

# PATHWAYS INTO DARKNESS

---

## THE PATHWAYS GUIDE

SURVIVAL GUIDE: POU LEE  
MICAH ANDERSON  
MAPS: COLIN LAW  
ALAN EARHART  
STANDALONE: COLIN LAW



This guide contains complete maps and info that will assist you in solving Pathways Into Darkness. The original survival guide by Pou Lee and modified by Micah Anderson is included. The maps are in large part courtesy of Alan Earhart, with editing and missing maps done by me. My only advice to anyone playing the game is save early, save often. Time is not really a factor so rest a lot and save those clear blue potions for the final level of rooms.

The guide was made with DOCMaker by Mark Wall.

Colin Law  
claw@spacsun.rice.edu

# EDITING THE GAME

## Introduction:

This file describes how to edit your game, be it giving your character 255 shots in your Walther-P4, changing your hitpoints to be 4000 or even changing your location within the dungeon. It is a quite simple process, although it CAN be dangerous so I recommend you make a copy of your Saved Games file and keep it in a spare place (yea, yea, you've heard it before... but it REALLY sucks to lose your file when you've gotten all the way to the suffocation chamber or something.)

## Watcha need:

You have to have some sort of sector editor, I've been using Norton Utilities (you can get to it by loading up Norton and then in the Utilities menu its the item which says, Norton Disk Editor.) You need your Pathways Into Darkness Saved Games file, and you need a backup of this file.

## Editing Items:

Open up your Saved Games file, or the copy of the same thing. Go to sector 6 (within the file, NOT 6 absolute sectors - that would probably take you into your boot block or something nasty), this is where all the inventory items are kept (for the FIRST game in your list, I haven't figured out where the others are located yet, I haven't the need for it yet. If you figure it out, let me know)

Each item in your inventory is 8 bytes long. A byte consists of a hex "number" so FF is a byte, so is 33 and 2A, etc. You can see (at least within Norton) that there are two sets of 8 on each line. It may be a little confusing as there are four sections on each line. Each one of those sections has 8 single digits in it, in other words four bytes. So you take the left half of the line and there are two sections of four bytes, those left two sections consist of one inventory item. It may take a second for this to sink in, but look at it for a little while, it'll make sense.

The second byte is the item hex code number (the list is below as to which each hex code corresponds to). It is benifical to change a couple copies of Mien Kampf into a clip of ammo, or a potion or something. To do this, just change this byte to the hex number in the list below.

The fourth byte is the condition of the item (either worn or wielded, or just held) hex number. I believe that 00 means you are holding the item (just in your inventory), 01 and 02 either mean word/wielded or held (as in a crystal sense). I haven't bothered to figure out what these actually are as it is just as easy to do that garbage within the game. Modifying this byte is just worthless and is increasing your chance of screwing something up.

The sixth byte is the quantity in hex. This is a handy one if you seem to be running out of ammo (yea, like that would EVER happen in this game... I would often just give myself a couple clips of 255 shots for my Walther, that way I wouldnt think I was cheating - not like giving yourself a violet potion and a ceder box right away, you have to find those!). Compute the hex value with a calculator (I would recommend PCalc) and put it in here... the max is FF (which in decimal is 255). Clips that normally come in x8 (Walther) or x32 (P-41) can be set to x255 without any problems.... Its handy to have a large clip, as reloading takes time.

The Eight byte is the inventory catalog hex number. This is where in your list of items this item lies. I wouldn't recommend modifying this one either, just change it in the game.

Exceptions: When an item is stored in a container (like ammo in a gun or the pearl in a sack...) some bytes are turned into FFFF; the last inventory item does not seem to have a hex catalog number but FFFF in the last two bytes.

To sum up: the safest way of editing in items is simply to change a useless item like Nazi propaganda to the item you desire. To add items to the inventory is possible, but extra care and precaution must be used. It may seem confusing and items may not conform to the descriptions above, but generally I have found that you can easily identify a clip of ammo or a piece of Nazi junk and just change that into what you desire, most everything else just falls into place.

Misc:

As far as your location, your health points, time and the weapon proficiency ratings (together with killed monster points) these are stored in the 4th sector of the file (remember all the items were in the 6th sector).

The X,Y coordinates are stored in the 1868 and 1872 offsets respectively. Setting these can be dangerous (it would not be good to set yourself in the middle of a wall, or somewhere unescapable)

The level of the dungeon is stored in offset 1875. Remember the modification of the position of the character can potentially send one's character to Virtual Nirvana (in the middle of nowhere) which could inflict Bad Craziiness. It might be worth your while, however, if you have only a minute left in the game and you are on the bottom level of the dungeon to set your level to the top one in order to escape (assuming the top level is where you escape!)

Your character's hitpoints (current hit points, not max) are stored in offset 1877, and the maximum hitpoints are stored in offset 1879. Hitpoints have a limit, 4000. Setting this too high will put you at negative (first hit you die). Or if you set it too high and get something that would increase your max hitpoints it will go negative.

Time can be found in offset 1786-1789; these bytes are the hexadecimal number which represents the time passed from the beginning (=00000000) in 60ths of a second. So if you want to go back (or forth) one minute, subtract (or add) to this number E10 (3600 in decimal), for an hour use 34BC0 (21600 decimal), and so on.

Weapon proficiency rating (0-3...0 meaning none, 1 being novice...3 expert) for the six weapon categories are in offsets: 1863, 1895, 1901, 1907 1913, and 1919. Your proficiency goes up when the monsters killed with that weapon reaches a certain point, the amount of monsters that have been killed with each weapon is stored in: 1879, 11891, 1897, 1903, 1909, 1915.

Item List:

Here is the list of items and their corresponding hex code.

code#	item name
00	Map
01	Digital Watch
02	Flash light
03	IR goggles
04	Cuban gas mask
05	
06	Canvas sack
07	
08	Aromatic box
09	Velvet red bag
0A	Lead box
0B	
0C	Empty elaborate vial
0D	
0E	Red cloak (Time Accelerating)
0F	
10	Nuclear device
11	Radio beacon
12	Blue liquid vial (Healing)
13	Red liquid vial (Time Slow)
14	Brown liquid vial (Poison)
15	Violet liquid vial (Temporary Invulnerability)
16	Main Kampf
17	Small pamphlet
18	BirdUs Egg
19	Bad M-16
1A	Bad AK-47
1B	Bad MP-41
1C	Bad Walther P4
1D	Ruby Ring
1E	Amethyst Ring
1F	Diamond Necklace
20	Opal Bracelet
21	Alien Pipes
22	Silver Key
23	Silver Bowl
24	Gold Key
25	Gold Ingot
26	Sapphire
27	
28	Emerald
29	Large Pearl
2A	
2B	
2C	(Ceremonial Mask?)
2D	Survival Knife
2E	Walther P4
2F	Colt .45
30	Schmeisser MP-41
31	AK-47

- 32 M-79 Grenade Launcher
- 33 Walther P4 Ammo (8 rounds)
- 34 MP-41 Ammo (32 rounds)
- 35 AK-47 Ammo (30 rounds)
- 36 AK-47 HE Ammo (30 rounds?)
- 37 AK-47 SABOT Ammo (30 rounds)
- 38 M-16 Ammo
- 39 Colt .45 Ammo
- 3A 40 mm HE Cartridge
- 3B 40 mm Fragmentation Cartridge
- 3C 40 mm Projectile Cartridge
- 3D Silver Medal
- 3E Note
- 3F Bungie Propoganda
- 40 Yellow Crystal (Talk)
- 41 Blue Crystal (Freeze)
- 42 Orange Crystal (Burn)
- 43
- 44 Purple Crystal (Lightening?)
- 45 Green Cyrstal (Earthquake)
- 46 Black Crystal (Stone?)

## GENERAL PLAYING TIPS

Save constantly. This is especially true in the lower (physically) levels where heavy-damage-inflicting monsters roam. IMHO, this game is most enjoyable if one plays it mission-oriented style: before playing, set up an objective like the killing of ten monsters or the procurement of a certain object, before saving again. Use the saving zones as mission bases. Whenever heavy damage has been sustained, revert. Each resting will cost 7 minutes of time. In other words, every hit sustained is time lost.

This game IMHO is very heavy on resource management. Most important resources are time and ammunition. Ammunition will cease to be of extreme concern once the Ammo Duplication Cedar Box is obtained. Time will always be of extreme concern. Each resting takes 7 minutes and will allow one to recover about 1/7 of total health points. Ammo is duplicated in a minutely base.

Incremental resting is recommended once the Ammo Cedar Box is obtained: might as well produce ammo in resting, even though it is inefficient since ammo can be produced every minute while one meaningful resting period is 7 minutes.

Command key sideward dodging is essential in minimizing hits in the easier levels.

Recommended tactics for normal characters at easier level is Tango style movement with ambush style firing: run forward several steps before retreating all those steps back and be ready to side step behind walls to induce bad guys advancing into ambushes.

Recommended tactics for normal characters at harder level is Waltz style movement with assassin style firing: run forward several steps before retreating necessary number of steps back around a defensible corner, turn body around until the gun is pointing at most 45 degree from the anticipated advancing path of the approaching monsters. Commence firing once any part of the monsters is seen.

If a monster (particularly those like Skitters (& Ghost) that can shoot straight and fast travelling ammo) is known to be approaching, hide around the corner at most 45 degree to its approach. Commence firing upon sighting any part of it in the gun sight. Once hit, it will stop and try to return fire but can not do so because it can not shoot at an angle.

Weapons should be fired at point blank range whenever possible to ensure maximum damage while conserving ammunition until one procures the Cedar Box for ammo duplication. The only exception is with fragmentation grenades in the case when they are plenty: fire them as far as possible to allow for reloading, thus a second shot.

Weapon accuracy is included in consideration for performance evaluation at the end of the game.

Number 1 priority is to obtain the Cedar box for ammo duplication.

Usage of crystals and potions should be extremely judicious or else one may have a hard, if not impossible, time overcoming certain situations in the game.

Learn to aim and shoot straight first. Then learn to shoot at an angle hiding around the corner, ambushing incoming monsters at or nearly at point-blank range.

Never slug it out with monsters face to face. Always try to draw them into ambushes in which they can not shoot back. Be efficiently patient whenever possible: saving 1 minute of waiting by going out rushing around looking for monsters is definitely not worth the while if one has to spend 5 minute recuperating from the wounds thus sustained.

Try to recover as many artifacts as possible since this process improves one's health points.

Try to visit every square of any level to recover ammo clips in the early game. Later on, like after the level *Lasciate Ogne Speranza, Voi Ch'Intrate*, one may not wish or in fact, recommended not to do so if one has the Cedar Box and knows where all the goodies like potions and artifacts are.

The program takes around 4 to 5 second to reload the Grenade Launcher. To reload the M-79 in less than 2 seconds, allow it to break open right after firing before immediately command-2 to shift to inventory window. Double-click on the M-79 to unwield it before double-click it to wield it again. It will be reloaded and ready to be fired again. Command-1 to shift back to game window to continue firing.

Before quaking down the Sentinels' shields, wait a little standing a little to the right of the center of the path to attract Skitters to approach on the other side of the shields. Their rolling web spindles will be stopped by the shields if the Sentinels sit in the way. Blast the Skitters with Fragmentation grenades. HE or Projectile grenades will be stopped by the shields but not Fragmentation ones.

Remember to set the bomb before leaving *Who Else Wants Some?*

## ABOUT MONSTERS

<u>Name</u>	<u>Kill Weapon</u>
Headless	knife/guns
Zombie	knife/guns
Banshee	blue/orange/purple crystal(s)
Ghouls	knife/guns
Ooz	guns
Invisible Demon	guns
Nightmare	guns
Electric Orb	guns
Skitter	guns
Sentinel	green crystal
Flamethrower	guns
Ghast	guns
Venomous Skitter	guns
Greater Nightmare	guns (armour piercing)
Purple Monster	gas mask*
Green Ooz	none (get poisoned)

\* Note: It is generally believed that the gas mask does not help, though some have claimed that they were not damaged by the Purple Monster when they had it on.

## POTIONS:

Clear Blue: healing  
Bubbling Red: time slowing  
Pale violet: temporary invulnerable/iron skin  
Thick Brown: poison -> to get by the Green Ooz

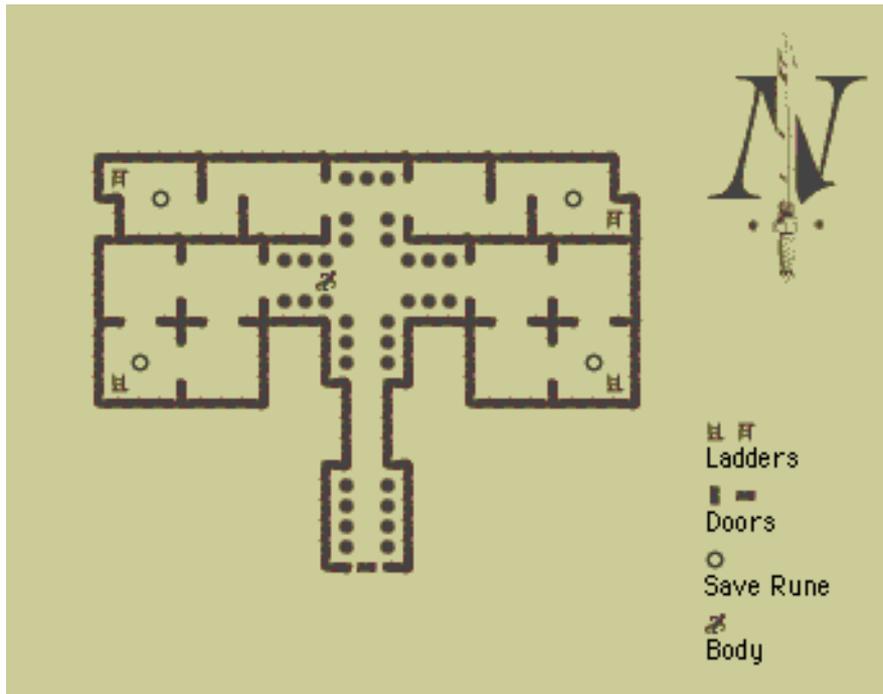
## CRYSTALS:

(Judicious usage of crystals is strongly recommended; i.e., don't use them unless it's absolutely necessary)

Yellow: Communication with dead soldiers  
Blue: Freeze  
Orange: Burn  
Green: Earthquake (area damage)  
Violet: Lightening (area damage)  
Black: Turn to stone (not many uses)

## The Path

Ground Floor  
Never Firing  
Lock&Load  
They May Be Slow  
But They're Hungry  
Evil Undead Phantasms Must Die!!  
Ascension  
--- All the way back down to Ground Floor  
Wrong Way!  
Welcome, Tasty Primate!  
Feel the Power  
A Plague of Demons  
We Can See in the Dark, Can You?  
Happy Happy, Carnage Carnage  
The Labyrinth  
Beware of Low-flying Nightmares!  
Need a light?  
Lasciate Ogne Speranza, Voi Ch'Intrate  
Watch Your Steps  
I'd Rather Be Surfing  
Warning: Earthquake Zone!  
Don't Get Poisoned!  
Please Excuse Our Dust  
But Wait!-That's Not All!  
Where Only Fools Dare Tread  
Who Else Wants Some?  
--- All the way back up to the Ground Floor and out



## Ground Floor

Monster(s): Headless (knife, guns); Ghouls (knife, guns); Zombie (guns)

Saving Zone(s):

Initially only 2: NW and NE corners.

After unlocking gates, 2 more: SW and SE corners.

Ladder(s):

NW: up to Lock&Load

NE: up to Never Stop Firing

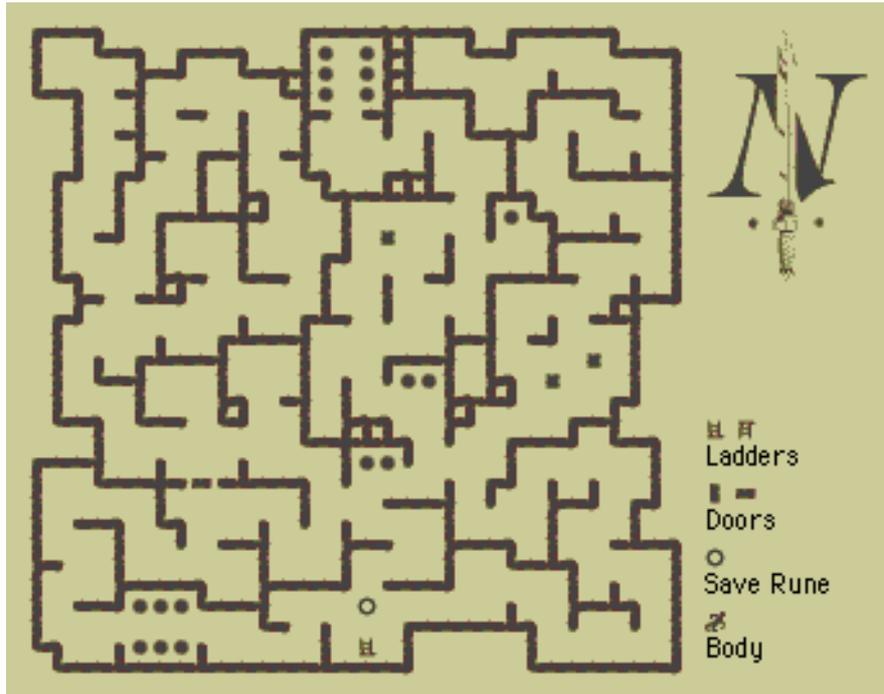
SW: down to Wrong Way!

SE: Feel the Power

Objective(s): pick up the Walther P4 pistol and talk to the Dead German Soldier.

Problem(s): the 2 locked gates near the central region.

Solution(s): Alien Pipe.



## Never Stop Firing

Monster(s): Headless (knife, guns); Zombie (guns)

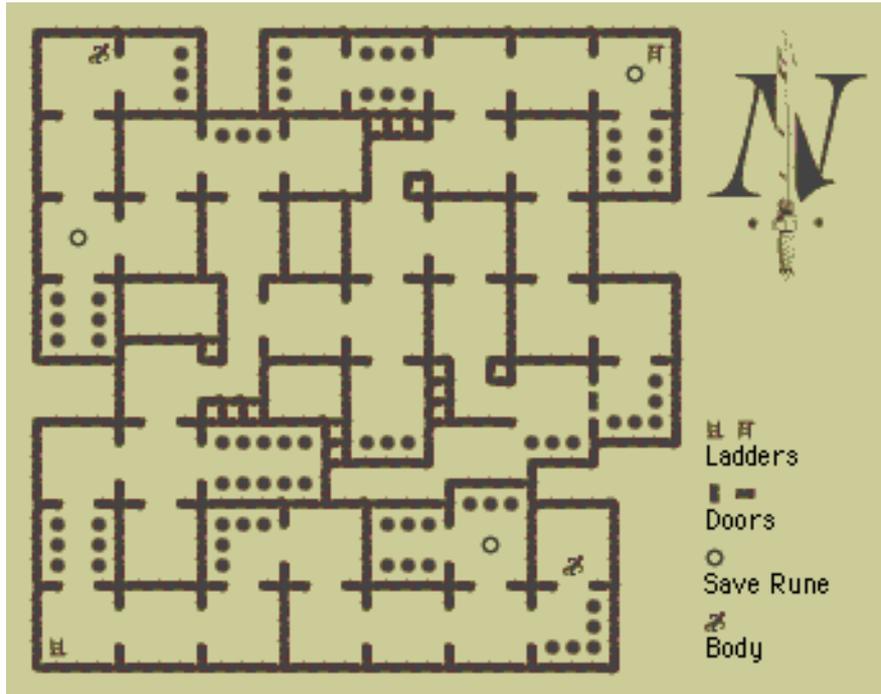
Saving Zone(s): S center.

Ladder(s): S center down to Ground Floor

Objective(s): pick up the Yellow crystal behind the locked door in the N.

Problem(s): the locked gate in the N.

Solution(s): Pull both chains that are located in the NW and NE corners.



## Lock&Load

Monster(s): Headless (knife, guns); Zombie (guns)

Saving Zone(s): 3 - SE corner, near NW corner, NE corner.

Ladder(s): 2

SW corner: down to Ground Floor

NE corner: up to They May Be Slow

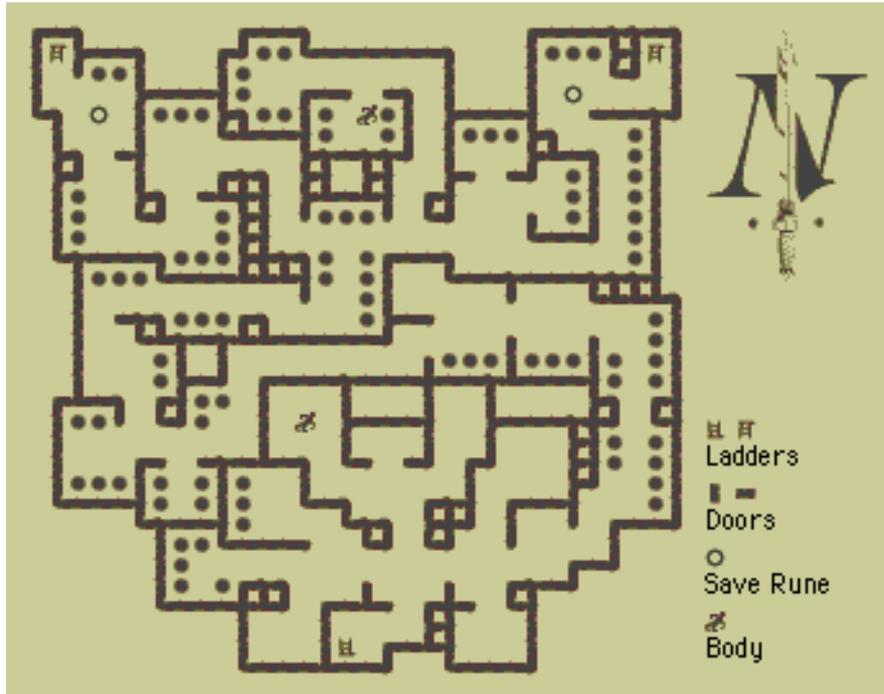
Objectives: Emerald in the room by the SE Saving Zone.

Dead German Soldier near the SE corner.

Dead German Soldier in the NW corner.

Problem(s): None

Solution(s): None



## They May Be Slow

Monster(s): Headless (knife, guns); Zombie (guns)

Saving Zone(s): 2 - NW corner and NE corner.

Ladder(s): 3

NW, NE corners: up to But They're Hungry

S center: down to Lock&Load

Objectives:

Dead German Soldier (Hans) between center and S.

Small Ammo dump in a room full of bones near center.

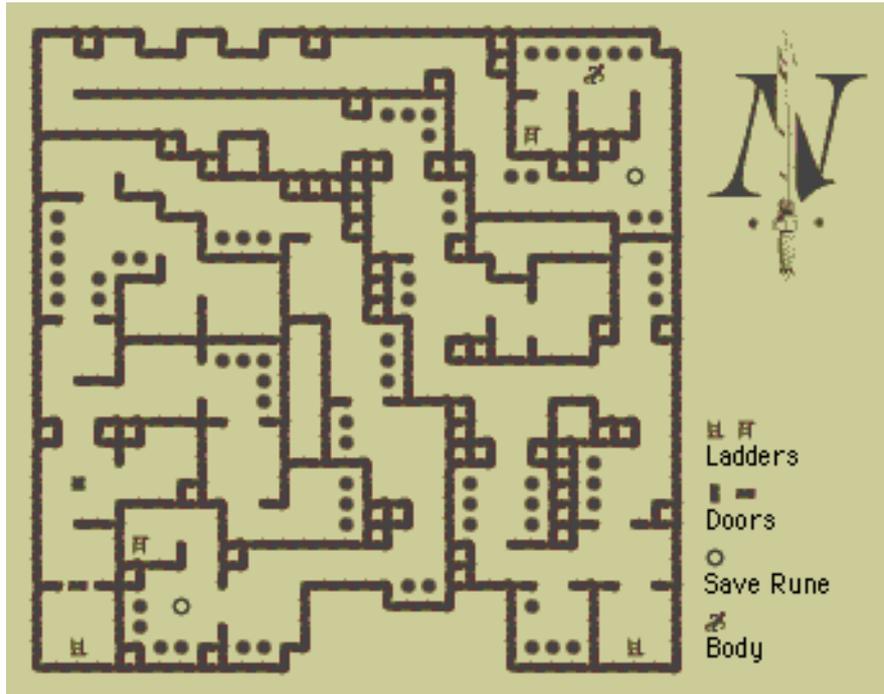
Dead German Soldier in a room near N center.

Blue Crystal behind a secret/hidden wall section in the room of the above Dead German Soldier.

Silver Bowl in a room near the Blue Crystal room.

Problem(s): Blue Crystal behind a secret/hidden wall section.

Solution(s): Walk through the wall.



## ...But They're Hungry

Monster(s): Headless (knife, guns); Zombie (guns); Banshee (Blue crystal)

Saving Zone(s): 2

Near NE corner.

Near SW corner/the ladder leading up to Evil Undead Phantasms Must Die!!.

Ladder(s): 4

Near SE corner: down to They May Be Slow

SW corner: down to They May Be Slow

Near NE corner: up to Evil Undead Phantasms Must Die!!

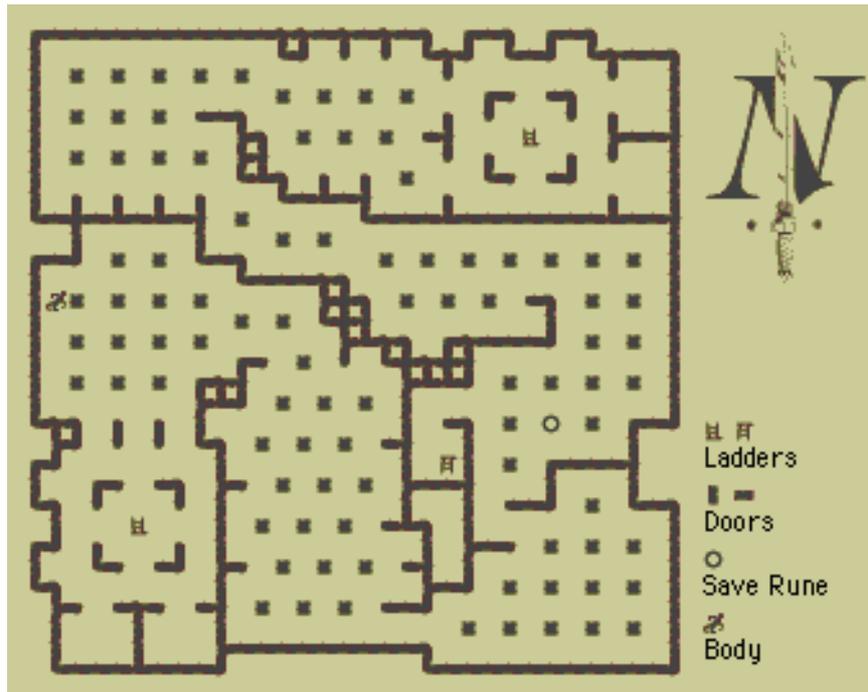
Near NW corner: up to Evil Undead Phantasms Must Die!!

Objectives:

Dead German Soldier near NE corner.

Problem(s): None

Solution(s): None



## Evil Undead Phantasms Must Die!!

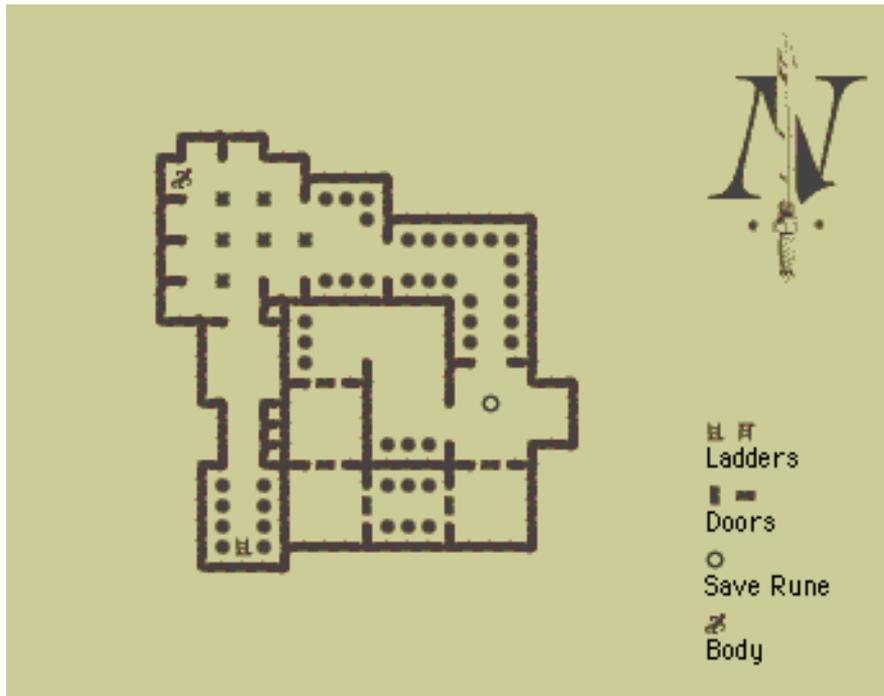
Monster(s): Headless (knife, guns); Zombie (guns); Banshee (Blue crystal)

Saving Zone(s): 2  
 East of the Center.  
 Near SW corner.

Ladder(s): 3  
 Near NE corner: down to But They Are Hungry!  
 Near SW corner: down to But They Are Hungry!  
 Near Center: up to Ascension

Objectives:  
 Large Pearl near (N) the East of the Center Saving Zone.  
 Dead German Soldier at the W side (toward NW corner).

Problem(s): None  
 Solution(s): None



## Ascension

Monster(s): Headless (knife, guns); Zombie (guns); Banshee (Blue crystal)

Saving Zone(s): 1 on the E/SE side.

Ladder(s): 1

SW corner: down to Evil Undead Phantasms Must Die!!

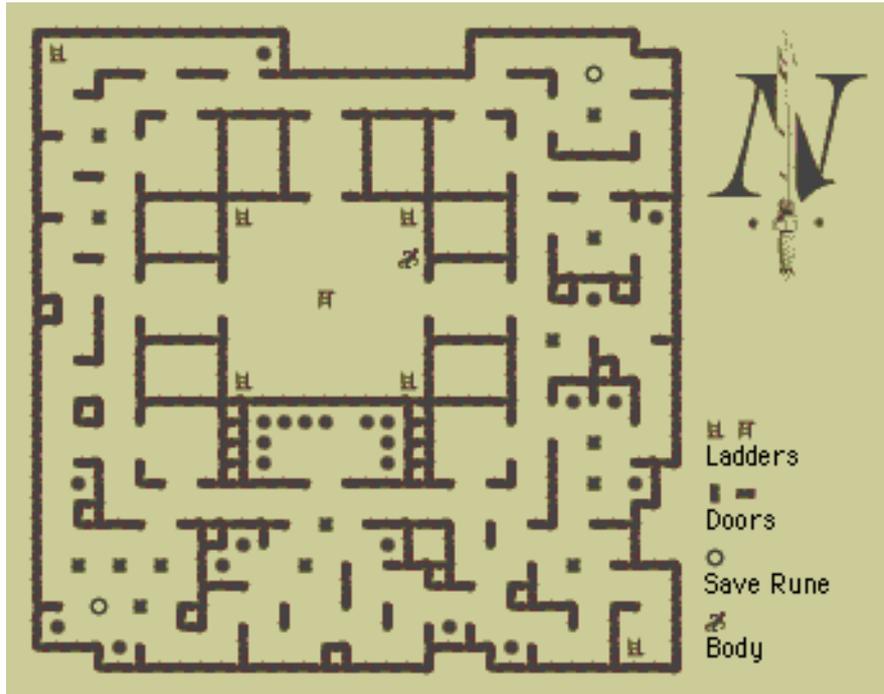
Objectives:

Dead German Soldier near NW corner.

Alien Pipes around center.

Problem(s): None.

Solution(s): None.



## Wrong Way!

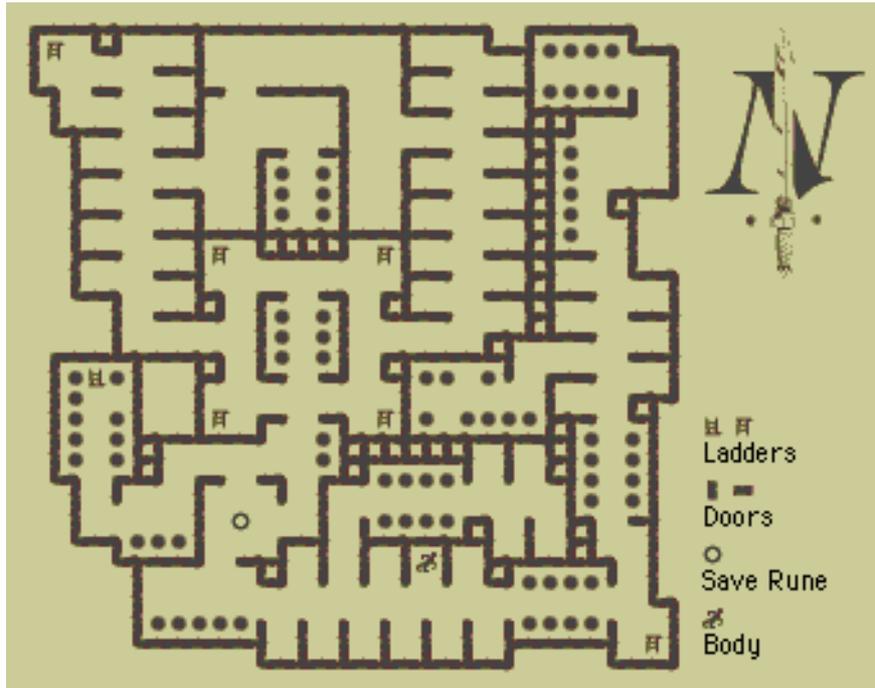
Monster(s): Zombie (guns); Ghouls (knife, guns); Nightmare (guns)

Saving Zone(s): 2  
Near NE corner  
Near SW corner

Ladder(s): 7  
Five near center: 4 down to Welcome, Tasty Primate!; 1 up to Ground Floor  
1 NW ladder: down to Welcome, Tasty Primate!  
1 SE ladder: down to Welcome, Tasty Primate!

Objectives:  
Orange Crystal: S locked room right by the central lounge  
Clear Blue Healing Potion: W corridor/locked room of the central lounge

Problem(s): Locked Silver doors.  
Solution(s): The Silver Key in the level below



## Welcome, Tasty Primate!

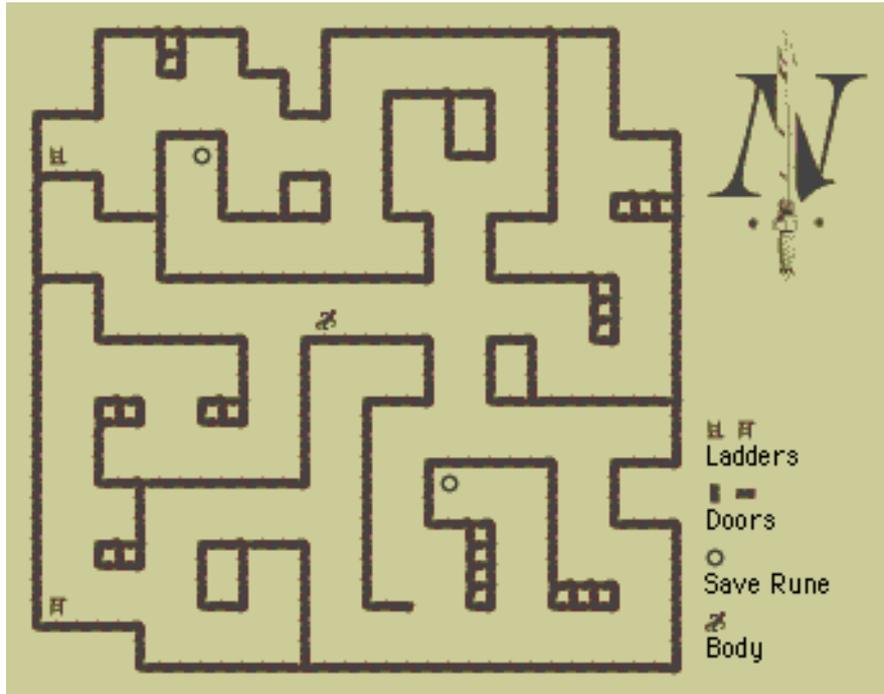
Monster(s): Zombie (guns); Ghouls (knife, guns); Nightmare (guns)

Saving Zone(s): 2  
 1 near center.  
 1 near SW corner.

Ladder(s): 7  
 4 ladders near center: up to Wrong Way!  
 1 ladder at SE corner: up to Wrong Way!  
 1 ladder at NW corner: up to Wrong Way!  
 1 ladder near N center: down to We Can See in the Dark, Can You?

Objectives:  
 The Silver Key at the NE corner.  
 Dead German Soldier near S center.

Problem(s): Locked Silver Doors  
 Solution(s): The Silver Key



## Feel the Power

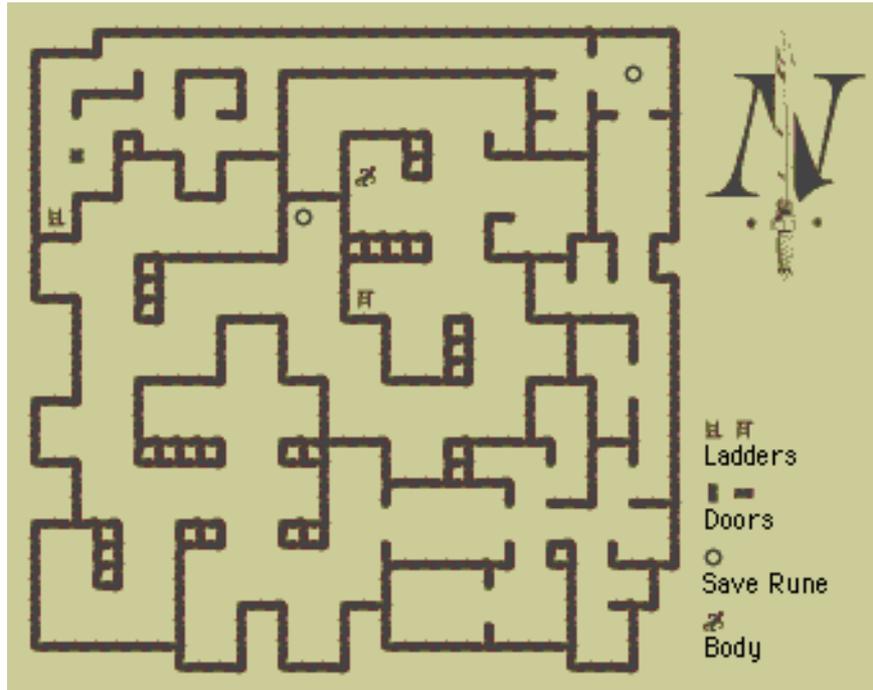
Monster(s): Ooz (guns); Ghouls (knife, guns)

Saving Zone(s): 1  
Around NW corner.

Ladder(s): 2  
SW corner: up to Ground Floor  
NW corner: down to A Plague of Demons

Objectives:  
Around NE corner: Clear Blue Healing Potion  
Dead German Soldier: center  
Gold ingot: by Dead German Soldier

Problem(s): None  
Solution(s): None



## A Plague of Demons

Monster(s): Ghouls (knife, guns); IR Demon (guns); Banshee (Blue crystal); Ooz (guns)

Saving Zone(s):

NE corner

NW (on the other side, go S first) of central ladder

Ladder(s):

Around NW corner: down to Beware of Low-flying Nightmares!

center: up to Feel the Power!

Objectives:

Silver Door: near SE corner

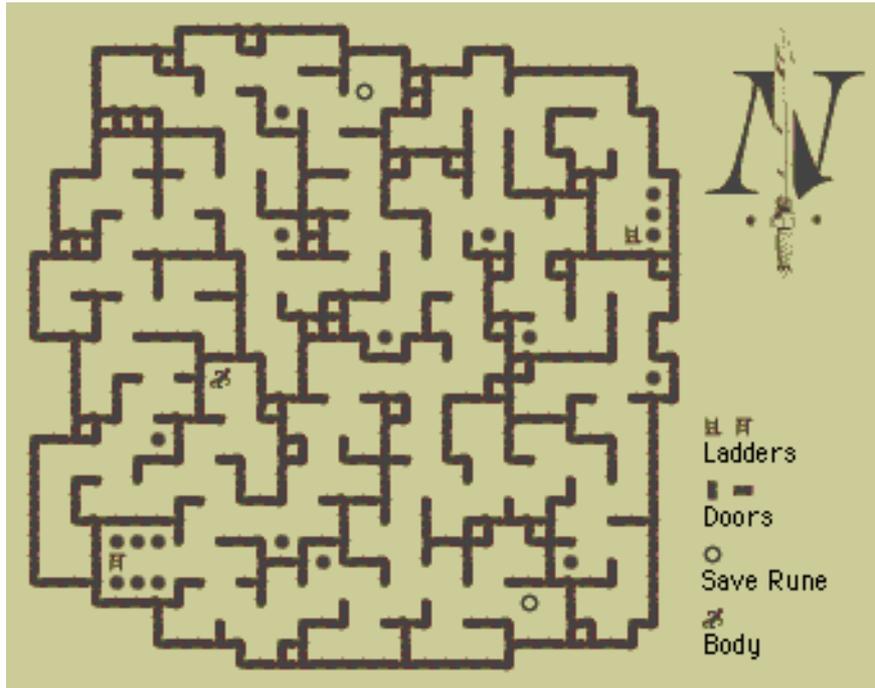
Cedar Box: behind Silver Door

Dead American Soldier: N of central ladder

IR goggles: with the Dead American Soldier

Problem(s): Invisible Demons

Solution(s): IR goggles



## We Can See in the Dark, Can You?

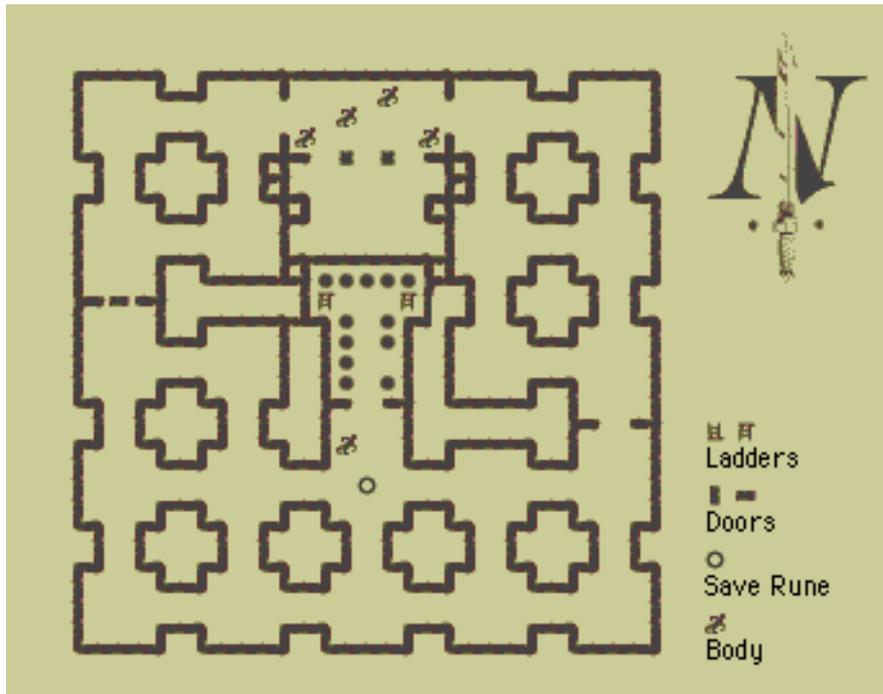
Monster(s): Ghouls (knife, guns); Nightmare (guns); Ooze (guns)

Saving Zone(s): 2  
 1 close to SE corner.  
 1 close to N center.

Ladder(s): 2  
 1 near the SW corner: up to Welcome, Tasty Primate!  
 1 near the NE corner: down to Happy Happy, Carnage Carnage

Objectives:  
 Bubbling Red Potion: NW corner  
 Dead German Soldier: close to (NE) the ladder up to Welcome, Tasty Primate!

Problem(s): Rats  
 Solution(s): turn off flashlight



## Happy Happy, Carnage Carnage

Monster(s): Ghouls (knife, guns); Nightmare (guns); Ooze (guns)

Saving Zone(s): 1  
S of the 2 ladders

Ladder(s): 2  
2 near the center: right up to Labyrinth; left up to We Can See in the Dark, Can You?

Objectives:

Dead German Soldier: near the Saving Zone

Dead German Soldiers(MP-41): N center, before the Beige Locked-Door Room with the Yellow Arrows

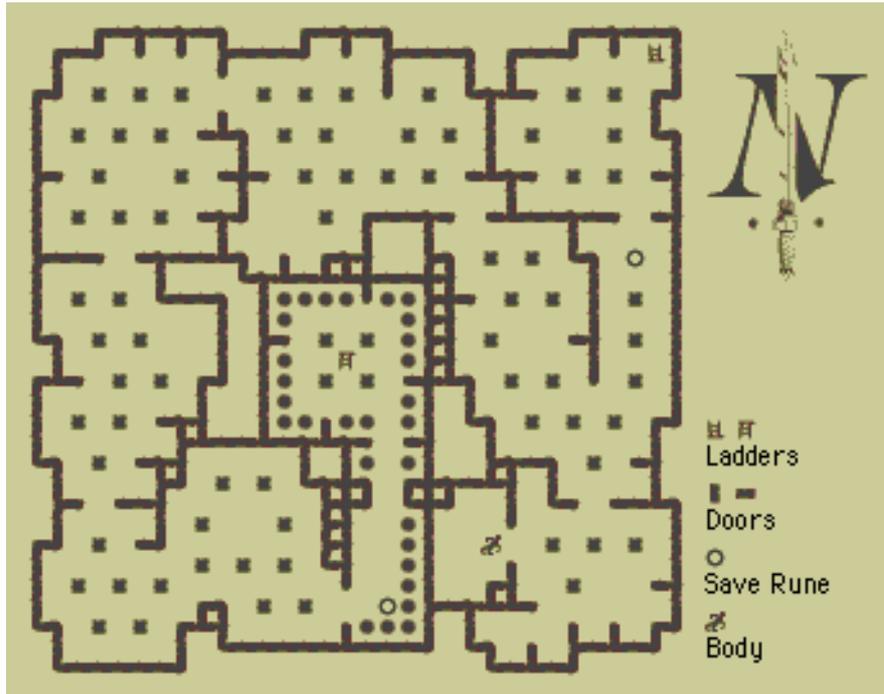
Alien Pipes: with one of the Dead German Soldiers

Red Cloak: in the Beige Locked-Door Room with the Yellow Arrows

Clear Blue (Healing) Potions & Thick Brown (Poison) Potions: in the Beige Locked-Door Room with the Yellow Arrows

Problem(s): Hordes of miscellaneous monster after Beige Door

Solution(s): Bubbling Red Potion of Time Slow or Corner defense tactics with Orange crystal: Step on the Green Arrows while facing 90 degree from the doors; run back straight toward one of the corner as soon as one steps on the Green Arrows; commencing shooting at the sides of targets as they rush out of the door; pay attention to hit points/drink Healing Potion when necessary; after the slaughter of the initial onrush/wave of the horde, more will wait on the other side of doors; change facing now in order to be able to peep into the door at some monsters in order to fry them with the orange crystal/ get ready to retreat back right after the zapping; eventually all monsters will rush out to meet their fate.



## Beware of Low-flying Nightmares!

Monster(s): Ghouls (knife, guns); Nightmare (guns); Ooze (guns)

Saving Zone(s): 2  
near NE corner.  
S center.

Ladder(s): 2  
NE corner  
S center

Objectives:

Diamond Necklace: center of the NW corner/N center/W center/center area

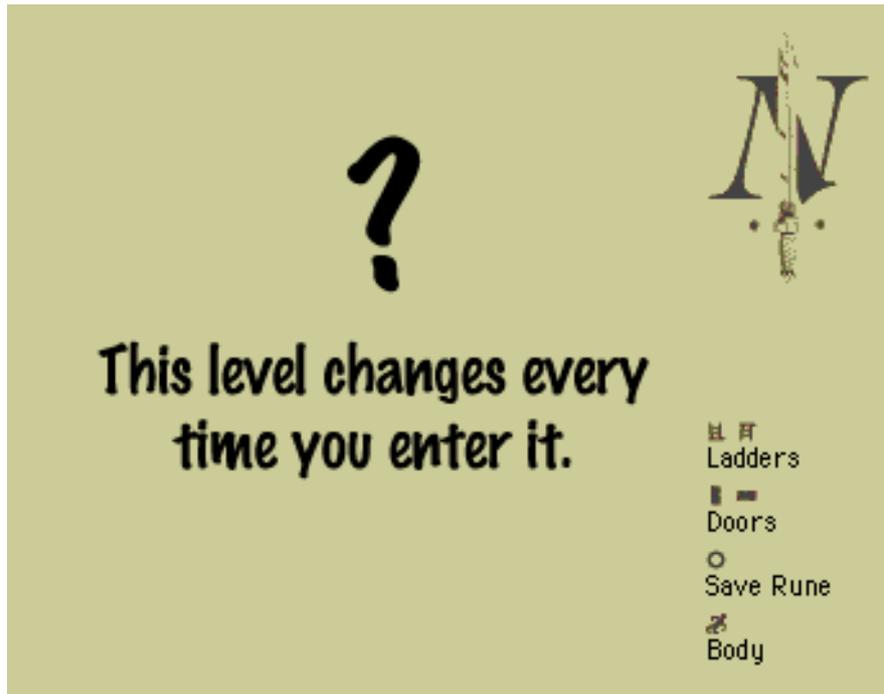
Gold Door: near SE corner

Gold ingots: behind Gold Door

(Dead German Soldier: behind Gold Door)

Problem(s): Gold Door

Solution(s): Gold Key



## The Labyrinth

Monster(s): Electric Zapping Orbs

Saving Zone(s): 0

Ladder(s): 4

NW corner: up to Happy Happy! Carnage Carnage!

NE corner: up to Beware of the Low-flying Nightmares!

SW corner: down to Need a light?

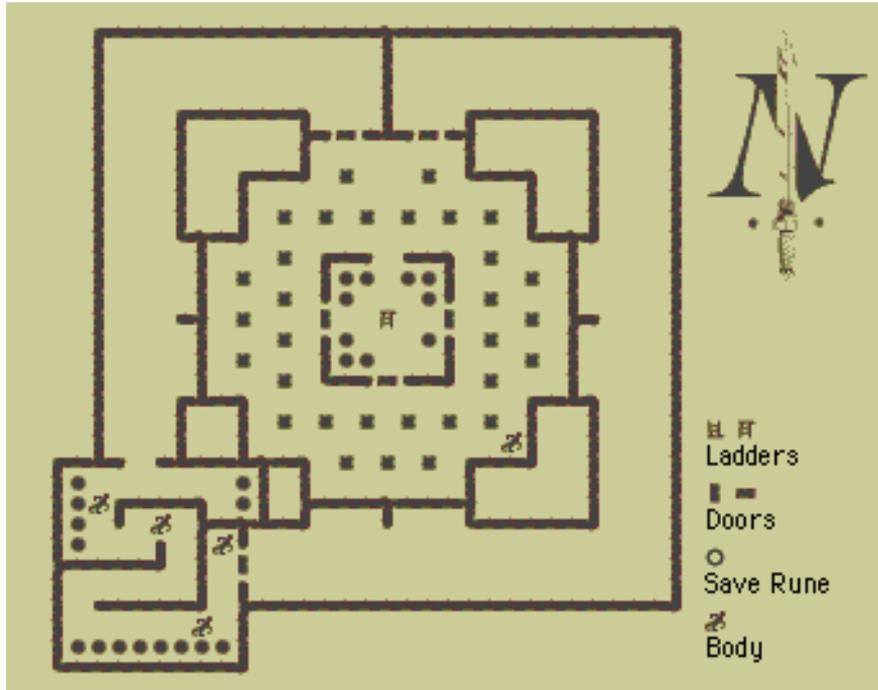
SE corner: down to Lasciate Ogne Speranza, Voi Ch'Intrate

Objectives:

Around center: Violet crystal

Problem(s): the paths change every time one enters.

Solution(s): none.



## Need a light?

Monster(s): Ghouls (knife, guns); Nightmare (guns); Ooze (guns); Flamethrower Monster (guns)

Saving Zone(s): 1  
N of center.

Ladder(s): 1  
center: up to the Labyrinth

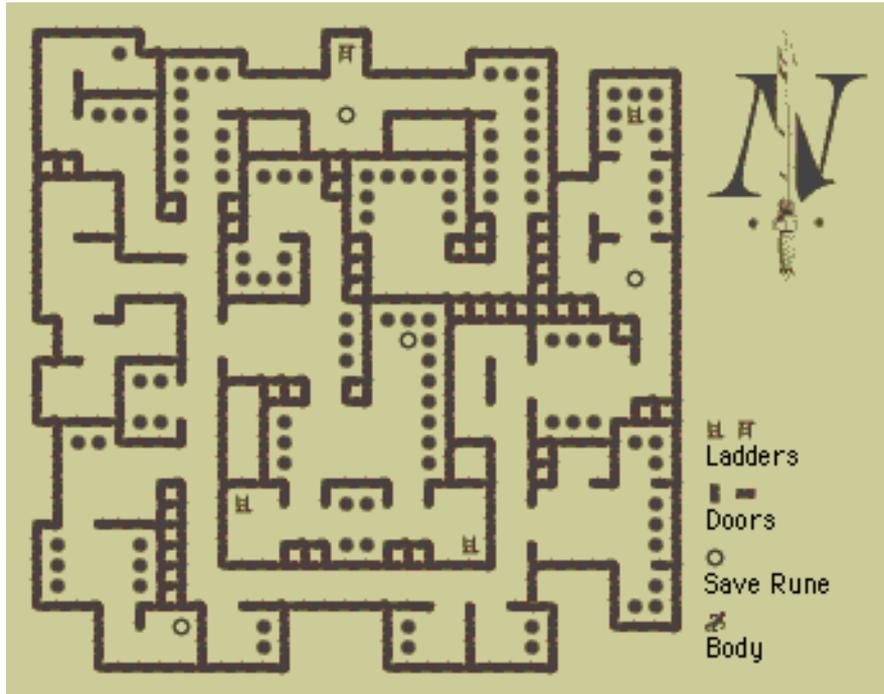
Objectives:

Dead American Soldier: SE corner of the inner square

Dead American Soldiers (Radio beacon, new half of bomb code 287->658, IR goggles): 4 in the SW corner room. Amethyst Ring, Bubbling Red Potion, Thick Brown Potion, Clear Blue Healing Potion: the end of the SW corner room/corridor

Problem(s): Flamethrower Monster

Solution(s): Violet crystal(?); expenditure of much ammo (with usage of crystals, not strongly recommended). One approach is once one has entered the room, salvage all usable equipment's from dead soldiers ASAP, run toward the end. The Flamethrower monster starts walking from the end. Try to beat it to the first corner nearest to the end of the corridor. Position oneself halfway on the corner facing it as it walks up. Freeze or burn it motionless when there is room besides the monster so that one may squeeze through as it stops. Run toward the end of the corridor past the door to pick up all the goodies at the end as the monster starts to rumble back. By the time it almost reaches the end, other monsters should have come in behind it and start shooting at it in trying to shoot at one's character. Pump all but one Projectile grenades into it. Pump MP-41/ Walther ammo into it. Use blue/orange crystals with good timing to prevent it from throwing flames while one pumps ammo into it. Eventually (60 to 100 rounds of AK-47 SABOT ammo) it will disintegrate. Use a fragmentation grenade if more than one is available to take out the other small monsters if one has run out of resources.



## Lasciate Ogne Speranza, Voi Ch'Intrate

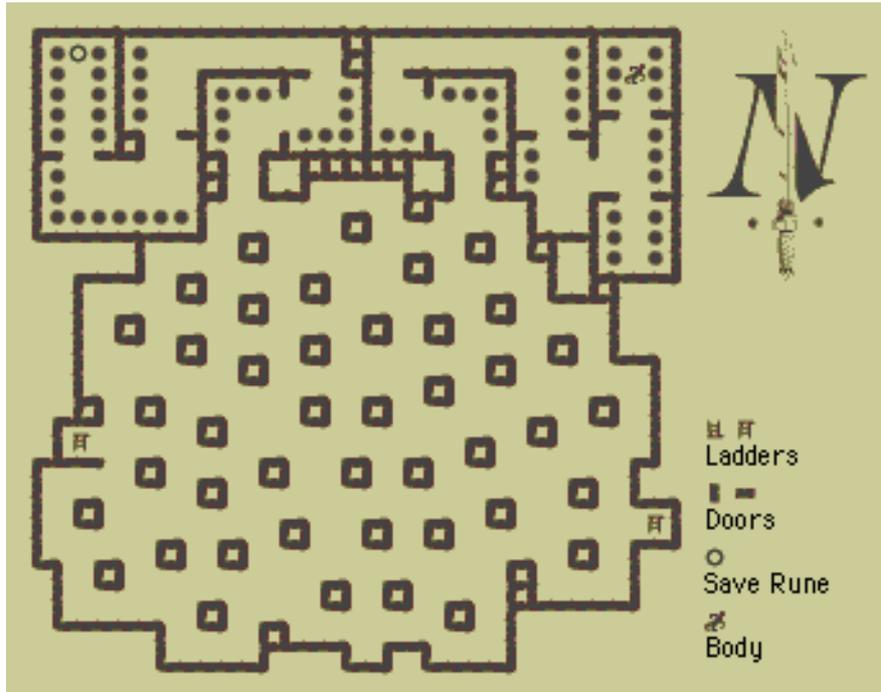
Monster(s): Skiter (guns); Ghast (guns); Sentinel (Green Crystal)

Saving Zone(s): 4  
 S of N center  
 N of center  
 Near SW corner  
 N of W center

Ladder(s): 4  
 N center: up to the Labyrinth  
 2 around S center: down to Watch Your Steps  
 1 NE corner: down to I'd Rather Be Surfing

Objectives:  
 Red Velvet Bag (Healing Potion): SW (on the other side of the wall) of the Saving Zone  
 Clear Blue Healing Potion: SE of the N Saving Zone

Problem(s): Sentinel  
 Solution(s): Green Crystal



## Watch Your Steps

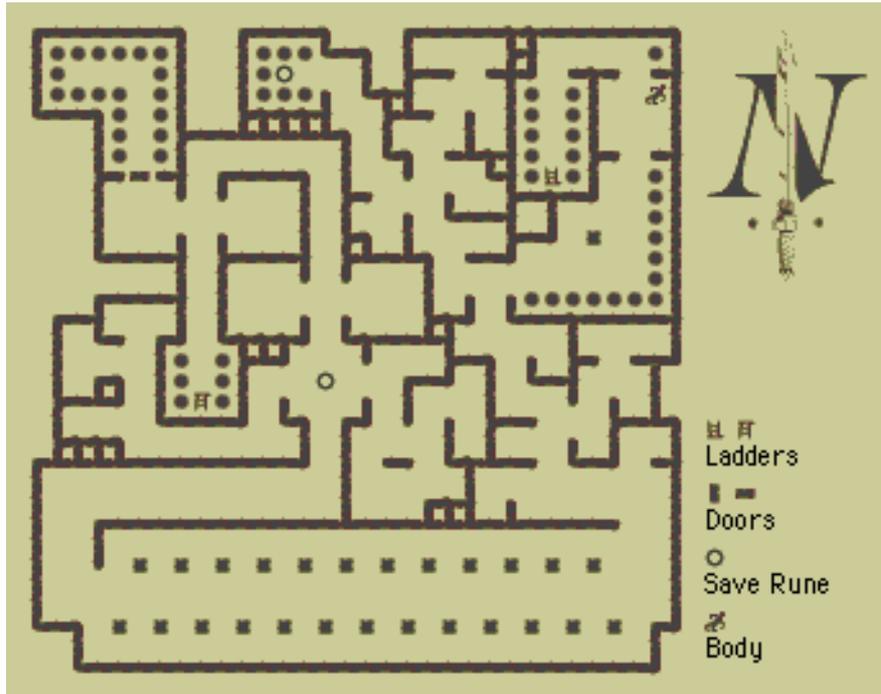
Monster(s): Skiter (guns); Ghast (guns); Sentinel (Green Crystal)

Saving Zone(s): 1  
NW corner

Ladder(s): 2  
near W center: up to *Lasciate Ogne Speranza, Voi Ch'Intrate*  
SE corner: up to *Lasciate Ogne Speranza, Voi Ch'Intrate*

Objectives:  
Green Crystal: S center  
2 Sapphires: 1 at N of the center, 1 around the center  
Dead American Soldier (Greg): NE corner  
The Nuclear Device: (S of Greg) E center.

Problem(s): Jumping Insects  
Solution(s): Exploding Pods



## I'd Rather Be Surfing

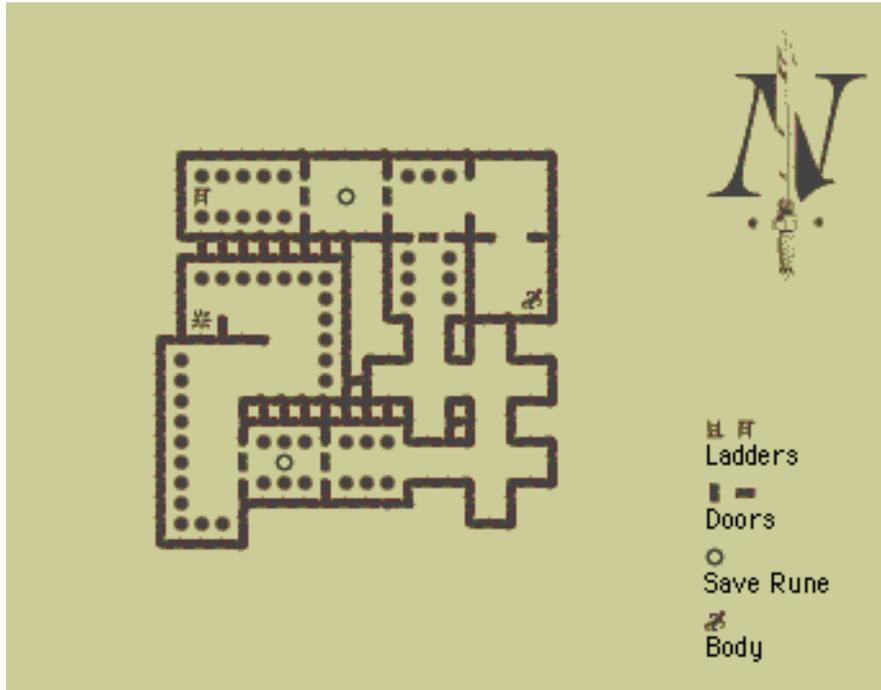
Monster(s): Skiter (guns); Ghast (guns); Sentinel (Green Crystal)

Saving Zone(s): 2  
 Close to N center  
 Center

Ladder(s): 2  
 SW of NE corner: down to Warning: Earthquake Zone!  
 Between W center and Center: up to Lasciate Ogne Speranza, Voi Ch'Intrate

Objectives:  
 Clear Blue Healing Potion: NE of the S center  
 Dead Cuban Soldier(AK-47): Suffocation Chamber/near NE corner

Problem(s): Suffocation Chamber  
 Solution(s): Red Cloak & Patience (3 hours) (Remember to remove it afterwards)  
 Time to mass produce ammunitions!



## Warning: Earthquake Zone!

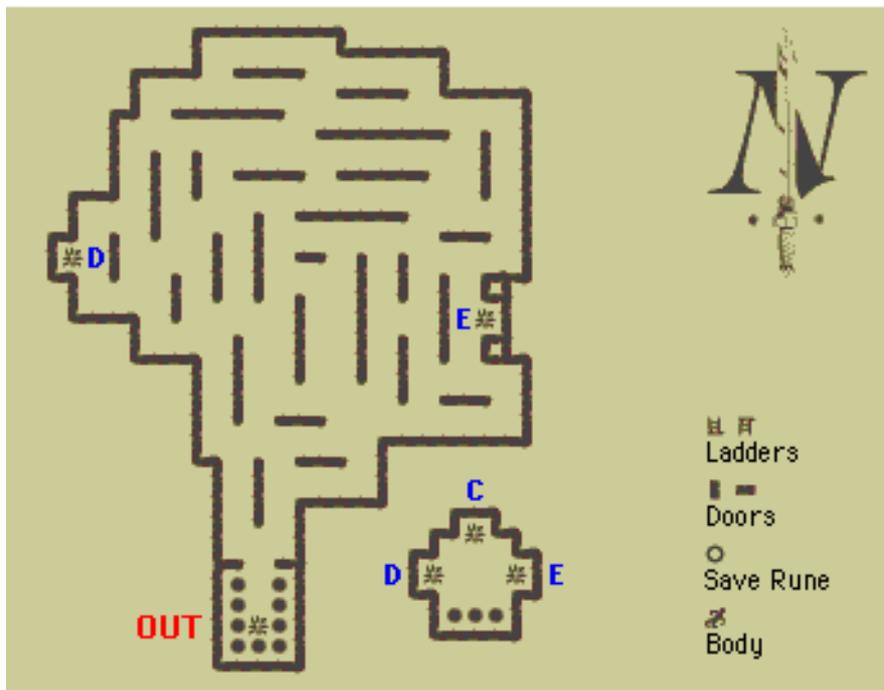
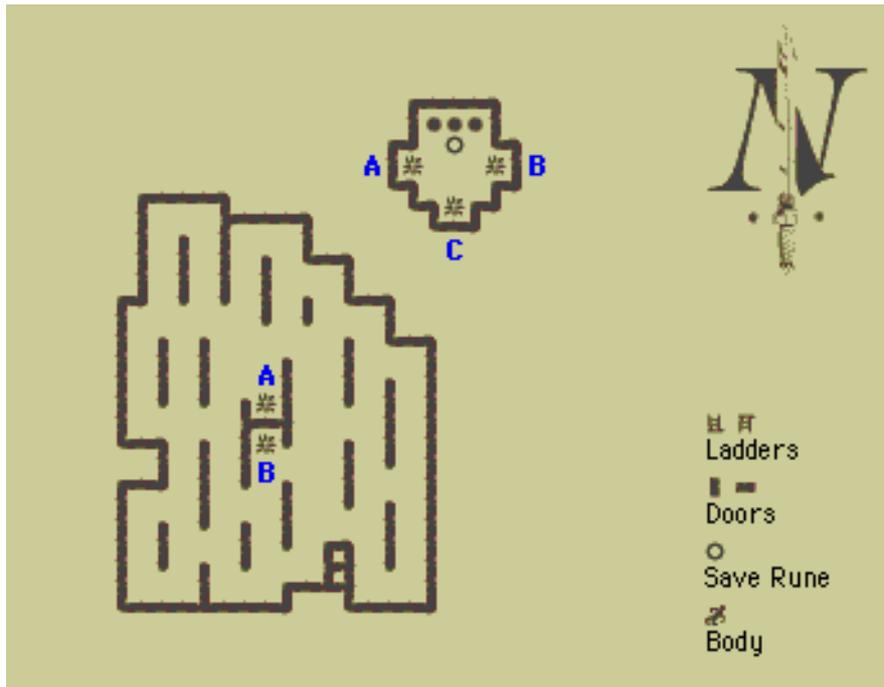
Monster(s): Ghast (guns); Green Ooze (None); Purple Burping Monster (None)

Saving Zone(s): 2  
 N center  
 S center

Ladder(s)/Teleporters: 2  
 NW corner: up to I'd Rather Be Surfing  
 W center: (teleporter) to Don't Get Poisoned

Objectives:  
 Dead Cuban Soldier: near NE corner  
 Lead Box: between W center and center  
 Violet Potion: SW of the N center Saving Zone

Problem(s): Green Ooze  
 Solution(s): Get poisoned.  
 Problem(s): Purple Burping Monster  
 Solution(s): Wear Gas Mask and run around



## Don't Get Poisoned!

Monster(s): Venomous Skitter (guns); Ghost (guns); Greater Nightmare (armor-piercing gun ammo, projectile grenades)

Saving Zone(s):  
Arrival room

Teleporter(s):

Letters in the above map show the teleporter connections. These maps do not appear together in the game. They are combined here to show the layout of the level.

Objectives:

Violet Invulnerability(temporary) Potion in the N center of the third area with the exit/advancing teleporter.

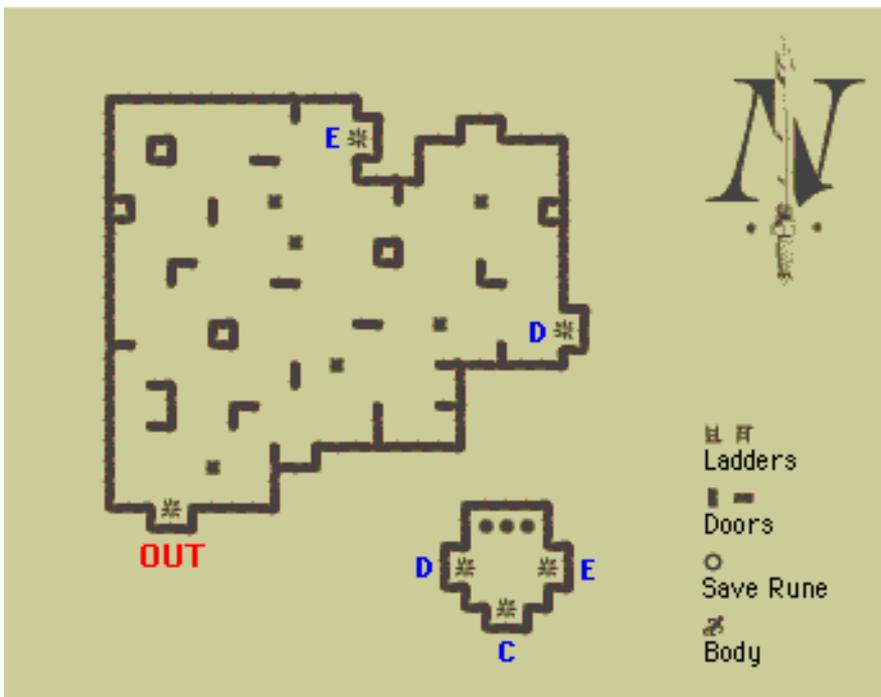
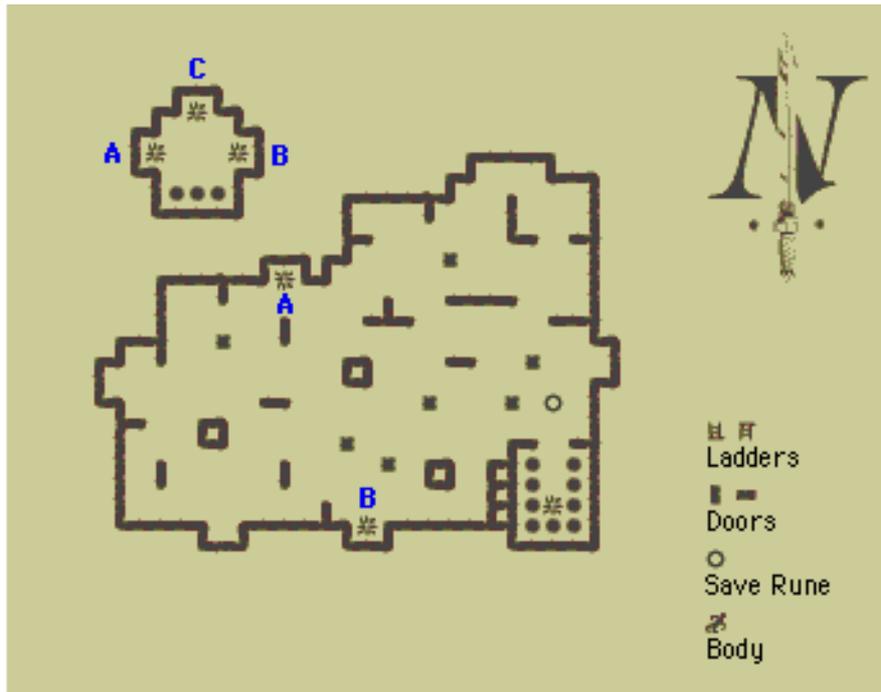
Blue Clear Healing Potion at the center of the third area.

Blue Clear Healing Potion at the SE corner of the fourth area.

Blue Clear Healing Potion near (E) the SW corner of the fourth area.

Problem(s): None

Solution(s): None



## Please Excuse Our Dust

Monster(s): Venomous Skitter (guns); Ghast (guns); Greater Nightmare (armor-piercing gun ammo, projectile grenades)

Saving Zone(s):  
1 by the arrival room/first room.

Teleporters:

Letters in the above map show the teleporter connections. These maps do not appear together in the game. They are combined here to show the layout of the level.

Objectives:

Arrival room/first room:

Blue Clear Healing Potion near the NE corner.

Blue Clear Healing Potion S of the W center.

Fourth room:

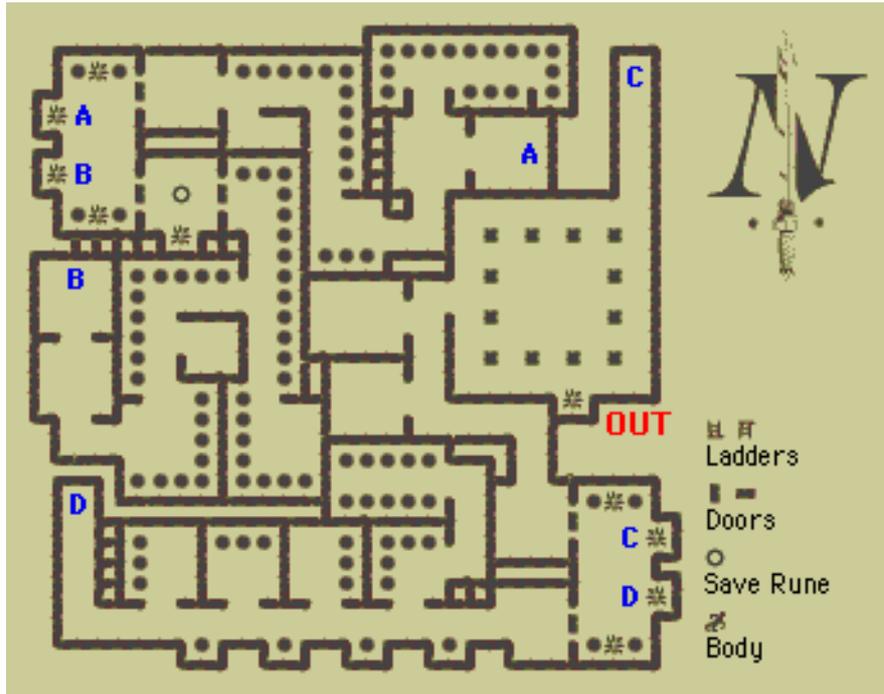
Blue Clear Healing Potion between center and NE corner.

Bubbling Red Potion near the SW corner.

Blue Clear Healing Potion NE of the SW corner.

Problem(s): None

Solution(s): None



## But Wait!-That's Not All!

Monster(s): Venomous Skiter (guns); Ghaſt (guns); Greater Nightmare (armor-piercing gun ammo, projectile grenades)

Saving Zone(s): 1  
Before arrival ſquare.

Teleporters:  
Letters in the above map ſhow the teleporter connections. Theſe maps do not appear together in the game. They are combined here to ſhow the layout of the level.

Objectives:

Arrival area:

Bubbling Red Potion at the SE corner room.

Violet Potion at the NE corner room.

Second area:

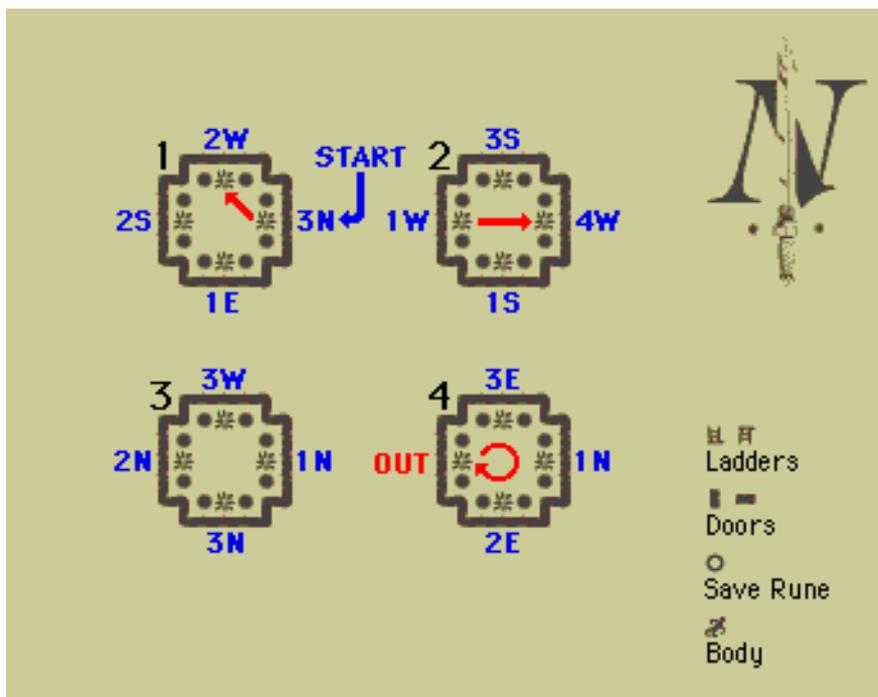
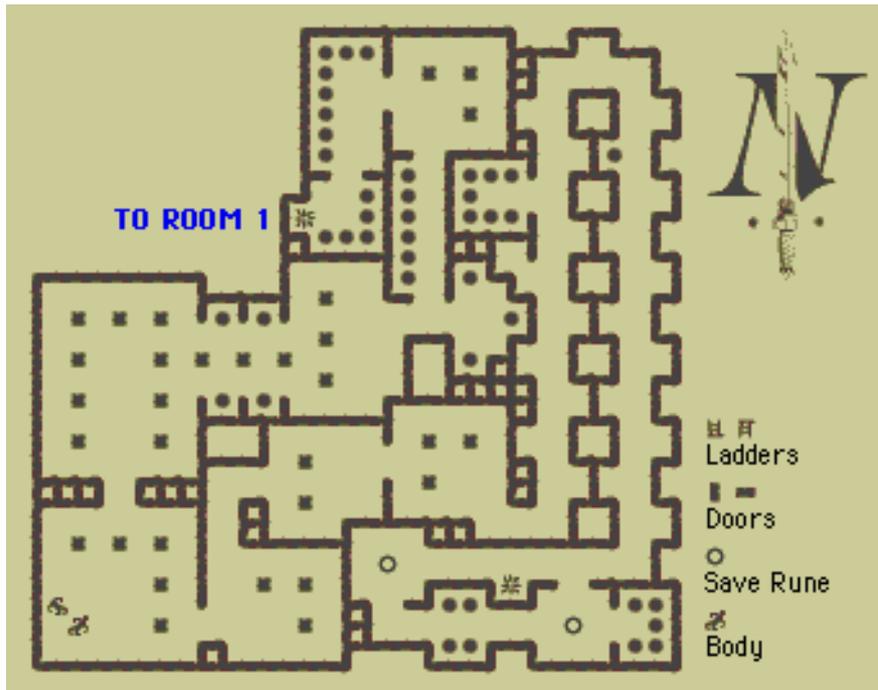
Bubbling Red Potion at the center.

Clear Blue Potion at SW corner room

Clear Blue Potion around SE corner, before the 4 Teleport room entrance.

Problem(s): None

Solution(s): None



## Where Only Fools Dare Tread

Monster(s): Venomous Skiter (guns); Ghast (guns); Greater Nightmare (armor-piercing gun ammo, projectile grenades)

Saving Zone(s): 3  
 N of S center.  
 Near SE corner.  
 N of center.

Teleporters:

Between the two Southern Saving zones: back to But Wait! - That's Not All!

NW area: on to the 4 teleporter rooms leading to Who Else Wants Some?

The map above shows the layout of the teleporter rooms. The straightforward way through is to enter room 1, turn right and teleport to room 2, go straight across and teleport to room 4, walk forwards turn around and go back through the teleporter behind you.

Objectives:

Clear Blue Potion SW of center/NW of the between S/center Saving Zone

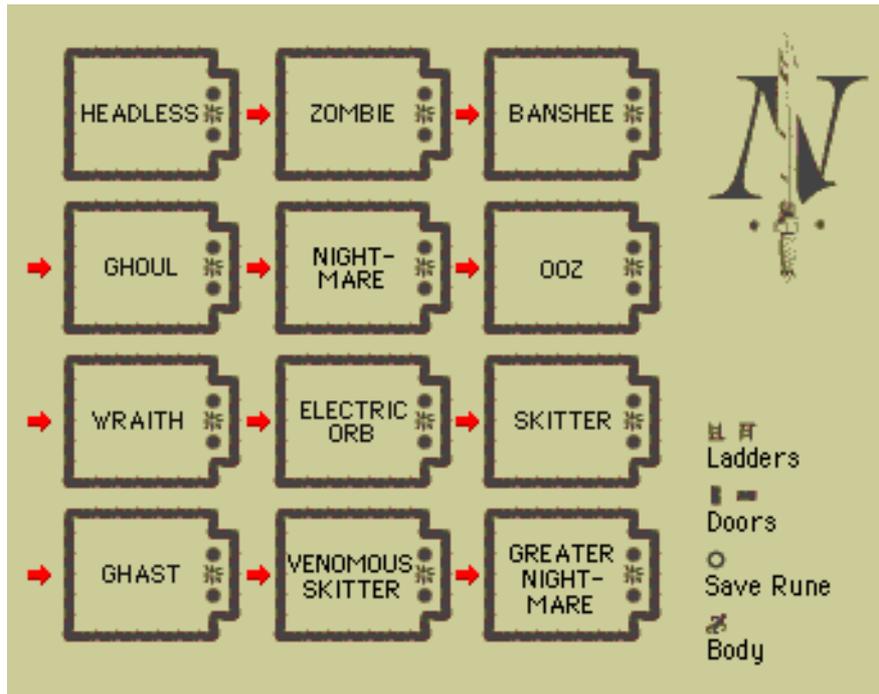
Dead Cuban Soldiers: SW corner

Gold key: with one of the Dead Cuban Soldier

Black Crystal: around N center

Problem(s): Several Four/Three-T rooms

Solution(s): Follow map above. Remember to be fully rested before going through the last teleporter in room 4.



## Who Else Wants Some?

Monster(s): Roomfuls of all regular types of monsters one type after another

Saving Zone(s): 0

Ladder(s): After elimination of each roomful/type of monsters, a teleporter will appear. You cannot rest because another monster will appear.

Objectives:

Convert/kill the Spirit of the Alien being into the Alien Gemstone after the elimination of the last roomful of monsters

Problem(s): roomfuls of monsters

Solution(s): fragmentation grenades, bubbling red potions, clear blue healing potions, violet potions