

Pathways Into Darkness

Official Hint Book



BUNGIE 

Bungie Software Products Corporation

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CONTENTS

Introduction.....	3	The Pit	30
General Hints.....	4	Lasciate Ogne Speranza, Voi Ch'intrate .	31
Level Map	8	Watch Your Step.....	32
The Pyramid.....	10	I'd Rather Be Surfing.....	33
Ground Floor	11	Warning: Earthquake Zone.....	34
Never Stop Firing	13	The Hole	36
Lock & Load.....	14	Don't Get Poisoned.....	37
They May Be Slow.....	15	Please Excuse Our Dust.....	38
... But They're Hungry.....	16	But Wait, That's Not All!	39
Evil Undead Phantasms Must Die! ...	17	Where Only Fools Dare Tread.....	40
Ascension	18	Ok, Who Else Wants Some?	41
The Catacombs	19	Epilogue	43
Wrong Way!	20	The Monsters.....	44
Welcome Tasty Primate.....	21	Special Monsters	47
We Can See In The Dark, Can You?	22	The Items	48
Happy Happy Carnage Carnage ...	23	Crystals	49
Feel The Power.....	25	Weapons.....	50
A Plague Of Demons	26	Potions	52
Beware Of Low-Flying Nightmares .	27	Treasures	53
The Labyrinth	28	Miscellaneous	54
Need A Light?	29		

INTRODUCTION

OK, so you plunked down your money and got yourself this Hint Book. Well, all the hints are written with Invisible Ink. To read the hints you need to send \$29.99 to us for the decoding marker. Hah, hah just kidding! But really, now that you have the hint book, stop calling us all the time for Hints! Please! - No, just kidding again; call us anytime.

Good luck...

GENERAL HINTS

- First and foremost: Learn to dodge. You have probably realized how vital dodging is in this game, but in case you haven't, let me repeat: **LEARN TO DODGE!** The most basic method for this is: when a projectile is coming at you side-step left or right far enough that it goes past you. Try to get a feel for how far you actually have to move, so you can take the monster out as quickly as possible. NOTE: You can't dodge while standing in a narrow hallway.
- Try to learn the monsters' timing patterns. Different monsters have different fire rates. While I'm on the subject, they also differ in other important ways, besides hit points and damage they do to you. Try to learn what these are. (If you don't figure them all out, they are covered in the sections on each monster, so don't sweat it.)
- One really good application for the side-step dodge is the "draw and close." This is more useful against groups of monsters coming from one direction. You need an area two squares wide (or more) for this, so that you can side-step to dodge shots. You should start to get a feeling for when monsters are going to fire, so you can usually predict about when they will fire. Before they fire, move (preferably side-step) to one side. When the monsters fire, you have drawn their fire in that direction, and can then sidestep out of the way, move in close, and kill them before they are capable of firing again. Against one monster you don't really have to deliberately draw the fire to one direction, but when you are facing several monsters it helps to buy you some breathing room. This works very well on *Ascension* and *Need a Light?* where all you have is open areas with monsters coming through one doorway.
- You can walk forward while you are looking left or right. This may not seem like a big deal, but it gives you the ability to move perpendicularly to your attackers. Since the monsters do not "lead" when firing at you, moving perpendicular to their line of fire is by far the easiest way to avoid getting hit. You may be thinking: "Gee, that sounds just like side-stepping" True, but the move I'm describing differs

from side-stepping in two very important ways:

1) When using the "look-left/right" option, you can turn 90° and even 180° almost instantaneously.

2) You walk faster forward, even when "looking," than when sidestepping.

- Look under rocks for Walther P-4 magazines. Those Germans seem to have really liked hiding their ammo under debris.
- Corpses are generally people who got killed while reloading, keep this in mind for two reasons:
 - 1) When you find a body, look around for the magazine that he dropped when he was attacked while reloading.
 - 2) Try not to fall into the same trap that they fell into. This is particularly important when fighting groups of creatures. That extra second lost because you walked into a room full of zombies with your gun loaded with only one bullet may be the extra second you needed to survive.
- Try to keep track of the bullets you have left in your gun. This is difficult, and is not often very helpful, but sometimes it can be a lifesaver. (see previous hint.) Also, if you know you're about to enter a dangerous situation it's usually a good idea to load a fresh magazine into your gun.
- Make sure you have the correct crystal ready (and charged!). This is an obvious one, but few things are as frustrating as trying to use the Yellow Crystal on a Banshee.
- Fight on your own terms. Again, this is perhaps stating the obvious, but it is so important. If you have a particular "terrain" you like to fight in, try to lure the monsters to such an area. I personally like to lure the monsters into a bottle-neck, where they can't spread out. Given a big, open room, the monsters will try to fan out and surround you to allow the greatest number of monsters a clear shot at your camouflaged butt (pretty smart critters, huh?). I like to fight in an open room where the monsters have to get through a doorway to get to me. This will do five things for you:
 - 1) You have room to dodge, and they don't.
 - 2) No matter how many there are of them, only a few of them can hit you, but they can often hit each other. (Remember, these buggers will not fire if another monster is in the way; however, they will walk into a shot to get to you, so they are not that smart. Use this to your advantage.)
 - 3) This way, monsters that have to get close to attack you, like Phantasms, are

given only one way to close in on you, and you will be using distance attacks on them while they do.

4) You have a faster fire rate than nearly all of the monsters, and this lets you take advantage of that because...

5) The danger is in front of you. You almost don't need to worry about what is to the other three sides, and can therefore keep your fire concentrated in one spot.

- Never get surrounded. Sometimes it just can not be helped but those times are few and far between. If you get surrounded you will get rocked.
- Use the corners and the alcoves/nooks. (No, not the breakfast nooks!) When you have your back in a corner (so that you are touching two connecting, perpendicular walls), you have very effectively eliminated over 60% of the possible angles from which you can be attacked. If you back into an alcove (so that you have walls to your left, right and rear) you have eliminated over 80% of the possible angles from which you can be attacked. These are the kinds of things that keep you alive.
- Keep in mind the previous hint particularly when you want to rest. The more open the area, the more pointless it is to sleep, since you have a greater chance of being attacked, and it will likely take you longer to kill whatever is attacking since you may have to turn as much as 270° to find the sucker. (This is the kind of place where that active-panning-stereo-ear-mutilator gadget becomes less of a frill and more of a tool, right?)
- Be aware of the Left-Wall-Rule™. For those of you not familiar with it, sometime waaaaaay back in the beginning of 3-D adventures (my guess would be when Wizardry I came out) people discovered the Left-Wall-Rule™. What they realized was, that if you start in a given direction, and always walk along the left wall, you will eventually come back to where you started. Seems pretty obvious now, right? (By the way, feel free to use this hint in other games, especially other games from Bungie Software Products Corporation — “Your source for games that kick butt.”) Note: You can use the right wall with just as much success, I call it the Left-wall-rule™ because that is how I first heard it referred to.
- Learn to shoot accurately.
- If you have a long hallway, especially if it isn't wide, and you get attacked, there are two options: forward and back (standing still is pretty useless, unless you have trouble firing and moving at the same time). Moving forward closes the range and

makes your shots do more damage. Moving back forces the monsters to follow you if they want a piece of you. Often part of a group will not follow and this will allow you to take them down piecemeal. Even if they do all follow, somewhere behind you there is probably an open area or a corner. If it is an open area, dodge. See earlier hints if you are unclear on this. If it is a corner, you're set, since you can pick each one off as it comes around the corner, usually before it gets a chance to shoot/throw/excrete something at you. Note: Zombies, Ghouls and Oozes have a very annoying habit of hooking their missiles around corners just before they themselves come around a corner, and it is nearly impossible to nail them before they fire. Be warned.

- Remember, you can pause the game at any time, just by clicking the mouse button anywhere outside the World View Window, hitting ESCAPE, command-2, command-3, or command-4. This comes in handy when changing weapons in the heat of battle (it gives you a chance to actually think about it).
- If you are attacked while resting, you will wake up. As soon as you wake up, try to dodge. This can actually work. If the monster is in front of you, then you can sidestep. However, if you can't see him when you wake up, try moving backwards (or forwards, if you know you have your back to a wall.) If you went to sleep in an open area (which I know I told you not to do) and you wake up to an attack that you can't see, moving forward/backward has a 66% chance of dodging, while left/right has a 33% chance (Simply two out of three and one out of three, respectively). You can increase your chances of dodging something fired while you are asleep if you pause the game before resting. That way, when the game clicks back on, you are already automatically paused.
- Some monsters give more subtle audio clues that they have been hit. Listen for these to tell whether your aim is on target or not.
- Teleporters. They can be a nuisance, but you can make them work for you. When you teleport somewhere, if there is a return teleporter (there usually is) you can use it as an escape route. Usually you are arriving from an area you have just cleared, so you can use it as a haven and sleep there.
- Hitting shift-hyphen “_” will bring up the status screen. This is a neat “undocumented” feature, that gives all sorts of information about your progress.

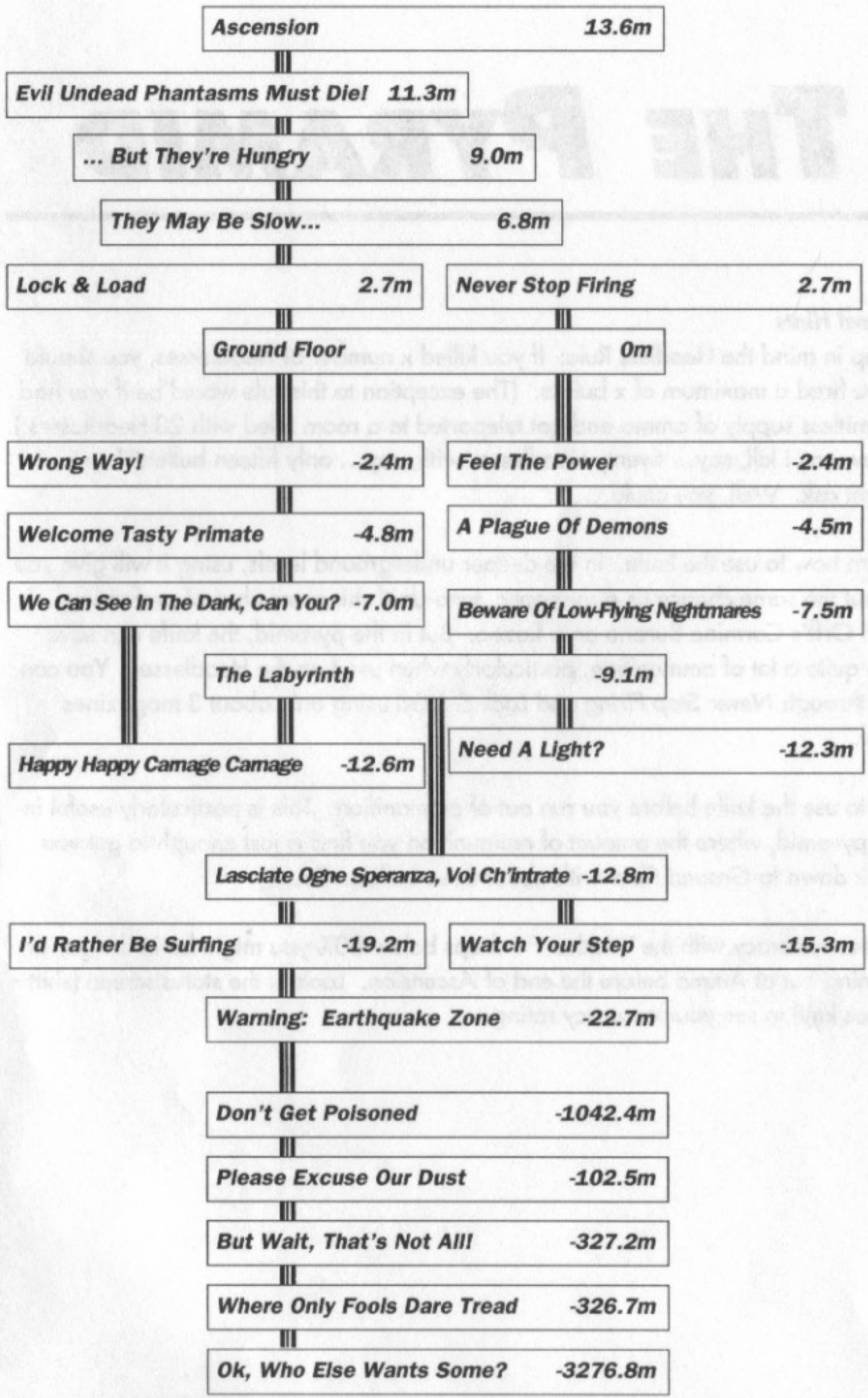
LEVEL MAP

You start on the **Ground Floor**. From there go to **Never Stop Firing** to get the **Yellow Crystal**. Go back through the **Ground Floor** and over to **Lock & Load**, then up to **They May Be Slow...** Make sure you get the **Blue Crystal** and then go to ... **But They're Hungry** and then up to **Evil Undead Phantasms Must Die!** Proceed up to **Ascension** to get the **Alien Pipes**. You then have to work your way back down to the **Ground Floor** and play the pipes on the blue rune to open the locked doors.

Now, go down to **Wrong Way!** At first you have to go down to **Welcome Tasty Primate**. You'll walk around here for a while and then back up to **Wrong Way!** Once back on **Wrong Way!** you need to find the other ladder that goes down to **Welcome Tasty Primate**. When back on **Welcome Tasty Primate**, for the second time, you can find the **Silver Key**. Go back up to **Wrong Way!** and open the silver doors to get the **Orange Crystal**. Now you can go back down through **Welcome Tasty Primate** to **We Can See In The Dark... Can You?** Turn off your flashlight and make sure you get the **Red Potion**, then go to **Happy Happy Carnage Carnage**. Get the **MP-41 Machine Pistol** and the **Red Cloak** then haul your butt back to the **Ground Floor** and go down to **Feel The Power** and then **A Plague Of Demons** for the **Cedar Box**. Next, go through **Beware Of Low-Flying Nightmares** to **The Labyrinth**. While in **The Labyrinth** get the **Violet Crystal** and then head for **Need A Light?** Get the **M-79 Grenade Launcher**, **Radio Beacon**, and **Brown Potion** there.

Now, go back up through **The Labyrinth** and go down to **Lasciate Ogne Speranza, Voi Ch'intrate**. Go down to **Watch Your Step** and get the **Green Crystal** and the **Nuclear Device**. Go back through **Lasciate Ogne Speranza, Voi Ch'intrate** and down to **I'd Rather Be Surfing** and get the **AK-47**. Go down to **Warning: Earthquake Zone** and pick up some **AK-47 Ammo**, the **Lead Box**, and the **Pale Violet Potion**.

Run through the teleporter to **Don't Get Poisoned**, then go through **Please Excuse Our Dust, But Wait, That's Not All!**, and **Where Only Fools Dare Tread**. Get the **Black Crystal**, then go through **OK, Who Else Wants Some?** Get the **Alien Gemstone** and put it in the **Lead Box**, set the **Nuclear Device** and then get yourself back to the **Ground Floor** and run through the exit to reach minimum safe distance!



THE PYRAMID

General Hints

- Keep in mind the Headless Rule: If you killed x number of Headlesses, you should have fired a maximum of x bullets. (The exception to this rule would be if you had a limitless supply of ammo and got teleported to a room filled with 20 Headlesses.) "How can I kill, say... twenty Headlesses with, say... only fifteen bullets?" you might ask. Well, you could...
- Learn how to use the knife. In the deeper underground levels, using it will give you about the same chance as a dyspeptic, tone-deaf rhinoceros has of performing Carl Orff's *Carmina Burana* on a kazoo. But in the pyramid, the knife can save you quite a lot of ammunition, particularly when used on the Headlesses. You can get through *Never Stop Firing* and *Lock & Load* using only about 3 magazines total.
- Try to use the knife before you run out of ammunition. This is particularly useful in the pyramid, where the amount of ammunition you find is just enough to get you back down to *Ground Floor* with about three bullets. So...
- If your accuracy with the Walther P4 drops below 80% you might be in danger of running out of Ammo before the end of *Ascension*. Look at the status screen (shift - minus key) to see your accuracy rating.

GROUND FLOOR

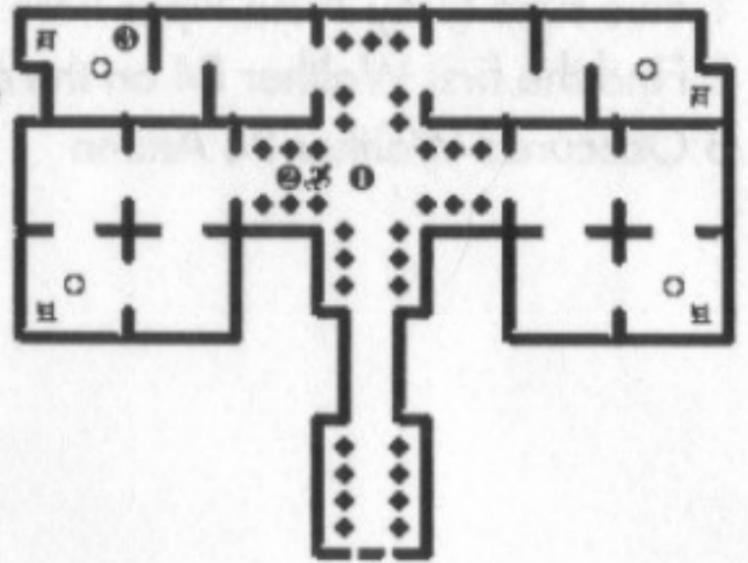
The Pyramid, Elevation: 0m

Why can't I open the door right behind me?

Well, this is the door you came in through. You want to leave already? Too bad, you're stuck here until mission complete!

What do I do on this level?

Not much to say about this level. Pick the stuff up. Drop the copy of *Mein Kampf*, it is fascinating reading, but very disturbing; and being trapped inside the physical manifestation of an awakening god's mad dreams is disturbing enough as it is.



Which ladder should I take?

At this point you will have to decide whether you want to go to *Lock & Load* or *Never Stop Firing* first. I suggest *Never Stop Firing* because you get the Yellow Crystal there, and then will have it on the way to the top of the pyramid. (*Never Stop Firing* connects only to *Ground Floor*.)

Why can't I get the two doors east and west of the blue rune to open?

Perhaps there is something that you need to get or do before you can open those doors, hmmmm?

Reprise

I played the pipes, but the doors didn't open. What's wrong?

You have to stand on the Rune while you play the pipes.

Should I go down the west ladder to *Wrong Way!* or the east ladder to *Feel the Power*?

It's perfectly OK to try going down both ladders. However, you will get killed within ten seconds on *Feel the Power*.

Ummm, I'm kinda low on ammo, and I've just started fighting Ghouls. What can I do to conserve ammo at this point?

Don't be misled by the Ghouls. Just because they do a lot more damage than the

Zombies, and they take more damage doesn't mean they are better in all respects. You can stab a Ghoul with better results than with a Zombie. This doesn't work as well with more than one Ghoul, but when facing a single ghoul... stab away!

Points of interest:

- 1 Blue rune (play Alien Pipes here to open the doors)
- 2 Find the first Walther P4 on the dead guy here
- 3 Obscured Walther P4 Ammo



NEVER STOP FIRING

The Pyramid, Elevation: 2.7m

Why can't I open all these doors?

Why do the doors only open sometimes?

All of the doors on this level, except one, can be opened from the side furthest from the ladder.

What do I do with the chains?

Pull them.

What do the chains do?

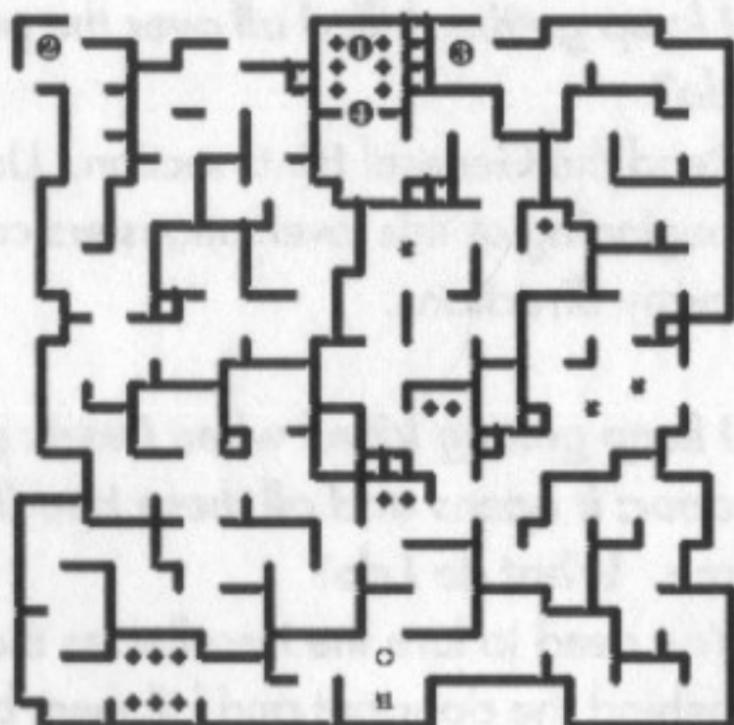
Each chain partially opens the door in the center north of the level. When both have been pulled, you can get into the room behind the door.

Points of interest:

1 Yellow Crystal

2,3 Chains

4 Door opened by chains



LOCK & LOAD

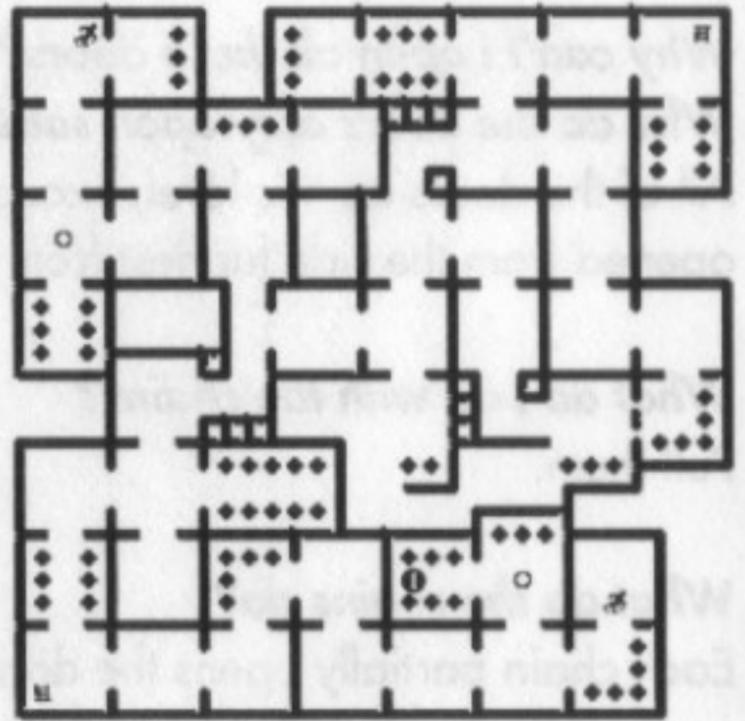
The Pyramid, Elevation: 2.7m

I keep getting killed all over the place, what do I do?

Read the General Hints section. Use caution at the beginning of this level—monsters can come from many directions.

I keep getting killed when I walk past this one door: it opens and all these Headlesses ambush me. What do I do?

You need to lure the Headlesses that are not behind the door out and kill them before opening the door. To do this, you walk up almost to the door, and wait for the Headlesses in front of you to attack.



I keep getting killed when I walk through this one door and it closes behind me, what do I do?

Don't walk through it... not right away, at least. Kill as many of the monsters inside the room as you can, before actually entering the room. Having killed those monsters, you can rest, if you need to, and then enter without getting surrounded.

Points of interest:

1 Emerald

THEY MAY BE SLOW ...

The Pyramid, Elevation: 6.8m

What can I do about my dwindling ammunition supply?

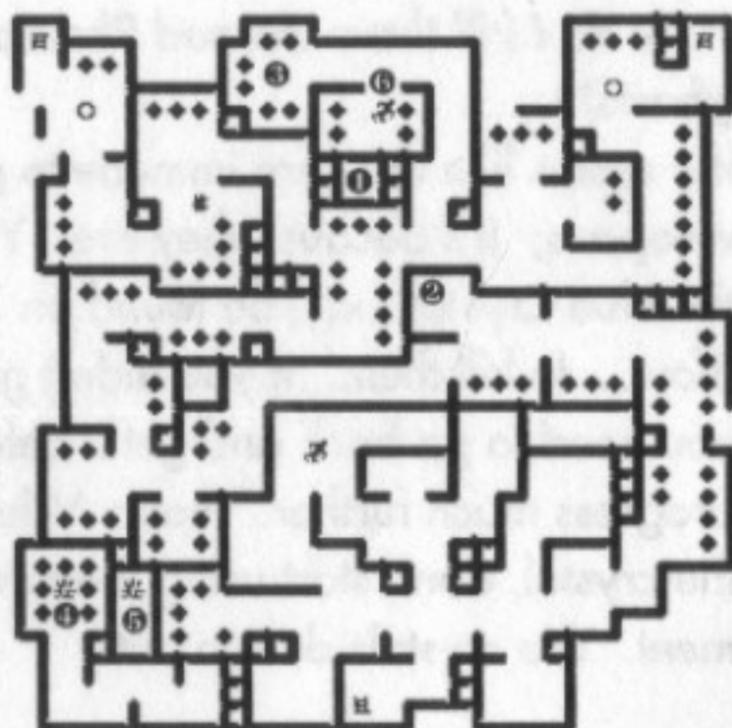
There is an ammo cache that one guy tells you about. It's hidden in the room with all the bones. Other than that, read the General Hints section again, concentrating on the sentences with the phrase "use the knife" in them.

I notice in the map in this book there is a secret door near the dead guy. Should I go back and check it out?

Yes. Absolutely. Keep talking to the dead German until he tells you about the guy who walked through the wall. Then walk through the wall. (You don't have to talk to him to walk through the wall.)

Points of interest:

- 1 Blue Crystal is in this secret room
- 2 There's a stash of ammo hidden in a skull here. You'll need to do a search to find it.
- 3 Silver Bowl
- 4 Teleporter in this secret room goes to *...But They're Hungry*
- 5 Teleporter in this secret room goes to *Evil Undead Phantasms Must Die!*
- 6 Silver Medal

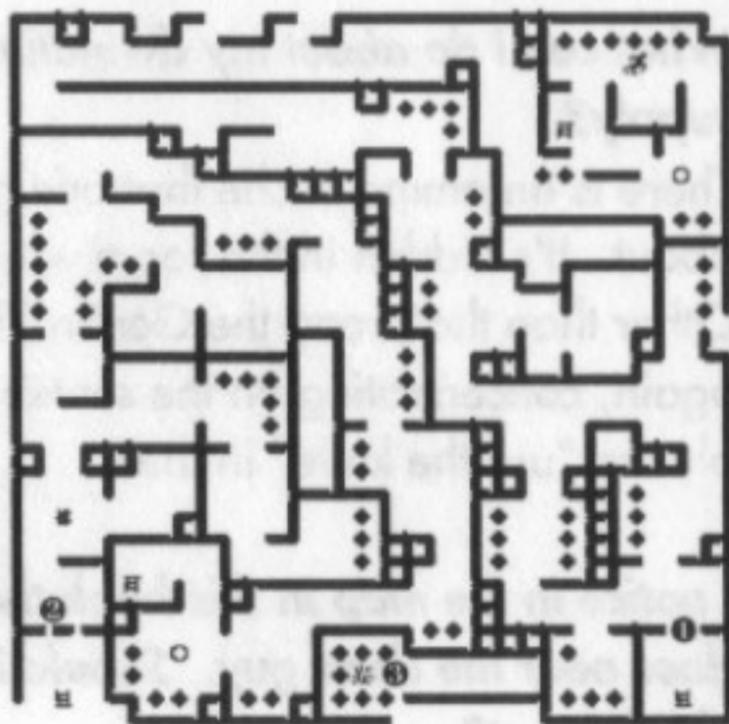


... BUT THEY'RE HUNGRY

The Pyramid, Elevation: 9.0m

How do I kill those darned Phantasms (the black ghosts)?

If it seems like they are immune to physical weapons; it's because they are. You need to use the Blue Crystal that you found on *They May Be Slow...* to kill them. If you didn't get the crystal, you need to go back and get it before you can progress much further. Note: When you do get the crystal, don't start using it on everything you meet. The crystals do run out!



Additional hints

- There are two, completely separate sections to this level, and the only way from one to another is through the levels above and below. However, be warned: the door to the ladder you first enter from will lock behind you. This means that later, when you have to come back down, you will have to take the other route.

Points of interest:

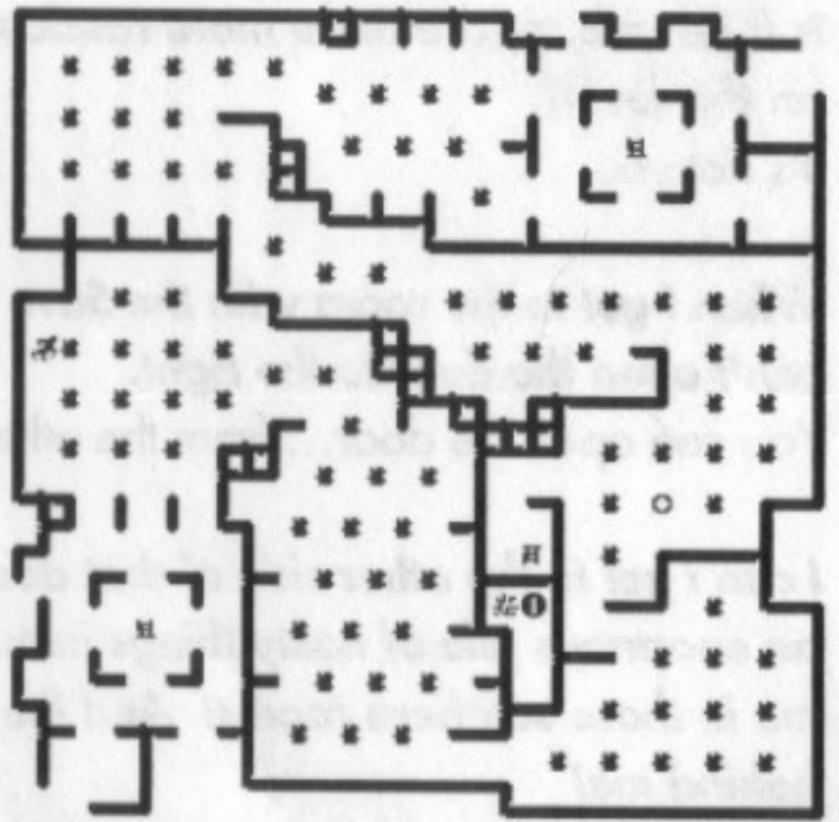
- 1,2 Doors which close behind you.
- 3 Teleporter in this secret room leads to *They May Be Slow...*

EVIL UNDEAD PHANTASMS MUST DIE!

The Pyramid, Elevation: 11.3m

Is there some way I can climb up to this level and not get totally spanked?

No. Just kidding. There are two ways to deal with this: Hit-and-Run-away or Hit-and-Run-through. First method: go up the ladder, kill as many nasties as you can, and go back down before you die. Rest at the bottom of the ladder, and go back up when you are at full strength. Repeat as necessary. Second method: go up the ladder and run towards the nearest monster in front of you, while killing it. Repeat this procedure on any other beasties that get in your way while you run to one of the side rooms. These side rooms are south of the southwest ladder and east of the northeast ladder. In these rooms you have enough room to dodge and the monsters only come from one direction.



What does the pearl do?

Other than increase your score, and thereby your vitality, it serves as the title to a really lousy story by Steinbeck.

This MP-41 magazine, should I keep it?

Only if you plan to use the MP-41 machine gun that you find later on. (Yes)

Additional Hints

- You should notice that this level is made up mostly of single-square-walls. It is easy to get ambushed in this area if you're not careful. Try using the Shift Key to look quickly to your left or right.

Points of interest:

- 1 There's a teleporter in this secret room that leads to *They May Be Slow...*

ASCENSION

The Pyramid, Elevation: 13.6m

Is it just me, or are there more random monsters on this level?

It's not you.

When I get to the room with the Save Rune, I can't open the door to the right.

You can open the door... from the other side.

I can't get to the other side of that door, there's an enormous pile of nasty things intent on killing me in those southern rooms! And the doors close behind me!

Yeah, this is kind of inconvenient. Fortunately, you have a doorway that funnels them all into one line. This makes them more likely to shoot each other, and makes your aiming easier. In addition, you do still have enough room to dodge.

I still can't get to the other side of that door, there's an even enormouser pile of nasty things in that center L-shaped room intent on killing me! And the doors still close behind me!

This is a tough room, and there really aren't any tricks that let you win it easily. However, many of the hints given in the General Hints section apply here, especially the ones about how to dodge, but not the ones about the knife. Make sure you have enough ammo, since trying to finish that room with only the knife and the Blue Crystal is nearly impossible.

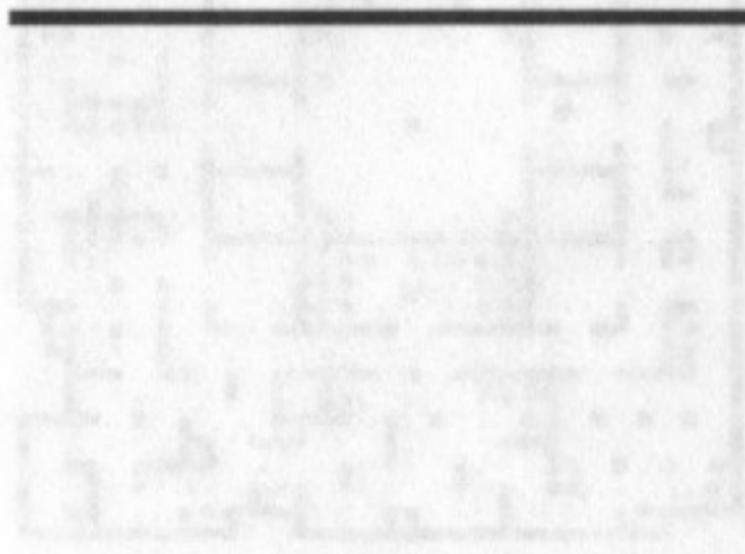
I have the Alien Pipes, but there is nothing else on this floor. Now what do I do?
Go back down to the ground floor. The Alien Pipes will open the previously locked doors.

Points of interest:

- 1 The Alien Pipes are here
- 2 Enormous pile of nasty things
- 3 Enormouser pile of nasty things



THE CATACOMBS



and then go down one of the ladders.

Which ladder should I go down?

Doesn't matter. They all go to the same room on

Welcome Terry. Thanks.

Replies

Okay, I'm back on Wrong Way and I can't figure out what to do.

Go to the southwest corner of the level. There's another ladder there that goes back

down to Welcome Terry. Thanks, but on the other side of the silver door.

Replies II

There are one a lot of these right? And I have to open all of them doors?

No you don't. I'll let you explore the area that way or may not have opened in them.

Be sure to get the orange crystal and the blue potion, though!

Points of Interest

1 Orange Crystal

2 Blue Potion

WRONG WAY!

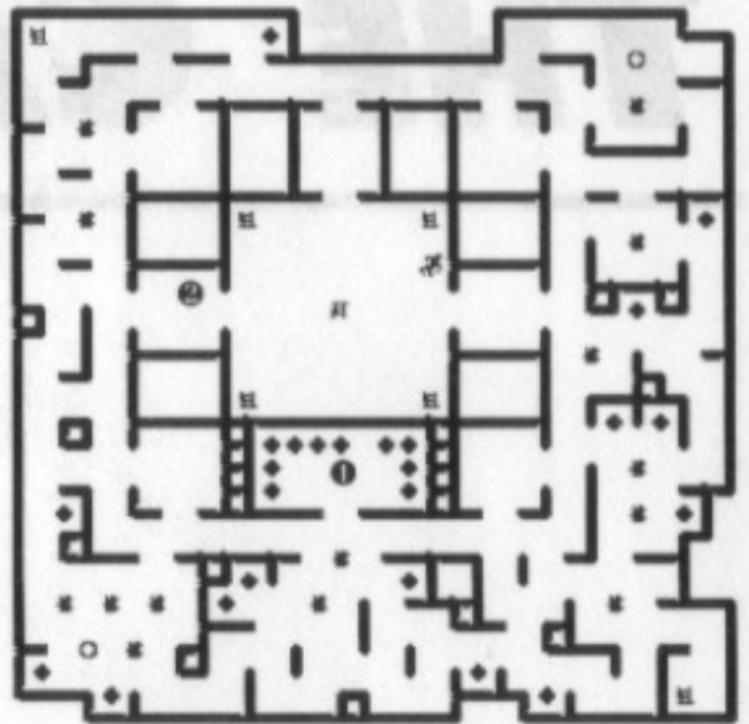
The Catacombs, Elevation: -2.4m

How do I open the silver doors?

You need to get the Silver Key on *Welcome Tasty Primate*. All you can really do is clear this room and then go down one of the ladders.

Which ladder should I go down?

Doesn't matter. They all go to the same room on *Welcome Tasty Primate*.



Reprise

Okay, I'm back on Wrong Way! and I can't figure out what to do.

Go to the south-east corner of the level. There is another ladder there that goes back down to *Welcome Tasty Primate*, but on the other side of the silver door.

Reprise II

There sure are a lot of those Nightmares, do I have to open all of these doors?

No you don't. I'll let you explore the ones that may or may not have ammo in them. Be sure to get the orange crystal and the blue potion, though!

Points of interest:

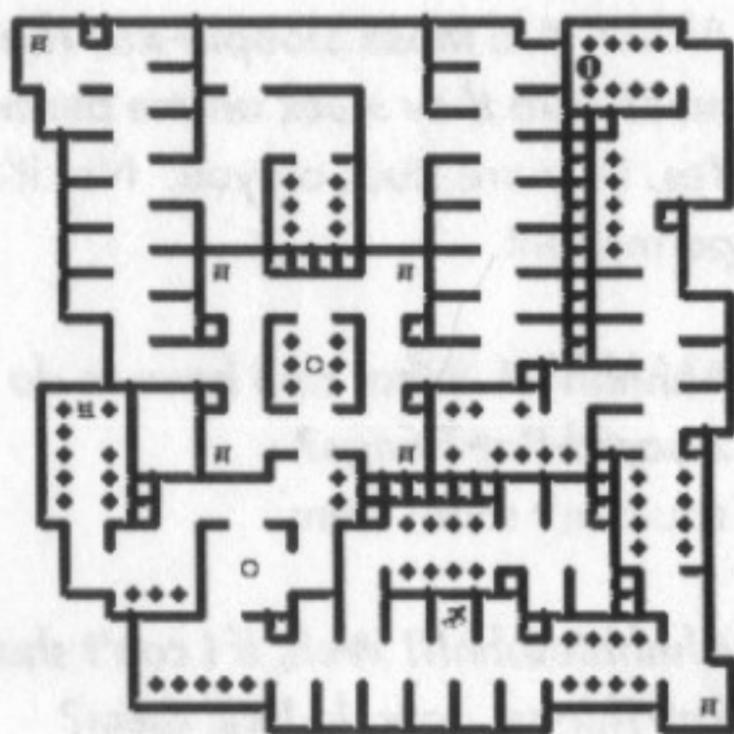
- 1 Orange Crystal
- 2 Blue Potion

WELCOME TASTY PRIMATE

The Catacombs, Elevation: -4.8m

Okay, I've come down here, but I still can't find any Silver key. Are you sure it's here?

Yes, it is. However, it is in the other half of the level, past the silver door. You now need to go up the north-west ladder and back to *Wrong Way!*



Reprise

Is that dead guy crazy or what?

His elevator doesn't go all the way to the top. He's a couple of beers short of a six-pack. All his dogs aren't barking. He's a couple of cheerleaders short of a squad. He's a loon. Once you get the key go back up to *Wrong Way!* and open the doors you find there.

Points of interest:

1 Silver Key

We Can See In The Dark... Can You?

The Catacombs, Elevation: -7.0m

Ahhh! Are those Stoopid-Rat-Things stuck on me?? Are they stuck on me permanently?

Yes, they are stuck on you. No, it's not permanent.

Ahhhhhh!! What do I have to do to shoot those Stoopid-Rat-Things?

You can't shoot them.

Ahhhhhhhhh!!! Well, if I can't shoot the Stoopid-Rat-Things, how do I kill them?

You don't kill them. But you can make them go away.

Ahhhhhhhhhhhh!!!! Okay! I'm desperate! Tell me what to do to rid myself of those Stoopid-Rat-Things!!

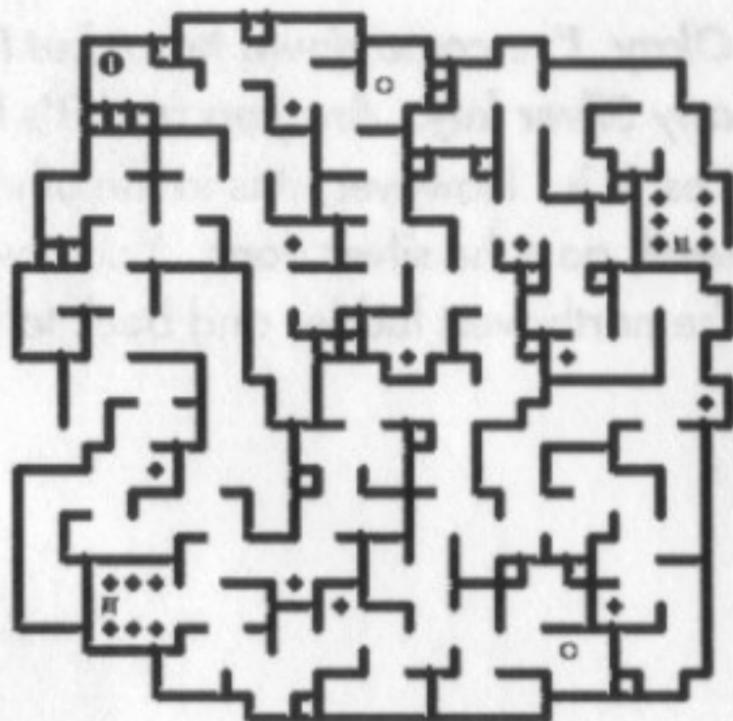
The Stoopid-Rat-Things are attracted to light. Turn off your flashlight (yes, it is that simple). The monsters aren't kidding when they say they can see in the dark; you can't.

These Nightmares are giving me nightmares!

Try using the Orange Crystal to stop the Nightmares in their tracks. You can then pop them with one shot from the P4.

Points of interest:

1 Red Potion



HAPPY HAPPY CARNAGE CARNAGE

The Catacombs, Elevation: -12.6m

Hey, this level is tough. Am I missing something?

Probably not. It is meant to be tough.

Ummm, I'm getting kind of low on ammo. Any suggestions?

You get more ammo on this level, against the north wall, where all the bodies are. But you have to get there.

What the...? When I stepped on the yellow arrow-thingy, a million bazillion monsters came out and buttered my muffin. How could I possibly kill them all with just a pistol?

I would not even want to try. You need a bigger gun! Did you search the bodies first? Didn't think so. Search the bodies, get the... here it comes... machine gun,

and then try it.

I tried it with the machine gun, but I still got spanked.

Yeah... well, I didn't really mean that you would be able to do it with the machine gun, I just thought you should try it. It can be done with only the machine gun and the orange crystal, but it is very difficult. There are two different things that can help you, you can use one or both of them. I'll let you think about it now, and answer it in the next question.

Okay, stop playing games with me, what else do I need in order to complete the Carnage Room™ before I go crazy?

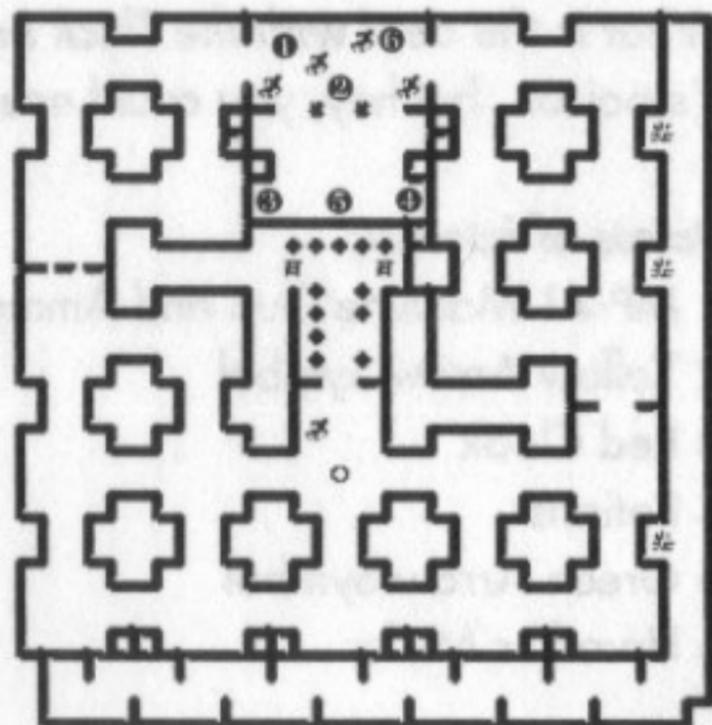
There are two items you can use to make this room manageable. First, you can use the Bubbling Red Potion you found on *We Can See In The Dark, Can You?* Second, you can get the Violet Crystal from *The Labyrinth*, and use that. You can even use both, see if I mind. (Help on getting the crystal is in the section on *The Labyrinth*.)

Should I save all of the apparently-useless-but-perhaps-vital stuff that I found in the Carnage Room™?

Yup.

How do I open the doors to get out of the Carnage Room™?

Step on the green arrow symbol.



I can't wait, and I can't figure it out. What does the Red Cloak do?

It slows time for the wearer. Try fighting a monster while wearing it, you'll get the idea.

What is the deal with the Thick Brown Potion?

It's poison, but hey, you could need poison later on, couldn't you?

Points of interest:

- 1 MP-41 Machine Gun and Ammo
- 2 Yellow Arrow Symbol
- 3 Red Cloak
- 4 Potions
- 5 Green Arrow Symbol
- 6 Here lies Muller

out and butchered my muller. How could I possibly kill them off with just a pistol? I would not even want to try... You need a bigger gun. Did you search the bodies here? Didn't think so. Search the bodies, get the... here it comes... machine gun, and then try it.

I tried it with the machine gun, but I still got spanked.

Yeah... well, I didn't really mean that you would be able to do it with the machine

gun, I just thought you should try it. It can be done with only the machine gun and

the orange crystal, but it is very difficult. There are two different things that can help

you, you can use one or both of them. Let me think about it now, and answer it in

the next question.

Okay, stop playing games with me, what else do I need in order to complete the

damage from the stone I got crazy?

There are two things you can use to make the room manageable. First, you can use

the bubbling Red Potion you found on the Car 2 in the Dark Car-Yard? Second,

you can get the Violet Crystal from the laboratory, and use that. You can even use

both, see if I mind. (Help on getting the crystal is in the section on the laboratory.)

Should I save off of the experiment-usable-but-potentially-lethal stuff that I found in

the Corridor Room?

Yes.

How do I open the door to get out of the Corridor Room?

Step on the green arrow symbol.

FEEL THE POWER

The Catacombs, Elevation: -2.4m

Are there any questions to ask about this level?

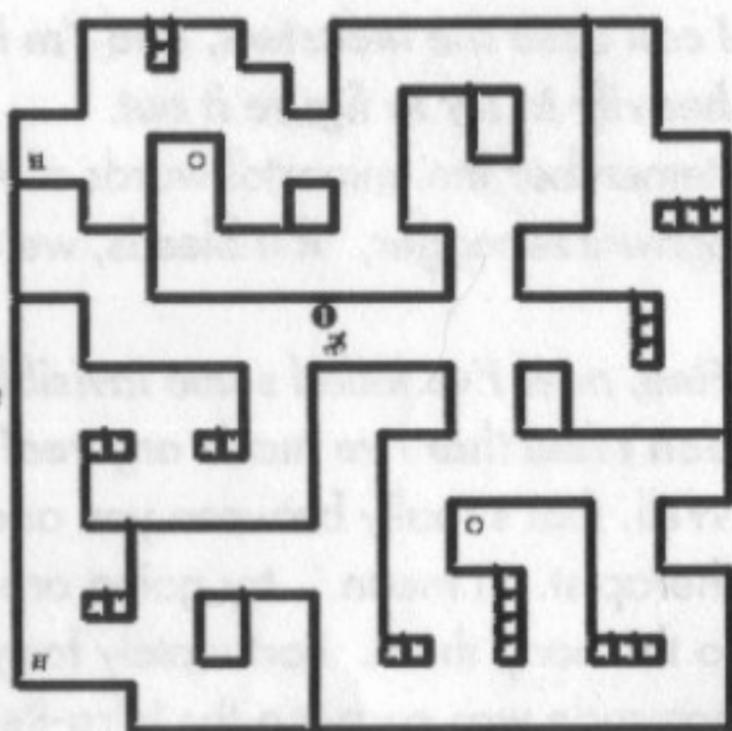
Not really.

General hint:

Try not to be too wasteful with your ammo, you will probably be getting low about now. There are a few MP-41 clips on this level, but not many.

Points of interest:

1 Gold Ingot



A PLAGUE OF DEMONS

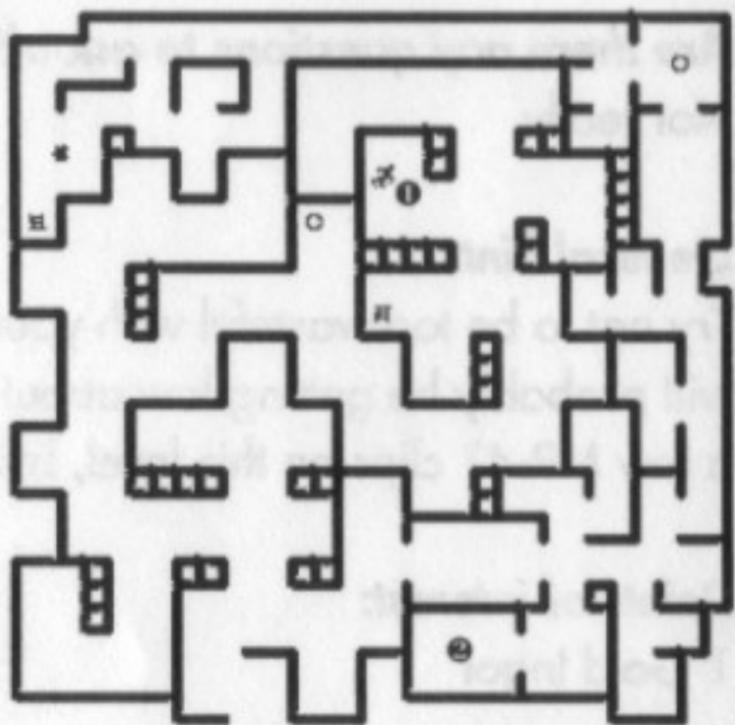
The Catacombs, Elevation: -4.5m

I can't see the monsters, and I'm freaking out too heavily to try to figure it out.

Remember the immortal words of Arnold Schwarzenegger, "If it bleeds, we can kill it."

Fine, now I've killed some invisible things. I don't feel that I've made any real progress.

Well, that's really between you and your therapist... I mean... try going around to your left, to the body there. Fortunately for you, your dead comrade was carrying the Infra-Red goggles. Now might be a good time to use them.



I'm getting painfully low on ammo, and I want a hint other than: "Try to conserve ammo. See the General Hints at the beginning."

Well there's good news and there's bad news. The bad news is that I need to say that conserve ammo stuff. So just pretend that this is the annoying sentence about conserving ammo. Now the good news: Your ammo troubles are coming to an end very shortly.

Got any hints for the room stuffed full of Wraiths?

Don't run into the room, let them come out to you. You can use the Orange Crystal on them, especially while your gun is reloading.

What does the Cedar Box do?

Try playing around with it. What items fit inside it?

I still can't figure out the Cedar Box

Try putting something in it and sleeping.

Tell me the secret of the Cedar Box before I kill you!

After a few minutes, it duplicates any ammo put in it. If there is no ammo in it, it will duplicate whatever was in it last.

Points of interest:

- 1 Infra-Red Goggles
- 2 Cedar Box

BEWARE OF LOW-FLYING NIGHTMARES

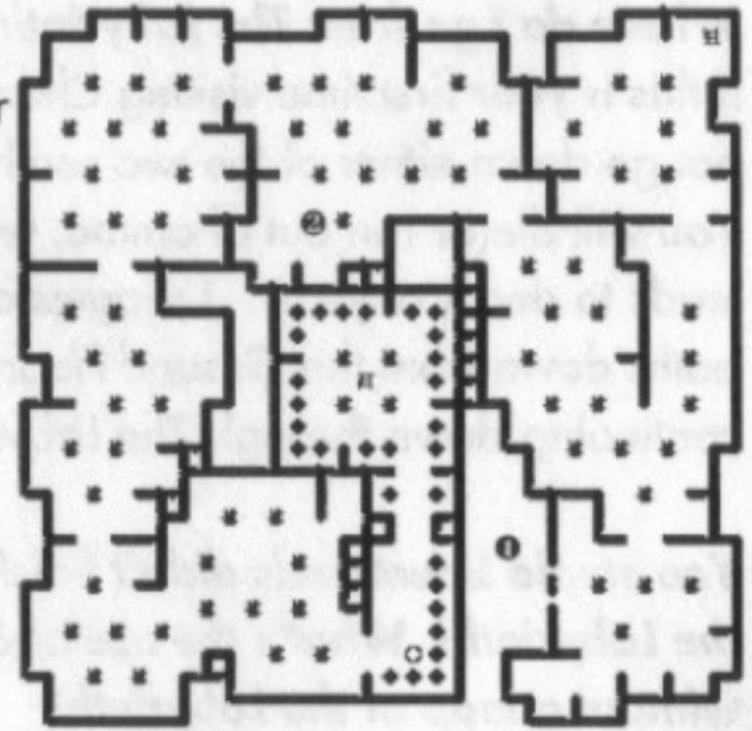
The Catacombs, Elevation: -7.5m

How do I open the Gold Doors

The gold doors require the gold key (gee, I wonder what's inside?). The gold key is found *Where Only Fools Dare Tread*.

Points of interest:

- 1 11 Gold Ingots in here
- 2 Diamond Necklace



THE LABYRINTH

The Catacombs, Elevation: -9.1m

Where do I go from The Labyrinth?

If this is your first time visiting Chez Labyrinth, do not go down either of the two southern ladders. You will die or run out of ammo, which usually leads to death anyway. I suggest completing both paths down from the *Ground Floor*, before continuing down through *The Labyrinth*.

You stupid boneheads didn't finish the map to the Labyrinth! What's the use of a hint book without a map of the Labyrinth?

Actually, it's more useful than a hint book with a map of the Labyrinth. Try going there a couple times and then go on to the next hint.



Ack! The layout of the Labyrinth keeps changing! Is that why the map is incomplete?

You got it on the first guess. The only thing constant is the four ladders; one in each corner.

How can I keep those Spheres from sneaking up behind me?

You can't. However, there is a trick to minimizing the damage they do. When a Sphere attacks you from behind, turn halfway towards the Sphere, then use the "look" function (shift + turn key) to instantaneously turn the rest of the way ("looking" left 90° is a lot faster than turning left 90°).

Is there anything of value here?

The violet crystal can be found in the center of the labyrinth.

Points of interest:

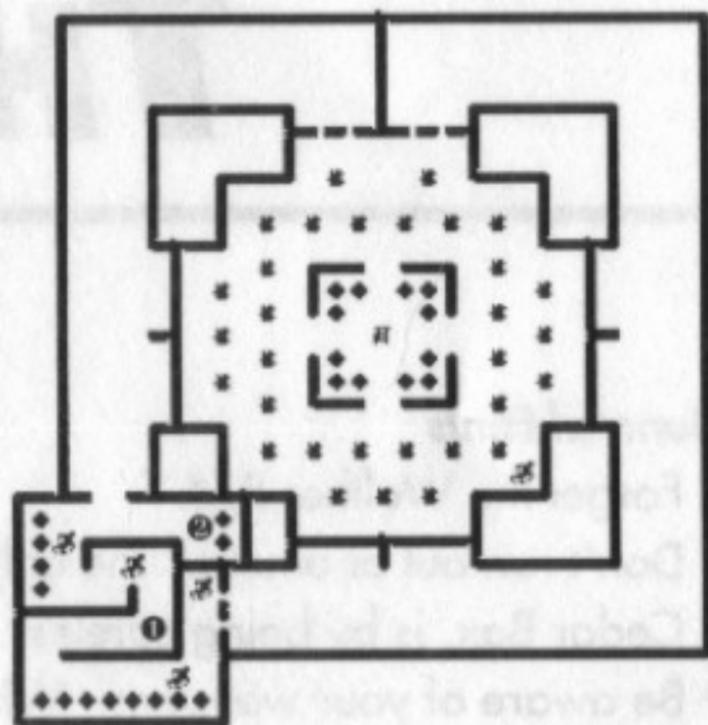
- 1 Down to *Happy Happy Carnage Carnage*
- 2 Up to *Beware Of Low-Flying Nightmares*
- 3 Down to *Need A Light?*
- 4 Down to *Lasciate Ogne Speranza, Voi Ch'intrate*
- 5 Violet Crystal

NEED A LIGHT?

The Catacombs, Elevation: -12.3m

General Hints.

Remember the retrograde (moving backward while firing). This level is mostly one, long hallway filled with Oozes and Nightmares. However, it is so wide and so long that you can easily dodge nearly all the shots that come at you. As soon as you come upon a group of beasties, start firing. When you see several shots come at you, sidestep to avoid them and move back if the monsters are getting too close for comfort. Continue this until the monsters are gone. Easy.



Uh, I found the rest of my team. They're all dead. That sucks.

Pump them for information. Make sure you talk to Steve about the Bomb code, and get the radio beacon. Greg isn't here and he has the bomb. You'll find him later.

658

Yoikes! I just got killed by a huge blue thing. Help!

The "Big Blue Meanie" is the toughest single monster you will have to fight in the entire game. You can use either the MP-41 or the M-79 on him, it doesn't really matter (if you use the M-79 make sure you are using HE cartridges). If you don't have the Cedar Box, you will die. Also make sure beforehand that you have enough ammo: this guy can shrug off well over fifteen HE Cartridges. Do not go toe-to-toe with him, you will die. Retrograde constantly when facing him. Keep moving back as long as you have room. And try to dodge his shots, it will let you last longer. You may very well have to move backwards all the way to the locked door. This is just about the only case where the Blue Crystal is better than the Orange Crystal, because it immobilizes Big Blue for longer. In addition, you can switch back and forth from the M-79 to the MP-41. When one starts to reload, use the other, then switch back when that one is empty.

Points of interest:

- 1 In this hallway you'll find most of your team (killed by The Big Blue Meanie), the Radio Beacon, and the M-79
- 2 Amethyst Ring, Brown Potion

code's 7st 3 digits changed from 287 to 658

THE PIT

General Hints

- Forget the Walther P/4.
- Don't run out of ammo. The only way you can do this, now that you have the Cedar Box, is by being careless.
- Be aware of your weapons. When your MP-41 is reloading, use the M-79, or vice versa.
- Since you can't run out of ammo, don't skimp on the grenades. Feel free to lob those puppies at anything that moves.
- It is often useful, when facing a group of nasties, to start off by tossing them a Fragmentation Cartridge (as sort of a meat tenderizer). Follow this quickly with lots of hot lead.

LASCIATE OGNE SPERANZA, VOI CH'INTRATE

The Pit, Elevation: -12.8m

Okay, I'll bite. What the hell language is that, and what does it mean?

It's Italian and translates to, "Abandon Every Hope, All Who Enter Here." It's the inscription above the gates of Hell in Dante's Inferno.

Comforting, isn't it?

I can't kill the Skinny Buddha Dudes.

You need something from a lower level to kill them.

Is there something special about the Red Velvet bag?

Try loading it up with lots of stuff. Never seems to get full, does it?

Points of interest:

- 1 Red Velvet Bag
- 2 Blue Potion



WATCH YOUR STEP

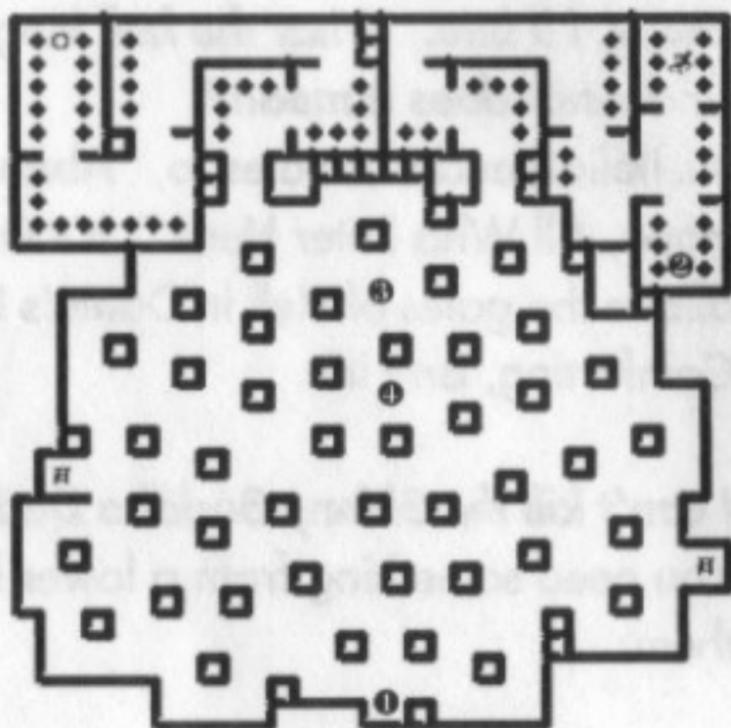
The Pit, Elevation: -15.3m

There's more of those darned cross-legged-don't-do-nothing-sitting-there-meditating-Skinny-Buddha Dudes. Is the thing that I need to get past them on this level?

Yep.

Hey, no fair. There's this big clump of monsters to the south, and there's so many of them I keep getting killed. Do I need to go there?

Yup. Watch out, the Skitters are smart and they'll out-flank you if they can.



What's there?

Green Crystal

Okay, I got the Green Crystal, killed the Skinny Buddha guys, and now I'm talking to Greg. What should I ask him?

Ask him about the bomb. I hope you got the new code from the guys in the room with The Big Blue Meanie.

What's this weirdness about a dishwasher?

There is a real person named Greg. Greg Kirkpatrick. He had a dishwasher accidentally dropped on his head from three stories up. He's fine now, and his StreetFighter II playing ability seems to be returning. Thank you for asking.

Points of interest:

- 1 Green Crystal
- 2 Nuclear Device
- 3 Sapphire
- 4 Sapphire

I'D RATHER BE SURFING

The Pit, Elevation: -19.2m

I keep getting killed when I run down that long hallway. What do I do?

Don't run down it, you'll get surrounded and that's the end. You have to pick them off a few at a time.

Gasp!! I died in that suffocation room. That's not fair!

Tough.

"Tough" my butt, tell me how to get past it!

No

Give me a hint?

Well...

Please?

Okay. What you want to do is not break out, but take as long to die as possible, because if you take longer than two hours, you get to live. Now, what item have you found that would let you take longer to do something than normal.

I still can't figure it out.

You need to use the Red Cloak. You can sleep, make more ammo, go get a drink (in the real world) or whatever, until the door opens. Don't forget to take the cloak off when you're done!

You're a jerk for making me beg.

Yeah, I know. I just can't help it.

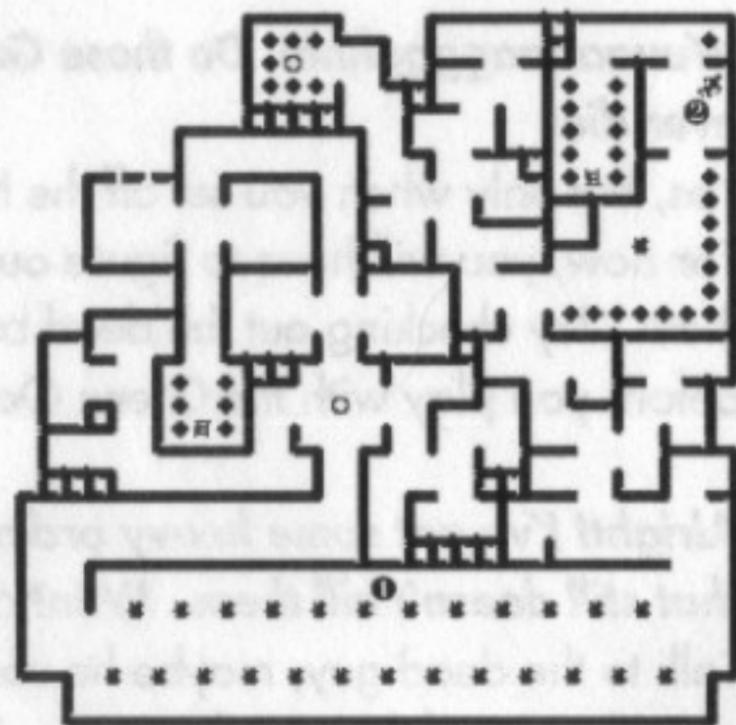
Hey, there's a door here I can't get open.

Don't worry about it now, you'll get to it later, towards the end.

Points of interest:

1 Blue Potion

2 AK-47



WARNING: EARTHQUAKE ZONE

The Pit, Elevation: -22.7m

Wuuuuuagggghhh! Do those Green Oozes ever die!

Yes, but only when you set off the Nuclear Device. For now, you will have to figure out how to avoid them. Try checking out the dead body on this level before you play with the Green Oozes.

Alright! I've got some heavy ordinance now. But that still doesn't kill them. What do I do now?

Talk to the dead guy, maybe he can tell you something useful about the Green Oozes.

I'm still stumped. Tell me the answer.

For some reason, the Green Oozes ignored him because he was poisoned. If you were poisoned they'd ignore you too.

I'm sorry, but I'm still not sure what to do. Please spell it out for me?

Use a Thick Brown Potion to poison yourself. The Green Oozes don't seem to like tainted meat, so they'll let you pass. Be sure to cure yourself with a Blue Potion!

Yikes! It's Barney on steroids! How do I kill him.

You can't.

Eeeeeep! There's a posse of Ghasts behind him, too! Are you sure I can't kill him?

Quite.

So what do I do?

There are several factors to consider here:

- 1) Avoid becoming a charcoal briquette courtesy of The Giant Purple Mutant Hellbeast.
- 2) Kill the Ghasts quickly before they shake'n'bake you to death.
- 3) Pick up the Lead Box.
- 4) Pick up the Ruby Ring (very helpful, but not necessary).
- 5) Get to the teleporter.

There is no one way to do this; however, there are some important tips to keep in mind. You can't use the Green crystal, because the Ghasts are immune to it.

However, you can use the Violet Crystal; it takes three hits from the Violet crystal to



kill a Ghast, but that is not why you are using it. Remember, the Ghasts stop their firing sequence if they get hit. After a hit from the Violet Crystal, one Fragmentation Cartridge will take out several Ghasts. You can also use a Bubbling Red Potion, which ought to give you enough of an edge. If you can, try to save those potions for later on— you're gonna need them.

Points of interest:

- 1 SABOT rounds
- 2 Lead Box + Ruby Ring
- 3 Pale Violet Potion

THE HOLE

General Hints

- When faced with Venomous Skitters and Greater Nightmares and/or Ghosts, you should usually target the Venomous Skitters first. By the time you get to them, you should have at least 18 Health Points. You can eat the damage from a couple of those Greater Nightmare electro-bolts without much of a problem, especially since there is usually a teleporter nearby that can take you to a safe, isolated room. If a Venomous Skitter tags you, then you have to use up a Clear Blue potion to cure the poison, and believe me, you want to save those potions.
- For each level with Venomous Skitters on it, you want to come out with at least as many Blue Potions as you went in with; preferably more.
- You can try to dodge the Greater Nightmares' shots, but it is usually a waste of time, they're like those Desert Storm Smart Missiles. Remember to use the armor piercing AK-47 SABOT rounds against them, because the HE rounds won't hurt them.
- There are two ways to avoid being hit by a Greater Nightmare:
 - (1) Kill the sucker before it fires!
 - (2) Lure the projectiles into a wall. This is a bit tricky. You should be facing the Greater Nightmare, a good distance away from him. You also need to be in an intersection (3 or 4 way will do). When the Greater Nightmare fires, immediately dodge into one of the perpendicular corridors. The projectile will track you into the wall.

DON'T GET POISONED

The Pit, Elevation: -1042.4m

Hey, the map keeps getting reset when I teleport. Yeah, it's a real pain, isn't it? Get used to it, that's the way it is going to be from now on.

Is there anything on this level that I want?

You really need to get at least one Blue Potion, so that you at least come out of this level without a Blue Potion deficit. There is a well guarded Pale Violet Potion at the North end of the biggest room. There is little of interest in the smaller of the two main rooms.



Points of interest:

- 1 Pale Violet Potion
- 2 Blue Potion
- 3 Blue Potion
- 4 Blue Potion
- 5 Teleporter to *Please Excuse Our Dust*

PLEASE EXCUSE OUR DUST

The Pit, Elevation: -102.5m

I don't think I like this level. I got whacked by a Greater Nightmare as soon as I got here, and things haven't gotten any better since.

Yeah, it is kinda hard around here. Sometimes you just have to take the damage. Don't forget: you can go back through a teleporter to a safe (well, safer) area in a crisis.

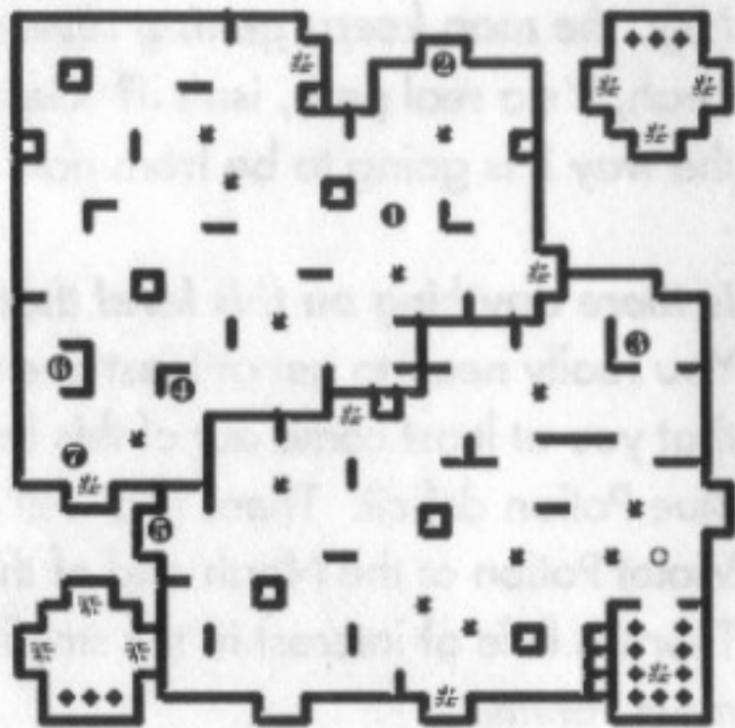
The two big rooms on this level are mostly empty space. This gives you plenty of room to dodge—take advantage of it!

Hey, what does that circle of dead Ghasts do?

Nothing, as far as anybody's been able to figure out.

Points of interest:

- 1 Circle of dead Ghast dust
- 2 Blue Potion
- 3 Blue Potion
- 4 Blue Potion
- 5 Blue Potion
- 6 Red Potion
- 7 Teleporter to *But Wait! That's Not All!*



BUT WAIT, THAT'S NOT ALL!

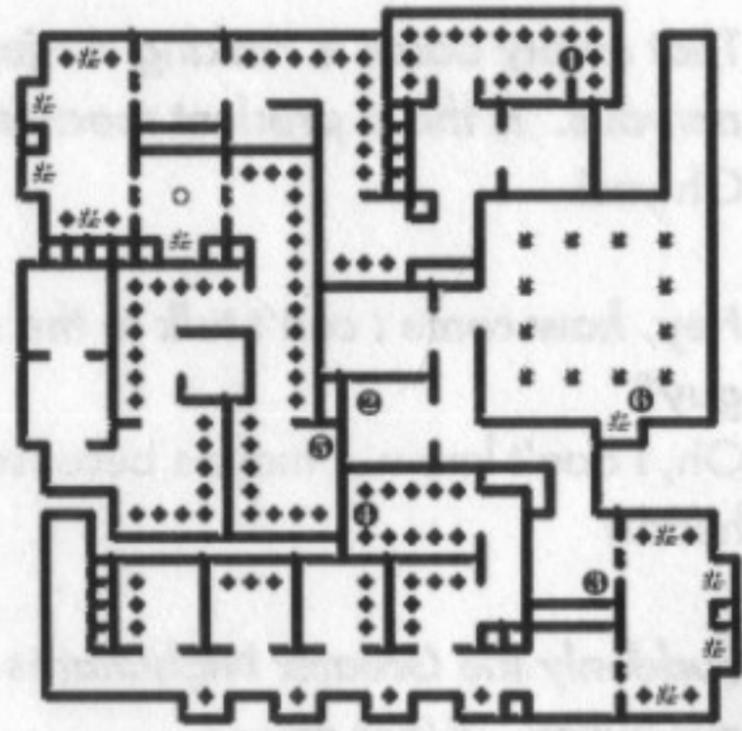
The Pit, Elevation: -327.2m

Awwww, man! The map's still doing that annoying reset thing. What do I do about it?

You don't need to do anything about it, you already bought the Official Pathways Into Darkness Hint Book!! Look at the maps here!!

Points of interest:

- 1 Pale Violet Potion
- 2 Blue Potion
- 3 Blue Potion
- 4 Red Potion
- 5 Red Potion
- 6 Exit to *Where Only Fools Dare Tread*



WHERE ONLY FOOLS DARE TREAD

The Pit, Elevation: -326.7m

That empty bottle is making me just a little nervous. Is this a prudent reaction?

Oh yes!

Hey, how come I can't talk to the second dead guy?

Oh, I don't know... maybe because he... has no head!!

Suddenly the Greater Nightmares are immune to my bullets. What gives?

You must have stopped using armor piercing ammo on them.

I can't figure out my way through the teleporter maze! Help me!

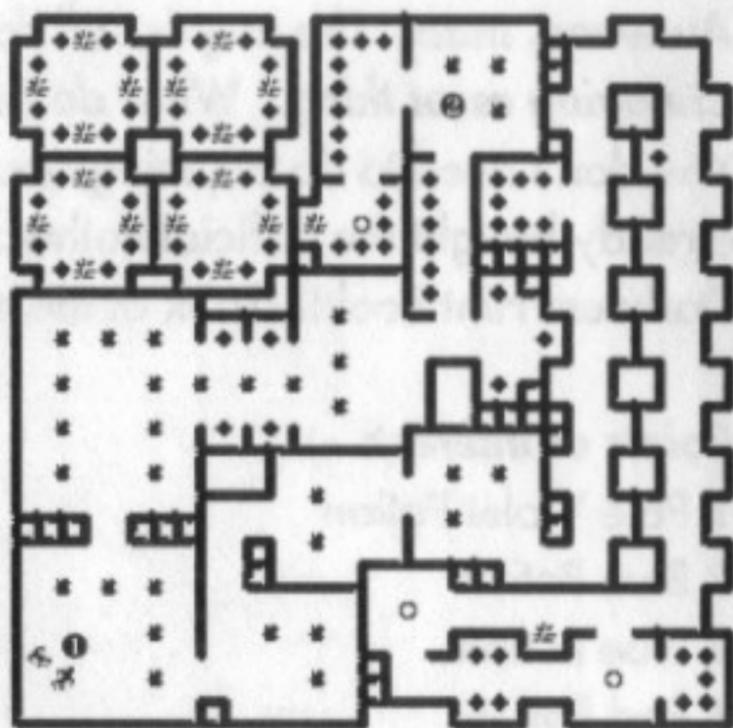
Try dropping different items in the center of each room, then you can map the teleporters.

I'm too lazy, just tell me the way!

Right, straight, (sleep and reload) backwards. Et voilà— CARNAGE!

Points of interest:

- 1 Gold Key
- 2 Black Crystal



OK, WHO ELSE WANTS SOME?

The Pit, Elevation: -3276.8m

Is it just me, or is there a specific order here?

Not you. Definitely a pattern. The same order is followed below in the Creepies, Nasties and Beasties section.

Is this pattern going to go all the way to the end?

'Fraid so.

General Hints On Being Effective Here

- Don't forget your crystals. The green crystal is very effective on the Headlesses, Zombies, Ghouls and Oozes. The Violet crystal is very effective on the Phantasms. You might want to save the black crystal for the Greater Nightmares.
- Don't forget your potions. Conserve your potions. Don't use a potion until you NEED it (unless you have about 15 blue potions, in that case chug away!).
- Bubbling Red and Pale Violet Potions are negated when you go through these teleporters. You have to drink them after you are teleported.
- Don't forget to use your crystals.
- Don't forget to use the correct crystals.
- Don't forget to use the Infra-Red goggles with the wraiths.

I've killed all of the Greater Nightmares, but I still can't get out of this room.

Kill the demon.

Now what?

Get the Alien Gemstone that the demon left behind. The last dead guy you talked to told you that the Gemstone was the only way out of this whole place. Oh yeah, **DON'T FORGET TO SET THE BOMB**, here! You'll only need about 10 minutes to get to the Ground Floor, plus 10 minutes for extraction, and 10 minutes to reach minimum safe distance. So, you'll only need to set the bomb for about a 30 minute delay, but I'd probably be a little more prudent. I mean, just image if you tripped on a rock or something. A little time bonus doesn't do you much good when you've been vaporized!

The Gemstone is sucking my life away, how do I make it stop?

Put it in the lead box.

I tried to set the Bomb but my code is wrong.

Well, if you talked to Steve on *Need a Light*, like a good little adventurer, you

wouldn't be have these problems now, would you? He changed the first three digits of the code to: 658

Shoot! I forgot the Radio Beacon!

Don't worry, you can escape on foot. Add eight hours to the bomb delay, or go to *Need a Light?* and get it on your way out.

EPILOGUE

Shortly after Sergeant Eddings's return, a research team was sent to investigate the area, outside the small radiation zone, to determine any possible affects the Pyramid had on its surroundings. The investigators found a tribe of Native Americans, the Tlecoatcha, that lived near the Pyramid, perhaps for centuries. The tribe, unknown to the world at large, was recognized by several of the researchers. In addition, a large portion of the tribe members had been educated in the larger cities of Mexico, or in the United States.

Meanwhile, Sergeant Eddings, in front of several members of the military's top brass, as well as a large number of the military's scientists, demonstrated what he termed his "Ice Crystal." Eddings had frozen several objects solid, when the crystal suddenly shattered, almost into fine powder. Eddings is recorded as smiling, saying "Show's over. That's the last of the crystals." and walking away. He also described several bizarre creatures.

A few of these descriptions were soon confirmed, when nearly half the Tlecoatchan tribe told of seeing Eddings's "Headlesses," "Zombies," and "Ghouls." There were no significant differences in any of the accounts, including the Sergeant's. In addition, many of the Tlecoatcha gave detailed scientific descriptions, which were also consistent.

A short time after his "demonstration," Sergeant Eddings disappeared for a few days. He claimed, and still maintains, that he went on vacation. It is suspected that he somehow smuggled other crystals, and perhaps other artifacts, out of the Pyramid, and used these few days to hide or destroy them. Sergeant Eddings has denied this repeatedly.

THE MONSTERS

The following are summaries of the research done on the creatures Sergeant Eddings found inside and beneath the pyramid. Foremost in the minds of the researchers has been the question of origin. Many creatures displayed attributes that can only be described as "supernatural," while several creatures seemed to be bizarre organic life-forms only somewhat similar to those indigenous to our planet.

Headless

Headless are dumb, bipedal creatures, but seem to be biological, rather than supernatural, in origin. The Headless has a bank of mysterious sensory organs running down its abdomen, which it seems to use for tracking prey. The Headless cries out, and bleeds red blood when injured. Its principal weapon is its ability to project a semi-solid mass of noxious spittle. If injured while spitting, the Headless's own scream causes the spitting process to be stopped.

Zombie

The Zombie displays no biological characteristics. It will continue to attack, even while being injured, and does not even give a physical reaction to being attacked. When destroyed, the Zombie disintegrates into a pile of dust. Some Tlecoatcha report a legend of people inhaling this dust and dying, only to have their corpses rise as Zombies, the following night. Zombies attack by throwing bones plucked from their own bodies. One tribesman stated that the most disturbing aspect of the Zombies was their apparent violation of the law of conservation of matter.

Phantasm

Wholly contrary to the laws of nature, the Phantasm exists as a floating, semi-transparent creature. It is unaffected by any physical attacks, including the earthquakes Sergeant Eddings states he could generate from a green crystal. The Phantasm appears as a "...black, gauzy humanoid shape that sucks life from living beings...." Unlike nearly all of the other creatures encountered in the pyramid, Phantasms can only attack at close range. Why Phantasms do not attack Headlesses is unknown. Phantasms are invisible in the infra-red spectrum.

Ghoul

The most anthropomorphic of all the beings in the pyramid, the so-called "Ghoul" is quite a curiosity; it is by far the most likely to be indigenous to Earth. The Ghoul appears as a very large, humpbacked humanoid, perhaps related to the Yeti or Sasquatch, if such creatures exist. Seemingly possessed of no natural attacks, it relies on tools (thrown rocks) to attack its prey. If injured while attacking, the Ghoul will drop its rock in surprise. Some argue that Ghouls are somehow related to humans.

Nightmare

Seemingly ignorant of the law of gravity, the Nightmare's only known method of locomotion is via a mysterious ability to float. Sergeant Eddings said that he had originally assumed that they were filled with some lighter-than-air gas. This fits well with his description of the forceful explosion that results from killing one. Nightmares are unaffected by earthquakes.

Ooze

Oozes are roughly humanoid, with no visible sensory organs. The large, vertically oriented mouth set into the torso is presumably for food, though this is far from certain. The Ooze has a very amorphous appearance, and, in fact, attacks by hurling small chunks of body mass at its target. Oozes are immune to freezing, and are extremely durable in general. Any further speculations regarding the Ooze would be little better than random guesses.

Wraith

By far, the most distinguishing characteristic of the wraith is that it is invisible to normal human vision. Sergeant Eddings reported that: "They were completely invisible. I had no idea they were there until I heard the noise and felt the pain." and "... [they] shot something from [their] mouths. It wasn't spit, it didn't sound like spit, it had kind of a dry hollow sound to it." He also reported that when he used standard-issue infra-red goggles, he was able to see the creatures perfectly, and that they were unaffected by the lightning and earthquakes he generated with the crystals he found. Wraiths float, move very quickly, in erratic patterns, and leave no corpse when killed. They fire frequently, doing only small amounts of damage to the target.

Shocking Sphere

Sergeant Eddings describes these as follows: "...they seemed to be floating metal spheres continually discharging large amounts of electricity." This description does not lend itself well to either a biological or a supernatural being. They float, though

the mechanism for this is unknown, and show no sign of sensory organs or other orifices. In addition, Sergeant Eddings states that he, "...tried electricity, ice, fire, and earthquake crystals on them. None of them worked." Spheres move extremely fast.

Skitter

Skitters seem to be three-legged arthropods. They most closely resemble spiders or large crustaceans. They can roll balls of some unknown secretion, similar in appearance and adhesiveness to spider webs, with considerable force. Skitters will usually not shoot if they are being hit.

Ghast

Apparently a very close relative of the Zombie, the Ghast differs in a few important ways. First, it is far more durable than the Zombie. Second, rather than merely throwing bones at its victims, the Ghast is somehow able to cause an earthquake in a small area around itself. Ghasts are immune to their own, earthquakes as well as those from other Ghasts and from Sergeant Eddings's earthquake crystal. Unlike the Zombie, attacking a Ghast will stop it from attacking.

Venomous Skitter

The Venomous Skitter is a close relative of the Skitter. Venomous Skitters are darker, and more purple, than regular Skitters. They also take more punishment than their cousins. Most important is the toxin that the Venomous Skitter's web is laced with. Very little is known about this toxin, what is known is as follows. First, it works transdermally, i.e. it works through the skin. Second, it is probably not a neurotoxin: Sergeant Eddings was "extremely weak, but [he] could still fire [his] gun," after more than ten minutes—a very long time for a neurotoxin. In addition, though he described himself as weak, he showed none of the other symptoms of a neurotoxin victim.

Greater Nightmare

The Greater Nightmare is five times more durable than its lesser cousin. In addition it has also developed two other powerful abilities. First, it is armored. It can only be harmed using armor-piercing shells (M-79 Projectile Cartridges or SABOT rounds for the AK-47). Second, it can somehow guide its projectiles. The mechanism behind this ability is a complete mystery. However, Sergeant Eddings noticed that the projectiles "wiggle left and right," and said that when one fired a shot along a wall, he could lure the shot into the wall. Greater Nightmares are immune to earthquakes.

SPECIAL MONSTERS

The Big Blue Meanie

This guy is tough. He can eat well over 15 HE rounds, about the amount of damage it would take to kill 300 Phantasms. The good part is he isn't immune to any of your weapons.

Sentinel (Skinny Buddha Dude)

These guys are immune to everything except the Green Crystal.

Green Ooze (Yuck Monster)

These things are immune to everything. No exceptions. You can't kill them.

Giant Purple Mutant Hellbeast or Barney on Steroids

No, you can't kill this one, either. "It can't be bargained with. It can't be reasoned with. It doesn't feel pity, or remorse, or fear. And it absolutely will not stop... ever... until you are dead." (from The Terminator)

Flaming Smokey Dude (on Ok, Who Else Wants Some?)

This guy is immune to all attacks, so long as he still has monsters he can teleport in. Once you've killed everything else, he's easy to kill.

THE ITEMS

"My kingdom for a blue potion!"

Kingdoms are made to be won. The kingdom. You can't win it.

Kingdoms are made to be won. The kingdom. You can't win it.

Kingdoms are made to be won. The kingdom. You can't win it.

Kingdoms are made to be won. The kingdom. You can't win it.

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The Items

Note: Some monsters are immune to some crystals. These immunities are covered in the Monsters section.

Yellow, Speak to the dead

Lets you speak with dead people. Doesn't shatter. Found on *Never Stop Firing*. (2 Points).

Blue, Ice

If you discharge this crystal while a monster is visible, it freezes the monster temporarily. This one does the least damage of all the crystals, but will give the most uses before it shatters. Found on *They May Be Slow...* (2 Points).

Orange, Fire

If you discharge this crystal while a monster is visible, it will burn that monster. This does more damage than the Blue Crystal, but immobilizes the monster for a shorter time. Found on *Wrong Way!* (2 Points).

Violet, Lightning

This crystal affects every monster in a conical area in front of you. It does about as much damage as one AK-47 HE round to each monster it affects. Found in *The Labyrinth*. (2 Points).

Green, Earthquake

This crystal only does slightly more damage than the Violet Crystal. It also has a better range, and it affects a circular area centered on you. You can therefore nail creatures behind you with it. However, it takes longer than any other crystal to recharge. Found on *Watch Your Step*. (2 Points).

Black, Petrification

This is a nice one. One discharge automatically petrifies one monster. The monster gets turned to stone and is out of your way for good. In addition, this is the fastest charging crystal; the first recharge takes under a second. Too bad you don't get it until the very end of the game. In addition, it only works about ten times before shattering. Found on *Where Only Fools Dare Tread*. (2 Points).

WEAPONS

The Items

Survival Knife

Down side: does the least damage of all the weapons, and has the shortest range.

Up side: never runs out.

Colt .45 and M-16

You might as well drop these, you never find any .45 ammo or a working M-16.

Walther P/4

The first firearm you will find. And the only one, until you find the MP-41 on *Happy Happy, Carnage Carnage*. The early Walthers, such as the P/4, are peculiar in that they have the ejection port on the left side, throwing the empty casing across the right-handed firer's field of view. I guess the Walther R&D team was all lefties. (1 Point).

MP-41

The first fully automatic weapon you will find. It holds a 32 round magazine, and each bullet does roughly twice the damage the knife does. (1 Point).

M-79 Grenade Launcher

Found on *Need A Light?*, in the area with The Big Blue Meanie. (1 Point).

40mm Fragmentation Cartridge— These are the "room-sweeper" cartridges. When you fire one, every target within range takes damage, and a good deal of damage, too.

40mm HE Cartridge— These are just pure damage! Firing one of these is like Fed Ex-ing your target an eighteen-wheeler filled with damage. Only the Black Crystal is capable of delivering more damage to a monster's front door.

40mm Projectile Cartridge— These don't do as much damage as the HE Cartridges and they don't affect multiple targets, like the Fragmentation Cartridges. So why would you use them? Because they are the only grenades that affect Greater Nightmares.

AK-47

These were the weapons of choice for the Cuban explorers. (1 Point).

AK-47 Magazine— Plain ol' run-of-the-mill AK-47 rounds. They do plenty of damage, compared to the other guns, but not nearly as much as the Grenade Launcher

AK-47 SABOT Magazine— These do the same amount of damage as the regular rounds, but these are armor piercing, which is good against the Greater Nightmares. Once you have one of these, you don't need the regular rounds. Use SABOT rounds on everything, if you don't have HE rounds; if you do have HE rounds, use them on everything except the greater nightmares.

AK-47 HE Magazine— These aren't armor-piercing, but they do more damage than any other bullet. Don't forget to switch back to the SABOT rounds when you see a Greater Nightmare. Or you can prepare both the AK-47 and the M-79. Load one with armor-piercing and the other with HE (or Fragmentation), and switch whenever you need to.

POTIONS

The Items

Blue Potion

If you are poisoned, this will cure the poison, if not, it will bring you back up to maximum health.

Bubbling Red Potion

Speeds you up, you get twice the time to attack/defend as your enemies. Makes it easy to dodge Greater Nightmares' shots.

Thick Brown Potion

Everybody sing it: this drink is poiiiiisonnnn! Find it on *Happy Happy, Carnage Carnage* and *Need A Light?*.

Pale Violet Potion

Creates a damage-absorbing field around you. You can only notice it when you get hit, the screen flashes pale violet, and there is a small bumping sound, instead of an ouch sound.

TREASURE

The Items

Alien Gemstone

Worth: \$54,000, 5 Points

Alien Pipes

Worth: \$56,000, 3 Points

Amethyst Ring

Worth: \$31,000, 1 Point

Diamond Necklace

Worth: \$120,100, 1 Point

Emerald

Worth: \$11,900, 1 Point

Gold Ingot

Worth: \$38,000, 1 Point

Gold Key

Worth: \$1,100, 1 Point

Large Pearl

Worth: \$11,000, 1 Point

Ruby Ring

Worth: \$38,000, 0 Points

Sapphire

Worth: \$15,000, 1 Point

Silver Bowl

Worth: \$15,000, 1 Point

Silver Key

Worth: \$9,200, 1 Point

Silver Medal

Worth: \$100.00, 0 Points

MISCELLANEOUS

The Items

Alien Gemstone (*Ok, Who Else Wants Some?*)

Needed to escape the pyramid. 5 Points.

Alien Pipes (*Ascension*)

You need to play these to get through the locked doors on *Ground Floor*. 3 Points.

Amethyst Ring (*Need A Light?*)

This increases the time it takes for your crystals to recharge. Yuck. 1 Point.

Canvas Bags

One holds stuff, the second holds more stuff.

Cedar Box (*A Plague Of Demons*)

Duplicates any ammunition placed in it. Heeheeheeee. I loooooove this one! 2 Points.

Copy of Mein Kampf

Useless.

Digital Watch

Hmmmm, I think this one tells you the time.

Flashlight

Provides a focused light source.

Gas Mask (*Warning: Earthquake Zone*)

This item might protect you from poison gas, but that theory remains untested.

Gold Key (*Where Only Fools Dare Tread*)

Opens the gold door. 1 Point.

Infra-Red Goggles (*A Plague Of Demons*)

Ooooooh... red. Use these to see in the dark. Most useful on *We Can See In The Dark... Can You?* and *A Plague Of Demons*. 1 Point.

Map

Useful for mapping. Try dropping the map, running around for a little while, and

then picking up the map again. Wow! it's a magic map!

Nazi propaganda

Really useless.

Nuclear Device (Watch Your Step)

Makes a BIG boom. The first three digits of the code have been changed by Steven.
1 Point.

Ornate Glass Vial (Where Only Fools Dare Tread)

Doesn't do much of anything, but is pretty intimidating, nonetheless.

Radio Beacon (Need A Light?)

This is useless during the game. It becomes useful only at the end of the game. 1 Point.

Red Cloak (Happy Happy Carnage Carnage)

Slows time for the wearer. 1 Point.

Red Velvet Bag (Lasciate Ogne Speranza, Voi Ch'intrate)

Holds huge amounts of stuff. 1 Point.

Ruby Ring (Warning: Earthquake Zone)

The opposite of the Amethyst Ring, this reduces the time your crystals take to recharge. Tasty!

Silver Key (Welcome Tasty Primate)

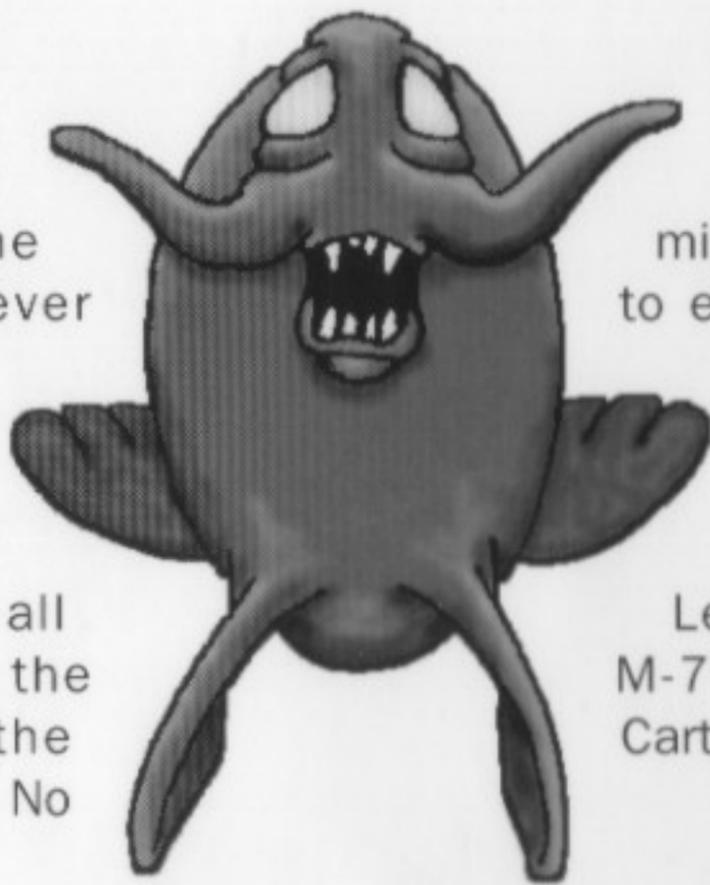
Opens Silver Doors. 1 Point.

Pathways Into Darkness

Official Hint Book



Learn everything you could possibly want to know about the hottest game ever created for the Macintosh! This Hint Book is your guide through all of Pathways' levels, all the monsters, all the items and all the strategies and tips. No



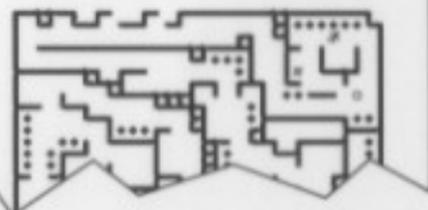
stone is left unturned! With millions of square feet to explore you're bound to have missed something. Learn what's behind those Gold Doors! Learn the finesse of M-79 Fragmentation Cartridges!

... BUT THEY'RE HUNGRY

The Pyramid, Elevation: 9.0m

How do I kill those darned Phantasms (the black ghosts)?

If it seems like they are immune to physical weapons; it's because they are. You need to use the Blue Crystal that you found. They May Be kill



Dying to know what the Amethyst Ring does? or the secret to the Labyrinth? It's all here! You get all the maps and a level by level walk through.

BUNGIE

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