

Duke Nukem: Zero Hour FAQ Part 1

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Duke Nukem Zero Hour

Game F.A.Q.

Part 1: The Present

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a. Mean Streets
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Intro: Present.

New York City.

Three marines are running down a street with gunfire sounding off
and

an explosion wipes out two of the marines,
but the one in front continues running.

The Level:

1.) Precinct Parking Garage.

ENEMIES: 1-6/65

You start out in the NYC Precinct Parking Garage. Behind you in the corner is a +30 Health. You won't need it just yet so don't bother with it. As soon as you move away from your starting point the wall in front of the marines will explode and two Lizard Enforcers will appear and run out firing. The marine closest to the door will automatically be killed. Now, as soon as the level starts run forward while strafing to the left. When the wall comes down you will be nowhere near the lizards and out of their way. They are pretty much honed in on the marines anyway so as soon as they run through take them out with your blasters. The marines will do their best to kill the Enforcers with their CLAW-12s but usually one of them dies. Anyway, there are three waves of two Enforcers. After one dies and disappears another will replace it. If you are smooth and quick enough you can pick up the two CLAW-

12s the two dead marines dropped. Also, if you lose a substantial amount of health, don't forget you have that +30 Health in reserve in the corner of where you started from. Also down the ramp on the left is a +30 Health and Blaster ammo.

Strategy: When fighting the Enforcers hug the left wall and face towards the opening where the Enforcers had blown it up. As soon as one runs out blast him and wait for the other. As soon as they go down you will have a few seconds to run out and grab their dropped blaster ammo. Continue doing this and keep the marines alive as your backup until the sixth Lizard Enforcer is dead.

Now that you've killed the Enforcers you still have some items to collect. Pick up whatever Blaster ammo was left behind and also feel free to just kill your marine buddies and take their CLAW-12 shotguns. Also, pick up the CLAW-12 left behind from the marine that had been killed in the explosion. Every little bit counts. Also, now that you've picked up a second M-80 Blaster, your rate of fire and attack power is doubled. If you haven't done so all ready, pick up the +30 Health in the corner of the starting point if you need it. Also, down the left ramp of the area, remember to pick up the +30 Health if you need it.

After finishing off things here, go through the opened doorway and through the short hallway to the elevators. Pick up the Medkit while you're at it, because you may just need it for later. Now then, the left elevator shaft is the only one that works so don't bother trying to get the right door to open. Press the left elevator control panel to open the doors. As soon as you do this run over to the opening but don't go through just yet. Wait for the elevator to come crashing down, but as soon as the top of it reaches halfway past the doorway run towards it and get on. If you don't, you will be forced to fall quite a bit and will sustain a bit of damage. Don't worry though. There are three ducts here. The one on the right contains a +30 Health. Shoot open the grate and press the Activate button to enter it. Go through the duct, pick up the +30 Health, and shoot out the other grate. Now exit the duct and fall down. You'll notice you are now in the elevator shaft you couldn't get into. On this elevator is a hole. Fall into it but make sure not to fall into the hole that is on the bottom of the elevator. Instead, while inside this elevator, on the opposite side is a decapitated marine and a CLAW-12 shotgun. Grab the shotgun and (if you're feeling funky) shoot the dead body into gorey chunks if you aren't too big on saving ammo. Anyway, after you've done this drop through the hole in the bottom of the elevator. You'll drop down quite a lot, but don't worry. As long as you don't move around to as to not fall onto a small ledge or something causing you to lose some life, you will drop down into a pool of water keeping you out of harms way. Not to mention you'll even find a nifty +30 Health on the bottom of the pool.

ENEMIES: 7/65

As soon as you are finished in the pool(try not to drown, don't worry it happens), jump onto the ledge that leads to the door opening. You'll notice it because, well, it's a big open space and there's a marine there. As soon as you get in there turn to the left and blast away at the Lizard Enforcer that appears at the end of the hallway. When you are finished there, kill the marine(if he isn't all ready dead) and take his CLAW-12 shotgun for ammo. Then go down the hall and pick up the Blaster ammo. There will be a door there as well leading outside, but don't go just yet. Go back to where the sandbag barrier is. On the right wall near it is a short stairwell leading to the rest of the parking garage.

ENEMIES: 8/65, 9/65, & 10/65

To your left will be three Lizard Enforcers spaced out around the area.

They are stationary, however, and won't come after you. So just strafe around them and mow them each down with either your Blaster or your CLAW-12 shotgun. After they're dead, go down the far left ramp for Blaster ammo. Go back up the ramp and collect the three Blasters. After you are finished here, go down the middle left ramp.

ENEMIES: 11/65

A Pig Cop will run out from behind the yellow truck. Blast him quickly with your CLAW-12 shotgun but move around quickly before he gets you first. Use the truck as a shield and pop out every now and then. Wait for him to shoot his gun then strafe out, fire, and run back. Continue this until he's dead. After the Pig Cop goes down, pick up the CLAW-12 shotgun it drops. Head towards the right wall and follow it down to the end of the far corner. There will be a +30 Health for you to pick up. Head towards the two entryways at the left of the area and go through the one on the right side.

ENEMIES: 12/65, 13/65, & 14/65

There will be an Enforcer in the small room next to you. However, if you shoot him through the window at the end you won't have any problems. As soon as he is dead enter the room through the door, pick up the Sniper Rifle, the Blaster ammo, and the +30 health, if you need it. Now exit the room quickly. If you aren't quick enough two Enforcers will appear. One in the left entryway, the other in the right. They aren't very hard to take care of so just kill the one on the right first with your Blasters. Pick up his dropped ammo and then take out the Enforcer in the left entryway, also picking up that ammo as well. Now that you're finished here you can leave the building. You can either backtrack to the doorway where the Enforcer and the sandbag barrier was or you could just go into the small room where you last killed the two Enforcers guarding it. On the wall with the 1999 calendar girl on it, will be a switch. On the wall opposite that one will be another switch. Activate either one to open its corresponding door. The doors only stay open for a short while though so hurry up when going through them. You will now be outside of Precinct Parking. Going out the sandbag area exit will take you to the same area.

2.) The Streets of New York

****CAUTION!!**** Be very careful as soon as you exit the parking garage!!

When you exit, you'll hear a siren. A police car will speed by you, turn around, smash into a red car, and then crash and burn into the Sticky Fingers Candy Store. Avoid this car at all costs however, because if you get in its way you'll be instantly killed. Now then, ignore the wreck for now and head left towards the fenced area. In a small niche at the end of it, will be some Blaster ammo. Grab it if you need it or just leave it alone and save it for later. When finished here, head towards Sticky Fingers. On the ledge in front of the store is a +30 Health and in the doorway is some Blaster ammo. As soon as you grab the +30 Health, quickly head into the doorway.

ENEMIES: 15/65 & 16/65

An Enforcer will appear on the street but will not be able to shoot you while the building is blocking its aim. Strafe out of the store and fire upon the Enforcer. After doing so head towards the right and hug the wall at Precinct Parking. You may notice the dip in the building where two benches rest along the walls. Between those two benches is some Blaster ammo. Pick it up if needed. Head out of the bench area and strafe outside. Aim your Blasters towards the top of the truck in front of you. An Enforcer will appear on top of it so be prepared. Run towards the truck, shooting the Enforcer as you go. He'll die quickly and you'll sustain no to minimal damage. If you do, get hit by either Enforcer, however, there is a fire hydrant to the left of the gate opening. Fire at it until it blows up. Go up to the water streaming out of it and press the Activate button repeatedly to replenish your life. Now that the Enforcer threat is gone for now, pick up whatever ammo or Healths you may have left behind, if needed.

SECRET: 1/5

After your through here, go through the space between the gate and the truck and head to your left. There will be a small ramp that leads to a closed-off subway here. Go down it to find +30 Health and ammo for your Sniper rifle. Go back up the ramp and continue along the street. Near the end of this block will be a small overhang containing an Erotic Cakes store, a "Fashionable Male", and a "Popular Girl". Go into this area. In front of the door to "Erotic Cakes" is a large pillar. Walk up to it from the side facing the store and press the Activate button. This will cause a secret door to open. Go inside it to collect some Armor and also Secret #1 of 5.

ENEMIES: 17/65

Now that you've gotten your armor you can sustain more damage. Anyway, get out of the overhang and go to the "Popular Girl" store. In the window is a +30 Health. Get it if you need it though you probably won't at this point in time. Equip your Sniper rifle and aim it down the street opposite "Popular Girl". You'll notice an "Eager Beaver" truck with a Riot Pig standing on top of it. Aim at him and fire. Once he's down, wait for whatever gas cans he's fired at you to reside and continue down that street. Behind the truck is a +30 Health. If you've decided to kill the Riot Pig by running through the gas, sustaining damage, then grab it if you need it. However, there is another fire hydrant right next to the "Booby Trap" building, only a few steps away. Get the health if you need it, otherwise ignore the "Booby Trap" for now, and walk to the end of the street.

ENEMIES: 18/65, 19/65, & 20/65

At the end will be a police gate. As soon as you enter it, three Enforcers will appear. One at the end center, one between the two left pillars, and one between the two right pillars. Finish them off quickly using the MAC shotgun, or just use your normal Blasters to take care of them.

Strategy: Take out the center Enforcer first. Hug the left entrance a bit and

then fire upon the right Enforcer. Finally, turn around and take out the last one.

Collect the ammo they've dropped. Go behind the right pillars. At the end of them will be Shotgun ammo. Now go behind the left pillars. Behind the one on Duke's right will be a +30 Health. Behind the one on Duke's left will be a vent.

SECRET: 2/5

BABES: 1/3 & 2/3

Aim down and blast the vent. Press the Activate button to crawl down and enter it. Follow the vent through its long and winding path. Just before the exit is a Control Panel. Press Activate to turn it on and open the door leading out of the vent. Fall out of the door and enter the "Booby Trap". Press Activate to rescue the two babes on the floor. Behind the cashier desk is a Vitamin X. Exit the open door opposite the two closed ones and leave the building. Unless you plan on staying to oggle the giant pictures displayed on the walls for a while.

Anyway, when you leave the building, head left and back through the police gate. Follow the street to the end to find a fire hydrant as well as three display windows featuring comedic interpretations of those loveable Spice Girls! If you don't need anything here then follow the right side of the street to the Duke Burger.

3.) Duke Burger

Enter the Duke Burger restaurant by shooting out the glass windows in the doorway. Jump through and take a left. Go behind the cashier's counter and pick up the Blaster ammo. Now go out of the counter area and head up the stairs. Halfway up will be a human soldier. You can either choose to kill him now and get his MAC shotgun ammo or wait till later to pick it up. After your encounter with him get up the rest of the stairs. It will then go to a cut scene. Two military soldiers will be there to tell you that you need to go to Trans-tek Electricity, and then give you the access card that will allow you to turn on the electricity. After the cut scene, kill them to get their ammo. You'll hear an explosion outside that will kill the soldier on the stairway(if you haven't all ready killed him before). Ignore it for now and collect the:

- a.) Grenade Launcher
- b.) Medikit
- c.) Gasmask
- d.) Sniper Rifle

ENEMIES: 21/65 & 22/65

Now equip the sniper rifle and head halfway down the stairs. Aim your rifle towards the Duke Burger windows and slowly strafe right. Soon you'll see the arm of a Riot Pig. Fire your rifle at it. A small mist of blood will be your signal that you killed him. After dispatching that one continue slowly strafing right, but this time aiming at the Duke Burger doorway. Wait till you see the arm of the second Riot Pig, and then shoot him. When he's dead go out of the Duke Burger and collect the two Cyanide Launchers.

4.) The Road to Trans-tek Electricity

ENEMIES: 23/65

After exiting the Duke Burger, select a regular gun and head left to get back to the fenced in pillars. As soon as you pass the fence, a Lizard will appear. Blast him and collect the dropped ammo. Pretty simple? Of course it is.

ENEMIES: 24/65 & 25/65

Head towards the Eager Beaver truck parked next to the Booby Trap at the end of the road. Two Lizards will appear here. One will be right in front of you, near the street corner, and the other will be behind the wall. So rather than running straight out into an obvious ambush; keep a safe distance, strafing and firing at the Lizard in front. Then, while facing the Booby Trap Club, strafe left towards the truck and fire upon the unsuspecting Lizard. Now collect the fallen ammo of the two Lizards and continue down your way!

ENEMIES: 26/65

Continue down the streets to another fenced area. This one being blocked by the same truck where the two Lizards were (the first enemies you faced when you exited the Parking Lot). Equip the Gasmask and head through the fence. A Riot Pig will run out from the closed subway area and fire gas at you. With your Gasmask on, you'll be immune to his attacks, so just blast him dead, collect the ammo, and continue down the street. You'll be heading towards the VERY END of the road, past the Parking Building, to the gate that blocks your path. Stay away from the gate but get to a point where you're past it. A tank on the other side will blow the fence away. Avoid getting killed by the tank and go around it when it passes by.

ENEMIES: 27/65 & 28/65

A Lizard will be waiting for you on a ledge in front of you. Aim up and blast him. There will be an upward slope in the street now. At the end of that slope will be a Riot Pig. Equip your Gasmask, run up to him, and blast him; or keep your distance and pick him off with the Sniper Rifle. It's your call. Jump up onto the ledge where the Lizard was to collect his ammo. Now go up the slope and collect the Cyanide Rounds. Go left towards the buildings and into the small niche to collect Blaster ammo. Get back to the street. Along the side of the buildings is a small opening that contains 30+ Health. Now continue down this street and round the corner you'll see a helicopter crash. There's no real significance for it, it just happens. So forget about it for now and go into the narrow alley on the left side of this street.

ENEMIES: 29/65 & 30/65

As you run down the alley, a Pig Cop will run out from behind the wall. Keep your distance and fire on him. Then turn around and head towards the alley entrance, because a second Pig Cop will try to ambush you. Fire upon

him

as well, and collect the ammo. In the middle of this alleyway are some crates.

One of them has 30+ Health in it, in case you need any Health. Or just go outside and up the street. Behind the police car there is a Fire Hydrant for you to blow up and get some water for Health Points. Now get back in that alley and collect the Pig Cop's shotgun ammo.

ENEMIES: 31/65, 32/65, & 33/65

When you get to the wall with the two girl images on them, aim your guns towards that wall and a little bit upward. A Lizard will be waiting for you on a brick ledge and another one on a catwalk. Slowly walk to the left and along the opposite wall from the girl images. When you see the first Lizard on the brick wall, fire at him, then strafe out and fire at the one on the catwalk. The Lizard on the catwalk will drop his ammo into the fire below him. Grab it by running quickly through the fire to sustain little to no damage at all. Now climb the ladder opposite the fire. On the roof behind you will be another Lizard. He's rather slow, so quickly get up the ladder, turn around, and fire at him.

SECRETS: 3/5

At the top of the roof you're on is a small opening with a gap between it and a vent. Jump across this small gap to get onto the vent fan. Pick up the Sniper Rifle and the 3rd secret.

ENEMIES: 34/65 & 35/65

Jump back from the vent and onto the roof. Go across the catwalk and up to the roof with the third Lizard on it. Climb up the ladder at the end of the catwalk and pick up the Lizard's ammo and the 30+ Health here. Get down onto the catwalk and then go back to the first roof and jump onto the brick ledge. Walk across the brick ledge, pick up the ammo, and jump to the vent fan that lies across the gap here. Equip the Sniper rifle and aim at the roof of the building behind the one you're on. Two Lizards will be there. Use the same strategy on them as the one you used on the two Riot Pigs at Duke Burger. When they're dispatched with continue down the vent shaft until you get to the drop in the vents. Go to the drop, get down it, then allow yourself to fall to the ground. Jumping will cause damage, while dropping will not. Now head left and behind the building at the end here. In this area will be a ladder to the catwalk and a Vitamin X. Climb the ladder and follow the catwalk and ladders to the rooftop. In the large crate at the left is a 30+ Health. Enter the Trans-tek Building. You'll have two options. Go left and go behind the large electricity box to get to the Activate Switch to open the subway. Or you can go right and get to an area with three 30+ Healths. They are both in the same room so it doesn't make much of a difference. Anyway, as soon as you enter the room two Lizards show up at both doorways. Get behind the electricity box, turn on the switch, then equip a regular gun and strafe out. Fire at one Lizard, get out of the corner, and kill the other. Pick up the ammo and health if you need it.

ENEMIES: 36/65 & 37/65

Strafe out of Trans-tek and fire on the two Lizards that appear on the roof of the building. It shouldn't be too hard. So now collect the ammo from them.

Head to the ladder now. Jump over the roof ledge to the left of the ladder to get to a small catwalk that contains Grenade Rounds. Now drop down onto the catwalk with the ladder, to the right and then drop from that catwalk to the ground. Head left and down towards the two crates. Jump on them to get on top of the ledge. The tank makes a return appearance, going willy-nilly on ten whole Lizards.

ENEMIES: 38-50/65

Stay on the ledge because the tank will come barreling down the street and firing upon ten Lizards that appear all over the street. They won't shoot at you, but getting too close to the tank's fire will cause serious damage. When the tank gets to the end of the street jump down from the ledge and collect all the ammo. Then go to the store window to the right of the tank, blow open the glass window, and enter the display to collect:

- a.) 30+ Health
- b.) GasMask
- c.) Grenade Rounds

5.) The Hotel

ENEMIES: 51/65, 52/65, 53/65, & 54/65

Walk down the other side of the street towards the Hotel. Before going into the Hotel, go to the building to the left of it. It contains a 10+ Health inside it's little doorway. NOW go into the Hotel. Equip the GasMask and a good gun. Open the doors to the hotel, turn on the GasMask, and begin firing at the Riot Pig. When he's dead, pick up Cyanide Rounds, go behind the desk and pick up the MAC shotgun shells and 10+ Health. Now go down the hallway and kill the Riot Pig at the end. About halfway down the hall is a stairway with a Riot Pig at the top. Aim up at him and blast his head off. Pick up both Riot Pig's ammos and then continue to the top of the steps. When you get up to the second hallway, equip the shotgun and strafe down the hallway, facing the right wall. A large firey hole will be exposed and a flying Gunner will be patrolling the outside area. When it appears fire at it, while still moving to avoid getting hit by its machine gun fire. After blowing it up, head to the end of the hallway and pick up the Grenade Rounds.

SECRETS: 4/5

BABES: 3/3

Walk over to the hole in the hotel wall and look out of it to the large

crack in the opposite wall. Fire a grenade round at it to blow it open. When the flames have cleared, ignore the hole for now and allow yourself to walk out of the hotel and down to the ground below. Take a left in the alley and continue it all the way to the end. There will be a small ladder on the right wall. Go up it to get onto a ledge. Hug the left wall and follow the ledge to a small opening in the building. Go into it to fall off the ledge. By entering here you'll have gotten the fourth secret. Now free the babe here and you'll have got them all in this level. Only one more secret to go!

When you're finished here, turn around to the ledge, climb up the ladder to get back up there, and follow it left again to get to the side of the hole you blew into the building from before. Jump in to find yourself in the Duke Burger and very close to the end of the level.

ENEMIES: 55/65

When you enter the Duke Burger's second floor from the large hole, pick up whatever items you may have missed the first time, and get ready for a fight. A Lizard waits for you halfway down those steps, where the doomed soldier used to be. Quickly dispatch of him, collect his ammo, and exit the Duke Burger. From here, you have two choices. Follow the street right to get to the Fire Hydrant for health. Or go straight into the subway.

7.) The Subway

ENEMIES: 56/65, 57/65, & 58/65

SECRETS: 5/5

As soon as you enter the subway, this first small corridor will have MAC shotgun shells and 30+ Health just waiting for you! So pick it up if necessary and then enter the large open subway station. When you enter, two Lizards will appear to your right. Run at them while strafing to avoid heavy damage. Collect their ammo and continue to the right of the station. At the end of the cars, on the tracks, will be a small area containing the fifth secret. Shoot the wooden horses blocking your way up there with your gun, jump into the niche, grab the AutoLoader, and head back onto the platform.

While running down to the left side of the station, you'll see a Riot Pig. Shoot him from afar or just run and fire. Either way you won't take damage. Collect his ammo and then go to the tracks at the end of this area.

ENEMIES: 59/65 & 60/65

TIME MACHINE PART: 1/13

To your left will be a small door. Enter it and shoot the crate at the bottom for the first time machine part of the game. Now continue down the corridor. Equip the MAC shotgun and use your button-mashing techniques to get the best out of that AutoLoader. The Pig Cops will be dead before ya know it. Grab their ammo and turn the corner.

ENEMIES: 61/65 & 62/65

Two Lizards are hiding behind crates. With the MAC shotgun this will be no problem. It'll take out both the crates and the Lizards. Of course you could always just blow them up. Anyway, collect their ammo and the 10+ Health from the second crate and continue down the corridor. Three more crates will be here. Blast the second one for another 10+ Health.

ENEMIES: 63/65

Equip the gas mask and strafe out of the corner to the next part of the corridor. A Riot Pig will come down from the ramp and fire gas at you. Shoot him quick and collect his ammo. The end is right there, but wait for the Riot Pig to dissolve and then head back down through the corridor to the beginning area. Two more enemies are all that stands between you and a 100% score. So don't give up just yet!

ENEMIES: 64/65 & 65/65

The last in the level! Two Lizards appear in the corridor that had the three lone crates. Blast them, grab the ammo, and then turn back towards the ending corridor. Run up the ramp and walk into the large floating Nukem symbol to end the level.

Congrats to you for beating this incredibly long level! But there's more fun ahead so hang on tight!

.....
a. Liberty or Death
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Intro: Present.
New York City. The Statue of Liberty.
Camera pans around the statue's face then goes down and positions itself behind Duke.
Duke: "In your service, Lady."

The Level:

1.) At the Base of the Statue.

ENEMY: 1/73

Here's a quick look at your surroundings. To Duke's left, on the ramp, is a 30+ Health. At the top of the ramp is a dead soldier, 30+ Health, and a Grenade Launcher. Along the that walkway is a turret cannon. It can't see you just yet, so don't worry about it. Now, to Duke's right, is another dead soldier, a Medkit, and Blaster ammo.

If you have the Sniper rifle, equip it, and then run straight for the helicopter. Use it to hide behind so the turret can't hit you. From here, run to the wall directly beneath the turret. Use strafing to keep out of harm's way. Now with the Sniper rifle, look up and slowly back up until the Turret's front and grill are in your sights. Don't go too far out though. Anyway, blast away at it, and it should be destroyed within four to five hits. With that gone, do a quick sweep around the area and pick up whatever you need. Now head to the top of the ramp and go along the path to where the turret was. About halfway down the path is a large vent shaft. Aim down and blow it open. Walk into it to fall a VERY long way down. Don't worry though. There's an Atomic Health waiting for you as soon as you enter the shaft, and at the bottom, there's a 30+ Health. The fall does a LOT of damage if you didn't pick up that Atomic Health, but don't worry. There's plenty of water in this level to drink down for life.

2.) Into the Duct

ENEMIES: 2-8/73

SECRETS: 1/7

BABES: 1/8

Now that you're down inside the sub-basement of the statue, go through the door to exit this small room. You'll find yourself in a long corridor. Take the right path first, and a bit down the ways on the bottom of the right wall will be a vent shaft. Blow open the grating to it, and enter it. You'll pick up Shotgun ammo and the first SECRET of the level. Continue down the vent, shoot the second grate, and enter the bathroom. Shoot the toilet to pieces to get that water I was talking about.

If you press the Activate button while in front of a toilet, Duke will urinate and say "Aah". Then you can drink that same water by blowing up the toilet. Sanitation at it's best! Anyway, to the right of the toilet is a door and a small niche with a 30+ Health in it.

Open the door and get ready to kill some Lizards. There are two in this room initially, but after you kill them, one more will show up. Show him some Southern hospitality and when the smoke's cleared, pick up the dropped ammo, and the air tank at the top of the stairs. Now exit this room.

You'll be back in the corridor, so start running to the opposite end. When you approach the door at the end, a Lizard will open it. As the door is opening, get the drop on the Lizard and blast away. As he goes down, enter the room, and set your sights to the crates at the left. There's an opening there that a Lizard will appear at. Blow him away as well. Only one more Lizard left here. Jump off the catwalk you're currently on and head right. Hide behind the corner of the wall and wait for the blue light to appear. The Lizard will teleport in and then run off the crates at you. Strafe out from behind the wall and blow him away. Pick up all the ammo here. Also, next to the crates of that last Lizard, will be a BABE, so remember to get her as well. On top of the crate the last Lizard was on will be some Armor. So use the catwalk ledge to jump over to it. To get back up to the catwalk, go to the left of the crates and find the switch on the wall. This will lower the lift. Getting on it causes it to automatically go up or down. So go up on it, then go along the catwalk to where you wanna jump from. For beginners the jumping part may take a while, but it gets easier. Anyway, after you're through here, go under the catwalk and enter the only door at the bottom here.

You'll now find yourself in a large circular room. Kill the Pig Cop in front of you with a variety of strafing and Shotgun blasts. There's a catwalk above you and some crates all over the bottom level here. Blow them up to find the following:

Blaster ammo

10+ Health

Shotgun Ammo

Go up the ramp now and head to the room at the right. You'll notice the left side is fenced off. Well enter the right room, the Power Room.

3.) Getting the Control Key

ENEMIES: 9-14/73

SECRETS: 2/7

BABES: 2 & 3/8

When you enter the electrified room, you'll notice that, well, there's electricity all over the walls. It won't instantly kill you, but it will take away quite a bit of Health. At the front of the room is the switch

you need to pull to open the fenced gate. So just run up to it and pull the switch. Don't be intimidated by the electricity. Also in this room is a Shotgun AutoLoader and 10+ Health.

Now that you're through here, exit this room and go to the fenced gate that will now be open. Put that AutoLoader to good use, because there are three Pig Cops and a Lizard in this area. Two Pig Cops will run out of the hallway as soon as you approach it, but since it's narrow the one behind may actually wind up firing at it's camarade. Don't bother waiting to find out. Blow them both away with some front-on Shotgun action, and then do the same to the Pig Cop waiting for you at the bottom of the ramp. To your left is a Lizard at the far end of the area. Don't bother Shotgunning him. Conserve precious ammo and use the Blaster on him as well as running directly at him. You may take damage but there's Health a-plenty around here.

It's item collection time! And this area is full of 'em! If you haven't noticed yet, this area is split into three branches to the left. The first, near the ramp, is the second BABE. The second has the Control Key sitting on a crate at the right wall. The third contains a 30+ Health. And don't forget to pick up all that precious ammo! Wait...I all ready said that! Argh!

Anyway! Enough crappy jokes! Go to the long wall opposite the three branches and find the niche that's in front of the second branch. There's a grate here, so shoot that out and swim under the water. Go all the way down and enter the shaft. Swim to the left, because the right side has only a 30+ Health and is a big waste of the air tank.

As you're going left, at the corner turn of the shaft, there will be a grate you can shoot out at the top. Enter it for SECRET 2. Inside here is another air tank and the third BABE. Exit here and continue down the shaft. You'll find yourself in a narrow area. It contains an SMG-10 and 30+ Health.

If you look up, you'll notice a grated path. Avoid the urge to shoot the path because you'll need to walk on this later. But if you make enough noise shooting the walls under it, a Pig Cop will come running out. This is more a novelty thing, but when he stands on one of the grates shoot it out from under him. He'll fall into the water and drown. It's just funny. But killing him this way isn't included as one of the "ENEMIES: X/XX" numbers here, but he is later on. So either way it's up to you.

Now that you've gotten what you need, follow the shaft to the corner again. As you turn the corner, however, a Lizard will be swimming and firing at you. Shoot him quickly because swimming Lizards can be pretty annoying. Grab that ammo and swim up the ramp. Take a right and collect the Blaster ammo at the bottom of the shaft if you missed it earlier. Now quickly swim to the top before your air runs out. A Lizard will be waiting for you so get ready to blast him as well.

ENEMIES: 14-16/73

Go to the left and up the ramp. At the top of the ramp is another Lizard. Shoot him, collect ammo, and equip the Gasmask. Exit the narrow hallway into the circular room and fire upon the Riot Pig centered on the above catwalk. His gas is useless on you. So kill him fast and pick up the dropped ammo.

4.) Unlocking the Control Key Door

ENEMIES: 17 & 18/73

Now go down and forward. Open the door and enter the crates room. Go the lift and press the switch. Get on the elevator, go up, go to to the door to the right, open it, and enter the very first corridor again. A Pig Cop will be waiting for you next to the Control Key Door. Run and fire upon

him with the AutoLoader if you still have it. If not just use regular shotgun blasts. When he's down for the count, use the broken toilet at the far end of the corridor if you need to. If not, then go to the door the Pig Cop was guarding and activate the switch next to the door.

A Lizard will be at the end of the catwalk so quickly make do with him. When he's dead, look down and notice that some of the catwalk panels are missing. Run and jump over them, because if you fall into the water you'll wind up having to go all the way around and back to the fenced gate area room. So jump over that and enter the door. Fall down the small shaft to sustain no damage, turn right, and enter the door.

5.) Going After the Pump Station Key

ENEMIES: 19-27/73

After going through the door you'll be in a sort of "crappy hallway", meaning it's all torn to shreds, junk everywhere, and Broodlings galore. Head down the hallway and take a left at the corner. A Lizard will be waiting for you. Blow him away, but don't go to the corner just yet. That Atomic Health is a trap. There are six Broodlings waiting for you behind the corner and start coming out in waves after the Lizard is dead. Use either the SMG or the Cyanide Gas in here to wipe them all out. Pick up the Atomic Health as well.

When those Broodlings are dead, go through the ruined door, take yet another left, and fire at the Lizard behind the sandbags. There's also a Pig Cop hiding behind the corner to the left of the Lizard. Strafe out and blast him then quickly strafe back. Or just going willy-nilly on him works well too. Either way collect his ammo. Behind the sandbag you will find a Medkit and Blaster ammo. Now continue down this way to the door. Open it and enter the large pump station.

ENEMIES: 28-31

BABES: 4/8

There's a rotary cannon stationed at the top of the giant door to the left. Hide behind the columns and yes, strafe and fire. That seems to be the ongoing theme. Anyway, if you follow the right catwalk you'll find an AGL past a few broken catwalk grates. After this. jump down into the water and head to the right of the AGL. You'll find a large open passage underwater. Go through here but be careful. There's a giant fan waiting for you past it. But if you shoot it, it will blow up, leaving you able to go through to the next area. Get your guns ready and, as soon as you get to the last area, turn and face where the fan used to be (still underwater), swim up, and fire at the Lizard and Pig Cop with your best weapons. Otherwise they'll take off a LOT of damage. When they're both dead, pick up the ammo left behind and go to the window next to the door of the next room. A Lizard will appear inside so when he does, wait for him to appear. If the window is still intact he won't be able to shoot at you. This will give you a better chance of sustaining no damage. So blast him all ready. Now enter the room and grab the ammo. To the right of the door is the PUMP STATION KEY and BABE 4.

ENEMIES: 32 & 33/73

There's one more enemy to get before leaving. Go back out the door you came in from and down into the water. If you're facing the fan, turn around and go to the fence at the end of the waterway. Go to the bottom of it and pick up the SMG. Even if you don't need it, at least touch it. Now turn back around and head out the fan passageway and to the shaft. A panel has opened and a Lizard will now be swimming at you. Kill him and collect his ammo. There should also be some more ammo in his panel. Now go out of here and into the main pump room, which is the one with the giant door. Head to

the left and before you go up the ladder, whip out that Sniper rifle and aim up just above the ladder. A Pig Cop is up there and waiting to blow you away. Get the drop on him by sniping him off and he won't even know what hit him. Now go down the catwalk to the large doors. Go to the switch on the right side and activate it. The doors will open, allowing you access to the Pump Station Switch.

6.) The Pump Station

ENEMIES: 34-36/73

When you enter here, quickly run to the right, and behind the large column. A rotary cannon is stationed at the top of the right side of the area, in front of the pump control room. Strafe out and use your best guns to destroy it. When it blows up, go up the stairs and into the small room. There's a 30+ Health to the left of the room, but the grates have been destroyed. Your best bet is to jump onto the catwalk guiderails and carefully walk over to it.

Anyway, if you don't want to bother with it, go inside the Pump Room and activate the switch inside to lower the water. There's also some Blaster ammo in here if you need it.

Now go back down the stairs and head for the giant door again. There's a Pig Cop guarding the door so blast him and collect his ammo, then get out of here.

When you leave, not only is the water lower, but a Lizard will be shooting at you. Joy! Jump down into the water and find the swimming Lizard. Blow him away as well and then surface. Head to the left of the fan passage. You should notice that a door that was once underwater is now uncovered. Go through the door to get to the next area.

7.) Getting the Elevator Service Pass

ENEMIES: 37/73

SECRETS: 3/7

A Lizard will be waiting for you just outside this door. Kill him, then look down. A A vent will be here. Shoot it open and go inside. Through the vent is an air tank and Blaster ammo. Get out of here and then continue down the water way. You'll find yourself at yet another ladder. Jump onto the small ledge and climb the ladder. You'll now be in the room with the grated floors I told you not to shoot.

ENEMIES: 38-50/73

BABES: 5/8

A Pig Cop roams this squared grate area. On the other side of the wall. You can choose to go around and kill him, unless you drowned him earlier. Savages! Now then! Once he's been dispensed with, facing away from the door you entered from, go to the right to find a ledge you can drop from. Go down there and go to the end of the hall.

Equip your GasMask and Cyanide Launcher. Or just get out your best guns. The following room contains MANY Broodlings. But not TOO many. Around eight to be exact. Anyway, as soon as you enter the room they'll go nuts(they're located to the right of the room). But they're way is blocked by a giant electric box and some pipes. Take advantage of this moment by firing a few rounds down their way. When they're dead, go to the right of the door entrance to get the BABE. Then go past the electric box and get the Elevator Service Pass. As soon as you touch it, two more Broodlings fall out of a vent

shaft and attack you. Pop a cap in 'em and get outta there. Continue back to the ladder, then go to the elevator door where the Pig Cop was guarding. Open the elevator using the Pass and get ready to kill a Pig Cop. When the elevator comes down start firing. He'll be dead in no time. Activate the switch to the left of the wall and the elevator will start to move up.

8.) The Visitor's Center

ENEMIES: 51-57/73

BABES: 6 & 7/8

SECRETS: 4 & 5/7

When you get to the top, run forward quickly and hug the wall behind the corner. Turn to your right and strafe out. A door will be guarded by a rotary gun to the right of the elevator door. Get rid of that before it has a chance to fire on you. Now go into the open area with the SMGs equipped. Two hover turrets are flying around so strafe and hide behind trees and blow them both away. Considering the rest of this level that's the toughest battle. It gets easier from here on. So don't worry.

Now, go to the far right and aim up when you reach the escalators. Another rotary cannon is positioned on the ceiling, so blow that up as well.

When you get up to the top of the escalators, turn left and kill the Lizard. Then kill the two Pig Cops that are hiding out in the Duke Burger. One positions himself behind the windows, while the other positions behind the sandbags. They're both really easy to kill. Use some AGLs if ya wanna make this a short fight.

Now step through the broken windows. Go to where the counter is and turn left. There's a niche in the wall near one of the tables that has a BABE in it. Behind the counter and to the left is a vent grate. Shoot it open and go inside for another SECRET. This one contains the AutoLoader. Now things get even better.

Go back to your elevator, and press the button in the doorway, not in the elevator, to send it back down, but don't get on it. Instead, aim down so you can have a clear view of where it is, and press the button again. When it comes up, before it reaches the doorway, run into the elevator shaft to ride the top of the elevator to another SECRET vent. Jump onto the small ledge and aim down and shoot. Go into the vent shaft and pick up the Sniper ammo. Go through the rest of the shaft to get back to the Visitor's Center. Go back to the elevator and send it back down. Trust me, you'll need it for later and it's much safer this way. Now for some bathroom fun before you go to the security control room!

There are two bathrooms. The Men's Room and the Ladie's Room. The Ladie's Room contains a toilet that can be destroyed for Health, and a BABE. The Men's Room contains a Lizard and a 30+ Health.

Now for the Security Control Room! You're at the home stretch, folks!

9.) Activating the Elevators

ENEMIES: 58-61/73

Upon entering through the door to the right of the elevator, equip the Gasmask and your best guns. Avoid explosives here cause it's close combat. At the end of the hallway will be a Riot Pig and a Rotary Cannon. Fire upon both of them. Aim mostly for the Cannon since the explosion will kill the Riot Pig instantly. Now go up the steps and enter the next door. A Lizard and Pig Cop are to your left but instead circle-strafe forward and go around the center pillar. If you're fast enough you can get right behind the Lizard without him knowing. Take him out and then go for the Pig Cop. Collect all

ammo here! Go to the opposite side of the room from the elevator control panel and blow up the desks. A vent shaft near the door is at the bottom there leading to the last BABE, the last two SECRETS, and a TIME MACHINE PART.

ENEMIES: 62-65/73

SECRETS: 6 & 7/7

BABES: 8/8

TIME MACHINE PART: 2/13

When you go into the vent shaft avoid the first shaft and crawl over it. I repeat, do NOT blow it open just yet or else you won't be able to get the other secret. Now crawl through the rest of the shaft and shoot out the last vent. Shoot down a Cyanide canister into the hole to kill the Broodling that's down there. When the gas settles fall down, activate the switch and then go through the fenced door. That's it for SECRET 6. Take a right to go back to the Security room and reenter the vent. NOW blow open the first vent grate and shoot a Cyanide canister like before into this hole. There are two Broodlings down there that will both be killed instantly. When the gas clears, fall through, and pick up:

The TIME MACHINE PART

BABE 8

A Medkit

When you've got all that stuff, go to the end of the room and fall through the vent. You'll land on a vent grate. Shoot it. You'll land on another. Shoot that one too and try to keep Duke centered in the shaft. There's an Atomic Health at the end that CAN be missed if you fall wrong.

When you land you'll wind up in the Broodling room where you got the Service Elevator Pass.

ENEMIES: 66 & 67/73

Leave the room and go left. A Pig Cop is waiting for you on top of the ledge above the ladder. Make short work of him with a few Shotgun blasts and then climb the ladder. Go back to the elevator. Another Pig Cop will be waiting for you at the top of the elevator ride so get ready to fire when you arrive up there. Collect his ammo and fill up on Health before you enter the giant elevator.

If you've noticed there are two elevators. The one on the right is a booby trap. Pressing it's elevator button causes a bunch of explosions and can damage you. But there is a toilet nearby so you can get Health if you need it. Anyway, inside is an SMG clip.

The left elevator has a 30+ Health inside. Push the elevator panel to enter the elevator then go to the right of the door on the inside, and push that panel to make the elevator go to the top floor.

10.) In the Head

ENEMIES: 68-73/73*

When you exit the elevator get ready for two Broodlings. They die easy so kill them quick then pick up the MAC Shotgun ammo and SMG ammo. Go up the stairs for a "mini-boss" battle with several Lizards. In this room are three 30+ Healths. The Lizards come in three waves. Two at a time. Except for the third, which is a duel-SMG wielding Captain. What you'll probably want to do is use the SMG on them because of it's high firing rate, it'll kill them before they can get off that first shot. Do the same for the second wave.

The Captain is a little tougher. He's wearing armor and those SMGs can't help much either. A suggested method of attack is to stun him for a second with Cyanide gas, then quickly switch to the AGL to blow him up. Or you can just blast the crap out of him. It's your call.

When you beat this guy the time portal device "explodes", turning from blue to red, and Duke is sucked into a different time area.

*The numbers I did for the enemies don't seem to add up. I think I made a mistake in the total amount of enemies, but I'm SURE it said 73. But for some reason it just doesn't add up. I think it must be the Broodlings. I must have miscounted them I guess. In any case, there ARE 73 enemies in the level and they're all accounted for. Even if I DID go over.

BUT! That's not the subject! The subject is you've beaten the second level! So great job to you! I know this game isn't very easy when you first start out but the more you play the more your skills evolve. It's amazing how the later levels say there were a hundred-something enemies and yet they exploded too fast to count. Ees all right. In any case, catch ya next time when we explore Part 2: The Future!

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Update Information and the ToDo List

2.04.01 - Ah sheesh! Christmas Vacation!? It took me two months to finish ONE walkthrough!? And it's only the first time area too! Well, with school and my 2-hour limit to the computer, and also the constant flashbacks from 'Nam, it's hard to get things done these days! Anyway, thanks for stickin' with me and a special thanks once again to the folks of the DN:ZH message board! My main source of inspiration! Though the entire walkthrough won't be finished for quite a while, if you need help on ANY level or ANY area, I'd be glad to help ya out! Just email me at the address below and I can assure you, you'll get a response faster than an updated version of this FAQ! Har! Also, don't forget to visit the Zero Hour message board at GameFaqs.com that I frequent like...constantly. Cause I'm a dork. Until then adios! And look how big the "Pages that host me" list is! Whooo! It's grown all right! Also, I JUST realized I didn't have to ACTUALLY have the entire level typed up! So maybe I'll start doing things in pieces! I don't know HOW many times I've written that Brainstorm levelWalkthrough! Oi!

Sorry I'm so slow folks! I'll try getting Liberty or Death finished faster, though it is a larger level! But hey! Weekend's comin' up and I also gotta Christmas Vacation as well! So yay for that!

12.13.00. - Today I finished the Mean Streets Walkthrough. I'll start work on the Liberty or Death Walkthrough as soon as I can! Then onto Part 2: The Future!

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F.A.Q. Credits

TheGreatElBobo! - - Well, basically I sat around my house all day slacking off and playing the game.

*-- Email: thegreatelbobo@hotmail.com

Thanks to the folks at the Gamefaqs.com DNZH message board for inspiring me to not be as lazy, and that there are other people still playing this game.

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<http://www.dukeworld.com> <--This guy asked to use it but I haven't seen it up. He must be waiting for me to finish! The joke's on him, eh? Hahahaha!

There was one other place but I sadly forgot it! Argh! I'll check my email sooner or later!

If you see it somewhere else, or see that some retard copy and pasted this into his site and called it his own please notify me so I can cry myself to sleep at night. Thanks to all!

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