

EIDOS
INTERACTIVE

GAMESPOT



JOHN ROMERO'S

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DAIKATANA

OFFICIAL
GAMESPOT
GAME GUIDE

ION
STORM

BY DOUG RADCLIFFE



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In John Romero's Daikatana, you assume control of Hiro Miyamoto, a powerful sword fighter and excellent marksman. During a brief conversation with the mysterious Toshiro Ebihara, Hiro learns that history as he knows it wasn't meant to be. A nefarious powermonger named Kage Mishima has used a mystical sword, the Daikatana, to alter key events in history.

Toshiro instructs Hiro to infiltrate Kage Mishima's well-guarded corporate fortresses in search of information, allies, and the Daikatana itself. During the adventure, Hiro encounters two important allies, both prisoners inside Mishima's corporate machine: Mikiko Ebihara, daughter of Toshiro, a mysterious and beautiful warrior, well-trained in weaponry and combat, and Superfly Johnson, a former security officer and an imposing muscular force.

Inside this extensive Daikatana official game guide, you'll find:

»» **Episode 1 Weapon Strategies:** Head here for tips and tactics for Daikatana's first episode arsenal; strategies here can be applied to the single- or multiplayer game!

»» **Episode 1 Walk-through:** Here, you'll find strategies for completing Daikatana's first episode, Kyoto, Japan, 2455 C.E. Included inside are solutions for each map, tips on defeating the tough enemies, and locations of weapons, power-ups, and dozens of secret areas.



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▶▶▶ **Episode 2 Weapon Strategies:** Look here for battle tactics with Daikatana's second episode arsenal. Apply the strategies discussed here to both single- and multiplayer games.

▶▶▶ **Episode 2 Walk-through:** Here, you'll find the complete walk-through for Daikatana's second episode, Ancient Greece, 1200 B.C.E. Head here for solutions to each map, combat tips, and the locations of key weapons, power-ups, and secret areas.

▶▶▶ **Episode 3 Weapon Strategies:** Here, you'll find tips and tactics for the weapons from Daikatana's third episode. Use these strategies in both single- and multiplayer encounters.

▶▶▶ **Episode 3 Walk-through:** Head here for a complete walk-through for Daikatana's third episode, Norway, Dark Ages, 560 C.E. Inside, you'll find solutions for each map, battle tactics for the tough areas, and the locations of key weapons, power-ups, and secret areas.

▶▶▶ **Episode 4 Weapon Strategies:** Look here for strategies for Daikatana's fourth episode weaponry. The tactics inside can be applied to both single- and multiplayer games.

▶▶▶ **Episode 4 Walk-through:** Here, you'll find strategies for completing Daikatana's fourth episode, San Francisco, 2030 C.E. You'll find solutions to each map, combat tips, and the locations of key weapons, power-ups, and secret areas.

▶▶▶ **Cheat Codes:** Head here for a list of useful Daikatana cheat codes, including invulnerability, full weapons and ammunition, and no clipping mode.





Daikatana's first episode, Kyoto, Japan, 2455, takes place in Mishima's vast industrial complex. You'll encounter robotic creatures, such as the froginator and robocrox, and deadly armored guards, such as the ragemaster and inmater. Thankfully you'll be equipped with an arsenal powerful enough to take down the beasts and reach your eventual goal - freeing Superfly and Mikiko from separate prisons. This section of the Daikatana game guide covers episode one with weapon strategies and a full walkthrough.

EPISODE 1 WEAPON STRATEGIES

The first episode arsenal offers a deadly mix of close- and long-range weaponry. The shotcyclor-6 blasts apart enemies at close-range, while the sidewinder and ion blaster provide long-range effectiveness. This section covers single- and multiplayer strategies for the weapons of Daikatana's first episode.

DISRUPTOR GLOVE

Maximum ammunition: N/A

Range: Short

Rate of fire: Medium

Damage potential: Medium

The default weapon from episode one, the disruptor glove won't be your first choice, especially against enemies carrying ranged weaponry. Use the glove to pummel melee enemies or for underwater skirmishes where the ion blaster might be too dangerous. Being a simple glove, you must get extremely close to the enemy to connect successfully; for your efforts, though, the disruptor glove dishes out a decent amount of damage.



07





If you're struggling with ammunition shortages, the disruptor glove makes a viable alternative, but it's a tough row to hoe against the episode's more dangerous enemies. Though it inflicts decent damage, it can only be considered a medium threat because it's difficult to consistently score damaging blows without taking an extreme amount of damage yourself. The disruptor glove includes a significant power-up, the ultimate gas hands, which basically turns the glove into a one-hit kill powerhouse.

ION BLASTER

Maximum ammunition: 100

Range: Long

Rate of fire: Medium

Damage potential: Medium

Consider the ion blaster as the first episodes' Old Faithful - a weapon you'll fall back on time and time again. Ammunition for the weapon is plentiful, and its decent damage potential means you should eliminate most enemies relatively quickly and easily. The ion blaster's projectile also ricochets on walls, ceilings, and floors, offering a method to shoot at enemies and objects around corners. One of the most difficult aspects of the ion blaster is its thin projectile; you must be fairly accurate, especially against the smaller enemies like the froginator and roboskeet, so you aren't wasting ammunition.

One effective method for the ion blaster is to shoot at the ground just in front of the enemy. The blaster's beam will ricochet off the ground and strike your target on the bounce. If your aim was off, you might simply hit the target straight on. If you're not having trouble aiming the blaster by standard means, simply use the crosshairs to aim at the target.

The ion blaster works well in multiplayer, especially against a pursuing opponent. You can use the blaster to shoot against walls to fill the hallway with projectiles. It's tough to wade through the bouncing beams and, since you won't be as concerned with conserving ammunition, you can unleash a full barrage without hesitation.

C4 VIZATERGO

Maximum ammunition: 20

Range: Short

Rate of fire: Medium

Damage potential: High



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The C4 operates much like a proximity mine layer; you can discharge its small mines around the map and wait for someone to approach and detonate the bomb. There are some limitations, however; for instance, you can only have a certain number of active C4 charges before they all detonate automatically and each charge emits a loud beeping sound that makes it quite easy to detect. Save the C4 for the tougher enemies in the single-player game; its ammunition isn't as plentiful as the ion blaster, though you should use some each time you reach the maximum of 20, so you gain some from a future pack pick-up.

The C4 charges are quite powerful; you shouldn't hesitate to use the weapon for both offensive and defensive situations. When attacking a single-player enemy or multiplayer foe, point the viza-tergo in the air and litter the floor with C4 charges; attempt to aim the weapon around the likely path of your enemy, so it will be nearly impossible to avoid the explosion. Circle strafe around your enemy's weapons fire and scatter the C4 around the ground.

Further, you can use the C4 when fleeing from an opponent - tight hallways work especially well! As your opponent chases you, drop C4 around corners, on the ground, and even against the wall. If your opponent decides to continue the pursuit, it should be tough to avoid the danger. You can also plant a C4 booby trap by placing charges in highly visited areas, such as underneath power-ups, health, or weapon pick-ups, at the top of a ladder, or a spot on the ground where a player drops down. Further, you can also manually detonate C4 mines by hitting the default C4 selection key (3) again. Place them just beyond a door or around a corner and hide in the shadows; when an enemy player approaches, detonate the mines and watch the shower of gibs.

SHOTCYCLER=6

Maximum ammunition: 100

Range: Medium

Rate of fire: High

Damage potential: High

An extremely powerful close-range weapon, the shotcycler-6 operates much like a standard super shotgun from Doom or Quake, but with the added bonus of firing six shots in succession. Scoring with all six should take down any of the episode's low- to medium-strength enemies and inflict quite a blow to the tougher ones. Don't waste its shells; despite the fact that the shotcycler-6 can hold 100 units of ammunition, it disperses six at a time, and it won't be long before you're down to zero.



09





Use the shotcycler-6 solely as a close-range weapon. A good tactic is to use the sidewinder or ion blaster to weaken an enemy from a distance, then close in within range and finish the beast off with the shotcycler-6. You likely won't score any blows if you attempt to use the weapon from long range; don't waste the shells and, instead, switch to a different weapon, namely the ion blaster or sidewinder, when attacking enemies or players at long range.

You can't control how many shells fire from the shotcycler-6 - it's always six! Therefore, don't waste them. If you're up against two enemies, point the weapon at one and fire. Once it's dead, and you still have shotcycler-6 rounds left in the cycle, immediately turn your crosshairs on the second enemy. That way you've damaged two enemies (or multiplayer foes) with just a single burst; tactics like this go a long way in conserving its valuable ammunition.

One last important note about the shotcycler-6: You can use the weapon to jump higher places. Much like the rocket jump from Quake, simply point the shotcycler-6 at the ground and press the jump and fire buttons almost simultaneously (press the jump button just moments before). If done correctly, the force of the shotcycler-6's discharge will propel you high into the air - higher with each discharge! Use this method to reach high ledges and as an alternate method for escaping tough multiplayer battles.

SIDEWINDER

Maximum ammunition: 50

Range: Long

Rate of fire: Medium

Damage potential: High

Similar to the rocket launcher found in nearly every first-person shooter, the sidewinder launches two rockets that can inflict decent damage onto single- and multiplayer opponents. Range is the sidewinder's best ally; particularly in the single-player game, you can pummel melee enemies from a distance without sustaining damage yourself.

As you would in other first-person shooters, aim the sidewinder at the ground, just around the enemy (particularly against fleet-footed multiplayer opponents). The sidewinder's explosion causes splash damage, which means you can score damage without a direct hit. It's not always easy to strike a moving target with the sidewinder; however, if you aim for the floor, walls, or ceiling around you opponent, you'll usually inflict at least some damage.



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Expect the sidewinder to be a favorite among episode 1 deathmatchers. Learn to use the weapon well. At a distance, the sidewinder can be relatively easy to avoid. As you get in close, though, it's tough to avoid getting hit both by a direct blast and its powerful splash damage. Sticking back with the ion blaster makes a decent counter if you don't possess the sidewinder; and if you can get up close, a full blast from the shotcyclor-6 should be a sufficient retaliation. It's getting close that's the problem!

SHOCKWAVE

Maximum ammunition: 10

Range: Medium

Rate of fire: Slow

Damage potential: Extreme

The shockwave is the first episode's all-powerful weapon, much like the BFG from Quake or the redeemer from Unreal Tournament. Its ammunition is very scarce, so, particularly in the single-player game, save the shock spheres for optimum situations. Large rooms are the shockwave's best targets; fire the shockwave into a room filled with monsters and enemies and watch them all disintegrate under its wrath.

When the shockwave sphere hits a surface, it explodes and creates a circular shockwave that inflicts damage to anything standing in the sphere. The toughest aspect about the weapon is remaining too close when the sphere detonates. Avoid shooting the shockwave too close to walls or corners; if the sphere nicks a surface, it will detonate, and you'll likely follow right along with it.

In multiplayer games, save the shockwave for the larger areas or where you notice two or more players engaged in battle. Try to take down multiple enemies or multiplayer opponents with each shot; its ammunition is scarce, so you'll want to get the most out of each detonation.

EPISODE 1 WALK-THROUGH: KYOTO, JAPAN, 2455

Hiro begins his adventure in his modern-day Japan. Hidden inside a casket, Hiro sneaks into the heart of the Mishima corporate machine in search of Mikiko, a potential ally and comrade. During the course of this time period, Hiro will encounter robotic beasts and gain the assistance of not one, but two new allies.





MARSH

The two truck drivers carelessly let several coffins fall off the bridge and into the canyon below. Though Hiro was inside, he's unhurt and emerges safely from the coffin. When you gain control of Hiro, examine the surrounding ground to spot the ion blaster. Pick up the weapon. A cambot flies over head, sweeping its yellow searchlight into the canyon. If the cambot spots you, it'll turn red and sweep down at you. Destroy the cambot if you wish, but realize that shooting it will alert the cambot to your presence.

When you're ready to continue on, walk toward the waterway against the far canyon side. Follow the waterway through the tunnel. You may encounter another aggressive cambot here if you alerted the first one to your presence. Also in this area, you'll encounter your first froginator and roboskeet.



Look closely at the waterfall to spot the hidden ladder leading to a secret area.





The froginator resembles a robotic frog and hops around quickly, making it a tough target to hit. Also, the froginator possesses a ranged poison attack; if you're poisoned, you'll lose health over several seconds before it dissipates from your body. If the froginator gets close, it attacks with a melee bite. The best way to dispose of the creature is to keep it at a distance and aim at the ground near its feet. Even if you miss, the ricochet properties of the ion blaster should strike the creature.

The roboskeet resembles a robotic bird or bat and attacks from the air. It's quite quick and presents a difficult, thin target. Attack the roboskeet as it approaches, particularly as it nears Hiro; as it gets close, it doesn't move around too much, making it much easier to hit. The roboskeet attempts to get up close and attack with claws and bites.

Once you've eliminated the froginators and roboskeets from the area, walk out into the alcove with a path on the left and a waterfall to the right.

MARSH SECRET AREA #1

A waterfall flows on the right side of this first alcove. Look closely behind the waterfall to spot a concealed ladder. Ascend the ladder and follow the alley to the right. You'll spot the first berry bush here. If you need to replenish health, you can approach the berry bushes and press the use button to grab and eat the berries. Eating berries restores ten health points. Continue past the berry bush to the door at the end and on the left. Approach the door and press the use button to open it. Inside, you'll discover a goldensoul power-up, which boosts your health by 100.

Return to the alcove and grab the ion packs against the far wall. Turn right from the waterfall and proceed up the incline. At the top, you'll reach an intersection leading to the left and to the right. Turn left first and hop up the ledges to grab a save gem. A berry bush also rests at the top. Use the save gems to save your game at any point. You can only hold three gems at a single time, and you must have a save gem in your inventory to save the game position.

Proceed right this time and eliminate the roboskeet emerging from the pod. Follow the path as it winds to the left; a froginator will attack here. Defeat the froginator and spot the pool in the path before heading onward.





MARSH SECRET AREA #2

Spot the circular pool of green water in the path. Jump in and use the crouch button to swim down to the bottom of the tight, underwater cavern. At the bottom grab the attack power-up. The red attack power-up boosts your attack skill to its maximum level for 30 seconds. Return up to the surface and resume course down the path.



This pool offers an attack power-up; just dive and swim inside!





Head into the next alcove with waterfalls on the left and the right. Battle several froginators and roboskeets here. Don't rush out into the alcove; instead, let the beasts come toward you. Walk out into the alcove once you've cleared the area of enemies.

MARSH SECRET AREA #3

Once inside the recessed area of the alcove, face the waterfall on the right side. Leap up the ledges until you spot the ladder concealed by the waterfall. Ascend the two hidden ladders and walk down the alcove at the top to locate and grab the chromatic armor.

Return to the recessed alcove and ascend the rocky staircase and enter the tunnel to trigger the marsh's next section. You should spot a turn to the left up ahead. Don't run around the corner just yet. Proceed slowly and face a few roboskeets. The real danger, though, lies just outside and against the far wall. If you rush out, a rockgat, a metallic turret mechanism, pops up and attacks. Instead of rushing out, spot the power box on the right side of the wall; spot it either by following the wires to their end or locating the small red light. Point your ion blaster at the box and fire several times to destroy the box and the rockgat.

Grab the ion pack near the destroyed turret and head left down another series of tunnels. You'll also spot a health box here if you're damaged. Follow the tunnel down to a series of pools. A new creature waits here, the robocrox. With no ranged attack, it's rather easy to defeat the robocrox; however, don't underestimate its durability. Point your ion blaster at the robotic croc and retreat as you shoot. It'll take several shots, but the croc will finally die.

Continue through the pools and the path, fighting more roboskeets and froginators. Eventually, you'll spot another rockgat control panel, similar to the one you noticed moments ago at the entrance to this section. Don't advance toward the control panel; instead, hang back and shoot the ion blaster at the panel. A large explosion indicates you've eliminated the rockgat.

Proceed past the destroyed turret. Kill another froginator ahead. Peer to the right and spot an opening in the wall; a robocrox waits in a pool and will likely charge. Back off and terminate the robocrox with your ion blaster. Continue along the path as it winds to the right. Pick up the save gem at the end of the path, then turn to the right and face the pool and sign. Walk through the tunnel to the left of the sign and defeat the roboskeet as the path begins an incline.





MARSH SECRET AREA #4

Just at the roboskeet and across from the sign, look closely along the right wall to spot a square-shaped texture protruding from the rock. Leap up and press the use button while against the wall. It'll slide inward and provide an entrance. Jump inside and ascend the ladder at the end of the hall. At the top, grab all the goodies, including an ion pack, save gem, plasteel armor, and health pack.

Resume course up the incline and toward the red lights and the exterior. As you peer outside, you'll spot the Mishima fortress to the right and a couple cambots hovering overhead. Deal with the cambots if you wish; but realize that once you attack, they'll hone in on your position.

MARSH SECRET AREA #5

Before heading toward the bridge and the fortress, turn immediately right just past the first sign and notice the ledge along the right-hand wall. Leap onto the ledge and walk toward the fortress. At the end of the ledge, you'll enter a small alcove under the fortress; a wraithorb lies here. Grab the wraithorb, which offers temporary invisibility, perfect for the tough battle about to commence.

Retrace your steps back along the ledge and to the walkway. Proceed over the bridge that leads to the fortress. As you cross, two red lasers fire from the columns, destroying the bridge behind you. The ruckus summons some roboskeets. Turn around and face the chasm. If you snagged the wraithorb from under the fortress, the battle against the roboskeets should be much easier. Defeat each as it approaches or take them at a distance. A thunderskeet should also attack; it takes many more shots than a standard roboskeet, but drops a pick-up once defeated.

Be careful not to advance into the red laser field protecting the fortress; it's instant death when touched. With the bridge gone, peer over and spot any froginators or robocrox waiting below. If you can hit them from above, do so. If not, leap into the water and head toward one of the ledges. From there, defeat any froginators or robocrox that attack. Grab the ion pack from one of the ledges, then proceed into the tunnel.

As you enter the tunnel, combat a few more froginators and roboskeets. An alcove just to the left inside the tunnel entrance contains some ion packs. Resume course and head up the incline into the next section of the marsh.





Continue through the tunnel, defeating more froginators and roboskeets, eventually emerging into a wider alcove with a pipe formation to the right and a locked door to the left. Before you charge out into the area, lure the roboskeets and froginators to your position and eliminate them. Carefully move out and terminate any other enemies you see; move cautiously, so you aren't overwhelmed by attackers.

With the creatures defeated, explore the area for some health boxes and a save gem on the right-hand side behind the pipes. You can't enter the door just yet; it's locked by some control mechanism located on the ledge above the door. To get atop the ledge, you must traverse the pipe system.



Leap onto the pipe system to reach the top of the door, where you'll find the power box to the locked door.





Walk into the water just in front of the door and ascend the pipe that leads into the pool. Walk along the pipe moving away from the door until you can't move any further. Turn to the left and notice the small piece of pipe connecting the pipe you're standing on to the adjacent pipe. Leap over and up to the pipe slightly above the one you were standing on. Turn to the left and face the door. Walk along the pipe until you can jump to the pipe on the left, slightly higher than the pipe you're currently on. From this pipe you can walk to the ledge above the door and leap on top.

Eliminate the froginators on the ledge and shoot the control box to open the door. Grab the ion pack ammo and drop down into the water. The door should be open. Proceed inside and turn immediately left to grab two ion packs behind the open door.

Head down the tunnel to the right, defeating froginators and roboskeets as you move. At the end of the tunnel lies a locked, circular door. Turn to the right and notice the Mishima worker inside the small alcove. As you approach, several roboskeets and froginators attack. Before entering the alcove, search the ground to the right of the circular door and the alcove. If you look closely, you'll notice a circular texture (fire the ion blaster at the ground to see it clearly).

MARSH SECRET AREA #6

Crouch down on the floor and press the use button against the hidden circular texture revealing a manhole cover; it should open exposing a ladder leading into a small underground room. Down here, you'll find a green power boost (increases damage) and a megashield.

Investigate the small alcove containing the Mishima worker. There's no need to terminate the worker, though you certainly can if you desire. Move cautiously into the alcove. A rockgat emerges on the left side and attacks once you enter. Locate the power box above the rockgat. Blow up the power box to destroy the turret as well as open the locked circular door to the left of the alcove. Exit the alcove and proceed through the open door into the control room.

Enter the control room and head left to approach the control panel, which opens as you approach. Press the operate key against the control panel; watch the short cutscene depicting the door opening that leads to the sewer. Turn around and spot the lift to your left. Walk onto the lift, and it will automatically rise up. Collect the health and ion packs from the catwalk; ignore the Mishima workers as they don't pose a threat. Approach the second lift here. Walk on and use the operate button against the switch to begin your descent. Grab the ion pack and health from the water below, then proceed through the waterfall at the end of the tunnel.





Exit the waterfall and head right toward the structure, a helipad. Spot the ladder against the structure and ascend. At the top, you must combat many roboskeets. If you're overwhelmed, back off the structure and face them inside the tighter cavern. With the roboskeets terminated, look inside the small niches to the left and right just past the opened pods. Here, you'll find some health, an ion pack, and C4 ammunition.

MARSH SECRET AREA #7

Leap over the rocks that lead to a small waterfall; the rocks lie just past the tough roboskeet fight. As you proceed down the tunnel, you'll load a previously visited section. At the end, grab the goldensoul; a berry bush also rests here in case you want to replenish your health before grabbing the goldensoul.

Return over the rocks and structure back to the waterfall that led you into this area of the marsh. Follow the waterway to the left of the waterfall. You'll spot the open door on the right leading to the next level, the sewer system. Bypass the door for now, as you have one more secret area to explore.

MARSH SECRET AREA #8

Follow the waterway to the end and spot the underwater tunnel. Crouch down and swim through the tunnel; move quickly, so Hiro doesn't run out of air. The secret area lies at the end. Walk to the right after entering to grab some health and an ion pack. Walk up the stone staircase to the left and follow the ledges (you must jump over a small gap) and grab the C4 packs at the end. Turn around and notice the staircase. Before you go, explore another high ledge back near the start position to find a save gem. If any roboskeets exist in the area, eliminate them.

Return to the staircase and leap up. For your effort, a C4 vizatergo rests at the top. Walk against the far wall to open a secret door. Approach the lift at the end. Before hopping on the lift, use the switch, which raises the lift. Jump in the water underneath to grab two shock spheres. Climb back up and use the switch to call the lift back. Walk on the lift, and it automatically takes you to a secret door leading back to the helipad you visited previously. Return to the sewer entrance and walk inside the complete the level.

SEWER SYSTEM

Hiro approaches the inner sewer door only to find it locked by a powerful mechanism - he can't get inside. Moments later, Hiro witnesses a vision of Usagi, who locates the control mechanism





for the door and blasts it open with unseen magic. You'll regain control of Hiro as the door slowly opens. Switch to your ion blaster if you haven't already and prepare for battle against two roboskeets. When you're ready, enter into the tunnel.

At the end of the tunnel, ascend the stairs on the right and locate the lift at the end of the hall. Approach and press the use button against the blue lift controls. Once the lift ascends to the next floor, walk off and into the control room filled with frightened Mishima workers and some froginators. Clear out the room, sparing the Mishima workers if you wish and locate the keypad control mechanism in the corner of the room. Use the keypad and observe a short cutscene depicting a large sewer door opening.

Follow the catwalk to the exit door, likely opened by the fleeing Mishima workers; if the door is closed, simply press the operate button to enter. Turn right and ascend the sewer tunnel incline into the central hub room with the large mechanism.

SEWER SYSTEM SECRET AREA #1

Examine below the mechanism to locate a tight underwater tunnel. Swim below the mechanism, being careful, and locate the purple vitality power-up.

Locate the tunnel marked "one," which happens to be the large sewer door you opened with the keypad. Walk to the bottom of the incline and grab the ion pack ammunition. You may also encounter some froginators and roboskeets here. Follow the winding hallway until you reach the top of a staircase with a railing to the right. Defeat any other froginators and roboskeets. Before charging down the staircase, leap onto the railing to the right and peer down. You should see a health box, some armor, and some sort of creature.

You're about to encounter your first sludge minion, a powerful robotic beast that fires powerful rocket-like projectiles from its arms. Circle strafe works especially well against the sludge minion, and it's wise to use the C4 vizatergo, as it takes the beast down much more quickly than the weaker ion blaster.

Don't jump down to face the sludge minion; instead, destroy the enemy from above with the C4 vizatergo. Once it's eliminated, jump down and grab the health and armor. Ahead in the water, you'll find some froginators and a robocrox. Defeat them from the ledge, using either the ion blaster or C4 vizatergo. Once the pool has been cleared of enemies, proceed inside and be sure to pick up the C4 ammo to the right.





Peer over the ledge at the sludge minion below. Defeat it from the high position!

Swim into the tight tunnel at the end. Some froginators lurk inside, so be careful. Though you're at a left and right intersection, both paths lead to the same room. If you head left, you'll emerge into the room on a catwalk and above most dangers. The right-hand path, however, comes in through the water and against several froginators and robocrox. If you do head in via the right path, have the glove or C4 ready for use in the water.





Once inside the room, grab the save gem against the grate; it's down in the water, so be prepared to get wet! Follow the catwalk and stairs to the top, then pick up the C4 vizatergo resting in front of the control panel. There is also some health and ion pack ammo to the left. Approach the control panel and press the use button; watch a brief cutscene depicting another sewer tunnel opening, this time the tunnel is marked "two."

SEWER SYSTEM SECRET AREA #2

While standing at the control panel, back up slightly and turn to the left. You should see a large metallic grating (it's positioned just behind where the health box and ion pack ammo were). Destroy the grate with any weapon; it should take several shots. In the tight tunnel inside are three crushing mechanisms. You can't get by, so destroy them as well. You should only need to destroy the leftmost two. With them out of the way, enter the tunnel and head left. Locate the switch on the left side of the wall. Use the operate button on the switch. Exit back into the main room and leap into the water. Under the stairs is a newly opened hatch. Wade inside and look up; defeat the roboskeet. Spot the ladder and ascend. You'll emerge onto a pipe at the top of the room. At the end of the pipe rests a goldensoul.

Exit the room via the catwalk system, not the water. Locate a keypad along the left wall. Press the keypad to call the trolley system. Get on the trolley and press the keypad again. When the trolley reaches its destination, you'll find yourself at the base of the stairs you leapt off before. Eliminate any roboskeets patrolling the staircase and return up and back into the hub room with the central mechanism. Enter the tunnel marked "two."

A sludge minion and some roboskeet attack soon after you enter. Stay back and eliminate the sludge minion with C4 and the roboskeet with the ion blaster. Walk down the hall and spot a small alcove on the right containing a keypad on the right and a hospital on the left. You can use the hospital to restore some health. Press the keypad and watch the short cutscene.

SEWER SYSTEM SECRET AREA #3

Back away from the keypad and hospital and spot the floor grate just in front of you. Destroy the grate with any weapon and fall into the water below. Here you'll find a save gem, some C4 ammo, and a berry bush. Ascend the ladder to return to the tunnel.

Resume course through the tunnel, battling a sludge minion and some froginators. Behind the first sludge minion, you'll find some health and an ion pack. Continue down the tunnel and face





another sludge minion and more froginators. Behind this sludge minion rests a door. Use the operate button to open the door and defeat the sludge minion waiting inside; back off and use C4 for the best results.

Enter the room and defeat some roboskeets. Walk around the central structure and head down the ramp on the left side. You may notice a door at the end of the high catwalk, but it's currently locked. Descend the ramp and turn to the right to spot some Mishima workers and an alcove marked "two." Enter the alcove and spot the control panel on the right. Use the control panel to open the door back at the high catwalk.



Spot the "two" tunnel and defeat the workers before proceeding inside.





Retrace your steps and enter the opened door. Move quickly because the door works on a timer, and you must return to the control panel and reopen the door if it closes before you get up there. But, before you charge through, defeat the sludge minion waiting to the left of the entrance. Use C4 to kill the beast quickly.

Turn right and follow the sewer tunnel, bypassing the workers and eliminate the froginators and roboskeets. You'll emerge into another sewer tunnel heading to the right; the ground shakes around you as you move.

The tunnel will collapse, revealing a ledge to the left area containing the Ultimate Gashands and health packs.

Charge to the end, and you'll drop into a water-filled area. Punch the froginators swimming around in the water and locate the ladder and green control button on a ledge to the right. Press the green button to activate the ladder. Ascend the ladder. Eliminate the froginator at the top and walk forward into the next area.

Follow the pipe as it winds around, killing some more froginators. As you walk through the pipe, peer through the grating to the right to spot some sludge minions around what appears to be a weapon. Keep going, as you can't bust through the grate. You'll eventually emerge out of the pipe into a small room with other pipes. Several roboskeets await your arrival. Defeat them and the froginator and sludge minion also patrolling the room. Scour the room for ammunition and health, then locate the drop into the flowing sewer sludge to the left of your entrance position.

Leap down and kill some roboskeets as you're carried through the flowing water. Pass through a door and fall into deeper water. Be ready with the glove and punch out some froginators. Catch your breath, then swim quickly through the water to reach some spinning hydraulics. Swim over the hydraulics and into a control room resting just ahead of you. Press the green switch on the panel to the left. This lowers the water. Swim quickly out of the control room and over the hydraulics once again. You must work quickly, so you still have enough water to swim over the spinning hydraulics. Proceed up the tunnel to the left and through the door at the end.

Jump out into the water and be ready with your C4. Around the corner to the right lies a sludge minion. Defeat the roboskeets here with your ion blaster. Locate the ladder in the back of the room and ascend. To reach the second ladder, you must leap over the small gap at the waterfall (also at the health box). Traverse the beams and reach the small ladder on the left side. At the





top you can move in two directions. Head right first and grab a save gem. Go left into a small alcove with a worker. Get around the worker and use the valve wheel to open a door outside. The wheel opens the door at the top of the waterfall (you leapt by it). From the alcove, turn right and jump to the far ledge, then head through the door. Be wary of the sludge minion waiting inside.

SEWER SYSTEM SECRET AREA #4

Don't move too far forward after entering the door. Crouch and examine the ground to find a small hole. Drop down into the hole and swim toward the greenish light and under a platform (look out for the froginator here). You're now inside the room with the sludge minions and the weapon you spotted through the grate at the start of this section. Hop up onto the platform and grab the shotcycler. Use the shotcycler to defeat the sludge minions surrounding the platform. Leap to their walkway and grab the ammunition (there is a hospital in this area as well). When you're finished, leap back into the water and swim through the tunnel and back to the entrance.

SUPER SECRET: Shoot the lights at the base of the four pillars within this room to open a panel in the water underneath the shotcycler platform. This will reveal the first of the four locations of the infamous Dopefish. Killing this creature gives the player a ton of experience points and additional goodies. The Dopefish is hidden in the other three episodes of the game as well.

Move slowly through the tunnel. Around the left corner, you'll face many sludge minions. Use the shotcycler or C4 to eliminate them quickly. Don't stand still, but strafe back behind the corner, so you take minimal damage. Follow the hall to the end to pick up some shotcycler shells. Your exit lies in a tunnel to the left; a sludge minion and some other beasties wait inside. Defeat them and continue through, spotting the door up a small staircase to the left. Grab all the ion packs nearby before entering.

A sludge minion waits immediately inside. Back off and use the shotcycler. Enter and grab the health packs along the left wall. Around the corner, you'll find another sludge minion and some froginators. Keep moving to find yet another sludge minion. If you grabbed the shotcycler from the secret area, you shouldn't have much trouble.

At the end of the hall and behind the last sludge minion lies the lift. Hop on and press the blue control switch to ascend. Open the door at the top and battle a couple Mishima guards. Workers also patrol the room, but they don't pose a threat. To the right, you'll find some chromatic armor.





To the left, you can use the hospital if you've been damaged. Spot the keypad among the panels on the left side of the room. Use the keypad to end the level. Hiro realizes that he is entering the prison area of this fortress. A transfer is announced over the intercom system; Hiro guesses that it could be Mikiko!

SOLITARY

Approach the door ahead, ignoring the Mishima workers scattered about. If you wish, you can explore the area to the right of the door that leads to the area marked "CB1" (or cell block one). Here, you'll find a few Mishima guards, some health, and ammunition. You must deal with these guards eventually, so it's just as easy to eliminate them now.

Return to the first room and use the red-lit control panel to the left of the door to open the passage. Enter the next hall and approach the stairs at the end.

SOLITARY SECRET AREA #1

Look to the right of the stairs and spot a small opening. Crouch and crawl into the opening and follow the tight tunnel to the left until you reach a suit of plasteel armor.



Walk under the stairs shown here for a secret suit of armor.





At the top of the stairs grab an ion pack. Go into the room to the right of the stairs and defeat the Mishima guards. Locate the control panels on the right side of the room; eliminate the workers if you wish. Spot the switch to the right of the consoles. Use the operate button against the switch to open the door through the window, marked "CB1." Explore the left room and grab some health and a power boost pick-up before leaving.

Return to the door that led into this section; use the console on the right wall to open the passage back through. Head through the path on the left. If you already explored the area, you won't face any guards; then again, if you haven't, be prepared to battle some Mishima security guards.

Through the opened passage into cell block one, you'll face an inmater, an enemy somewhat like the sludge minion from the sewer system. The inmater fires a laser projectile and can take plenty of damage, similar to the sludge minion. To defeat the inmater, simply strafe left and right dodging the laser projectile and pump the inmater full of shotcycler or C4 ammunition.



Crawl underneath this section to locate the power generator.





Enter the CB1 tunnel and follow the path, defeating another inmater. Spot the cells alongside the tunnel, all protected by a forcefield. Don't worry about them yet; there's no way inside without performing a task first. Walk past the cells and spot the stairs at the end on the left. There's nothing up the stairs, so instead, spot the tight tunnel underneath. Crouch and enter the tunnel, and you'll reach a spinning mechanism. Shoot the mechanism several times to destroy it. This generator powers the cells and the lights.

Exit the tunnel and battle an inmater, who is not too pleased about your recent actions. Search the cells for an ion pack. Go up the stairs to a door at the end of the hall. Open the door and defeat an inmater and some guards inside. This room contains a circular elevator in the center, but the room above is locked, so don't bother with the elevator just yet. Enter the hall on the other side and turn left. Ascend the ramp, defeating guards and an inmater perched up on a ledge. Collect the ammunition and health.

At the top, you'll enter a control room with a hospital, shotcycler, and a control switch. Press the control switch. Descend the ramp and return to the circular elevator. Hop on and use the switch on the pole to ride the elevator to the next level. Kill two Mishima guards and walk out onto the catwalk. Grab some health on the catwalk. Use the switch to right of the door to open the passage. Kill the inmater inside.

Head up the stairs and battle some guards. When you reach the large room, there are more guards up on a high catwalk, so be careful and take them out with your ion blaster. With all the guards dead, approach the short-circuiting door marked "CB2" (or cell block two). Spot the worker kneeling beside the door at a control panel. Spot the pipes above the worker and destroy them with a weapon. The resulting explosion opens the door into CB2.

Crouch under the door and follow the hall to the right, being prepared for an inmater as you move. You've entered another small control room with some Mishima workers. The door ahead isn't working. Instead, walk over to the control panels and spot the smaller door to the right of the consoles. Use the operate button next to the door to open it. Inside, you'll find a barrel resting next to a cracked wall. Destroy the barrel with C4 or the ion blaster; the resulting explosion blows open the cracked wall.





SOLITARY SECRET AREA #2

Before crawling into the exposed hole, turn around and close the door. You'll notice another crack on the wall where the door covered it. Blow open the hole with a weapon and crawl inside. Grab the goldensoul.

Crouch and crawl through the opening you exposed with the destroyed barrel and enter the foggy, red area. Keep to the right, locate the ladder, and ascend up to the top pipe. Follow the pipe back toward the entrance and drop down to pick up the acro power-up (it increases jump height). Leap back up onto the pipe and spot the hole in the grating above (closer to the entrance area). Jump up.

Stay ducked and avoid the fan blades on the ceiling. Crawl toward the end of the hall and pick up the C4 vizatergo. Turn left and hop over the pipe. Follow the corridor 'til you spot a hole in the floor. Leap in and down into a room with several Mishima guards. Eliminate the guards and approach the lift, being sure to pick up the save gem that lies beyond. Stand on the lift and use the switch to descend.

Two inmates wait for you at the bottom. Eliminate them with C4 or the shotcycler. Walk into the control room at the end; you'll spot a hospital on the right (use if you need to regenerate some health) and a keypad on the left. Use the keypad and watch the cutscene depicting a ledge extending in a previous room. Return to the lift and ascend up. Locate the opened doorway and extended ledge. Walk out. Use the various control panels along the walls to open the cells and get the plasteel armor.

SOLITARY SECRET AREA #3

While on the bridge, turn right and face the ledge with the shotcycler shells and health box. Get the items, then look on the left wall to spot a ladder going up. Ascend the ladder into a tight tunnel. Grab the save gem here. Break the grate at the end to fall into a previously visited room. Retrace your steps back to the bridge.

Cross the bridge and use the button at the end to open the door. Defeat the Mishima guards inside. Continue to the next door and use another button to open it. Eliminate an inmate on the left and more guards to the right.





SOLITARY SECRET AREA #4

Face the Mishima Corporation logo sign and blow it apart with a weapon to reveal a small secret niche with a goldensoul.



Shoot the Mishima logo sign to reveal a secret goldensoul.

Locate the control panel in the room and use the operate key. Watch the cutscene depicting a door opening. Get on the lift to the right of control panel and ascend. Follow the catwalks here and eliminate the Mishima guards as you proceed; the ion blaster works well here. Be sure not to fall off into the room below; it's a previously visited area, and you'll have lots of backtracking to do to reach this position once again.



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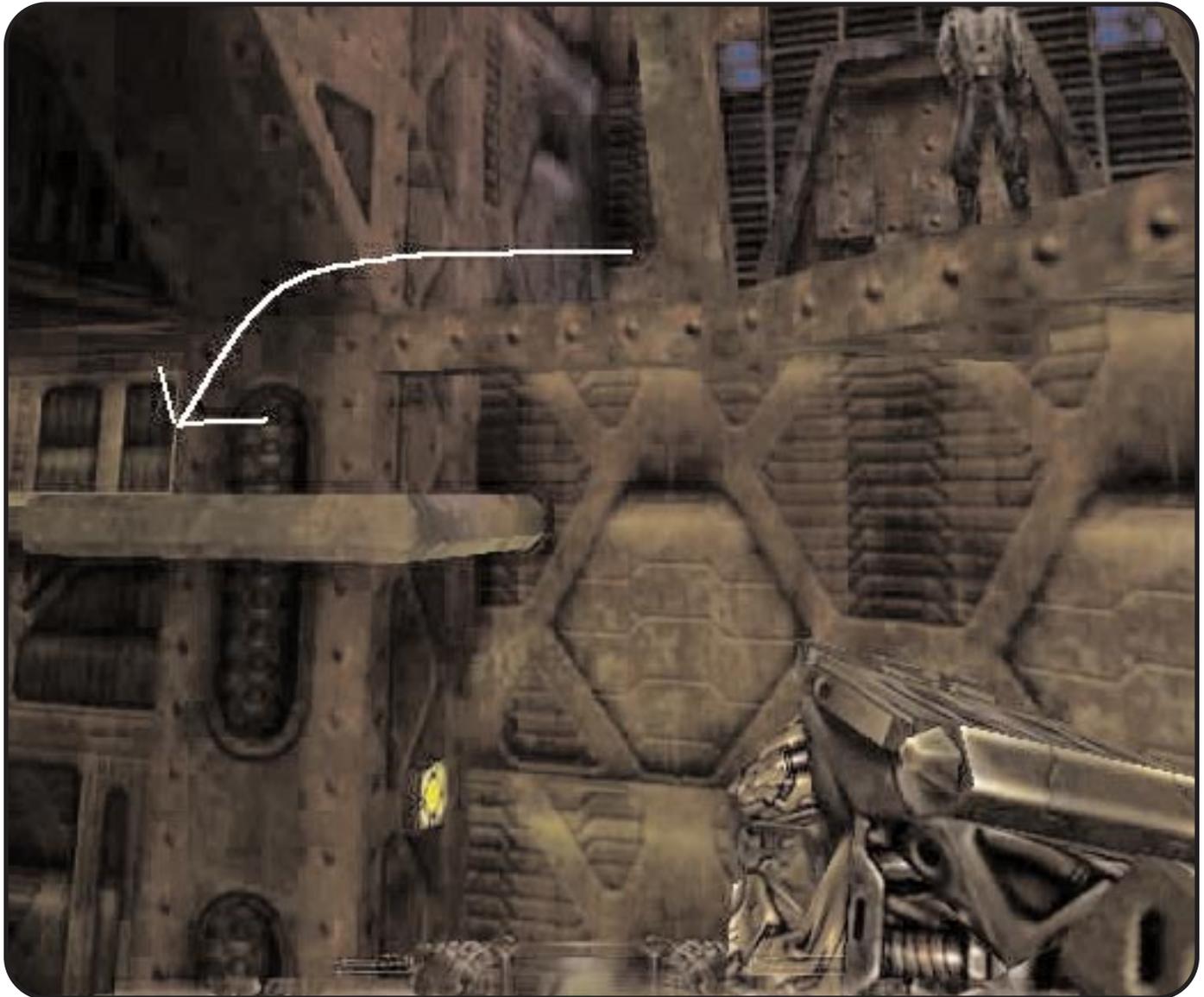




SOLITARY SECRET AREA #5

To find the sidewinder and plasteel armor, you must find a cage structure in Solitary. Drop down onto a pipe and follow it until you over the opening to the structure. You can then fall down and grab the sidewinder. There is a wheel inside that you can turn to open the panel with the plasteel armor. You then must shotcycler-jump or rocket jump out of the structure to get out.

Enter the far room and defeat more guards. Use the hospital on the right if you're hurt. Descend the stairs one floor.



This is the pipe you must use to find secret area #5.





SOLITARY SECRET AREA #6

Look to the right of the stairs (across from the worker at the console) to spot a grate and some machinery. Blow apart the grate and machinery with a weapon; you'll expose a cracked wall. Break apart the wall with another weapon. Crouch and enter. The pipes cause damage, so work quickly. Grab the health, shotcyclor shells, and the wraithorb at the end.

Use the keypad (across from secret #6) and use the operate button to open the door. Enter the door and kill the inmater at the end of the hall. Laser beams block your way; don't attempt to run through. Instead, look at the end of the hall and near the ceiling to spot the power box. Destroy the power box with a projectile weapon to deactivate the lasers. Proceed forward.

SOLITARY SECRET AREA #7

After deactivating the lasers, fall into the hole in the floor just beyond. Follow the hall until you reach some health and ammunition. You'll emerge back in the room just before the lasers.

Defeat the Mishima guards and inmater in the large room. Follow the ledge to the left and avoid falling off to the right.

SOLITARY SECRET AREA #8

Turn toward the Mishima Corporation logo sign and shoot it several times with a weapon. The resulting explosion exposes a small niche with shotcyclor ammunition and a save gem.

SOLITARY SECRET AREA #9

Turn around straight from the Mishima Corporation logo and peer down into the chasm. Drop down, but slow your movement by pushing back. Keep your point of view downward and spot the platform. Land on the platform, then walk forward and a bit to the right to enter the central structure. Pick up the ultimate gas hands on the ground; it's a limited power-up to the glove. Climb the ladder and pick up the chromatic armor on the way up. Go through the door at the top.

Inside this top control room you'll encounter several workers and Mishima guards. Defeat the guards and grab the health and save gem. Use the keypad to open section into CB4. Walk into CB4 and kill the guards and inmater. At the end of the hall, climb up the ladder to the console. Use the operate button to the left of the console to break some machinery exposing another switch. Use that switch to open a door below your position.





Head down toward the door, which isn't opened fully. Crouch and shoot the guards inside. Crawl under the door and eliminate any remaining bad guys.

SOLITARY SECRET AREA #10

After entering the room, look to the left and spot some armor and shotcycler ammo behind a short fence. To get over the fence, you must use the shotcycler. Point the shotcycler at the ground and press the fire and jump buttons simultaneously. With each discharge, you'll leap higher into the air. Leap over the fence and grab the armor and ammunition.



Use the shotcycler to jump over the railing and get the armor.





Use the button to summon the lift. Get on and use the button on the lift to ascend. At the top, you'll face a tough battle against several Mishima guards and three to four inmates. Use the shotcycler and strafe around the inmate's projectiles. You're inside some sort of medical area; you can spot the surgeons operating on some prisoners. Turn left and walk to the end of the hall into the red room. Here, you'll find your first sidekick, Superfly Johnson. Watch the cutscene where Superfly explains his predicament and gives you some information about Mikiko. He also instructs you on how to release him.

When you regain control, return to the Mishima Corporation logo sign at the front of the hall. Spot the wires at the bottom. Follow them toward Superfly to spot a power box near the ceiling. Blow it apart with any weapon. Return to the Mishima sign that's now destroyed. Grab the prison key-card inside and return to Superfly. Hiro will automatically release him.

A door opens at the end of the hall. Enter and kill the inmates and guards. Grab the health in the room (there are also some up the ramp in the center of the room, just turn around at the top and leap up onto the platform). Approach the far door to exit the level. Be sure Superfly is near, or you can't exit.

CREMATORIUM

Ascend the stairs ahead and kill two Mishima guards. On the right side of the room, spot the ion blaster. Let Superfly Johnson, who's weaponless, grab the ion blaster. Simply point at the ion blaster and press the sidekick get key. Snag the shotcycler shells for yourself. With Superfly armed, go through the door at the end of the hall and prepare for a battle.

Inside the door, you'll face several Mishima guards as well as a ragemaster. Built durable like the sludge minions and inmates of the previous two levels, the ragemaster, fortunately, doesn't possess a ranged weapon. Instead, it tries to get close and pummel you with its large arms. Don't let it. Nail the ragemaster from long range with the shotcycler or C4. Let Superfly assist in the battle; point him at the ragemaster and hit sidekick attack while you eliminate the guards. There's also a lasergat turret positioned at the ceiling. Destroy it with your ion blaster.

Enter the room on the left. As you enter, a laser turret emerges from behind a painting on the left wall. Turn around and eliminate the turret. Grab the ammunition from the room (let Superfly pick up any ion packs) as well as the save gem.





CREMATORIUM SECRET AREA #1

Locate the table in the room's center and destroy its top with any weapon. A ladder and passageway will be revealed. Descend the ladder and grab the power boost pick-up at the bottom.

Return to the lobby and exit through the forward door; it leads outside. Be prepared for another tough battle; have your C4 armed and ready for best results. Outside are several guards, a ragemaster, and two cambots. Ignore the cambots and deal with the guards and the ragemaster. Order Superfly to stay back or let him get into the fight. Order him to attack the cambots while you annihilate the rest of the pack with C4. Also, look out for the laser turrets positioned up on the structures, high up on the walls. Let Superfly take out the turrets.

Head down the stairs and jump over the railing toward the pool. Grab some ammunition; there's also a berry bush nearby if you need health. Head toward the truck and turn left. Two more ragemasters and some roboskeets wait here. Use the shotcycler against the ragemasters and let Superfly eliminate the skeets. There are also more laser turrets up on the structures. Eliminate them with your ion blaster or let Superfly get rid of them. With the area secure, approach the fence.

CREMATORIUM SECRET AREA #2

Turn left at the fence and spot the Mishima guards. Shoot all the guards; a few C4 shots will quickly dispose of them. Walk to the end of the alley, grab the ammunition, and use the hospital if you need regeneration.

Turn right at the fence and duck under the bar gate. Tell Superfly to hold his position. Walk toward the locked door, turn right, and notice the tight alley. Enter and defeat several more guards. You may spot the control room on the left, but you can't get inside quite yet. Follow the catwalk and defeat the guards, roboskeets, and cambot flying over head. Proceed along the catwalk as it winds around; enter through the security door and approach the console on the left wall.

Approach the left, middle, and right sections of the console to activate each keypad. Use each keypad. The left, and most important, keypad opens the loading dock door; the middle keypad displays the main door, which doesn't budge; and the right keypad swings open the bar gate. Make sure you activate the left keypad, then exit out the door and follow the catwalk back to the loading dock area.





Use the keypads inside the control room to open the loading dock door.

CREMATORIUM SECRET AREA #3

Use the shotcycler to jump over the catwalk railing. Just point the shotcycler at the ground and hit the fire and jump buttons simultaneously. In the water below, you'll encounter some froginators. Eliminate them and swim in the water through an underground tunnel. Head to the right and grab the plasteel armor. Swim across toward the left and spot the ladder near the waterfall. Ascend and bust the barbed wire at the top with your glove.





Make sure Superfly joins you again and head to the loading dock door; it's located to the right of the truck. Inside, you'll face off against two ragemasters and some guards. Head down the ramp and to the left to enter the next crematorium section.

Use the keypad on the right wall to open the door; a huge battle awaits. Battle two ragemasters, some guards, and a laser turret positioned near the ceiling. Once you've cleared the enemies, open the door to the right of the entrance and grab the sidewinder rocket launcher as well as some ammunition. There's also some health in the room and an ion blaster. Use the hospital if you need to regenerate.

Exit the small room and look in the center recess. There's a breakable gate protecting some chromatic armor. If you're stocked, tell Superfly to get the armor once you've busted the grate.

Return to the small room and approach the console. Use the keypad and watch the cutscene of the conveyor belt. Somehow you must find a way onto that conveyor belt and through the door. Return to the central recess and walk over to the side with the conveyor belt.

Peer down in the recess at the pipe. Notice the smoking spot on the pipe, indicating a possible weak area. Take out a projectile weapon and shoot the pipe at the weak spot. Make sure you're out of the recess and make sure Superfly is with you! Watch the water flow from the busted pipe into the recess. Eventually, the fan will short-circuit, and the resulting explosion blows open the conveyor belt door.

Hop on the conveyor belt and make sure Superfly joins you. Open the door ahead and prepare for a tough fight. It's likely wise to keep Superfly back during the battle, so use the sidekick stay command to keep him protected.

When you emerge in the next room, you'll face two ragemasters, guards, laser turrets on the ceiling, and a cambot. Pull out the sidewinder and let loose on the ragemasters and the guards. Switch to the ion blaster to take out the turrets and the cambot. When the room is clear, command Superfly to join you and head down. Collect the ammunition. Both doors here are locked, so locate the lift in the far corner of the room near the caskets.

Stand on the lift, and Superfly will mention that he's hanging behind. Press the button to ascend the lift. When you reach the top, jump onto the casket and spot the ventilation shaft. Leap up onto the shaft and crouch. Crawl through. Follow the shaft and destroy any laser turrets you





encounter. You'll eventually emerge underneath the floor of the previous room. There's a health box to the left. Head to the right and avoid the fan by staying crouched and to the right. When you reach the next fan, stay to the right again.

At the end of the underground hall, drop down the hole in the floor. A laser turret attacks immediately; destroy it with your ion blaster. Walk forward past where the turret was. Eventually, you'll reach a gaping hole in the floor. Two beams provide a way across. Traverse either beam and, when you reach its end, stand up and jump to the far walkway. Continue through the hall and crouch through the hole. Kill two guards inside. Emerge into a room with two doors. Kill more guards here. Ignore the door without the keypad. Examine the keypad and follow the wires up to the ceiling. Destroy the control box that operates the keypad. The door will open, and Superfly rejoins you.

CREMATORIUM SECRET AREA #4

Before you head into the second door, head through the opened door by the keypad and return into the previously explored room. You may remember that there was another locked door in this room. Take a look - it's now unlocked. Approach and look inside. Behind the caskets, you'll spot a grate. Blow the grate is a weapon; crouch inside to grab the shockwave.

Enter the second door and be prepared for a fight. If you grab the shockwave, you may want to use it here. Inside, you'll face many guards, a ragemaster, and some turrets. When the coast is clear, grab the save gem and ammunition from the room (let Superfly take the ion packs). Ascend the ramp and kill more guards, turrets, and ragemasters. Pass through several tunnels and doors. When you reach the intersection leading forward and left, head left. Another ragemaster waits here.

Enter, open the door, and battle another ragemaster and some guards as you move. Follow the hall until you reach a small room with coffins inside. Locate the grate near the bottom of the floor and bust it apart with a weapon. Crawl into the shaft. Knock out some turrets and climb the ladder at the end. Enter a room with some guards. Destroy them. Collect some rockets and ion packs from the ground.

Continue until you drop down into a tight alley. Grab some health and use the hospital if necessary. Blow up the grate at the end of the hall and kill the two guards. Ignore the door on the right (it leads back to the hallway with the intersection). Proceed forward to enter the next section.





Open the door and kill guards. Grab some ammunition and exit through the far door. The door ahead is locked, so enter the doorway to the right. Get ready for another combination of guards, ragemaster, and turrets. Enter the door at the end for more guards and a turret. Descend the stairs. To the left you'll find a save gem, some ammunition, and a berry bush.

Head right down more stairs and battle a turret and more guards. You'll enter a short hallway with glass walls.

CREMATORIUM SECRET AREA #5

After entering the glass-covered hallway, turn immediately right and spot the breakable glass low by the floor. Bust the glass with a weapon and jump down into the water. Grab the plasteel and chromatic armor here. Locate a hallway near the chromatic armor and head up the ramp to return to the hall.



Blast open the glass wall to the right of the entrance to gain access to a secret area.





Enter the door at the end of the glass hall. Be prepared for a tough fight with guards and ragemasters. Walk across the room to the small study and defeat more guards. Spot the ventilation grate above the bookcase. Destroy it with a weapon. Jump onto the table, then onto the sign. Keep hugging the wall, then leap onto the light and finally the bookcase. Make sure Superfly follows you. Crawl and enter the vent. Shoot the turrets as you proceed forward. At the intersection, hang right and blow the grate in the floor. Peer down and shoot the guards. Drop down and finish off any remaining bad guys.

CREMATORIUM SECRET AREA #6

Crawl under the incinerator, then go forward and to the right. Pick up the chromatic armor here as well as some ammunition and health down the hall.

Crawl under the incinerator and go left and kill some Mishima guards. Follow the hall to the end and hop on the lift. Make sure Superfly joins you and hit the button. Approach the door at the bottom to complete the level.

PROCESSING

Enter the door ahead. There are some ion packs to the right (perfect for Superfly's ion blaster), some health, and a hospital to the left. Also, you'll find some rockets in the far corner of the room. Enter the door to the right of the hospital. Continue through and up some stairs to the left. Fight a few new enemies here, the venomvermin XP5 and the deathsphere. There's also a turret to deal with.

The venomvermin XP5 operates somewhat like a supercharged froginator. It possess a ranged attack (a slow rocket) at distances; the projectile is easily dodged. When you get close, the venomvermin attacks with a bite and claw attack and can poison you. The deathsphere hovers in the air and fires down powerful lasers. Eliminate the deathsphere with any weapon, though a shotcycler works well at close range. Watch out for the deathsphere dodging your shots.

Follow the hall around another corner and deal with a turret. The door at the end of the hall is locked.

PROCESSING SECRET AREA #1

Inside the hall that leads to the locked door, you'll find a sudden step downward. Look just past the step and to the left to spot the small niche in the wall. It's at the bottom near the floor. Shoot the niche with your ion blaster to blow apart the floor grate. Jump in and grab the megashield. Ascend the ladder to exit.





The door won't open, so break the glass windows. Defeat the cambots hovering outside. Jump into the water and ready your glove or shotcycler. Defeat a froginator and robocrox. Head far left in the water to spot a power boost pick-up, a shock sphere, and some rockets. Head far right and swim behind the rock formation to grab a save gem.

Climb up onto the rock formation on the right side of this pool. Leap onto each rock heading toward the small waterfall and tunnel. Jump into the tunnel and crawl inside. Ascend the ladder to the left. Battle the venomvermin at the top. Continue through the shaft and face two more venomvermin. Climb the ladder at the end and bust open the gate with a weapon. Kill the death-sphere and guard inside. Face the door with the bright red control button. Examine the wires leading from the red button to the ceiling. Shoot the control box with your ion blaster. Open the door and summon Superfly back to your position.



Follow the wire leading from the door to the power box overhead. Shoot the box to unlock the door.





Head through the door on other side. Use the hosportal if necessary. Walk over the ramp and shoot the worker and control box up by the fan. Continue into the next door, defeating guards, turrets, deathsppheres, and venomvermin as you move. Ascend the stairs and approach the Mishima door to complete the section.

Open the door ahead and kill the guard. Walk over the catwalk and shoot the laser turret. Enter the door at the end. Kill another guard and walk onto the elevator. Make sure Superfly joins you and press the button to descend. At the bottom, kill a deathsphere, a venomvermin, and some guards. There's a hosportal down an alley to the left, if you're hurting.

PROCESSING SECRET AREA #2

Approach the hosportal and turn left. Spot the ledge along the right wall. Carefully walk across the ledge and grab the chromatic armor resting at the end.

Enter the next room and face off against many enemies, including cambots, venomvermin, and deathsppheres. Grab the rockets and leave the ion blaster packs for Superfly. Be sure to look out for any laser turrets, particularly at the end of the room to the right. If you have taken damage, ascend the stairs at the end of the room and use the hosportal.

PROCESSING SECRET AREA #3

Approach the stairs at the end of the room. Don't ascend; instead, look to the left of the stairs. Spot the small opening. Crawl inside and grab the goldensoul.

Head right from the stairs, enter the door, and be prepared for a fight. Inside, you'll find a venomvermin, deathsphere, and some guards. After entering, turn left and ascend the short stairs. Explore forward before ascending the stairs if you're hurt; there's a big health box behind the conveyor.

Follow the hall and enter the door at the end. Battle more deathsppheres and venomvermin. Some rockets lie behind the conveyor in the right corner of the room.

PROCESSING SECRET AREA #4

Walk over the conveyor and turn left. Walk to the left corner of the room behind the machinery. Spot the blue button. Push the button, which lowers stairs leading to the entrance door. Move quickly, as it's on a timer. The lowered stairs expose a vent shaft. Crawl inside and grab the attack power-up at the end. Use the blue button here to lower the stairs to the left and exit. Retrace your steps back into that room.





Approach and use the console on the left side of the room. Watch the cutscene of the door from a previously visited area unlocking. Retreat back outside and head to that door, which lies up those stairs you bypassed earlier (and contained the goldensoul).

Enter the door, leading into the freezer, and battle deathospheres, turrets, venomvermin, and guards.

PROCESSING SECRET AREA #5

After clearing the room, ascend the stairs to the right. Don't go through door, however; instead, jump onto the highest shelf to the right. Turn around back toward the entrance and traverse the crates to grab a power boost power-up at the end.

Approach the stairs to the right and be sure to grab the shockwave to the left. Open the door and kill the two guards inside. The next door lies to your right. Ready the shockwave as it's the best weapon to clear the next room. Open the door and fire a shockwave inside destroying the death-spheres, venomvermin, and other enemies.

Ascend the next set of stairs and open the next door. Again, the room is crawling with enemies. Ready the shockwave if you wish and eliminate them. Grab all the health and ammunition from the room, then ascend the staircase to the top of the room. Enter the door at the top.

PROCESSING SECRET AREA #6



Locate the plasteel armor resting behind a few crates.





Immediately after you enter the door, turn left and leap over the railing. You'll land in a storage area with many boxes. Turn left and spot the plasteel armor behind some crates. Grab it, then return up the ladder.

Make sure Superfly is with you, then head forward toward the McMishima logo, and the level ends. Watch the final cutscene depicting Superfly and Hiro transporting into the next level, the icelab.

ICELAB

Head forward and avoid the icy spray from the walls; if either you or Superfly touch it, you'll be damaged. Turn left at the end of the hall and use the computer console just before the door. Although a voice announces that access is denied, be prepared, as the door is about to open anyhow. Security forces are called to your position; when the door opens, get ready to battle a ragemaster, two guards, and a deathsphere.

Once the area is clear, walk forward and grab the health on the left side of the hall. Follow the path to the right and shoot the battle boar, a new enemy, from a distance. Knocking out the battle boar is rather easy. Just stay at long range and use the sidewinder or ion blaster. Strafe back behind the corner if necessary.

Walk forward to the end and around the central mechanism. Kill the cyrotech, another new enemy. The cryotechs are a lot like the Mishima guards. Don't get too close, though; the cyrotech sprays some icy fluid that will damage you quickly. Keep your distance and use the ion blaster. Enter the control room to the left and kill the worker sitting at the console. He discards the blue access card. You can also find some ion packs in the room for either you or Superfly.

Exit the control room and head over to the other side of the room toward the door. Use the console to the left of the door; be sure you have the blue access card, or you can't get through. The door opens; kill two cryotechs inside. Keep moving forward, eliminating more cryotechs and a deathsphere. When you enter the last room, grab the save gem from the corner as well as some shotcyclor ammunition. Locate the ladder and descend.

Be ready for lots of cryotechs down here. Eliminate them with the ion blaster or the shotcyclor if you approach at close range. Leap across the gap in the walkway. Turn the valve on the left side of the room to lower the icy fluid below your position. Get the health and the ammunition from the corner of the room.





ICELAB SECRET AREA #1

Look to the right of the valve. Peer down to see a small ledge. Drop down onto the ledge. Ascend the ladder nearby. At the top, grab the C4 pack and the vitality power-up. Go up the next ladder and follow the ventilation shaft until you drop through a pipe. Several deathsppheres and cryotechs wait here, so be careful. Before heading toward the catwalk, turn left and slide down the pipes. Turn left and spot the goldensoul inside a niche. Leap and grab it. Jump across to the catwalk, eliminating any remaining enemies, then turn right, go through several rooms (you may encounter some cryotechs), and head up a ladder to reunite with Superfly.

Make sure Superfly joins you, descend the ladder, and go through halls to a lift at the end. Get on the lift with Superfly and ride to the top. Look to the right to spot the attack power-up. To reach it, jump onto the computer console along the right wall, then jump up to the ledge.

Use the computer console at the end of the room. It opens a door behind you back near the entrance. Run quickly through, as it's operating on a timer. Inside the next room kill some guards and workers. Make sure Superfly is near by pressing the sidekick come key. Use the console next to the door on the right to move inside the next section.

Proceed forward and take first left up a ramp approaching a door. Unfortunately, the door is locked. If you try to use the console, two deathsppheres release from secret hatches.

ICELAB SECRET AREA #2

While on the ramp, look to the left and spot the ladder. Make a running jump to the ladder (make Superfly stay first) and grab hold. Climb to the top and grab the shockwave.

Proceed past the ramp and follow the catwalk to the left. The first alcove just contains a worker; the second alcove to the right contains some guards, rocket ammo, and ion packs either for yourself or Superfly. Order Superfly to stay and descend the ladder in the room. You'll emerge on a pipe at the bottom of the area. Knock out any cryotechs patrolling here and walk to the end and grab the megashield.

Return up the ladder and order Superfly to follow you back out of the alcove. Peer down to the pipe you just landed on. To the left of the pipe, you'll see another pipe. Next to it is a circular platform with some rocket ammunition. Order Superfly to stay up here and drop down onto that second pipe. Leap over to the rocket ammunition. Climb up the ladder and open the hatch at the top. Use the console to the right of the door (this opens the door up the ramp) and order Superfly to join you.





Spot this ladder to the left of the bridge. A shockwave lies at the top for your efforts.

Once both of you are inside the room, walk to the lift at the end of the room and ride up. Kill several guards and other bad guys, then open the door to the right to proceed into the next room. Ascend the stairs and emerge at an intersection to the left and right. Order Superfly to stay and head left. Open the door at the end and grab the plasteel armor inside.





Return to Superfly, but keep him standing still. Head right this time. Enter the door at the end and kill several guards (some ammunition is on the ground also). Follow the catwalk to the right, defeating a guard, and grabbing the save gem. Continue to the next door; open it and enter. Follow the hall until you spot a grate along the right wall. Kill a deathsphere here.

ICELAB SECRET AREA #3

Climb up the leftmost ramp after the grate (again, along the right wall). At the top, turn left and spot the structure adjacent to the one you're on. Leap to the structure, then peer down and forward of your position. You should spot the goldensoul on top of a tiny ledge. Leap to the ledge and grab the goldensoul. Face the catwalk and kill the guards and cryotechs. Leap to the catwalk and head to the right. Push the green button on the left side of the wall to summon the lift. Use the lift and grab the health and ammo at the top. Follow the hall left to rejoin Superfly.

Order Superfly to join you and return down the lift toward the right. Walk across to the other side of the room (a hospital lies behind a grate to the right). Turn left and spot the tight alley. Defeat guards and other bad guys. Continue through the hall to the door marked "SciCo." Open it and kill the guards inside. Grab the C4 pack here and enter the door on the other side.

Two inmates and a deathsphere wait in the next room. Defeat them, then ascend the ramp. Grab the shock sphere to the left and some health to the right. Approach the door at the end to enter the next section (you'll need Superfly with you).

Open the door and prepare for a tough battle; the shockwave works especially well here. Some inmates and a ragemaster walk along the catwalk to the right. A deathsphere also flies overhead. Launch the shockwave and back out. Finish off any remaining enemies with the ion blaster or sidewinder.

Follow the catwalk to the right and grab the chromatic armor and C4 ammo to right. At the end of the catwalk, press the green button to open the door. Enter and follow the catwalk to the left, avoiding the icy spray from the wall. The catwalk winds to the right. Face an inmate and battle boar. Grab the save gem at the end.

Turn left and kill some cryotechs. Nab the health and follow the catwalk until you reach some stairs to the left. You may have to defeat some guards and deathspheres. Ascend the stairs and





follow the path; you'll ascend more stairs as the path winds around. Be sure to collect all the ammunition from the platforms. At the top of the platforms, kill the inmater. Keep moving and defeat two more inmaters.

Walk to the door and open. Ahead, you'll see a grate and a button. Make sure Superfly is with you, then walk forward to complete the level. Our two heroes release Mikiko from her icy prison. The decision is made to recover the Daikatana sword from Mishima's vaults. On to the treasure!

VAULT

Before heading up the stairs in front of you, look both to the left and right and snag the plasteel armor. There are two sets, so offer one to Mikiko and Superfly. Ascend the stairs and shoot the cambot. Turn left and approach the stairs and door.

VAULT SECRET AREA #1

Look to the left and spot the save gem and health high up on the left. Use the shotcycler to jump up to the ledge. Point the shotcycler at the ground and press the fire button and jump button simultaneously while standing against the wall where the save gem rests.



Use the shotcycler to leap onto the ledge and grab the save gem.





By the door, you'll find three ion blasters. Order Mikiko to pick up one, then Superfly, if he doesn't already have one or is out of ammunition. Use the console to the right of the door and destroy the ragemaster and death spheres before proceeding through. Once the area is secure, use the console to open the door and walk inside. Make sure the sidekicks have joined you.

Look right and spot the grate. Bust the grate with a weapon and enter. The shaft returns to the first room on a ledge with some health. If you return, just drop down, head right to the door, and use the console to enter.

Proceed past the wall into the next room with a recess in its center. Drop down to the lower floor and use the keypad. It activates a ladder on the upper floor. Use the lift in the corner, then walk over to the ladder and ascend. Make sure the sidekicks are behind you. Kill some guards and a death sphere. Get on the lift to the left and descend.

VAULT SECRET AREA #2

Get off the lift after it descends. Push the keypad and watch it ascend, but don't get back on! Spot the grate near the floor. Blow it up and crawl inside. Ascend the ladder located within and follow the vent shaft. Encounter several venomvermin. At the end, you'll find two grates; the one on the left contains a goldensoul, a C4, and C4 pack, and the one on the right contains plasteel armor. Return to Superfly and Mikiko.

You must return up the lift to open the door located down here. Order Superfly and Mikiko to stay put. Use the keypad to go up the lift. Locate the cage protecting the keypad. Enter and use the keypad, which opens a door below. Don't return down the lift, instead, just jump off the catwalk.

Through the opened door, you'll encounter a ragemaster and guards. Get through the door, even if the sidekicks don't accompany you. Once the area is clear, spot the keypad to the right of the door and let the sidekicks in.

Walk across the catwalk to the door; it's not working. Ask the sidekicks to stay put, though they will anyhow. Leap off the side of the catwalk into the water below. Pick up the sidewinder ammo, then spot the keypad next to the circular door in the floor. Press the keypad to open the cover. Crouch down to swim inside. Follow the pipe to the end and bust the grate with a weapon. Look out for venomvermin. Follow the ramp up to the save gem. Turn left and break the fan mechanism with a weapon. Drop down into a new hallway. Snag the nearby health if needed.





A secret area lies behind this lift.

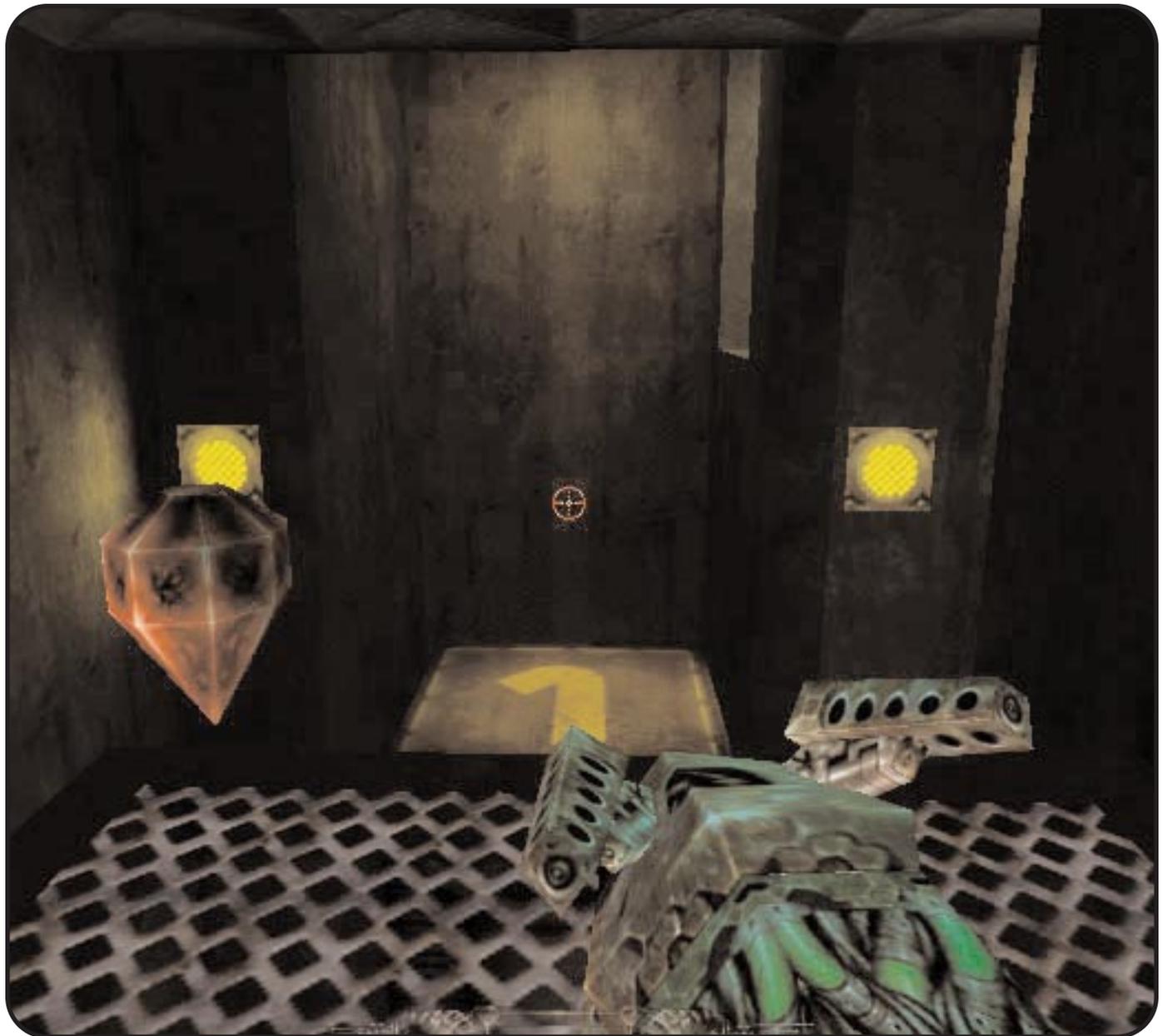
Head to the end of the hall and kill two guards. Climb the ladder and open the hatch at the top. Battle more guards in the next room. Walk toward the door on the right. Open the door and continue into the next room. Kill some guards and ride the small lift up to the second floor. Exit onto the catwalk overlooking the supercomputers. Go left and find a keypad guarded by a worker. Use the keypad. Return to the right until you reach a ladder. Climb up and drop into the hollow pipe at the top.

Encounter venomvermin inside the tunnel. Enter the door at the end. You'll reach a gap and can spot the sidekicks below you. Look up to spot a control box. Shoot it to lower a bridge. Cross and enter the door. Follow the hall and kill more guards. Exit the door and spot another bridge. Though you could rescue the sidekicks at this point, don't bother quite yet; wait until the end of the level. Cross the bridge and use the keypad on the other side.





Open the door and face two ragemasters. Kill them and enter the room to your left. Spot a breakable grate above a set of crates. Shoot the grate with a weapon and enter. Follow the vent to the right. Fall through the floor just before the health box; you'll land in some sewer sludge. Kill the bad guys down here, including a pesky deathsphere hovering about. Ascend the ladder and grab the save gem at the top.



Leap across the moving platforms with care. Use this save gem at the start, so you won't have to do extensive backtracking!





You must traverse the room's set of moving platforms. Jump across to the moving platform, then walk to the next one by going right. Leap to the next one, turn left and grab the acro power-up. Get on the next moving platform and leap to the next.

When you reach the one in the far corner, you'll see a vent opening when the platform is at its highest.

VAULT SECRET AREA #3

While on the last platform, ready your shotcycler. When it reaches the top, jump with the shotcycler by pointing the weapon at the ground and jumping as you fire. You should land up on the top of the vent shaft. Head to the right; shoot with the ion blaster to illuminate the path. Grab the sidewinder rocket ammo at the end.

Enter the vent at the top of the last platform. Turn left and bust the grate (if you go right, you can snag the health box just after where the floor fell in). Fall into the room.

Now, it's time to retrieve the sidekicks. If you explore your current room, you'll spot the exit hall; if you try to go, you'll find you can't without the sidekicks.

Return to the bridge you crossed; the bridge rests between two doors and over an expanse. In the middle of the bridge, drop down onto the catwalk below. Walk to the center of the catwalk, and it will break. Retrace your steps up the ladder to the left and head through to the supercomputers. Go into the right door, go up the ramp, and head right to the ladder. Climb up and enter the pipe. Return to the bridge over the catwalk you just broke.

Now, drop down onto the stable part of the catwalk. Leap over and walk to the door at the end. Use the keypad to open the door, and you'll spot the sidekicks inside. Ask them to join you. Follow the catwalk until it drops off; make sure the sidekicks are following you, then walk to the end of the hall and the ladder. Ascend and head up into the hatch into the room with the supercomputers. Head into the door on the right.

VALVE SECRET AREA #4

Just inside the door on the right (you've been here before), turn right and spot a hole in the siding. Crawl inside and grab the plasteel armor to the left.





Head up the lift and go up to the supercomputers. Go right and climb up the ladder. Return across the bridges until you find the room you were in before you went to retrieve the gang. Spot the exit tunnel in the left room; it's on the right. Walk inside to enter the next section; make sure Mikiko and Superfly are with you.

Defeat the guards and battle boar in the first room. There's a hospital to the right if you need to regenerate. Go left and down the hall. The first room on the right contains several battle boars and a venomvermin. Defeat them by strafing around the corner and using the shockwave or sidewinder. Enter the room and grab the plentiful ammunition.

Walk to the end of the hall and use the keypad on the right to open a hatch to the left. The sidekicks announce they're staying put. Enter the center hatch and grab the save gem at the end. Climb the ladder and grab the goldensoul at the top.

Break the grate on the floor and peer down into the chasm. There are a few deathospheres hovering about. Eliminate them. Fall to the ledge, then drop to the lift below. It will start moving. Ride the lift until you reach an area with two health boxes perched on a ledge. Hop to the ledge when the lift passes by. Look down and spot the vent shaft. Fall into the sludge, bust the grate, and leap into the vent.

Follow the vent until you emerge into a new room. Fight the battle boar. Descend the ladder and use the keypad on the wall. Kill the guards and collect the ammo and health. Move through the room until you reach the sidekicks. Order them to join you. Return up the ladder and kill the ragemaster at the top. Follow the hall and encounter another ragemaster, a battle boar, and some guards. There's a save gem at the end of the hall. Some ion ammo lies to the left; and three deathospheres attack from the right. Use the keypad on the wall to open the door. Battle boars wait inside to the left and right. Follow the hall and encounter two more battle boars and a deathosphere.

The room at the end contains the episode one boss. Order the sidekicks to wait behind. The floor of the room becomes electrified every few moments. To avoid electrocution, stand on the ledge against the side walls. There are also ledges in the corner with ammunition; you can also stand safely on these. While on a ledge, look up and destroy the three yellow tubes near the ceiling.





Once that's done, panels open up on three sections of the walls revealing small brains. Shoot the brains several times to destroy them; a sequence counts down as you go. You may need to reposition yourself in the room; just follow the ledges, so you're not standing on the electrified floor.

After all three brains are destroyed, the main brain reveals itself on the left side of the room. Two laser turrets also emerge; destroy them. Shoot the main brain many times to destroy it; use a powerful weapon, such as the sidewinder, to eliminate the brain quickly. It won't move, so it's not a difficult target.



Shoot the large brain to release the psyclaws.





When the brain explodes, the electrified floor switches off. Two psyclaws, a new and deadly beast, are released into the room. Try to fight them one at a time. The psyclaw attacks with a long-range mind burst; the attack disorients you by distorting your view and its color. If you get close to the psyclaw, it will attack with melee strikes. Eliminate the two psyclaws (you can also get the sidekicks to assist, now that the floor is safe).

Once you have destroyed the psyclaws, the level ends with a cutscene depicting Hiro snagging the Daikatana, but Mishima intervenes. Mishima uses the sword to send you back in time.





Daikatana's second episode, Ancient Greece, 1200, features mythical creatures, such as skeletons, griffons, and harpies, and weapons crafted to match. The architecture, level design, and textures all resemble the beauty of ancient Greece where Hiro, Superfly, and Mikiko must discover a way to recharge the Daikatana sword in hopes of returning to their own time period. In this section you'll find complete weapon strategies and a full walkthrough for Daikatana's second episode.

EPISODE 2 WEAPON STRATEGIES

In this section, you'll find single- and multiplayer strategies for weapons from Daikatana's second episode. The magical weapons contain a balanced mix of speed and power. The trident serves as an invaluable long-range powerhouse, the slower venomous works well at medium and close range, and you'll invariably fall back on the discus time and time again for its unlimited ammunition.

DAIKATANA SWORD

Maximum ammunition: N/A

Range: Short

Rate of fire: Variable

Damage potential: Low-High

After snagging the Daikatana from Mishima's vault, Hiro gains its use for the duration of the game. The sword operates like a standard melee or slashing weapon, but with a few unique twists. The Daikatana can gain experience, just like Hiro, and gain special abilities and





improvements to its damage potential. To gain Daikatana experience, you must use the sword to finish off enemies. Experience gained to the sword will not go to Hiro. Thus, you will be sacrificing experience points that could be put to Hiro's personal abilities.

Using the Daikatana with consistent success takes practice and should be used solely against melee enemies. Attempting to use the close-range Daikatana against ranged enemies will prove difficult. Practice a hit and run attack. Charge the enemy and swing with the Daikatana, then immediately back off and wait for the enemy to strike. Once it strikes, approach and use the sword again. Also, if you're having trouble with the Daikatana, but want the sword to gain experience, then damage enemies with your other weapons and use the sword for the killing strike.

Circle strafing works well with the sword, particularly in attempting to get around your opponent. The Daikatana inflicts double damage when slashing enemies from behind. It'll be tough to sneak up on enemies, but you can try to circle strafe around to slash from behind; also, you can strike enemies occupied with Mikiko or Superfly.

DISCUS

Maximum ammunition: 10

Range: Long

Rate of fire: Variable

Damage potential: Low

Much like the ion blaster from episode 1, the discus will be the weapon you fall back on time and time again. Operating much like a boomerang, you should never run out of discus ammo. Each time you fire the discus, it launches at the target (whether it's a monster or wall) and impacts, then ricochets off and tries to find a path back to your hand. If it can't find a path, the discus remains on the ground until you appear in its view. Also, the discus operates like a melee weapon when within close-range. Stand close to your enemy and the disc won't be thrown, but instead slashed against the enemy's skin.

The discus' rate of fire depends on how many you're currently carrying. Although you can hold up to 10, don't expect to have nearly that many until late in the single-player episode. If you possess more than one, you'll fire the second (third, and so on) before the first one gets back in your hand.





An effective method for attack is to back up slowly as you're firing the disc at an enemy. Toss the disc straight at a foe, and it should come immediately back at you. Save the ricochet shots for enemies around corners; if an enemy is pursuing you, simply fire the weapon to score a direct hit, and you should gain the disc back quickly. This will let you get subsequent blows in as quickly as possible.

VENOMOUS

- Maximum ammunition:** 75
- Range:** Long
- Rate of fire:** Medium
- Damage potential:** Medium

The venomous features both a ranged and melee attack, providing close- and long-range effectiveness. When you fire the venomous at a long-range target, green snake-like projectiles launch, and both fly and slide toward the target - though it's not a tracking weapon.

For instance, you can fire the venomous near the ground and watch the projectile slide in the direction you fired. Therefore, it's not always to your advantage to fire directly at the target; you can also fire some projectiles on the ground to make it difficult for your enemy to avoid the poisonous spew.

At close-range, the snakes at the tip of the venomous weapon reach out to bite your enemy. Use this method to conserve ammunition (you'll use none during the melee attack). However, since you're attacking at close range, expect to sustain some damage; the venomous' melee attack isn't very powerful and takes quite a few hits to take the opponent down.

SUNFLARE

- Maximum ammunition:** 20
- Range:** Medium
- Rate of fire:** Medium
- Damage potential:** High

Much like a grenade, toss the sunflare, basically a flask of burning oil, around corners and at medium- to long-range enemies. When the sunflare strikes the ground, it explodes and damaging flames extend out from the initial impact point. Anything within those flames takes damage; therefore, you should use the sunflare at a distance and avoid getting struck by or walking through the painful fire.





If you have a more powerful weapon than your enemy (for instance, if you're attacking a melee foe, or you're in a multiplayer game, and your opponent only possesses a hammer or discus), toss a sunflare between you and your foe. With the flames between you, your opponent can't get closer to you without sustaining damage. Meanwhile, switch to a powerful weapon and discharge into your opponent's hide.

The sunflare also works well in trapping your opponent against a corner or in a dead-end room. Lay down some sunflares to create a wall of flame. Your opponent must either suffer the fire to escape or hope you can't take down a cornered enemy.

HADES HAMMER

Maximum ammunition: N/A

Range: Short

Rate of fire: Slow

Damage potential: High

Though it carries the potential to inflict serious damage, the Hades hammer swings so slowly that it's easy to flee from. In the single-player game, you must use the Hades hammer to defeat the caryatid or other powerful statues that come to life and attack. You can also hold down the fire button to charge a more powerful swing; when the Hades impacts the ground after a charge, it creates a small shockwave that inflicts more damage the closer the enemy is to the impact point.

In a multiplayer game, you can charge the Hades hammer and run around looking for an opponent to smash. When you get up against the foe, release the button and smash the hammer to the ground. A direct strike should kill a lightly armored foe; however, don't expect the tactic to work consistently, especially against opponents whom excel at retreating and strafing.

TRIDENT

Maximum ammunition: 100

Range: Long

Rate of fire: Medium

Damage potential: High

An excellent long-range weapon, Poseidon's trident fires three tips in a single shot, which both makes it powerful and an ammunition pig. Watch your ammunition carefully; although you can hold 100 units, expect it to deplete quickly if you're using the trident extensively.





Save the trident for the tough air-based units you'll encounter in episode 2, such as the griffon or harpies. Conserve its ammunition for tough encounters; however, if you're at 100, consider using the weapon, so you can refill when you spot more trident tips.

You can use the trident to rocket jump to high ledges and locations, but expect to sustain damage. Simply point the trident at the ground and press the jump and fire buttons simultaneously (press the jump button just moments before). If done correctly, you'll discharge the trident into the ground, propelling yourself high into the air.

EYE OF ZEUS

Maximum ammunition: 5

Range: Medium

Rate of fire: Slow

Damage potential: Extreme

Acquired on the last map of episode 2, the eye of Zeus should be used solely as a room clearer. When you fire the wand, the eye at the end opens; any enemy viewed by the eye will explode instantly under a powerful lightning discharge. You must be patient with the eye of Zeus. It takes a moment for the eye to open; during which time, you could come under attack. Remain concealed or behind cover if necessary as the wand opens, then face your attackers once the eye is exposed.

Because you can only hold five charges, and ammunition is scarce, save the eye for rooms crowded with enemy creatures. Further, it's the weapon you must use to defeat Medusa at episode 2's end. Conserve the ammunition as you near the episode's end boss, so you have plenty to attack with.

EPISODE 2 WALK-THROUGH: ANCIENT GREECE, 1200

Though our heroes have gained the Daikatana sword, its power has sent them to an unexpected place, back centuries in time to the dangers of mythical ancient Greece. Here Hiro, Mikiko, and Superfly must discover a way to recharge the Daikatana in the hope that they can use the time stream to return back to their own time.



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LEMNOS ISLE

Watch the opening scene as Hiro appears in the Greek time period. He's currently separated from Superfly and Mikiko and only armed with the Daikatana. Follow the canyon path ahead to the cart. Look at the front of the cart and pick up the discus, a boomerang-like weapon that should serve you well during this first level of the second episode.

Turn the corner and approach the structure. Three skeletons charge and attack. The skeleton warriors don't possess a ranged attack; they simply charge and attempt to pummel you with a short sword. Defeat the skeletons by backing up and firing the discus. Don't get pinned against a wall, and the skeletons can't inflict much damage.

Head toward the structure and up the pillar toward the left. A life vase, which restores health, lies up on the ledge. A skeleton may attack from the tunnel to the right. Defeat the skeleton, then head inside. You'll reach an intersection leading left, then right, and finally into a small room. Enter the room and pick up the life vases if you need to restore Hiro's health. Return to the left and right intersection and choose the left path.

Exit out next to a fence. A skeleton will attack; defeat it with your discus. Walk along the fence and enter the hall at the end and to the left. Defeat some more skeletons here. Walk out to the ledge overlooking the courtyard with the two statues.

Descend either staircase and encounter your first spider. Much like the skeleton, the spiders (both large and small) aren't equipped with a ranged attack. Back up and toss the discus often to pummel the spider. Small spiders are much tougher to hit, but you can still back up and pick them off with the discus. Defeat one large and two small spiders. If you wish, you can leap into the water before the fight and grab the attack power-up underneath.

Enter the passage from where the spiders emerged. Hang left and enter the large room with a statue in the center. Several skeletons wait here and a save gem is located to the left. There's also a lifewater fountain on the far right; to use it, simply walk up and press the operate button.

Approach the statue and jump into the moat. Swim down and locate two square tiles along the walls. Press both tiles; the water lowers, and a passage opens at the bottom of the statue. Enter the passage and leap down into the water below. You'll spot some spiders on the land; stay in the water, however, and toss the discus from there. You should have no trouble eliminating the large and small spiders.





Swim inside the pool and under the bridge to snag the attack power-up.

Get out of the water and walk to the end of the cave and snag the silver armor. Return to the water and swim to the left to spot the tight tunnel. Swim inside and follow the tunnel until you locate another stretch of land and a doorway ahead. Enter the doorway. A life vase lies to the right. Ascend the ramp and face two large spiders and four small spiders. There's another life vase about halfway up. When you reach the top, Hiro enters the next section.

Exit the hallway outside and face three skeletons. Walk through the open gate and look out for a skeleton camping to the left. Ascend the stairs and enter the structure. There's a lifewater fountain to the right if you need refreshment. Head toward the left ledge, overlooking the water below. Jump down into the water and defeat the skeletons across the room. Look inside the fountain on the far side of the room to grab a life vase inside.



LEMNOS ISLE SECRET AREA #1

While standing in the pool, look up at the ceiling and spot a small crack. Shoot the crack twice with the discus; the ceiling breaks apart and a goldensoul drops to the ground. Several spiders also drop, so eliminate them with your discus before grabbing the goldensoul.

Turn left and exit to the exterior. Approach the courtyard with caution. Two large spiders wait to the left and right. Trigger them, then back into the previous room and eliminate them. Two skeletons also attack. Walk out into the courtyard and grab the life vase from in front of the statue.

LEMNOS ISLE SECRET AREA #2

Destroy the four statues on the sides to reveal a megashield and another save gem in the center.

Go around to the other side of the statue and pick up a second discus. Enter the doorway.

Skeletons and spiders attack. Head right and through the doors. Look in the pool to the left for a save gem. Take the first right hallway toward the flame. Defeat the skeletons and large spider that attack here.

You can explore left if you wish. Head through a door and defeat some spiders, positioned on the left, right, and middle of the room. There are also life vases at the end of the catwalk to the left and right.

Head right from the intersection and enter the door. Take out the three skeletons inside. Leap into the water and grab the armor underneath the center statue. Follow the underwater tunnel back toward the entrance. Follow the waterway until you reach an overlook facing a huge statue. Drop down and exit the water on the steps to the left. Go to the doors at the end to enter the Lemnos next section.

Enter the door and face three skeletons. In the center of the room lies the Horn of Charon. Grab it off its pedestal. There's a lifewater fountain to the right if you need health. Exit the doors to the left of the entrance. Three skeletons wait outside, so be ready for a battle.

If you approach the water to the left, you can summon Charon with the horn. Charon will arrive and request a drachma, the Greek currency. Since you don't have one yet, Hiro tells Charon to stay put and he'll be right back. You can also snag a life vase on the rock near Charon's boat.





The path you must go lies back near the pedestal where you snagged Charon's horn, but you should explore the other path to recover a good item. Head down the right passage and defeat some skeletons. Keep moving, and you'll face two more near some statues. In front of the left statue, you'll find a life vase; in front of the right statue, you can snag some gold armor. Continue to the end and head up the incline to the right; one more skeleton waits here. The door at the end is locked, however; you'll exit through here after exploring more of the level.

Return into the chamber where you snagged the Horn of Charon. Turn left and go through doorway. Exit outside and battle some spiders. Approach the structure.

LEMNOS ISLE SECRET AREA #3

Spot the two statues in front of the structure. A square-shaped button rests at the base of each statue. You must press both. Return to the hallway leading back to the pedestal where you snagged Charon's horn. Along the way, you'll spot an open panel in the wall. Crawl inside to get a new weapon, the venomous.



After pushing the buttons, locate this secret niche and grab the venomous weapon.





Locate the cracked wall to the left of the stairs. Shoot the crack with your discus. Small spiders emerge; back up and defeat them. Crawl in the hole, then run over and grab the save gem to the left. Jump in the water and follow the hall to the left. Break the planks blocking the door to left. Enter and defeat the skeleton. Turn right and shoot the floor ahead with your discus; it breaks apart exposing a hole and fall down to some nasty rocky spires. Leap over the hole and bust the planks on the right-hand doorway. Defeat some skeletons inside. If you try and examine the coffins, more skeletons emerge.

Turn left and go through the doorway (now on the other side of the blocked doorway). Head right and grab the life vases. Ascend the stairs and open the door at the top. Look out for skeletons attacking. Grab the life vase in the room to the left, then head up the right stairs to snag the drachma on a pedestal. The room starts to crumble around you; more skeletons emerge from the statues. Kill them and exit past the fallen columns.

You're now back close to Charon. Head to the left and follow the canyon path until you spot Charon's boat. Approach, and Hiro will hand over the drachma. Watch the closing cutscene and prepare for the next level.

CATACOMB

Turn left and pick up a discus and several life vases, if you're damaged. Enter the canyon path; it will wind to the left. Kill the skeletons. Ascend the incline and kill the spiders, another skeleton, and the flying griffon. Like the skeleton and spider, the griffon only has a melee attack. It swoops down to engage with its claws and beak. Keep backing away from the beast and pummel its chest with your discus.

Spot a sunflare behind a rock on the right; it's a new weapon for the time period and operates much like a grenade. Approach the water and eliminate the two small spiders that appear. There's a life vase on the right if you're damaged. Enter the tunnel to the left. Kill the spiders and approach the structure. You'll encounter more small spiders and a griffon here. Enter the alcove to the left and snag the sunflare and life vase.

Walk to the end and spot the cave opening to the right. Jump up on the rock and then go inside the opening. Kill the spiders. Leap onto the black rocks, much like walkways, and ascend to the top of the cave. Simply keep leaping to the next highest rock until you're at the top. When you reach the top, peer down at the waterfall. Leap in. Swim down to the bottom to grab a life vase.





Swim down into the water and spot the underwater tunnel. Head inside and swim until you reach the next surface. Hop out and kill the spider waiting for you. Turn left and head outside. You're now above the waterfall you saw earlier. Leap over the waterfall. Follow the waterway as it winds around to the right. Kill several enemies here and approach the waterfall at the end of the path.



This alcove to the left contains the sunflare weapon and a life vase to restore your health.





CATACOMB SECRET AREA #1

Walk up against the waterfall and look up. Press jump to swim up to the top of the waterfall. When you're at the top, spot the jagged rocks blocking the cave. Shoot the rocks with your discus a few times to destroy them. Behind the rocks, you'll find a megashield.

Continue past the waterfall to the left. Snag a life vase to the right of the rock. Kill the spiders here and snag the save gem at the end. Look down the hole in the ground and kill the spiders inside. Drop down and walk forward to enter the next section.



These rocks at the top of the waterfall can be broken; behind them, you'll find a megashield.





Follow the hallway to right, then defeat the skeleton and thief that attack. The thief closely resembles the skeleton, but attacks with a ranged attack, it throws a knife from a distance. The thief will attack melee-style with the knife if you get close. To defeat the thief, just strafe left and right while firing your weapon. After killing the skeleton and thief, turn around and grab the silver suit of armor from the alcove.

Walk to the end of the hall and ascend the stairs to the right. Kill another thief and some spiders. Approach the small pool ahead, then grab the venomous weapon and cobra venom resting to its left. Enter the hall on the left and kill some spiders. Proceed down the decline and face some skeletons. You'll arrive at a left and right intersection. Head left, and you'll find another discus and some cobra venom. Head down the right-hand path and use the lifewater fountain on the right if you're damaged. Follow the stream to the ledge; turn around and spot a sunflare in an alcove.

Hop off the ledge and battle a skeleton. Grab the cobra venom before moving on. Continue down the corridor, killing skeletons, thieves, and spiders. You'll reach an intersection with left and right paths. You can head left if you want; you'll find a sunflare and a discus for your trouble. However, the right path is the eventual goal. Go up the right path and snag the life vase. You'll encounter some enemies along the way, including a skeleton and spiders that drop from the ceiling.

Approach the ruins and kill the enemies nearby. Approach the wall to the left; a skeleton busts out and reveals a save gem. Also, grab the cobra venom before leaving. Descend the stairs on the right. You'll spot a goldensoul on the left, but you can't get it, as it's behind the iron bars. Keep going forward and around the corner. Fight the enemies here and use the lifewater fountain on the right. There is also some cobra venom scattered about.

CATACOMB SECRET AREA #2

Approach the end of the room (where the thief stood) and spot the wall carving on the left. Use the operate button against the carving, and it'll open. Use the exposed dial inside; this opens the iron gate protecting the goldensoul.

Enter the left hallway and defeat more enemies. A sunflare lies on the left side of the room. Ascend the stairs and grab some cobra venom. Defeat more enemies. At the end of the hall, you'll face more spiders and thieves. Enter the next cavern, and the roof collapses, destroying the bridge. You'll also encounter a griffon here.





CATACOMB SECRET AREA #3

Before crossing the bridge, turn left and climb up the pile. Face the structure (where you entered the area from) and spot the gold armor at the top. Leap on top of the structure and walk over to the armor.

Cross the destroyed bridge by walking across the side railing. On the other side, follow the hall, killing several enemies.

CATACOMB SECRET AREA #4

Just as you enter, approach the second wall carving on the left. Use the operate button against the carving to open a secret door. Grab the Hades hammer that rests inside.

Defeat the enemies inside the room and collect the health and ammunition. Approach the central pool.

CATACOMB SECRET AREA #5

Hop into the pool and turn around. The walls should shake around you. Look at the two wall carvings and notice the doors opening. Leap out and enter the exposed alcove to find a megashield.

Head right inside this room and locate the wooden planks covering the ladder. Defeat the enemies that wait at the bottom. Descend the ladder (it closes above you). Follow the hall to the left. Grab the sunflare and life vase here; there's also a save gem nearby. Proceed down the hall with the dial and use the operate button on the dial; this opens a gate near the small pool you passed earlier.

Now, proceed down the hall with the goldensoul. As you approach, the ground crumbles beneath you. Watch the extended cutscene of Mikiko rescuing Hiro. With Mikiko now in your group, head back to the ladder and reenter the area with the small pool. Make sure Mikiko has joined you. Head through the now-opened gate and defeat some spiders.

Some wooden planks block a doorway to the right. Break them and enter if you need to replenish your health at a lifewater fountain. Keep going and spot the thief on the right. There's another blocked door on the left; destroy it and enter to fight some skeletons and thieves. For your





trouble, you'll find some cobra venom and a sunflare inside. Head down the path to the right; the level ends once you reach the rock. Watch the closing cutscene of Hiro and Mikiko breaking into Athens.

ATHENS

Ascend the two long ladders ahead. Make sure Mikiko remains in tow. At the top of the second ladder, you'll find a discus. Order Mikiko to pick up the weapon. Ascend the next short ladder and proceed down the walkway. You'll encounter a centurion to the right; this new enemy attacks with a melee and ranged attack. He's quite durable, so attack with the venomous to eliminate him more quickly. Follow hall to the left and exit to the exterior.

Look out for the harpies high in the air. Dodge their arrows and defeat them with your discus. Pick up the life vases in the center of the waterway. Head under the bridge and go to the entryway at end. Turn left to spot the block with a grape icon on it. Use the operate button on the icon. The block will move back, letting you access the room. Two skeletons attack from the left. You can use the block again, and it will move back into position; a life vase rests behind the block.

Proceed into the left room and grab the save gem, discus (Mikiko can take it if you wish), and some health. Descend the staircase and follow the path to the left. Engage some spiders here.

ATHENS SECRET AREA #1

Inside the room with the altar-like formation in its center, you'll find a square tile on one of the columns; it sports a face icon. Press the use button against the switch; it opens a block against the wall past the altar. It's time-controlled, so work quickly. Run over to the altar and into the room beyond the block. Snag the silver armor.

Turn right and use the wall switch on right side, which moves the block ahead. Spiders will attack. Climb the ladder and get on the walkway, facing off against more skeletons and spiders. Follow the walkway to the path on the right. Use the recessed block; it will spin around, providing an opening outside. Defeat the enemies that attack.

To the left, you'll find some cobra venom. You'll find a lifewater fountain and sunflare in the structure ahead. Before heading across the bridge ahead, hug the right wall and press the operate button against the recessed block. Head inside and grab the vitality power-up.





Exit back outside and cross the bridge to the doors. Enter the doors to proceed into the next section.

Walk up to the left and right intersection and head left. Exit the hall to the ledge overlooking the wide courtyard and the statue. Turn left and snag the sunflare. Look out for the skeletons. Enter the first room on the left, grabbing the life vase. Descend the stairs. Turn right and fight the centurion. There are life vases at the end of the room on the left. You can also head into a room to the right for more life vases; but a thief blocks the way.



Use this wall switch to provide access to a small secret area.





Descend the stairs and follow the hall, knocking out enemies as you move. Go to the end and turn right. Head to the right again and face the double doors. Enter and battle some centurions. A mana skull lies on a pedestal to the right. Exit and turn left; now you're back at the first intersection. Head through and battle some centurion. A room to the left contains two life vases. Go down the stairs and kill the thief. Follow the hall outside and snag the cobra venom to the left.



This large courtyard provides access to the many rooms you must explore.





Cross the courtyard, passing the statue on the right. It will animate and attack; it's a caraytid, which can only be damaged with the Hades hammer. If you picked up the hammer from the previous level, you can take on the caraytid. There's also a hammer on the left side of the courtyard. Or, you can just run by. You want to pass through the door straight across from your position; inside, you'll encounter several enemies, such as skeletons and spiders. There's a save gem in here along with a lifewater fountain.

Exit and turn left to spot another hallway. Enter and attack several centurions (some may assault you from the rear as well). Snag the life vase to the left. Use the dial on the right; it opens a casket outside. You should spot a save gem at the top of the waterfall; you can snag it if you wish (simply jump to the side fountain, then to the ledge at the top), but you'll be back there in just a moment.

ATHENS SECRET AREA #2

Hop into the bottom of the waterfall and crouch. Walk into the waterfall, and you'll emerge into a small room with a suit of silver armor. You can also save it for when you return to this room.

Exit back out to the courtyard and toward the casket you just opened with the dial. Grab the Hades hammer in front of the casket if you haven't already. Jump into the open casket; Mikiko indicates that she's staying behind. Swim in and ascend the ladder. At the top, turn around and grab the life vase. Walk along the path on the left and battle some enemies. You can enter any of these doors on the left, but the quickest route is to enter the last door on the left.

Knock out the skeletons inside. Follow the hall to the right and exit to the exterior. Battle the grifon and some harpies up high. This area is your eventual destination; now you just have to let Mikiko in. If you already snagged the save gem (or if you don't want it), you don't need to explore the waterfall. Head back to the walkway with the three doors and enter the first. Go down the stairs on the right and battle some thieves. Pick up the silver armor here. Keep going down 'til you reach the wall switch on left wall. Use it to open the gate. Order Mikiko to join you.

Return through the last door on the left and return to the waterfall area; approach the double doors up the steps and enter to complete the section. Make sure Mikiko has followed you, or you must retrieve her.





Approach the left and right intersection ahead. Go left (or right) and fight some centurions. There's a lifewater fountain to the right if you need refreshment. At the top of the stairs you can snag a save gem. You can also go behind the stairs and follow the hall to the right and grab a speed boost power-up. Return to the previous room and ascend the staircase.

Eliminate the skeletons and enter either hall to end up in the same room. Locate the block in the pool with a seahorse logo on it. Step on the block and watch a cutscene depicting some columns lowering. You can also rummage through the room for some health. Locate the spot where the columns lowered and enter. Head left into a room with gold armor, spiders, and a thief. Snag the armor; you'll also find some health in an alcove.

ATHENS SECRET AREA #3



Use the levers at the top of the two towers to open the large wooden gate.





Inside the water-filled room with the statue, jump in the water and swim to spot the column with the seahorse logo. Use the operate button against the column. It will lower, revealing an underwater tunnel. Follow the tunnel and drop off the ledge. Spiders will attack; defend yourself and snag the trident. Also, break the vases for some health and armor. Exit and approach the cart. Snag the discus on the ground. Open the doors to the left and battle a few skeletons. Exit through the second door.

Fight the harpies by the fountain. You'll find lots of health on the surrounding walkway. Snag the power boost power-up on the right side of the area. Exit through the double doors ahead. Defend yourself against the monsters and enter the door to the left. Fight the harpies attacking from above. Proceed forward and watch out for the spiders. Grab the silver armor and health at the end.

Return to the entrance and head up the left ramp. Look out for the centurion at the top. Use the operate button on both levers. The large exit doors swing open. Return down to the floor and head through the doors. The caraytid statue at end comes to life and attacks. Defeat it with the Hades hammer. Head left or right around the structure, then ascend the ramp. Defeat the skeletons as you move up. Walk toward the doors at the top of the steps to complete the level.

ACROPOLIS

Cross the wooden bridge and pick up the sunflare.

SUPER SECRET: You'll find the second "Dopefish" super secret in the first section of the Acropolis. Search underneath the giant fountain for a panel. Open the panel to complete the secret.

ACROPOLIS SECRET AREA #1

Jump off the bridge and into the water below. Go left, and you'll find a megashield. Also, if you head the other way down the stream, you'll find a discus. Go up the ramp to the right to return up to the bridge.

Go left from the bridge and kill the centurion. Snag the life vase to the left. Follow the path as it winds right and encounter the griffon and satyr, a new enemy that charges quickly with a powerful melee attack. Head up the incline and snag the discus at the top and to the left (let Mikiko





snag it if you wish). Follow the corridor, defeating spiders, centurions, and skeletons, and continue along to the right, eventually leading to a step with life vases and a lifewater fountain.

Head to the right and spot the entrance. Ascend the stairs and kill the enemies. Snag the trident tips and ammo for the trident to the right.

ACROPOLIS SECRET AREA #2

Dive into the moat around the fountain. Swim down and into the tunnel. Follow the underwater tunnel until you see a crack leading up. Hop up onto the surface and grab the goldensoul.

ACROPOLIS SECRET AREA #3

To the right of the fountain, spot the pedestal with the statue of the woman lying down on top. Spot the breakable section on the right side of the pedestal; use a weapon to break the pedestal. Enter and snag the megashield.



Shoot the right side of the pedestal to expose a secret area.





Head up the stairs and fight the skeletons. You can pick up some sunflares from a niche on the left. As you ascend the stairs, spot the save gem on the fountain. You can grab the save gem by leaping to the fountain from the stairs.

Reach the top of the stairs and snag the health. Exit the large doors and look left for some cobra venom. Turn right and battle the thieves. Locate the tunnel to the right and head through corridor until it ends. Grab the ammo and health along the way. Open the doors at the end. Turn left and kill the griffon in the air. Head all the way across the area to snag Poseidon's trident (it's useful if you didn't snag it from the secret in the previous level). Also get the trident tips on the right side of the structure on the second level.

Open the doors on the right side of the structure. Ascend the stairs to the left and complete the section. Keep going up the stairs and turn right at the top. Defeat a satyr and a skeleton. Open the door ahead and defeat many monsters. Descend the stairs and spot the save gem in the waterfall (along with the health and ammo). Jump in and grab the save gem. To exit the area, locate the ladder on the pillar. Proceed into the next room and battle the monsters.

ACROPOLIS SECRET AREA #4

On the wall opposite the statue, spot the breakable wall section on the far right side. Shoot the wall with a weapon. Hop through the hole and pick up the power boost.

Enter the next door and ascend the stairs, defeating the satyr as you move. Locate the doorway on the right and face a series of monsters. Head down the ramps toward the spider-shaped pool at the bottom of the floor. Leap into the pool and grab the save gem at the bottom. There's also a tablet in the corner; it's one piece of the AEGIS key needed to complete the level. Here, you've grabbed the A key. Exit the pool and head through the other exit (back up the ramps).

ACROPOLIS SECRET AREA #5

As you continue through the next corridor, spot a warrior statue through some columns on the left. Leap through by going over the leftmost columns. Grab the mana skull inside.

Keep going down the hall to the stairs leading down. Defeat the enemies here and snag the life vases at the bottom. You can leap in the water if you wish to snag some ammo and health. Use the ladder to escape. In the corner of the room, spot the yellow floor switch. Get Mikiko on the switch and command her to stay. When she steps on the switch, a cutscene depicts a door





opening; it's located back in the spider-shaped pool room. Keep Mikiko on the switch and head through that door. Return to the spider-shaped pool room and ascend the ramps and exit outside.

Battle the griffon, spider, satyr, and other enemies. When the area is clear, turn the dial to the right of the door to keep it open. Summon Mikiko. She'll head to the door. You can head in two directions; either left through an underground tunnel or right up a mountainous incline. Head right first.

Walk into the next section and defeat a spider and centurion. Walk up the stairs and enter the door, battling enemies inside. On the other side of the fountain, grab part of the AEGIS key, the letter S. Turn the dial on the wall. Exit the building and go left back to the previous section.

Go right around the bridge into the tunnel you bypassed before. Kill the enemies in the tunnel and enter the next section. Kill the satyr and centurion. Approach the structure and grab the trident tips just in front of it. You can go around the structure to the left and get ammo and health (and fight a satyr). Enter the building and go around either left or right. Enter the hall and defeat the enemies. At the end of the hall, you'll find the second piece of the AEGIS key, the E key. Locate the dial on the wall near the fence. Use the dial and watch the cutscene of the boulder lowering.

Exit the building, turn left, and follow the path to enter the next section. Defeat the plentiful enemies here. Walk to the right around the structure and to the stairs. Ascend and snag the trident tips. Enter the door on the right. Defeat the enemies and defeat the occupants of the room.

ACROPOLIS SECRET AREA #6

Face the pool (there's health inside) and leap over it toward the plants. Turn left and snag the megashield behind the column.

Turn the dial on the right side of the room. Leave the building and go left at the bottom of the stairs.





On the other side of this fountain, you'll find part of the AEGIS key.

ACROPOLIS SECRET AREA #7

Walk around the cage and grab the attack boost from behind the column.

Ascend the ramp to the right of the cage until you reach the top (there are many creatures up here). Leap onto the ledge at the end in front of the structure. Grab the save gem and some trident tips. Walk around left or right into the room. Look for the lifewater fountain to the left. Enter the hall across the way and go to end. Turn the dial.





Return into the room and look for the now-exposed armor to the right. Exit the building and head down the ramp to the left. Return down the mountain path to the previous section. Walk past the structure and enter the cave on the left at the end.

Ascend the ramp to the front of structure. Enter the room with the fountain. Locate the door on the right side of the room behind a wall (as if you were entering). Fight two caraytid; you must use the Hades hammer. There's also a discus in the room. Locate the steps to the right and ascend to a room with a save gem inside. There are more stairs located to the right of the entrance. Open the door and spot the gold armor on the right. Grab it by leaping from the column.

Go left to the door and enter. Follow the catwalk to the right. Enter the door on the right. Snag the health and head up the stairs. Exit the door, then grab the save gem and venomous weapon to the right. Cross the bridge to the left. At the end of the cavern path, peer over the waterfall. Spot the ledge about halfway down. Jump to that ledge and make sure Mikiko joins you. Follow the walkway into the next section.

Enter the building and spot the acro power-up on the right.

ACROPOLIS SECRET AREA #8

With the acro power-up in hand, exit the forward door and turn right to spot the high ledge. Jump up and grab the save gem. You can also use the trident to leap up (simply point the trident at the ground and press the fire and jump buttons at the same time).

Go through the forward door and grab the AEGIS key part, the letter G, from the platform. Ascend the stairs and follow the right path. Exit the door. Cross over the rock and head up the path. Follow the path as it winds up and around. When you reach the overlook, go left and inside the entryway. Continue to the door at the end. Go through and head down the stairs.

Enter the door; you're now overlooking a pool and an AEGIS key part.

ACROPOLIS SECRET AREA #9

Walk down the stairs and look under them for a megashield.





Grab the AEGIS key part, the letter I, ascend the stairs above the rock, and follow the corridor. Grab the save gem to the right. Turn right at the end and continue to the door. Exit onto the walkway (you can leap into the water to the right for some gold armor) and enter the cave ahead. Follow the path around to the entrance on the left. Go to the end of the long hall and use the dial. It opens the doors you just passed.

Enter those doors and follow the walkway to the left until you reach a staircase. Snag the save gem on the ledge.

ACROPOLIS SECRET AREA #10

At the top of the stairs, walk to the back and fall down the tight shaft. Grab the goldensoul underneath.

Descend the stairs and enter the door. Approach the stones to the left of the large gate. Here's where you place your collected AEGIS keys. Use each stone, and the gate opens. Walk inside. Locate the cave on the left. Follow the cave to encounter Cerberus, the hellhound at the end.

Defeat the hound by backing up and continuing to fire. Once you have defeated the beast, you can return to the courtyard and proceed through to exit the level.

LAIR OF MEDUSA

Grab the discus ahead (or let Mikiko have it) and watch out for the centurions on either side of the catwalk. Go left into the hall and ascend the stairs. Follow the catwalk around the top floor until you're facing the Athena statue. Grab the Eye of Zeus; the room crumbles and the statue breaks apart as a result. Descend the stairs and dive into the hole in floor. Make sure Mikiko has joined you.

Fight the harpies across the river. Before you fall off the ledge, look down and spot the venomous and the armor. Hope down and grab them. You can head back up the stone steps to the right. If you wish, you can try a running jump over the river to get the mystic eye (eye of Zeus ammunition) and trident tips. If you miss, you'll land in the river, which is your eventual destination anyhow.

Follow the river and fall off the waterfall. Kill the spider and harpy waiting for you below. Head to the alcove on the left and fight the skeletons. Pick up the mystic eye. Go left and spot the hallway to the right. Defeat the creatures that attack from the bottom of the stairs. Look left for a save gem and look in the top pool for some trident tips.





LAIR OF MEDUSA SECRET AREA #1

Turn at the first path to the left and spot a pile of rocks in front of a doorway. Blow apart the rocks with a weapon. Head inside and snag the sunflares, armor, and discus on the bonfire.

Head across the pool to the other side and go through the doorway into the next section. Continue into the room and defeat the harpies and satyr.

LAIR OF MEDUSA SECRET AREA #2

After clearing out the area, climb up the ladder to the left. Enter the hall at the end on the second floor and return to the previous area. Get the discus from the second floor and head toward the left wall. Look closely at the wall and notice the crack. Shoot the crack to open a passage. Follow it to the end and grab the goldensoul. Turn left and head through the water. At the end, dive into the hole; make sure Mikiko has followed you.



Blow open the crack in the wall to gain access to this goldensoul.





Kill any monsters ahead of you. Grab all the life vases and ammunition around you. Continue forward and turn left to the path overlooking the water. The staircase is crawling with beasties. Take your time; arm the eye of Zeus if necessary, and wait until many monsters are within your view. Descend the staircase, grabbing goodies as you go. A lifewater fountain rests at the bottom.

Leap into the pool over the water. Mikiko announces she's staying behind. Swim through the underwater tunnel until you reach the collapsed column. Exit the water and look out for the harpy hovering overhead. There are also many thieves on the ledges. Walk around the upper ledge and grab the ammo and discus. You'll also find some health. Head through the passage and down the ladder. Swim into the next water-filled room. Kill the harpies and skeletons. Jump to the ledge and grab the megashield. You'll also find some sunflares and a lifewater fountain.

Enter the green-lit tunnel at the end. The green water is poisonous and all over this upcoming area. Look behind the trident tips to spot a bottle of antidote. Grab it and start down the river. Jump up on the land and defeat the thieves. Drop down to the lower area and snag another antidote bottle. Dive into the poison pool and swim into the hole to complete section.

Your antidote is likely wearing off, but you're still in poison. Quickly turn right and grab another antidote bottle. Swim to the very end of the tunnel and look up to the surface; snag the mana skull. Retrace your steps and take the first left turn. Turn left again and take the last right. Surface and spot the wraithorb. Exit and now enter the next left with the ladder. Ascend and use the eye of Zeus to obliterate the creatures.

You'll spot three snake-tongued doors; one to the left, one in the middle, and one on the right. The ones to the left and middle aren't operable, so head to the right. Follow the hall, fighting beasts along the way. Descend the stairs and use the lifewater fountain to the left. Spot the trident tips on the right. Follow the hall to the right. Spot the attack power-up. Defeat the enemies in the room, then grab the booster.

Quickly head left and use the attack power-up to assist you in killing the many enemies that crowd the hall. Follow the hall to the left. Enter the next room with a grate on the floor. Continue down the hall; it will wind to the left once again. Stay on the upper floor, killing harpies, satyr, and thieves. Before you proceed forward, jump down to the lower section and grab the valuable save gem in the alcove. Use the stairs to get back up to higher ground.





Enter the corridor and spot a lever on the right. You should recognize the gate on your left - it's back at the snake tongues! Use the operate button on the left, and it will open the gate ahead and to the right. Proceed inside and into the right hall. Continue down the stairs and kill some skeletons. Eventually, you'll enter the final section.

It's now time to take on Medusa herself. Stock up on eye of Zeus ammunition (you can carry a total of five). Ready the weapon, then head down the corridor and around the corner. You'll emerge inside a snake mouth; stone creatures litter the room. Medusa slithers on an altar-like central structure below.



Defeat the creatures that attack upon Medusa's death and rejoin forces with Superfly.





Hop down and hide behind the pillars. Listen for Medusa's distinctive attack sound. If you're looking at her when she completes her sequence, Hiro turns to stone and dies. The easiest way to defeat her is to get up against her altar and hide behind the pillars and stone thieves. Listen for her attack. When she completes it, emerge and use the eye of Zeus. Duck back down immediately after the weapon discharges.

After you've struck Medusa several times, she will explode. Her death causes all the stone creatures in the room to appear alive - including Superfly Johnson! He rejoins you. Ready your trident (or venomous if you are low on trident ammunition) and start annihilating the creatures. Keep an eye on your sidekicks and defeat any enemies attacking them.

Once all the creatures are dead, the three heroes use the Daikatana to warp back to their original time period. However, Mishima interrupts the time stream, causing Hiro, Mikiko, and Superfly to land in another time period.





Daikatana's third episode, Norway, Dark Ages, 560, centers around both supernatural beasts, such as the zombie-like buboid and werewolves, and magical weapons, such as the meteor-tossing Stavros' Stave and the demon-summoning Nharre's Nightmare. This section covers weapon strategies and level walkthroughs for Daikatana's third episode.

EPISODE 3 WEAPON STRATEGIES

Episode 3 features a unique weapons set with three magical weapons (that all contain scarce ammunition), two ranged weapons, and a melee weapon required to keep a particular creature at bay. The scarce ammo means you'll fall back to the bolter and ballista on many occasions; further, you should use the melee silverclaw in easy combat situations to conserve ammunition. This section features single and multiplayer strategies for Daikatana's third episode weapons.

SILVERCLAW

Maximum ammunition: N/A

Range: Short

Rate of fire: Medium

Damage potential: Medium

Much like the disruptor glove from episode one, the silverclaw serves as a melee weapon that's restricted by range and, to some extent, rate of fire. Though it does decent damage, it's difficult to consistently eliminate enemy targets without sustaining damage. A skilled player could strike with the silverclaw and strafe around an opponent (and out of the opponent's line of fire) and get in another strike before getting hit.





Use the silverclaw against the slow buboids; it's easy to flee from the sluggish zombies. Further, the silverclaw is required to dispatch the werewolves found in the episode. Though you can take down the werewolf with any weapon, you must cut apart its body with the silverclaw to ensure it doesn't rise again. Likewise with the buboid, be sure to cut apart its body; you don't have to use the silverclaw against the buboid, but since it uses no ammunition, it's an effective alternative.

BOLTER

Maximum ammunition: 100

Range: Long

Rate of fire: Medium

Damage potential: Low

The bolter is a simple weapon with plentiful ammunition scattered around episode 3. Its combination of a decent rate of fire and damage makes the bolter a solid choice for most of the third episode's dangers. Since half the episode's weapons are powerful magic items with relatively scarce ammunition, it's important to fall back on the bolter frequently; make sure to grab all the bolts you can find, and if you're consistently at maximum ammunition, use the bolter so you aren't ignoring ammo pick-ups.

The bolter is much more effective in the single-player game than during a multiplayer deathmatch. Most players will gravitate toward the more powerful ballista and magical weapons; though the bolter fires more quickly, its smaller projectile and lower damage create a tough battle against the more powerful third episode weapons. Use the bolter from long range; it fires accurately, and at the distance, you can dodge enemy attacks.

BALLISTA

Maximum ammunition: 30

Range: Long

Rate of fire: Medium

Damage potential: High

Operating somewhat like a large bolter, the ballista fires huge crossbow bolt that inflicts high damage. Further, the bolt causes splash damage and can impale enemies into a wall or structure. Use the ballista like a rocket launcher, but make a concentrated attempt to strike the target





directly. The ballista works well in taking down enemies as you approach or attacking the tough melee creature, the werewolf, who has a tendency to overwhelm you with its speed and quick charge.

The ballista can also be used to reach high ledges and otherwise unattainable heights. Point the ballista at the ground and press the jump and fire buttons simultaneously (press the jump button slightly before the fire button). The result should propel you high into the air (at the expense of some damage). Use the technique in combination with a running start to leap long distances.

The ballista's ammunition isn't as plentiful as the bolter, but it's more plentiful than the magical weapons in the latter section of the episode. Though it works effectively at long range, try to conserve the ballista ammo for medium range, so you can be sure to strike the target.

STAVROS' STAVE

Maximum ammunition: 20

Range: Long

Rate of fire: Medium

Damage potential: High

Acquired from your battle with Stavros the sorcerer, the stave launches flaming meteors at the designated target. Once the meteor strikes the target or a surface, additional chunks bounce away and can cause further damage. The stave's blast radius is rather large and best used against clusters of enemies. Its lava rock ammunition is rather scarce, so it's important to make each shot count.

As with other explosive weapons, it's wise not to be around the detonation. Use the stave at long range to avoid splash damage. Also, you may want to dodge behind cover or back into a hallway, so you'll certainly stay away from the chunks of rock that break off from the initial impact.

The stave works well against the dragons you'll encounter during the third episode. The dragon doesn't move much, offering an easy target against the powerful stave meteors.

WYNDRAX'S WISP

Maximum ammunition: 15

Range: Medium

Rate of fire: Medium

Damage potential: High





Grabbed from the corpse of Wyndrax the wizard, the wisp fires small balls of energy that discharge lightning bolts at any enemies hanging around. The wisp doesn't work like a rocket launcher, however; the wisp floats around slowly and does slight, continual damage to any enemy nearby.

In the single-player game, fire the wisp into new rooms, especially those you suspect contain plentiful enemies. The wisp works well in dispatching the quick doombats that are often too quick for your bolter and not worth the effort of the stave or ballista. Ammunition is scarce in the single-player game, so save the wisp for specific situations. A good tactic would be to fire the wisp into a room containing tough enemies; let the wisp do some damage, then follow up the attack with the bolter (long range) or the ballista (medium range).

Use the wisp in a similar fashion during multiplayer games. Fire the wisp into rooms where several players are fighting. The wisp also works well in hallways and tight rooms, especially those without much cover against the assault.

NHARRE'S NIGHTMARE

Maximum ammunition: 50

Range: Variable

Rate of fire: Slow

Damage potential: High

Grabbed from Nharre the necromancer near the end of episode 3, the nightmare summons a nefarious demon into the area, which attacks anything in sight. The nightmare functions very similarly to the eye of Zeus from the second episode; in fact, the nightmare uses 10 units of ammunition per shot, so although you can hold 50 units of ammo, you still only possess five shots.

The method of obtaining ammo for the nightmare is very unique. Here is how it works: whenever you kill someone with any weapon in episode 3 AND you have a Nightmare staff, you will get one ammo for the Nightmare. The staff requires 10 ammo for each attack and in Violent Mode, you can get more ammo by picking up gibs that are scattered about after a kill.

When you press the fire button, the nightmare traces a pentagram on the screen - during which time you are vulnerable to attack! Make sure you have a few moments to spare before you must initiate the attack. If possible, stand behind corners and structures and walk out once the nightmare has completed its summoning.





As you would expect, save the nightmare for specific situations during multiplayer combat. Attacking one enemy isn't very useful, especially if that enemy has spotted you first and charges with the ballista or stave. Instead, sneak up on several enemies, particularly those engaged in combat, and use the nightmare to clear the room.

EPISODE 3 WALK-THROUGH: NORWAY, DARK AGES, 560

Recharged with the power of Medusa, the Daikatana sends our three heroes not home, but to a desolate village in Norway, devastated by the effects of the black plague. Hiro, Mikiko, and Superfly must befriend a local clergyman and learn about a crazed king, nefarious wizards, and the Purifier sword. Helping to restore the kingdom could gain our heroes access to power that could recharge the Daikatana once again.

PLAGUE VILLAGE

The village lies off a ledge ahead. But instead of dropping down, it's best to search for a weapon. Enter the cave to the left instead. Follow the path past the building on the right until you reach a bridge. A bolter lies on the bridge; Mikiko will run up and snag it (as well as complain about the cold!). Retrace your steps back to the structure on the left and head into the village.

SUPER SECRET: The third "Dopefish" super secret can be found in Plague Village. The hidden area is beneath the drain under the bridge. This is only accessible the second time through this map.

Approach the barrels at the end. A buboid, a zombie-like creature, will appear and attack. The buboids aren't extremely strong, and they only have a melee attack. However, they possess two important abilities. First, they don't die unless you cut their body into pieces. Any time you knock one down, cut up the body with another shot or with the Daikatana. Also, the buboid can disappear and reappear near you. Don't let your guard down! Break the barrels nearby for some bolts.

Head past where the buboid appeared and enter the building ahead by locating the lower entrance to the right side. Kill the rats inside and break the barrels for some health flasks. Snag the bolter on the table to the right. Exit the house and head right through the archway and up the stairs. Continue to the river and kill the bats. Look out, as the bat can fire a projectile from the air. Enter the building ahead and command Superfly to pick up the bolter on the ground. Enter the building, grab the bolts, and kill any rats.





PLAGUE VILLAGE SECRET AREA #1

Spot the barrels to the left exterior corner of the building. Break the barrels with a weapon and grab the acro power-up inside. Enter the building and leap up to the second floor. Here, you'll find a save gem and two barrels containing health and chain mail armor.

Locate the exit to the left of the path you just came from. Follow the snowy path until you spot an entrance to the right. Go inside to the next section. Enter the village and kill some bats and buboids hanging out in this courtyard around the fountain in the center.

If you wish, locate the first door to the left, which is an entrance into a building. Head inside and kill some rats and buboids. Break the barrels for health. Ascend the stairs and grab an attack power-up from the chest. Exit through the upper door and grab the health flasks. Exit back to the snowy ground when you're finished exploring the building.



You'll find a save gem and other items inside the Dragon's Claw inn.





Approach the statue at the center of the village. Defeat several buboids (it's much easier if you snagged the attack power-up). Spot the icy moat around the dragon statue. Break the ice with a weapon; dive down and grab the quad keystone at the bottom. Work fast. The water is freezing, and you'll take damage the longer you stay in.

After grabbing the keystone, you can enter stairs to the right of the statue if you wish (as if you're facing the statue). Enter the door and kill some rats. Bust the barrels for some health. You'll find two more barrels in an alcove - one contains an attack power-up.

Walk across the courtyard to the health flanks in front of a door; the structure is labeled Thor's Armory. Enter the doors to the left and kill the buboids. Snag a silverclaw weapon behind the counter.

From the armory, go forward through the stairs and doorway as the path winds to the right. Kill some buboids and continue until you spot the Dragon's Claw inn to the left. Enter and defeat many buboids. Ascend the stairs on the left to the second floor. Grab the health from the first two rooms. The third room contains a save gem. The fourth room has bolts and a trapped chest (be careful if you decide to investigate!).

Head back down and proceed into the cellar, through a door on the right side of the inn. Defeat some buboids and break the barrels for health, bolts, and a power-up.

PLAGUE VILLAGE SECRET AREA #2

Approach the stairs and crawl under them. Spot the niche inside the wall and grab the golden-soul.

Return up to the inn's main floor.

PLAGUE VILLAGE SECRET AREA #3

Walk into the fireplace and peer up the chimney. Shoot up the chimney with the bolter and watch the megashield fall down.

Exit the inn and walk toward the lit foyer. This area is optional, but nets you or your sidekicks some decent armor. Enter the door to the left. Kill the buboid to the right. Ascend the stairs and encounter another buboid. Barrels at the end contain some bolts. Exit the second floor, killing the





bat, and enter the door ahead. The room on the right contains some health. The third room on the right contains a buboid. Climb the ladder at the end and grab the armor on the second floor.

Walk toward the iron gate to enter the next section. Open the gate and enter the church ahead. Inside, you'll encounter Musilde, a survivor who tells a story of the plague. He claims someone named Nharre, a powerful necromancer, is responsible for the village's plague. He requests that you restore the Purifier for use against Nharre; the Purifier may also restore power to the Daikatana.



You'll find the trigon keystone inside the basement next to some barrels and a chest.





Head to the far end and enter the door on the right. Break the barrels inside for some health. Superfly and Mikiko indicate that they're staying behind. Ascend the ladder, then the rope. Leap out the window and drop down onto the lower roof. Spot the open window to the right (it's the second window). Head right on the girders and descend a ladder. Use the organ at the far end of the church, grabbing the shard of the Purifier as you approach. When you use the organ, a trap door opens.)

Defeat the buboids and break nearby barrels for bolts. The water ahead is freezing and does slight damage; so move through it quickly! Locate the door on the right and deal with some more rats and a buboid. Bust through the wooden planks (use the Daikatana), enter the room, and move to your left. More rats and buboids patrol here. At the end, you'll spot a barrel, a chest, and the trigon keystone to your left. Inside the chest is a power-up. Return to the basement entrance and use the lever on the column to raise a ladder. Ascend and exit the church via the open window. You must ascend the ladder to the girders.

Meet up with Mikiko and Superfly and make sure they're following you. Walk behind the church and through the passage approaching the iron gate. Cross the cemetery, first dealing with some buboids. Open the gate ahead by using the operate button on the gravestones to the left side. Enter the gate. Before you head inside the building, you can look left and use the lever to the left of the gate to open it. Inside, you'll find some armor to the right.

Proceed into the building and kill some buboids. Rummage through the barrels for health flasks and bolts. Grab the save gem on top of the casket. When you do, some stairs lower. Order Mikiko and Superfly to stay here. Go down the stairs and kill some buboids.

Leap across the ledges to the right and enter the crypt. You'll encounter more buboids and some nasty worms. Grab the vitality power-up and shard of the Purifier from the coffin. Watch the cutscene of the gate opening. Head right from the coffin to the end of the hall and snag the hexagon keystone.

Exit the crypt, leap over the ledges, and head up the staircase to reunite with Mikiko and Superfly. Exit, cross the cemetery, and head back to the church entrance. Exit forward through the gate and into the previously visited area. Return to the dragon statue by passing through the village.





Bust the cart and then the wooden planks to gain access to the keystone switches inside.

Descend the stairs in front of you and to the right. Go through the gate. Cross the bridge and walk to the building on the right. You can go forward around the corner and snatch a power-up from a chest. Bust the cart resting against the building wall. Shoot the barrels inside to blow open the wall. Spot the switches against the wall; they're shaped exactly like the keystones. Use each switch, and the gate opens. Exit into the next level.





PASSAGE

Before heading outside, grab all the bolter ammo and the health chest. Head outside and to the right. Cross the bridge and combat the two bats and some worms in the cavern. Enter the cave and descend the stairs. Watch out for the buboid waiting to the right. Head right through the small cavern.

On the other side, battle two fletchers high on a ledge. Fletchers attack with a powerful bow and arrow. Shoot them down with your bolter and strafe back into the cave to avoid their projectiles. As you move forward, a werewolf attacks from the left. Consider the werewolf a more powerful and faster buboid. To completely defeat the werewolf, you must cut apart its body with the silver-claw. Nab the save gem inside the small cave where the werewolf emerged. There are also a few health flasks to the right.

Continue forward and take on a few fletchers. At the intersection, take a left and defeat the werewolf. Follow the cave leading to two health flasks. Now, take the right path and encounter another werewolf. Look on the hill to the right to open a chest with a power-up. Head through the passage and kill two buboids and two fletchers to the left. Look to the right to spot some health flasks.

Head left and up the walkway. Turn right at the top overlooking the structure and waterwheel. Order Mikiko and Superfly to stay put and hop down. Bust some barrels, then enter the first door on the left. Kill the rats and worms inside. Get the chain mail, bolts, health chest, and open the large chest for a power-up.

PASSAGE SECRET AREA #1

Approach the waterwheel outside and walk to the far side against the wall. Leap on the waterwheel's platforms (acro skill helps) and ride to the top. Jump through the open window to grab a power boost, save gem, ballista logs, and bolts. You can also save this secret area for when you snag the ballista later in the level. With it, you can jump high with the ballista onto the roof of the building, then fall down onto the wheel and sneak in the window from there.

Return up the incline to Mikiko and Superfly. Continue up the path and kill enemies to reach a torch-lit archway. This section is optional, but nets you a powerful weapon and lots of goodies. There are health flasks to the right side. Proceed through an archway and kill some buboids. Grab some bolts on the left.





Use the waterwheel to ascend into the attic and grab the power boost.

PASSAGE SECRET AREA #2

Stand on the bridge and turn right to face the waterfall. Leap to the ledge to the right of the waterfall and pass through. On the other side, you'll grab a new weapon, the ballista.

PASSAGE SECRET AREA #3

Face the castle door and jump high with the ballista as you did with the shotcycler in episode 1 or the trident in episode 2. Point the ballista at the ground and press the jump and fire buttons simultaneously. Do a running jump so you land on top of the castle. Here, you'll find a goldensoul and some other goodies.





PASSAGE SECRET AREA #4

Face the torch-lit entrance and spot the save gem at the top. Do a double ballista jump. First land on the slanted roof, then perform another jump to land on the roof.

Return to the structure and waterwheel. Fall off the ledge and enter the cave. Kill the enemies and go forward. Follow the incline to the door; spot some chain mail armor, bolts, and health to the right. Now, head down the decline and grab the health and ballista logs at the bottom (also find some poison antidote to keep you safe against the worms). Locate the passage heading away from the decline (there's a ladder nearby). Battle some bats and worms. Grab the health and pick up the Purifier shard in the middle of the walkway. Jump through the hole in the cave at the end to complete the level.

DUNGEON

As you open the level, Mikiko, bitten earlier in the episode by a plague rat, can't continue. Superfly grabs Mikiko and carries her through the level. This makes the duo extremely vulnerable to attack. Keep them behind you when venturing into new sections.

Follow the cave path, taking out the buboids, worms, and bats as you move. You'll also encounter a new enemy, the dwarf. The dwarf tosses an axe, so combat the short fellow by strafing side to side and firing with the bolter or ballista. Grab the health and bolts at the end of the hall.

DUNGEON SECRET AREA #1

To the left of the health, spot the wraithorb. Crawl through the crack in the wall and snag the power-up.

Continue along the path, fighting buboids and plague rats. Follow the path to the stairs. At the top of the stairs, fight a dwarf to the left. Jump and open the chest for a power-up. Turn left at the bodies and face the small chasm.

DUNGEON SECRET AREA #2

Face the chasm and leap to the ledge on the right. Duck down and spot the goldensoul resting on the metal girder. You may have to fall down and return up the stairs to return to the spot at the chasm.





Stand at the chasm and look left to spot the door. Hop to the ledge just in front of the door. Use the lever to open the door. Grab the health crate. Spot the breakable wall at the far end of the room. Shoot the wall and crawl through, emerging on a ledge. Shoot the dwarf across the lava river and the bat hovering above.



Bust the cracked wall in the back of the room to gain access to a side room.





DUNGEON SECRET AREA #3

Leap from the ledge over the river to the other side. It's helpful to have some acro ability (as well as a just-saved game). Jump to the far right as the ledge comes out farther on that side. Turn left after you land and grab the ring of fire protection. Destroy the barrel at the end of the path to open the wall. Climb the stairs to return to the chasm. Return through the door and out to the ledge.

Go right on the ledge to the cracked wall. Shoot the crack and crawl inside. Kill the rats and buboids. Snag the ballista and the ballista logs. Exit and enter the room to the left for some health flasks. Face the large door and use the lever to the left. Kill the werewolf. Two doors lead to the left and right.

Enter the right door by using the lever. Kill a buboid. Snag the save gem and the ballista logs. Enter the gate using the lever. Watch your footing in the next room; you could fall far to the floor below if you aren't careful. Grab the health to the left and the chain mail to the right.

Enter the left door now and walk to the end of the hall to exit into the next section. Enter the door at the end using the lever. Kill some bats. Walk to the right around the center structure. Enter the doorway and walk right again around to the other side. Combat some buboids and dwarves.

DUNGEON SECRET AREA #4

Enter the room at the end and look in the corner against the rear wall for a megashield.

Use the switch on the back wall; it opens a gate into a previously explored area. Grab the health and ammunition, then return to the previous room and ascend the stairs. Defeat a werewolf on the way up and walk to the door at the top.

DUNGEON SECRET AREA #5

Before heading into the door, turn right and spot the narrow ledge along the wall. Follow the ledge around to the other side of the room and grab the goldensoul on the ledge.

Enter the door and go left to the door. Use the lever to head inside. Grab the save gem. Go right and kill a collection of rats, worms, and dwarves. Open the chest at the end for a power-up. You're now in a series of cells. Open the left cells for some ballista logs and the right cells for some health. Locate the tunnel in the left cells. Kill the rats, bats, and dwarves waiting at the bottom. Pick up the health crates and jump through the hole in the wall.



100





Open the door at the end by using the lever. Combat the enemies inside. Walk to the end of the hall and turn left. Tons of creatures, including dwarves and werewolves, stand in the cell. Don't open the cell. Pull out your ballista and kill the creatures inside. Use the lever to open the cell. Use the silverclaw to finish off the werewolves. Walk into the room and grab the shard of the Purifier.

Turn the wheel behind the shard to open a gate in the hall. Dwarves enter and attack. Ascend the staircase to the top and face some bats and a werewolf. Enter the room at the top, which contains a few caged creatures and some armor in the far left cage.

DUNGEON SECRET AREA #6

Approach the pentagram on the far left wall. Take out your sword or silverclaw and break the wall with the pentagram. Grab the mana skull behind it.



Behind the pentagram, you'll find a hidden mana skull.





Exit through the door across from you by using the lever. Head right up the walkway and face many enemies. Continue up the walkway.

DUNGEON SECRET AREA #7

When you reach the top, turn left into the tower and proceed down the stairs. Grab the power boost at the bottom. Be careful on the ledges; if you fall, you must do a lot of backtracking.

Enter the corridor across from the tower (at the top level). Descend the stairs and battle the monsters. Grab the health at the bottom to the right. Continue defeating more enemies and snag some ballista logs. Head down another staircase ahead and fight more enemies. Spot the staircase with the moving blade protruding from the wall.

Approach the staircase and wait for the blade to start its ascent. Follow the blade and make sure Superfly stays behind you. Ascend the stairs, staying just behind the blade. Crouch down as you near the top; the blade reaches the top, then swings back to the bottom.

Grab the armor to the left at the top. Go right and open the gate with the lever. Bust the floor and jump inside. Open the door with the lever. Head down the hall into the next section. Use the lever and proceed through the door.

Combat the dwarves and buboids to the left and right of your entrance position. Head to the left first and kill all the beasties. Turn the wheel crank located in the room at the top. Now, head back down and go to the right. Fight more beasties and turn the wheel crank in the room at the top. Continue down the hall into the next room; fight more monsters here and turn the third wheel crank. A cutscene should show the gate in the main room lowering.

Return to the main room and order Superfly to stay at the entrance. Walk out onto the rock in the center. As you do, the room will begin to crumble around you. Stavros the sorcerer appears. Combat his powerful wand weapon by staying back and strafing around the platform that surrounds the rock. Use the ballista. Once Stavros dies, a platform rises from the rock and toward the higher section. Order Superfly to join you again.

Grab Stavros' stave from his dead body. Head up the walkway toward the ceiling. Kill some rats and a werewolf at the top. Walk along the ledges to get armor and some health items.





DUNGEON SECRET AREA #8

At the end of one of the ledges, crawl into a hole and snag the black adamant armor.

Ascend the staircase. Fight the bats at the top. Grab some lava rocks to the right (ammunition for Stavros' stave) and open the chest for a power-up. Enter the corridor on the other side and stay against the wall to avoid the columns that crash to the ground.

DUNGEON SECRET AREA #9

At the end of the first hall with the collapsing columns, crouch and turn left against the wall corner (right under the tapestry). Use the operate button to open the door. Head inside and ascend the stairs to the door. Open the door, kill the rats, and snag the goldensoul.

Continue down the hall, avoiding the center. Stay against the wall and avoid the columns that crash down. Fight some bats and dwarves and snag the health and lava rocks at the end of the hall. Turn left and head up the stairs. Traverse the broken path to the stairs. Climb and face more baddies. Pass through the room with the cells on the other side. Cross the bridge and ascend the stairs.

Shoot the grate with the buboid standing behind it. Kill the buboid and grab the save gem. Keep going up the stairs and reach a gap in the floor. Superfly can't cross. Look down in the chasm and spot the ledges to the left. Jump on the ledges, then fight another enemy in the middle of the far wall. Leap to it, then to the far right. Head up to the other side. Pull the lever to cause a bridge to cover the hole and let Superfly cross.

Enter the door at the end and battle the werewolf and dwarf. Grab the lava rocks and power-up from the chest on the right. Walk around the hole in the floor and enter the large room. Defeat the bats and buboids.

DUNGEON SECRET AREA #10

After entering the large room, peer over the edge to the left and spot the attack boost power-up. Jump down to the ledge and walk over to snag the power-up. Retrace your steps back up to the top of the large room.

Continue through various corridors, up stairs, and through doors. Eventually, you'll reach a staircase that leads into the next level.





WYNDRAX TOWER

Turn right and head through the entryway. Grab the bolter ammo and continue down the path. Kill the dwarves at the campfire; stay back and eliminate them with your bolter or ballista. Grab the armor, health, and bolts around the fire and look out for the bats that attack from above.

Head through the blue tunnel to the right and walk down onto the icy - and quite slippery - path at the bottom. Spot the staircase to the right and head up. Fight the rats up here and snag the ammo and health. Ascend the staircase, defeating bats at the top. Open the chest for a power-up. Turn right and grab the shard of the Purifier in front of the barrel. Push the barrel off the ledge; it will crash to the ice below, creating a hole. Tell Superfly to stay and leap down into the icy water.



Push off the barrel to open a hole in the ice below.





WYNDRAX TOWER SECRET AREA #1

Dive into the water and pass under the entryway ahead. Turn to the right and locate the underground tunnel against the far wall. Swim through and emerge inside a small room on the other side; grab the goldensoul inside the room.

Dive into the water and go through the entryway ahead. Swim to the left and locate the hole in the ice above. Hop out onto another section of ice. Spot the ladder against the wall and ascend. Kill the fletcher at the top of the tower. Pull the lever and peer outside to spot the drawbridge lowering. Grab the ammo, then jump out over the wall back to the entrance side of the castle. If you wish, you can also go through the icy water again, through the holes in the ice.

Ascend the stairs to the upper level and rejoin Superfly. Cross the drawbridge, snagging the save gem as you move. Enter the door at the end. Beware of the werewolf inside. Take the first right and ascend the stairs. Snag the health flask under the stairs if you need restoration. Defeat the rats in the top room. Press the button at the far end of the room (with the lightning icon).

Return to the bottom floor and enter the door opposite the entrance. Ascend the stairs and combat the werewolf. There's also a dragon flying overhead. Avoid its fireball projectile and take the dragon down with Stavros' stave if you wish. Grab the health and ballista logs from the small niche to the left. Head to the top via the staircase and combat a werewolf and the ranged firing hellfire paladins; avoid their flaming projectiles by strafing side to side.

WYNDRAX TOWER SECRET AREA #2

While on the bottom walkway, leap out into the river to the right. Swim under and spot the doorway. Emerge inside a small room and grab the health and attack power-up.

Continue up the next staircase to the top of the tower.

WYNDRAX TOWER SECRET AREA #3

At the top, head out onto the platform and turn right, spotting the rock formation. Leap onto the rock, then onto the ledge to the right. Turn left and leap to the next platform. Fall down and through the doorway. Head through the corridor and open the door at the end. Kill the fletcher inside and grab the power boost pick-up.

Enter the tower and go to the right, ascending the stairs to the very top. You'll pass by a door that requires the crypt key. Kill the fletchers at the top and grab the armor.





WYNDRAX TOWER SECRET AREA #4

Look past the armor and spot the crack in the castle wall. Peer into the crack and spot the barrel. Arm your bolter and shoot the barrel; the resulting explosion blows open the wall. Jump inside. Head right and grab the ring of lightning protection.



Locate the cracks along the castle wall just beyond this suit of armor.
Blast the cracked wall to expose a secret area.





Head down the stairs and keep going down until you spot a lift on the right. Use the button and ride the lift to the bottom. Tell Superfly to stay put as you face the lightning-filled corridor. Time your run through the corridor, so you take as little damage as possible (if you snagged the ring of lightning protection, it will help). Also, simply crouch and crawl through the hall to avoid all damage from the bolts. Enter the door at the bottom, leading into the crypt.

Combat the buboids that attack. Open the chest to the left for a power-up. Grab the crypt key at the end of the room. Return up the lift, rejoining Superfly. Ascend the stairs until you reach the door on the right. With the crypt key in your inventory, use the operate button on the keyhole. Enter the door and proceed into the next section.

Descend the stairs to the right and kill the bats and rats. Enter the right tunnel, then head left toward the gate. Go down the stairs and snag the save gem. There are fletchers on either side of the stairs at the bottom. Go around either side and kill them. Enter the next room and combat the paladins and werewolf. Walk into the room toward the right and snag the Wyndrax key, health, power-up from the chest, and Wyndrax's spellbook from the table.

WYNDRAX TOWER SECRET AREA #5

Break the windows behind the table with the spellbook. Smash the divider between the windows also. Peer through and down to spot the vitality power-up. Jump down and grab the booster. Ascend the ladder to return to the room.

Return to the entrance to this section by following the halls and ascending the staircases. At the top, pass the locked door on the right and move to the end of the hall with the keyhole. Use the operate button on the keyhole. Enter the now-unlocked door you passed a moment ago. Grab the armor and move to the other side of the room to the table. Use the operate button on the table and watch the lightning rod in the center of the room explode.

Return back through the door to the level entrance. Descend the stairs and head right, then go right again to enter Wyndrax's chamber. Battle Wyndrax by strafing and retreating into the doorway. Use Stavros' stave or your ballista. After you've struck the wizard several times, he'll open the middle bookcase and flee through a tunnel.

Follow Wyndrax outside and locate him within a center alcove around some trees. Shoot him several more times with the stave or ballista. Once he's killed, walk up and grab his discarded weapon, Wyndrax's wisp. Continue through the passage and through the gate into the next level.





CRYPT OF NHARRE

Before heading through the cemetery and to the crypt, turn around and face the path you just came down. Approach the gate at the end.

CRYPT OF NHARRE SECRET AREA #1

Return to the level entrance and snag the power boost power-up by the gate.

Cross the cemetery and enter the doors into the crypt. Proceed down the staircase and spot the chest at the end. Enter the room and kill the bats hovering above. Open the chest for a power-up. Snag the health and ammo to the left. Proceed downstairs to the right. Two werewolves surround a coffin; you may also have to deal with some rotworms. Defeat the beasts and snag the health nearby.

Approach the left torch; use the operate button against the torch to lower its stand. Jump up and snag the shard of the Purifier. When you do, the coffin in the room's center moves, revealing a passage down. Open the door at the end. Head to the right into the large area; kill the dwarves wandering around.



Use the unlit torch to grab the shard of the Purifier on top.





Jump across the pillars and kill any remaining dwarves. Open the door at the end to the left. Grab the health and open the next door. Kill the bats hovering around the large room. Open the door on the other side of the bridge and snag the wandering wisp.

CRYPT OF N HARRE SECRET AREA #2

Spot the goldensoul on the ceiling girders above. Use the ballista to reach it. Simply run and point your weapon at the ground; press the jump and fire buttons simultaneously to leap with the weapon.

Open the door to the right and kill the rats, bats, and the valkyre. The valkyre uses a staff to fire lightning; simply stay back and find a corner to strafe around. Use the bolter or ballista to eliminate the valkyre. Exit out into the room with the crypt ahead and the door to the right.

CRYPT OF N HARRE SECRET AREA #3

Approach the crypt doors and crouch. Locate the two triangular-shaped switches at the bottom of the crypt. Use the operate button against each switch. Enter the open doors and kill the rot-worms inside. Snag the ring of undead protection.

Proceed through the door on the right. Head upstairs, snagging the lava rocks along the way. Open the door at the top. Walk over the ceiling girders, taking care of your footing, and grab the armor. Continue through the next door and downstairs, winding to the left. Kill several valkyres and paladins. Grab the save gem and health.

Turn left and descend the flight of stairs and face off against Nharre. The nefarious necromancer will summon rats, buboid, and other creatures against you. He also teleports and can use his weapon to summon a powerful demon. Strafe behind columns and stay hidden as much as possible. Use the wisp and stave against him. When you've finished him off, collect his discarded weapon, Nharre's nightmare, and head through the tunnel at the far end of the room.

Approach the structure and grab the shard of the Purifier from the pit on the left. Make your way up to the door and approach to exit the level.

GHARROTH'S THRONE

The level's first section features a platform jump. Leap to each platform in turn and grab the chain mail. Turn left and continue over the platforms as they wind around. Snag the bolter ammo





if you wish and beware of the bats. Continue across the platforms; look out for platforms that sink moments after you land on them. Jump to the spot with health on the left.

Continue onward and head across the path as it winds to the right. Snag the save gem, the lava rocks, and health. Use the lever to lower a large, rotating lift. Hop on the lift to automatically begin an ascent. Look up and spot the dragon. Avoid its fireballs or shoot it with your ballista or stave.

When the lift stops, walk through the doorway. Turn left and kill the fletchers. Grab the armor and health crate, then combat the valkyre to the right. Ascend the stairs, battling more paladins and fletchers. Grab the ballista logs at the top. Kill the paladins across the chasm. Use the lever on the left to raise a lift, creating a bridge. Cross over it and grab the ammunition and power-up.

Gharroth's Throne Secret Area #1

Run back down the stairs to where the platform used to be. The wall at the bottom of the staircase has broken open to reveal a megashield.

Proceed up the stairs and fight the paladins and valkyres along the way. Kill more valkyres at the top and use the lever on the left wall to raise the lift once again. Cross and use the lever on the far wall to raise the lift to the top floor.

Many enemies wait here (use Nharre's nightmare if you have trouble). A dragon will also fly overhead if you haven't already eliminated it. Grab the chest for a power-up and break the barrels for ammo. Use the lever next to the chest to raise the lift that Superfly is standing on.

Head the other way past the barrels around to the left and then to the right. Kill more paladins, valkyres, and fletchers. Grab the armor between the statues at the end, then enter the doorway along the left wall. Ascend the stairs and grab the save gem.

Gharroth's Throne Secret Area #2

Just past the save gem rests a flag. You can walk through the flag. Hop over the save gem and into the flag to nab the goldensoul.



DAIKATANA OFFICIAL GAMESPOT GAME GUIDE

Go right through the door. Proceed inside and watch the cutscene with King Gharroth. After an extensive dialogue sequence, the crazed king attacks. He uses both lightning and fireball attacks. Pummel him with your wisp and stave; don't hesitate to use all your ammunition, as this is episode 3's final encounter. After Gharroth sustains sufficient damage, another cutscene plays where the Purifier restores the king's sanity. The Daikatana recharges, Mikiko is healed, and our three heroes transport to the last time zone.



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Daikatana's fourth and final episode, San Francisco, 2030, finds Hiro, Superfly, and Mikiko trapped in Alcatraz as they attempt to locate Mishima's secret hideout in earthquake-ravaged and crime-ridden San Francisco. Mishima's guards are well-armed and highly dangerous; thankfully our trio acquires several powerful weapons to counter the crafty Navy SEALs and gang members. Search this section for complete weapon strategies and a full walkthrough for Daikatana's final episode.

EPISODE 4 WEAPON STRATEGIES

Sent to San Francisco and the near future, Hiro, Mikiko, and Superfly receive a fitting arsenal mixed with familiar projectile weapons, such as a pistol, slugger (shotgun), and ripgun (machine gun), and futuristic laser and ice-based weapons, such as the novabeam, metamaser, and kineticores. This section provides strategies for the weapons found in Daikatana's fourth episode.

GLOCK PISTOL

Maximum ammunition: 50

Range: Long

Rate of fire: Medium

Damage potential: Low

Episode 4's standard weapon is the glock pistol, a reliable weapon with decent accuracy and rate of fire. It doesn't inflict much damage, however; it takes quite a few shots to take down even the lowest of episode 4's enemies (the prisoners in Alcatraz). Still, you'll find its ammunition scattered all over the place, so you shouldn't ever run dry. Each time you're up to the maximum of 50, use the pistol; when you find another clip, you can replenish the ammo.





One good strategy is to use the slugger in combination with the pistol. Strike an opponent in the chest with a slugger blast, then finish it off with shots from the pistol. Keep in mind that the pistol must reload after several shots; don't be caught with your guard down! When using the pistol, it's wise to have an out. This means looking for a place to run to or duck behind in case you must reload.

SLUGGER

Maximum ammunition: 50

Alternate-fire maximum ammunition: 15

Range: Medium

Alternate-fire range: Variable

Rate of fire: Slow

Alternate-fire rate of fire: Slow

Damage potential: Medium

Alternate-fire damage potential: High

Compare the slugger to a Quake shotgun or even the episode 1's shotcycler-6. The slugger operates best in close-range battle situations. It discharges a single slug that spreads at a distance; a close-range shot will cause the most damage, while long-range shots will likely miss or inflict little damage. The slugger works well in reducing enemy health; use the slugger once or twice to knock an enemy down, then finish it off with the pistol or another weapon.

Like the pistol, you'll find plenty of slugger ammunition scattered throughout the episode. Don't hesitate to use the slugger frequently, particularly against melee attackers like the prisoners and gang knifers (or even the weaker ranged enemies like the gang uzi men). One of the slugger's biggest downsides is its rate of fire; there's a short recharge time between shots, so if you're in a hectic firefight, try to strafe around corners or look for objects to duck behind.

The slugger also features a secondary fire mode. If you pick up some cordite grenades, you can select the slugger a second time (just hit the default 2 key again) and attach the grenade ammunition. In grenade mode, the slugger fires a grenade that can bounce off walls or flooring - perfect for getting a shot in around corners or into large rooms filled with multiplayer opponents.





KINETICORE

Maximum ammunition: 200

Range: Long

Rate of fire: High

Damage potential: High

The kineticore launches five bursts of freezing projectiles that cause two important effects. First, the projectiles can bounce off two surfaces before evaporating. Second, any enemy or player struck with the projectiles suffers freezing damage, much like poison damage, that takes a small amount of armor and health away per second. It decreases over time and eventually ceases.

Though the weapon fires rapidly, there is a short pause between each five-projectile burst. Make sure you strafe and dodge around enemy fire and keep your crosshairs pinned on the enemy. Like the slugger's grenades, the kineticore works well around corners and in tight hallways, particularly in the multiplayer game.

One warning about the kineticore: Bounced projectiles can strike you as well, and they cause plenty of damage, including the freezing effects! If you fire straight at a target, be ready to dodge the projectiles should they miss and strike an opposite wall.

Finally, you can use the kineticore to jump to high ledges and otherwise unattainable areas. Like you would the shotcyclor-6, trident, or ballista, point the kineticore at the ground and press the jump and fire buttons simultaneously. Expect to take significant damage for your efforts, however.

RIPGUN

Maximum ammunition: 200

Range: Long

Rate of fire: Very high

Damage potential: High

An extremely reliable weapon, the ripgun operates much like a machine gun or chain gun from other first-person shooters. It disperses ammunition at an extremely high rate, which let the ripgun literally rip through enemies and online multiplayer opponents. Its high rate of fire, though, does make it easy to lose track of ammo consumption. Though it's effective at long-range, it's even more effective at medium and close range. If you can ensure that each slug strikes its target, it won't take long to take down any foe.





Ammo for the ripgun's fairly scarce in the single-player game, and its often hidden under water or in secret areas. Seek out its ammo and use the ripgun against the episode's most powerful targets, such as the rocketeers and SEAL troops. In multiplayer battles, the ripgun fares well against most of the episode's arsenal; though the novabeam packs more punch, it's slower rate of fire could pose problems against someone with a fully stocked ripgun.

NOVABEAM

Maximum ammunition: 300

Range: Long

Rate of fire: Medium

Damage potential: High

The novabeam fires a solid laser at the intended target; because it uses 14 units of ammunition per shot, it has the potential to inflict some serious damage. However, it's quite difficult to successfully hit enemies with the weapon, particularly in multiplayer, where it's highly unlikely that anyone will stand still long enough for you to pummel him with the laser. In the single-player game, look for opportunities to surprise a guard; hit him with the novabeam blast, and it's doubtful you'll see return fire.

In a multiplayer game, look for opportunities to hit an opponent moving the same direction as you. For instance, chasing an opponent down a hall offers a much easier target than an opponent bobbing and weaving in an exterior courtyard. Also, attempt to predict where your opponent will soon appear. An example would be if your opponent were currently headed for a weapon pick-up or power boost. Put the crosshairs on the power-up and fire when your opponent arrives.

METAMASER

Maximum ammunition: 10

Range: Variable

Rate of fire: Medium

Damage potential: Variable

Found late in the single-player episode 4, metamasers operate like small proximity mines. Any time an enemy gets near, the metamaser attacks with a powerful blue laser. The metamaser only stays powered for a few attacks; once drained, the metamaser explodes. Metamasers can also be destroyed if spotted. Its applications are plentiful and extremely helpful in the tougher sections.





Toss the metamaser into a room crowded with difficult enemies. Even if the mine doesn't eliminate the foes, the lasers should thin their ranks or at least decrease their health. Follow up the metamaser with some grenades from the slugger or any other projectile weapon. In multi-player games, toss the metamaser inside a frequently visited room (such as one with a powerful weapon, like the ripgun, or a useful stat boost). You should attempt to conceal the metamaser, but realize it will be more useful toward the center of a room; there, the mine will have a full 360-degree line of sight.

EPISODE 4 WALK-THROUGH: SAN FRANCISCO, 2030

Having restored King Gharroth's sanity, our three heroes replenished the Daikatana's power and used it to venture into, hopefully, their final destination. Appearing inside the infamous prison, Alcatraz, Hiro, Mikiko, and Superfly must traverse the dangerous ganglands of the future and make their way to Mishima's well-guarded headquarters for a date with destiny.

ALCATRAZ

View the opening cutscene as Hiro, Mikiko, and Superfly arrive at earthquake-torn San Francisco in 2030. The trio questions a prisoner for information about the surroundings; it's time to search for a way out of the Rock! When you gain control, Mikiko and Superfly grab their own glock pistols. Walk to the end of the area and turn left into the last cell. Grab the pistol and the ammunition. You can search the other open cells for more bullets.

Enter the last cell on the left and shoot the grate. Crawl inside (Mikiko and Superfly hang behind) and look through the grate to the left. Inside, you'll spot an empty bottle (one part of the ingredients to make a bomb) and some kevlar armor. Bust the grate and grab the items. Continue through the vent shaft. Kill some rats.

Spot another grate to the right and bust it with a pistol shot. Crawl through and snag the pistol ammo to the right. Leap onto the pipe system, then jump to the double pipes just above. Crawl to the right and around the high pipe. Crawl now to the left and snag the slugger hidden in the top corner.





Return to vent and follow it to the end; bust the grate on the left. Exit into the room and kill the rats inside. Head over the pipes (you can grab a health box to the upper left) and descend onto the floor. Traverse more pipes (you must crawl) and leap up out of the hole on the other side. When you leap out, you'll face some prisoners. The tough hombres include both a ranged (they throw rocks) and melee attack. These guys are tough to take down; use the slugger to eliminate them quickly or the pistol if they remain at a distance.

Exit through the doorway ahead. Grab the pistol ammo to the right and kill more rats and prisoners. Pull the lever on the right; this leads to the section's exit, but it closes the door you must go through now. Pull the lever again. Enter the door opposite the lever and spot the door leading into solitary confinement to the left. Open the door and eliminate the prisoner.

Nab the ammo and health at the end of the room and listen for Mikiko to call out your name. Use the lever on the right to open up the cell doors. Fight any remaining prisoners. Examine the opened cells out in the previously explored area for more ammunition. You'll also find a save gem in the last cell to the right.

Return to solitary confinement with Mikiko and Superfly in tow. Head left, defeating any prisoners, and enter room on the right, which appears to be a laundry room. Spot the barrel between the washing machines to expose a handle. Use the operate button on the handle to open the washing machine to the left. Hop inside to grab the armor (don't worry about the short spin cycle!). You can also hop on top of the washing machines to snag some slugger ammunition. To get on top, just jump from the handle.

Enter the next room and defeat the prisoner. Note the two sluggers on the ground; order the two sidekicks to pick up the new weapons. Pull the lever on the left and enter. Kill the prisoners and walk toward the double doors into the next section; make sure Mikiko and Superfly are close behind.

Exit the doors and fight the prisoners to the right. Nab the health near the manhole cover once you've cleared out the area. Note the crack against the right wall; approach, and you're told you need more ingredients to make the bomb and bust through. Remember this location, as you'll return here later in the level once you've collected all the bomb-making items.





This set of pipes provides access to second floor ledges and a wealth of secrets.

ALCATRAZ SECRET AREA #1

Look along the cracked wall and spot the pipes leading up to the ledge. You can climb the pipes; simply approach and ascend as you would a ladder. Follow the ledge to the right. Follow the building corner and spot another pipe that you can ascend. Leap through the window and grab the goldensoul. Your effort attracts attention outside.





Peer out the window and shoot the oncoming prisoners. Make sure Mikiko and Superfly defend themselves. Hop down and assist them if they're in danger.

ALCATRAZ SECRET AREA #2

Climb the pipe and onto the ledge (where you get the goldensoul in the first secret area) and continue along the building past the window and over the light fixture at the end. At the end of the ledge, look left and spot the power boost power-up. Turn forward and leap to walkway. Snag the power boost and continue walking around the corridor and grab the kineticcore.

You can investigate the basketball court, across from the prison, and grab some slugs and armor (give one or both to the sidekicks).

ALCATRAZ SECRET AREA #3

Back up on the ledge past the first secret, go over the light fixture and to the end of the ledge. Turn left and continue on the ledge until you spot the opening to the right. Leap through and head into the storage room. Snag the ammunition and the speed boost power-up.

From the open area in secret area three (or just up on the ledge via the pipe and all the way to the right), drop down onto the air conditioning vent. If you fall off, jump onto the vent from the right and ascend the pipe. Jump through the window to enter the next section.

Search the cabinets for ammo and health. Enter the next room and head toward the ceiling plank that's falling into the room. Jump on the table, leap onto the plank, and ascend into the hole in the ceiling. Two right turns lie at the top. The first right contains plentiful ammunition and some prisoners.

Take the second right through the hole in the wall. Enter the second floor cellblock and defeat any prisoners. Explore the cells for ammunition.

ALCATRAZ SECRET AREA #4

Enter the cell across from where you just entered. Head through door and approach the damaged staircase. Walk to the right of the staircase and spot the barrel on the upper floor. Shoot the barrel with your pistol. The resulting explosion clears the debris from the staircase. Ascend and shoot the second barrel at the top, positioned next to the column. The column falls creating a bridge. Ascend the column and grab the ammunition around the top ledges. Bust the grate and





crawl through the vent. Fall down and snag the mana skull to complete the secret area. Kill the prisoners here and climb the ladder at the end. Drop down into the next room and search the cells for some ammunition. Enter the far right door and use the lever to open the door. You're now back in the room with the staircase.

Proceed into the far right cell with the pipes and see the hole in the wall. Climb up and leap through the hole.

ALCATRAZ SECRET AREA #5

Turn right and head through the various pipes. Walk to the end of the hall and find the ladder. Ascend and grab the megashield.

Duck under the wall to enter the next section. Round the corner, grab the ammunition, and kill the prisoners. Proceed (there's ammo again to the left) and nab the save gem at the second left. Flip the lever behind the save gem; this lowers the windows to your left overlooking the bathrooms. Peer over and kill the prisoners with the slugger or kineticore. Drop down into the bathroom and kill the rats. Exit the door to the left and snag the pile of coal in the entryway.

ALCATRAZ SECRET AREA #6

Blast the wall at the corner across the coal to reveal a secret area with a golden soul.

Enter the next room and kill the prisoners. As you enter, the roof collapses.

ALCATRAZ SECRET AREA #7

Crawl under the collapsed roof to the left and ascend to the top. Snag the slugger and acro boost. Quickly drop down into the room. Duck and scoot under the debris to the right; kill the prisoner. Walk forward and turn around to spot the attack power-up on the ledge. Use the acro boost to reach the ledge and grab the power-up.

Stay to the right up the coal-like path and kill the rats and prisoners. Walk to the end and shoot the piece of wall blocking the exit. Descend the ladder and land in an underground waterway. Swim to the end and leap out. Face a few prisoners here. Collect the ammunition scattered around. Turn the corner and battle more prisoners. Enter the doorway at the end.





Be sure to pick up the test tube - it contains an important bomb ingredient!

Spot the barrel by the gate. Shoot the barrel and open the gate to snag a wraithorb ahead; turn left and spot a test tube. Pick up the test tube to collect another part of the bomb ingredients.

Open the gate to the right and enter. Kill the prisoners and grab the health to the left. Jump from the barrel to the broken ladder. At the top, look straight up and spot the ladder held against the ceiling by a small rod. Shoot the rod to lower the ladder. Jump from the grate dangling above and climb up to the ledge. Leap onto the ladder and ascend. Look up again and shoot the beam holding the weight; a ladder lowers as a result.





Jump on the barrel and then onto the ledge. Leap onto the ladder and ascend. At the next ledge, jump on the next barrel, then on the girder, then on the ledge, and finally climb up the ladder. Fight the prisoners at the top. Grab the bag of sulphur to complete the explosive recipe. Open the gate in the room and head down the ladder. You now must return down into the water. Just keep moving down and killing the rats. When you drop down, walk over to other side (killing rats) and drop down. Keep going until you fall into the next section. Be sure to pick up environment suit on the way down.

Dive down into the water and spot the numbered valves. Use the operate button on valve wheels 1 and 3. Swim up to the top and use the valve above the others. Swim back down and use the operate button on valve wheels 2 and 4. Swim up to the top again and head through the now-opened gate across from the top valve wheel. Walk through the sewer pipe and fall into the water. Follow the current until you emerge back in the prison yard.

Battle guards and meet up with Mikiko and Superfly. Approach the wall crack and set the bomb. Proceed through and grab the health and save gem. Go left and then around to the left. Nab lots of ammo from the ledge below. Follow this ledge over to the dangling metal. Hop on and pull yourself up. Snag the armor and exit the door to proceed into the next level.

BENEATH THE ROCK

Descend the stairs and snag the pistol ammunition. Bust the planks blocking the exit on the right. Climb the rock on the left and walk along the ledge to snag the kevlar armor. You can also use the kineticore to jump up to the armor, though you'll sustain some damage. Just point the kineticore at the ground and press the jump and fire buttons simultaneously.

Head through the only available tunnel and kill the prisoners. Walk down the decline and shoot the barrels in the alcove to the left to kill the prisoners. Snag the ammunition left by the prisoners. Exit and spot the attack boost back up the incline. Walk and grab the attack power-up.

You have a few options at this point. You can either head down the cavern path and combat several different types of enemies, including prisoners, chaingunners, and rocketeers. You'll also grab a save gem and lots of health along the way. Eventually, you'll dead-end into a cove area; however, you'll be returning here later in the level, so it's not a bad idea to clear it first. Simply move slowly and take on as few enemies at a time as possible. Use the kineticore and strafe to avoid enemy rocks. You may wish to keep Superfly and Mikiko back, so they aren't under attack.





Either way, your eventual exit lies on the ledge across from the attack power-up. Jump from the attack power-up across the path to the ammo on the other side. Walk toward the wall and fall down into the water below. Swim to the edge of the waterfall.

Also, you can also exit the map by jumping into the water at the cove area and following the stream until you come across an underwater entranceway into the next map.

BENEATH THE ROCK SECRET AREA #1

Before diving off the waterfall, turn to the left and spot the ledge along the wall. Hop onto the ledge and fall into a room at the end; snag the megashield.

Fall off the waterfall.

BENEATH THE ROCK SECRET AREA #2

After landing at the bottom of the waterfall, turn and face the falls. Spot the hole in the wall. Leap through and follow the path to the end and grab the ripgun, ammunition, and power boost pick-up. Return back outside to the water.



Proceed through the back of the waterfall to locate the secret items.



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Dive off the next waterfall and look out for aggressive sharks. Use your newly acquired ripgun. Swim toward the buildings; dive underwater and enter the broken section on the left side. Swim inside and to the right. Hop on the ledge and grab the save gem and attack boost. Battle any enemies as you move. Explore the building for health and ammo items.

From the attack power-up, go right around the wall and forward to the ledge overlooking a small patch of water. Dive in and swim right toward the ladder. Ascend the ladder. Grab the ammo and another save gem. Spot the planks over the windows to the left in the hall. You can break them, leap out, and grab some armor and health if you wish, but you must backtrack to this area.

Exit the building and cross over the debris to the second building. Look out for enemies here, especially jetpack fliers overhead. Peer below your position for ammo and armor if you wish to jump down, but you must backtrack up to this area when you're finished. Cross the metal girders toward the building on the other side. Jump to the building ledge and head right. Enter the last door on the left.

BENEATH THE ROCK SECRET AREA #3

Spot the crack in the wall at the far end of the room (you can spot some ammo through the crack). Blow up the crack with a weapon. On the other side, snag the ripgun, vitality boost, and ammo.

Ascend the ladder. Shoot the barrels or wall across the way to bust open the crumbling wall. Open the door and grab the armor. Break the planks on the first window to the left. Hop out. Turn left on the balcony and spot the barrels. Destroy the barrels and proceed behind them to nab a goldensoul.

Head right on the balcony and leap to the rocks. Your goal is simply to turn around and head now to the first floor, but you can explore to the left along the rocks for some armor and ammunition.

BENEATH THE ROCK SECRET AREA #4

Spot the megashield positioned above the armor and ammunition on the rocky path. Use your kineticore to jump up to the megashield. Just point the weapon at the ground and press the fire and jump keys simultaneously. As you'll take damage, there's an alternate way to get the megashield. Return to this position later with the acro power-up you'll find later in the level and jump to the megashield.





Return to the rocky point where you entered the path and jump to the first floor of the building. Enter the second door on the left. Turn left and ascend the cavern path. Nab the acro power-up to the left (use it to return to secret area four and grab the megashield if you didn't get it before). Continue up the cavern path and take the left at the top. Open the door out to the trolley. Use the lever inside to head back down to the cove area.

You'll come under fire, especially if you failed to explore this section before you headed to the waterfall. Nail as many enemies as you can on the way down. Exit the trolley and defeat any remaining foes. Meet up with Mikiko and Superfly. Head through the passage toward the boat dock.

BENEATH THE ROCK SECRET AREA #5

Before proceeding toward the boats, look in the storage area to the right. Jump carefully over the laser trip mines (order Superfly and Mikiko to stay behind) and ascend the crates. Follow the path up to the top of the room. Push the button to gain access to the goldensoul.

Walk to the end of the dock to end the level.

TOWER OF CRIME

Watch the boat chase; Superfly, in a different boat, becomes separated from the group. Mikiko and Hiro lose their pursuers by smashing into a rock face just under what appears to be an earthquake-ravaged tower. When you gain control, proceed forward and battle the gang knifer, who attacks with a melee charge and slashing stilettos. As you pass under the overpass, beware of the gang chaingunner behind you; eliminate him from below with the slugger or kineticore.

SUPER SECRET: The fourth "Dopefish" super secret is found in the Tower of Crime. Search the bottom of elevator shafts and locate two hidden panels. Shoot through both panels to gain access to the hidden area.

Approach the door at the end on the left and ascend the stairs to the right. Follow the long road and watch out for enemies attacking from the right, as you move to the end; you'll encounter gang knifers and uzi men. Snag the save gem at the end.

TOWER OF CRIME SECRET AREA #1

Ascend the stairs at the far end of the road and to the right. Walk around the ledge to the right and snag the wraithorb on the other side.





Mikiko provides a clue on how to proceed into the tower.

Spot the neon sign attached to the building and about half way down the road. Shoot the crates underneath and just to the left of the sign. Stand back as you discharge your weapon. The resulting explosion breaks the sign; it crashes to the ground creating a hole in the asphalt below. Hop inside the hole and proceed into the next section.

Follow the passage to the entryway on the right side. Exit into a left and right intersection. Go right and battle some gang uzi men; you'll find some health and armor at the dead-end past them. Head left now and reach another intersection that leads to the left and right. To the right, you'll encounter a rocketeer and some health.





Head left, then around to the right into the doorway. Leap on the square-shaped objects to the left of the entrance and then onto the pipe that runs just under the ceiling. Traverse the pipe, taking the first left. Follow the end and jump into the vent shaft to the right.

TOWER OF CRIME SECRET AREA #2

Before moving too far into the vent shaft, leap onto the upper level. Follow the hall to the fan and snag the vitality boost power-up.



Jump up to the upper section of the vent shaft to locate the hidden vitality boost.

Follow the vent to the end, defeating some rats along the way. Bust the grate in the ceiling at the end and leap out. Open the door and approach the far room ahead. Defeat the chaingunners ahead and a rocketeer to the left.





TOWER OF CRIME SECRET AREA #3

Head forward and turn left to the door. Use the operate button on the door and proceed through. Blow the crates at the end positioned in front of the door. The resulting explosion exposes a goldensoul.

Ascend the staircase and snag the save gem. Open the door and go right; take out the knifer and uzi guy. Grab the ripgun from behind the desk. Head through the door across the room (it's to the left from your initial entrance) to pass through the conference room; a few chaingunners are in there, but there's also some ammo and a drug kit, which can be used to restore health.

Enter the elevator shaft to the left of the desk. Peer below and shoot the enemies. Leap to the ladder and climb to the top (make sure Mikiko follows you). Peer down at the top and spot the plank, creating a bridge into the higher floor. Drop down and battle the enemies.

TOWER OF CRIME SECRET AREA #4

Spot the attack boost resting in the ceiling girders. Use the kineticore to jump inside. Jump by pointing the kineticore at the ground and pressing the jump and fire buttons simultaneously.

Enter the door on the far side. Knock out some rocketeers to the right. Grab the armor on the walkway and ascend the stairs in the next room to proceed into the next section. Defeat the enemies to the left (you can kill them and grab some health behind you). Continue up the stairs to the next flight. You can go left on this floor and fight more enemies; you can also spot the tram through the window ahead. A ripgun lies on the right side (let Mikiko grab it), and some armor lies on the left.

Return to the stairs and ascend to the final floor. Exit to the left and head to the far end of the room and ascend the collapsed vent shaft. Follow the vent to the right (watch out for rats) and jump out. When you emerge, beware of a rocketeer waiting to the right.

Ascend the stairs and grab the save gem in the small room at the top. You can explore the floor and kill some enemies if you wish. When you're finished, ascend the stairs again. Once again, the floor contains enemies, health, and ammo, and you don't need to venture out and explore. Ascend the staircase to the top.





Proceed left and then to the right. Kill the chaingunners and cross the metal planks. Watch out for the rocketeers in the doorway to the right. Enter the room and use the drug kit if you need to replenish your health. Spot the eighth floor elevator door ahead. Open the doors and leap onto the ladder to the left.

TOWER OF CRIME SECRET AREA #5

Fall one floor below to the seventh floor door (just below the door you came through). There's a small ledge just in front of the door. Open the door and snag a new weapon, the novabeam, inside.

Descend the ladder to the top of the elevator below. Blow the grate and hop inside. Bust the plank in front of the elevator door. Open it to exit. Walk across the stairs on the left and enter the tram door to complete the level.

MISHIMA'S LABS

Exit the train and explore the station for ammunition. Enter the doors ahead and spot the armor. Don't charge ahead to the armor; two SEAL commandos wait on either side of the hall. Proceed carefully inside the hall and eliminate both before continuing on. Move through the hall and kill more SEALs and rummage around for additional ammo. Snag the save gem at the end of the hall.

Head up the ramps (or deactivated escalators) left or right from the save gem up to the second floor. The left ramp offers some goodies; take it to find some armor and a wraithorb hidden in the plants along the right side. Combat the SEALs at the top.

Explore the lobby beyond the desk for some novabeam ammunition and the novabeam. Head into the corridor in front of the desk and snag some ammo from the bench on the left. Enter the room with the fountain. SEALs attack from the left and right. Ascend the stairs and leap to the top of the fountain to grab the goldensoul. Peer down in the bottom of the fountain to spot the green control keycard. Pick up the green keycard.

Climb up the right stairs and combat the SEALs. Descend the stairs on the other side to the double door. Open them and head through the next door. Defeat the SEALs waiting on either side of the hall. Two doors lie at the far left and right sides of these halls. To the right is a door requiring a yellow keycard. Instead, with green control keycard in hand, proceed to the left door.



DAIKATANA OFFICIAL GAMESPOT GAME GUIDE

Use the green button to enter. Approach the far door to exit.

Proceed into the next hall, grabbing armor and ammo. Take time to defeat the SEALs; use corners for cover and don't rush out and get overwhelmed. Ascend the ramp into the control room. The SEALs occupying the control room can dish out some serious punishment, so take care and retreat if necessary. Use grenades on the slugger to bounce around corners, so you stay out of their line of sight.

Once all the SEALs are eliminated, take some time to explore the room. This is the first of two main transport bays you'll enter. There are three transports that take you to other sections of Mishima's labs - one lies to the left, one to the right, and one below the control room. You'll visit each before proceeding into the next area.



Locate the hidden wraithorb behind some greenery.



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Exit the control room and approach the transport on the left side. Use the button to summon the transport. Jump in. You may wish to leave Mikiko behind; she can't really help that much, and you might be risking her death. Either way, hit the button inside the transport to proceed to the next small area.

SEALs await your arrival. Leap out and eliminate them. Open the door on the right (leading into the glass room) and kill its occupants. Spot the blue keycard. To get it, you must close the door. Use the switch at the end of the room to shut the blue door and provide access to the blue control keycard. Pick up the keycard.

Return back to the main bay. Walk up to the control room and press the button on the back wall; this summons the lift just below the control room. Hop on and ride it to the next area of Mishima's labs. Open the door ahead and kill the occupant. Enter the doors to the right and defeat more SEALs. Emerge at the large door bearing a Mishima logo. Knock out the two guards and use the button on the right to enter inside.

Enter into the storage room and defeat the SEALs. Drop down to the bottom of the room and look out for rats and lab monkeys, some hideous creation of the labs. It's basically a very angry gorilla; try not to get too close and simply back away while firing your weapon. Facing the large hanger exit door, leap onto the crates in the left corner and snag a save gem on the other side.

Ride the lift and spot the goldensoul on the girders above. You can wait and get it another way in a few moments or use the kineticore to perform a high jump. Either way, head right, then right again, and walk over to the stairs on the other side. Ascend the ladder to the right and open the door to the left at the top. Eliminate the SEAL and follow the path to the lift. Use the button to ascend.

Enter the control room and kill the two guards. To grab the goldensoul outside, shoot the left glass paneling and hop outside. Spot the grate in the control room. Drop down, break the next grate, and gain the speed boost. Enter the vent and head in the opposite direction. Break the grate and drop down.

Spot the grate on the floor and bust it to crawl inside. Climb the ladder at the end and break the grate above your head. Leap out and open the door, knocking out any SEALs inside. Head left through the corridor to the hall. Open the door to enter the locker room. Examine the lockers for a mana skull, grenades, and some health.





Exit the door on the right to enter the sauna and baths. Knock out the SEALs inside. Explore the room for ammo and health; move cautiously through, so SEAL forces don't overwhelm you. Exit via the hall on the opposite side. Enter another barracks area with SEALs and lockers.

MISHIMA'S LABS SECRET AREA #1

Open the locker facing you that lies on the left side of the room. Tons of ammunition are located inside, including some metamasers.

Explore the lockers in the room for ammo and a megashield. Return to the sauna and head through the hall on the left. Defeat the tough captain and snag the yellow control keycard from the locker. Exit the control room area and turn right to the glass doors and head through. You'll end up back at the transport bay where you snagged the blue control keycard. Call the transport and use the button to ride it back to the main bay.

Back at the main bay, rejoin Mikiko if you wish, and hop into the transport on the right (opposite from the one you just arrived on). Defeat any SEALs here and spot the blue keycard door at the bottom of the ramp. Use the button and head through. You'll emerge at a left and right intersection. Go either way and enter the target practice room. Shoot each target (make sure you're against the stand) and wait for each target to approach.

Shooting each target opens up a case inside the room (grab the various ammo and items inside). Once all cases are opened, the middle door opens, providing access to armor and a second green control keycard.

Return to the transport area and kill any SEALs. Get in the transport and return to the main bay. Head up to the far right and exit via the doors. It's time to head into the yellow keycard section.

Head to the hall ahead and exit the section. Turn left to the end of the hall and find the yellow door. Press the button to enter and proceed into the next section. Pass through the doors and combat the many SEAL troops. You're now in a second transport section.

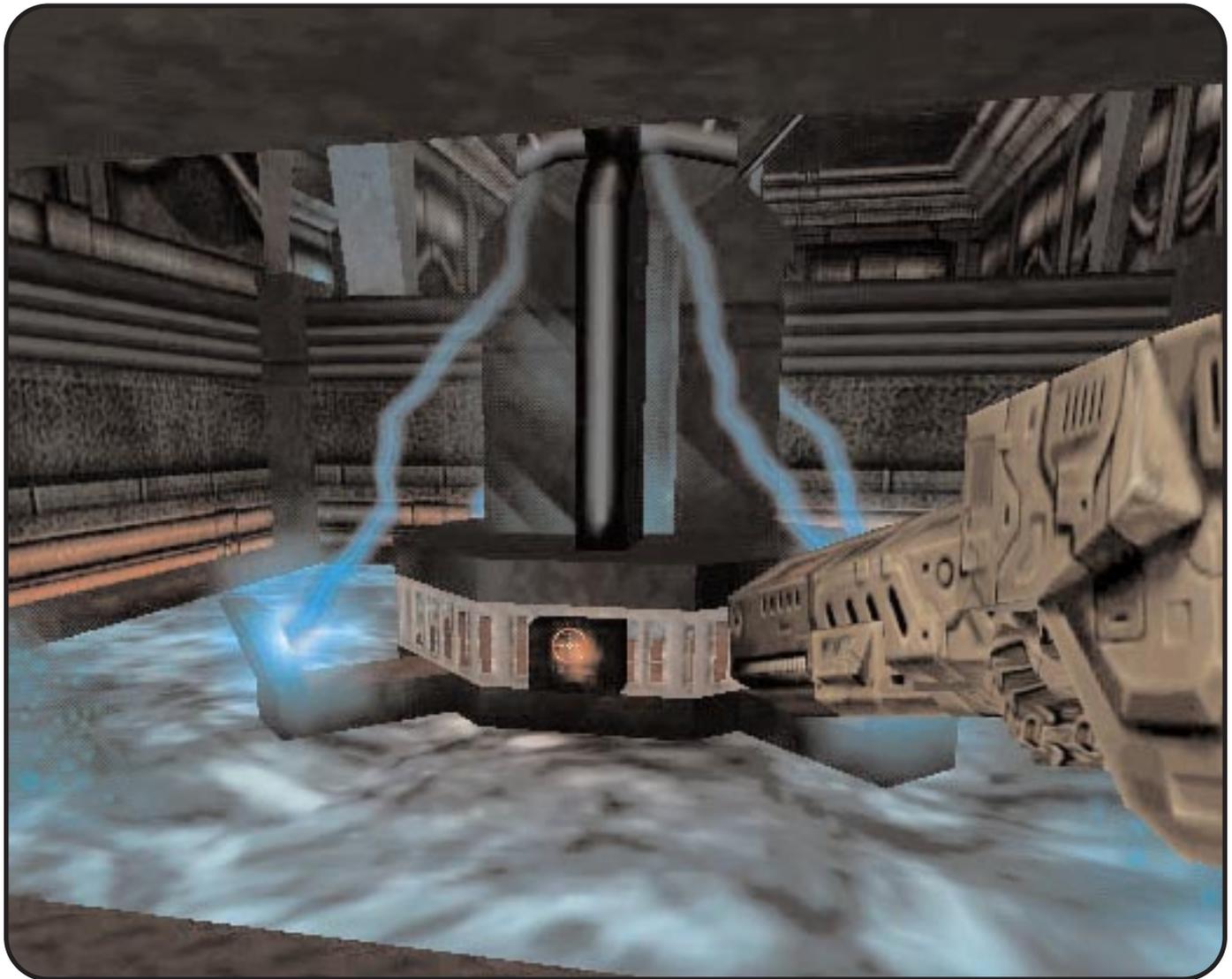
Take the left transport; watch out for the arriving passengers. Ride the transport to the next area. Defeat the SEAL troops and pick up another green control keycard. Use the transport to return to the main area. Use the right transport now. Defeat the SEALs waiting for you and use the button by the door at the bottom to proceed through.





Walk through the door on the right and enter the atrium. Defeat the SEALs; you can break the glass windows to attack the SEALs positioned up high. Proceed through and snag the mana skull as well as the blue control keycard by the computer terminals. Return to the main transport bay.

Ride the left transport again and use the blue doors at the bottom. Enter the door and defeat the SEALs waiting to the left and right. Go left and enter the door at the end. Go through the door to the next left and enter the control room; eliminate the two guards inside. Use the keypad to raise the gate outside the room. Return to that gate and walk onto the lift.



Spot the red buttons on the power generators and destroy them.





Exit either side at the bottom and locate the power generators. Walk around to the other side of them and spot the red circles at the bottom. Shoot this point with a weapon and destroy the generator. You must destroy both generators. Grab the save gem nearby as well.

Destroying the power generators deactivates the laser field inside the main transport bay. Return to that bay; the area will be fairly dark now because of the power loss. Ascend the ramp into the control room and grab the armor. Use the button to summon the lift below. Make sure Mikiko is with you and hit the button to move.

As you go, the transport breaks down, and lab monkeys attack. Enter the vent shaft and follow the vent into the cage. Shoot the monkeys. Blow the vent overhead and jump up inside. Make sure Mikiko has accompanied you; follow the vent to the end. Defeat the SEALs and grab the armor on top of the crates (use the nearby ledges to jump up on top).

Walk around to the right side of the central area and use the number keyboard console to lower the gate to the left. Walk along the left edge and snag the power boost. Descend the lift. Monkeys in cages now surround you, but you must let them out. Look between each cage; crouch under the overhang and spot the keypad on the other side. Use each keypad to open the cages; defeat the monkeys, then step back on the lift. Make sure Mikiko is with you.

If Mikiko or you miss the lift, you can climb up to the top level using the ladder hidden within one of the lab monkey pens.

Head to the top floor of the area and defeat the SEALs. Exit via the door ahead and keep battling troops. When you reach the door at the top, enter to conclude the level with a cutscene.

MISHIMA'S HIDEOUT

Stock up in the first room; there's plenty of ammo, health, and even some armor to go around. Enter the door ahead and emerge at a three-way intersection - marked Relics, Garden, and Chambers. Proceed into the hall marked Garden and ascend the stairs to the right. Defeat the SEAL rocketeer and snag the health box. Enter the door at the end. Encounter more SEALs and continue up the next set of stairs. Grab the health and defeat more SEALs. Enter the door out into the courtyard.





Chaingunners attack from far ledges; the novabeam works well in taking them down. Walk over to the other side (to the left) and enter the doorway. Defeat more enemies and snag all the armor and health. Go downstairs and through the door on the left. Descend the stairs and defeat the enemies patrolling the stream. Be sure to pick up the save gem resting to the left.



Beware of the chaingunners positioned on the ledges.

Enter the door ahead. Exit onto a small pond with a bridge in its center. You can explore the pools for ammo. Tell Mikiko to stay behind and jump off the bridge into the water. Bust the grate and swim inside. Emerge in a room with pipes. Duck under the pipe and blow apart the crack in the wall with your weapon. Proceed, taking out some SEALs and turn left to the door. Press the button to open the door (now on the other side of the bridge). Order Mikiko to return to your position. Enter through the door at the end of the hall.





MISHIMA'S HIDEOUT SECRET AREA #1

While in the corridor, spot the unusual wall section on the right (at the first left turn) across from the plant. Use the section with your operate button to snag a power boost pick-up.

Follow the hall to the next door and defeat the plentiful chaingunners; it's especially easy if you grabbed the secret power boost. Walk out into the rock formation. Search each rock for a small button; one rock has the button on top, while others have the button near the base. Crouch, if necessary, to push some buttons. Press all four to complete the sequence and watch the cutscene of a ladder lowering. Before leaving the room, grab the goldensoul and metamasers from the corner.

Ascend the ladder and head left along the ledge. Hop inside the entrance to the right. Enter the door ahead, then go through the left door into the next room. You're now in the Relics area, or what you might call the art museum. Defeat the SEALs patrolling inside. Spot the suit of armor in the glass case ahead. Run quickly by; a metal cage lowers around the suit and lasers appear on the floor. If Mikiko remained on the other side, don't worry.

Knock out the enemies on the other side and those standing in the control room to the left. Blow apart the machinery in the right corner; this deactivates the metal cage and laser field. Call Mikiko to your position. Use the operate button on the switch in the control room to lower another ladder. Return through the door you entered from.

Hang a right overlooking some stairs and defeat the enemies. Pick up all the health and ammunition, then head to the bottom of the stairs.

MISHIMA'S HIDEOUT SECRET AREA #2

At the bottom of the stairs, turn immediately left and spot the secret door. Just walk against the wall and use the operate button to open the secret door. Enter and grab the save gem and speed boost inside.

Continue through the door on the right, and you'll be back at the entrance room to Mishima's hideout (the three-way intersection). Turn left and head through the area marked Chambers. Enter the door at the end of the hall and defeat the SEALs (look out for the one perched up high). Enter door on the right and follow the hall to the door at the end. Knock out many SEAL here, which appears to be some sort of bedroom.





MISHIMA'S HIDEOUT SECRET AREA #3

Push the button on the column nearest the bed (to its right if you are facing the bed). It lowers a ladder just behind and to the left of the column; it's very dark, so look for the subtle animation of the ladder lowering. Ascend the ladder to the ledge and girders overlooking the room. Shoot the tapestries that hang over the bed with a weapon. Follow the ledge to the "Mishima" sign behind the bed. Use your operate button on the sign and grab the megashield hidden inside the exposed niche.



Push this button to lower the ladder, giving access to the upper ledge.





Exit the room via the button on the wall across the room from the bed. Make sure Mikiko is standing in front of the button as well. The button activates a lift under your feet. Ride down and defeat the lab monkeys. Go to the end of the hall and up the ladder. Grab the attack boost and use the lever. Exit to the right.

Proceed straight through the entryway ahead, head down the stairs, proceed to the left, and emerge back in the level's initial room. Go back through the Chambers doorway and walk into this previously visited area. Spot the now-exposed lift. Get on (with Mikiko) and head up.

MISHIMA'S HIDEOUT SECRET AREA #4

When you get to the top of the lift, peer down the shaft and spot the yellow glass against the opposite wall. Use a weapon to blow apart the glass. Tell Mikiko to stay put, then jump down into the exposed hall. Grab the ammo and armor located on the girders and in the alcoves.



Shoot out the yellow glass and open the passageway to a secret area.





Head to the door at the end and defeat more lab monkeys. Use the red button in the far left corner (the computer terminal on the other side of the room provides a clue to this button). Ascend the ladder and kill a monkey on the right. Climb another ladder, positioned to your left. Follow it around to the left and climb up another ladder. Defeat the SEAL and follow the hall to the right. Go up a final ladder and grab all the ammunition from the room. Walk up to the window, with Mikiko, and watch the level's final cutscene. Superfly rejoins the party here, as you're on your way to the game's final encounter!

SEAL TRAINING CENTER

Watch the opening cutscene; Hiro, Mikiko and Superfly arrive at the training center and convince a guard to let them inside. Ride the lift down and enter the next room. Ascend the ladder on the right.

SEAL TRAINING CENTER SECRET AREA #1

At the top of the first ladder, look to the left and spot another ladder leading up the pipe. Ascend the long ladder to the very top (it's a long way up!) and snag the goldensoul inside the dark niche.

Continue across the catwalk and follow the hall to the left. Knock out some SEAL forces and follow the hall to the very end. The switch at the end operates a lift moving down. Hop on the lift and use the operate button on the lift to descend. As you descend, Superfly and Mikiko announce they're remaining behind to find another way.

Look out for SEALs at the bottom. Enter the doorway to proceed into the next section. Open the next door to enter the first training room. Don't fall onto the blue flooring below, or you'll be killed. You must time your jump across the moving platforms. Wait for the first platform to become almost flat and leap across. Jump to the next platform before you fall off and finally jump to the safe ledge on the other side. Open the door and head through. Walk around the wall and enter a similar door on the other side.

This training area contains a rotating cage; at particular times during the rotation, the open areas will serve as flooring. You want to time the jump so you land when the rotating cage has a solid wall as footing. Work your way through to the other side and remember that if you fall to the blue area below, you won't survive. Enter through the opposite door and engage the SEALs. Grab the save gem, then open the next door.





You're in another training room, this time with pistons that crush from the sides and from above. It's not going to feel good if you're crushed between two pistons. Carefully make your way across the platforms and time your advance to coincide with the pistons' sequence. Enter the door on the other side. Walk around the wall and spot the ladder on the other side. Defeat any enemies that come down, then ascend the ladder.

Grab the save gem and battle SEALs in this large area. When the area is secure, walk over to the far side overlooking the shark tank. Peer over the ledge and shoot the sharks if you wish. Or, you can conserve ammo, grab the envirosuit, and jump in. You want to swim into the tunnel leading downward. Swim through the tunnel and defeat any sharks that impede your advance. Emerge on the other side and defeat some SEALs. Open the door into another large area with SEALs positioned across some platforms. Blow apart the SEALs, then carefully cross the moving platforms.

Climb the ladder on the other side. Snag the save gem to the right. Enter door, then head through the next door on the other side. You've entered another training room, this time with moving platforms along the sides of the room. Leap across the platforms and be careful not to fall to the electrified floor below. Enter the door on the other side, then head through the next door.

Follow the hall to the open room and defeat the SEALs inside; there's an attack boost in the room if you need assistance. Spot the red buttons on the room's two main support columns. Press each button, then return to the room's entrance to spot the now-opened lift. Use the button inside the lift and ascend.

At the top, spot the grate in the wall. Shoot the grate and crawl through. Reteam with Superfly and Mikiko here. Order them to join you and ascend the ladder, returning to the room you were just in. Proceed through the unexplored hall and descend the stairs, defeating SEALs as you move. Open the vault-like door on the left. Grab the armor, ammo, and save gem, then follow the corridor into the next section.

Descend the ladder toward the sub and prepare for battle. Watch the cutscene of Mishima approaching. After the extended dialogue sequence (in which Mikiko and Superfly get knocked out), you'll be in one-on-one combat with Kage. There's ammo littered around the room, so don't hang in one place. Kage attacks with the Daikatana and will knock you down to near-death with a single swing. After each strike, grab some health to gain some back, and you'll survive another hit. If he hits you when you're near death, you'll die.





Stay away from Mishima's sword during the battle.

Stay back from him, but be prepared for his ghostly ranged attack. Be generous with your ammunition, but also take care to aim well - you have one more fight to complete after this one! Once you've taken down Kage, you're treated to another cutscene. Hiro decides to take the Daikatana to the nuclear sub reactor and power it for the last time.

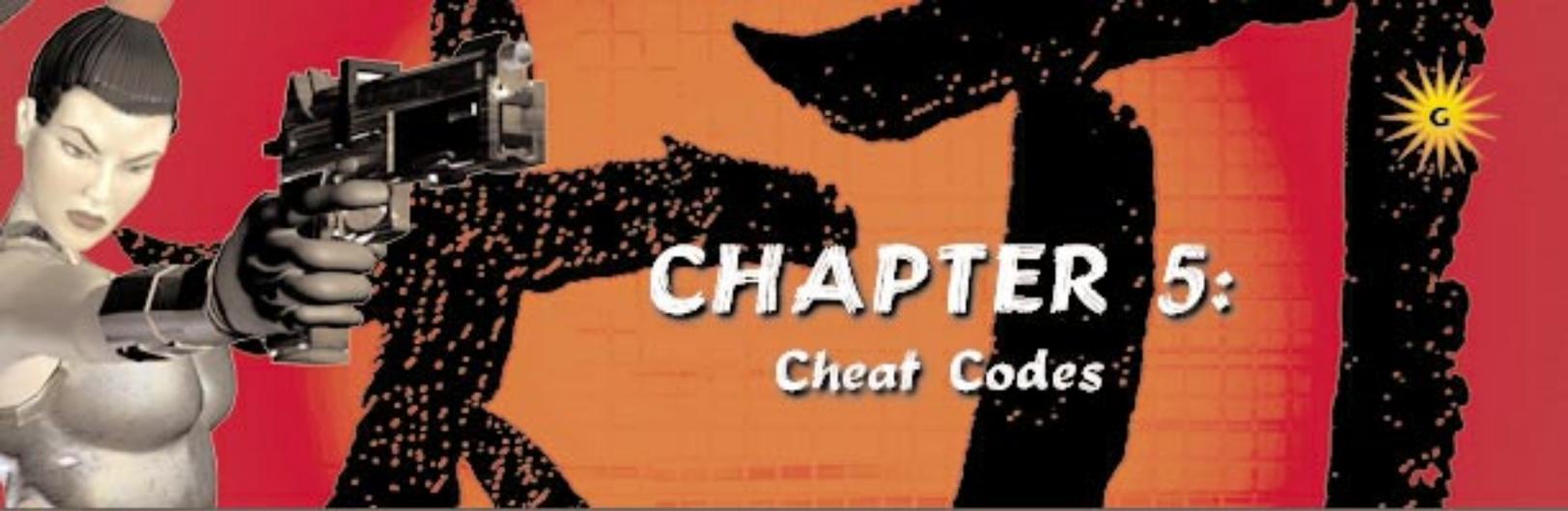
But, after the three heroes enter the room, and the sword is placed in the reactor, the lights dim and Mikiko steals the sword! She kills Superfly and taunts Hiro into attacking. Defeat Mikiko; grab the plentiful ammo around the room and use the room's various structures to hide and take cover.





Once you defeat Mikiko, Hiro completes his quest and restores the original timeline. Watch the final cutscene to learn the true fate of the game's heroes, Mikiko and Superfly, and observe where Hiro has hidden the powerful sword for, hopefully, all eternity!





To activate the Daikatana cheat codes, you must put the game in console mode. Run Daikatana with the following line (where Z is the drive where you installed Daikatana and assuming your installation directory is simply daikatana):

```
Z:\daikatana\daikatana.exe +set console 1
```

Once you've set the game to console mode, you can access the console (the area where you can implement the cheat codes) by pressing the tilde (~) key. After you've activated the console, just type in any of the following codes to gain the cheat it provides.

cheats 1

Type this in to activate the cheat codes. You must reload the current map before entering subsequent cheat codes.

god

Toggles invincibility, for both Hiro and any sidekicks. It's useful if you're struggling through the game. Keep in mind that god mode unbalances the game and will make it very easy for you to complete.

noclip

Turns on no clipping, which means you can walk through walls and other structures. It also lets you fly with ease.



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give__all__weapons

Provides full weapons and ammunition for the current episode.

giveall

Provides full weapons and ammunition for the current episode.

weapon__give__#

Gives a specific weapon, where # corresponds to the particular weapon in the current episode.

notarget

Enemies do not target the player.

health

Gives player health.



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<http://www.eidosgames.com/daikatana.html>

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<http://gameguides.gamespot.com/guides/allegnce/>

Allegiance puts today's gamers in the ships of the future. In any one battle, two or more forces will compete for the resources found in a randomly seeded collection of sectors. This game guide has but one purpose: to make you a more effective pilot or commander and increase your enjoyment of this innovative game.

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<http://gameguides.gamespot.com/guides/thief2/>

The sheriff is cracking down on crime, and a new fanatical sect is gaining power. And once again, Garrett is stuck in the middle. This guide will help you get through the game on any difficulty level as well as provide essential strategies and tips for avoiding confrontation and escaping even the most dire situations.

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The Borg threaten the fragile peace established by the Federation, the Klingons, and the Romulans. To end this menace you'll need combat strategies for each faction, complete single-player campaign walk-through, and cheat codes. Get it all here!

