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-----Seppuku

Station is basically a three elevation city/train station level. Your objective is to find two keys and use them to get to the ending of the level. Sounds easy huh? Well it's not as easy as it sounds. You start Shadow Warrior in an apartment dojo which would be on the same plain as the upper level. From there you will jump out of the window into the middle level plane.

This is the street area. In the back of the gray pickup, there is an Uzi in the bed. Grab it and head down the narrow ramp that will drop you into the bottom level plane. You'll see a locked room on your right. Although you'll need the silver key to enter this room, the enemies inside can be shot at through the window. As you continue past this door, you'll see crates to your right with the gold key on one of those crates. You can also jump into a window from this crate which will place you in a room that houses another Uzi. This would be at the same plane as the middle level. You'll also see a locked door which will not open without the silver key. After grabbing the Uzi, you'll have to jump back down that window and progress back up to the street area.

Now that you have the gold key, you can use it to enter the double doors to train baggage terminal. You can proceed two ways from this room, either through the baggage conveyors that leads down to a lower level room or go around to the right to a door. Let's take the door this time around. You'll see a Koi Pond on your right and a hallway to the left that will direct you either left, to the pachinko parlor or right, to area 45. Go to the pachinko parlor and follow the path down. You'll notice a gray area to your right just as you enter the room here. There is a sign saying "Prize Pickup" where you'll need to get the silver key later, so make a note of this area.

Here's where the masters at 3D Realms start some of the great gaming interaction that marks the originality of Shadow Warrior. You'll see working pachinko machines in this room and as you proceed around the right corner a RC race track. You'll notice three RC vehicles on the track. One of them has the silver key on it, but the control for this car is not in this area, but since you are already here, you might as well drive the other cars around. The silver key door you see next to the race track is the door that you saw when you jumped on the crates and got the second Uzi. From here, lets go back up the path and go to the left. Here you'll see three doors. The center door requires the silver key for access. This is the door you'll have to open to complete the level. Now lets go back through the hall that led into this area and go back to the terminal entrance. Now jump into the baggage conveyer.

Now you've dropped into a room that has another Uzi on the left on top of a baggage carrousel, Armor on the wall straight ahead of you and.... guess what?!? The control for the silver key RC car to the right!! You need to drive this car around the track towards you and into the gray area I spoke about when you entered the room where the pachinko machines are.

Once you've done that, jump up into the baggage shoot that lead back up to the terminal. Then you'll go right back through the doors, head to the hallway going left and grab the silver key in the "Prize Pickup" area. Now that you have the silver key, use it on the center door that leads to area 45. When you enter this small room, there is a switch on the wall to the left. Use this switch and it will open the 2 metal detector doors on each side of the silver key door. From here, go right and drop down to the train track path and then turn left and head up this pathway. There is a turret up towards the top of this path which can be destroyed with a few rockets. The subway train to your left has a few Coolies hiding in it. Kill the Coolies and press the Shadow Warrior symbol to end the level.

-----Zilla Construction

After moving through the train station, you continue on to a construction yard in level 2. This level is fairly linear with mainly one level although there are rooms that have upper and lower sections. There are three key cards and one key you'll need to acquire to complete this level.

Starting from the entrance of this level, you head toward the left toward the crates. You'll notice a door in this area that requires a yellow key card for access. Make note of this as this will be the first door you'll have a key card for entrance. As you progress through the crated area, you'll enter a rather open area where there is a gun turret and a broken forklift. In a red lit area, you see an outhouse. Go into the outhouse and "use" the toilet paper. This will open a door in the outhouse that has a switch in it. Here is where you have to use a bit of speed. Actuate the switch and go out of the outhouse and take a hard right and run up the ramp. If you are quick enough, the door will be open. Enter this room as you have the opportunity. Once inside of this room, you'll see another door to the right of the door you just entered. Open this door and the yellow key card will be on the desk to your right.

Now that you have the yellow key card, go back to the yellow key card door and enter. As you enter this room and walk forward, you'll enter a hallway where you can go to the left or the right. Turn to your left and fire into the bottles there. They will explode blowing a hole in the wall. As you walk into that area, you'll see that the red key card is located inside of the wall that was blown out. You'll also notice two presses to the left. One is an Uzi press and the other is a key press. You'll need to go back to these presses again, so make note of this area.

Now that you have the red key card, go back to the hallway and go through the door that you would have entered if you would have gone right instead of left when you first entered this hallway. If you walk forward and turn to the left, you'll come across the red key card door. As you enter this door you'll see a crate dead ahead and an upper room above the crate. If you go to your left, you'll see a door that requires a gold key for entrance. Make note of this door as you'll be coming back here once you obtain the gold key.

Now jump on the crate and enter this upper room. In here you'll find the blue key card. You'll also find a toolkit to repair the broken forklift if you choose to use the forklift. The forklift is not necessary to complete the level. You'll also notice a switch in this upper room that opens a panel that gives access to another crated area in this level that houses quite a few enemies. If you have already cleared this area of enemies, this panel gives quick access to the blue key card door.

At any rate, the blue key card door is in the open area where the turret and forklift are past the area where the outhouse is located. Now open the blue key card door and walk down the ramp and turn to your left. You'll see a lever on the equipment in front of you. Activate the lever then turn to your right and activate the switch across from the lever. Now you have turned the power on to the construction yard.

As you exit the blue key card door, go back to the yellow key card door and go to where the presses are. Use the button to activate the key press. Once the press has gone through its process, the gold key will be made. Jump inside of the press and grab the key and head back to the red key card door.

Now open the gold key door and walk down the ramp. Towards the back of this room, you'll see the same type of switch as the Uzi/key press switches. When you activate this switch the huge drill will activate and drill a hole underneath it filled with water. As you walk into the hole and swim underneath the surface, you'll swim into an area where you can see the beginning of the next level. Continue swimming until the level is completed.

----- Master Leep's Temple

is a mid-sized level with an outdoors setting for the most part. Your objective in this level is to find 3 keys and solve a few clever puzzles. You begin this level in an open courtyard where there is a huge gong hanging in front of the entrance to a door. You must strike the gong and make it sound to open the door. Once inside, you enter a room with a door to the right and another locked door around the center column and around to the left there is a switched carousel that when opened houses some sticky mines. You can also see an Uzi stashed in an area that says Master Leep's Throne. Opposite to where the Uzi is placed there is a hatch which houses a gas bomb inside of the column.

From here you need to open the wooden door which winds down a small set of stairs to an area where you see some sort of monster looking dude hanging from a rope upside down over a lava pool straight ahead of you, a locked door to the right and a transparent water area to the left. Straight behind you is a butcher block with a meat cleaver in it and what's left of a rabbit next to it. There is also a closet to the right of the butcher block which houses a grenade launcher. You will also notice near the guy tied upside down, a raised wooden arrow pointing towards the guy. Stand on the arrow and the guy is lowered into the lava. Once he is totally submerged, a gold key is ejected from the lava pool. Use this key to gain entrance into the locked door that was to your right as you entered the room. In this room there are a few enemies and a few explosive barrels. Blow the barrels up and blow the enemies up along with them. After

the explosion, enter the room and pick up a bronze key in the corner.

Next go into the transparent water and follow it along to where you can swim up into another area. You raise into another open courtyard from the water. To the east, there is a set of double doors which require the bronze key you just acquired for passage. Open this door and head to the right. You'll go past a water area and head to an area where there are some sticky bombs in a covey hole and you can also see the silver key up above on a ledge that is unreachable. Go back to the water area and you'll see a anime chick bathing and a wall with a crack in it to the right of her. If you turn around, you'll see a missile launcher, but you can't reach it. Use one of your sticky bombs and blow the wall up with the crack in it and the water level in this area will raise. Now you will be able to get the missile launcher as well as the silver key.

Next go back out the bronze key double doors and head north to a set of doors that take the silver key for passage. From here head down the narrow corridor that shoots fire balls from the wall and then head left. There you will see a rotating statue with a gong on it. There is also a statue in front of the rotating statue that shoots out fire balls at you. Shot the gong with a ranged weapon and the other statue will stop shooting fire balls. Now jump onto the rotating statue and keep jumping higher on it as far as you can. As the platform rotates around, you'll have the opportunity to jump onto a platform to the south-east. Jump off and then shot the barrels around the corner and wait for the explosion to end.

Now follow the cliffs and jump across the gaps until you reach Master Leep and his crying daughter. Behind Master Leep's throne is a switch which opens a wall to the south. Enter this area and walk into the greenish transporter. After warping through the transporter jump across the lava river ahead of you to the ledge and head to your right. You see a lava lake with floating platforms on it. Jump onto one of the platforms until you travel around the lake to where you can jump onto the land half way across the lake. As you walk on this section, you'll step up one step and proceed to the left. When you get to where you can go to the left, a barrier is raised on both ends of this raised area and the ceiling starts to lower. To keep from being crushed, you need to stop the gears that are lowering the ceiling. Look to the left of this barrier you've encountered and you'll see a gear box. Act quickly and destroy the gear box and then get out before the ceiling crushes you.

Now that you can proceed, you'll see a large pool of transparent water with 6 raised steps on the walkway surrounding the pool of water. Your underwater passage is blocked and you'll not get it open until you solve the puzzle of the raised steps. The object of the puzzle is to move the blocks that expose the lava across the water to until all of those blocks reveal lava. The key to unlocking this puzzle is to step on each of the two blocks in the middle of the walkway and the step to the left of the lava window. After these blocks are moved to the correct position, the underwater door will explode open.

Next swim under the water until you arrive on the other side. Depending on the difficulty you select, there will be at least a Ripper to greet you on the other side. Now that you've disposed of all enemies, hit the switch to open the next area past the switch. Again, clear the enemies and continue. Once you enter a narrow down-sloping hallway....you'll exit the level.

-----Dark Woods of the Serpent

Part 1

A large level with mainly an outdoors setting much like Master Leep's Temple was. Your objective in this level is to find 3 keys and solve a few clever puzzles. When you exit the ramp that you entered at the end

of level 3, you are in a corridor that will lead you to a dojo and to your first key. Right away...there is a hatch in the wall where you can pick up a Riot Gun. As you proceed down the hallway, take the first right and head into the dojo. Once you are in the open area of the dojo, you'll see a ladder to your left. Climb the ladder and go either right or left until you can enter another hallway which leads back around behind the ladder in the upper area. You can see the bronze key in an inaccessible area along with a switch. Hit the switch and go back down the ladder. Go straight across from where the ladder is and turn to your right. You'll see three switches on that wall. Hit the outside two switches and you'll hear a gong sound. On the opposite wall from the switches are two hatches that both hold shotgun shells. Now that you've hit the switches.....go back up the ladder and go back to where you saw the bronze key. Now you'll see another switch. Hit that switch and the carrousel will rotate open giving you access to the bronze key. Now that you have the key, go back to the hallway that borders the dojo until and walk along it until you find the bronze key door. Open the door and you'll be outside of the dojo in the woods.

Head straight ahead into the Dark Woods heading south and then turn to the east. You'll see a sign the reads, "Dark Woods". Turn to your right and proceed to the shack with the warning sign posted in front of the door. Open the door and quickly run and get the gold key and run back out.

Now go back out the Dark Woods and head east and go under the tree trunk to the where the gold key door is. Open this door and head into the woods. Stay to the left until you reach a well. Jump into the well and dive down into the water and head south as far as you can and swim to the surface. There is a red key door to the north and a mural to the east with a switch to the right of it. Hit the switch and the mural will lower and a bin with water will move next to the door. Jump on the bin and then onto the mural. You'll grab the red key on that mural. Now use the red key to open the door.

From exiting this door, head north-west until the well is to the left of you, then turn to the right and walk towards anther set of doors that require the red key and proceed through the door.

Go along the path to the to the east as far as you can. The path opens up into a large courtyard with a damaged tank in it. There is a fence straight across from the tank to the south which you need to get by to continue in this level. There are two ways to get by this fence. You can blast it down with some missiles...or you can get a repair kit and repair the tank and blast it down with the tank's firing missiles.

If you need a repair kit....you'll need to go back to the path and turn to your right as soon as you go through the tunnel. There is a building to the right that has a door that won't open. Walk around to the back of that building until you can see the door through the bars and the barrel blocking the door. Shoot the barrel and blow the door open. Go inside the room and hit the switch. When you go back out of the room, go to the south and you'll see a door about half way down the aisle you are walking down on your right hand side. Turn to your right through the door and you'll see a repair kit next to the pool. Now that you've blown the fence down and killed all the enemies in this area, there is another building with a door you cannot open. This door needs to be blasted open as well. Once inside of this room, go around the wall until you come to the raised platform with the grenades on it and grab the grenades. A secret portal will open. Go into the portal to continue your journey.

Part 2

We pick up from the portal that transports you to Ripper Valley. First of all, head towards the waterfall to the north and jump on the ledges until you can jump on the top of the waterfall. Once inside this cavern, head to the south to the opening and jump down. Walk to the west side of this area and then go

north to a cave where a magic carpet is floating mid-air in the center of a cliff. Jump on the magic carpet and it starts to take you through the this impassible area.

As you travel through this cavern, there is a spot where you can jump off of the carpet to a small area that holds a few weapons and a Tomb Raider reference.

When you continue onward, the carpet takes up into the last portion of the level. As you walk to the west up an incline, you'll come across a switch about half way where the walkway levels off. Activate the switch and two controls are exposed. These controls maneuver the two colored pillars in the middle of this bottomless pit they are located in. The trick is to move the pillars to where you can jump on them to gain access to the areas across the pit. This is a fairly difficult puzzle which will no doubt require a lot of saving and restoring. You have to position yourself over the control and then hit the space key or whatever you have assigned the "use" key to be. Your view will change so that you are in the control mode. To stop using the control, just hit the space key again. I suggest you first go to the control to the right and move the blue pillar between the center stationary pillar and the area down the ramp to the east. Here's where I suggest you start saving your game. Go down to the east and see if you have the pillar positioned to where you can jump onto it and then to the center. Once this pillar is set, it will not have to be moved again.

Next go to the control for the yellow pillar to the left. Move it towards the blue pillar until you have it positioned between the center pillar and the ledge across from this control. Once again.....save before attempting to make this jump. Once you positioned this pillar in the right spot, hit the button in the wall and walk behind the wall that opens up when the chair rotates. Go to the end of this narrow hallway and activate the switch there. Then go back through the rotating wall using the switch on the hallway side and head back up to the yellow pillar control again. Once there, save your game again. In front of the ledge across the blue pillar control, you'll see that the switch you just activated causes a ledge to move up and down in front of that ledge. You need to move the yellow pillar back to where you can jump from the center pillar to that moving ledge. Once you move the yellow pillar to the correct spot, all you have to do is time your jump from the yellow pillar to the moving ledge and from the moving ledge to the ledge across from it. Jump from the yellow pillar to the moving ledge when the ledge is in the lower position and jump from the moving ledge to the ledge across when the moving ledge is at the top. Once you've made it across, save your game again.

Follow the path to the end and then turn to the south and jump into the opening. This is where you'll meet the Serpent Boss and he's one tough SOB! I suggest you arm your missile launcher with a "nuke" and hit the boss with it with your first attack. Then you just have to run around the outside of the level avoiding his attacks and hitting him with missiles until he runs away scared and you've defeated the hareware version of Shadow Warrior. Congratulations!!! -----Rising Son

is the first level of the registered version. This level is about mid-sized with both outdoors and indoor settings. Your objective in this level is to find two keys and solve a tricky puzzle and finish off the Serpent God that escaped you in the ending of the shareware. As Lo Wang, you begin this level in a boat. There are two explosions that will occur while you are in the boat before you will be able to jump out of it. The first explosion is an explosion in the wall to your left which blows a hole in that wall. The second explosion is toward the end of the lake you are traveling in. This explosion eventually sinks the boat you are traveling in. You will be able to jump out of the boat when the whirlpool starts and you'll need to head to the opening where the first explosion occurred.

After wasting the Ninjas and possible Guardian in the opening, progress slowly up the stairway inside as another explosion will trigger which will damage you if you run up the stairs quickly. Once you reach the top of the stairs, cross the bridge over to the other side of the lake where you will be from this point on to complete this level. As you walk down the ramp to the ground level, there are a table and a double door closet to the right of that table. Inside of that closet, there are a RAM heat seeker card and caltrops. When you step onto the table, it lowers and opens a secret area behind the mural around the corner to the north. Inside of the secret area are a flash bomb and a Grenade Launcher that you have to retrieve in order to progress. After grabbing the Grenade Launcher, you need to go to the double door to the east. You can hear Hornets buzzing on the other side. Open the doors and kill all the Hornets before you step thru the door. When the door is open, you can see a door ahead of you that takes a silver key and the silver key precariously hanging midair above. You can also see a ground level turret ahead slightly to the left. Run to the turret and use it to kill the Ninjas to the south. Once you proceed into the shore and into the water, you'll notice that your path is blocked by an underwater wall. This wall has a crack in it. Step back out of the water and use your Grenade Launcher to blow open the wall and go swim under it. Be sure to grab the armor on the other side of the wall to the right and the gas bomb on the surface to the left.

The narrow corridor ahead should be approached with caution. A Coolie is inside the corridor to the right waiting to give you a TNT surprise. I suggest you draw him out, go back into the water and throw a gas bomb to dispose of him. When the gas bomb has dissipated, enter the hallway and turn to the right. Before heading up the stairs, there is a hatch to your right that holds health. Now heading up the stairs to the right, be prepared as there may be enemies there. Half way up the stairs there is a hatch to the left that has a Riot Gun. The stairs proceed up a short way more where you can see the lake where you first started through a window. Now walk back down the stairs and open the door ahead of you. Instead of proceeding ahead thru this short hall to the next door, I suggest you turn to your left and jump thru the opening there onto this open courtyard. The gold key is in this area that will be needed to proceed much further and I suggest you get it now rather than later. There will be at least one Coolie there and possibly more enemies depending on the difficulty level you selected. I suggest you move to the left of the waterfall in this courtyard and jump onto the lower part of the waterfall. From there you can pick off the Coolies from a safe distance and they cannot attack you. It's also a good idea since you are already on the waterfall to jump on a level higher and make a running jump across the ledge where you can see an Uzi, fortune cookie and medkit. Once you've cleared this area, you'll see the gold key on the ground as you walk around the right-hand side of the waterfall. As you approach the key, enemies will jump you so be ready to fight. After you retrieve the gold key, more enemies will spawn as you travel back around. Once again, prepare for battle. Now that all the enemies are cleared from this courtyard, you should proceed back where you jumped into this area into the hallway.

Inside the first door, there is a Buddha statue with at least one Guardian in this area. Kill these enemies and jump onto the statue. The statue changes its position when you jump onto it. Since it is already in the up position when you first jump on it, it will lower. Jump back onto it and jump onto the statue's head when it is back in the up position and turn to the north. Jump onto the ledge with a running jump and grab the Railgun ammo and the kelvar armor.

Now as you proceed north into the next hallway, you're sure to encounter a Ripper. Straight ahead is a hatch with a gas bomb inside. My favorite strategy in this hallway is to jump out the window next to the gas bomb hatch and lob grenades into the hallway from the safety of the courtyard pond. When you cleared out a path ahead, you may continue to proceed down this hallway. Just as the hallway splits off, there is a crack in the wall to the right that holds a fortune cookie inside. Straight ahead is a door that takes a silver key. Now turn to the left and head to the gold key door and open it.

Inside this small room will be at least one Guardian inside to battle. Once this room is cleared there is a door to the west to continue onward. When the door has been opened, shot the barrels to make them explode. There is a fireball shooting statue in the corner to the north of the hallway. You'll want to run quickly past the statue to avoid the fireball attacks. Once you get around the corner of the statue, there is a bunch of barrels and a few enemies hiding behind them. Shoot at the barrels to make them explode and it should kill most if not all of the enemies. Now run down the hallway where the barrels were and around the corner to where you see the silver door across the walkway. The silver key is hanging from a chain above that bridge. Jump up and grab it and open the silver key door ahead of you.

Next walk through the courtyard and jump into the window where the gas bomb was hidden in the hatch toward the silver key door at the end of the hall. As you open the door you see a raised blue block you must step on. You'll also notice the door is green. This puzzle is a color puzzle where you have to select the correct two colors that combine to create the door color and then hit the wall switch once the correct two blocks are in the lowered position. The colors blue and yellow makes the color green. Step on those two blocks and hit the green switch and the door changes to purple. The combination of the color's blue and red make the color purple. Step on the yellow block to raise it and then step on the red block to lower it and then hit the purple switch. Now you have solved the puzzle and the only thing left to do is face the Serpent God and finish what you started at the end of the shareware.

There is at least one Ripper creature in this small dark hallway that will be trying to stop you from facing the Serpent Boss. There is also a fortune cookie ahead of you to boost your health. Once you get by the Rippers, follow the path until it slopes automatically downward. When you drop into the pit, be sure to grab the nuke power up before climbing the ladder back to the top. Run around the top collecting health and weapons until you can get a good shot at the Serpent God with a nuclear missile. Then run around dodging the accursed skulls and his attack while firing off missiles and grabbing health until you have defeated him. When you have defeated him, the lava pit will fill and the exit sign will be exposed from one of the columns.

-----Killing fields

This is a mid-sized level with an outdoors setting for the most part. Your objective in this level is to find the four keys needed to exit this level.

You begin this level in a high plateau over looking a small pool of water. To the right you see a short path heading downward th