

Zombies Ate My Neighbors FAQ/Walkthrough

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ZOMBIES ATE MY NEIGHBORS by KONAMI/LUCASARTS for the SUPER NINTENDO ENTERTAINMENT SYSTEM and the SEGA GENESIS/MEGADRIVE consoles.

ONE VICTIM WALKTHROUGH by Super121830.
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1) Table of contents

Note: To search a specific part of the guide, press Ctrl+F or F3 depending on your browser, and input in the search box the number of the section plus the parenthesis to go right to it.

- 1) Table of contents
- 2) Introduction
- 3) Game strategy to use
- 4) Weapons to use
 - 4.1) Fire Extinguisher
 - 4.2) Bazooka
 - 4.3) Weed Whacker
 - 4.4) Martian Bubble Gun
 - 4.5) Flamethrower
 - 4.6) And the others...
- 5) Items to use
 - 5.1) First Aid Kit
 - 5.2) Decoy Clown
 - 5.3) Key
 - 5.4) Skull Key
 - 5.5) Monster Potion
 - 5.6) Ghost Potion
 - 5.7) Pandora's Box
 - 5.8) The leftovers...
- 6) Dealing with monsters
 - 6.1) Zombie
 - 6.2) Evil Doll
 - 6.3) Living Flame
 - 6.4) Stanley Decker
 - 6.5) Clone (Doppelganger)
 - 6.6) Pod Plant
 - 6.7) Mushroom Man
 - 6.8) Mummy
 - 6.9) Tonguestein
 - 6.10) Giant Baby
 - 6.11) Jelly Blob
 - 6.12) Martian
 - 6.13) Martian Spaceship
 - 6.14) Football Player

- 6.15) Squidman
- 6.16) Ant
- 6.17) Spider
- 6.18) Werewolf
- 6.19) Snakeoid
- 6.20) Vampire
- 6.21) Red Ant
- 6.22) Giant Spider
- 7) Level Walkthroughs
 - 7.1) Level 1: Zombie Panic
 - 7.2) Level 2: Evening of the undead
 - 7.3) Level 3: Terror in aisle five
 - 7.4) Level 4: Chainsaw hedgemaze mayhem
 - 7.5) Level 5: Weird kids on the block
 - 7.6) Level 6: Pyramid of fear
 - 7.7) Level 7: Dr. Tongue's castle of terror
 - 7.8) Level 8: Titanic toddler
 - 7.9) Level 9: Toxic Terrors
 - 7.10) Level 10: No assembly required
 - 7.11) Level 11: Weeds gone bad
 - 7.12) Level 12: Mars needs cheerleaders
 - 7.13) Level 13: Chopping mall
 - 7.14) Level 14: Seven meals for seven zombies
 - 7.15) Level 15: Dinner on monster island
 - 7.16) Level 16: Ants
 - 7.17) Level 17: Office of the doomed
 - 7.18) Level 18: Squidmen of the deep
 - 7.19) Level 19: Nightmare on terror street
 - 7.20) Level 20: Invasion of the snakeoids
 - 7.21) Level 21: The day the earth ran away
 - 7.22) Level 22: Revenge of Dr. Tongue
 - 7.23) Level 23: The caves of mystery
 - 7.24) Level 24: Warehouse of the evil dolls
 - 7.25) Level 25: Look who's shopping
 - 7.26) Level 26: Where the red fern growls
 - 7.27) Level 27: Dances with werewolves
 - 7.28) Level 28: Mark of the vampire
 - 7.29) Level 29: Zombie house party
 - 7.30) Level 30: The horror of floor thirteen
 - 7.31) Level 31: Look who's coming to dinner
 - 7.32) Level 32: Giant ant farm
 - 7.33) Level 33: Fish and crypts
 - 7.34) Level 34: I was a chainsaw maniac
 - 7.35) Level 35: Boardwalk of terrors
 - 7.36) Level 36: Monster Phobia
 - 7.37) Level 37: Labyrinth of horrors
 - 7.38) Level 38: Monsters of the blue lagoon
 - 7.39) Level 39: Destroy all vampires
 - 7.40) Level 40: Pyramid of fear 2
 - 7.41) Level 41: Martians go home!
 - 7.42) Level 42: Spikes
 - 7.43) Level 43: Super fund cleanup site
 - 7.44) Level 44: The curse of Dr. Tongue
 - 7.45) Level 45: Danger in picnic park
 - 7.46) Level 46: Day of the chainsaw
 - 7.47) Level 47: Gridiron terror
 - 7.48) Level 48: Curse of the tongue
 - 7.C) Credit Level: Monsters among us
 - 7.F) Final
- 8) What you may do after finishing the game

- 9) Copyright and legal policy
 - 10) Version History
 - 11) Thanks
-

2) Introduction

Hello, everyone, this is Super. This is my first guide and it's about beating Zombies Ate My Neighbors with just one victim per level and with the lowest score possible.

Throughout the guide, I will assume that you know how to play the game and you are looking for a good challenge, or you want a different style to play, well, this might be what you are looking for.

Enjoy the guide! :)

3) Game strategy to use

In this challenge, as I said before, you are trying to beat the game with the lowest score possible, Why? Because every time you score 40.000 total points, you get an extra victim, and since we want to save just one, making the second die it's a really annoying task.

I must note that it's nearly impossible to finish the game with less of 40.000 points, and for making it worse, that score is achieved at the final levels (around level 41, depending on how good you are playing). So your actual goal is to keep your score under 80.000 (if you are a really good player you can beat the game with 57.000 points or less).

In order to do keep your score low, you should know the following:

You shouldn't kill any monsters unless it's really necessary or you are in serious trouble, because killing monsters gives you points, and you don't want to do so. In some circumstances you will need to kill some monsters to progress in the game (such as bosses that drop Skull Keys.)

And, while fun or rewarding, you wouldn't want to get points via bonus or such. The best thing to do? Don't get bonus points, such as destroying too much walls/hedges/boxes/etc. don't take Footballs, avoid mowing too much weed, fire Bazookas in the levels I note, and the most important: Don't go to bonus levels or pick up money!

4) Weapons to use.

Now that you know that scoring in this challenge is forbidden (nearly), let's make a list of the weapons you will need to use in order to play through the game without spending your three lovely initial lives.

4.1) Fire Extinguisher

The Fire Extinguisher it's your most valuable weapon for this challenge, because its ability to freeze enemies lets you escape and they will remain in their place. In short, you shoot, they freeze, you run, they remain alive, you

don't get points, you happy :D

When you use this weapon, try to shoot a small blast (1 to 4 ammo used) if you just want to stop them, but if you are going to enter to a dead end to obtain a essential item, shoot a large blast (4 to 10 ammo used) to keep them frozen more time while you walk around, take the item and go back.

Ammo per pick-up: 99

4.2) Bazooka

Another vital weapon to take is the Bazooka, which will not be used to kill enemies (because we don't want to), but to break through weak sections of wall, hedges, broken boxes, etc.

Sometimes you might run out of Keys to open locked doors, this is when the Bazooka does the trick, shoot the door and it will open. In some occasions, it is better to break through walls or doors, it depends on the level and situations.

Some levels have collapsing walls, which suddenly come out of the ground and might trap you. Again, you can use the Bazooka to destroy them, and once destroyed, they won't come out again.

Ammo per pick-up: 5 (Use wisely in the first levels, you may run out quickly.)

4.3) Weed Whacker

The next weapon in your arsenal is the Weed Whacker; it's very useful since it can get rid of the evil weed and mushrooms that grow in some levels, if you don't do so, you have to walk over it, making you take damage.

Just in case, it's recommended to keep your Weed Whacker's ammo over 500 at the start of every level, since you won't use it often.

Ammo per pick-up: 300

4.4) Martian Bubble Gun

If you don't want to waste time freezing enemies to make them unable to move for a long time, you might want to take the Martian Bubble Gun. With one single shot, your enemy will get enveloped by a red giant bubble, and they won't move for a LONG time, but, if you or another monster touch the bubble, it will explode and the enemy within will be free again.

This weapon is most useful to deal with strong monsters that you don't want to mess with or with single weak monsters that you want to be out of your way.

Ammo per pick-up: 40

4.5) Flamethrower

And last but not least, it's the greatest weapon and secret in this game, yup, I'm talking about the Flamethrower. This weapon is pure destruction at close range, shoots fast and deals heavy damage. But wait, are not we supposed to not kill monsters? Well, this weapon will only be used against the final bosses,

one of them is weak against it, so you will really need this weapon.
Ammo per pick-up: 400 (just one pick-up, use wisely!)

4.6) And the others...

What's up with the other weapons? They have destructive purposes only (water pistol, silverware, soda cans), or bonus points purposes (Football). I used to carry the Ancient Artifacts, since they grant almost complete invulnerability while using it, but this weapon is mainly used to make damage without taking damage, so I removed the Ancient Artifacts from the weapons list.

5) Items to use

Apart from the weapons, you will also need items that power you up, in some cases those are vital to this challenge, so let's name them.

5.1) First Aid Kit

First of all, it's obvious to have as many First Aid Kits as you can to recover the damage you took, if you are good playing this, you may have to use one every four or five levels or maybe even more, and I think you will use your very first one after the eighth level.

5.2) Decoy Clown

Decoy Clowns, a good distraction to avoid fighting tough monsters or hordes of weak ones, recommended to use against strong monsters and some bosses, but with lots of weak enemies it's better to use the Fire Extinguisher, however, if you want to make sure they don't catch you, go ahead and use one.

5.3) Key

Very valuable items are the Keys, since there are many locked doors out there and you won't have enough Keys to open them all, besides, they prevent you from using your Bazooka when you need it.

If you see a Key, make sure you pick it up, but don't get off too much of your way, sometimes it's not worth the danger.

5.4) Skull Key

Another variation of Keys are the Skull Keys, they open the skull doors, which are doors that often have a skull on it, these doors can't be open with a normal Key, neither can be blown up by a Bazooka, so you will need them to advance through certain parts of the game.

In this challenge, you can get a certain number of Skull Keys so you won't have to go to VERY dangerous areas to pick up more, if you follow my instructions, you can even get more skull keys than you need.

5.5) Monster Potion

Monster Potions, one of the best items you can get, it turns you into a purple monster and make you completely invincible, and you can deal massive melee damage by punching, and the monster's punches are able to break through weak obstacles and doors like the Bazooka.

Use this item against bosses or when you want to be invincible for a long time.

The cons of being a monster is that you can't open skull doors, swim or get on trampolines.

5.6) Ghost Potion

The Ghost Potion is other item that grants you invulnerability, but in contrast with the monster potion, you become a ghost (your character's palette becomes blue). As a ghost you can walk over water, so it's best to use this item when you are in a level with lots of water where sea monsters (A.K.A. Squidmen) spawn, since when you dive in water you are way slower than walking, and getting in the water and out of it takes a LOT of time, if you use a Ghost Potion, you are able to save your victim quickly.

Note that the Ghost Potion last less than the Monster Potion, however, if you remain over water while being a ghost, you won't return to normal until you go to firm ground.

The cons of being a ghost is that you can't use weapons or other items, open doors or use trampolines.

5.7) Pandora's Box

And finally, there are the Pandora Boxes, these are very powerful weapons (items) and home into your enemies to deal huge damage. Reserve them for fight against bosses, specially the final ones.

There is a chance that the Pandora Box doesn't home into any enemy, thus wasting it, if this happens, wait a moment before using another, in that "waiting moment" use your weapons if necessary.

It's also possible that the Pandora Box doesn't kill all the enemies in screen, because they target a random number of random enemies, so because this, you should save them for bosses or for high risk situations.

5.8) The leftovers...

And the other items? The Speed Shoes can be useful, but for a skilled player, they are mostly unnecessary because actually you don't need to go somewhere quickly. As for the Mystery Potion, it's too unpredictable to use, and since we will have the number of potions/health kits needed, it's better to leave this item aside.

6) Dealing with monsters

To correctly deal with monsters, it can be very easy, but there are some that must be noted in order to not kill them accidentally.

I will note the states of the monsters being "idle" if it's not targeting something or it's just walking around, and "active" if it's eventually targeting something.

6.1) Zombie

Let's start with the Zombie, the normal monster. It can be hit with anything but the Fire Extinguisher or the Martian Bubble Gun and he will die, so just freeze him to keep it out of your way.

Note that there are two types of Zombies, the Normal and the Aggressive, as I call them, all the Zombies look like the same, but there is actually a difference.

The Normal Zombie is idle until he gets close to you or a victim, then he chases after his target walking faster than when he was idle until it's dead or he loses his sight on it. The Aggressive Zombie is always active and walks at high speed while approaching to his prey, this makes him more dangerous.

6.2) Evil Doll

The next monster you will encounter is the Evil Doll, which is slow if idle and REALLY fast if active, besides, it can throw axes in eight directions. This makes him deadly when he is in the same line than a victim, so freeze it or collect the neighbor quickly.

6.3) Living Flame

If you accidentally killed a Evil Doll (maybe you have to do it), sometimes a Living Flame comes out of it; these monsters are much like the Evil Dolls, but they are not as fast when active and they can't throw axes.

Another thing is that you must avoid using your Fire Extinguisher against it, since they will be, ehm, extinguished, because it's fire? Yes, and that means points, and how to deal with it? Just keep your distance, anything you do against it will kill it.

6.4) Stanley Decker

The next monster in the line is a really big threat, I'm talking about the Stanley Deckers (Crazy Lumberjacks in other versions). He is strong, fast, and is always active once you hear a chainsaw motor, additionally, he can break through obstacles (as you do with your Bazooka or in Monster morph).

As they are as annoying as I mentioned, deploy Decoy Clowns if they are about to get you and freeze if they go straight ahead on you, and escape. Sometimes you may want to use the Martian Bubble Gun to trap them if they are few (1 or maybe 2), don't use it if they are too many.

6.5) Clone (Doppelganger)

Let's talk about the Clone or Doppelganger; it's a monster that spawns from some sort of plant and takes your morph to confuse you, this is more likely to work in 2-player mode, but this is not the case.

When the Clone is idle, it will make the same movements than you, just that a lower speed, and when active his speed will remain the same, so is not a problem to deal with him.

To deal with it, freeze and run, that's your motto ;)

Note that there is an Aggressive version of the Clone, which makes it always active and is nearly as fast as you, so take care when fighting large numbers.

6.6) Pod Plant

Another monster is the Pod Plant, a giant orange and purple thingy with leaves at its feet and holes at its top, which shoots some sort of purple slime that homes on you and very rarely on a victim.

This plant-like enemy can't move, and sometimes there are items hidden under them, to take them, freeze the Pod Plant and walk with your Weed Whacker over them until you hear a "bleep", try not to kill the Pod Plants.

6.7) Mushroom Man

The Mushroom Man is next, an oversized pink mushroom with arms and legs that are active most of the time.

They aren't a big threat, just freeze them and do what you please after it.

6.8) Mummy

A new monster appears in the next level, it's the Mummy; it's much like the Normal Zombie, just that it has more strength, but that doesn't matter given the fact that you are not going to kill it.

Apply the monster frozen strategy.

6.9) Tonguestein

If you are a beginner, you may face the Tonguestein in early levels, a monster that once active, he will always target you, besides, he will shoot bolts of electricity that may cause collateral damage, killing a victim. If you know what you are doing, that won't happen since the victims use to be far away from the Tonguestein.

To stop his intentions on you, use the Martian Bubble Gun and flight. Note that either freezing him or trapping him in a bubble, the electricity bolts that the Tonguestein shoots remain in their places, and if touched, you receive damage, and, if he was trapped in a bubble when you touched the bolt, he will escape.

6.10) Giant Baby

Your first boss awaits you here: the Giant Baby. He runs around when idle, and walks slower and shoots milk at you when active, additionally, he is the only monster in the game that can deal you two points of damage at once.

The best way to defeat it (you must defeat it in order to advance, unless you found a Skull Key somewhere) is to keep away from him (or at a safe distance), and use your Pandora Boxes (4 or 5, maybe 6 will do the trick), if that was not enough, go for your leftover Bazookas.

Once defeated, he will turn into a normal-sized baby, which you have to collect

to go to the next level. The problem is that you now have two victims, what you can do is to let it die in the next level.

6.11) Jelly Blob

Another monster makes its first appearance, the Jelly Blob. This monster walks around all the time and shoots red slime when he is active.

The slime shot will land in the exact place you were when the slime was shot, so it's better to keep moving, because if you don't do so, it will land on your head and you will take damage, besides, it will keep on your head and you will take another point of damage, and then another one, then it wears off.

You can avoid the last two points of damage by quickly tapping left and right on your controller, if you do it fast enough, it will wear off without taking three points of damage, but instead just one.

The Jelly Blob can actually be killed with six blasts of the Fire Extinguisher, and it's not recommended to use the Martian Bubble Guns, as they are always in groups and they touch themselves, therefore breaking free with ease, so be careful when freezing Jelly Blobs.

6.12) Martian

The Martians will show up in some levels more, they are always active, and if they are in the same line than you or a victim, they shoot with their own Martian Bubble Gun. The difference is that you take damage and the bubble lasts less than yours, and on a victim, lasts the same than yours, but if you let the time pass or go off the screen, the victim will die.

The Martians move very fast and are always trying to keep their distance, that makes them really annoying because you are too far to freeze them. Just try to avoid them and rescue the victims as soon as you can.

6.13) Martian Spaceship

In addition to the Martians, they brought their Martian Spaceship, it fires lightning bolts to the player sometimes, but most of the time it will be wandering around the level or even around the camera, doing nothing.

The only way to destroy the Spaceship is throwing Soda Cans to the small hole on it that sometimes opens, and if you do, it gives you a HEAVY load of points, so it's better to ignore it.

6.14) Football Player

In the same level, Football Players run all over the Football field, they don't deal damage, but they push you off of your way, far away, and when they are too many, they become a disgusting part of the gameplay.

You can either freeze them, or take Footballs to pass to them and they will disappear; the latter gives you another heavy load of points, monster frozen strategy recommended.

6.15) Squidman

The sea monsters or Squidmen are introduced here, they can swim and jump long distances where you are or a victim is, if they are too fast or you are too slow, the Squidmen will slay the victim on their way.

If you are underwater, the Squidmen can damage you if they are swimming too.

Freeze these mutant fishes to keep them at bay and continue your quest, at close range, they aren't too much of a threat unless they are many.

6.16) Ant

Next enemy: Ants. They are almost as fast as you, they are big and can climb walls to get to you, besides, they can take items and make them disappear if they go too far away from the screen (except for Keys and Skull Keys). The Ants wander around if idle and home on someone when active, they only climb walls when active.

First off, don't trap the Ants with the Martian Bubble Gun, since (for some reason) that weapon kills them, always freeze them.

6.17) Spider

In the next level, you may come across a Spider, which is kind of oversized. This monster is always active, and it's really fast, it can even dodge your attacks sometimes. There are levels that the Spiders spawn VERY close to the victims, thus making the difference between winning and losing the game.

If they are nearby, freeze, don't capture, they also die as consequence of the Martian Bubble Gun. If they are far and close to a victim, you better hurry and use a Pandora Box before the victim gets killed.

6.18) Werewolf

Let's add another monster to our list, shall we? The Werewolf may appear soon, it's always active, jumping all over the place to catch you or a victim and they walk nearly as fast as you.

You can use either the Fire Extinguisher or the Martian Bubble Gun to stop their movements, since their attack is fast, you might take damage before freezing the Werewolves.

6.19) Snakeoid

Another boss is in this list, it's the Snakeoid. This giant mutant snake burrows underground all the time, since it's always idle, except when you are at a certain distance diagonally from the Snakeoid, then it will come out of the ground biting and licking to deal damage.

When they stick out of the ground, is when you are able to hit them, there are two recommended ways to fight them (when you need to).

One of them is to place yourself or wait to the Snakeoid to place in the right spot, as soon as it pops out, shoot with your Bazooka, this way (I don't know why) you deal more damage than when you shoot the monster when it's already off the ground, 3 or 4 maybe 5 Bazooka shoots will destroy the Snakeoid.

The second way is to use a Monster Potion and punch the Snakeoid over and over again, since you are invincible, you must just punch until it dies.

Various notes: If there are more than one Snakeoids in the battle zone, just one of them will attack at a time.

Every dead Snakeoid drops a Skull Key.

Run away from the Snakeoids to avoid them when you need to.

6.20) Vampire

It's possible to encounter a Vampire in the next levels, once found, it turns into a bunch of bats and follows you around the map, avoiding walls and such, to get to you. Once close, the bats fly around you until the Vampire has place to land, then the bats become the Vampire.

Once in his human morph, he will throw you bats to damage you, then he will teleport and throw more bats, or turn into bats again, looping his behavior.

To avoid fighting a Vampire blast a large amount of Fire Extinguisher and leave the zone, if fighting more than one, use the Martian Bubble Gun.

6.21) Red Ant

Ant's "big brother" comes to scene, the Red Ant. It's pretty much the same than its counterpart, just that it's tougher (not relevant) and is as fast as you, so it can be a very annoying monster even if it's just one.

Get rid of the Red Ant freezing it for a long time, so it won't catch you.

6.22) Giant Spider

The last monster and boss before the final one is the Giant Spider. it's always active, it can shoot cobwebs that stick on the floor and trap the player from moving, the only way to escape from the cobwebs is tapping the controllers to move around, but then again, you won't move very fast.

The Giant Spider makes spawn three Spiders (the kind of oversized ones) that will gang on you.

There are three ways of taking damage from this boss:

Whenever you touch the Giant Spider (not legs), you take damage.

If the web that the Giant Spider shoots lands where you are, you take damage.

If the Spiders touch you, you take damage.

To defeat this boss, you must use, and only use the Flamethrower, because it is weak against this weapon, and we are not using this weapon anywhere else. Just don't shoot if you aren't hitting the Giant Spider, that leads to wasted ammo.

7) Level Walkthroughs

I will assume three levels of difficulty for this challenge, by default, it will be Expert, and when necessary, I will add tips for Beginner and Advanced players in this mode. Beginners should follow the Beginner's tips when needed, or they might dare to go a step further and just follow the Advanced's tips, or they just ignore any tips and beat the game anyway, as Expert players.

The level walkthroughs are split in six parts: The level's name, the monsters making their appearance in it, the items that must be taken in order to beat the game with ease, an introduction to the level and the walkthrough itself, with sometimes Beginner or Advanced tips before, in and/or after the walkthrough.

In the monsters' section sometimes a monster is labeled with (not necessary to encounter), that means that the enemy is there in the stage, but it may not be found if the walkthrough is followed correctly.

If a monster or item is labeled with Beginner or Advanced, you will only find them if you are playing the selected difficulty. So if you want to play at Expert difficulty, you won't stumble upon these items or monsters

When an item is labeled with (double), it means that the pick-up gives twice the normal amount. For instance, a Bazooka pick-up grants 5 Bazooka ammo, but a Double Bazooka pick-up has 10 Bazooka rounds.

Sometimes an item is labeled with "Xn", being "X" a multiplier and "n" the number of the multiplier, so when "First Aid Kit X3" is noted, there are 3 First Aid Kits in the level.

It's possible to find, for instance, the following:

"Monster Potion X2 (Beginner and Advanced)"

It explains that there are two Monster Potions, the first one that you will find will be the indicated in the Beginner's tip and then you will get the one indicated in the Advanced's tip. And, if one of the difficulties is Expert, it is found in the normal walkthrough.

7.1) Level 1: Zombie Panic

Monsters: Zombie

Pick-ups: Fire Extinguisher

Key X3

First Aid Kit (if you can break a fence with something)

Let's actually start the damn game, shall we? It's the first level, you start with ten victims, but the challenge demands to save just one, what to do? Simple, south of your start point there is a graveyard where Zombies spawn, make one of them follow you, at a distance that you can't take damage and the Zombie doesn't lose sight of you.

There is a Cheerleader north of you, walk around of her and lose sight of the Zombie, so it attacks the victim and kills her (sad), attract the Zombie's attention again to make it kill the Teacher in the Northwest, open the trash bin and collect what it dropped (if it did), go to the Zombie to make it slay three more victims, a Baby, a Barbeque Guy and a couple of Tourists are Northeast of the trash bin, it's possible that another Zombie spawns at the Northwest corner of the stage, so it won't be difficult.

You may have collected a key on the way, if not, it's southwest of the Baby, near the wooden bench, it's used to open the door of the small hut to the northeast, you must rescue the Baby inside, because it seems that the Zombies won't kill him. Open the cupboard in case it drops something (or take one point of damage because the annoying Boogeyman), and then leave the hut.

Go to the bunch of trampolines to the east, wait for a Zombie to spawn and make it follow you to get rid of three more victims. There is a Dog to the east and

two Cheerleaders further east, make the Zombie do its job and leave west, remember not to kill it. If you got a Key on the cupboard or the trash bin, get into the other hut to your north to collect the first ammo of your valuable Fire Extinguisher, and open the other cupboard.

If you got a Bazooka in some storage place, you can break through the cracked wooden fence to the east of the hut, there is a First Aid Kit hidden behind the most west part of the fence. If you got a Monster Potion, it's not worth to get the item, save it for later.

Go south to the ivy passage (right through where the tree is) and exit it walking east, then walk around it and take the Key inside the brick walls, go to the southwest corner of the stage, freezing or avoiding the Zombies, to get another Key, you can take the water pistol, but you won't use it here. Return to the eastern hut for the road you came, if you couldn't open the hut's door, do it and get the Fire Extinguisher and grab the First Aid Kit if you get a Bazooka from the cupboard.

To finish this level, get on one of the trampolines that are next to each other and jump diagonally southwest bound, get into the pool and rescue the Swimming Pool Guy. Leave the pool and the Exit Door will appear, get into it and you have this level completed! It was a hard task to be the first one, though.

7.2) Level 2: Evening of the undead

Monsters: Zombie

Pickups: Bazooka X2
Monster Potion (Beginner)

You still have two victims, you can leave this stage with just one this time, and this level is very easy.

Walk east and grab the Bazooka pick-ups, and make a Zombie do its dirty job of killing the Soldier nearby, then walk around the hedge, containing the Zombies' approach until you find a pool, rescue the Swimming Pool Guy, leave the pool and use the Exit Door. Easy, eh?

Beginner's tip: Continue your way to the other side of the pool and head north, walking around the house to not use a Key (since we can't waste them). Enter the house by the north entrance and go to the kitchen to have a Monster Potion and take the cupboards' drop if you please.

Make your way to the Exit Door to go to the next level.

7.3) Level 3: Terror in aisle five

Monsters: Zombie
Evil Doll
Living Flame (from Evil Dolls)

Pick-ups: First Aid Kit (Advanced)
Key

This is still easy, but with the introduction of the Evil Dolls, it's possible to take some damage, but nothing to worry about.

Advanced's tip: Break the left window before going up to take a First Aid Kit.

Walk up to the upper floor and head northeast to the shop with the broken windows, pass through the most east one, so you won't encounter the Evil Dolls directly, from there, head north without stopping to avoid the Evil Dolls' axes, when you get to the northern corridor, take the key in the east end and head all the way west, until finding another corridor, walk east and then south to find a Cheerleader; leave the stage without taking the Mystery Potion.

7.4) Level 4: Chainsaw hedgemaze mayhem

Monsters: Stanley Deckers

Pick-ups: First Aid Kit
Monster Potion
Fire Extinguisher
Bazooka X2 (Beginner)

The real challenge starts in this level, as the Stanley Deckers try to find and eliminate you; you will be making alternate use of the Bazooka and the Fire Extinguisher.

Go northeast and stand directly in front of the "hedge square" and blast its southern part to find a First Aid Kit; walk east to find another hedge square and destroy it too, this time you will uncover a Monster Potion. Move south and then west, a Stanley Decker should appear here, go back to the corner and stay there, freeze him with a large blast when he is close. Walk west and then south, break through the weak hedge next to another hedge square, again destroy its entrance and take the Fire Extinguisher within.

Walk outside the square and move to the weak hedge right next to the east, so you are two hedges south to the frozen Stanley Decker, wait for him to unfreeze and he will open two gaps for you, freeze him again with a large blast and head east, south, east and north to a dead end, where another Stanley Decker in the northeast will notice you. Wait for him to break a hedge, then walk one step south so you are in front of a weak hedge that the Stanley Decker will destroy (you may do this too, but it's better to save Bazooka ammo), freeze him and go north, use your Bazooka to break through a hedge and continue north.

You will find yet another Stanley Decker in your way, wait for him to destroy a hedge (if he does) and freeze him, then go north, west (south and west if you didn't pass through the gap that the Stanley Decker made) and northwest until you find the Barbeque Guy, that's all, folks, use the Exit Door.

Beginner's tip: Use a Bazooka to break through one of the weak hedges west of the Barbeque Guy and head all the way west, there are two Bazooka pick-ups and a trash bin there. Go back to the east and leave the stage.

7.5) Level 5: Weird kids on the block

Monsters: Clone
Pod Plant
Mushroom Man (Beginner)

Pick-ups: Double Weed Whacker
Bazooka X2 (Beginner)
First Aid Kit X2 (Beginner and Expert)
Key
Fire Extinguisher (Advanced)

This level takes no time if you play the Expert challenge, but if you are short of items, it can take some time and maybe other risks. Clones, Pod Plants and Mushroom Men show up here, but they aren't a threat, so go on.

There is a Weed Whacker near you at your start point, take it, because it's a double pick-up (you get 600 instead of the normal 300).

Beginner's tip: Walk all the way east until you weak hedges block your way, blast through one and take the two Bazooka pick-ups. Then leave the hedge-walled yard and head south until finding an open door, turn around inside the house to get the First Aid Kit, open the cupboards if you want, once done, return to your starting point.

Walk south, pick a Key on the way and open the trash bin. Pass through the beaten fence and walk southeast avoiding or freezing the clones and get on the trampoline. Jump diagonally southwest bound and walk south into the house, open the cupboard and get the First Aid Kit. Use your Weed Whacker to pass through the mushroom infested ground (don't kill the Pod Plant), and cross over the destroyed fence, rescue the Cheerleader and open the trash bin, you can now leave this place by the Exit Door.

Advanced's tip: Get out of the small room and walk north using your Weed Whacker to prevent damage, then go east, south, east and get into the house, open all the cupboards and get the Fire Extinguisher in the southeast corner of the house, then go back to the Exit Door.

7.6) Level 6: Pyramid of fear

Monsters: Zombie
Mummy

Pick-ups: Pandora's Box X4

This level is not that hard, even with the appearance of the Mummies and Collapsing Walls, luckily you won't have to destroy anything. Your main goal in this level is to get the four Pandora Boxes scattered throughout the level. So get ready for a tiny maze.

Head west from your starting point and then north, pass through a Collapsing Wall and go east, there is a pile of sand covering the wall, clear it down and you will find a secret passage, walk inside it until you hear a "bleep" sound, you now have one of the Pandora Boxes (don't walk further, there are coins that give you points, avoid them), go back south and then west.

Pass through another Collapsing Wall north and go west, cross over another Collapsing Wall north and go northwest, it's very likely to find a mummy here, so stop it. There is a pot and two Pandora Boxes in this room to take. When you do, go back and pass through two Collapsing Walls, keep your way to the south, you can notice a slightly darker tone in the wall, it's a secret passage, get inside and clear the pile of sand in front of you, there is an Explorer and the final Pandora Box. After collecting them, you may leave this stage.

7.7) Level 7: Dr. Tongue's castle of terror

Monsters: Zombie
Pod Plant (not necessary to encounter)
Mummy

Tonguestein (Advanced)

Pick-ups: Key X2 (Beginner and Advanced)

- Fire Extinguisher
- Pandora's Box (Advanced)
- Martian Bubble Gun
- Monster Potion (Advanced)
- First Aid Kit (Advanced)
- Ghost Potion (Advanced)
- Extra Life (Advanced)

Another rather easy level, if you have enough Keys or Bazooka ammo, because this is the level we are needing them. And if you are not so skilled in this challenge, you may get some trouble, but nothing you can't handle.

Beginner's tip: Go all the way east to get a Key if you haven't enough.

Enter the castle and head north by the carpet path, freeze the mummy and move to the southeastern corner of the room, there is a Fire Extinguisher hidden there, be sure to grab it and put down the fire, there is a passage behind it, so walk inside it.

Advanced's tip: Open the door to the northwest and try to take the Pandora's Box without touching the coins and bucks.

walk southeast freezing the horde of Zombies, put in front of the door and open it and the one behind it, if a Mummy spawns, freeze it a long time. Move west and stick to the southern wall of the room, there is another hidden weapon there, this time, a Martian Bubble Gun, take it and walk northeast, there is a Cheerleader behind a door, rescue her and make use of the Exit Door.

Advanced's tip: Leave the small room and pass one of the opened doors, then move east, north, west and north, there are three doors, open the left one first, because a Monster Potion awaits you there. Now go for the right door, "Why? There's nothing inside!", but actually, if you get inside and walk east, you will find a secret passage, go in and walk north; you are now in a grassy area "This place is empty too!" head west and walk towards it until you find another passage, walk all the way west and when you get out, stop there.

Same advanced's tip: You can see the Scientist and the Tonguestein there, right? The first thing you must know is that you must keep away of the Tonguestein as far as possible, since it wakes up if you get too close of it. Walk some steps bound to the Scientist, he will drink a potion and vanish, that's not relevant; open the red curtains and the chest for some loot. Once in the northwest corner of the room, walk to the table to your south, and carefully walk around it, so that the Tonguestein doesn't wake up. Time your pace through the electric barriers to get a Ghost Potion, a First Aid Kit and an Extra Life (which you don't really need if you don't take much damage). You can now come back to the castle and go to the next level.

7.8) Level 8: Titanic toddler

Monsters: Giant Baby (Boss)

Pick-ups: Key X3

- First Aid Kit
- Pandora's Box
- Bazooka
- Skull Key (Use one)

This is an easy level if you don't get in the Giant Baby's way, you can defeat him with only your Pandora Boxes, so let's engage in battle!

There is a trash bin next to you when you start, open it, and walk east, south, west, south (stick to the wall so the Giant Baby doesn't hurt you) and east into the house. Open the cupboard and go through the door at your south, walk west into the "library" and take the Key and the loot from the cupboard. Go back east and open the door to your south, walk west and grab a First Aid Kit, now break-through one of the cracked walls and walk east and then north to pick up a Pandora's Box; it's time to leave the house.

Use your Pandora's Boxes near the Giant Baby when he's walking slowly or shoots milk at you, four of five will make it. When defeated, he will become a normal-sized baby and he will drop a Skull Key, rescue the Baby, and pick the Skull Key, the Bazooka and two Keys scattered in the yard. To the west of the yard is a beaten hedge, cross over it and cross the pond west of it, then walk northeast and open the Skull Door, rescue the Cheerleader, then you are able to use the Exit Door.

7.9) Level 9: Toxic Terrors

Monsters: Pod Plant
Jelly Blob

Pick-ups: Weed Whacker
Fire Extinguisher
First Aid Kit X2 (Beginner and Expert)
Key X2

Two things to note: First, you now have two victims, and you must get rid of one of them, this said, I will tell you how to do so. Second, the Jelly Blobs are here, if you don't know how to deal with them properly, refer to the section 6.11.

This level doesn't look so hard, the only problem is quitting the slime in your head, tap left and right fast, and continue your mission.

Go all the way west and follow the tarmac path to the north, you will come across a mushroom infested grass, Weed Whacker is your answer to pass through it, you may get Weed Whacker ammo if you are low on it, walk under the ivy passage to the west and then north, pick it up and head east. Go inside the building, take the Fire Extinguisher and open the cupboard, then leave the building and head northeast, where a couple of Tourists are.

A victim was rescued, so the Explorer to the south should die, to make it happen, walk around it and wait to a red slime land on his head, then walk away from him until he's off the screen, by the time you get far enough, he will die, and then the Exit Door will appear, but it's not time to leave yet, we need supplies.

Beginner's tip: Open the two doors of the hut to have a First Aid Kit.

From the hut to your northeast, walk east and grab a Key, in the Northeastern corner of the stage there is another Key, go south and you will find another hut with its door open inside it's a cupboard, take its loot. Break through a cracked wall and head south, walk behind the tree until you get a First Aid Kit, now it's time to go to the next level.

7.10) Level 10: No assembly required

Monsters: Evil Doll
Living Flame (from Evil Dolls)

Pick-ups: Bazooka X2
First Aid Kit

The way to get to the victim is easy, this level is to freeze and blast, but the problem is to rescue it before an Evil Doll kills it, let's move out!

Northeast of your starting point is a Bazooka and a First Aid Kit, go to the southwestern corner of the room and break through the damaged wall. Now walk south, west, north through the beaten wall (it's possible to encounter an Evil Doll here, freeze it), west, north through another beaten wall, and west.

Pass through the second door and go south, west and north, freeze the ever-present Evil Doll, and destroy a weak wall to your north. Quickly rescue the soldier and have the Bazooka, now leave the level by the Exit Door. There are more stuff to get, but it's not worth the Bazookas and Keys you have to waste.

7.11) Level 11: Weeds gone bad

Monsters: Pod Plant

Pick-ups: Weed Whacker
Monster Potion (Beginner)

The easiest of the challenge for Expert players, but a little risky for Beginner ones, it's just matter of mowing grass to finish this level.

Beginner's tip: go east and south by the clean path of grass, you will eventually find a Pod Plant between the clean path and the infested grass, freeze it and walk over it with the Weed Whacker to have a hidden Monster Potion, head back to the start point.

Stick to the northern wall of the stage and start mowing grass as if in a sunny summer day, do it until get to the northwestern corner of the map, there is a Cheerleader there, rescue her and get out of there.

7.12) Level 12: Mars needs cheerleaders

Monsters: Martian
Martian Spaceship (Boss, not necessary to encounter)
Football Player

Pick-ups: Key

The Martians are good in making you go mad in this challenge, since they keep far enough so you can't freeze them, at least this level finishes quick. So let's do this.

Starting in the northeastern corner of the stage, you will need to walk to the southwest, until finding the stands, walk behind them to the west. If you find broken wooden fences to your north, blast through one and walk through it, then keep heading west until getting the Cheerleader, take the key in the small alley and use the Exit Door to leave.

7.13) Level 13: Chopping mall

Monsters: Zombie

Evil Doll
Living Flame (from Evil Dolls)
Stanley Decker
Jelly Blobs (Advanced)

Pick-ups: Key X2 (Advanced and Expert)

Decoy Clowns
Bazooka X2
Ghost Potion
First Aid Kit (Advanced)

This is a challenging level with loads of Zombies, some Evil Dolls and a Stanley Decker. There are some good pickups too, including a vital one, so this level may be the most fun you have played yet.

Take the key to your northeast, beware the Zombies instantly spawning. Enter the mall and head east, enter by the last checkout north and head east to get Decoy Clowns and two rows of Bazooka. Now without stopping, head northwest, west behind the fun baby square counter, north and east when you hear the Stanley Decker. From there, northwest and northeast to the couple of Tourists, a Zombie may get them quickly, so be faster than it.

The Exit Door shows up, but we need the Ghost Potion in the other side of the wall, so do the following: Freeze any Zombies in the area, blast the orange counter at the east and pass through it, collect the Ghost Potion and leave the stage:

Advanced's tip: From the Ghost Potion, head north, west, open the door to the north and go east to have a Key. Now walk all the way west, you will see a small room with a First Aid Kit inside, take it and have the Key southwest of the door. Backtrack your steps until leaving the level.

7.14) Level 14: Seven meals for seven zombies

Monsters: Normal and Aggressive Zombies

Jelly Blob (Beginner)
Werewolf (Beginner, just if you are way too slow)

Pick-ups Pandora's Box X2 (Advanced and Beginner)

This is one of the levels that you should stop when you see a Zombie spawn near you and then freeze it, it's better to do it since they will run at you and the accumulative damage will result in using a First Aid Kit unnecessarily. Other than that, this is a Straightforward level, not much of a hassle.

Advanced's tip: From your starting point, you will see a large gap in the wall, go to the southeastern corner of the gap and you will find a secret passage. Go south and you will find lots of bonus points (which you won't take) and a Pandora's Box, grab it without taking the coins overlapping it and go back to the start point.

Follow the path to the west, then south, east, south, west and south. From the crossroads go west and south, there is an Explorer at the end of the path, rescue him and the level is over.

Beginner's tip: If you are low on Pandora's Boxes then you might want to head north after rescuing the Explorer, keep north until the road stops, time your walk between the spikes so you don't take damage when stepping on them. Go east, north, east through the spikes, where is a secret passage south of them, go then south, east and north, take the Pandora's Box and leave this place.

7.15) Level 15: Dinner on monster island

Monsters: Aggressive Zombie

Stanley Decker

Pod Plant

Jelly Blob (not necessary to encounter)

Squidman

Pick-ups: Key X2

Skull Key (keep one)

Fire Extinguisher

There are some risks in this level, like a Stanley Decker and some Squidmen, if you are fast, you won't even encounter them directly.

You could finish this level in, say, five seconds, but there are things needed for future levels, and must be taken.

South of you is a Key and to the Southeast a Weed Whacker, dive into the water and get out into the peninsula (just for better safety), dive again in the southern extreme and get the Skull Key in the southwestern corner, try to avoid the Squidmen, then return to the peninsula and return to the start point, if you want (of course you want!), take the key south of the hut.

There are weak hedges to your east, break through one and save the Barbeque Guy, but before using the Exit Door, you should use your Bazooka to break through the small hut to your north and take the Fire Extinguisher and the cupboard.

7.16) Level 16: Ants

Monsters: Ant

Pick-ups: Bazooka X2

Huh? What's up with the title? It intrigues me about what kind of enemy I can find... Whatever, this level is somewhat hard like level 4, as you will make alternate use of the Fire Extinguisher and the Bazooka, just that the Ants can be more of a challenge than the Stanley Deckers. Remember not to use the Martian Bubble Gun, it kills the Ants.

Northeast of you is a Bazooka, take it and follow these instructions: North, east, south, west, north, east and destroy a weak hedge. Now walk counterclockwise, north, west, south (take the Bazooka on the way), east and destroy another hedge. Keep your way south and get rid of another hedge, then go west and destroy the hedge in front of you, go west and south, blasting the last hedge in this level. Now you are free to head west, then north and finally east, you will find Tourists there, collect them and head to the Exit Door.

7.17) Level 17: Office of the doomed

Monsters: Normal and Aggressive Zombies
Evil Doll
Living Flame (from Evil Dolls)
Mushroom Man (not necessary to encounter)
Spider (Not necessary to encounter)

Pick-ups: Fire Extinguisher
Key
First Aid Kit (Beginner)

An easy and quick level, there is not much to say since it's pretty straightforward and there are no big risks to carry on.

There is a Fire Extinguisher at your west, take it and have a Key in the northeastern corner of the room. Go south and then east through the tiled passage, go south and there is the Teacher you are looking for, you can now leave. A matter of seconds, wasn't it?

Beginner's tip: Before taking the tiled passage, go south through the door and pick the First Aid Kit in the small room.

7.18) Level 18: Squidmen of the deep

Monsters: Squidman

Pick-ups: None

This is the level that can be tough to beat, because the victim to rescue is in potential danger because a Squidman can jump right next to it and kill it, and you can't stop moving when getting close to it.

Head north following the shoreline, a Squidman can jump to attack you, so move as soon as you have the control. When you come upon a large rock blocking the shoreline, walk around it like this: east, north and west, and keep going north past the dock. When you find another big rock, it's time to use the Ghost Potion.

Once in ghost morph, head west, and then all the way north. After the docks, you will find a long island, walk in the ground and quickly get the Baby at the other side and the Exit Door will appear, it's time to move on the next level.

7.19) Level 19: Nightmare on terror street

Monsters: Aggressive Zombie
Werewolf (just if you are somewhat slow)

Pick-ups: Key X2
Hamburger X2

A fairly quick level, with Aggressive Zombies in your way, they won't let your way be easy, so prepare your Fire Extinguisher, and don't be late, since Werewolves can start spawning and make this level quite hard or even beat the victim up.

Walk northeast and then west behind the hedge; head north to open a trash bin, make your way to the west behind the hedge and go north through the trees, there are two Keys in a small alley behind the house. Cross over the destroyed hedge,

head south and then west, stick to the exterior wall of the house until come to a yard surrounded by leaf-covered brick walls, enter there and get the Barbeque Guy.

There are two hamburgers that heal three points of health each, take them if you need it and if you don't, taking them makes no difference, use the Exit Door.

7.20) Level 20: Invasion of the snakeoids

Monsters: Normal and Aggressive Zombies
Snakeoid (Boss)

Pick-ups: Bazooka X2
Skull Key X3 (use two, keep one)

Personally, the fight against the Snakeoids is the most fun of them all, because the damage inflicted varies depending in when you hit them, skilled players kill those monsters with nearly half the ammo than the novices. Now, in the level itself, you are going to defeat all the three Snakeoids in this level, although you only need to defeat two, the Skull Key left will be saved for future levels.

Starting out, two of the three Snakeoids already detected you, you should walk west, north, west and south to get two Bazooka pick-ups, and there try to fight against just one, if the another follows you, explore the map until you are able to fight with one of them. To fight with them properly use one of the strategies I mentioned in the section 6.19.

Once they are beaten, pick up the Skull Keys and open the Skull Door, if you didn't move further than the field with the Bazookas or you don't know where it is, follow the mine cart track, clear the pile of sand and open the Skull Door. Keep following the same cart track, don't go to other ones, just detour off of your way to search in another pile of sand. When the track is over, go east and look into yet another pile of sand, which will uncover a passage to the north, go through it and head east, there are two more piles of sand there and a Skull Door, but don't open it! We are going to keep that key.

From the Skull Door, go south and you will come out from a pile of sand, there are three more while walking east, then go north and west. In that uncovered area is the final Snakeoid, fight it and take the Skull Key. Get into the tunnel northbound and open the Skull Door, freeze any Aggressive Zombie that gets near to you to protect the Explorer. Head south and exit the level.

7.21) Level 21: The day the earth ran away

Monsters: Martian
Martian Spaceship (boss, not necessary to encounter)
Jelly Blobs (maybe you won't notice them)

Pick-ups: Bazooka X2
Fire Extinguisher
First Aid Kit
Martian Bubble Gun

The annoying Martians and their Spaceship are back, but this time, you can ignore all their movements and finish this level without taking damage. The hard part is, though, that the victim doesn't get slain.

Walk north while switching your items and use a Monster Potion before passing through the destroyed wooden fence. Head north and take a Bazooka, then enter to the house at the east to have a Fire Extinguisher, leave it and enter in the west one, go south and punch open the door or the wall, then collect the First Aid Kit and get out of the house.

Once outside, go all the way northeast and walk between the pond and the brick wall, take the Martian Bubble Gun on the way as well. when you pass the ponds, head northwest, north, and quickly northeast to rescue the Soldier behind the wooden fence, there is a Bazooka next to him, so take it. There is a First Aid Kit at the northwest corner of the stage, but in a few seconds you will return to normal and it's not worth the risk.

7.22) Level 22: Revenge of Dr. Tongue

Monsters: Normal and Aggressive Zombies
Normal and Aggressive Clones
Pod Plant
Mummy (not necessary to encounter)
Tonguestein
Jelly Blob (not necessary to encounter)
Werewolf (you maybe won't notice them)
Vampire (not necessary to encounter)

Pick-ups: Key X3
Monster Potion
Flamethrower! (I will overrate it all the time XD)

A long level which has some risks to you, but the victim is safe this time, besides, this is the level you get the Flamethrower, the path to it is tricky and requires a variety of weapons to get it and come back unharmed.

Before entering the castle, grab the two keys in the west side of the entrance, make sure to open just one door. Once inside go north directly to the door and get up the stairs, open the chest and head west. From there, go all the way north freezing Zombies until coming upon a chest, walk south through a Collapsing Wall, then northeast to find the Explorer, backtrack some steps and the Exit Door will appear. Wait; weren't we going do to something? Oh, yes, the Flamethrower!

Go north through the Collapsing Wall and open the chest, go east until you see a golden curtain right south of you, there is a secret passage there, go through and open the curtain. From there, take the southeastern path, and turn east in the crossroads, go downstairs and freeze the Pod Plant, use your Weed Whacker to mow the evil weed, freeze the Pod Plant to get a Key, and go through the tunnel to the north.

Open the chest and then the two doors to the northwest, there is a Tonguestein in that room, stick to the walls to avoid waking it up, go to the northeast to find the same scientist than in level 7 vanishing, leaving behind a Monster Potion, it's yours now. So, the way to the Flamethrower, stick to the southern wall and you will see a white wall, enter to the secret passage there and walk west mowing the evil weed there, then head north, west and open the Skull Door.

This is one of the hardest parts of the level, stick to the southeastern corner of the small room so that you don't pick up the Bonus Level (because if you do, you gain a Secret Level Bonus (2K), you must defeat the boss there (1K) wasting ammo, and rescue the unique victim there (10K!), too much points, I

should add), enter to the secret room in the east and walk around inside there until you hear a "bleep" sound, that's it, you got the Flamethrower!

On the way back, take care again not to take the Bonus Level, and when you exit from the secret passage, the Tonguestein will awake no matter what you do. Capture it with you Martian Bubble Gun and run your way back to the Exit.

7.23) Level 23: The caves of mystery

Monsters: Normal and Aggressive Zombies

Mummy
Jelly Blob
Squidman
Ant

Pick-ups: Bazooka

A short but slightly hard level, there are variety of enemies, and they are anywhere you go, moreover, the victim has high chances to die. So it's better to hurry up.

Go to the mine cart tracks to the east and head north, collect the Bazooka and walk northeast bound, freezing the movement of any Squidman or Ant in your way. You will come upon another cart track, go south and contain the Mummies and Zombies there. It's time to move, a Jelly Blob is targeting the Explorer, go around the pit and save him quickly. Nothing more to do, use the Exit Door.

7.24) Level 24: Warehouse of the evil dolls

Monsters: Evil doll

Living Flame (from Evil Dolls)
Stanley Decker
Jelly Blob

Pick-ups: Keys X5

Fire Extinguisher
Decoy Clowns

If you don't know where to go, this level may end in an instant game over, an Evil Doll spawn point is VERY close to the victim, and the fastest way to get it is also the most dangerous, so please follow my instructions to avoid losing the game here.

Walk east and go around the path of boxes while stopping the Evil Dolls like this: east, south, east, north, east, south, east, north, east and south through the door. Then cross a Collapsing Wall to the south and go all the way west, south, west and north to get two Keys. Backtrack and go south through two Collapsing Walls in a row, take the Fire Extinguisher and Decoy Clowns. Southwest is an open door, go to the east and grab another Key.

At this point, a Stanley Decker will show up, wait for him to destroy a wall and freeze him with a large blast, then escape like this: By the broken boxes, east, south, west, south, east, southeast, south and destroy a weak wall with the Bazooka. Head east and ignore the Skull Door, go north, west and north past the destroyed wall and east. There is a door to the north and a destroyed wall to the south, go all the way south and get the two Keys, then run to the north, open the door and rescue the Cheerleader before an Evil Doll gets her, now it's time to use the Exit Door.

7.25) Level 25: Look who's shopping

Monsters: Evil Doll (Advanced)
Living Flame (from Evil Dolls)
Giant Baby (do not defeat him)
Jelly Blob (not necessary to encounter)
Ant

Pick-ups: Key X3
Bazooka X3
Ghost Potion
Monster Potion (Advanced)
Hamburger X2

A level that guarantees loss of health unless you are really skilled, with the lots of ants, the big place guarded by the Giant Baby which you have to cross over (but not to defeat) and possibly the Evil Dolls, this can be a challenging level to keep your health high.

You start in an escalator that takes you to the upper floor, you are to go up and then down, since it's faster than going against the escalator's way. Go west and then north, pick up two Keys and a Bazooka, then return south and keep going west while taking another Key and two more rounds of Bazooka. Go around the ant nests and north of them is a Ghost Potion behind a shop window, shoot it down with your Bazooka and take it.

Advanced's tip: (It was a long time since there are optional items to take) Use the escalator to go to the upper floor and enter the Evil Doll-infested shop by the open door, freeze the Ant if there is one and go around its hole, destroy the orange counter and grab the Monster Potion behind the wall, then come back to the escalators.

Head southwest and then north past the pair of plants, there is a trampoline there, use it and jump diagonally southwest bound. Go south to the burger shop and have the Hamburgers to the east if you need them, then walk to the southwest and get the Barbeque Guy, it's time to use the Exit Door.

7.26) Level 26: Where the red fern grows

Monsters: Normal and Aggressive Zombies (not necessary to encounter)
Pod Plants

Pick-ups: Weed Whacker (Beginner)

If you want to know the meaning of "piece of cake", this level is it. I mean, it's even easier than level 11! And the Pod Plants are no match for you, so let's begin this level already.

Beginner's tip: If your Weed Whacker ammo is below 700, walk southeast and have some more ammo, then go back to the starting point.

OK, let's start with the hardest part of the level: you must use your Weed Whacker to mow the evil weed as you pass right between the two Pod Plants at the northwestern of your start point, now that's quite a hard task! -Sarcasm mode off-. Well then, rescue the Cheerleader further east and leave this place.

7.27) Level 27: Dances with werewolves

Monsters: Werewolf (if you are quick, you won't encounter them)

Pick-ups: None

If you are fast enough, you won't face any werewolf at all, it takes just a Bazooka shoot and some swiftness to beat this level.

There is a ivy passage right in the southeastern corner of the screen, go through it and head east, south and east, destroy a section of weak hedge with the Bazooka and rescue the Cheerleader to the northeast. Let's get out of here.

7.28) Level 28: Mark of the vampire

Monsters: Normal and Aggressive Zombies

Mummy (it's possible that you won't face them)

Werewolf

Vampire

Pick-ups: Skull Key X4 (use four)

Key X4

Martian Bubble Gun

After two easy levels, here comes one of the most difficult and long stages yet. There are three Skull Keys that have to be taken, and after opening the Skull Doors, three Vampires are to be stopped before they reach the victim.

When starting, move north, east and north, go upstairs and you will find the first Skull Door. In the western wall, there is a secret passage that leads west and north. Once outside it you come across the first Skull Key and a pair of chests, walk downstairs and get a couple of Keys, a Collapsing Wall activates at this time, so blow it up with your Bazooka, backtrack until being in the Skull Door room.

Move all the way south and then east, time your walk before going over the spikes. After crossing them go north, west, north, west, south, west and north freezing Zombies and timing the spikes. Take the two Keys on the way and get the second Skull Key next to a chest, then head east and walk downstairs, east, south (avoid the Ancient Artifacts), west, south and east, now you are where you entered before.

Keep going east and head north, west, all the way north, and by the eastern path, the third Skull Key is there, and a Collapsing Wall will activate, just walk around it and come back to the Skull Door room, avoiding and stopping the Zombies and Werewolves.

Once there, open the three Skull Doors and freeze the Zombie a long time, you don't want him to bother you while you are fighting the Vampires. Go east and then north until all the three Vampires show up, and as soon as one of them turns into human, capture it with the Martian Bubble Gun, and then run west and south downstairs to get the final Skull Key, avoid taking the coins, it may be hard.

If a Vampire escapes, "bubble" it again and keep moving, use the western stairs and head all the way east to find a secret room with a Martian Bubble Gun. From that place go west, north to the final Skull Door and rescue the Cheerleader, then make use of the Exit Door while the Vampires are out.

7.29) Level 29: Zombie house party

Monsters: Normal and Aggressive Zombies

- Evil Doll
- Living Flame (from Evil Dolls)
- Stanley Decker
- Clone
- Pod Plant (not necessary to encounter)
- Mushroom Man (not necessary to encounter)
- Jelly Blob (you might not encounter it)
- Martian
- Squidman (not necessary to encounter)
- Werewolf

Pick-ups: Decoy Clowns

- First Aid Kit
- Pandora's Box
- Monster Potion
- Fire Extinguisher

This level has a wide variety of monsters, as well as this house has a poor architecture design, as such, it's a maze house. It may be somewhat hard to follow my steps, so pay attention.

There is a cupboard next to you and another at the southwest, after taking its possible loot, go to the northeastern corridor to not waste a key, then go north, west, north (get the Decoy Clowns), open the northern door and take the First Aid Kit. Leave that room and take the southwestern passage, walking all the way east, then north, west, north, east and north to a cupboard.

Now walk around the cupboard, open the northern door and walk west to take a Pandora's Box. Break open a gap in the northern wall and walk northeast, there is a broken wall that contains a Water Pistol and a Monster Potion, destroy it and take only the Monster Potion, and then head again eastbound to find a Fire Extinguisher in a small room.

Leave the small room and walk south, east and north (a Stanley Decker may detect you at this point, deploy a Decoy Clown and keep moving), open a door and keep moving north through two open doors that lead outdoors, the Cheerleader is there, rescue her and kiss this crappy house goodbye.

7.30) Level 30: The horror of floor thirteen

Monsters: Aggressive Zombie (not necessary to encounter)

- Evil Doll
- Living Flame (form Evil Dolls)
- Mummy (not necessary to encounter)
- Jelly Blob (not necessary to encounter)
- Spider
- Werewolf (not necessary to encounter)

Pick-ups: Key X4

- Double Bazooka (Beginner)
- Ghost Potion (Beginner)

Even not being the last, this is the most difficult level of the challenge, although the victim is a broken wall and a door of distance, a Spider will kill

it as soon as the victim shows on the screen. There are things you can do to increase the chances of getting the neighbor in time, and I will tell you here what to do.

Starting off, take the Key next to you and head to the northwestern room, open the cupboard and return, open the chest to your north and have the three Keys at the eastern end of the room. This, in some way or another, reduces the chances of Spider spawning, so you can destroy the damaged wall at the southwestern corner of the room. If you want to make sure the Cheerleader doesn't die, use a Pandora's Box when you cross the wrecked wall, then you may open the door and rescue her, let's go to the Exit Door.

Beginner's tip: You may have used your Ghost Potions, so if you need one, use your Bazooka to blast the giant cobweb next to the room with the Exit Door, then head south stopping any menace in the way. Pass through an already destroyed cobweb and open the door further south to the balcony. Walk all the way east until you find a destroyed window, go northwest from there, then north and east, a double Bazooka awaits you behind a door, you will need the ammo to get to the Ghost Potion.

Same Beginner's tip: In the same room, there is a cupboard and a cracked wall, open both and past the blown wall open the cupboard to the west and destroy the cracked wall to the northeast, there is your Ghost Potion, go back to the Exit Door now.

7.31) Level 31: Look who's coming to dinner

Monsters: Normal and Aggressive Zombies (not necessary to encounter)

Stanley Decker

Normal and Aggressive Clones

Pod Plant (not necessary to encounter)

Mushroom Man (not necessary to encounter)

Jelly Blob (not necessary to encounter)

Squidman

Pick-ups: Fire Extinguisher (Beginner)

First Aid Kit

Risky and rather hard level, the victim has chances of getting slain, you are to get hurt if this route is new for you, and everything happens quite fast, get ready.

Advanced's tip: If your Fire Extinguisher's ammo is below 500, go east and north past the hedges, take the Fire extinguisher in the northwestern corner of the wall and come back to the starting point.

Enter to the hut to your north and have the First Aid Kit, search into the cupboard and break open the weak wall to the north of the hut. Freeze any movement from the clones before proceeding, and now your movements must become fast, destroy the tree in the hedge and rescue the Barbeque Guy, and hastily go through the Exit Door.

7.32) Level 32: Giant ant farm

Monsters: Ant

Red Ant

Pick-ups: Key

Bazooka X3
Skull Key X3 (use two, keep one)
First Aid Kit

This level is not that hard even with the ants around, since one of their main features (climbing over walls) is virtually removed in this level. There is always a "but", the Red Ants are here to compensate that feature lacking, as they walk as fast as you, and you can't escape from them unless you stop them with something, plus, there are three Skull Keys to take here, let's begin.

Take the key in the southeastern corner of the map before leaving the cabin, and take the eastern path once outside. Walk down the street until getting two Bazooka pick-ups, if an Ant gets it first, you must kill it to retrieve it, that's a con for us in this challenge. After taking the weapons, head south, walk around the ant nest and go east, you will find a Skull Key behind some cacti and you must take damage to get the item.

Keep walking west and then north, walk to the street westbound and grab another Bazooka, after that, head to the hut to the northeast, where the second Skull Key awaits you. once taken, return to the other side of the street. There is a mine cart track to the north, walk through it and before opening the Skull Door, head west, north, walk around the eastern ant hole and grab the third Skull Key to the east. Now return to the Skull Door and open it.

From the Skull Door, go north, east, south (freeze the Red Ants), east and north for a First Aid Kit, head back south and continue east and north. Open the final Skull door and save the Explorer, walk south so that the Exit Door appears.

7.33) Level 33: Fish and crypts

Monsters: Normal and Aggressive Zombies (not necessary to encounter)
Mummy
Squidman

Pick-ups: None

You are stumbling upon a short and easy level, time to relax, it's a tiny level that you can beat with ease and your only obstacle may be a Mummy and maybe a Squidman, but not harder stuff.

Walk west and then south passing through a Collapsing Wall, freeze the opposing force in the way (especially Squidmen) and get into the water, go east and jump out to get the Explorer, and that's all, use the Exit Door.

7.34) Level 34: I was a chainsaw maniac

Monsters: Stanley Decker

Pick-ups: Key
Skull Key X2 (use one, keep one)

Short but exciting level when it comes to avoid the Stanley Deckers, and to beat this level you are to collect two Skull Keys and use one.

When the level begins, a Stanley Decker is already chasing after you, quickly escape to the northwest. "What? Another one?" Don't panic, put down a Decoy Clown and you will be alright. At the dead end, blast a weak wall to the south

and another one in the room that contains the Skull Key, then return to the starting point, freezing the enemies that are over you.

Walk over the conveyor belt to travel at max speed, and at the end of the belt, pass through the beaten wall to the south, west, south through another wall and east, take the Key and the Skull Key. A Stanley Decker may break through a pile of broken boxes, freeze him a little and deploy Clowns, return to the end of the conveyor belt.

From there, continue north and wait for yet another Stanley Decker to open a gap between the boxes for you; thank him with a cold blast of Fire Extinguisher and walk west, where a Cheerleader is locked in a small room, open the Skull Door and save her, then you are able to leave this stage.

7.35) Level 35: Boardwalk of terrors

Monsters: Squidman

Pick-ups: None

A short level with Squidmen everywhere and a victim in slight danger, the best part is that you don't need any Ghost Potions to avoid swimming, but you can use one anyway if you are a beginner in this challenge.

Walk east and then north once stepping wooden floor, await the Squidmen to jump off of the water so you hop to it and land in the pier further north. From now on just walk eastbound to collect the Tourists. Nothing else to do, use the Exit Door and vanish.

7.36) Level 36: Monster Phobia

Monsters: Evil Doll

Living Flame (from both Evil Dolls and fireplaces)

Stanley Decker

Pod Plant

Mummy

Jelly Blob

Werewolf

Pick-ups: Double Bazooka X2

Weed Whacker

Now this is an interesting level, variety of monsters to fight, all the weapons will be used, and a boss is waiting at the end of the level to rescue the victim. This is the time to use the godlike Flamethrower.

Take the Key next to you and head northwest to collect two double Bazookas (yea!), walk around the western wall to open a chest and a cupboard, after that, return to the start point. Use the southern door, walk in front of the couch and make a gap in the southern cracked wall, and another one to the southwest, then open the southeastern door and walk around the cobwebs freezing the Spiders, like this: southwest, west, south, east and southwest and, Whoa! A Stanley Decker! Capture him with the Martian Bubble Gun and walk to the southwestern corner of the room, open another gap with your Bazooka there.

Once in the balcony, take your Weed Whacker and mow the mushrooms, freezing the Pod Plants (that may take some time, use a Decoy Clown if the Stanley Decker gets close), after moving west, destroy the broken wall, capture the Mummy

inside the room and blast through the window, so you can head west, north, west and break through another window. Now head east and destroy two cobwebs in a row, then walk north a moment and shoot again to blow up another cobweb, be sure to avoid the Silverware when passing by.

Walk further north and you'll see that scientist again, don't get close to him yet, if you do, the boss battle will engage. Take your Flamethrower and get your First Aid Kits ready to use when you have just one point of health left. Walk towards the scientist, and he will drink the same-looking potion as ever, but this time, he becomes a Giant Spider, he's nuts.

Remember how to fight the Giant Spider? If you don't, refer to the section 6.22 for all the info you need about the battle. Once the battle is over, walk to the northeastern corner of the room and then all the way west, there is the Cheerleader, get her and leave that corridor, this level has ended.

Note that if you don't find the Cheerleader where she's supposed to be (extremely unlikely), that's a very disgusting bug that prevents you from advancing further in the game. Why? Because if you don't rescue the victim that actually doesn't exist, the Exit Door won't appear, see the logic? No? Neither do I. There's nothing you can do except reset the game, or, if you were playing with an emulator and using the save/load states feature, be sure to save the state before the level loads up, exactly, in the level announcement images.

7.37) Level 37: Labyrinth of horrors

Monsters: Normal and Aggressive Zombies

Pod Plant (may be avoided)

Mummy (not necessary to encounter)

Tonguestein (Beginner)

Jelly Blob

Squidman (it's possible you won't encounter them)

Werewolf

Vampire (not necessary to encounter)

Pick-ups: Pandora's Box X2 (Advanced and Beginner)

Monster Potion (Beginner)

First Aid Kit (Beginner)

With this challenge around, this isn't much of a labyrinth, but if you ran out of certain items, it can be slightly risky to get them, anyhow, let's get moving.

You will see Zombies spawning to your south, so take all your courage and run like a little girl to the northeast, then east past an armor, north, east, south, west, south through a Collapsing Wall, east, south by a pair of secret passages, southwest and southeast through the spikes. If you have to step on them, do so before a Werewolf or a Jelly Blob gets the Baby. Now it's better to go through the Exit Door.

Beginner's tip: Walk eastbound to get a Pandora's Box surrounded by spikes.

Advanced's tip: Supposing you have enough Bazooka ammo, from the Pandora's box, walk northeast through a Collapsing Wall, west, south, west, north, east and south to take a Monster Potion. And from that point, head north, west and northeast through two Collapsing Walls, there is a First Aid Kit that you may need, and further north, west and south, another Pandora's Box. Backtrack the First Aid Kit's room, destroy a Collapsing Wall, hug the southern wall to the east so that the Tonguestein doesn't wake up, southeast through a new

Collapsing Wall, east, south, west, south and all the way east.

7.38) Level 38: Monsters of the blue lagoon

Monsters: Aggressive Zombie (not necessary to encounter)
Normal and Aggressive Clones (not necessary to encounter)
Squidman
Ant (not necessary to encounter)

Pick-ups: Extra Life (if you want to use a Skull Key)
Monster Potion (if you want to use a Skull Key)
First Aid Kit
Fire Extinguisher

A complicated level, with water everywhere (where there is water, there are... Squidmen! Yay! Ok no.) This level is kind of difficult because you have a certain time to collect some items and the victim after using a Ghost Potion, just be swift and the level will be over in a flash.

Go to the western island by the bridge and place yourself near to the Water Pistol, there, use the Ghost Potion. After that, walk over the water southbound to the next island, you will see a Skull Door with an Extra Life and a Monster Potion, which you might take later (only if you have more than 3 Skull Keys), ignore it and head east to take a Bazooka.

Keep walking east, then south and east to the hut with a wrecked wall, walk through it, don't open the door, and have the First Aid Kit. Leave the hut and go east and south, there is a Fire Extinguisher over a boat, pick it up but don't stop moving to rescue the Tourist further south, since the Squidmen could jump at any moment. Once rescued, enter to the Exit Door.

If you either have more than three Skull Keys (found one in a cupboard or something, which is very rare to happen) or have three Skull Keys and you are really desperate to get a Monster Potion or an Extra Life, backtrack until getting close to the Skull Door, loot the place and head to the next level.

7.39) Level 39: Destroy all vampires

Monsters: Normal and Aggressive Zombies
Pod Plant
Tonguestein
Squidmen (it's likely that you won't find them)
Werewolves (not necessary to encounter)
Vampire

Pick-ups: Pandora's Box X4
Skull Key X2 (use two)
First Aid Kit

Hard from the very beginning, a Vampire is after you as soon as the level begins, and you must capture it whenever he becomes human, that gives you time to make your moves peacefully. Two things to note: First, there is another Vampire in the level, but if you stay on the route I designed, you will luckily not encounter it. Second, in order to rescue the victim, you must collect two Skull Keys to open two Skull Doors, this said, let's go.

The level starts, BWA! HA! Ha! ha... The Vampire is right to your northwest, direction you must head to, if the Vampire becomes human, use your Martian

Bubble Gun and leave him behind, then go by the western corridor, south downstairs, take the two Pandora Boxes and head west, jump in the water north, jump off west, and all the way south. At the corner of the level, go east and get other two Pandora Boxes, freeze the Pod Plant, use the Weed Whacker to avoid taking damage from the evil weed, step on the plant and take the Skull Key underneath.

Advanced's tip: Take the northeastern tunnel to have a First Aid Kit.

Take the northwestern tunnel and head west and when walking north you will find yourself in the same place you came, so come back to the starting point. Pass through the northeastern Collapsing Wall and head north, east, south downstairs, east and north by the tunnel, you will eventually find a Tonguestein at the northeast. Before proceeding, capture the Vampire so that it doesn't help the Tonguestein escape, and then get the other monster.

When both of the threats are stopped, grab the Skull Key behind the Tonguestein's chamber and go back to the stairs, from there, head north and you will find a Skull Door, open the chest further north, walk east, open the second Skull Door and save the Cheerleader before any of the monsters get her first. You are now able to leave.

7.40) Level 40: Pyramid of fear 2

Monsters: Normal and Aggressive Zombies

- Mummy
- Squidman
- Snakeoid (Boss)

Pick-ups: Double Bazooka (under Soda Cans, use the latter before proceeding)
Skull Key X2 (use one, keep one)

The only obstacle between you and the victory in this level is a Snakeoid that awakes right at the start of the level, defeat it and get the victim.

Starting off, a Snakeoid is already stalking you, so take your Bazooka and blast its head off. Once defeated, take the Skull Key and get the Soda Cans, that are exactly over a double Bazooka pick-up, use up all the Soda Cans before opening the Skull Door, which grants you the entrance to the pyramid.

Go north, east, north, east after a Collapsing Wall, south through a secret passage, east and clear a pile of sand, which uncovers a tiny tunnel. Keep heading north and take the Skull Key at the northwestern corner of the room, then clear another pile of sand and get through another secret passage, which leads to the Explorer, go south again and wait for the Exit Door to appear.

7.41) Level 41: Martians go home!

Monsters: Pod Plant (not necessary to encounter)

- Clone
- Jelly Blob
- Martian

Pick-ups: Fire Extinguisher (Advanced)
Decoy Clown (Beginner)
Extra Life (Beginner)
Key X3
Monster Potion

First Aid Kit X2
Weed Whacker

For most of you, if you didn't kill any monsters or maybe few of them, the Extra Bonus Victim will appear here, just in the level with the Martians. Luckily, they will kill the additional victim if you don't interfere, and another thing to add is that there are several items to take, which you may need in the last levels.

Advanced's tip: Walk a bit to the southwest and then south, enter the house and take the Fire Extinguisher to your west and open the cupboard next to it, just if your ammo is 400 or below.

Beginner's tip: Walk east and open the northern door, open the cupboard, walk east, north and have Decoy Clowns, go back south and east to the bathroom, you are not going to use it, but instead blow the northern wall up with the Bazooka, walk all the way north to get an Extra Life. Backtrack to the starting point.

Head to the northwestern corner of the hedges, taking the Key on the way, and use a Monster Potion, break through the northern hedge and walk north, break open the door, go west, north, east and break through another bathroom wall, get inside the small room to refill your Monster Potion supply. Go outside the house by the western exit and you will find a cabin with two doors, punch open both and get the First Aid Kit. Leave the cabin and destroy the western weak hedge, and do the same to the northern wooden fence, there is another First Aid Kit around the trash bins.

Walk south of the beaten fence and then west, get rid of the western weak hedge and walk southwest (take the Weed Whacker if needed), continue west and get into the house, head northwest, taking the two Keys on the carpet and finally north to get the Baby. By this time you should run out of monster time, so leave the house from where you entered and get on the trampoline to the east, jump southeast bound and walk south between the hedges and the mushrooms, head east and sweep some of the mushrooms before going south inside the house, open the door and there will be a Cheerleader there, let the Martians make their job and go to the next level via the Exit Door.

7.42) Level 42: Spikes

Monsters: Werewolf

Pick-ups: Pandora's Box (Beginner)

Quick but dangerous level, it's matter of time that the victim gets murdered by Werewolves, plus the level has spikes (as the level's name suggests) everywhere, in a pattern that isn't necessary to learn in this challenge, time to move.

Use either a Ghost or Monster Potion as soon as the level begins, and head all the way northwest bound until you get the Teacher, swiftly before a Werewolf finisher her first, after that, you may leave this odd level.

Beginner's tip: Before you turn back to normal (you will have some time anyway) walk east to have a Pandora's Box, and then you can use the Exit Door.

7.43) Level 43: Super fund cleanup site

Monsters: Aggressive Zombies (not necessary to encounter)
Pod Plant (not necessary to encounter)
Jelly Blob (it's possible to not encounter them)
Squidman

Pick-ups: Ghost Potion X2

About this level, it's kind of complex between pick-ups and monsters, the way is to the victim is somewhat twisted and it is in danger.

Starting off, go to the trampoline to your northeast and jump to the other one further north, and jump northeast into the water. Jump off the water and walk north, a long way east, south when you find a wall, north around it and finally east, stop in front of the damaged wooden fence and blast it down, take the two Ghost Potions and use one after leaving the small room.

Walk east past the toxic waste drums and head south until finding more drums, go southeast from there and then east, quickly save the Swimming Pool Guy before the Squidmen get him, walk to solid ground to make the Exit Door appear.

7.44) Level 44: The curse of Dr. Tongue

Monsters: Normal and Aggressive Clones
Pod Plant
Mummy
Tonguestein
Squidman
Vampire

Pick-ups: Weed Whacker
Pandora's Box X2
Skull Key (use one)
First Aid Kit

This level is a little long, and the danger scales up as you advance through it, get ready to stop a large number of monsters as you go here and there.

Walk north until you can find water to swim in to the east, get in and hop out to the other side of the pond, the walk south through the tunnel, grab the Weed Whacker and dive into the water to the east again. Once underwater, head north until you find a small spot with a Pandora's Box to the west, pick it up and head east, then north under three small tunnels, there should be a Pod Plant in that room, walk southeast, south through the tunnel, east, and north by the passage.

In this room you will encounter a Vampire, a Tonguestein and a Mummy spawn point, take your Martian Bubble Gun and capture any threat that comes near to you. This said, enter the room, go east and take a Pandora's Box, now head to the eastern wall and look for a secret passage there, then walk west and then south, pick up the Skull Key and wait a moment for the monsters that are over you, freeze them for a long time with your Fire Extinguisher and leave the passage.

Backtrack to the Pod Plant's room and head north, open the Skull Door, rescue the Cheerleader, get the First Aid Kit and level this level as soon as you can.

7.45) Level 45: Danger in picnic park

Monsters: Red Ant

Pick-ups: Double Bazooka
Bazooka X2

Lots of danger, I would say, there are Red Ants everywhere and since you can't outrun them, they go through walls and take the items away, it's a tough level to play. Also, behind the trees are lots of items, which you may take or not, depending on what of them you want.

Take a double Bazooka pick-up and break through the northern tree-in-a-hedge, the second one, to be exact, and take another round of Bazooka behind the tree. Walk to the northern Ants' nest and then to the western tree, behind it there is yet another Bazooka pick-up, if you walk directly northeast bound you will come across three sections of weak hedges, break through one and go north, west, north through the ivy passage, west, south, east through another passage, south, west through a straight passage, north, east and southeast quickly to save the Soldier, leave the park using the Exit Door.

7.46) Level 46: Day of the chainsaw

Monsters: Stanley Decker
Jelly Blob

Pick-ups: Double Bazooka
Skull Key X2 (use two)
Bazooka X2

In this level, guarded by Stanley Deckers, this isn't a maze anymore, instead, the paths are blocked everywhere, so you must either use one or two Monster Potions or blast your way with Bazookas. Adding more challenge to the level, two Skull Keys must be used in order to beat the level.

Either using Monster Potions or Bazookas, destroy one hedge of the northeastern wall, and then go for the hedge square, which hides a double Bazooka pick-up. Go back and keep your way southwest until you place in front of a tree-in-a-hedge or the hedge east of it, break anyone of them and walk through the ivy passage to the northwest, go north, west, south, destroy the western weak hedge, pass through and beat up the southern one, and then the southwestern one.

When you go through it you will see a hedge square, which you must break through to get a Skull Key, but if you chose to use Bazookas, take the Fire Extinguisher to freeze the Stanley Decker inside the hedge. Head west, south, west through a straight ivy passage, northwest through a diagonal passage and get more Bazooka ammo.

Leave the passage and destroy a weak hedge to the north, then the one to the northwest, let the Stanley Decker break through the southern hedges and freeze him if necessary. Destroy one hedge more and advance south, you should see a wooden fence there, place right to its north and shoot/punch twice, and head south to find the second Skull Key. Once taken, return to the starting point following the path of beaten hedges.

Walk to the southeastern corner of the yard, another Stanley Decker will notice you right at your south, let him come after you and leave him behind or freeze him. Destroy another southern hedge and keep your way to the south, pass through an ivy passage to the west and walk north to get a Bazooka pick-up. After that, beat three hedges, turn around the wall and open the two Skull

Doors to get the Cheerleader. Nothing else to do, good-bye Stanley Deckers!

7.47) Level 47: Gridiron terror

Monsters: Football Player

Snakeoid (Boss, not necessary to encounter. Wait, really?)

Pick-ups: Fire Extinguisher (Beginner)

How about coming upon a level with three Snakeoids and not having to fight even one of them? Sounds good? Of course it does! The only problem might be a Football Player that rams out of your way, but nothing else.

Walk north and then a long way east behind the stands, after encountering a wall, south, east, north through a Skull Door (opened by a Skull Key that we saved earlier), and... that's all, head to the final level!

Beginner's tip: If your Fire Extinguisher has less than 300 of ammo, get into the hut to the south and take some ammo, and open the cupboard if you please.

7.48) Level 48: Curse of the tongue

Monsters: Normal and Aggressive Zombies

Mummy (not necessary to encounter)

Tonguestein (not necessary to encounter)

Jelly Blob (may be avoided)

Werewolf (sometimes it won't spawn)

Spider

Vampire (not necessary to encounter)

Giant Spider (Boss)

Dr. Tongue's Giant Head (Final Boss!)

Pick-ups: Pandora's Box X2

Skull Key X2 (use these two and the others you kept)

Bazooka

Decoy Clowns

Weed Whacker

The final level, time to prove your skills, challenger! You can use all your weaponry and items on the way except by the Flamethrower, Bazookas and Pandora's Boxes, and then is the final boss battle, let's do this!

Follow my steps: South, west, take the Pandora's Box, south, east, south, west, north past the stairs, west, southwest, west and north upstairs, the scientist is there, drinks the potion and vanishes as usual. If you used a Skull Key when you hadn't to, go west and south to collect one. Open the three Skull Doors to the north and head east, south downstairs and east.

There is a white-stoned tunnel to your south; you can get Bazooka, Decoy Clowns and Weed Whacker there, very useful to the boss battle, so be sure to collect them. After that, stick to the northeastern wall of the room and pass through a secret passage to the east, take the last Skull Key and return. Head north and open the last Skull Door, if you keep going north, you will notice that the scientist didn't teleport very far, taking your distance from him, grab the Pandora's Box in the northwestern corner of the boss arena (yes, this isn't a normal room, it's the final boss' arena!).

Walk to the scientist and he will turn into the Giant Spider again, get ready

your Flamethrower and your First Aid Kits. This battle won't be as easy as the previous one, the Giant Spider now has more strength and the arena is larger, so it can move further so you can't reach it with the weapon of choice, apply the same strategy as before, anyway, it will just take some more time, ammo and health.

When you defeat the Giant Spider, get away from it as far as possible, kill the Spiders left with your Water Pistol (or with your Flamethrower, since is no longer useful, it served its purpose), the scientist will turn into himself again, and will wait for you to get close, and then he will turn into the final boss. So, use your Weed Whacker to sweep clean the arena from the cobwebs and finally, engage him in the final battle!

Oh, I forgot something, how to deal with it, well, the scientist (who always was the Dr. Tongue if you didn't notice) turns into the Giant Head. He moves at high speed and it increases as he takes damage, and he will occasionally shake horizontally or vertically through the arena. Another thing to point is that whenever you touch the Giant Head, it sends you flying like Football Players do, without dealing you damage.

As you damage the Giant Head, its appearance will change up to three times, each time looking more and more destroyed. In the first two levels of health, the Giant Head will spit out three tongues that travel straight across the screen through a short distance, which damages you upon contact. And in the last two levels of health, it will shoot a pair of eyes that home on you, they travel a circle-like trajectory and might be avoided with some dodging skill and shooting at them.

To defeat the Giant Head, use a Pandora's Box, shoot three or four times your Bazooka and repeat over and over again until you run out of both weapons, then use up all your Monster Potions, it can take you a long time to defeat it due to its formidable speed and random dodging techniques.

If you read this section, it means that you defeated the Giant Head, if you didn't, keep fighting him, but if you did, hooray! you made it! now the stone at the north has disappeared, collect the Cheerleader at the northwest and leave the castle.

Congrats, challenger. You beat Zombies Ate My Neighbors with just one victim per level!

Now you will be granted with the Winner screen, which shows you how many monsters (except bosses) you killed, if you didn't kill a single one, you are awesome, I always kill something accidentally :)

7.C) Credit Level: Monsters among us

Monsters: Aggressive Zombie (it's possible not to encounter them)

Evil Doll

Living Flame (from Evil Dolls)

Jelly Blob

Tentacle (skipped this)

Flying Head (skipped this one too, and you may not encounter it)

Pick-ups: Not necessary actually...

After the Winner screen, you will play a bonus Credit Level, in it you can talk with the LucasArts staff, it's a neat way to see the credits this way as well as getting additional info and some passwords that you might want to use

some time. If you want, take your time to talk with everyone, but beware the monsters, including a special one, a Floating Head, that isn't that hard to stop. If you just want to take the victim and leave, then I will tell you how.

Walk south and enter the building to the east, walk, walk, until the road ends, it divides in four ways, go to the northern one and head east when you see an open surprise box to the east, and further away is the Cheerleader, get her and the quest is over.

7.F) Final

After finishing the Credit Level, you can input your name to be displayed in the high scores (you will be always in the high score table, since the already existent scores are way too low), and then the high score table will be shown (you are first in the table, see the scores?).

Congratulations, challenger! You beat Zombies Ate My Neighbors (for real this time)!

8) What you may do after finishing the game

It was quite a fun time, wasn't it? I hope you had fun playing the game this way and reading this guide/walkthrough/FAQ/thingamajig, I enjoyed guiding you to the victory. If you want, you can try playing again skipping the Beginner or the Advanced's tips, or even without my guide, once you get used to the challenge, you can beat the game in less than an hour in such a fun and intense way (and legitimate, I should add).

9) Copyright and legal policy

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10) Version History

21/02/2014 V1.0: First version released with complete walkthroughs and info about weapons, items and monsters, the advices before starting and some sort of legal policy.

03/03/2014 V1.1: Added "Version History" section.
Reformatted ASCII boxes so they look neater.
Better space arrangement, unnecessary rows deleted.

Fixed some typos and other grammar mistakes.

The "Things you know before starting" section was splitted in three parts, the weapons and items now have a separate section only for them.

11) Thanks

Hammerite Heretic: For having such an amazing guide to ZAMN, check it out if you want to beat the game in alternative ways.

Josiah D. Plummer (A.K.A. JoshiahP88): For his great ZAMN Weapon Guide.

Gia257 (YouTube account): The creator of the One Victim Challenge, beating it in such a way that I can't do it. He/she is a godlike player by the way, go watch his/her playthroughs.

Konami and LucasArts: For making one of my favorite games, awesome indeed.

You: For reading this guide!

Hope to see you another time! ^^ Super's out.

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