

eed a light?

Monster(s): Ghouls (knife, guns); Nightmare (guns); Ooze (guns); Flamethrower
Monster (guns)

Saving Zone(s): 1
N of center.

Ladder(s): 1
center: up to the Labyrinth

Objectives:

Dead American Soldier: SE corner of the inner square

Dead American Soldiers (Radio beacon, new half of bomb code 287->658, IR goggles):
4 in the SW corner room. Amethyst Ring, Bubbling Red Potion, Thick Brown Potion,
Clear Blue Healing

Potion: the end of the SW corner room/corridor

Problem(s): Flamethrower Monster

Solution(s): Violet crystal(?); expenditure of much ammo (with usage of crystals, not strongly recommended). One approach is once one has entered the room, salvage all usable equipment's from dead soldiers ASAP, run toward the end. The Flamethrower monster starts walking from the end. Try to beat it to the first corner nearest to the end of the corridor. Position oneself halfway on the corner facing it as it walks up. Freeze or burn it motionless when there is room besides the monster so that one may squeeze

through as it stops. Run toward the end of the corridor past the door to pick up all the goodies at the end as the monster starts to rumble back. By the time it almost reaches the end, other monsters should have come in behind it and start shooting at it in trying to shoot at one's character. Pump all but one Projectile grenades into it. Pump MP-41/Walther ammo into it. Use blue/orange crystals with good timing to prevent it from throwing flames while one pumps ammo into it. Eventually (60 to 100 rounds of AK-47 SABOT ammo) it will disintegrate. Use a fragmentation grenade if more than one is available to take out the other small monsters if one has run out of resources.