

Date: Fri, 24 Sep 93 17:51:18 -0700
From: Micah Anderson <micah@u.washington.edu>
Subject: Pathways Into Darkness "Howto" cheat file v.310

Here is the newest version of the hack file for PID (Pathways Into Darkness), this file shows how to edit your character and its items, it also includes (this is new) Pou Lee's survival guide and some other minor changes... If ya got the last one, ya gotta get this one.

Pathways Into Darkness

item cheat file v.3.10

Disclaimer:

I and anyone else involved in this file are not in the least bit responsible for any damage brought upon by careless modification. I wrote this file, it is your responsibility if you decide to use it, NOT ours. For all I know you could attempt to modify your character and screw up your entire harddrive. Backup your character (not saying that that would save your harddrive) and realize what you do is what YOU do, and not us. So there.

Credits:

With pretty much all of the credit going to Pou Lee (ST2C9@Jetson.UH.EDU) who put together this list and many of the descriptions... I just cleaned the thing up and added on and sent it out to you.

Also thanks to Gabriele Callari (image@ipamat.cres.it) for the time discovery.

Introduction:

This file describes how to edit your game, be it giving your character 255 shots in your Walther-P4, changing your hitpoints to be 4000 or even changing your location within the dungeon. It is a quite simple process, although it CAN be dangerous so I recommend you make a copy of your Saved Games file and keep it in a spare place (yea, yea, you've

heard it before... but it REALLY sucks to lose your file when you've gotten all the way to the suffocation chamber or something.)

Whatsnu?

*How to change the time in your game.

*Pou Lee's Survival Guide (1.1)

Watcha need:

You have to have some sort of sector editor, I've been using Norton Utilities (you can get to it by loading up Norton and then in the Utilities menu its the item which says, Norton Disk Editor.) You need your Pathways Into Darkness Saved Games file, and you need a backup of this file.

Editing Items:

Open up your Saved Games file, or the copy of the same thing. Go to sector 6 (within the file, NOT 6 absolute sectors - that would probably take you into your boot block or something nasty), this is where all the inventory items are kept (for the FIRST game in your list, I haven't figured out where the others are located yet, I haven't the need for it yet. If you figure it out, let me know)

Each item in your inventory is 8 bytes long. A byte consists of a hex "number" so FF is a byte, so is 33 and 2A, etc. You can see (at least within Norton) that there are two sets of 8 on each line. It may be a little confusing as there are four sections on each line. Each one of those sections has 8 single digits in it, in other words four bytes. So you take the left half of the line and there are two sections of four bytes, those left two sections consist of one inventory item. It may take a second for this to sink in, but look at it for a little while, it'll make sense.

The second byte is the item hex code number (the list is below as to which each hex code corresponds to). It is benifical to change a couple copies of Mien Kampf into a clip of ammo, or a potion or something. To do this, just change this byte to the hex number in the list below.

The fourth byte is the condition of the item (either worn or wielded, or just held) hex number. I believe that 00 means you are holding the item (just in your inventory), 01 and 02 either mean word/wielded or held (as in a crystal sense). I haven't botherd to figure out what these actually are as it is just as easy to do that garbage within the

game. Modifying this byte is just worthless and is increasing your chance of screwing something up.

The sixth byte is the quantity in hex. This is a handy one if you seem to be running out of ammo (yea, like that would EVER happen in this game... I would often just give myself a couple clips of 255 shots for my Walther, that way I wouldn't think I was cheating - not like giving yourself a violet potion and a cedar box right away, you have to find those!). Compute the hex value with a calculator (I would recommend PCalc) and put it in here... the max is FF (which in decimal is 255). Clips that normally come in x8 (Walther) or x32 (P-41) can be set to x255 without any problems.... Its handy to have a large clip, as reloading takes time.

The Eight byte is the inventory catalog hex number. This is where in your list of items this item lies. I wouldn't recommend modifying this one either, just change it in the game.

Exceptions: When an item is stored in a container (like ammo in a gun or the pearl in a sack...) some bytes are turned into FFFF; the last inventory item does not seem to have a hex catalog number but FFFF in the last two bytes.

To sum up: the safest way of editing in items is simply to change a useless item like Nazi propoganda to the item you desire. To add items to the inventory is possible, but extra care and precaution must be used. It may seem confusing and items may not conform to the descriptions above, but generally I have found that you can easily identify a clip of ammo or a piece of Nazi junk and just change that into what you desire, most everything else just falls into place.

Misc:

As far as your location, your health points, time and the weapon proficiency ratings (together with killed monster points) these are stored in the 4th sector of the file (remember all the items were in the 6th sector).

The X,Y coordinates are stored in the 1868 and 1872 offsets respectively. Setting these can be dangerous (it would not be good to set yourself in the middle of a wall, or somewhere unescapable)

The level of the dungeon is stored in offset 1875. Remember the modification of the position of the character can potentially send one's character to Virtual Nirvana (in the middle of nowhere) which could inflict Bad Crazyiness. It might be worth your while, however, if you have only a minute left in the game and you are on the bottom level of the dungeon to set your level

to the top one in order to escape (assuming the top level is where you escape!)

Your character's hitpoints (current hit points, not max) are stored in offset 1877, and the maximum hitpoints are stored in offset 1879.

Hitpoints

have a limit, 4000. Setting this too high will put you at negative (first hit you die). Or if you set it too high and get something that would increase your max hitpoints it will go negative.

Time can be found in offset 1786-1789; these bytes are the hexadecimal number which represents the time passed from the beginning (=00000000) in

60ths of a second. So if you want to go back (or forth) one minute, subtract (or add) to this number E10 (3600 in decimal), for an hour use 34BC0 (21600 decimal), and so on.

Weapon proficiency rating (0-3...0 meaning none, 1 being novice...3 expert) for the six weapon categories are in offsets: 1863, 1895, 1901, 1907 1913, and

1919. Your proficiency goes up when the monsters killed with that weapon reaches a certain point, the amount of monsters that have been killed with each weapon is stored in: 1879, 11891, 1897, 1903, 1909, 1915.

Item List:

Here is the list of items and their corresponding hex code.

code# item name

00	Map
01	Digital Watch
02	Flash light
03	IR goggles
04	Cuban gas mask
05	
06	Canvas sack
07	
08	Aromatic box
09	Velvet red bag
0A	Lead box
0B	
0C	Empty elaborate vial
0D	
0E	Red cloak (Time Accelerating)
0F	
10	Nuclear device

- 11 Radio beacon
- 12 Blue liquid vial (Healing)
- 13 Red liquid vial (Time Slow)
- 14 Brown liquid vial (Poison)
- 15 Violet liquid vial (Temporary Invulnerability)
- 16 Main Kampf
- 17 Small pamphlet
- 18 BirdUs Egg
- 19 Bad M-16
- 1A Bad AK-47
- 1B Bad MP-41
- 1C Bad Walther P4
- 1D Ruby Ring
- 1E Amethyst Ring
- 1F Diamond Necklace
- 20 Opal Bracelet
- 21 Alien Pipes
- 22 Silver Key
- 23 Silver Bowl
- 24 Gold Key
- 25 Gold Ingot
- 26 Sapphire
- 27
- 28 Emerald
- 29 Large Pearl
- 2A
- 2B
- 2C (Ceremonial Mask?)
- 2D Survival Knife
- 2E Walther P4
- 2F Colt .45
- 30 Schmeisser MP-41
- 31 AK-47
- 32 M-79 Grenade Launcher
- 33 Walther P4 Ammo (8 rounds)
- 34 MP-41 Ammo (32 rounds)
- 35 AK-47 Ammo (30 rounds)
- 36 AK-47 HE Ammo (30 rounds?)
- 37 AK-47 SABOT Ammo (30 rounds)
- 38 M-16 Ammo
- 39 Colt .45 Ammo
- 3A 40 mm HE Cartridge
- 3B 40 mm Fragmentation Cartridge
- 3C 40 mm Projectile Cartridge
- 3D Silver Medal
- 3E Note

- 3F Bungie Propoganda
- 40 Yellow Crystal (Talk)
- 41 Blue Crystal (Freeze)
- 42 Orange Crystal (Burn)
- 43
- 44 Mottled Crystal (Lightening?)
- 45 Green Cyrstal (Earthquake)
- 46 Black Crystal (Stone?)

This file is a cursory survival guide for PID, intending to offer basic information for completion of the game. Please send me (st2c9@jetson.uh.edu) any correction or better tips/solutions.

This file is version 1.1, dated September 22, 1993.

What's New:

More playing tips for players with normal characters and several error corrections concerning saving zones.

General Playing Tips

Save constantly. This is especially true is the lower (physically) levels where heavy-damage-inflicting monsters roam. IMHO, this game is most enjoyable if one plays it mission-oriented style: before playing, set up an objective like the killing of ten monsters or the procurement of a certain object, before saving again. Use the saving zones as mission bases. Whenever heavy damage has been sustained, revert. Each resting will cost 7 minutes of time. In other words, every hit sustained is time lost.

This game IMHO is very heavy on resource management. Most important resources are time and ammunitions. Ammunition will cease to be of extreme concern once the Ammo Duplication Cedar Box is obtained. Time will always be of extreme concern. Each resting takes 7 minutes and will allow one to recover about 1/7 of total health points. Ammo is duplicated in a minutely base.

Incremental resting is recommended once the Ammo Cedar Box is obtained: might as well produce ammo in resting, even though it is inefficient since ammo can be produced every minute while one meaningful resting period is 7 minutes.

Command key sideward dodging is essential in minimizing hits in the easier levels.

Recommended tactics for normal characters at easier level is Tango style

movement with ambush style firing: run forward several steps before retreating all those steps back and be ready to side step behind walls to induce bad guys advancing into ambushes.

Recommended tactics for normal characters at harder level is Waltz style movement with assassin style firing: run forward several steps before retreating necessary number of steps back around a defensible corner, turn body around until the gun is pointing at most 45 degree from the anticipated advancing path of the approaching monsters. Commence firing once any part of the monsters is seen.

If a monster (particularly those like Skitters (& Ghast) that can shoot straight and fast travelling ammo) is known to be approaching, hide around the corner at most 45 degree to its approach. Commence firing upon sighting any part of it in the gun sight. Once hit, it will stop and try to return fire but can not do so because it can not shoot at an angle.

Weapons should be fired at point blank range whenever possible to ensure maximum damage while conserving ammunition until one procures the Cedar

Box for ammo duplication. The only exception is with fragmentation grenades in the case when they are plenty: fire them as far as possible to allow for reloading, thus a second shot.

Weapon accuracy is included in consideration for performance evaluation at the end of the game.

Number 1 priority is to obtain the Cedar box for ammo duplication.

Usage of crystals and potions should be extremely judicious or else one may have a hard, if not impossible, time overcoming certain situations in the game.

Learn to aim and shoot straight first. Then learn to shoot at an angle hiding around the corner, ambushing incoming monsters at or nearly at point-blank range.

Never slug it out with monsters face to face. Always try to draw them into ambushes in which they can not shoot back. Be efficiently patient whenever possible: saving 1 minute of waiting by going out rushing around looking for monsters is definitely not worth the while if one has to spend 5 minute recuperating from the wounds thus sustained.

Try to recover as many artifacts as possible since this process improves one's health points.

Try to visit every square of any level to recover ammo clips in the early game. Later on, like after the level *Lasciate Ogne Speranza, Voi Ch'Intrate*, one may not wish or in fact, recommended not to do so if one has the Cedar Box and knows where all the goodies like potions and artifacts are.

The program takes around 4 to 5 second to reload the Grenade Launcher. To reload the M-79 in less than 2 seconds, allow it to break open right after firing before immediately command-2 to shift to inventory window. Double-click on the M-79 to un wield it before double-click it to wield it again. It will be reloaded and ready to be fired again. Command-1 to shift back to game window to continue firing.

Before quaking down the Sentinels' shields, wait a little standing a little to the right of the center of the path to attract Skitters to apprach on the other side of the shields. Their rolling web spindles will be stopped by the shields if the Sentinels sit in the way. Blast the Skitters with Fragmentation grenades. HE or Projectile grenades will be stopped by the shields but not Fragmentation ones.

Remember to set the bomb before leaving *Who Else Wants Some?*

About Monsters

Name	Recom kill	Weapon	Other weapons
Headless	knife		guns
Zombie	guns		
Banshee	blue/orange	crystal(s)	
Ghouls	knife		guns
Ooz	guns		
Invisible Demon	guns		
Nightmare	guns		
Electric Orb	guns		
Skitter	guns		
Sentinel	green crystal		
Flamethrower	guns		
Ghast	guns		
Venomous skiter	guns		
Greater Nightmare	guns	(amour piercing)	
Purple Monster	none		
Green Ooz	none	(get poisoned)	

One Possible/recommended Route

Ground Floor -> Never Firing -> Lock&Load -> They May Be Slow -> But They're Hungry -> Evil Undead Phantasms Must Die!! -> Ascension -> Wrong

Way! -> Welcome, Tasty Primate! -> (need a lot of Walther P4 ammo and the orange crystal, if one has not been conserving ammo, ie. killing almost all Headless and Ghouls with the knife, this route is not recommended!) Feel the Power -> A Plague of Demons -> We Can See in the Dark, Can You? -> Happy Happy, Carnage Carnage -> The Labyrinth -> Beware of Low-flying Nightmares! -> Need a light? -> Lasciate Ogne Speranza, Voi Ch'Intrate -> Watch Your Steps -> I'd Rather Be Surfing -> Warning: Earthquake Zone! -> Don't Get Poisoned! -> Please Excuse Our Dust -> But Wait!-That's Not All! -> Where Only Fools Dare Tread -> Who Else Wants Some?

Potions:

Clear Blue: healing
Bubbling Red: time slowing
Pale violet: temporary invulnerable/iron skin
Thick Brown: poison -> to get by the Green Ooz

Crystals:

(Judicious usage of crystals is strongly recommended; i.e., don't use them unless it's absolutely necessary)

Yellow: Communication with dead soldiers
Blue: Freeze
Orange: Burn
Green: Earthquake (area damage)
Violet: Lightening (area damage)
Black: Stoning (not many uses)

Ground 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.

Never Stop Firing

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

Saving Zone(s): S center.

Ladder(s): S center down to Ground Floor

Objective(s): pick up the Yellow crystal behind the locked door in the N.

Problem(s): the locked gate in the N.
Solution(s): Pull both chains that are located in the NW and NE corners.

Lock&Load

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

Saving Zone(s): 3
Near SE corner.
Near NW corner.
NE corner.

Ladder(s): 2
SW corner: down to Ground Floor
NE corner: up to They May Be Slow

Objectives: Emerald in the room by the SE Saving Zone.
Dead German Soldier near the SE corner.
Dead German Soldier in the NW corner.

Problem(s): None
Solution(s): None

They May Be Slow

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

Saving Zone(s): 2

NW corner.

NE corner.

Ladder(s): 3

NW, NE corners: up to But They're Hungry

S center: down to Lock&Load

Objectives:

Dead German Soldier (Hans) between center and S.

Small Ammo dump in a room full of bones near center.

Dead German Soldier in a room near N center.

Blue Crystal behind a secret/hidden wall section in the room of the above Dead German Soldier.

Silver Bowl in a room near the Blue Crystal room.

Problem(s): Blue Crystal behind a secret/hidden wall section.

Solution(s): Walk through the wall.

But They're Hungry

Monster(s): Headless (knife, guns); Zombie (guns); Banshee (Blue crystal)

Saving Zone(s): 2

Near NE corner.

Near SW corner/the ladder leading up to Evil Undead Phantasms Must Die!!.

Ladder(s): 4

Near SE corner: down to They May Be Slow

SW corner: down to They May Be Slow

Near NE corner: up to Evil Undead Phantasms Must Die!!

Near NW corner: up to Evil Undead Phantasms Must Die!!

Objectives:

Dead German Soldier near NE corner.

Problem(s): None

Solution(s): None

Evil Undead Phantasms Must Die!!

Monster(s): Headless (knife, guns); Zombie (guns); Banshee (Blue crystal)

Saving Zone(s): 2
East of the Center.
Near SW corner.

Ladder(s): 3
Near NE corner: down to But They Are Hungry!
Near SW corner: down to But They Are Hungry!
Near Center: up to Ascension

Objectives:
Large Pearl near (N) the East of the Center Saving Zone.
Dead German Soldier at the W side (toward NW corner).

Problem(s): None
Solution(s): None

Ascension

Monster(s): Headless (knife, guns); Zombie (guns); Banshee (Blue crystal)

Saving Zone(s): 1
E/SE side.

Ladder(s): 1
SW corner: down to Evil Undead Phantasms Must Die!!

Objectives:
Dead German Soldier near NW corner.
Alien Pipe around center.

Problem(s): None.
Solution(s): None.

Wrong Way!

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

Saving Zone(s): 2
Near NE corner
Near SW corner

Ladder(s): 7

Five near center: 4 down to Welcome, Tasty Primate!; 1 up to Ground Floor

1 NW ladder: down to Welcome, Tasty Primate!

1 SE ladder: down to Welcome, Tasty Primate!

Objectives:

Orange Crystal: S locked room right by the central lounge

Clear Blue Healing Potion: W corridor/locked room of the central lounge

Problem(s): Locked Silver doors.

Solution(s): The Silver Key in the level below

Welcome, Tasty Primate!

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

Saving Zone(s): 2

1 near center.

1 near SW corner.

Ladder(s): 7

4 ladders near center: up to Wrong Way!

1 ladder at SE corner: up to Wrong Way!

1 ladder at NW corner: up to Wrong Way!

1 ladder near N center: down to We Can See in the Dark, Can You?

Objectives:

The Silver Key at the NE corner.

Dead German Soldier near S center.

Problem(s): Locked Silver Doors

Solution(s): The Silver Key

Feel the Power

Monster(s): Ooz (guns); Ghouls (knife, guns)

Saving Zone(s): 1

Around NW corner.

Ladder(s): 2

SW corner: up to Ground Floor

NW corner: down to A Plague of Demons

Objectives:

Around NE corner: Clear Blue Healing Potion
Dead German Soldier: center
Gold ingot: by Dead German Soldier

Problem(s): None
Solution(s): None

A Plague of Demons

Monster(s): Ghouls (knife, guns); IR Demon (guns); Banshee (Blue crystal); Ooz (guns)

Saving Zone(s):
NE corner
NW (on the other side, go S first) of central ladder

Ladder(s):
Around NW corner: down to Beware of Low-flying Nightmares!
center: up to Feel the Power!

Objectives:
Silver Door: near SE corner
Cedar Box: behind Silver Door
Dead American Soldier: N of central ladder
IR goggles: with the Dead American Soldier

Problem(s): Invisible Demons
Solution(s): IR goggles

We Can See in the Dark, Can You?

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

Saving Zone(s): 2
1 close to SE corner.
1 close to N center.

Ladder(s): 2
1 near the SW corner: up to Welcome, Tasty Primate!
1 near the NE corner: down to Happy Happy, Carnage Carnage

Objectives:
Bubbling Red Potion: NW corner
Dead German Soldier: close to (NE) the ladder up to Welcome, Tasty Primate!

Problem(s): Frenzy rats
Solution(s): turn off flashlight

Happy Happy, Carnage Carnage

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

Saving Zone(s): 1
S of the 2 ladders

Ladder(s): 2
2 near the center: right up to Labyrinth; left up to We Can See in the Dark, Can You?

Objectives:
Dead German Soldier: near the Saving Zone
Dead German Soldiers(MP-41): N center, before the Beige Locked-Door Room

with the Yellow Arrows
Alien Pipe: with one of the Dead German Soldiers
Red Cloak: in the Beige Locked-Door Room with the Yellow Arrows
Clear Blue (Healing) Potions & Thick Brown (Poison) Potions: in the Beige Locked-Door Room with the Yellow Arrows

Problem(s): Hordes of miscellaneous monster after Beige Door
Solution(s): Bubbling Red Potion of Time Slow or
Corner defense tactics with Orange crystal: Step on the Green Arrows while facing 90 degree from the doors; run back straight toward one of the corner as soon as one steps on the Green Arrows; commencing shooting at the sides of targets as they rush out of the door; pay attention to hit points/drink Healing Potion when necessary; after the slaughter of the initial onrush/wave of the horde, more will wait on the other side of doors; change facing now in order to be able to peep into the door at some monsters in order to fry them with the orange crystal/ get ready to retreat back right after the zapping; eventually all monsters will rush out to meet their fate.

Beware of Low-flying Nightmares!

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

Saving Zone(s): 2
near NE corner.
S center.

Ladder(s): 2

NE corner
S center

Objectives:

Diamond Necklace: center of the NW corner/N center/W center/center area

Gold Door: near SE corner

Gold ingots: behind Gold Door

(Dead German Soldier: behind Gold Door)

Problem(s): Gold Door

Solution(s): Gold Key

The Labyrinth

Monster(s): Electric Zapping Orbs

Saving Zone(s): 0

Ladder(s): 4

NW corner: up to Happy Happy! Carnage Carnage!

NE corner: up to Beware of the Low-flying Nightmares!

SW corner: down to Need a light?

SE corner: down to Lasciate Ogne Speranza, Voi Ch'Intrate

Objectives:

Around center: Violet crystal

Problem(s): the paths change every time one enters.

Solution(s): none.

Need 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.

Amyst 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.

Lasciate Ogne Speranza, Voi Ch'Intrate

Monster(s): Skiter (guns); Ghast (guns); Sentinel (Green Crystal)

Saving Zone(s): 4

S of N center

N of center

Near SW corner

N of W center

Ladder(s): 4

N center: up to the Labyrinth

2 around S center: down to Watch Your Steps

1 NE corner: down to I'd Rather Be Surfing

Objectives:

Red Velvet Bag (Healing Potion): SW (on the other side of the wall) of the Saving Zone

Clear Blue Healing Potion: SE of the N Saving Zone

Problem(s): Sentinel

Solution(s): Green Crystal

Watch Your Steps

Monster(s): Skiter (guns); Ghast (guns); Sentinel (Green Crystal)

Saving Zone(s): 1
NW corner

Ladder(s): 2
near W center: up to Lasciate Ogne Speranza, Voi Ch'Intrate
SE corner: up to Lasciate Ogne Speranza, Voi Ch'Intrate

Objectives:
Green Crystal: S center
2 Sapphires: 1 at N of the center, 1 around the center
Dead American Soldier (Greg): NE corner
The Nuclear Device: (S of Greg) E center.

Problem(s): Jumping Insects
Solution(s): Exploding Pods

I'd Rather Be Surfing

Monster(s): Skiter (guns); Ghast (guns); Sentinel (Green Crystal)

Saving Zone(s): 2
Close to N center
Center

Ladder(s): 2
SW of NE corner: down to Warning: Earthquake Zone!
Between W center and Center: up to Lasciate Ogne Speranza, Voi Ch'Intrate

Objectives:
Clear Blue Healing Potion: NE of the S center
Dead Cuban Soldier(AK-47): Suffocation Chamber/near NE corner

Problem(s): Suffocation Chamber
Solution(s): Red Cloak & Patience (3 hours) (Remember to remove it afterwards)

Time to mass produce ammunitoins!

Warning: Earthquake Zone!

Monster(s): Ghast (guns); Green Ooze (None); Purple Burping Monster (None)

Saving Zone(s): 2

N center
Center of the center/W center/SW center/S center

Ladder(s): 2
NW corner: up to I'd Rather Be Surfing
W center: (teleporter) to Don't Get Poisoned

Objectives:
Dead Cuban Soldier: near NE corner
Lead Box: between W center and center
Violet Potion: SW of the N center Saving Zone

Problem(s): Green Ooze
Solution(s): Get poisoned.
Problem(s): Purple Burping Monster
Solution(s): Wear Gas Mask and run around

Don't Get Poisoned!

Monster(s): Venomous Skiter (guns); Ghast (guns); Greater Nightmare
(armor-piercing gun ammo, projectile grenades)

Saving Zone(s):
One's arrival square/first room/area.

Teleporter(s):
Three in the first room: S one to N teleporter of another small
room/area of 3 teleporters; W one to the center teleport (N side) in the
fourth area; E one to the center teleport (S side) in the fourth area;
the 2 teleporters in the fourth area are back to back.
Three in second small room/are: N one to the S teleporter of the first
room/area; E one to W teleporter of a third area; W one to E teleporter
of a third area (with the exit/advancing teleporter at the S room)
Three in third medium size area: the one in the Southern room leads to
Please Excuse Our Dust; the other two back to second room/area.
Two in fourth area: back to first room.

Objectives:
Violet Invulnerability(temporary) Potion in the N center of the third
area with the exit/advancing teleporter.
Blue Clear Healing Potion at the center of the third area.
Blue Clear Healing Potion at the SE corner of the fourth area.
Blue Clear Healing Potion near (E) the SW corner of the fourth area.

Problem(s): None
Solution(s): None

Please Excuse Our Dust

Monster(s): Venomous Skiter (guns); Ghast (guns); Greater Nightmare (armor-piercing gun ammo, projectile grenades)

Saving Zone(s):
1 by the arrival room/first room.

Ladder(s):
Arrival room/first room:
SE corner: back to Don't Get Poisoned
S center: E teleporter in the second small room/area.
NW corner: W teleporter in the second small room/area.
Second room/small area:
N: S T in third room; W: NW corner T in first room; E: S center T in first room.
Third room/small area:
S: N T in second room; W: SE corner T in fourth room; E: N center T in fourth room
Fourth room: N center T to E T in 3rd room; SE corner T to W T in 3rd room; SW corner T to next level, But Wait!-That's Not All!

Objectives:
Arrival room/first room
Blue Clear Healing Potion near the NE corner.
Blue Clear Healing Potion S of the W center.
Fourth room
Blue Clear Healing Potion between center and NE corner.
Bubbling Red Potion near the SW corner.
Blue Clear Healing Potion NE of the SW corner.

Problem(s): None
Solution(s): None

But Wait!-That's Not All!

Monster(s): Venomous Skiter (guns); Ghast (guns); Greater Nightmare (armor-piercing gun ammo, projectile grenades)

Saving Zone(s): 1
Before arrival square.

Ladder(s):
Arrival area
The teleporting room with 4 T's:

S: to N T in the same room; N: to S T in the same room; N side T: to around NE corner; S side T to center. After all four have been used, the N side T leads to 2nd area.

Second area

The teleporting room with 4 T's:

S: to N T in the same room; N: to S T in the same room; N side T: to NE corner; S side T to arriving square of the 2nd area.

Center: to next level, Where Only Fools Dare Tread

Objectives:

Arrival area

Bubbling Red Potion at the SE corner room.

Violet Potion at the NE corner room.

Second area

Bubbling Red Potion at the center.

Clear Blue Potion at SW corner room

Clear Blue Potion around SE corner, before the 4 Teleport room entrance.

Problem(s): None

Solution(s): None

Where Only Fools Dare Tread

Monster(s): Venomous Skiter (guns); Ghast (guns); Greater Nightmare (armor-piercing gun ammo, projectile grenades)

Saving Zone(s): 3

N of S center.

Near SE corner.

N of center.

Ladder(s):

Between the two Southern Saving zones: back to But Wait!-That's Not All! by the center Saving Zone

By the central Saving Zone: W T in the 2nd Four-T room

Objectives:

Clear Blue Potion SW of center/NW of the between S/center Saving Zone

Dead Cuban Soldiers: SW corner

Gold key: with one of the Dead Cuban Soldier

Black Crystal: around N center

Problem(s): Several Four/Three-T rooms

Solution(s): Wear Red Cloak and try all T's (remember to remove it once one is teleported to the final showdown)

Who Else Wants Some?

Monster(s): Roomfuls of all regular types of mon