

## round Floor

Monster(s): Headless (knife, guns); Ghouls (knife, guns); Zombie (guns)

Saving Zone(s):

Initially only 2: NW and NE corners.

After unlocking gates, 2 more: SW and SE corners.

Ladder(s):

NW: up to Lock&Load

NE: up to Never Stop Firing

SW: down to Wrong Way!

SE: Feel the Power

Objective(s): pick up the Walther P4 pistol and talk to the Dead German Soldier.

Problem(s): the 2 locked gates near the central region.

Solution(s): Alien Pipe.