PRIMA'S OFFICIAL STRATEGY GUIDE

大刀

DAIKATANA

大刀 EXCLUSIVE
Collectible Daikatana COMIC by TOP COW inside!



PRIMA GAMES

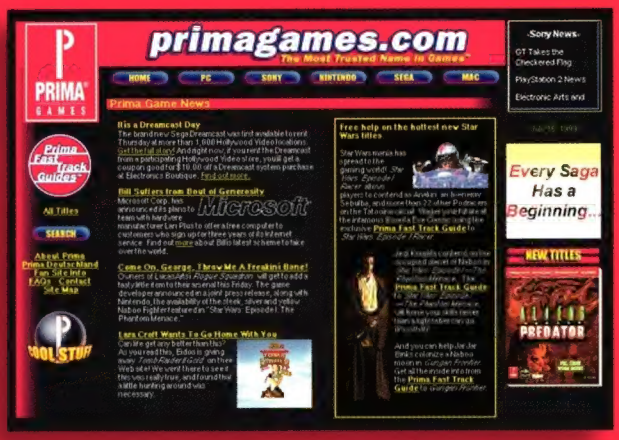
ION STORM

EIDOS INTERACTIVE

TOP COW PRODUCTIONS, INC.

Includes Pin-Up Centerfold of author Stevie "KillCreek" Case

primagames.com







Over 200

Prima Fast Track Guides™

With many more to come—

NEW, FREE, online strategy guides

EVERY WEEK!

Check daily for the latest:

- *News*
- *Interviews*
- *Cheat Codes*
- *And More!*

For the PC, Sony PlayStation, Sega Dreamcast, Nintendo 64, Game Boy, and Mac

PRIMA® GAMES

Prima Fast Track Guides™

We've got strategy covered™

d a i k a t a n a

DAIKATANA™

PRIMA'S OFFICIAL STRATEGY GUIDE

STEVIE "KILLCREEK" CASE

The Prima Games logo is a trademark of Prima Communications, Inc. Prima Publishing® is a registered trademark of Prima Communications, Inc., registered in the U.S. Patent and Trademark Office.

© 2000 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Senior Editor: Richard Dal Porto
Project Editor: Patrick Cunningham
Product Manager: Sara E. Wilson
Associate Product Manager: Renee Middleton
Editorial Assistant: Candace English

Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. ©2000 Eidos Interactive, Inc.
ION STORM, DAIKATANA, HIRO MIYAMOTO, SUPERFLY JOHNSON, MIKIKO EBIHARA names and logo are trademarks of ION Storm, L.P. ©1997-2000 ION Storm. All other trademarks are the property of their perspective owners. All rights reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

Important:
Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-1483-X
Library of Congress Catalog Card Number: 99-70252
Printed in the United States of America
00 01 02 03 GG 10 9 8 7 6 5 4 3 2 1

Prima Games
A Division of Prima Communications, Inc.
3000 Lava Ridge Court
Roseville, CA 95661
(916) 787-7000

www.primagames.com

ACKNOWLEDGMENTS

Stevie Case

This book is dedicated to the hardworking Ion Storm folks who transformed and finished *Daikatana* in impressive fashion. You stuck together and believed in the game under the glare of harsh lights, and your vision has finally been realized. Dedication of that sort is always worthwhile and respectable. Most of all, my eternal appreciation and respect go to John Romero. There are no words for the happiness you have brought into my life. Your passion for games and life made *Daikatana* possible and has left an indelible mark on your friends and family.

Prima Games

Thanks to: Chip Blundell, James Poole, Clayton Palma, Colby McCracken, and the Eidos crew
Mike Breslin, Robb Legg, Chad Barron, Jennifer Emert, and everyone at Ion Storm
Alvin Coats, Peter Steigerwald, and the Top Cow production team
Special thanks to John Romero

CONTENTS

Foreword 02
The Story 03
Menu System 06
Interface 07
Single-Player Game Strategies 07
Hiro, Miko, and Superfly 08
Controlling the Sidekicks 10
Enemies and Nonplayer Characters 12
Weapons, Items, and Powerups 29
Episode One: Kyoto, Japan 2455 C.E.
E1M1: Marsh 38
E1M2: Sewer System 45
E1M3: Solitary 50
E1M4: Crematorium 57
E1M5: Processing 64
E1M6: Icelab 68
E1M7: Vault 73
Episode Two: Ancient Greece 1200 B.C.E
E2M1: Lemnos Isle 79
E2M2: Catacomb 84
E2M3: Athens 89
E2M4: Acropolis 94
E2M5: Lair of Medusa 103
Episode Three: Norway, Dark Ages 560 C.E.
E3M1: Plague Village 111
E3M2: Passage 117
E3M3: Dungeon 121
E3M4: Wyndrax Tower 128
E3M5: Crypt of Nharre 133
E3M6: Gharroth's Throne 136
Episode Four: San Francisco 2030 C.E.
E4M1: Alcatraz 141
E4M2: Beneath the Rock 147
E4M3: Tower of Crime 152
E4M4: Mishima Labs 158
E4M5: Mishima's Hideout 165
E4M6: SEAL Training Center 169
Multiplayer Modes and Strategies 175
Cheats and Tweaking the Game 179
Daikatana Level Design 181
Interview with John Romero 187

For complete index, point your web browser to primagames.com

DAIKATANA

The Basics

FOREWORD



The *Daikatana* team gathers in the game room toward the end of the project.

Some might say *Daikatana* was a long time in the making. Begun in April of 1997, it was thrust into the gaming spotlight in its infancy. Nearly three years later, *Daikatana* at last has been released to gamers around the world.

Game designers pursued the admirable goal of creating four games in one. Comprising four time periods, each with a unique feel and look, the diversity of John Romero's creation defies comparison within its genre.

Explore the story's depths through the eyes of Hiro Miyamoto, the unyielding, strong-minded descendant of a legendary weapons forger. Team with Mikiko Ebihara and Superfly Johnson, also scorned by the evil Mishima empire, to right the wrongs of history.

Join the epic battle of good and evil—the struggle for the daikatana.



An early conceptual rendering of *Daikatana*'s main characters.

THE STORY



In a solemn, dimly lit temple, Inshiro Miyamoto, the wise and skilled official weapons forger to the Mishima shogunate, unsheaths a glistening, newly minted katana. His wide-eyed son of 16 seasons, Usagi Miyamoto, looks on silently. Holding the katana in the flickering candlelight, Inshiro foretells that his will be the last of the official weapon forgers. Usagi vows to bring honor to his father by creating the most powerful sword of all time.

In the years that follow, Shogun Mishima rules with an iron fist and a bloody sword. As foretold, Usagi Miyamoto takes his father's place as official weapons forger. The merciless shogun then demands that Usagi create for him a weapon powerful enough to crush the Ebihara Clan, a growing league of farmers, artisans, and warriors dedicated to overthrowing the brutal Mishima regime.



Usagi Miyamoto, swordmaster and official weapons forger to the Mishima empire.

Unknown to the greedy shogun, Usagi Miyamoto has spent 15 seasons roaming the world in a quest for materials to create the sword he'd vowed in his youth to create. From sources as varied as Haitian voodoo priests, dark Celtic sects, and Malaysian dream tribes, Usagi has acquired a vast store of mystical secrets.

Usagi realizes that in the great daikatana of his making, he's forged not only a time-travel device, but the ultimate weapon of universal destruction. He has no desire to aid the bloody Mishima empire, however, and so Usagi offers the weapon to Mishima's nemesis, Inshiro Ebihara.

After completing the transaction, Usagi travels to his family's sacred temple and bows before the candle-scarred altar. As he asks for guidance from his father's spirit, three ominous figures interrupt his ceremonial prayer—members of the shogunate's Imperial Guard. They demand Usagi deliver the daikatana into the Mishimas' royal hands immediately. Bravely, Usagi refuses. Blood flows in the temple, and when all is done, only Usagi remains standing.

Inshiro finds great power in the sword, and believes it a precious gift from a divine source. War rages between the evil Mishimas and the gallant Ebiharas. Slowly, Mishima loses his grip on the empire. In the final battle atop Mount Fujiya, Inshiro wields the daikatana with the grace of a true master, and decimates thousands of Mishima's minions.



Inshiro Ebihara single-handedly destroys Mishima's forces and returns Japan to a kinder ruling family.

The only surviving warrior, Inshiro Ebihara, stands atop the mountain in the midst of a violent thunderstorm. He understands that he must thrust this mighty weapon into the boiling mouth of the volcano to keep it forever beyond the grasp of the maniacal Mishimas. As dawn unfurls ribbons of red and gold across the sky, Inshiro Ebihara raises the daikatana toward the rising sun and gazes at the gleaming blade.

Driven by his knowledge of the sword's power, Inshiro closes his eyes and drops the magnificent weapon into the molten rock below. Shogun Mishima, now without military support, sees the revolutionary tide of the Ebihara Clan drown his corrupt and violent regime. As Japan settles into the peaceful and unified Tokugawa era, the Ebihara Clan becomes one of the most benevolent yet powerful ruling classes in history.



Inshiro examines the mighty daikatana.



Dr. Toshiro Ebihara explains to Hiro his quest to locate the fabled daikatana.



Kage Mishima's ninjas attack the feeble Dr. Ebihara.



Once-beautiful Kyoto now stands as a dirty, industrial testament to the evil rule of Kage Mishima.

As the seasons pass, the tale of the mystical daikatana grows into legend. Now, in 2455 C.E. (common era), centuries after the legendary battle at Mount Fujiya, a new chapter in the daikatana's history begins.

Dr. Toshiro Ebihara, descendant of the noble warrior Inshiro, has undertaken a mission to recover the daikatana from the cooled interior of the now-dormant volcano. Deep in the dark, serpentine network of caverns, Ebihara and his team of archaeologists, geologists, and physicists search diligently for the legendary sword.

Dr. Ebihara is the great-grandson of Tatsuo Ebihara, who discovered the cure for the dreaded Mutagenic Marburg-Pox filovirus in 2030 C.E. Toshiro has devoted most of his life to recovering the fabled sword, despite the scorn of the scientific community. Dr. Ebihara seeks to restore the sword to his family's altar as tribute to its noble legacy, and to probe the sword in hope of uncovering its mighty time-travel properties.

Despite a renewed threat of volcanic eruption, Ebihara's team unearths the daikatana, perfectly preserved in the hardened lava. EarthShock machines pry the weapon from the cave walls. The sealed daikatana is delivered safely to the Ebihara Scientific Research Center in Tokyo. In his vast, sleek laboratory, Dr. Toshiro Ebihara and his associates bask in the brilliance of the unsheathed sword. The assembled group stands solemnly before the glowing daikatana encased in liquid stasis and connected to a massive bank of computer screens and terminals.

Violent past and sterile future merge for a brief moment. The daikatana's foremost power is revealed as the stasis tube's tiny cybernetic fingers activate its time-travel secret. Suddenly, the bank of machinery is swept into a liquid tornado that emanates from the singing blade.

With a deafening crash, the lab door falls to the floor. Kage Mishima and his gun-toting henchmen burst in, throwing Dr. Ebihara against the far wall. The descendant of Shogun Mishima peers into the stasis tube at the glowing daikatana.

"But ... how did you *know*?" whispers the trembling Toshiro. "How did you know?"

Kage glares at Toshiro, filled with hatred for the man who represents the destruction of the Mishima empire.

"There's no time to talk, old man. There's only time to correct the flaws of our past, and return honor to my family's name."

Kage tosses Toshiro to the ground as his henchmen shatter the stasis tube and grab the mighty weapon. Since childhood, Kage has lived only for the day when his family name and crest will be restored to their proper place in history. With the daikatana in hand, he declares that his goal is to rebuild a 16th-century monarchy into a 25th-century global empire, with himself as emperor.

As Mishima and his men disappear into the night, Dr. Ebihara realizes the gravity of the situation. Kage makes quick use of the daikatana's powers. He travels back in time to modify history, and life in Dr. Ebihara's present changes rapidly.



Kage Mishima revels in his new-found power.



Mikiko trains to regain the empire.



Hiro's dojo attracts a desperate Toshiro Ebihara.



Hiro displays the skilled swordsmanship of his forefathers.

Things are no longer as they were once destined to be. As Toshiro Ebihara well knows, the Mutagenic Marburg-Pox filovirus, or MMP, first cropped up at the end of the second millennium C.E. Terrorists introduced this far-deadlier strain of the existing Marburg virus to the West by combining it with an ultra-infectious form of smallpox. The resulting pandemic wiped out nearly two-thirds of the earth's inhabitants. Toshiro's great-grandfather, Tatsuo, discovered the cure for the horrible disease in 2030 C.E., healing millions and bringing great prosperity to the Ebihara clan.

With the daikatana in his evil hands, Kage claims not only that the *Mishima* family found the cure for MMP, but he travels back through time to steal the discovery from Tatsuo and make it his own.

Kage's alterations to history engender a grave imbalance of power in modern Japan. The wealth and power rightfully Toshiro's now rest in the young Kage's hands.

By manipulating the daikatana, Kage establishes a new Mishima empire. Toshiro finds himself infected with MMP, with no hope of a cure from Kage's new regime. The weakened Toshiro looks to his daughter to reclaim the magical sword.

It's obvious that Mikiko Ebihara can only be Dr Ebihara's daughter. Fierce and resolute, she behaves as one born to royalty, yet her earthy attitude highlights her strength of character. Toshiro has trained Mikiko from birth how to wield the daikatana to ensure her natural power. Mikiko must put all her training to use now against Kage's empire to recapture what belongs by right to the Ebihara family.

With high hopes, Toshiro sends Mikiko to follow Kage and win back the stolen weapon, but he panics when she does not return for several days. Desperate, Toshiro makes his way to the dojo of Hiro Miyamoto, descendant of daikatana forger Usagi Miyamoto, to seek help.

Hiro stands as a physical manifestation of all the traits that made the Miyamoto name legend: Wise, patient—and deadly. Hiro is an expert in physics, Japanese history, and warfare—a true Renaissance man.

Toshiro feverishly tells all to Hiro. The Mishima family thrives on its stolen achievements, from the discovery of the MMP cure in the 21st century to Japan's mechanization in the 25th. In hushed tones, Toshiro explains that Japan's current emperor, Kage Mishima, is an evil fraud who wields the Miyamoto family's daikatana.

A skeptical Hiro at first resists Toshiro's pleas and remains skeptical of his improbable story. But Toshiro begs Hiro to save his daughter Mikiko from certain death in Mishima's fortress. As they talk, Kage's men move in from the alley. Then, without warning, Mishima's three ninja assassins leap from their rooftop perches and attack. Instinctively, Hiro unsheathes his sword to defend himself and the old man.



Hiro makes quick work of the three assassins, only to find the wounded Toshiro lying on the ground.

"There's nothing you can do for me, Hiro ... find my daughter ... and the daikatana ...," Toshiro gasps. "When the Death Collectors come to get my body ... steal away inside the coffin. It will get you inside Mishima's fortress. The rest is up to you ...."

Hiro reaches down to comfort Toshiro as the old man's life force fades. With his final breath Toshiro whispers, "You are of the bloodline, Hiro. I know you will do the right thing ...."

Hiro knows he must set things right and reclaim the daikatana from deep within Emperor Mishima's impenetrable pagoda fortress. He must return to the time before Mishima took control of the sword. As he stares toward the dark horizon, Hiro Miyamoto grits his teeth and prepares for an adventure that will shatter the boundaries of time and space.

Thus, the quest for the daikatana begins.

MENU SYSTEM



Daikatana has few submenus. You can access most from the main game menu by clicking buttons on the right side of the screen.

Single Player: Set the game's skill level from this menu. Easy is just that; Hard can be a nightmare!

Multiplayer: Configure your character for multiplay, select multiplayer game type, find Internet servers, or even start your own server from this menu.

Load Game: Choose this to view a list of all the saved games in memory. Select a game to start where you last saved.

Save Game: You can save games from this menu, but only if you have a Save Gem in inventory. The number of Save Gems you can carry depends on game difficulty level. At Easy, you can carry five gems, at Medium, three, and at Hard, only one.

Sound: Configure your sound, music, and cinematic volume levels from this menu.

Video: You can configure the game to run on your video card from this menu, as well as modify and reduce detail settings to make the game run faster on your machine.

Mouse: Change your mouse settings, including separate x and y sensitivity, in this menu. Configure your mouse buttons so they're comfortable. Consider placing oft-used commands, such as Attack and Use, to mouse buttons.

Keyboard: Configure your key bindings here. Bind all movement keys along with the sidekick control keys (found at the bottom of the list).

Joystick: If you'll be using one, set up your joystick in this menu.

Options: Modify your crosshairs or status bar visibility and set game variables such as autotargeting from this menu. (Turning on "always run" is recommended.)

Config: Select a configuration file from the list.

Credits: Run the game credits.

Resume: Click this to return to the game in progress.

Quit: Select this button to exit *Daikatana*.

THE INTERFACE



From within the game, you may choose to display several status bars at once or none at all. In the Keyboard menu, bind keys to scale screen size up and down. At full-screen, the main status bar is displayed at the bottom, weapon status on the right, and skill status on the left. Size down once, and only the main status bar remains visible. Size down one more time, and no status bars will show.

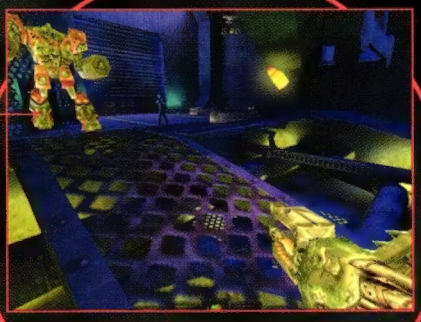
Sidekick status bars become visible only when a sidekick joins you in the game and is within a limited range. (For information on sidekick interaction, refer to "Hiro, Mikiko, and Superfly.")

SINGLE-PLAYER GAMEPLAY STRATEGIES

Although *Daikatana* is similar in gameplay to other games in its genre, it has its share of new skills to master. As you play, keep the following simple suggestions in mind, and employ them whenever you can.

ALWAYS PROCEED WITH CAUTION

Although it's filled with puzzles and opportunities to explore, *Daikatana* is a shooter at its core. Throughout the game, you'll confront throngs of evil creatures from every quarter. Moving slowly allows you to face smaller groups of monsters rather than entire hordes. Peek around corners before turning, walk instead of running, and move backward instead of forward to escape attackers. Moving away from an oncoming barrage is safer than the kamikaze approach.



Hiro creeps slowly toward the onslaught.

USE THE MOUSE, STRAFE, AND KEEP MOVING TO AVOID TAKING DAMAGE

Bouncing and strafing from side to side away from your enemy will help you avoid attacks. The more you move, the harder it is for your foe to keep up with you. As you move, keep your target in view to avoid unexpected attacks.

USE THE ENVIRONMENT TO YOUR ADVANTAGE

Keeping to higher ground will give you the advantage against most evil beasts. Stay above your nemeses for better views of the battles and to attack from strategically superior locations.



Take the high ground against these creatures to gain the upper hand.

NEVER TURN YOUR BACK ON THE BEASTS

The beasts of *Daikatana* are intelligent. Don't expect them to let you turn tail and run. These horrid creatures will almost always hunt you down for a battle to the death. Never assume you can run somewhere safe. It's always best to battle a monster where it stands, and then move on to the next.



A doombat chases Hiro into a cave.

HIRO, MIKIKO, AND SUPERFLY

Hiro, Mikiko, and Superfly band together to destroy the evil Mishima empire. Each has private motivations, but the group forms a bond that won't soon be broken. They must trust each other implicitly and rely on the others' strengths to make up for individual weaknesses. Only then will they achieve victory and return the world to its intended destiny.



A desire for retribution against the Mishima Empire brings this team together.

HIRO



The calm hero at home in his dojo.

Descended from the last official weapons forger to the shogunate, Hiro Miyamoto leads a quiet life as dojo owner and trainer of children in the art of sword fighting. Strong and silent, he's an exceptionally skilled fighter. You'll see through Hiro's eyes as he fights his way back through the time stream to the daikatana, and then home again to 2455 C.E.

Hiro relies heavily on Mikiko and Superfly, the two freedom fighters who befriend him on his journey. He's a determined soul, ready to take on an empire to regain all the world has yet to discover it's lost.



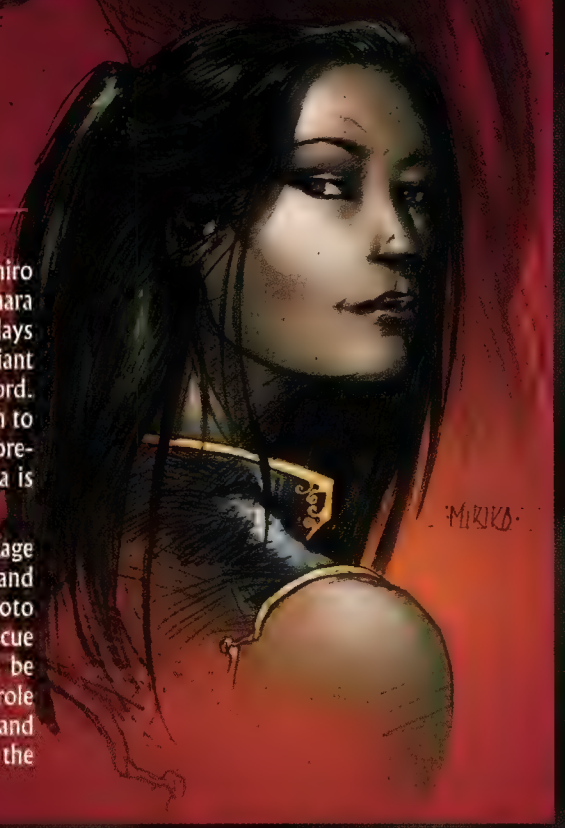
MIKIKO



Mikiko is as powerful is she is beautiful.

The beautiful daughter of Toshiro Ebihara and heir to the Ebihara dynasty, the kind Mikiko displays an aura of royalty. She's brilliant and highly skilled with a sword. Trained by her father from birth to wield the daikatana, she is prepared for the day the daikatana is found.

At the beginning of the game, Kage Mishima kidnaps Mikiko and imprisons her in his Kyoto fortress. It's up to Hiro to rescue her, but his favor will quickly be repaid: Mikiko will play a vital role in recapturing the daikatana and reestablishing the honor of the Ebihara family name.



SUPERFLY



Superfly is a massive man—all muscle, utterly overpowering. Formerly Mishima's chief of security, Superfly spoke out against Mishima's torture of prisoners and received a death sentence for this "insubordination." After Hiro finds and frees him from Mishima's fortress prison, Superfly desires only to exact revenge on Kage Mishima. He serves as friend and confidante to Hiro, and eventually to Mikiko. With Superfly's help, they can avenge Kage's evil deeds and set history straight.



Superfly hopes to avenge his imprisonment and make Mishima pay for his crimes.

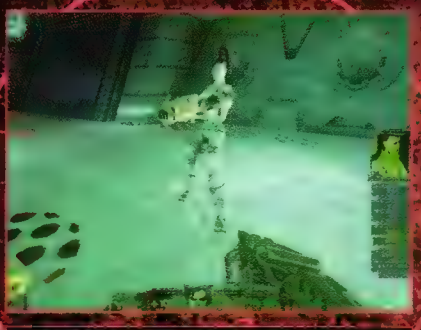
CONTROLLING THE SIDEKICKS

Before you try to control the sidekicks, make sure you've bound a key to each function in the Keyboard menu.

First, go to the main menu and click on the Keyboard button on the right. At the bottom of the key assignment list, you'll find commands for swapping sidekicks, selecting the next or previous command, and applying a sidekick command. Bind a convenient key to each function and you're set to work with sidekicks. (Try to select four keys near each other in the same row.)

Mikiko and Superfly come and go at different points in the game. Sometimes this separation is voluntary, and sometimes the team is divided by accident. Use your companions to your advantage, but protect them, too: if one dies, the game ends.

Superfly and Mikiko are excellent sources of information and firepower in your battle to recapture the daikatana. You can't get past certain points in the game without your two friends. Their control menus are active only when they're nearby, and any sidekick traveling with you must be in range before you can complete a level: don't leave your companions too far behind, or you'll be trapped!



As Mikiko approaches, her interface menu appears on the right side of the screen.

Manage your team's resources judiciously. If Mikiko and Superfly get low on health or ammo during a battle, they'll flee to safety and return only when the enemies are gone. They're of little use to Hiro this way.



SIDEKICK COMMANDS

You may issue five commands to Mikiko and Superfly.



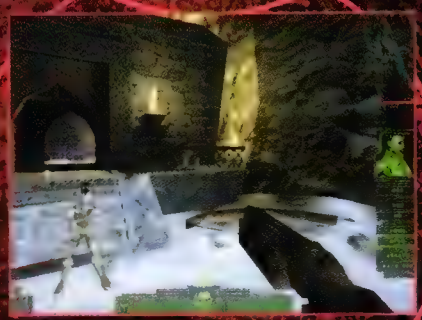
Hiro commands Mikiko to pick up some health in the Catacombs.

GET

Your sidekicks will pick up items only occasionally, leaving plenty of goods for you to gather. However, as Hiro, you're in control of dividing the wealth.

To tell a sidekick to pick up an item, first bring up the menu using either the Command Next or Previous key. Use the Select Sidekick key to control Superfly or Mikiko. Now use the Command Next key to scroll through the list of commands; highlight Get in the menu. Point your crosshair at the item you want your friend to pick up, and then press the Command Apply key. The sidekick will go to the item quickly and pick it up.

This command comes in handy when Mikiko and Superfly need health or ammo later in the game. They'll almost always leave health for Hiro, but if they're really hurting, simply tell them to get it themselves.



Hiro recommends Mikiko stay back from the action ahead.

COME/STAY

These two commands allow you to control Mikiko and Superfly's movement through the world. The Stay command forces the sidekick to stay put until told otherwise.

Although this command is useful in some situations, it also can cause problems. Any sidekick traveling with you must be close by for you to finish a level, so make sure you don't leave either behind too long. The Come command brings your sidekicks quickly to Hiro's location from wherever they are.



Hiro puts Superfly into Attack mode so he'll aid in the battle to escape Mishima's fortress.

ATTACK/BACK OFF

These commands set Superfly and Mikiko's current mode. The Attack command puts the sidekick in Attack mode: your friend will attack every enemy encountered, even when standing still under the Stay command.

If you tell them to Back Off, Mikiko and Superfly will refrain from attacking in all situations until you command them to Attack again. Use Back Off when a team member is low on health or ammo, and you wish to conserve their resources for a later battle.

ENEMIES AND NONPLAYER CHARACTERS

EPISODE ONE, KYOTO, JAPAN, 2455 C.E.



Dirty and industrial, this incarnation of 2455 Japan is no longer the beautiful place it was before Kage Mishima gained control of the daikatana.

Most of the creatures Hiro faces here are robotic. Mishima's mechanized army fills the Mishima Industries fortress and surrounding swamp. Hiro must blast them into scrap metal as he battles his way into the most guarded areas of Mishima's fortress to regain the daikatana.

CREATURES FIRST APPEARING IN THE MARSH



FROGINATOR

The RoboCo Lethallick Froginator II defends Mishima's fortress with its venomous tongue and, from a distance, its lethal spit attack. These little jumpers are fast, leaping onto your skull to start licking the moment they spot you. If they track you down, bust them open with your Disruptor Glove.



PROTOPOD

The RoboCo SlaughterSkeet Protopod is a complex mechanical RoboSkeet egg sac. Get too close to the Protopod, and it will hatch a new RoboSkeet; melt it down from a distance.

When the ThunderSkeet dies, every Protopod on the level hatches a new RoboSkeet. Watch out for the swarm.



ROBOSKEET

The RoboCo SlaughterSkeet III was designed to be Mishima Industries' primary air defense system. These huge cyber-mosquitoes can sting you to death. Once it sights you, the RoboSkeet will bear down on your location, hover overhead, and then sting repeatedly.

To avoid being trapped by a nasty RoboSkeet, keep your eyes on it as you run backward firing a distance weapon such as the Ion Blaster. If a RoboSkeet traps you against the rocks, pull out your Disruptor Glove and give it a beating.



ROBOCROX

Mishima's robotic swamp crocodile lurks in the dank Marsh awaiting its victims. It packs a deadly robotic bite and will chase its prey through the Marsh if awakened.

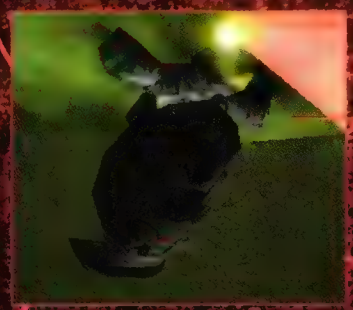
Each bite does big damage, so destroy this massive meat-eating machine from the bank of a sludge pool with a ranged weapon before jumping in. In the Marsh, your only option is the Ion Blaster, from a distance; just don't discharge it in liquid.



ROCKGAT

This deadly rock turret sits camouflaged among the stones. When an intruder approaches, the RockGat extends vertically and zeroes in on its targets, hailing bullets on any enemy in range. After eliminating or frightening off the intruder, the RockGat retracts back among the rocks.

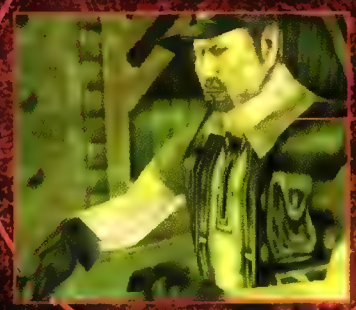
To destroy the RockGat, locate the power conduit running to a nearby power box (recognizable by the small red light on the front). Then shoot the box until it explodes.



CAMBOT

This floating security 'bot patrols restricted areas. The RoboCo Cambot employs a yellow searchlight to locate intruders. When it does, the searchlight turns red and an alarm sounds to alert nearby forces to the enemy's presence.

The Cambot moves slowly and can't attack, but attracting its attention can bring on swarms of forces. Stay out of the Cambot's view and sneak away to safety.



MISHIMA WORKERS

You can find Mishima Industries' cannon fodder virtually anywhere on the grounds and in the fortress. These defenseless workers perform all sorts of menial tasks. They cower in fear or run for their lives at the sight of an enemy. Take them out or spare them, as you wish.



THUNDERSKEET

This hulking chunk of robotic machinery protects its "roboyoung"—present in the Protopods that lie in its dark lair—with maternal ferocity. As it hovers overhead, its stinger launches a sizzling stream of poison juices. When killed, she explodes in a shower of gibs and provides some hidden treats. At her death, every Protopod on the level hatches, releasing a huge swarm of angry RoboSkeets out for revenge.

Creatures First Appearing in the Sewer

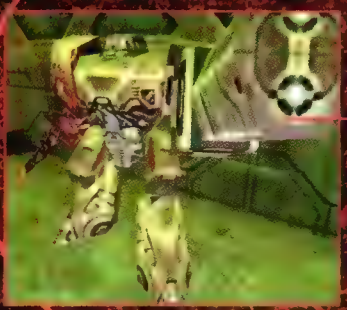


SLUDGE MINION

This towering robotic menace's primary function is to collect and remove sludge lumps from the sewer. When threatened, it's quick to hurl the lumps.

A warning alarm sounds just before the Sludge Minion attacks. Stay back, strafe left and right, and aim your most powerful weapon. A few C4 blasts will take it down.

Creatures First Appearing in Solitary



INMATER

The RoboCo Inmater patrols Mishima's fortress prison to ensure that all prisoners follow the rules or suffer the consequences of flouting them. Often it randomly opens a cell and activates its arm drill to gib a prisoner.

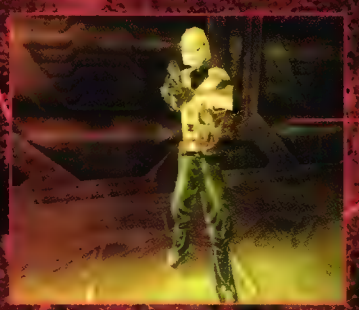
The Inmater is a dangerous element of the prison defense system. It employs quick laser blasts to take out enemies from a distance. If you get close, it will turn its drill on you and nonchalantly tear the organs out of your body. This huge robotic creature can destroy several humans at once. Attack it from behind a distant pillar.



LASERGAT

RoboCo LaserGats shoot intense laser bursts at all enemies from a stationary point on the ceiling, rotating 360 degrees to attack intruders in any direction. The rapid-fire lasers can do extensive damage.

Approach LaserGats with caution and try to take them out from a distance before you get within attack range.



MISHIMA GUARD

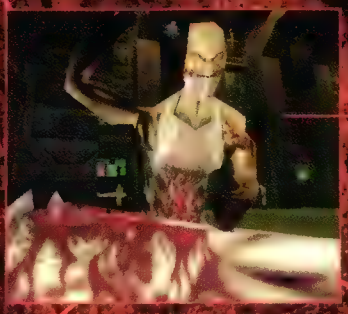
You'll find Mishima's basic human defense units throughout most interior areas of the fortress. Their pistols fire endless streams of bullets at all targets. Guards rarely patrol alone; if you encounter one, be on the lookout for others.

Guards aren't as durable as their robotic counterparts. Any decent weapon can melt them quickly into a pile of gibs.



PRISONERS

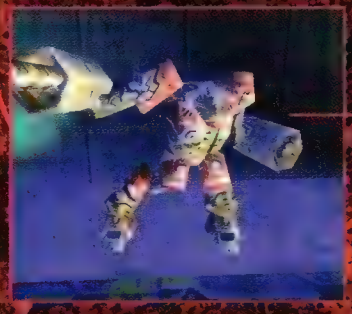
After years of torture and abuse at the hands of Mishima's minions, the Prisoners shamble around their cells, mumbling incoherently. They're so detached from reality, even freeing them from their cells won't bring them around. These unfortunate souls won't hurt you. Just don't let them get in your way.



SURGEONS

Among Mishima's most evil minions, these humans work in the prison devising new methods of inflicting pain. Without their robotic counterparts, they're defenseless. Take out these sadistic, scalpel-wielding beings to prevent future prisoner torture ... or just let them go about their cruel work.

Creatures First Appearing in the Crematorium



RAGEMASTER

The menacing RoboCo Ragemaster 5000 keeps its giant hammer "fists" primed to inflict a beating on any intruder. The mechanical beast's lack of agility gives you your only advantage. It moves slowly, but if it catches you, it will deal a crushing blow. Your best defense is to *run*. Gib it from a distance as it pursues you.

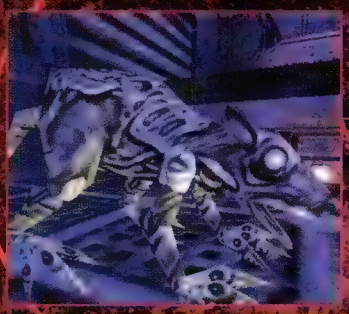
Creatures First Appearing in Processing



DEATHSPHERE

This heavy floating defense droid seeks enemies and takes them down with a shower of lasers. The RoboCo Deathsphere moves fairly slowly but can attack from long distance for big damage. This robotic floater is one of the most effective defense systems in Mishima's fortress.

You can't run from this one. Duck behind pillars and other objects, peeking out only to sneak off a shot at the massive machine.



VENOMVERMIN

The RoboCo Venomvermin XP5 kills with a poisonous bite and mounted rocket launcher. This large robotic rat uses agility and speed to outmaneuver enemies. A nasty "rat scream" alerts you to its presence in dark areas: expect a rocket to fly at you immediately after the scream.

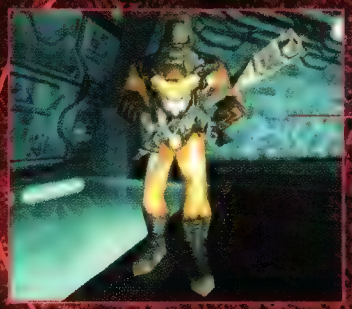
If it gets close to an enemy, the Venomvermin unleashes a poisonous bite that depletes your hit points in seconds. If you're near death, find some health immediately. It takes a powerful weapon such as the Sidewinder to take out this fast, lethal threat.

CREATURES FIRST APPEARING IN THE ICELAB



BATTLE BOAR

This four-wheeled robotic swine smacks intruders with a barrage of rockets and machine-gun fire. The RoboCo Battle Boar's biggest advantage is its speed. It tears through the fortress corridors, usually forcing you to shatter it from close range. Pull out a good close-range weapon that won't hurt you—the Disruptor Glove or Ion Blaster, for example. Just don't use the Sidewinder, or you'll take damage yourself.

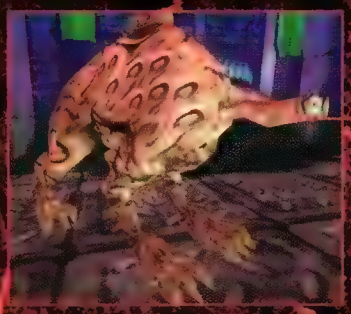


CRYOTECH

The RoboCo Cryotech spends most of his time encased in a protective safety suit. Using a hose attached to a large nitrogel canister on his back, the 'Tech sprays the super-computers with cooling N-gel. Don't bother these hostile workers, or *you'll* be supercooled, as well: N-gel is painful and damaging.

Their suits limit their motion and slow them down, but don't get complacent. Blast them from a distance before you get in range of their spray.

Creatures First Appearing in the Vault



Psyclaw

The Psyclaw guards the Daikatana in the innermost chamber of Mishima's fortress. This creature resembles a large brain with four lion legs, a tail, and two long eyes poking out of its head.

The Psyclaw disables its prey using both physical and mental attacks. Its sharp claws can be lethal, and its brain-disruption waves temporarily cloud both your vision and thought processes. Take this creature down with your more powerful weapons to lower the force field around the Daikatana.



Brains

Brains control the defense systems in the vault that holds the Daikatana at the top of Kage Mishima's fortress. These nasty little beings are helpless outside their glass cases and without their defense systems. To kill a Brain, you must destroy its protective glass case. Its death disables the specific security system it controls. Killing all three small Brains allows you access to the big Brain. When you smash the big Brain, the Psyclaws are released.

Episode Two, Ancient Greece, 1200 B.C.E.

The stuff of legend comes to life in Ancient Greece, where giant spiders, three-headed dogs, and winged women roam free.

The weapons may be primitive, but the attacks are deadly, all the same. Many of these creatures must battle at close range to dominate enemies.

Creatures First Appearing on Lemnos Isle



Spider

Spiders are either massive or tiny. Both sizes inflict a poisonous bite. Small spiders move too quickly to outrun. Slash them at close range with your Discus. The large spider is more lumbering and is easy to escape. Back away from it and take it down with a Discus, Trident, or Venomous. Beware, these nasty creatures are known to leap and attack without notice. Be ready to dash out of the way when they're around.



SKELETON

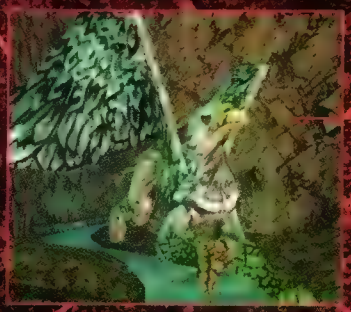
This sword-swinging undead soldier is on a mission to destroy any who dare disturb it. You'll encounter this quick, deadly enemy in interior and outdoor locations throughout Greece. Flee if you can, but never turn your back, or you risk finding a sword buried in it. Keep your distance and take the Skeleton down with your Discus or other long-distance weapon. Whatever you do, don't let it get near you. Its sword is exceptionally deadly.



FERRYMAN

You'll find Charon the Ferryman on Lemnos Isle. He'll offer to take you across the Aegean Sea. He drops you off on the bank and quickly disappears. This mythical being is essential to your progress in Ancient Greece.

Creatures First Appearing in the Catacombs



GRIFFON

This ferocious flying beast is half lion, half eagle. With its vast wingspan, it can't help but intimidate its targets as it swoops to attack. But the Griffon has no ranged attack; it can only bite and claw its prey. Keep your distance from the awful beast and run backward as you attack. Occasionally it will descend to approach quickly from across the ground. If you can find a small cave the beast can't fit into, duck inside and snipe from afar. Beware, the Griffon is so large it can trap you easily against the rocks.



THIEF

These sneaky little men lurk around corners and in dimly lit rooms. Thieves have both a distance attack and a melee jab. From a distance, the Thief tosses knives at his targets with painful accuracy. In close combat, the Thief uses a knife to stab opponents in the ribs. These evil creatures move rapidly. Defend from a distance—from behind obstacles, when possible.

Creatures First Appearing in Athens



Caryatid

Caryatids appear to be carved marble column supports. But when you approach, a Caryatid will break out of its pose and attack with its massive sword.

The most effective defense against a Caryatid is to back away and attack as you flee. Beware, Caryatids rarely appear one at a time, and you can kill a Caryatid only with the Hades Hammer!



Centurion

These angry attackers toss spears at their targets from a distance. Watch for this ranged attack and strafe to avoid being hit. At closer range, Centurions stab their enemies repeatedly with a piercing spear.

Centurions are quick and deadly, so take them out fast with a ranged attack. Don't try to flee unless you can keep your eyes on the Centurion as you do.

Creatures First Appearing on the Acropolis



Cerberus

This nasty three-headed hell dog attacks with a ferocious bite. Each of his three heads can attack simultaneously, making for one lethal beast. He behaves like you would expect of a dog, hoping and jumping with teeth ready to gnash at your flesh and bones. Cerberus is exceptionally agile and aggressive. Stay away from his mouths at all costs and shatter him from a distance.



Satyr

The Satyr is a horrid half-man, half-goat amalgamation with horns and powerful legs and sharp hooves. This creature moves much like a human, but can unleash a deadly punch without warning. It's resilient and quick, so don't allow this beast to corner you. Run backward as you attack it with your disc.

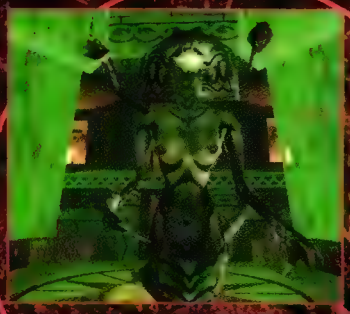


Harpy

This beautiful winged creature has the feet of an eagle and the body of a human woman. It attacks its enemies with coarse arrows it shoots from its huge bow.

Use a fast-firing weapon such as the Discus against the Harpy. (The speed of the Discus attack makes aiming somewhat easier.) You must keep moving to avoid its arrows as you attack.

Creatures First Appearing in the Lair of Medusa



Medusa

The "hair" on the head of this large, snake-like creature is made up of smaller snakes. Medusa's evil gaze can turn any mortal being to stone. In its lair, you'll find the petrified bodies of countless creatures—your companion Superfly among them.

Once Medusa's eyes turn red, you have only a moment to turn away. If you look into its petrifying gaze you'll turn to stone and the game will end. Although Medusa remains stationary, it can deploy a venomous spit attack from a distance.

After you kill Medusa, the stone creatures in the lair return to life. Then, with the newly unpetrified Superfly, you must kill every last one of them.

Episode Three. Norway, Dark Ages. 560 C.E.

An abundance of disgusting creatures awaits you in this magical realm. You'll trek through King Gharroth's plague-ridden domain on a quest to power up the Daikatana and return home. As you strive toward your goal, plague victims, rats, and mages do their best to kill you. Each fight yields magical objects and, ultimately, the power to defeat the strongest of kings.

Creatures First Appearing in the Plague Village



Buboid

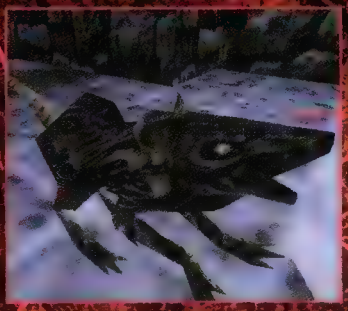
This rotting plague victim wanders the medieval streets moaning incoherently. Confused and hostile, the Buboid bites and swipes at anyone in its path. If you manage to move away from this disgusting being, it melts into the ground to materialize right next to you. Try to keep far enough away to avoid its attacks and blast it with a Bolter.

After the Buboid is dead, you must gib it or it will return from the dead to battle again. Once it's been gibbed, it's gone for good.



DOOMBAT

The evil Doombat at first appears to be any ordinary bat, but quickly shows the true colors of a ferocious beast with claws designed for ripping. It is out for blood, so look out for the Doombat's dive-bomb claw attack. At a distance the bat will bombard you with fireballs from the pit of its stomach. Do not try to run, as these evil fouls will follow you endlessly. Stand facing a bat and strike, strafing only as it attacks. Assault the bat once you have stopped moving to increase your chances of hitting.



PLAGUE RAT

This nasty, diseased rodent attacks with wild abandon and is highly adaptable. Its bite poisons you temporarily and runs off a few health points. Because these creatures are so fast and small, attack them from close range with the Silverclaw.



PRIEST

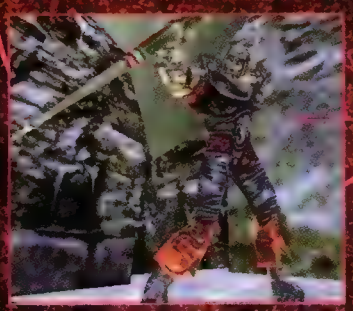
You encounter the crotchety old Priest inside the Plague Village church. He provides you with useful information. Most significant is his suggestion that King Gharroth may be able to help you recharge the Daikatana.

CREATURES FIRST APPEARING IN PASSAGE



DRAGON

With its enormous wingspan and razor-sharp teeth, the massive Dragon is terrifying at first sight. This powerful beast spits fireballs as it hovers overhead. Zig and zag to avoid the balls of flaming death as you attack with a ranged weapon.



FLETCHER

This medieval archer stands ready to take down any combatant with a swift arrow from his steady bow. His verbally abusive demeanor complements his aggressiveness.

Avoiding the Fletchers' arrows requires a great deal of strafing. Duck in close and fire away as you continue moving back and forth.



ROTWORM

This huge, slimy maggot hangs from the ceiling to drop in front of approaching targets. Rotworms are of average intelligence and often benefit from the surprise factor, as they terrify any unsuspecting explorer. On the ground, the sloppy maggots spit corrosive venom. Keep an eye on the ceiling ahead to avoid being surprised by one of these horrid animals.

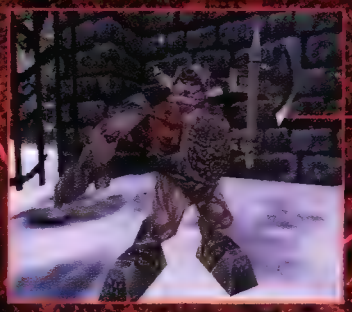
CREATURES FIRST APPEARING IN THE DUNGEON



LYCANTHIR

The Lycanthir is a sort of werewolf that pursues its prey on two legs. Its sharp claws can rip apart any human in seconds.

The Lycanthir is a quick, agile, deadly foe, so keep your distance to battle it. You can use any weapon to kill it, but you *must* gib this creature with the Silverclaw, or it will reanimate.



DWARF

You'll first encounter Dwarves in the dank depths of the Dungeon. The sneaky Dwarf wields an axe with surprising accuracy. His small stature allows him to scurry around underfoot.

At close range, the Dwarf uses his axe to hack at his enemies. From a distance, he throws the axe with killer aim. The Dwarf is tough, so don't try to battle him at close range. Run and attack from a distance.



STAVROS THE SORCERER

The powerful Stavros is another Dungeon-dweller. He's keeper of the Stave of Stavros, a staff that fires red-hot meteors.

Stavros moves about the Dungeon doing his best to burn you up. Remain calm and stay back, hiding around pillars and corners to escape the meteors' heat. Blast away until you destroy him to receive his Stave to use during the rest of your journey.

Creatures First Appearing in Wyndrax Tower



Hellfire Paladin

The Hellfire Paladin attacks with a swift sword against brave attackers. Because he has no ranged attack, you're safe at a distance. He's quick, but not quick enough to escape a long-distance attack from a Bolter or Ballista.



Wyndrax the Wizard

Half your battle with Wyndrax takes place indoors. This skilled mage shoots lightning bolts from his outstretched hands. If he moves to attack, jump out of the way quickly.

When you've reduced Wyndrax's health by half, he releases three wisps and runs outside. There, you'll find him collecting wisps from the trees to replenish his lightning power. Then he'll release more wisps and continue his lightning attack. Kill him, and his wisp-releasing staff is yours for the keeping.

Creatures First Appearing in the Crypt of Nharre



Voltaic Valkyrie

This enchanted woman's lightning-charged halberd blows her victims back with a mighty force. She unleashes her electrified attack from close range. Remain at a distance as you toss meteors with your newly found Stave.



Nharre the Necromancer

Nharre the Necromancer pulls wraiths from their graves to build an army of the undead. On his own, however, this gaunt, gnarled dark wizard is less formidable. Watch out for his wraiths as you blast him.

After you kill him, collect the Nharre's Nightmare staff from his corpse to summon demons of your own.

Creatures First Appearing in Gharroth's Throne



King Gharroth

King Gharroth has mastered all the mages' techniques. He attacks with meteors and wisps, summons the undead, and smites attackers with his staff.

King Gharroth isn't one to fool with. He's unpredictable, so be prepared to face any of his attacks at any time. Defeat him, and Musilde appears. After you present him with the reunited sword "Purifier," King Gharroth will return to sanity and willingly charge the Daikatana.

Episode Four, San Francisco, 2030 C.E.

In the industrial San Francisco of the future, Hiro must fight his way off the Rock and into other equally dangerous locations. Here you'll battle hordes of human enemies, from street gangs to Navy SEALs. In the end you'll face off with Kage Mishima as he wields the mighty Daikatana. Battle bravely and the future is yours to command.

Creatures First Appearing on Alcatraz



Prisoners

These Prisoners have been trapped on the Rock for some time, and they aren't happy about it. Watch for the big guys to hurl rocks at you with their powerful arms. Avoid getting close: they can knock you out with a punch to the jaw, as well.



Pipe Rat

The nasty little Pipe Rat is quick and low to the ground, and attacks with the sharpest of bites. Do what you can to avoid it, and smash it with any long-distance weapons. Its small body is no match for your guns.

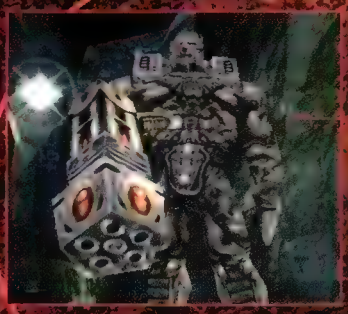
Creatures First Appearing Beneath the Rock



Gang Rocketeer

This heavy-duty gang member patrols his area with a shoulder-mounted rocket launcher always at the ready. His cumbersome gang attire and rocket launcher slow his movements.

Before firing a rocket, he first stops and crouches on one knee and takes a moment to aim. This gives you plenty of time to move out of the way of the rocket blast. The blasts are deadly, but because the Rocketeer is slow, you can take him down from up close or at a distance with practically any weapon. Pay attention, though, and don't step into the path of his flaming rockets.



Gang Chaingunner

This gang member keeps a jetpack strapped to his back. He wields his chaingun with frightening accuracy both on the ground and in the air. Keep your eyes on the sky and listen for the sound of his jetpack firing. Strafe continually to avoid his bullets. His heavy equipment makes him an easy ground target, but don't wait for him to land to attack. Take him out of the sky with a ranged weapon, when you can.



Shark

The mere sight of one of these oversized predators is enough to instill fear in anyone's heart. These deadly creatures swim swiftly through the dark waters, devouring their prey with rows of razor-sharp teeth. Sharks won't attack unless you get close, so keep your distance and blast them before they notice you. Once a Shark has been alerted to your presence, move quickly to annihilate it before it reaches you.

Creatures First Appearing in the Tower of Crime



Gang Uzi

This evil gang member carries an Uzi and a serious attitude as he prowls for victims, and with luck that won't include you. Watch out for his numerous reinforcements. He has no melee attack apart from the Uzi, so approach him or fight from a distance. Just make sure to strafe to avoid his Uzi's bullets.



GANG KNIFER

Don't let the Gang Knifer's good looks fool you. Agile and excruciatingly lethal, this gang chick slices up her enemies with a vengeance. With a knife in each hand, she swipes at flesh with reckless abandon. She moves quickly, so escape is difficult. Run backward as fast as you can as you attack with a ranged weapon.

CREATURES FIRST APPEARING IN MISHIMA LABS



LAB MONKEY

You'll encounter the Lab Monkey inside the research complex. He displays boundless energy and seems to be a bit crazed. The subject of countless experiments, this monkey wants *out* and will damage whoever gets in his way. He throws a powerful punch if you get close. He is not intimidated even though he is somewhat smaller than human. The years of testing have had such a negative effect on his brain that he is simply ready to beat down anyone or anything that comes near.



NAVY SEAL COMMANDO

This tough guy thinks he can destroy anything, and he wields a massive chaingun to prove it. His movements are quick and decisive, and he ducks behind walls, pillars, and other obstacles to snipe at you from a distance.

Play his game: duck around any nearby obstacle and peek out only to take a quick shot. Don't approach his location. He's far too skilled, tactically, to allow you that advantage.



NAVY SEAL SHOTGUNNER

Like her male counterpart, the female Shotgunner prefers stealth sniping to open-air brawling. She fears nothing and wields her trusty shotgun with startling accuracy. To bring her down, you, too, must hide and snipe.



NAVY SEAL CAPTAIN

This shotgun-packing monster moves several times faster than the average SEAL to demolish everything in his path. He's also far stronger than his run-of-the-mill comrades.

The Captain, too, hides and snipes, so the techniques that work against the Commando work with him, as well. Snipe from around corners and shield yourself from his attacks wherever you can. He's tough, but you can take him out with several blasts from your most powerful weapon.

Creatures First Appearing in Mishima's Hideout



Navy SEAL Rocketeer

His dual shoulder-mounted rocket launchers only enhance this military rocket officer's size and power. He's not very fast, but he's certainly quick enough to do the job.

Dangerous at close range, the SEAL Rocketeer wields a knife, as well. Don't approach him; hang back around obstacles and snipe from a distance.

Creatures First Appearing in the SEAL Training Center



Kage Mishima

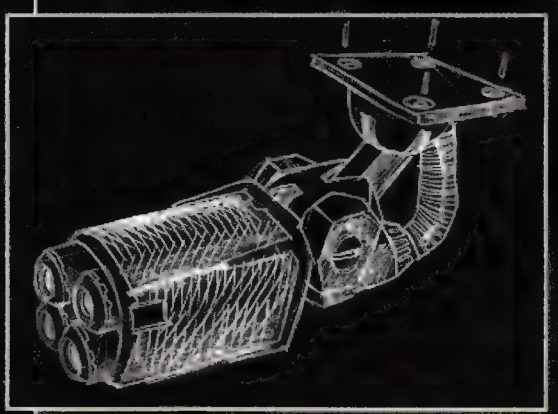
At last you face your nemesis, Kage Mishima. The destiny of the world hangs in the balance as you go head to head.

Kage wields the Daikatana with impressive skill. A single slash can reduce you to just one hit point. A second blow at that stage will kill you.

It's crucial to grab some health immediately after Kage deals his first blow. As long as you have more than one hit point, he can only reduce you to one again. Keep your health above one hit point and continue attacking from a distance. Destroy him to regain control of the Daikatana and set history straight.







WEAPONS, ITEMS, AND POWERUPS

ALL LEVELS



Weapons and items in this section can be found in all time periods.

Weapons



DAIKATANA

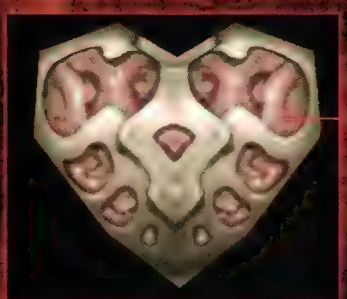
The Daikatana can be powered up with experience—up to Level 5. The higher the level, the more damage done. Hold down the Attack button to attack at higher levels.

Items and Powerups



SKILL BOOSTS

Each of the five Skill Boosts—Attack (red), Power (green), Vitality (purple), Acro (blue), and Speed (yellow)—brings the indicated skill to Level 5 for 30 seconds.



GOLDENSOUL

Goldensoul adds 100 health to a player's health point total.



MEGASHIELD

MegaShield instantly brings a player's armor points up to 400.



MANA SKULL

This artifact offers 30 seconds of invincibility.



WRAITHORB

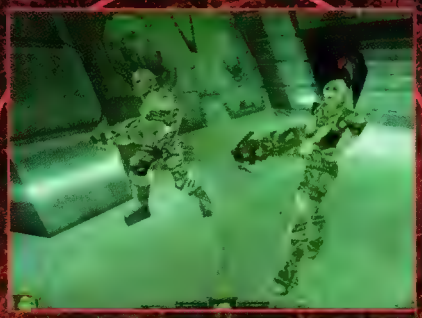
The WraithOrb confers 30 seconds of limited invisibility. When standing still, the player is completely invisible; a moving player is barely visible to enemies.



SAVE GEM

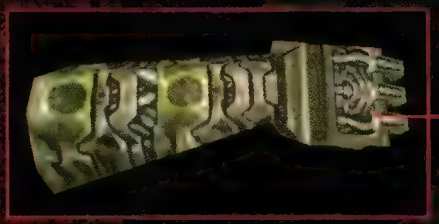
Collect Save Gems and store them in inventory. Up to three gems can be stored in your inventory. Use a Save Gem to save your game at any point.

EPISODE ONE



Weapons and items in future Kyoto are mostly robotic.

WEAPONS



DISRUPTOR GLOVE

The Glove serves as the default melee weapon for Episode One. It packs an electric punch and does enough damage to be dangerous. It's especially useful against large, slow robotic creatures—and in the water.



ION BLASTER

The Ion Blaster releases an ion sphere that ricochets off surfaces twice before dissipating. The sphere detonates on impact with enemies for moderate damage. The Blaster discharges in the water for massive damage, so don't use it when you're in the water yourself.



C4 VIZATERGO

This weapon fires C4 plastic explosives that adhere to solid surfaces. C4 explodes when any creature comes in range. It's especially effective against large groups of enemies, or for laying mines as you run from an approaching attacker.



SHOTCYCLER-6

The Shotcycler-6 is a semiautomatic shotgun that fires six rounds in a row. Each round contains 10 pellets. This weapon can do serious damage, especially at close range. It's not your most effective distance weapon, but at point-blank range it's lethal.



SIDEWINDER

One of the most powerful weapons in your Episode One arsenal, the Sidewinder shoots two missiles that spiral toward their target. It's quick and deadly at any range. Avoid close-range sidewinder combat: your own splash effect can damage you.



SHOCKWAVE

This is the ultimate weapon for annihilating groups of creatures. The Shockwave shoots an explosive globe that detonates on impact. The central explosion is surrounded by a rotating "shock ring" that damages anything in its expanding radius. Use this weapon cautiously in large areas. Don't fire it at nearby surfaces, or the explosion will envelope *you*.

ARMOR



CHROMATIC

Chromatic Armor provides 100 armor points and absorbs 50 percent of all damage. It also offers special protection, absorbing 90 percent of Ion Blaster attacks.



PLASTEEL

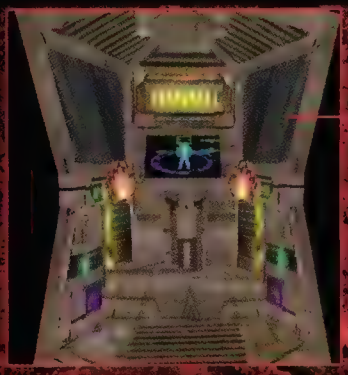
Tough Plasteel Armor gives its wearer 200 armor points and absorbs 75 percent of all damage.

HEALTH, ITEMS, AND POWERUPS



HEALTH PACKS

Health packs come in 25- and 50-point varieties. Hiro, Superfly, and Mikiko can collect the packs.



HOSPORTAL

Hiro may use each Hosportal once to regenerate a varying amount health.



BERRY BUSH

Pick a berry for 10 health points.



KEYCARD

In Solitary, Hiro must collect the keycard from behind the Mishima panel to gain access to Cell Block Death.

EPISODE TWO



Ancient Greece's mythical weapons and items complement its inhabitants.

WEAPONS



DISCUS

This mithril disc with sharpened edge slices targeted enemies with surprising precision. The Discus will return to you as long as you stay in range. Use it at long range to take out any attacker.



VENOMOUS

A staff of deadly snakes, the Venomous spits a lethal stream of poison. Because it's relatively slow, it's most effective at close range.



SUNFLARE

On impact, this pot of burning oil explodes to create a wall of fire. Toss it long distances to burn enemies—but take care you don't scorch yourself.



HADES HAMMER

Use this massive mallet as a melee or ranged weapon. Hit the Attack button once to whack nearby enemies, or hold it down until the Hammer reaches full charge to unleash a massive earthquake attack. This is the only weapon that can kill the Caryatid.



TRIDENT

The Trident fires three explosive spear tips with frightening speed, which makes for accurate and effective long-distance attacks.



EYE OF ZEUS

The Eye of Zeus is a magical staff with an eye at the tip. A bolt of lightning bursts from the eye to zap all enemies in sight. It's an awesome weapon of mass destruction at any range.

ARMOR



SILVER

The Silver Armor provides 200 armor points and absorbs 50 percent of all damage.



GOLD

The stronger Gold Armor provides 200 armor points and absorbs a massive 75 percent of damage.

HEALTH, ITEMS AND POWERUPS



LIFE VASE

These life-giving yellow vases provide 25 health points.



LIFEWATER FOUNTAIN

Drink from the LifeWater Fountain to regain a varying amount of health.



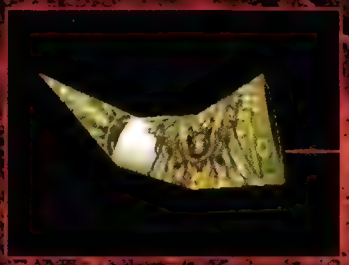
ANTIDOTE

Drink this to protect yourself from poison for 30 seconds.



DRACHMA

Find the Drachma on Lemnos Isle and present it to Charon the Ferryman in exchange for a ride across the Aegean Sea.



CHARON'S HORN

Locate this ancient horn in the temple on Lemnos Isle and use it to call Charon the Ferryman.



GREEK RUNES

To enter the Parthenon, you must find five runes to spell AEGIS (Greek for "shield") on the Acropolis.

EPISODE THREE



Magical weapons and items abound in this enchanted medieval realm.

WEAPONS



SILVERCLAW

This razor-sharp claw will shred your enemies in seconds. Although it's only a melee weapon, it does a fair amount of damage. You must gib the Lycanthir with the Silverclaw to kill it completely.



BOLTER

A ranged bow and arrow, the Bolter is light and reloads quickly. Its speed makes it an excellent weapon for long-distance attacks. Be careful not to run out of ammo too quickly.



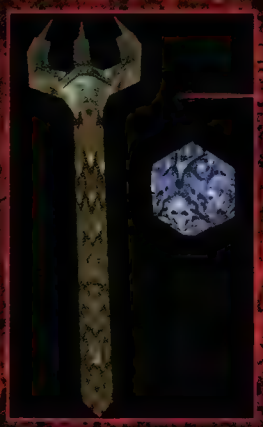
Ballista

This huge crossbow launches a large, sharp arrow at high speed. Extremely deadly, this is a terrific ranged weapon. After using the Ballista on a Lycanthir, make sure to gib the creature with your Silverclaw.



Stave of Stavros

This magical staff summons huge meteors from the nether dimensions and hurls them at high speed. Aiming it is less difficult than aiming some smaller weapons, so use it at a distance and avoid taking collateral damage.



Wyndrax's Wisp

Wyndrax the Wizard uses this staff to capture lightning-based creatures (wisps) and release them at his targets. Defeat Wyndrax to collect this weapon and unleash the slow-moving wisps at close range on your own enemies.



Nharre's Nightmare

Chant the summoning incantation and speak the power word "Kill," and Nharre's Nightmare will trace a pentagram in the air in front of you. Everyone in your sight will be marked; then an undead demon will blast up out of the ground and attack your targets. Nharre's Nightmare is excellent for wreaking mass destruction in large, open areas.

Armor



Chain Mail

Chain Mail provides 125 armor points and absorbs 33 percent of all damage.



Black Adamant

This more powerful armor provides its wearer 150 armor points and absorbs 50 percent of all damage.

Health Items and Powerups



Health Flasks

Health flasks in medieval Norway give 25 health points each.



Health Crates

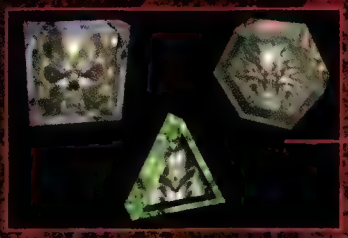
Health crates in this episode are good for 50 health points.



Purifier Shards

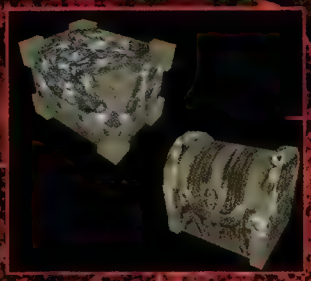
These five lost pieces of King Gharroth's sword, Purifier, when reassembled, return Gharroth to sanity.

EPISODE FOUR-



KEYSTONES

Find the three keystones to escape the Plague Village.



WOODEN AND BLACK CHESTS

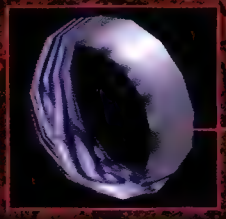
Black chests have a 20 percent chance of unleashing a massive explosion. If they don't explode, you'll find a MegaShield, WraithOrb, or Goldensoul within.

Wooden chests contain a random Stat Boost.



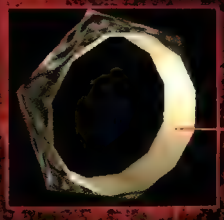
RING OF FIRE PROTECTION

When you wear this ring, you'll take only 25 percent damage from the fire attacks of Stavros the Sorcerer or a Hellfire Paladin.



RING OF LIGHTNING PROTECTION

This ring protects its wearer from the lightning attacks of Wyndrax the Wizard or a Voltaic Valkyrie. Wear it to take only 25 percent normal damage.



RING OF UNDEAD PROTECTION

Wear the Ring of Undead Protection to take 50 percent of the normal damage from a Nharre's Nightmare attack.



Gritty yet advanced weapons dominate torn-down, futuristic San Francisco.

WEAPONS



GLOCK

The Glock fires single 9mm shells quickly and precisely. This fast attacking and reloading gun is terrific for long-range sniping.



SLUGGER

Like a shotgun, the Slugger does instant damage. It fires one huge, lethal slug and is especially effective in close-range firefights.



KINETICORE

This iced-metal gun launches five liquid nitrogen spheres at high velocity in a straight line, one after another. The spheres bounce off the walls twice until they dissipate and blow up on impact with a creature. The Kineticore is slightly more difficult to aim than most weapons, but it does massive damage if your aim is true.



RIPGUN

Rip your enemies apart quickly with this high-velocity gatling gun. It's excellent for distance attacks.



NOVABEAM

Burn your targets with this concentrated laser beam. This one is tough to aim while you're moving, so unless you possess superior aim, hold still to scorch your enemies with the Novabeam.



METAMASER

Toss this portable robotic sentry near an enemy location. It will arm itself and attack anything that comes into its radius with a massive shower of lasers. When out of power, it explodes in a fiery blast.

ARMOR



KEVLAR

Kevlar Armor provides its wearer 100 armor points and absorbs 40 percent of all damage.



EBONITE

Ebonite Armor provides 200 armor points and absorbs 60 percent of all damage.

HEALTH, ITEMS, AND POWERUPS



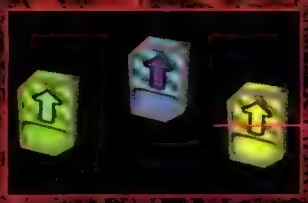
HEALTH BOXES

Health boxes provide 25 or 50 health points.



DRUG BOXES

Drug boxes in San Francisco give a player 60 health points.



KEYCARDS

Collect keycards throughout Mishima Labs to gain access to essential and secret areas.



BOTTLE, SALTPETER, CHARCOAL, SULFUR

Collect the bottle and ingredients on Alcatraz to build a bomb and escape.



Romero's Design Comments

The reason I decided to have Episode One take place in far-future Japan was the simple fact that the game's premise revolved around a Japanese sword (this defined the location) and starting off in the far future gives the player lots of cool, interesting weapons and enemies to encounter before making the first transition to the distant past. I wanted the time jump between Episode One and Episode Two to be the biggest jump in the game and then have players work their way forward to the desired time period to finally set history straight by destroying Kage Mishima.

Kage 2025

WALKTHROUGH

E1M1: MARSH

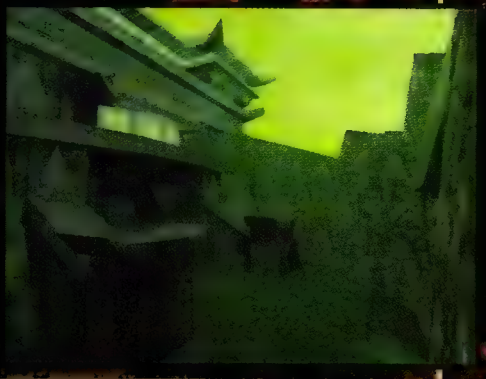


Romero's Design Comments

My original vision of the starting swamp section was of a place heavily wooded with cypress, fallen logs, fireflies, and caves—all accompanied by a dense ambience of crickets and cicadas.

Originally, my idea was to have Hiro and Mikiko drop into the swamp by helicopter, and they would infiltrate the fortress together. I changed the story later on so Hiro could rescue Mikiko and meet Superfly before meeting Mikiko. That way, players can play a few levels alone before acquiring the first sidekick.

One of the ideas I had for the whole first episode was of a megacorporation named CorpCo that owned a slew of extremely diversified companies—SwampCo ("Swamps to fit your budget"), SewerCo ("Does your city need a sewer?"), SlammerCo ("Custom prison design"), RoboCo ("Select from our huge catalog of robotic creatures"), DefenseCo ("Need heavy-duty security? We have it!"), FortCo ("Fortresses R Us"), SciCo ("Hardcore clean-rooms, ready to go"), VaultCo ("You got something to lock up? We got something to put it in!"), and so on. So, Mishima's fortress was constructed by many of the companies CorpCo owned. It helped provide a different view of the far future.



An Early Incarnation of the Marsh

Creatures:

- RoboSkeet
- Froginator
- Cambot
- RoboCrox
- Mishima Workers
- Protopod
- ThunderSkeet

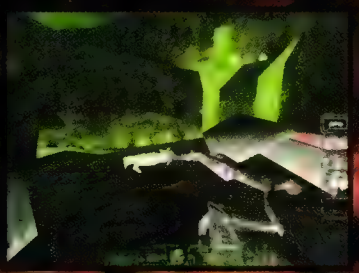
Weapons:

- Ion Blaster
- C4 Vizatergo

Secrets: 8



The First Section of the Marsh



Grab the Ion Blaster from among the dead bodies and coffins directly in front of you. Move forward cautiously now. Two Froginators and two RoboSkeets lurk down and around the rocks on your left. Handle the frogs with your Disruptor Glove; employ that blaster as the RoboSkeets approach.

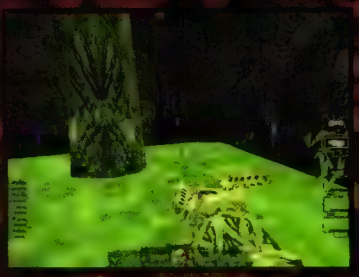


The Froginator and one of the 'skeets will attack before you round the corner of the rocks, so beware. Divide and conquer is an effective technique here. Move just far enough toward the rocks to lure only one frog around at first, leaving the second Froginator and 'skeets waiting for you to turn the corner. Once you've killed the first three monsters, round the corner and turn to the left of the tree. The second 'skeet will attack from its position high in the sky. With the four attackers out of the way, you're free to explore the watery area.

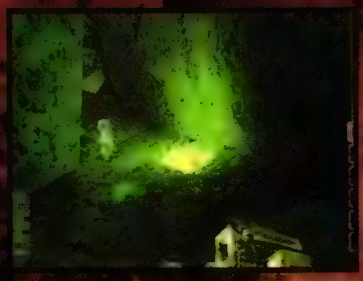


[SECRET 1]

Approach the waterfall behind the tree and look closely at the rock. Behind the swamp water you'll find a ladder built into the rock. Climb and hop into the upper stream. Pluck some health-giving treats from the fruit tree on your right. Walk toward the source of the stream and open the door to the left of it to collect a Goldensoul for 100 extra health.



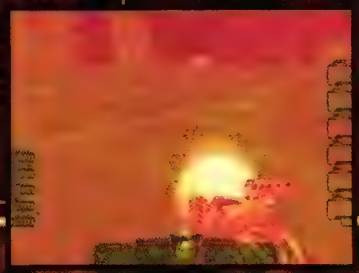
Now jump back down to the low, swampy area. Some Ion Blaster ammo lies on a rock ledge on the other side of the tree. Collect it and proceed up the rock stairs, past the Mishima Industries "Warning" sign. Turn left at the top and follow the path to the top of the small hill. Another fruit tree stands to your left on a rock plateau. Jump up, nab the fruit, and run down the path past the rock stairs and into the cave.



Midway into the cave, a Froginator attacks from ahead. Kill it and approach the small puddle on the right.

[CAUTION!]

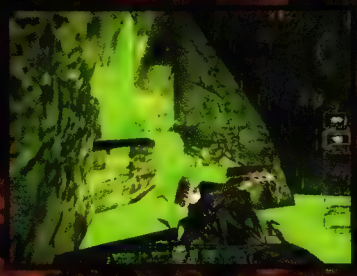
Take care not to shoot the Ion Blaster into the water when you're standing in it, or you'll suffer a shocking blast that does serious damage! At this stage in the game, stick with your glove when you're in the water.



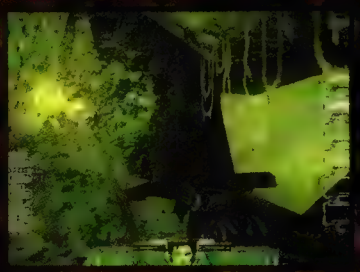


[SECRET 2]

Jump into the puddle and swim to the bottom, where you may collect an Attack Boost. This power-up increases your attack speed, making you doubly lethal.



On the rocks on the other side, turn to the waterfall on your right. Hop up to the lowest rock plateau.

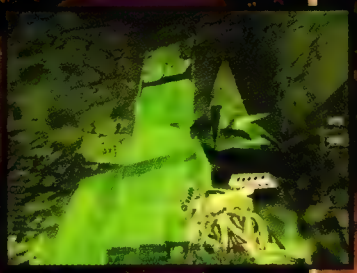


Hop out of the small pool and head toward the end of the cave. If you're hurting, gather some fruit from the health bush on the left at the end of this cave. Exit into an area with double waterfalls. Two 'skeets and two Froginators attack immediately.



Stay on the high ground to battle them and you'll have an advantage. Take them down with your Ion Blaster, and then jump into the water. Cross through the pool of water to the other side.

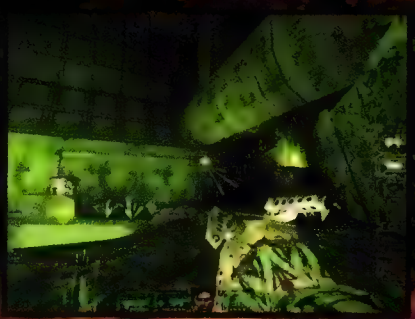
[SECRET 3]



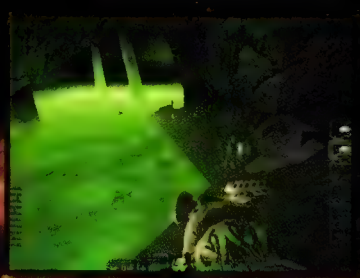
Behind the waterfall is a rock ladder. Climb it and locate another. Climb to the top, duck into the hole in the rock behind the fall, and grab the Chromatic Armor from inside. Hop down and go into the cave past the pool.



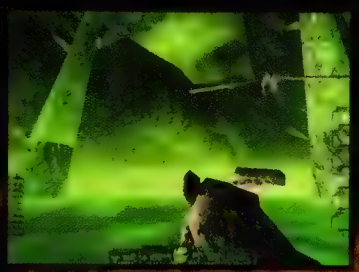
The Second Section of the Marsh



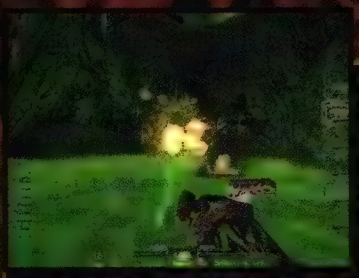
Look out for the RockGat just around the corner. Hop down and make your way into the cave past the pool and the Mishima "Warning" sign. After the new level loads, continue to the end of the cave. Be very cautious: a RockGat lurks just around the corner. Peek around to lure the closest RoboSkeet into the cave and battle it there. Once it's dead, make a mad dash for the RockGat power box on the side of the fortress. Destroy the power box quickly with your Ion Blaster and the RockGat will explode. As you shoot at the power box, keep moving to avoid the RockGat's bullets. After you destroy the RockGat, collect the Ion Blaster ammo from its rubble and get some fruit from the small tree nearby.



Look out for the RoboCrox in the pool to the left of the RockGat! Now follow Mishima's fortress wall to the left and down the path into the water. A Froginator waits at the bottom of the path. Kill it, wary of the RoboCrox lurking in the water nearby. After killing all the Froginators and 'crox in this pool, move forward toward the two trees



Turn right as you pass between the trees. Two RoboSkeets attack from above the rocks ahead. Destroy them, and then take cover to avoid the RockGat in the rubble to the right of the passage to the next area. If you need health, grab some fruit from the tree to the right of the RockGat.

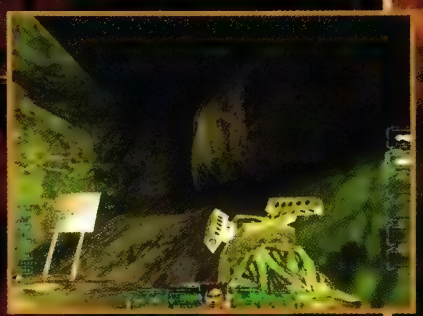


Blast the power box on the rocks behind it and to the left, and the 'gat will explode. Now move past the annihilated RockGat and up onto land. Kill the Froginator there and turn right. Look out for the Froginator and 'crox down in the water. Take them out before you splash down into the pool. Enter the pool, wary of a RoboSkeet attack from the right.

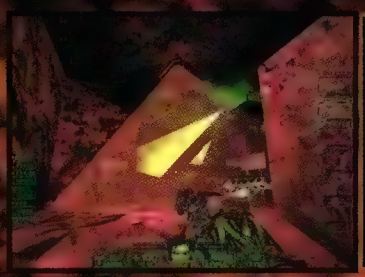


Move forward toward the rocks ahead, and then move up the rock path past the sign that reads "Private." At the top of the rock path, hop up onto the rocks behind the red-and-white "Warning" sign.

[SECRET 4]



Use the rock protruding from the wall to roll it back out of your way. Enter the passage and climb the ladder to the rock plateau. Up near the fortress wall you'll find health and Ion Blaster ammo. Grab them, descend the ladder, and exit as you entered.

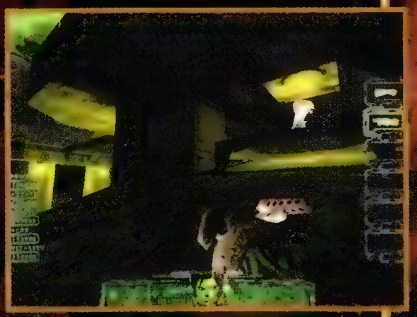


Now continue up the path toward the opening. At the top of the path, a small alarm and warning light alert Mishima's forces to your presence. As you enter this area, a RoboSkeet attacks. Take it down, wary of the Cambot here.

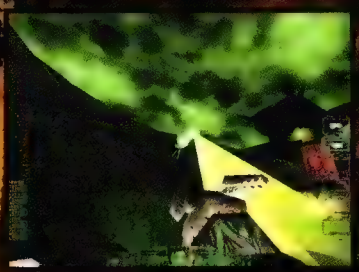


Just past the flashing red warning light you come to another "Private" sign. Go around the sign and hop onto the rock ledge behind it.

[SECRET 5]



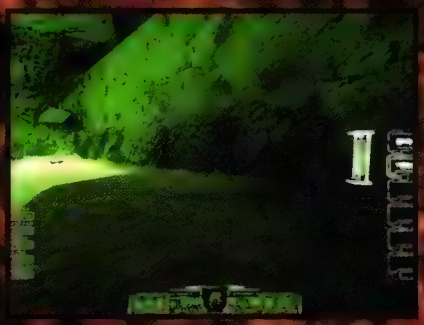
Follow the rock ledge to the yellow-lit platform under the bridge. Collect the WraithOrb from the platform. This item will render you invisible for 30 seconds. Now head back out along the ledge toward the sign and jump back onto the main path.



Take the Cambot out, if it hasn't spotted you yet. If it detects your presence, it will approach and shine a red spotlight in your eyes to alert all nearby forces. This is a bad thing, so shatter it from a distance to prevent this.



As you cross the bridge toward the fortress, large mounted lasers aim to kill you, but destroy the bridge instead. This alerts forces inside the fortress, and Guards and RoboSkeets swarm to your location. Collect the Ion Blaster ammo from the platform near the fortress entrance, taking care not to touch the red force field. Get too close and you're toast. Kill as many of Mishima's robotic forces as you can, and then jump into the swamp below, wary of the RoboCrox and Froginators. Circle the pool, shooting as you move. On a rock plateau near the area exit you'll find more Ion Blaster ammo.



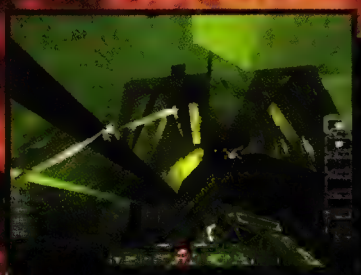
Nab it and then head up the craggy path. Grab fruit from the tree on the left, turn, and continue through the cave.



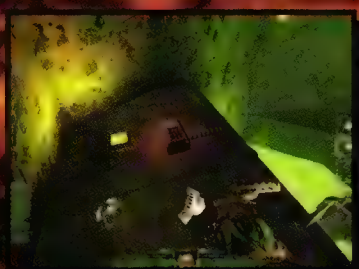
The Third Section of the Marsh



Collect the fruit from the tree on your right near the pipes.



To reach the power switch, climb the pipe and crouch down near the top. Slip onto the smaller pipe on the left and follow it back. You'll find some health there; take it if you need it. Now turn around and walk along the smaller pipe; then jump onto the higher pipe on your left. Walk along the pipe to its end and jump onto the concrete platform.

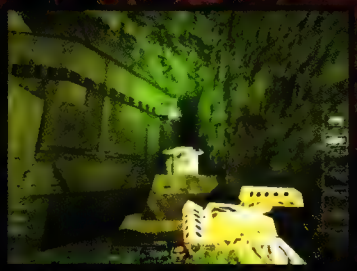


Nab the Ion Blaster ammo, and then blast the power box there near the edge to open the door to the swamp control room below. Now hop down and walk through the door. Grab the Ion Blaster ammo from behind the door and make your way up the path toward the control room. Fight through the 'skeets up the path toward the control room.

[Secret 6]



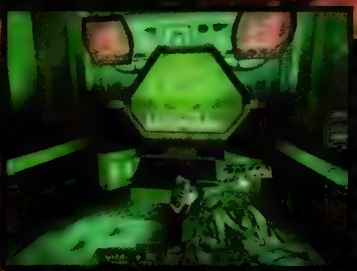
There is a secret door in the ground to the right of the control room. Find it by trial and error, or leave the worker alone long enough that he will open it for you. Climb down in the hole and grab the armor and invulnerability.



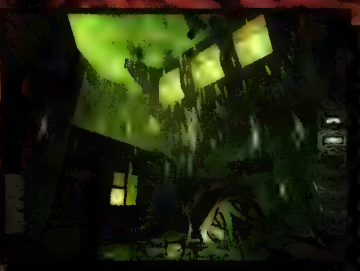
Make your way around to the back of the control room. Leap up on top of the RockGat and smash the power box above it.



Now come back around and enter the control room. Mishima's Workers scurry in fear as you enter. Take them down, and then turn left toward the wall console.

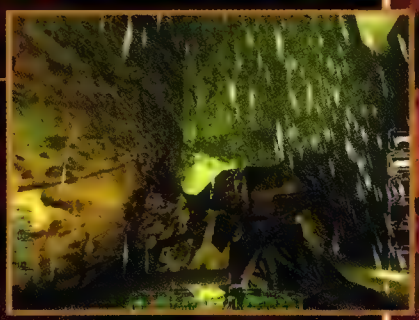


It opens and becomes active as you approach. When you use the keyboard, you'll see the sewer access door opening through the monitor. Now back away from the monitor and board the lift opposite the entrance. You ascend to the walkway above the control room floor. Follow it around to the side exit. Walk outside and kill the Froginator in your path. A lift at the end of this walkway takes you back down into the swamp. (Collect a health pack from the water below the lift, if you need it.) Now follow the current out through the waterfall into the open. Kill the two RoboSkeets hovering above before you jump into the water.

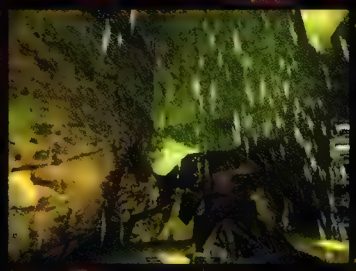


Hop down and head toward the fortress. (If you need health, collect fruit from the tree to your far right in the corner.) Climb the ladder onto the helipad in front of the fortress. Health and Ion Blaster ammo lie in a crevice on your left. Grab it and approach the pile of rocks blocking access to the waterfall.

[Secret 7]

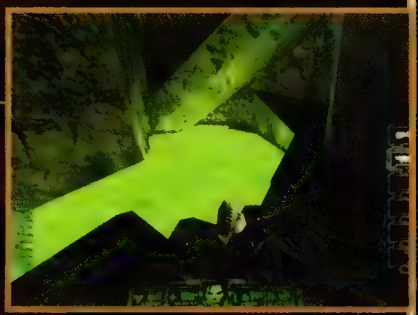


Make a running leap at the lower rocks on the left to get over them. Look out—two Froginators attack here immediately. Kill them and make your way down the path. After the level loads, fight your way to the end of the cave to find a Goldensoul!

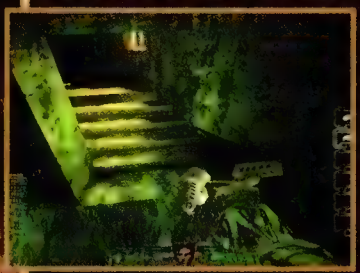


Now make your way back up the path and out over the rocks. Jump down off the helipad into the flowing water. The sewer entrance lies at the bottom of the river, but don't run in there just yet.

[Secret 8]



Walk under the fallen pillar at the end of the river. Crouch to see a hole in the ground with yellow lights. Swim down into the tunnel and proceed through quickly to avoid drowning. Come up out of the water into the large, secret underground cavern. The ThunderSkeet (a large version of a RoboSkeet) confronts you in this area. Just up the hill and to the right you'll find a health pack and some Ion Blaster ammo. Watch out for Protopods: they'll hatch into RoboSkeets if you get too close. Shoot them from a distance, though, and they pose no threat. Run to the center of the room and up the rocky stairs.

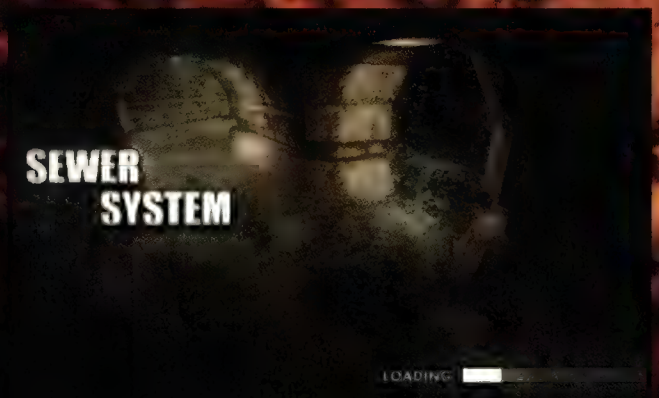


Climb to the top, turn left, and jump for the yellow-lit stairs. At the top of the metal stairs you receive the C4 Vizatergo! Turn around 180 degrees and run down the path to grab some C4 ammo. Now you're ready to fight the ThunderSkeet. Once you've destroyed it, don't let your guard down. When it dies, every Protopod on the level hatches, and you must battle countless new RoboSkeets. Run up the stairs near the C4 and an exit door will open. Take the left there back to the helipad and jump down into the water.



Once you make it out of the tunnel, exit the Marsh via the large open metal door into the sewer.

E1M2: SEWER SYSTEM



Romero's Design Comments

I envisioned the Sewer System to be a three-layer maze of sewer pipes, with a control room on each level to open the gates to the next floor up. The layout of the level turned out much better than that, thanks to Steve Tietze's unique interpretation of my description. Some elements of the game changed along the way, and you can see the original ideas behind some of the characters. The Sludge Minion used to shoot lasers but no longer does. A giant miniboss called the Tentaclor, which had something like lawnmowers at the ends of its tentacles, didn't make it in. Swamp Rats morphed into the more dangerous Venomvermin XP5 and had to be moved to the end of the episode. This map underwent major revisions along the way: about 30 percent of the original map was cut so it wouldn't take so long to finish!



Early Screenshot of the Sewer System Level in the *Quake* Engine

Creatures:

- RoboSkeet
- Froginator
- Sludge Minion
- RockGat
- Mishima Guards

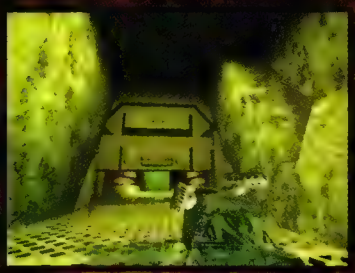
Weapons:

- C4 Vizatergo
- Shotcycler-6

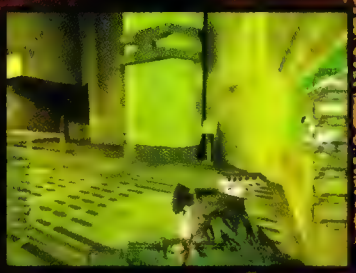
Secrets: 5



The First Section of the Sewer System

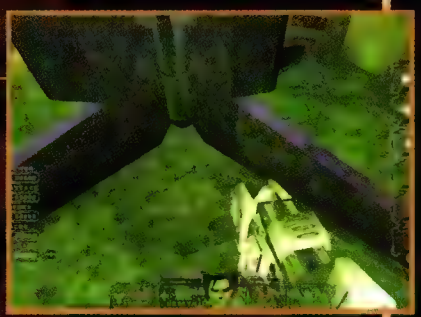


At the beginning of this level, a cutscene shows Usagi's spirit helping Hiro open the huge metal door blocking his way into the Sewer System. Usagi wishes to help Hiro and guide him to the Daikatana safely. As soon as the door to the sewer tunnel opens, watch for the attacking RoboSkeet. Climb the stairs on the right to the top, get on the lift, and push the blue button. Turn left at the top of the stairs.



Use the keypad to the right of the sludge pipe to open the main door to the central sewage room. Then enter the next tunnel through the door on the right. Kill the Froginator on the other side of the door and proceed up the tunnel and into the main room. Look out for the spinning blades of the sewage stirrer.

[SECRET 1]



In the center of the sewage pool below the stirrer, an opening in the machinery spins along with the blades. Wait for it to come around and swim down into the hole. Grab the Vitality Boost and swim back up through the opening.

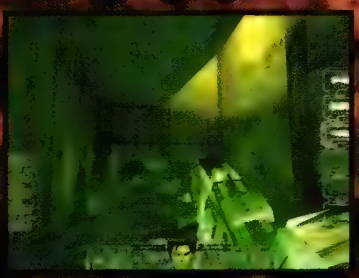


Now take a jaunt down tunnel number one. Turn right at the bottom and walk to the top of the stairs. Kill the Froginator, and look to your right at the railing.

[SECRET 2]



Jump over the railing at the top of the stairs on the right. Be prepared to take on a Sludge Minion at close range as soon as you drop. Once it's dead, you're free to collect the health, ammo, and Chromatic Armor on the platform.



Turn toward the railing and take out the nearby Sludge Minion standing in the scum. Hop the railing and head back to the right-hand corner. Duck into the small passage there, follow it to the wall, and then turn left. Enter the open area and trudge through the sludge to the metal platform. Jump on and make your way around and up the stairs to the computer monitor. Smash the Froginator on the right of the monitor and nab the ammo on the left. Swipe the C4 Vizatergo from its resting place in front of the monitor.



Now use the keyboard to open the door to tunnel two from the main area.

[SECRET 3]

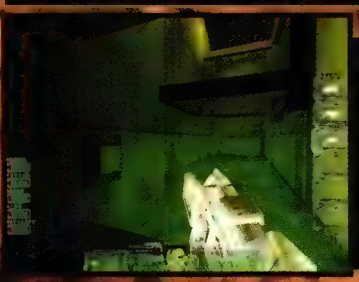
From the keyboard, turn left and shoot out the metal grate in the wall and the three pieces of machinery. Walk into the opening and turn left. Flip the switch on the left side of the passage. Go back out the opening to the monitor area and go right down the stairs. Jump into the slime near the panel marking area one. If you need health, a fruit tree stands underwater to your right in the corner.



Facing the number one panel again, turn left and find your way to the crawl space under the stairs. Inside, turn around and climb the ladder on the wall. At the top, duck down and crawl out onto the pipe. Crawl the entire length of the pipe to receive the Goldensoul.



Jump down onto the metal walkway below and continue forward out of the area. When you reach the slime at the end of the walkway, press the button on the left wall to call the lift. Jump on the lift platform when it arrives and hit the green button again to return to the main room. When the lift reaches the platform, climb the stairs and move up the ramp into the main room. Now it's time to move into area two. Turn left and head into tunnel two. Kill the Froginator just inside the door and wind your way through the sewer passage until you reach level ground. Kill the three Froginators and the Sludge Minion around the next corner.

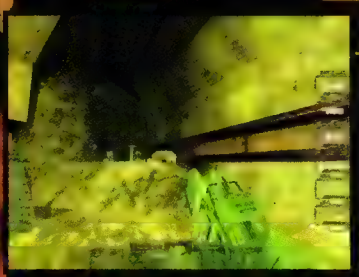


Get on the lift when it arrives and use the green button. Climb the stairs and ramp into the main room. Turn left into tunnel two and proceed until you reach level ground. Use the Hosportal and keypad on the right.

[SECRET 4]

Shoot the grate and drop into the slime below the Hosportal. Grab the C4 ammo and health berries off the tree.





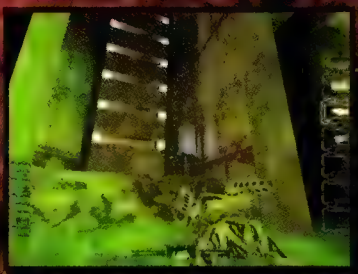
Turn around and journey farther down the tunnel. Kill the Sludge Minion and Froginator at the end of the tunnel near the door. Go through the door, ready to attack the two Froginators beyond. Move up the walkway and turn right. At the rocky area, in an opening on the left, jump up and grab the ammo and fruit from the tree.



Hop across the sludge draining down the incline to the walkway on the other side. Enter the area marked with the numeral '2.' Use the keyboard to open the door in the upper area. Moving quickly, run up the ramp to the open door as quickly as you can. You'll barely have enough time to make it to the door before it closes, so hurry! Through the door, attack the Sludge Minion on your immediate left. Turn around and head toward the sewer tunnel. When you reach the end of the passage, an earthquake shakes the tunnel—and you along with it. Turn right and kill the Froginator. Proceed toward the end of the tunnel.



At the end of the walkway on the right, another earthquake rips away a piece of the tunnel. Swim down into the sewer sludge through the crumbling tunnel. Be wary of Froginators lurking underwater as you swim through the rocky passage. A Sludge Minion shoots at you while you're still underwater. Pop your head up and spank the thing down.



Turn right and press the green button to activate the auto-ladder. Climb it and kill the Froginator in the pipe at the top. Go forward until you must jump down into the lower pipe. Kill the Froginator; then look right, through the chain link–covered window. You'll soon get the Shotcycler-6 from that secret area. Walk down to the end of the pipe and jump out through the shattered metal. On the side of the room with the rock wall, collect health and ammo.



The Second Section of the Sewer



Hop out through the shattered metal. Collect health and ammo near the rock wall. Shatter the Froginator and swim forward around the corner until you can see the spinning paddles. Those paddles will kill you if you get too close, so swim up and over them into the small control room on the other side. Nab the health and ammo from the corner of the room.



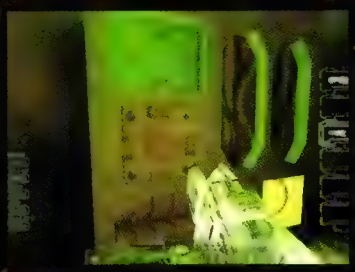
Now quickly use the button on the console in the control room to lower the water level. As the level drops, swim out of the room and over the paddles on the left side of the area. You must move fast here. If the water level drops too low to surpass the paddles safely, you'll have to use the button to raise and lower it again to leave the area. Climb the incline in the tunnel beyond the paddles and go through the circular door.

[SECRET 5]

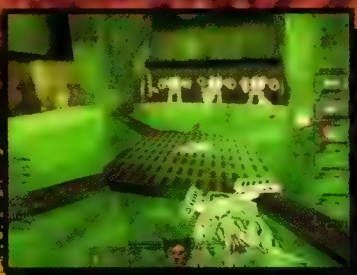


Swim down into it and smash the Froginator inside. Swim through the pipe into the large concrete pool and up to the surface. Look out for the Froginators in the water and Sludge Minion on the outer edge of the room.

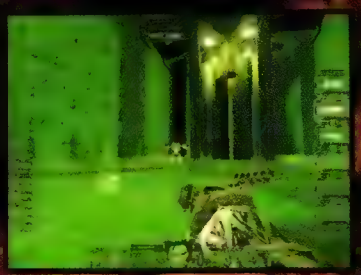
Find the Shotcycler-6 on the center platform! Now kill the Sludge Minion and hop to its location. On this outside walkway you can collect plenty of ammo for your new toy. Splash back into the water and swim out of the pipe the way you came in. Exit through the secret hole in the floor and reenter the tunnel.



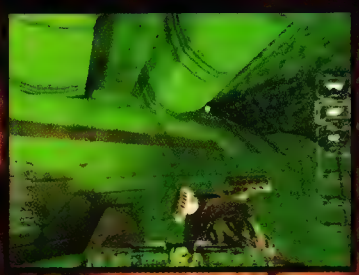
Annihilate the three Sludge Minions and two RoboSkeets beyond the door to the right in the huge green room. Then proceed to the back of the room. Hop up onto the concrete platform, ingest the health, and scale the ladder. On the upper platform, use the button to open the round door into the next tunnel. Snap up the health on your way in.



Continue up the incline to the level tunnel area ahead. Turn left and take down the two Sludge Minions around the corner there. Turn right at the first juncture and walk up the incline. Turn the corner to the left and squash the two Froginators. Walk up the ramp and open the door on your left. Kill the Froginator on the other side and pick up the health and ammo. Turn right and shoot the Sludge Minion at the top of the stairs from a distance. When it's down, ascend the stairs and go around the concrete pipe casing.

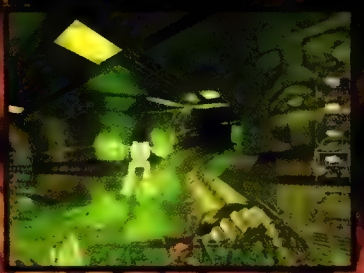


Be prepared to battle Sludge Minions and RoboSkeets. Annihilate them and hop up onto the concrete platform in back. Grab the health and scale the ladder. Climb out onto the support, traverse it, and climb the ladder on the other side.

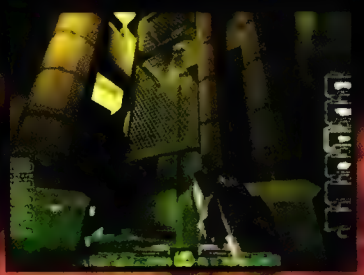


Hop up onto the incline and grab the Save Gem up and to the right. Walk to the other side of the incline, find the small room, and use the valve to open the door and grab the nearby health.

Just before you reach the top of the incline, find the hole in the ground under the sludge.



Turn right at the first juncture and walk up the incline.



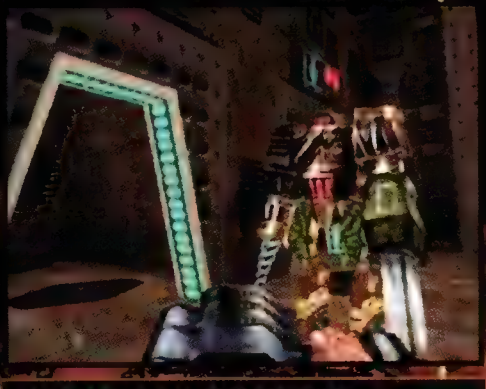
Take the elevator up to the control room. Locate the Hosportal in the corner. Approach and use the station to regain 50 health. Use the keypad on the console to the right of the Hosportal to engage a cutscene: Hiro finds his way into the elevator to Mishima's Prison: Solitary.

E1M3: SOLITARY



Romero's Design Comments

This level used to be called "SlammerCo" and it was a huge map. Eventually it got renamed and cut down in size so it would be easier to navigate. This dungeon isn't the typical dark, dank, slimy place you'd expect. There are lots of iron bars and dirty steel walls. It's maintained by the Inmaters, a consortium of sadistic robots that patrol the prison. "Solitary" is an important part of the story, because this is where you find Superfly, and where he joins you in your quest. There were a few proposed scenarios for the scene where you meet Superfly in his cell, but I like the one we finally settled on. In the final game, Superfly is detained in a torture device instead of just sitting in his cell.



Early Screenshot of "Solitary" in Development

Creatures:

Mishima Guards
Mishima Workers
Inmater
Surgeon
Prisoners

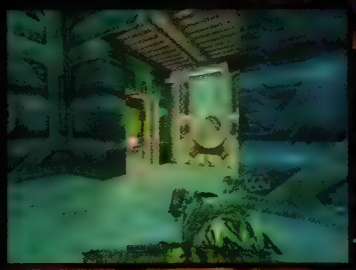
Weapons:

Shotcycler-6
Sidewinder

Secrets: 8



The First Section of Solitary



Exit the elevator and walk forward toward the door. Use the keyboard to the left of the door to open it. Once inside, go straight to the right of the stairs.



Come out from under the stairs and enter the area on the left.

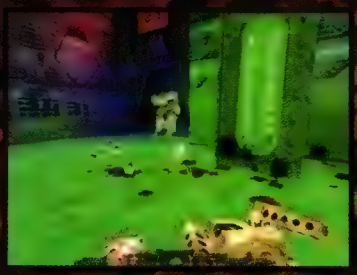


Kill the Mishima Worker at the computer and use the button on his right to gain access to Cell Block One. Exit the area the way you came in, using the keyboard on the right side of the door. Be on the lookout for Mishima Guards as the door opens. Kill the Guards, turn left, and descend the stairs.

SECRET 1

Duck down and crawl under the stairs. You'll find Plasteel Armor on your left.





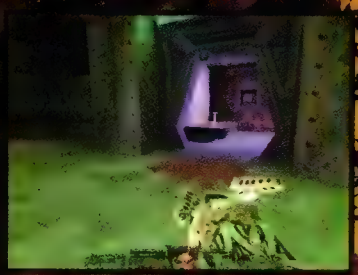
Kill the Inmater in the Cell Block One doorway from a distance, strafing to avoid his shots. Enter Cell Block One and climb the stairs. Grab the health and ammo there, and then turn to face the Inmater at the end of the hall. Pass up all the cells and blast the Inmater on the platform to the left.



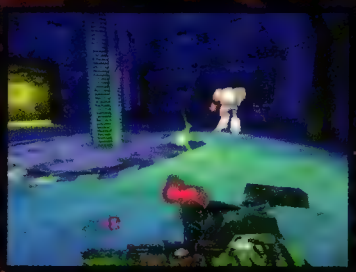
Crawl under the platform through the space under the right side of it. At the bottom of the decline, look to the right to see the cell-block power generator. Shoot the generator to lower the force field blocking access to the next area. This releases all prisoners in CB One. Duck down and crawl out of this passage.



Kill the Inmater on the platform above.



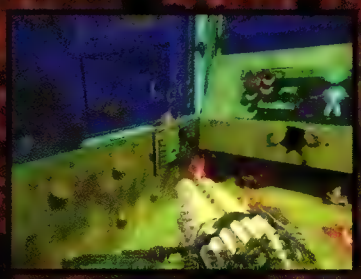
Turn back toward the cells and walk to the last one on your right. Collect the ammo from inside. Now turn back around and take a right at the platform. Nab the ammo from the floor and head upstairs to the door. Prepare to battle an Inmater and a Mishima Guard on the other side of the door.



Smack them down and walk around the circular lift in the center of the room and into the yellow-lit passage ahead. Inside the doorway, turn right and pick up the ammo. Now make your way up the ramp. As you round the fourth corner, an Inmater attacks. Shoot it from a distance, ducking back around the corner for cover. When the Inmater goes down, jump onto the ledge on the right and snap up the health.



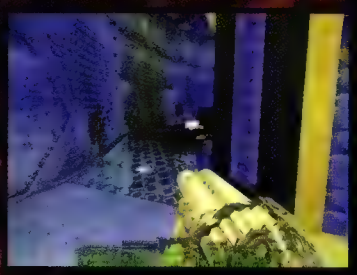
Move farther along the ramp and grab the health and ammo off the Inmater's ledge. Continue up this path, but slow down when you glimpse yellow light ahead. Proceed slowly and kill the two Mishima Guards at the top of the ramp.



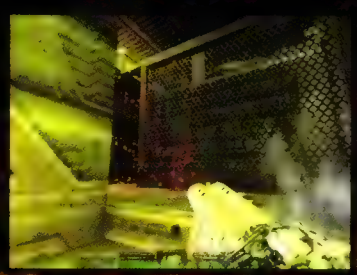
Press the button to the left of the console to unbar the door in the main room. Turn to the opposite wall and walk over and grab the Shotcycler-6 from the floor. Use the Hosportal on your right to regain health, if you need it. Now run all the way down to the bottom of the ramp and into the main room.



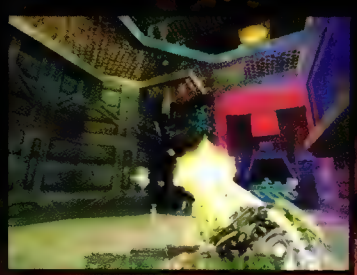
Step on the lift in the center of the room. It activates automatically. Turn right 90 degrees. The lift stops at the level of the platform in front of the door you just unbarred. Kill the Mishima Guard there and hop to the area in front of the door.



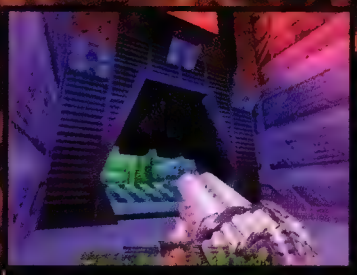
Turn right and follow the wall out onto the grated platform. Smash the Mishima Guard there and nab the health. Turn around and open the door. Destroy the Inmater to the right, and collect the ammo from near its remains.



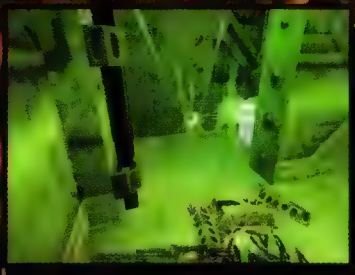
March up the stairs and around the metal grated enclosure. Beat down the two Mishima Guards on the other side and pick up the ammo from the ground. Also nab the ammo on the other side of the pillar on your left. Now proceed into the open area and kill the Mishima Worker at the electronic panel.



To access Cell Block Two you must short-circuit the broken door: shoot the power conduits above the Worker's head; they'll explode.



Creep under the door to the end of the hall. Turn right and walk down the incline. Walk around the end of the railing on the left and grab the health from the floor. Now turn back and enter the small area next to the green Mishima sign. Use the door to the right of the sign. Peek around the corner and spot the barrel inside.

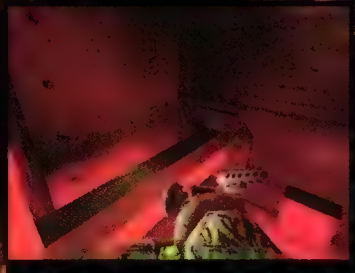


To proceed to the next area, you must destroy this barrel to blow a hole in the wall. Use an Ion Blaster. Stand back and bounce an ion blast into the room from a distance. Now step into the room and use the door to close it behind you.

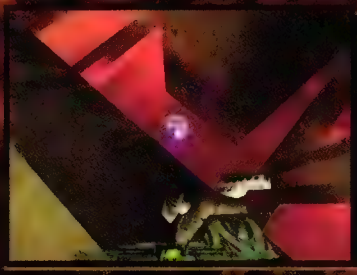
[SECRET 2]

Notice the crack on the wall the door had blocked. Shoot the wall until it explodes to reveal a secret area. Crouch and crawl into the area and grab the Goldensoul

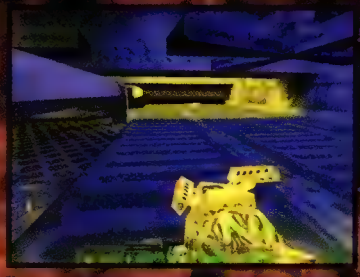




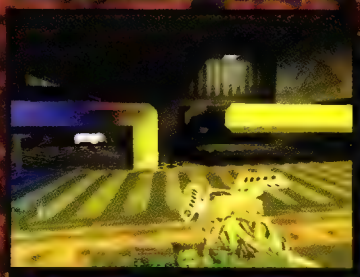
Sneak back out of this area and in through the hole the barrel's explosion created. Crawl along the right-hand wall to the end of the room; then make a U-turn around the pipe. Jump up onto the thin pipe ahead, where it meets the wall. Turn around and hop onto the big pipe; duck down so you can crawl entirely on top of it.



Crawl along the pipe and peek over the right side. Hop down onto the right side of the pipe and grab the Acro Boost from the ground below. Jump back up onto the pipe and follow it all the way to the wall. Stand up and jump atop the grating through the hole.



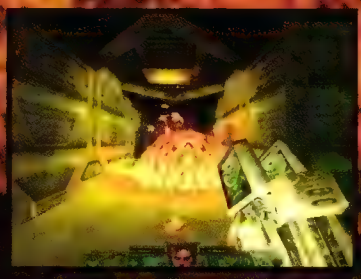
Turn left and continue forward, crouching as you approach the fan. Stay low, or you'll become a pile of gibs.



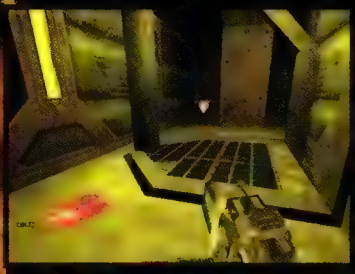
Past the fan, turn left into the opening between the two pipes and grab the health below the fan. Still crouching, crawl out from between the pipes and turn left. Pick up the C4 gun there, and then jump over the pipe on your left. Duck under the ceiling support and make your way to the corner.



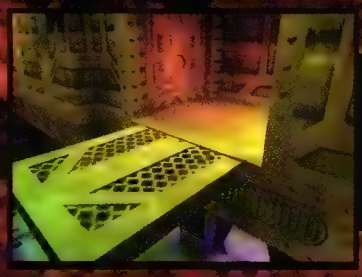
Drop into the pipe and duck down to get out of it.



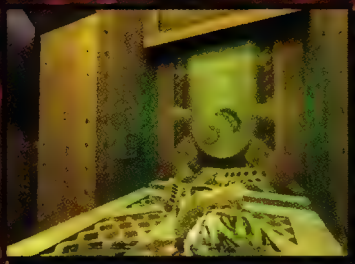
Outside, two Mishima Guards wait to your immediate right. Take them down with some well-placed C4 and grab the ammo they guarded.



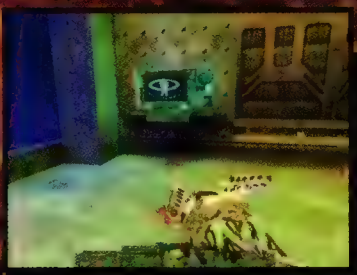
Turn back around and walk to the elevator at the end of the hall. Push the button to descend. Surgeons operate on prisoners and torture devices hang from the walls all around the room. Head toward the Inmater at the far side of the area and blow it away with a few C4s. Turn left into the control room. If you need health, access the Hosportal on the far wall.



Use the keypad to activate the bridge on the upper level; then exit the control room back to the elevator. Ascend and follow the walkway around to the bridge.



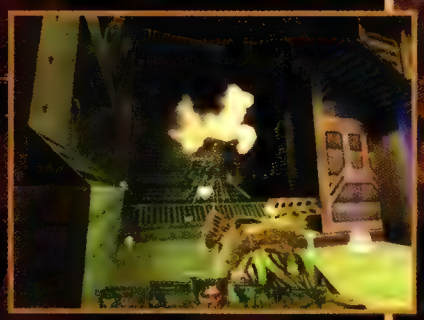
At the far end of the bridge, press the button on your left to open the door and move forward and around the corner until you see an Inmater. Blast it, nab the ammo there, and continue down the hall and up the stairs. Blow up the Mishima Worker and swipe the ammo from the floor.

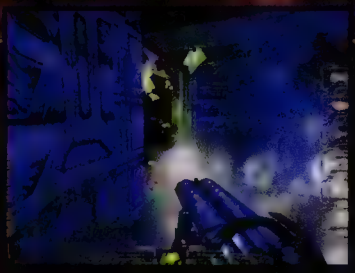


Turn 180 degrees, toward the monitor on the far wall. Press the nearby button to open the door to Cell Block Three. Board the lift on the right and ascend. Snag the health on the right and turn left to attack the three Mishima Guards. Toss a couple of C4 charges toward the Guards to make gib soup! Pass their corpses and attack three more Guards farther down the walkway.

[SECRET 3]

Turn toward the huge Mishima Corporation panel. Shoot the panel until it explodes. Behind it, you'll find a Goldensoul that will increase your health by 100 health points.





Move through the door ahead into Cell Block Three. Kill the Mishima Guard inside and collect the ammo from the ground near his body. A Hosportal against the wall near the door will replenish your health.



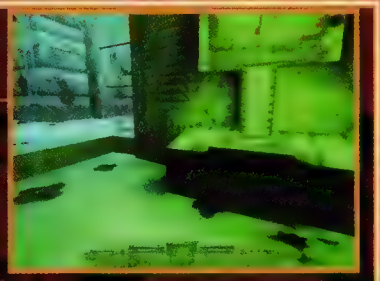
The Second Section of the Solitary

[SECRET 4]

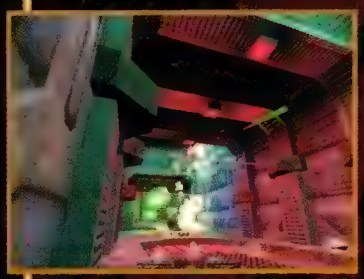


Walk downstairs and take out the worker at the bottom. Shoot the machinery in the wall under the stairs to reveal a secret passage. Climb in and crawl through the pipes to find a WraithOrb and some Shotcycler ammo. Be careful not to burn yourself on the pipes! Now turn around and exit the passage and walk towards the computer keyboard straight ahead.

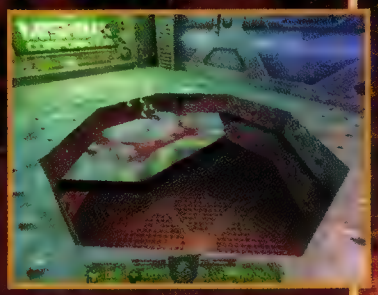
[SECRET 5]



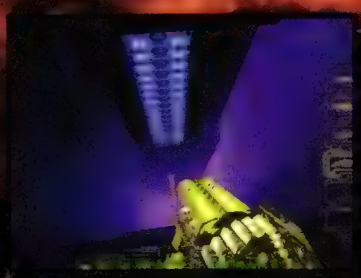
Go to the computer straight ahead and use the keyboard to open the nearby door. Proceed carefully though the door into the next room. Shoot the Inmater at the end of the hall from a distance, but don't approach the lasers! Touch them even once and you'll die.



Move to the left side of the hall and look down toward the end near the ceiling. Shoot the power box there to disable all of the lasers.



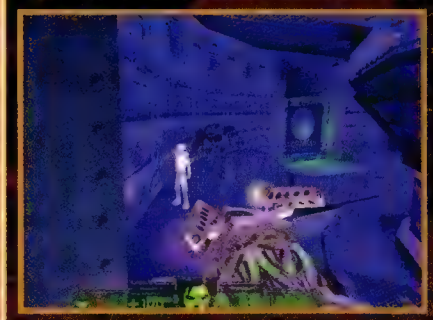
At the far end of the hall, jump down into the open room below. Go forward and left into the room containing the rockets, Sidewinder, and health. Grab those items and climb the stairs. The grate overhead opens automatically.



Now turn around and go back through the door into the laser hall. Walk down the laser hall into the big blue room. Immediately turn left and jump up onto the concrete ledge. Kill the Mishima Guard there, and follow this ledge to the Inmater farther down, near the Mishima Corporation wall panel.

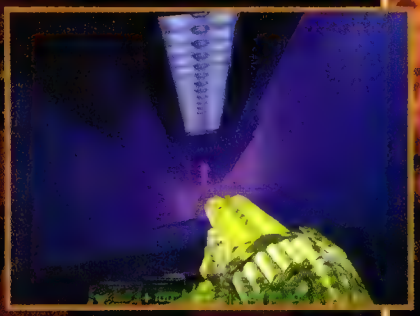
[SECRET 6]

Shoot the Mishima Corporation panel to reveal a hidden area containing some health and Shotcycler ammo.

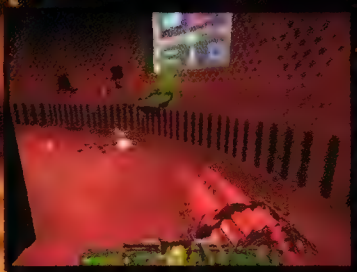


Now turn around 180 degrees, creep toward the edge of the ledge, and look down into the pit.

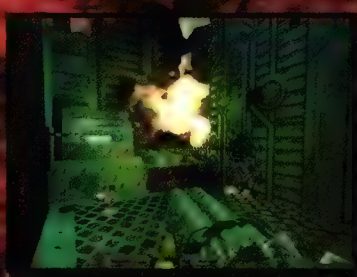
[SECRET 7]



Drop down into the pit so that you're facing the exact middle of the large structure ahead. About halfway down you will land on a support. Walk forward through the door into the structure. Climb the ladder inside and collect the Chromatic Armor halfway up.



Open the door and grab the health and ammo. Turn right and ascend the stairs. Kill the Worker at the computer on your left and use the keyboard to open the bars blocking the control room exit. Turn right, exit the control room, and walk up the grating toward Cell Block Four. Turn left and follow the hall to the broken door. To open it, climb the nearby ladder and kill the Mishima Guard on the platform.



Use the lever on the left wall. The machinery will explode and a piece of the wall will break away. To open the door, you must turn the gear manually behind the broken section of wall. Use it, and the door below will open just enough for you to squeeze under.

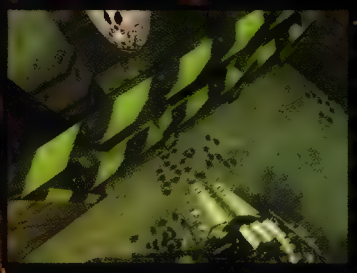
[SECRET 8]



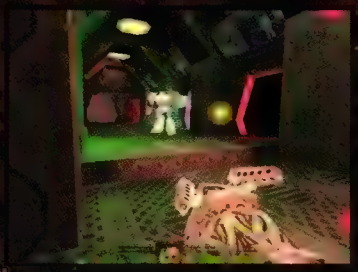
On the other side of the door, you must perform a Shotcycler jump to reach the ammo and Goldensoul behind the bars on the left. Grab the items, and hop up onto the lower pipe and over the bars.

[TIP]

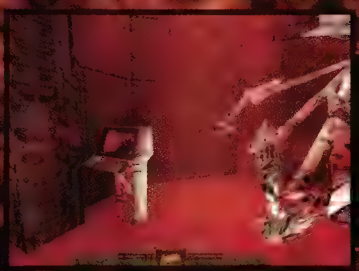
To perform a Shotcycler jump, jump and immediately fire the Shotcycler at the ground. This move propels you much higher into the air than a regular jump. Practice often to master this very useful move.



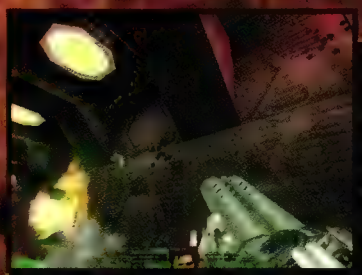
Run down the hall to the elevator. Press the button on the right, inside the cage, to ascend to the floor above. Two Mishima Guards await you there. Several Inmaters round the corner and make their way to attack you very quickly, so duck in and out of the elevator as you fire your Shotcycler to wipe them out.



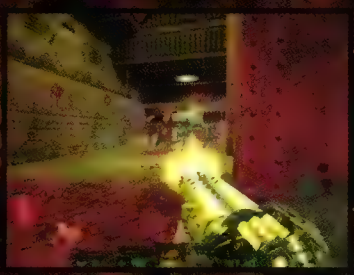
Turn left into the cell block and enter the torture chamber at the end of the hall. Inside, you'll find Superfly Johnson attached to one of Mishima's massive torture devices. He gives you information about Mikiko's whereabouts in exchange for his release. He also tells you that behind the Mishima panel near the elevator you'll find the card you need to enter the higher levels of the fortress.



Kill the Surgeon and use the computer to release Superfly from the machine. He's on your side now, as he seeks revenge against Mishima for all his pain and suffering.



With Superfly in tow, go back to the elevator to blast the Mishima Corporation panel to pieces. Grab the access card and proceed down the hall toward Cell Block Death, which houses Mishima's death row prisoners. Use the access card on the card scanner left of the door. As it opens, shoot the Inmater on the other side.



Enter the room where blood flows from the ceiling into the vat below, and take out the Mishima Guards and Inmaters.



Climb the metal ramp in the middle of the room, but slowly to avoid falling into the grinder at the top! Turn around 180 degrees and hop onto the platform to collect more health. Hop down, turn right, and make your way past the bins of bloody body parts.



Turn left over the metal grating and find the exit door. Open the door and enter the elevator to make your way to the Crematorium.

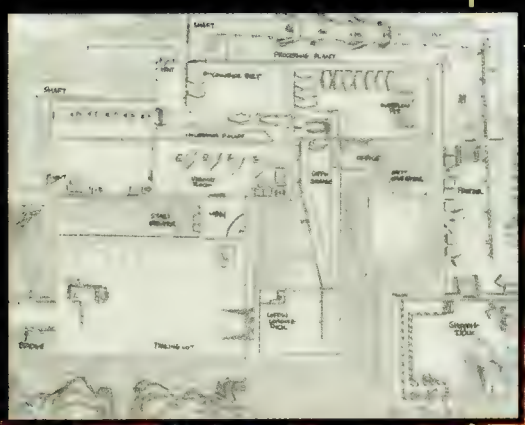


E1M4: CREMATORIUM



Romero's Design Comments

Originally, this was going to be the "living section" of the fortress. The original map was fully designed by Steve Rescoe as a living space, but it was just way too big. So, to fit with the new introduction to the story (with Hiro hiding inside a coffin to get into Mishima's fortress), we needed a new map, and so the "Crematorium" was born. A concept sketch was quickly produced and the entire map was designed by Stevie Case soon thereafter. But the map, which included the meat-processing section, turned out to be really big, so we decided to make it two maps, and so the Processing level was created!



Conceptual Drawing of Crematorium and Processing for Guiding the Level Designer

Creatures:

- Mishima Worker
- Mishima Guard
- Cambot
- Ragemaster
- LaserGat

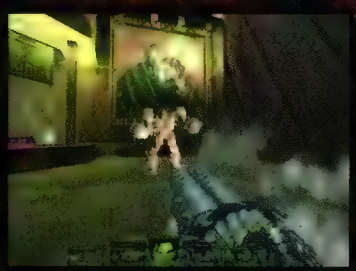
Weapons:

- Ion Blaster
- C4 Vizatergo

Secrets: 7



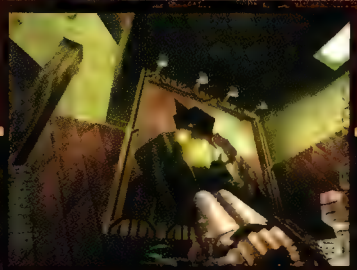
The First Section of the Crematorium



Your journey into the Crematorium begins as you and Superfly walk up the stairs and through the first coffin door into the main lobby. In this area, Mishima Crematorium welcomes the families of the deceased to see their loved ones one final time. On the other side of the door, a Ragemaster attacks immediately.

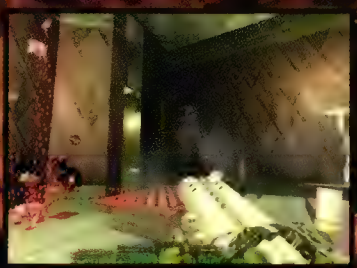
[CAUTION!]

Don't shoot the painting of Kage Mishima! A LaserGat behind Kage's face will attack if you do.





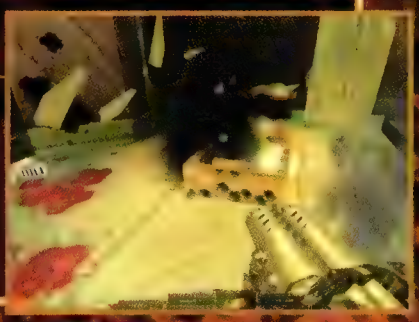
Take it down and find your way into the waiting area. As you enter this area, the painting on your left moves to reveal a LaserGat. Back out of the area to wipe out the LaserGat. Now go back in and destroy the Guard on the right side of the room.

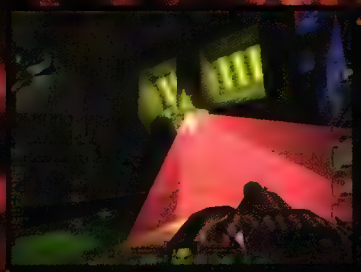


Back out of the area to wipe out the LaserGat. Now go back in and destroy the Guard on the right side of the room.

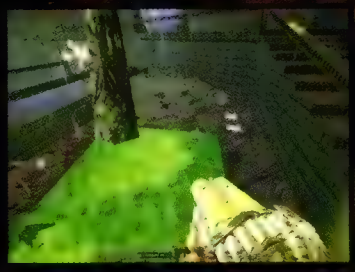
[SECRET 1]

Blast the top of the coffee table to reveal a secret passage. Descend the ladder and grab the Power Boost at the bottom.

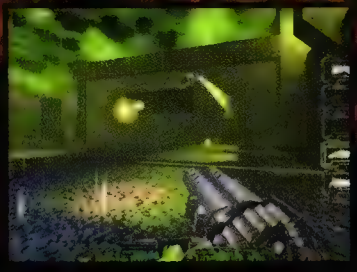




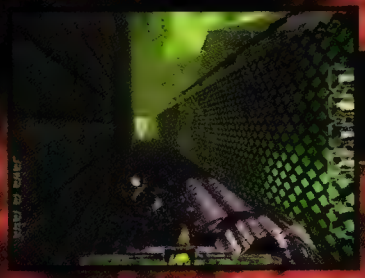
Return up the ladder and head for the front door. Pass through the door to the outside walkway. Take out the Cambot ahead before it spots you. Walk down the stairs and kill the Guard at the bottom. Hop over the railing into the pool.



Collect the ammo and some fruit from the small tree. Jump back over onto the walkway and venture farther into the parking lot. Another Cambot lurks around the corner, along with a Ragemaster.



As you pass the loading dock, a wall panel opens ahead and LaserGats attack. Shoot them down from a distance, and then turn to attack the Ragemaster and Cambot.

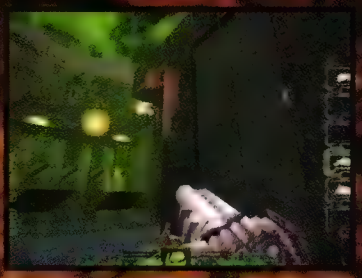


Walk toward the chain link fence and turn left between the fence and fortress wall.

[SECRET 2]

Kill the Guard and Worker to reveal a Hosportal and a couple of health packs. Use the Hosportal to regain as much health as you need and have Superfly pick up the health packs.

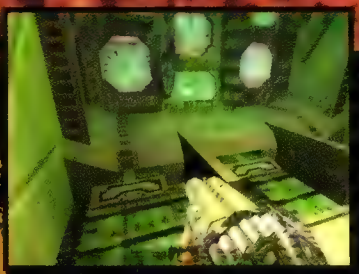




Turn around and run to the main gate. Watch for a LaserGat to attack from its post high to the right of the gate. Blast it and the Guard standing below it.



Duck under the secondary gate and turn right, toward the security station. Go around the station to the metal walkway above the swamp. Kill the Guard and Cambot near the building and follow the walkway around to the security station door. Take out the Guard, enter the building, and eliminate the Worker inside.



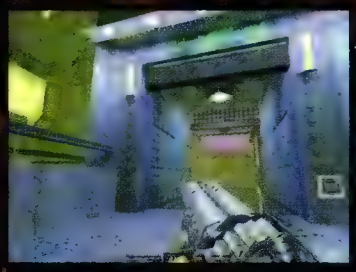
Approach the left station at the main computer and use the keyboard to open the loading-dock door. Use the middle station to learn that the main gate is locked. Use the right keyboard to open the secondary gate. Now exit the security station onto the walkway.

[SECRET 3]

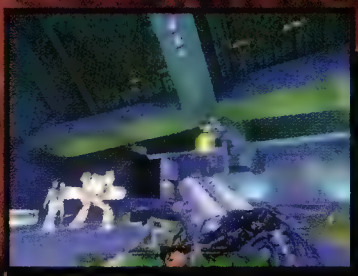


Rocket-jump up and off the walkway and drop into the foggy swamp. Grab fruit from the small tree on the rock at the base of the walkway support. Find your way back to bridge support farthest from the waterfall.

Find the Plasteel Armor in the water behind the support. Now locate the ladder near the waterfall, climb it, and blast through the barbed wire on the side of the bridge.



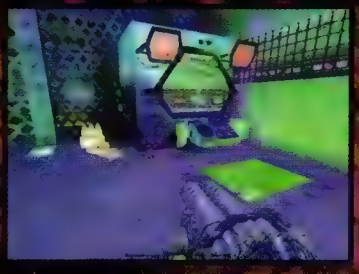
Walk into the main parking lot and summon Superfly. Now you can enter the loading dock area. Shatter the Ragemaster, as well as the Guard near the main dock entrance. Use the keypad on the right-hand wall to open the door. First, kill the Guard to your immediate left.



Then turn and wipe out the LaserGat in the center of the room. Collect the ammo from behind the coffins, and then go to the cage on the opposite wall. Use the Hosportal on the right to regain some health. Shatter the Ragemaster and guard and use the keypad to open the door. Annihilate the guard to your immediate left.

The Second Section of the Crematorium

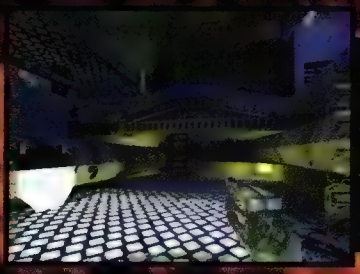




Turn and wipe out the LaserGat in the center of the room.



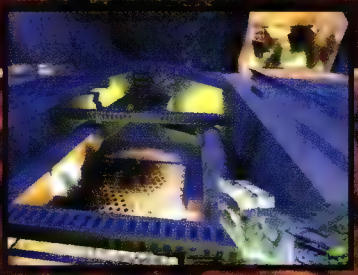
Use the keyboard on your left to start the coffin lift, then grab the sidewinder near the door on the left.

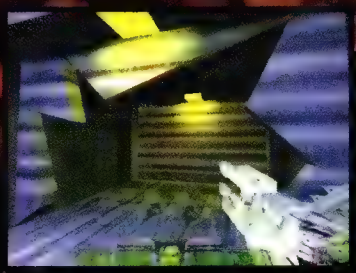


To do so, break the hatch off the straight pipe in front of the fan. Water pours out of the pipe and into the fan, making it explode to blow open the conveyor-belt door with an electric blast.

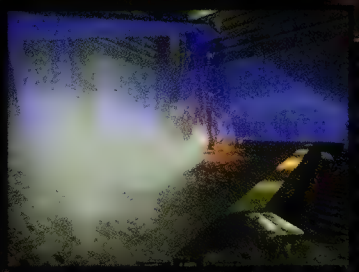
Climb the ladder out of the pit before the water reaches your level or you'll be electrocuted!

[CAUTION!]

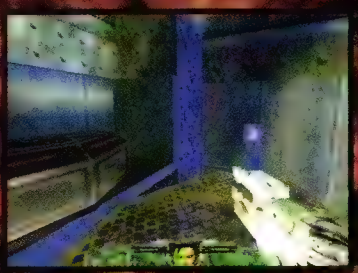




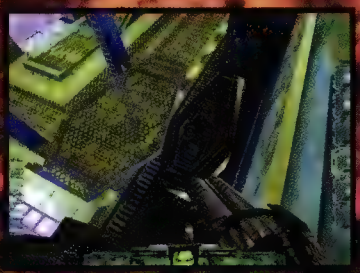
Get on the belt and ride through the broken door. Open the second door to enter the coffin storage area. From the top of the conveyor belt, take out the LaserGat mounted on the walkway above and the Cambot at the far end of the room. Go to the bottom of the belt and wipe out the Ragemaster and Mishima Guard.



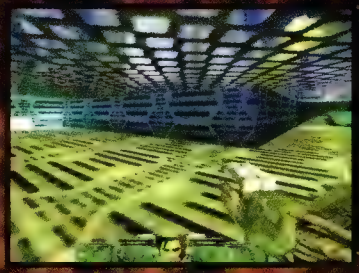
All doors in this room are locked, so you must find another way into the next area.Kill the Guard under the conveyor belt and grab the ammo there. Make sure to save some for Superfly! Nab the health from the corner of the room, and then head over to and jump on the lift. Superfly offers to stay behind and explore the area while you find a way into the next room.



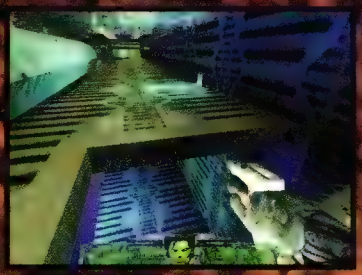
Hit the blue button on the lift twice to ascend to the top.



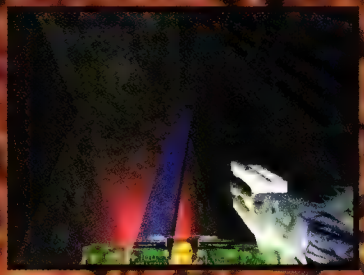
Jump onto the coffin, and from there onto the tiny ridge on the support. Hop onto the ledge on the left and duck into the shaft. Wind your way through the shaft and out into the area below the storage-room floor.



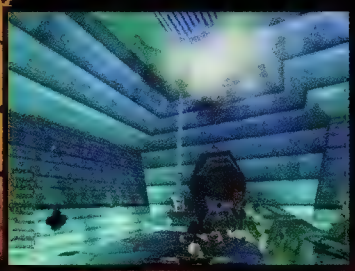
Grab the health pack on the left, and then sneak around the right side of the first fan. Don't touch it, or you'll explode in a big pile of gibs! Crawl around the pipe, inching past the second fan and toward the far wall.



Drop into the lower passage. A LaserGat attacks. Shoot it down with your Sidewinder as quickly as you can.



Approach the pit ahead with caution. Falling in means a violent and bloody death. Creep along the thin metal support and leap across to the other side. Proceed through this passage and duck into the next section. Follow the vent all the way to the ladder, climb it, and approach the opening to the hallway below.



Drop down and use the keypad to blast the power box on the ceiling to open the door.

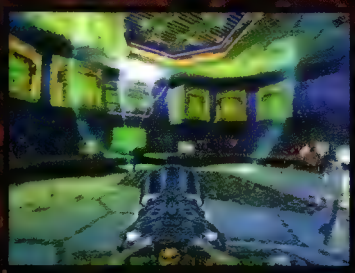


Superfly broke into a storage closet while you were gone. Use the sparking keypad to enter. Grab all the good stuff you can hold, and make sure Superfly gets his share.

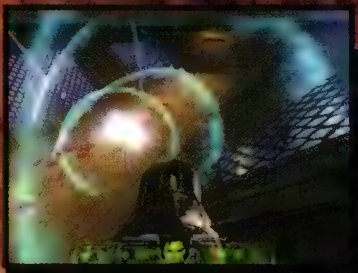
[SECRET 4]

Blast through the wall of coffins on the left and blow through the wall grate. Collect the extremely powerful Shockwave in the opening!

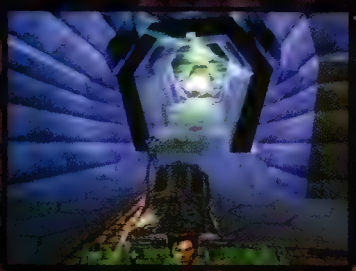




Now take Superfly with you back into the hallway and proceed into the next room. Take out the LaserGat and Guard. Then use each of the four computers to observe different areas in the Crematorium. Open the door, and then get on the lift. Push the button to go up, and then head out through the door.



To get to the next area you will have to find a way around the locked door. Go through the unlocked door, shatter the Ragemaster, and enter the small control room at the walkway. Go through the door at the end of the walkway. Climb the stairs into the small storage room.



Kill the Guard, climb up through the coffin hallway, and wipe out all enemies in your path. Go through the door at the top, taking out the Ragemaster ahead and the Guard on the left. The door ahead is locked, so take a left.



Blast the grate under the shelf in the coffin storage room and climb into the vent. Climb through the vent until you reach the room full of pipes. Grab the ammo there and use the Hosportal down low. Crawl out through the lower vent and head toward the door.



The Third Section of the Crematorium

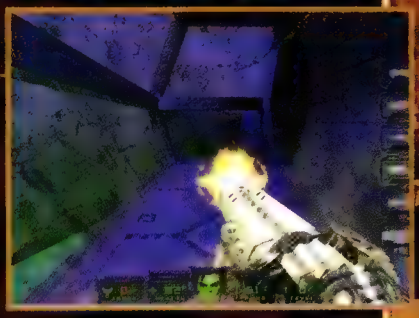


Exit through the rectangular door to the right of the desk.



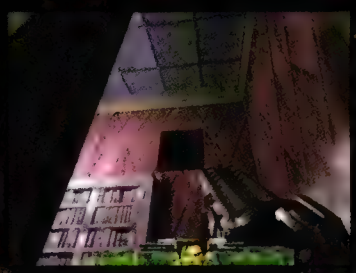
On the left, grab some fruit from the potted tree for health. Go across the stairs and down the set on the right. Walk out through the glass walkway with a view of the marsh.

[SECRET 5]



Blast out the walkway glass and jump into the water.

Grab the Goldensoul and Chromatic Armor from each corner of the area. Take the lift back up onto the walkway.



Now continue into the viewing room. Destroy the many Guards there and nab the ammo from the corner. This room is where families come to watch their dearly departed enter the cremation incinerator. To reach the incinerator room, blast the cover off the vent high on the wall near the bookcase. Hop onto the table, and from there to the sign, from the sign to the light, and from the light up to the bookcase.



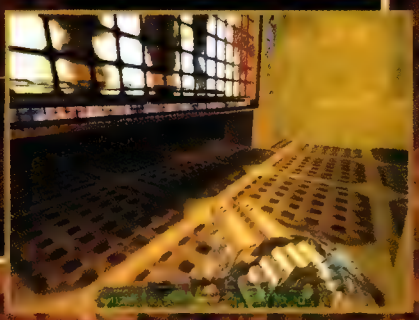
Now crouch into the vent and climb. As you look down through the ceiling grates, notice that the coffins are being carried past the incinerator on a conveyor belt.

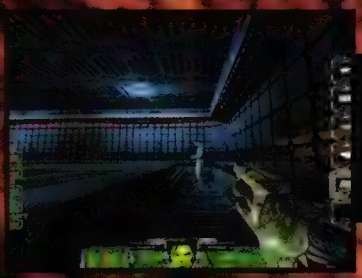


Traverse the length of the vent and blast through the weaker grate at the top. Drop through it to stand in front of the oven. Crouch down and crawl under it.

[SECRET 6]

Collect the Chromatic Armor from behind a pillar all the way to the right.

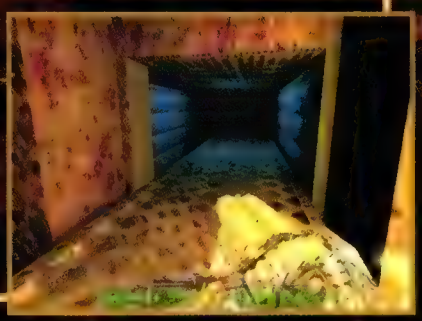


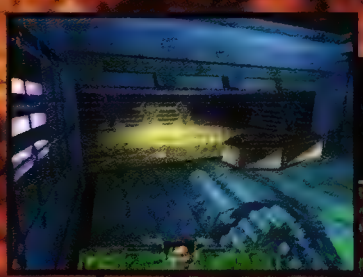


Now turn and head in the opposite direction, toward the blue light. Take out the Mishima Worker and the Guard.

[SECRET 7]

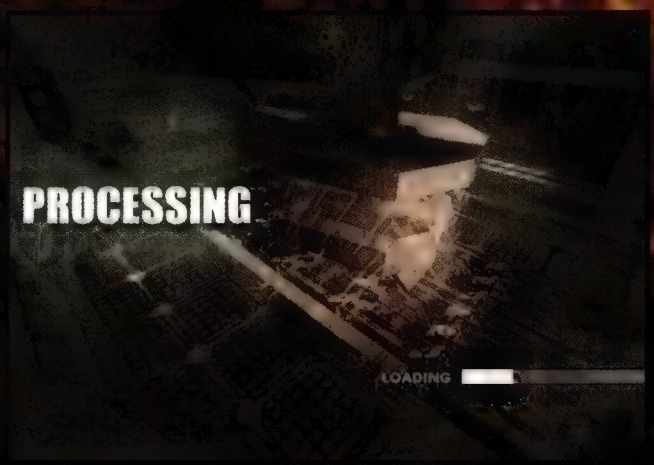
Hop on the belt and go through the incinerator to the other side. Drop off the left side of the belt and grab the health packs and ammo.





Jump on the conveyor belt alongside a coffin. Then ride the lift with it down to Processing.

E1M5: PROCESSING



Romero's Design Comments

Originally, this map was called the "Defense Zone" and was built by SecuriCo as a heavy-duty layer of the fortress that would be impossible to get past: the Daikatana had to be guarded in a big way. The original map again proved to be gargantuan, and because E1M4 was so large, I decided to jettison the original E1M5 map and put Processing in its place.



Old E1M5, "Defense Zone"

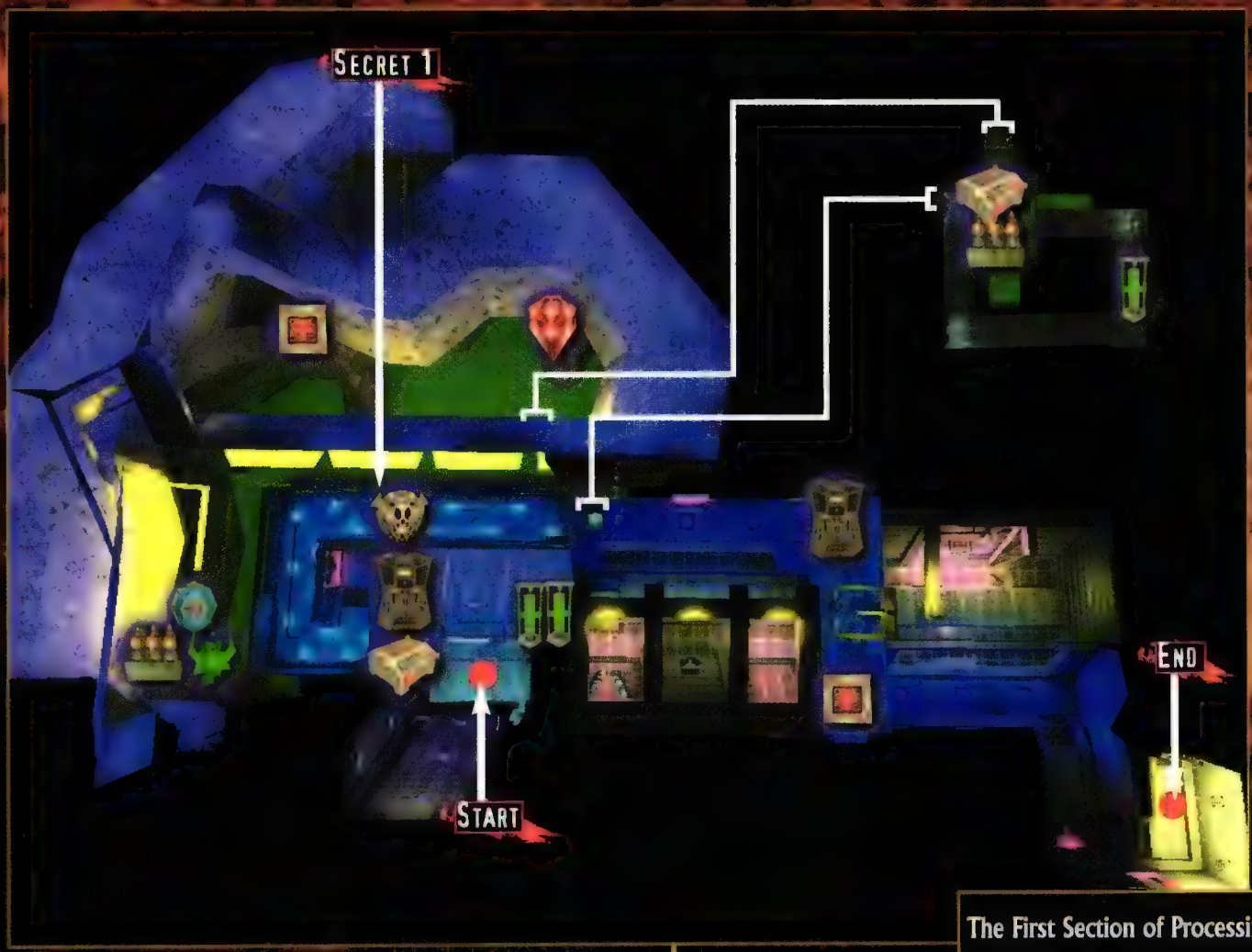
Creatures:

- RoboSkeet
- Froginator
- Cambot
- RoboCrox
- Mishima Workers
- Mishima Guards
- Venomvermin XP5
- Deathsphere
- LaserGat

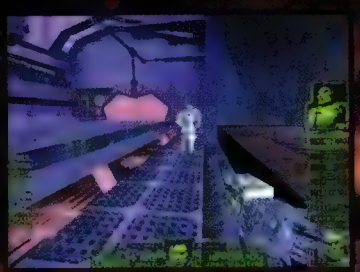
Weapons:

- Shockwave

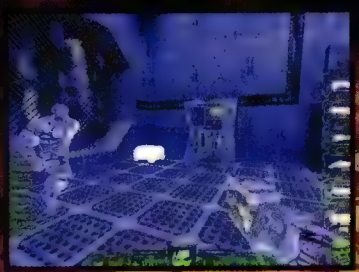
Secrets: 6



The First Section of Processing



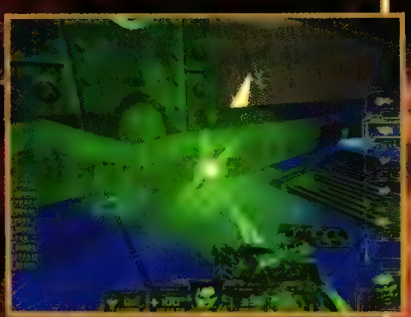
Command Superfly to get the Ion Blaster ammo (in the corner to the right).

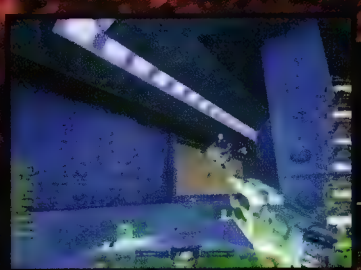


Use the Hosportal to the left of the door to regain 50 health and let Superfly pick up the health pack. Go through the metal door and climb the stairs.

[SECRET 1]

Locate the first blue floor light after the single stair in the middle of the hallway. Destroy it and a secret passage will open up in the floor. Jump down into it to collect the Megashield.





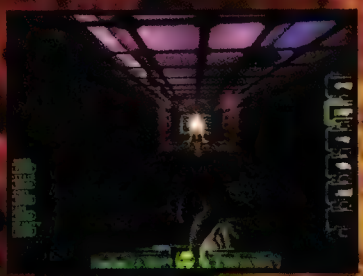
Kill the Venomvermin. (Look out for the Deathsphere and LaserGat just around the corner.) Superfly will wait for you here.



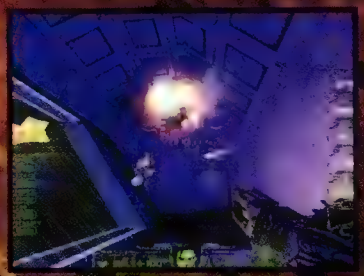
Break the glass and jump out the window into the swamp. Explore the water and grab all the health and ammo you can find. Nab the power boost from the far corner of the swamp.



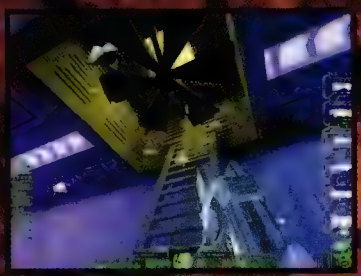
Collect the Save Gem from the water under the arched rock near the pipe, and then climb up the rock. Jump to the nearest rock, and from there into the pipe. Snag the health and ammo from the corner and climb the ladder. Look out for the Venomvermin at the vent entrance.



Climb through the vent to the next ladder, climb it, and blast through the grate at the top.



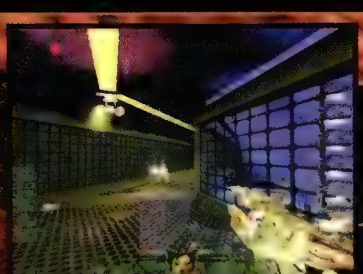
Open the door directly ahead to admit Superfly. Smash the guard, LaserGat, and Deathsphere in this hallway. Use the Hosportal at the end of the hall to regain some health.



Kill the worker on the ladder and go over the hump into the next hall. Shoot down the Deathspheres and LaserGat. Climb the stairs and go through the door at the top.



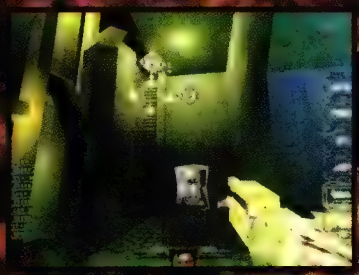
The Second Section of Processing



Look out for a guard, LaserGat, and Venomvermin inside on the suspended metal walkway.



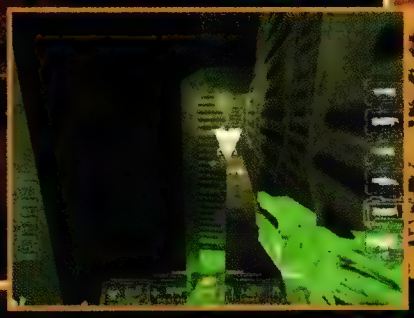
In the next room, kill the guard, and push the button on the left to open the elevator door. Descend in the elevator and kill the guard at the bottom. Immediately take out the Deathspheres overhead to the left and grab the rockets on the right.

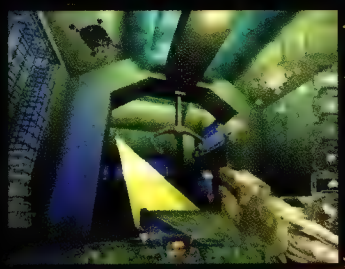


Use the Hosportal on your left, and have Superfly pick up the health pack nearby.

[SECRET 2]

Walk behind the pipes along the ledge. Behind a pipe in the rear corner, you'll find the Chromatic Armor.





Look out for the onslaught of enemies in the next room. Take out all the Deathspheres and Venomvermin; then turn and grab the rockets from the floor on the right. Let Superfly collect the Ion Blaster ammo on the left.

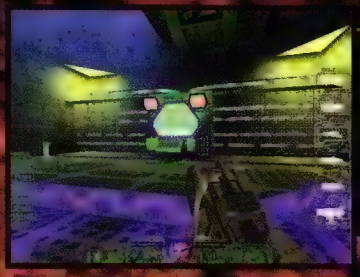
[SECRET 3]

Climb under the stairs at the far end of the room and look for a small opening on the right. Crouch into the hole and grab the Goldensoul from inside.





Go through the door downstairs near the stairway. Take out the Venomvermin and multiple Deathspheres. Climb the stairs on the left and go through the door past the oven. Take out all the baddies in this room under the walkway.

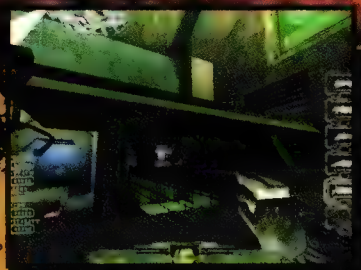


Approach the big computer to activate it. Use the keyboard to unlock the freezer door. Grab the rockets in the corner opposite the door, and the health near the belt to the oven.

[SECRET 4]

Use the button behind the meat vat on the wall in the corner. The stairs to the exit door move to reveal a vent. Blast the cover off the vent, climb in, and find your way to the Attack Boost. Use the button on the wall to lower the stairs and exit. Take a right and return to the packing room.

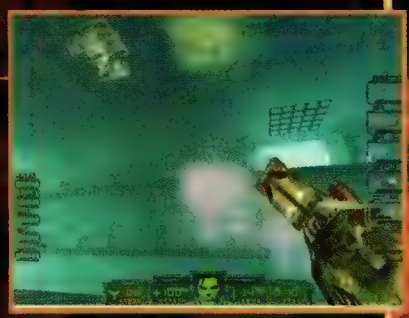


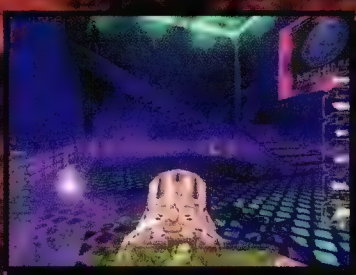


Go upstairs and crouch under the conveyor belt on the left. Use the Hosportal for health and grab the Save Gem. Climb back under the conveyor belt and through the door into the freezer. Take out the Deathspheres, LaserGat, Venomvermin, and Guards. Nab the Shockwave from the floor near the stairs and the ammo from under them.

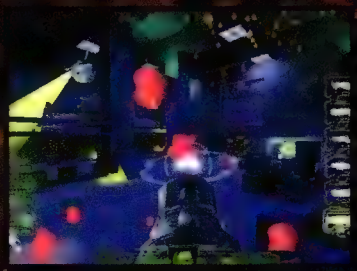
[SECRET 5]

From the stairs, climb to the higher shelf on the right. Crawl along the shelf and punch the big crate three to the left of the door. It explodes to reveal a Power Boost.





Jump down, climb the stairs, and go through the door. Kill the Guards in this room, and then enter the next. Take out the Deathsphere, Venomvermin, and Mishima Guard. Grab the ammo from under the stairs. Go upstairs and through the door into the shipping dock.



Wipe out the creatures with a couple of well-placed Shockwave blasts. Tell Superfly to get the Ion Blaster ammo from behind the crates in back on the left. Grab the health from behind the crates under the walkway. Climb the stairs and make your way up the metal structure to the door at the top.

[SECRET 6]



Just inside the door, jump left over the railing and down to the ground. Collect the Plasteel Armor from behind the crates in the corner.



Climb the ladder back to the walkway. At the top of the stairs, you'll view a cutscene as you and Superfly teleport into the Icelab.

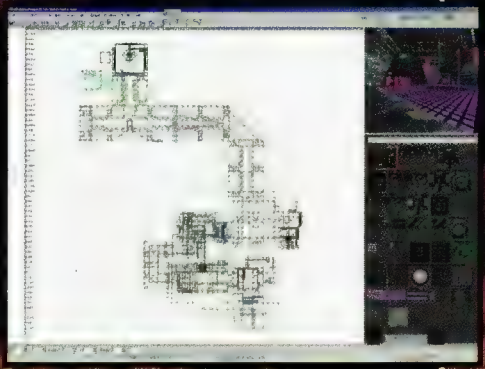
Episode One

E1M6: ICELAB



Romero's Design Comments

This map turned out exactly as I envisioned it, thanks to the excellent groundwork laid by Steve Rescoe. Many revisions later (this map, too, was very large) and the final version of the Icelab feels just right. There's plenty of cold nitrogel enshrouded in blue fog and Cryotechs doing their work in front of massive supercomputers.



Screenshot of Icelab in IonRadiant, the Daikatana Map Editor

CREATURES:

Cambot
Cryotech
Mishima Worker
Deathsphere
LaserGat
Mishima Guard
LaserGat
Battle Boar

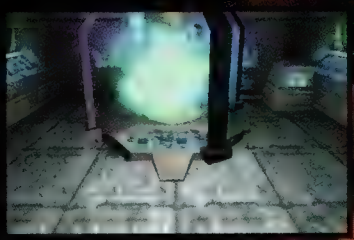
WEAPONS:

Ammo only

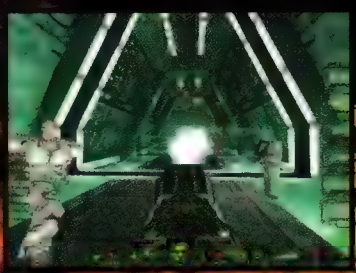
SECRETS: 3



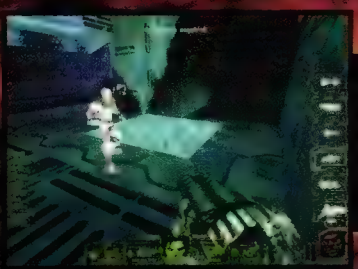
The First Section of the Icelab



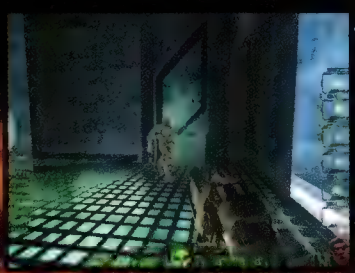
After you and Superfly teleport into the Icelab, use the computer to open the door. Look out for the freezing N-gel sprayed from the vents. It does plenty of damage if you touch it.



Go left and use the computer. This alerts security. The door opens, and forces on the other side stand ready to attack.

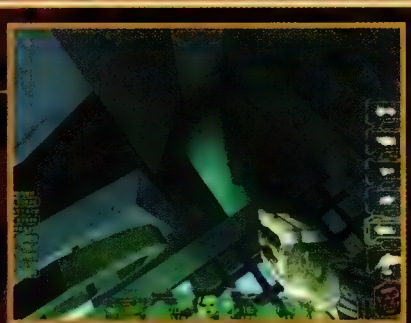


Go forward through the door and nab the Save Gem to the left of the pipe. Turn around and descend the ladder.



Hop over the N-gel onto the far metal walkway; then take out the Cryotech on the right. Turn the valve on the left to lower the N-gel that fills the bottom of this area.

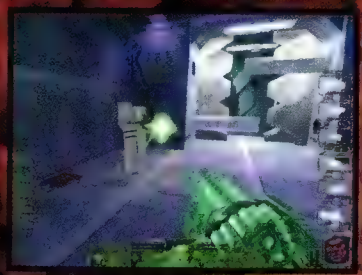
[SECRET 1]



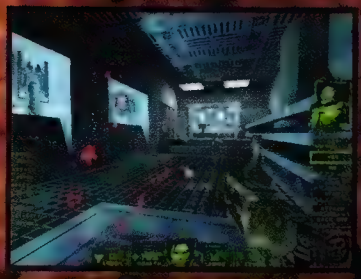
Look over the edge of the walkway to the right of the pipe. Jump down onto the tiny ledge on the right and climb into the vent. Climb up and grab the Vitality Boost. Then follow the vent down through the pipe. Jump down onto the lower pipe and collect the Goldensoul in the opening on the left.



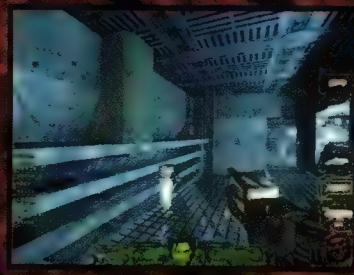
Kill the monsters and proceed down the hall to the large probe. Use the Hosportal on the left and take a right into the small control room.



Shatter the guard sitting at the computer to get the blue control card. Exit the room, and then use the blue control card on the computer near the barred door to open it.



Jump off the big pipe down to the lower walkway. Ascend in the lift and kill the Worker upstairs on the right.



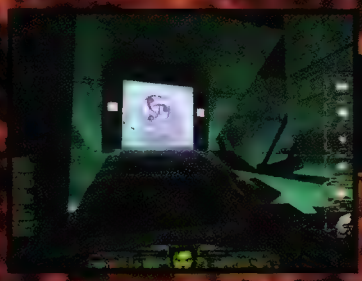
Hop onto the elevated area on your right and grab the Attack Boost near the end. Hop down and enter the next room.



Smash the Guards and Worker, and then use the computer near the door to open the bars.

The Second Section of the Icelab

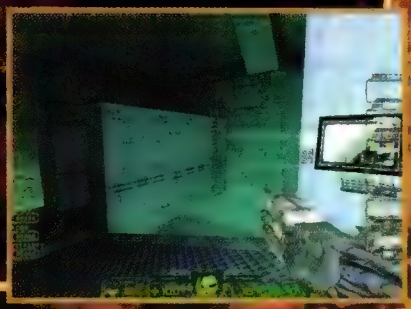


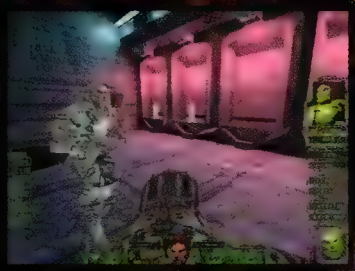


Follow the walkway ahead into the large open area and walk up the ramp on the left.

[SECRET 2]

Turn left and jump to the ladder on the side of the structure, taking care not to fall into the deadly N-gel below. Climb atop the structure and pick up the Shockwave there.

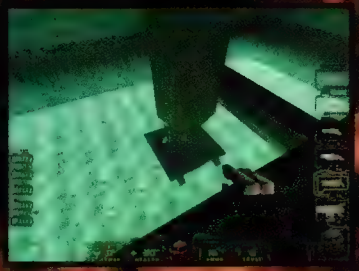




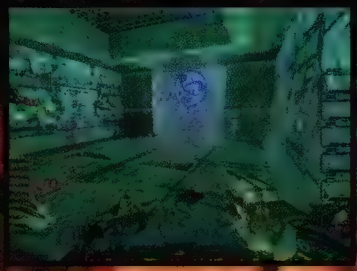
Drop onto the walkway and follow it to the room with the four red-lit cryosuit holders. Grab the Shotcycler shells and have Superfly pick up the Ion Blaster ammo.



Crawl down the ladder and out onto the pipe to collect the Megashield at the end.



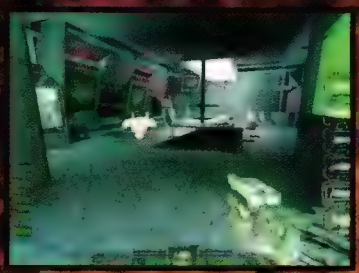
Climb back up the ladder and exit the room back out to the walkway. Look down into the N-gel–filled area below. Jump onto the platform and pick up the rockets.



Use the doors at the top of the pipe to exit and kill all the guards in the room. Step onto the lift to reach the room above.



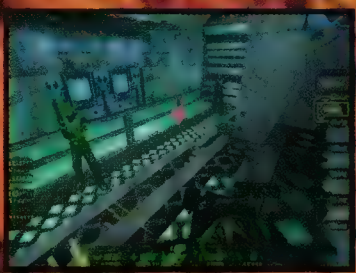
Use the door to exit this room, climb the stairs, and take a right. Grab the health at the end of the hall in front of the SciCo door.



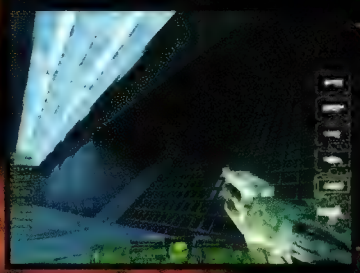
Enter the break room and collect the Plasteel Armor and health from the far end of the room.



Exit and follow the walkway to the other side. Use the door to enter the next area.



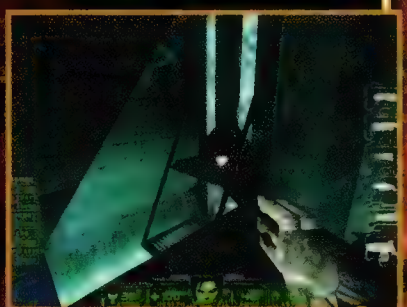
Kill the Guard and Cryotech, and grab the C4 ammo and rockets. Pick up the Save Gem at the end of the metal walkway and follow it to the next door.

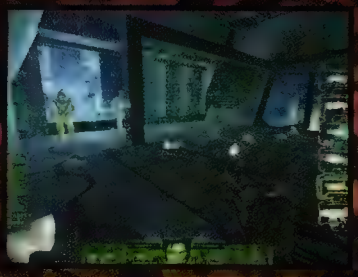


Walk through the door and follow the path to where the metal mesh wall on the right ends.Walk through the door and follow the path to where the metal mesh wall on the right ends.

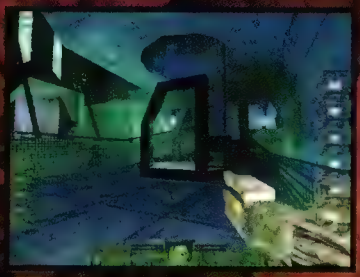
[SECRET 3]

Walk up the large support to the left of the metal mesh wall. Slip through the opening on the left and drop onto the surface below. Turn slightly left and make your way to the edge of the floor. Now jump over to the roof above the door to acquire the Goldensoul.

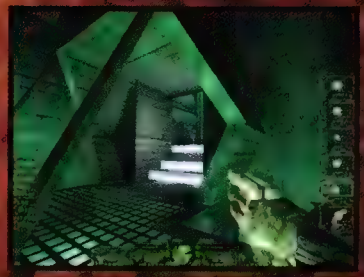




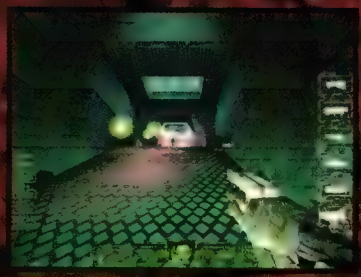
Jump down onto the walkway. Go in the direction opposite the door and kill the Guard and Cryotechs near the computers. Use the Hosportal behind the mesh wall.



Descend the ramp and call the lift using the green wall button. Take the lift up and follow the walkway ahead and to the right to collect some health and Ion Blaster ammo.



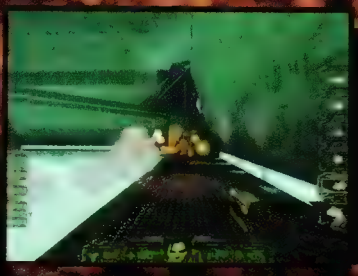
Now ride the lift back down and go through the SciCo door. Nab the C4 ammo on the other side of the pipe and go through the next door.



Look out for the Inmaters at the top of the ramp! Take them out, then grab the health at the top on the right and the Shockwave on the left.



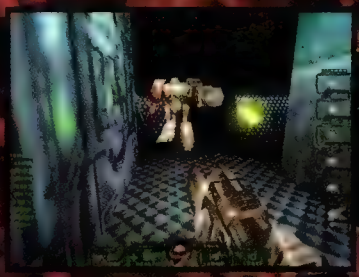
The Third Section of the Icelab



A stasis field ahead confines Mikiko. Go through the door and immediately take out the Inmaters on the right. Grab the C4 on the right, and then press the green button near the door to open it and enter the next area.



Watch out for the supercooling N-gel as you follow the walkway around and kill the Inmater at the end. Grab the Save Gem on the right and kill the guard in the hall on the left.



Continue along the walkway to the stairs. Climb each set of stairs and kill the Inmaters at the top. Move forward through the SciCo door.



Walk forward toward the button on the ground. View the cutscene as you and Superfly rescue Mikiko from the stasis field.

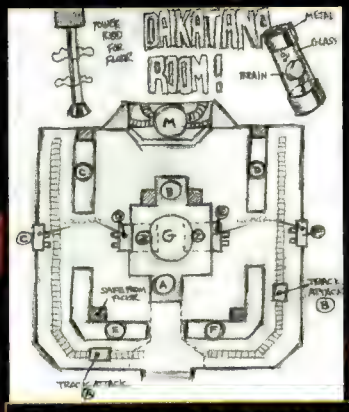
Episode One

E1M7: VAULT

Romero's Design Comments:

The first episode consisted of many large maps and this one was no exception. It has been cut down in size to something that resembles a boss level and is just the right size. The end boss room is very close to the original vision thanks to Tim Whiteside, who finished off this map. I wanted the boss map to be more than just a big monster in the last room. It needed to be different, so I decided to make the room itself dangerous and then have two boss monsters instead of one. So now the room is really fun and your gateway to the rest of the game.





Concept Sketch for the Daikatana Room "in the Vault"

Creatures:

- Cambot
- Mishima Worker
- Deathsphere
- LaserCat
- Mishima Guard
- Ragemaster
- Battle Boar
- Venomvermin XP5
- Psyclaw
- Brains

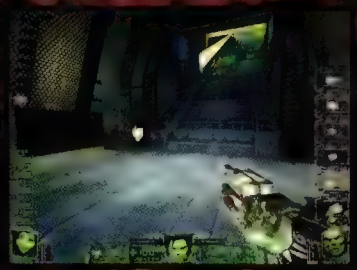
Weapons:

Ammo only

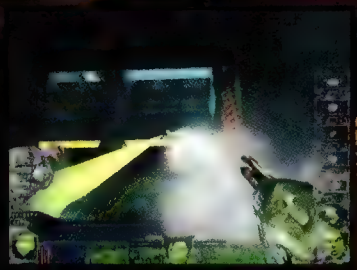
Secrets: 4



The First Section of The Vault



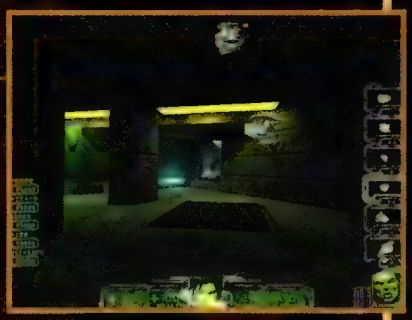
Grab the ammo from around the pillar on the left and the Plasteel Armor from either side of the stairs. Have Mikiko or Superfly pick up the other armor, and then head upstairs.

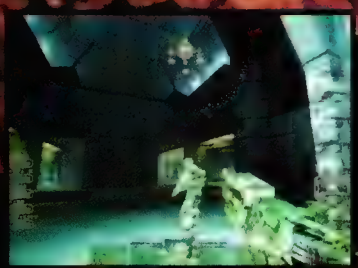


Take out the Cambot and tell Superfly and Mikiko to pick up the ammo at the top of the next set of stairs.

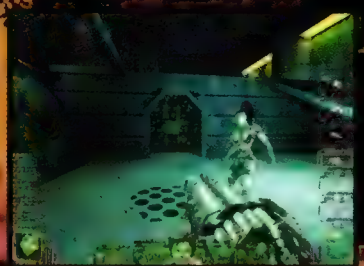
[SECRET 1]

Shoot the wall grate on your right and make your way through the vent. Go through the door and grab the health from the ledge. Walk across the bridge and collect the Save Gem and health.

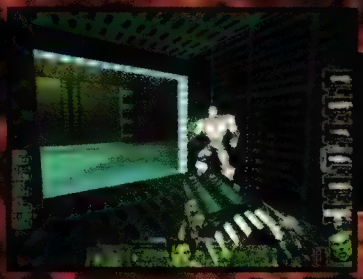




Use the keyboard to the right of the stairs to open the big door. Shoot down the Deathspheres hovering ahead and watch out for the Ragemasters popping out of the trapdoors in the floor.

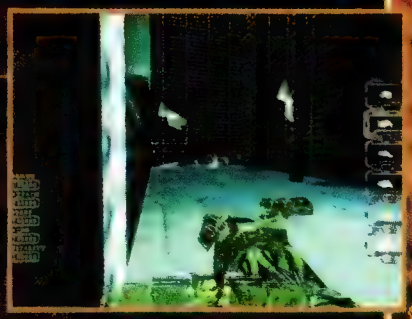


Back out in the main room, descend the ramp to the lower floor. Use the keypad in the wall to bring out the ladder rungs above. Climb the ramp and scale the ladder.

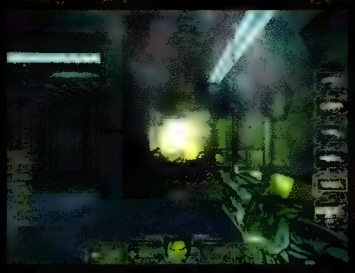


Obliterate the guard and Workers ahead in the next room. Use the keypad to take the lift to the lower level.

[SECRET 2]



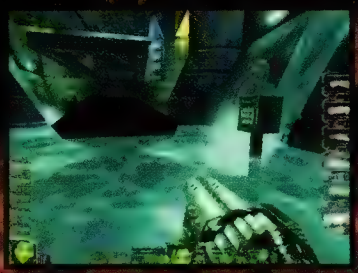
Use the keypad at the bottom to raise the lift, but don't board it. Shoot out the grate near the floor and crawl into the opening. Climb the ladder and follow the passage to its end. Grab the Goldensoul, ammo, and Plasteel Armor from behind the grates there.



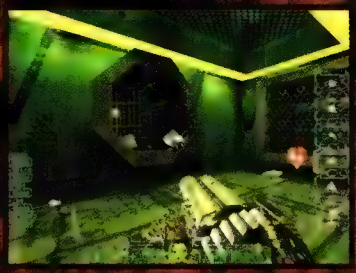
Summon the lift and ascend. Return to where the Guard was and lift the access wall panel to open the cage on the right. Use the keyboard to open the door on the lower floor.



Take the lift down and go through the door before it closes. If Superfly and Mikiko don't make it, use the keyboard on the other side to reopen the door for them.



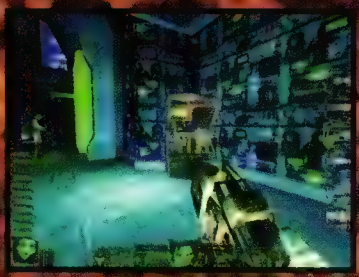
Shatter the Ragemaster and Guards on the other side and hop into the water below the suspended walkway. Use the keypad to open the lid on the pipe. Swim into the pipe and shoot the covering off the end.



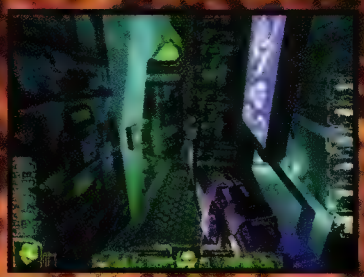
Climb the ramp and kill the mass of Venomvermin scurrying along the ground. Collect the Save Gem at the top and shatter the fan in the pipe on your left.



After you hit the ground, collect the health ahead and climb the ladder. Try to cross the bridge. The cables snap, sending the metal slab crashing to the floor. Climb back up and jump across the gap. Take out the Guards surrounding you. Use the keyboard near the door to admit Superfly and Mikiko; then jump back into the pit. Enter the small room at the end of the pit and kill the Guards inside.



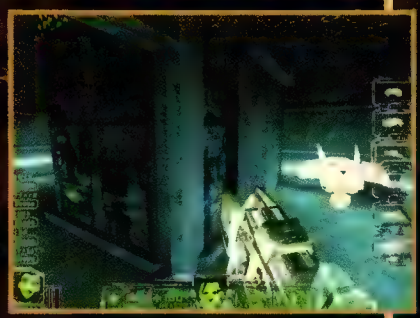
With your companions in tow, climb the ladder into the computer room. Find the Hosportal among the computers near the pipes full of flowing green liquid.

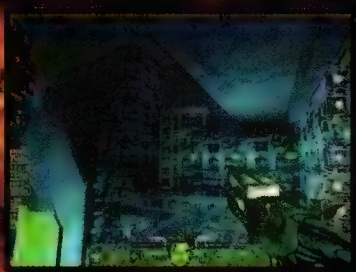


Now go back to the gray metal doors and pass through them. Climb the ramp and slash the worker at the top. Turn left at the blue and white SciCo sign and follow the metal walkway to the keypad on the wall.

[SECRET 3]

Turn and walk back to the SciCo sign and turn right. Walk down the ramps and circle around to the left. Take the Plasteel Armor from the opening under the stairs.

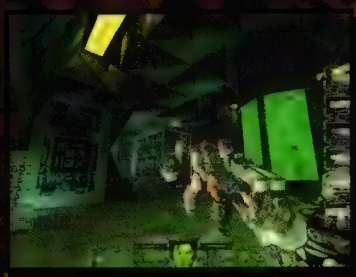




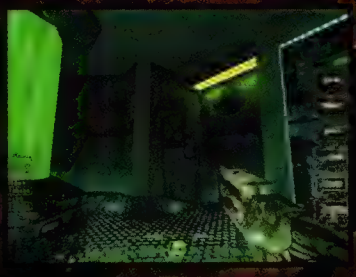
Climb the ramps again and go right at the SciCo sign. Take the walkway to the other side of the room. Climb the ladder and enter the pipe. Shatter the Venomvermin ahead and go through the door at the end of the tunnel.



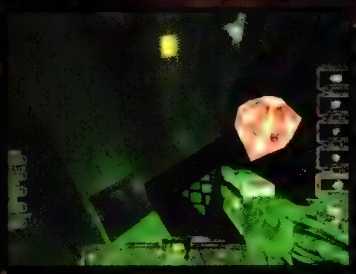
To lower the bridge, shoot the power box in the ceiling on the right near the far wall. Walk across the bridge and use the door on the other side to open it.



Find your way to the room containing the green liquid–filled pipe. Smash the Ragemasters and take a left toward the smaller room next door. Superfly and Mikiko will stay behind while you find a way to open the door in the other room.



Jump onto the blocks, and from there into the vent. Crawl through toward the health. The vent bottom will break and you'll fall into the sewage below.

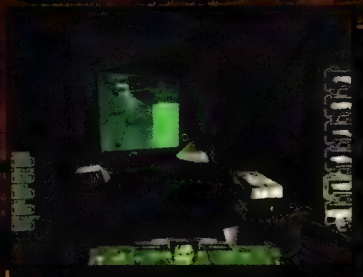


Shatter the three Sludge Minions and climb the ladder on the wall to your right. Grab the Save Gem from the platform and hop over the large moving platform ahead. (Take care not to be crushed between the platform and the ceiling!) Make your way onto the second platform, and then jump across the gap to the platform opposite. Grab the Acro Boost from the ledge between the two platforms, and then drop onto the next one.

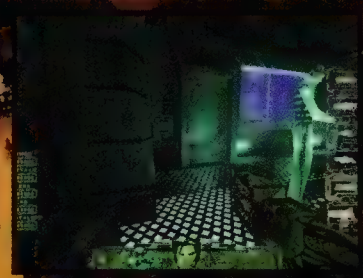
[SECRET 4]



When the platform reaches the top, rocket jump or Shotcycler jump and land on the vent just below the ceiling. Walk to the end of the vent and collect the rockets.



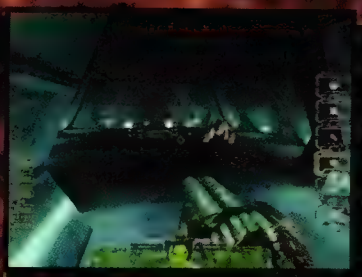
Jump back onto the final moving platform. Blast the grate from the vent at the top and climb inside. Turn right inside the vent and find the 50 health at the edge of the broken floor. Turn around and crawl in the opposite direction. Drop into the room with the flowing green liquid in the center.



Use the keypad on the wall to open the door and admit Superfly and Mikiko. Walk down the hall toward the yellow light.

The Second Section of the Vault

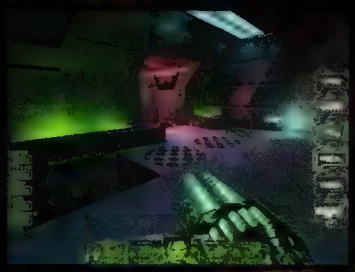




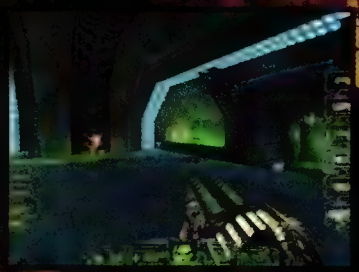
Wipe out the mob of Guards crowding the room. Use the Hosportal on the right to regain some health, and then head down the ramp. At the bottom, enter the room on the right. Grab the health and ammo at the other end, wary of the trio of Venomvermin that attacks from behind.



Use the keyboard at the end of the hall to open the hatch on the vent. Climb in and scale the tall ladder ahead. Smash through the grate at the end of the vent and drop onto the wedge-shaped lift below. Ascend through the passage and kill the Deathspheres you encounter before they can hurt you. Hop onto the ledge near the end of this concrete area and grab the health. Shoot the grate at the bottom near the slime.



Crawl through until the fan blows you up through the grate into the room above. Descend the ladder and use the keypad to admit Mikiko and Superfly.



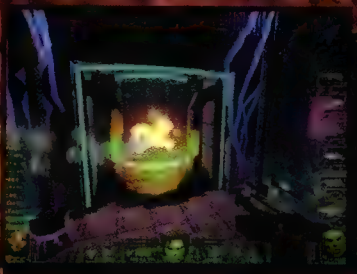
Go back up the ladder and shatter the Ragemaster waiting there. Obliterate the Guards and Ragemasters ahead and grab the Save Gem at the end of the hall. Enter the hall on the right and shoot down both Deathspheres. Use the keypad to enter the Daikatana room.



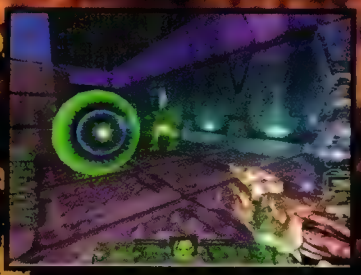
Find your way around to the entrance and immediately hop onto a corner platform. These platforms are the only safe place to be when the floor becomes electrified: when the timers on either side of the Brain reach the floor, they send a sheet of electricity over the area. Unless you're on the corner platform, it will hurt you very badly. Tell Mikiko and Superfly to come up and join you, and then to stay.



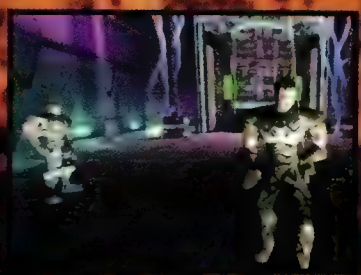
Your first task is to destroy each attacking LaserGat. Then you must destroy each of the three small Brains up near the ceiling. Shatter their protective casing, and then kill the Brains themselves.



The shield protecting the main Brain has lowered now, leaving it vulnerable to attack. Annihilate the defenseless Brain to disable the electric defenses. Now you can walk anywhere in the room without fear of electrocution.

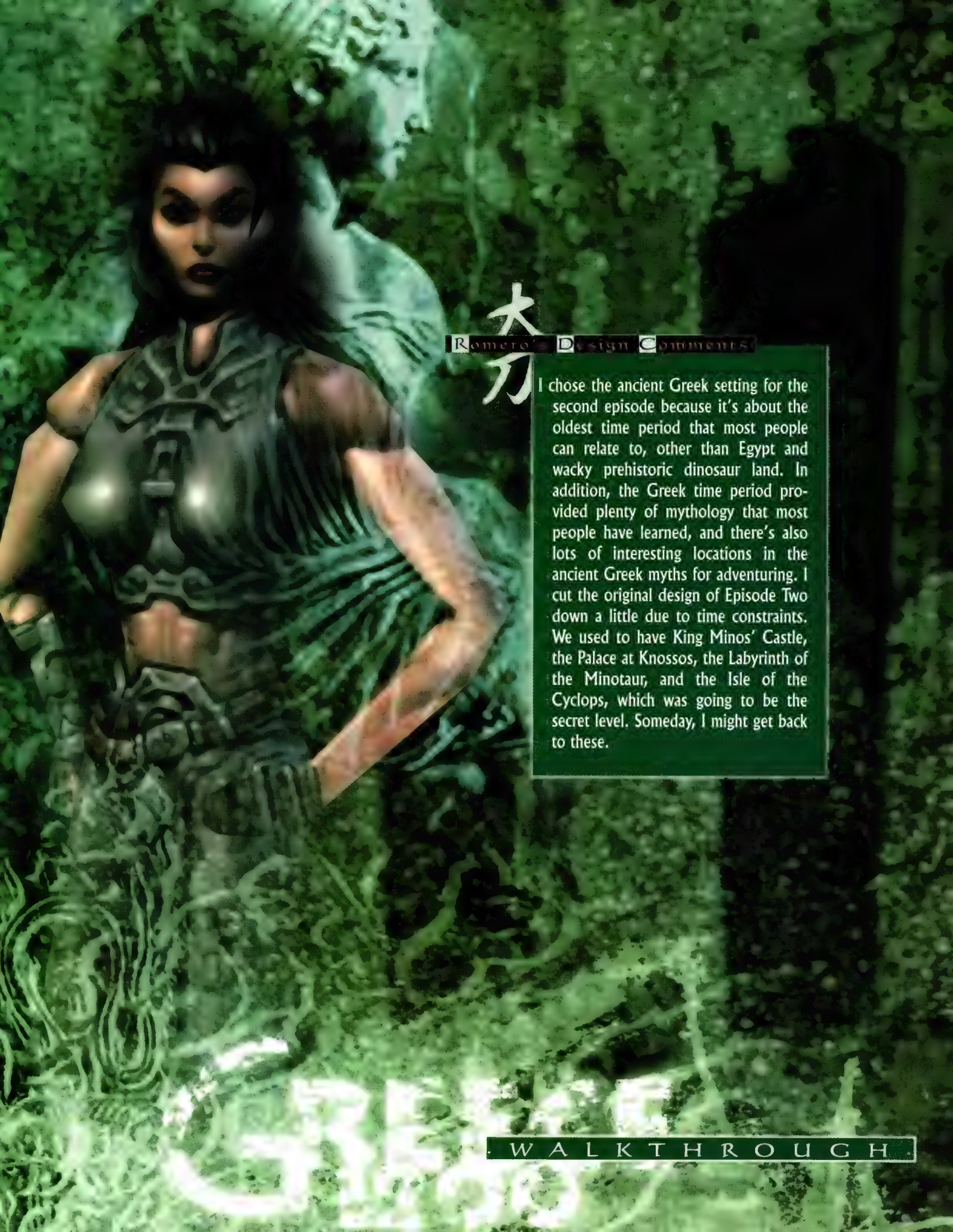


Doors under the center platform open to release two Psyclaws. With Superfly and Mikiko's help, obliterate the two mind-warping creatures.



When the Psyclaws are dead, the Daikatana is yours. But Mishima soon interrupts your celebration and attempts to time-travel. Thus begins your journey through Ancient Greece.





Romero's Design Comments

I chose the ancient Greek setting for the second episode because it's about the oldest time period that most people can relate to, other than Egypt and wacky prehistoric dinosaur land. In addition, the Greek time period provided plenty of mythology that most people have learned, and there's also lots of interesting locations in the ancient Greek myths for adventuring. I cut the original design of Episode Two down a little due to time constraints. We used to have King Minos' Castle, the Palace at Knossos, the Labyrinth of the Minotaur, and the Isle of the Cyclops, which was going to be the secret level. Someday, I might get back to these.

GREEK

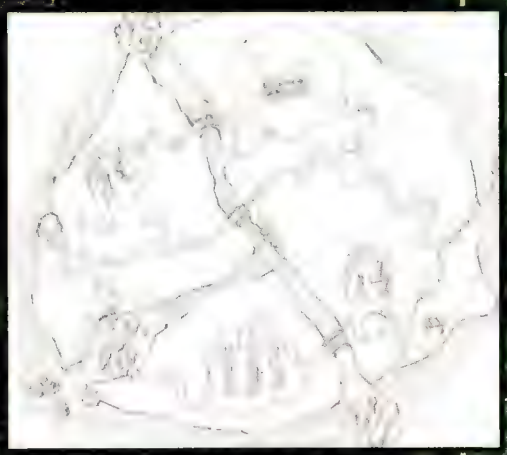
WALKTHROUGH

E2M1: LEMNOS ISLE



Romero's Design Comments:

For the second episode, I picked the classic Greek period of 1200 B.C.E. as a great place to have an adventure, mostly because there's so much instantly recognizable mythology that players will have an immediate understanding of the environment and locations they will find themselves in. I wanted to pick a set of legendary locations to romp around in, so I chose to have Athens at the center and the other locations before and after it. I wanted to strand the player on Lemnos Isle, across the sea from Athens, and have them find their way off the island to start the adventure. The way off the island is to find Charon's Horn so you can call him to the shore and pay him with a Drachma for transport across the water.



Concept Sketch for Guiding Designers of Lemnos Isle

Creatures:

- Small Spider
- Large Spider
- Skeleton
- Charon the Ferryman

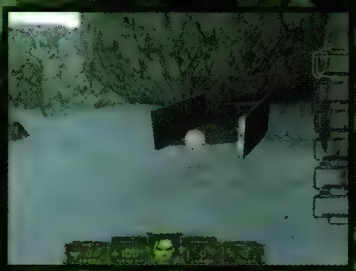
Weapons:

- Discus
- Sunflare
- Venomous

Secrets: 1



The First Section of Lemnos Isle



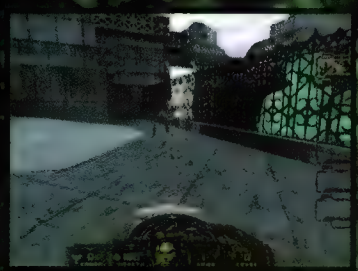
Follow the passage through the rocks to find the Discus in the wheelbarrow.



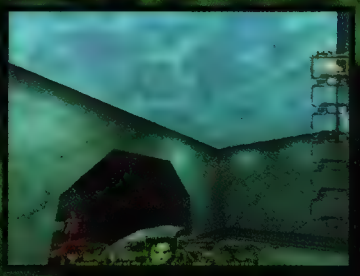
Pick up the Discus, approach the buildings ahead, and kill the Skeleton. Descend the stairs to the right of the fallen pillar.



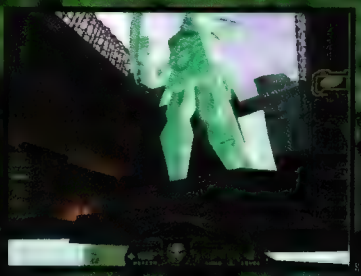
Kill the Skeleton and go to the small room at the end of the hall. Grab the health there, turn around and go left into the next hall.



Enter the open area, kill the Skeleton, and take a left into the passage at the far end of this walkway.



Continue ahead into the large open area with the two large statues. Make your way down the stairs on either side of the courtyard. Jump into the water around the bridge and collect the Attack Boost from under it.



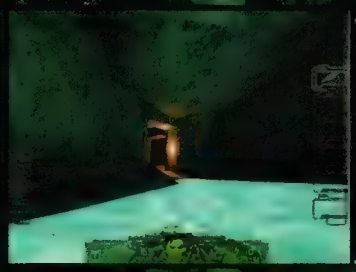
Hop out and kill the Large Spider in the passage ahead. Go left and enter the area below the statues and waterfall. Pick up the Save Gem on your left, and then jump into the water flowing near the base of the statue.



Push the two wall buttons to drain the water. A door in the rock statue base will open. Jump into the opening and splash into the water below.



Climb out, kill the Spiders, and collect the Silver Armor.



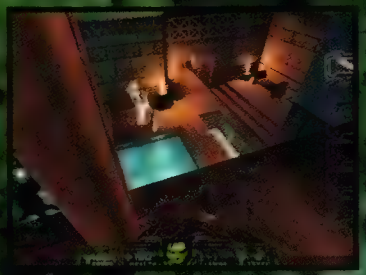
Jump back into the water and swim through the submerged tunnel to the next bit of dry land. Grab the health to the right of the first doorframe and kill the Spider ahead. Climb through this shaft to the top.



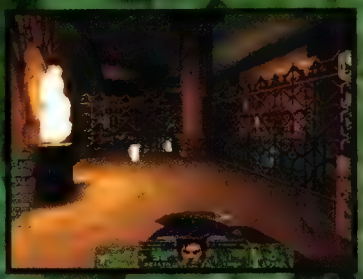
The Second Section of Lemnos Isle



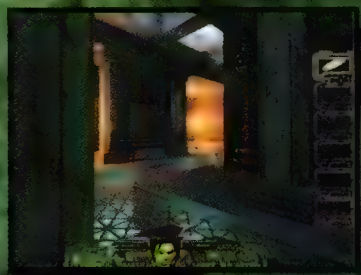
Exit this passage into the outdoor area and pass through the large gate. Kill the Skeletons and enter the building through the large golden doors.



Climb the stairs, turn left, and drop into the pool of water.



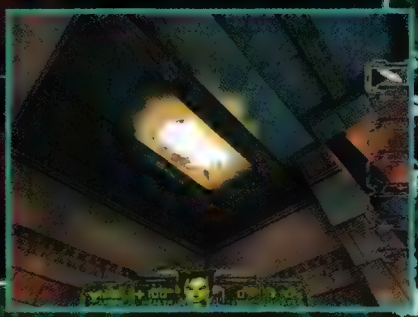
Hang a left through the golden doors and kill the Spider on the other side. Grab the health at the ends of both left and right walkways.



Exit this area and head back toward the first pool. This time, go through the doors in the hallway on the right, heading away from the pool.

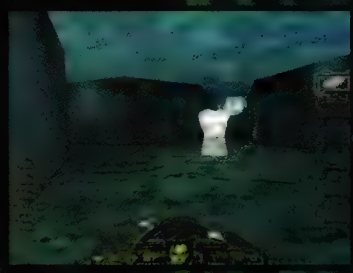
[SECRET 1]

Attack the crack in the ceiling. It crumbles and Goldensoul falls to the ground. Watch out for the Small Spiders that come with it!

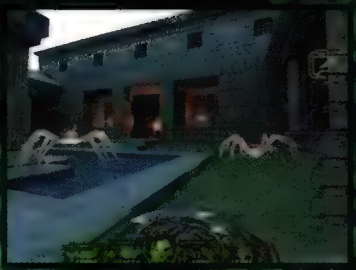




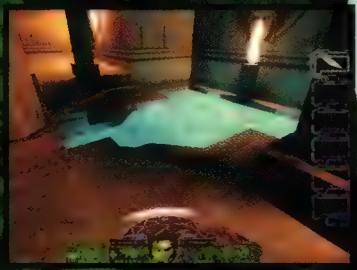
Hop into the stream of water on the right that flows under the statue.



Grab the Silver Armor there and turn left.



Kill the Skeleton and exit the building through the big golden doors. Destroy everything in the courtyard and make your way up the stairs at the far end.



Go left and through the golden doors. Grab the Save Gem from the first pool on your right.



Follow the water passage into the room with the large statue. Hop out of the pool and proceed toward the golden doors.



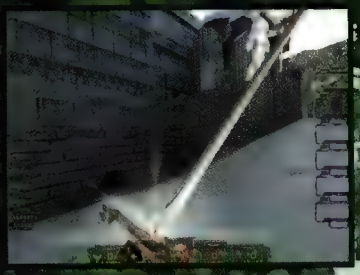
Turn around and go down the hall with the water underground. Take a left, shatter the Skeletons, and walk down the stairs.



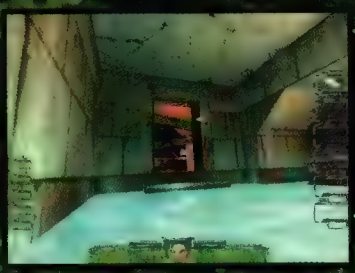
The Third Section of Lemnos Isle



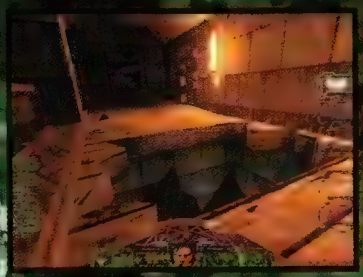
In the room beyond the doors, grab Charon's Horn from the platform in the center of the room. Exit through the doors ahead.



Pass through the hallways and go outside. To enter this building, go down the decline left of the stairs. Crawl into the opening there and kill the Small Spiders.



Grab the Save Gem and splash down into the water. Enter the partially submerged room and break through the boards on the door to the left.



Turn right and proceed with caution; a hole in the floor breaks open when you touch it. Jump over the hole and hang a right through the door.



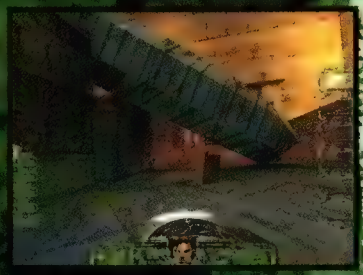
Make your way through the hole in the broken wall, and then left through the door. Climb the stairs and kill the Skeletons at the top.



Pass through the golden doors and kill all the Skeletons in the temple. Turn right and head upstairs. Grab the Drachma from the platform in the light.



The temple statues crumble to reveal Skeletons. Kill them, descend the stairs, and go right.



Crouch under the fallen pillar and exit through the open door.



Look out for more Skeletons as you make your way across the sand and through the rocks, back to the seashore. When you arrive and give Charon the Drachma, he ferries you to the Catacomb.

Episode Two

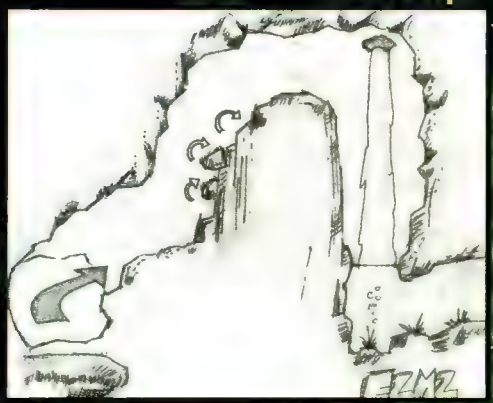
E2M2: CATACOMB



Romero's Design Comments:

I didn't want to make it *that* easy to get straight into Athens, so I figured it would be fun to put players deep in a scary underground area for a while, so they'd be happy to see the bright sun again. I want players to think they're someplace even older than Athens, someplace hidden and forgotten.

I also wanted to shift away from the adventurous, epic-sounding music and open-air feel of the first map, go down into the depths for a while, and then surface back in Athens. That approach is part of how I design games. I try to provide contrast in all areas so players don't get bored experiencing the same things over and over. Tight, closed-in spaces, then huge open areas; bright outdoor lighting, then dark, dank subterranean passages; epic, adventurous tunes changing to creepy, scary music.



Romero's concept sketch for the first cavern in the Catacomb.

Creatures:

- Spider
- Thief
- Skeleton
- Griffon

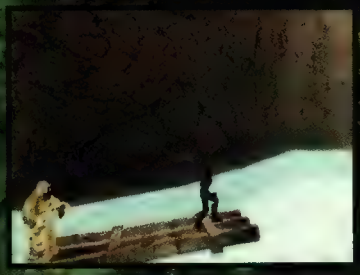
Weapons:

- Discus
- Sunflare
- Venomous
- Hades Hammer

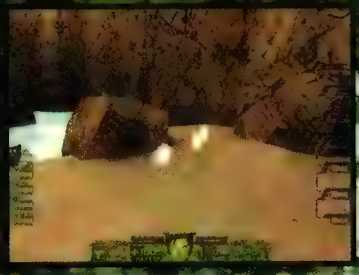
Secrets: 5



The First Section of the Catacomb



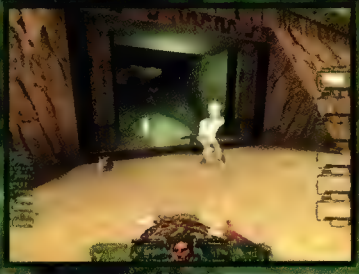
Charon the Ferryman will transport you from Lemnos Isle to the Catacomb.



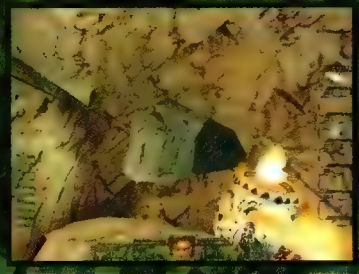
Grab the Discus and health from behind the rock on the left. Walk into the opening in the rocks, and kill the Thief, Skeleton, and Large Spider.



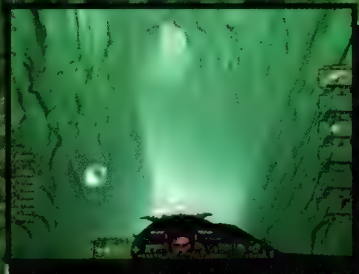
Kill the monsters around the small pool under the waterfall. Grab the health on the right bank. Pass through the tunnel into the area below the treed overhang. Take out the Griffon, Thief, and Spider.



Nab the health and Sunflare from the passage.



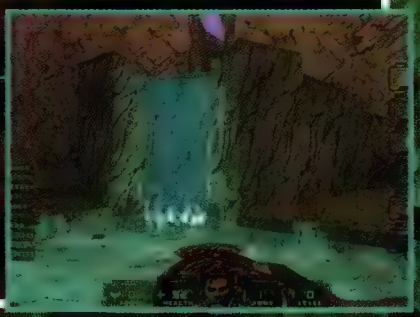
Turn to the right of the shaft, and then hop up onto the rock and into the cavern. Kill the Spider and Skeleton and hop from rock to rock to the top of the cavern.

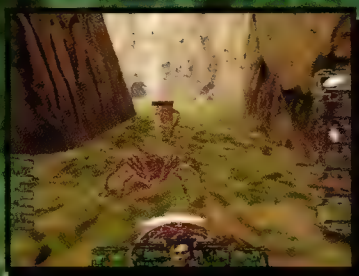


Splash down into the water and grab the health at the bottom. Swim out through the opening in the rock. Look out for the spider at the top of the incline. Walk outside and hop over the waterfall and up to the next plateau. Collect the health, and then round the corner. Follow the stream to the next waterfall.

[SECRET 1]

Swim straight up the waterfall. Attack the rock blocking the stream with your Discus to destroy it. Grab the MegaShield from the ground.





Now jump down on the dry side of the cliff and nab the Sunflare close to the rocks. Walk toward the tree-filled area and kill the Spiders there. Grab the 25 health from behind the rock on the right and the Save Gem from the crevice in the wall ahead. Proceed down into the underground passage.



The Second Section of the Catacomb



Round the corner, wary of the Skeleton and Thief that break through the wall as you pass down the hall. Grab the Silver Armor behind you and the health on the right.



Go upstairs and collect the Venomous from the ground near the right-hand pillar and ammo near the left. Now walk toward the flowing water, kill the big Spider, and descend the stairs. Turn left and grab the Venomous ammo left of the pool. Follow the stream to the broken edge.



Turn around, kill the Skeleton, and grab the Sunflare from behind it.



Jump down and grab the Venomous ammo from under the broken floor of the structure. Follow the tunnel, killing all creatures along the way, until you reach a fork in the passage.

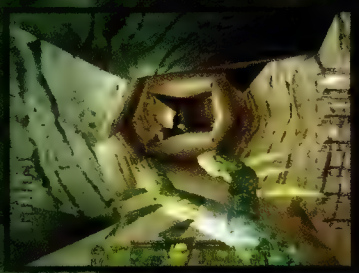
[SECRET 2]

Use the painting on the left. It opens to reveal a stone dial. Use it to open the bars blocking the Goldensoul at the bottom of the stairs. Go down and grab it.





Climb the stairs again and exit this hall into the rocky cavern. Collect the Sunflare from the ground on your left. Go toward the next structure and grab the Venomous ammo on the right of the stairs. Enter the building and continue into the next cavern.



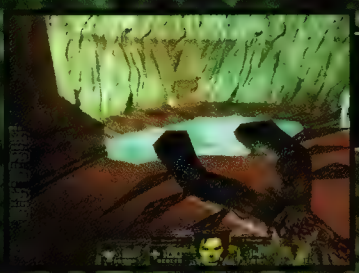
Travel up the dry land into the right-hand tunnel toward the torch. Nab the health from the ground. Continue up toward the next broken-down structure and shatter the Spiders and Skeletons there.



Pick up the Venomous ammo on the left: the wall will break open before your eyes. Take out the attacking Skeleton and grab the Save Gem from behind it. Now walk downstairs, climb the next flight, and turn right.



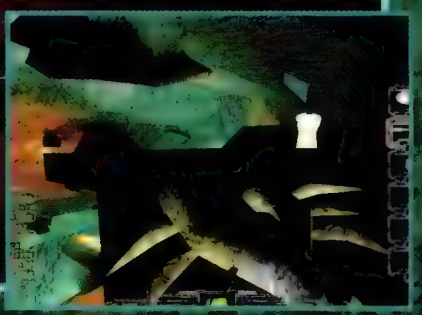
As soon as you enter, an earthquake begins and rocks crash through the bridge. Kill all the monsters in this area, and then face the structure you came out of. Pick up the health on the left of the building. Cross the bridge and enter the passage on the other side.



Use the Lifewater Fountain for health. Turn right again and walk to the end of the hall.

[SECRET 3]

Climb the dirt pile on the other side of the building and hop up onto the roof to find the Gold Armor.

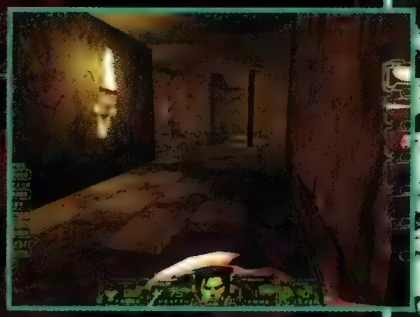




The Third Section of the Catacomb

[SECRET 4]

At the end of the hall, use the painting on the left to reveal a secret room. Inside is the Hades Hammer! Grab it and the health from the sand pile on your left.



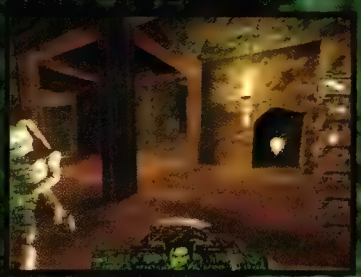
[SECRET 5]

Stand in the pool of water. A small earthquake begins and the paintings on the wall opposite the pool open. Kill the Spiders and pick up the Goldensoul.





Exit the secret room and turn right. Destroy the wooden boards covering the opening in the floor and jump into it. Then collect the health and Sunflare from near the wall ahead.



Turn left and pick up the Save Gem from the opening in the wall. Go down the other hall and use the stone dial at the end to open the bars in the room above.



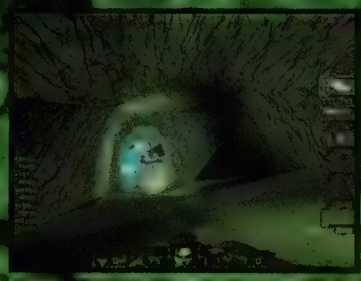
Now go back and turn left toward the Goldensoul at the end of the hall. After you fall into the pit, Mikiko rescues you. With Mikiko at your side, climb the ladder to exit the underground area. Walk forward and out through the now-open bars. Let Mikiko grab the 25 health to the left of the doorway.



Break through the wooden planks and use the LifeWater Fountain inside to increase your health. Now exit this building and make your way to the next building down and take out the Spider.



Break down the wooden planks, wary of the Skeleton and Thief inside. Pick up the Sunflare and Venomous ammo and exit the building.



As you traverse the rocky passage ahead, a cutscene begins. You see the large rock ahead roll downhill and break through the stone wall. Now you're on your way into Athens.

Episode Two

E2M3: ATHENS



Romero's Design Comments:

My original vision of Athens was to have it built on a slight slant. That way players could tell they were progressing because they were higher up than they were at the start. Instead, the map was built with flat flooring to make it easier on the AI, but it still resembles a city as it was originally intended. There are some really nice fountains, statues, and architecture all over the place. This map was reworked several times to get the look it has now.



Screenshot from Inside Athens Early in Its Creation

Creatures:

- Caryatid Column
- Centurion
- Griffon
- Small Spider
- Large Spider
- Skeleton
- Thief

Weapons:

- Discus
- Sunflare
- Hammer
- Trident

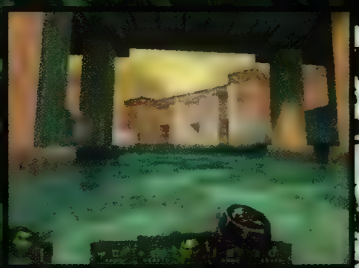
Secrets: 3



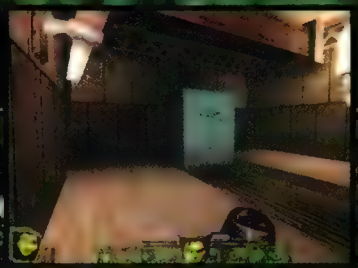
The First Section of Athens



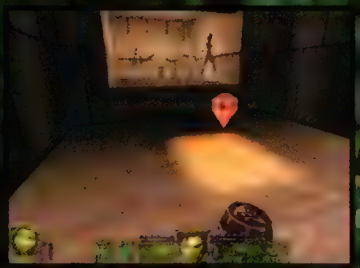
Climb the first two ladders and tell Mikiko to grab the Discus at the top of the third ladder. Kill the Centurion on the other side, and then continue alongside the aqueduct. Nab the health at the corner as you turn left.



At the edge of the ledge, hop onto the waterfall and swim out into the water ahead. Grab the health underwater; swim under the bridge and into the stone building at the far end.

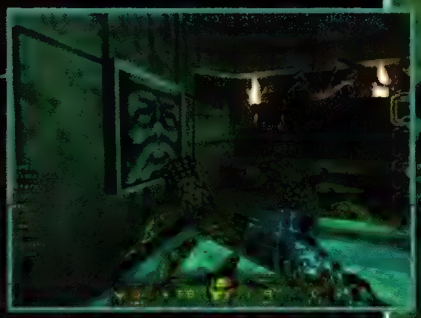


Jump up onto the ledge and use the rock with the grape design on the left to open it. Inside, use the rock again to move it out of the way and grab the health inside the small room behind it.



Exit the room and turn right. Grab the Save Gem and tell Mikiko to get the Discus on the other side of the stairs. Look out for Skeletons ahead, behind the panel that opens as you approach. Pick up the health in the opening, and then go downstairs. Walk through the watery area and kill the Spider on the platform.

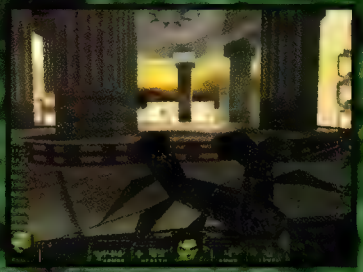
Secret 1



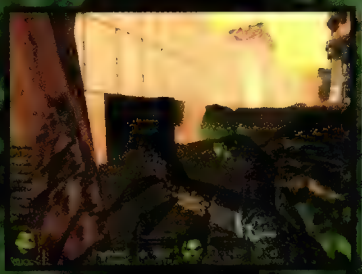
Press the button on the pillar to the right of the Spider to open the door on the opposite side of the platform. Enter the room and go to the other end. Use the button at the far end of the room, and then turn back around to collect the Silver Armor from near the entrance.



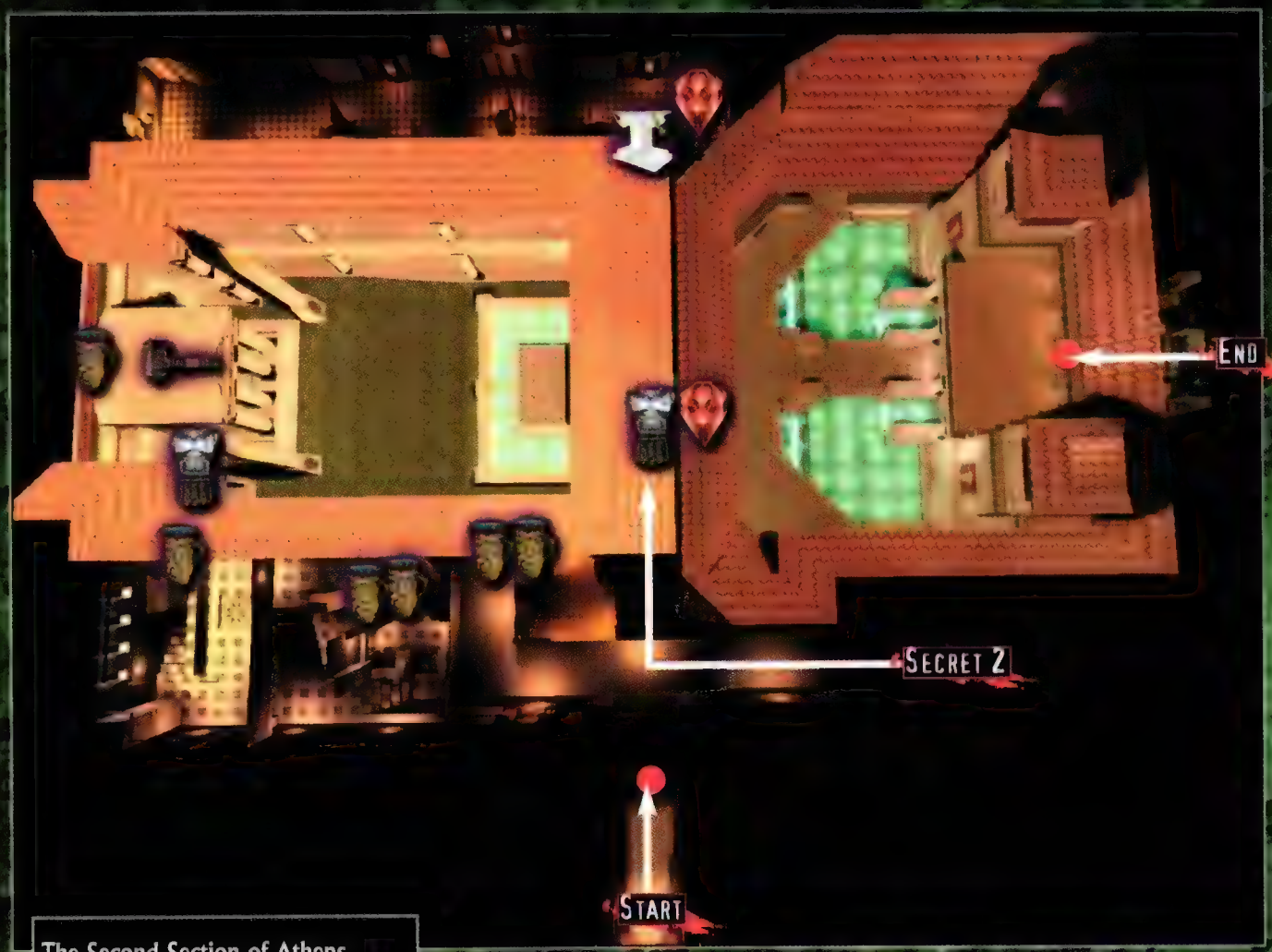
Climb the ladder to exit and make your way to the top of the stairs. Use the yellow-lit stone to open the exit and walk outside.



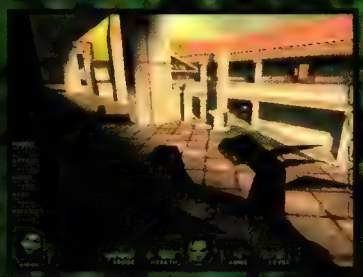
Pick up the Goldensoul and a Sunflare from the platform under the large structure. Turn left and grab the Venomous ammo from near the wall.



Spin around and walk along the wall toward the waterfall near the original entrance. Crouch into the small opening near the ground and use the stone to open it. Grab the Discus at the far end of the area and make your way back outside. Cross the bridge and enter the building.



The Second Section of Athens



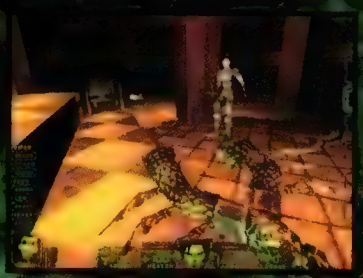
Inside the building, turn left at the junction. Follow this passage out onto the walkway overlooking the courtyard. Go left and grab the Sunflare from the ground next to the pillar.



Enter the room on the left and make your way downstairs. Enter the room on your right and take out the Centurions (with Mikiko's help). Open the wooden doors at the far side of the room. Eliminate the Thief and collect the health from the bench in the back. Make sure Mikiko gets her share! Now walk around the banister and go downstairs.



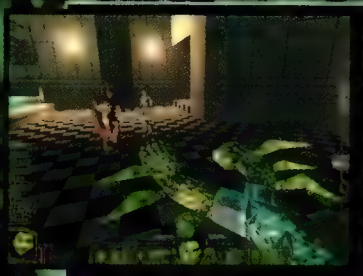
Look out for several Skeletons hiding around the corners down here. Kill them all, circle around to the right, and climb the stairs. Go left and obliterate the attacking Centurions. Shatter the vases on the ground nearby. You and Mikiko now can grab the two health vases in the room behind them.



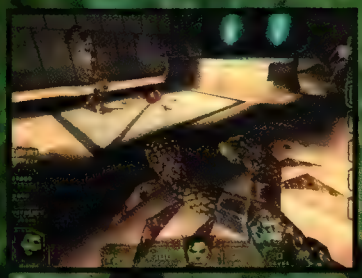
Exit and descend the staircase, wary of the Thief hiding under it. Smash him and follow the passage out onto the courtyard lawn. Pick up the Venomous ammo from the ground around the pillar on your left.



Cross the courtyard and enter the door on the right on the other side. Annihilate the Spider and Skeletons that swarm in to attack, and nab the Save Gem from the recessed area on the ground.



Head back outside and turn left into the doorway nearby. Defend yourself against the Centurions inside, and ensure that Mikiko is still healthy. Now use the dial on the wall near where the water flows out into the courtyard. This opens the lid on the sarcophagus in the temple outside.



Wander back out, and it's a straight shot across the yard into the temple. Just inside you'll find the Hades Hammer on the ground. Pick it up and hop into the open sarcophagus.



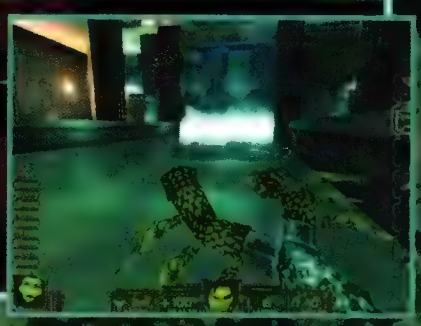
Climb the ladder on the right. At the top, turn around and hop across the gap to collect a health vase. Turn around and follow the walkway to the third doorway on the left. Enter the room there and shatter the Skeletons inside.



Go through the halls and out into the area above the waterfalls. Hop into the pool and go over the first fall. Make your way to the middle and grab the Save Gem on the lower fall.

[SECRET 2]

Drop into the lower stream and turn around. Crouch under the stone structure behind the fall and find the Silver Armor inside.

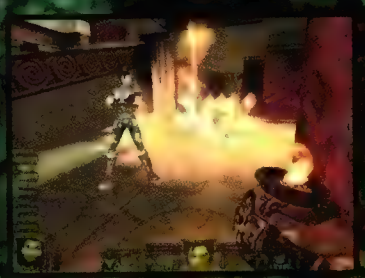




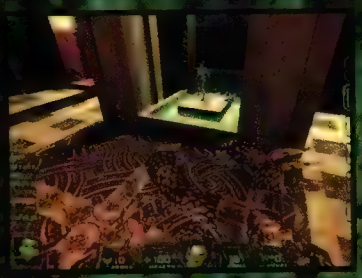
Swim out through the aqueduct and into the courtyard. Retrace your steps to the temple, into the sarcophagus, along the walkway, and back into the open area above the falls. Cross the bridge this time, and enter the building through the wooden front doors.



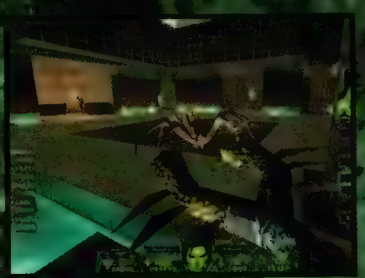
The Third Section of the Athens



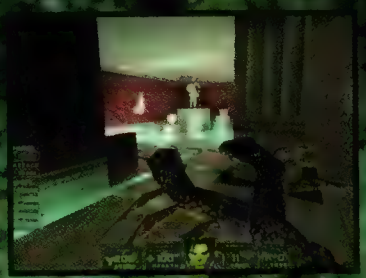
Turn right at the junction beyond the staircase in the center of the room. Pick up one health vasefrom near the wall and have Mikiko grab the other. Take out the Centurions near the large vases in back, and continue down the hall to the locked wooden door. Grab the Speed Boost in the center of the hallway, wary of more Centurions.



Make your way back out into the main room and ascend the stairs. Collect the Save Gem at the top and turn right. Take out the mass of Skeletons in the room ahead. Locate the dragon pedestal and step onto it to lower the gates on the other side of the stairs. Pick up one health vase opposite the dragon pedestal; Mikiko will select the other.

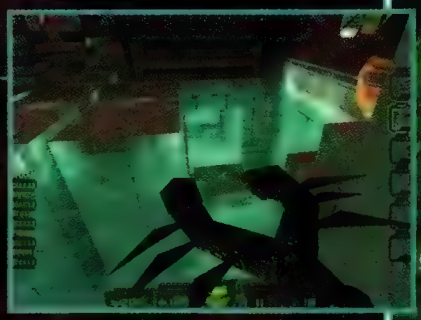


Leave the room and cross the main room's upper level. Go through the opened gate and circle left past the fountains. In the center room, a Large Spider drops from the ceiling. Slash it and grab the Gold Armor from the ground there.

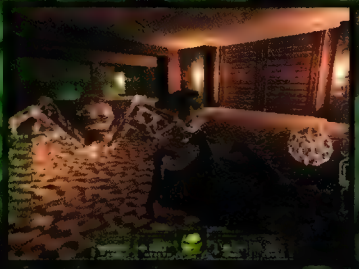


Locate health vases for you and Mikiko in the small room the Thieves came from, on top of the wooden chests. Exit and head toward the fountains ahead on the left, below the warrior statue.

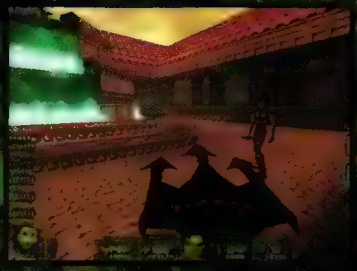
[SECRET 3]



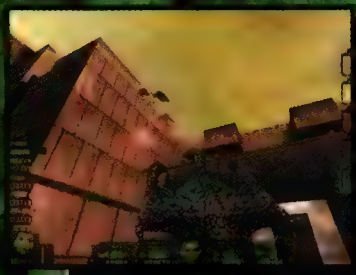
Drop into the water and locate the stone pillar marked with dragons. Use it to open a secret underwater passage. Swim into the submerged room and climb out through the small hole near the ceiling. Grab the Trident from the ground and exit through the iron gates.



Slash Spiders of all sizes on the other side of the gate. Take the Discus from the ground near the wooden cart—better, give it to Mikiko. Open the doors nearby and smash the two Skeletons on the other side. Go through the next set of doors into the next courtyard.



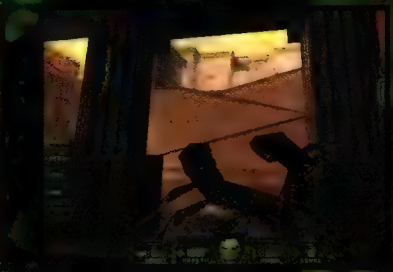
Take all the health from the ledge around the area and from the openings behind the water in the fountain. Make sure you and Mikiko regain full health before you leave this area. Take the Power Boost from the ledge and exit through the golden doors.



Eliminate the large Spider and pass through the next pair of golden doors, wary of Harpies attacking from above! Shoot them down and proceed to the far end of the path, near the massive doors. Take the Silver Armor from the left ledge and the health from the right.



Turn around and head back down the path. Ascend the ramp on the right and climb the ladder to the top. Make your way to the tower and slash the Centurion. Use the lever in this tower and cross the plank to find a second lever. Use it to open the huge doors below. Descend and go through the doors toward the statue.



Find your way back through the passage to the huge ramp to the Acropolis gates. Blast through the crowd of Skeletons as you climb to the top of the ramp. At the foot of the stairs, view the cutscene: Hiro explains the apparition he saw as he and Mikiko first approached Athens. Climb the stairs to enter the Acropolis.

Episode Two

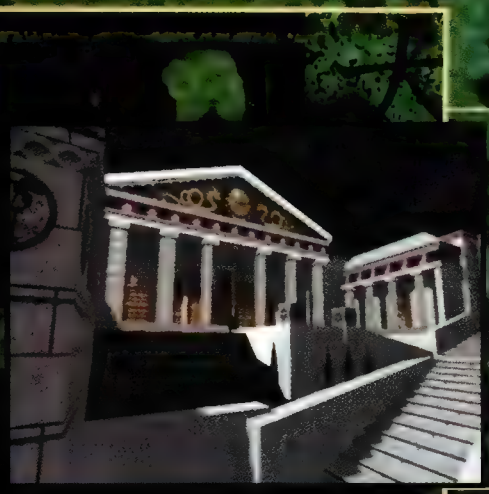
E2M4: ACROPOLIS



Romero's Design Comments

Initially, the Acropolis (a collection of buildings, not a single structure) was designed to resemble the real Acropolis on the hill above Athens, Greece. But all that openness would have killed game speed. Instead, we broke it down into five main buildings separated by winding mountain roads and precipices. The result is an awesomely huge and beautiful area of the game.

The puzzle is interesting, as well, because you must visit each of four main buildings twice to get past this stage. At the end, you reach the impressive entrance to the Parthenon, the largest structure in the Acropolis and home to Cerberus, the three-headed hell-dog!



Screenshot of the Original Acropolis Map

Creatures:

- Caryatid Column
- Centurion
- Griffon
- Satyr
- Small Spider
- Large Spider
- Skeleton
- Thief

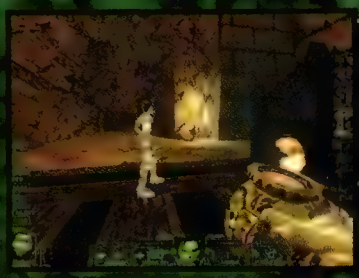
Weapons:

- Discus
- Sunflare
- Trident
- Eye of Zeus

Secrets: 10



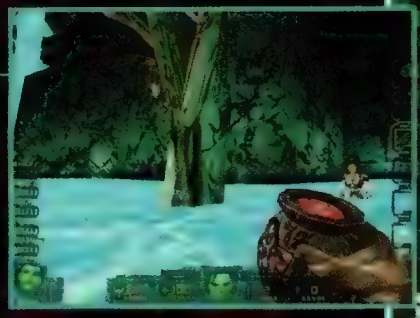
The First Section of the Acropolis

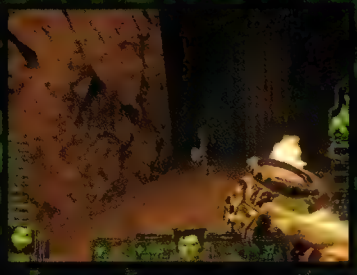


From the golden entrance doors, cross the bridge and grab the Sunflare on the ground near the rocks.

[SECRET 1]

Jump into the water far below and locate the Mana Skull hidden among the plants in the corner farthest from the waterfall.





Find the foot of the rocky "ramp" out of the water near the fall. Climb out onto the sandy path. Round the corner and kill the Fletcher. Grab one health vase from near the torch and leave the other for Mikiko. Climb the slope and allow Mikiko to collect the Discus from the ground near the first pillar.



Continue through the tunnel and down the slope around the corner. Use the LifeWater Fountain against the wall and have Mikiko get the health vases. Enter the base of the temple and take down the attacking Satyr, Centurion, and Skeletons. Grab the Trident Tips from the corner under the stairs.

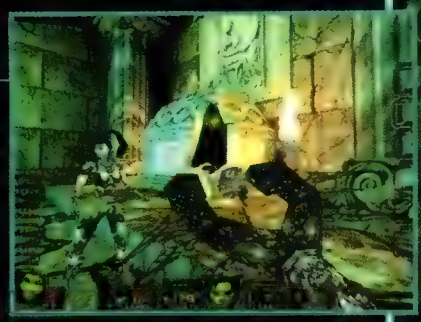
[SECRET 2]

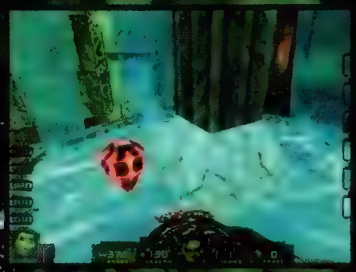
Swim down into the fountain and out the opening at the bottom. Make your way through the cavern and up into the hole in the floor under the stairs. Nab the Goldensoul, and then swim back out of the fountain.



[SECRET 3]

Approach the pedestal under the statue of the woman holding a dove. Attack the right corner of the pedestal and it will shatter. Search amid the debris to find a MegaShield.





Proceed up the temple stairway to the second full flight. Locate the vases in the niche and pick up the two Sunflares between them. Continue up the stairs to the third flight. From there, jump over to the flat section of the fountain. You'll find a Save Gem on the other side. Return to the stairs and climb them to the top of the temple.



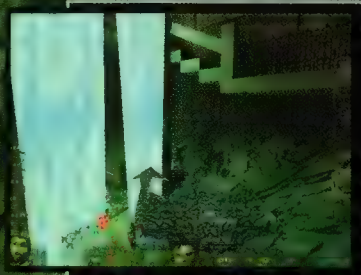
Two health vases stand behind the statue near the bench. Exit the temple and turn left to find Venomous ammo near the wall. Turn around and walk past the temple to the far wall. Pass through the small enclosure and head to the right along the wall. (Be sure to grab the ammo and health from between the pillars on the right.) Turn right and use the wall lever to open the gold doors.



Take down the mass of enemies in the courtyard. Then locate the Trident on the pedestal behind where the Caryatids stood. Head toward the door on the right side of the Propylaea. Pick up the Trident Tips in the corner and pass through the door, Mikiko in tow.



The Second Section of the Acropolis



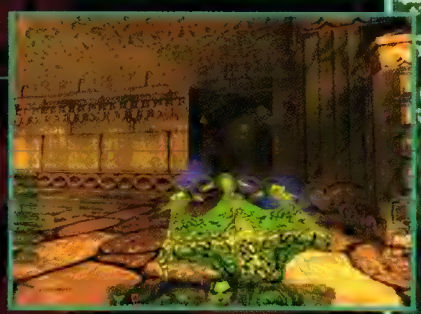
Climb the stairs and follow the upper walkway across the room. In the aqueduct draining room, take down the Satyr and Centurion, and then jump over the railing into the falling water. Grab the Save Gem on the grate at the bottom. Pick up the health vase in the corner and climb the ladder on the post. Look out for the swarm of attackers around the statue in the next room. Obliterate them and collect the health and ammo behind the pillars.



Now climb the stairs on the left, wary of the mass of Small Spiders waiting at the top! Round the corner into the central room and fight off enemies on your way to the Spider pool. Use the LifeWater Fountain in the corner and have Mikiko pick up the health vases. Swim down into the small pool to collect the 'A' tablet—the first of five parts of the AEGIS (Greek for "shield") Key you need to complete the level. Hop out of the pool and climb the opposite ramp. Leave the central room and locate the small courtyard with the warrior statue in the middle.

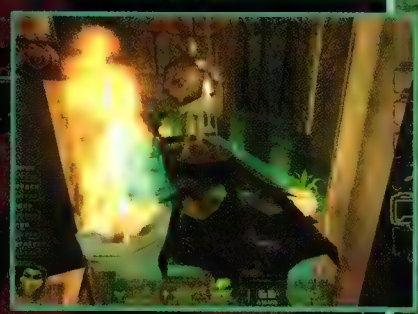
[SECRET 4]

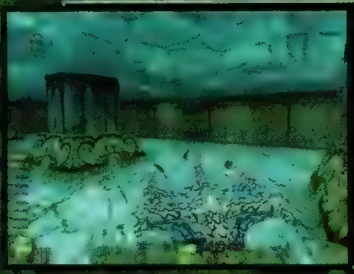
Locate the recess in the wall opposite the aqueduct room. Attack the dark section near the other staircase and it will crumble. Grab the Power Boost from under the stairs, and then get out into the main room.



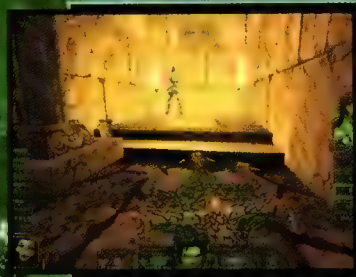
[SECRET 5]

Climb between the corner pillars and find the Mana Skull on the ground behind the statue. Hop back out and continue past the courtyard into the other side room.





When you reach the foot of the stairs, jump over the railing into the water. Find and pick up the Venomous ammo and health from along the wall under water. Use the ladder on the opposite wall to climb out onto the walkway.



Locate the sunlit golden stone in the ground in an alcove. Tell Mikiko to step on the button to unbar the main Propylaea exit doors. Then tell her to *stay*. Run up the stairs, back into the main room, down to the Spider pool, and up the side stairs. Walk outside; now summon Mikiko. The doors will close when she steps off the button, so use the lever near the door to keep them open for her. After she rejoins you, take down the Griffon, Spider, and Satyr, and then climb the steep incline on the right.



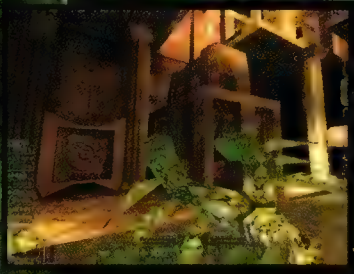
The Third Section of the Acropolis



Make your way to the large structure at the top of the path. Locate and take the Trident Tips from between the rocks and the structure's far wall. Proceed to the entrance. Inside, turn right to enter the main courtyard.



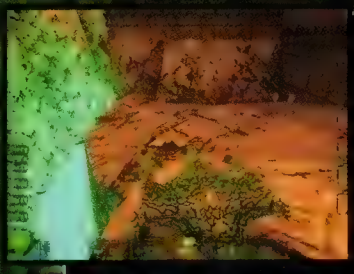
Take down the attacking mythical beasts and continue toward the large flame at the back of the courtyard. There you'll find the 'S' tablet, the fifth part of the AEGIS Key, in front of the large flame on the ground. Use the LifeWater Fountain on the pedestal and tell Mikiko to pick up the health vases.



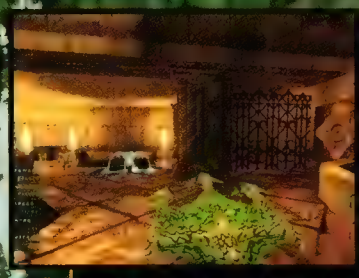
Turn right and walk toward the large dial on the wall. Turn it to lower a large rock blocking a passage on the second level. Now turn toward the opposite wall to find more ammo on the ground. Command Mikiko to retrieve the Discus from the central fountain. After exploring the area completely, turn and leave the building the way you came in. Head downhill toward the Propylaea. Curve around the rocks at the bottom, cross the bridge, and shuffle downhill alongside the flowing water.



The Fourth Section of Acropolis



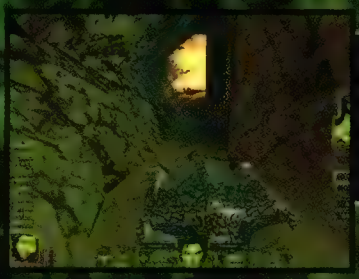
Proceed to the large building. Cross the bridge and pick up the Trident Tips on either side of the stairs. Find your way along the wall to the left and shoot down the Satyr. Pick up a health vase and give one to Mikiko. Now jump into the river below. You'll find a Save Gem underwater in a crevice near where you land. Follow the river around to the other side and climb the rocks onto the path. Pick up the Venomous ammo and return up the hill to the stairs.



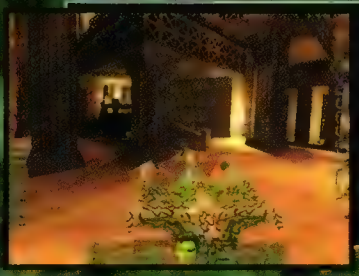
Enter the building and find your way through the doors to the rear area. Take the Sunflare from the ground on your left. Locate the large wall dial and turn it to lower a rock blocking your passage on this building's second level. Now walk toward the nearby fountain to find the 'E' tablet, the second piece of the AEGIS Key, on the pedestal in the rear corner of the room.



The Fifth Section of Acropolis



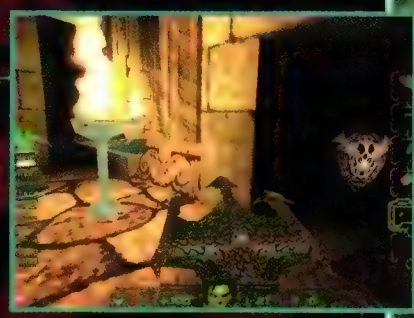
Turn and leave the building the way you entered. Descend the stairs and head left down the path. Enter the cave and proceed toward the small fire at the end.

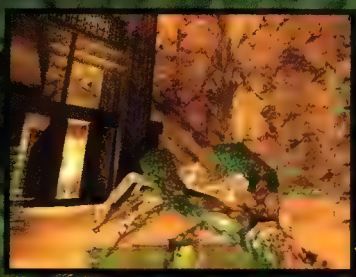


Grab the health from behind the far pillar, walk around the building, and locate the stairs. Collect the Trident Tips from the porch; then head inside and descend the stairs. Take the health vase from the water and the ammo from near the wall dial.

[SECRET 6]

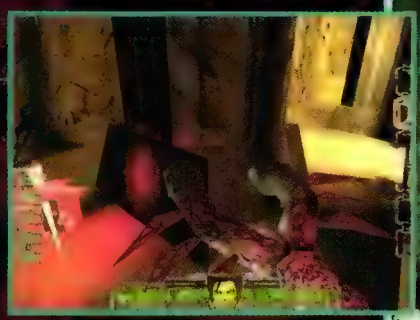
Hop over the pool and behind the torch to find a MegaShield in an opening under the stairs.



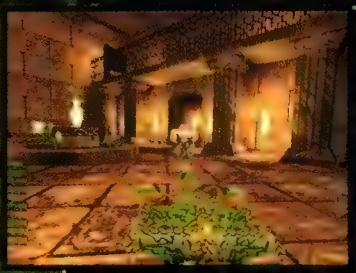


Return to the wall dial and turn it to lower the rock above. Once it's out of the way, leave the building the way you came in and descend the stairs outside. Go left and around the fallen rock.

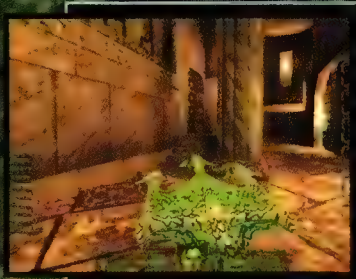
[SECRET 7]



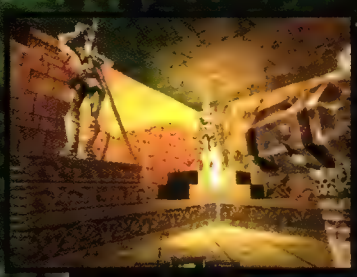
An Attack Boost lies hidden behind the pillar near the building next to the rock enclosure. Pick it up, turn around, and enter the cave.



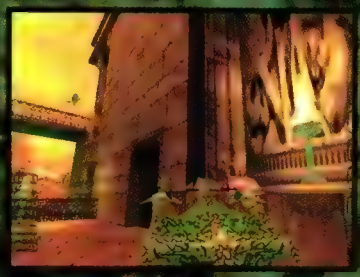
Slash the Spiders and other beasts as you make your way to the end of the cavern. Take a health vase from the crevice ahead and tell Mikiko to get the other one. Walk along the rocks until you find the path to the structure built into them. Climb up onto the porch. Grab the Trident Tips on either side of the doorway. Enter, obliterate your enemies, and use the LifeWater Fountain on the pedestal on the left. Enter the small hallway in back, slash the Thieves, and turn the dial at the end to lower the final rock. In the main room, the bars blocking the armor will lower. Grab the goods and leave the building the way you entered.



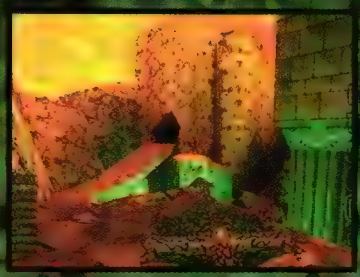
Return the way you came—out of the building, down the path, through the cave, past the next building, and into the cavern. When you reach the building over the river, climb the stairs and reenter it. Walk toward the dial; then turn right around the pillar, climb the stairs, and pass through the doorway.



Crumble the Caryatids on the porch to advance. Grab the ammo and have Mikiko pick up the Discus. Climb the stairs, go through the door, and traverse the walkway. Grab the Save Gem from the outer rim of this second porch. Climb the stairs and walk out onto the suspended walkway. Make a running jump for the top of the torch, and from there to the ledge, to get the Gold Armor. Pick it up and jump back to the walkway.

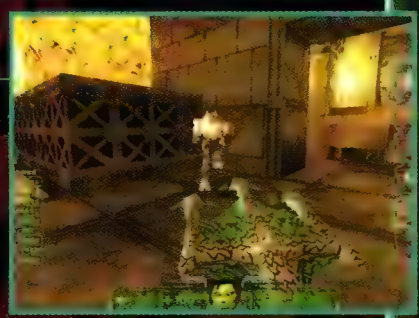


Go through the nearby doors onto the balcony. Walk to the far end, use the LifeWater Fountain, and tell Mikiko to get the health vases. Inside, nab the Venomous ammo and Trident Tips from the ground near the stairs. Ascend the stairs and cross the bridge over the rock door you lowered earlier. Command Mikiko to get the Silver Armor outside at the end of the balcony.

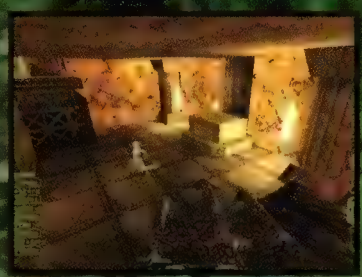


Proceed toward the rocks and enter the cave. Make the long jump from your location to the low area to the right of the waterfall. Find your way along the rock bridge over the river and into the next cavern. Trudge through the cave, enter the building, and then take the Acro Boost from the ledge on your right.

[SECRET 8]



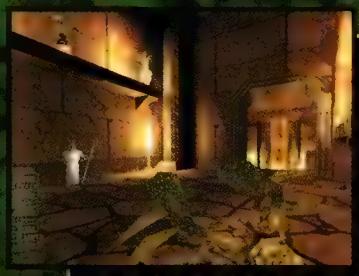
Walk outside onto the porch ahead. Turn to the right; then jump up into the small opening and onto the roof of the adjacent porch. Take the Save Gem from the corner, crouch, and return to the porch you came from.



Leap onto the pedestal near the edge to obtain the 'G' tablet, the third piece of the AEGIS Key. Now get down and go back inside. Use the LifeWater Fountain on the right, and then climb the stairs and exit through the highest door. Share the health and ammo on the small outdoor porch with Mikiko. Cross the bridge over the rock and go up the incline into the cavern.



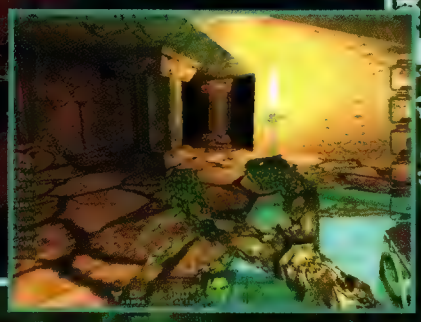
Quickly do away with the Skeleton near the entrance and snag the Discus on the right. Proceed and smash the Small Spiders confronting you. Proceed with caution here: a large drop lies ahead. Carefully navigate your way along the narrow ledge, taking out evil creatures one by one. Grab the ammo at the top, and then find your way back out into the fading sunlight.

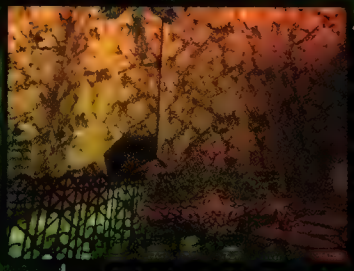


Get to the porch, pick up the two Sunflares, and go inside. Collect the ammo and health from the second porch farther down the hall on your right. Back inside, pick up the Trident Tips from the ground under the candlelit ledge on the left. Continue down the stairs through the temple. At the bottom, jump down next to the pool of water. (If you need them, health and ammo lie hidden on the ground beside the stairs.)

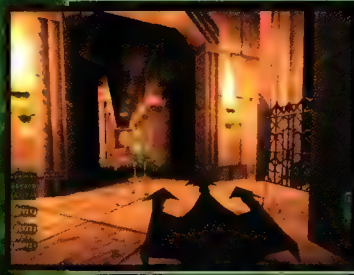
[SECRET 9]

Locate the hidden MegaShield behind the pillar in the corner under the stairs.





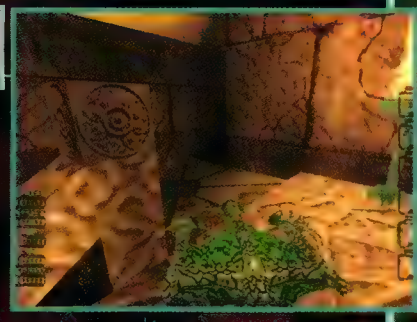
Climb the small ladder near the iron gate and pick up the 'I' tablet—the fourth piece of the AEGIS Key. Now climb the stairs and walk over the rock. Nab the Sunflares and Save Gem from the small shelves. Enter the next room, round the corner, and exit through the wooden door—wary of the immediate onslaught. Grab the ammo and use the LifeWater Fountain here, then command Mikiko to get the health vase. Hop over the railing into the water and pick up the Gold Armor in the corner. Climb back up and reenter the cave.

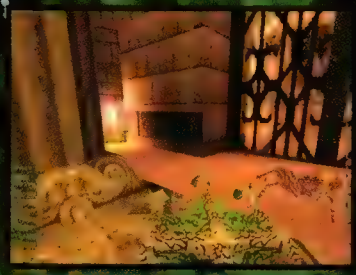


Ascend the path to the top and follow the walkway to the building entrance. Make your way to the dial at the end of the hall and use it to open the iron gates. Cross the bridge over the courtyard. Continue into the next passage and over the fallen rock to the top of the stairs.

[SECRET 10]

Drop into the narrow opening between the top of the stairs and the wall. Grab the Goldensoul; then crouch and crawl toward the light.





Use the LifeWater Fountain near the door and give Mikiko the health vases. Leave the building through the gold doors and pick up the Trident Tips and Venomous ammo to the right of the stairs outside. Now approach the five keystones in the wall near the gate and use each piece of the AEGIS Key to open the large iron gates.



When the gate opens, pass through to the other side: the bars ahead slam shut, forcing you to explore the small cave on the left. Cerberus, the three-headed dog, awaits you at the end. Fight it to the death. Once you defeat Cerberus, the bars will open and admit you to the Parthenon.

E2M5: LAIR OF MEDUSA



Romero's Design Comments

The original design of *Daikatana* called for three maps beyond this one, which made for a total of eight maps in this episode. Getting those finished would have required more time than we had, so I chose to end the episode here at the Lair of Medusa, hidden deep below the fabled Parthenon. I wanted the player's journey to be one of constantly descending into the earth, getting darker and more dangerous, visiting ever more ancient architecture (as if the Parthenon was built upon a millennia of dead cities). At the end of your journey, you face the hideous Medusa. Her dead soul provides the power for the Daikatana to take you forward in time, out of this era. The other three locations that were designed to be in this episode were the Temple at Knossos (the home of King Minos who was originally going to power up the Daikatana), the Labyrinth of the Minotaur (which you had to defeat to gain Minos's respect so he would help you), and finally the secret level—the Isle of the Cyclops.



Screenshot from the Original Lair of Medusa Map

CREATURES:

- Centurion
- Griffon
- Harpy
- Satyr
- Small Spider
- Large Spider
- Medusa
- Skeleton
- Thief

WEAPONS:

- Discus
- Sunflare
- Eye of Zeus

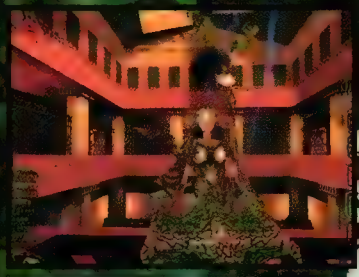
SECRETS: 2



The First Section of the Lair of Medusa



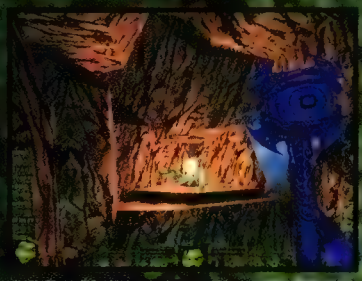
Walk forward and grab the discus from the bench, or tell Mikiko to get it. Turn around and take a right at the top of the stairs. Go forward through the door and up the large flight of stairs.



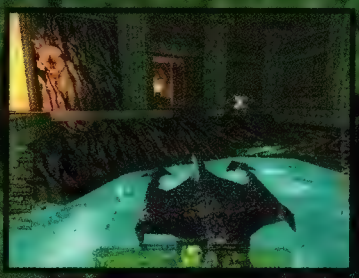
Beyond the door, take another right and make your way around to the Eye of Zeus that rests on a bench. When you pick it up, a bolt of lightning blasts through the ceiling, destroys the statue in the center of the room, and blows a hole in the floor.



Run back downstairs and crouch into the hole. Pick up the health, kill the Spider, and check to make sure Mikiko is following you.



Destroy the Harpies on the other side of the water with the Eye of Zeus. Now cautiously drop onto the ledge in front of you near the water, but don't fall in! Grab the Venomous and Gold Armor. Climb back up the rock stairs, and then make a running jump for the rocks on the other side of the river. Collect the Venomous ammo, and then jump into the river.

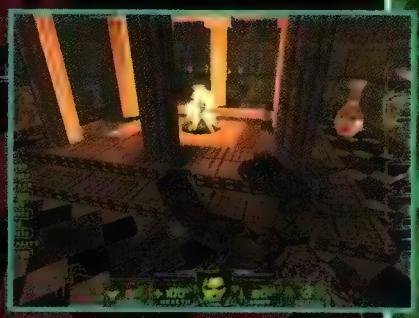


Let the current carry you into the lower room. You'll splash down into the pool. Take out the Spider and Harpy in the cavern and turn left into the passage. Make a left and continue into the next room.



Jump up to the ledge on the left, follow it back to the corner, and grab the health. Turn right and hop to the next ledge; collect the health there, as well.

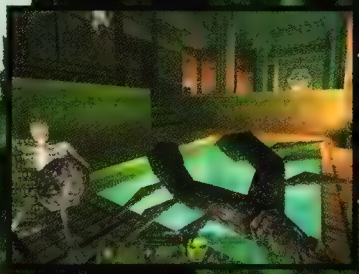
[SECRET 1]



Attack the rocks that block the doorway and walk into the hidden room. Collect the Sunflare from the stairs and the Discus from the center of the room (or have Mikiko get it). Grab it quickly so the fire doesn't do much damage. Make your way up the other stairs, grab the Sunflare, and attack the rocks to open an exit.



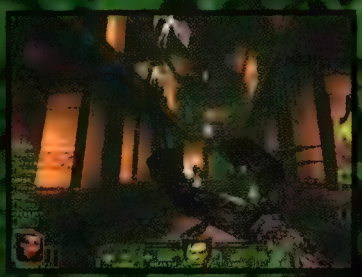
Hop off the ledge and kill the Skeleton near the rocks blocking the doorway.



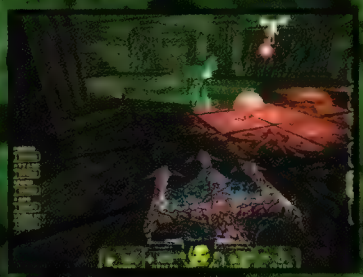
Go left, and then right, and head upstairs. Go left at the pool and nab the Discus at the top of the stairs.



The Second Section of the Lair of Medusa



Pass through the door into the next large room. Locate the ladder on the left, and take out Satyrs and Harpies as they attack. Climb the ladder and hang a right. Follow this elevated walkway around and through the door.



On the other side, grab the Discus, and then locate the crack on the wall to the left far from the door.

[SECRET 2]



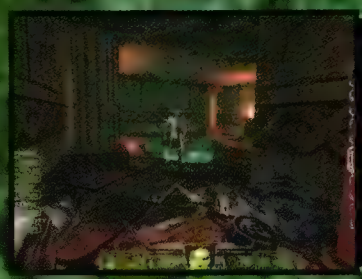
Attack the crack in the wall and the rocks will crumble. Crouch into the hole, kill the Skeleton, and grab the Goldensoul from atop the grate. Hop onto the waterfall and slosh through the stream to the opening in the floor.



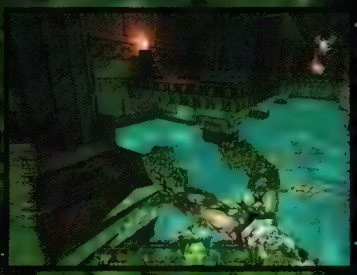
Drop through the hole and take out the Skeleton and Satyr nearby. Walk down the hall to your left. Take out the Satyr in the big room and all hovering Harpies. Go downstairs and walk into the water.



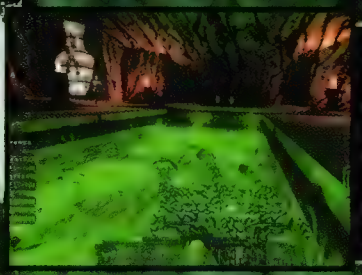
Swim through the underwater passage to the ruins. Climb the submerged ruins and take out the Harpies above.



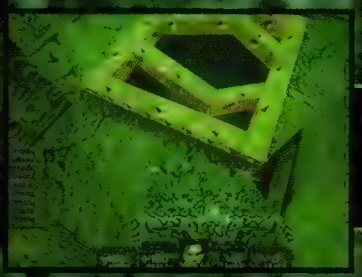
Go left and cautiously make your way along the ledge. Grab the Discus and locate the door. Take out the Skeletons on the left beyond the door. Shatter the next Skeleton and jump through the hole in the floor into the water.



Swim forward, and then take a left, wary of the Harpy overhead. At the small waterfall, turn right and jump onto the ledge. Hop back to the walkway, follow it to the back, and collect the Silver Armor.



Drop back into the water and grab the Antidote on the ledge ahead to avoid poisoning. Swim with the current until you drop into the pool of fetid green liquid. Hop out of the pool and pick up the health vases and the Antidote on the ledge.



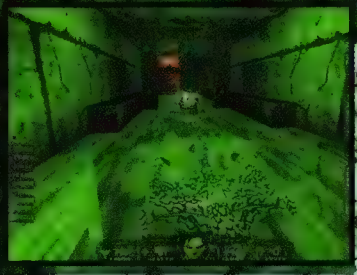
Now swim down into the opening at the bottom of the green pool. Grab the Discus from the tunnel floor.



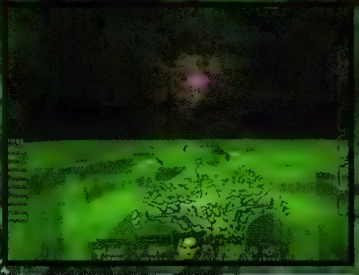
The Third Section of the Lair of Medusa



Take a right at the T-junction and grab the Eyes from the bottom of the tunnel.



Proceed forward to the end of the tunnel and swim to the surface. Hop out and collect the Silver Armor.



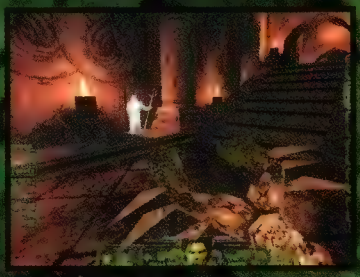
Now swim back to the next intersection and go left. Take the next left, proceed to the end of this short tunnel, and then go right. Pop out of the water and pick up the Vitality Boost from the ledge.



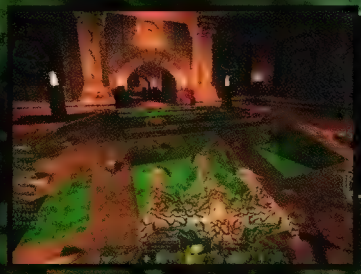
Drop back into the water, go left into the tunnel, and make another immediate left. Climb the ladder on the wall and take out the Spider and Harpy in the room on your left.



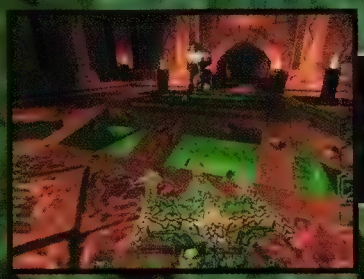
Pick up the health from the corner of the room. Because Mikiko rejoins you here, tell her to get the health in the opposite corner. Exit this room through the arch on the right. Watch for the Skeleton and Satyr ahead as you make your way through the hall and down the stairs.



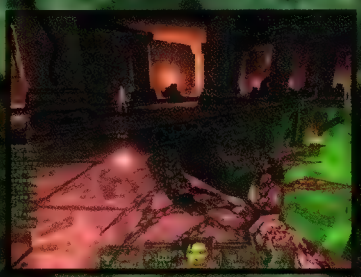
You and Mikiko each should grab the health on either side of the path at the bottom of the stairs. Nab the Cobra Venom near the wall ahead, and then take a right.



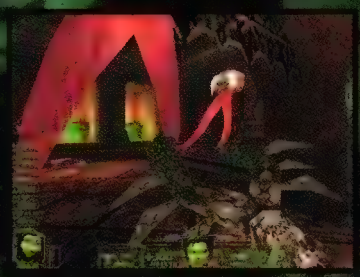
Grab the Attack Boost from the golden grate and go left. Destroy the mob of Harpies and Skeletons in the tunnel ahead.



Find your way to the next golden floor grate. Kill the massive Spider on the left.



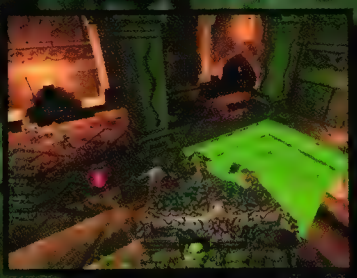
Continue through the hall, up the stairs, and into the main room. Smash all the Harpies there and find the entrance to the next tunnel. Keep going until you find a lever on the ground on the right.



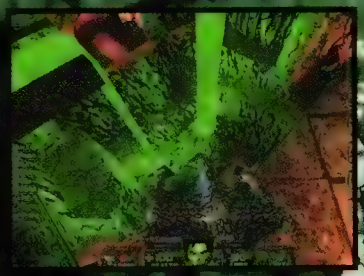
Use the lever to open the gate ahead. Enter the next room and go right. Follow the tunnel over the bridges and downstairs.



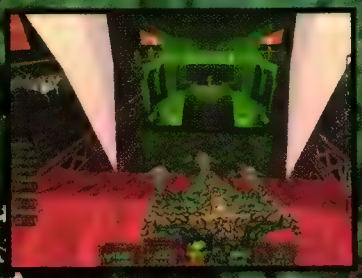
The Fourth Section of the Lair of Medusa



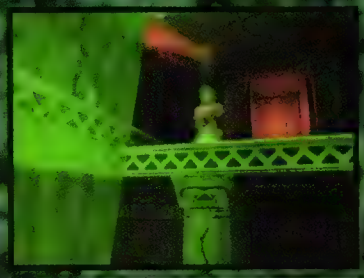
Go downstairs and to the right into the large, pillar-filled room. Take out the Harpy and the Satyr at the bottom of the next flight of stairs. Find the tunnel on the lowest level of this area and turn left into it.



Walk around the huge opening in the middle of the room and find the pit on the other side. Climb the ladder down into the pit and turn toward the center of the room. Make your way down the rocky path to the base of the waterfall and the door below.



Kill the Spiders there and walk out onto the tongue to enter Medusa's Lair. First, you must battle Medusa to the death. She can only be killed using the Eye of Zeus. Blast her to death and the stone creatures in the room come to life.



Superfly is among them. He comes back to life just in time to help you fight the mass of now-living creatures. Kill them all, and you'll be ready to use the Daikatana to travel through time again.



Romero's Design Comments

For years I have wanted to work on a medieval game, hands on. Sure, I worked on *Heretic* and *Hexen*, but only as a game designer—never actually worked on maps or code or artwork, I was always suggesting which creatures should stay, which should go ... what the overall idea of the game would be, etc. So, now was my chance! I could design a medieval episode for *Daikatana* and dip my toes in the dark, muddy water of the Dark Ages ... and it's turned out to be one of the most fun episodes to design in the game. All the mappers secretly (and some not-so-secretly) wanted to design maps for the Dark Ages because the setting, graphics, weapons, and monsters were all so fun.

Working on *Hexen*, I came up with the idea of having a hub-based layout of the levels where you needed to complete all the maps in a hub before moving onto the next hub. With *Daikatana*, I originally had designed this episode as a hub, but since it was so different from the rest of the other episodes, I chose consistency over confusion. This is also the episode with the most bosses in it!

Norway
the dark Ages 560

WALKTHROUGH

E3M1: PLAGUE VILLAGE



Romero's Design Comments

The opening of the Dark Ages episode was supposed to be foreboding and depressing. Instead of appearing in a nice, warm, clear-skied region, you ended up on the outskirts of a freezing mountain village with snow falling and rotting carcasses and rotting monsters hounding you all the way. Musilde the Priest, who's holed himself up in the local church to keep himself safe from the Buboids, tells the story of this time period and gives you the information you need to start your journey. Your first task, though, is to get yourself out of the village, and that's accomplished by finding the three keystones.



Romero's concept sketch for the central area of the Plague Village Map

CREATURES:

- Buboid
- Doombat
- Plague Rat
- Priest

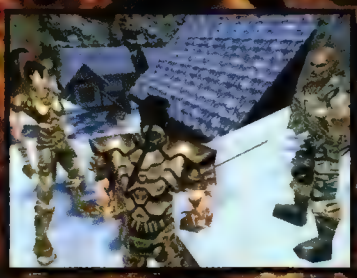
WEAPONS:

- Silverclaw
- Bolter

SECRETS: 4



The First Section of the Plague Village



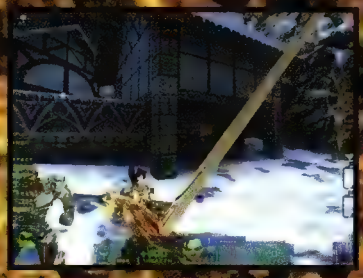
Hiro, Mikiko, and Superfly start their journey into the Plague Village at the top of a ridge overlooking the town. Enter the cave on the left and follow it down toward the village. Your first goal there is to find weapons for each person in your party.



Walk past the building and continue through the rocky passage until you reach the broken bridge. Mikiko will grab the Bolter from the snowy bridge.



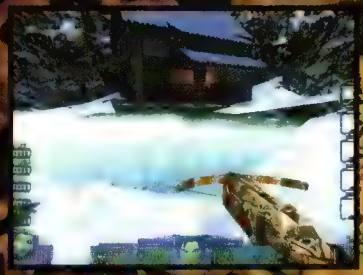
Turn around and head back to the building. Run under the archway and take out the Buboid on the right. Destroy the barrels ahead and grab the health from inside.



Walk farther into the village and go to the right of the building ahead. Enter the building through the door on the left and climb the stairs.



Destroy the Plague Rat and shatter the barrels. Nab the health from inside, or give it to Mikiko and Superfly. Pick up the Bolter from the table in the back of the room.



Exit the building, walk up the small incline, and turn right to climb the stairs. Make your way through the snowy passage until you reach the fog-shrouded, icy river. Don't fall in!

[Secret 1]



Eliminate the Doombats that attack from overhead and find the entrance to the building near the river. Shoot the barrels outside and collect the Acro Boost. Go inside and kill the Plague Rat. Tell Superfly to take the Bolter from the ground just outside the door. Jump up into the loft and grab the Save Gem and Chain Mail. Hop back down and leave the building. Now climb through the snowy passage to the building overlooking the lower village area.



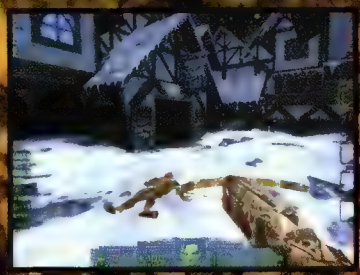
The Second Section of the Plague Village



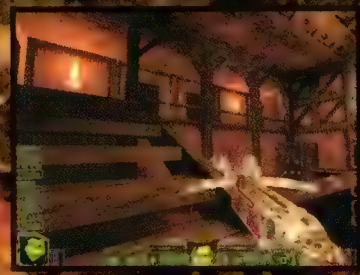
Proceed into the village and go through the first doorway on the left. Take out the Plague Rats and Buboid beyond, and destroy the barrels under the stairs to reveal some health.



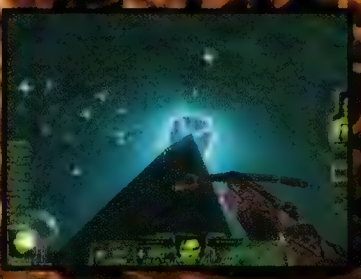
Climb the stairs, smash the Buboid, and exit through the wooden door. Shatter the three barrels at the end of the outdoor walkway to reveal more health for you, Mikiko, or Superfly. Now go downstairs and leave the building the way you entered.



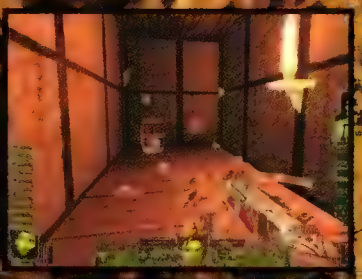
Leave the armory, follow the path to the right, and pass under the arched doorway. Now go downstairs and continue along the path until you see the Dragon Claw Inn on your left.



Enter the inn, take out the Buboids, and climb the stairs. From left to right: In the first room, you'll find health, in the second more health, in the third room is a Save Gem, and in the fourth a Black Chest. Open the Black Chest to reveal an Invincibility artifact and shoot the barrels to find Bolter ammo.



Walk toward the dragon statue and break a hole in the ice over the water at its base. Drop into the water and grab the Quad Keystone at the bottom.

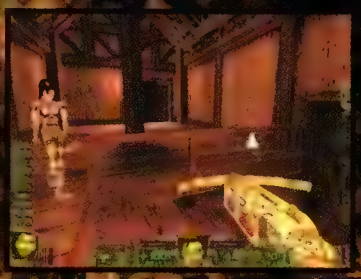


Swim up, jump out onto the snow, and head toward the stairs nearby. Enter the building and obliterate the Plague Rat there. Go left through the door and kill the Buboid. Shatter the rightmost barrel to receive the Attack Boost.

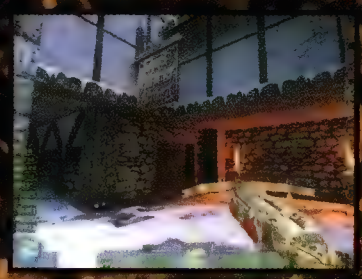
[SECRET 2]

Go downstairs to the main level and locate the chimney. Shoot straight up and some rocks will crumble dropping a MegaShield directly into your hands.





Exit this small area and move forward to enter the room opposite. Smash the Buboids and destroy the barrels to reveal health.



Leave the building through the door and descend the stairs. Turn right and approach Thor's Hammer Armory. Shoot down any Doombats in the area. Grab the health on the ground, or tell your most damaged companion to get it. Enter the armory and attack any Buboids inside. Pick up the Silverclaw from behind the counter.

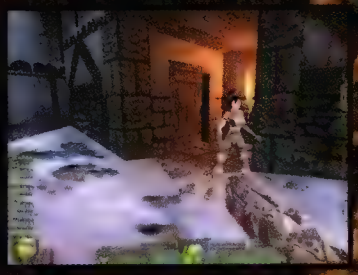


Now go downstairs and through the lower door in the inn. Kill the Buboids in the cellar and destroy all the barrels to reveal Bolter ammo, health vials, and a Power Boost. Have Superfly get the Bolter from the back corner of the room.

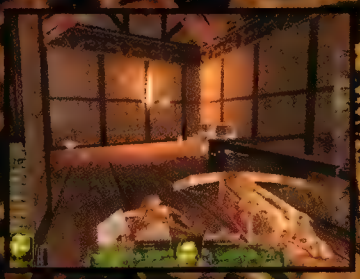
[SECRET 3]

Climb under the stairs at the cellar entrance to find a Goldensoul concealed in a wall crevice.

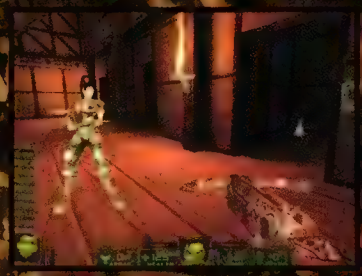




Crawl out of the secret area and climb the stairs to exit the cellar. Exit the inn and walk forward and slightly to the right toward the torch ahead. Open the door to the left of the torch and go inside.



Kill the Buboid. Then destroy the barrels under the stairs and grab the health from inside. Climb the stairs and shatter the barrels at the top for Bolter ammo.



Go outside, and then enter the building next door. Shoot the barrel in the first room on the right for some health. Walk past the other rooms toward the far end of the building.



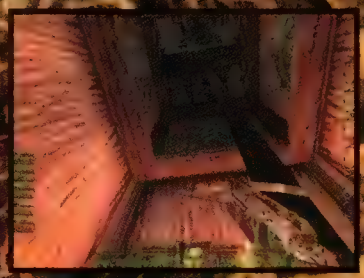
Turn right and climb the ladder into the loft. Shoot the barrels there to reveal Black Adamant Armor. Hop down and make your way out of the building. Turn left and head toward the iron gates ahead.



The Third Section of the Plague Village



Open the iron gates and enter the church. In the ensuing cutscene, Musilde reveals much about King Gharroth, the Purifier Sword, and the keystones. You must locate each of the three keystones and one Purifier Shard in Plague Village.



After speaking with Musilde, go through the single door at the far end of the church. (Superfly and Mikiko stay behind.) Shatter the barrels beyond the door and grab the health. Climb the ladder there and the rope above. Hop off the rope into the open window on the left.



Drop to the lower roof and climb through the small open window into the church. Climb across the rafters to the ladder on the other side.



Now turn around, approach the podium, and use the organ. A trapdoor under you feet drops you into a water-filled basement.



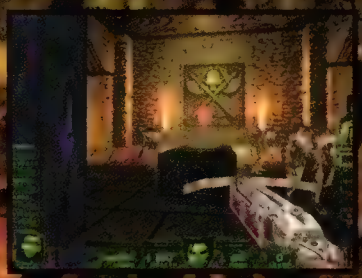
Take out the Buboid and Plague Rat nearby and hop into the water. Make your way to the back of the room and walk through the door on the right. Jump onto the platform in the back and collect the Trigon Keystone there. Now head back to the front; use the lever on the wall to the left of the platform to raise a ladder. Make your way up into the rafters and out through the window. Rejoin Mikiko and Superfly inside the church.



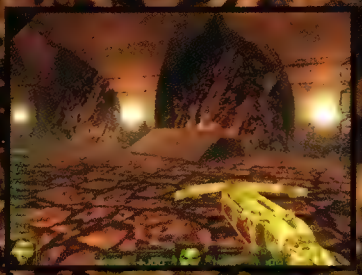
Exit the church and follow the outer wall all the way around to the back of the building. Find the opening in the rocks and walk into the passage. Follow this path to the broken iron gate and open it to enter the graveyard. To open the next gate, use the gravestone in the middle of the cluster left of the path.



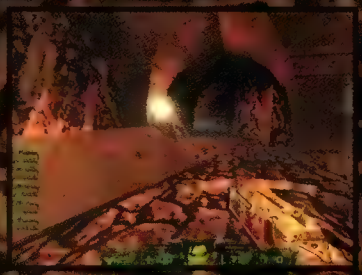
Go through the gates and turn left toward the next iron gate. Use the switch on the left to open the gate, and then grab the Chain Mail Armor near the wall. Now return to the main door and enter the building.



Kill all the Buboids inside right away. Take the Save Gem from the pedestal; a staircase appears in the floor around it. Descend into the underground cavern.



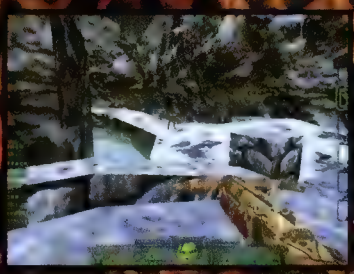
Hop from ledge to ledge. In the middle at the back of the room, collect the Purifier Shard from the coffin on the ground.



Stand in the coffin and face the wall. Now turn right and find your way to the room's rear corner. There you'll find the Hex Keystone! Leave the cavern, climb the stairs, and exit the building's front door into the freezing graveyard. With the three keystones in hand, you can leave Plague Village.

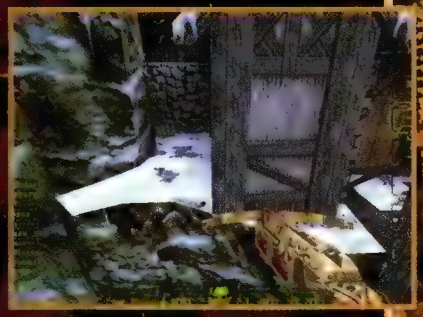


Quickly make your way through the graveyard, past the iron gates, and through the rocky passage to the church. Run around the church and through the next set of iron gates and climb the stairs. Continue forward and take a left to reach the Dragon Claw Inn. Follow this path past Thor's Hammer Armory and the large dragon statue into the next area.



Turn right down the stairs and locate the next flight that leads below the building. Outside the tunnel, cross the bridge over the river and turn left.

Secret 4



Climb the craggy path past the waterfall to the broken bridge near the village gate. Walk in front of the building and make the difficult jump over the river and around the corner of the building. There is a Black Chest near the wall on the ground.



Jump back around to the front of the building and then find the wheelbarrow near the wall on the side. Destroy the wheelbarrow to blow a hole in the wall. Go inside and use each of the three keystones to escape Plague Village.

Episode Three

E3M2: PASSAGE



Romero's Design Comments:

This area was originally titled "The Journey/Mountain Passage," because in the first design of this episode, you could find two ways to get into Gharroth's castle—either up through the dungeon, or up the mountain passage that would take you to the front of the castle. But that would have been inconsistent with the rest of the game's design, so I decided to keep the path linear and keep the more interesting method of getting into the castle—through the dungeon. The interesting part of this area is the way you start outside and adventure for a while in the snowy mountains, but eventually find yourself in a lava-filled cavern beneath the dungeon.



Early Screenshot Inside Passage

Creatures:

- Buboid
- Doombat
- Dragon
- Fletcher
- Plague Rat
- Rotworm

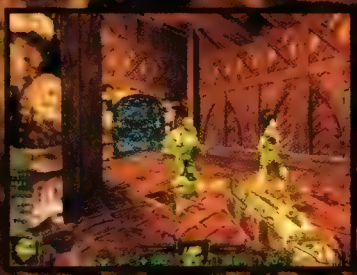
Weapons:

- Ballista

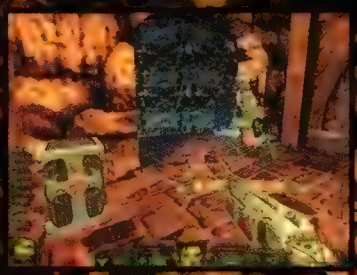
Secrets: 4



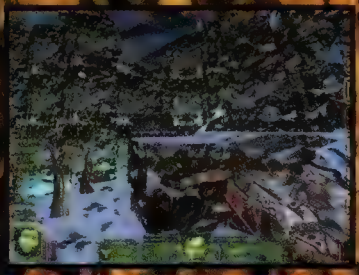
The Passage



You escaped Plague Village. Now you must make it through the freezing mountain pass alive in your search for King Gharroth.



Grab a Bolter ammo from left of the door, and have Superfly and Mikiko each grab one, as well. Give the health to the left of the gate to the party member who needs it most.



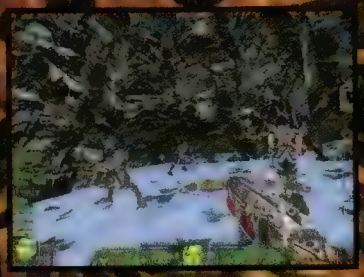
Scoot down the hill and up the snow-covered passage to the bridge.



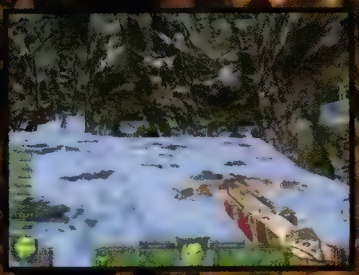
Cross the bridge, wind through the caves, and descend the stairs. Kill the Buboids at the bottom and continue.



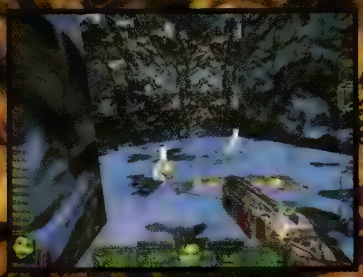
With Superfly and Mikiko's help, shoot the two Fletchers on the bluff ahead.



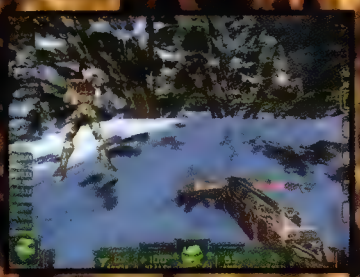
As you scale the hill, a Lycanthir tears through the rocks on the left and runs at you to attack. Take him down and gib him with your Silverclaw. Grab the Save Gem from the opening the Lycanthir attacked from.



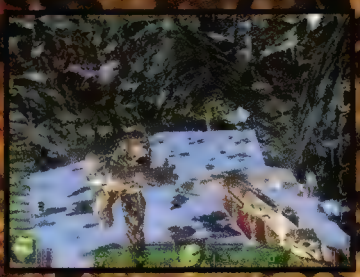
Collect the health from the crevice on the right and trudge ahead.



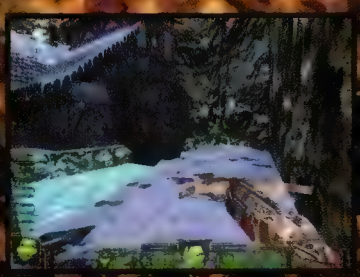
Turn left into the next passage, destroy the Lycanthir, and find your way to the bluff where the Fletchers stood. Pick up the Bolter ammo and head back out to the passage entrance.



Proceed forward, and then head to the right, up the bluff, to find a wooden chest.



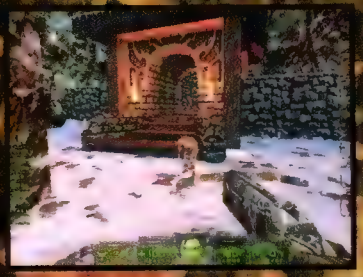
Leap down and turn right, toward the tree at the end of the cave.



Turn right at the tree and collect the health from near the rocks at the end of the path.



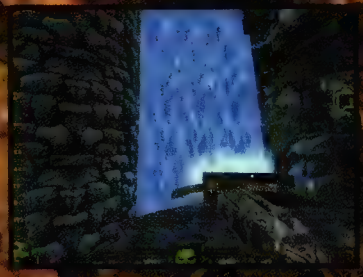
Turn around and destroy the Fletcher and Buboid nearby.



Climb the steady incline to the gateway with torches on either side.



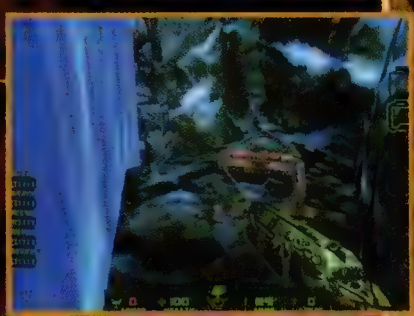
Pass beneath the arch and onto the broken bridge. Find some Bolts on the left, and Ballista Logs in a crevice near the wall to the right of the gateway.



Now turn and face the waterfall.

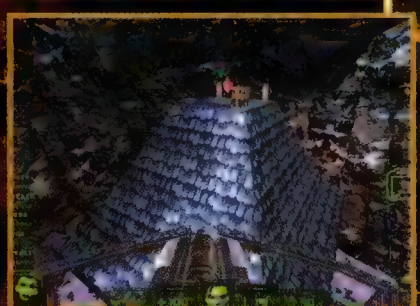
[SECRET 1]

Hop onto the small ledge on the right side of the waterfall. A Ballista rests on the ledge behind the water. Pick it up and hop from the ledge back to the bridge.

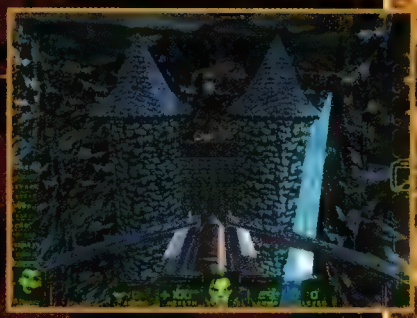


[SECRET 2]

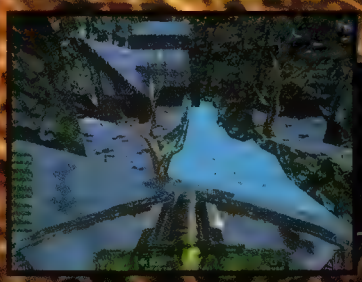
To get the items stashed atop the gateway, you must perform a Ballista jump: run from the edge of the bridge toward the structure, look at the ground, and fire the Ballista. The blast sends you flying. From the roof, perform another Ballista jump to land on the center of the roof. Grab the Ballista Logs, Save Gem, Bolts, and health.



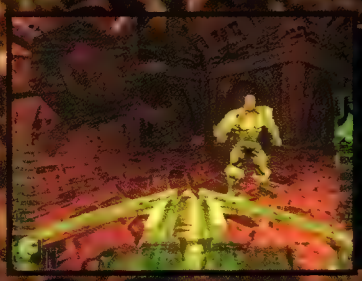
[SECRET 3]



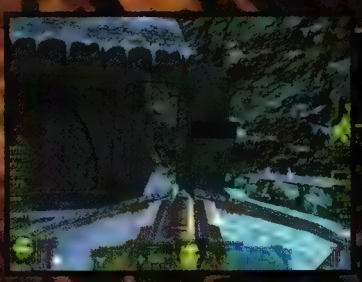
From atop the gatehouse, perform another Ballista jump to reach the items on the castle entrance: face away from the castle, run backward, and fire at the ground to perform a backward Ballista jump. Land on the castle to collect Ballista Logs, Black Adamant Armor, and a Goldensoul.



Head back out through the gateway. Make your way down the icy path to the bridge over the river.

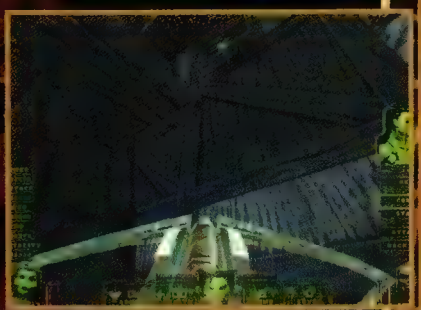


Jump to the ground near the tree on the riverbank. Enter the building through the small wooden door near the front corner. Smash the Plague Rats inside and grab the Chain Mail Armor. Tell Superfly and Mikiko to grab the Bolts in the corner.

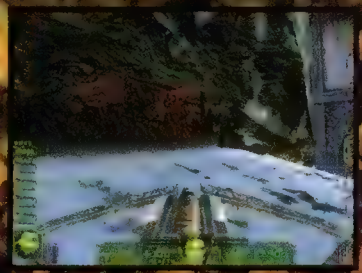


Exit the building and walk toward the waterwheel.

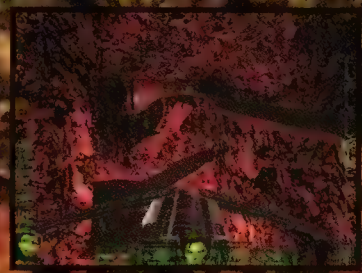
[SECRET 4]



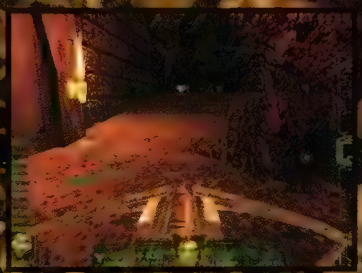
Position yourself at the edge of the rocks, facing the spinning wheel. As it comes around, jump onto a paddle and ride to the top. Hop onto the ledge on the side of the building, and from there through the window. Grab the Power Boost in the window, and the ammo and Save Gem inside.



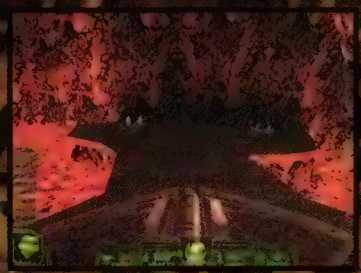
Jump out the window and back to the ground. Walk around the building and enter the cave behind it.



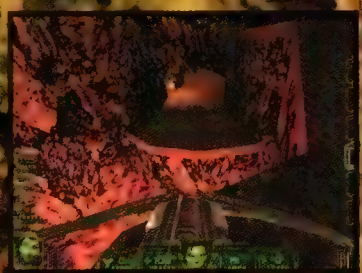
With Mikiko and Superfly in tow, turn left over the first rock bridge high above the lava. Kill the Fletcher, Doombat, and Lycanthir as they attack.



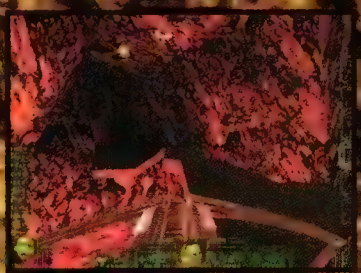
Hang a right at the door on the other side of the bridge and grab the Chain Mail Armor and Bolts from the corner near the rocks.



Head back over the bridge and continue along the left path down toward the lava. Grab the Ballista Logs and health from the end of the path.



Now turn around, walk back up the path a bit, and look left. Jump down to the ground at the cave entrance where you see a torch on the wall. Three Doombats attack from the left.



Pick up the health ahead, and then go left over the bridge. In the middle, you'll find a Purifier Sword Shard! Next, hop through the hole in the rocks ahead: you're on your way into the Dungeon.

E3M3: DUNGEON



Romero's Design Comments

What adventure game would be complete without a dungeon level? My original idea was to have a very tall vertical dungeon centered around a massive pillar with huge bridges crisscrossing all the way up, and dead bodies hanging under the bridges. But, again, drawing speed was a problem because it was so open, vertically. So it was redesigned to be a little more horizontal. It's still a pretty vertical climb through some real nasty trapped areas. In the middle of this fetid hellhole is Stavros the Sorcerer, lord of lava and one of King Gharroth's three powerful wizards. Dispatching Stavros earns you his weapon, the Stavros's Stave. At the end of the dungeon, you finally see the light and get yourself into Gharroth's castle.



Screenshot of the Dungeon Before It Was Restructured



Creatures:

- Buboid
- Doombat
- Dwarf
- Lycanthir
- Plague Rat
- Rotworm

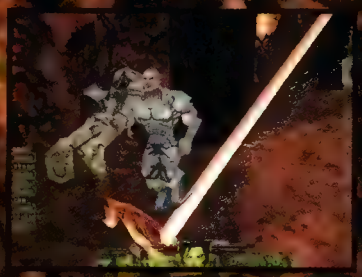
Weapons:

- Ballista
- Stavros's Stave

Secrets: 9



The First Section of the Dungeon



As you enter the Dungeon, Mikiko's condition worsens. Until you can find a cure for her illness, Superfly must carry her. Both your companions will be unable to defend themselves or help you attack.



Find your way out of this cave and into the massive, lava-filled cavern. Take out the attacking Plague Rat and Doombats from near the lava. Go left and slash the Dwarf to pieces. Grab the ammo and health from near the cavern wall.

[SECRET 1]

Crouch under the boulder left of the Dwarf. A WraithOrb lies hidden behind the rock.





Look out for several Skeletons hiding around the corners down here. Kill them all, circle around to the right, and climb the stairs. Go left and obliterate the attacking Centurions. Shatter the vases on the ground nearby. You and Mikiko now can grab the two health vases in the room behind them.



Climb back out and go over the rock bridge. Destroy the Doombats, Dwarves, and Rotworms on the other side. Follow the rock path ahead and curve around into the blue-lit cave on the left. Nab the Bolts from the ground and climb the jagged incline through the crumbled Dungeon wall.

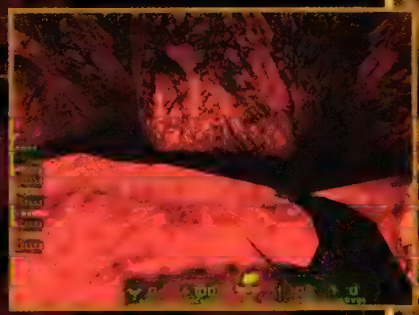


Look out for the Dwarf on the ledge to your left! Find the door to the next cell and open it using the wall switch to the right of it. Superfly offers to stay behind with Mikiko until you find a suitable path for them.

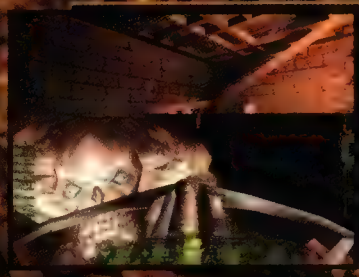


Obliterate the Buboid in the cell and blast through the crack in the wall. Crawl out onto the ledge and shoot down the Doombat and Dwarf with your Bolter.

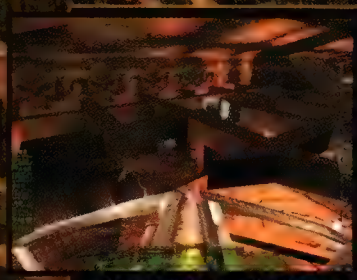
[SECRET 2]



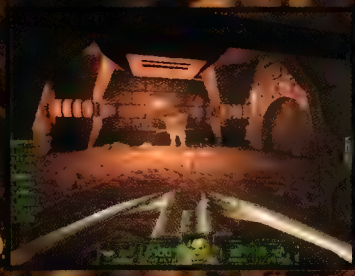
Carefully jump from the ledge to the lip of ground where the Dwarf stood. Go left into the cave and grab the Ring of Fire Protection. Crouch into the cave: the rocks ahead crumble, allowing you to exit the secret area.



Climb back up the incline and reenter the first cell. Creep out onto the ledge and Superfly will follow. Break through the brittle stone and climb into the rear of the cell. Annihilate the Buboids inside and grab the Ballista and ammo from near the door.



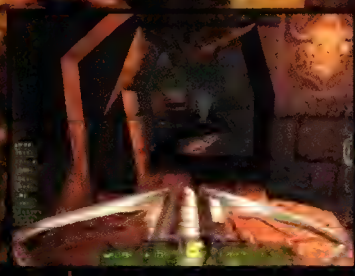
Superfly will stay here with Mikiko. Climb up the thin piece of fallen metal into the ceiling. Squeeze through the small opening into the ceiling of the cell next door. Walk toward the rear corner; you'll fall through the weak metal bars to the ground. Slice through the Buboids and grab the health in the corner. Exit the cell through the open door.



Let Mikiko and Superfly out of the next cell over using the switch on the wall, and then use the wooden switch on the left to raise the big door. Take out the Lycanthir in the next room and gib it with your Silverclaw. Pick up the health, if you need it, or leave it for Superfly and Mikiko.



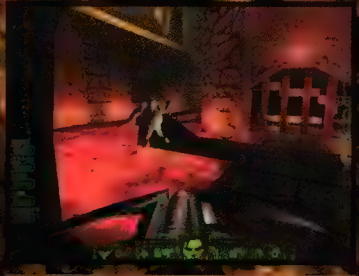
Go through the big door on the right and kill the Doombat and Buboid. Pick up the Ballista ammo from the left and jump to the other side of the room to nab the Save Gem. Use the wooden switch on the left to open the bars. Pick up the health on the left and Chain Mail Armor in the rear corner.



Exit this cell and shoot the wall crack on your immediate left. Superfly can carry Mikiko through this opening and follow you to the next area. Open the wooden door and have Superfly grab the health on the right. Go through the wooden door ahead.



The Second Section of the Dungeon



Use the switch to open the door ahead. Enter and kill as many creatures as you can from where you are. After you neutralize the threat, walk the path over the lava.



Follow the path around the structure in the center and into the next block of holding cells. Enter each of the four cells and kill the Buboids inside. Collect ammo in the first cell, 50 health in the second, and 25 health in the third. Give the health to the party member who needs it most.

[SECRET 3]

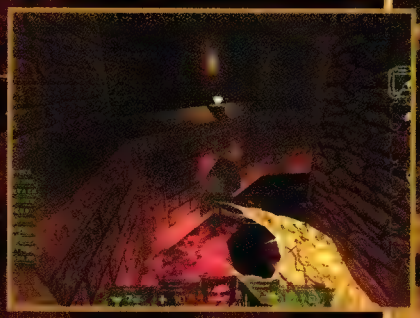
In the cell on the far right, take out all the Buboids and approach the rear wall. Grab the MegaShield from the crevice under the floor.



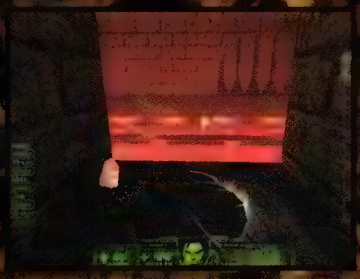


Return to the cell block's main room. Use the lever in the middle to open the bars over the central tower stairway. Proceed back to the main room and around the tower on the pathway over the lava. Pass through the opened bars and nab the health and ammo from the ground. Climb the stairs to the second level. Look out for the Lycanthir halfway up and kill the Rotworm at the top. Walk toward the dragon tapestry ahead.

[SECRET 4]



Walk out onto the wooden trim that encircles the room. Stay up against this wall and creep across the trim to the other side and grab the Goldensoul from the ledge.



Make your way back up the stairs, walk toward the dragon tapestry, and kill the Lycanthir on the left. Behind it a Save Gem lies on a rail over a large lava pit. Walk along the edge of the pit and out onto the rail. Grab the Save Gem and get away from the pit.



Go forward toward the light at the end of the hall, and then turn left. Shatter the Dwarf, Rat, and Rotworm and find the door on the right. Open it using the wall switch. Hop over the Buboid corpses and grab the health at the end of the cell. Exit this cell and open the door to the cell opposite. Pick up the ammo at the far end.



Come back and go left down the stairs into the underground holding area. Grab one health box from inside the cell and have Superfly pick up the other. Climb out through the hole in the wall and over the broken torch.



Take out the Dwarf and Lycanthirs in the hallway and pass the bars blocking the stairs on the right. Grab the ammo in the corner ahead. Find the cell at the end of the hall and flip the wall switch to open it. Prepare to battle the mass of captive creatures here! Eliminate them all one at a time. Now enter the cell and grab the Purifier Shard from the wooden platform. Turn the crank to raise the bars blocking the stairs nearby.

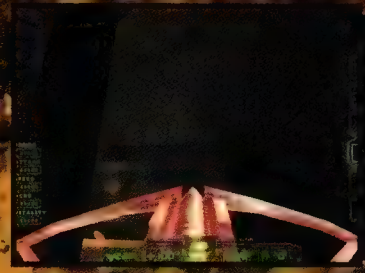


Take out the Dwarf and Doombat as you scale the stairs and gib the Lycanthir at the top. Battle all the creatures in the big room at the top of the stairs and find your way to the rear corner. Grab the ammo, health, and Black Adamant Armor from atop the wooden platform.

[SECRET 5]



Attack the wooden wall marked with a pentagram until it crumbles. Grab the Invincibility artifact from the platform inside.



Now walk out into the main room and climb the tiny ledge on the right to the upper level of the Dungeon. Take out the swooping Doombats at the top. If you need health, find it in the corner opposite the door ahead.

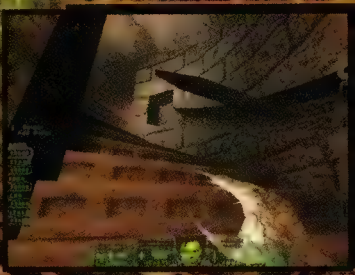
[SECRET 6]



Enter the tower and descend the stairs. Grab the Power Boost from the lowest step.



Climb the stairs and enter the passage ahead. Kill the Dwarves on the stairs and the Buboid in the cell at the bottom. Head down the hallway and turn right to descend the stairs. Pick up the health on the right and curve around and down the next small staircase. Pick up the Ballista ammo from behind the Lycanthir and continue down the spiral staircase on the left.



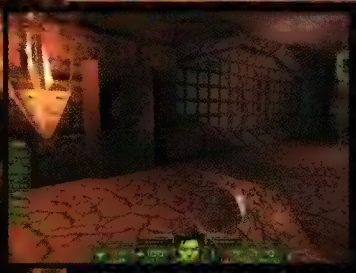
At the bottom of the stairs, approach the bars and pick up the health from the ground. Make your way back to the main staircase. Look out for the sharp blade swinging toward you. Wait until the blade hits the bottom of the stairs, and then crawl under it.



Run upstairs and collect the Chain Mail Armor on the left. Go down the hall and flip the wall switch to open the bars. Step onto the metal floor grate to fall to the level below. Open the wooden door nearby and walk down the hall.



The Third Section of the Dungeon



Pass through the door at the end of the hall. Approach the heavy bars blocking the way to the lava pit. You must turn three dials in the area to lower them. Go left around the wall, kill all the creatures in your path, and make your way upstairs. Enter the room on the right, slash the Lycanthir, and turn the first dial. Continue down the hall through this area and turn the other two dials.

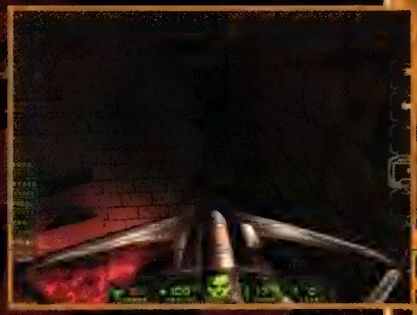


Return to the main room and walk out onto the platform over the lava. Stavros the Sorcerer will spawn on the rock in the middle. Strafe from along the platform as you attack him.



When Stavros dies, a spiral staircase breaks through the rocks where he stood. Grab the Stavros's Stave from the bottom of the stairs and climb to the top. Make sure Superfly and Mikiko are following you again. Slash the Lycanthir and take out the Plague Rat on the left. Climb onto the ledge overlooking the lava pit and grab the ammo from under the supports.

[SECRET 7]



At the edge of the wooden ledge, climb onto the tiny ledge over the lava. Walk to the hole in the wall in the corner. Crouch into the hidden area and take the Black Adamant Armor from inside.



Climb back across the ledge to the door to the stairs in the corner. Watch for a mass of attacking creatures in the next main room. Collect the ammo from the right side of the entrance and walk around the center tower to the door behind it. Turn right into the hallway; stay as close to the wall as you can to avoid the lethal spikes that descend.

[SECRET 8]



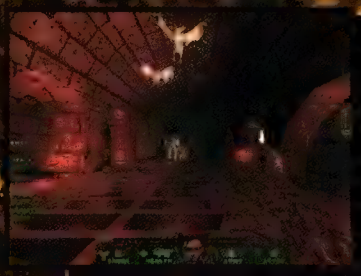
At the next corner, turn left toward the wall. Crouch and use the small hidden door under the banner. Crawl into the opening and climb the stairs to the top. Go left through the door and grab the Goldensoul from the ledge on the other side.



Go back through the trapped hallway. This time, turn right at the corner. Pass the stairs and jump over the lava pit at the end of the hall to collect ammo and health. Find your way back to the stairs and battle across the damaged floor to the next stairway. Enter each cell at the top of the stairs to collect both health and ammo. Exit this room into the rocky tunnel, and move from there onto the bridge.



Take out the Dwarf in the middle of the bridge and go up the stairs. Blast the door to the cell at the top. Then kill the Buboid inside and grab the Save Gem from the ground behind it. Descend the stairs and locate the rocky lava pit. You must jump across the pit and activate the bridge so Superfly can cross. Jump from ledge to ledge on the left and up onto the stairs. Flip the switch and summon Superfly. Pick up a health from farther up the stairs and tell Superfly to grab the other.

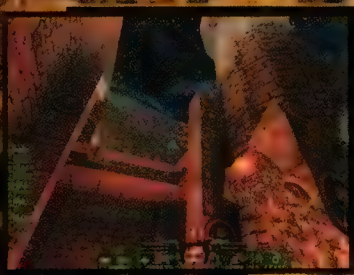


Use the lever on the left to open the door and enter the room ahead. Look out for the Rotworm that drops from the ceiling as you nab the ammo near the middle torch on the right. Hop around the left edge of the lava pit. (Pick up the ammo as you go.)

[SECRET 9]



From the walkway high above the floor of the main room, look down to the ledge on your left. Jump down to land on the Attack Boost on the edge.



Retrace your steps to the highest walkway and pass through the next door. Climb both flights of stairs and continue outside through the double doors at the top. A cutscene begins, and you'll start your journey to Wyndrax Tower.

E3M4: WYNDRAX TOWER



Romero's Design Comments:

At the start of the project, this map was a hub city level with lots of houses and buildings, and was the center of the castle. It had three exits, each leading to a boss level (Stavros, Wyndrax, Nharre); you'd finish off the boss and return to the hub to find the next boss entrance. The episode flow was redesigned because the original hub map was too complex and confusing. Having a main hub like that would be inconsistent with the rest of the game, so I made the flow linear and put Wyndrax Tower—the second boss map in the episode—in its place.



Early Screenshot of Wyndrax Tower

CREATURES:

Doombat
Fletcher
Hellfire Paladin
Lycanthir
Plague Rat
Wyndrax the Wizard

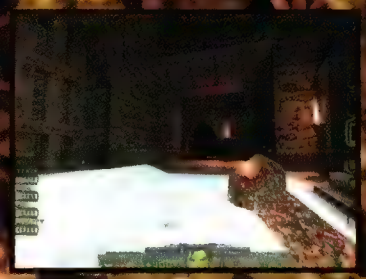
WEAPONS:

Wyndrax's Wisp

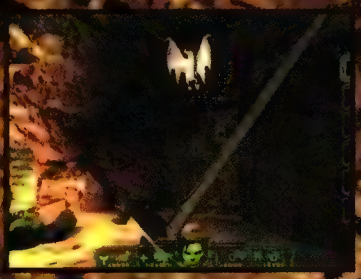
SECRETS: 5



The First Section of Wyndrax Tower



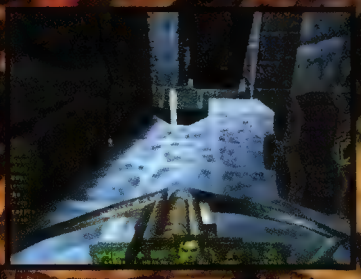
Hiro, Superfly, and Mikiko start this level just outside the Dungeon in a snowy courtyard near the main castle entrance. Walk beneath the archway on the right and grab the ammo on the left past the door.



Slice through the Dwarf near the campfire around the corner. Shoot the Doombat out of the sky and grab the health and ammo from the ground. Make your way into the cold blue cave ahead, and from there down to the ice. Slide out onto the ice and around the rock on your right.



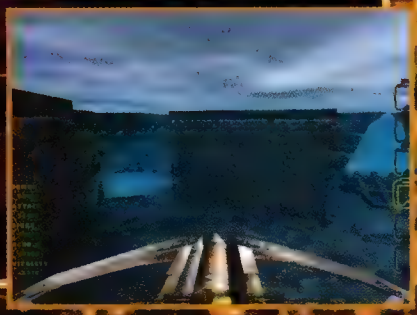
Locate the path and climb the rock stairs into the castle. Pick up the health and ammo from the ground and kill the Doombat hovering above you. Climb the stairs and turn right at the top, toward the drawbridge.

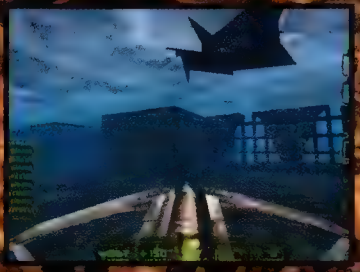


When you pick up the Purifier Shard, you'll start the barrel rolling off the bridge and down through the ice. Jump down and enter the water through the hole in the ice. Swim through the broken grate to the opening on the right.

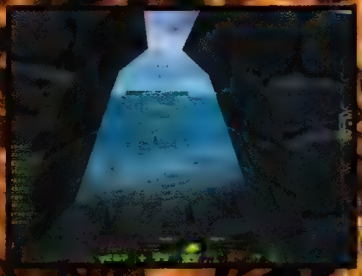
[SECRET 1]

Swim down into the tunnel and come up inside the hidden cavern. Pick up the Goldensoul and swim back out of the tunnel.

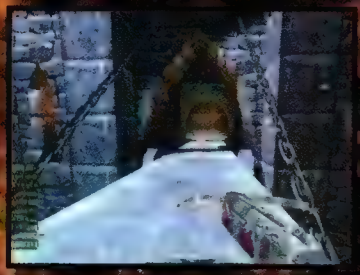




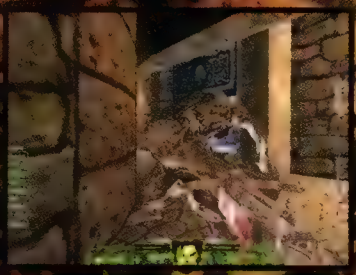
Locate the hole in the ice above and leave the water. Nab the health and climb the ladder on the wall. Slash the Fletcher and grab the ammo on the right. Use the lever ahead to lower the drawbridge. Climb back down the ladder and return to the water through the ice hole.



Swim through the broken grate and up through the hole on the other side. Make your way up the path and climb the stairs. Superfly, still carrying Mikiko, meets you at the top.



Grab the Save Gem in the middle of the bridge and proceed toward the door ahead.



Inside the castle, grab the ammo on the floor to your right and destroy the nearby Lycanthir. Go right, through the skull-marked doorway. Pick up the health on the left, or give it to Superfly and Mikiko if they need it, and scale the stairs.



Smash the Plague Rats and grab the health at the top. Press the button to open the door downstairs. Make your way back down to the bottom floor.



Go out through the opened door. Destroy the Lycanthirs. (Remember to gib them with your Silverclaw so they don't come back to life.)



Continue up the stairs until you find the Hellfire Paladin at the top. Kill him and reenter the castle on the left. Climb the spiral staircase to the top. Grab the Save Gem there and obliterate the Hellfire Paladin. If you found the Ring of Fire Protection in the Dungeon, you will have extra protection against the Hellfire Paladin.

[SECRET 2]

Walk toward the castle wall and find the large crack. Shoot a Bolt or Ballista Log at the barrel inside. It explodes, blowing a large hole in the wall. Jump into the room through the hole and find the Ring of Lightning Protection in the back.

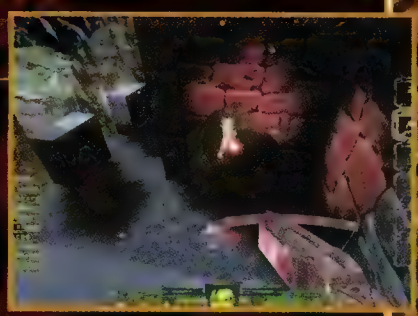


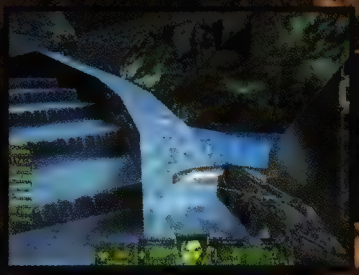


Jump back onto the roof and walk toward the stairs. From there, jump onto the big, flat roof ahead.

[SECRET 3]

Drop down near the castle wall and enter the small room ahead. Follow the passage to the wooden door, go through, and find the Power Boost in the hidden room ahead.





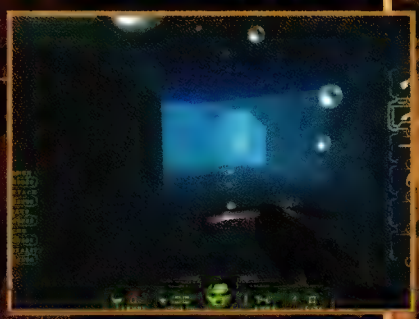
Just beyond the first set of rocks on the right, jump over the wall to the right of the stairs and into the icy water.



This time, turn left and go down the spiral stairs to the wooden lift at the bottom. Board the lift and push the button to descend.

SECRET 4

Locate the opening in the wall on the right and swim up into it. Grab the Attack Boost and health from inside. Swim back out and climb the ladder back up onto the stairs.

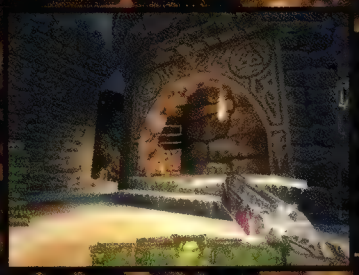






Run quickly through the lightning-filled hallway and through the wooden door. In the room beyond, you'll find the Crypt Key ahead. Grab it and take out the Buboids that spring from the coffins on either side of the room.

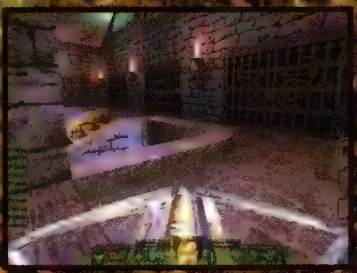
Leave this room through the wooden door, go back through the lightning hallway, and take the lift up. Go left and climb the spiral stairs to the crypt door. Use the Crypt Key to open the door and enter.



Exit via the wooden door, find the part of the roof just above the blue flags, and jump to the stairs below. Climb the outdoor stairs to the top and pass beneath the arch.



The Second Section of Wyndrax Tower



Descend the stairs on the right to the floor below. Take out the Plague Rats, enter the tunnel on the right, and pick up the ammo on the ground. Enter the next tunnel on the left and walk past the iron gates to the middle staircase.



Go downstairs and grab the Save Gem on the table. Turn and walk to the right of the stairs and kill the Fletcher. Walk down the ramp and slash the Hellfire Paladins at the bottom. Collect the Wyndrax Key and health from the ground, and Wyndrax's Spellbook from the table.

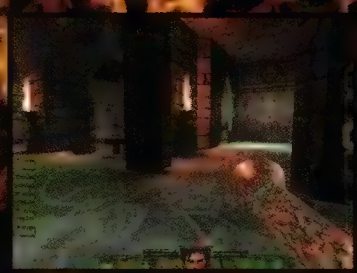
[SECRET 5]

Smash the window behind the table Wyndrax's Spellbook rests on. Jump through the window into the outdoor courtyard. Grab the Speed Boost. Then climb the ladder on the wall and crawl back into the room.





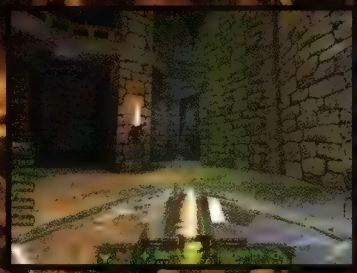
Exit the way you entered—through the tunnel, up the ramp, around the corner, and up the big staircase. Turn left at the top of the stairs and go under the small arch. Climb the main staircase to the crypt's second level. Continue along this path to the rear corner. Use the Wyndrax Key on the lock to open the gate blocking the nearby door.



Proceed back toward the main room, curve to the left, and go through the unblocked door on the left.



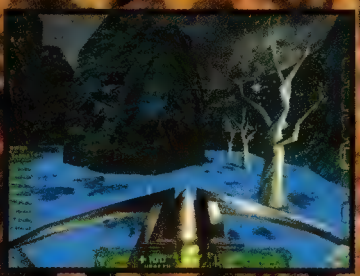
Locate the altar on the opposite side of the room. Use the Wyndrax Spellbook on the altar: the lightning in the center causes the structure to explode. With the lightning disabled, you can enter Wyndrax's lair.



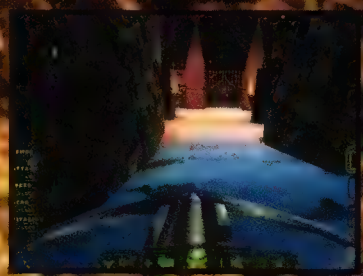
Exit this room and turn right toward the main stairs. Go downstairs and beneath the arch on the right. Again, go through the next tunnel on the right and through the door into Wyndrax's lair.



Wyndrax summons lightning to battle you with. The fight continues until Wyndrax is badly hurt. Then he'll flee through a secret opening behind the left bookcase.

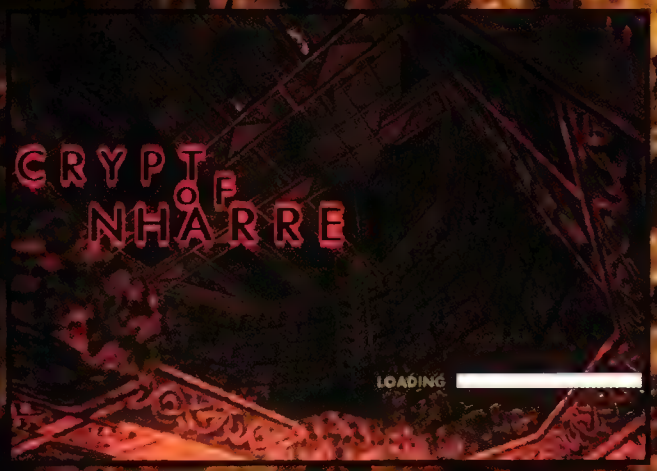


Pursue Wyndrax down the curved staircase and grab the health and ammo at the bottom. Go outside to find Wyndrax gathering wisps from the trees. Fight him again as he hurls wisps to attack you.



When Wyndrax is dead, collect Wyndrax's Wisp from the ground near his body. Now make your way back through the rocks to the gate. Pass through the open gate to enter Nharre's Crypt.

E3M5: CRYPT OF NHARRE



Romero's Design Comments

I wanted this level to be really scary and creepy and deep under the ground, close to the lower lava layer under the castle; a place where an evil presence would reside: Nharre the Necromancer. I also wanted to convey the feeling that the area was really old, so lots of broken structure is down there as well, along with lots of Doombats. I think this map was pulled off very well. Originally it was much different, but that original effort was replaced with something more cohesive and stylized, which is what you see today.



Screenshot of an Early Version of Crypt of Nharre



CREATURES:

- Doombat
- Dwarf
- Lycanthir
- Plague Rat
- Rotworm
- Voltaic Valkyrie
- Nharre the Necromancer

WEAPONS:

- Nharre's Nightmare

SECRETS: 3



The Crypt of Nharre



After you leave Wyndrax Tower, the fastest path to Gharroth lies through the Crypt of Nharre.

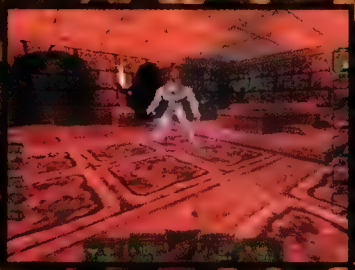


Cross the bridge over the lava and release a wisp into the next room to bring down the Doombats. Open the black chest near the wall ahead, and then back up in case it explodes. Grab the health and ammo from behind the pillars on the left, and then go downstairs.

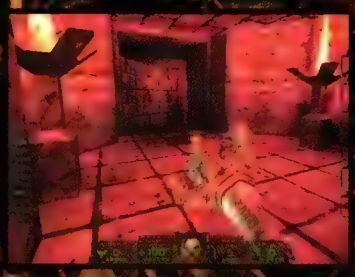
[SECRET 1]

Turn around and run back to the entrance gate. Pick up the Power Boost from the left side of the gate.





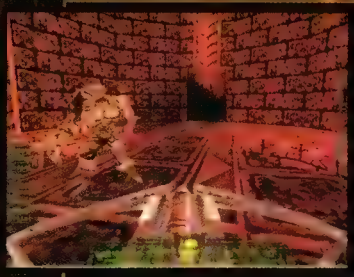
Gib the Lycanthir below with your Silverclaw and squash the Rotworms. Use the unlit torch next to the coffin to open the secret passage in the floor. Open the wooden door at the bottom of the stairs and head down into the rocky cavern.



Run back to the crypt doors and enter. Descend the curving staircase into the depths of the tomb.



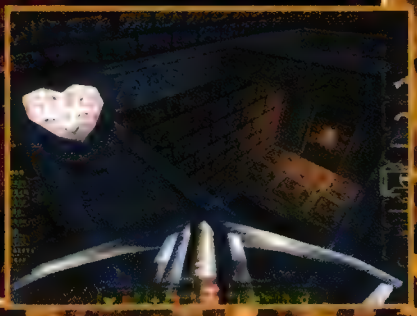
Kill the Dwarf and hop from the first rock pillar to next, and then over to the other side of the pit. Release another wisp on the Dwarves near the structure in the rock cleft.



Go through the skull door, descend the stairs, and grab the health from the ground. Pass through the second wooden door and decimate the swarm of attacking Doombats in the rafters. Cross the jagged path over the lava toward the next door. Collect the wisps and bolts on the other side.

[SECRET 2]

From the top of the stairs, perform a Ballista jump and land on the rafters overhead. Pick up the Goldensoul and drop back to the ground.

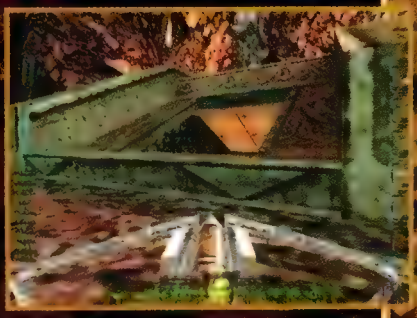


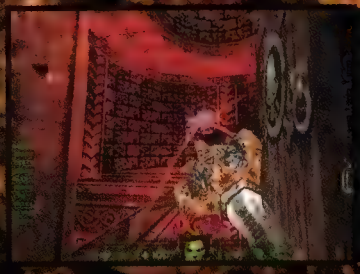


Exit via the door at the top of the stairs. Release a wisp as soon as you open the door to obliterate the Doombat, Plague Rats, and Voltaic Valkyrie.

[SECRET 3]

Use the two triangular buttons on the front of the tomb and its doors will slide open. Climb down the stairs and take the Ring of Undead Protection from atop the coffin. When you touch it, two nasty Rotworms drop from the ceiling.

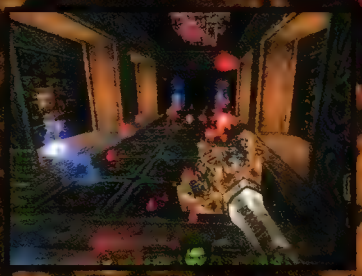




Exit the tomb and turn left beyond the door there. Ascend the stairs and pick up the Lava Rocks at the top. Open the door there, release a wisp into the next room, and allow the door to close so the wisp has a chance to kill the Doombats awaiting you there.



After a few seconds, enter the room and carefully traverse the bars. Pick up the Chain Mail Armor from the center of the room and leave through the door ahead.

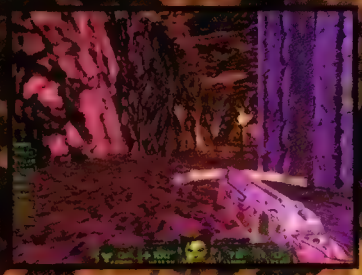




Prepare for a major assault at the bottom of the stairs. Two Hellfire Paladins and a Voltaic Valkyrie await you there. Attack them with Stavros's Stave and Wyndrax's Wisp until they can fight no longer. Pick up the Save Gem and health, and then turn left at the end of this hall.

Saunter down the spiral stairs and prepare to fight Nharre the Necromancer. Nharre summons a mass of Buboids to fight you, in addition to his Nightmare attack.





If you're in sight when he uses the Nightmare, it summons a demon to tear you to pieces. Stay back and fight him as you duck behind pillars.

After you finally destroy Nharre, find your way to the gate at the rear of the crypt.



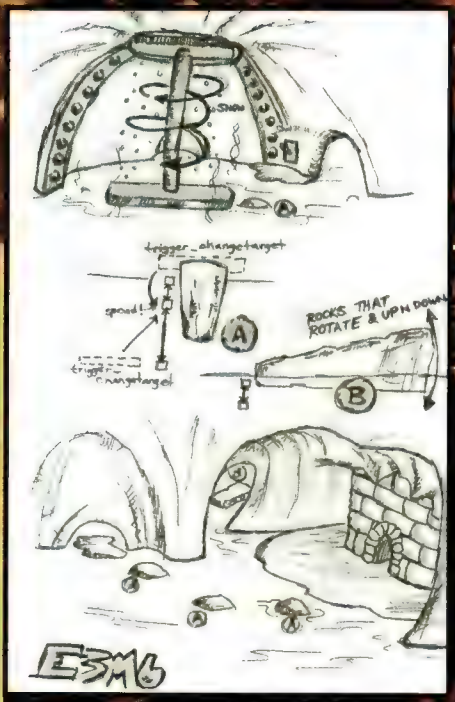
Trudge through the torch-lit cave and find the lava pit. Grasp the Purifier Shard on the edge of the lava pit in front of Nharre's partially summoned demon. Approach the wooden door and you will be one step closer to Gharroth's Throne.

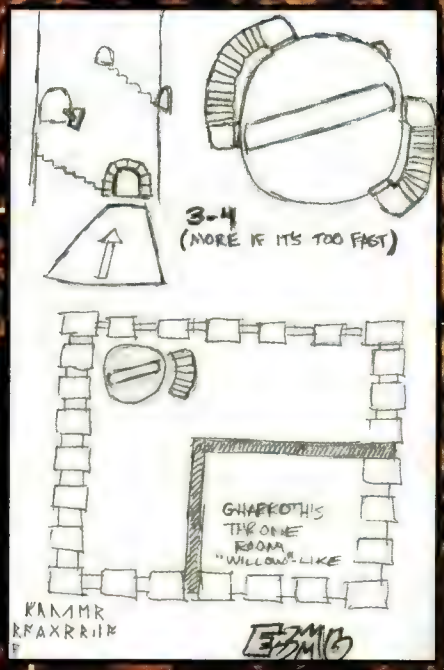
E3M6: GHARROTH'S THRONE



Romero's Design Comments

Because this was the last level in this episode, I wanted something really cool-looking and a gameplay idea not explored anywhere else in the game. So I came up with the idea of having the egress from Nharre's Crypt being from way down under the earth at the top of the lava layer under Gharroth's Throne Tower. I liked the idea of seeing snow falling down from the cold world above into the burning lava and the player riding a corkscrewing bridge all the way up to the top past legions of Gharroth's elite corps. Instead of finding an opulent throne room, the player is shocked to find an insane king drooling in his ruined sanctum, hinting at glory days gone by, a time when the kingdom wasn't engulfed in an endless winter wrought by the king's turncoat necromancer.





Two of John Romero's concept sketches for Gharroth's Throne.

CREATURES:

- Doombat
- Fletcher
- Hellfire Paladin
- Plague Rat
- Rotworm
- Voltaic Valkyrie
- King Gharroth

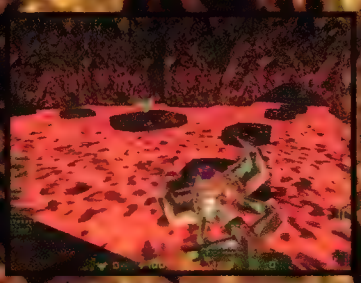
WEAPONS:

Ammo only

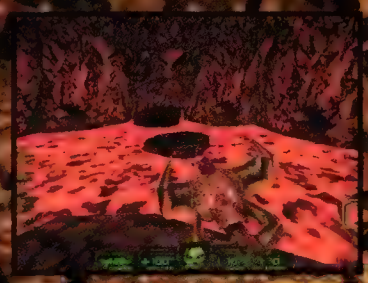
SECRETS: 1



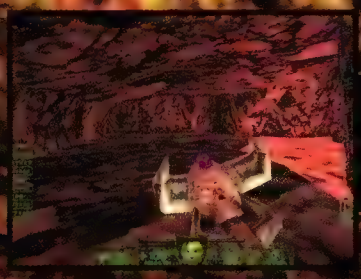
Gharroth's Throne



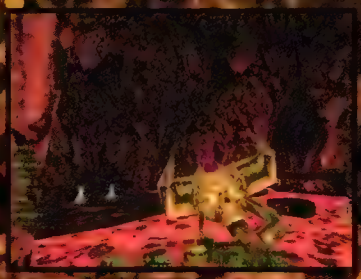
You must jump from rock to rock over the lava. Pick up the Chain Mail on the third rock.



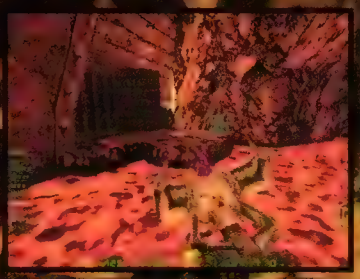
Because Superfly carries Mikiko, he offers to stay behind while you check things out. Hop from the first rock to the second, and then jump to the rock on the left.



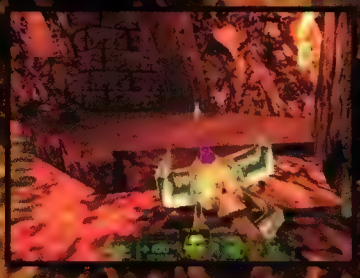
Leap from rock to rock until you reach solid ground. Duck into the small opening and stay to the left.



Jump quickly to the next three rocks in turn, taking care not to stay on any one too long; otherwise you'll be dipped into scalding lava.



At the end of the path, just over the lava and collect the health and Lava Rocks. Grab the wisp ammo hovering in this here.



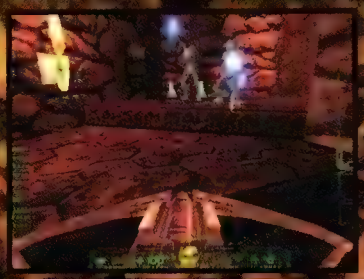
Pick up the Save Gem and health in the big open cavern near the wall.



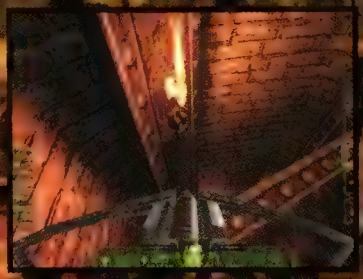
Shoot down the Doombats attacking from near the center pole. Use the lever at the edge of the stone to activate the large lift in the center of the lava pool.



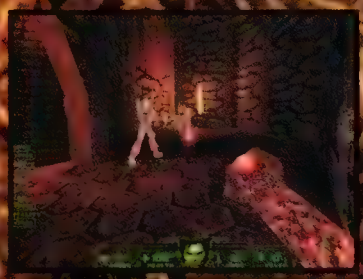
Hop on the lift when it gets in range to ascend to the first level.



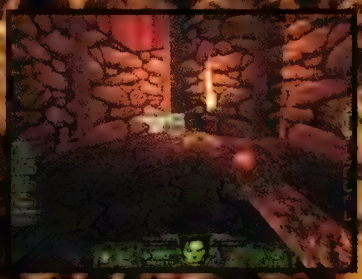
Climb to the top of the stairs and grab the health from behind the Valkyrie. Use this lever to call the lift again.



Walk across it and use the lever on the opposite wall. The lift will slowly wind toward the top of the cavern.



Look out for the Voltaic Valkyrie just inside the first doorway. Take it down and destroy the two Fletchers inside on the left.



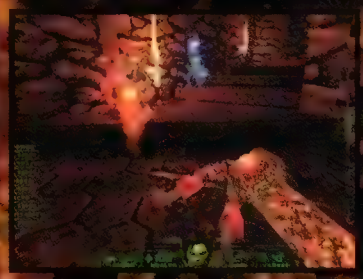
Grab the Chain Mail Armor and health on the left.



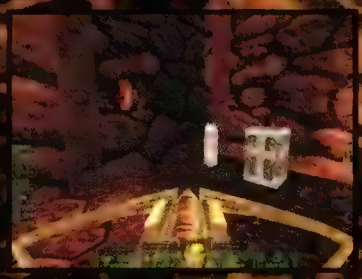
Look out, Fletchers attack from atop the castle wall as soon as you're in sight. Slash everything attacking from the ground before you turn your Ballista to the skies.



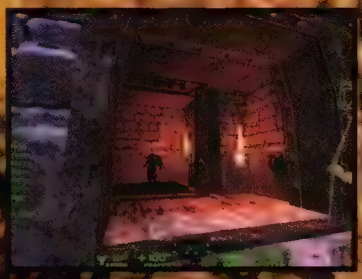
After you annihilate the attackers, find the ammo near the lever in the corner. Pick it up and open the Black Chest! Back away as it opens to avoid injury if it explodes.



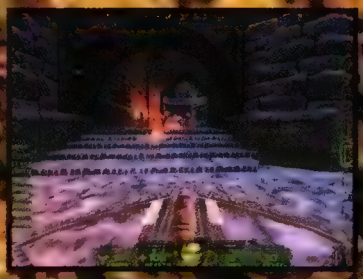
Turn around and run up the stairs to the Hellfire Paladin. Avoid his fiery attacks as you destroy him from a distance.



Collect the health and Ballista Logs from the corner and use the lever to summon the lift.



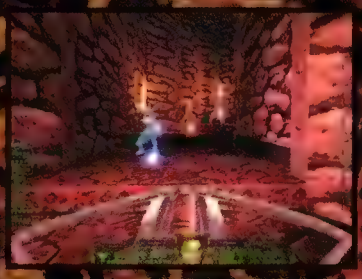
Hit the switch on the wall to summon the lift, and Superfly and Mikiko with it.



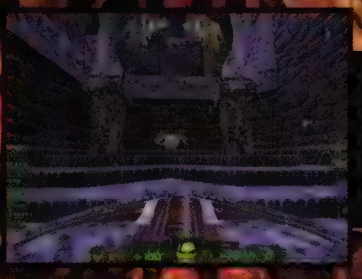
Make your way toward Gharroth's Throne Room: turn left twice and locate the first archway. Kill the Hellfire Paladins in the area near the arch, and be wary of the two Voltaic Valkyries behind them.



When the lift arrives, cross it and go through the door ahead. Pick up the ammo from near the wall ahead and turn right.



Head upstairs and smash the Voltaic Valkyrie and Fletchers. Grab the Bolts on the left and slice the Hellfire Paladin.



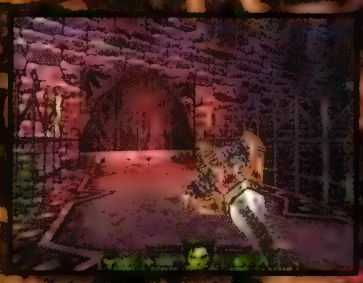
With all your visible enemies obliterated, head toward the two dragon statues in the distance. Grab the Black Adamant Armor from the ground between them.



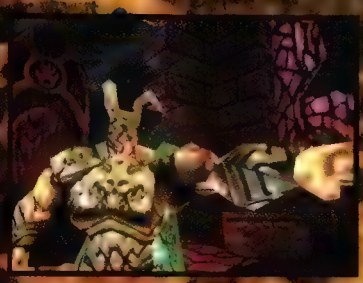
Turn around and nab the health from near the pillar on the right.



Continue forward to the door on the right. Climb the stairs and slash the Hellfire Paladins in the room at the top.



Collect the ammo and health here before opening the door. Be prepared to confront two Valkyries and a Paladin on the other side. Wipe them out and go through the door at the end of the bridge. .

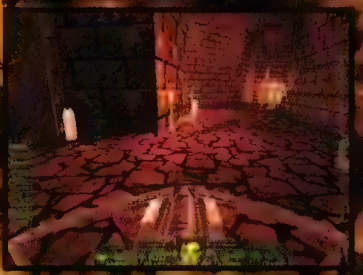


You're inside Gharroth's Throne Room. Superfly and Hiro plead with the insane king to help them charge the Daikatana.

[SECRET 1]

Walk through the flag on the wall opposite the first door behind the Save Gem to find a hidden Goldensoul in a wall opening.





To help you in the ensuing battle, locate the stockpile of health and ammo downstairs.



Fight Gharroth until he yields. Then view the cutscene: the Purifier Sword returns Gharroth to sanity, and he willingly sends you forward in time. So begins the next leg of your journey—the Rock.



Romero's Design Comments

The reason I came up with the idea of having San Francisco 2030 C.E. be the fourth episode is because I envisioned a setting similar to *Duke Nukem* 3D's—something near-future where we could have more military weapons. I didn't choose Los Angeles for the setting because, well, that would have been a little too obvious! And putting the player in a location where a military base is located also helped with the enemy character design ideas.

2030

WALKTHROUGH

E4M1: ALCATRAZ



Romero's Design Comments

I always thought crawling through Alcatraz would be a really fun game level—exploring all the nooks and crannies and decimating dozens of deserving inmates! The picture that stayed in my head was this: you run out into the main yard and see a group of inmates playing a game of basketball. You run over to the group and just start blasting them with a heavy-duty shred gun while they start running and try to pelt you with rocks and the basketball. *Boom!* There goes that basketball—along with everything else. Heh. They're completely helpless and you're in there like the Predator with your superior firepower.



Screenshot of Alcatraz in the *Quake* Engine

Creatures:

Prisoners
Pipe Rat

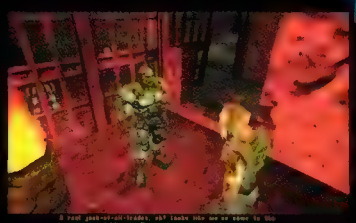
Weapons:

Glock
Slugger

Secrets: 7



The First Section of Alcatraz



After landing on the Rock, you and your companions will need to ask the locals about the details of your present position. After some coercion from Superfly, Ratchett Cassetti gives you the information you need.



Walk out into the courtyard and grab one of the Glocks sitting on the ground. Run to the far end of the yard and enter the cell on the left.



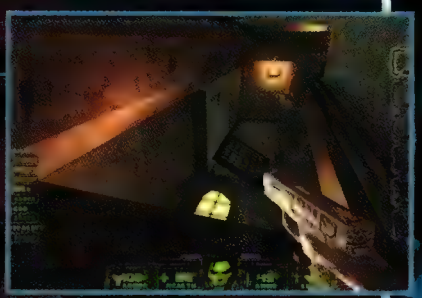
Take out the Prisoners, grab the ammo, and attack the wall grate to open it. Blast the grate on your immediate left to open it. Collect the Kevlar Armor and empty bottle from inside. You'll need this bottle, along with saltpeter, coal, and sulphur, to make a small bomb and blast your way out of Alcatraz.

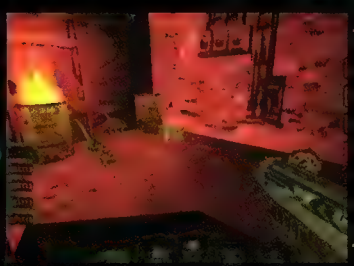


Reenter the main vent and follow it to the next grate on the right. Smash the grate open and grab the ammo from inside on the right.

[SECRET 1]

Hop onto the pipe casing, and from there onto the small double pipes. Jump up to the ledge ahead and crawl behind the pipes. Around the corner in back you'll find a Slugger.





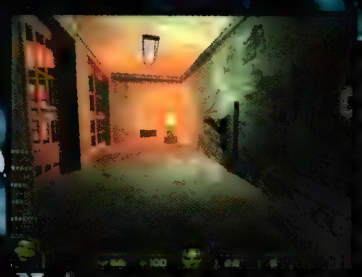
Drop back into the main vent and head toward the orange light. Blast the grate and pick up the slugs and health from the floor. Pull the lever on the wall; it blows up to allow access to the room next door.



Take out the Pipe Rats in the next room. Walk toward the hole in the ground and find your way around it. Circle the pipes on the right closely and grab the health hidden in the middle. Come back out and go down into the hole in the floor. Crawl along the narrow pipes and jump out of this passage through the manhole.



Annihilate the Prisoners and nab the health from near the barrel. Exit this room and pick up the ammo just outside the door on the right. Hang a left and find the door to solitary confinement there on the left. Enter solitary confinement and take out the Prisoners there.



Use the lever on the wall ahead to open all the cell doors. Superfly and Mikiko rejoin you now. All three of you must head to the opposite end of the yard and enter the cell on the right. Have Mikiko or Superfly pick up the Glock on the floor. Grab the ammo and Save Gem, then make your way back to the lever used to open the cell doors. Exit this area as a group via the solitary confinement door, and then enter the cell on the left. Take out the mob of Prisoners as they attack and pick up the health and ammo from just inside the door.



Enter the laundry room through the door ahead. Blow up the barrel between the dryers and flip the switch on the wall behind. Duck into the open dryer to collect the Ebonite Armor. (The dryer activates briefly and you take a small amount of damage.) Get out of the dryer and go left toward the fire burning in the barrel. Take out the Prisoners, grab some ammo, and go straight through the next two doorframes.



The Second Section of Alcatraz

[SECRET 2]



Exit the building through the double doors and you will be in the yard. Turn right and climb the thin pipes on the wall up to the ledge. Walk along the ledge around the corner, climb the next set of small pipes and accumulate the Goldensoul and ammo in the small room.



Open the cabinet on the right and grab the health. Walk to the back of the big room with the tables in it. Climb atop the table in the rear corner, and then jump onto the board suspended from the ceiling.



Immediately take out the mass of attacking Prisoners and grab the health from just around the corner on the right. Then walk down the tunnel ahead and collect all the ammo you can find. Now turn around and return to your point of entry. Walk around the wall to the right and go through the hole in the wall.

[SECRET 3]

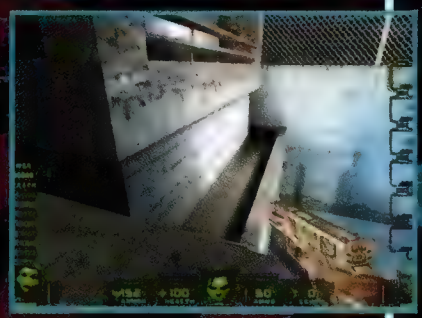


Climb back out onto the ledge and follow it over the light in the corner. Jump the gap and continue along the ledge until you find the small tower on the right. Jump up into it and grab all of the ammo on the table and in the lockers, and also the Speed Boost.



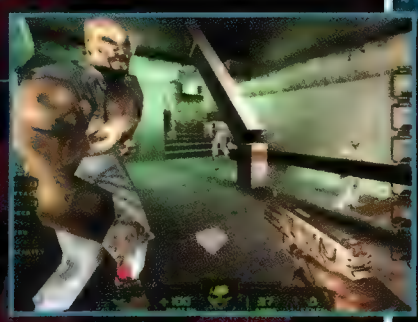
Leave this cell and walk ahead to the far wall, taking out all attacking Prisoners. Hang a left through the metal door. Look up at the top of the collapsed staircase and locate the black metal barrel. Shoot it and the entire staircase will explode and fall.

[SECRET 4]



Exit the tower and get back on the ledge. Go left, and at the corner of the tower, drop down onto the small path. Follow this path around the tower and grab the slugs, Kineticore, and Power Boost behind it.

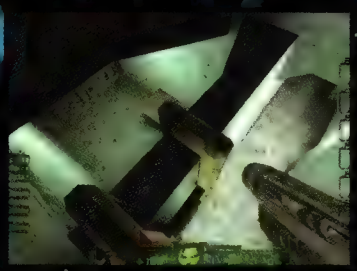
[SECRET 5]



Shoot the second barrel at the top of the stairs. The pillar will fall. Climb the pillar and grab all the ammo from the ledge.



Walk back around the corner and hop onto the tiny ledge along the edge of this walkway. Climb the incline and look across this small area of the yard into the window in the wall ahead. Jump from your current position to the top of the vent coming out of the ground at the bottom of the far wall. Jump from there to the small board below the window, and then crawl inside.



Now climb into the vent in the corner and kill the Pipe Rats there. Shoot off the grate at the other end and descend the ladder into the tunnel below. Grab the health, slugs, and Mana Skull as you make your way through the narrow, Prisoner-filled tunnel. Scale the ladder at the end of the tunnel and drop through the hole in the cell ceiling.



Exit the cell, and go to the far-right end of the cell-block. Nab the armor at the opposite end of the yard and enter the left corner cell. Collect the health and ammo from the shelves and exit the cell.



Walk forward past where the armor was, past the burning barrel, to the barred door in the small room on the left. Flip the switch to unbar the door and enter the room. You're back at the staircase you destroyed earlier. Descend the stairs, pass through the door ahead, and continue onto the walkway around the yard.

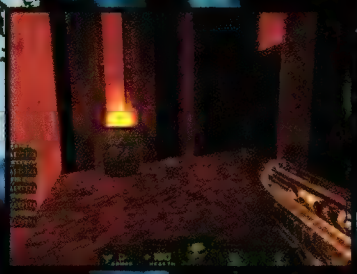


Locate and enter the cell in the opposite corner of the area. Find your way into the area behind the cell, grab the ammo from the ground, and make your way through the pipes on the right.

[SECRET 6]

Climb the ladder in the rear corner to find a MegaShield atop this ledge.





Return down the ladder and make your way back to the central area of the cell. Walk left toward the fiery barrel on the right.



The Third Section of Alcatraz



Obliterate the Prisoners swarming the area and turn left down the first corridor. Grab the ammo from the ground, exit this corridor, and continue around to the left. Grab the Save Gem at the end of this passage and flip the wall switch to lower the bars over the windows.



You'll find the lump of coal you need to build your bomb on the ground on the other side of the showers. Destroy the Prisoners, grab the coal, and leave the showers.



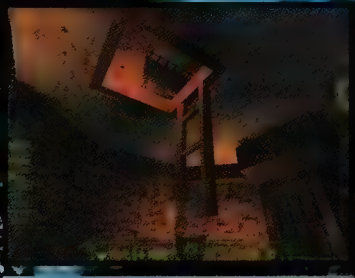
Swim to the end of the passage and exit the water into the yard. Pick up the ammo from behind the broken bars in the lower area. Make your way toward the door and collect the health and ammo on the left.



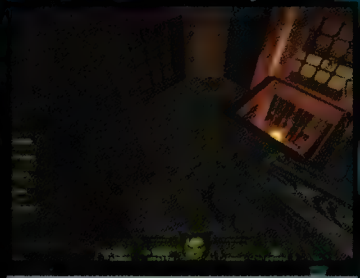
Inside, stand as far back as you can and shoot the black barrels to make them explode. Now walk forward through the chain link door to obtain the WraithOrb. Turn left; near the back wall you will find the vial of saltpeter you need to build the small explosive.



As soon as you enter the next room, the large support and structure collapse. Grab the shells on the table to the right, and then crawl into the small opening under the left side of the fallen structure. Run up to find Kevlar Armor, a Slugger, a Save Gem, and some slugs on the ledge above. Hop back down and exit this room by crawling under the fallen structure through the door. Take the Acro Boost from the next room.



Exit and go left toward the burning barrels. Pick up the ammo and open the fence door. Take out the Prisoners and Pipe Rats and grab the health from near the left wall. Jump onto the barrel, and from there onto the ladder that hangs from the ceiling.

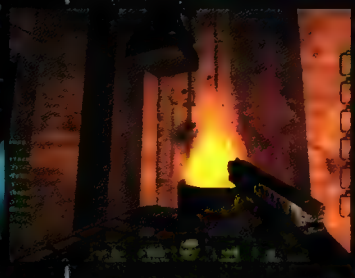


Perch on the lip of the vent ahead and hop onto a nearby support. Leap to grab the torn metal mesh dangling from the level above and climb into the next area. Shoot the thin metal piece holding up the ladder to make it drop.

[SECRET 7]

Quickly locate the hole in the ceiling in the small room ahead. Jump up into the hole and pick up the Attack Boost there.





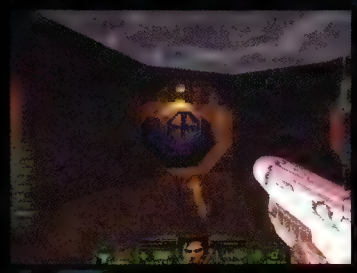
Climb the ladder, jump onto the black barrel, and from there onto the level above. Shoot the thin metal support for the weight overhead and yet another ladder will drop. Continue through the tower, hopping from support to support, to the top ladder. Climb it and kill the Prisoners at the top.



Drop to the ground and continue up the small incline. Take out the Prisoners one by one with your Slugger. Shoot the debris blocking your exit at the end of the hall. Descend the ladder into the water below and grab the health there.



The pouch of sulphur for your explosive lies on the ground on the other side of this room. Grab it, and then open the metal door in the middle of the room. Descend the ladder into the vent. Crawl through to the bottom, collecting health and killing Pipe Rats as you go.



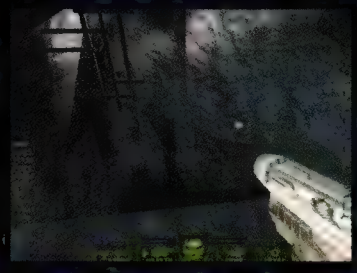
At the bottom of the vent go down through the long shaft into the water. Take a breath of air, and then go underwater to use valve number one, and then valve number three. This raises the water level considerably. Swim up and catch a breath, and then use the single valve above the lower four.



Now go back down and use number two, followed by number four. Swim up and into the pipe opposite the higher valve and leave the water via the ladder. Proceed through the pipe, and then drop into the rushing water. Ride through this pressurized pipe to shoot out into the prison yard.



Turn and find the crack in the nearby wall. Walk toward it to view the cutscene: you'll use the explosive you made to blow a hole in the wall. Crouch through the hole and pick up the health ahead. Jump over the wall on the left. Follow the rocky path to the massive opening in the rocks.



Jump to the rock ledge ahead, and from there to the lower ledge on the right. Leap for the broken ladder dangling from the rocks. Climb it, and then jump to the rocks under the tower. You've made it out of Alcatraz. Now you must find your way *beneath* the Rock!

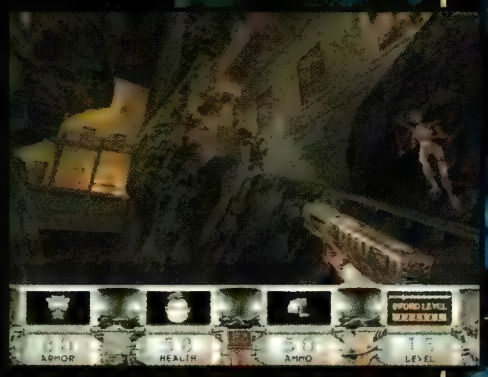
Episode Four

E4M2: BENEATH THE ROCK



Romero's Design Comments

You thought escaping from Alcatraz was tough. Now you have to get off the island. But I didn't want to make it just that simple, so we created an entire quaked-down subterranean area. You have to swim around avoiding sharks and figuring out how to make your way through the wreckage. When you swim to the surface, you might have a flashback to the "Pirates of the Caribbean" ride at Disneyland. The fire-lit, destroyed buildings and the water all set the mood.



Screenshot of Beneath the Rock Early in Development

Creatures:

Gang/Chaingunner
Gang/Rocketeer
Prisoners
Shark

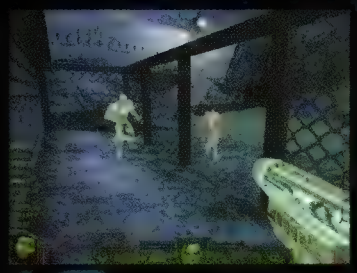
Weapons:

Slugger
Kineticore
Ripgun

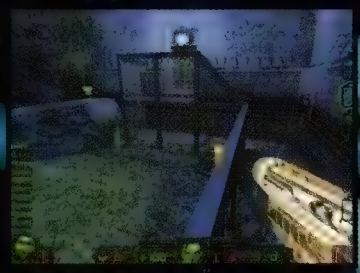
Secrets: 5



The First Section of Beneath the Rock



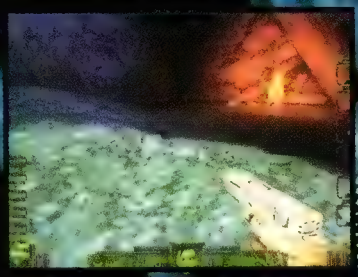
Hop off the grating and grab the Slugger and ammo near the fence ahead. Bust down the boards and pass through the gate.



Climb the rock on the left. Jump onto the fence and nab the ammo. Walk on the fence up the incline and drop onto the rock to collect the Kevlar Armor.



Head out through the rocky tunnel and take out the Prisoner on the right. At the end of the tunnel, grab the Attack Boost from the ledge on your right.



Continue down the path and fire a bullet at the barrels in the cave on the left. Let Mikiko and Superfly each pick up some Glock ammo as you collect the Kineticore and Ripgun ammo near the barrel.



Continue down the hill, destroying Prisoners as you go. Collect the Kineticore ammo on the downward slope and give the health to the party member who needs it most. There are more Glock shells on the right, near the rock wall, for Superfly and Mikiko. Pick up the Save Gem left of the path.



Look out for Chaingunners, Uzi Gang guys, and the Rocket Gang member at the bottom of the hill. Annihilate them all, with your friends' help, and proceed downhill. Each of you will find one health box on the way down. When you reach the dock at the bottom, stay where you are and destroy every monster in the vicinity. Tell Superfly and Mikiko to stay behind. You'll meet up with them later.



Return up the hill past the cave with the burning barrel to the ledge where you found the Attack Boost. Climb out onto the ledge and look at the rocks ahead. Make a running jump over the path into the small, high opening and drop into the water below.

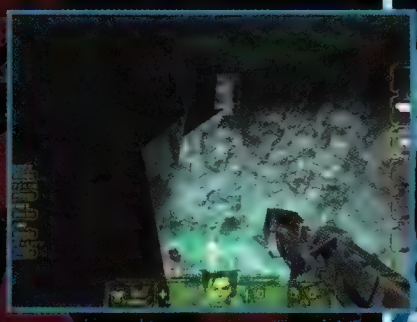


The Second Section of Beneath The Rock



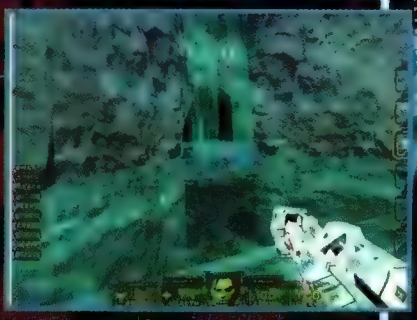
Collect the kinespheres and slugs at the top of the waterfall before going over.

[SECRET 1]

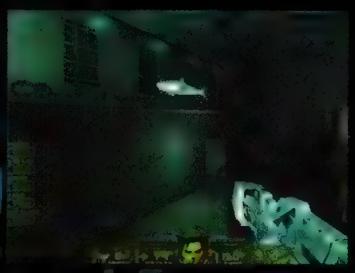


Climb out along the ledge on the left side of the cavern above the falls. At the other end you'll find some health. Climb back out of the opening and drop at the base of the waterfall.

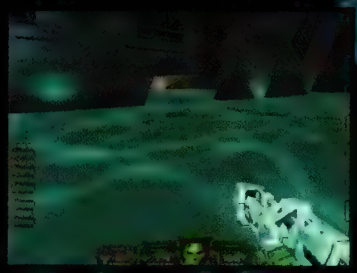
[SECRET 2]



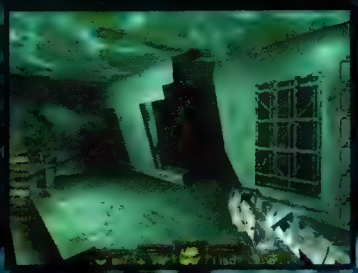
Look out for the Gang Chaingunners and the Uzi Gang guys in this area. Turn around and enter the opening in the rocks behind the waterfall. Follow the tunnel to the burning barrel and grab the Cordite and slugs from the ground.



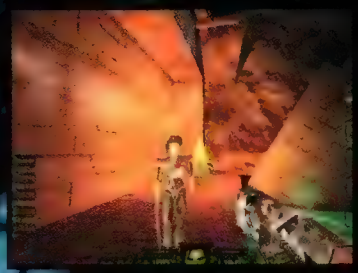
Exit the tunnel and drop off the cliff over the next set of falls: sharks swarm you immediately from all angles! Swim forward toward the building, and then move to the right.



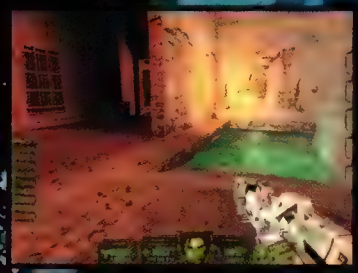
Locate the section of broken building in the water. Grab the Power and Speed boosts from the fallen edifice and swim back out. Make your way under this part of the structure, grab the health from the bottom, and then swim back to the area near the falls.



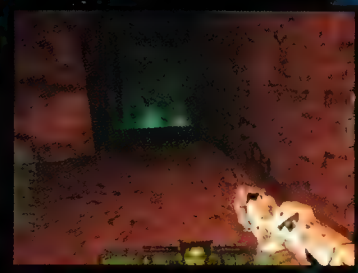
Take a right through the cracked wall into the building and slash the Sharks nearby. Paddle forward to the third room and collect all three health boxes from the floor.



Return to the middle room. Climb onto the broken piece of floor to leave the water, wary of the Rocket Gang member at the top. Eliminate him, and then go through the door ahead. Shatter the Gang Chicks and grab the Ebonite Armor from the balcony outside.



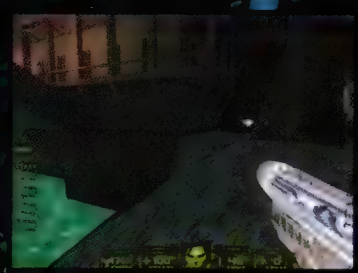
Walk back inside and collect the Save Gem left of the water entrance.



Now proceed into the next area and destroy the Gang guy with the Uzi. Hop down into the small pool, turn, and climb the ladder. Smash the Rocketeer in the room above, climb the stairs, and obliterate the Uzi guys there.



Go right at the burning barrel to the cavern outside. Take down the Chaingunners, and then turn left. Run up the piece of broken metal, and then jump onto the broken building. Hop to the balcony of the building ahead.



If you need health or armor, at the end of the walkway ahead, jump over the railing and down to the ground. You'll find Ebonite Armor in the corner, a health box to the right, and three more health boxes under the wall of the fallen building. If you jump down to the rocks, you must retrace your steps back up to the balcony.

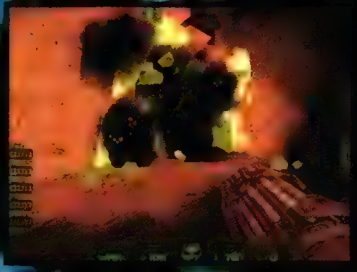


From the balcony corner, turn left and slice through the Knifers. Enter the building and walk to the back of the room behind the ladder.

[SECRET 3]

Find the small crack in the wall to the right of the middle metal beam. Shoot it: the wall explodes to reveal a secret area. Grab the Ripgun and ammo from inside the hidden room.







Crawl back out into the main room and climb the ladder there. Shoot the black barrels to blow a hole in the wall. Enter the next room and wipe out the mass of attacking enemies. Shoot through the boards over the window and walk out onto the balcony.

Turn left and shoot the black barrels at the end of the walkway from a distance. Walk to that corner and turn left; then grab the Goldensoul near the rocks at the end.



Turn around and make your way to the far end of the walkway. Drop onto the rocks and take out any enemies patrolling the area. Grab the novacells, Kevlar Armor, and health box from the rocks near the burning barrel. Notice the MegaShield on the rock up high on the right; you'll have to come back for that later.



Now turn around and head back toward the building. Jump to the lowest balcony and enter the building through the window on the left.

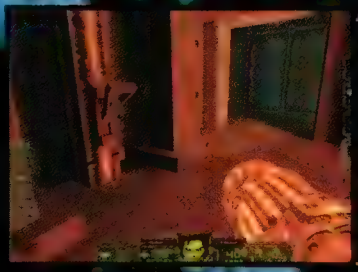


Take out the Chaingunner inside and proceed up the rocky tunnel. Obliterate the Uzi Gang guys in the cavern at the top of the tunnel and grab the Acro Boost on the left.

[SECRET 4]

Go back down through the tunnel and out onto the balcony. Turn right and hop down to the rocks. Find your way to the burning barrel at the end. Using the Acro Boost, jump to the rocks above and collect the MegaShield.

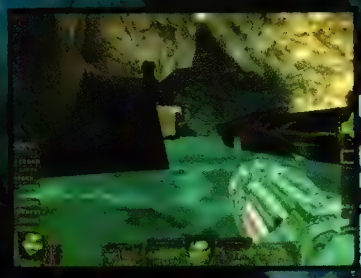




Go back inside and up through the rocky tunnel. Climb through the rocks into the building at the top. Use the lever on the left to open the door in the next room. Go through the door ahead and use the switch on the tram to descend.

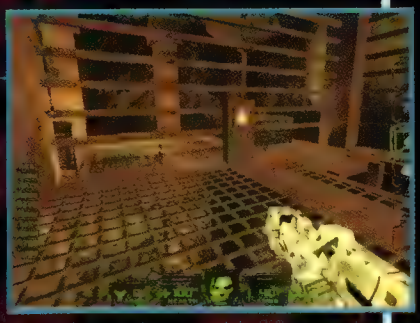


Superfly and Mikiko wait right where you left them. Take out the swarm of attacking creatures and enter the structure in the rocks through the door ahead.

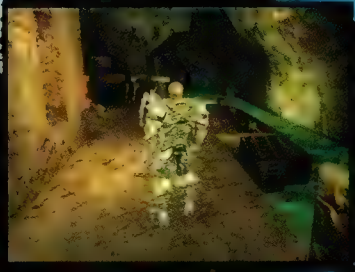


Follow the path around the corner. When you walk out onto the boards, they break and you fall into the water. Be prepared to take on a school of Sharks immediately. Slice them as you swim to the right of the boat and walk up the ramp there. Shatter the Uzi Gang guy and turn right into the big cave.

[Secret 5]



Quickly shoot the barrels in the cave high in the rocks ahead. Now jump onto the boxes to make your way into the cave. Climb up the rocks, grab the ammo from the ground, and go through the first mesh door. Climb the ladder and use the button at the top to lift the box below. Now descend and hop onto the box. Jump to the ledge ahead and collect the Power Boost.



Crawl down and out of this secret area. Exit this cavern and go right. At the end of the platform a cutscene engages: live through the boat chase, and you're on your way to the Tower of Crime.

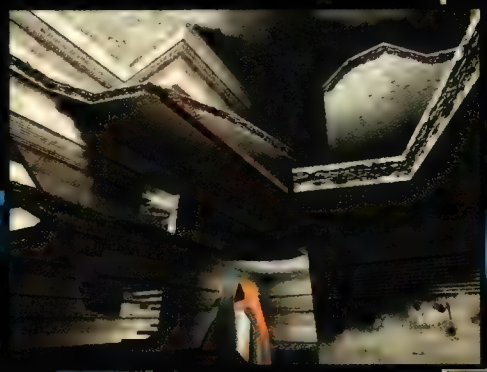
Episode Four

E4M3: TOWER OF CRIME



Romero's Design Comments

Because anarchy rules on the mainland after the Big One hit, I wanted to have roaming gangs everywhere. A quake-destroyed building provides the perfect HQ for a band of thieving punks. I wanted the player to have a fun time figuring out how to get through the wrecked building to the tramway. It's not that easy because everything inside is all jumbled up; the nonfunctioning elevator, collapsed staircases, and so on prevent a nice, normal progression.



Screenshot of Tower of Crime Early in Development

Creatures:

Gang/Chaingunner
Gang/Knifer
Gang/Rocketeer
Gang/Uzi
Pipe Rat

Weapons:

Kineticore
Ripgun
Novabeam

Secrets: 4



The First Section of the Tower of Crime



Your goal is to make it to the top of the Tower of Crime and into the tramway above.

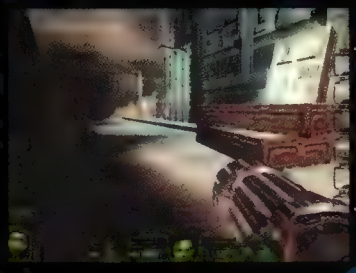


First, turn left and enter the fallen structure. Take out the Gang Chaingunners and Knifer ahead. Climb the stairs and go right. Eliminate the Knifer who comes out of the building and the Uzi-wielding Gang guys ahead.

[SECRET 1]

Climb the stairs and find your way around the structure. On the ground around the corner you'll find a WraithOrb.





Pick up the Save Gem from the ground near the building. Go around the corner of the building and take out the guys with Uzis.



Walk out to the front of the building and attack the large explosive boxes on the ground. When they explode, the huge sign above falls and blasts a hole in the ground. Jump into the hole (make sure Mikiko follows you in).



The Second Section of the Tower of Crime



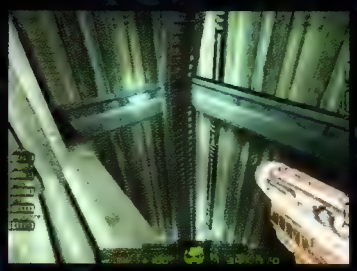
Trudge through the water, past the fallen support and through the door frame on the right. Turn left into the hallway and go to the end of the passage. Go left toward the crumbled section of the floor, and then right, toward the small entrance, to the red-lit room.



Jump onto the boxes and crawl out along the pipes. Take a left at the junction of pipes and traverse them to the end. Crouch into the vent there and smash the Pipe Rats beyond.

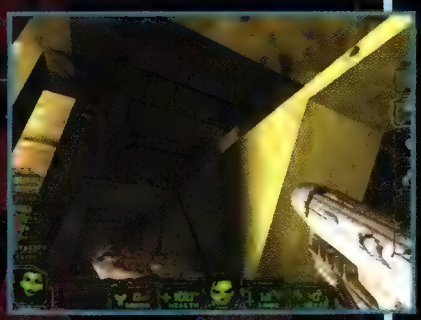


Enter the next room and nab the Kineticore from the ground behind the desk. After you've decimated all your enemies, open the door to the elevator in the corner.



Jump across the shaft and grab the ladder on the other side. Climb and step off onto the highest ledge you can reach. Open the door and face off with the Knifer and Uzi guy on the right; then have Mikiko grab the Glock ammo from the ground.

[SECRET 2]



At the vent, jump into the small room above. Turn right and locate the Power Boost near the grate in the next room. Grab it and make your way back into the duct. Break through the grate at the end of the duct and jump up into the corridor overhead.



Find your way to the door in the room's far corner. Walk toward the far side of the room and obliterate the Rocketeers beyond the doorway. Pick up the health and ammo in the corner and climb the stairs.

[SECRET 3]



Destroy the Chaingunners in the hallway and go toward the red light, and then left through the door. Shoot the explosive boxes at the end of this passage and grab the Goldensoul on the other side of the busted door.



Head back into the main room and climb the stairs. Grab the Save Gem from the ground at the top. Nab the health in the corner and open the door on your left. Go through the door on the left and collect the slugs and health in the corner. Immediately shoot down the Chaingunners ahead and locate more slugs near the burning barrel.



The Third Section of the Tower of Crime



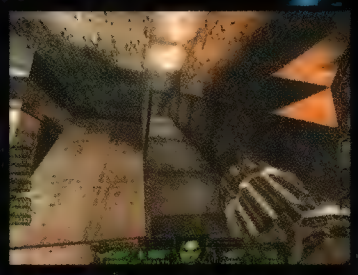
Climb the stairs and turn left. Annihilate the Uzi guys and the Knifer; then have Mikiko grab the bullets and health. Head back out and climb the next set of stairs.



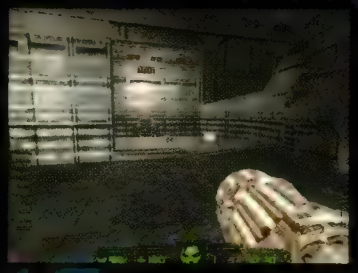
Destroy the Uzi Gang members at the top and enter the room on the left. Pick up the health in the corner, and then make your way into the next room. Through the grating you can see the tram you and Mikiko are trying to reach. Take out the Knifer and Uzi guys, and then grab the health and Ripgun on the right side of the room.



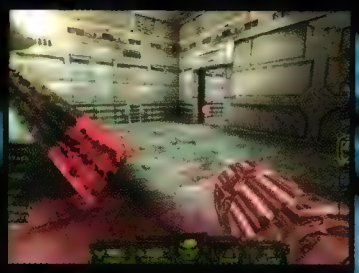
Make your way to the elevator doors on the other side of the room and pick up the Kevlar Armor there. The doors are locked, so go back out to the stairs and climb another flight.



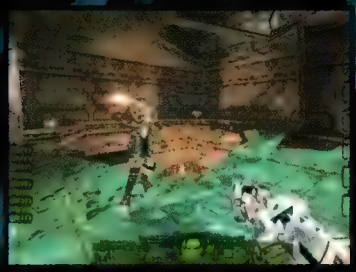
Shoot down the Rocketeer at the top and enter the room on the left. Locate the bullets near the flaming barrel, and then climb into the fallen air duct. Look out for the Pipe Rat at the end! Jump down out of the vent and go left to the slugs on the floor. Return to where you exited the vent and get the health on the floor of the air duct.



Leave this room and ascend the stairs ahead. Shatter the Rocketeer at the top and the Uzi Gang guy on the left. Pick up the health from near his corpse and follow the passage into the main room.



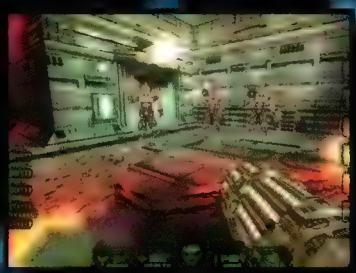
Find your way to the Slugs in the corner, near the pieces of broken structure. Take the Save Gem from the doorway in the next room. Again, you must climb the stairs to the next level.



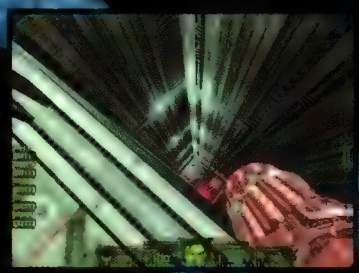
Destroy the Knifer and enter the hallway on the left. Follow it to the back room and shoot down all Uzi Gang members, Rocketeers, and Chaingunners in your path. Locate the Ebonite Armor on the supports at the rear of the room.



Make your way back out and climb the final set of stairs. Turn left into the corridor, and then right. Grab the ammo from the ground near the wall there, and then enter the big room on the right.



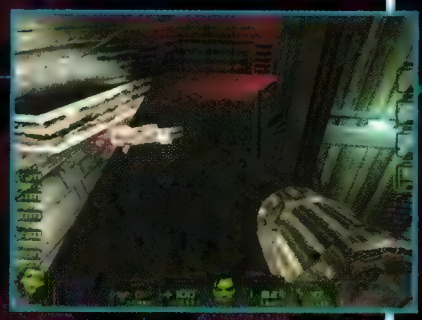
Obliterate the Chaingunners and climb across the metal supports into the next room. Watch out for the three Rocketeers inside.



Turn them into gibs, and then open the 8th-floor elevator doors. Jump to the far side of the shaft and grab hold of the ladder.

[SECRET 4]

Descend the ladder one floor and hop onto the ledge in front of the door. Open the door and go inside to find the Novabeam on the ground.





Reenter the elevator shaft and carefully descend the ladder onto the top of the elevator. Shoot out the grate and drop in.



Shoot the board off the door and climb out. Locate the stairs on the other side of the tram platform. Open the tram door: you and Mikiko are on your way to Mishima Labs.

E4M4: MISHIMA LABS



Romero's Design Comments:

I wanted players to feel they were finally getting close to Mishima's location. Why *wouldn't* he be hanging out at the company he controls? This is where players are introduced to the military units and come to understand that Mishima's reach is long: even the military is on his payroll.

After making your way through this complex, at last you reach the research wing—and instead find Mikiko's distant ancestor, the discoverer of the MMP vaccine! He says you'll find Mishima in a penthouse atop the very building you're in—so *close!*

Or so you'll believe ....



Screenshot of Mishima Labs Early in Development

Creatures:

- Gang/Chaingunner
- Gang/Knifer
- Gang/Rocketeer
- Gang/Uzi
- Lab Monkey
- SEAL Commando
- SEAL Captain

Weapons:

- Novabeam
- Metamaser

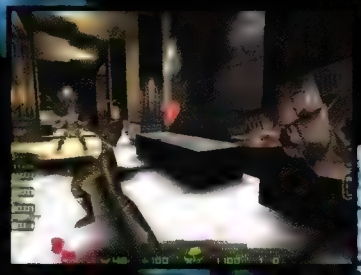
Secrets: 2



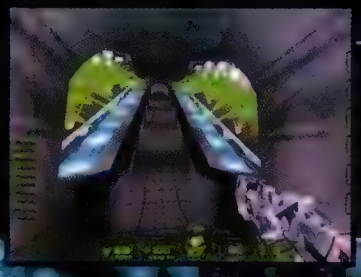
The First Section of Mishima Labs



The closer you get to Kage, the greater the numbers confronting you. Take time to explore the tram platform and collect the ammo scattered around the area. Make sure Mikiko gets her share. Pass through the gray metal doors and pick up the Kevlar Armor from the bench ahead.



Take out the attacking SEAL Commandos and grab the kinespheres and health on the right. Enter the next passage and grab the health and ammo near the pillars around the room. Take out the mass of attacking male and female SEAL Commandos with Mikiko's help. Grab the Save Gem from the bench in the next hall.

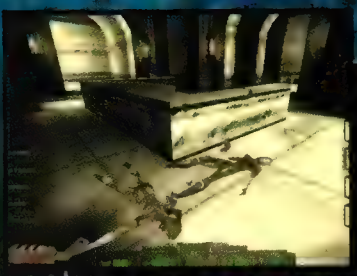


Follow either path—left or right—to the second level of labs. Both paths contain health, so explore both if either of you are hurting.

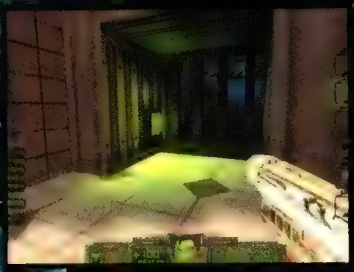
[SECRET 1]

As you move along the left path to the second level, jump into the plants on the right side of the walkway. At the top, in the corner, a WraithOrb lies hidden among the ferns.





Take out the SEAL Commandos behind the desk in the main room. You'll find the Novabeam and some kinespheres on the ground there. Proceed into the glass-walled room near the desk and obliterate the SEAL forces. Grab the Novacell on the ledge near the rear glass wall. Now walk toward the desk and enter the corridor directly behind it.



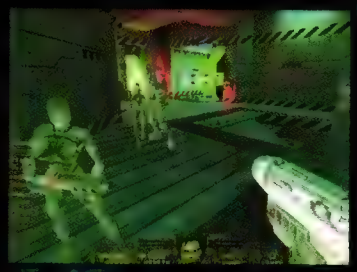
Annihilate the attacking SEAL Commandos and descend the stairs. Pass through the metal doors and traverse the elevated walkway over the tram platform. Enter the next corridor and take out the SEAL Commandos. Take a left and use the green button to open the bars using the Green Control Card.



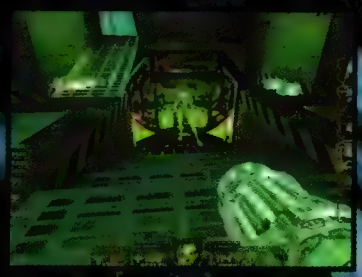
Take the bullets from the ground in the corner and the Ebonite Armor from the bench on the left. Enter the room with the large fountain, jump into the fountain, and collect the Goldensoul at the top. Then drop in and grab the Green Control Card underwater. Hop out and climb the stairs.



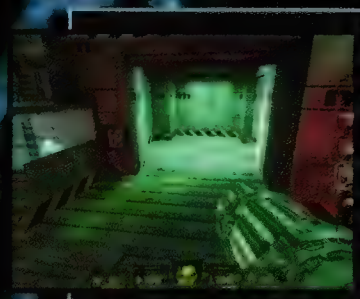
The Second Section of Mishima Labs



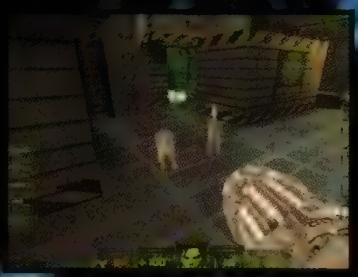
Proceed through the doors ahead and grab the Cordite Grenades and Kevlar Armor beyond. Climb the stairs and retrieve the Novacells from the floor. Be sure Mikiko gets the bullets as you blow down the SEAL Commando on your way to the transport entrance ahead. Slash the SEAL Shotgunners and Captain in the central area, near the transport entrances.



Climb the ramp to the control room above, take out the Captains inside, and pick up the health box. Push the yellow button and return to the central area below. When the transport arrives, hop in to travel to another lab area.



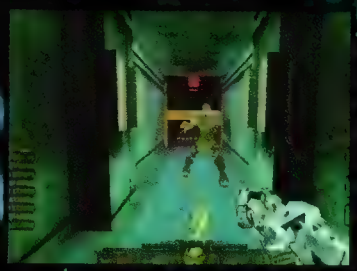
Shatter the Commandos on the left and the Captain in the control room on the right. If you or Mikiko are hurting, health lies on either side of the transport. Use the Green Control Card to pass through the lower doors. Expect to confront hordes of Commando guards in this area. Follow the corridor to the large metal door marked "Mishima Corporation." Use the yellow button on the right to enter the loading dock.



Inside, take down the Commandos and Pipe Rats. Beware—the crates below contain Lab Monkeys. If you get too close, the crates will open and the Monkeys will attack. Jump down and find your way to the health hidden between the crates on the left. Grab it, kill the Pipe Rat, and turn to face the Monkeys.



Hop onto the small ridge near the large dock exit door, and from there onto the crates. Locate and collect the Save Gem behind the crates in the rear corner of the room. Climb out and head for the lift on the other side.



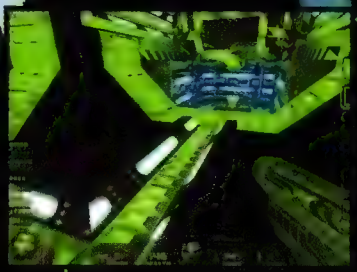
Pick up the bullets on the right (or leave them all for Mikiko). Ascend in the lift and smash the Monkey on the right. Climb the stairs and ladder; then open the smaller metal door. Shoot down the Shotgunner and proceed to the next door. Open it and destroy the Commando on the other side. Use the elevator doors and board it. (Make sure Mikiko gets in, too!) Press the yellow button to ascend; get out on the second level.



Turn right and head through the glass doors into the control room. Obliterate the SEAL Captains and shatter the glass. Hop out onto the rafters on the far side of the loading dock. Pluck the Goldensoul from high above the dock.



Jump back into the control room and blast through the floor grate near the glass doors. Immediately turn around 180 degrees and shoot out the wall grate. Pick up the Speed Boost and smash the Pipe Rat. Reenter the vent and proceed toward the red light.



Turn right, toward the transport. Pick up the Kevlar Armor (or give it to Mikiko, if she's taken more damage). Shatter the grate and drop into the air vent below. Continue through the vent, ever wary of Pipe Rats. Climb the ladder at the end and blast through the grate above.



Grab the ammo on your right and have Mikiko collect the bullets on the left. Pass through the glass doors and move left. Take out the Shotgunner and proceed through the next metal door into the bunkroom. Before you explore for hidden stock, take down the attacking mass of Shotgunners, with Mikiko's help.



This room holds eight sets of lockers. The first lies nearest the entrance. The second locker holds a Mana Skull, the fourth some Cordite Grenades, the fifth some health. Additional health for you or Mikiko lies on the ground between the sixth and seventh lockers. Exit through the side door and descend the stairs to the showers.



Look out for the Shotgunner below. Nab the health from the benches near the shower entrance. Inside the shower area, move left. Be on the lookout for tummy-scrubbing Commandos! Shoot down the Commando in the first set of showers and distribute the health between you and Mikiko. Continue through the shower area and take the novacells from the bench ahead.

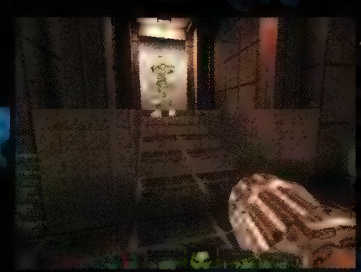


Eliminate the Commando, go left through the bench-lined room, and climb the stairs. Pass through the metal door at the top and mow down the mass of Commandos in this second bunkroom. Next, locate the MegaShield in the lockers left of the entrance door. Also, find the novacells in the bank of lockers in the corner to the right opposite the entrance.

[SECRET 2]

Open the doors to the largest bank of lockers facing the entrance to find Ripgun ammo, Metamasers, bullets, and slugs.

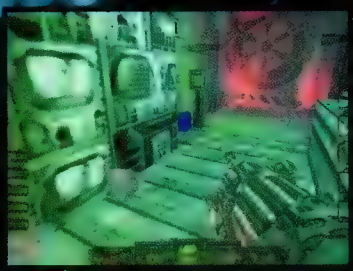




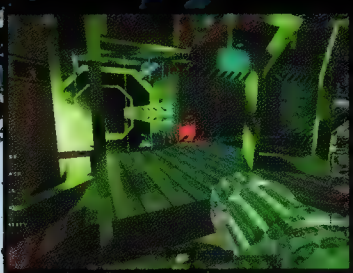
Turn around and leave the way you entered. Return downstairs to the showers and turn left. Kill the Captain at the top of the stairs and pass through the metal door into the Officers' Quarters.



Use a Metamaser to take down all the Captains. One will drop a Yellow Control Card. Grab it, and then locate another Yellow Control Card in the farthest locker on the left. Control Card in hand, use the keypad near the metal double doors to exit. Go right, and continue through the glass doors. Use the Yellow Control Card to access the second glass door.



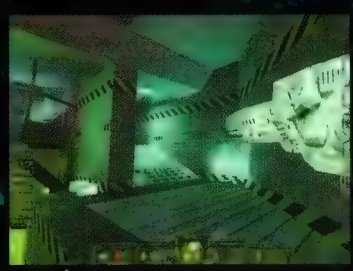
Climb the ramp and use the keypad to enter the control room on the left. Destroy the Shotgunner and Captain inside and take the health from the ground near the computers. Use the keypad above the health to close the door and gain access to the Blue Control Card on the ground behind it. Exit this control room and board the transport. Press the yellow button to return to the main transport area.



At the end of the tunnel, wait for the transport door to open, and then get off. Press the yellow button ahead to summon the opposite transport. Board it and ride to your next destination. When the door opens, exit, wary of the Commando and Shotgunner lurking near the corners to either side. Give the bullets to Mikiko and collect the health in the control room. Now head out, descend the ramp, and use the blue button to unlock the glass doors.



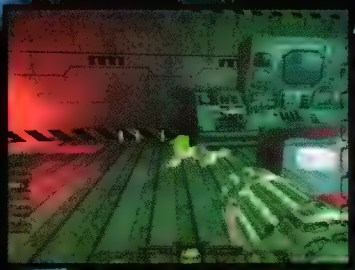
Follow the corridor to the shooting range. Shooting each target opens a separate glass case in the wall to reveal Kinespheres, Cordite Grenades, a Save Gem, health, novacells, and an Attack Boost. After you've activated all the targets, the central room opens and you can collect the Ebonite Armor within.



With Mikiko in tow, leave this area and return down the hallway to the transport. Board it to return to the central transport area. Climb the far-left ramp and exit through the double metal doors. Turn left into the marble corridor and continue to the end. Turn left again and use the yellow button to enter the next area.



The Third Section of Mishima Labs



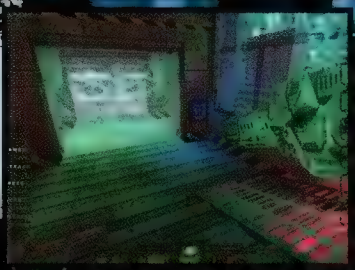
Pass through the metal doors and let Mikiko grab the bullets from the ground. Fell the Commando, pick up the novacell, and climb the ramp on the right. Take out the Commandos and Shotgunners in this central transport area. Grab all the scattered ammo, and then use the yellow button to summon the transport on the left. Board it and travel to the end of the track. Burn through the group of SEALs guarding the transport arrival area. One will drop a Green Control Card. Grab it, along with health and ammo, and reenter the transport. In the main area, hit the yellow button across the way to summon the opposite transport.



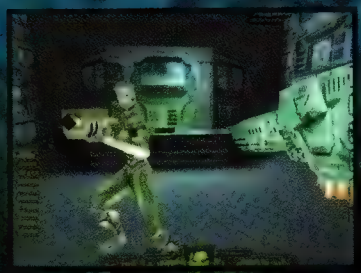
Take the Mana Skull from the ground on the right and blast through the nearby Captains. A Blue Control Card lies behind the last terminal. Grab it and walk back toward the ramp. You'll find health on the ground near the ramp. Grab it and return to the transport. Board it and travel back to the main area; then press the button to resummon the opposite transport. Grab the health from the ground and make sure Mikiko feels all right.



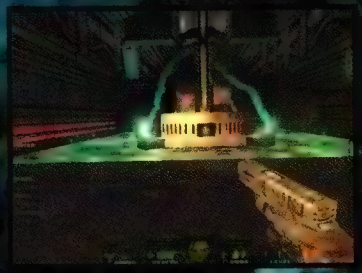
Leave the transport at the other end of the track and obliterate the mass of SEALs guarding the labs. You'll find health in both left and right control stations. Descend the ramp and use the button to unlock the glass doors. Follow the corridor back to the hydroponics lab in the back. Destroy the Commandos down low, and then climb the ramp ahead.



When the transport arrives, jump in and travel to the next remote lab. Because you've been here already, no SEALs impede you. Collect the Ebonite Armor from the control room on the right. Use the Blue Control Card to unlock the doors at the bottom of the ramp; then pass through both sets of glass doors. Take out the Commandos and turn right into the corridor. Pick up a health box at the end of the hall and give one to Mikiko.



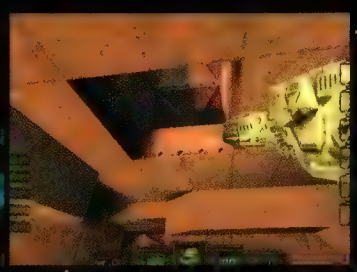
Now turn around and head back the other way, through the glass doors. Pass through two metal doors, wiping out Commandos as you go. Take down the Shotgunners in the security station at the end of the hall and grab the novacells on the ground. Use the computer keypad to raise the bars you passed in the hall. Exit the security station and go back through both metal doors.



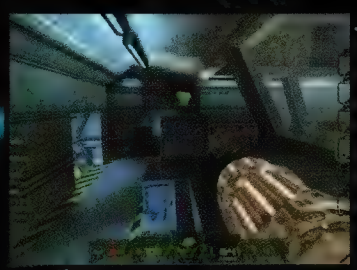
Enter the unblocked opening on the left and press the keypad to descend in the lift. You must destroy both power generators on this lower level. To do so, follow each ramp around to its end. Face the generator and shoot at the red light near the surface of the liquid. Destroy both. Make sure to pick up the Save Gem and health down here before you reboard the lift. Ascend, and then go left to the glass doors.



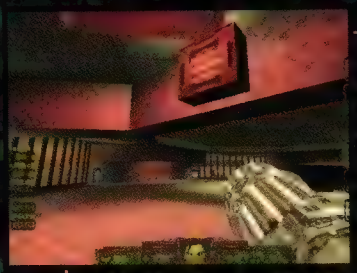
Reenter the control area and get back on the transport. Return to the main area and climb the ramp into the control room above. Pick up the Ebonite Armor and press the yellow button to summon the transport below. Descend the stairs and board it. Halfway through the ride, several escaped Lab Monkeys damage the transport.



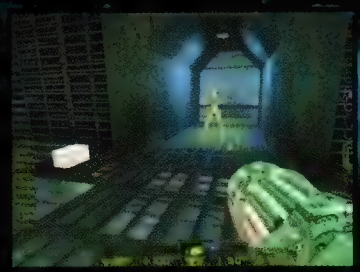
Climb out and take down the nearby Monkeys. Crouch into the vent ahead and follow it into the Monkey cage. Annihilate the crowd of Monkeys, and then shoot out the grate overhead. Jump up and climb into the vent. Grab the health and novacells; then climb up and out the other end, wary of the many SEALs guarding this area.



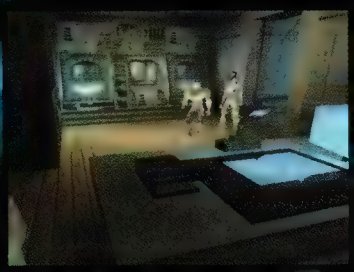
To reach the Kevlar Armor atop the crate, climb the nearby ramp and break the large glass pane behind the crate stack. Jump from there to the lower crate, from there to the higher section of the computer, and then to the highest crate. Grab the Kevlar Armor and jump down.



Make your way around the large, central structure and locate the computer with the numeric keypad. Use it to lower the bars. Enter the enclosure and collect the Power Boost and health box. Step onto the lift to descend to the main cage area. To reactivate the lift, you first must open each Monkey cage using the four keypads in each corner (inside the small overhangs) and slash the Monkeys as they escape. Then reboard the active lift.



Shatter the Commandos at the top and pick up the health box. Leave this room and walk toward the wood-floored corridor. Take the health on the left, and then enter the corridor. Smash the Shotgunners and Commando, and then approach the door on the left.



Together, you and Mikiko must confront Dr. Ebihara. Convince him to help you, and you're on your way to Mishima's Hideout.



E4M5: MISHIMA'S HIDEOUT



Romero's Design Comments

I wanted to surprise the player when they got to the penthouse—Mishima's hideout is a recreation of a traditional Japanese pagoda, something to make Mishima feel like he's back home in Japan. The only difference here is that he has some pretty lethal military guards holding down the fort, and just when you think you've tracked Mishima down to the final room of the place—poof, he's gone.



A screenshot of Mishima's Hideout early in development.

Creatures:

- Lab Monkey
- Gang Chaingunner
- SEAL Commando
- SEAL Rocketeer
- SEAL Shotgunner

Weapons:

- Metamaser

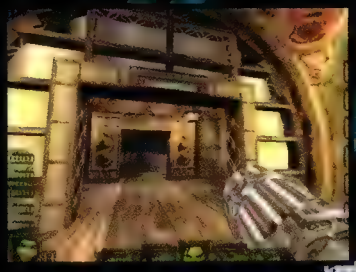
Secrets: 4



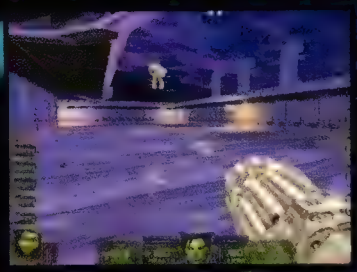
Mishima's Hideout



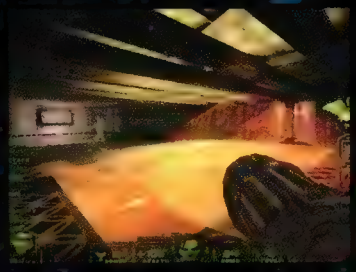
Before you try to blast your way through Mishima's Hideout, first distribute the health, ammo, and armor on the ground in the entrance hallway.



Open the doors and go left through the door marked "Garden." Head upstairs and take out the SEAL Rocketeer at the top. Pick up the health at the top of the stairs and go right through the door.



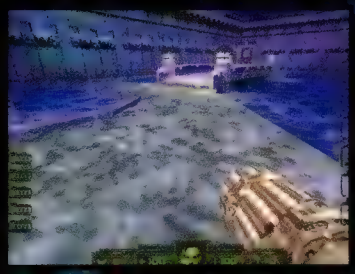
Shoot down the swarm of Chaingunners attacking from overhead. Be sure to grab all of the ammo and health surrounding the helipad before finding the next doorway. Obtain the slugs to the right side of the next doorframe past the small hallway. Take down the horde of gang members in the courtyard and give Mikiko the Ebonite Armor in the corner.



Scoot downstairs and find the novacells at the bottom. Pass through the door and go down the next set of stairs. Eliminate all SEALs in the small covered area near the small waterfall. Pick up the Save Gem in the back, and also the health on the other side of the flowing water. Go through the door behind the wooden posts, collect the bullets, and enter the Zen Garden.



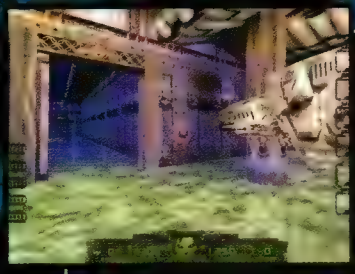
Look out for the two Rocketeers behind you as you ascend the second set of stairs. Take them down and nab the kinespheres and health where they once stood. Go inside and grab the Kevlar Armor on the ground on the way out to the helipad.





First dive into the small pool under the wooden planks and gather the Ripgun ammo on the bottom. Swim up and hop back out onto the grass. Now jump into the larger pool under the main bridge.

Amass the bullets and health underwater and swim toward the busted grate. Blast it into metal shards and swim into the opening. Nab the slugs in the tiny room above the water. Discharge your weapon toward the small crack in the wall on the other side of the pipe.



Walk through the waterfall and immediately eliminate the Rocket MPs guarding the area. Press the button on the wall on your left to open the door and allow Mikiko to rejoin you. Now make your way through the next metal door into the dim passage.

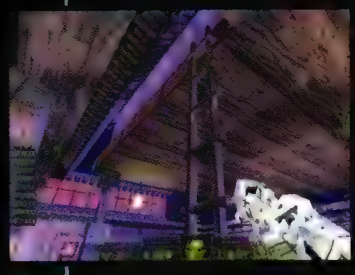
[SECRET 1]

Face the wall opposite the glass case in the middle of the corridor. Use the wall to make it open and receive the hidden Power Boost inside.





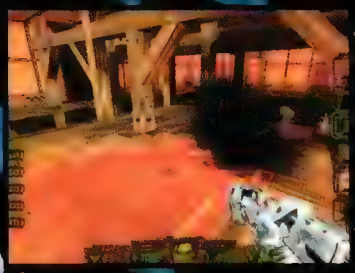
Now turn and exit the hallway through the next door out into the rock garden. Before you explore, annihilate the mass of nasty Chaingunners. To reach the higher levels of the Hideout you must lower a series of ladders to the loft. You must push a total of four small buttons, one on each rock in the garden, to lower one of the ladders.



Once your task is complete, climb the wooden ladder and carefully walk along the tiny ledge around the corner and into the window. Pick up the Kevlar Armor, and then turn and head through the door. Make an immediate left through the light colored door and cremate the SEAL forces inside.



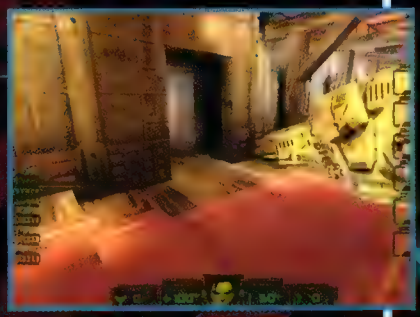
Quickly run through the central area to avoid being trapped and fried by the lasers. Battle the Commando in the small command center and use the switch behind him to lower a second ladder. Grab the health in the corner and turn around. Approach the blue-lit mechanism in the corner and shatter it to raise the gates in the main room. Find your way out through the sliding door and go left.

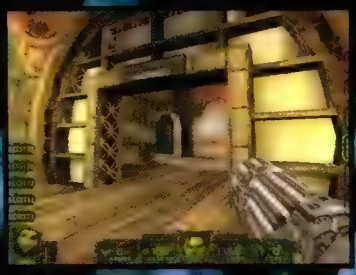


Watch out for the throng of SEAL forces on the other side of the door. Fight your way downstairs and collect the ammo and health on the ledge around the room if necessary.

[SECRET 2]

Face the left wall at the bottom of the stairs. You will notice an area of the wall that looks slightly different. Use this secret door to reveal a hidden passage. Grab the kinespheres and Save Gem inside and walk back out to the bottom of the stairs.





Go left and nab the health just before you pass through the next metal door. Now back in the main room, go left through the door marked as "Chambers."

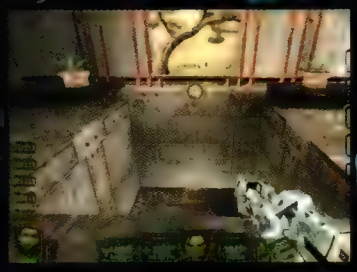


Pass through the first metal door and annihilate the Rocketeers. Now go through the door between the gargoyles toward Mishima's bedroom. Get the health and ammo at the end of the hall and enter the chambers through the sliding door. Extinguish the Commandos and Rocketeers before taking a look around.

[SECRET 3]



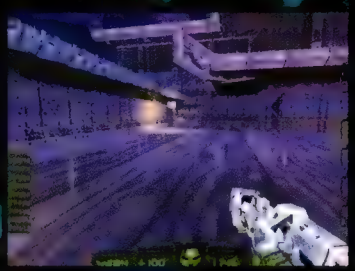
Locate the small button on the post to the right of Mishima's bed. Press the button and a hidden ladder will rise from the floor just behind the post. Climb the ladder and crawl along the tiny ledge above the bed. Destroy the banner hanging next to the bed and use the Mishima plaque directly over the bed to open it. Inside you will find a MegaShield!



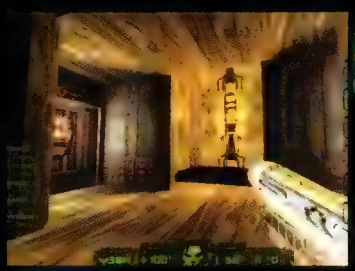
Hop down to the ground and be sure to pick up the health and ammo on either side of the bed. Face the wall opposite the bed, approach the tree painting, and use the small button near the floor below it.



The floor below your feet will open up and a lift will take you to a hidden area under the Hideout. Take down the horde of escaped Lab Monkeys as you find your way to the ladder at the end of the hall. Climb to the top and use the switch directly ahead to lower another ladder.



Use the door on the right to open it and escape. Cross the helipad area and go through the doorframe straight ahead. Take off down the two flights of stairs.

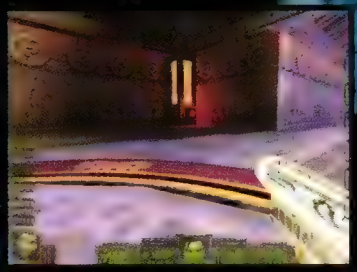


Keep on going until you reach the main room. Walk straight ahead through the Chambers door again. Go through either metal entrance door, then step onto the yellow-lit lift between the two doors.

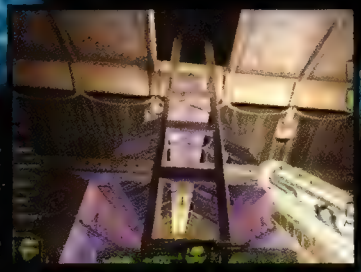
[SECRET 4]



On your way up on the lift, shoot out the light-colored glass directly in front of you. Step onto this ledge over the lower passage. First find the kinespheres to your left, then locate the Kevlar Armor behind more glass on the other side of the room.



Get back on the lift and ride the lift to the higher level of the Hideout and open the sliding door ahead. Splatter the Monkeys running loose in the loft. Use the small, red button at the bottom of the light on the left corner farthest from the door.



This button will lower the ladder in this room, giving access to the highest levels of the Hideout. Pick up the slugs at the far end of the hallway and then climb the ladder. Look out for the Monkey waiting for you at the top!



Climb the second ladder, round the corner, and then ascend the third. Eliminate the Captain waiting for you here and then climb the fourth and final ladder. Nab the Cordite Grenades near the statue before you approach the window.



From the window Hiro and Mikiko will spy Mishima leaving the Hideout in a military helicopter. Once Superfly finds you and Mikiko you will be on your way to the Navy SEAL Training Center.

E4M6: SEAL TRAINING CENTER



Romero's Design Comments

This is it—*Daikatana*'s final location. And it's a toughie. You travel into the heart of the Navy SEAL Training Center and must navigate one bizarre training area after another until you reach the final encounter with Kage Mishima. I wanted a surprise ending after you kill Kage, and I thought Mikiko's betrayal would be the perfect device.



Screenshot of the SEAL Training Center Early in Development

Creatures:

SEAL Commando
SEAL Rocketeer
SEAL Captain
Shark
Kage Mishima

Weapons:

Ammo only

Secrets: 1



The First Section of the SEAL Training Center



Get off the lift and walk into the first area of the Training Center. Locate the ladder up the wall on your right.

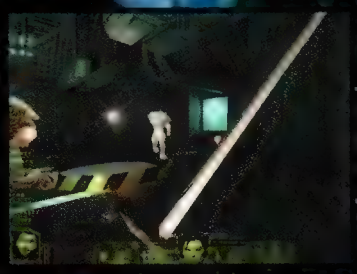


Take the health from the ground and distribute it according to need; then crawl over the platform that's level with this walkway. Trudge through the hall, slaughtering the Rocketeers in your path. Obliterate the Commando at the end and use the wall switch to descend in the lift. Superfly and Mikiko remain here while you forge ahead.

SECRET 1

Grab the novacells at the top and gun down the Shotgunner ahead. Immediately turn around and climb the massive ladder on the pipe. Turn right at the top and collect the Goldensoul in the vent. Descend and continue.





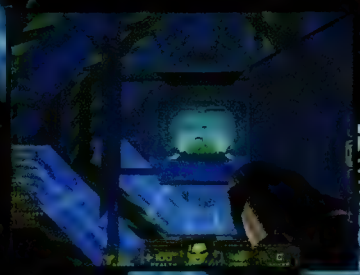
Slash the Rocketeers on the lower level and gather the Save Gem, ammo, and health.



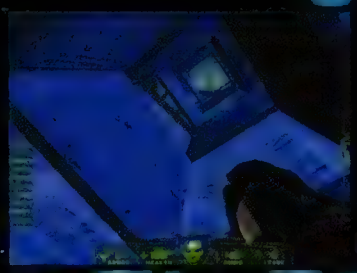
The Second Section of the SEAL Training Center



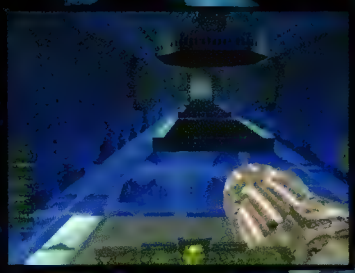
In the passage ahead, walk around the large central pillar and step onto the round pad to open the door.



Ahead lies the first training area. Wait for the next platform to flatten. Jump on, and then jump again quickly to the next platform. If you fall off, make your way back up onto the starting platform. After you navigate the course, step on the pad to open the next large door.



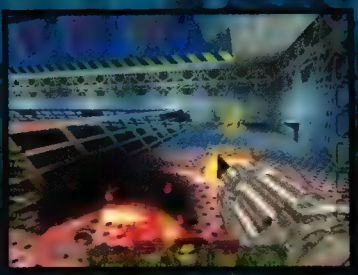
Pass through the next corridor and through another door to access the second training area. Jump from surface to surface as the next section becomes level with the ground.



Open the door on the far side and annihilate the Commandos beyond. Grab the Save Gem on the next ground pad and proceed into the next training area. Avoid the crushing metal arms as you jump from platform to platform.



Round the corner in the next corridor and climb the ladder in the center pillar. Pick up the health and Save Gem; then turn around to find Ripgun ammo.



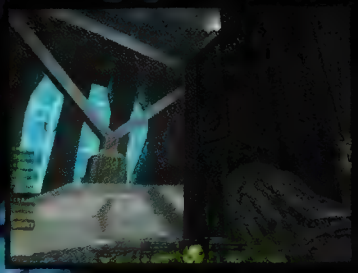
Take out the attacking Rocketeers and Commandos, and then make your way to the far side of the upper walkway. Nab the Speed Boost and quickly dive into the Shark tank below. Head for the health in the corner, collect it, and swim straight down into the pipe in the tank floor.



Swim through the tunnel as fast as you can, frying Sharks the moment they come into sight. At the top of the pipe, hop out of the water and immediately do away with the Shotgunner and Commando. Gather the health and bullets, and then step on the pad to open the door ahead.



Enter the hallway and grab the slugs on either side at the end of the path. Quickly grab the Attack Boost in the middle of the room; you'll need it to destroy the mass of SEALs here. Before you continue, collect the health boxes from either side of the room.



Push each of the two red buttons on the pillars near the middle of the room. Then walk around the lift and step through the now-open doors to board it. Press the red button to ascend.



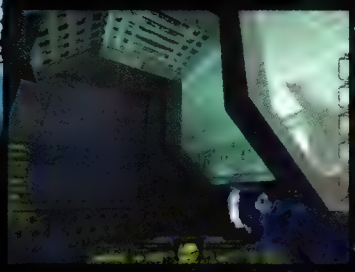
Before you pass through, blast the Rocketeers who attack from across the pool. When they're down, descend the ladder to the ledge below. Hop carefully from platform to platform to the other side. Nab the Kevlar Armor in the corner and scale the ladder. Take the Save Gem, health, and Cordite Grenades from the corner before exiting through the big metal door.



Shoot down the Commandos at the top and pick up the Ebonite Armor and health. Blast down the wall grate behind the armor and jump into the water.



Walk through the passage and open the second door to access the fifth training area. Cautiously make your way across the room on each spinning platform. Exit through the door on the other side and walk around the central corridor's pillar.



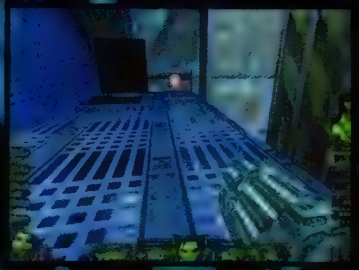
Open the hatch in the side of the lower corridor to rejoin Superfly and Mikiko. With your team reassembled, climb the ladder on the wall and reenter the room you left earlier through the broken grate.



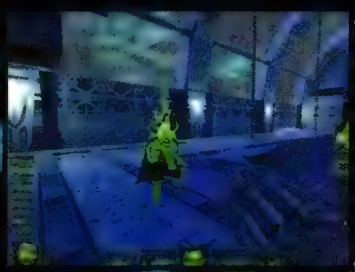
Head downstairs and go left over the fans in the floor. Demolish the two Rocketeers and descend one more flight. Shatter the SEALs in the next room and nab the health from near the boxes. Use the huge metal hatch to open it. Nab the ammo, Ebonite Armor, and Save Gem from the corridor beyond.



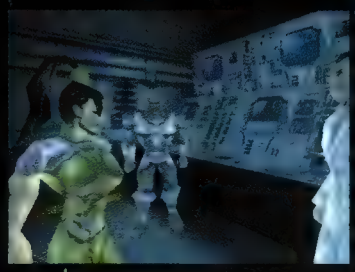
The Third Section of the Navy SEAL Training Center



Proceed to the end of the hall and grab the Save Gem to the left of the platform overlooking the submarine. Climb down the ladder to come face to face with Kage Mishima.



After Kage knocks out Superfly and Mikiko, you're left to fight him to the death. Each blow he lands with the Daikatana costs you one hit point. After you take Kage down at last with your superior skills, Superfly and Mikiko revive.



Hiro rushes back through time on his own and recovers the Daikatana to keep it out of evil hands. His friends, none the wiser, go on to lead happy and productive lives, free of the tyranny of the sword. Although disappointed by their failure, Mikiko and her father move on to nobler pursuits.



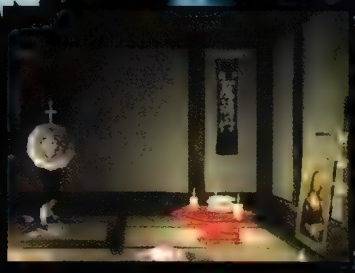
The Daikatana disappears quickly, and you must make a mad dash for the past. Your party makes its way to the sub's nuclear reactor. Hiro places the Daikatana in the reactor to recharge it.



Superfly is Chief Security Officer at Ebihara Labs.

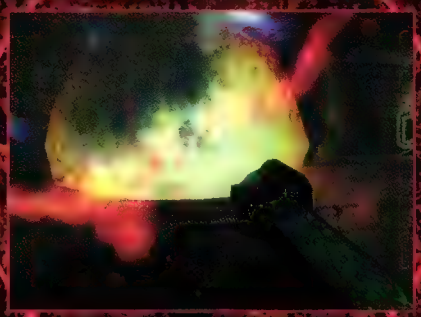


The lights go out, and Mikiko steals the Daikatana. Her lust for power outweighs her bond with those who brought her to the sword. You have no choice: you must fight Mikiko. Destroy her to acquire the power to alter history.



A calm Hiro rests at home, the Daikatana locked in its case far underground. The three adventurers have been saved from horrific alternative fates. Peace settles on a restored Kyoto.

DEATHMATCH



The simple goal in Deathmatch is to kill more players than your opponents do. You can play to frag, time, or experience limits. If Teamplay is on, frag limits apply to the total team frag count. Players who get a frag when the skill system is enabled acquire 10 percent of the killed player's experience points.

Participants may play as Hiro, Mikiko, or Superfly. Each has strengths useful for Deathmatch play.



Character Selection Screen in the Multiplayer Menu

- Hiro attacks more quickly and powerfully.
- Mikiko runs faster and jumps higher.
- Superfly starts with a default health of 150 and is more powerful.

Game Options

You may select from the following options on a Deathmatch server:



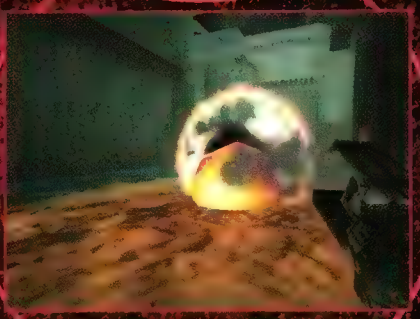
Server Setup and Options Screen

Weapons Stay: When a player picks up a weapon, it doesn't go away.
Items Respawn: Items picked up by players reappear after 30 seconds.
Spawn Farthest: Killed players respawn in the area farthest from the action.
Allow Exiting: Players may leave the level via the exit.
Same Map: When the game ends, the server will run the same map again.
Force Respawn: Player respawns five seconds after dying.
Falling Damage: Players take damage from falls.
Allow Power-ups: Allows power-ups (Goldensoul, MegaShield, and the like) to spawn.
Allow Health: Health may spawn.
Allow Armor: Armor may spawn.
Infinite Ammo: Weapons require no ammo and ammo doesn't spawn.
Teamplay: Players with the same team name are on a team and accumulate team frags.
Hurt Teammates: "Friendly" gunfire can damage teammates.
Fast Switch: Weapons switch almost instantly.
Footsteps: Footstep sounds accompany walking or running movements.
Allow Hook: Grappling hook is available at all times.
Shotgun Shells: Shotgun shells eject and bounce on the floor.









STRATEGIES

Deathmatch may seem chaotic, but a good strategy is essential to victory. Move quickly, but use your brain and map out a good plan of attack for each opponent you face. Quick thinking often makes up for skill deficiencies against talented opponents.

USE THE MOUSE

To become a competitive deathmatcher, it's absolutely *essential* you use a mouse. The mouse–keyboard setup allows for optimal movement and aiming. If it feels uncomfortable at first, spend some time practicing. Once you're used to it, you'll find it much easier to aim and chase your opponents with a mouse in hand. (Make sure you activate Mouse Look in the Mouse menu.)

Spend some time getting comfortable with your mouse setup, and change your settings where necessary. In the Mouse menu, you can modify X and Y sensitivity and invert the Y-axis control to customize your controls so you're comfortable with them.

LISTEN FOR SOUND CUES

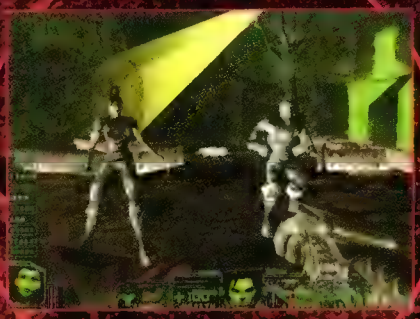
Sound cues are extremely important to Deathmatch success, and play a particularly important role in one-on-one games.

Listen for sounds such as a player picking up a weapon or jumping to locate or to track your enemy.

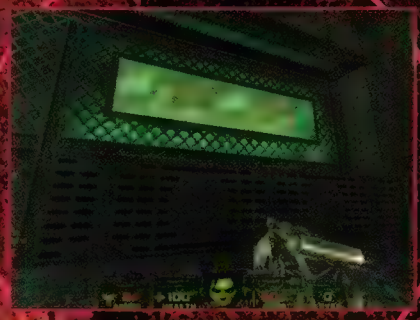
WATCH FOR PATTERNS

Even the best players develop patterns on familiar levels over time. Pay attention to your opponent's movements throughout a game. Learn which side of the map the enemy favors. Once you learn the pattern, you can predict your opponent's movements with greater success. And disrupting your enemy's pattern can throw him or her off balance.

Often, you find you've been running a pattern that complements your opponent's without even noticing. Change your own pattern and show up in unexpected areas to surprise your adversary. Changing your movements will force your foe to reassess and change his or her pattern, thus giving you the control and advantage.







COOPERATIVE

Cooperative mode can include up to three players at a time. Start a server alone for an extra challenge, or with one or two additional players controlled by your friends. The server starts the single-player game on the first level and participants may play through to completion. The server will always play as Hiro, and the additional players will join as either Mikiko or Superfly.

STRATEGIES

TRAVEL IN A GROUP

Daikatana's monsters can be lethal, so stick with your teammates at all times. You'll find numbers afford you a great deal of strength against such creatures. Three players can take out a group of monsters far more quickly than Hiro could on his own, giving the creatures less opportunity to do damage to you.

USE EACH CHARACTER'S STRENGTHS

Exploit each character's strengths to win more decisively. For example, say you must get somewhere quickly to push a button. Send Mikiko: she's fastest. If defeating the monsters confronting you will require more force than usual, send Superfly ahead, with his powerful attacks and higher health.

DEATHTAG

DeathTag is an extremely intense team game played by two teams of two players. (Craig Wessel and Lance Lancaster originated DeathTag mode for *Doom* II.) DeathTag gives each team a home base, with a scoring area between bases. Often play continues to a final score of five points.

Each base features a bomb in an enclosed area. The goal of each team is for a runner to grab the bomb from his or her home base, run through the scoring area, and hit the trigger at the end to score a point. To gain access to the bomb in your home base, however, your team first must flip a switch in the *enemy* base. Each team assigns one person to the home base to serve as bomb carrier, and one to the enemy base as switch-flipper. To score, the switch-flipper hits the switch, and the bomb carrier runs and grabs the bomb, and then runs to the scoring area and hits the scoring pad.

Note that, once it's been flipped, there's a delay before the switch becomes active again. Don't hit the switch haphazardly, or you risk having to wait for another opportunity. Additionally, if a player touches the other team's bomb it will immediately detonate. If a bomb carrier is killed his bomb will drop to the ground. His teammate can pick it up and run with it, or the opposing team can blow it up by touching it. If the bomb does not reach the scoring pad within the time limit it will automatically detonate.

DeathTag isn't as easy as it sounds! You'll battle constantly just to stay alive long enough to perform your role, let alone make it to the scoring area in one piece. You must frag your opponents constantly and prevent them from scoring points.





Strategies

Communicate

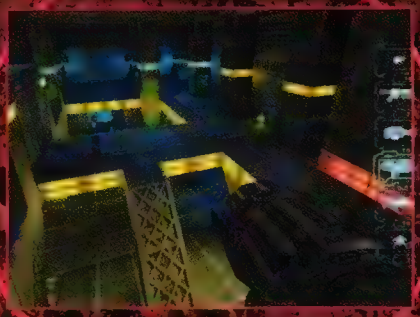
Of all multiplayer forms, DeathTag most demands instant communication. Communicate vocally with your partner whenever you can. If voice communication isn't possible, set up a good system for communicating enemy locations and other pertinent information. You and your partner should update each other constantly on bomb and switch status and enemy whereabouts. If the other team has the bomb, your partner *must* know immediately to help track down the runner!

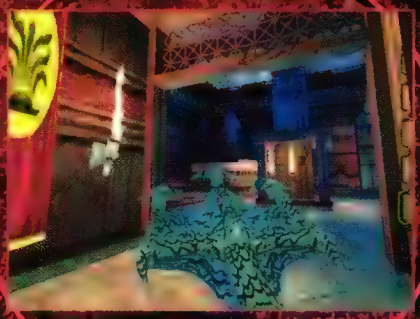
Instant communication is important to scoring points, as well. The switch-flipper must alert the bomb-grabber as soon as the switch is flipped. The bomb guy has only a limited time to grab that bomb and run, and so must know the moment the bomb becomes available. Team communication ensures an organized and efficient team—essential to success in *Daikatana* DeathTag.

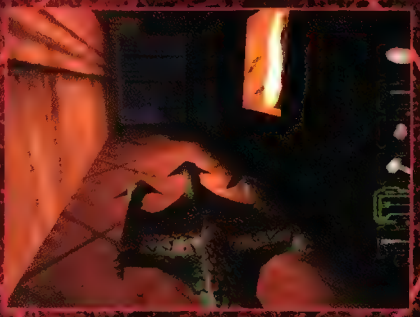
Hold Your Position

DeathTag isn't just cat-and-mouse. The action is hardcore and in your face. You must hold your position in your assigned castle. If you're the switch-flipper, don't allow yourself to be pulled away from the switch. If you're the runner, be prepared to grab the bomb at any moment. Even a one-second delay can spell missed opportunity.

Stay in the immediate area of the switch or bomb, and kill your opponent each time he or she enters. Take up a new position in the base each time your opponent dies so your foe won't know which direction you'll attack from when he or she reenters. Do your best to keep the enemy guessing. Leave your base only when the other team's runner successful grabs their bomb. Then make a mad dash to catch the runner before your foe can score. When the chase ends, quickly return to your position. If both team members hold their positions well, your chances of scoring and defending will increase.







CAPTURE THE FLAG

Capture the Flag is a very popular large team game. In the *Daikatana* version, two teams battle to reach a capture or team-frag limit. The server selects the limit type. In the case of a frag limit, the server sets a flag value—the number of frags awarded to the team that captures the flag. The game ends when one team reaches the set number of flag captures or frags.

Know Your Role

In a big-team game such as Capture the Flag, not every player can be the flag runner. An effective team demands that players fill a variety of roles.

Some team members must hang back and defend the home base to prevent the other team from entering and taking the flag. Others may form a strike team to rush the enemy base and bring back the flag.

When you enter a game, assess your team's strengths and weaknesses and fill any area or role your team seems to be neglecting. Find an undefended spot and defend it, or aid the flag runner if he or she died upon grabbing the flag.

Use Effective Macros

Communication plays an important role in Capture the Flag, although it can be difficult to bring such a large team together. It benefits the team to know the status of both teams' flags. Setting and using macros—important commands accessed via hotkeys—will help keep the information flowing.

Say you're chasing the enemy flag runner into a tunnel and you need help to keep the runner from scoring. It will be too time-consuming to stop and type a message to your teammates. To prevent this, set macros beforehand, binding one key to send the message "Enemy has flag" and another key to send the message "Enemy in tunnel."

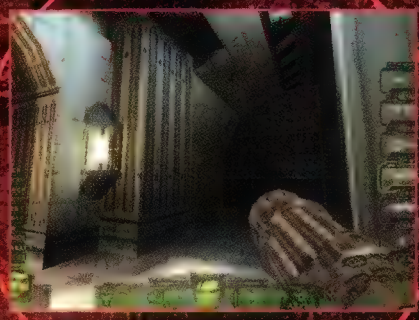
Now when you chase the enemy down the tunnel, you need hit only two keys to make your teammates aware of your situation and the location of the enemy flag.

You can store macros permanently in your configuration file. Simply bind them and resave your configuration in the Config menu.

DAIKATANA

Cheats and Tweaking the Game





Cheats can be useful in a myriad of situations. Whether you seek a better look at the details of the game or just want an edge on your foes, the following cheats will do the job.

+SET CONSOLE 1

To type in cheat codes, you first must gain access to the console. To activate it, first run the game with the parameter "+set console 1" on the command line. Then, from within the game, press [~] to bring up the console.

CHEATS 1

From within the game, and with console access (press [~]), type "cheats 1" in the console to activate all cheats. If you're running a map already, the cheats won't be activated until you restart the map.

GOD

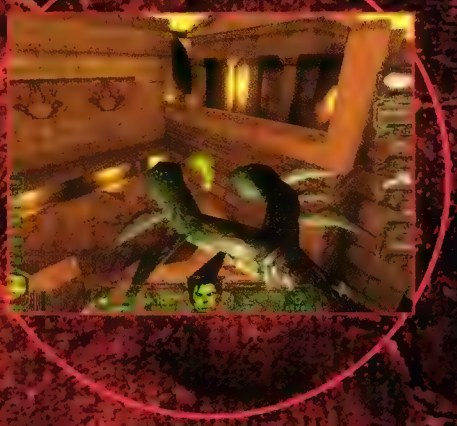
God mode renders you invincible.

GIVE_ALL_WEAPONS

Use this command to receive every weapon available in the current episode.

WEAPON_GIVE_#

You can issue this command for any weapon in the current time period. For example, in Episode One, "weapon_give_1" gives you the Disrupter Glove. The Daikatana is weapon seven in every time period.



WEAPON_SELECT_#

This command functions like the "weapon_give" command, but instead of giving a weapon, it selects the weapon of your choice and brings it to the ready position.

NOCLIP

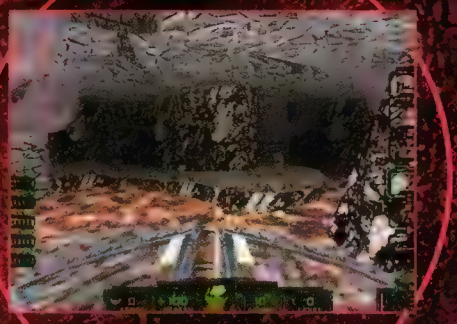
The "noclip" command allows you to move wherever you want in a map, even through walls.

NOTARGET

In notarget mode creatures can't see you.

MASSACRE

This command kills all monsters and sidekicks on the current level.

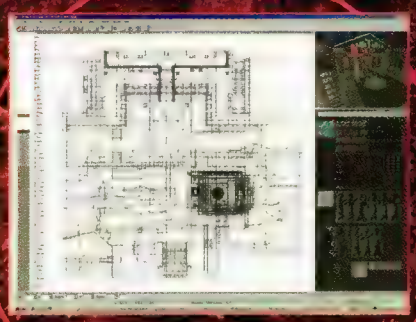


R_FULLBRIGHT 1

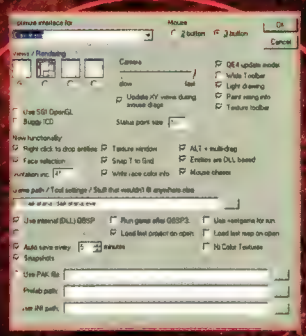
Normally, r_fullbright is set to "0." When set to "1," there's no real lighting and the level is "fullbright." This is useful if you are looking for something in dark areas.

MAP

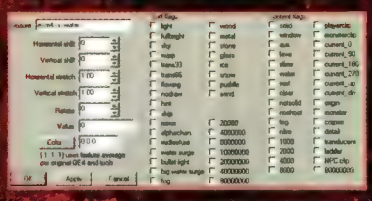
To load a specific map, type "map [mapname]" at the console.



Screenshot of a *Daikatana* Level in IonRadiant



The IonRadiant Preferences Window



Surface Properties Window

The following pages provide information on *Daikatana*-specific level editing and entities. *Daikatana* uses a modified *Quake* II engine, so the level editing process is similar to previous *Quake*- and *Quake* II–engine games. Beginning designers will find ample level design tutorials on the Internet. The game-design Web site, Rust (http://www.gamedesign.net/), is an excellent resource for design tutorials and detailed information about basic entities in the *Quake* II engine.

Experiment with architecture creation in IonRadiant and get comfortable with the editor. Study the following text for essential information on the requirements of a *Daikatana* level and on creating complex entities to enhance the look of your creation. Although it's by no means exhaustive, it will give you a good start.

SETTING UP

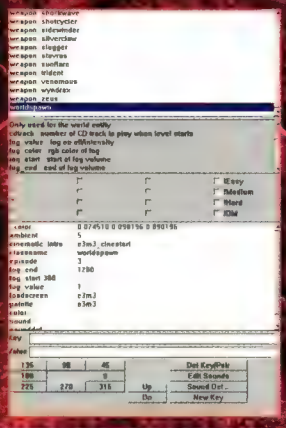
The first time you run IonRadiant, a Preferences dialog box appears. Set your game to "Daikatana" and all other preferences to your liking. Set your game path with the location of the *Daikatana* executable file and check the boxes for Write Face Color Info, Entities Are DLL Based, and Snapshots.

With your options selected, click OK, and the editor will open. Inside the editor, open the Textures menu and select "Load from List." Double-click to select a texture directory. Now you have a full-texture window to select from, and can begin creating architecture.

To modify the surface of content flags on a brush or face, press [S] to bring up the Surface Property window. Click the right mouse button to bring up the Entity Creation list. Using these basic tools, you can start creating a level. The editor will save snapshots of your map in a subdirectory below your main editing directory. If your system crashes at any point, simply rename the most recent snapshot to a ".map" file and load it in IonRadiant.

DAIKATANA WORLDSPAWN AND ENTITIES

What follows is a basic guide to entities and modifications unique to *Daikatana* to start you on your way to creating cool effects and unique situations. The worldspawn information is vital for running a *Daikatana* level properly. The remaining entity descriptions detail how to generate specific effects and get monsters to move properly.



Worldspawn Information for E3M3, "Dungeon"

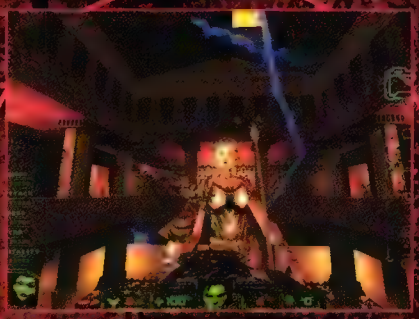
WORLDSPAWN INFORMATION

You must set certain key/value pairs in the worldspawn to make a functioning *Daikatana* level. To begin with, set an Episode key with a corresponding numeric value. For an Episode One map, for example, the key/value will be "episode" "1."

You must set a Palette key that corresponds to the texture directory you're using, as well. You can use only one texture directory per level. If you're using the e2m4 texture directory, for example, set the Palette to "e2m4."

You may set several other options on the worldspawn. To initialize an AI script, set an "aiscript" key/value pair with the corresponding name of the AI script. You may set a loading screen the same way, with a "loadscreen" key/value pair. For levels with outdoor areas, set a "sky" key/value pair with the name of the sky you wish to use (that is, "e2m4").

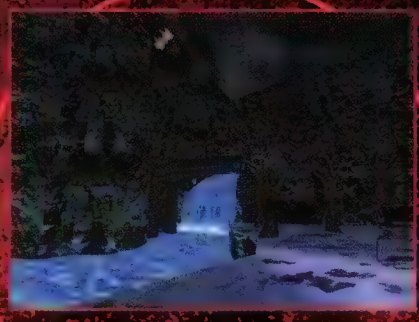
Set world distance fog values in the worldspawn, as well. Applicable keys for modifying fog are "fog_value," "_color," "fog_start," "fog_end," and "fog_skyend." Set fog_value to "0" for no fog, or "1" to make fog visible. Once fog is on, experiment with other values to adjust its thickness and color. (Press K to use the color wheel.)



Effect_lightning in Action on E2M5, "Lair of Medusa"

EFFECT_LIGHTNING AND TARGET_ATTRACTOR

The lightning entity is useful for creating long, scalable shafts of lightning. You must target the effect_lightning on at least one target_attractor. You may set both scale and color.



Snow in E3M2, "Passage"

EFFECT_RAIN AND EFFECT_SNOW

This entity creates a rain volume the size of the brush. To make rain, draw a brush the exact distance you want the rain to fall in a given space. Make it into an effect_rain, and it will calculate the height of the rainfall automatically. Rain will fall through solid surfaces if you set the height improperly. It will splash automatically once it falls its set height. Effect_rain falls only in a rectangular volume, even if the brush is an irregular shape. For efficiency, your effect_rain brushes should be no bigger than 256x256 units.

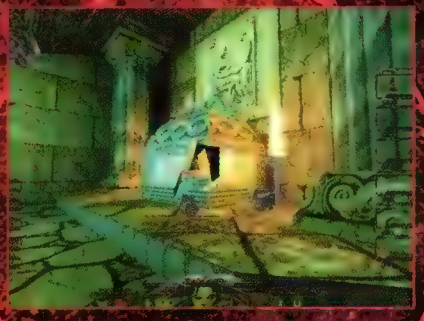
Effect_snow functions like effect_rain, with one minor difference. Whereas effect_rain falls straight down automatically, effect_snow moves around in the air and doesn't fall straight. If you place an effect_snow near a window or wall, the snow can come in through the wall. To fix it, check the FALL_STRAIGHT box to make snow fall straight down.



Fire provides an interesting and attractive light source in many areas.

Fire: Light_e*

This entity is the fire effect you see throughout *Daikatana*. Each episode has a unique fire style. You may set both a light and _color value using light_e*.



Func_debris creates realistic explosive chunks in E2M4, "Acropolis."

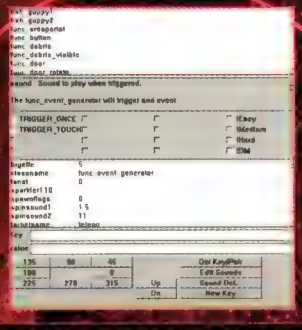
Func_debris and Func_debris_visible

Use func_debris to make falling rocks, exploding bridges, and the like. Each piece of debris must contain an origin brush (a brush with the origin texture and origin flag checked in Surface Properties). The debris will rotate around this origin brush.

Func_debris_visible functions identically, but it's visible before triggered; func_debris appears when triggered. You can target these entities at an info_not_null and they'll fly toward it when triggered.

Func_door and Func_door_rotate

These entities work as they did in the *Quake* II engine, with some minor modifications. Doors touching each other, or whose bounding boxes intersect, are teamed automatically and will activate each other. To unlink doors, check the door_dont_link box. When the STRUGGLE flag is checked on a targeted door, Hiro's struggle sound will play when he tries to use it. You can set sound volume, min, and max on doors. The SWING flag allows a door to swing open both ways.



Entity Information in IonRadiant for a func_event_generator

Func_event_generator

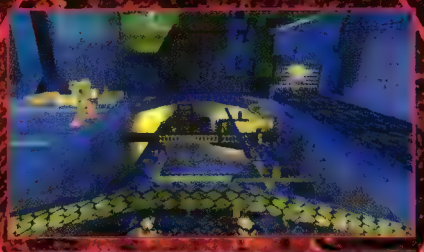
This entity can trigger several entities at variable times. To use it, set the key to the targetname of the entity to be triggered, and the value to the number of seconds to delay beforehand. You can use each func_event_generator this way to trigger an unlimited number of entities. Check the trigger_once box to trigger the func_event_generator only one time. Check the trigger_touchable box to make the func_event_generator a touch trigger that activates when a character walks into it.

Func_gib

You can use this gib generator to produce a shower of gibs. You may set several variables, as described in the comments.

Info_camera and Func_monitor

Use an info_camera to show the player a remote map area. To use this entity, first create a func_monitor. This entity will be visible unless you click the Nodraw box in the Surface Property window. You can set several variables on the func_monitor, as described in the comments. Target the func_monitor at an info_camera, which you've placed where the view will be. Then target the info_camera at an into_not_null. This is where the camera will look when activated.



Camera View Inside the E1M4, "Crematorium" Loading Dock

Info_playerteam1 and Info_playerteam2

These entities are the player starts for Capture the Flag. It's a good idea to place multiple player starts for each team.

Lights

In addition to the standard light options, you can set a cap value. In this case, the "light" value indicates the distance light will travel from the source, and the "_cap" value determines the light's brightness. This key is useful for creating dim lights that brighten large areas.

Node_node

Daikatana's monsters and sidekicks use the node system to navigate a level. For the monsters on your level to function properly, you must lay nodes throughout the map and edit them for efficiency.

The four kinds of nodes are for ground, air, water, and track. The first time you run your map, nodes will drop automatically. They'll require some work and tweaking, however. The ".nod" file for each map is saved in data\maps\nodes.

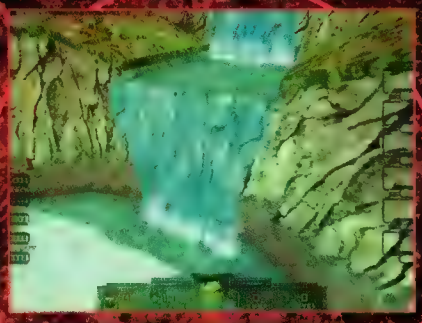
It's best to start with a clean slate and drop a fresh set of nodes when a level is complete. Commands you can use in the game to work with the node system include "node_toggle" (makes nodes visible in-game), "node_start" (starts dropping nodes wherever you walk), "node_stop" (stops dropping nodes), "node_save" (saves out a ".nod" file), and "node_load" (loads a preexisting ".nod" file). You can edit nodes in IonRadiant, as well. Tweak these nodes in the editor to ensure your monsters move naturally. Press [N] to bring up the information on a selected node.

When you've placed, saved, and tested a set of nodes, it's time to generate an octree for it. To do this, load *Daikatana* and the map for which you wish to build the octree. The octree file isn't a total of both node file and area determinants; rather, it's the area determinants *for* the nodes.



Tweak the node file in IonRadiant.

When you load the map, first type "node_build_octree" at the console. This generates the octree in memory. If no errors are found, save the octree out, using "node_save_octree." This writes out the octree information. The next time the map is loaded, both nodes and octree will load automatically. Compiling your nodes this way increases the speed on your map dramatically, because monsters can access the node system more efficiently.



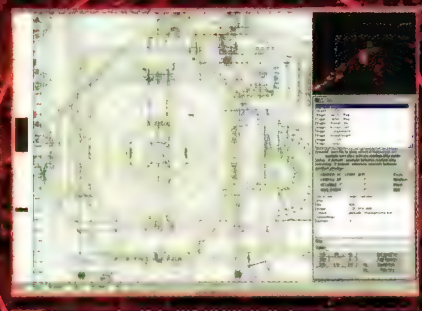
Sfx_complex_particle in Action

Sfx_complex_particle

This entity is one of the game's most useful for creating cool effects. You can use it to create several particle types including simple spheres, triangles, rain, smoke, flares, debris, soft round spheres, and bubbles. Set a count of particles to be emitted each frame. (A count of two or three should be plenty.) You may specify color, spread, and velocity, among others. Experiment with this entity to create all sorts of effects.

Target_earthquakes

The earthquake effect is very modifiable. You can set speed, count, damage, and radius key/value pairs for this entity.



Target_speaker Min and Max Radius Rings, Shown in IonRadiant

Target_speaker and Sound_ambient

Daikatana's target_speaker is far more versatile than that of previous games. To determine how far sound will travel, set min and max radius keys. Sound starts at full volume at min and diminishes as it approaches max. You may set a volume between zero and 1, as well. Sound_ambient defaults to a medium volume and radius.

Trigger_capture_flag1 and Trigger_capture_flag2

These entities are the flags for Capture the Flag. Place one flag in each base.

Trigger_changemusic

Trigger_changemusic changes the music from the current file to the song indicated by the path key/value pair. Specify the path and file extension for the path key/value pair—for example, "music/e1d.mp3."



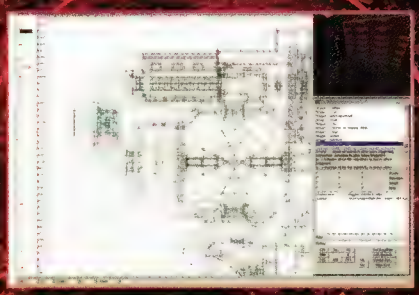
Fish and birds are fun to smash!

Trigger_script

This entity is used to trigger the beginning of either a specific AI script or a cinematic script.

Ambient Creatures

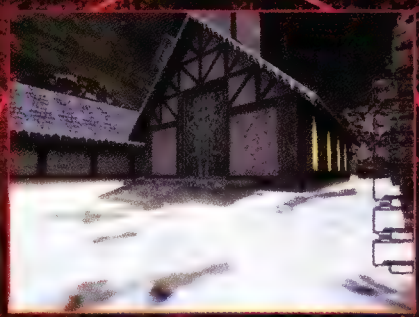
E_seagulls and fish_* are simple creatures that can add life to an otherwise static level. Although these creatures don't attack, the player can kill them. In Node Wander mode, the creature must have a set of appropriate nearby nodes to follow. In Path Follow mode, you should target the animal at a circuit of monster_path_corners.



Use triggers to control Mikiko and Superfly's motion through the level.

Sidekicks

To have a sidekick pick up an item without asking Hiro's permission, check the flag for that specific sidekick on the Item entity. To require a sidekick to be with Hiro at a level transition, you must set the corresponding sidekick flag on trigger_changelevel. If the required sidekick isn't with Hiro, he'll pass through the trigger_changelevel without triggering the level change, and then make a comment about being unable to leave without Superfly or Mikiko. To keep him from moving past the trigger_changelevel, place a clip brush just beyond it. Other sidekick triggers include trigger_sidekick_teleport, trigger_sidekick_stop, trigger_mikiko_spawn, and trigger_superfly_spawn. Use these triggers to move the sidekicks around the map at certain points.



Volumetric Fog in E3M1, "Plague Village"

Volumetric Fog

To create volumetric fog, make a brush the size of the fog volume. In the Surface Properties window, check both the Fog Surface flag on the left and the Fog Content flag on the right. Click on the Color button to set fog color. The number in the Value field in the left column determines fog density. This number represents the amount of space the fog requires to go from transparent to opaque. On a fog brush 64 units high, a value of 512 will produce very thin fog, and a value of 32 produces thick, opaque fog.

DAIKATANA

An Interview with John Romero

primagames.com

For the complete version of this interview, direct your web browser to primagames.com





Ion Storm occupies the top two floors of the Chase Tower in Dallas.

To countless gamers around the world, the name John Romero is synonymous with the first-person shooter. As an enthusiastic gamer, Romero designs games that he enjoys as much as the hardcore players do. His success with such genre-defining games as *Wolfenstein 3D*, *Doom*, *Doom II*, and *Quake* made him a household name and brought his work into the homes of millions. Known as much for his gracious eccentricity as he is for his work, Romero is a legend among game designers. From the early days of id to his most recent venture, Ion Storm, he's been a strong presence in the worldwide gaming community. I sat down with John Romero near the end of *Daikatana*'s development to discuss his early days in game design, his journey to Ion Storm, and what is still to come. The portion reprinted here deals specifically with *Daikatana* and its development. Look for the complete interview at **primagames.com.**

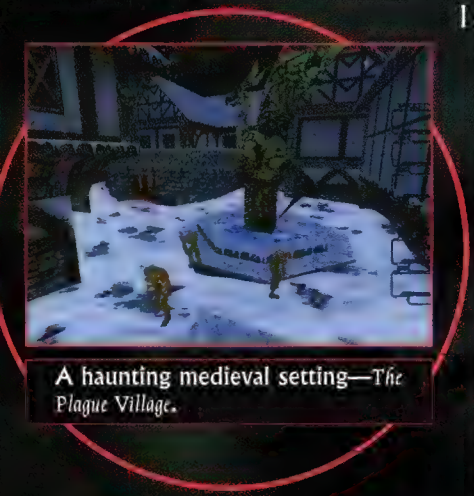
RAISING A STORM

Q: When did you create the original story line for *Daikatana*? What was the original inspiration for the theme and what influences can be seen in it?

A: After leaving id, Tom Hall and I were playing lots of games in our spare time to prep us for getting back into the creative beginning stages of game design. I knew I was going to make a 3-D shooter and that the idea would come when it was time. Since Tom was going to be doing an RPG, I got him to play *ChronoTrigger* from SquareSoft, which came out in 1995. It came out a year before I left id, and I'd already played it and beaten it. It was just the best game I'd ever played. Tom was blown away by it, as well. There were so many cool things about that game that we both borrowed ideas from it to put in our own games. I knew I wanted a game that had a lot of variety.

I spent a lot of time thinking about what the first-person shooter genre was like. People were making a lot of maps without continuity, and there was very little story being told. You were just going from one map to another. One of the other problems—I saw a standard number of monsters, usually around 16, that you'd see throughout the entire game. Also, there wasn't much diversity in the music.

Since I was used to making games in episodes, I figured that was a good way of breaking a story up into pieces and to have lots of variety in those pieces. I decided to make a game with four episodes, like *Quake* had, because that seemed to be a good number. I wanted to have different time periods, because it worked so well in *ChronoTrigger*. I knew we had to have medieval in there, because it's so cool.



A haunting medieval setting—*The Plague Village*.

I didn't want to do Egyptian, because we'd tried to do that style in *Quake* and just weren't inspired enough. I thought of the ancient Greek time period, because there's so much good reference material for that. I wanted to have a near-future type time period, kind of like *Duke Nukem*, and that's the San Francisco episode. I thought the game should start with something far-future, which ended up being the 2455 C.E. Kyoto, Japan, episode.

Once I had the four different time periods, I wanted to make sure each of them was really different and unique. Everything needed to be unique—weapons, music, monsters, locations, textures, and everything else. It was a lot of figuring out what types of weapons would work well and making sure none of them duplicated the weapon sets in the other episodes.

The idea for the daikatana sword came about because I really liked playing *Zelda*, and it has a sword that gets more powerful as you progress. I wanted to do something similar, and I thought it would be great to have a main character that was Japanese instead of some big, white B.J. Blazcowitz or a space marine. I didn't want the lead guy to be this big, blonde monster taking on the world by himself. I decided to make him Japanese, but still a big guy, and really good with a sword. I thought it was fun going through *ChronoTrigger* with sidekicks or multiple characters, like most RPGs have. I wanted to do that in an action game, and that's where the idea for the two sidekicks came from.



An early concept drawing of Hiro, Mikiko, and Superfly.

I didn't want them to be conventional either, so I created Superfly Johnson, this big, strong black dude, and Mikiko Ebihara, who's a really smart Japanese woman. I thought that would be a good mix of characters that was unlike most games out there. The sidekicks would each have to help you through the game, and I wanted the player to worry about them and keep them alive: if the sidekicks die, the game is over. I didn't just want them to be simple, or just shoot things and die. I wanted to make it even more RPG-ish, with experience points where you kill monsters and get experience and go up levels. When you go up a level you get to add a skill point to one of your five skills. I just tried to take all these different elements that were really fun and put them into one game.

The name *Daikatana* came from a weapon I used in John Carmack's D&D campaign in the early '90s. I had a really cool sword that was an ancient +5 daikatana, and I thought that was a really neat name for a sword. It's a single word that's not too short, and I thought it would work well.

Q: What were the biggest hurdles you faced during the development of *Daikatana*, and how did you overcome them?

A: Trying to teach people what's good, quality stuff to have in a game and what doesn't belong in a game was tough. It's just been a challenge trying to get the right people working on it. I think the toughest thing for the team was dealing with the changeover from the *Quake* engine to the *Quake II* engine. That was probably the biggest obstacle, because we expected it to just be a drop-in of the code. Instead, the entire engine had been rewritten. It took us a lot of time to get the game back into the mode it was running in before we switched engines. That was a major setback. The second major setback was when that big part of the team left. After that, the tough part was getting another team together and bringing them up to speed.

Q: What's your role in the development of the game? What sort of work do you do on a day-to-day basis?

A: At the very beginning of the project, my role was to design the game. I started at the beginning creating the lists of assets to be created by all the team members—the artists, programmers, musician, sound engineer, and mappers. It was a lot of

concept work at the very beginning, and trying to get the design document together to show what the game was going to be like.

After that I started to do some mapping, but that wasn't working out because there were just so many questions to answer while developing the game. The team needed to know how things should look and animate, or how many hit points something should have, how things should move, and just everything else associated with the gameplay. My role evolved into that of a full-time game designer and project leader.



Romero works to eradicate bugs with Lead Programmer Shawn Green.

My job was to make sure everyone's questions were answered, solving problems with technology and hardware, and making decisions for the business. The majority of it was working with the team on game details, drawing concept sketches for the mappers, or explaining to the artists what I needed them to model. I usually spend lots of time writing emails to various team members about the things they're working on, and making sure the high-priority items are getting done. I spend most of my time directing the game, because that's my job. At the end of development, I get in there and start modifying maps. I focus on architectural and entity detailing, and adding gameplay and puzzles. I make sure every detail is covered and the game turns out like I want it to.

Q: Did you get the opportunity to contribute any content to the game?

A: I didn't do any programming in *Daikatana*. Level design-wise, I did work on some of the maps. Several times I had to take a map that was somewhat confused and straighten it out to make it a little less confusing, better looking, and more fun.



Romero spending quality time in the map editor with Lemnos Isle, a *Daikatana* Episode Two level.

There were some situations that came up where I just needed to do a bunch of map work all at once to straighten something out and get it finished so we could move on to another task. I created the idea for and directed the detailed development of nearly everything that you see or hear in the game. That concept and detail work was very time-consuming, simply because *Daikatana* is such a massive game.

Q: Do you want to expand on the ideas behind *Daikatana* in the future, or are you ready to move on to something different?

A: I'm always ready to move onto something different, but I will continue to use what I've learned in all my projects. Putting sidekicks in an FPS game and getting them to work correctly with the player was definitely an interesting experience, but I think it's definitely something I would really like to expand upon or streamline with future games.

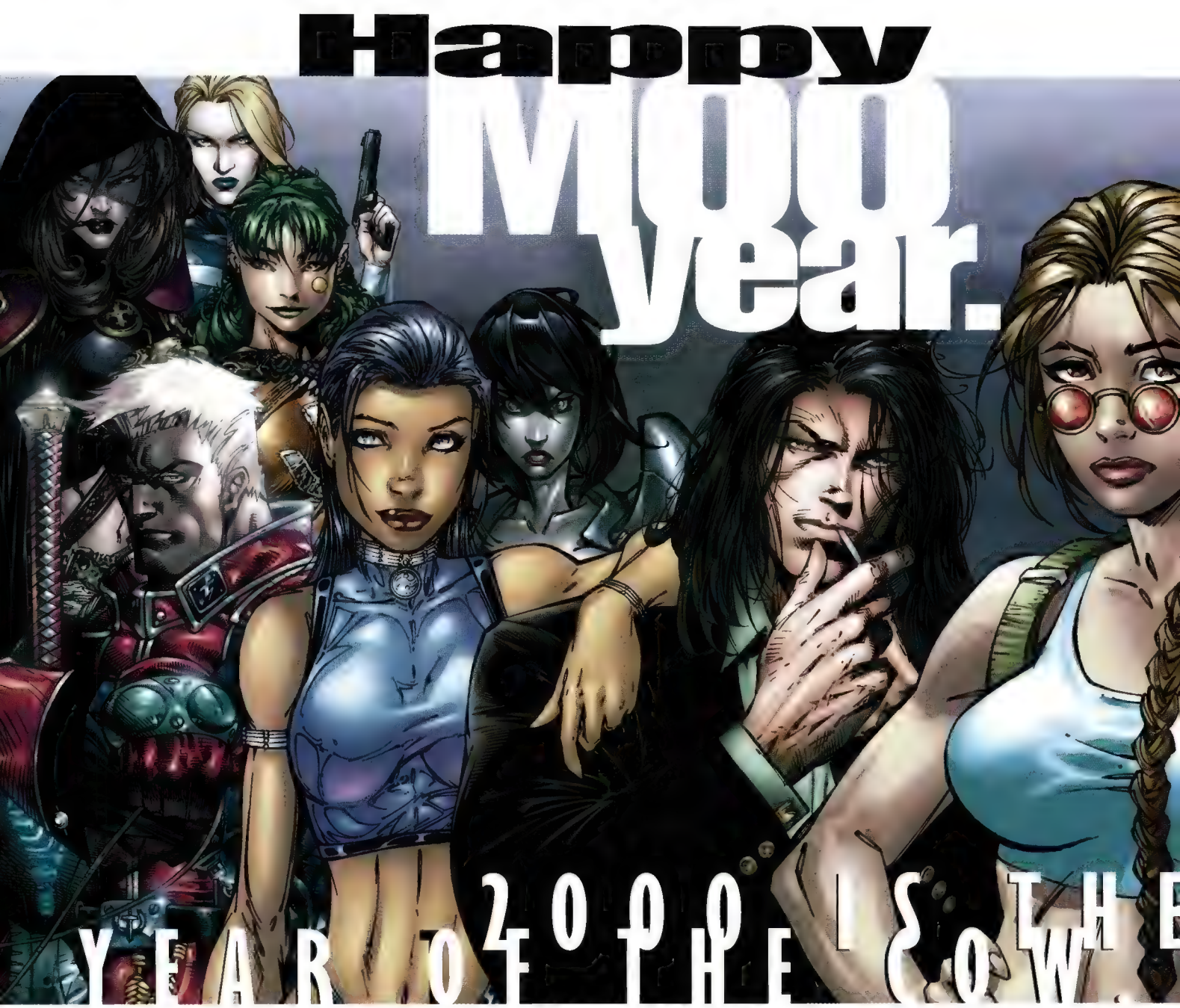
Q: What stands out about *Daikatana* in your mind and makes it a fun game?

A: The thing that really stands out about *Daikatana* is just the huge amount of variety in the game and how big it is. What makes it fun is the exploration, the variety, the different monsters, the weapons, the cool story that you get to play through, and the sidekicks you have to watch out for and take care of. I just think that the entire game, just as a whole, has a lot of good things in it. All together they make a really unique, different game.

Q: What do you plan to include in the *Daikatana* mission pack that your team will be producing once the game is complete?

A: We will be creating a new episode that takes place in a different time era that includes all new monsters, weapons, etc. so we stay true to the original *Daikatana*. It's going to be a fun, quick project!





New titles. New Creators.
On-time shipping.
The highest quality comics in the industry.
Hell, just the best damn comics around!

The ORIGINAL Cow.



www.topcow.com
THECOW@TOPCOW.COM

To find the Comicbook shop nearest to you call 888-COMICBOOK
266-4226

MMoo.

All Characters ®,™ & © 2000 Their Respective Creators. A.R.R.

Mummies. The Undead. Ancient Curses.

What's a nice girl to do?

Meet Lara Croft. Beauty, brains and brawn of Tomb Raider: The Last Revelation. Out to save the world from a deadly curse, you can bet it won't be with her good looks.





TOMB RAIDER

THE LAST REVELATION

EIDOS INTERACTIVE

CORE PC CD TEEN T ESRB PlayStation

TOMB RAIDER, LARA CROFT, and CORE are trademarks of Core Design Ltd. EIDOS is a registered trademark of Eidos Interactive. Copyright 1996-1999 Eidos Interactive and Core Design Limited. All Rights Reserved. All other trademarks are the property of their respective owners.PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

U.A. PSYCHOTRONICS ASSOCIATION

[illegible] U S PARANORMAL ASSOCIATION
[illegible] NON-PROFIT ORGANIZATION ALL VOLUNTEER
[illegible] registered as 501(c) (3) of IRS code

* * * * * * * * * * *
* CONFIDENTIAL *
* * * * * * * * * * *

I. *** SUPER-TERRORISM AND THE MANIPULATION OF THE HUMAN SPECIES.

I.Since the 1990's, technology available to terrorists has improved, the scope of their destruction has expanded. [redacted] Sources say Deus Ex was created by Ion Storm to uncover the truth. Some say it's merely the latest conspiracy fueled by a madman. And some say it's a future training tool made to look like a hyperrealistic 3-D roleplaying computer game. Whatever it is, proceed with caution. They know you want it.

II. A recent pandemic, popularly referred to as the "Gray Death", has made an already chaotic world situation even worse. According to a report by the Federal Disease Control Center, it is the worst virus since AIDS. It is not yet known what compounds make up this deadly virus, but current data shows [redacted] are likely candidates. Ambrosia, the virus' stabilizer, has been linked to VersaLife. What is significant about the number 12? Does UNATCO maintain control over Ambrosia distribution? [redacted] can only mean www.unatco.com.

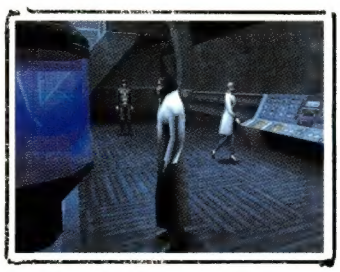


Fig. 2.5
Interact with 100's of characters.



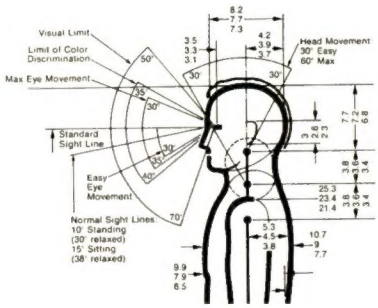
Fig. 2.4
Do not attempt to use small arms



Fig. 2.3
Be a generalist or a specialist



Item No. 14428 562



EIDOS
INTERACTIVE
eidos.com



Fig. 2.2
25 weapon types known.



Fig. 2.1
Travel through New York to Hong Kong



Fig. 2.6 Advanced AI and conversation systems.
These people are real!

III. J.C Denton is a powerful, nano-augmented agent for an anti-terrorist organization. Little is known about this person, but it seems that he is on a mission. [redacted]. He works for UNATCO but what side he is working for is inconclusive at the moment. [redacted]

[redacted] Can he be the one to save this world from complete annihilation?

****URGENT****

MO6-MO9: Get augmentations functioning again!
[redacted]

a. Subdermal (2)
b. Cranial (1)
c. Eyes (1)
d. Torso (3)
e. Arms (1)
f. legs (1)





Nanotechnology/Augmentation Advertisement

Bionic Augmentation, Nanotechnology and You!

BODY ENHANCEMENTS

- Jump Farther! Run Silently! See in the Dark!
- 2, 3 and 4 Tech Level Upgrades Available!
- 20 Augmentations to Choose From!

+ Much More!

Through the gift of science and technology YOU can now GENETICALLY MODIFY YOUR BODY to cope with the everyday demands of espionage and anti-terrorist activities!

ROBOTICS ⊕ UNLIMITED. Where Man Meets Machine!

Write For Free Information NOW!



Deus Ex, ION Storm names and logos are trademarks of ION Storm, L.P. All Rights Reserved. © 1999, 2000 ION Storm. Eidos Interactive and the Eidos Interactive logo are registered trademarks of Eidos Interactive. © 1999, 2000 Eidos Interactive. The ratings icon is a trademark of the Interactive Digital Software Association.

RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

ION STORM
ionstorm.com



U.S. $19.99 Can. $27.95 U.K. £12.99

Electronic Entertainment
Platform: PC



The future runs red for the Daikatana...

- Exclusive 24-page *Daikatana* comic from Top Cow inside
- Maps for each epic environment
- Devastating multiplayer tactics
- Comprehensive walkthroughs for each daunting level
- Interview with John Romero
- Valuable insight for editing levels
- Details on all weapons, items, and power-ups
- **Exclusive** design comments by **John Romero**



Stevie "KillCreek" Case is best known for beating John Romero, co-creator of *Doom* and *Quake* among other legendary titles, in a one-on-one *Quake* deathmatch. Stevie is a life-long gamer with a specific interest in first-person shooters.

She left the political science program at the University of Kansas in 1997 to pursue a career in gaming. In July of that year, Stevie was hired as the first full-time professional gamer with the Cyberathletic Organization, later to become the Cyberathlete Professional League (CPL).

After designing several user levels for *Quake II* and writing two strategy guides for Prima Games, she signed on as a Quality Assurance Tester at Ion Storm. Several months later she was promoted to the position of level designer on the *Daikatana* team.

In 1999 Case rejoined the CPL as a member of the Board of Directors. In her free time she has also contributed to and modeled for magazines, including *PC Accelerator*, *Details*, *Rolling Stone*, and *Playboy*.

ISBN 0-7615-1483-X

ION STORM™ EIDOS® INTERACTIVE

Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. © 2000 Eidos Interactive, Inc.

www.eidos.com

ION STORM, DAIKATANA, HIRO MIYAMOTO, SUPERFLY JOHNSON, MIKIKO EBIHARA names and logo are trademarks of ION Storm, L.P. © 1997-2000 ION Storm. All other trademarks are the property of their perspective owners. All rights reserved.

www.ionstorm.com

The Prima Logo and Prima Publishing ® are Registered Trademarks of Prima Communications, Inc.

PRIMA® GAMES

primagames.com