

Arena: Maze of Death FAQ/Walkthrough

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Arena - Maze of Death

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1- Introduction

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Arena Maze of Death is my second FAQ.

This game, made for the Game Gear System, was developed by Eden Entertainment Software and was released in 1995 by Sega Enterprises Ltd.

Prior to writing this FAQ, I had no knowledge of this game. Furthermore, no instruction booklet was available to me for the writing of this FAQ. So I guess that we'll discover how this works together. As such, objects and characters will be identified as they appear on the screen.

On to the game...

Well, since the intro screen has a guy holding what appears to be a cannon and a flashlight, this must be some kind of shooter that occurs in the dark.

Let's press start and see where this thing goes...

Aha! Main menu.

And your choices are :

- Start Game : Obviously, this selection begins the game.
- Options : Wow, there is certainly a vast selection amongst those two options. The first is game difficulty and the selections are EASY, NORM and HARD (use the X button to toggle through the selections). The second is music and the selections are ON and OFF (use the X button to toggle through the selections). Press A when your selections are done.
- Enter Password : This is where you enter the level password to continue your game. Each sequence of three or four levels you complete gets you a password which has eighteen characters (three sets of six numbers and letters, excluding the letter O). I don't know why it needs to be so complicated, there are only four level passwords. You can find these in section 6 of this guide.

Seeing as how I've no idea what I'm getting into, I put the difficulty on EASY and started the game.

The opening screenshot has your character standing amidst rubble. He is now holding two weapons, a cannon and a pistol. This guy has hair like one of the Baldwin brothers. Not Alec. One of the lesser known siblings. Heck, I can't even think of the name. I'll just call this guy Baldwin.

Furthermore, check Baldwin's kneepads. I still don't know what to expect, but I bet there's a lot of crawling involved. Or maybe it's a gardening game.

The crawl at the bottom of the screen reads :

"You're on your own now! Find the blue security exit in this warehouse.  
Good luck!"

GET READY.

=====  
2- Display  
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The main display screen shows Baldwin at its center. (Yeah, it's the guy dressed like the BOSS.)

Baldwin is in an enclosure that features three sides composed of fencing with barbed wire on top. If that wasn't discouraging enough, the fence is also guarded by three guys wielding cannons. The fourth side is a building with an open door. I guess this is the warehouse.

However, before you send Baldwin inside, let's pause the game and bring up the character screen. Here is what you see :

- Top left : There's a shot of Baldwin (who now looks like the Hulk without the sickening green tint) and how many of them you may sacrifice before getting a game over.
- Top right : This box will contain key cards. The maximum that can be held at a time appears to be three.
- Middle top : Score. Pretty much self-explanatory. My interrogation is, "Seven zeroes? Really?" Let's hope points are useful.
- Middle left : This is Baldwin's ammo count. He starts with 100 for the machine-gun.
- Middle right : To be determined. I guess we'll be picking up these things, whatever they are (lightsaber?), throughout the game. Maybe it's a knife and it can be charged or something.
- Middle bottom : Energy. Also self-explanatory. Green is good. Stay in the green, Baldwin.
- Bottom : Armour. Another obvious one. Only problem is that Baldwin doesn't start with any armour. I wonder if that white T-shirt is bullet proof.

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### 3- Basics

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#### 3.1- Controls

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Since I ran the game on an emulator, I've no information for the Game Gear control buttons. Instead, I used a PC gamepad. As a side note, however, this ROM was downloaded as a Sega Master System file and opened as such with the Fusion emulator. Anyway, the gamepad configuration was as follows :

#### DIRECTION PAD :

During game play, pressing in any direction on the Direction Pad permits you to go in that direction. A word to the wise - if you can, switch mode and use the left joystick instead. You'll thank me within the first five seconds of the game.

In order to minimize confusion, I will be using cardinal points for directions. For the sake of simplicity, they will be abbreviated (NE - northeast, NW - northwest, SE - southeast, SW - southwest).

Pressing left and right on the D-pad scrolls through weapons when in the character screen.

#### SELECT :

Not used.

#### START :

Brings up the character screen, which serves as a pause feature. Pressing START while in the character screen returns you to the game screen.

#### X BUTTON :

In the game, this button is used to shoot.

#### A BUTTON :

In the game, this button is used to stab using your knife. I guess this is what is in the middle right window of the character screen. (Is the number for throwing knives or can the blade be powered?)

You can also use it to throw bombs when they are present in your inventory.

No other buttons are used.

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3.2- Weapons and items

You obviously need an array of weapons to combat whatever menace awaits you. Your basic weapons are the machine-gun and the knife.

Machine-gun:

Tapping X once fires one bullet. Keeping X pressed puts the machine-gun in automatic mode with a continuous spray of bullets until you release the button.

This weapon shoots in the direction you are facing.

Knife:

Each tap of the A makes Baldwin swing the knife in a stabbing motion in the direction he is facing.

Its range is just in front of Baldwin.

Triple-shot cannon:

Tapping X once fires three shots, which count as only one ammo point (Yay). One shot goes in the direction Baldwin is facing, while the two other shots go at opposite 45 degree angles from the first. Keeping the X pressed puts the weapon in automatic mode with a continuous spray of shots.

This cannon's shots appear to be twice as powerful as those from the machine-gun.

The maximum ammo appears to be 399.

Laser rifle: As its name implies, this weapon fires a blue laser blast straight ahead. Tapping the X fires one shot, while keeping the X pressed puts the rifle in automatic mode.

The maximum ammo appears to be 399.

Blaster rifle: This weapon shoots white blasts of energy that explode on impact. Tapping the X button fires one shot and keeping it pressed fires successive blasts. The latter, however, is not a wise strategy since the ammo for this weapon appears to be scarce. Also, the maximum ammo carried for this weapon appears to be 19.

Flamethrower: This weapon shoots flames. Tapping the X button sends a burst of flame a short distance in front of Baldwin. Keeping the X button pressed releases a succession of bursts of flame. Each burst costs 1 ammo.

Bombs: These are explosive devices that seem to be automatically selected when you pick them up. The bombs (black sphere with a fuse and seven green stars around it) replace your knife in the character screen. It is difficult to judge their impact because when you toss one, it can bounce off-screen.

Key cards: Key cards are color coded. Each card permits Baldwin to enter all doors with a corresponding color. You begin every level part with no key cards. However, once picked up, a card remains in your inventory until the end of that part of the level.

Baldwin will collect key cards of the following colors: brown, green and blue. Notice that he cannot carry more than three key cards at once.

The game also contains grey doors. These can usually be opened after a switch

has been activated.

One-up: Simply put, this gives you another Baldwin brother to use in your quest to conquer the maze of death.

Note: When you lose a life, you restart the level. However, you retain all of the pickups accumulated before dying.

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3.3- Item Pick-ups  
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You collect items and power-ups by touching their icons. These icons are scattered throughout the levels and represent the following items/power-ups:

Triple-shot cannon: The icon looks like a cannon surrounded by a green aura. The first time you pick this up, it gives you the weapon and 70 ammo. You get 70 more ammo every time thereafter.

Machine-gun ammo: This icon looks like a shotgun surrounded by a blue aura. Grabbing it nets you 150 rounds for the machine-gun.

Laser rifle: This icon looks like a blue rifle surrounded by a blue aura. Grabbing it the first time gives you the weapon plus 80 ammo. You get 80 more ammo every time thereafter.

Blaster rifle: The icon looks like a missile with a bulbous tip that is surrounded by a green aura. Grabbing it the first time provides you with the weapon and 5 rounds. You get 5 more rounds every time thereafter.

Flamethrower: The icon looks like a silver rifle with a yellow tip and blue magazines. It is surrounded by a blue aura. Grabbing it the first time nets you the weapon and 300 ammo.

Bombs: Brown floating double sphere. Picking it up gives Baldwin 6 bombs.

Energy Cube: A floating beige cube with a white cross on it. It refills eight energy squares. You cannot pick it up if your energy is maxed out.

Heart: A floating beige heart which completely restores Baldwin's energy squares.

Armour: A floating brown shield with a white cross on it. Picking up this icon automatically fills Baldwin's armour. Just like energy, you cannot pick it up if your armour is maxed out.

Key cards: Key cards look like floating capsules that are color coded. They come in blue, green and brown.

The BOSS dolls: Imitation is the sincerest form of flattery. Seeing as how this doll has coordinated its wardrobe with Baldwin, it merits your attention. This attention is rewarded with a one-up. You cannot have more than nine lives. Sigh!

=====  
4- Walkthrough  
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Onto the walkthrough.

My plan is to get you through these levels as quickly and efficiently as possible. I do not know if this game has any side quests or whatnot, but I am not worrying about getting them done.

=====  
4.1- Level 1 Warehouse (Part 1)  
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I know that the excitement is eating away at you from the inside. That being said, let us find out what is in that warehouse.

Leave the fenced enclosure and go into the warehouse. A couple of steps in, Baldwin encounters the first Guard that isn't hiding behind a barbed-wire fence.

Right away, I realized that the directional pad isn't the best tool for this game. Walking is doable, but shooting and stabbing need to be precise and the D-pad doesn't cut it. If you can, switch mode and use the left joystick instead.

Once the modification has been made concerning the control, eliminate the Guard. The best tactic that I've used in this early stage, is the shoot and run. The Guards are slow and only fire one round versus the three or four Baldwin discharges in the same time.

When the first Guard is dispatched, walk to the NE and spot another Guard, at the top, partially hidden by crates. This guy doesn't move from his position, making him a sitting duck. Turn him into a dead duck.

Notice that these Guards are worth a whopping 100 points each. Mwa-ha-ha! That seven-figure high-score is already within your grasp! You just need to rub out another 9,998 Guards. Bring 'em on!!

(By the way, I finished the game with less than 35,000 points.)

Keep moving to the NE and then SE. A door outline becomes visible. Direct Baldwin through it.

Baldwin is on an elevated platform which seems to be in an industrial production area. Two Sentry Robots are patrolling the premises. Don't waste your time or ammo taking these things out. I counted at least ten hits to obliterate one robot. Since the robots' patrol patterns are predictable, simply avoid them.

Direct Baldwin to the SW. See that extra bit of floor space along the SW wall? It's a doorway. Go through it and Baldwin winds up outside, in another fenced enclosure. There is a Guard in the north corner. Take him out.

By the way, I just spotted a flaw in the AI. If Baldwin is at a distance where only the Guard's boots (or just the edge of his clothes) are visible, the Guard will not shoot at him. However, this does not prevent Baldwin from shooting at the Guard. (Every ping is a hit)

You must have also noticed the floating cannon to the west. Grab it. Check the character screen. A three-shot weapon is now available. Plus, 70 shots are provided. At this point, pressing left or right permits you to scroll through available weapons. Select your weapon and exit the character screen.

Now if you go SE, you will encounter a laser barrier provided by a Wall-mounted Laser. Go ahead, take a look. And so, you must return NE, into the warehouse. Continue all the way to the NE wall and follow it SE. Past the door

with a blue marking (is this the exit?), there is a green switch on the wall. Use the switch and the laser barrier will be deactivated.

Return to the exterior enclosure and go SE. Ignore the Guard you encounter and round the corner of the building, going NE. You will see an energy cube. Grab it if you need it. Go NE, avoid the Guard and enter the door. You will be on a platform that runs along the SW wall. There is a Guard keeping vigil in front of a floating brown key card. Eliminate the Guard and grab the card. Baldwin can now enter brown doors.

Exit the SW door. Avoid the Guards while you direct Baldwin SW, around the building's corner, and then NW along the wall to the NE door. Return inside the warehouse and go to the NE wall. Follow it to the SE and enter the brown door. Walk to the middle of the room and two items appear - a shotgun and a blue key card. Grab what looks like a shotgun (it is actually 150 ammo for your machine-gun). Next, triple shoot that Guard so as to get the blue key card.

Leave the room and continue SE. Go through the door and continue SE to the blue door. Enter to finish the level.

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4.2- Level 2 Warehouse (Part 2)  
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"Well done! The next warehouse has a blue security exit as well."

You begin in a production area of the warehouse. Immediately go to the SW and pick up the three-shot ammo. Now go NE, to the wall and up on the platform and through the door. Going NE, you must pass through a series of lasers. These ones shoot intermittently. Pay attention to the patterns and navigate Baldwin accordingly. Getting tagged by a laser shot takes away two energy squares. Reach the door at the NE end and go through.

In this next room, we'll do the grand circuit. Ignore the Guard and head to the NE corner. See that little floating doll that looks like the BOSS. It's a one-up. There is a Guard that you can either eliminate or simply avoid (he doesn't move).

As a side note - in case you haven't noticed, I plan on avoiding as many of the enemies as possible. Unless they are directly blocking my progress, I will not bother with their elimination. Taking them out gives no pick-ups and you don't even need the points they provide, since there are one-up dolls in the game. Lastly, some enemies regenerate - so you will never be able to clear a level of their presence.

With that cleared up, go down along the SE wall. You will spot a blue rifle surrounded by a blue aura. This is a laser rifle. Grab it. Continue SE to the wall and then go SW. You will see a green key card. A Guard generates behind you, so go SW and then NW, back to the door. Go through and once again pass the lasers.

Go SE until Baldwin reaches the wall. Then direct him SW and through the green door.

Make your way to the middle of the NE wall and go through the door.

Go NE and avoid the shots from the Wall-mounted Laser. Keep to the NE and then SE when the blue door is in sight. Go through the door in the SE wall.

This room contains some Guards and a Sentry Robot. Direct Baldwin to the SE corner where there is a brown key card. Go back to the NW and return to the room with the blue door.

Go NW and then SW, past the laser, and exit the room.

Go SE and through the door in that corner.

Baldwin is outside in a fenced enclosure. Go SE and grab the triple-shot icon. Continue NW and reach a door. There is also a floating energy cube if Baldwin needs it.

There are no enemies in this room. Direct Baldwin north, to the brown door, and enter it.

This small room contains the blue key card. Grab it and a Guard appears. Exit the room.

A Guard has also appeared in this room. Direct Baldwin to the south and exit the building.

Avoid the Guards and direct Baldwin to the SE, past the building's corner and then NE to the door. Re-enter the building.

Go NW and through the door in the NE wall.

Direct Baldwin NE, past the laser and to the blue door. Enter and complete this part of the level.

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4.3- Level 3 Disused Canal  
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More encouraging words from the game:

"You now find yourself beside a disused canal. Even this area is protected, so take care."

Baldwin is now in a new environment. This new area has all the makings of a traditional video game sewer - narrow walkways and fetid green water filled with algae that'll poison and drown Baldwin if he falls in.

There is also a new enemy - a green-skinned version of Baldwin that is somewhat poorer. This is apparent by the torn shirt and lack of shoes. I'm calling it the Zom-B (B is for Baldwin). The Zom-B spits poison that scatters like the ammo from the three-shot cannon.

Go SW to avoid the Zom-B and then, when Baldwin has passed the shuffling oaf, turn SE. A grey catwalk will become visible. Go NE, across this structure. On the other side is another new enemy. This one is a zombified version of a guard and fires energy shots which do a lot of damage (8 energy squares).

Avoid the Zombie Guard and the Zom-B that is behind it and make your way to the NE. Pursue this path and Baldwin will encounter a shield-wielding Zombie Guard which is tough to avoid on the narrow pathway. This Guard does not move, so continue to the NE without worrying about being followed.

As Baldwin reaches the end of this path, a cannon rises from the ground. This rotating pain in the butt has shots that take away 3 energy squares. Make it to the eastern corner of the pathway and step on the switch (the green square



will turn blue).

Direct Baldwin back to the path that goes SW. Be careful as you make your way SW - a Zombie Guard has appeared and is blocking the path. Use the AI trick, where the enemy is barely on-screen and put him down. Continue along the SW path, all the while avoiding the shield-wielding Zombie Guard, and make it back to the first Zombie Guard encountered. Be wary of the Zom-B that will also block the path.

Now go across the catwalk and notice that there is a raft (to the SW) that is now moving. Get on it and let it take you to the SE.

As soon as you get Baldwin off the raft, direct him to the SW, where there is another switch to activate. From here, go due east and notice what appears to be a pulsating orange spot. This is a warp device. Send Baldwin through it and he winds up on an island walkway that is deserted.

Send Baldwin back through the warp and he winds up in a different area of the sewers (this is actually just NW of the first switch encountered in the level). Direct Baldwin to the eastern corner and onto the raft. This raft brings Baldwin to the NE. On the next island, get Baldwin off the raft and direct him to the NE, where you will see another warp device. Use it.

Be prepared to immediately go east in order to avoid an advancing Zombie Guard. Get Baldwin onto the raft in the SE. Ride the raft and reach an island to the SE. Get off the raft and continue SE in order to activate a switch.

Direct Baldwin to the SW and use the raft. Get off on the next island and use the warp device. Baldwin appears in the vicinity of a Rotating Cannon. Direct Baldwin past the cannon and to the northern corner. Use the warp device situated there.

Baldwin appears on an island with a catwalk to the south. Cross to the SW and immediately go SE to avoid the Zombie Guard and to reach the next area. As soon as possible, direct Baldwin NE and continue all the way to the edge. Be careful of the Zombie Guard at the edge. Once the Zombie Guard is passed, direct Baldwin to the NW. Taking the catwalk to the SW nets Baldwin some laser ammo. Back across the catwalk, take the raft to the NE and end this level.

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4.4- Level 4 Old Warehouse

Here is the crawl that sets up the next part of the game:

"This is another warehouse, but it's older than the others and so may be unstable. Extra care is needed."

Take note of the level password and press A.

Baldwin begins in a small room that has a doorway to the SE and two closed doors (green and blue) to the SW. Direct Baldwin through the open doorway.

Baldwin is outside, in a fenced enclosure, where two Guards are present. Be careful of the fences, they appear to be electrified and take away 4 energy squares upon contact. Direct Baldwin to the southern corner, where there is a blue key card. Grab the key card and return into the building.

Enter the blue doorway.

Baldwin is once again outside in a fenced enclosure. This time there is only

one Guard and a green key card is located in the southern corner. Grab the key card and return into the building.

Enter the green doorway.

Baldwin is in a third fenced enclosure. This place is protected by a Rotating Cannon. It also contains a bomb pick-up and a warp device. Grab the bombs and use the warp.

Baldwin appears in the NW corner of another fenced enclosure. Go SE all the way to the SE corner and grab a floating shield with a cross on it. This is an armour power-up. Check Baldwin's character screen - his armour should be full.

Having armour does not make Baldwin immune to damage, it seems to only reduce the amount of damage that makes its way to him. For example, right after picking it up, I directed Baldwin towards the enemies in order for them to put a couple of rounds in his hide. In the end, armour was reduced by 6 squares, while Baldwin's energy went down by one square.

Keep this in mind as you need to get through those two Guards in front of the door in the NE. For my part, a bomb cleared that Guard infestation right up. Send Baldwin through the door before the Guards regenerate.

Grab the two bomb pick-ups and direct Baldwin to the SE. There is a Rotating Cannon to pass before going through the door in the SE wall.

Grab the brown key card. Exit the room.

Go NE and through the door before the Rotating Cannon deploys.

Go SE and, while avoiding the Robot Sentry, go NE through the next door.

Move to the SE and enter that door.

Baldwin is outside, in a fenced enclosure. Activate the switch that is right next to the doorway. Next, go SE, past the laser, and activate the next switch (These switches open two doors in the room Baldwin just left). Go to the SW corner and get more bombs. Return to the NE wall and work your way back to the NW, past the laser and through the doorway.

Go SE and then NE, until Baldwin reaches the door on the SE wall. Direct him through the door.

Keep going SE. Spot the switch in the eastern corner and activate it. A pair of Guards will appear in the middle of the corridor. A bomb tossed at the feet of the left Guard opens up a passage NW to the door. Send Baldwin through it.

Send Baldwin NW, past the door in the NE wall, to get the three-shot pick-up. Then direct Baldwin through the NE wall.

Go SE, past a couple of Wall-mounted Lasers, to get an energy cube. Next, backtrack NW, past one laser, and enter the door in the NE wall.

Direct Baldwin past the laser and through the door in the SE wall.

Go SE and encounter a new enemy as Guards spawn behind Baldwin. This new enemy is a double-barreled Walking Cannon that only shoots one projectile. Avoid it and send Baldwin through the door in the SE wall.

Continue on a SE course and activate the switch on the NE wall. Move over to

the NW side of the room and direct Baldwin through the SE door in that area.

Keep to the SE to net some bombs and to renew your armour. Next, proceed to the SW. There are two Rotating Cannons in Baldwin's way to the door in the SW wall.

Make it to the SW corner of the room and activate the switch. Return to the NE and leave the room.

Continue to the NE and exit the room by the door in that area.

Enter the door immediately to the SW.

There are three Guards in this room. The three-shot cannon works wonders to eliminate these pests. Make it to the SW and exit the room.

In this room, eliminate the Guard, activate the switch and grab that new weapon that looks like a missile. In actuality, it seems to be a blaster rifle with exploding ammo and the pick-up provides you with 5 rounds. Go back to the NE and leave the room.

Continue to the NE and exit the room.

Enter the door to the immediate NW.

Go SW, past the Wall-mounted Laser and encounter a Guard. Show him who's the boss and direct Baldwin through the SW door.

This next room has falling boulders. As a strategy, I would say stay close to the edges and get to the SW, where you enter the door.

Make it to the NW part of the room. Beware the Rotating Cannon and go through the door.

There is a door in the SW corner of the room. However Baldwin cannot reach it, due to the presence of barrels blocking the way. There is also a Guard that needs to be dealt with. Use a bomb to clear the Guard and the barrels and make sure not to move, so that Baldwin does not take damage from the explosion. Go through the door before the Guard regenerates. This ends the level.

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4.5- Level 5 Caverns  
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The adventure continues with this information nugget:

"Dropping down the manhole in front of you leads to a cavern area used by Astralnet for storage. We believe that you will be able to advance quite a way through these caverns."

This level unfolds in caverns and the environment changes accordingly. Regular doors look like an access to tunnels and there are hidden passages that are located behind piles of rocks that are lighter in color than the surrounding walls. These rocks can be destroyed with Baldwin's weapons.

In the starting room, there is a doorway in the centre of the NE wall. There is also a hidden passage on each side of this doorway.

Start by eliminating the Guard (this guy does not regenerate) which appears when you direct Baldwin forward. Next, destroy the rocks in order to have

access to the northern hidden room and grab the energy cube and bombs. No loitering is permitted, since boulders fall from above as soon as the pick-ups are taken. Crossing the orange dotted lines surrounding the pick-ups seems to trigger the boulders. Keep that in mind for future reference. Exit the room.

Go to the SE of the doorway and blow up the rocks to have access to the southern hidden room. This room contains an energy cube and three-shot ammo. Once more, exit before getting Baldwin crushed by falling boulders.

Enter the doorway in the SE wall.

Follow the path to the NE. There is a floating beige heart which completely restores Baldwin's energy squares. Grab it if you need it. Continue to the NE where there are two Rotating Cannons complicating the access to the doorway. Rush between them and through the doorway.

A new enemy is encountered in this room. This monster appears to be a sort of small Spiked Troll that actively searches Baldwin out when he nears it. Eliminate the troll and avoid the area with the orange dotted line (so as not to trigger the falling boulders) as you spot a green door to the NE and simple doorways to the NW and SE. Go to the NW.

This room contains an orange dotted area and a number of holes surrounding it. These holes sprout spikes as Baldwin approaches them. Go to the NE and through the cavern hole.

Go to the NE corner and grab the green key card. As soon as this card is picked up, two Zom-Bs spawn from the green puddles that were present next to the doorway. Avoid them and exit the doorway to the SW.

Back in this room, a couple of Zom-Bs have appeared. Avoid these as well and go through the doorway in the SE wall.

If Baldwin crossed the orange dotted lines when you passed through earlier, the boulders will still be falling. Go through the green door in the NE wall.

This room contains two Sentry Robots and a Guard. The Guard will need to be violently discouraged from aggressing Baldwin. Direct Baldwin to the NE and get to the two doors in that wall. Go through the southern one.

This room contains three green puddles and an orange dotted area. You know what that means. Get Baldwin to the SE corner and activate the switch. Be ready to face the three Zom-Bs as you make your way back to the NW corner and exit the room.

The Guard has returned. Quickly direct Baldwin through the northern door of the NE wall.

The flipped switch in the other room has activated a floating platform at the centre of this room. Ride it to the NW to reach another switch. Beware the Rotating Cannon located in the NW corner. Stick to the NE corner as you direct Baldwin to activate the switch. Wait for a lull in the firing before returning to the platform and going back to the SE part of the room before exiting it.

Avoid the Guard and the two Sentry Robots by immediately going to the NE corner and then moving along the wall in a SW direction. Exit the room through the door in the SW wall.

Exit this room through the door in the SE wall.

Grab the laser ammo and the energy cube in the NW corner. Direct Baldwin to the SE and onto the floating platform. Beware the two Rotating Cannons and the two Guards which appear as you cross the chasm and hoof it to the door in the NE wall. Blowing up the western cannon makes it much easier.

In this room, avoid the Spiked Troll as Baldwin grabs the brown key card. Go to the NE wall and pass through the door.

Immediately go through the door in the SE wall.

Go through the door in the SW wall.

Direct Baldwin to the SW, while avoiding the spikes and orange dotted areas, and enter the door in the SW wall.

Go to the SE and activate the switch. Beware the Rotating Cannon on the other side of the pit. Go back through the door in the NE corner.

Go to the NE and enter the door.

Direct Baldwin through the door in the NW wall.

Go through the door in the SW wall.

Avoid the Spiked Troll and direct Baldwin to the NW wall. Destroy the rock pile in the wall and go through the opening.

Go NW and use the floating platform to cross the pit and activate the switch in the NW. Return to the floating platform and cross to the SE. Go through the door.

Avoid the Spiked Troll for a third time and direct Baldwin through the door in the NE wall.

Dodge the falling boulders and enter the door in the SE wall.

Avoid more boulders as you direct Baldwin through the door in the SW wall.

Go SE, making sure to keep a safe distance from the rising spikes and the orange dotted areas. Enter the door in the SE wall.

Ah, back on the narrow path where you flipped a switch not so long ago. There is now a floating platform that permits access to the SE side of the room. Beware the Rotating Cannon as you cross over. Enter the brown door in the SE wall.

Direct Baldwin to the SW and pass a switch that already seems to have been activated. Enter the door in the SE corner.

Immediately activate the switch that is next to the door and avoid the Rotating Cannon shots as you direct Baldwin through the door in the SE wall.

As boulders fall around Baldwin, direct him to the SE and through the door. This ends the level.

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4.6- Level 6 Sewer Network  
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More stellar info from the screen crawl:

"Astralnet are now aware that an infiltrator is present within the area and so security has been tightened. Your only way to escape is through the sewer network."

Direct Baldwin to the NE corner. Notice that there are Zombie Guards and a Rotating Cannon in your way. Continue to the SE, passing the brown door, and enter the door in the SE wall.

Pursue the path to the SE and walk on the floor switch. This activates a raft to the SW. Beware the Zombie Guard as you maneuver Baldwin onto the raft and cross to the SW. Getting off the raft, Baldwin encounters a new hazard and a new enemy. The hazard is a steam blast that rises from a small hole in the floor. The enemy is a Floating Robot Sentry that attacks by contact. Go through the door in the SE wall.

Go to the SE wall and follow it to the SW. Blow up the barrel and wait for the steam blast before passing the hole in the floor. Head to the NW corner and grab the brown key card. Go through the door in the NW wall.

Avoid the Zom-B and direct Baldwin to the northern corner to activate the switch. Return to the south and exit the room.

Go to the SE and turn to the NE when Baldwin reaches the wall. Avoid the steam blast and turn the Zom-B into a green stain on the stone floor. Enter the doorway in the NE wall.

Rush to the east and be careful of the steam blasts as you get Baldwin onto the raft and cross to the NE. Run along the NE wall and enter the door in the NW wall.

Go to the NE wall and enter the brown door.

As you enter, boulders fall from above. This room contains a laser pick-up and a warp device. Grab the laser ammo and warp Baldwin to some unknown destination.

Direct Baldwin to the NE wall and follow it SE, past the Wall-mounted Laser and continue past the first door in the NE wall. Enter the SE door.

Avoid the Walking Cannon, grab the three-shot ammo and go SE. Direct Baldwin past the third barrel and then NE to activate the switch. As you turn around to return to the door, throw a bomb at the barrels. With luck, the chain reaction will pulverize the Walking Cannon and a Zombie Guard that has appeared. If not, at least the Walking Cannon will be toast and the Zombie Guard, which seems slow to react, can easily be avoided. Exit through the door in the NW wall.

Go north and into the door in the NE wall.

This next room has everything in twos. There are two doors in the NE wall, two puddles of green slime that will turn into Zom-Bs and two energy cubes in the SE area. The Zom-Bs are only triggered if Baldwin touches the cubes, which, if you've been following this guide, you should not need. Go into the southern door of the NE wall.

Grab the green key card and do not loiter. A Rotating Cannon appears in the southern corner after the card is picked up. Exit by the door in the SW wall.

Direct Baldwin through the northern door of the NE wall.

Baldwin is immediately confronted by a Zom-B which is blocking a narrow path leading to the NE. Zap the Zom-B and proceed NE. Also knock off a trailing Zom-B buddy and beware the Rotating Cannon in the NE corner. Go through the door in the NE wall.

Go NE, avoid the Guard and activate the switch. Avoid the Guard anew and return to the SW before turning to the SE. Avoid the Zom-B and go through the door in the SE corner.

Direct Baldwin to the NE and activate the switch. Keep going NE only if you need armour and/or energy. If you do, get past the Guard and Rotating Cannon and enter the door.

This room contains an energy cube and an armour shield. Grab them and exit the room.

Avoid the Guard and Rotating Cannon, return to the SW and exit by the door in the SE wall.

In this room, Baldwin needs to follow the path to the NE. Unfortunately, there are two barrels, a Guard and a Rotating Cannon in your way. Toss a couple of bombs to get rid of the barrels and the Guard. When Baldwin reaches past the latter's former position, the Rotating Cannon will rise from the floor. Move to the SE as it fires twice and then recedes into the floor. Use this time to get to the door in the NE corner. Exit the room.

Avoid the Guard and go through the green door.

Grab the blue key card. Do not immediately leave. There is three-shot ammo in the NW corner of the island. Grab it and exit the room.

Avoid the Guard and exit the room through the SE door.

Slowly advance to the SW, until the Rotating Cannon rises from the floor. Move to the SE as it takes its shots and pass its position as it recedes into the floor. Turn to the SE and enter the blue door.

Ignore the Rotating Cannon and direct Baldwin through the SE door.

Zap the Zom-B and, while taking out the Guard, move to the NE and through the door in the NE wall.

Go to the NE. Do not take the bombs, since this will trigger the Zom-Bs. Exit by the door in the NE wall.

Go NE and activate the switch. This triggers falling boulders and the appearance of a Guard. Go SW and exit the room.

Now grab the bombs and hoof it to the SW, ignoring the first Zom-B. Eliminate the second Zom-B that is blocking the way to the door in the SW wall. Go through the door.

Knock off the Guard and direct Baldwin to the SW, where you will exit this room.

Fry the Zom-B and blow up the barrels before going SW to grab more bombs and exit the room.

This room has two Walking Cannons. Hurry to the SW and then NW, while avoiding

them and grabbing bombs (so many bombs! Something big must be up ahead.) Exit through the door in the NW.

Going west, Baldwin encounters a Zombie Guard. Turning to the NW, there are two Zom-Bs and a door in the NE. There is an energy cube in the NW corner of the room, if necessary. Enter the door in the NE wall and complete this level.

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4.7- Level 7 Chemical Plant  
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Here is the crawl for the intro to the next level:

"The following area is another section of the chemical plant. Again, be aware of dangerous chemical leaks."

Take note of the level password and let's move on.

This place definitely looks like a chemical plant. Go to the northern corner and grab the blaster ammo. A Guard and Zombie Guard will appear. Beware the pools of green water as you direct Baldwin through the door in the SE wall.

This room's floor is littered with holes for steam blasts and spikes. The easier path it to go NE, SE and SW to avoid the pool and reach the door in the SE wall. Exit the room.

Activate the switch that is directly to the west of the door Baldwin has exited. Go right back through that same door.

Return to the door in the NW wall and leave the room.

Avoid the Guard and Zombie Guard and enter the door in the NE wall.

Within this room, the platform is now in motion. Destroy the Floating Sentry Robot and board the platform. Ride it to the NE, past an isle with an energy cube and reach an isle with bombs. Move Baldwin in order to grab the bombs, but stay on the platform. Ride it back to the isle with the cube and get off. Wait for another floating platform coming from the NE. Get on it and ride to the NE, getting off to reach the door in the NE wall. Exit the room.

The next room contains three Zom-Bs. Mow them down and avoid a Rotating Cannon in the northern corner. Exit by the door in the NE wall.

Avoid the spikes in the floor and direct Baldwin to the NE to activate the switch. As soon as this is done, a Guard appears in Baldwin's vicinity. Once more, beware the spikes as you hoof it to the SW and exit the room.

Keep going SW to the door in the SW wall. Exit.

Ride the platforms back to the SW and exit through the door in the SW wall.

Go through the door in the SE wall.

Once again, navigate Baldwin around the green pool by going NE, SE and SW to reach the door in the SE wall. Beware the steam blasts and spikes and exit the room.

Make your way to the NE. The room contains a Guard which doesn't move and a Zom-B which does. There is also an energy cube in the northern corner. Now that it is accessible, leave the room by the door in the NE wall.



This room contains two Guards, a Rotating Cannon and a number of steam blast holes scattered about. At least one Guard needs to be taken out if you hope to get Baldwin intact to the door in the NE wall.

Grab the laser ammo, take out the Guard and blow up the barrels to be able to exit through the door in the NE wall.

There is only one door that is open at this point. Direct Baldwin to the SE and go through the door in the SW wall. Beware the steam blast holes.

You need to avoid a Guard and a Zom-B in order to get Baldwin past the blue door and to the SE corner. There is a warp device in this area. Use it.

Ignore the brown door and direct Baldwin to the NW. A Zombie Guard is waiting for you. Go through the door in the NW corner.

Activate the switch and exit the room while two Guards uselessly appear.

Avoid the Zombie Guard and return to the warp device in the SE corner. Use it.

Direct Baldwin around the Zom-B and to the door in the NE corner. Enter it.

You can now enter the door in the northern part of the NE wall. Direct Baldwin through it.

Grab the brown key card and exit the room.

Return to the southern door of the SW wall and enter it.

Direct Baldwin to the SE in order to use the warp device. Warp away.

Enter the brown door to the SW.

Activate the switch and avoid venturing further in the room. There is nothing else to do here and a Rotating Cannon is present in the NW corner.

Go east and use the warp device.

Return once again to the NE corner. Be careful, an extra Guard has appeared in this area. Exit the room.

Go east, into the door that is in the southern part of the NE wall.

Avoid or destroy (with a bomb) the Floating Sentry Robot and grab the blue key card. Exit the room.

Cross the room and enter the door in the SW corner.

Run southwards and rush through the blue door.

Direct Baldwin across the room and through the door in the SW corner.

Things get hectic in this room. There is a Walking Cannon and two Zom-Bs that seem to make a bee-line for Baldwin. Do not stand around waiting for toxic hugs. Make your way to the SW corner and then move NW to use the warp device.

There are a lot of doors and a Floating Robot Sentry in this room. Funny thing, you can get the sentry to chase Baldwin in such a way as it will wind up stuck in the SW corner. Anyway, let's start by going into the eastern-most

door in the NW wall.

Grab the energy cube and bombs. Go to the NW in order to activate a switch. Dodge the falling boulders as you leave the room.

There is an added enemy. A Rotating Cannon is now present next to the door Baldwin emerged from. Yeah, looks like it's gonna be another of those rooms that just gets more complicated as you travel through it multiple times. Enter the middle door in the NW wall.

Activate the switch you see. There is nothing else of note in here. Exit the room.

Enter the western-most door in the NW wall.

Beware the steam blasts as you grab the blaster ammo and exit the room.

Hmm, I guess I was wrong. No new enemies seem to have appeared in the room since the Rotating Cannon. Whatever. Direct Baldwin to the SE corner and enter the door in the middle of the SE wall.

Go NE to get the green key card. Two Guards will appear. Time to shred some Guard. Throw a bomb into the first one. Hurry to the SE and exit by the door in the NE wall.

Now the game ups the nasty level. There are enemies completely hidden behind obstacles. You cannot see them and they do not move, but they will shoot Baldwin in the back as he passes the obstacle. That being said, as you enter the room, such an enemy is hidden behind the first pair of purple silos. Stick to the NW wall and go in a NE direction, past the barrel, until Baldwin enters the green door.

Activate the switch and dodge those pesky boulders as Baldwin exits the room.

Do not forget the enemy that is behind the silos. This enemy should be directly in front of Baldwin. Quickly run to the SW, back behind the first barrel. From this spot, positioned between the corner of the wall and the barrel, toss a bomb directly to the north and blow up a second barrel obstructing Baldwin's path. Rapidly run through the breach, past the Guard half-hidden behind the silos, and go through the door in the northern part of the NE wall.

Grab the energy cube if Baldwin needs it. Continue through the door in the NE wall to end the level.

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4.8- Level 8 Canals (Part 1)  
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Are we through with this plant? Let's see what the crawl announces:

"Well done! After successfully negotiating the chemical plants you find yourself at another canal level. Our reports suggest that mutants inhabit these areas, so take care."

Oh. More mutants. Like we haven't seen enough of those already. What kind of chemical sludge is coming out of that plant anyway?

As this level begins, the look isn't different than that of the sewer level. Baldwin is on an island with two catwalks - one to the NW and the other to the

SE. Begin by crossing to the NW.

Follow the path to the NE and SE, to reach a switch in the floor. Activate it and direct Baldwin back to the catwalk. Notice that the green sludge has turned into a Zom-B. Avoid it and reach the starting island.

Go to the SE and cross the catwalk.

This next island has a friendly Zom-B that wishes to greet Baldwin. Ignore it and go to the SW, where another Zom-B is stumbling about. Turn to the NW and get on the raft.

This tiny island has a switch and an energy cube. Grab the cube and activate the switch. Do not get back on the raft just yet. It is quite likely that the two Zom-Bs are waiting for Baldwin on the edge of the island he just left. These critters are simply not smart enough to use a raft. Zap the Zom-Bs into oblivion and ride the raft.

Direct Baldwin SE and then NE to another moving raft. Ride it to the NE.

Get off the raft and walk NE to leave the area. Continue to the NE and beware a Rotating Cannon that is just off the eastern corner of the island. Go NW and cross the catwalk to the NE.

Go north and cross the catwalk going to the NW.

Follow the island's path to the NW and then NE, past the immobile raft, and leave the area. Destroy the Guard and activate the switch. Ignore the catwalk to the NE. The island in that direction has nothing but a Zombie Guard. Go back to the SW and leave the area.

Board the raft and ride it to the SE.

Get off the raft and go NE to the warp device. Use it.

Let go of the D-pad as Baldwin appears on a moving raft. Ride it to the NE and get off on the tiny island. Grab the three-shot ammo and activate the switch. Board the raft and ride it to the SW.

Cross this tiny island and get on the next raft to the SW and NW.

Baldwin is back on the island with the Rotating Cannon in the NE. Go north and cross the catwalk to the NE.

Go north and cross the catwalk to the NW.

Move NW and then NE, past the raft, and exit the area.

This Guard again. Bomb him into next week and cross the catwalk to the NE.

Keep going NE, avoid the Zombie Guard's shots and board the raft going to the NE.

Get off on the tiny island. Exercise some patience and a raft will eventually reach the NE corner. Board it and ride it to the NE, then SE and finally again to the NE.

Direct Baldwin off the raft and to the NE, thereby leaving the area. Get on the raft going to the SE.

Direct Baldwin to the NE and across the catwalk to the NW. Beware the Rotating Cannon and the shots coming from the Guard to the south.

Follow the path to the NE and then SE to reach a new weapon - the flamethrower. Grab this promising bit of hardware and return to the catwalk by going NW and then SW.

Make your way to the southern corner and avoid the guard. Leave the area. Continue to the SE and board the raft going to the SW.

Get off on the tiny island and board the raft going to the SE.

Cross this next island and board another raft going to the SE. Beware the Rotating Cannon and its attempts to knock Baldwin off the raft with its shots.

From this island, board the raft going to the SW.

Get off and activate the switch. This tiny island also has bombs. Leave by the raft to the NE.

Board the raft to the NW.

Beware the Rotating Cannon's shots and do not immediately board the raft to the NW. There is a Zombie Guard waiting on the next island. Shoot him from the edge of the island and then ride the raft over.

Board the next raft to the NE.

Go to the NW and leave the area. Direct Baldwin to the northern corner. Beware the Rotating Cannon as you approach the catwalk and cross it to the NW.

Move about halfway to the NE and exhibit some patience as you wait for a raft to reach Baldwin's position. Ride it to the SE and then NE.

Get off the raft and cross the catwalk to the NW.

Follow the path to the NE and end the level.

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4.9- Level 9 Astralnet Warehouse  
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Moving along. Let's see what's coming next on the crawl:

"Make your way through this next warehouse. Don't wait around though, as Astralnet have drafted in extra troops to protect their stronghold."

Ah, yes! Because one thing I certainly do plan on is waiting around. OK, let's get this started so we can kick some newly drafted Guard butts.

From the beginning, this level looks like any other warehouse that has already been explored in this game. Oh, well.

This room has a door in every wall. The blue and green doors are obviously inaccessible at this point. Start with the door in the NE.

Grab the blue key card located in the NW corner. A Guard and Zombie Guard appear. Avoid them and exit the room.

Go to the SE corner and enter the door in that area.

The room contains bombs in the SE corner of the room. It might not be worth dealing with a Walking Cannon and a Zombie Guard to get them. Leave the room.

Enter the blue door to the SW.

This room also has doors in every wall. There are also two Sentry Robots and a Guard. Start by directing Baldwin through the door in the SW.

Grab the green key card and go through the door in the NW wall.

Grab the blaster and three-shot ammo. Leave the room.

Go through the door in the NE wall.

Cross the room to the NW wall and enter the door in this area.

Direct Baldwin to the SW and through the green door.

Activate the switch and leave the room.

Go to the centre of the SE wall and exit the room.

Get to the centre of the SE wall and go through it.

This room contains two Zom-Bs. Go through the door in the NE wall.

Grab the machine-gun ammo, the bombs and the energy cube. Leave the room.

Cross the room and go through the door in the SW wall.

Direct Baldwin to the southern corner to grab the brown key card. There is a Guard in this room. The troop presence triples when you approach the card. You're gonna have to leave some bodies behind. Leave the room.

Go through the door in the SE wall.

This room contains a Sentry Robot and a Floating Sentry Robot. The latter can be a pain in the butt as Baldwin is directed around the room. Go to the SE corner and activate a switch. There is also an energy cube in this area. Go through the door in this same corner.

Direct Baldwin to the NE and then to the SE, while avoiding the Rotating Cannon. Enter the door in the SE corner.

In this room, grab the blaster ammo and activate a switch in the NW corner. Avoid the falling boulders and leave the room.

Retrace your steps to the NW, past the Rotating Cannon and to the SW. Exit through the door in the SW corner.

Go to the SW and enter the brown door.

Avoid the walking Cannon and Guard in order to get to the switch in the NW corner. Activate it and leave the room.

Go to the SW and enter the next door.

Eliminate the Zombie Guard standing in front of the door in the SW and enter it.

Avoid the shots of the two Zombie Guards and grab the blaster ammo. Use it to erase the Zombie Guards from the room and quickly go SE and then NE. Another Zombie Guard is present in this area. Exit by the door in the SE wall.

Quickly direct Baldwin to the SW corner and through the door.

Go to the SW. Two Guards will appear as Baldwin passes the barrels. Exit the room by the door in the SW wall.

Go to the SW and avoid the oncoming Sentry Robot. Turn to the NW and exit the room.

Navigate Baldwin around the Walking Cannon and reach the SW corner, where there is some laser ammo. Next, go to the NW corner and enter the door.

Avoid the falling boulders as you grab the armour and exit the room.

Move to the NE and enter the second door you encounter (the first one won't open anyway).

There are a bunch of holes for steam blasts. Direct Baldwin to the NE and go through the door.

Activate the switch on the NW wall and exit the room.

Beware the steam blasts and get to the door in the SE wall. Enter it.

Now get to the door in the middle of the NW wall and go through. Notice that a Guard has appeared since your last passage in this room.

Direct Baldwin to the NW and encounter something we haven't seen in a while - a Wall-mounted Laser. Pass it and mind the Guard which is right after. Continue to the NW wall and exit the room.

This room has a bit of everything. There are falling boulders, a Rotating Cannon and barrels in front of the doors you need to pass. Use bombs to get rid of the barrels. Go into the door in the NE corner.

Grab the blaster ammo and exit the room.

Go to the western door in the NW wall. Blow up the barrel and enter the door to end the level.

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4.10- Level 10 Outside Zone  
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Oh, Crystal Ball that is the crawl, tell me what happens next:

"Be extra vigilant in this outside zone. Our agents reported some strange events such as some rooms shifting position just before they were captured and executed! Stay awake guy!"

What the...? A couple of things here don't make sense. We are going into an outside zone, but there are shifting rooms. How does that work? Also, this thing about capture befuddles me. Not a single enemy has thus far attempted to "capture" Baldwin. Then it reminds you to stay awake. Do the game developers believe that you've made it this far in the game by hitting the snooze button? And, finally, despite the lack of proper punctuation, is the main character's

name "Guy"?

So many questions, so little patience for answering them. Let's hope cracking some Guard skulls will answer them...

Take note of the password before moving on.

This looks like a sewer or canal level. Baldwin begins on an island that has three warp devices. Use the one in the southern corner.

Go to the SE and enter the first door in the NE wall.

Activate the switch on the NE wall and avoid the three Zom-Bs as you exit the room.

Continue to the SE, pass an energy cube and enter the next door in the NE wall.

There is a Zom-B and a Rotating Cannon that need to be taken out if you wish to have a clear path to the switch. Activate the switch and quickly leave the room as a Guard appears.

Do not loiter in front of the door - two Rotating Cannons rise from the ground. Return to the NW and use the northern door in the NE wall.

Go to the northern corner and activate the switch. Two Zombie Guards appear. Leave the room.

Return to the southern door in the SE wall. Enter.

Get to the NW corner and activate the switch. There is also an energy cube behind the Rotating Cannon in the eastern corner. Leave the room.

Return to the northern door in the NE wall. Enter it.

Go to the northern corner and activate the switch. There is also some three-shot ammo in the eastern corner. Picking it up makes a Zombie Guard appear. Ignore the warp device and leave the room.

Return to the southern door in the NE wall. Enter it.

This room now contains a Zom-B, a Guard and a Rotating Cannon. The latter is in the northern corner, where the blue key card is. Needless to say, Baldwin needs that card. Grab it and leave the room.

Return to the northern door in the NE wall. Enter it anew.

Direct Baldwin to the NE wall and use the warp device.

Baldwin is now back at the starting point of this level. Go east and use the warp device in that corner.

As soon as Baldwin appears, go north to grab a one-up BOSS doll. Next, go to the SW and then NW along the building. Ignore the door situated between two barrels and go around the corner of the building, to the NE. Beware the Rotating Cannon in that corner and keep in mind that the fences are electrified. Go all the way to the NE corner and grab the brown key card. Return to the SW and then SE to reach the door with the two barrels. Direct Baldwin through it.

This room contains a couple of those good ol' Wall-mounted Lasers. Move past them as you navigate Baldwin to the NE and through the door.

As soon as Baldwin enters the room, avoid the shots of two Rotating Cannons and direct him to the NE, where a warp device is apparent. Use it. Baldwin reappears in the same room, but across the green liquid waste and to the SE. Go to the southern corner and leave the room by the door in that area.

Baldwin is back outside and there are three Spiked Trolls that want a piece of him. Avoid them and get to the NW corner to leave the area.

Indoors again, avoid the Zom-B and direct Baldwin to the SE. Beware the Wall-mounted Laser as you reach the laser ammo and warp device beyond it. Grab the ammo and use the warp.

Once again in the fresh air, direct Baldwin to the NE to pick up the green key card. Going to the SW automatically warps Baldwin back to the starting point of the level.

Use the warp device to the west.

As Baldwin appears, move to the NW and enter the brown door. Beware the two Rotating Cannons to the NW. (As a side note the warp device to the SW sends Baldwin back to the level's starting point)

Make it onto the platform to the NE and enter the door.

Direct Baldwin onto the platform to the NE and activate the switch. This makes a Zombie Guard appear. Avoid its shots and grab the bombs before you leave the room.

Quickly cross the room and exit by the door in the SW wall.

Go to the SE and avoid the Zom-B as you direct Baldwin around the corner of the building and to the NE. Beware the three Guards that are present in this area. Continue to the NE and grab the blaster ammo before entering the green door.

Grab the heart if you need it and avoid the Zombie Guard's shots while getting rid of the barrels in front of the door in the NE wall. With the barrels gone, leave the room to end this level.

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4.11- Level 11 Canals (Part 2)  
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In your face! What's next, creepy crawl? :

"Hurry through this canal area as quickly as possible as the Astralnet security forces are closing in behind you!"

One might fear that this means a time limit may be involved in this level, but that is not the case. Let's just keep steamrolling through this thing.

Considering the warning, it isn't surprising that Baldwin appears on a small island in the middle of green sludge. Begin by using the catwalk in the SW to cross over.

This is a bigger island, upon which you need to go SW and then SE. Avoid the two Guards and make it to the moving raft in the SE corner. Board it.



Riding the raft to the SE, Baldwin approaches an island upon which a Guard is waiting. Quickly leave the raft and circle around the Guard and reach a catwalk in the NE section of the island. Cross it.

Proceed to the NE to leave the area. Keep going NE to activate the switch. Cross the catwalk over to the SE.

Move NE and get on the raft that is moving to the NW.

Direct Baldwin to the NE, NW and SW in order to activate a switch. This action makes a Guard appear to the NE. Next, go back to the NE and cross the catwalk leading to the NE.

Go to the SE end of the small island. Beware the Rotating Cannon in the southern waters. Get on the moving raft and ride it to the SE.

Get off on a tiny island with an energy cube. Get back on the raft to the NW and return to the previous island. Make your way across the catwalk.

Direct Baldwin SE and then SW. Notice that a floating shield has appeared. Grab it if necessary and get on the raft to the SE.

Get off the raft and go to the SW end of this island. Take the catwalk leading to the NW.

Go to the SE and leave the area. Continue to the SE and cross the catwalk to the SE.

Grab the three-shot ammo and waste the Guard. Go to the NW and board the raft.

Go to the NW and guide Baldwin between the Guards as you turn to the NE and cross the catwalk.

Baldwin is now back on the first island in the level. Note that a warp device is now present. Use it.

Baldwin appears on a path next to a wall. Go NE and cross using the catwalk to the SE. Continuing NE would direct you into an ambush by a Guard.

Reaching the island, get on the raft moving to the SE.

Immediately board the raft going to the SW. Be patient as it moves around a tiny island before reaching another tiny island with a pick-up.

Get off the raft and grab the laser ammo. Board the raft anew and return eastwards.

Get off the raft and proceed to the NE. Avoid the Guard and board another raft going to the NE.

Reach the shore and get off. Move to the NW to get some armour and beware the Guard across the water. Now go SE and leave the area. Going SE and then NE nets Baldwin more armour. Next stay at the SE edge and wait for the raft. Board it.

The raft moves to the SE, to an island upon which a Guard is waiting for someone to shoot at. That Guard will be located at the SW tip and you should start shooting at him as soon as he appears on screen. Otherwise, Baldwin will be stuck on a narrow island and forced to avoid fire from three Guards (two

other Guards are located on tiny islands to the north and east). Get off the raft and avoid the shots of the aforementioned Guards as you wait for the next raft coming from the SE. Quickly board it.

This raft moves between islands of which one has a trigger-happy Guard upon it. Get off the raft as it reaches the shore in the SE. One step to the SE makes you leave the area. Keep going to the SE and turn to the NE when you reach the Guard in the corner. Pass a second Guard and cross the catwalk leading to the NW.

This island is a big square with water in the middle. The water is crossed with a catwalk upon which Baldwin can get some laser ammo. However, picking it up triggers the appearance of two Guards - one at each end of the catwalk. When ready, use the warp device on the NW side of the island.

Baldwin appears on the shore, to the north of the square island. Beware the Guard on the island and a Rotating Cannon as you walk to the SE and leave the area. Hurry past the Rotating Cannon as you go to the NE, past the catwalk and to the corner. Turn to the SE and grab the bombs. This triggers the appearance of some Guards that will complicate Baldwin's next movements. Hold your course to the SE and pass a Guard. Next, turn the corner to the NE and eliminate the Guard in that area (I used the flamethrower due to the close quarters). Pursue the path to the SE, avoid the Rotating Cannon's shots and turn the next corner to the NE. As Baldwin continues to the NE, you leave the area and end the level.

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4.12- Level 12 Sewer Network (Part 2)  
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What manner of wisdom does the ora-crawl have for you at this point? :

"Make your way across this zone taking careful note to avoid the remote security emplacements."

Oh, NOW we're supposed to take note of the security emplacements! So the first eleven levels were about passive observation of the hazards present in this presumed maze of death. Time to really pay attention...

This level is just like all of the other warehouse levels but has the added twist of really using a three-dimensional space.

Baldwin begins on a raised pathway. Note that dropping off the pathway will not injure Baldwin. However, keep in mind that you cannot always get back up to the raised areas. So be extra careful when moving around.

Go to the NE and get the bombs. Direct Baldwin through the door in the NE wall.

Avoid the Zom-Bs as you make your way to the NW and then NE to reach the door in the NW wall. Enter it.

Activate the switch on the NE wall and leave the room.

Avoid the Zom-Bs anew and also beware the added Guard. Exit the room through the door in the SW wall.

Get down to the lower portion of the room and direct Baldwin to the door in the eastern corner. Get around the barrels and use the door.

Eliminate the two Zom-Bs and beware the spikes (some of them are not clearly visible because of the pipes on the SE wall) as you make your way to the NE end of the room. Enter the door in the NE wall.

Direct Baldwin to the SE corner and grab the brown key card. This activates two Rotating Cannons in the NW part of the room. Turn around and exit the room through the door in the SW corner.

There is a Zom-B in this room. Eliminate it and go around to grab three-shot ammo. Then return to the doorway and activate the switch. Doing the switch first triggers the appearance of two Guards, which makes everything trickier in these closed quarters. Exit the room.

Move slightly to the NW, in order to see the edges of a Rotating Cannon. Throw a bomb in its direction. Leave the room by the door in the NW corner.

Avoid the spikes as you direct Baldwin to the SW and exit the room.

Beware the two Rotating Cannons which have appeared in this room. You need to make it to the SW area and exit through the door in that area.

There is a new twist to this next room. There are falling boulders as Baldwin enters and is standing on a raised walkway. Move to the SE end of the walkway and drop down to the lower area. Surprise! Baldwin is warped to another raised portion of the room (What! An invisible warp device! That's just cheating on the game's part!). This area has a floating heart and laser ammo. Grab these and drop down to the SE before moving to the SE to exit the room.

This room has a couple of Guards and Zombie Guards. Navigate Baldwin to the SE, around the corner and then to the SW. Use the door in the middle of the SE wall. There is a bomb pick-up in the NW corner, but you probably don't need it. (I had 68 bombs at this point)

Follow the Robot Sentinel as it moves to the SE and avoid it as it turns back towards the NW. Exit the room by the door in the SE wall.

There is a Spiked Troll coming at Baldwin from the SW. Eliminate it or avoid it and go to the SW. Go in the brown door.

Grab the green key card and activate the switch. Leave the room.

Avoid the Spiked Troll and enter the door immediately to the SW.

Go to the NW and enter the door.

Direct Baldwin through the steam blasts and grab the armour in the NW corner. Leave the room.

Continue to the SW and pick up the blue key card. Return to the NE and leave the room by the door in the NE wall.

Once again, avoid the Spiked Troll and a Walking Cannon. Navigate Baldwin to the SE and then NE, to the centre of the room. Grab the bombs and (surprise!) get warped out of the area.

Throw a bomb to destroy the barrels in the NE corner. Beware the Guard in the SE corner as you activate the switch and leave the room by the door in the NE wall.

Again, toss a bomb to destroy the barrels blocking the access to the switch.

Activate the switch and use the warp device in the NW corner.

Baldwin reappears in the centre of the room with the Spiked Troll and the Walking Cannon. Go SE and avoid a second Spiked Troll as you move to the NE and then NW. Use the northern-most door in the NE wall.

Avoid the Guard as you direct Baldwin to the northern corner and exit by the blue door in the NE wall. Beware a second Guard standing next to the door.

There are three Guards in this room. Avoid them and reach the door in the SE wall. Use it.

Follow the long path that leads to a door in the SE. There are two Guards in your way. Needless to say, don't hug either of them.

Activate the switch that is next to the door and leave the room.

Make your way to the door in the NE. Re-introduce yourself to the Guards on the way back (I used a bomb on the second one) and leave the room.

Avoid the Guards and get to the door in the middle of the SW wall. Exit the room.

Two more Guards to avoid as Baldwin must get to the door in the SW wall. Direct him through it.

Enter the door immediately to the SE.

Get the floating BOSS doll and leave the room.

Avoid the Spiked Trolls and Walking Cannon as you navigate Baldwin to the NW corner of the room. Go through the door in that area.

Go to the SW corner and enter the door in that area.

Immediately drop down to the lower part of the room and slowly make your way to the SE. Run right past the Zombie Guard and enter the door in the SE wall.

Two Guards are admiring a floating heart in the SW corner. Grab it if you need it and exit the room by the door in the SE wall.

A pair of Rotating Cannons rise in the water in front of Baldwin. Ignore them as you move to the NE and enter the grey door in that area.

Get to the NE corner and activate the switch. This triggers the appearance of two Guards. Avoid them (their reaction time is pitiful) and exit the room.

There is blaster ammo in the SW corner, if you need it. Otherwise, exit by the door in the SE corner.

Go a little to the SW and then turn SE to get to the centre of the room and grab bombs. Beware the Rotating Cannon in the water. You now need to make your way to the SE corner to exit the room. There is a Guard and a Zombie Guard waiting for you. The easier path is to direct Baldwin to the SW wall and then follow it around until you reach the bomb-throwing Zombie Guard. Avoid it and turn to the NE to leave the room and end the level.

Whew! That last level was exhausting! What's next crawl? :

"After successfully negotiating the sewer, the only way forward is through another intricate web of tunnels. Hopefully this will lead you closer to your goal."

Take note of the level password, grab a shovel and let's go tunneling.

This level resembles more a series of caverns than tunnels. Meh, this should be the home stretch, so I am prepared to let it slide.

Start with going through the door in the NE wall.

Proceed to the NE and ignore the brown door. Passing near the dotted orange line activates the two puddles of green slime, which turn into Zom-Bs. Go through the door in the NE wall.

Grab the brown key card in the SE corner. This triggers the appearance of a Guard. Go around it to get through the door in the NW wall.

Navigate around the Zombie Guard to pick up the blaster ammo in the NW corner. Leave the room.

Go around the Guard and leave the room by the door in the SW corner.

Direct Baldwin through the brown door, immediately to the west.

Go to the SW corner and activate the switch. Beware the boulders which start falling and leave the room.

Move to the SW. Due to the narrow corridor, the pair of Zom-Bs will have to be eliminated. Leave the room through the door in the SW wall.

There are now boulders falling in the level's starting room. Enter the grey door in the NW wall.

Activate the switch in the NE wall. Move to the NW and blow up the lighter colored section of wall. Enter the revealed passage.

Direct Baldwin to the NE and then NW, in the narrow corridor. Eliminate the two waiting Zombie Guards as you move to the NW end of the room. Enter the door in the SW wall.

Go to the SW and grab the flamethrower ammo. Be careful not to fall off the edge of the path. Enter the door in the NW wall.

Activate the switch on the NW wall. This triggers falling boulders and makes the blue key card appear in the SW section of the room. Grab the key card and leave.

Beware the Guard that has appeared and leave by the door in the NE wall.

Move to the NE and then SE into the narrow corridor. The Zombie Guards are back. Waste them anew and continue to the SE. Exit the room by the door in the SW wall.

Direct Baldwin to the SE, past the Guard, and to the SE corner in order to get a BOSS doll. Exit by the door in the SE wall.

Dodge the falling boulders in the level's starting room and get to the door in the SW wall. Use it.

Cross the room and enter the door in the SW wall.

Navigate Baldwin to the SW, past the Wall-mounted Laser and steam blasts, and to the SW corner, where there is a floating heart. Enter the grey door in the SE wall.

Use the warp device in the SW corner.

Go to the east and enter the door in the SE wall.

Avoid the Zom-B that greets Baldwin as he enters the room. Move to the NE and beware the Rotating Cannon in the NE corner. Exit the room through the door in the NW wall of that area.

Go to the NW wall and activate the switch. Leave the room as boulders start falling.

Go to the SW corner of the room and leave through the door in that area.

Move to the NE and use the warp device.

Exit the room using the door immediately to the west of Baldwin.

Enter the door immediately to Baldwin's east.

Move to the SE and activate the switch on the NE wall. Next, go SW and avoid the spikes as you grab some bombs. Beware that two Guards will appear and force Baldwin into the abyss with shots. Leave this room through the door in the NE wall, near the switch.

Cross the room and enter the door in the NE wall.

Move to the NW and grab the blaster ammo. Return to the SE and enter the blue door. Beware the two Guards that will be appear in your way.

Beware the falling boulders as you grab the green key card in the SE corner. Leave the room.

Cross the room to the SW and exit through the door in this area.

Move to the SE and enter the door in the SE wall if you need health. The room contains a floating heart and falling boulders. Otherwise enter the door in the SW wall.

Avoid the Guards and direct Baldwin to the NW. Leave the room through the door in the NW wall.

Move to the NE and get past the Wall-mounted laser. Leave the room through the door in the NE wall.

Enter the green door in the NW wall.

Use the warp device in the NW corner.

Go to the NE and enter the passage in the NE wall.

Navigate Baldwin to the NE and enter the door in that area.

Once again, move to the NE and activate the switch. Exit the room.

Return to the doorway in the SW and beware the Rotating Cannon in the NW corner. Leave the room.

Move to the SE and then SW to enter the door in the SE wall.

Activate the switch and leave the room.

Direct Baldwin to the NW corner and use the warp device.

Leave the room through the door in the SE wall.

Exit the room through the door in the NE wall.

Avoid the falling boulders and make your way eastwards to enter the door in the SE wall.

Grab the three-shot ammo only if you really need it, since doing so triggers the appearance of two Guards and one Zombie Guard right in your path. I managed to grab the pick-up and rapidly sneak by the enemies by squeezing between the centre and left Guards and exiting by the door in the SE wall. This ends the level.

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4.14- Level 14 Train Station  
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Get a load of this pile of crawl :

"Well done guy! Ugh! Try and ignore the smell for one more stage. Head through the disused train station, which will lead you to the basement of the Astralnet offices!"

Whoo-hoo! A new décor! Uh, no! This train station looks like a warehouse with a new color palette, trash cans and posters. "Ugh!" is right. This level stinks of recycled pixel waste.

Go to the SE and exit the room.

Direct Baldwin to the SE and take out the Guard before getting past the Wall-mounted Laser. Quickly take out the next Guard and enter the door in the NE wall.

Avoid the Zom-B and grab the green key card. Leave the room.

Navigate Baldwin around the Guard standing in front of the door. Go to the SW and get past the Wall-mounted Laser. Exit the room by the door in the SE wall.

Enter the green door to the SW.

Activate the switch in the NW corner. This triggers the appearance of two Guards and three-shot ammo. Grab the ammo and avoid the Guards as you leave the room.

Go to the NE and beware the Guard and the steam blasts. Turn to the SE and enter the next door you encounter in the SW wall.

Grab the brown key card and enter the grey door in the NW wall. This triggers

the appearance of two Guards.

Activate the switch on the NW wall and then grab the blue key card. Doing the reverse will trigger the appearance of two Guards in front of the switch. Leave the room.

Go east and leave the room.

Eliminate the Guard and cross the room to activate the switch on the NE wall. Leave the room through the door in the SE wall.

Avoid the Spiked Troll and head SE. Ignore the brown door and get past the Wall-mounted Laser. Exit the room through the door in the SE wall.

Grab the bombs and enter the blue door in the NE wall.

Whoa! What's this? This really IS a train station! You finally get to look at some tracks and a couple of railcars. However, you are not alone and there is still this maze to get out of.

Move to the SE, avoid the Guard and use the warp device.

Baldwin appears on the other side of the tracks. By the way, trying to cross the tracks causes damage. I don't see any third rail, but it must be in there somewhere. Enter the grey door next to the warp device.

Activate the switch on the NW wall and get the laser ammo in the eastern corner. Leave the room.

Entering the next door in the NE wall gets you nothing. Simply go back to the warp device and use it.

Avoid the Guard as you go NW and enter the blue door.

Exit the room through the door in the NW wall.

Proceed to the NW and avoid the Spiked Troll as you navigate Baldwin past the Wall-mounted Laser. Enter the brown door.

Toss a bomb at the Guards and work your way to the NE. Go up the stairs and enter the grey door. Beware the steam blast right in front of it.

Quickly direct Baldwin to the NE in order to grab the floating heart and to get out of the Rotating Cannon's range. Turn to the SE and toss a bomb at the Guard waiting at the bottom of the stairs. Go down the stairs and pass the Wall-mounted Laser to exit the room by the door in the NE wall.

Ignore the Rotating Cannon and Guard. Go to the SE and use the warp device.

Move to the NW and wait for the Rotating Cannon to take its two shots. Then go to the NE and activate the switch. Return to the SE, go around the Guard and enter the grey door.

Navigate Baldwin to the door in the NW wall and leave the room.

Ignore the Zom-B and activate the switch in the NE wall. This triggers the appearance of two Guards and a bombs pick-up in the NW corner. Getting the latter is not worth the effort. Exit the room.

Return to the SW and leave the room.



Back at the train tracks, ignore the Guard and go to the SW before turning to the NW. Avoid two shots from the Rotating Cannon and enter the door in the NE corner.

This room contains two Guards and a Rotating Cannon. Wreck these pests and make your way to the NE. Exit the room through the grey door.

Cross the room and exit through the door in the NE wall.

Go to the SE, past the Zom-B and reach the warp device. Use it.

Move all the way to the NW as you avoid the Zom-B and pick up some bombs. Next, go SE and dodge the Zom-B as you direct Baldwin into the only available door in the NE wall - the northern-most.

Activate the switch on the NW wall. Leave the room before the appearing Zombie Guard takes a shot at you.

Make your way to the southern-most door in the NE wall.

Go to the SE corner and activate the switch. Leave the room as a Zombie Guard appears in the NW corner.

Navigate Baldwin to the middle door in the NE wall.

Throw a bomb to eliminate the Guard and Zom-B. Move to the NE and avoid another Guard's shots as you exit the room through the door in the NE wall.

Simply cross the room, while avoiding a Spiked Troll, a Guard and a Zom-B. Leave the room through the door in the NE wall. This ends the level.

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4.15- Level 15 Astralnet Basement  
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Have we truly reached the last level? Please crawl, tell me so! :

"You are about to enter the basement to the Astralnet offices. Security is expected to be tight, but since the guards lost track of you, there may still be an element of surprise."

You're kidding, right? We've been at this for 14 levels and there "may still" be an element of surprise? How is that even possible? Isn't anyone keeping track of the losses in manpower? Isn't there a supervisor checking out all those security breaches?

Anyway. So, we're in the basement, huh? Well, it certainly looks like one. The color palette of choice is grey and the floor looks unfinished.

There is a Rotating Cannon in the eastern corner and the grey door cannot be opened at this time. Go to through the door in the NE wall.

Activate the switch in the NE wall and leave the room.

Cross the room to the SW. You don't see it very well, but there is a small section of floor that projects to the SW. That is a doorway. Use it.

Activate the switch in the NW wall and leave the room.

Now direct Baldwin to the SE and enter the grey door.

Grab the blaster ammo in the SW. Avoid the Rotating Cannon's shots and exit the room through the door in the SE.

This room contains two Rotating Cannons in the SE and a roaming Zombie Guard. Navigate Baldwin to the door in the SW wall and enter it.

Almost a replica of the last room. There is only one Rotating Cannon in the SE and you need to get to the door in the SE wall to proceed. There are also some bombs in the SW corner.

Avoid the spikes in the floor and continue through the door in the SW wall.

Go around the holes in the floor and exit through the door in the SE wall.

The first thing you see is a Walking Cannon coming at Baldwin. There are two of these in the room and they appear to be stuck on a NW-SE axis. Avoid them and get to the door in the NE wall. Use it.

Two Guards are patrolling this room. Avoid them and direct Baldwin to the NW corner to activate a switch on the NW wall. Leave the room through the door in the NE wall.

Cross the room and go through the door in the NE wall.

Beware the Rotating Cannon as you make your way to the NE and activate the switch. Two Guards appear when this is done. Quickly direct Baldwin between them and to the SW in order to leave the room.

Go through the grey door in the SE wall.

Geez! Another room with huge holes in the floor! Who the heck builds these structures? Is this the basement that leads to the center of the earth?

Anyway...There is a Rotating Cannon in the center of the room. Avoid it and get to the NE wall to activate the switch. A Guard appears. Leave the room through the door in the NW wall.

A Rotating Cannon has appeared near the center of the room. Avoid it and leave by the room in the SW wall.

Navigate Baldwin around the two Guards and Zombie Guard as you get to the door in the SW wall and use it.

Beware the Guard as you go through the door in the NE wall.

Go to the SE corner and grab the brown key card. Continue to the NW and avoid the spikes as you leave the room through the door in the NW wall.

Go to the NW and enter the door in the NE wall.

Cross the room in a NE direction and enter the brown door.

Go NE, past the two Wall-mounted Lasers, and go through the door in the NE.

Avoiding the Guard and Zombie Guard and going into the SE door nets you an energy cube and some armour. Get them if you need 'em. This level doesn't seem close to being over. Following that, use the door in the NW wall.

This looks like a dead end, but isn't. Beware the steam blasts as you go around the hole in the floor and get the laser ammo. Then JUMP INTO THE HOLE! It is actually a warp device!

Yeah! Suddenly, the physics of falling into a hole in the ground and dying are wrong! How clever! I wonder if this was covered by the instruction booklet.

Baldwin appears in a corridor. There is a warp device behind him and an advancing Spiked Troll in front. Avoid this troll and the next as you move to the NE. Exit through the door in the NE wall.

Eliminate the Guard and Zombie Guard to the SE before moving in that direction. Get past the Wall-mounted Laser and grab the three-shot ammo. Enter the door in the NE wall only if you need more three-shot ammo.

If you do, avoid the Walking Cannons as you direct Baldwin to the SE and enter the door in the NE. Beware the Rotating Cannon as you grab the three-shot ammo and leave. Move around the Walking Cannons as you return to the NW and leave the room through the door in the SW wall and are back in the room with the Guards and Wall-mounted Laser.

Cross the room and enter the door in the southern portion of the SW wall.

Move to the SE and get past two Wall-mounted Lasers. Then dodge a Zombie Guard and enter the door in the SE wall.

This room has a Flying Sentry and a Walking Cannon. Maneuver around them and get Baldwin through the door in the SE wall.

Beware the Rotating Cannon in the NE corner. Go through the door in the SE wall.

This is similar to the last. Go to the NE wall and activate the switch. Two Guards will appear. Avoid them and the Rotating Cannons shots. Leave the room through the door in the NW wall.

Notice that two Guards have appeared in the room. You need to get through the grey door in the NE wall. Waste the Guard next to the grey door and leave the room.

OK, this next room is a pain. There are two Guards and a Rotating Cannon taking shots at Baldwin as you solve the right combination for the trio of switches on the NE wall. Fortunately, the tedious task of trial and error has been done for you. Start by eliminating the Rotating Cannon, since it does not regenerate even if Baldwin leaves the room. Then, from left to right, make sure the switches are in the following positions - UP, DOWN, UP. Enter the door in the NE wall.

Avoid the Rotating Cannon's shots and send the Guard to visit his ancestors as you cross the room and enter the door in the NE wall.

As Baldwin enters this room, a Zombie Guard attempts to ambush him from the SW corner. Two other Zombie Guards lie in wait to the NE. You'll need to cleave a path through them to get to the door in the NE wall. Grab the two energy cubes and leave the room to end the level.

I certainly hope that the office floors of the building aren't as vast as the basement was. Enlighten me, crawl :

"These are the Astralnet offices. You are on your own now. We expect that the broadcast area will be high in the building somewhere. It's all up to you now! You've come this far, don't let us down. Good luck!"

Seriously, I'm on my own now? I don't remember seeing anyone but Baldwin through all those warehouses and sewers and whatnot. Not even a grainy pixelated photo was available to make the occasional squawk on the crawl a more personalized message. Maybe all the messages came from the maze master himself - or even God.

Esthetic-wise it still looks like we're in a basement.

There are two Guards in this level's starting room. Begin by going to the NE and eliminating the Guard before going through the door in that area.

Grab the bombs and the three-shot ammo. Leave the room.

Direct Baldwin to the SW and enter the door in the NW wall.

Beware the steam blasts as you go to the NW wall and activate the switch. Leave the room by going through the door in the NE wall.

This room contains two Wall-mounted Lasers and two Zombie Guards. One of the lasers is deactivated due to the switch in the previous room. Avoid the guards and go through the door in the NW wall.

Baldwin is now in an elevator. How novel! The operation of the elevator is simple - touch the UP or DOWN arrow to move the car in that direction. Notice that there is a floor indicator on the NW wall (so we still ARE in the basement). Let's go up (floor 0). Leave the elevator.

Make your way SE to activate a switch in the middle of the NE wall. There are two Walking Cannons and a Floating Sentry to hamper your progress. Do not bother with the grey door in the SE wall. Return to the elevator and go down to the basement.

The second laser is deactivated. Go into the NE door.

So many hazards in such a small room. Two Guards and steam blasts make it difficult to activate the switch in the NW wall and grab the three-shot ammo. Throwing a bomb as soon as you walk in helps, a lot. Leave the room.

Return to the elevator by the door in the NW wall. Go up to floor 0 and exit.

Direct Baldwin to the SE and enter the grey door.

This is another elevator. This elevator can go up to floor 4. For now, let's stick with floor 2. Exit the elevator.

Ignore the blue door and proceed to the NW. At the junction, there are two Zombie Guards. Turn to the SW and enter the door in the NW wall.

Finally, some real offices! They are, however, being patrolled by two Guards. Throw a bomb as you walk in. Make your way to the switch in the NW corner and activate it. A third Guard appears. Leave the room.

Head to the junction and turn to the NW. Enter the door in the NE wall.

Two Floating Sentries greet Baldwin. Avoid them to activate the switch in the NE corner. A Zombie Guard appears as you make your way to leave the room.

Head to the junction and turn to the NE. Avoid the door in the SE wall, as the room contains three enemies and some bombs (unless you are really low on bombs). The door in the NE wall leads to an elevator which services floors 1 and 2. You can either use this elevator or go back to the one in the SE. I went back to the SE and went down to floor 1.

Exit the elevator and enter the grey door to the SW.

Avoid the Floating Sentries to grab the BOSS doll and a floating heart. Exit the room.

Move to the NW and enter the grey door in the NE corner.

Throw a bomb at the Guards to the SE. They are in front of the door you need to get through.

This next room contains a Guard and a Zombie Guard. Avoid these guys and grab both the floating cube and the blue key card. Exit the room.

Quickly get past the Guard and exit the room through the door in the SW wall.

Make your way back to the SE and the elevator. Take it to floor 2 and exit.

Direct Baldwin to the NW and enter the blue door.

Beware the Rotating Cannon as you go to the NW wall and activate the switch. Leave the room as two Guards appear.

Return to the elevator in the SE and ride it to floor 3. Get out and brace yourself for a ton of switch pulling.

Move to the NW and avoid the Guard and Zombie Guard as you turn to the NE. Grab the three-shot ammo and enter the door in that area.

Avoid the three Guards as you direct Baldwin to the SE and enter the grey door in the SE wall.

Activate the switch and exit the room before the Guard reacts.

Move to the west and enter the door in the SW wall.

Cross the room and enter the door in the SW wall.

Activate the switch next to the door. This triggers the appearance of three Guards and a floating cube. Ignore this and leave the room.

Notice that three Guards have appeared. Avoid them and get to the SE to enter the grey door.

Activate the switch on the NE wall. Leave the room.

Move to the NW and exit by the door in the NE wall.

Navigate Baldwin to the NW and enter the door in the northern part of the SW wall.

Move to the SW and avoid the Guards as you turn to the SE and exit the room.  
Use the elevator to reach floor 2.

Exit the elevator and activate the switch that has appeared on the NE wall.  
Return to the elevator and ride it to floor 4.

Avoid the Guard as you proceed to the NW. A Rotating Cannon takes shots at you as you turn the corner and move to the SW. Get past another Guard to reach the door in the NW wall. Enter it.

This room is occupied by two Zombie Guards and a Guard. There is laser ammo in the NW corner. The easy way to get through this room is to grab the ammo and climb on the red seats and stay on them as you move to the NE and use the door in the NW wall.

Navigate Baldwin past two Guards as you go to the NW and then SW to activate a switch in the NW corner. Backtrack to the NE and SE before entering the door in the SW wall.

Dodge past the Floating Sentry as you direct Baldwin to the SW and then turn to the SE. Avoid the two Spiked Trolls as you continue SE in order to grab some bombs and the green key card. Return to the NW and then NE to exit the room.

Immediately enter the door to the east.

Move in a southerly direction to exit the room through the door in the SW corner.

Proceed to the NE and avoid both the Rotating Cannon and the Guard before turning to the SE and leaving through the door in the SE wall.

Back in the elevator, ride it down to floor 0 and exit.

Proceed to the NE through the corridor and into the elevator. Take it to the basement and exit.

Move to the SW and enter the door in that area.

Avoid the steam blasts and exit the room by the door in the SE door.

Cross the room and enter the green door. Aha! Another elevator! This one goes straight to floor 5. Exit the elevator.

Welcome to the final room!

A bit of research was necessary to find out how to beat this last challenge. Credit goes to MEGABLADEJ for his instructive video on YouTube.

So, basically, there is a supercomputer/transmitter in the NE corner of the room. It cannot be damaged at present. Baldwin needs to eliminate successive waves of Guards, Zom-Bs and Floating Sentries before the transmitter core is exposed. While you are thinning the herd, there will be balls of energy that are emitted from the transmitter and which will attempt to strike Baldwin.

When you've eliminated eight enemies of each type (I think), stuff starts falling from the ceiling. At this point, just toss all of your bombs at the transmitter core. I think a dozen or so will do it. The core will change from green to red and will keep exploding.

You will soon be taken to another screen where Baldwin is holding a cannon and a flashlight (which we never even saw a glimmer of during the whole game).

Of course, the crawl had to get one last shot in :

"Brilliant! The tape has been broadcast and even now people are aware that the situation must change. Surely this will bring about the changes we so desperately need. Well done! On achieving your mission goals. Congratulations Guy Freeland!"

And...credits!

Well waddaya know! The guy's name really was Guy!

=====  
5- Enemies  
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The enemies will be listed in the order you encounter them.

In my humble opinion, working to eliminate enemies is mostly a waste of time and ammunition. There is generally sufficient room to maneuver around them and a good number of enemy types regenerate after a couple of seconds. Plus, the fallen enemies do not drop anything and the points you get for the effort do not seem to serve any purpose other than a possible high score. As a semi-busy Baldwin, the game's protagonist has got movies to act in. So mowing down enemies is almost relegated to a last recourse, when taking damage is otherwise inevitable.

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5.1- Guards  
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Dressed in blue with red trim, these enemies appear to be the most common. They are the first hostile forces that Baldwin will encounter. They are armed with cannons that reduce Baldwin's energy by four squares for every hit.

Five shots from Baldwin's machine-gun are required to eliminate a guard.

Some guards appear near Baldwin when he reaches a certain point in a room. Also, guards regenerate after a while. As the game progresses, some guards will have a shield.

=====  
5.2- Sentry Robots  
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These enemies patrol large areas in predictable patterns. A hit from this enemy takes away four energy squares.

Don't waste your time or ammo taking these things out. I counted at least ten hits to obliterate one robot. Just memorize their patterns and avoid them.

=====  
5.3- Wall-mounted lasers  
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As their name implies, these installations are located on walls throughout the game. They generate laser shots that may be either continuous or intermittent. A hit by a laser takes away two energy squares.

Continuous lasers cannot be crossed. They need to be disabled by a switch which is located somewhere else in the level section.

Intermittent laser shots have a pattern where some gaps are longer than others. Direct Baldwin through a large gap to get by.

=====  
5.4- Zombies (zom-B)  
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The zom-B is a green-skinned creature that wears a torn white shirt and blue jeans. It also lacks shoes and can shoot poison. This poison spreads into three shots. The range of the shots is quite limited and their frequency is uncertain. A hit from a poison shot takes away two energy squares. Contact with the zom-B does the same amount of damage.

=====  
5.5- Zombie guards  
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These guys look like guards that have been made into zombies. Their green skin is visible through a torn red and blue uniform. There are two versions of this enemy.

The first has a weapon that shoots orange blasts that take away 8 energy squares. Contact with them reduces Baldwin's energy by 5 squares.

The second has a weapon that fires white blasts that take away 4 energy squares. This guard also carries a shield and contact with it takes away 3 energy squares.

=====  
5.6- Rotating Cannons  
=====

These rotating defense mechanisms rise from the ground and fire white blasts that take away 3 energy squares. The device either sinks back into the ground after every 2 shots or there is a lull in the firing. Use this time to your advantage.

=====  
5.7- Walking Cannons  
=====

This enemy is a double-barreled cannon that walks around a room. It only fires one projectile that reduces armour by 4 squares and energy by 1 square. Contact with the device causes the same damage.

=====  
5.8- Spiked Trolls  
=====

These monsters are little, beige hunchbacked creatures which seem to actively search for Baldwin. They have spikes coming out of their backs and they move around like apes. Their attacks appear to be only by contact. Each attack takes away 4 armour and 1 energy square. Three three-shot rounds puts it down for the count.

=====  
5.9- Floating Robot Sentry  
=====

These enemies are floating mechanisms that are grey with blue trim. Their attack is contact-based. Each contact with Baldwin takes away 4 armour squares and 1 energy square.

=====  
5.10- Other Hazards  
=====

Other hazards include active physical barriers and defense mechanisms. They are:

- Floor spikes: These are not apparent at first. They rise from holes in the floor when Baldwin approaches the hole.



- Falling boulders: These seem to be mostly activated by Baldwin's passing through a floor area that is surrounded by an orange dotted line. They also seem to be triggered by actions that may be performed in other rooms.

- Steam blasts: These rise from small holes in the ground.

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## 6.0- Codes and Cheats

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Level Passwords :

- The Old Warehouse : J723P0 T2WL5J GFY2FV
- Astralnet Chemical Plant : N723PB 0V49WJ GBGYP4
- The Outside Zone : S72AG0 3R40Y9 48YX7Y
- Tunnels : XT2AG0 3B4AYR 48A97S

These codes were contributed by samjustsogoodatddr on GameFAQs.

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## 7.0- Frequently asked question

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This section will be developed as readers send in some feedback and need more information on specific aspects of the game.

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## 8.0- Version history

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Version 0.5 - Started FAQ/Walkthrough on September 22, 2015. Finished Version 0.5 on September 17, 2014.

Version 1.0 - Completed the FAQ/Walkthrough on November 7, 2015. Submitted to GameFAQs on November 7, 2015.

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## 9.0- Legal Section

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## 10.0- Credits/Thanks/Other Stuff

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- Thanks to Joni for writing the Alien Syndrome FAQ from which the format for this FAQ was derived.
- Thanks to the game and its producers, Sega Entertainment and Eden Software for making the game.
- If you think anything is missing in this document then please e-mail about it with the heading "Arena MOD F/W contribution". I'll give you credit of course, if you don't want your name mentioned then I'll just put "anonymous contributor" in place of your name.
- If you're gonna e-mail me any comments (good or bad) or questions about this document then have the heading be "Arena MOD F/W C/Q".

=====  
11.0- Conclusion/Donations  
=====

I do hope that you've enjoyed reading and using this FAQ to get you through the game. I did my best to make it as informative and precise as possible, all the while keeping it entertaining. However, I cannot deny that preparing a document of this magnitude is quite a task. Therefore, here is something that I've seen in some other FAQs.

Below is an email address for people who wish to make a donation to further my efforts in drafting future FAQs. For everyone who used this FAQ, thank-you for trusting my work and don't be shy about giving me any feedback.

Paypal address : [joselaflamme@gmail.com](mailto:joselaflamme@gmail.com)

THE FUN NEVER, EVER STOPS.  
=====