

Daikatana 64 FAQ/Walkthrough

by Simdoom

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This walkthrough was originally written for Daikatana 64 on the N64, but the walkthrough is still applicable to the PC version of the game.

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--- A Complete FAQ/Walkthrough for Daikatana 64 by Simdoom
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--- THIS IS A WALKTHROUGH FOR DAIKATANA 64, NOT DAIKATANA FOR THE PC---

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Chapter I

Intro (The Basics)

- A - Overview
- B - The Controller
- C - Basic game play

A - Daikatana First came out on the PC a few years back. It was made by the same dudes as DOOM and QUAKE. Then, In 2000, It came out as a rental only for the N64. Today, Daikatana for the N64 can be a bit hard to find. Although Daikatana isn't as good as Doom 64 or Quake II for the 64, It's still a good shooter for the system.

B - The Controller

The following describes the function of each button on your N64 Controller during game play. These are based on the default button configuration.

-Start-

Pauses the game and brings up the main menu.

-D Pad-

Pressing it left and right cycles through the weapons.

Pressing it up and down toggles Walk/Run

-Control Stick-

This is for character head movement and turning around.

-C Buttons-

For Strafing and moving forward/Backwards.

-Z button-

Fire your weapon.

-A button-

This is the action button. Use this to open doors, talk to characters, and use special items. Holding A and pressing R will enable your character to crouch.

-B button-

Brings up the weapon wheel. Use the control stick to cycle through your goodies.

-R button-

Enables your character to Jump.

C - Basic game play

This section simply explains to you how to fight monsters and explains what all those crazy numbers mean in your status bar.

-fighting-

Below are some battling pointers. Actually, these can be used for almost any first person shooter.

-Most monsters are usually simple to kill. All you have to do is aim your weapon and fire.

-Make sure the enemy is close or on your Crosshair. The closer the better.

-When the enemy is firing back, try using C-left and C-right to strafe. This will make it harder for the enemy to get a shot on you.

-Walls and columns are great for defense. Hide behind them while your enemy is firing. Then, when you feel fit, let em have it.

-Conserve ammo. Don't go spraying off rounds everywhere you go.

-Use the right weapon for the right person. There's no need to use your Shock Wave Gun on those wimpy little guards. That's what the Ion Blaster is for.

-When you are being ambushed by too many enemies, find cover. Try and equip a powerful weapon, maybe find some health, then go back and get those enemies.

-Exploring-

Here is a few things you need to know while exploring the worlds of Daikatana

-Open doors with the A button. Some doors need keys and others have buttons that need to be pressed.

-If something is too high to be accessed, you'll have to jump to the area.

-If something is too low to be accessed, you'll have to crouch.

-For some reason, when you go into water, you don't get to float around. You are stuck to the ground.

-Talk to people. They may be the key to venturing onward.

-Most of the time, your probably going to wanna run from area to area. But in some cases, you might want to walk. Such examples are if your jumping from platform to platform and you don't wanna slip.

-The Status Bar-

Here, you will learn What everything on your status bar represents.

Health- When you get hit by an enemy, you lose health. You start out with 100 health. Once you health reaches zero, you die and the level mission must be started over.

Armor- When you get attacked, and you have armor, some of the damage that was going to be inflicted on your health gets put on your armor instead. Your not fully immune to attack, but it does take a load off.

Ammo- Shows the amount of ammo you are carrying for each gun. Remember, some guns eat up more than one point of ammo per shot. Some weapons don't use ammo (the hammer). Instead, this area shows how much your weapon is charged.

Exp.- This stands for Experience. Whenever you kill an enemy, points are added to your experience.

R/W- This stands for Run/Walk. Use the D-Up and D-Down to toggle this mode.

The 5 skills- There are 5 points under each skill. Whenever your Experience hits a certain point, a skill point is added to one of your skills. These skills will help you throughout your quest.

Your Mug- In Doom, this area shows you how much damage you've absorbed and where the direction of attacks. In Daikatana 64, this area does almost nothing. His face doesn't get bloody from attacks, and he doesn't turn to see where enemy attacks are coming from.

Chapter II

Episode 1 Walkthrough

Mission 1 - The Marsh

Mission 2 - Solitary

Mission 3 - Ice Labs

Mission 4 - The Vault

Episode 1

Mission 1
The Marsh

Have a nice trip? Well, get over it. It's time to start your quest. OK, retrieve the Ion Blaster that's in front of you. In the room to the left there's a Turret so watch out. In the next room there's 2 Turrets on the pipe on the ceiling. Follow the next hallway until you get to that Big Turret. You can't destroy it by shooting at the turret itself. There's a pipe connected to the Turret, and at the other end of the pipe is a CPU screen. Shoot the screen and the Turret will be history. Go to where the turret was and turn left to the next hallway. Watch out for those big flies. Make sure you get the armor on the way. The next room has a ledge leading into a pond and a railing. Take the railing around and watch out for the Big Turret. Shoot its CPU and head to the next room. There's 2 Turrets on the above pipe and a Big Turret in front of you. This next room has a door that you have to crawl under. Just in case you forgot, in order to crouch you have to hold down the A button and press R. Go below the door and up the hallway containing 2 turrets. In the next room there's sirens going off and there's 2 enemies to your left. Go into the water below you and take the hallway to the next outdoor room. To your left there's a door. You must press the button to open it. Go through the hallway to the next room. This room has a lot of computer gadgets in it. From the way you entered, there's a button to your left. Press it, and the lift in the room will come down. Go up the lift and go left. Follow the water and to your right is the exit.

Episode 1
Mission 2
Solitary

There's a door in front of you when you start. Hit the button next to it and get ready to fight the robot. In the room you accessed with the button there's a flight of steps with an area below them. In that area is a skill power up. Next to the 2 workers is a button. Hit it and the door in front of the window will open. Go back to the starting area and take a left down the hallway. Pickup the Side Winder and go up to the next room. Your in a cell block. At the end of the room there's steps. Under the steps (you have to crouch to get under there) is this blue and purple motor. Blow the motor up. The door in front of the steps is now accessible. Open the door to the next room. Take the lift in the center of the room to the top. In front of you is a cage with an enemy inside. To your right is a platform with a button. Jump to the platform and press the button. Take the lift up again and the cage bars are gone. Go through the former cage until you hit a door that is locked. Next to the door there's a box with sparks flying out of it. Shoot that box to open the door. Follow the hall, get the C4vizatergo gun, and keep following the hallway until you hit the next right. In the distance, you'll see a red sign that says CELL 3. You have to raise the bridge before you can get to that area. Drop down to the room with the 2 tanks containing robots. To one side of the room there's a lift. To the other there's a tiny room containing a button. First, hit the button next to the lift and make sure the lift is at your level. Now, go to the tiny room and hit that button and the bridge to CELL 3 will draw. Hurry up, the bridge will not wait long. Follow the hall to the lift. Follow the railing (don't drop down) until you get to the door with the button next to it. Fight the robot, and enter the next room. There's 3 red beams, and they will kill you if you touch them too long. Drop down into the area below the beams. Go to the other door next to the beams. The next room is a circular room. Go up the left side of the room to the green Mishima sign. Blow the sign up, and get the key within. Go inside the small inner circular room within the big circular room and press the button on the wall. The door next to you opens. Follow up the ramp, through the door, and to a room with stairs leading down and a railing. take the railing around the stairs and on the wall is a red button. Go down the stairs and follow the hall

to the caged elevator. You reached the next cell block. Open up the door across the block to the next area. Go down into the level with 4 red lava columns. Take a right up the stairs and follow to where the pit is. Don't fall in the pit. To the left there's a path to the next room. Kill the 2 guys torturing your buddy, and open his cell. Talk to the guy being tortured to end the level.

Episode 1
Mission 3
Ice Labs

Go through the door in front of you. Go up to the console and try to open the next door, but your password is rejected. Wait for the employee to come by and open it for you. Follow the hall to the turbine room. To your left is a room containing the Scokwave Weapon. Then, go through the door to the right of the room and follow the hallway. There's a door to your right when you hit the end room, but you have to wait for the workers to open it. Take a right and follow the railing until you hit a room with a pipe through the floor. Take the pipe down, and to your left is another pipe leading up. Go up to the next room and take the elevator up to the next floor. Take a right and keep following all the way to the cage elevator. Go forward to the next room and keep heading forward, up the ramp, until you hit the big room with the green force field in the middle. To exit the level, you have to blow up the computer generator on the green force field. Talk to the girl who was in the force field.

Episode 1
Mission 4
The Vault

Go up the ledge, a left up the stairs, and into the next room. I'm going to call this the center room. Hit the small door in front of you and receive the power up. To your left and right are little gray air ducts. Actually, there's 4 in the center room all together. Take the one to your right on the other side of the room (from where you entered). You'll drop down and there will be a railing to the right of you. There's another railing above you. Well call this room the Railing Room. Follow the lower railing up and turn left into the black and yellow hall. You hit a room with 4 workers. To the right of this room there's another room containing 2 buttons Go back to the Railing Room. Jump to the higher railing in the Railing Room. Follow the path until you reach a room with a green thing in the middle. There's a railing above the room. Jump up there, and go through the gray air duct. Go through the door in this small room and you have reached the vault. Hit the caution button and a bridge will draw above you. Now hurry and get to the platform across the room (Its not the platform right next to the caution button, but the one across the room from it). Take the platform up, and turn right (right while your facing the big thing in the middle of the room). Jump from the individual platforms to the next raising platform. Go into the tunnel at the top of the raising platform, and take the next platform down. To the right is the next tunnel. Take the platform to the bridge and cross into the Vault. You have officially completed Episode 1, and have found the Daikatana!

Chapter III
Episode 2 Walkthrough

Mission 1 - Lemnos Isle

Mission 2 - The Catacombs

Mission 3 - Acropolis

Mission 4 - Parthenon

Episode 2

Mission 1

Lemnos Isle

Hey, aren't you in that land from the Odyssey? Well, this isn't story land, so get your weapons ready. Get the Poseidon Trident and walk up to that door in front of you, the one with the red siding and the big brown crack in it. That door can be blown up. Go down the hall and get the Discus in the next room. Go up to the water that's on your left. If you look at the very right side of the coastline there's a path right under the water. Remember this area. Follow the path until you get to the area with the wrecked canoe. In one corner of the room there's a hallway to the next room. You'll need to crawl under one part. Jump up on the boxes to your left and go through the tunnel. Follow the tunnel and the room and you should pick up a golden coin. Now, go all the way back to that point I told you to remember. In this area there's a broken column that's curved. Take this column up to the next floor and blow up the door. Follow the hall to the next big area. Drop down, go to the other end of the room, and go to your left. Jump up all the way to the top, and make sure you pick up the horn on the way. Take the hallway up top to the docks. Walk up to the end of the pier and hit A. Your instrument will play and a boat will come along. Give him the coin you found earlier, and he'll take you to the next level.

Episode 2

Mission 2

The Catacombs

Turn around and take the path to the next area. Turn left, and you'll see a blocked path. Jump above the door and you'll see a hole. Take the tunnel until you hit the first right. Don't turn yet, though. Go forward and blow up the wall and get the goodies within. Now take the turn and follow up to the next room. Turn left and fall into the pit. Climb up the pit, and follow the path (you shouldn't get lost) until you reach the door with the button next to it. Go through the door, and meet Mikiko again. She'll tell you it's a dead end. Walk behind the rock and you'll push the rock through the man made wall. Go to the newly discovered area, and don't fall into the little hole. Go up the steps and follow the water until it hits a dead end. On the left side of the dead end is a broken brick that can be destroyed. Follow the next path until you reach outside again. Cross the bridge and walk up to the pile of bricks hampering the doorway. Blow up the bricks and under the next room. Go downstairs, and before you go outside, make sure to pick up the Hammer Weapon. Go outside and at a corner of the room is a tiny hallway leading to a button. Press it and look out the window next to the button. That area is now accessible. Follow the area to the 2 flying women. Kill them then go through the columns. Take the ramps to the exit.

Episode 2

Mission 3

Acropolis

Kill the 2 statues. They can take a beating, but their not invulnerable. Now, in this level you have to find 5 pieces of a tablet. The first piece is behind the door that opens after killing the statue. Go up the steps, and go into the next room. I'm going to call this the center room. Go through the

accessible door on the north end of the room. Go to the end of the hall, turn left, and you'll see a pile of rocks. Blow them up and in the next room is the 2nd piece. Go back to the center room, and go through the door on your left. Go into the room with the big fountain in the middle. Go to the steps but don't go up them yet. There's a cubby under the steps with a stone table in it. Destroy the table, and get the 3rd piece. Now, go up the stairs. Once you hit the top jump up right next to the gate. If you look over you can see the other side of the fence but you have to get over there. Follow the gate (on your side) to the other end. You'll see another hallway. Follow the path to the other side of the gate. On the left wall, the next door leads you to a 2 way path. The right contains health. Go left, don't fall down the hole and go up to your first right. Don't go in yet. Instead of turning into the right, continue going forward until you hit your next left. Go through the left and you'll be outside again, facing a gate bridge. Turn left, and at the end of the ledge is the 4th piece. Now, go back across the gate bridge, back up the steps, and back to the hallway, where you can turn right or left. Go left and follow the path outside, in the room with the broken column in the middle. There's 2 other doors in this room, but one is inaccessible. Go to the accessible path, go up the ramp, and drop down. Inside the broken house is the last piece. Now, crawl under the wall where the water is trickling, in front of the house. Next to the lion head is a path that leads outside. Turn left, go up the steps, and exit the level.

Episode 2
Mission 4
Parthenon

Go to the back of the statue, and there's a path leading down to a stream. Follow the stream and fall down to where it ends. Take the hallway to your left into the room with the ladder. There's also a hallway on the bottom floor, but don't go there yet. At the top of the ladder, turn right and follow the ledge and you will come to another part of a the previous room. To your right is a crap load of goodies. Now, go back to the room with the ladder, go down the ladder, and continue onward. Go through the hallway that you didn't explore, not the one that you came into the ladder room from. Follow the hall all the way into the water. In the water, locate a ledge leaning out of the water. Travel up the railing and onto the platform with the skull dudes. Up here, there's an area of wall boxed in red, and it looks like it's hampered by cheap rock. Blow up the rock, and behind the door is another water path. Explore, and you'll find another ramp leading into the next room. Follow the hallway next to the room all the way down to the green water. Don't touch the green water, though. On the opposite end of the green waterfall is a door that's covered by rock. Go through the door, down the hall, and fall down into the green slime room, but not in the slime. You'll see a blocked door and to the left of it a crawl space. Go through the crawl space and follow it to Medusa.

Medusa, I feel, is an extremely easy boss. The best weapons against her are the Trident and the Hammer. Just pump up the hammer and let her have it. Don't stand by her too long, or she'll swipe you with her tail. Once Medusa is defeated, You can say you have conquered episode 2.

Chapter IV
Episode 3 Walkthrough

Mission 1 - Plague Village

Mission 2 - Wyndrax's Tower

Mission 3 - Naharre's Tower

Mission 4 - Garroth's Castle

Episode 3

Mission 1

Plague Village

Aw, Rats. You let the villain get away again. Oh well, I guess it's time to go medieval on the ass of foe. Go around the house to the right of you, and you'll come to a gate (not the door that leads inside the house. Open the gate, and continue to the next building. Destroy the green bricks blocking the way into the temple. Go into the big room inside the temple, and to your left there's a hallway. Go through the hallway and talk to the monk (Well, some type of hole figure) in the next room. After the conversation, go back into the main church room, and on the right side of the alter is a golden instrument. Hit A on the instrument and music bars will come up. Play the notes in the following order with one being the leftmost gong and 7 being the rightmost: 4-4-5-4-3-2-3. The big block of wood on the alter has moved, and the basement is now accessible. Go down the hall, and you'll see rock slabs in the lava. Jump to the center slab (the one with the small shed on it) and retrieve the key. Now head out of the basement and out of the temple. Once you exit, turn left and go around to the side of the temple. Take the path with the green health and the Bolter weapon to the gate. Put the key in the hole, and continue through the gate and into the building in front of you. Take a left up the ramp and up to the next dialogue sequence. Continue your path and drop into the water. Across from you there's a ramp that'll take you up to high ground. You'll hit an area with a tower to the north of you, but there's no way to get there. If you look to your right there's barrels that you need to shoot at. Follow the path to the exit.

Episode 3

Mission 2

Wyndrax's Tower

Go down the hall to your first right. Take the path all the way to the door. Follow outside to the steps beside the moat. Take the steps up to where there's a chamber on your left and a locked door on your right. Go into the chamber and take the elevator down to the lower level. Kill the enemies and the blue energy field at the other end of the room will be gone. Get the key and also pick up the silver claw. Go back up the elevator and go through the locked door. Go around the big wall and you'll come to a 2 way hallway. To your left is a locked door, and to your right is a flight of steps. Remember where that locked door is. Go down the steps and in the next room there's a door to your north and a door on your left. Go up the north door. The next room has the same deal. Go through the left hallway, NOT the north hall. Follow the hall and go to the next room with a big set of steps. Go to the back of the staircase on the lower level and take this path to the key. If you look below, there's some goodies. Now go all the way back to that locked door I told you to remember. Go through the door and take the hallway to the wizard.

Wyndrax might take a try or two to beat. Most importantly, DO NOT FALL INTO THE LOWER LEVEL. Once your down there, your dead. Now, while he's on the center column and he's charging up, watch out. The charge might push you to the lower level. If he spins around with that beam of blue energy, you will need to jump over the beam. When he's on the outside ledge shooting at you, that's when you shoot back. Just strafe and fire away. I'll say this again: DO NOT FALL INTO THE LOWER LEVEL. It's gonna take a good amount of shots to take down this foe, but you can do it.

Episode 3
Mission 3
Naharre's Tower

Go through the gate and across the graveyard. Go into the building and open up the first door. Now get the green health to the left of the room and go into the hallway on the right. Go down the steps and in the next room pick up the Wyndrax Wisp Weapon. In the room you see what looks like a coffin with a big crank next to it. Turn the crank and drop down the coffin like thing. Follow the hall, through the room, and to the green health and Stavor's Stave. Cross the bridge over the lava pit to the next area. Follow the ramp up and in the next room you'll see a bunch of pipes and a door across the room. Get to the door and follow the hallways to the room with the 2 guys in green shooting at you. To your left is a small doorway that leads to another bridge over lava. Cross the bridge and take the next hallway to another lava pit. Jump down to the pit, and get on the side ledges. On the ledge there's another hallway leading to the Wizard.

I don't find Naharre too difficult. All he does is summon a few standard enemies and maybe fire a shot or two. Just circle strafe around him and pump some rounds into him. He shouldn't be all too difficult. Once he's dead, pick up the Naharre's Nightmare.

Episode 3
Mission 4
King Garroth's Castle

In this level you have to acquire 7 pieces of the purifier sword. Then you take the assembled sword to the king. The room you are in now will be called the starting point. Right in front of you when you start is a hole. Drop down and there's 2 paths. Take the one that leads to the fire pit. If you hit a 2 way path, you have taken the wrong hallway. Walk up to the first set of steps, but don't walk up the steps, look to your right and you'll see a ledge going around the lava pit. Jump to the ledge and take it all the way around and into the hallway. Go up to the lava gate thingie and get the 1st piece. Go all the way back around the pit to where the steps were. Go up the first 2 set of steps and you'll see a ledge next to the 3rd set of steps. Jump to the ledge and follow the hall to the 2nd piece. Go back to the steps and go all the way to the top of the room and into the hallway. Now your at the top room again where you started. Go through the doorway across from you (don't drop down the pit) and follow the hallway to the snow covered bridge. The room at the other end of the bridge contains the 3rd piece. Now turn right in the room and take the path all the way down to the base level. Now, once you hit base level there should be a room right in front of you and 2 to your right, the 2 room to your right contain pieces 4 and 5. Once you acquire those pieces, return to the starting point. Go down the only hallway you haven't been to on the top level. It should lead you to green health and a new fire pit. There is an outer ledge leading around the pit and in inner ledge leading around the center room. Take the inner ledge and go to the opposite end of the room. You see pillars of stones leading out of the lava. Jump to the big pillar and get the 6th piece. Go into the center room, and go to the ramp and jump up to the ledge. Go up to the topmost level in this room and you will see 2 doors. One is blocked off and the other leads to the king. Destroy the wood blocking the other path and follow the small corridor around until you get the 7th piece. Now go to the kings chamber and get ready for battle.

Kingie is all talk and no fight. Just strafe around him and pump out some rounds. Believe it or not, 7 100% swings with the Hammer will take this foe down. Anyway, once defeated, you can get ready to battle in the last episode.

Chapter V
Episode 4 Walkthrough

Mission 1 - Alcatraz

Mission 2 - Mishima Research Center

Mission 3 - Mishima Hideout

Mission 4 - Navy Seal Training Complex

Mission 5 - Nuclear Reactor Chamber 01

Mission 6 - Nuclear Reactor Chamber 02

Episode 4
Mission 1
Alcatraz

First you teleport yourself into the middle of a disease filled village. Now you've managed to end up smack in the middle of Alcatraz, the famous high security prison. Oh well, just another challenge for you to meet. Find the steps with the Glock 2020 in front of them and descend. At the base you should see 3 jail cages to your right. In the one farthest away from you there is a man sleeping. Talk to him and he will give you an explosive needed to escape Alcatraz. There's a door near the cage. Go through the hall and you'll hit a room with a door to your north and one to your right. The room to your north contains a Kineticore. Follow the path to your right until you hit the dead end. Near the dead end room there's a hole in the wall. Go through the hole and drop down the tunnel. Go into the water and follow the water until you reach an area that must be jumped to. To swim up underwater, rapidly tap R. When you finally get out of water, you will see a ladder in front of you leading up a pipe. Go up the ladder and walk up to the door in the next room and hit A. You'll arm the bomb and the door will explode. Follow the hallway back outside. Follow the path in front of you all the way to the ramp that leads underwater. Go underwater and there's another ramp in front of you leading back out. Follow the hall and it will lead back underwater. Explore underwater and you will find another ramp leading back out. Take the door to your left and follow the hall to the cage room. Take the ramp below the room and you'll find a hole in the wall. Take the next path to the exit.

Episode 4
Mission 2
Mishima Research Center

Get the Rip Gun To your left. To the wall to the right there's a small door. Take it to the guy in the radiation suit. Kill the guy and pick up his key. Now go to the hall labeled "Elevators" and take a left. Take the elevator to the next floor. Keep going forward and take the second right, not the first. Follow the hall to the door and open it with your key. One of the guards in this room has a key that you need. Get the key and continue down the "Elevators" hall. Take the elevator up to level 3. Take your first left then take the next left to the door. Open it with your key. Kill the second worker to your left to get the key. Continue into the next hallway and take a right. Take the elevator to the next floor. Take the "Storage" hallway to the next door. Open it with the key and fight the 2 robots. Then go to the left end of the room and jump up on the platform. Kill the worker and get the lab key. Now head back to the "Lab

hallway on this level and go exit.

Episode 4
Mission 3
Mishima Hideout

Open the door in front of you and enter the next room. I'll call this room the starting point. Take a left and follow to the door. Go into the next room and to your left is another room containing a lift. Take the lift up and follow the hall to the caged outdoor room. Hit the button in the cage room and go back to the starting point. Go through the opposite doorway and follow the hallways to the outside bridge. Cross the bridge and go through the door to your right. Follow this hallway into the room with Japanese armor. Across the room is another hallway leading to the exit.

Episode 4
Mission 3
Navy Seal Training Complex

Before attacking the trucks, get the Nova Beam to your left. Attack the turrets on top of the trucks with the Nova Beam. 2 Direct shots to the guns should do it. Now go through the door to the left of the big gate. Go out the next door and destroy the truck to your left. There's a door across from where you entered back outside. Follow this hallway to the elevator. Take the elevator down and take a left into the computer room. To your left is another hallway leading to another elevator. Take it up and follow this next big hallway. Take your first right and keep following. Take the last left and there should be a door to your right and left, with yellow and black above the left door. In the yellow and black room is a slugger cartridge. Take the right path and follow it to the elevator. Take the elevator down and walk straight forward until you drop down to the pool area. Dive into the pool and to one end there is a hole on the ground. Drop down and on this level there's 3 ramps leading out of the water. Take the biggest ramp that leads you to a bunch of enemies (the other 2 ramps simply lead you to health, no enemies). Take the doorway in this room around to the next elevator. Take the elevator up to the next room. There's 2 hallways up here. One leads to a computer room, and the other is completely blocked by a door. Open the door and exit.

Episode 4
Mission 5
Nuclear Reactor Chamber 01

YES! Its time to fight Mishima himself. You even get to use the Daikatana. Now, Kage might be a bit difficult at first, but there really isn't any trick. Just circle strafe around him. If you don't know what that means, hold down c left or c right and make sure he's always in front of you. When you fell he has let his guard down, give him a swipe or two. Remember, he wields a Daikatana too, so don't stay too close to him for long. When he splits in 3, just swipe one of the characters and he will come back together again. Just get enough swipes in him and he'll go down.

Episode 4
Mission 6
Nuclear Reactor Chamber 02

Woah, weren't expecting this to happen, were ya. Don't worry, Kage was able

to put up a better fight than she ever could. The best part is that you get all your weapons. Just circle strafe around her. She has much more speed than Kage, so remember to put Run On. Always keep your distance from her. Start off with the slugger. Then go to another chain gun like the Shot Cyclor (If you still have ammo for it). Then, finish her off with your rip gun. Congratulations, you have conquered Daikatana.

Chapter VI

Weapons

A - Episode 1 Weapons

B - Episode 2 Weapons

C - Episode 3 Weapons

D - Episode 4 Weapons

-Below are all the weapons from all 4 episodes and their functions. If you see a *, that means that the weapon is my personal favorite for that episode.

A - Episode 1 Weapons

Disruptor Glove - No ammo used - Your very first weapon, and possibly your weakest. Since you can acquire the Ion Blaster in the very first part of the game, this weapon isn't going to be used much on land. This is the only weapon that can be used underwater.

Side Winder* - 2 rounds per shot - This rocket launcher can obliterate guards and also do a number on robots. The best part about this gun is that ammo for it is abundant in episode 1.

Shock Wave - 1 round per shot - Reminds me of the BFG in doom. This cannon blast can take out an entire room of weaklings, and even some of the heavy duty foes.

C4vizatergo - 1 round per shot - Reminds me of the Napalm Gel from Turok Rage Wars. The round will instantly explode if it hits an enemy. The grenades can also stick to walls and have a delayed detonation.

Shot Cyclor - 5 rounds per shot - This weapon should be mainly used for the big robots that need to taste a lot of lead before leaving the planet.

Ion Cannon - 1 round per shot - This weapon is perfect for small guards. The rounds can even reflect off of walls in case you miss your designated target. Although good for shooting guards, this weapon does nothing for robots.

B - Episode 2 Weapons

Discus of Daedalus - 1 round, but can be retrieved - This handy weapon can be used during exploring and you run low on ammo. The discs can slice right through your enemies. Sometimes the discs even come back to you. If they don't, you can easily retrieve them.

Venomous - 1 round per shot - This weapon can kill any biological enemy with one

shot. It just takes a few seconds. This weapon will do nothing for Statues.

Poseidon Trident - 3 rounds per shot - This is a good all around weapon for episode 2. The only drawback is that it eats ammo like popcorn.

Hammer* - No ammo, but must be charged - This weapon is EXTREMELY powerful. If you are going to use it, hold down Z and wait for the ammo box to reach 100 percent. Then, get close to your enemy and let them have it.

Sun Flares - 1 round per shot - This is like a molotov cocktail. When it impacts it sprays flames all over the place. Watch out, because the flames will damage your health as well.

C - Episode 3 Weapons

Silver Claw - No ammo used - This weapon is like the Disruptor Glove, weak and almost useless. If you want to use a weapon that doesn't use ammo, go for the Hammer.

Bolter - 1 round per shot - The medieval pistol, also known as a crossbow. This weapon is perfect for the small guys.

Ballista - 1 round per shot - When I think of Ballistas, I think of that big sucker from Warcraft 2. Anyway, this weapon is similar to the Bolter, only the rounds explode upon impact, and the weapon has a recoil.

Stavor's Stave* - 1 round per shot - The Medieval rocket launcher. The rounds explode upon impact, causing some serious damage.

Wyndraxis Wisp - 1 round per shot - This weapon fires a round, and it sprays out lightning bolts to the surrounding foes as it passes by.

Naharres Nightmare - Doesn't use ammo, but takes a while to charge. Once charged, this weapon fires one helluva blast that seeks out the nearby enemies and slices em up.

D - Episode 4 Weapons

Glock2020 - 1 round per shot - A standard pistol. Great for taking down the little guys.

Kineticore - 4 rounds per shot - This weapon fires 4 pulse shots that reflect off the walls and bounce around. The weapon doesn't really do as much as it should for the bigger enemies.

Meta Masher - 1 round per shot - Like a grenade without the shrapnel. It explodes upon impact.

Nova Beam - 1 round per shot - Sends a concentrated energy beam directly to your enemies. It isn't a very powerful weapon, but it can get you out of a tight situation.

Rip Gun* - 1 round per shot - You can make this weapon look as futuristic as you want, but when you boil it down it's just a shotgun. But that's the beauty of it. This weapon sends high velocity slugs to your foes.

Sluggler - 10 rounds per shot - Reminds me of the chaingun from Quake 2. You can either direct the fire to one enemy or spray it around the room at a bunch of

little guys.

Chapter VII

Other Information

A - Version and Updates

B - Codes and Input

C - Legal Stuff

D - Conclusion

Version and Updates

-Version 1.0 - This document is version 1.0. Consists of the basic walkthroughs, fighting techniques, and weapons list. I need your input and I'll add it to the Codes and Basic Info section. You will get credit for any info. My Email address is Simdoom@aol.com.

Codes and Basic Info

---This section is dedicated to YOU. I told you all I had to say. Its your turn to tell other what you know about Daikatana 64. I will gladly post anything you have. My Email is Simdoom@aol.com. Just so long as its not already mentioned in this guide, and its about Daikatana 64, it will be posted. I will gladly give you credit where it's deserved, too.

-First off, I would like to put GAME FAQS name in here for accepting my guide (hopefully).

-Most Importantly, John Romero and ID software. Need I say more?

---Codes - From the IGN Code Monkeys (well, that's where I acquired it, anyway)

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-All Weapons - do at level intro screen (Where it says the level name, episode and mission number) - c left, c down, c right, c up, z, L, R, c left, c down, c right, c up. You will hear a gunshot go off.

-Stage select - do at level intro screen (Where it says the level name, episode and mission number) - c up, c right, c down, c left, R, L, Z, c up, c right, c down, c left. You will hear a woman scream.

C - Legal Stuff

-This document was written by me, Simdoom (my real name is Scotty).

-Wherever I acquired info from someone other than myself, Their name was put with the information.

-You may save this document to your hard drive (It will save you some hassle).

-If you wish to use something from this guide, or would like to post it on your cool website, just let me know. I'll have no problem with it. Just make sure my name is in there somewhere.

-Do not sell this document to anyone. This is free to the public.

-DO NOT SLAP YOUR NAME ON IT AND CALL IT YOUR OWN. GAME FAQ'S WILL KNOW.

D - Conclusion

Well, I hope this document helped. It's the first walkthrough written for the public about Daikatana 64. It's also my first FAQ. It took me some time to write this thing, and in the end I think it was worth it. I know many don't like this game that much, but for those who do, this guide is for you. And thanks ID software, for making some of the best games this planet has ever seen.

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