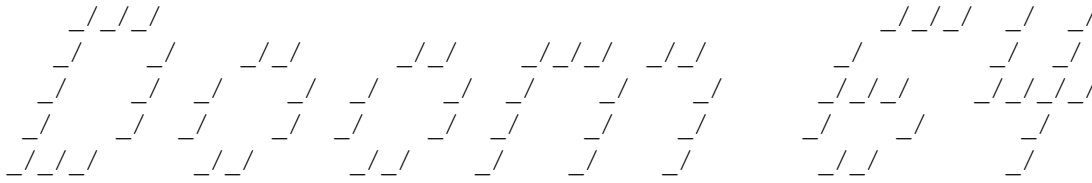


# Doom 64 Secrets FAQ

by Icon of Sin

Updated to v1.00 on Apr 9, 2005



## Doom 64 Secret Areas/Items FAQ

By Icon of Sin

E-Mail: HanuMachine\_R@Yahoo.com

### Contents

- I. Intro
- II. Version History
- III. Secret Areas
- IV. Copyrights

---

### I. Intro

Welcome to my Secret Areas/Items FAQ for Doom 64, this guide will concentrate on explaining how to locate the secret areas on the majority of the levels in the game. This is not really a level walkthrough, so if you're stuck on a level, then I suggest you look at the other walkthroughs available, this guide is only useful in locating the secret areas, and items.

Doom 64 is an amazing game which was released on the Nintendo 64 by Midway when they had the Doom license, the game contains 32 levels of pure old school action from those who played Doom before, and this one is no different.

---

### II. Version History

\*Version 0.95  
11/17/04

Finally, I was able to do all 32 levels, and I had to play them at least twice to make sure I could find as much secrets as I could, I was able to get at least 95% of the secrets areas, and hidden items.

\*Version 0.97  
11/24/04

Had to fix a few typos, misspellings, and I re-wrote 2 secrets. Nothing major, but it had to be done =)

\*Version 1.00

4/8/05

Much needed update, with the help from someone I was able to find a few more secrets.

---

### III. Secret Areas

#### Level 1: Staging Area

Secret #1: At the starting point, go straight down the hall, left at the corner, and enter the first door on your left, take care of all the ZombieMen inside the room, then walk to the steps on the left side of the room, pick up the two boxes of bullets, then run to the other side of the gap to the ventilation shaft, open it, and you can find a secret Combat Armor inside.

Secret #2: Go past the Blue Door to the elevator ahead and go up, kill the Bull Demon, and then go forward, then make your first left, and take a right at the corner, and down the hall before you turn right you should notice the wall to your right has a different design from the others, it's actually a secret door revealing a Mega Armor, and an explosive barrel you can shot.

Secret #3: Go back to the Blue Door, notice the small drop of blood on the floor in the wall right in front of the Blue Door, the wall itself is actually a door revealing a telepoter right back to the starting point of the level, once you use it a box of bullets, a small case of 4 shotgun shells, and 2 Shotgun Guys will materialize out of nowhere at the starting point.

Secret #4: Open the Blue Door and enter, in this room kill the Shotgun Guys inside, then stick to the right around the big pillar, and up the stairs, then when you go left turn left again, and you'll see an alcove containing a lever inside the pillar, run on the platform so you can jump to the alcove, and activate the lever. Once activated quickly fall down, and go to the bottom left side of the room, you'll notice a brand new hole you can fall, and ride it to the top to reveal a secret SoulSphere, behind the prize it's a switch you can use to ride down the bottom to another secret area revealing an explosive barrel, and another teleporter to the starting point.

Secret #5: This one is tricky, across this level there are at least 10 barrels, one at the starting point, and others across the level, shot 9 of them, and then teleport back to the starting point, and shot the barrel there, once all 10 are destroyed quickly turn to the room behind you (where the Berserk Pack is inside), in the room you should see a new teleporter on your left that will take you to a secret level, but be quick it stays open for a few moments, and if you miss it, then you must restart the level if you want to go to the secret level.

---

#### Level 2: The Terraformer

Secret #1: After you cross the blue hallway, enter the next hallway, and kill some Imps, and Specters, afterwards ignore the locked door on your right, go forward and check the third panel on the right wall, it's a secret switch revealing two platforms on your left containing

health, and ammunition inside.

Secret #2: After you pick up the Yellow key, stick to the left side of the room and go forward, then you'll notice a wall opened up revealing a few boxes of rockets.

---

### Level 3: Main Engineering

Secrets #1 and 2: At the start of the level enter the only available door, then when you enter the big cylinder room, take the right stairs up, at the corner make a left, and start hugging the right wall so you can find an Invisibility Sphere behind a fake wall you can go through. Now back at the beginning of the room make a left now up the stairs, when you nearly make to the top instead of making a right at the corner keep going forward through the fake wall to obtain an Invincibility Sphere.

Secret #3: Use the yellow key to open the yellow door, and hit the switch inside to materialize Imps, and Lost Souls, kill them all, and after they are all dead, you'll notice two switches you can press in the center of the room, but instead of activating both switches go back outside the room where you found the blue key on the stand, you'll see a secret Soul Sphere you can pick up.

Secret #4: Back inside the previous room, hit the switch on the left, and you'll notice a door opening at the top of the stairs, enter the small room, and then you'll hear a door nearby opening, exit the small room, and quickly dash to your left, and at the corner straight ahead you'll see an opening to a secret room you can go inside if you're fast enough, if not repeat the whole process again, inside you'll find ammunition.

Secret #5: Use the red key to enter the exit room and kill the imps inside, but check the panels on the right side of the wall, one of them is a switch that will open a room behind you containing a Mega Armor, and health.

---

### Level 4: Holding Area

Secret #1: At the start of the level, turn around and open the secret door behind you to pick up a Berserk Pack.

Secrets #2 and 3: As you go to up the stairs to the blue door inside the room with the four giant pillars, check the monitor at the top of the stairs on your right, it's a switch opening two secret doors ahead, the first room contains 4 rockets, and a Lost Soul, the second one contains 2 Lost Souls, and a Soul Sphere

Secret #4: After you're done with Secrets # 2, and 3, notice the 4 switches from left to right inside the room with the 4 giant pillars, you must activate the switches in this exact combination from left to right (Switch #1 is closet to the stairs): #3 #1 #2 #4. Once done, the four pillars will line up so you can cross to the secret door it opened at the other side, now take the teleporter inside the room next to the exit room, next you'll be teleported in front of the lined up pillars, pick up the Rocket Launcher and use it to dispose of the Hell Knights at the other side. Now hold on to the run button, and cross the pillars, if done correctly you'll arrive at the secret room, and in it a second exit switch that'll take you to a secret level.

---

## Level 5: Tech Center

Secret #1: At the start of the level turn left, and go forward toward the stairs going down, on the left side you'll see a Mega Armor you can't reach, next to it is a ventilation shaft which you can open revealing secret stairs so you can pick up the Mega Armor.

Secret #2: Open the Yellow door, and kill the Shotgun Guy, and the Hell Knight inside, then you'll notice a Soul Sphere behind a few bars, to lower them have you back to the Red Key inside the room, and go forward, you'll see a lighted floor plate you should stand on, then shot the vent in front of you, next the plate you're standing will rise for a few seconds, quickly face to your right, and shoot the other vent to lower the bars, and then pick up the Soul Sphere afterwards.

---

## Level 6: Alpha Quadrant

Secret #1: After you pick up the yellow key, try to exit the room, and you'll hear a door opening, quickly exit the room, turn right, go forward, and don't make a left, instead go straight ahead and you'll see an opened secret door you can go inside before it closes. Once you go in kill both Lost Souls inside, and then run to the alcove ahead to pick up the Mega Sphere.

Secrets #2 and 3: After you pick up the Blue key, go back to the pillar room straight to the switch, have you back at the switch, and go to the first pillar, turn left, and you'll see an opening below to an inaccessible alcove that can only be entered if you dash from the pillar you're standing on at the moment. When you do make it, hit the switch, then run to the door it opened across the floor you're in now, inside it's a Soul Sphere, and another switch which opens the other cage in the room where you found the Blue Key, inside the cage is a Mega Armor.

---

## Level 7: Research Center

Secret #1: At the beginning of the level, enter the next room in the door in front of you, then make a right, and enter the room inside, next fight several Lost Souls, afterwards continue forward to the next door, but before you open it, check the wall to your left, it'll open to reveal a secret passageway with 2 different doors, the first one will have one Imp, and a box of rockets, and the other will have one Hell Knight, and a Rocket Launcher.

Secret #2: When you're face to face with the Blue Door, turn left, go forward, make another left, a right, another right, and continue forward until you make a left at the corner, hit the switch at the end of the hallway, and quickly run all the way to the Blue door, and you'll notice a Combat Armor revealed to you ahead. Be quick, the secret door won't stay open forever.

Secret #3: At the Super Shotgun room, stand on the platform in the middle of the room, and dash to the narrow ledge where those computer monitors are around the room. Now at the farthest point check the wall at the end, it's fake and you can go through it to pick up the Computer Area Map.

Secret #4: After you pick up the Blue Key, don't go down the alcove just yet, wait a few moments until the wall magically opens to reveal A Soul Sphere.

Secret #5: Open the Blue door, and go forward to the elevator, activate the elevator so you can go inside, quickly enter the elevator, and face the right wall to open a secret door to reveal a chamber containing ammunition, and health pick ups.

-----

#### Level 8: Final Outpost

Secret #1: After you pick up the Chain Gun, face the wall at your left, it's a secret door revealing a small little hidden maze containing Lost Souls, rockets, shotgun ammo, Medkits, a Chainsaw, and one Light Amplification Goggles.

Secret #2: Open the Red door, kill the enemies inside, and hit the switch where you see the Plasma Rifle, once you activate the switch the Plasma Rifle will disappear, now turn around and check the monitor behind you, and see where the Plasma Gun have banished to, in the screen the Plasma Rifle is on top of one lightly plate floor, and there are nine of them, go to the next room, and you'll see 9 pillars, click the switch on one of them to lower it down, if the Plasma Rifle was lowered then take it, if not then go back to that monitor to see where the Plasma Rifle went to.

You'll then notice, one of the lightly plate floors is gone, now the trick is to calculate on where the plasma Rifle will reappear next, and every time you check the monitor, the Rifle is spawned at a different spot, so it takes good guessing to get it right so you can lower the right pillar, check the monitor again to see on where the Plasma Rifle will be at. If you lowered two pillars, and didn't get the Plasma Rifle, the other pillars will be unresponsive, you only get two chances with this tricky secret.

-----

#### Level 9: Even Simpler

It seems this really short level doesn't seem to have secrets areas, or hidden items at all.

-----

#### Level 10: The Bleeding

Secrets #1 and #2: At the start of the level, turn left, and open the door, kill the Imps inside, and make a left and go forward, as soon as you listen a door quickly opening, turn around, and dash to the window, and turn right to pick up a Berserk Pack. Next exit that room, and go across to the next room, enter to kill the Imps inside, make a right go forward until you listen a door quickly opening behind you, turn around and dash to the window, and turn left to pick up a Plasma Rifle.

Secrets #3 and #4: When you enter the next building early in the level, kill the Nightmare Imps, and go forward until you hit the wall face to face, then walk backwards until you see a section of the wall lowering to reveal a Mega Armor you can pick up, once you do don't move from that spot and let the pillar take you up, once it does, walk backwards for two steps, and face left to activate the invisible switch revealing

a Rocket Launcher.

Secret #5: Across a wooden walkway is a castle where the Yellow key is located, after you pick it up, drop down, and go up the stairs to your right, and at the top make a left, and look at the demon face painting at the wall, it's actually a secret door, open it to pick up an Energy Pack Cell.

Secret #6: Open the Yellow door, make a right, and go up the stairs. See that demon face painting at the wall to your right? That's a switch, now activate it, turn right, and go back down the stairs, make another right, and ahead you can finally pick up that BFG 9000.

-----

#### Level 11: Terror Core

Secret #1: At the start of the level, turn around and open the secret wall to pick up a Berserk Pack.

Secret #2: After you pick you the Yellow key, turn right to face the wall ahead of you, and you'll notice a switch in the wall, go back and then dash forward to the switch, and you must activate the switch before you hit the floor, timing is the key, and you'll likely spend a few times before you get it right. Once it's activated go back to that teleporter you used to get the Yellow key, you'll notice a new passageway to the left of the teleporter leading to a Soul Sphere.

Secret #3: After you pick up the Red key, go back the way you came into the stairs back to the top, and you'll hear a door opening at the top ledge on the left side of the corridor exit before entering the Red key room, step at the narrow ledge at the top of the stairs, now go around sticking to it at the left side, and as soon as you hear that same door opening at the farthest point of the ledge, quickly run while you're on the ledge without falling down, as soon as you go in that empty room, open the door again, and dash forward to the other ledge across from you, then walk on that ledge so you can reach that now accessible hallway straight ahead, open the secret wall, and you'll pick up a Mega Armor.

-----

#### Level 12: Altar of Pain

Secret #1: At the start of the level turn around and enter the hallway, and open the wall at the right to pick up a Soul Sphere.

Secret #2: When you pick up the Yellow Key run to pick up the second Soul Sphere at the top of the pillar, now turn on the Automap, and you'll see the top of the pillar you're on has a shape of an arrow pointing at a nearby wall, dash forward and you'll go through a fake wall containing a Baron of Hell, some health, and a secret exit only available once that Baron of Hell inside is dead. The secret exit will take you to a secret level.

-----

#### Level 13: Dark Citadel

Secret #1: Exit the starting room and take a left and keep going straight, at the corner search the wall to reveal a big cache of ammunition including a backpack.

Secret #2: Need health? Exit the starting room and keep going forward, make the first right, and another right afterwards, keep going a few steps, and search the wall to your left, you should find a Soul Sphere behind a fake wall you can go through.

Secret #3: When you first start the level, go left to get to the big room with all the narrow pillars, flip the switch on the pillar there to open the door which is located across the hall from the red-keyed door. Step through that door and turn left. Follow the left-hand wall around the corner until you get to a short passage with some pulsing vicera on the floor against the left-hand wall. Activate that wall panel like a switch and it opens, revealing a stairway leading down to some long, narrow corridors located between the walls of some of the larger rooms. Down in there you'll find one BFG 9000, and you'll also find a Mega Sphere.

\*\*\*Secret #3 was contributed by Ledmeister\*\*\*

---

#### Level 14: Eye of the Storm

Secret #1: See that BFG 9000 sitting on a ledge next to a blue switch? Have you back to the Blue switch and move forward to the opposing wall, and press the hidden switch in the right side of the decoration on the wall, once you do you should hear the bars going down behind you, now go run off the balcony, and enter the elevator to pick up the BFG 9000.

Secrets #2 and #3: You'll probably noticed that Backpack on top of a pillar near one of the blue switches you can't probably get no matter what you tried near the beginning of the level, same thing with the Chaingun at the other side of the courtyard where you get the secret BFG 9000, but there's a method on how you get both items. Go up the nearby elevator so that you're on the highest level above them, then step up onto the wall, and run along the wall to jump to them. It's tricky but possible. Try Strafe-Running, using a simultaneous combo of Run-forward plus Sidestep. This will move you at an odd angle, but gives a little more speed than straight running does.

\*\*\*Secrets #2 and #3 were contributed by Ledmeister\*\*\*

---

#### Level 15: Dark Entries

Secret #1: As soon as you have the Blue Key face to face, check the wall to your right, and you'll notice some part of the wall different from the others, it's actually a secret door revealing ammo, and a backpack.

---

#### Level 16: Blood Keep

Secret #1: Open the Blue room, and take a few steps forward, check the statue with the pentagram on your right, it's a secret switch, once you press it quickly turn left and run toward the goldish looking bookcase so you can lower it down and take it up, if you're quickly you should be able to pick up the Plasma Rifle on a secret alcove before the bars

lower on you right.

Secret #2: As soon as you're done getting that secret Plasma Rifle, go up the stairs while gunning down bull demons, then check out the second door on your right, and open it. Dispose of the Zombie men, and those Hell Knights and then go forward towards that bookcase at the corner on your left, it's actually a secret door, inside the hidden chamber you'll find boxes full of Rockets.

-----  
Level 17: Watch your step

Secrets #1 and #2: Open the Blue gate, and ride the elevator up to the next area, and then take the teleporter, once you teleported take a step backwards to make sure you have your back to the door, and fire the shotgun to magically open the secret door, inside it's a switch you should press, repeat the process on the other side of the hallway. Once both switches are pressed you should be able to pick up the Mega Sphere you saw on a ledge earlier, and a Invulnerability Sphere near the hallway you came in, you should be able to see the now available tunnels where you picked up that Shotgun.

-----  
Level 18: Spawned Fear

Secret #1: Exit the starting room and take a left, as soon as you go forward take the first right, then check the wall to your right, it's a fake wall you can go through revealing health pick ups including a Soul Sphere.

Secret #2: Exit the starting room, and go straight ahead and down the stairs, at the bottom take the door to the right and enter, as soon as you enter the second room check the two demon faces on the left wall to find a hidden switch that'll reveal a wall behind you lowering revealing two Medkits, and in the previous room it'll open one of the walls revealing a Hell Knight, and a box of Shotgun Shells.

Secret #3: After you pick up the Red Key, turn around and go forward back to the room you came in, on your way check the first statue on your left to open a secret door revealing a Plasma Rifle.

Secret #4: Enter the Red Door, and then open the bookcase inside, once you do go forward, and then take a left and walk until you see a curved rocky wall, it's actually a secret room filled with Energy Cell Packs, and a Mega Sphere.

Secret #5: After you go trough the Yellow Door and you go up the stairs to the exit room, you will hear a door opening, as soon as you hear that door opening go back outside through the Yellow Door and take an immediate turn to the left, and make you first left to see a teleporter now available before it closes again, once you go through the teleporter it'll take you to a secret level.

-----  
Level 19: The Spiral

It seems this level doesn't have any secret rooms, or hidden items you can find at all.



---

level 20: Breakdown

Secret #1: As soon as you activated the Blue Switch to enter the building, make a right and go forward, at the corner search the wall to open a small secret chamber containing a Baron of Hell, and a Mega Sphere.

Secret #2: When you enter the building after activating the Blue Switch, make a left, and go forward until you reach a large area surrounding a pit, fall off and activate the switch in the center and run to the right side of the stairs and go up to pick up that Mega Armor, once you do turn around back to the switch in the middle of the room, you'll then see a secret room now available so you can pick up a Backpack, and extra ammo.

Secret #3: Open the Red Barricade with the Red Key, and press the switch to open a stairway going up, after you're in a new area go forward and make a third left, press the switch you see, and quickly turn around, go forward and make an immediate left, and then another left, if you were quickly enough you should see a BFG 9000 on the left wall ready for you to pick it up before the secret door closes again.

Secret #4: After you pick up the Yellow Key turn around, and go back to the hallway you came in, before opening the door check the wall on your right, you should be able to go through it, once you do keep walking forward, and then run to the ledge so you can pick up a Mega Sphere.

---

Level 21: Pitfalls

Secret #1: As soon as you enter the Yellow door, go down the stairs and fall in the lava, next quickly turn right to the switch to lower a platform so you can ride it to the top, and you'll find a Rocket Launcher, and a few rockets.

Secret #2: As soon as you take the teleporter that'll lead to into the next subterranean section of the level, go straight, and make your first left, then a right, check the middle wall on your left to open a secret door revealing rockets, and health pick ups.

Secret #3: Leave the exit chamber, and go left, as you go along you'll notice a row of demon face pictures on both walls. Investigate the third one on the right wall (The only one that makes an angry gesture), it's actually a secret switch, press it and you'll hear a platform going down, quickly go back the way you came in, and check the alcove on the right wall as you move along for a Mega Armor next to the entrance of the Exit chamber, be quick before the platform goes back up again.

---

Level 22: Burnt Offerings

Secret #1: At the Blue door search the wall on your right to open a secret teleporter so you can pick up a Mega Sphere.

Secret #2: Having the Blue door to your back, go back downstairs, make

a left, and then to all the way to the top, once you do search the wall to your right to open a secret room with a Backpack, but the warned, once you pick it up the ceiling will come slowly down trying to crush you, plus a Hell Knight will materialize outside the secret room, proceed with caution.

Secret #3: Open the Blue room, and then check the middle wall on your left to open a secret room, once inside press the switch, that'll rise some pillars around the Rocket Launcher so it can protect you from the booby trap it always activates whenever you pick up the Rocket Launcher in this level.

Secret #4: Once you do pick up the Rocket Launcher go forward enter the hallway and then make a left, and ahead at the corner search the wall to find plenty of Rocket ammo inside a secret room

Secret #5: Have you back on the Yellow door, and go towards the ledge ahead. See that gargoyle statue outside in the courtyard? Shoot it with the shotgun to reveal a secret Soul Sphere.

---

#### Level 23: Unholy Cathedral

Secret #1: See that Soul Sphere in the room with the brick pillar with the colored switches? In other to get it face the side of that brick pillar that doesn't have a colored switch, you'll then noticed that side it's fake, and you can go through it to step on a teleporter taking you to the Soul Sphere.

Secret #2: Don't hit the exit switch just yet, turn around and go across the room, search the wall to reveal a Mega Armor.

---

#### Level 24: No Escape

Secret #1: Return to the stand where you found the Rocket Launcher, and walk forward to the far away pillar ignoring the one next to it, lower it, and go up, hit the switch, and turn around and go to the now available spiral staircase, as you go step by step, check the right wall on the seventh step to find a secret room with a Plasma Rifle inside.

Secret #2: In the Super Shotgun room, go back to the pillar that had the three switches around it, check the side that doesn't have a switch to reveal a Backpack from a pillar behind you.

Secret #3: The following steps should help you find the BFG 9000:

Step 1: When you first appear in the level, Activate the switch in front of you, then walk forward past the switch, and drop down into the courtyard. Before doing anything, take note of the long, red wall ahead of you, running along the far side of a toxic river. Down along the bottom of this wall are 2 openings: One is a cubbyhole where a Radiation Shield can be picked up; And around the corner to the left of that opening is another opening, leading to a short curving tunnel where a teleporter can be found.

Step 2: At the far left end of this long red wall, is a large doorway

which is blocked off by vertical bars. On the left and right sides of this door are some tall square pillars. Each pillar is made of a stack of 7 cubes, and each side of each cube has a face on it. But on the left side pillar, the fourth cube up from the ground has a face that doesn't quite match the others. Now, from the place where you first dropped down into the courtyard, turn left and follow the left-hand wall a few paces until you come to a stone pillar/elevator. Activate it and it drops; step on and ride up. Get your pistol (or other bullet/pellet weapon), and shoot that 4th cube on the pillar on the left edge of that doorway. This causes a new opening to appear along the bottom edge of the long red wall. The new opening is to the left of the other two. It remains open for a few seconds, then closes again. Run to it to get inside, Inside you'll find a nice BFG 9000.

\*\*\*Secret #3 was contributed by orlando rivero, and later confirmed by Ledmeister\*\*\*

-----  
Unfortunately, levels 25-28 have no secrets of any kind to find.  
-----

#### Level 29: Outpost Omega

Secret #1: When you first appear in the level, you'll be facing down a hallway, with a small rectangular room to your left, and another to your right. There's a secret item behind the fourth computer-screen panel in the room on your right. To open that panel, go to the opposite room, go up to the third panel up from your starting point, and Activate it like a switch. Quickly turn and run straight out the nearest door, run straight through the next door, and run into the cubby where the secret Chaingun is before it's covering panel closes again.

\*\*\*Secret #1 was contributed by Ledmeister\*\*\*

Secret #2: Before you enter the big room with the four cages, take a look at the monitor on the right, it's actually a switch, once you press it make an immediate turn to the left, and run forward to the opened wall revealing a secret room with a Red Key Card.

Secret #3: Once you opened the Blue door, jump down, make a left, check the monitor on your left, then go forward and jump off, make another left, then a right, jump off, then make a quick left to pick up a Soul Sphere before the bars close up.

Secret #4: In order to pick up the Demon Artifact you must do the following:

Step 1: Enter the Blue door, fall down, and turn left and dispose of the Hell Knight ahead of you, once done move forward, fall down, take a few steps ahead, and turn right. Now you must dash forward so you can \*jump\* to the next ledge, once you do that, the next ledge ahead of you will be available, and so will another Hell Knight, dispose of him and dash to the next ledge and hit the switch.

Step 2: Once that switch has been activated, turn around, and run back to the two ledges you dashed earlier so you can catch a platform on your right before it goes back up, once you're on top of that platform you'll see a switch that you can't reach (Face the starting point of

the room), shot it then go back down, and jump to the next ledge on your left, search the left wall to reveal the Alien Laser weapon, and you'll see a switch ahead of you on a wall, shoot the switch with your gun.

Step 3: Once you shoot the switch, step back from the platform you got the Alien Laser weapon from, and turn right, dash to the switch, and once again turn around, and dash to the two previous ledges back to the platform to take it back up, and shot the switch once more, once done, fall down, make a left, and then drop one level to the right, open the door with the Red Key Card, and the Demon Artifact is finally yours.

\*Phew\*

---

### Level 30: The Lair

Secret #1: As soon as you see the Demon Artifact on top of the pillar, first enter the stairs on the left, and make a right to the first room on the right, on the large opening shoot the switch that you can't reach across the room, next you should make a left towards the small window, and quickly shoot the next switch in the other room. If done correctly the pillar will lower, and the Demon Artifact will be yours.

Secret #2: After you pick up the Demon Artifact, turn around, and go to the middle stairs, at the top make a right, then enter the room in your first right, afterwards inside the room take a look at the window on your right, go through it, and go back down where you found the Artifact, at the corner in the left you should be able to see a Plasma Rifle next to the blue health pick ups you can now pick up.

Secret #3: When you first go underground, and get to the bottom of the curving staircase, follow the left-hand wall until you get to the blue Mega Armor in a raised, square opening in the wall. (You can't pick it up, yet). Continue following this wall a few paces (passing the first opening on your right), until you get to an intersection or a fork in the path. You'll be standing on a narrow stone walkway, at the center of a 4-way junction: One path straight ahead which leads to the yellow key, one path branching off ahead and to your left, another branching off ahead and to your right, and of course the path behind you that you just came from. Take a step off this walkway and into the right hand passage, and look along the right-hand wall for a cubbyhole where a stone gargoyle sits (this is the first of several gargoyles lining the walls of these passages). Activate that particular gargoyle like a switch. Then turn and step back onto, and over, the narrow walkway in that 4-way junction, to head into the opposite passage that curved off to the left. Follow the left-hand wall here, as it curves around to a new opening. Step in and follow the tunnel to where you can at last pick up the Mega Armor at the far end.

\*\*\*Secret #3 was contributed by Ledmeister\*\*\*

---

### Level 31: In the Void

Secret #1: As soon as you press the Yellow switch with the Yellow key, turn around and walk to the exit hallway, once you do you'll hear an earthquake, go back to the Blue Switch in where you saw that Demon Artifact, you'll now see a switch next to it you never saw before, activate it, and go back to the Red Door you opened before back where

you found the Blue Key, on the stand you'll see a new step so you can finally cross the wooden platform so you can pick up the Demon Artifact, but you got to be quick, otherwise the artifact will teleport back where you first saw it.

-----  
Level 32: Hectic

The only secret to find here is the special "Features" menu on the option screen by hitting the exit switch behind the colored bars, but of course you should ignore the exit teleporter unless you get tired of dying repeatedly in this level just to get such secret.

\*\*\*\*\*

Finally, 32 levels done, but of course there could be a secret or two I probably missed, if so please E-Mail me, and make sure you put "Doom 64" on the E-Mail so I don't treat it for spam, and try to leave your name on the E-Mail so I can give you credit for the secret you found.  
=)

\*\*\*\*\*

#### IV. Copyrights

This FAQ may be not be reproduced under any circumstances. It may not be placed on any web site or otherwise distributed publicly without my advance permission. If you want to use this guide on any other web site or as a part of any public display then you must Email me first to let me know, failure to do so is a violation of copyright.

Sites with permission to use this guide are as follows:

<http://www.gamefaqs.com>  
<https://www.neoseeker.com>  
<http://www.ign.com>

Copyright 2004 Raul E. Campos.

This document is copyright Icon of Sin and hosted by VGM with permission.