

STUBBS™
THE
ZOMBIE
Rebel Without a Pulse™



PC/MAC
TIPS & TRICKS



GENERAL GAMEPLAY TIPS

1. Use your zombies to distract enemies while you come around their backs and get an easy meal.
2. Use your possession power liberally. It's easily refilled after you use it, and you can get ranged weapons to help thin out difficult areas.
3. Your health recharges over time, find a covered area that you can retreat to for a little power boost when you enter new areas.
4. Your "flatulence" is a great desperation weapon. Save it for those times you're in trouble. It will stun nearby enemies so they can't deal damage long enough for you to get a quick brain refill or just make a run for it.

PLAZA

TUTORIAL:

Sit back and enjoy the story of punchbowl, listen up because this is the back-story of the game. As this is a tutorial level, pay attention; important gameplay information is given.

First we learn how to beat down the locals using your melee attack, so when Ted gives you some lip feel free to smack him in the mouth using the left mouse button.

The fundamental part of the game is eating brains, do Ted a favor and relieve him of the little brains he has by pressing the E key.

Take a look around punchbowl by moving the mouse. Once you see where you are going get to stepping by using W, S, A and D keys.

Cops giving you a hard time? Sneak up on them while they're not looking and give their brains a taste using your stealth attack.

Uh oh, you upset their friends, stun them all by unleashing your unholy flatulence attack with the F key. Then dine on their brains or leave them for your zombie horde.

Can't get your zombies attention; learn how to whistle by looking at them and pressing the E key.

Can't get your zombies to go where you want, walk up to them and press the E key again to give them a friendly shove.

If you get hurt you can always take a breather behind an object and regenerate.

CENTRAL TOWN SQUARE:

Use your newly acquired skills to wreak havoc on the peaceful people and police of punchbowl.

Build a Zombie horde, attack the cops, and if you ever need to recharge eat plenty of brains to regain your special attacks.

Getting a bit stressed from all of your newfound knowledge? Take a ride on the monorail to the peace and quiet of the Fertile Crescent greenhouse.

GREENHOUSE

MAIN GREENHOUSE AREA:

Welcome to the Fertile Crescent greenhouse; meet Maggie Monday and Mr.Skegnis in the opening sequence.

After the introduction, note the Sod-O-Mobile in front of Stubbs. This is the first vehicle you get to control so get a feel for it by running over as many cops as possible. For added fun, don't forget to use the Sod gun mounted on the top by pressing the left mouse button.

Explore the greenhouse until you find a door to the control room. Hop out of the Sod-O-Mobile and walk through the corridor. Once inside the room, kill all the cops and flip the switch mounted at the top of the control room stairs to unlock the other doors in the Greenhouse.

Hop back in the Sod-O-Mobile and proceed to the Sci-Fi Area, which was just unlocked.

GREENHOUSE SCI-FI AREA

Mr. Skegnis is hurrying Maggie away from you; hurry after them.

Fight the police in close quarters of the Sci-Fi section tube corridors and in the open spaces of the greenhouse. It is always good to have a couple of zombies around to take a bullet for you, so shove them on ahead of you to find your enemies.

Progress through the tubes and in to the open areas and take care of the cops. Feel free to stop and smell the flowers. Not only is the lush foliage of the greenhouse beautiful, but it also can serve as effective cover when Stubbs is out in the open. When you need a breather, duck behind the many flowers to recuperate.

Proceed to the gift shop to pick up some knick-knacks for family and friends. Take out the guards and peruse the gift shop items.

Congratulations, you've fertilized the Fertile Crescent with the blood of your enemy.

POLICE STATION

INSIDE THE STATION

You start out in a line-up room with three convicts. These guys don't need to be hit before you eat their brains, so chow down. They'll give you a little extra ammo and be the start of your zombie horde in this level.

The next part of this level is mostly linear. There are smaller offices, security rooms, and bathrooms along the sides of some corridors. Just hack and eat your way through but the main goal is to progress down the corridors. You won't fight more than two or three at a time, so conserve your grenades and flatulence; you'll need them.

After the locker room is dealt with, the conference room will open up occupied by about a dozen blue shirts. Use the hallway that surrounds the room on three sides to pick off the cops one by one while they're distracted by your undead army. Use grenades liberally, especially in the beginning when the cops are grouped tightly together.

After several minutes of cop slaughter, the doors at the end of the room will open. Kill off or just run past the enemies that pour out, and make a break for the exit.

STUBBS' CAPTURE AND RESCUE

Stubbs starts out detained in the prison laboratory, and it's up to his hand to save him. There's an air vent in front of you, with three paths to choose from once you're inside.

- The first right takes you to a room with about six beat cops in it, and is furthest from the prison. This is the most difficult path to take.
- Going straight the entire way will lead to a room with two or three lieutenants. It's a little closer to the prison than the first path, and a little bit easier to get there.
- The left path takes you inside a prison cell with a convict. You only have to kill two cops to get back to Stubbs, although you have to do it with naught but your bare hands. Possess the prisoner in the cell; this prompts the cop to open the cell. Kill the cop and go out of the cell and head left. After dispatching of two cops enter the lab and approach Stubbs. A cinema will trigger with the possessed prisoner releasing Stubbs.

Once Stubbs is freed, take out the riot cops that charge into the lab, and proceed to the rows of cells. The buttons on the side will open and release the prisoners, providing you with plenty of ammo and a fresh start on a new zombie horde.

A well-placed grenade will take out most if not all of the next squad of riot cops, and from there it's another linear path through the station sprinkled with steady encounters. Cops will appear four or five at a time now, so don't be afraid to sling around a few grenades.

Be sure to take advantage of Stubbs' new ability, the hand. Possessing a cop provides you with a lethal ranged weapon and a way for Stubbs to fight without getting shot. Also, it only takes a single brain to recharge the hand, so there's not much fear of wasting it.

Your exit is at the end of the hallway, but there are plenty of cops in your way. The ones in the hallway are grouped pretty tightly, so grenades and flatulence are very effective. Beware, however, that some riot cops have gas masks and are immune to Stubbs' form of chemical warfare.

Once you've cleared out the rooms of the remaining cops, proceed to the exit doors. This will lead you to your first and final "confrontation" with Chief Masters.

The Chief challenges Stubbs to a dance off. The first two rounds are basic sets of four moves each, and aren't too difficult. Round Three ups the speed a little, and Round Four adds an extra move into the mix. If you do well in those rounds, you'll move on to the Bonus Round, where each pattern is eight moves long. Defeat Masters, and you can say good-bye to the police station.

MAUL

STREETS AND PARKING LOT

Walk forward and kill the two cops retreating from zombies.

Turn around and walk towards the intersection. Watch out! There are two approaching cop cars. Avoid them and kill their drivers once they get out of the car.

Turn left and then walk around the parking garage, killing any enemies in your way.

There are two entrances to the parking garage: one on the left side of the parking garage, and another on the backside (when facing the parking garage at the beginning of the level)

Progress up through all three levels of the parking garage, kicking butt and taking names as you go.

On the second level, watch out! There is a charging cop car. If it hits you, you'll die. Avoid it, and kill the drivers.

At the top of the parking garage, walk toward the bridge which overlooks the street.

Here you will learn how to use your head (literally)! Follow the prompts and kill all of the riot cops on the walkway.

Enter the next room and kill all of the enemies. This room can be a little tricky, so use your weapons wisely. Once all have been killed, hop on the elevator.

BANK AND OUTLET MALL/STREETS

You're now in the bank. Kill all the guys in this room by any means necessary. There are quite a few enemies on both upper and lower levels as well as on the ramps leading back up. Possession can be really helpful here because the room is so large, that picking off enemies with a gun simplifies things.

After most of the enemies in this room have been killed, the doors to the outside of bank will open and several guys will appear.

Kill them all, and walk out into the courtyard. Watch out for snipers on the surrounding ledges! If the snipers become annoying enough, you can throw your hand and attempt to possess one of them. Be wary though as there are several enemies up there in addition to the sniper.

Continue on, past Monday's Dept Store, and walk down the hallway.

Watch out! Three cop cars are fast approaching (accompanied by a lot of riot cops). Kill everyone in sight by strategically using all available weapons including gut grenades, flatulence, possession and the rolling head. Once everyone has been killed, walk down the street to your left.

Walk down to the end of the street and kill everyone on your way. Watch out for snipers on both of the overpasses!

Turn the corner with the police car in the alley and follow the pathway. You'll come upon two trucks and a door that opens up to reveal more enemies. Leave none alive.

Congratulations, you've beaten the level. You're one step closer to the mall, and that new suit that you so desperately need.

MAUL FIGHT

STREETS

When you first enter the level, there will be two militiamen scouting the room. They will see you and begin firing on you. At this point you will gain control of Stubbs.

Head out of the room, preferably killing all militia you see though it is not necessary to kill them.

When you get to the front of the mall, you will see two ledges, one to your left and one to your right. Two militia snipers are standing on each ledge. Either let them be or use the hand to get up there and possess one and kill the other.

After a bit of time has passed, a cutscene will occur where militiamen come out of the mall to your front and out of the entrance behind you.

You can either dispose of the militia by hand, or you can possess a militia sniper, preferably one of the snipers on the ledges. If you possess a shotgun militia you will probably not get very far as you have to be pretty close to your target to do any real damage.

If you take control of a sniper, simply aim for the heads of all the rest of the militia and take them all out one by one. If you choose to fight them as Stubbs, then try to take out the shotgunners first as they are more dangerous to Stubbs. They start out in a clump so a well-placed gut grenade can work wonders. The snipers are easy targets once you get to them.

After you kill enough militia, a second wave of reinforcements pour out of the mall entrance. They are all clumped together when they first exit the building, so again, a gut grenade will work well. You don't have to kill them if you don't want to, you can simply run past them into the mall, since the door is now unlocked.

INSIDE THE MALL

Once inside the mall, take out the snipers and civilians, and head up the escalator.

Kill more snipers (snipers are pretty easy to take down) and head for the Teevee Teepee store. When you get close, the door will open and militia will begin to come out to attack. Right as it is opening throw a grenade at the door to take out all the enemies before they even see you. Mop up any remaining enemies and head up the ramp to the next floor.

On the third floor you will see a civilian running away from you. This guy is bait, once you walk up to him militia will open fire on you from the center of the mall area. After this point you can head left for the Musk Ox store. Again, the door will open when you get close.

Once you get to the 4th floor there's a cutscene introducing the boss (Cletus) and Otis. Once you regain control, immediately throw all grenades at Cletus. Head over to him and begin clawing at him. If he starts hitting you with his chainsaw, run away until you regenerate, and repeat this process until he starts getting dizzy. Then tear his arm off. Once you have his arm, smack him with it until Stubbs drops it. This does much more damage than regular claw swipes. After some clawing he will get dizzy again, this is your chance to eat his brains and win the level.

You could also lead him into the pack of zombies that spawn to help you. Again, wait until he gets dizzy to tear his arm off, then after more damage he'll get dizzy again, then eat his brains. This is the safer, but more time-consuming method.

FARM HOUSE

CORNFIELDS

After viewing the opening cutscene, observe Stubbs' environment: he's in a cornfield. Feel free to use the tall stalks as cover to optimally position Stubbs to stealth kill the majority of militia you encounter.

Make your way towards the shack in front of you (using the corn as cover). The militias are deadly en masse, so take out as many of them as you can. Use gut grenades to punish closely grouped enemies.

Beware the turret gunner in front of the shack; he can be tough if you take him head on. Wouldn't it be great if you could use that powerful weapon against your enemies? Using Stubbs' hand, possess the machine gunner and take out the militia.

After eliminating the enemies in the first cornfield area, make your way to the narrow dirt pathway on the right. You'll encounter more shotgun wielding militia, so be careful when dispatching them.

Four rifle wielding militia greet you at the next cornfield. Eliminate them and all of the other militia hiding in the corn stalks.

In the second cornfield area, you will find a closed gate. To progress, you must get the militia's attention. To do so, enter the sheep pen and kick down the fence.

When the militias realize what you've done, they come to greet you with extreme prejudice. Let them approach you and your horde so they can open the gate.

Once through the gate, the shack on the right houses another group of militia. After you take them out, a chainsaw militiaman will approach. The encounter is just like the maul fight encounter, so don't bother trying to possess him. Instead, use flatulence if you have it, or weaken him with gut grenades.

After dispatching the chainsaw militia, another militia driving a tractor will approach. Attack the militia from behind the tractor, or simply wait for him to get out and then dispatch him. Now you can man the tractor!

After getting inside the tractor, follow the dirt path to an open area. A large number of militia enemies await you, but fortunately the tractor has all manners of sharp tools in front of it to take care of Stubbs' enemies.

Don't let the militia hide in the haystacks; drive the tractor into the spaces to flush them out! A turret gunner will open fire on you; use the left mouse button to raise the front of the tractor and use the pinned corpses as human shields! That'll work just long enough for you to run him over too!

Remember, the tractor is slow and heavy, so use it to wreak havoc on enemies on flat ground. Don't bother with the ones on the raised ground.

After taking the left pathway at the fork (the right pathway is blocked, watch out!), plow through the remaining enemies until you arrive at a garage. Park the tractor near or in the garage (you can't take it with you), and make your way to the farmhouse.

FARM HOUSE AREA

After exiting the garage, stealthily kill the first few militia. Make your way towards the shed on the right, eliminating your enemies as you advance.

Remember, you can use the hay bales as cover. Press the left CONTROL key to duck near one of the hay bales if you need a few moments to recover your health.

There are a few enemies in the shed. They should make a nice snack.

If you manage to kill enough enemies, the militia will send a group of shotgun militia from inside the barn. Now would be a perfect time to use the head ammo if you have it...

Don't forget about the snipers in the barn windows and in the silo window. They can only be eliminated by possessing an enemy with a long-range rifle.

Now, you can make your way to the farmhouse. Take out all the enemies on the porch waiting for you and your horde.

If Stubbs walks in front of the windows to the house, there may be an option to press the E key which will cause Stubbs to grab your unsuspecting victim through the window and eat their brains.

Unfortunately the front door cannot be opened. Make your way around the porch to a boarded hallway opening. Press Y to break through the boards, eat the enemy's brains inside, and gain access to the house.

INSIDE THE FARM HOUSE

Make your way through the rooms, eating brains and amassing a horde inside the house. Your goal is the stairs leading to the second floor. Make your way to the back right room (upon entering the house), where the stairs are located.

The room with the staircase has a lot of enemies. Shove some zombies inside ahead of you to draw their fire, and use any ammo you've saved if necessary. When the enemies have been eliminated, make your way up the stairs.

On the second floor, follow the long winding corridors and take out all of the enemies that are throw your way.

You'll advance to a room with a chandelier in the center. Upon arriving here, two chainsaw militia will attack you! Either engage them or flee, since the end of the level is near!

Break the boards to the room on the far right to encounter Otis and end the level.

DAM

TREATMENT PLANT

As the level starts, walk around to the various bots located in the lobby to get your bearings. Now leave this room through the lone doorway to the right side of the room and head down the hallway towards a scientist and a work bot. Walk along the left wall so you do not alert them to your presence and eat the scientists' brains. Use the weapons you are equipped with to defeat the scientist and cops in this room.

Now walk into the first boiler room and engage the scientists. Use your weapons conservatively as you will probably need them in later rooms.

Enter second boiler room and defeat the scientists by any means necessary. After you have defeated the entire group, enter the water room and walk towards the green computer monitors. Turn all three of these monitors to a red alert by pressing the E key. This will release toxic gas that will first stun the scientists and then kill them. If you hurry, you can eat their brains before the toxic gas finally does them in.

Now walk into the next room and fight your way to the back left wall. There are similar computers on this wall and you will be able to render the enemies defenseless once more. Enter the elevator by the computers and ride it upstairs.

As the door opens, watch and listen to cinematic, because it will equip you with the knowledge needed to progress through this area. Take care of Dr. Wye's assistants and walk in to the room on the right.

Enough damage to the glass window will free your fellow zombies. A few punches should do the trick. Scientists will scatter in fear and now is your time to attack full force. Attack your way through the scientists and then head upstairs via the ramps. On this level you will notice a green monitor. Walk up to it, press the E key, and watch cinematic. This will cause the room below to explode granting Stubbs access to the computer terminal in that room.

After activating the terminal, a previously locked door will unlock granting you access to the water supply.

It's Whiz Time!! You came here having to use the facilities and now there is a citywide toilet at your disposal. LET HER RIP!! Once you start to urinate, scientists and cops will continuously try to save their precious water supply. As such, breaks in the urinating will become necessary to "handle" those pesky humans. The water supply has a drainage system that can be used to your advantage. If and when you get close to life after post death, jump in the water you are peeing in and it will drain you to the first level and give you a breather.

After you have tainted the water supply watch the cinematic and make your way to the top of the Dam.

DAM TOP

Advance your way down this long corridor killing all foes that attempt to stop you. Once again use tactical measures to defeat them, because wasteful gut grenades will make for a difficult stroll. Be particularly wary of the Barber Shop humans with the jet packs as they can be tricky. Once on the other side of the bridge, enter the elevator and take a ride to the power plant.

You have arrived at the Punchbowl Power Plant, and it's time to send a "shockwave" message from the voice of Stubbs to Andrew Monday. You will notice a staircase to your left; walk up it. You will see about 8-10 scientists lined up along the wall. This is a perfect opportunity to go bowling with Stubbs' head. Now that you have eliminated your adversaries turn on the three massive generators.

After you have set the third one on overload prepare to defend yourself against a small attack group of scientists. After you have defeated these enemies proceed down the hallway from whence they came.

After learning your task at hand from watching the cinematic, gather zombies in your hover truck. Run over attacking scientists and stop in front of the shock bins to allow your zombies to get out and connect the circuits. If you are in the hover truck, any nearby zombie will automatically enter the back of the truck to be easily transported from circuit to circuit.

Do this for all 4 circuits. Zombies in the circuits can and will be killed by enemies and it will be necessary to replace them with new ones.

You can protect your zombies by running over ground enemies and using gut grenades to take out the flying barbershop quartet.

If you run out of zombies, just make new ones! Eat brains and replenish weapons. Use the hover truck and repeat the previous procedure until dam is destroyed. This can take awhile, but cinemas will play showing the dam taking damage as you get closer to its utter destruction.

Congrats you have successfully sent your "shockwave" message to Andrew Monday and the city of Punchbowl!

OFFENDER

HELPFUL TIPS

This level is most easily beaten by possessing enemy troops, but beware, some are sporting helmets that keep you from gaining control of their minds.

Another Tip: utilize the sandbags in this level by ducking behind them to avoid gunfire.

STREETS & DINER

The first group of enemies is by a very large high heel in the middle of the road. The easiest way to take these guys out is to hide Stubbs behind a wall, such that the soldiers can't shoot him and then throw the hand and gain control of one of the soldiers, though it is possible to take out the enemies as Stubbs.

Try and head shot as many enemies as possible as it kills them in one shot. Hide behind objects when reloading so you aren't a sitting duck during the process.

A second group of enemies is behind the roadblock, if you still have control of a soldier, try and pick them off from behind the road block.

One more set of soldiers to kill and then you must break down the door to the diner using the 'Y' button. Once in the diner, eat all of the civilian's brains. Try to do this fast so that your zombie companions don't steal your meal.

MINEFIELD STREETS

You will now see zombies walking into a minefield, watch out that you aren't close by when one hits a mine.

Jump the overturned police car on your left when you exit the alley and kill the three soldiers on the other side of it.

There are more soldiers and sandbags on the other side of the cars by the three guys you just killed. Using your hand is a good thing to do to take these guys out. You can also get behind this group of guys by crossing back over the 1st minefield (the one zombies were running themselves into) and taking a left behind the building, this back alley will lead you behind the road block behind the troops.

After all those troops, the road will turn left where you will meet a few more soldiers and another minefield. Right to the right, before the minefield there is a room with some civilians in it, make sure you eat at least one's brain as you will need to use the hand to most effectively beat the next part.

Once you have killed the guys on your side of the minefield, position Stubbs inside the room that had the civilians in it and throw your hand.

Walk the hand on the building that Stubbs is in, past the minefield and then over to the broken building with the open room one story up. There is a sniper in there for you to gain control of.

Snipe as many people as you can from this area, making sure to duck and hide when you need to reload. If you take out all the people you can from the sniper area, jump onto the street with him and continue the level, sniping as many people as you can.

Once your sniper has died, exit the room and jump over the minefield. Follow the road when it turns left. Once the road T's at the "Punchbowl Memorabilia" store you can go to the left and find a small hole in the building on the left where you will find a few civilian snacks. There will also be some in "Punchbowl Memorabilia."

Go all the way through "Punchbowl Memorabilia," around the minefield and kill the troops on the other side of it, try and gain control of one of them, preferably a rocket launcher guy.

Use the possessed troop to go around the corner and kill as many of the troops in the next area as possible, watch out for the rocket launcher troop in the 2nd story of the wrecked building to the right of the barricade.

The name of the game now is to create zombies to break down the barrier in the road, the more that are beating on it, the faster it will be knocked over. As you are doing this waves of troops will come at you to try and kill your zombies and you. The best way to take care of them is to get into the jeep that drives up and run over all the reinforcements.

Once the barrier breaks down go through it and check out the room to the right, there will be more scrumptious civilians to eat. Continue to the library.

LIBRARY

There are only a few enemies in the library and they aren't in groups, so this part isn't too hard, just follow the twists and turns until you get to the exit.

Once you exit it's the same set up as before: create zombies to break down the barricade. A good way to start this is to use your hand to gain control of one of the troops on top of the barrier and use him to kill, at the very least, the other enemies on top of the barrier.

Once you kill all the initial troops and civilians and have them working on the barrier, after a while a rocket-man will spawn on top of the barrier, and after that more reinforcements will arrive. Stay alive long enough for your zombie horde to bring down the wall and the level is complete.

LAB

FIRST FLOOR

You start off in the lab lobby area, replete with scientists who are none too happy to see you. Be sure to head up the staircases to dispatch any scientists who think they can kill you from higher ground.

After sufficient carnage, an exit door opens in the far left corner (from your starting position). Make your escape.

Zombify the scientists in the hallway and move through the left rooms or jump over the barricade of rubble to proceed.

You are confronted by one of the lab's most prolific technological artifacts: a moving ramp. Take this opportunity to use it and move up to the next floor.

Some more scientists have gathered in a room down the hallway to the right. You can avoid them by jumping through the destroyed terrain in front of you but that would be rather cowardly, wouldn't it? Rush down the hallway and eat their brains.

Head up another moving ramp and go through the door to your right. At the end of the hallway are some scientists with gravity guns. Your best bet here is to use a gut grenade to blow them apart from a distance.

Eat your fill of brains and move through the next room to another hallway similar to the last. Gut grenade the gravity-gun equipped scientist into oblivion.

Yet another moving ramp leads you up to a room with some robots, scientists, and a control console. Hack your way through their flesh and circuits and then press the button on the console to open the door. Once inside the small room, activate the second button. Blast off!

LAB SECOND FLOOR

When you regain your footing, Stubbs finds himself in a room with scientists around a console and firing from a balcony. Claw through them and head up a ramp to the balcony to maim any remaining scientists.

The next room is a robot repair facility. They look harmless enough... Press the button in the left room to continue.

Unfortunately for Stubbs, the robots do not take kindly to reanimated corpses lurching through their laboratory. Terminate them, but be careful – they go out with a bang!

Move down the corridors taking the time to munch on any straggling scientists' cerebellums. Here's a sight you've seen before – an automatic ramp. You know what to do.

Stubbs is getting closer to Dr. Wye's private lab. Exit the room and take a right. Be sure to check out the technology of tomorrow – today! Since fellows of such elite education prefer to travel by experimental technologies, take advantage of this transportation situation.

No one was expecting zombies this far in. Be sure to surprise them with a friendly skull-crunching hello.

Transportation is not an exact science. Stand on the center pad to begin the procedure. Those pesky scientists think they can stop you, but take them out wave after wave. After taking them out, go back to standing on the pad. Before you know it, you're on the way to Dr. Wye's private lab.

DR. WYE'S PRIVATE LAB

Dr. Wye has quite the ego. It's time to take him down a peg or two. The generator in the center of the room shields him. Flip the switches around the center console to overload his shield and damage him. When the shield is down, be sure to lob gut grenades at him or melee him if he flies low enough. Look out for his red laser beam, and the even more powerful green beam, which throws Stubbs back against the wall. Wye's clone machine fabricates humans at an alarming rate, so you should help prevent overpopulation by getting rid of these oxygen thieves in typical zombie fashion.

When the good doctor has had enough of you overloading his shield, he will swoop down for the final blow. As long as nothing gets in the way, that is...

CITY HALL EXTERIOR

PART 1

Start the level, go forward and take a right.

If you are quick, you can toss a gut grenade into the path of an army jeep that will be trying to drive away. If not, deal with the civilians that will attack you, then proceed down the right side of the street on foot.

Be sure to stay on the sidewalk, while running down the street (if you go on foot), since if you run in the street, you are going to be in a world of hurt. It may be advisable to stay as close to the right side of the map as possible due to the bombardment from above.

Assuming you are on foot, go down the right side of the level, until you reach an unmanned jeep.

Enter the jeep, and continue down the road, but be careful of a strip of landmines that have been laid across your path, they tend to kill you very fast.

Once you pass the first strip of landmines swerve to the right, as the only way past the next strip is on that side.

Maneuver your jeep past the landmines, then make a break for the far left corner of the street, where there is a door that allows you to progress onward.

Enter the door, being wary of the rocket launcher armed infantry that may begin firing at you from behind.

PART 2

You will come upon three army soldiers that are standing around and talking below you.

I suggest using the hand, possessing one of the soldiers and then killing his comrades, and all opposition in the area.

Advance down the street, and on the left side of the street you will find an unmanned jeep.

If you are still using the possessed soldier, get in the jeep and drive back to Stubbs, or if you are Stubbs, get in the jeep and drive on.

Again there are strips of landmines across the road, so be careful when driving. Further on you will find an unguarded tank. Put it to good use by manning it and demolishing anything that moves.

After massacring army soldiers for a while, a door will open on the left hand side of the street (relative to where you started this portion of the level). Enter it, and continue on towards city hall.

PART 3

You will come out of a long hallway to one soldier, who is part of a group of 5 or so. Dispose of them however you like, but be sure that by the end of the battle you can throw your hand.

Once they are taken care of, find Stubbs a nice, out of the way place and throw your hand to the right side of the level, where there is a sniper you need to possess.

Once the sniper has been possessed, begin picking off the soldiers barring your way, further down the street. You don't ~~have~~ to do this, but it will make your life easier. Once the way is clear, proceed as Stubbs. Be wary of the skies though, as Internal Security with jetpacks will show up soon.

PART 4

Once you emerge into the fourth section, you will see a rocket soldier run across your field of view. It is suggested you possess him, because there is a tank coming.

Take care of the infantry in your immediate area with the possessed rocket soldier, then head into the street median, and let the tank come to you.

Open fire on the tank, and once it is empty jump into it with Stubbs. An easy way to empty the tank is to use flatulence right beside it, forcing the soldiers to evacuate the tank to get some air.

Head down the street, but be on your guard, there are a number of rocket wielding army soldiers, as well as several Internal Security, armed with doomsday bazookas. Also, there are a few jeeps running around, at least one of which has a rocket infantry again.

Once the way is clear, drive to the end of the street and take a left. On to the final section of the city hall!

At last! City Hall, but before you can get there, take a quick left turn, there are many enemies standing between you and your final destination.

The biggest of these threats come in the form of a pair of tanks you will encounter. My advice is to fire first, and keep firing, keeping them off balance. Eventually they will fall, but don't be afraid to retreat back and let your health regenerate.

This part of the level is really nothing more but a great big arena, so make a full circuit of the area, killing everything you find.

At some point during this circuit, more Internal Security with jetpacks will show up. Clip their wings, and continue on.

Once the area is clear, drive up to the steps of the City Hall, and destroy the few army soldiers and internal security that will come out of the doors.

Once this is done, enter the City Hall, and get Maggie back!

CITY HALL INTERIOR

This level is Stubbs's final showdown with Andrew Monday. Stubbs must battle his way to Monday's stronghold on the top floor of the city hall building.

There are several accurate enemies firing at you from the upper floors. Use the ground floor wings for cover, and power up on civilians. Possessing armed enemies will allow you to pick off some enemies off higher floors.

Jetpack guards can be taken out by a possessed minion with a gun, ranged weapons like grenades, or by a well thrown hand.

Advance up the rotunda level by level, until you reach the top floor. You'll find a door there that leads to Monday.

Before you can defeat Monday, you must make a hole in his security shield. It is a good idea to eat brains to stock up on grenade and head ammo.

Monday is well protected by hordes of security. If things get hairy, head for a side room to take a breather.

Blindly rushing Monday's desk will get you obliterated by his concussive ray. Stay toward the edges of the room, and use the pillars for cover.

After knocking a hole in two layers of shielding, Monday is cooked.

