arrive at an area with a pool. Arm yourself and dive in.

Bone Eels will try to turn you into fish food, but Shotgun them and stay loose. Gill Beasts also try to put the chomp on you. Explore both sides of the underground pool area.

On one side, you can swim around and find another pool that takes you to this level's Second Secret. When you've gathered the stuff there, dive back into the pool and explore the side of the original pool with the double doors at the end.

Swim to the end opposite the double doors to find a really long lever mounted into the wall. Activate it with the [Spacebar]. Swim back to the double doors. They're open now.

After a short swim through narrow darkness, you arrive at an area with twin waterfalls. Climb out onto shore, deal with the Zombies, and use the elevator to get to the top.



Kill the Cultists along the ledge, and help the Gargoyles into the afterlife, as well. If you can shoot them on the wing from a distance, the visuals are great.

Continue along the ledge and go inside the mountain. You must jump across an abyss to get through to the other side. When you successfully touch down, an explosion blows out the side of the mine shaft ahead, and a



Gargoyle attacks from behind. You'll have a rough go of it for a while.

A Bloated Butcher or two may still be alive in the demolished section of the wall, so take care. Farther on, the tunnel turns right and brings you to an elevator. The switch on the wall outside the cage allows you to send the cage up and down without riding it. The one in the cage also controls it. Get in the cage and throw the switch.

With your back to the switch, the wall on your right open up. A Gargoyle attacks at once. Cross the bridge there, leaping the last few feet (some boards are broken and missing).

Zombies and Bloated Butchers in a group attack at once. Use your position and TNT, if you have it, to clear the way. The ledge right of the mine shaft entrance carries a lot of firepower and a Life Seed.

Fortified, enter the mine shaft and follow it along. You'll come out on the bridge overhanging the twin waterfalls area. Notice the case of TNT in front of the cracked place in the wall. Well, it's not going to be that easy.

But it's not going to be that bad.



As long as you're careful.

First, knock all the Gargoyles out of the air you can. Those pesky things will be all over you if you try to cross the bridge.

Next, while standing on firm ground on your end of the bridge, put a really long throw of TNT over into the cracked area. Don't have any TNT? Run across the bridge, get the case there, and bring it back.

When the explosion clears, you'll see two holes in the wall. Use more TNT or a distance weapon to clear Cultists out of the way for safe passage.

Run toward the end of the bridge as far as you can, and then activate your Boots of Jumping to leap across easily.

Follow the cavern to the right, but stay alert for spiders. Search the next room for available ammo, kill the green spiders that stream for you, and then use the **Spacebar** on the big Spider Door.

Enter the next room and follow the stairs down to the left. A pack of Gargoyles waits inside the room at the bottom of the stairs. If you have any TNT left, you can put a dent in their numbers in a hurry before they get close. Work to keep them away from you, falling back if you must.

Go back to the room, and then hop up and use the **Spacebar** on the white pillar. A wall opens up. Go through and find the exit switch to end this level. Tap it, and you're on your way to Shial.



THE LAIR OF SHIAL

You warp back in to find you're standing in front of a pool area. If you feel like getting wet, jump in. However, you won't get much.

Go through the double doorways to your right. In the room beyond, mummified remains of victims hang from the ceiling, snug in spider cocoons.

As you approach, spiders erupt from the hanging remains and attack. Stay with the corridor, blasting your way through spiderwebs if you need to. When you reach the ramp, don't go up immediately. If you need more armament, it's scattered around. Go to the left side of the main ramp in this area. Ignore the spiderwebbed doorway here and take the ramped area down. You'll find a Shotgun and Shotgun shells at the end of this tunnel.



Time to go spider hunting!

Walk back to the main ramp and go up. Inside, the room makes a circle, decorated with more cocooned condiments. Shial is one large, ugly spider. Blast her immediately, and don't let up until she's good and dead. If she leaves the room, pursue her. Of course, it's entirely possible that it's you who'll be pursued. Shial reproduces like crazy, and you must kill her to cut down on spider numbers. It's not over until *she's* over.

**N
O
T
E**

There are no secrets on this level.



CHAPTER

5

EPISODE 3:
FAREWELL
TO ARMS



GHOST TOWN

An abandoned city stretches before you. Victims of Tchernobog's minions run screaming through the streets. Time to get down to the business of vengeance.

Look to your right and take the case of Shotgun shells you find. Then move forward, keeping the wall to your right. At the intersection, a skull-faced Fire Door blocks the way into the building. However, if you turn and look off to your left, you'll spot a steel door to the right of a narrow alley.



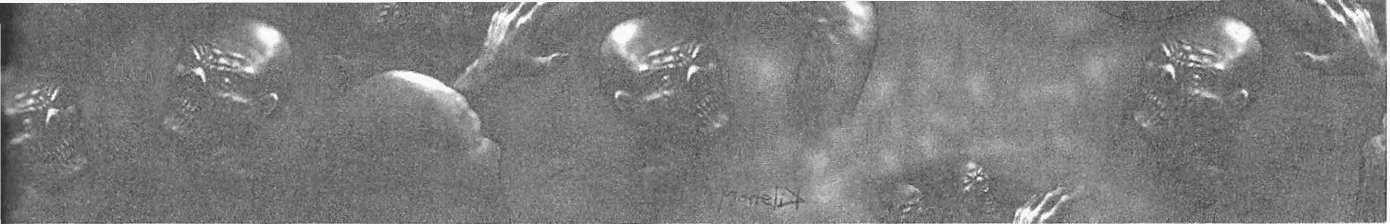
Cross the street to the alley and go inside. Leap up into the water and search through it for the weapons and Armor stored inside. Then go investigate that steel door.

The door opens easily at your touch. A Spider Door stands in the opposite wall, but you don't have time to gaze at it because Zombies are attacking you. Invade the room cautiously.

Kill the Cultists inside and get the Spider Key. Explore the remaining exhibit rooms. Behind a *Madonna and Child* painting, you'll find this level's First Secret, a cache of ammo and TNT. Go back to the Spider Door and pass through.

Walk up the steps beyond the door and follow them around to the top. A locked door stops you at the top. But notice the fire extinguisher on the wall to your left and a little behind you. It should blow up really well. Walk back down the stairs and around the first corner for cover. Then heave a TNT bundle into the area, duck back, and wait for the fireworks to end.

When you look back around the corner, you'll find a whole section of the wall has blown out. Inspect the hole more closely: The detonation blew out a section of



the neighboring wall, as well. Take a flying leap across. Save your game before you do, though, because this jump may take a few attempts.

In the next building, take the short flight of steps up. The room around the corner is empty, so keep moving. A longer flight of stairs lies around the next turn. Go up them.

Look out of the blown section of wall before you, and at the hole in the wall opposite. Do the math, and get ready to jump again.

Go up the stairs in the next building. Carefully round the corners, because you're about to meet your first Hell Hound. Stay out of reach of his flame breath, if you can, and kill him quick.

Walk back up the steps and down the corridor again, and you'll come to a door. Walk through and use the doorway for cover from the Cultists inside. After they're down, enter the room and find the hallway leading back to the next room. A Phantasm waits here, and comes screaming at you. When he's dead and gone, pick up the Moon Key he leaves.

Check out the painting on the back wall of the room to discover this level's Second Secret—and net a Life Seed for your trouble. Leave this room and walk back down to the hole in the wall you leaped into. Jump back into the building opposite, jump again, and make your way to the street.

There, you find the Cultists and Gargoyles are out in force. They had to come from somewhere, right? Start looking. Across the street, to the left of the big "Jo-Jo the Idiot Circus Boy" sign, you see a section of wall apparently blown out by the earlier explosions you heard.

Cross the street and look inside. See the innocent victims? Fire a couple of flares at them, and another explosion will go off. When it's over, walk in. Take the Armor and ammo on the right side of the room, and then scramble up through the new hole that's been blasted into the building.

Step lively to avoid the Cultists executing victims here. If you're not careful, or if you're unlucky, you'll get caught in another blast. Go through the Moon Door and use all available cover to cut down the Cultists inside. After they're dead, you find the Fire Key on a dresser.



You'll hear a whole new series of explosions out in the street after you grab the key. Go to the window and look to see what's changed. The building across the street is missing its top. In anticipation of the next area, do yourself a favor and grab the level's Second Secret. Close the Moon Door and take the Reflective Shots power-up hidden there.

Return to the street through the window, and cross the street to the skull-faced Fire Doors. The door on the right won't open, but the one on the left will.

Assuming your Reflective Shots power-up is still strong, stop to get this level's Third Secret. Just to the right of the entry is a small chest. Push it using your **Spacebar** and get the Guns Akimbo power-up hidden behind it. Now run right, jump over the overturned desk, and get to the middle of the hotel lobby. By the time you leave this area, almost everyone should be dead by their own hand. Help any slowpokes along to their demise with your doubled guns.

If you noticed on your frantic run into the main lobby, there was a coat check area with a couple of grey Cultists standing behind the counter that you may have passed. This area's Fourth Secret awaits behind it. Unlimber a weapon that explodes, and heave forth toward the rear corner where there is a gaping hole in the plaster and lath. Enter this area cautiously, taking out the enemies that lie within. Grab all the goodies you can. If you want, you can develop a shortcut to the street by heaving a TNT bundle at the cracked wall in this secret area. Now return to the doors where you started.

Notice the elevator in the wall. Use the **Spacebar** to enter it, but be ready for the Cultist who tries to gun you down from inside the elevator cage. Walk into the cage and use the switch on the wall. As soon as you do, the elevator door locks and another huge explosion rocks the building, damaging the elevator cage (and probably you, as well) and suspending it between floors.

Go through the hole in the wall to your left, and then leap up over the section of floor in front of you to claim the ammo in the area beyond. If you want, you can climb up to the elevator door here and open it, but that leaves you open to attack. For the moment, go back to the elevator on the first floor and reenter the main lobby.

Leap over the table in front of you to find the ammo hidden there. Now walk to the far side of the room to the Manager's Office on the left, behind the bar area. (The door is clearly marked.) Ignore the door on the right for the moment.



Inside the Manager's Office, a Bloated Butcher confronts you, so give yourself room to maneuver. The Skull Key rotates on the floor against some empty shelves. Check the shelves with the **[Spacebar]** and turn up this level's Fifth Secret—limited invisibility. Leave the room and go across to the door on the opposite wall.

Take the winding stairs up, and then pass through the door in front of you. Hang back as you enter: Zombies attack. Pick up the TNT bundle to your left inside the door. You'll need it. Then follow the hallway leading from this room. You'll find a case of TNT a little farther on.

As you pass by the big window on your right, turn and look at it. See the big crack on the building across the way? Toss a TNT bundle at it to make a big hole. You can leap through, but don't do it now. There are still a few things left to find.

Follow the hallway around. Open and go through the closed door in front of you. You find weapons and victims. Take the weapons, and return to the hallway.

Turn right and follow the hallway. Be cautious here. You're about to encounter a Hell Hound and more Cultists. Use the cover provided here and blast them. Walk around the corner to the Skull Door. The white door across the room from your position here is the elevator door. Coming up this way left you less vulnerable to the Hell Hound's attack.

Enter the room and kill the Cultist and Zombies there. When they're dead, you get the Dagger Key. If you push on the overturned bed in this room, you'll find the level's Sixth Secret behind it. Simply crawl through the air duct near the floor to find a scene straight out of the movie *Seven*. Grab the Tesla Cannon and ammo. Go back



through the air duct and look out the window. The exploded building next to you holds this level's Eighth Secret, but you have to be really good at timing your jumps. Collect the voodoo doll and jump back to the window ledge you came out of.

Since you're probably running low on health and armor, now would be a good time to explore this level's Ninth Secret. Go to the second floor elevator door and open it. See the blown out ledge? Jump to it, turn almost 180 degrees to your right, and notice the small step built into the wall there. Jump up, look for another step, and jump to it. Do this once more, then turn to face the wall the step is attached to, and jump for a third and final time. You'll land on a ledge with a bunch of spiders, but you'll also find a Life Seed and Super Armor here. Now go back to the hallway and find the place where you blew the hole in the wall of the neighboring structure. Leap through the hole into the adjacent building.

The hallway in the other building leads you to the Dagger Door. Open it, but take care—a Choking Hand lurks here. On the wall across from you, you'll find the exit switch to end the level. Hit it and move on.

THE SIEGE

You warp to a bedroom. Take the spinning Shotgun on the bed and peer through the barred window at the destruction and carnage. Sirens scream, mixed with the sound of heavy gunfire. Walk through the door into the next room.

The ticking of the grandfather clocks adds to the sonic pandemonium. Look at the wall beside the clock and note the crack to the right of the painting there. Lob a TNT bundle at the wall to blow it open.

Ignore the hole and go through the door on your right. Out in the small hallway, kill the Bloated Butcher, and then make your way to the window at the corridor's end. Jump through and check out the enclosed courtyard. Pick up the Fire Armor and TNT you find here.

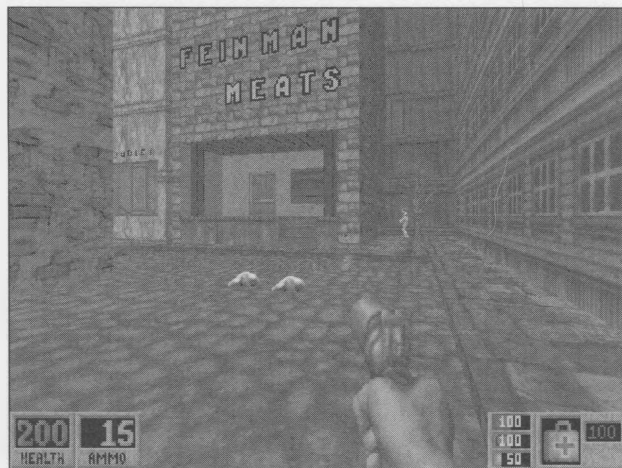
Leap back through the window and go to the hole you blasted in the wall. This room contains an open door and a closed door. Go through the open doorway into the kitchen. A Zombie waits here. Grab a TNT bundle before you open the refrigerator, and make sure your back

is to the doorway. A horde of rats lives in the refrigerator, and you don't want to give them a chance to get at you. When you open the refrigerator door, drop a TNT bundle and retreat. Inside the refrigerator find a Heart power-up to help your Health.

Go through the door in the outer room. A Bloated Butcher hangs around in the hallway. Blast him, and press on. Don't immediately jump through the crack in the wall. Turn left and follow the stairs down and around. Zombies live in a hole in the wall around the next turn. Put them down and grab the ammo they guarded.

Walk out into the alley beyond the hole in the wall here. Stay covered as you round the corner at the right. You're about to witness a Cultist execution squad, and you don't want to be next. Use your defensive position, fall back if you need to, and kill all the Cultists.





Check out the courtyard here. You'll find a few Shotgun shells. Now go into the alley to the right of Feinman Meats and get the Flare Gun hidden there.

Return to Feinman Meats and go up the steps to the door. Cautiously enter (*not* through the warehouse door you also have access to). A Choking Hand leaps off the desk inside the room and comes at you in a flurry of movement. Blast it with your Shotgun. Step inside and turn on the light switch. Ammo is stored on the cabinets around the room.

Walk through the next doorway, but keep on the defensive. Cultists lurk in the hallway; you must choose from several possible routes. Take the open doorway on your right.

A Tesla Cannon spins in the center of this room, and you could be knee-deep in enemies. Take the cannon, and grab the Tesla charges in the left corner of the room. Cross the room to check out the door under the "No Admittance" sign. A hallway leads to a freezer area, where you find the Skull Key. Blow up the meat for Life Seed. A green spider or two always guards the key. Kill it, take the key, and walk back to the hallway where you had to choose a route. On the way, beware of Zombies that may attack from a hidden area.

This time, go forward and through the open doorway on the left. A Bloated Butcher is wandering among the hanging sides of meat. Explore here to find stairs leading up. Climb them and follow the hallway around to the Skull Door.

At the Skull Door, notice the ramp running around to your right, and doors along the way. Ignore them for now. You won't be able to get into them until you can unlock them. Go through the Skull Door.

Walk down the hallway to a strange room where hunks of meat spin from a wheel on the ceiling and drip blood into a huge vat. Jump into the vat of blood to pick up the Tesla charge and the Armor hidden there.

Climb out of the vat and walk to the elevator (on your right as you get out of the vat). Activate it with the **[Spacebar]** and go down. Get some serious firepower ready.



A Hell Hound or two is always on guard at the bottom around the corner. If you're lucky, you can blast them with guns or TNT from the high ground. If not, it's your reflexes against theirs.

Walk through the recessed doorway and press the button inside. At first you won't think anything has happened, but you're in the wrong place to see the change. Take the elevator back up.

When you reach the top, look at the far wall. Maybe you noticed this square section of wall before, but now you see that it's a button. Cross over and press it using the **[Spacebar]**. It releases a set of stairs that rise from the floor.

Go up the stairs *slowly*. If you get the chance to blast the Gargoyle on duty here, do it. He can be really tough to deal with from a narrow line of steps. Enter the room he was guarding and press the button. Again, you won't seem to have accomplished anything, but the grinding tells you something's happening.



Walk back down the steps toward the Skull Door. On your way, Zombies from a hidden area attack you in the doorway near the vat. However, they were kind enough to keep watch over a case of Shotgun shells you need.

Outside the Skull Door, follow the platform ahead of you around to the left and you'll find another doorway with a button inside. (If you'd reached this area earlier, you wouldn't have been able to open the door that's raised now.) Go inside and press the button.

Walk back to the doorway here and look down the length of platform. Another door has opened, revealing a Bloated Butcher standing guard. Kill him from a distance, and go investigate.

Take the stairs up and you'll find another door. Open it and peer out over the city. Walk along the ledge to the left. A water tower with running water and an exit door lie ahead. Save your game. From your left, unseen for the moment, a Cultist sniper will try to cut you down after you leap to this roof area.



Jump across and take cover behind a post. Blast the Cultist in the window, if you get the chance. You'll also notice the Gargoyle flying overhead. Things look sticky. To get the Moon Key, you must take out the sniper, so jump through the window and kill him. Snipe the Gargoyle from here if it's still alive.

NOTE

If you miss the Cultist with the Moon Key at this point, you must search for him. The search could prove extensive, because he wanders.

Ignore the door in this room for the time being. Hop back out the window and go through the exit door on the other side of the water tower. You'll work your way back around to the window at the other end of the building overlooking the street.

The corridor ahead of you stretches on, and an open doorway lies on your right. Go right but maintain your cover; Cultists usually hang out in this room. Kill them from hiding. As you move across this room, a Hell Hound attacks, so prepare to move and fire at the same time.

When the Hell Hound goes down, reenter the room and go through the door at the other end. Watch out for Cultists standing guard here. Ammo is stashed between the walls. Enter the next room and exit through the door, not the hole in the wall there.

At the end of this corridor you find some exploding barrels and a crack in the wall. Blow up the barrels. Advance through the hole in the wall to arrive on a roof. Take up any ammo you find, and then walk around to the low, uneven board wall at the other end of the roof.

As you gaze down from this position, you'll see the courtyard you were in earlier. The object here is to leap across to the next wall. Save your game and start the jump. Once you make it, you'll find the bedroom you first arrived in has been destroyed.

Leap to the remnants of the wall. Facing the building you just jumped from, turn right and walk along the wall to a tall brick column facing the building in that direction. Save your game again and jump until you make it. A little exploring here

discloses a rooftop exhaust vent with a spinning fan. It is also home to the level's First Secret. With your back to the fan, shoot the "Danger" sign across from you. A section of wall will explode, revealing a passageway with a Zombie and Boots of Jumping.

Shoot out the fan and drop down the shaft. Prepare to defend yourself: Things get dicey awfully quick. You arrive in a huge kitchen, with plenty of Choking Hands and Bloated Butchers and rats to keep you company. Take the high ground to avoid the rats and concentrate on the



Choking Hands and Butchers for now. Save the rat-killing for last, if you can.

Ahead lie two hallways. Go down the one on the right. Lob a couple of TNT bundles around the corner to kill the waiting Hell Hounds. Finish them off with your Shotgun, if they're still alive.

Continue around the corner and to a bar area. Cultists roam freely inside, so take cover and keep moving. Hug the right wall and go around the next corner, staying wary of the Hell Hounds at the other end. Snipe them and fall back, if you have to; leave Proximity Detonators, if you have them.

Once you're back in the bar room, ignore the right fork for a moment and go up the steps in front of you. A few more Cultists lounge in this area. A doorway beckons behind the bar. As you pass through this short corridor, a Hell Hound erupts from the doorway on the right. Put it down, and watch for the Choking Hand that keeps it company. Take the door on the right, but watch out for remaining monsters from the kitchen.

A few rats live here. A brief search nets you a First-Aid Kit (on the shelves). Leave the room and head into the hallway. You soon discover it leads back to the big kitchen. Turn around and head back toward the bar. Leap over both bars and turn left, going up the corridor the Hell Hounds came from.



At the open doorway on your right, proceed cautiously. Cultists wait inside. Kill them with care. Move back into the hallway and turn right. Continue following the hallway and step out into the street. A huge building looms ahead.

As soon as you step out into the street, an explosion rocks the building, blowing out its right side. On the column to the right (which the air strike so neatly knocked apart) is the level's Second Secret. Jump to the top and recover the Life Seed. Now go up the steps and enter the building, but beware of the Gargoyle

that flies out to greet you. Inside the arched doorway, the hallway intersects and goes left and right. Either fork takes you to the same place, but the one on the left seems to offer the most cover and information.


At the corner, a Cultist guards an elevator. Scan the surroundings. Notice the upper deck around the building. See the Gargoyles? And in the area ahead, Cultists guard barred windows.

Walk toward the elevator, and then take the open doorway on the right to collect all the ammo in the room. Come back to the elevator and take it. At the top of the ride, you see a door under a "Manager" sign on the left wall. A brief check inside tells you this was the room the sniper at the water tower hid in.

Go back out into the hallway and turn right. Follow this corridor's twists and turns to the platform area where the Gargoyles were. Kill them from cover, if you can, and then gather all the available gear. Walk back to the elevator and take it down.

Walk forward and go left around the caged window area to the other side. A Moon Door with a button lies at the end of the walk. Hit the button and pass through.

Ease around the corners. Cultists wait at the desk. Cut them down or blow them up. Buttons decorate the walls behind the desk. Farther down the hallway, laser beams warn of a trap. If you're lucky, you can get through without taking too much



damage from the fire cannon on the wall opposite the beams. However, the smart money says go back to the desk area and use the buttons to turn the trap off.

NOTE

For fun, you can turn off the fire cannon but leave the trip lights on. If you do, the cannon will go off in the enclosed space and blow out power to the rest of the building. And won't Beast Vision Glasses come in handy now if you're playing a multiplayer game? Especially if it's you hiding in the shadows?

Work your way down through the corridor, killing the Choking Hands as you go. You'll swear you've arrived at a dead end in the safety deposit box room. However, look at the doorway fronting it, and notice the dial switches. Move the switch on the right once to reveal part of a hidden room. Do not touch the switch a second time at this juncture. Enter the room and kill what opposition you encounter there. Move into the revealed room. It is here that you'll find a way into the level's Third Secret. Look up toward the ceiling and scan the wall on the right. There's a switch there, but you need the Boots of Jumping to get to it. Shooting the switch will not work. Once pressed, the secret area will open in the first safety deposit box room, and you can recover the Voodoo Doll there.

Return to the hallway and hit the switch there a second time. This will reveal the whole safety deposit box area. Cultists are everywhere. In the furthest room, a hole gapes in the wall.

Take your time getting through the hole. Gill Beasts wait on the other side, and they can be hard to kill. The exit switch lies at the end of this passage. Touch it and go.



RAW SEWAGE

Warping back to reality, you stand in a long stone corridor that echoes with the sound of falling water. Armor whirls on the ledge to your right. Walk forward and notice the pinkish column on your left. Touch it to get this level's First Secret, a Diving Suit. Continue down the corridor and blast the Choking Hands lying in wait at the bottom of the steps before you. Turn right and dive into the water in the submerged hallway.

Bone Eels strike from the underwater tunnel to your left. Getting through the next section may require returning to this main tunnel for oxygen as you work through it, despite having a Diving Suit on hand. Save the game before you enter, and track the time each step takes you.

Swim through the tunnel to the other end. The tunnel splits in two. The right fork dead ends. Take the one on the left. Valve wheels jut from the wall. Use the **Spacebar** to move both of them one turn. This unlocks the door just outside the room you're in, and a couple of Gill Beasts waiting on the other side are none too happy to see you. Polish them off with the shotgun.

Return to the valves. Turn the wheel on the right twice more to reveal the level's Second Secret, a hidden area with a Life Seed in the wall directly behind you. You must hurry to get the seed, as this area can only be opened once.

On the surface, go forward, but be wary of the Gill Beasts up ahead. Grab the TNT and flares as you go. A cross fire waits up ahead of you in the intersecting corridor. You'll be trapped in a squeeze play between a Bloated Butcher and a Cultist. A little TNT fixes this problem pretty quickly.

Get the supplies at the end of the tunnel to the left, and then follow it along to the right. The tunnel splits only a little farther on. A crowd of Zombies rushes at you from the right fork when you get close enough, and a Bloated Butcher and a Zombie stand guard in the left fork. Use TNT, if you have it to cut down the number of Zombies, and then snipe the Bloated Butcher without entering that tunnel. The Butcher will try to come at you, but a couple flares in the gut will turn him to ash before he reaches you. At this fork is the level's Third Secret. Turn to face the wall on your right. Notice that one power conduit box is brown, while the other is gray.



Touch the gray box using your **[Spacebar]** and enter the niche to gather up the Tesla Cannon and ammo stashed there.

Take the right fork, going down the incline. The tunnel winds around and brings you to a Skull Door on the right. Another tunnel intersects this one from the left, and keeps going around to the right. Stay with this tunnel and go right.

More Bloated Butchers wait on you here. Put them down from cover, staying back from their breath if you have to. Walk up the next incline. Green spiders attack. Dodge and duck, then kill them.

Continue, picking up the ammo you find. Turn around midway along this tunnel and heave a TNT bundle at the cracked wall at the end. This opening leads back to your starting point, and also holds some Fire Armor.

A few turns farther, you come to an opening in the wall that spills water into the tunnel. Jump in through this opening. Dive into the pool of water and use your Shotgun to knock out the Bone Eels that come for you. See the hole in the wall? Take a deep breath and swim through.

A gate blocks the tunnel ahead. The tunnel on your left holds a Gill Beast. Move quick and shoot straight, or die. Enter the tunnel the Gill Beast came from and swim up. You'll reach an air pocket, but ahead Zombies come clawing up from the depths. Shoot them and follow this tunnel. (Move slow enough and you'll only have to take them on one at a time.)

A few turns farther on, you reach a large room. Look across, to the right of the support pillar, and see the key in one of the niches. Beware! Though this room looks calm, it is one of the most treacherous places you'll encounter on this level.

Swim across, but dive as long as you can to shoot the Bone Eels that come for you. Take your time around each support post, surfacing when you need to (but don't jump out of the water!), and you can eliminate most of the Bone Eels.





Besides the Skull Key, you'll also find a Napalm Launcher at the same end of the room. However, at the other end of the room you'll see one of Shial's siblings guarding a cache of ammo, Spirit Armor, and Body Armor. Take those once you've managed to kill the spider. Finish and swim out through the tunnel on your right (not the way you came in).

Back in knee-deep water, proceed forward. Dive at the other end, but watch out for the Gill Beast who awaits you here. A gate blocks the way, but a lever on the wall to your right releases it. Another iron gate lies on your right, but you've been there already. Swim to the surface. You come up facing the Skull Door.

Go through the Skull Door, and then duck back to give yourself room to deal with the Phantasm that screams out at you. A First-Aid Kit occupies a niche on the right wall. When you reach the top of the incline, rats race out to greet you. Kill them, giving ground as you need to.

Walk back up the incline. Metal bridges and Cultists fill the area before you. Snipe as many Cultists as you can before entering the circular room. It is possible to negotiate this room without any of the remaining Cultists seeing you; simply crouch and move along the wall to your right until you come to the elevator. Ignore the Remote Control TNT bundles for now; you can get them later. Take the elevator up. Sink back in the elevator cage for cover; you'll be face-to-face with Cultists when you reach the top. The more disorderly of you may want to lob a TNT bundle up to the next floor before taking the elevator.

Make your way around up here as gingerly as possible. Sniping ability and patience count for much here, if you want to live through this. Once all the Cultists have been eliminated, hop back down and pick up the Remotes you ignored on the way up. Retrace your path up the elevator.

Cross the bridge to the other side. Check the corner for concealed ammo, noting the Fire Key spinning just out of reach. Then take the hallway. Turn right and walk along the bridge over the water below. Open the door but hang back. Zombies rest inside, and they jump up at your approach. Put them down, and then gather the ammo and keep following the new corridor. As you round the corner in this room, take a look at the low bed in the corner. This is tricky, but it reveals the level's Fourth Secret. Crouch next to the bed. Since your eye level is still above the



bed, you'll need to look down, too. Touch the edge of the bed using your **[Spacebar]**. The bed will lower into the ground, revealing a niche with Beast Glasses in it.

At the dead end, an elevator is on your left. Use the **[Spacebar]** to take it. Go up. Freeze into position there. With just a little effort on your part, you should be able to see one of the two Hell Hounds just waiting for you to step up. Crouch and strafe with the Tesla Cannon. You may take a little fire damage, but kill them dead.

An Eye Door is on your right. Across a short bridge in front of you is another door. Go through this door and enter a circular room filled with the dulled throbbing of ponderous machinery. Move around the room cautiously. A Bloated Butcher guards a button inset on the wall. Kill the Butcher and press the button.

The cylinder in the center of the room spins open. Inside, the Eye Key occupies a niche. Take the key. Now get the level's Fifth Secret by hopping up on the control panel to your left and pressing the switch hidden behind some seaweed. This opens a sliding door at the end of the control panel nearest the entrance to this room. Behind it is a Voodoo Doll. Make sure you grab this quick, because the door shuts again very quickly, and you don't get a second opportunity to grab the doll. Now go to the Eye Door.

Follow the tunnel around (eliminating the waiting Zombie as you go) and you'll find yourself at the location of the Fire Key you spotted earlier.

Cross the bridge and take the Fire Key. Walk through the Eye Door on this side of the bridge, but step carefully to avoid the waiting Cultist. Kill him and keep moving. The next hallway leads you back through the area where you arrived in the level. Go up the incline ahead and follow it around.

Take the bridge across and find the Fire Door. Enter and find yourself immediately confronted by a Hell Hound guarding the exit switch on the opposite wall. Kill the Hound, then hit the switch and warp out of here.





THE SICK WARD

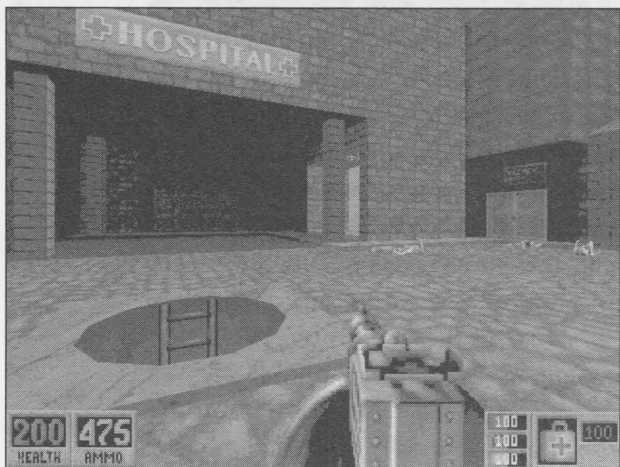
Standing at the manhole in the street, you look up at the hospital before you, at the bodies scattered across the cobblestones. Doesn't make you feel healthy, does it?

Take up the Shotgun and shells you find here, eliminating the Zombie that pops up on your right. Move around the enclosed space to your left, to the threshold of

the Emergency Room. The Stone Gargoyle left of the locked glass doors attacks if you get too close. Get a TNT bundle ready as you move forward and arm it with a Remote Detonator. Lob it at the Gargoyle's feet, jump back, and set off the explosive. If you've timed everything right, the Gargoyle comes to rest in bloody bits. The explosion also blows out the glass doors.

Follow the emergency room corridor around and snipe from cover, putting down the Cultists ahead of you. The patient on the hospital bed in front of you doesn't look like he's going to make it. If you help him on his way to the afterlife, though, that infernal EKG machine will shut up. Closed doors are to your left, and an open doorway is to your right. Take the open doorway.

The office here allows a view out into the reception room where Cultists surround a line of corpses hanging from the ceiling. Use your Shotgun to blast the Cultists. The level's First Secret, a Voodoo Doll, waits behind the painting on the wall in the office. The painting is illusion-





ary, so don't bother wasting ammo; just jump through it to get the doll. Incidentally, this makes a great hiding place in multiplayer. Now follow the hallway out into the reception room proper.

Going through the exit at the other end of this room only leads back to the second set of glass doors to the courtyard where you warped in. Return to the emergency room. Go through the closed doors this time.

The hallway forks ahead. Choose the right fork and keep moving. This hallway soon ends at a locked door. Retreat and take the only avenue open to you. Move carefully inside this room because Hell Hounds have been released here.

The ramp to your right leads up to Eye Doors. Ignore these for now and move into the open area. Make your way to the Hospital Information and Admission desk. You can clearly see a Bloated Butcher through the open door behind the desk, so take him out. He'll be kind enough to drop the Eye Key on his way to his final resting place. The door to the right of the desk leads into the back room, as well, but leaping over the desk gives you a sniping edge into the room beyond.

Kill the second Bloated Butcher in this room (the one you couldn't see from outside) and take the Eye Key. Walk back through the door and go up the ramp on your left. Open the Eye Door. Moving into the next room, maintain cover as you blast the Cultists waiting there.

A big window fills the wall in front of you. One hallway lies left of it, and two more to the right. Go to the big window and snipe all the Cultists and Bloated Butchers in the room below. If you lob a TNT bundle over the edge of the window, you may get lucky and kill the Cultists.

A brief investigation of the open hallways shows that one leads back out through the other Eye Door, and both the others lead into the room ahead. Go down the ramp to the left of the window.





Leap over the desk and check out the room behind it. Walk through the door out into the hallway lined with pink tile. Go right to the Syphilis Ward on your left, and a door with a red cross over it on your right.

Walk through the doorway on your right, under the red cross, sniping the Cultists waiting there from cover of the doorway. Zombies and a Bloated Butcher wait behind another doorway left of the examining room. Kill them and take the TNT bundles on the dresser. Check behind the computers with the **[Spacebar]** to find (but don't take it yet—you'll need it later) this level's Second Secret, a Guns Akimbo power-up. You may choose to break out the window or go back through the examining room. Whatever you do, make your way back out into the hallway.

Continue to the right. At the end of the hallway, go down the stairs to the Fire Door that blocks your way. Turn around and come back up to the first door of the Syphilis Ward. Not all the figures lying on these tables are victims. Some are Zombies. Kill anything that moves.

Look out the windows to the courtyard below. See all the ammo and victims? Well, there are Cultists down there, too. The big question: How do I get down there to scoop up all that lovely stuff? This is the level's Third Secret. First, get the Guns Akimbo power-up you (hopefully) passed up in the examining room across the hall. Now, return to the Syphilis Ward and go to the left-hand window. On the left-hand wall of the courtyard, just above your eye level, is a switch. Unlimber your shotgun and shoot it. The bed immediately to your left drops into the floor. Follow it down, and be quick about it! The bed only remains at the bottom for about two seconds.

Once at the bottom, fire up your Tommy Gun. Strafe out of the elevator to your left and let loose a hail of bullets on the Cultists waiting there. Don't worry about taking some minor damage here; there's more than enough stuff down here to make you healthy, wealthy and wise. Well, at least healthy and wealthy. Once the Cultists are dead, set your sights on the victims: one of them is carrying Super Armor, while another is carting around a Life Seed.

Finish here, take the elevator back up, and return to the room with the big window. There's another pink-tiled hallway you haven't investigated yet. It intersects with another hallway. Hell Hounds come racing at you from the end of the left hallway, so stay sharp! Stay with the right fork and continue.



The door to the Assisted Suicide ward lies on your right. Go through the door and spot the Fire Key on a shelf across the room. A number of suicide devices are in full motion, giving you an idea of the horrors that go on here.

Enter the room slowly. Taking this area requires some thinking and quick moves (if you want to live).

TNT won't disable the devices. If you get backed into one of them, you're going to get chopped, slashed, sliced, diced, or ground into hamburger in a heartbeat. Grabbing the key will unleash a couple of

Phantasms from holes that explode out of the wall near the case of TNT that you by now should have noticed. When you go to grab the key, make sure you are facing the corner where you found the case of TNT, and you have your shotgun at the ready, finger poised over the **[X]** key. When the wall explodes, stand your ground. This way, you'll only have to fight one Phantasm at a time. Let each of them close with you, and give 'em both barrels, point blank. Continue until they're dead.

Go back into the hall and turn right. Press the button on the wall to open the door you find there. A brief trip outside reveals you're back at the main entrance to the hospital. Turn back in the hallway and take the turn to your right to explore the second hallway here.

On the right is the Leprosy Ward. The Scabies Ward is to the left. Enter the Leprosy Ward. Again, not all the bodies on the tables are victims. Want some clearer viewing? Use the **[Spacebar]** to pull the curtains back. Finish here, and go across the hall to the Scabies Ward. (Glance right as you cross the hall to spot the Skull Door. Just remember where it is.)

More Zombies feign death in this room. Once you're finished, run back to the Fire Door and get cracking.





The doors to Radiology lie ahead, but beware of Cultists who can shoot you from positions here. Use the corner for cover and kill all of them you can see in the room beyond.

Advance into this room and discover the small chapel at the end. The Skull Key spins on the podium at the far end of the room. As you reach the podium, a Phantasm screams and comes at you from behind the curtained area. Blast it without grabbing the key, because as soon as you grab the key, both of the Stone Gargoyles in the niches along the wall at the back of the chapel come to life and add to the grief.

Take the key, blast the Gargoyles, and retreat into the curtained area where the flares and TNT are. Cut them down before they reach you.

If you're interested in getting to the Secret Level, the chapel is the place to find the warp. Stand on the second bench, facing the entrance to the chapel, and look up. See the Skull switch near the peak of the roof? Shoot it, and a door opens off the curtained



area on the altar. Walk down this hallway and hit the switch, but only if you're not interested in the rest of this level. You can always come back here later.

Walk back to the elevator and go down the hallway to the left. Enter the Radiology doors on the left. Kill the Cultist within, and then go back out into the hallway and cross over to the doors on the other side.

Open this next door and heave a TNT bundle, if you have it, to take out the Choking Hands that come at you. Once you blow up the barrels there, the Life Seed hidden behind them comes into view. Blow up the brains in the jars just for fun, and then leave the room.



Turn right and go down the hallway. Behind the steel doors there is an elevator. Enter the elevator and move it along with the **[Spacebar]**. If you're worried about the Skull Door upstairs, don't be. It leads to the same place you're going to now.

When the elevator doors open, step forward and spot a Dagger Door, and a Skull Door that leads to the Morgue. You'll soon notice the Hell Hound keeping watch here, too. An explosive fire extinguisher hangs on the wall, as well, so get rid of it early in case you need maneuvering room.

Enter the Morgue. Immediately, doors begin blowing off of vaults: That can't be a good sign. Choking Hands and rats spill out onto the floor, making getting through the body-laden tables a hard trick.

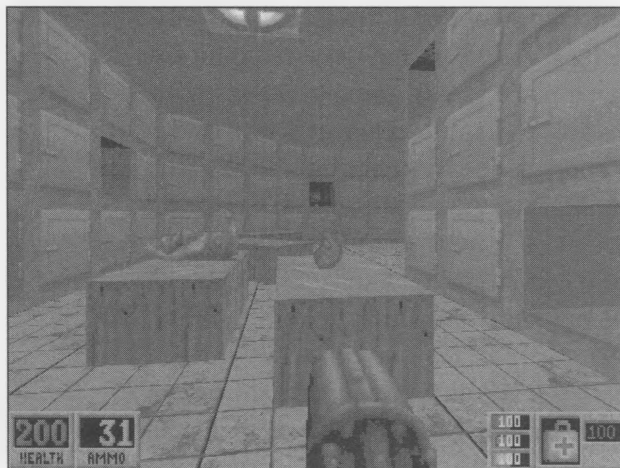
Check all the open vaults for ammo and things you just *have* to kill. In one of the vaults directly in front of the door you spot a button. This area also contains the level's Fourth Secret, which you can get to by going to the only bloody vault in the room and pressing your **[Spacebar]**. Inside, find Super Armor and a Voodoo Doll.

NOTE

Just looking at all these vaults and thinking of a multiplayer game makes me remember all the old Three Stooges movies I watched as a kid. A recurring gag had people walking through doorways looking for each other and missing each other by inches. A multiplayer game filled with people intent on surprising each other in this room would end up the same way. Could be really fun gameplay.

Climb inside the vault and push the button. Doors open somewhere in the distance. Turn left as you crawl out of the vault. A closed door lies on your right and an open doorway under an exit sign on your left. Walk to the closed doors and enter. The Skull Key lies on the floor behind the hanging corpses. Choking Hands guard the key. Kill them, take the key, and then go into the open doorway.

At the end of the hallway is this level's Second Secret. A demon baby sticks its clawed hand out of the baby carriage. In front of the carriage spins a pair of Beast



Vision Glasses. Blow up the baby, and then walk back out into the hallway. Ignore the doors immediately to your left. They belong to the elevator that takes you up to the next floor. However, the doorway on your left within the Morgue takes you to a room which holds the Dagger Key. As soon as you grab the key, Choking Hands drop from their hiding places, so be ready for them.

Walk back out into the hallway in front of the Morgue and go through the Dagger Door. Candles light the corridor beyond. At the end is a cage with a man

in it. Another crossing hallway runs left and right.

Take the left fork and you'll see more cages containing prisoners. The wall in front of you contains a switch. Throw the switch. Flame-throwers instantly start blasting the prisoners inside the cages. There's no hope for them. But you hear a door open.

Walk around the cages to the left, taking the other side of the hallway. As you approach, doors start opening, one after the other, and reveal the exit switch beyond. Hit it and keep going.



THE CATACOMBS

You warp into a room with hallways and arched doorways everywhere before you. Carefully peek right and blast the Hell Hound hiding there. Do the same for the Hell Hound to the left. Take up the Shotgun in the center of the room and walk along the wall to your right. Weapons lie scattered about all through this room. In the end there's apparently only one door to go through; a Choking Hand guards the way, so blast it before it can jump on you. For the level's First Secret, jump up on the credenza recently occupied by the Choking Hand and press the mural. Ta-da! Limited invisibility!

I say *apparently* there's only one exit because this room also holds the level's Second Secret, which is another way out of the room. Be forewarned: it's tough going if you decide to go this way. Otherwise, save it for later and take the obvious door. To get to the secret, go to the left side of the room and into the far left breeze-way. Use your **[Spacebar]** on the left wall. A concealed door slides open, and a dark passage lies beyond. You will immediately encounter a green spider, and, further on, a pair of Zombies. Dispatch them all and get ready for a parade of three Phantasms. One is in the lighted room to your left, guarding a Voodoo Doll. The next two are in a room off the hallway beyond the large room with the grate in the ceiling. They guard a Tesla Cannon and a case of TNT. At the end of the hallway you will find Fire Armor, and the door will automatically open into the main arena of this level. Whichever path you choose to this main area (the secret entrance or the main door guarded by the Choking Hand), the following applies.

Move quickly and take advantage of the cover offered by the doors: A pair of Hell Hounds rush you and Cultists blast at you from concealment. Kill 'em all and let the Dark Lord sort 'em out. Sweep around the room and gather all the ammo you can find; you're going to need it.

Peer through the barred window the Cultists fired from and spot the lever on the wall. For the moment, you still have only one choice about which direction to head. Take the hallway and move forward slowly.

Halfway down the hallway, large rooms containing Hell Hounds and Cultists open up on either side. They have no problem hammering away at you, so use



cover and kill them as you can. TNT is your friend here. Farther on, you reach more arched doorways.

As you proceed into this room, Zombies come out to attack. Move through any of the arched doorways in front of you because they all lead to the same place.

A large coffin occupies a lot of floor space inside. Circle the room following the wall to your right. Another area protected by the iron bars blocks your passage this way. Step back into the big room with the coffin and continue around.



One of the big wall murals turns out to be an Eye Door you need a key for. Keep making your way around the room.

Around the next corner, a hallway leads from the room, going up a short flight of steps, and then down a long flight of them. At the bottom of the stairs, the corridor turns left, patrolled by Choking Hands. Follow it to a big door. Work out of this doorway gingerly. A number of Cultists and Zombies wait inside to take your life. After you end theirs, gather up the gear, including the Guns Akimbo power-up.

Then take the corridor through the arched doorway and turn left quickly so you can blast the Zombie crawling up from the dank earth. Arched doorways fill the area ahead.

Turn right and follow the maze-like construction as it twists and turns; a jog in the passage yields a handful of Shotgun shells, guarded by a Phantasm. An arched doorway lies ahead on the left. Take it, ready to start blasting Zombies.





Walk down the first passage on your left and follow it all the way back to the stores of ammo in a dead-end space there. Plow down the Zombies and Choking Hands in the room to your right as you pass, and watch out for the green spider at the end. A First-Aid Kit and a Guns Akimbo power-up are part of your booty.

Leave the room and again take the first passage on your left. Coffins fill the room before you. Inspect the ledge to your left carefully. A Phantasm guards the area there. Turn and take the arched doorway on your right. Follow the passage to the left.


A little farther on, you'll discover an altar area with ammo. Round the next bend you'll find a coffin with a Skull Key on it. Prepare to fall back into the corridor if you have to, because taking the key unleashes a horde of Zombies across the hallway from you. A Proximity Detonator TNT bundle placed in front of that wall should lower the odds. Of course, many of them will decimate the odds.

Once you deal successfully with the Zombies, return to their hiding area and investigate. Take the ammo and Basic Armor. Then leave, turning right and going farther into the corridor. Zombies dog you every step of the way, erupting from the ground without warning.

You soon reach the Skull Door. Be sure no Zombies are in the hallway with you before you enter, because you're about to have your hands full with a Phantasm. Go up the steps on the other side and follow the hallway around. Look down to your right at the twin coffins decorated with ammo below.

A passage lies farther ahead on the right, but it leads back to a room you've been to already. No, the action is definitely here. As soon as you touch the ground, Zombies mob you. Strategy here is to hit the ground, activate the Zombies, and streak for the iron-barred gate (that opens easily with the **Spacebar**). Beat feet out into the hallway and take up a defensible position that allows you to fall back if you need to. After killing all the Zombies, return for the ammo if you didn't get it.

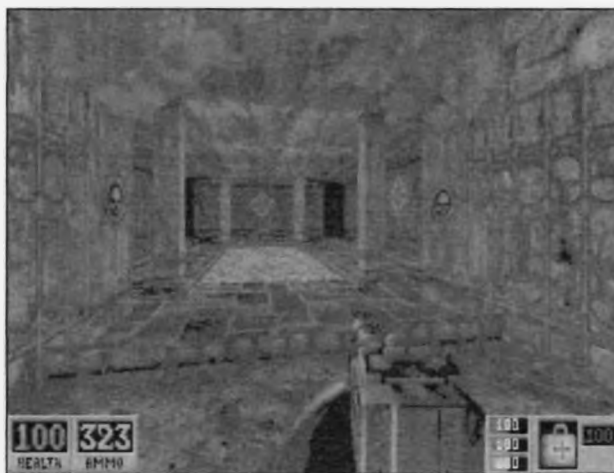




Out in the hallway again, you discover turning right takes you back to the other Skull Door. Go across the corridor where you can see the Voodoo Doll pirouetting beside a burning candle.

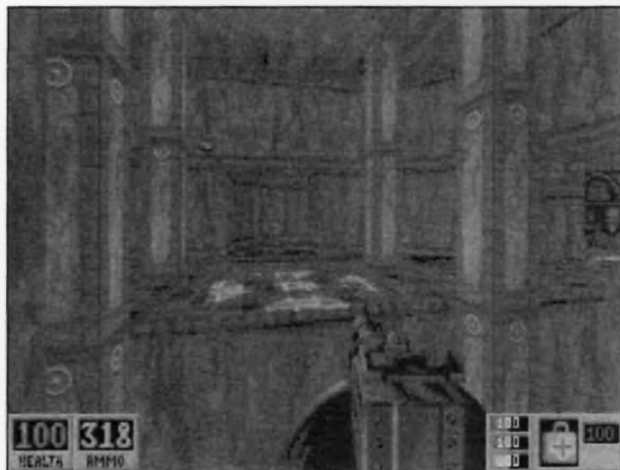
A spiderweb blocks passage to the left, and there are Zombies to consider. Blast the spiderweb and the Zombies; green spiders crawl everywhere. Fall back and kill them, and then return to this room.


Walk forward and pick up ammo you find. Two other passages take shape before you. The left one leads back to areas you've already been.



Go forward and follow the corridor to the right to a Skull Gate at the end. Beyond is a green pool.

Pick up the Napalm Launcher at the other end of the room. This area contains the level's Third Secret. Touch the mural between the two stairways; this opens walls on the opposite side of the room. A couple of dead Zombies later and you can enter those rooms and pick up the ammo inside. Two exits exist here. Take either staircase, ignoring the second passage branching off either one. Notice also





the tunnel that cuts through the floor in front of you. If you drop into it, you'll run into Zombies, and get little that helps you. At either end are stairs that lead you back up to this area (those were the branching passageways you were just told to ignore).

Leap across the tunnel onto the area marked with the white triangle shapes.

Turn toward the Flare Pistol. As you walk through each set of open areas, pull back in a hurry and blast the Zombies that come out after you. You pass through three sets before you reach the door at the other end of the short corridor.

As you enter the big room beyond, you'll notice a large arched doorway just as doors start slamming down and Zombies and Phantasms fill your view. The door behind you locks down, as well, so you must kill everything in this room and survive to tell about it. Once every creature is dead, the doors open again, and a Hell Hound rushes to the attack. Check the hidden areas where the Zombies were, find the wall switch, and throw it.

Walk forward into the next room. Trip the wall lever you find there to open the door. It lets you back out into central arena where you've already been. However, check around and find the new areas revealed for your plundering. And don't forget the Life Seed in the column in the center of the room.

Be in motion when you take the Life Seed, because the column unleashes Choking Hands that come after you. Once they're gone, run across the Life Seed column again and quickly enter the column the Choking Hands just vacated. When the column spins shut, you'll find the level's Fourth Secret, an Invulnerability power-up. Flip the lever you find here to return to the central arena. Now look around the room until you find the lever on a new section of the wall. Trip the lever.





Turn left and watch the section of the wall rise. Get ready to blast Zombies, as well as a Gargoyle.

When they're down, go up the stairs. The door at the top opens automatically. Kill the Cultists and Zombies inside, and take the corridor ahead of you around to the right. The corridor on the left leads you to the same place. Notice the cracked wall in the right-hand corridor. Blast it,

and you'll unleash a Phantasm guarding some ammo and a switch. For the level's Fifth Secret, flip the switch and run back into the room at the top of the curving staircase. The panel on your left will be open, but only for a moment longer. Enter it to get to the barred area where you cut down the Cultists when you first entered the central arena. Pick up the Napalm Launcher and flip the lever. Exit through the newly opened doorway. *Warning!* There are two doors that open when you flip the lever, an inside door and an outside door. Go through both of them immediately, otherwise you can get trapped between the two doors with no way to get out. Now go back up the curving staircase to your right.

Walk to the center of the next room. See the Eye Key against the wall? Get ready to blast your way through a sea of Zombies when you take it. The exit doors lock down until they're all dead. A really fun way to finish this room is to use Proximity Bombs, one in front of each door.

Now examine the hidden room directly across from where you got the Eye Key. Press the button you find there and discover the secret area behind where you took the Eye Key. This is the level's Sixth Secret.

Grab the things inside this hidden area before the door closes, and then take the doorway on your right and follow it down to the central arena. A pair of Bloated Butchers emerge from a recess in the far wall. You know what to do.

Now walk down to the corridor leading to the Eye Door. In case you forgot during all the explosions and mayhem, you'll find the entrance in the center of the wall opposite the one with stairs.

Enter the room and stay right. A light comes on in front of you. Walk into the next room and look on the wall to your left to find a switch. Throw it.

Behind you, the huge piece of machinery collapses into the floor, leaving a small metal pillar behind with a gold button on it. Press the button.

A section of the wall rises behind the pillar, revealing the exit switch for this level. Hit it and warp.





SPARE PARTS

You warp into a corridor with a double door on the right and a corridor stretching on ahead. Walk forward to the control panels. Look right, through the window. A pool of golden-hued molten steel occupies the room.

Break out the window and snipe any Cultists on guard. The wall switch to your left doesn't work yet, but it will after you find another switch and trip it. Return to the double doors and pass through. Stay out of the pool. Ease around the corner, because a Hell Hound comes charging at you.

Go up the steps after you put the Hell Hound down. Cultists line the room at the top, and across the conveyor belts. Kill them from cover. The wall switch controls lights and nothing else. The door to your left remains locked.

That leaves the conveyor belts. Save the game here and get ready to go conveyor-belt surfing. Weave through the heavy presses hammering down and reach the other end. Although left is the only way you can go, back out slowly onto the narrow walkway. Why? Because a hidden room will open and unleash a pair of Choking Hands. Take them out with your shotgun, then tag the switch.

Now go back through the conveyor belt the way you came. Go back down the stairs and return to the control room where the non-working switch was. Careful, a Choking Hand now lurks here, having been released from a hidden niche in the wall near the first, non-working, switch. When you throw the switch this time, it works, opening up the machinery area in the room to your right.

Go back to the pool area, but be wary because another Hell Hound is loose here, released from the area you just opened. Run up the stairs and back to the conveyor belt area. This time the door to your left opens, revealing a room with a button on the right wall. Save your game. You need room for a margin of error.

Press the button, and then try to find a safe place to be as sections of the wall fall open to release flame-throwers. When they've finished their cycle, a hidden door opens and Zombies spill out. After they're dead, you can open the door by the button.

Maintain cover in this room while you kill the Zombies and Cultists in the next room. When they're all dead, walk into the next room. As you look around, con-



template the stirring mechanism in the pool of molten steel to your right. In particular, note the Fire Armor atop it. It takes some extreme jumping skill to navigate this area, but that won't be until later. For now, go through the door in front of you. Work the switch beside the door and find the Super Armor inside the airlock.

Also inside this circular room is a wall switch. Use it and the room revolves, taking you to another area. Stand back from the door as it opens, and then burn down the Zombies coming for you.

Walk into the next room. Chains swing dramatically from the ceiling. Take cover from the Cultist snipers and shoot them down. Actually, heaving a TNT bundle up there probably will be to your advantage, because they seem to come out of the woodwork every time you start up the ramp.

The bridge in front of you makes a T, with the longest end becoming a ramp that takes you up. Start up it and look out for the open areas to the left and right, where Cultist snipers try to blast you. Leap into these places and take up the Armor and Napalm Launcher you find there.

At the top of the ramp, make your way around to both sides, clearing the area of Cultists. Find a First-Aid Kit and a door on either side, and then turn your attention to the switch on the wall directly in front of the ramp. Glass cages on either side of you contain humans, and the stuff running through the big tubes in front of you doesn't look healthy.

When you try to throw the switch, you discover you must throw a fail-safe switch first. Go to the door on the wall to your left. A Bloated Butcher stands watch behind it, but there's a much more insidious trap in here. When you enter the room, make sure you are crouching. As Dr. Jones would say, "The humble man shall pass." When the trap releases, kill the Bloated Butcher and go through the





room's other door. Kill the Zombies waiting beyond, then walk across the bridge ahead and follow the hallway around to another door.

Cross the short bridge here and pass through the next doorway. You're up in the room the Cultists sniped from earlier. And you'll get a great view of the tubes with the switch.

Gather up the ammo here, making sure to collect the ammo at the base of the elevator at the back of the room, and then press *both* buttons on either side of the wall. They disable the fail-safe switch. To take the short way down, simply jump onto the ramp in front of you and go up to the switch. Throw it.

Immediately, the two people in the glass cages die horribly, and a thick brownish sludge that looks even more vile than the other stuff fills the tubes. Turn around to face the ramp, and then take the left fork. Now you can open the door at the back of this corridor. There is also another effect this switch has: when you throw it, the stirring mechanism in the room you passed through on your way to this room halts. Ignore this fact for now, unless you're desperate for Fire Armor.


Go through the door and follow the hallway around. Walk down the ramp to the next door. Using the switch to your right doesn't open the door the way you think it would. Instead, it drops the ramp behind you, revealing a new room and unleashing a lone Cultist ready to end your spree of revenge.

Walk back into the hidden room and use the wall switch there to unlock the door ahead. When you do, Zombies rush out.

Follow the hallway around to the next door. Use the wall switch to open it. Take your time about getting through, sniping at the Cultists in front of you. Walk down the ramp when you're clear, picking up the Super Armor on your way. Zombies wait around the corner, so work this area carefully.

Head down the ledge, killing the Choking Hands as you go, and drop through the little elevator building on the left. Round the next corner to your right to get at the Guns Akimbo power-up you spotted earlier. When you do, you'll notice the switch on the low wall in front of you. Trip it.

The heavy clank of machinery tells you that you did something. Time to go figure out what. Hop on top of the block in front of you, where you got the Guns Akimbo power-up, and then drop through the—Aha!—hole there. Race through



the opening on the right, and then time your movements so you can avoid damage from the machinery in front of you as you run to the other end of the conveyor belt.

Survival is uppermost in your mind as you stay in motion. A Hell Hound attacks you, and a number of Cultists try to snipe you from overhead. If you can kill the hound, you can explore the area to your right (where you'll encounter *another* Hell Hound), and pick up a number of Shotgun shells. Ignore the conveyor belt in this area for the time being.

If you're running low on Health, follow the section of metal in front of you to the conveyor belt on the inclined ramp and go up. At the top of this ramp, you'll see an incinerator unit to your left. If you have the guts and the Health, run through the flames here and find this level's First Secret, a Life Seed hidden in the fire. Now that you've got some health, time to check out the level's Second Secret. Return to the molten steel at the bottom of the conveyor. Head for the "waterfall" of steel coming out of the wall you're facing (not the wall on your left). Jump up to the ledge, then crouch down and head in. Just to your right is a small room with a Guns Akimbo power-up. Grab it, then touch the wall where you came in. The wall will drop down, and you can run back out.

Now give your attention over to the elevator on the opposite side. At the top of the elevator, a bridge extends in front of you. Follow it around to a room where two Hell Hounds guard a bank of switches.

Go to the switches and turn right. Three oblong orange shapes (corresponding to the number of switches you have) fill the table surface. The object here is to align the orange shapes so they make three minus signs. To do this, throw the first and third levers.

The three orange shapes sink and you hear a massive *thunk*. A section of the wall opens to reveal the Skull Key. Take the key and beat feet out of this room.

As you go back, you'll notice a section of the opposite wall has opened up. Cultists snipe at you. Kill them, and then run along the bridge and turn right into a warehouse area. Inside, Gargoyles rule the roost, but there's a treasure trove of weapons, ammo, and Armor for anyone brave enough and fast enough to get it. Remember, crouching helps defend you from the Gargoyles' attacks.



Jump around on all the stacks to find all of the ammo, as well as the level's Third Secret, where you'll pick up a Tesla Cannon. As you make your way back to the door you entered through, notice the second hallway to the right of the first. Take the one on the right, but be prepared to deal with the Hell Hound at its terminus.

It leads you to a room with a Skull Door and two wall switches. Watch out for the Choking Hand inside. Throw the switches and the huge machine moving out in front of you stops. It also opens a portal to the area where you started, going through the final conveyor area in the room below. Use it only if you think you forgot something there. Go through the Skull Door. You can now see the entrance to the level's Fourth Secret, a teleporter at ground level that will take you to an area with an Invulnerability power-up. Get it, then drop down from it to the lower walkway, jump across the stirrer area, and walk to the right to an elevator. Take it up and cross the bridge to another Skull Door, killing the Cultists awaiting you there.

Enter this room and find the exit switch on the opposite wall. Hit it and go.



MONSTER BAIT

Follow the corridor you warp into. Tread cautiously: A Hell Hound stands guard in the first room you reach. Use the corner for cover and blast the hound early and often until it goes down. Retreat far enough and time your movements right, and you can use the fire extinguisher on the wall to blast the hound, as well.

Pick up the TNT bundles on the right side of the room, and then walk forward. The open doorway on your right holds a view of a bridge extending out over a running river. Before you give the bridge a try, check out the windows on the other side. You'll see a waterfall, as well. Find the wall lever in this room and throw it. You won't know immediately what it does.

To get to this level's First Secret, exit the windows on the right. You'll drop onto a low ledge. Follow it to the top, then jump across to the opposite ledge to get the Doctor's Bag. Your timing must be immaculate in order to make this jump. Go back through the window to the room you started in.

Return to the bridge, but edge out cautiously. As soon as you start moving along on it, the bridge blows up. If you're running across, you'll take some damage and fall into the river. After the explosion, you'll notice Cultist guards seem to come out of the walls. (And they do.)

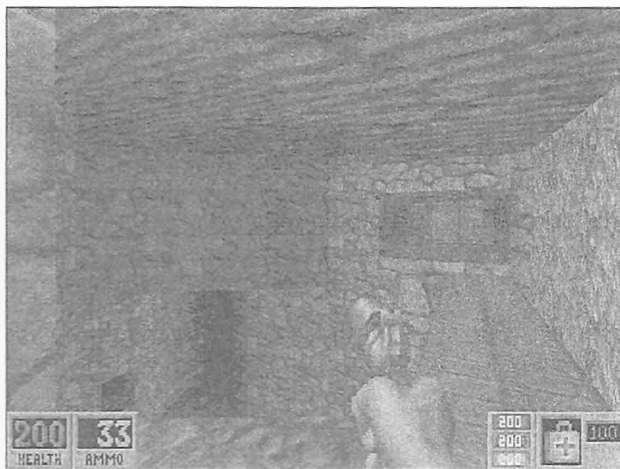
Secure your position while you still have cover, and kill all the guards that threaten you. Once the Cultists are down, leap across the river onto the rocks. Turn right and follow the path up and around. Depending on where you land, you may have to leap over a rocky outcropping directly ahead to find the path.

NOTE

If you fall into the river, don't worry about it. An elevator a short distance downstream will take you back to the control tower you just leaped from. Try the leap again and again if necessary.

Continue on the rocky path and follow the incline up. Another path branches off to your right. Take it, because the path you're going along ends abruptly. However, don't pass up the sniping opportunities it affords. Turn right and go up the inclined tunnel. More Cultists stand guard at the top of the tunnel, guarding the bridge there.

A doorway looms before you. To your right, a waterfall spills thousands of gallons of river water. And below to the left, more doorways and openings intrigue you. Cross the bridge and enter the doorway. Touch the wall in front of you with the **[Spacebar]** to open the elevator. An alarm screams. Go into the elevator and take it down, standing to one side so to avoid getting blasted when the doors open on your arrival. Kill the Cultist that guards there.



Cross the new bridge in front of you and get set for a Gargoyle attack. Fall back into the elevator for protection, if you need it.

Once the Gargoyle is down, move forward. A large area opens to your right. Go down the steps and open the door at the bottom. Move to cover beside the door. This control room houses a number of Cultists that have good positions. Ferret them out by degrees and kill them.

Advance to the desk area directly in front of the doorway and examine the top. Tripping the switch there requires some serious effort and use of the 'Z' (Down) and the "End" (Look Down) keys to reach it. When you trip it, a doorway opens on your right. Explore.

A Bloated Butcher stands guard inside, so put him down while you have cover. Up ahead on the left, a shelf holds Tesla charges. Jump up on this shelf, turn right, and jump forward toward the wall lever you spot there. Flip the lever and metallic



grinding fills your ears as the wall drops away to your right, revealing a Napalm Launcher. Hop down and take the launcher.

Now turn around and drop over the edge of the space between the two platforms. You'll look out into the control room you came from. Don't go anywhere. Turn around and examine the walls behind you. Find another lever on the wall to your right. Flip it. When you walk back out into the control room, notice that a door opens on your left.

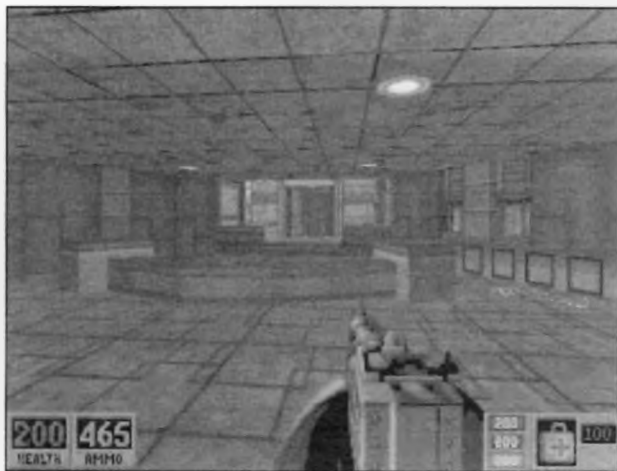
Another lever opens a section of the wall back into the control room. Hop up onto the platform and spot the lever on this side. Trip it and you drop yet another section of this room. It looks a lot different in here now than it did at first.

Walk into the new doorway. Once you're over the threshold, it locks behind you. No way to go now except forward. In front of you, two huge glass areas pumping sludge fill the right and left walls. It looks like you're trapped. But there are those interesting switches beside the glassed area.

Move into the room and trip both switches. They open a new doorway, but they also let a pair of roaring Gargoyles wing it into the room. Kill them and move forward into the corridor beyond.

Turn right and spot the Guns Akimbo power-up ahead. A wall to your right holds a mounted switch. It won't work until you move the lever farther on. To the left of the Guns Akimbo power-up is the lever you must move. Use the **[Spacebar]** to move it. Then go back to the wall switch that wouldn't work.

Press the wall switch with the **[Spacebar]** and an elevator opens ahead. Take the elevator up and follow the corridor ahead. Take up the flares if you need them. Turn right and cross the bridge ahead. Advance into the next room on the other side of the door cautiously, because Cultists hide there.





An elevator on the left wall draws your attention, as does the steel-shuttered area ahead. Around the corner to your left is this level's Second Secret. Walk toward the elevator, then spin to your left nearly 180 degrees. A small opening low on the opposite wall allows you to claim a pair of Beast Vision Glasses. Leave the elevator area and leap up onto the shuttered area, using the **[Spacebar]** to open them. Armor spins on the other side, and the sniping potential is good for cutting down the number of Cultists.

Hop back into the hallway and follow the corridor around. Stairs appear to your left. Climb them and turn around at the top. When you look back, you'll see the Life Seed winking on the other side of the room. You must walk along the ledge and then jump onto the ledge that holds the Life Seed, which can be hard. This is this level's Third Secret.



Jump back to the stairs and make your way to the top. Turn right and follow the corridor here. Peek around the corner and spot a couple of Cultists guarding the Moon Key on the heavy machinery in front of you. This room is huge, filled with all kinds of interesting-looking equipment. Tchernobog is a big investor in heavy industry.

A set of Bloated Butchers come at you from the left. Kill them and walk around to the right. Move through this room with patience, because there are a number of Cultists. Enter the alley to the

left. Be sure to kill the Cultists overhead. Then use the machine in front of you by pressing the **[Spacebar]**. Go to the next alley and repeat the procedure with the machine there.

When you round the next hunk of machinery, you'll see the elevator that has opened there. Take it up. Cross the bridges ahead to the Moon Key, taking all the equipment you find there. Return to the elevator area.



Instead of taking the elevator down, turn left and go up the ramp. The door at the other end is locked. Turn around, and note how the turbines have changed their configuration. It's now possible to leap along their tops. Do this and in this manner you'll find the level's Fourth Secret, a Life Seed, on top of the turbine furthest from the locked door. Drop down off this turbine. Leave this room and walk back into the corridor where you ignored the last elevator, where the steel shutters were. Take this elevator up.

Walk along the narrow ledge overlooking the river. The Moon Door is off to your right. Further along the ledge, you'll come to another door. Cross over to inspect it. Go inside, prepared to deal with Cultists. As your reward, you get a Voodoo Doll. Leave the room and go back to the bridge facing the Moon Door.

Walk across the bridge spanning the river and use your Moon Key. Kill the Cultist ahead of you and go up the steps. Follow the steps to the left again as you go up, taking all the gear you find there and killing what little opposition there is.

Then return to the wall where you can see the lever. Getting through this part takes some patience if you don't have the code. But you've got this handy little book, so you've got the code. The steel doors ahead won't open unless you trip the proper combination.

Throw the wall lever. A section of wall to your right opens up. Go to it and push the needle to the fourth position with the **[Spacebar]**. This opens the third layer of steel doors (examine the lights to the left of the doors to check your progress). Walk back to the lever and throw it again; the second layer of steel doors opens. Throw the wall lever again, and a new section of the wall to your right opens on the left wall. Set this needle to the second position. Work the wall lever three more times in succession and the big doors open all together. Note: if you begin this puzzle differently than as stated above, then try this solution in the middle, it won't work. You must reset the puzzle by setting both switches back to their initial positions (full left).

Enter the next room. It's huge and filled with water and flashing lights. Walk right, toward the steel doors there. They open at your touch. Kill the Cultist inside, and work your way deeper into the second room. Stay alert for more Cultists. It happens.



Look out into the water. A long stone wall juts out from the cylinder in the water. Turn right and go find the switch near the Shotgun shells. Press it. When you check the observation window again, you'll see the big stone wall swapping ends, becoming accessible to you if you jump on it from the steps.

Leave this room and go to the water. Don't jump on the stone wall immediately.


Instead, dive into the water and scope out the gear that can be yours for small risk. And you'll find an opening in the wall. Swim through it for a view of even deeper water beyond the iron bars. Make sure you catch a breath of fresh air first.

Return to the steps. Leap up on the stone wall and make your way around the cylinder. On the other side is a lever. Throw it and the stone wall swaps ends again, allowing you to reach the other side of the room you can't get to from the water.

NOTE

If you fall into the water, you must swim to the steps and go into the observation office again and trip the switch there. Then try crossing all over again.

Pick up the ammo on both sides of the ramp leading up to the door. Beyond the door, turn left and burn down the Cultists standing guard there. In the next room, find cover from the right because more Cultists stand guard on the raised platform there. (You'll also find a First-Aid Kit.)



Follow the corridor around to the right. Be careful, because the end of the corridor houses an elevator that usually has a couple of Cultists in it. The door rises at your approach. Kill the Cultists and move into the elevator. When you get inside, it rises automatically. When you get to the top you discover the elevator is open on three sides. Keep your back to the entrance. That way you'll have a sporting chance with the Cultists who await you at the top of the ride.

To your right lie a door and a wall switch. Throw the switch and go through the door. A little farther on through this corridor, you'll realize you're back in the room with the turbines where you got the Moon Key. Go back to the elevator area.


Turn left and follow the corridor around to the left. Follow it all the way down to the steel door at the end and go through into a warehouse area. Outside the windows you view a huge dam under a dull red sky.

As you step into the light coming through the first window, a stack of crates slides aside ahead of you. Waste the Cultist standing behind them. Continue to the other end of the warehouse room, wary of Cultist guards and looking for ammo. Go through the door, rushing and killing the Phantasm there, and then on through the next room and through the door there. Jump back from this door as you open it: Bloodthirsty Hell



Hounds bound through. Kill them, and then walk through the door.

The next corridor takes you around to a set of double doors. Go through and step into an elevator where a Gargoyle waits. Walk out of the elevator and you'll be on top of the dam. The Fire Key spins on the dam, twinkling in the distance.



Face the end of the dam on the other side, not the elevator door. Now leap right, into the deep water. Swim around briefly and spot the underwater passage. Unfortunately, you can't get through. But at the base of the dam are some very volatile barrels just waiting for you. Take a deep breath, get as far away as you can, and blow them up.

The resulting explosion rips a giant hole in the dam. Swim through, surface, and grab a breath of fresh air. Then dive back down and swim through the underwater passage ahead. A little exploration reveals that this takes you in a big loop of an area you've already been through.

Take the tunnel back to the pool and swim back to the dam area. Swim through the big hole in the dam and surface. Take a look around and spot the ledge and the cave in the corner. Swim to the cave and climb up. Inside is a white pillar. Go forward and touch it using the **[Spacebar]**.

The stone pillar drops and opens a door into what looks like certain incendiary death. If you hesitate, the door closes and you'll never get in. As soon as it's clear, move in.

You'll warp to the next level.



THE HALL OF CERBERUS

Flaming pits cleave the ground ahead. Leap over them and continue forward. It's the only way to go. Cross a pit of flaming lava on a bridge and pick up the TNT there. Step into the corridor beyond, and then duck back quickly, because laser cannons open up. Time them, and then rush through to the door on the other side.


The door opens in to reveal a descending ramp. A corridor branches off right and left. Beware of the Hell Hounds that insist on making you lunch.

Go down the ramp and find the ammo waiting there for you. Then climb to the top of the ramp and turn right. Another Hell Hound attacks here, but after you kill him, he leaves you a Life Seed you could probably use. Follow the corridor to a wall with a red skull face on it.

Press the skull face with your **Spacebar**. The jaw drops. The noise you hear tells you something has happened, but you're not sure what it was. Go up the stairs to your left. Continue and find another skull face with some Shotgun ammo, Armor, and TNT. Press the skull face.

Turn right and follow the hallway. Ammo seems to be everywhere; that should tell you something. Cross over the next bridge and take the stairs down and around to the left. At the bottom of the stairs, an elevator sits quietly on your left. If you'd gone the other direction at the top of the ramp, you would have come up here. All roads lead to Cerberus. Go right and touch the skull face there.





Take the elevator down and turn right coming out of it. You must find one last skull face. Walk down to the end of the hallway and press it.

Explosions and a harsh wind rips through the area. Stay where you are until the worst of it dies down. Then return to the ramp. Cerberus is loose in the pit.

You'll have to move fast and fire furiously to stay alive, now. Juke and move and twist and use everything you can for cover while hammering away at Cerberus every chance you get.

Bury him where he falls and you've beaten this episode.

NOTE

There are no secrets on this level.





CHAPTER

6

EPISODE 4:
DEAD
RECKONING

BUTCHERY LOVES COMPANY

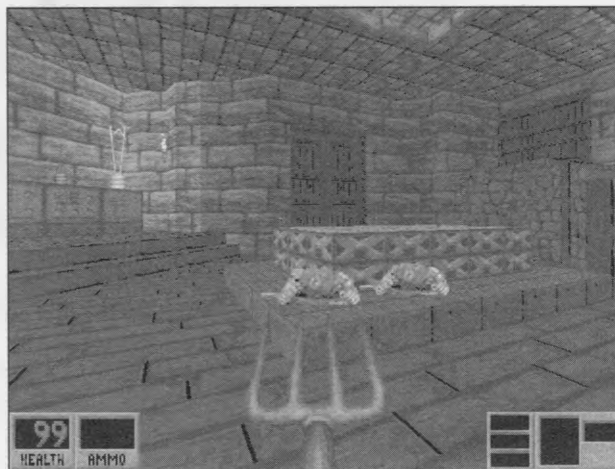
Start this level on the upper floor of a building filled with the crash of lightning and the hum of electrical machinery. Drop into the lab below and mete out justice to the Zombies keeping guard there.

On one side of the room machinery hums and crackles. Weapons and ammo decorate this room. There is a Skull Door and a stairway leading up. At the top of the landing, turn around and face the wall over the lab machinery on your left. A hidden door opens as you walk across the landing, revealing the First Secret on this level. You have to make the jump to get the Medi-Kit.

Scavenge the room, picking up all the ammo. Then climb the stairs and approach the door there. Use the **[Spacebar]** to get through the door. Turn left and blast the Cultist guarding the Skull Key in the next room.

Enter the room and take the key. Use the **[Spacebar]** on the middle set of library shelves and find the level's Second Secret hidden behind.

Go back down to the lab and through the Skull Door. Go up the stairs and blow away the Zombies there. Take the TNT. A number of sniping opportunities come your way as you enter the next area. Make the most of them.



Enter the first doorway on the right. Hanged people line one side of the room. Ammo waits on the shelf to the left. A brackish pool lies under a bridge above you. Dive into the pool and locate the Flare Gun and extra ammo.

Swim through the opening you find down here, and then up into the pool area on the other side. In seconds you're outside the building.



As you scramble up from the pool, you spot an earthen ramp to your right. Beast Vision Glasses spin there. Pick them up. As you do, explosions rock the castle. Turn around and watch the debris fall.

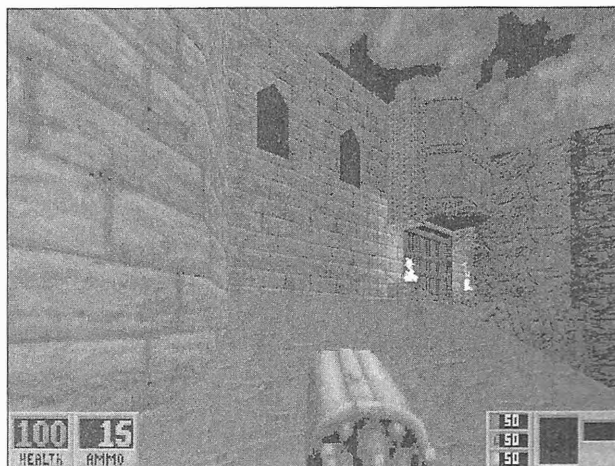
When you walk around the building, a Hell Hound stationed there attacks you. *Do not* get too close to the edge, because if you go over, you'll stay there. Walk around to the big door in the front of the building. It's locked.

It was a fun trip, but it's time to go back into the castle. Jump into the pool again and swim through. Climb out of the pool and go to the right, following the hallway. Take another right at the top of the stairs. Enter the next doorway on the right.

A bridge stretches in front of you to doors labeled "Brain Storage—No Zombies Allowed." Well, that's almost good news! Cross the bridge and enter the Skull Door. Inside this room the Eye Key sits amid jars of brains. (Note that this was the room the explosions hit.)

Take the key and leave the room. Cross the bridge and step down here. Now quickly turn around and race across the landing. Hear the thunk of something moving? As you come down this landing on the other side, check out the door frame and find the invisibility power-up in the hidden area that is the Third Secret on this level. Now go back over the landing and look to your right. See the bloody hand prints on the wall? Press the wall to the right of them with the **[Spacebar]** to reveal the hidden room and the Fourth Secret of this level on the other side. When you're finished, go back across the bridge landing and round the corner to the right, following the corridor. Ahead of you stands the Eye Door.

The next room holds a number of armed Cultists, so use the doorway for cover as much as you can. A Bloated Butcher also roams this area. Walk inside and look around. To your left is an area protected by electricity. A huge door with a lever stands on your right.





Inspect the electrical activity to find the Tesla Cannon. Snatch it. Across the room, the door with the lever opens to let you outside—where you’ve already been. No help there.

You must brave the electricity. Surprisingly, when you go through it, the captured lightning does little damage. But if you want to avoid it all, use either of the two ramps. Just on the other side of the ramps, turn and look up. When you see the demon face there, shoot it and quickly rush around the corner ahead of

you to find a hidden elevator. Take it down to find this level’s Fifth Secret. Go back to the hallway. Follow the corridor beyond carefully: Zombies wait up ahead. Take the Shotgun you find here, and keep moving. Soon you arrive at a torture area.

The cages hold a Gill Beast and humans. The table holds the remainders of a corpse. Draw a bead on the explosive barrels in the corner and detonate them. The explosion rips a chunk out of the wall, but the passage leads back to a hallway you just passed through.

Walk around the room and find the other door. Open it and go through. On the wall to your right is the exit switch you need to end this level. Hit it and let’s go.



BREEDING GROUNDS

Warp into the next level and take the stairs up. Pick up the Tommy Gun and spare drum. A Hell Hound guards this area. Be watchful and put him down early. The sound of moving water provides a sonic undercurrent.

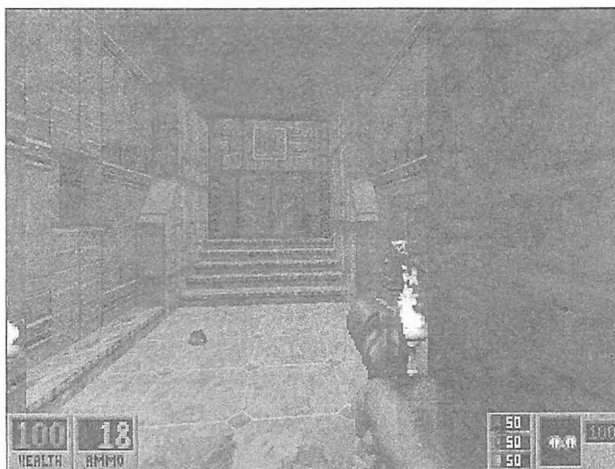
The door on your left is locked when you try it. Go on. Ahead of you is a Bloated Butcher and a Life Leech. You gotta love new weapons.

Turn toward the door to your left, but don't enter immediately. Cut down any Cultists you can draw a bead on to shave the odds here. Look into the room and spot a Skull Door on your right, double doors in front of you, and an observation window on your left.

Enter the room. You hear a Gargoyle's warning growl. Go through the double doors at the other end of the room. Look through the door on the left in this new room and spot the shadow of the Gargoyle flying around inside. You're packing the firepower to handle him, so keep cover and go to it. Then you notice he's not alone. No problem.

The next room holds a huge aquarium. It doesn't take a rocket scientist to figure out that this is where Tchernobog breeds his Gill Beasts. Use TNT bundles on the windows here. The concussions destroy the Gill Beasts in the tanks (fewer of them to give you grief later). You find a Trapped Soul in this room, as well. To fool you, the innocent bystander in this area has the Skull Key. Blast him and take it; then run out to the Skull Door.

Go through the Skull Door and up the steps. Use the cover you find here to put down all the Cultists. Look through the rooms and see the Eye Door.





There's also an Eye Door in this room. Given the choice of going up the stairs or down, go down and check out what's there. The Eye Door blocks the way, so you can go no further.

Go up the stairs and through the double doors at the top. Another Trapped Soul waits in the corridor beyond. The door at the end of the corridor is locked, so go up the next set of stairs. A Hell Hound patrols the area.

The open area beyond has a drinking fountain and Cultists. Kill the Cultists to get the Eye Key. Peek through the barred

window here and spot the Gargoyles flying over yet another Trapped Soul. Go back downstairs to the Eye Door (not the Eye Gate).

Open the door with caution. Cultists are all over the place inside. A Hell Hound accompanies them. Two doorways beckon before you. Choose the one on the left first: Go inside and take the ammo. Come out and go up the other passage.

Humans rush at you; Gargoyles pursue them. Kill the creatures and keep going forward. Stairs loom ahead of you, but stay on this floor. Turn the corner and blast the Cultist standing guard there. Then flip the wall lever and open the door. A brief look around tells you this is the door you couldn't open earlier. It goes nowhere you want to go.

Turn around and go up the stairs. At the top a grey Stone Gargoyle comes to life. Take out your Life Leech to take him out of this life. Cultists and flesh Gargoyles prowl the doorway on your right, so kill them with care.

The corridor goes on ahead and you can see a pool from here. Go to the pool area. Gill Beasts prowl this scene, so be careful. When they're dead, jump into the water and swim around to look things over. At the other end, you'll find a big gate in the shape of a spoked wheel through which you see a Diving Suit.

Return to the surface and take the other open doorway. (Remember to pick up the ammo and weapons around the pool.) Circle the area around the pool here completely before you choose a course of action.

Back at the doorway you entered through, walk to the right and look out at the rock jutting out of the pool here. Jump up onto the ledge, then out onto the rock to claim the Diving Suit and the Voodoo Doll.

Some preliminary dives into the pool reveal nothing of interest. Return to the elevator you found on the opposite side of the circular area from the doorway that brought you here. Throw the lever to make it operational, and ride it down.

Follow the corridor around to the left instead of up the stairs (where you've already been); it takes you to the Eye Gate. Green spiders crawl all over the floor here. Heave a couple of TNT bundles against the gate before you open it, to clear the way.

Save the game, and go through. Shial the Spider hustles through the room, sights fixed on you. Hurry and unload heavy firepower to keep her and the little spiders from turning you into a corpse. Fall back as you need to. After all, you've cleared everything behind you.

When Shial's dead, go into the circular room where she was and look things over. Use the **[Spacebar]** to flip the lever in front of you. The center of the room rotates. There's no immediate indication of what has changed. Go back to the other room. Use the **[Spacebar]** on the metal door on one wall to reveal this level's First Secret. Go inside and get the First-Aid Kit. The lever on the wall allows you to let yourself out after the secret door closes.

Go back through the gate to find out what the lever did. Walk over to the other Eye Door at the top of the stairs. Go through into the room beyond, and then take the left door up the ramp. Inside this room, a Life Seed has been revealed, this level's Second Secret.

Get out of this room and take the hallway now to your left. Travel along it, and then climb the stairs you've already been up. Go out into the circular area where





you found the Diving Suit and jump into the pool. This time pay attention to the centerpiece of the pool. A little exploration reveals the Third Secret on this level, an opening that holds Super Armor and a Diving Suit.

Climb out of the pool. Let's get to the end of this level. Walk around the circular room here until you reach the doorway with steps going down. *Do not* take the eleva-

tor. At the bottom of the steps, turn right and dive into the pool. Use your Diving Suit now to take you where you must go.

Swim around in the tank and go to your left, toward the area where you found the big fan. Looks like the fan's still there, but now—thanks to the lever in the Spider room—you can pass through it. You find another Diving Suit inside the tunnel here. The exit switch is in the next tunnel to your left. Swim in and hit it.



CHARNEL HOUSE

At the other end of your warp, continue swimming through the tunnel. In the next underwater vault you spot a hole in the roof. Swim up and go through.

You surface in a barrel construction. Turn until you find a crack. Jump through it. Scour the courtyard before you and note the two open doors.

Go through the door on the right. (It's the only one you can open.) Turn left inside the door and blast the Cultist standing there. Take up the Voodoo Doll. The opposite wall has a window and a door. Look through the window and snipe any Zombies wandering around in the muck below. Opt for the door because it's the wise thing to do—but you find it locked.

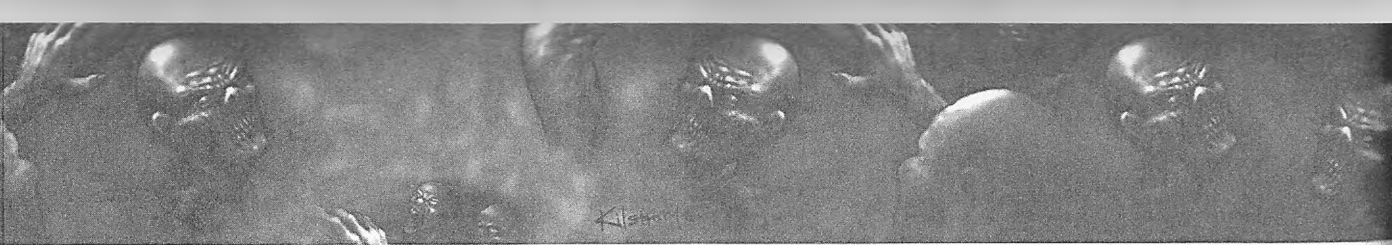


That leaves a drop into the muck. You know from experience that where there's one Zombie, there are several. Keep them at bay with your Shotgun and blow them away. When they're done for, throw the lever on the wall.

The lever allows you to open a section of the wall to the left. Go through and turn left. Use the **[Spacebar]** to investigate all the furnaces on your right, and find Armor in the one on the right.

Now choose the locked steel door. It opens at your touch. Go through and follow the stairs up. Take the first door on your right. Walk straight ahead and end up back in the room you originally entered.

Walk along the corridor until you reach the bridge over the furnace area. Cross it and kill the Cultists there. This area ends in a ledge, but a ramp goes down. Take the ramp. You'll come to a Y of corridors.



Take the corridor on the right. Take the next right you're offered, and end up behind the furnaces you just inspected. You can see the one empty furnace. Go back out into the hallway and cross the corridor into the room there. Kill the Cultists inside, using cover.

If you follow the corridor around to the left when you leave this room, you'll end up in the furnace area again. So

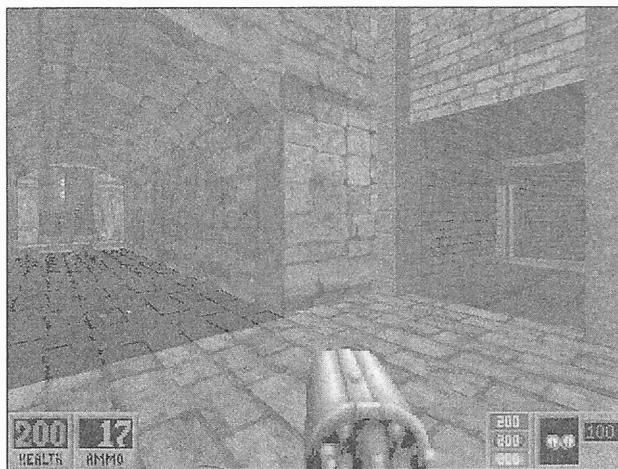
go right instead, back to the Y, and take the passageway on the right. Kill the Bloated Butchers you find here and keep moving.


A waterway fills the intersecting corridor before you. Go to the other end and pick up the Trapped Soul and the Shotgun shells there. Then turn around and take the tunnel beneath the spillway overhead. The tunnel takes you to a room with a

pool and a stairway, and arches overhead. Blast all the Cultists you can find inside from the safety of the tunnel.

Dive into the pool and swim to the bottom to reveal this level's First Secret. By this time you probably can use the Life Seed you find here. Surface and climb out of the pool. Go up the stairs.

Climb both sets of stairs to arrive at a corridor that runs left and right. Because Cultist snipers really seem to be a problem, turn left and smoke out the rest of them. Notice the gate to your right as you





enter the open area. If you get close to it, the Zombies hiding on the other side will activate and approach you. Back away and blast them from total safety. When you reach that area, they won't be there. Do the same for the Hell Hound you find behind bars at the end on your left.

Return to the corridor and go the other way. The passage twists and turns, and leads to a circular room. Be careful about exposing yourself. A Cultist and a Gargoyle wait in the room where all the arches are. There are Zombies to keep you company, as well.

Go through the arch farthest to your right. A corridor drops away to your right. In front of you, water flows behind a ledge. Choose the corridor to your right. Follow it along, and then take the first doorway on your right. (Either way you go, you'll end up in the same place.)

At the top of the next staircase, turn into the doorway carefully. A Hell Hound is on guard here. Take cover and kill the hound. Step out into the large room. The ledge before you holds the same Zombie-head-filled stream of water you passed in the last room.

Go through the doorway on the right and follow the corridor around. The room you end up in has a big grate in the middle of the floor, and a barred wall allowing you to see out into another hallway. Toss a TNT bundle onto the grate and blow it away.

Save the game at this point, because you're about to get in over your head. Drop through the grate and get a major weapon ready that will work well underwater: Gill Beasts are about to attack you. Get to a corner, if you can, and hold them off. Once you've eradicated the local population, grab a breath and take a look around.

In case you're wondering—yes, the stream of water you spotted earlier would have brought you to this spot, as well. You'll quickly find you can't jump up on the ledge here. The way out is underwater.

Dive back down and look around. Shoot the exploding barrel at the bottom of a pillar to get it out of the way. Swim into the tunnel to the right of the exploding barrel and you'll arrive in a pool area you can't get out of. Swim back into the main chamber. *Remember:* You must keep surfacing to breathe (unless you're in God mode).



Swim through the arch on the right; then take a sharp right turn to find the Life Leech and the Trapped Soul there. A brief excursion through these depths tells you you've effectively been trapped. The only door in sight is locked and won't open. At least, on a surface view.

Return to the skull-faced column where the exploding barrel was.

Surface beside the column and hop onto it. From there you can climb into the spillway at the top and flip the lever at the end. Turn to face the other end of the spillway. Now jump off to your left and dive. The door that was locked earlier is now open. You're also ducking Gill Beasts again.

Swim forward, following the passage here. Continue up over the ledge. You face three possible routes.

Turn to the doorway on the right and go up the ramp back into the furnace area. You emerge in one of the furnaces—a surprise for those who didn't discover this passage earlier. Use the **Spacebar** to open the door, if you didn't leave it open earlier.

Go out and turn left. Walk through the doorway directly in front of you and turn left again. Proceed through the next doorway and up the ramp on your left. At the top of the ramp, turn right and pass through a previously barred doorway.

The corridor forks. The left fork returns you to the courtyard where you originally arrived. Take the right fork. You'll enter a room with a door on the right and one straight ahead of you. The door on the right leads into areas you've been to already.

Walk forward. Turn left and go cautiously out the door there. Hell Hounds and Cultist snipers are all over the ledge and line the walls. Snipe as many as you can, and then turn and approach the water tower on your right. (A case of Shotgun shells sits at the end of the ledge on the left, in case you want it.)

Take the steps up and around to the back side. Jump off into the water tower; then surface and leap up onto the spillway. If you stay in the spillway trough, you'll slide along pretty fast—maybe even out of control. Leaping onto the wooden sides of the spillway gives you more control, but if you miss, you're in the drink. Don't worry about that, because we're going down there anyway to tie this level off.

At the bottom of the spillway, let yourself go down into the hole. Keep a weapon handy, because Gill Beasts attack you here. Blast them, and then explore the dead-end tunnel containing the Napalm Launcher. Swim through the doorway here.

A stack of columns looms before you. Swim to them and go to the left of the leftmost one to discover this level's Second Secret. Now swim out of the column area and turn left, following the passage there to the end. A large opening gapes ahead. Go through.

Enter the tunnels here, surfacing on the other side, toward the metal wall. Swim up over the wall and take a right. You'll recognize the doorways ahead. Go through the one on the left, and follow the passage around to the furnace area. From there, get back to the water tower and the spillway. This time we're jumping over the hole, instead of falling into it.

Once you've landed safely on the other side of the hole at the bottom of the spillway, turn left and go through the passage cut into the mountain. Kill the Cultists and the Hell Hounds in your way. The exit switch hangs on a wall at the end of this tunnel. Tag it and move on.

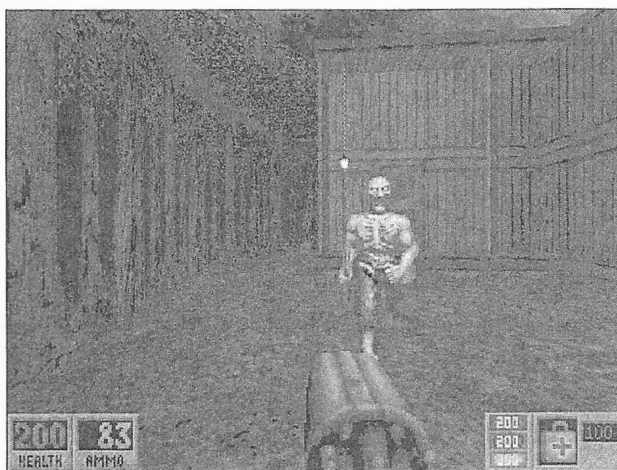


CRYSTAL LAKE

You arrive in a dark forest. Walk a little farther to reach a building in a clearing. Go around to the left and open the doors there. Zombies chasing victims emerge. Kill the Zombies and move inside cautiously.

Turn left and burn down the Cultists standing there. Move on into the room and gather up all the ammo you can find. Walk out of the building and circle it, gathering ammo. Return to the building. Walk to the wall switch in the second room and activate the elevator to take you upstairs.


You must get off the elevator quickly or it will take you back down. A Choking Hand



hangs around up here just waiting to make you its victim. Blast it and explore the room. Blow up the explosive barrel against the wall. Walk through the opening it makes.

Turn left at the bottom of the hay bales and walk through the illusory wall of trees here to find this level's First Secret.

Turn right and walk through the path through the forest. A Zombie claws up from the ground in front of you. Kill him



and keep moving. Another building takes shape in the forest. Follow around to the left and ignore the doorway for a moment after you blast the Cultist here. Ammo drums for your Tommy Gun are beside the house on the left. Grab them, and then return to the door.

Enter the building and blast any Cultist who gets in your way. At the other end of the room, a Hell Hound is on duty. Kill him. Then take the steel door at the *bottom* of the stairs. A quick peek assures you that life hasn't gotten any gentler around Tchernobog. Leave the room and go up the stairs.

Go through the door at the top. A banquet has been laid out in this room. Blast your way through the Cultists gathered here. Work your way around the table, and then follow the corridor. Stay covered when you open the door at the end of it. A number of Cultists execute victims outside. Burn the Cultists down, falling back into the building if you must.

The next room is huge. After the Cultists are dead, go inside and gather the ammo and weapons there. The opposite wall has two doors. Go to the closed one first. It may open and let a Cultist come bounding out to take your life. Now, facing the open doorway at this end of the building, walk through and turn left. Turn left again and use the **[Spacebar]** to check the walls here to find the secret elevator that will take you up to this level's Second Secret. Drop onto the lower floor or take the elevator down. Walk through the big door and turn right to walk outside. Prepare to defend yourself against a Hell Hound.

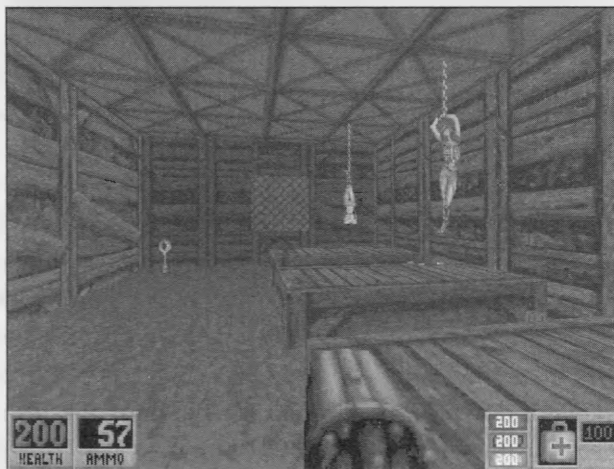
Follow the treeline around to the left, setting off a Phantasm that comes screaming for you. As you walk around the treeline, you come to posts blocking another path. Continue around. Another path through the forest opens before you. Travel along it to another building. A Phantasm guards the place, so be ready to deal with it.

The "building" is a covered bridge. For the moment, go to the left and walk into the stream. Midway through, turn to the bridge, crouch down, and use the **[Spacebar]** to reveal the level's Third Secret. When you're finished, go to the right side of the bridge and walk into the stream. A path opens up here. At the end of the stream, you step into water way over your head. Dive quick and kill the Gill Beasts and Bone Eels populating these waters.



When they're dead, go back to the ramp area that let you down into the water. At its base is a rectangular opening you can dive into. A brief check reveals the Bone Eels and the locked gate. Surface and swim around the swamp area. Take the Life Leech you find on a raft in the middle of the swamp. Now go back upstream to the covered bridge.

Turn right at the covered bridge and follow the path to another building. Blast the Cultists that you see; then leap up onto the porch. Walk past the window to the open doorway. Doors are on the left and right ahead of you, with plenty of ammo. Take the ammo and go through the door on the left. More ammo lies inside this room, as does the Moon Key. Taking the key unleashes a group of Choking Hands, so be ready to dodge and duck and deal death.

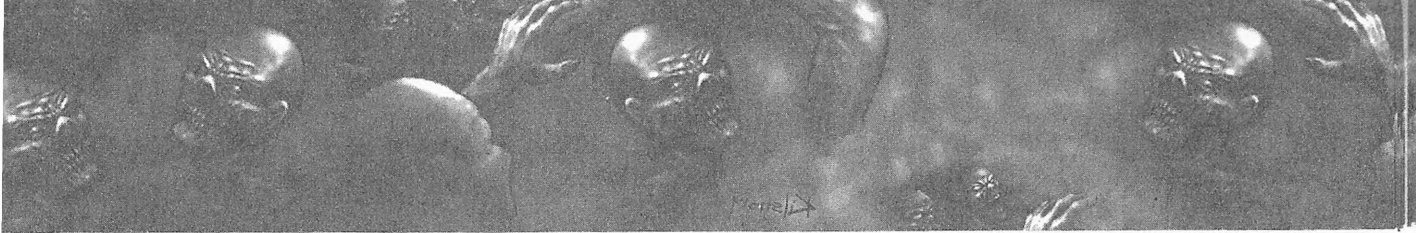


Go back outside the room and take the doorway on the opposite side. Spiders guard Shotgun shells here. Go back into the hallway, and check the wall to your right with the **[Spacebar]**. You'll find this level's Fourth Secret, a Life Seed, in a hidden area under the lantern.

Walk to the front of the building and turn left. Turn left again and spot explosive barrels and TNT ahead of you. Grab the TNT and blow up the barrels from a safe distance. The barrels yield a First-Aid Kit.

Keep right of the treeline and follow the path you find there. A Bloated Butcher guards an outhouse in front of you. Kill the Butcher from cover, and go forward to the Moon Door.

Inside the outhouse, drop into the hole and dive deep into the water to find a passage. Bone Eels hammer at you constantly. When the tunnel forks, take the right



fork and use the Napalm Launcher to blast through the gate here to get to the Fifth Secret on this level. Then go back and take the left fork and blast the Gill Beast speeding toward you. Time is of the essence if you have no diving gear.

Surface in the yellow-and-black-striped zone in the ceiling for a breath of air. Don't get turned around when you dive back down. Aim for the case of Shotgun shells ahead. Another passage lies to your left before you reach the Shotgun shells. Follow it down (there'll be another breathing hole). When you reach the bars, you'll recognize it as the area of the big swamp where you got the Life Leech.

Swim left and get the Shotgun shells. Stay with the passage. A Gill Beast farther on tries to stop you. Blast him. You don't have time to play: Your air's running out. Bars block your passage, but note the lever is on the wall. Throw it and swim through the opened passage.

You emerge in an underground pool in a cavern. A giant spider guards the exit switch. Do as much damage on it as you can from the water. If you just want to be fleet of foot and beat them to the exit switch, you can do that, too. Either way, this level is done.



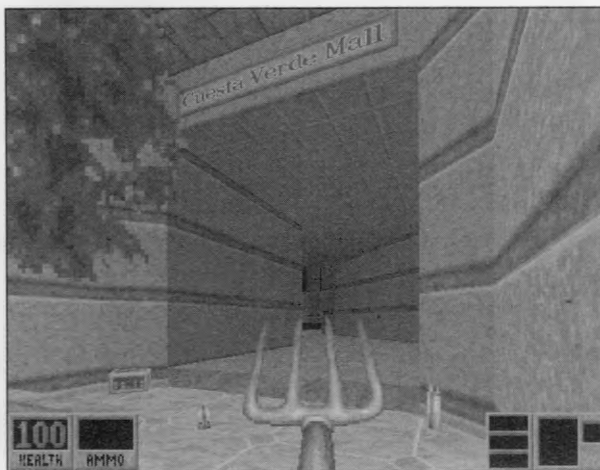
INFORMATION ABOUT THE SECRET WARP

If you choose to go to the secret level on this episode, you'll have to check the walls in the room where you find the normal exit switch. Find the one with the crack in it and blow it open to reveal the secret warp switch.

MALL OF THE DEAD

You arrive in a mall area just brimming with Zombies. Kill them quick and go inside.

Cultists and a Stone Gargoyle fill the interior of the mall. The Tesla Cannon takes care of the Gargoyle. Dive into the pool for more ammo. You find it well-stocked with Gill Beasts, too. Jump out of the pool and ride the escalator up.



At the top of the escalator, Bloated Butchers attack from your left. Take advantage of the cover offered here and kill them. Don't go into the hallway here yet.

NOTE

If you don't have a Tesla Cannon and the grey Stone Gargoyle is still being a pest, duck into the hallway where the Bloated Butchers were and take the Tesla Cannon there. Kill the Gargoyle and return to this area.

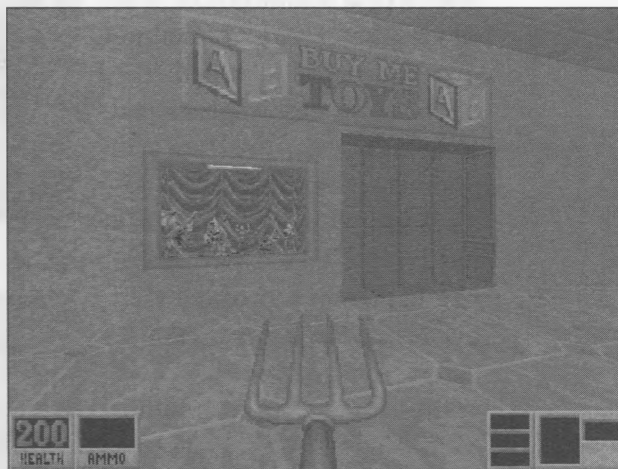
Continue on down the line of shops and to Buy Me Toys. Look in the window at the action figures offered here.

Bloated Butchers guard the elevator at the end of the hall. Open the door, step back, and blast 'em. Take the elevator down. Step out: you're back at the pool area.

Turn left. Go past the escalator this time and take the passage here. You'll meet a large number of Hell Hounds in this passage, but with your Tesla Cannon, you can take them out easily, before they ever reach you.

Keep going forward. Take the ammo and Armor from the display windows here, and then walk into the K-Marche store.

Inside, Cultists and Zombies mob you. Burn them down as quickly as you can, falling back to keep cover for yourself. Leap over the cash register area and go into the room to the left. Kill the Phantasm there and take the Voodoo



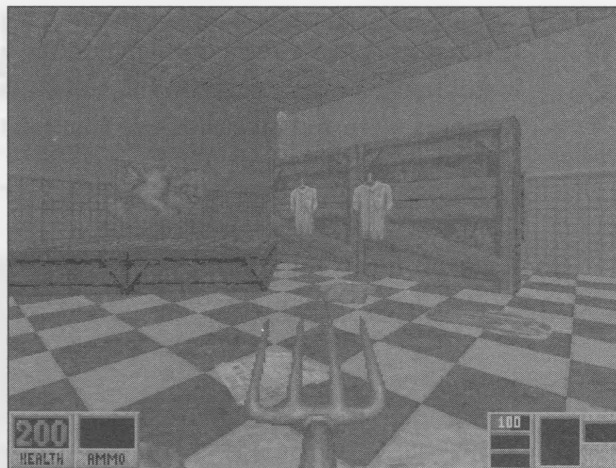



Doll. Return to the cash register on the left and use the **[Spacebar]** to work it. You'll hear a click and the sound of movement. Run back into the office you just left to find the level's First Secret on the wall to your left. Hurry, or the hidden area will close. Now go back to the cash register and leap over. Go through the doorway in front of you.

You find more Zombies in this room—take a look at the Life Leech on top of the shirt display. Jump up and take it. When you do, a Hell Hound comes for you from another room. Dodge and duck and put him down.

Walk into the next room and greet the Hell Hound there with a little Tesla Cannon charge. Go to the corner of the room where the cracked boards are. Toss a TNT bundle in that direction. Jump into the resulting hole and take the Life Seed to get this level's Second Secret.

Jump out and walk along the left wall to the ramp up into the next room. Here the floor literally crawls with Choking Hands. Blast 'em and continue to the next room. Follow the corner around. The next room dangles with dead.





Another grey Stone Gargoyle guards this room. If you've run out of charges for your Tesla Cannon, there's one on the table behind him. When the Gargoyle goes down, he'll leave you the Skull Key, so be sure you pick it up.

Look out the doorway. Then go into the room across from you. Kill the Bloated Butcher inside. Take the gear there, and then walk out of the room. Turn right and go out the doorway on that side.

Turn right again at the next doorway and take the Armor from the display window. Keep going and follow the hallway to the right. Be careful going around the next corner to the left, because an army of Zombies and Bloated Butchers will greet you. Walk to the end of the passage and go through the Skull Door.

Cultists guard the stairway beyond. Blow them away and keep going. Go up the next flight of stairs and kill the Bloated Butcher and the Zombies there. The next doorway presents you with a left-and-right corridor. Go left and blast the fire extinguisher on the wall to clear it out of the way. Check the door. It's stuck.

Go back the way you came and take the other side of the corridor. A Bloated Butcher and a Zombie guard the room at this end. Kill them, and then find the wall switch in the area by the green pool and throw it.

Leave this room and go to the T intersection where you can see the big hole the exploding fire extinguisher left in the wall. Turn left and look down the hallway. See the fan? Go blow it up. Inside is this level's Third Secret. Note the grill on the wall to your right as you jump back. Blow it off, as well.





Jump into the ductwork, but watch out for Choking Hands. Now look above you and spot the grill overhead. Jump up through it to find this level's Fourth Secret. Follow the ductwork around to another grill overlooking the room where the door was stuck earlier. Shoot the grill out, and then drop TNT bundles, if you have them, on the Zombies inside. If you don't have TNT, snipe them.

When you think you're safe enough, jump inside and kill any remaining Zombies, Choking Hands, and Bloated Butchers. Inspect the room and find Armor and TNT bundles in the crates.

Look up at the ceiling and spot the hole there. Leap up on the crates and make your way to it. Leap up onto the rooftop and find the exit switch on the wall. Hit it and keep moving.

NOTE

To get this level's Fifth Secret, you have to destroy all the small round speakers throughout the mall. Once that's done, return to the K-Marche building and turn left. Go forward through the room and enter the doorway on your right. Turn right and stop. Under a rotating blue light you'll find a Guns-Akimbo power-up.



FIRE AND BRIMSTONE

Warp into a room filled with weapons and ammo. Take it all. You'll need it. At first glance, it looks as though you have three different paths before you go through the arches. Actually, they all lead to the lava-filled pit ahead.

As you advance through the arches, Hell Hounds attack at once. Move around the best you can and keep hammering away at them until they go down.

When you look up at the edge of the lava pit, you'll spot a Gargoyle circling overhead. It's in your best interest to put him away as soon as possible. The same holds true for all the Cultist snipers around you.

Leap from the left side of the ledge onto the floating path before you. Follow it around and take every opportunity to blast away at the Cultists. A doorway comes up on your right, but it's locked.

Another few steps brings you to a doorway cut into the side of the mountain on the right. Make the leap here, and you'll have a choice of going left or right. Either way, you'll end up at a dead end.

Leap back out onto the floating path. You haven't exhausted that trail yet. Make the jump to the next piece of the broken path. Keep jumping all the way down the long tunnel that stretches before you. Cultists have observation points along the way, so beware.

Stay to the right when you get to the big chunk of path. A Cultist is in place here, and there's a Hell Hound as well. Move fast or lose it. Leap up into the



observation area at the end of the tunnel once you've cleaned your opponents out. Or, if you want, you can scour the area for ammo, and then follow the ramps up.

Go along the tunnel you find here, take a right, and go across the bridge. Turn and look out at the buildings.



NOTE

Having trouble stopping before you go plunging to your doom over the sides of the building? Simply take your hands off the keyboard.

You must leap onto the building with the Voodoo Doll, and then up to the next building where the gasoline is. From there you'll jump to a ledge and follow the trail to the left. Cultists try to block your way, so burn them down where they stand (and take care of the Gargoyle that puts in an appearance, as well).

The ledge leads back into the mountain. Follow the tunnel. When it widens, watch for the Hell Hound guarding Tommy Gun rounds and a First-Aid Kit. You'll find two more Gargoyles in a large area where a grey Stone Gargoyle sits on a coffin. Kill them, and look around for the Life Seed until one of them drops. Check around carefully here, because one of the Gargoyles was also carrying the Skull Key you need to open the Skull Door later. But don't worry, the strategy guide offers another way to beat this level as well, if finding the key becomes difficult.

To the left, barely discernible, cut stone steps lead up. Take them. When you reach the top, you'll fight for your life against the flock of Gargoyles tearing from



the buildings in the distance. Run along the ledge until you reach the bridge at the other end.

Getting to the First Secret on this level takes a lot of faith. Walk to the bridge and step over the edge to the left. If all works well, you'll drop to a ledge below. Turn to find a passage into the mountain. Follow the passage to a lake of glowing lava. The trail splits in two, one going high and the other low. The high trail yields nothing. Take the low one and grab all the ammo and the First-Aid Kit here. A teleporter at the end of the trail sends you back to the bridge.



Cross the bridge carefully. You're fired on as you reach the door at the end. Inside the room, a Bloated Butcher assaults you.

A corridor goes on ahead, but on the left you see a skull picture on the wall. Touch it with the **[Spacebar]**. Its jaw unhinges, letting you know it's activated.

Walk to the right of this skull and discover that the area here is now an elevator that takes you down. Don't go down yet, however. Look down the corridor farther to the right to find the Skull Door.

Go back to the bridge area. Here's where you get creative to beat the level. Look down and spot the building where you got the Voodoo Doll earlier. Jump there. Now look at the wall in front of you and jump for the tall rectangle beside the original ledge you used to jump onto the Voodoo Doll building. Inside you'll find the level's Second Secret—Boots of Jumping.

Without using the Boots of Jumping, leap back to the Voodoo Doll building. Look down and drop onto the floating hunk of stone you used for a pathway earlier. Follow it back to the area where you first entered this level. Use the Boots of Jumping to leap up onto the bridge above the chamber you arrived in. *Quickly turn the boots off: You'll need them again to defeat the level!*

In one direction, the bridge ends in nowhere. The other end contains this level's Third Secret—a teleporter pad. Use it and you end up back on the bridge. Look



right at the Super Armor spinning at the end of the spire. Now that you have Boots of Jumping, the Armor can be yours, too. However, you *must* turn off the Boots as quickly as you can. The Super Armor is the level's Fourth Secret.

Jump to the ledge on your right and follow it back down toward the cave where the grey Stone Gargoyle sits on the coffin. Don't enter it.

Stand where you can see the castle area to the right.

Stop at the ledge just before you enter the tunnel where the Gargoyle and coffin are. Save the game before you do anything else. Carefully step over the ledge. If everything works, you'll drop onto the ledge below. The tunnel with the torches lies to your right.

Look toward the big castle area. The lower ledges resemble stairs. Put on your Boots of Jumping and get ready. Leap toward those steps, and find the Life Seed!

When you land at the Life Seed area, note that this is the level's Fifth Secret. Jump up the side toward the castle area using the Boots of Jumping.

Walk past the doors here and take the ledge up and around to a cave area where you find gasoline. You also find a bridge leading back to the circular room. Kill the Cultists inside the building as you cross the bridge. Take weapons and



ammo you can use. Go into the next room, kill the Bloated Butcher, and take those things, as well.

Now cross back over the bridge and go to the castle area again. Use the skull door on the left to get in.

Follow the hallway around. A Gargoyle flies at you from the other end of the room, flanked by Cultists. If you have a Life Leech, it makes dealing with this situation much easier. Kill them, and then walk forward into the room. Search it and turn up a fresh Life Leech, among other weapons.

Walk to the end of the room where you got the Napalm Launcher and use the **[Spacebar]** to touch the mural behind the braziers.

When it lifts, you can access the exit switch hidden there.



THE GANGLION DEPTHS

You warp to a corridor. The carnage ahead looks absolute. When you move out into it, you're sure to add to it.

Cultists come up on you from both sides as you start forward. When they're dead, hop up on the ledges and pick up the ammo there. Your movements activate Gargoyles, who come after you (including a white stone one that's really hard to kill). The Life Leech is probably your best weapon—that and luck. *Do not* fall off the ledge or you'll be trapped.

Once they're dead, go back to the building and enter. Follow the hallway around, passing iron-barred windows and a doorway that keeps a bunch of spiders at bay. A Skull Face to the right of the gate will unlock the gate and let them out. However, common sense says to kill as many of them as you can before you open that gate. The Aerosol Can does a really good job, as does the Shotgun.



When the area is clear, activate the Skull Face and go through. You'll find another Aerosol Can on the other side. Mow down the Cultists who try to stop you. Move into the next room. Another Skull Face on the left opens doors on your right.

Enter the next room cautiously. Cultist snipers are within. A Gargoyle's baleful cries fill the room, as well. Advance to the iron gate. On your right is a Fire Door. On your left is a corridor. Take the corridor.

A Skull Door comes up next on your right. Keep going to the next door. Use the cover provided here to burn down the Cultists; tease the Hell Hounds into view and deal with them, too.

See the Skull Faces on either side of the structure at the other end of the room? Trip them both. A pillar descends in the center of the room and gives you access to the Skull Key. Take it and duck immediately: You've just activated a really treacherous trap. When the flame bursts die down, go back to the Skull Door.

When you open the door here, it's "Zombies on Parade." Stay covered and blast away at them until they're dead. Move into the room. The corridor forks. Go right and pass the Eye Door. You find another door, as well. Go through it.

The new hallway also goes left and right. Go left; it has Shotgun shells you can use. Turn right at the bottom of the steps. Spot the Eye Key on the coffin here. Take it and fall back immediately: A Phantasm and a Zombie attack. When they're down, go up the other stairs and out to the Eye Door.

Walk through the Eye Door into the corridor beyond. Take the steps down. Follow the passage around until you confront the Bloated Butcher. Kill him and keep following the corridor. It winds around the entire room and takes you through another door.

Around the next corner you'll face Hell Hounds. Tossing some TNT around the corner first could really help out. At the end of the room, go left and up the stairs, blasting the Cultist guards there. At the top of the stairs, Choking Hands and Gargoyles attack. Things definitely aren't getting easier.

Enter the area the Choking Hands came from and find some Armor. Go back out into the hallway and turn right. Follow the stairs up and around, killing the Bloated Butcher who waits on the landing ahead. Farther on, you reach a big room where ammo lies around the walls. Take what you can. A pillar in the center of the room conceals a Life Seed.





When you step up onto the platform for the Tommy Gun, the door ahead opens, unleashing a Gargoyle. Kill it and move into the room. Follow the hallway around and into a circular room. Then descend the steps on your right.

Keep following the stairs as they spiral down deeper and deeper. A Phantasm attacks you at the bottom of the steps, followed swiftly by spiders. Hold where you can and fade back when you can't. Whatever you do, keep pumping firepower into your opponents.

This room has a Spider Door, but you don't have the key yet. Go check out other arched doorways. Only coffins. But there's one more doorway. Follow it to find the Spider Key spinning on a table. Remember, though—it seems every time you get your hands on a key, something very wicked happens.

This time, however, everything remains quiet. Go back to the Spider Door and go through. Take up the ammo on the other side and follow the hallway around.

You'll find the Fire Key at the other end. But if you take time to look, you'll also spot the Skull Face on the door frame around you. Trip it. Kill the Cultists inside the hidden room and walk in. The whole room is an elevator. In case you get stuck inside, a Skull Face lets you activate the elevator.

Get on and ride it up to the room with the Fire Door. You need only a couple of seconds to orient yourself. Go through the Fire Door. Kill the Bloated Butcher inside, and then follow the hallway around. Kill the next Bloated Butcher. Continue around until you reach the outside area, where Cultists are gathered.

Hop onto the ledge near the white Stone Gargoyle; push the creature off. Continue to the left and find this level's First Secret on the other side. Don't fall off the ledge, or you'll be trapped. Jump back onto the steps and follow them down into the next building.



Walk along the narrow ledge you find inside and leap through the window before you. Another window to your right holds a Tesla charge and Napalm Launcher, but it's really hard to get to. You can do it, though, if you need the gear. Take care jumping across the ledge, because you may fall.

Turn to your left and follow the passageway up the stairs. A Bloated Butcher tries to block your progress, followed by a Choking Hand. Burn them down and keep going. The stairs take you out to a narrow ledge. Follow it around to the top. If you're fast enough and agile enough, you'll be able to avoid the brunt of the coming Gargoyle attack.

Take the ledge around and follow the steps there until you reach some broken ledges of rock. Walk down them and come out onto a ledge facing a new building.

Ease out only a little, because the bridge in front of you will blow up. Try to take out the Gargoyle hovering over the far entrance (the Napalm Launcher is especially good for this); then put on your Boots of Jumping and make the leap onto the walkway. Actually, you could make this leap without the boots, but the next bridge blows, too.

Jump over, and then kill the Cultists in front of you to reach the exit switch at the other end.





IN THE FLESH

You warp back in to find a cornucopia of strangeness before you—moving walls, weird noises, breathing.

Stay to the right and kill the Gargoyles that come after you. Continue around the ledge until it ends. Then make the jump across to the ledge in front of you. Turn right and pick up the Life Seed there. TNT bundles lie on the left. Walk back the

way you came and drop into the first pit you avoided; you have more life and more ammo now.

Drop into this pit and walk toward the passage. Hell Hounds streak toward you. The passage continues through the next room, but a new passage branches left. Turn and take that passage. Midway through this one you find an elevator on the left that will take you up to the area where you collected the Life Seed. A tunnel leads to the right, as well. Ignore them and keep walking.

The next room has another Hell Hound, more ammo, and the added attraction of Gargoyles that swoop down on you. Blast them and one of the Gargoyles leaves a Life Seed behind.

Turn left and walk into the room with the Voodoo Doll. Gather it, and then go through the passage ahead. More Gargoyles wait here. The next passage takes you into a strange-looking area, and the passage on the right returns you to the first room you entered down here.

Take the passage on the right and walk to the second elevator, where you

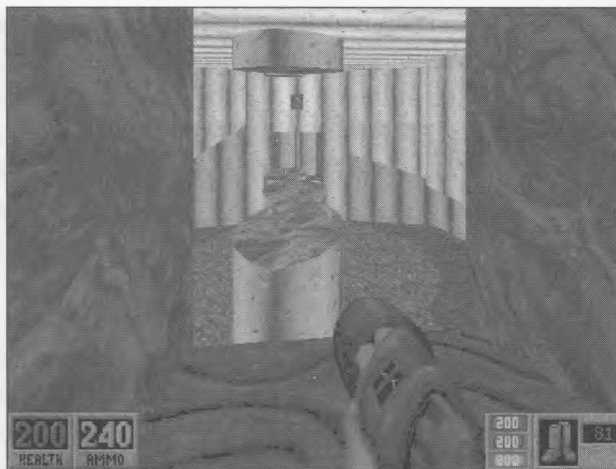




found the Life Seed. Now, turn right and go down slowly, because a number of explosions are about to erupt.

The smoke clears, and a path lies before you. Note the Skull Face above the entrance on that side. The surfaces ahead are inclined and can be difficult to negotiate.

On the middle column, whip out your Shotgun and blast the Skull Face. You must wait a few seconds before anything happens; then the columns blocking the way ahead lift out of your way. Continue.



If you fall into the water, you're in for a swarm of Gill Beasts, infuriating mazes, and a fight of your life with both. If you dropped off the columns, the next paragraphs will get you out.

If you dropped off into the water elsewhere, first swim to the chamber that has the three columns sticking up from it.

Beginning at the pool with the three columns, swim for this area's only exit. Keep weapons ready for the Gill Beasts. You'll come into a pool with one column in it and two passages out. Swim through the passage on the left. Surface and look around. Use the **[Home]** key to look up high on the wall for the Skull Face. Shoot it and the pillar in the middle of the pool will open to reveal a suit of Super Armor, this level's Second Secret.

If you jump on land here, you can collect ammo. Notice a channel to the right of the area where you get the Flare Gun. Swim into it and go to the end. Touch the Skull Face there and a door opens to your left. Turn right at the door to find yourself back in the maze you first explored. A white Stone Gargoyle keeps you company. Make your way back to the column area and go inside.

NOTE



Leap into the entrance under the Skull Face. Two tunnels split off from this one. Take either. They go to the same place. Swim into the channel and touch the Skull Face at the end. A door opens on your left. Follow the passage up. Turn right at the top. A white Stone Gargoyle attacks, so defend yourself and put him down.

When the corridor forks, go left. Inside this open vault area, columns move up and down. Get on one of them and ride up. Leap from one to the next and look around on the walls to find the level's First Secret. Take the ammo here, and then return to the lifting columns.

Make your way back around to the pool with the three columns. Jump in and swim to the chamber that has only one column. When you surface and look around, you discover a wall has opened up. Go inside and walk to the right, following the ledge around into the next chamber. A wall opened up on the other side, as well.

Go into the tunnel here and avoid the first two big blocks as they smash down. Check in the next chamber for the tunnel up on the right wall that holds the exit switch. Of course, the Choking Hands running around here don't make it easy. While you're busy ducking the Choking Hands and the smashing blocks, if you manage to circle the central pillar here, you'll find the Third Secret on this level, a door leading to a Medi-Kit. It only requires a little extra effort, right?

Hit the exit switch and go.

Now for Tchernobog.



THE HALL OF THE EPIPHANY

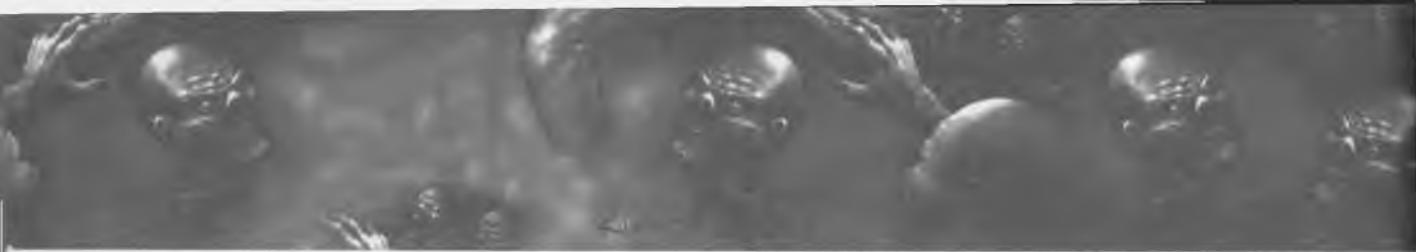
You stand in front of a Great Hall. Collect the gear in the outer courtyard. Then walk inside and collect that gear, as well.

Ready for action? Shoot the big goat's head on the wall. Laughter splits the air. Go left and kill Cheogh in the adjacent hallway. (The Life Leech seems to work best against him.)

After he's dead, enter his chamber and grab the gear there. Now go into the chamber on the right and kill Shial and her minions. (The Napalm Launcher seems to have her number.)

New parts of both chambers open, releasing Cerberus. Kill him. (Use the Tesla Cannon for best results.)





Run into the chambers and grab what you can: It's time for the Main Event. In the area Cerberus came from, a new door has opened. Walk in and look up at the ceiling. When you spot the orange button there, shoot it and a wall will open to your right to give you a Guns Akimbo power-up, this level's First Secret. Once you have it, touch the stone pillar in the center with the **[Spacebar]**. If you want it, a Life Seed lies in the chair Tchernobog comes through.

Blast Tchernobog with everything you've got, until he goes down for the count.

After the smoke clears, you can return to your grave and rot in everlasting torment.





CHAPTER

7

**MULTIPLAYER
MAYHEM**



First, you must declare a multiplayer game friend or foe. If you're going to join friends against a common enemy, take a look at the "Cooperative" section. If you and your friends plan to spend the evening in battle, take a look at the "BloodBath" section.

Either way, you'll all have fun.

COOPERATIVE

If you're going to go in with more than one player, dial up the level intensities, select episode and level, and whether or not you want monsters. For a really tough game, select the Respawn option, which regenerates the monsters you kill. You'll game along in a state of constant siege.

You can have weapons respawn, as well. Map markers show how close to respawning each weapon is. Red means it's going to take a while. Yellow means it's almost there. Green lets you know the weapon is back in position. (Often you can locate an opponent just from where weapons, or items, disappear on the map.) You can select Respawn for items that you pick up, too.

If you've played *Blood* alone, you know having a buddy along to help out would be great, someone to watch your back while you're grabbing things you need.

With the buddy system, it's important that the teammate in the best shape health- and weapons-wise take on the brunt of an attack.

And you may be a dreadnought in armor, with guns out to here, but if you can't figure out a puzzle on your own, you're not going anywhere. Many times, two heads are better than one.

But for the times when those two (or more) heads have no intention of getting along . . .



BLOODBATH

Choose whether you want to face the monsters or just each other, create teams, or gang up on one person.

Blood is multiplayer friendly. Every level is crafted to give the player an intriguing scenario and awesome terrain to kill and kill again. The effects are dazzling, and you have a smorgasbord of lethal weapons at your disposal.

When you play the levels, try to vary your stance. Be aggressive, and then passive. Hammer your opponents when they least expect it, baring your teeth against an onslaught of firepower. After all, you get to live again. Next time, hold back, engage them briefly, and then fade. (But leave a few Proximity Detonators behind as tokens of your affection.)

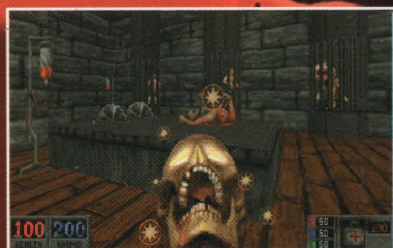
The Proximity Detonators will be some of the best friends you ever had, allowing you to kill more of your friends more often. They work underwater. They float along in streams. They can be left in every secret area you find. And they're murderous to leave on elevators. What more could you want?

Play hard and play to win. Fear and respect aren't just concepts; in *Blood* they're ways of life. Of course, sometimes you have to take a few lives to get your point across.

Do unto them before they do unto you.

U.S. \$19.99
Can. \$27.95
U.K. £15.99

Electronic Entertainment



TEST YOUR **BLOOD** TYPE!

There are whole rivers of bad blood between you and Tchernobog, and the fate of humanity hangs in the balance. Wreak your vengeance and get out alive with *Blood: The Official Strategy Guide*.

- Cold-blooded strategies and tactics for every level**
- Maps splattered with every location you need to know**
- Secret weapons, levels, and other surprises revealed**
- Multiplayer game tips by the bucketful**
- And much more!**

These *Bloody* tips are good to the last drop. Just make sure that drop isn't your own!

Mel Odom is the author of *Leisure Suit Larry: Love for Sail! The Official Strategy Guide*, *I Have No Mouth and I Must Scream: The Official Strategy Guide*, and other Prima electronic game books.

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