

Terminology

- Use: Go up to target and press (default: SPACEBAR).
- Sink: When in water "crouch to dive into the water and keep going (just kidding)!"
- Shoot: Use weapons 2 to 6 or 8 and pull the trigger when target is in crosshairs.
- Blow: Use weapons 5 to 9 and pull the trigger when target is in crosshairs. Or SHOOT air tank or barrels.
- Stand: Sounds easy but what I mean is that I assume you should know how to reach it by yourself without any difficulty.
- Squat: "Crouch" down and hold (walk around like a toad!).
- Jump: Go up to target and press the "JUMP" key. Sometimes a running start is needed.
- Climb: Walk up to or JUMP up to and walk/move forward against, eg. ladder, vines, etc.
- "House With Red Key": This refers to a "house" like structure that needs a red key in order to open its door. Similarly, door with blue pass key, etc.
- Cookie: Fortune cookie (+50 to your health).
- Armor: Ordinary, "run-of-the-mill" type +50 armor (black).
- Kevlar Armor: The +100 armor (red).
- Medikit: The medical kit that you can carry with you.
- Nuke: Nuclear missile.
- Heart: Ripper heart.
- Dojo: Martial arts training school.
- Corridor: Long stretch of road/route with no objects like chairs and tables, etc.
- Ledge: Step or protrusion of floor that can be stepped on.
- Waterfall: Water flowing down steps from top source.
- River: Long stretch of water flowing across gradual or no slope.
- Gong: Round circular metal thing whose sole purpose in game is to get hit and give off a "woooong" sound.
- "Old Shield": Circular, rusty metal-looking disc, looks like a gong but doesn't make any sound when used.
- Level End Symbol: The thing that you USE to end the level.
- North, South, East, West: Actual compass directions.

Level 5: Rising Sun (7 secrets)

1. JUMP off boat. GO to "door/gate" or roughly where the boat started from in the first place (face West) and SINK to the bottom. You should see a hole in the base of the wall leading to a tunnel (hole in wall). GO through tunnel onto other side. Get cookie.
2. In room where there is a firepit, STEP ON table picture in the next room will open. Get flashbomb, grenade launcher.
3. Behind waterfall, SHOOT gong, panel on side opens. Get missile launcher.
4. In corridor with cobwebs hanging down, SHOOT one of the 2 dragon lamps/torches and you should see a "wooden" panel. USE it and get night vision goggles.
5. STAND on top of waterfall, SQUAT and GO towards wall. Get... drumroll please... suspense... A RAIL GUN! Prepare to get ERASED! Now you can test out your waterbottle. I mean rail rods.
6. In room with cobwebs and a painting. There also should be an irritating statue shooting fireballs at you when you leave this room. JUMP into painting. Get missiles.
7. In room with statue in the middle of some water. STAND ON statue's base. Door opens. Get nuke. (Note: If there is another door blocking your way, then Sorry I forgot to mention that BOTH "Buddha" statues (See below notes for location of second one) need to be SUNKEN down, so go step on the base of both statues and make sure they are down when you leave them.

Noteworthy Non-Secrets:

- In the corner where is a pagoda with a "buddha statue" in the middle, STAND ON the statue's base it should sink a little. then get off and STAND ON its base again. It should rise back. Then stand on the statue, yes I mean ON the statue's head! (Balance on one foot like the karate kid... Oops! sorry, got carried away.) Anyway you should be able to see a kevlar armor as well as something that looks like an overgrown waterbottle backpack! (sorry, its rail gun rods! no offence to the artists, that's what I though it was when I first saw it. WHOOOO WANTA SUM WAAATER? HA! HA! Eh, ehm, enough of that!)
- Corridor near cheat #4, has a crack in it, BLOW it open to get a cookie.
- Stand on stairs next to waterfall and JUMP on opposite ledge to get uzi, cookie, medikit.

Level 6: Killing Fields (5 secrets)

1. Fall from waterfall, take a left (go around), get armor.
2. Corridor behind house with fan over the door. BLOW open crack in wall to get heart.
3. On the left side of the "buddha statue", SHOOT the gong above. Get missiles, grenade shells.
4. Hallway with darts, centre of room to the right, there is a nuke. To get to this all you have to do is JUMP with your face rubbing against the wall and you should be able to get it. Easy when you know how.
5. Next to second waterfall (not the one mentioned in secret #1), its by itself in a corner of the map. STAND on green (supposedly moss) platforms/steps and JUMP into open chamber. Get Kevlar armor.

Level 7: Hara-Kiri Harbor (5 secrets)

1. Neat boat with a red "lantern" on it. STAND on the boat or to be precise stand ON the red "lantern" and JUMP onto the ledge. Get missiles, etc.
2. Far edge of large lake (hole in wall). Just walk up to it on water! Who needs a boat! The entrance to this chamber is facing EAST. Get sticky bombs, nuke, etc.
3. Far edge of large lake (under/through waterfall). Its along the same edge of the cliff as secret #2. Get grenade shells, etc.
4. Wall west of "house with red key". BLOW up crack in wall. Get sticky bombs, caltrops, uzi, etc.
5. This is in the centre of your map. South of the "door with yellow/gold key). BLOW open crack. Get uzi, missiles, rail gun rods, gas bomb, etc.

Noteworthy Non-Secrets:

- The fence behind the "wooden house" has got ammo as well as a fortune cookie tucked in one corner. Its along the same "wall" as the one with little green "lanterns" on it. This just a garden inside with a few trees and light green grass.

Level 8: Zilla's Villa (6 secrets)

1. South of platform in front of water with blue banner. BLOW up crack in wall. Get guardian head.
2. In front of "door with bronze key" STAND on statue's head (standing on its base does nothing), column comes down. Get cookie, ammo, etc.
3. SHOOT gong with "ying yang" symbol on floor. Wall panel opens behind.
4. Picture on left (facing North) of big fireplace. JUMP IN! "... you fill my touch... jump! if you want to get." "WAHH, you don't like music?"
5. Room (facing North) of big fireplace. USE "old shield". red panel opens. Get cookie, etc.
6. Through "door with silver key", GO through painting. (talk about abstract art!)

Noteworthy Non-Secrets:

Please note that in this level, there are 2 "fireplaces" at least that's what they look like. I differentiated

between the two by calling one "big fireplace" and "dragon fireplace". The "dragon fireplace" is the one with the dragon picture over it. This fireplace is no wider than you (Lo Wang) and HAS... get this... a ladder, YES I said ladder INSIDE which you need to know in order to solve the level, so I am telling you now.

Walk in and turn around and look up. JUMP and run against ladder to go up. You need to climb ladders like this most of the time so stay alert. The "big fireplace" is much wider and hence I called it "big". Don't mix up the two.

- Next to the "dragon fireplace", USE "old shield". Bookcase slides open. Get rail rods.
- Gong next to well will reveal a ripper heart when hit. I assume you know which one is the well, you know the hollow circular stone cylinder that's stuck in the ground holding water. (check the dictionary! Just kidding!)
- Oh yes, you DO know that if your health is currently less than 100 then you can PUNCH the mannequin or wooden thingy (you know the wooden pole with smaller rods sticking out that Bruce Lee sometimes strikes, also seen in kick boxer and karate kid) in a dojo to raise it to 100 if your health is currently greater then you can PUNCH the same things to raise it to 200! But you knew that didn't you!
- But in this PARTICULAR dojo, you can JUMP ON the mannequin and JUMP up to get the kevlar armor suspended above.

Level 9: Monastery (5 secrets)

1. First painting on the left (2 horsemen). JUMP into painting.
2. Crack in wall facing West. When you are standing in front of it there should be a "bridge" above you that enemies were shoot at you before. This secret doesn't have much of a landmark but there not that many cracks found in this level.
3. This one is near the centre of your map. Its next to a statue. BLOW open this crack. Get rail gun.
4. "Door with gold key". Through this door, USE the painting of the "Archer" (Japanese guy holding a bow in his hand).
5. Before the "level end symbol", on its right, BLOW up crack. Get uzi and flashbomb.

Noteworthy Non-Secrets:

When you start this level don't freak out when you see the slicing thing in front of you. It can only kill you! Hey... wait a minute... that's not good.hence avoid idling near it.

- If you stand on the "safe" side of the slicing thing, (if you don't know where that is then its sad) you will notice one of the paintings across the room is of a guy wearing a green "kimono"-a kind of Japanese robe (you know, its a pretty standard picture that you've seen before.) Now, opposite that, (the side that you are hopefully standing on), is a secret "door". Open (USE) it and go behind the waterfall and get the red key.
- Gong in this level opens 2 panels, get some ammo.
- The seemingly redundant pillars with shurikens stuck to them have a purpose. They are there so that you can reach the armor suspended in the middle. What you do is JUMP onto the shurikens, yes, OUCH! Not my Reeboks! then JUMP in the middle to get the kevlar armor.
- Sewer tunnels. The Northeast corner no doubt does not have a "crack", it also didn't do anything to you but BLOW IT TO PIECES! Get rail rods.

Level 10: Raider of the Lost Wang (6 secrets)

1. This is near the centre of your map. Facing East you should be able to find a ripper's "cave" halfway

- up a "tree trunk". The reason why I call it a ripper's cave is because a ripper came out of it and attacked me. (Note this fact may vary, but I'm still calling it a ripper's cave, so there!)
2. If you see this hall with 6 alcoves and a pillar in the centre, the centre alcove (North of central pillar) can be opened. USE it and get a grenade launcher.
 3. West of secret #1. Up a slope. BLOW up crack (IMPORTANT: make sure you are far away from it when it blows because the ceiling will come down on you).
 4. After throwing a switch, Lo Wang will say, "something filing up, or dinosaur taking a piss.", go back to where you saw a hole in the ground with crate with a medikit on top of it. Dive in and swim under towards the North. Get missiles, riot gun, cookie.
 5. GO to "Large door with bronze key" with water next to it. JUMP onto half pillar on left. Panel opens, JUMP in. Get teleported.
 6. <SECRET LEVEL SYMBOL> (Goes to Level 21: Shanghai Shipwreck) Step 1: GO through "door With gold key", face picture (North), turn left (West) and SQUAT, hit button. Its just next to the stairs. The difficulty in finding the switch is that its not noticeable but once you stumble on it you will know of the secret level and then your blood pressure will shoot up when you find that it is blocked so go to step 2 before you pass out. Step 2: GO to normal level end symbol. Follow shadow of pink tree. To the right is a bunch of vines. Climb these vines, Get head, heat seeker card AND MAKE SURE YOU DO THIS! HIT THE SWITCH AT THE END. This opens the grills blocking the secret level symbol (Goes to Level 21: Shanghai Shipwreck).

Noteworthy Non-Secrets:

- Go behind shredding thing, (If you dare!) Hit Button. This creates waterfalls behind you. JUMP in, GO up tube, CLIMB ladder. GO across and CLIMB down or fall down other side, get gold key, etc.
- In room with 2 waterfalls, both waterfalls can be entered (SINK in). Get armor.

Level 21: Shanghai Shipwreck (5 secrets) <SECRET LEVEL>

1. Inside "door with red key". USE switch over firepit, "Snake Face" wall opens. Get armor.
2. Where the waterfall and lava meet. (a place where water from a waterfall touches some lava. JUMP on "stairs" leading up to left of waterfall. Get missile launcher.
3. Ladder leading to a single cookie. keep on GOing forward through the wall. Get rail gun, gas bomb, etc.
4. Gong in Semi-circular corridor room opens chamber a top (centre of top corridor, directly opposite gong). Get missile, riot gun, kevlar armor.
5. This is in the centre of your map. When in tree with switch inside, with roots in water. Face due West and JUMP. Get ripper heart and shotgun shells.

Noteworthy Non-Secrets:

- In final stage, although there are 3 level end symbols, only the rightmost (facing South) one is the correct one the rest will release guardians on you.

Level 11: Sumo Sky Palace (5 secrets)

1. Left side of "door with gold key". Open panel. Get riot gun.
2. USE the red "chair/bench" between the 2 slicing things. It will sink. GO through passage and hit switch on other side to bypass other slicing thing. Get sticky bombs.
3. Opposite secret #2, the other side of wither slicing thing, there are panels that can be opened when USEd. The trick is to do it, and live through it. Just JUMP on the "safe" section of the slicing thing and USE the panel when you revolve round to it. Get guardian head.
4. Lava place with columns moving up and down. JUMP, NOT on columns but on outer perimeter wall and

GO around to other side of large rock. Get a lot of stuff.

5. When you CLIMB up a ladder somewhere and there is something shooting fireballs in your face, GO Southwest and BLOW up the crack. Get missiles, sticky bombs, nuke.

Noteworthy Non-Secrets:

- There is a bookcase in the same room as a "pool/Jacuzzi" of green "liquid/acid" that contains a rail gun.

Level 12: Bath House (5 secrets)

1. (IMPORTANT: Make sure you read this first!) When you approach the green "propane" truck, yes, HIGHLY EXPLOSIVE PROPANE tanks. Make sure you don't hit the tanks or everything will be destroyed and the secret will be inaccessible. (This is the only secret that has this limitation.) Get rid of all the enemies on top of the truck without hitting the tanks. Then go behind the truck to a wall panel marked "Janitor". USE the wall get the medikit. After that you can BLOW up the tanks.

2. In the bathroom, flush (USE switch) the toilet in the centre cubicle. Door on right opens. Get riot gun.

3. Where girl is bathing, USE the "blue towel" (If the "towel" is BLOWN off, and you can't find it, use the coat hanger on the wall furthest away from the girl or if she is BLOWN away too, Sheech! you must be violent! Follow description below.) After going through doorway with sign "Gold Card Members Only" go up stairs. Turn around and face the "door with yellow pass key" you came through (South). Then turn left to the East. You should see 2 coat hangers on a black marble wall use the one on the left.

4. Opposite doorway with sign "Gold Card Members Only", BLOW up statue, etc. Get medikit.(you'll have to go all the way in for the game to say you actually "found" this secret.

5. In "red" room, on North wall, BLOW the crack in wall, GO in. Get night vision goggles, rail gun.

Level 13: Unfriendly Skies (7 secrets)

1. GO into baggage claim, JUMP on the track, and JUMP off when you see a red button on the right. (Note: this thing is a press, a squishing thing made for you!). So, USE the button, then JUMP in and run into the open panel before... you know.

2. Go upstairs of "IMPULSE GIFTS". USE the cash register. A panel in front of you opens. Get cookie.

3. Room with 3 phones, 3 Pachinko machines, a black and a blue dispenser machine. JUMP on the Pachinko machines, then JUMP onto black dispenser machine and GO into open panel. Now you might say, "WHAT OPEN PANEL? THE PANEL IS CLOSED! YOU IDIOT!", Oops! Sorry, forgot to mention you need to get the red pass key from inside the airplane cabin, USE it on the elevator door and call the lift by USING the button. Only after you've doing ALL that will the panel above the black dispenser machine open.

4. In control room, JUMP on blue "drink/soda" machine. JUMP west onto the dispenser machine, face East and SHOOT button. Get ripper heart (to the west).

5. GO to place with lots of Pachinko machines and an airplane cabin stuck inside it (next door to secret #3). Face West and SHOOT button on eastern side of the 3 Pachinko machines by themselves. JUMP on the machines, GO in open panel. Get missile launcher.

6. In room with plane's engine, JUMP and USE, Calligraphy (Japanese writing). Panel opens. Get rail gun.

7. GO to elevator door, the one with signs "GATE 21A" and "GATE 21B" above it. Then follow the following steps – Step 1: Push button so that lift arrives and the door opens. Step 2: Quickly PUSH/USE button outside lift again and then rush/run into lift, you should be standing on the top frame of the lift. Step 3: JUMP and USE button above. GO into shaft. Get nuke and <SECRET LEVEL> (Goes to Level 22: Auto Maul).

Noteworthy Non-Secrets:

- In the room with the level end symbol, there are 2 "pillars" on either side with sloping ledges. JUMP on

these ledges then JUMP NOT walk, JUMP against wall. Get nuke.

Level 22: Auto Maul (6 secrets) <SECRET LEVEL>

1. In "Showroom", JUMP in water behind red car with one tree. Get clips, etc.
2. Near secret #1. USE PC, filing cabinet sinks down. Get caltrops, medikit.
3. Near red "Mitsubishi" truck with 2 trees on either side, BLOW up crack. Get gas bomb, etc.
4. Next to secret #3, at the back of red "Mitsubishi" truck, USE blue wall (facing West). Get missiles, smoke bomb, etc.
5. Place with garage door with no key required, 4 phones and a blue "drink/soda" dispenser, USE third phone counting from the left, blue "drink/soda" dispenser opens.
6. In repair workshop "office" NOT the workshop itself. Switch off the lights, yup... this is dumb. USE the light switch. Bookcase will sink. Get grenade launcher, etc.

Level 14: Crude Oil (3 secrets)

1. Place with 2 PCs and mainframes. USE the "Shadow Warrior" PC. Mainframe next door sinks.
2. Inside "door with red pass key", GO into office, in corridor behind desk (or small sloping ramp) there is and air vent (facing South). Well you know the procedure... SHOOT. JUMP in. etc.
3. Office with "fish tank". USE PC monitor. Panel behind opens. Get rail gun.

Level 15: Coolie Mines (5 secrets)

1. Place where blue key is found. To the East a crack will blow up by itself when you approach. GO into lava crack.
2. In corridor after "runaway" drill, BLOW up crack. Get armor, etc.
3. In Eastern corridor of outer "mini volcano" (the crack in the ground that erupts slightly upward) there is a small chamber where apparently lava is flowing from. USE it. Get cookie.
4. Drill that has crates near it and a control station in front of it. BLOW up the crack behind the drill and GO in and around to locked chamber. Get rail gun, etc.
5. After being blown (get it? Blown?) sky-high (literally) by fan, JUMP into other fan's "chimney" and BLOW up fan from the back of it to get back out.

Level 16: Subpen 7 (5 secrets)

1. JUMP on edge (where water and raised platform you are standing on meets). You should be near 2 "lampposts" and can see a small little red "Lamp" just below one of the "lampposts". GO towards a small rotating radar, around the corner you should see the funny-looking (wooden T) with 2 large banners/ flags and an "old shield" in the distance. Just Go the rest of the way around.
2. When looking at the large naval vessel in the distance, turn around and face West. GO behind the crates. (This is one of those "DUH?" secrets.)
3. JUMP on crates in secret #2. Then JUMP onto crate next to "lamppost". Then JUMP North onto ledge. Get rail rods.
4. Between two ships (one has gun which can be USED) in "dry dock". Where Door was BLOWN up. There is a ripper heart in a small crevice.
5. Crate East of naval vessel with a gun and "103" written on it. JUMP on platform, then JUMP on nearest crate the onto crate with nuke.

Level 17: The Great Escape (6 secrets)

1. Bedroom with 2 beds. Southeast corner panel opens (facing East). Get rail gun, caltrops.
2. Bathroom opposite secret #1. USE mirror with wire mesh. Get grenade launcher, night vision goggles.
3. Next to "door with bronze key". STAND ON raised corridor with fence. JUMP onto drain well (drain

flowing water into a well). SINK down. Get missile launcher, etc.

4. After using yellow office key, GO down corridor, to office and USE mirror. Get grenade shells, flashbomb.

5. End of corridor with crates. Southeast corner has hidden tunnel. JUMP on crates. GO in (facing East).

6. Next to "door with bronze key" and secret #5. You should see a drain well. JUMP in and CLIMB pipe.

Level 18: Floating Fortress (6 secrets)

1. Once on the boat at the start of the level, maneuver it to the right side platform. JUMP onto the right side platform. Hit switch behind crates. Door should start sliding back and forth. JUMP on tallest crate, then JUMP other side. Then JUMP on crates on other side. JUMP on the sliding door. Door should bring you back to a chamber. BLOW crack open, SHOOT switch. Inside room, get nuke, rail rods, missiles.

2. In flooded naval vessel, in room before snake boss, there is a dead body wearing blue pants. STAND facing him and with the window behind him in-line. Back away and SQUAT down. There is a place that can be dived into get medikit.

3. In huge naval vessel, GO up to bridge (control centre of ship). GO to the weapons station. USE the turret and position the barrel so that it faces West. Then GO outside. JUMP onto the cannon and walk on the barrel and JUMP into the air vent.

4. Inside lower level of the naval vessel, in bedroom with "Jolly Roger" (pirate flag) on wall. OPEN/USE "D. JONES" locker, then use the wall inside, leads to other room. USE girl until she gives you a random item. If you kill her you don't get an item. OPEN the other locker "C. Hook" to get guardian head.

5. Reactor room (where you turn the power on). USE the PC monitor, control panel opposite room opens. Get cookie, armor.

6. Room after rail gun turret, up ramp. You should be able to see a small gap in the floor with items inside. BLOW up the wall directly above it to widen the gap. Then SQUAT and walk against wall the blast should be enough to widen the gap for you to drop down. Get guardian head, cookie.

Level 19: Water Torture (6 secrets)

1. Bedroom with vacuum cleaner. Between the second and third bed, there is a door. Flood the chamber by SHOOTing the tanks by the window. Only after room is under water, can you open this door. Get nuke. Float up and shoot the 2 air vents and get the red key and sticky bombs.

2. Room with 2 columns on a "light red" platform. Turn light on (USE light switch) column will sink. Get rail gun.

3. After using "mini laser tank" to BLOW open metal door and a hole in the far wall in front of you. GO allow way up and outside to where the submarine is circling the island. If you look at your overhead map, GO to and face the Northwest "red" pillar/chimney, SINK down and GO through the hole in the wall. Get guardian head.

4. After getting yellow key, GO to "lift with yellow key" and go downstairs. Exit the lift and send the lift back up. Panel to the East should open. Get ripper heart, cookie.

5. After getting the blue pass key, GO to "blue corridor". Northeast corner has panel that can be opened. Get kevlar armor, smoke bomb.

6. I took 3 hours, jumping, diving in diving out before I figured out where this secret was. Guess where this secret is. Go ahead. Take a good guess. Yup, its had to be in the last place you would look, behind the level end symbol. Get a heat seeker card.

Level 20: Stone Rain (5 secrets)

1. After killing the Fat boss, JUMP into the Large picture behind him. Get 3 cookies.

2. Entrance to Fat boss's "house". JUMP against (make sure you push against the wall) and USE the "tiger" picture on the right side (Western side). Panel next to it opens. (IMPORTANT: I think there might

be a problem with getting out of this room. The button inside doesn't seem to work so you might get trapped inside. I'm not sure if its a bug or there's something else you have to do. For the time being, just go in and get out before the door closes.) Get heatseeker card, armor, caltrops.

3. Halfway on the footpath to the Fat boss's "house", there is a crack in a wall opposite the path (facing Northwest). BLOW it open and JUMP in. Get nuke, etc.

4. West of slope down to snake boss, around the to small "snake face" on the wall (the one WITHOUT the rotating thing). To the left (North) There is a panel that can be USED. Get 2 nukes.

5. Before final boss when walking on grates, you should be able to see a nuke under your feet. USE the wall on the left (North) to get it.

Noteworthy Non-Secrets:

- If you get the nuke in secret #5, you can keep walking on the lava around to other chambers and you should come up to a place where are 2 killer bunnies and 4 dead "Teenage Mutant Ninja Turtles".