

Spear of Destiny Super CD Hint Books

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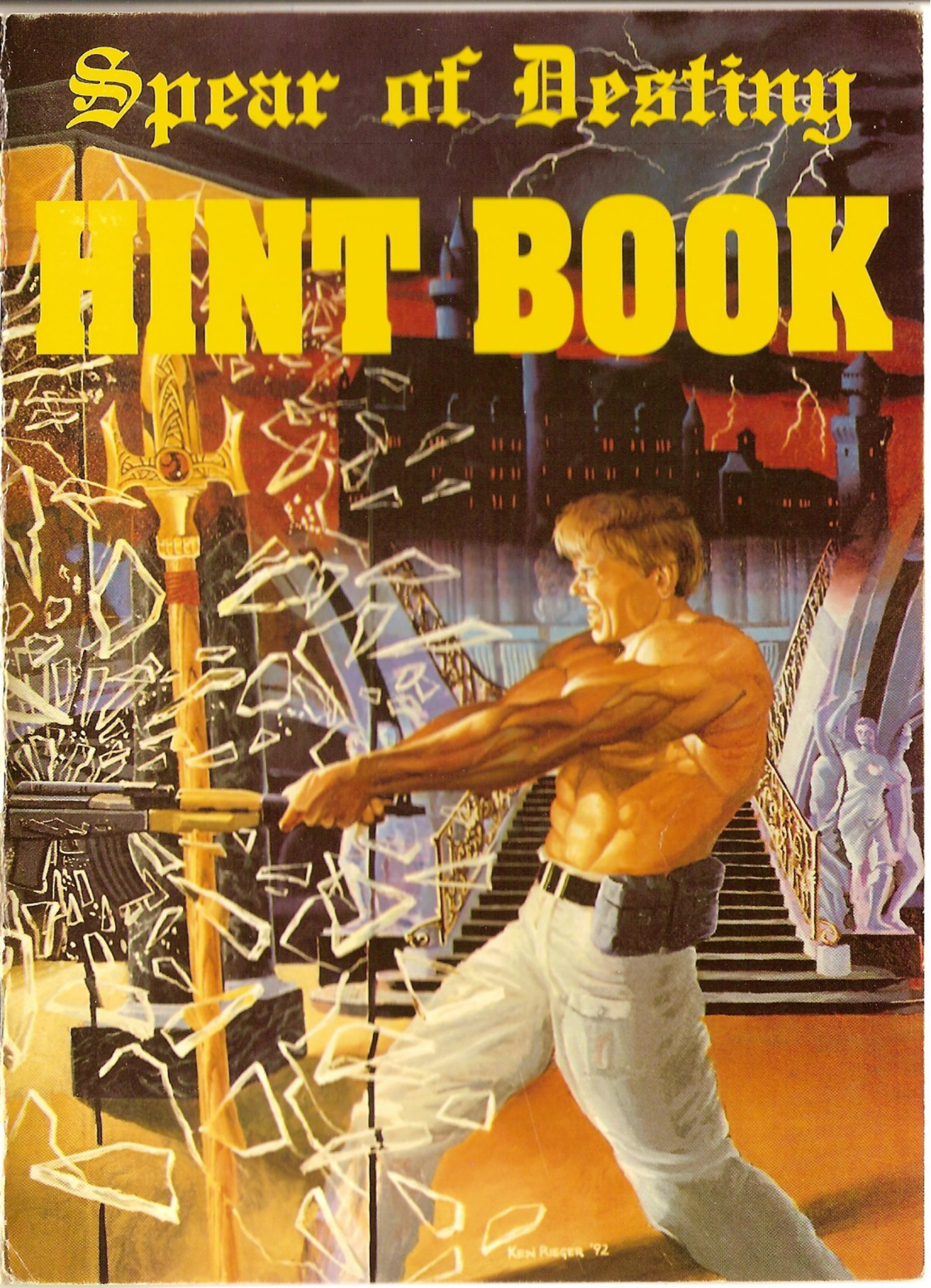
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Table of Contents

Spear of Destiny Hint Book.....	2
Introduction.....	9
Maps.....	16
Blueprints: The Tunnels.....	18
Blueprints: The Dungeons.....	24
Blueprints: The Main Castle.....	30
Blueprints: The Ramparts.....	37
The Death Dimension.....	40
Secret Floors.....	42
Conclusion.....	44
Mission 2: Return to Danger Hint Book.....	49
Introduction.....	51
Maps.....	60
The Submarine Pen.....	61
Secret Weapons Research.....	67
Atomic Research.....	73
The Command Bunker.....	80
The Final Retreat.....	83
Secret Floors.....	85
Conclusion.....	87
Mission 3: Ultimate Challenge Hint Book.....	89
Introduction.....	91
Maps.....	100
Computer Technology Labs.....	101
Laser Guidance Systems.....	107
Satellite Systems.....	113
The Fuehrerbunker.....	120
Future Threat!.....	123
Secret Floors.....	125
Conclusion.....	127

Spear of Destiny

HINT BOOK



Ken Ringer '92

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The Official Hint Book
of
Spear of Destiny[™]
A Wolfenstein[™] 3-D Graphic Adventure

Created by



Published by

FormGen
CORPORATION

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Who Did What

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*This is dedicated to Id Software for seeing the true level of my abilities,
and hiring me anyway.*

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Contents

INTRODUCTION	1
WOLFENSTEIN LORE	3
THE STORY BEHIND THE SPEAR.....	3
THE SENSATIONAL SECRET!	4
WHO IS B.J. BLAZKOWICZ?	4
THE HISTORY OF WOLFENSTEIN	5
THE ENTIRE STORY	5
A ROLE PLAYING GAME?	5
THE CREATION OF A COVER	6
HINTS AND STRATEGIES	6
THE CASTLE MAPS	8
THE KEY TO THE MAP	9
THE TUNNELS	10
THE DUNGEONS	16
THE MAIN CASTLE	22
THE RAMPARTS	29
THE FINAL FLOOR: THE DEATH DIMENSION	32
THE BEGINNINGS OF THE END	32
THE SECRET FLOORS	34
WHAT ARE THEY SAYING?	36
I'M SO GLAD WE HAD THIS TIME TOGETHER	37

INTRODUCTION



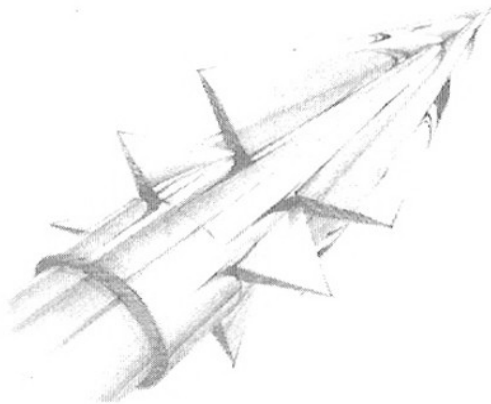
France...

Burned buildings and scorched countryside serve as an epitaph to a country destroyed by German lightning war. Now a frenzied Nazi people offer their obedience to their new Messiah. Never questioning the morality of their actions, they march forward with zealot conviction as entire cities are leveled by Hitler's war machine.

Those that survive are subject to the scheduled horrors of the Third Reich. Starvation, forced labor, and execution are their staple diet. Reprisals for insubordination are swift, as cities are crushed, and their beleaguered inhabitants summarily executed.

Meanwhile, Berlin dances to the requiem for a fallen France...

Meeting with the French Resistance



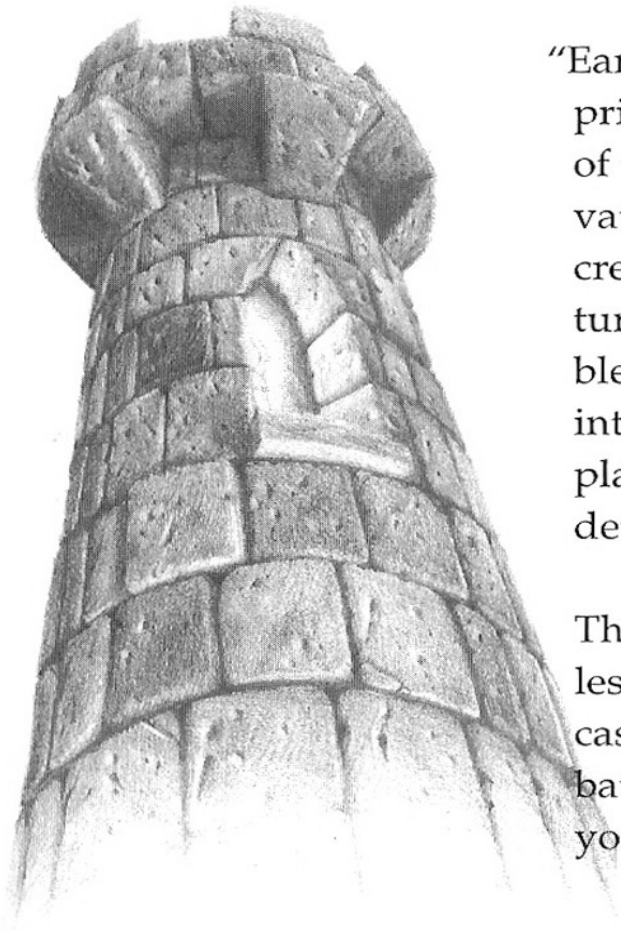
Hidden in an abandoned barn on the outskirts of a small French village, you meet with members of the French Resistance. With their assistance you hope to infiltrate Castle Nuremberg and retrieve the *Spear of Destiny*.

Leader of the French Resistance Jean Moulin paces the floor, as he adjusts the scarf that nearly conceals the scars across his throat. Captured and interrogated for covert activities, Moulin has first hand knowledge of the Nazi regime's brutality. He stops to stare out a nearby window as he describes your mission.

INTRODUCTION

"I honestly believe that the Nazis have traded their soul for victory in a blood pact with their Führer. Hitler's control could only stem from Hell itself. Under the guidance of this madman a nation of thugs mindlessly feed off the suffering of others. I'm convinced that the *Spear of Destiny* is the source of Hitler's power. It must be taken, if we ever hope to end this bloodshed!"

Turning to face you, he continues, "However, I'm equally convinced that your mission is impossible. We'll get you into Germany, but you must enter the castle alone. I can't afford to send valuable men to their inevitable death. A soldier that would volunteer for this is either insane or invincible. Your battle record is proof of both!"



"Earlier this year we captured blueprints for the Nazi's reconstruction of the castle. They've installed elevators, heavy locked doors, and created numerous secret chambers, turning the castle into an impenetrable labyrinth. Combined with our intelligence reports and the original plans, we've been able to create a detailed schematic of the fortress.

This won't make the mission any less dangerous. Once you're in the castle, it will be a non-stop blood bath until the end. Here's what you're going to face..."

Wolfenstein Lore

The Story Behind the Spear



The story of the *Spear of Destiny* is a real-life account which begins with the death of Christ and ends with the fall of the Nazi Third Reich.

Today, the *Spear of Destiny* rests safely in a museum, but for centuries it was considered to be one of the most powerful Christian artifacts in the world.

As told by the apostle John, the Spear was used to pierce the side of Christ, while nailed to the cross. From that moment, the legend of the *Spear of Destiny* grew. It was a sign of God's favor and those who possessed it were invincible!

Through conquest or gift, the Spear fell into the possession of the Germanic people. There it remained for generations, as its leaders rode to victory with the Spear at their side. It became a symbol of German invincibility and prosperity.

However, with WWI German prosperity abruptly ended. The war shocked the world with

images of young men crouched in mud-filled trenches, their faces concealed by gas masks, their bodies strewn across the scorched earth. Losing the war decimated Germany. Europe exacted extensive war reparations from a starving nation hoping that a strong Germany would never rise again. Among other national treasures, the *Spear of Destiny* was taken from Germany and placed in a museum in Versailles, where God's favor became a relic for the inspection of historians and tourists.

However, by the mid 1930's it was clear that Germany was finished paying and with the assistance of Adolf Hitler a strong Germany was rising once again. In return, the German people viewed their Führer as a savior, a role he readily accepted. Once with ambitions for priesthood, Hitler set his sights on loftier goals. For him, his will and the will of God became one. He was guided by Providence and the stage was set for a holy war!

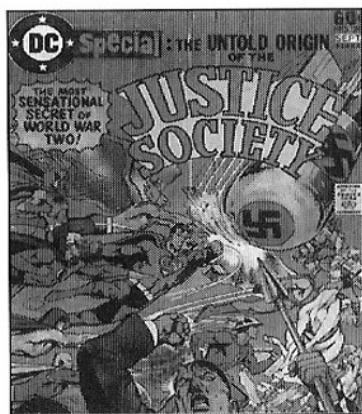
Compelled to bring himself closer to God, he quests for those Christian icons which would mandate his victory. The most important of which, was the *Spear of Destiny*. In 1939, while Nazi tanks rolled into

France, Hitler's armies retrieve the Spear and bring it to Nuremberg. Over the next five years, Hitler's bloody whims were unleashed upon the world, as millions die on battlefields and in concentration camps. And, with the Spear at Hitler's side, it appeared that the Nazis were invincible.

However, on April 28 Allied soldiers entered Nuremberg and take the *Spear of Destiny*. On that same day, Hitler committed suicide in his bunker in Berlin. The Third Reich ended.

The Sensational Secret!

The *Spear of Destiny* was part of the plot in DC Comic's Justice Society, no. 29.



It was billed as the "Most Sensational Secret of World War Two!" The issue was a DC special and not only used Hitler, the *Spear of Destiny*, a doomsday rocket, and a

secret Nazi invasion into England as its plot devices, but revealed the untold origin of the Justice Society.

Who is B.J. Blazkowicz?

When we talk about B.J., the image below is who we have in mind. It was created by Id Software's computer artist, Adrian Carmack.



William Joseph Blazkowicz was born August 15, 1911, to Polish immigrants. Blazkowicz was a top spy for the Allied Forces, receiving the Congressional Medal of Honor and other accolades for his heroism.

"B.J.", (as he was called by his friends) married after World War II, at age 40, to Julia Marie Peterson. Their son, Arthur Kenneth Blazkowicz, became a television talk show personality in Milwaukee. For show biz purposes, Arthur changed his last name to Blaze. Arthur later married Susan Elizabeth McMichaels. They had one son (which they named after Arthur's father), William Joseph

Blazkowicz II, or as he signs his grade school homework, B. Blaze.

The History of Wolfenstein

In the early days of personal computing, a game was created that stood out in the crowd. It had digitized speech, seemingly intelligent enemies, and clever strategies for one to discover—incredible for a game at the start of the eighties. In it, you play an Allied soldier held prisoner in a Nazi castle. Another inmate gives you a gun he has taken from a guard. He's wounded and can't make it, but maybe you can. Also in the castle are the plans for Operation Rheingold! If you can escape with them, so much the better.

The name of this ground-breaking program was, of course, *Castle Wolfenstein*. It was produced by MUSE Software, written by Silas Warner. Silas himself provided the voices of the Nazis, with screams of "Achtung!" and "SS!" (The guys at Id got to meet Silas and discuss the original and the new version with him. He's a nice guy, and tall—he's 6'9"!)

A sequel, *Beyond Castle Wolfenstein*, dealt with the real-life attempt on Hitler's life. Your mis-

sion is to sneak in and put a briefcase with a bomb in it next to Hitler during an important meeting. Silas Warner had little to do with this sequel.

The Id guys were planning a new 3-D game with an alien invasion plot, when Id programmer, John Romero suggested they do a version of *Castle Wolfenstein*. It seemed a perfect match.

The Entire Story

Wolfenstein 3-D is Id's first 3-D action game, that has B.J. as the main character. In the game, B.J. is captured behind enemy lines and brought to the prison fortress, Wolfenstein. There he overpowers his cell guard and must escape from the castle. There are six episodes in all: *Escape From Wolfenstein*; *Operation Eisenfaust*; *Die, Führer, Die!*; *A Dark Secret*; *Trail of the Madman*; and *Confrontation*. Every episode can be received from *FormGen* at 1-800-263-2390.

A Role-Playing Game?

The *Wolfenstein 3-D* series was originally designed to be a more complex game. The programming for items such as dragging bodies, silent attacks, exchanging uniforms, etc., had already been com-

pleted. However, these intricate actions slowed the game's pace. In the case of *Spear of Destiny*, fast action and role playing made for a bad marriage. Going back to the drawing board, Id decided to make the gameplay as fast and furious as possible, limiting the number of game controls to what could be accessed on a mouse or joystick. This resulted in a more heart pounding shoot-em-up adventure.

The Creation of a Cover

The cover illustration for *Spear of Destiny* was designed and created by the talented illustrator, Ken Rieger. Ken created the cover illustration for Id's original *Wolfenstein 3-D* and for the *Commander Keen* adventure, *Aliens Ate My Baby Sitter!* Ken worked closely with Jim Perkins, VP of *FormGen* to develop a design which embodied the concept of *Spear of Destiny*. The sketches that follow illustrate other ideas for the cover.



Hints and Strategies



Once you're in the castle, the combat will be fierce. Let's go over a few rules of combat etiquette that will help you survive when the battle gets rough!

Get a Gallon of Gibs-To-Go!

When severely injured (less than 10% health), you can regain strength by eating piles or puddles of viscera, commonly referred to as "gibs" or giblets. Torture rooms, prison areas, and kennels are the best places for finding floor slop. Remember, "pride goeth before a fall," and sometimes you have to be a real blood 'n' guts soldier!

Sneaky Keys and Hidden Halls

The Nazis don't like walking across a crowded dungeon any better than you do! Often, there is a hidden door in or near the room where a key is located. This hidden door can reveal a safer (and much shorter) passage than the one you travelled to reach the key.

Cheaters Never Prosper!

You know about the MLI keys. Much like a gift from above, pressing MLI will provide you with

both keys, 99 ammo, 100% health, and a chaingun. What you may not realize is that MLI adds 10 minutes to your time and reduces your score to zero. You'll never make a top score pressing MLI.

Shoot 'Em in the Back!

That's right! Quickly take advantage of the opportunity to surprise a guard and shoot him in the back. "War is no place for manners." A bullet in the back will cause double the damage.

Shooting Their Mouths Off!

When Nazi guards hear your shots, often they'll bark a warning. This can work to your advantage. Shoot outside a doorway and count the voices from beyond the door. Warning: This is not always effective. Some SS and Officers are trained to keep their mouths shut, and Mutants never make a sound.

Big Guns Chew Ammo

If you're low on ammunition you should use the machine gun instead of the chaingun. Get used to switching weapons quickly. A room full of brown shirt Guards can be easily dispatched with a machine gun, but a room full of SS requires more fire power.

Never Fight a Two-Front Battle

Attempt to keep your fire-fight localized to a single entrance. If there are two or more doors into an area only open one. Then step back and wait for the guards to come to you.

Head Over Heals

If you are near several sources of health (food or first aid kits) during combat, move to them and attempt to attract the enemy to you! Stay on top of the sources of health and slowly move over them as the fight progresses.

Be A Mouse-Key-Teer

Using the keyboard and mouse together is a must for advanced play. The mouse is a more exact tool for movement than the keyboard. Use the Up Arrow and Right Shift keys to run like lightning through long corridors.

Ten Levels and a Wake Up

Although you can finish the game in 18 floors, there are two secret floors which can be reached by hidden elevators. The secret floors are more difficult than other floors, but are filled with treasure.

A Good Soldier Secures the Area

Clear a room or corridor of every-

thing before searching for secret passages. Guards will come from nearby passages and sneak behind you. A close range attack can kill you in one or two shots.

Don't Dally in the Doorway

Never stand in a doorway when you're engaged in a fire-fight. Your peripheral vision is poor and your attention is focused on your target. The best way to enter a doorway is to open the door and back up. To spot possible enemies within the room, slide left to right while the door remains open.

Waste Not, Want Not

Killer dogs and Officers will run from left to right in the hopes that you'll shoot and miss. Don't fire until you move close enough to tag 'em with relative efficiency. Quickly shoot when they pause to attack you!

Elevators Are For Everyone!

Don't become accustomed to seeing the elevator as a sanctuary. Often you'll be surprised by a Guard or SS! In the more difficult floors, several guards may be positioned in the freight elevators.

The Castle Maps



Here are the blueprints to Castle Nuremburg, revealing the location of treasure, ammo, health, secret passages, elevators, and guards.

From various sources we've been able to piece together the Nazis' duty roster. It is important to note that many of the guards have fixed areas they patrol, but will often leave their post to pursue you. This means that though they begin their rounds at a specific place, you may not be able to find them there once the combat begins.

Below each map is a description of how to progress from the beginning to end of the floor. Pay careful attention to this information. We've studied the blueprints to devise the most effective plan of attack, providing hints on avoiding the enemy, using special passages, finding weapons, etc. The information also provides a short description of the floor, the fastest path to the elevator, all of the secret paths, ammo stores, health caches, treasure troves, and tips for completing the level.
























HINTS AND STRATEGIES

The castle is divided into five sections—tunnels, dungeons, main castle, ramparts, and the secret floors. Each area is increasingly difficult with more complex floors and challenging opponents. The exit to each section is guarded by a Super Nazi that Hitler has transferred here to protect the Spear. These opponents are extremely tough, sport more than the normal army issue equipment and wear heavy body armor.

In these specially guarded areas we provide information to assist in defeating the Super Nazi, entitled "Beating the Boss." This information will assist in navigating within the floor, as well as fighting the Boss at the end of each section.

The number of guards on each floor varies with the level of gameplay. The maps provided show the guards for the Death Incarnate play level. Not all of the guards shown are on the lower levels of difficulty.

The Key to the Map

-  Where you start
-  Hint Reference Number
-  Prison Areas
-  Doors
-  Doors requiring a silver key
-  Doors requiring a gold key
-  Elevator
-  Elevator to Secret Level
-  Pushwalls
-  Treasure
-  Ammunition
-  Health
-  Gold and Silver Keys
-  One-Ups
-  Machine gun
-  Chaingun
-  Guards
-  Dogs
-  SS
-  Officers
-  Mutants
-  Ghosts
-  Super Nazi



The Tunnels

You'll enter the castle through the tunnels. Built centuries ago as an extension of the dungeon, this moss covered labyrinth is now being reconstructed by the Nazis to house ammunition and stolen treasure. The tunnels are the least guarded area in the castle, however, their meandering corridors and vine-covered paths can make combat difficult. They are primarily guarded by German shepherds and Guards.



Once on the attack, German shepherds will move directly toward their prey.

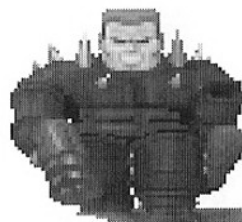
A single bullet will bring down a killer dog. However, they are

trained to quickly dodge during an attack, making them difficult to shoot. Don't waste your bullets on dogs until they are at close range.



Guards are the grist for the Nazi mill, but can be an effective force if fighting in groups.

They wear no body armor and can be brought down in a single shot. Carrying only a pistol, their firepower isn't menacing. Guards are slow to react and must stop to take aim before shooting, making them particularly vulnerable to a machine gun attack. Using the chaingun on these fellows is really a waste of good lead.



The tunnels end at floor five. Guarding the exit to the tunnels is **Trans Grösse**.

Trans (pronounced TRAHNZ) is so tough he chews up lead bars and spits out bullets.

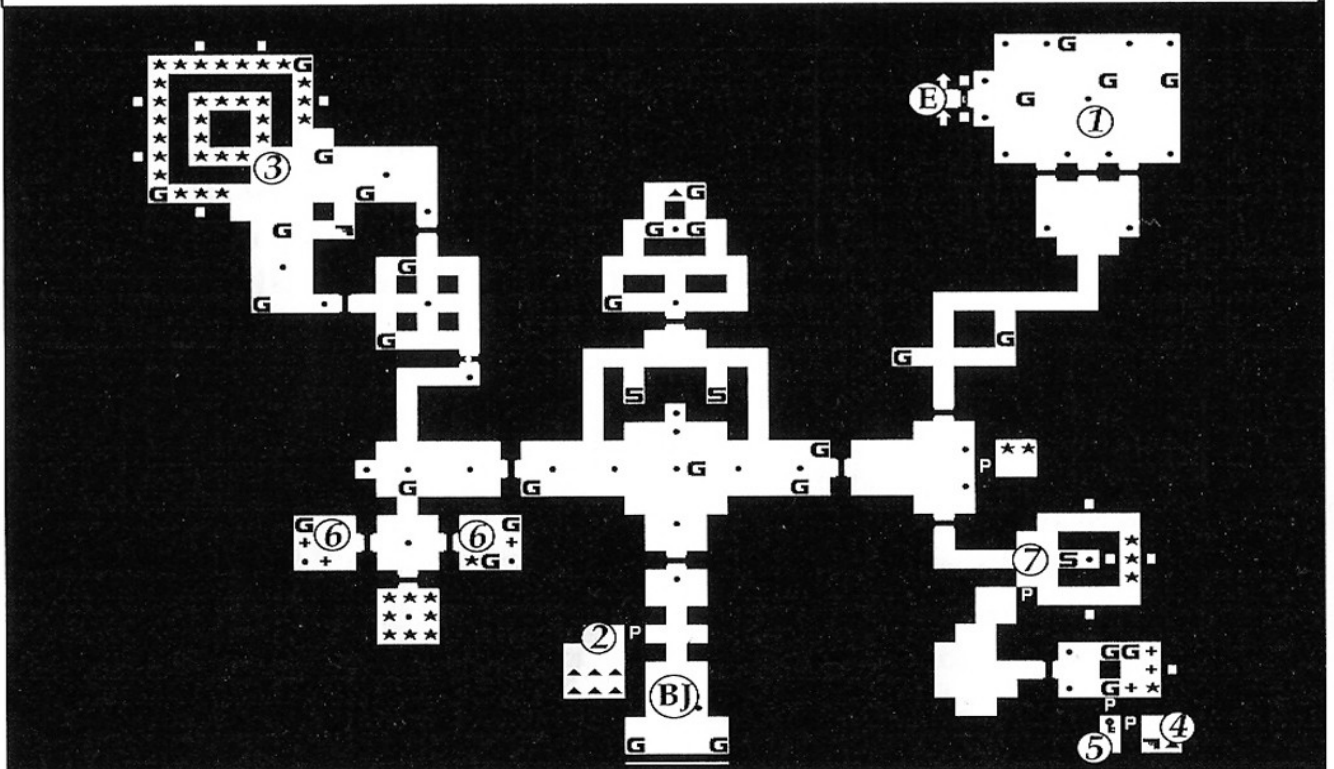
Make sure you're packing plenty of ammunition and a chaingun before you face Trans. He's a heavily armored, two-fisted gunman that wields dual chainguns delivering more firepower than you can withstand in a toe-to-toe bullet battle.

THE TUNNELS: FLOOR ONE

Too Many Id's

After choosing our name, we found that there is also a chain of women's clothing stores named "id." And of course, there's the Brant Parker/Johnny Hart comic strip, "The Wizard of Id." And in the movie "Forbidden Planet," the Id Monster attacks people. We named our company Id for four reasons:

1. The primary reason for our name is to represent that part of the psyche which we hope our games appeal to the most. Look in Webster's under "id" and "pleasure principle."
2. Also, Id is an acronym for "In Demand," a slogan of sorts in one of Id's first games.
3. Next, it was similar to the name of a previous incarnation of our company.
4. Finally, the Garg in Keen One, our first shareware game, was sort of the Id incarnate.



Floor 1: Entrance to the Tunnels

Thick vines conceal the entrance to the Tunnels. It's a short trip to the elevator, but there's secrets for the thorough adventurer.

Fast Path: 1.

Secret Path: 2, 5 (gold key), 3.

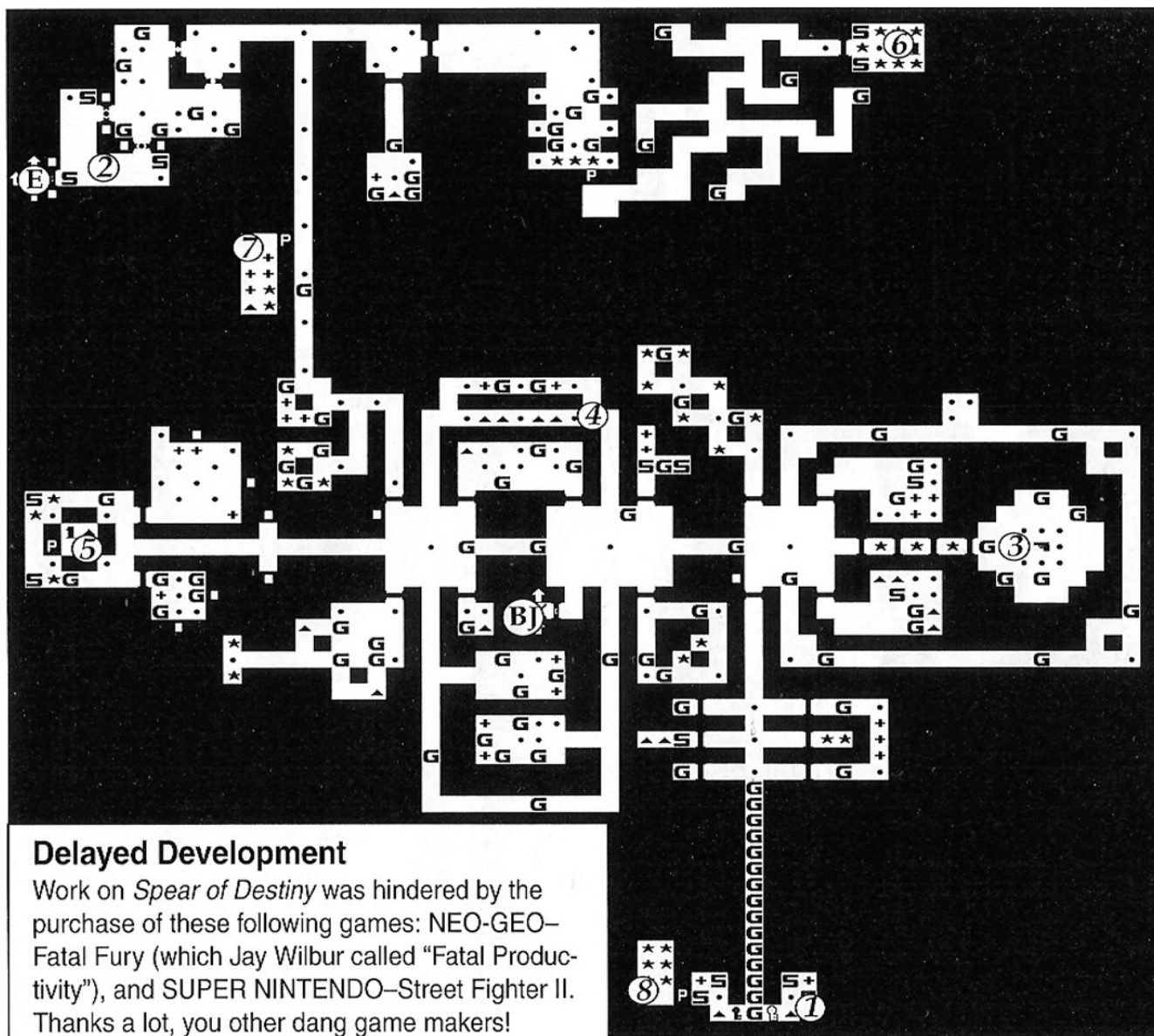
Awesome Ammo Stores: 2, 3 (chaingun), 4 (chaingun).

Helpful Health Caches: 6, 7.

Titanic Treasure Troves: 3.

Tips: Get the ammo at (2), the chaingun at (4), then leave.

THE TUNNELS: FLOOR TWO



Delayed Development

Work on *Spear of Destiny* was hindered by the purchase of these following games: NEO-GEO—Fatal Fury (which Jay Wilbur called “Fatal Productivity”), and SUPER NINTENDO—Street Fighter II. Thanks a lot, you other dang game makers!

Floor 2: Corridors of Confusion

These moss-covered walls will have you going in circles. Two wall decorations save the observant from wandering aimlessly.

Fast Path: 1 (gold & silver key), 2.

Secret Path: 1 (gold & silver key), 6, 2.

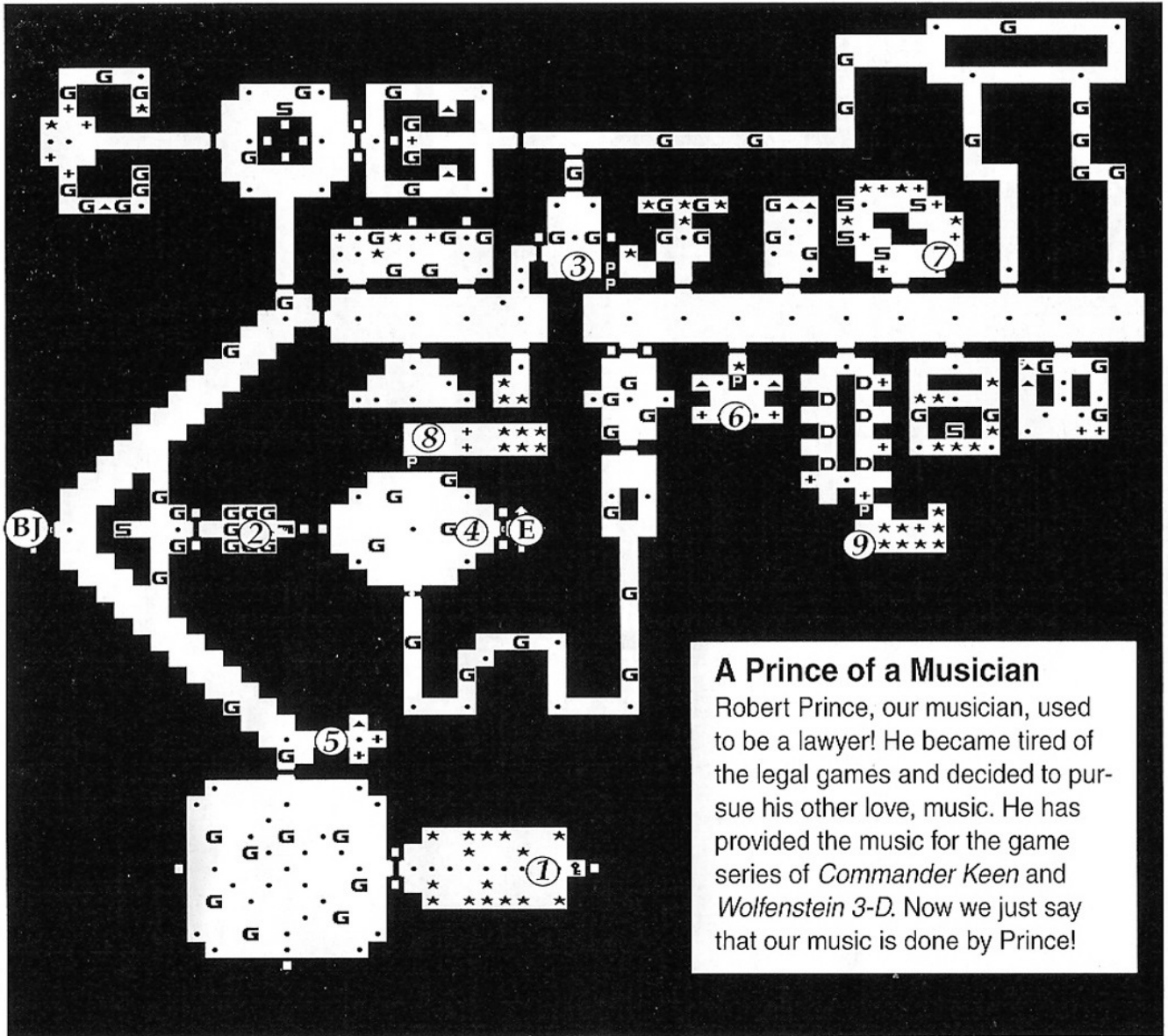
Awesome Ammo Stores: 3 (chaingun), 4, 5.

Helpful Health Caches: 5 (1-Up), 6 (1-Up), 7.

Titanic Treasure Troves: 6, 8.

Tips: Get the chaingun at (3), the 1-Ups at (5) and (6), the keys at (1), then quickly get to the elevator.

THE TUNNELS: FLOOR THREE



A Prince of a Musician

Robert Prince, our musician, used to be a lawyer! He became tired of the legal games and decided to pursue his other love, music. He has provided the music for the game series of *Commander Keen* and *Wolfenstein 3-D*. Now we just say that our music is done by Prince!

Floor 3: Cave-In!

It would be a fairly short journey to the elevator if the roof hadn't caved-in! The Nazis set up a door in front of a formerly-secret passage, so you'll have to take the long way...unless you find the secret passage next to the cave-in!

Fast Path: 1 (gold key), 3 (secret passage), 4.

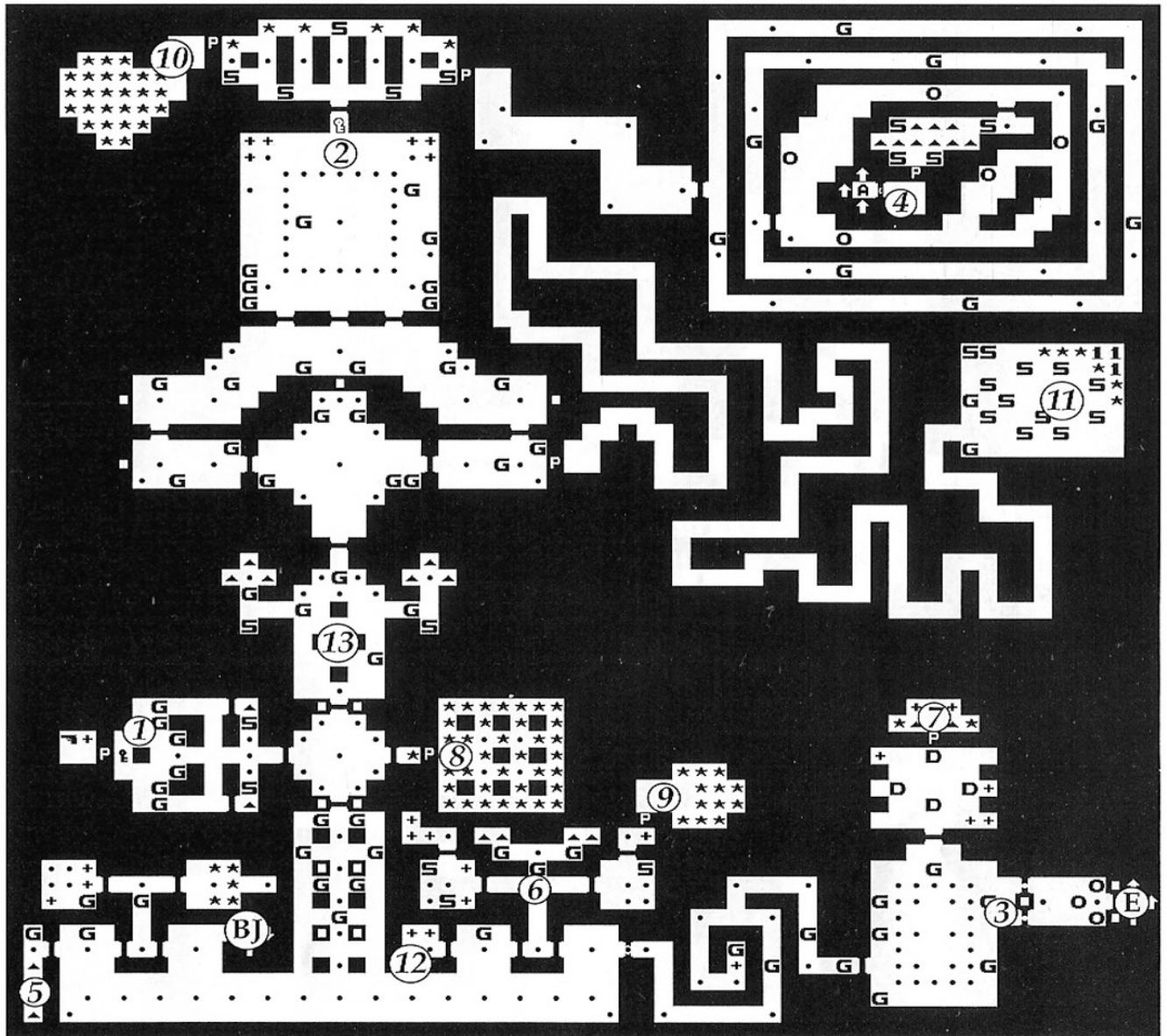
Awesome Ammo Stores: 2 (chaingun), 5, 6.

Helpful Health Caches: 5, 6, 7, 8.

Titanic Treasure Troves: 1, 8, 9.

Tips: If you've got the bullets, get the chaingun at (2), then the rest of the level is fairly easy to blaze through.

THE TUNNELS: FLOOR FOUR



Floor 4: Fortune and Glory

There's lots of treasure in these tunnels, plus an elevator to the Secret Tunnel Floor!
(See page 34)

Fast Path: 1, 2, 3.

Secret Path: 1 (chaingun), 2, 4 (secret elevator).

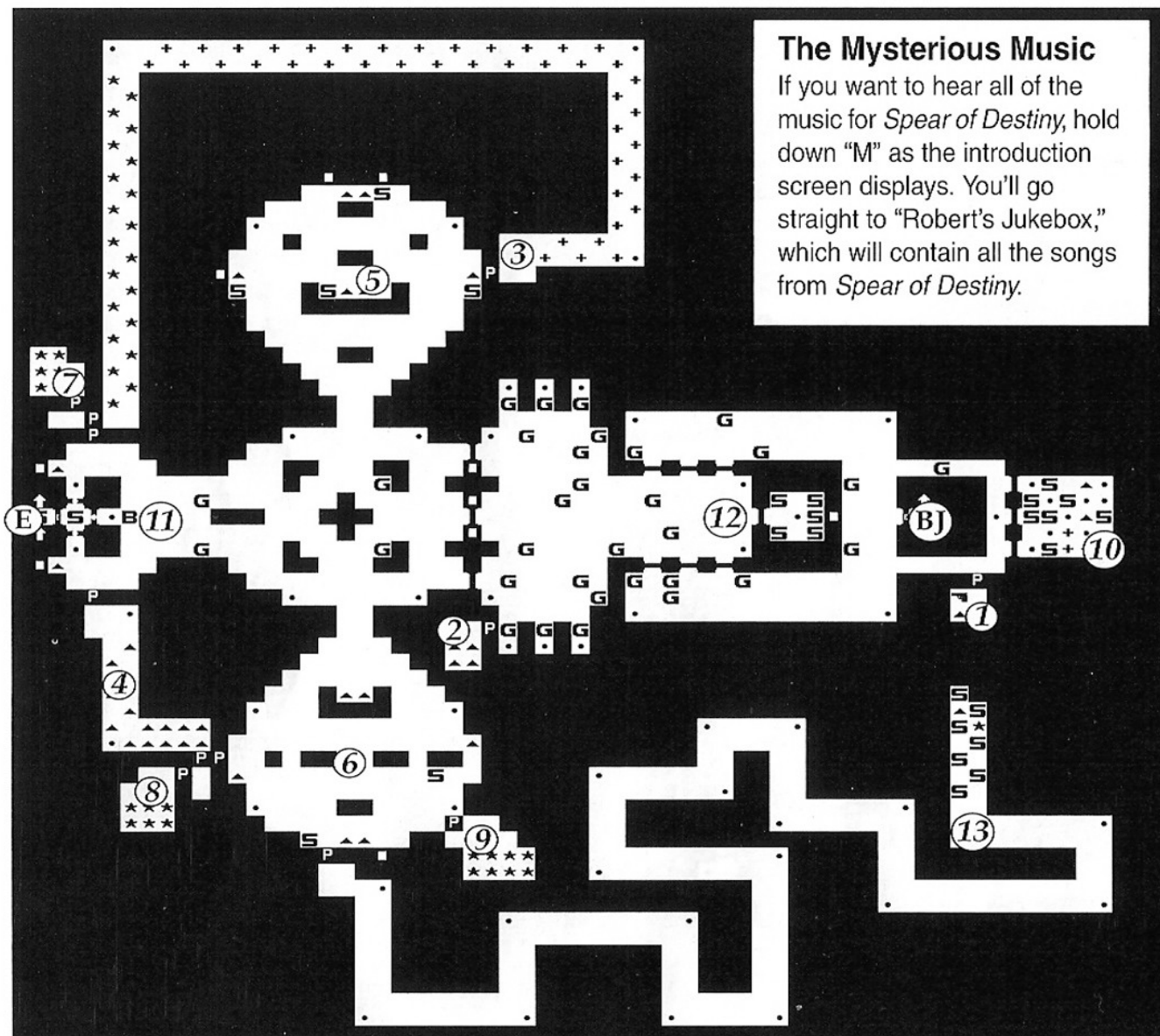
Awesome Ammo Stores: 1 (chaingun), 4, 5, 6, 7, 13.

Helpful Health Caches: 1, 9, 12, 11 (three 1-Ups!).

Titanic Treasure Troves: 8, 9, 10, 11.

Tips: Get the chaingun (1) and fill up on bullets, then go get the 1-Ups. The spread out ammo and health makes for many different ways to play the level. Try dashing to (12) if you start the level with low health.

THE TUNNELS: FLOOR FIVE



The Mysterious Music

If you want to hear all of the music for *Spear of Destiny*, hold down "M" as the introduction screen displays. You'll go straight to "Robert's Jukebox," which will contain all the songs from *Spear of Destiny*.

Floor 5: Guardian of the Dungeon Door

The incredible Aryan Trans Grösse blocks the path to the dungeons of Castle Nuremberg.

Beating the Boss: (1) holds a chaingun, (10) if you have tons of bullets and no health, be careful at (12), or the SS will shoot you in the back! Stop at (2) for ammo, run to (3) for health. The boss will see you, so trick him by taking the secret way out, stopping for extra treasure at (7) if you wish. Now open up (4) and get filled up on ammo, checking the gold at (8) and (9). Don't fall for the death trap at (13). With the health and ammo areas open, peek out and shoot, peek out and shoot from behind obstacles in rooms (5) and (6).



The Dungeons

Upon entering the dungeons you'll notice the extensive network of prison cells. Centuries ago, this area housed some of the most notorious criminals in German history.

The cells have been long since emptied due to their poor condition. However, according to our intelligence reports, some of the more nostalgic Nazis, mostly the SS, enjoy tossing their victims into an old cell during torture time. After the dogs finish off the questioning, the SS like to proudly display their victim's remains in old cages which hang from the ceiling—a morbid perspective on interior dungeon decorating.



The SS are well-trained and can rarely be surprised.

Wearing bullet-proof vests and carrying a machine gun, the SS are difficult to bring down and pack a heavy punch. If an SS shoots you at close range, the encounter will be very brief.



Along with the SS are a number of Officers. They can rarely be surprised, and are swift, sagacious fighters.

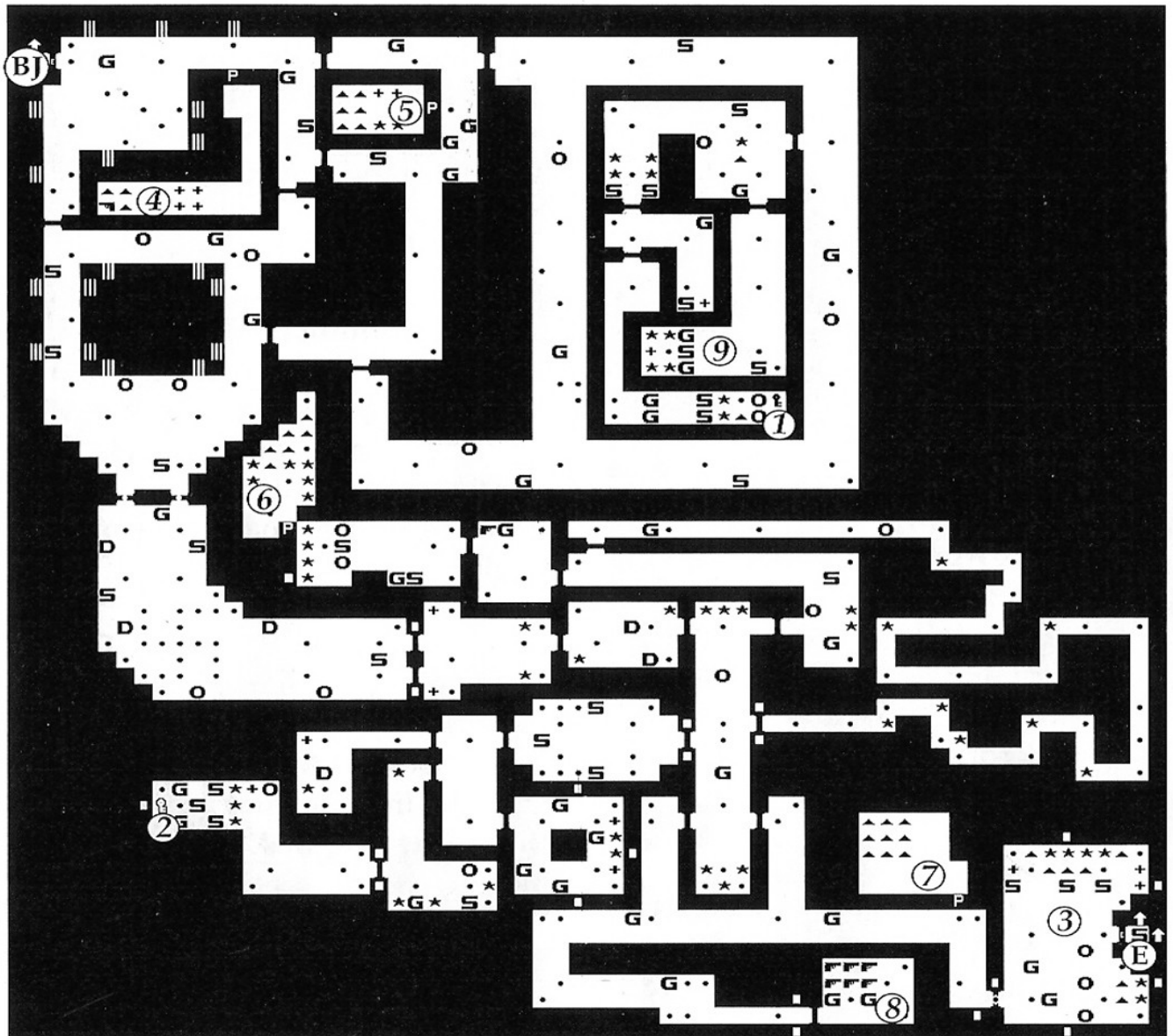
Officers will move to the left and right as they fire, making them difficult to hit as well as draining you of ammunition. An Officer's weapon of choice is a pistol. They wear light vests and can take about half the damage of an SS guard. Don't underestimate their abilities. In close quarters combat, these guys will make life miserable and short!



The final dungeon level is floor ten, guarded by **Barnacle Wilhelm**.

This salty dog barks a missile launcher/chaingun welcome from his weathered fists. Don't rub his fur the wrong way! The combination of fast attack and long range devastation makes Barnacle difficult to defeat.

THE DUNGEONS: FLOOR SIX



Floor 6: Dungeon Depths

Wander through the cavernous prison area, the labyrinthine brick hallways and perhaps you'll find your way out—if they don't get you first!

Fast Path: 1 (gold key), 2 (silver key), 3.

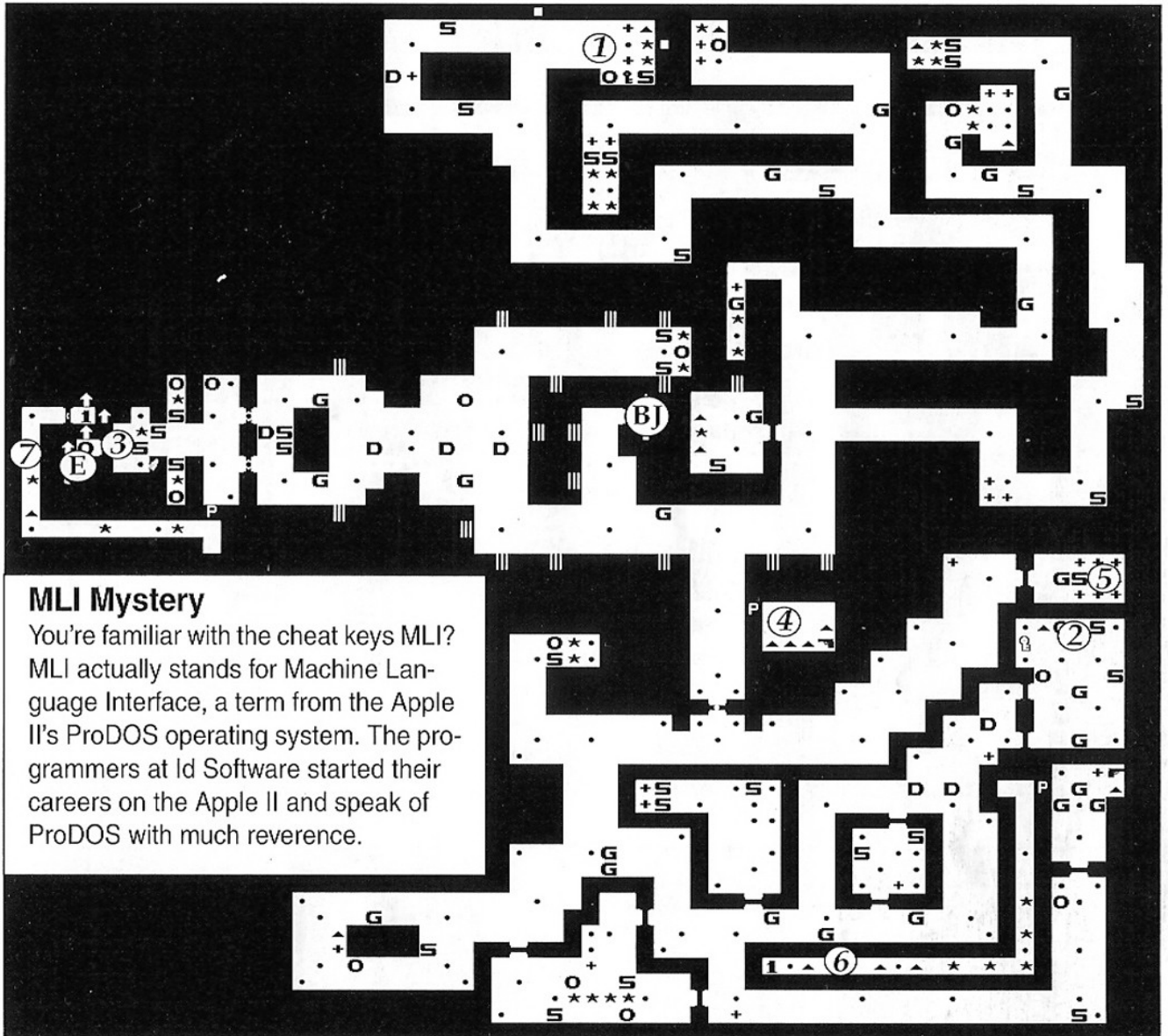
Awesome Ammo Stores: 4 (chaingun), 5, 6, 7, 8.

Helpful Health Caches: 3, 4, 9.

Titanic Treasure Troves: 3, 6, 9.

Tips: Take your time and calmly clear out each area, starting with the prison area. Make sure you get the ammo in (7) before going into (3).

THE DUNGEONS: FLOOR SEVEN



MLI Mystery

You're familiar with the cheat keys MLI? MLI actually stands for Machine Language Interface, a term from the Apple II's ProDOS operating system. The programmers at Id Software started their careers on the Apple II and speak of ProDOS with much reverence.

Floor 7: Winding Dungeons

This area has two major areas—the prison area and the stone dungeon area. One loud noise in the stone area and you've written your death warrant!

Fast Path: 1 (gold key), 2 (silver key), 3 (normal elevator).

Secret Path: 1 (gold key), 2 (silver key), 7 (secret elevator to level 8).

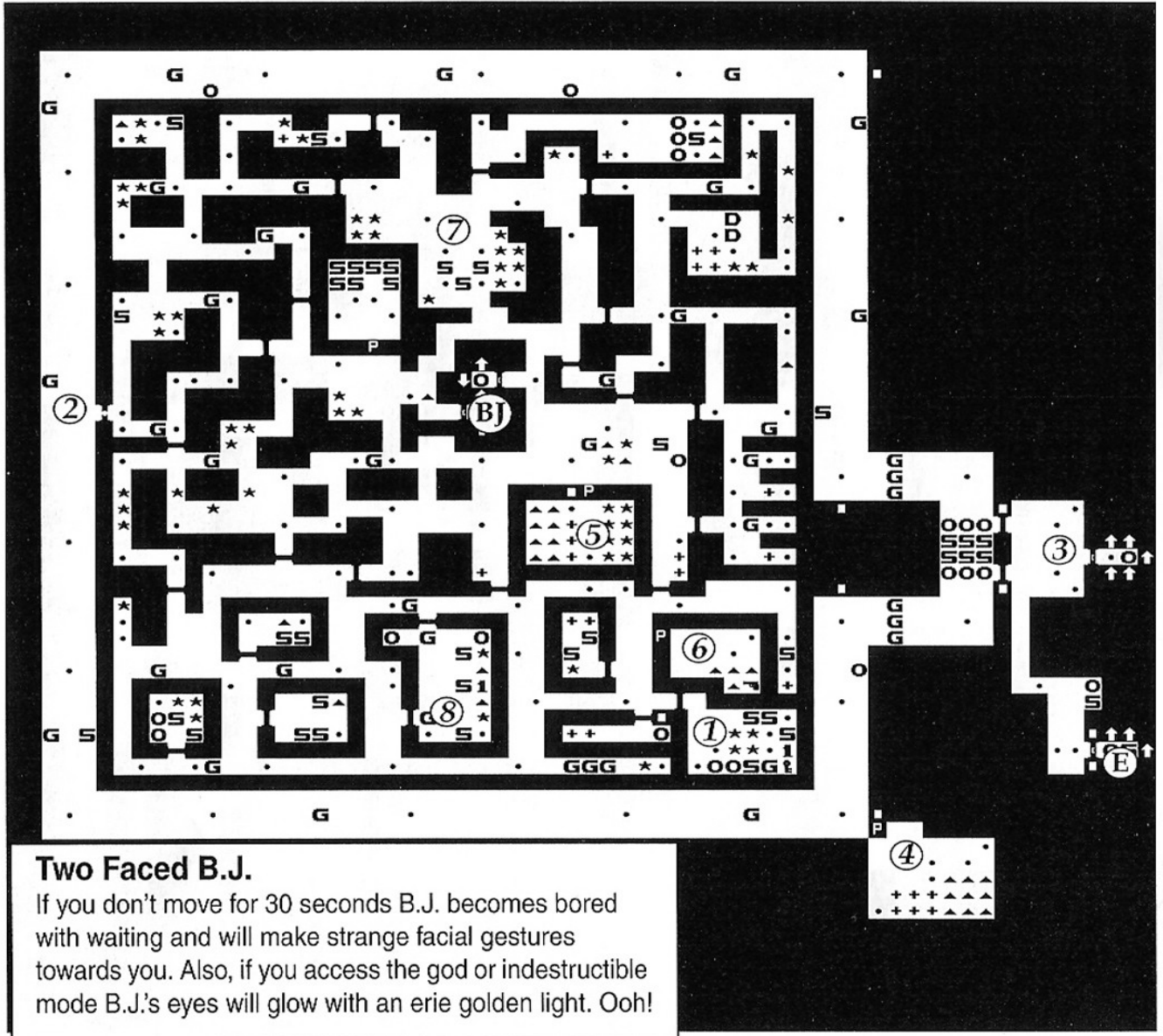
Awesome Ammo Stores: 4 (chaingun).

Helpful Health Caches: 5, 6 (1-Up), 7 (1-Up).

Titanic Treasure Troves: 6.

Tips: If you work your way quickly through this level, you won't have too much trouble. But hang around and you'll be the main attraction!

THE DUNGEONS: FLOOR EIGHT



Floor 8: Guard Post

This is where things get serious in a hurry. There's no place like this elsewhere in this game-one noise and the floodgates fly open!

Fast Path: 1 (gold key), 2 (locked door), 3.

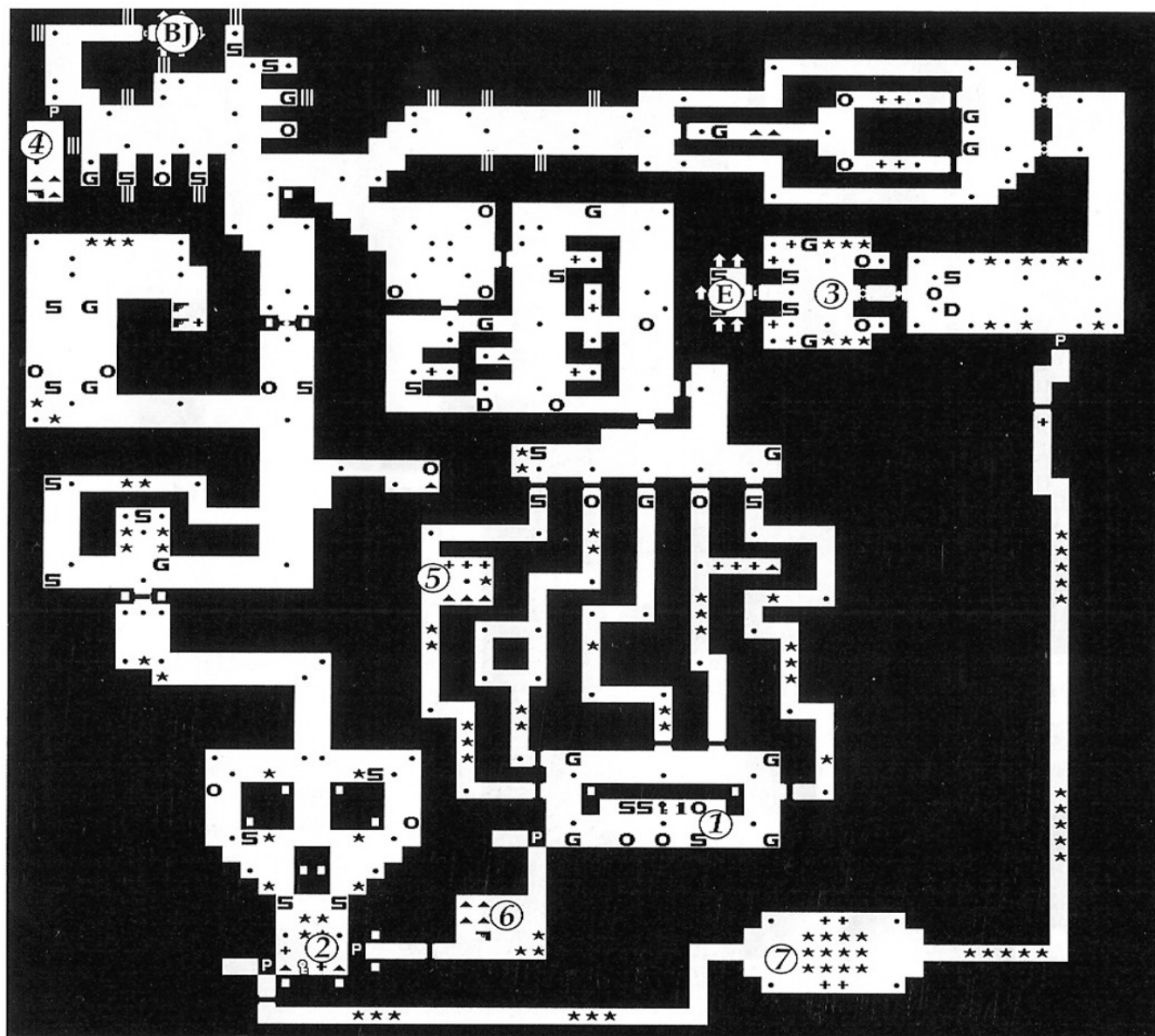
Awesome Ammo Stores: 4, 5, 6 (chaingun).

Helpful Health Caches: 1 (1-Up), 4, 5, 8 (1-Up).

Titanic Treasure Troves: 5, 7.

Tips: If you're not constantly pushing through this level, you'll end up surrounded in a VERY short time. If you're Death Incarnate, this should be a minor distraction.

THE DUNGEONS: FLOOR NINE



Floor 9: Main Dungeon

This level is neatly divided into three easy pieces which you must conquer one after another. Some new tricks are pulled here, signaling to you that things won't be getting any easier!

Fast Path: 1 (gold key), 2 (silver key), 3.

Secret Path: 1 (gold key), secret path to 2, secret path to 3.

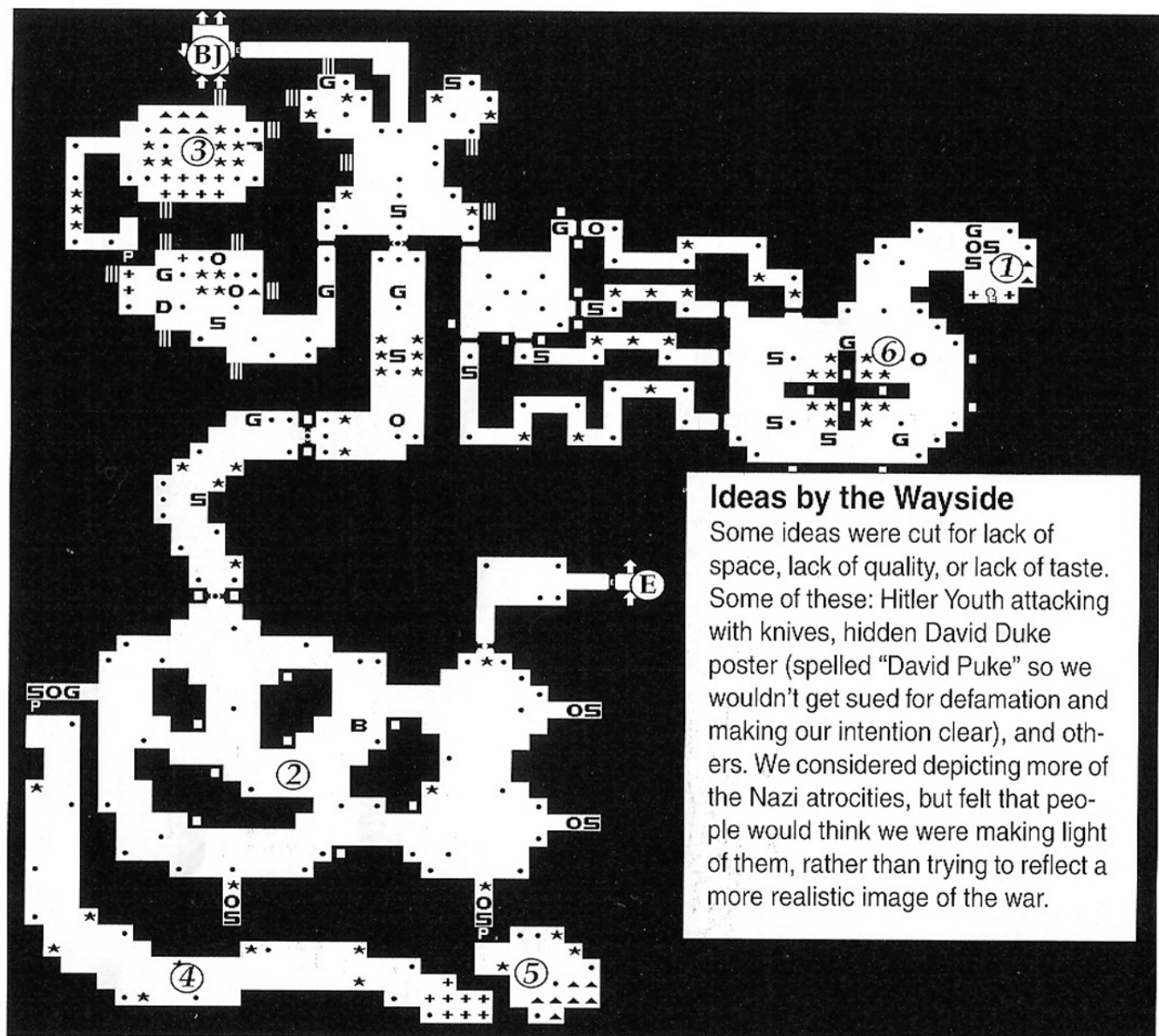
Awesome Ammo Stores: 4 (chaingun), 5, 6 (chaingun).

Helpful Health Caches: 1 (1-Up), 5, 7.

Titanic Treasure Troves: 2, 3, 7.

Tips: *This level is quite a challenge if you don't take the secret path through it. Watch out especially for the 5-door area preceding area (1).*

THE DUNGEONS: FLOOR TEN



Ideas by the Wayside

Some ideas were cut for lack of space, lack of quality, or lack of taste. Some of these: Hitler Youth attacking with knives, hidden David Duke poster (spelled "David Puke" so we wouldn't get sued for defamation and making our intention clear), and others. We considered depicting more of the Nazi atrocities, but felt that people would think we were making light of them, rather than trying to reflect a more realistic image of the war.

Floor 10: Barnacle Wil the Jailer

Guarding the passage between the dungeons and the castle is Barnacle Wilhelm, the salty dog that runs the jail. Watch out—his missile launcher packs a lot of punch!

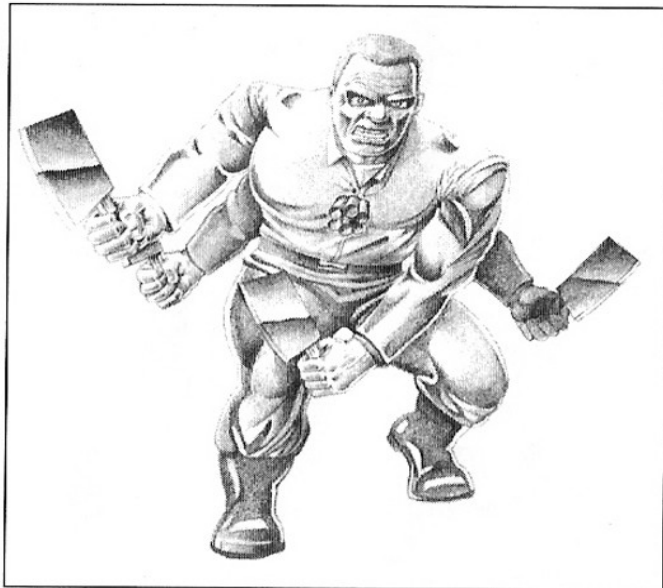
Fast Path: 1 (silver key), 2 (Barnacle Wilhelm).

Awesome Ammo Stores: 3 (chaingun), 5.

Helpful Health Caches: 3, 4.

Titanic Treasure Troves: 3, 6.

***Beating the Boss:** When you're in Wilhelm's lair, try to finish off all the officers and SS that are standing guard in the cubbyholes, then you can safely dodge and take potshots while avoiding those deadly missiles!*



The Main Castle

The main castle floors are the most extensively developed area of the entire Nuremburg Castle. Continue with caution, its small chambers and corridors make combat difficult and confusing.

Existing for hundreds of years, the castle's past inhabitants have created numerous secret passages which now conceal treasure, ammo, and first aid. Use the passages wisely—some will enable you to sneak behind guards and deliver a surprising first strike.

The main castle is a heavily guarded beehive of activity. Once you enter, you won't spend a single second unattended by a Nazi host. The guardians of the main castle are the most dangerous you've faced. Besides SS, and

Officers, Hitler's chief scientist and minister of the macabre, Dr. Schabbs has used the powers of the *Spear of Destiny* to create an army of mutant guards.



Mutants don't make a sound until they shoot, greeting you only with the crack of gunfire.

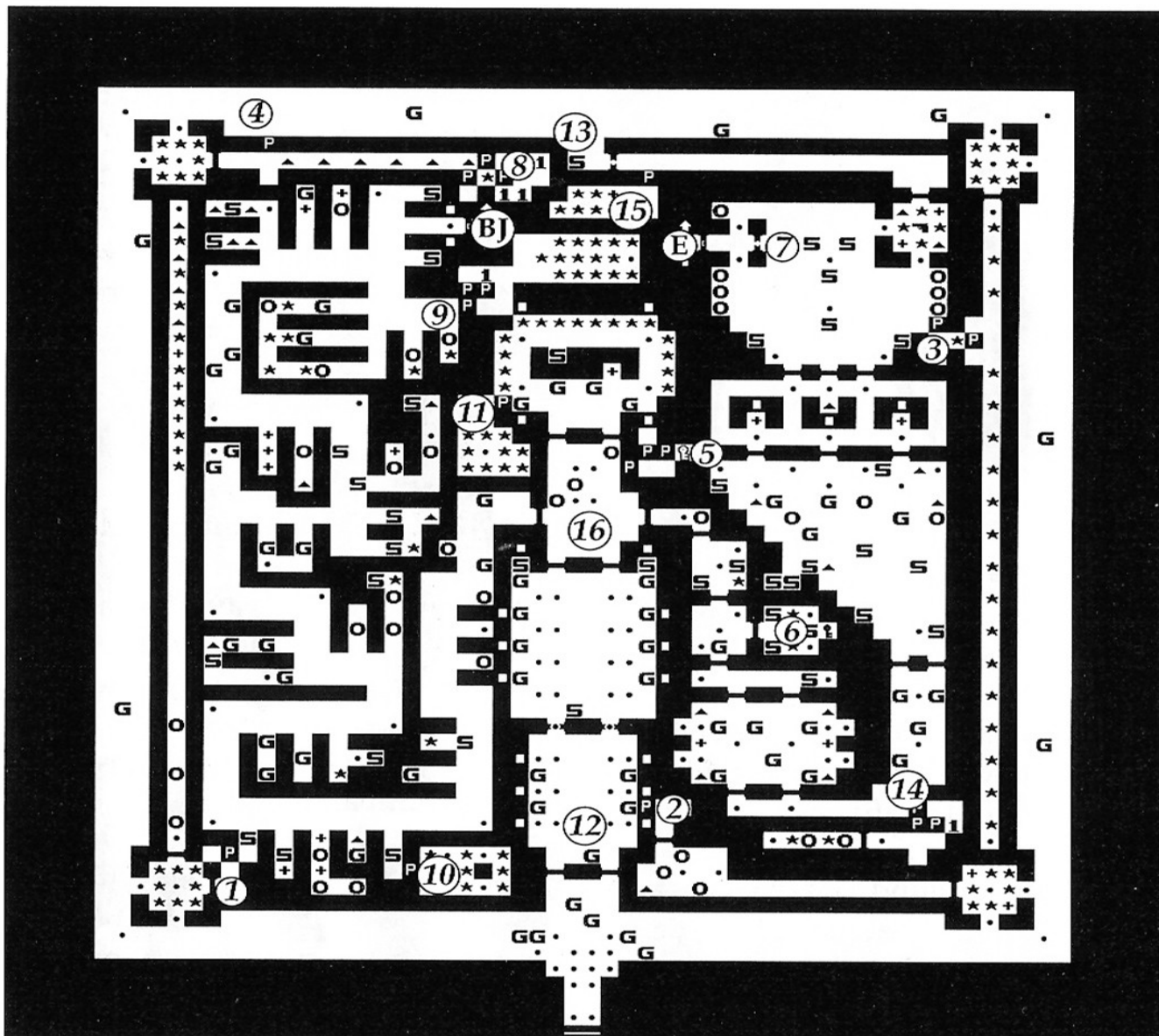
Extremely aggressive fighters, Mutants will continue to attack until dead. Their fire power is limited, but their chest embedded pistol and meat cleavered hands deliver unusually heavy damage. Though they wear no armor, Mutants can take almost as much damage as an SS guard. Being dead does have its advantages during combat!

Floor sixteen is the top level of the main castle. Dr. Schabbs has been assigned to a facility which contains a more suitable lab for creating mutants. However, he's left his most prized creation to guard the Spear, the **Übermutant**.



The horrific jewel in the maniacal Dr. Schabbs' sadistic crown, the Über-Mutant is the perfect soldier with four cleaver-tipped arms and a chain-gun in its chest!

THE MAIN CASTLE: FLOOR ELEVEN



Floor 11: Castle Entrance

Lots of alcoves, secrets, and Nazis await you on this level. Four castle towers dare you to find the way in. What's that weird thing in the elevator?

Fast Path: 16, 6, 7.

Secret Path: 9, 1, 10, 5, 11, 12, 4, 13, 2, 6, 14, 3, 7.

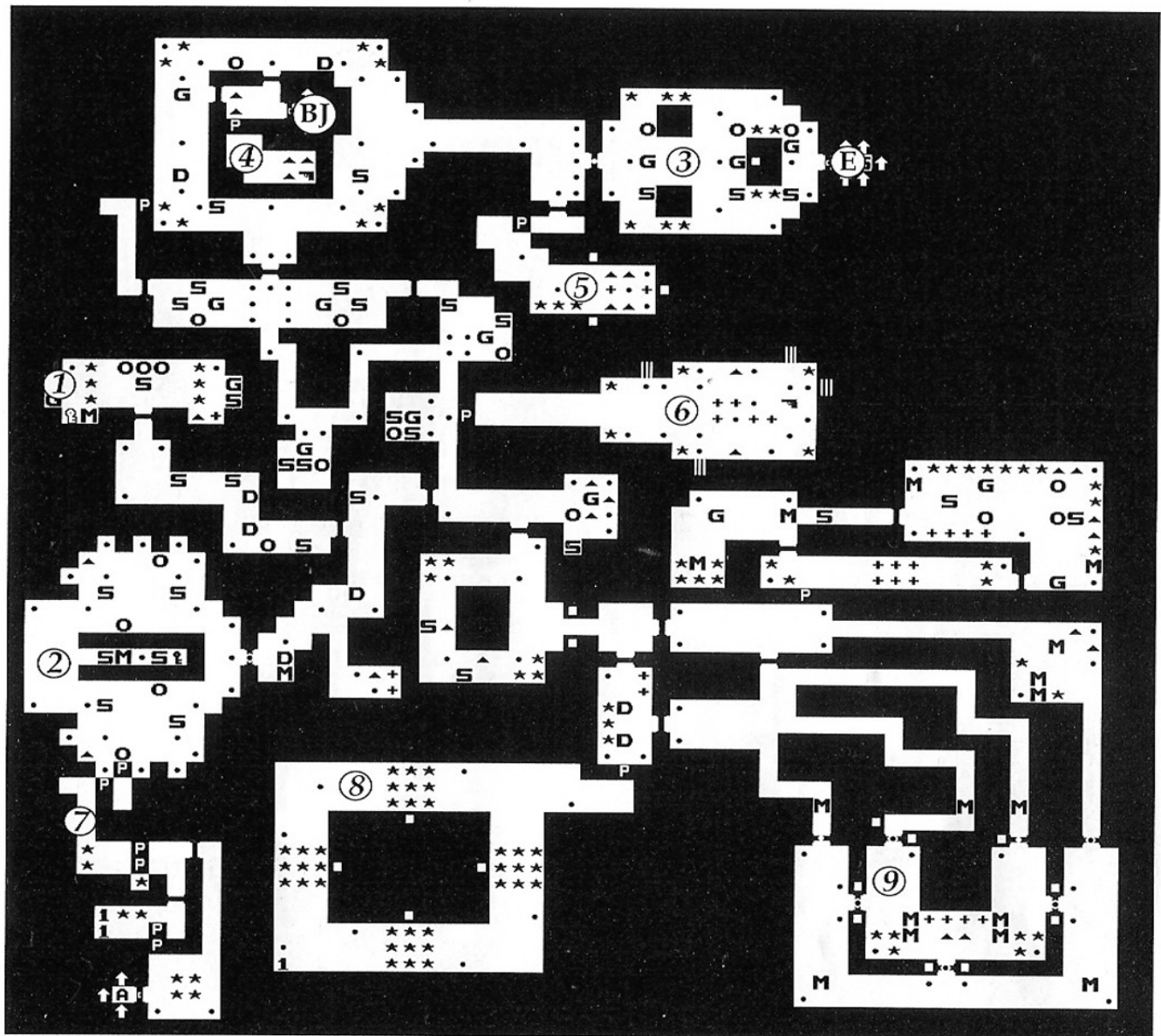
Awesome Ammo Stores: 4, 2, 13 (chaingun), 15.

Helpful Health Caches: 2, 8 (three 1-Ups), 9 (1-Up), 14 (1-Up), 13, 15.

Titanic Treasure Troves: 1, 2, 3, 4, 8 (three 1-Ups), 9 (1-Up), 10, 11, 15.

Tips: At (8), (9), and (14), be careful with pushwalls near 1-Ups!

THE MAIN CASTLE: FLOOR TWELVE



Floor 12: Barreling Through the Castle

Cowardly guards and SS hide behind barrels to take potshots at you as you make your way to the elevator. There's hidden fun galore!

Fast Path: 1 (silver key), 2 (gold key), 3.

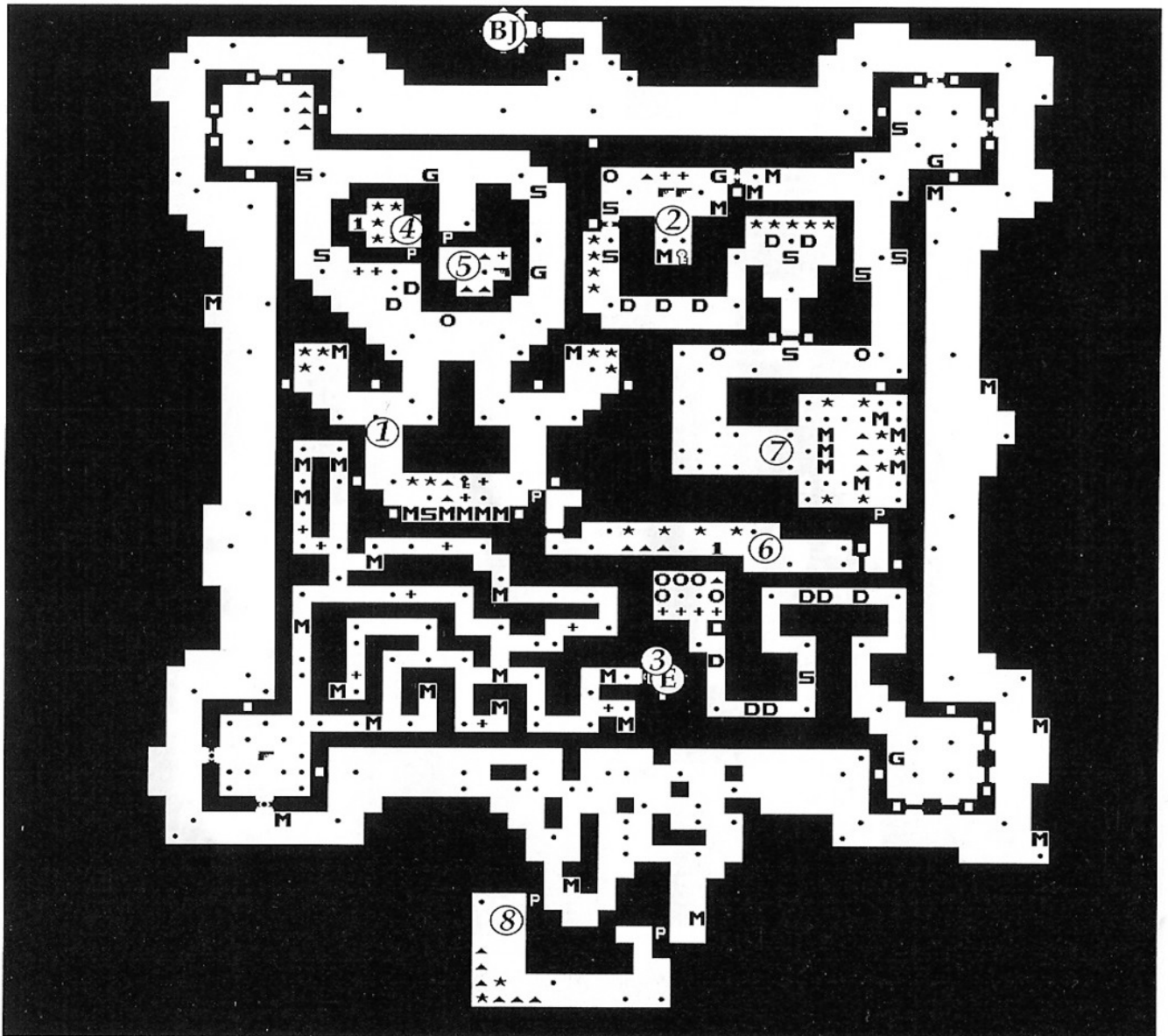
Awesome Ammo Stores: 4 (chaingun), 5, 6 (chaingun).

Helpful Health Caches: 5, 6, 7 (two 1-Ups!), 8 (1-Up), 9.

Titanic Treasure Troves: 6, 7 (secret-level elevator), 8, 9.

Tips: *Seriously watch out for mutants! Run, don't walk, down the hallways where the baddies are penned in behind the barrels. You can get some revenge by sneaking up behind some of them.*

THE MAIN CASTLE: FLOOR THIRTEEN



Floor 13: Castle Hassle

Locked towers and hellish hallways give you problems here.

Fast Path: 1 (gold key), 2 (silver key), 3.

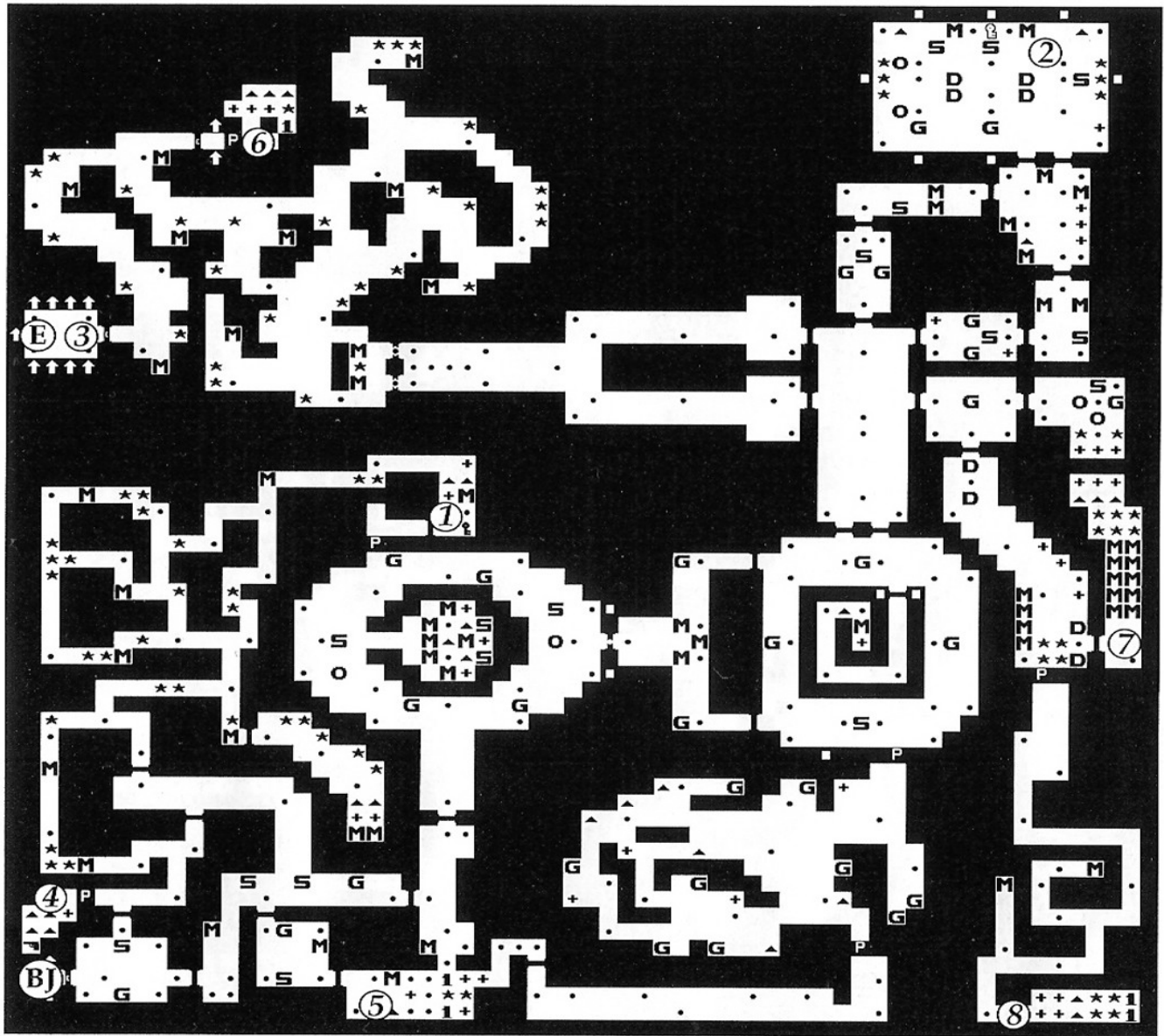
Awesome Ammo Stores: 5 (chaingun), 8.

Helpful Health Caches: 2, 4 (1-Up), 6 (1-Up).

Titanic Treasure Troves: 4, 6, 7.

Tips: This level is tightly packed once you get inside the areas in the four corners of the castle. The final area leading to the elevator is perhaps the most fatal as it seems to be a rampant mutant incubator.

THE MAIN CASTLE: FLOOR FOURTEEN



Floor 14: Militant Mutants

Wander your windy way through many mutant melees, wrangling wonderful 1-Ups from the dozens of dangerous denizens.

Fast Path: 1 (gold key), 2 (silver key), 3.

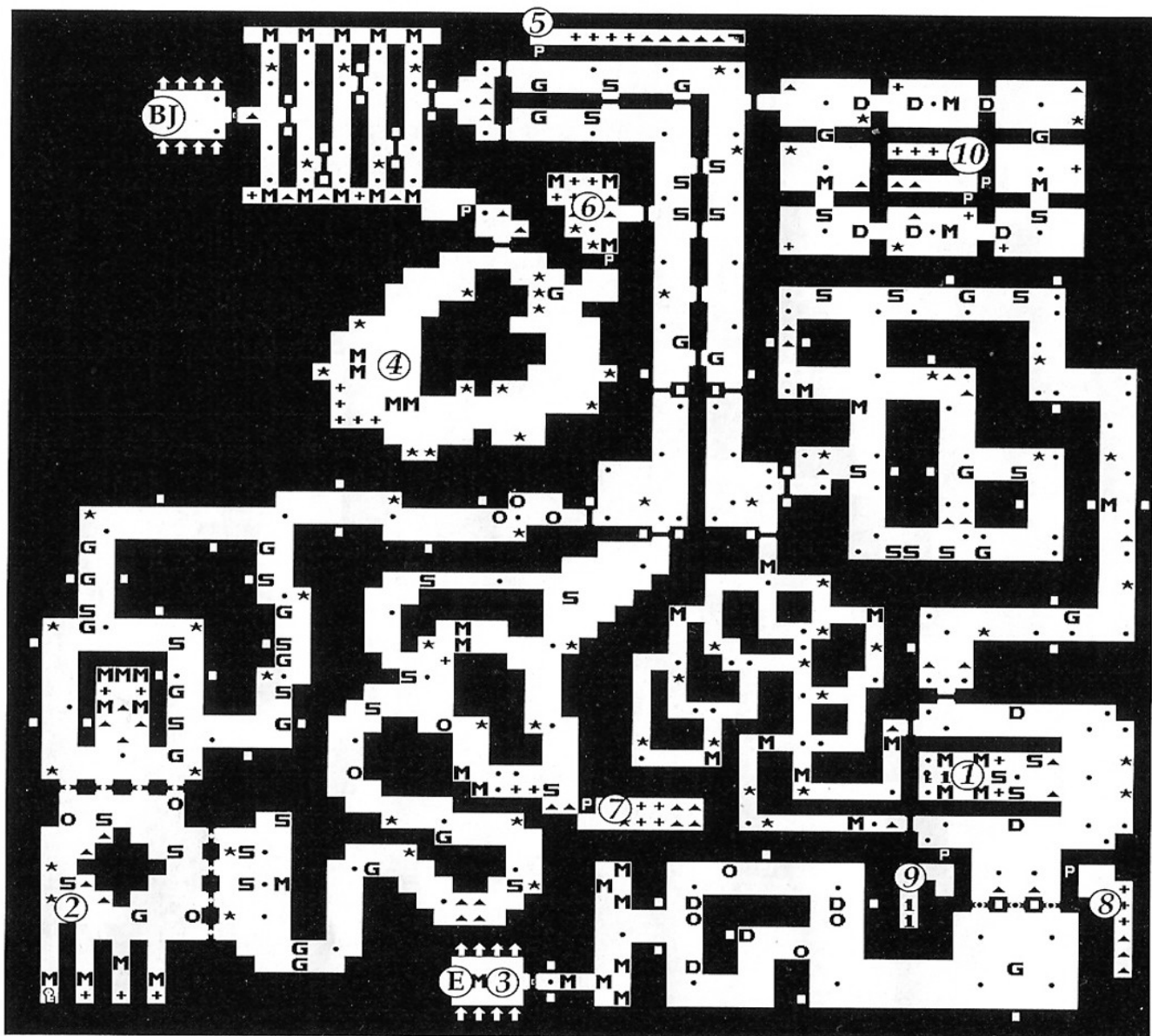
Awesome Ammo Stores: 4 (chaingun), 6.

Helpful Health Caches: 5 (two 1-Ups), 6 (1-Up), 7, 8 (two 1-Ups).

Titanic Treasure Troves: 5, 7, 8.

Tips: Here's a good one: don't walk around in the red brick hallway at the start of the level-deathness! Take the secret way to (1), through the pushwall. Also, area (7) is Mutant City!

THE MAIN CASTLE: FLOOR FIFTEEN



Floor 15: Gauntlet Guards

Just starting this level is a major feat! After the mutant gauntlet is a huge level of horrible halls. This floor is very "mutant-rich."

Fast Path: 1 (gold key), 2 (silver key), 3 (mutant elevator).

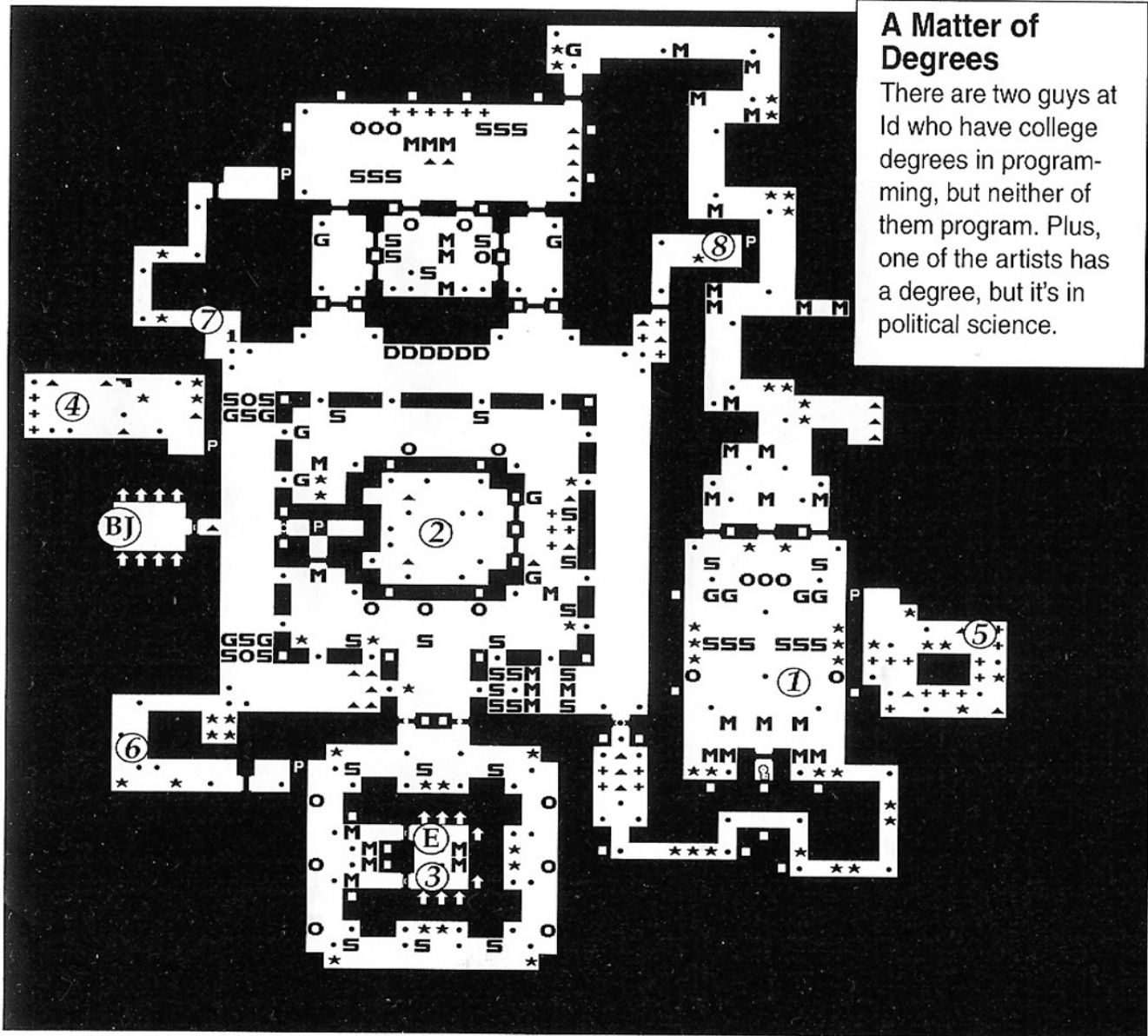
Awesome Ammo Stores: 5 (chaingun), 6, 7, 8, 10.

Helpful Health Caches: 2, 4, 5, 6, 7, 8, 9 (two 1-Ups), 10.

Titanic Treasure Troves: 4.

Tips: This is a massively busy level! Those mutants at the start are a royal pain, but you can get some sweet revenge by way of a couple pushwalls! Also, you can pick to go to (1) or (2) first—it doesn't matter which is first. Definitely get the chaingun first.

THE MAIN CASTLE: FLOOR SIXTEEN



A Matter of Degrees

There are two guys at Id who have college degrees in programming, but neither of them program. Plus, one of the artists has a degree, but it's in political science.

Floor 16: King of the Mutants

Dr. Schabbs' most horrific creation, the Übermutant, guards the way to the ramparts, along with a hundred of the toughest Nazis yet. Watch out for the big guy's chest-mounted chain gun and four cleaver-tipped arms!

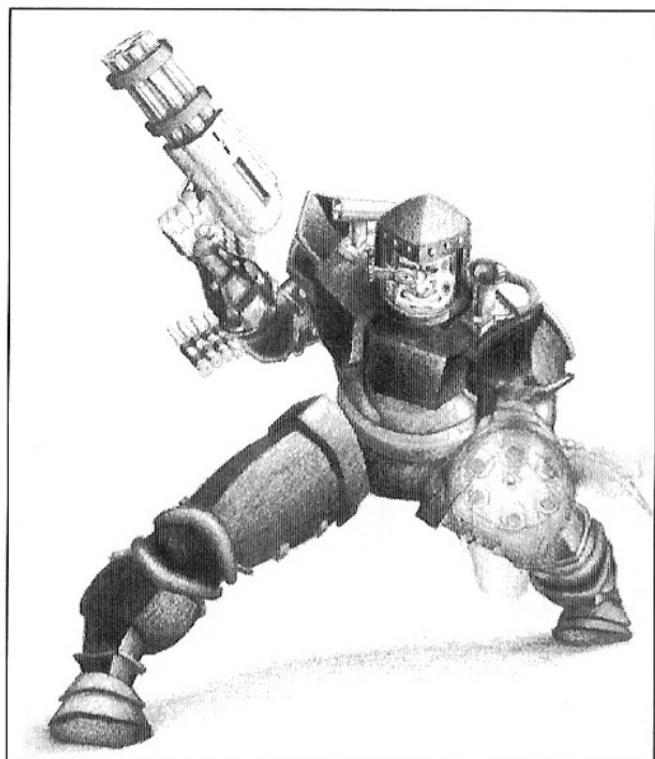
Fast Path: 1 (silver key), 2 (kill the Übermutant), 3.

Awesome Ammo Stores: 4 (chaingun), 5, 8.

Helpful Health Caches: 4, 5, 7 (1-Up), 8.

Titanic Treasure Troves: 1, 5, 6.

How to Beat the Boss: When you finally get to the "inner-sanctum" where Mr. Uber lives, you'll probably be pretty exhausted. Take a breather before opening the door to the UberRoom and run back into the first main hallway. There you can dodge between the walls and fire upon him with the least amount of danger to you.



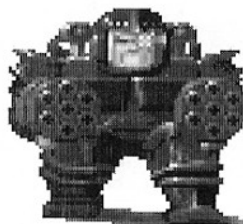
The Ramparts

You've finally made it to the upper floors of the castle, the ramparts. One of the most impenetrable castles in Europe, below these floors are solid stone walls that encompass the entire main castle area. For centuries they've effectively served as a barrier to even the most powerful armies. From a small passageway that leads to the center of the ramparts, you'll enter a tower that extends above the castle. It is there that you'll find the *Spear of Destiny*!

The ramparts have less complex floors than previous sections. However, they're heavily guarded and provide little assistance in

weaponry and ammunition. Their symmetrical design makes it easy to become disoriented. Don't be relieved by their simple layout. The ramparts are crawling with Nazis, most of which are positioned for ambush. Unless you're careful, you'll be forced to face every guard on the floor before you escape!

Hidden at the top of the tower is the *Spear of Destiny*, the fuel of Hitler's invincible war machine. If you can successfully make it past the guards on the first floor, you'll take an elevator to the top of the tower. Enter with caution—guarding the entrance to the Spear's chamber is the ultimate Nazi warrior, the Death Knight.



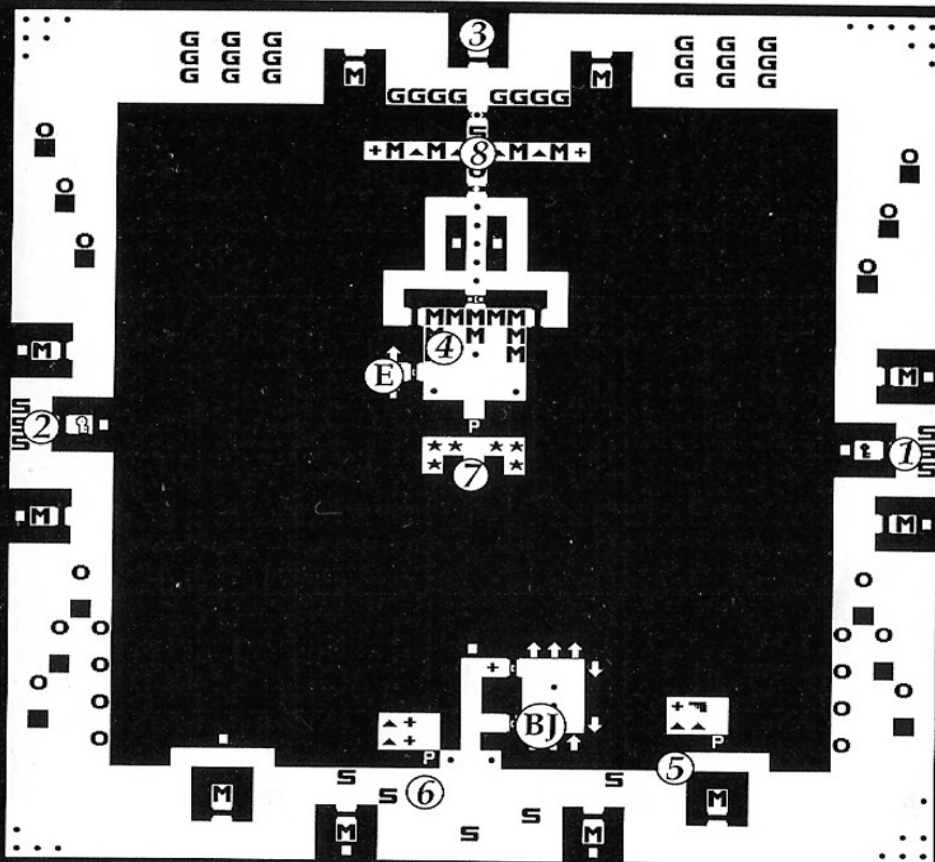
The **Death Knight** wields two chainguns and a missile launcher, making him the most deadly opponent you've faced.

Unlike previous super guards, you won't have to search for the Death Knight. As soon as you enter the final chamber, he'll be standing at the door. You may be playing on Death Incarnate, but with two chainguns and two missile launchers, this guy *is* Death Incarnate.

THE RAMPARTS: FLOOR SEVENTEEN

Engine John

The part of a program that actually gets the graphics onto the screen is "the engine." The texture-mapped engine for *Spear of Destiny* was written by John Carmack. However, he's already looking forward to his new technology for rendering holographic worlds.



The Spot!

The oldest Id employee is given the prized Hag Spot. One of great wisdom, the Hag is looked upon reverently by the rest of the Id team. Currently, the bearer of the Spot is 31 years old. His ancient knowledge of the 70's often frightens and confuses the rest of the crew!

Floor 17: The Ramparts

Dodge hundreds of bullets as you race around atop the rampart walls. It's not complex, but it's a tough trip!

Fast Path. 1, 2, 3, 4.

Secret Path. 5, 6, 1, 2, 3, 7, 4.

Awesome Ammo Stores. 5, 6, 8.

Helpful Health Caches. 5, 6, 8.

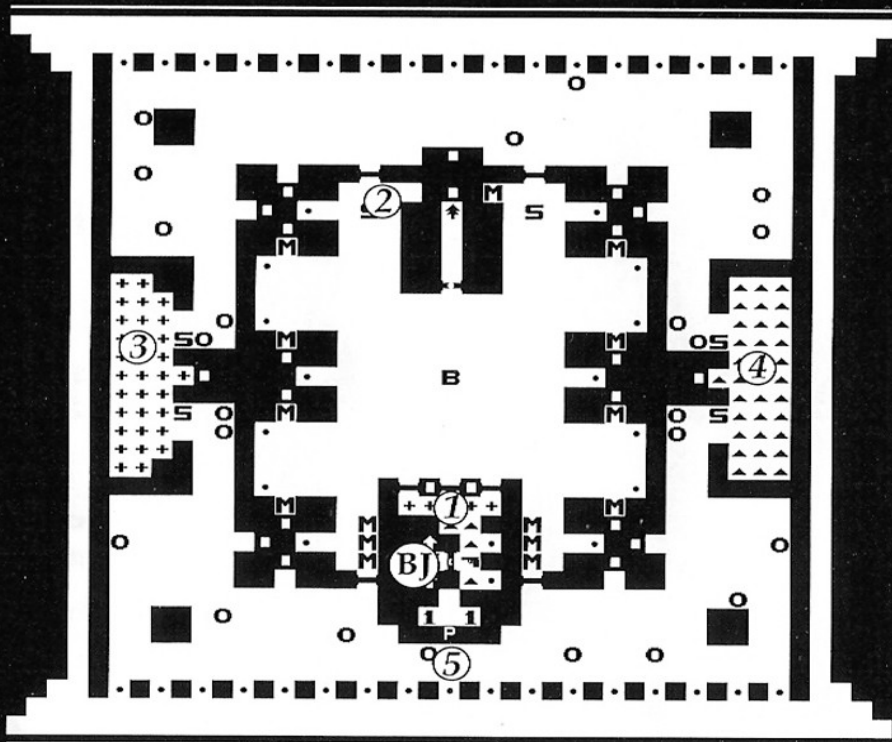
Titanic Treasure Troves. 7.

Tips: Lure SS into the hallway, then get the chaingun at (5). Now scoop the two keys and watch out for those sneaky mutants!

THE RAMPARTS: FLOOR EIGHTEEN

Easter Egg: The Mystery of the Hidden Id

Hidden in *Spear of Destiny*, is a secret photo of the Id guys that is too bizarre! Select Change View from the menu, size the window down and press enter. Then quickly hold down the I and D keys until you hear the weird music!



The Spark of the Spear

While working on *Wolfenstein 3-D*, our artist/layout man, Kevin Cloud, mentioned the *Spear of Destiny*, which was discussed on, of all things, *Now It Can Be Told!* Tom Hall loved the name and decided to make it the central concept of the commercial game. Later, Kevin found an old DC comic while rummaging through storage—and it was all about the Spear and Hitler!

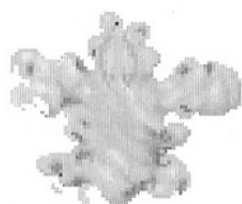
Floor 18: Guardian of the Spear

The Spear is guarded by the Death Knight, whose only job is to destroy any that attempt to attain the holy relic!

How to Beat the Boss: Get the chaingun, ammo, and health(1), the run past the Death Knight to the left (2)—there's one less mutant on this side. Get outside the Death Knight's lair, and head for healing(3) or ammo(4)—whichever you need most (probably healing at this point). Then get the 1-Ups so the attempt on the Death Knight is costless. Get rid of all of his little helpers. Now chip away at him through a doorway (his missiles will probably hit one of the sides) or around a corner.

The Final Floor: The Death Dimension

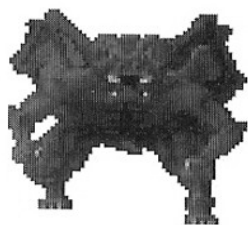
To protect the Spear, Hitler has made a blood pact with the Angel of Death, promising the souls of his Nazi soldiers. In return, Death guards the Spear for as long as Hitler is alive. If you want it, you must prove your worth by destroying this demon in Hell!



Guarding his lair are ghostly phantoms with an appetite for human flesh.

Ghost are slow, but their touch is deadly. They can be stopped with a single bullet, but in a matter of seconds they'll reappear.

The Death Dimension provides tons of assistance in ammo and health. Since you're the only one here that can die, you'll probably need every bullet you can find!



The **Angel of Death** is a big beasty with a bad attitude. And this intrusion really p***es him off!

The only way to leave this lifeless lair is to defeat the Boss. No longer in the earthly realm, this demon

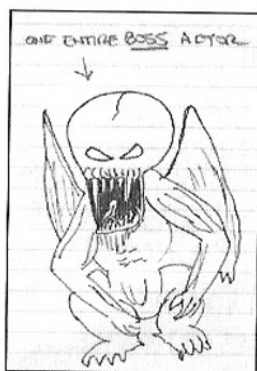
has no need for conventional weapons. A single blast from his gnarled claws can kill.

It's not so bad going to Hell. Think positive. If you finally end up there you'll be able to fight your way out!

The Beginnings of the End

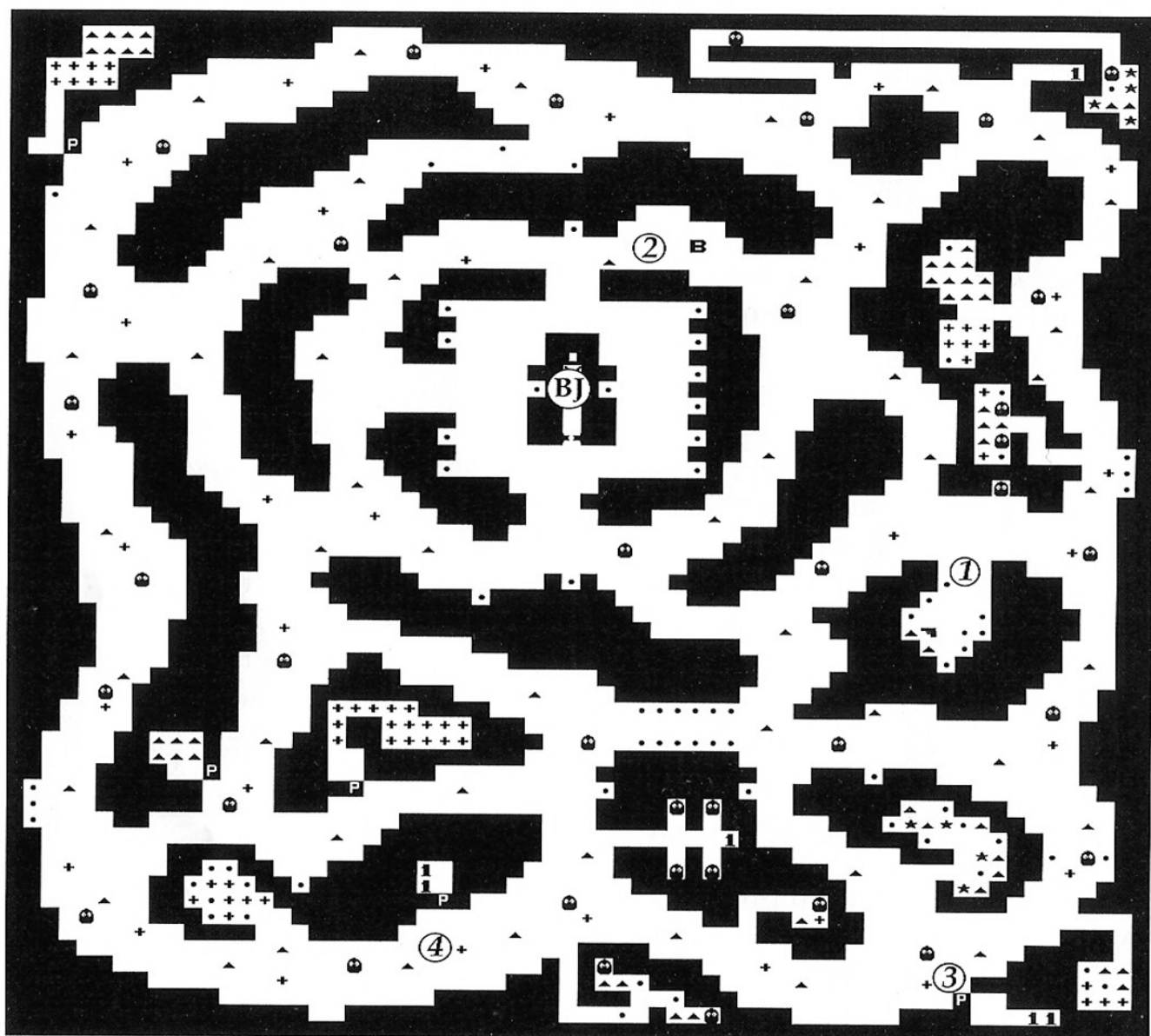
The original ending for *Spear of Destiny* was simple. Defeat the Death Knight, enter the final chamber, touch the Spear, and the game would be over.

It was decided that this ending would be anti-climactic. So during the final weeks of the game's development, Id decided to focus its energies on creating an ending which would surprise the player. Hopefully the Death Dimension accomplishes this well.



Creative Director, Tom Hall, provides the artist with sketches of the game characters. To the left is Tom's version of the demon.

"What you know about death?"
from the artists' favorite movie.



Floor 18, Part II: Death's Door

To earn the right to wield the Spear of Destiny, you must face the Angel of Death and his host of ghosts! Hope you're good at ducking his green spheres of holy fire!

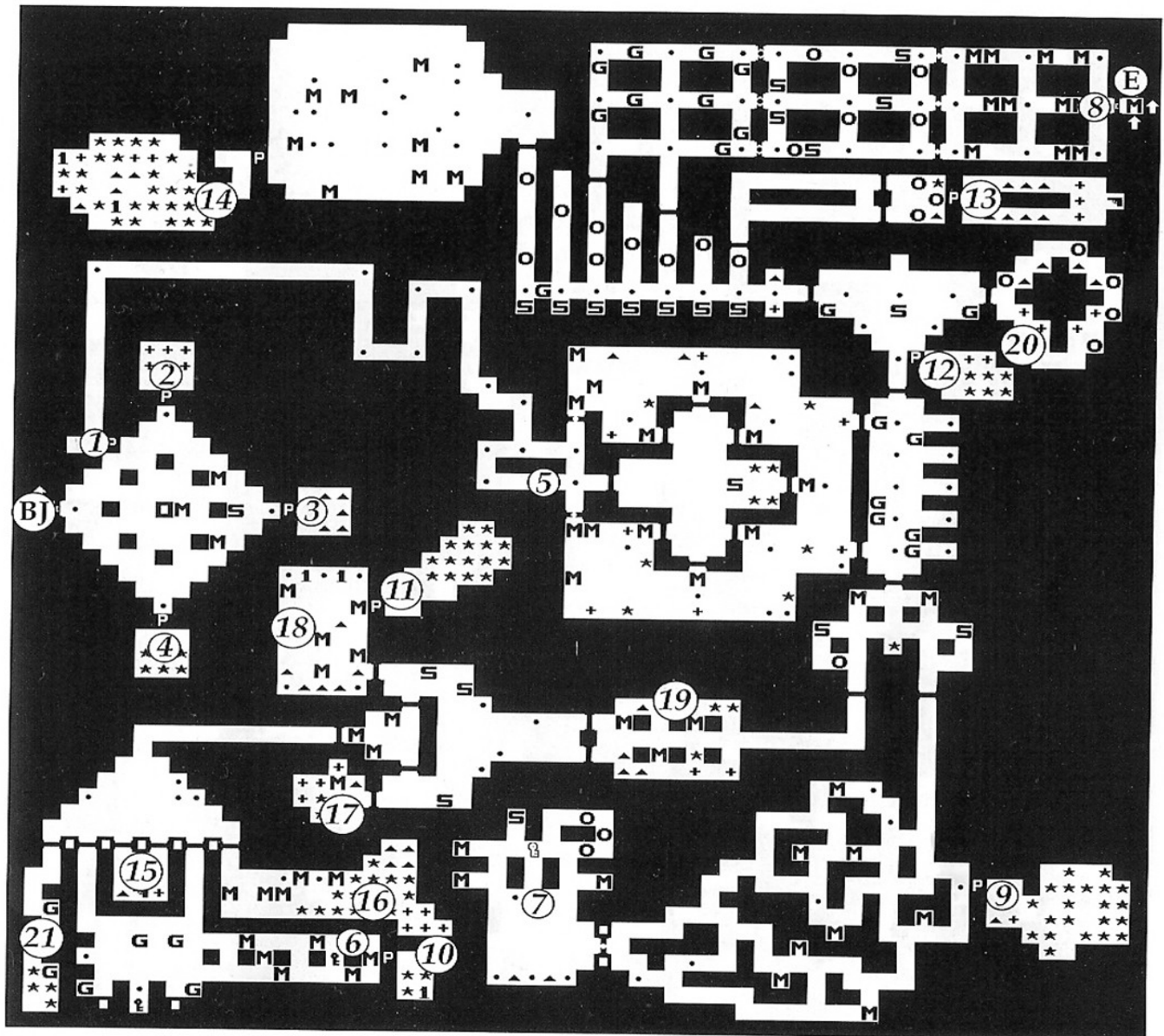
How to Beat the Boss: Run to (1) and get the chaingun.

Shooting ghosts along the way, pick up ammo and health until you are full.

Get the 1-Ups at (3) and (4) so your attempt will be free. Now head to (2).

Shoot and dodge the green firesparks until the Angel of Death fires three in succession. He'll get tired for a bit. Rush him and blast right in his face. With practice, you'll get used to how long he rests. Scoop more health and bullets and go after him again.

THE SECRET FLOOR: FLOOR NINETEEN



Floor 19: Secret Tunnel Floor

There's traps and treasure here, B.J., so be careful and you can make out like a bandit! At first, it looks like there's nowhere to go, and when you do find the way, it's a mutant trap!

Fast Path. 1, 5, 6 (gold key), 7(silver key), 8.

Secret Path. 3, 2, 4, 1, 5, 6 (gold), 10, 11, 9, 7(silver), 12, 13, 14, 8.

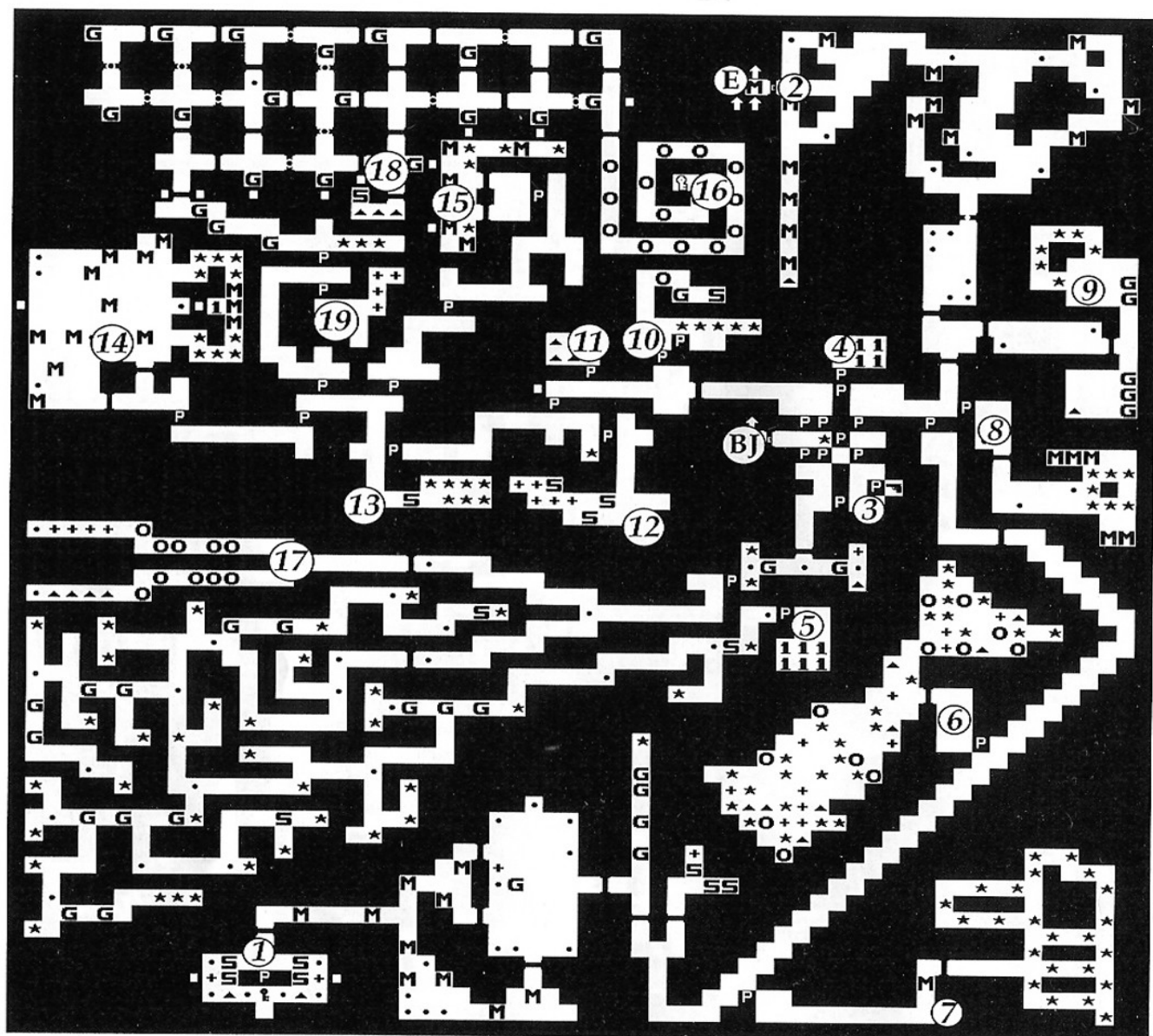
Awesome Ammo Stores.3, 15 (chaingun), 16, 17, 18, 19, 20, 13, 14.

Helpful Health Caches. 15, 17, 18 (two 1-Ups), 20, 14 (two 1-Ups), 13.

Titanic Treasure Troves. 4, 17, 11, 21, 16, 10, 9, 12, 14.

Tips: *When you get to the door at (5), open the door and back up, or the mutants will silently surround you!*

THE SECRET FLOORS: FLOOR TWENTY



Floor 20: Secret Castle Floor, or Pushwall Panic!

This large labyrinthine level has a plethora of pushwalls. Stick it out, though—there's tons of treasure and 1-Ups to be found!

Fast Path: 1, 2.

Secret Path: 3, 4, 8, 6, 7, 1, 17, 5, 10, 11, 12, 13, 14, 19, 15, 9, 2.

Awesome Ammo Stores: 3 (chaingun), 6, 11, 17, 2, 18.

Helpful Health Caches: 4 (four 1-Ups), 5 (five 1-Ups), 12, 6, 17, 19.

Titanic Treasure Troves: 6, 7, 8, 9, 10, 14, 15.

Tips: *Be very careful at the start, as you can cover up passages and the chaingun (3), which you'll really need! Avoid the upper left locked-door maze—all you get at the end is the key for the maze!*

IN CONCLUSION

What are they saying?

If you have a Sound Blaster, Disney Sound Source or 100% compatible sound board, you've been hearing some German phrases that you may not be able to recognize.

Some of the phrases make sense, some of them are just jokes, but all the German language in *Spear of Destiny* is right here!



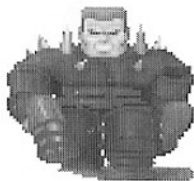
Achtung!—*Attention!*



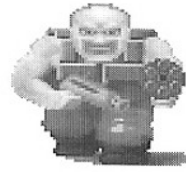
Schutzstaffel!—*Elite Guard!*
Mein leben!—*My life!*



Spion!—*Spy!*
Nein, so was!—*Well, I never!*



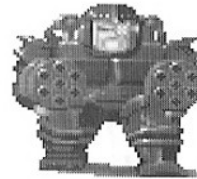
Einer Sprachschnitzer!—*A Mistake!*
Es ist schade!—*What a pity!*



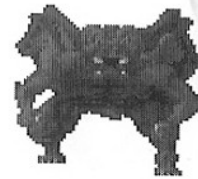
Ach so—*Oh, I see!*
Wenn schon!—*So what!*



Argh!



Tod ist mein leben!—*Death is my life!*
Alles ist verloren!—*All is lost!*



Prove your worth, human!
You may wield the Spear....

Id Software apologizes to German speaking people everywhere.

IN CONCLUSION

I'm so glad we had this time together.

Id Software greatly appreciates your purchase of *Spear of Destiny* and the *Hint Manual*. We hope that you have enjoyed playing *Spear of Destiny* as much as we have enjoyed making it for you. Look forward to seeing other exciting games from Id Software. We'll keep making them as long as you keep buying them! Isn't that a very generous offer?

Id Software is a group of programmers, designers, artists and musicians with the goal of providing cutting edge games, both in software technology and design.

Chief Operating Officer
Jay Wilbur

Software Engineers
John Carmack & John Romero

Master of the Pixel
Adrian Carmack

Creative Director
Tom Hall

Art & Manual Design
Kevin Cloud



The members of Id Software listed from the left: John Carmack, Kevin Cloud, Adrian Carmack, John Romero, Tom Hall, and Jay Wilbur.

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Spear of Destiny™

**INSTRUCTION
and
HINT BOOK**

for

**MISSION 2:
RETURN TO DANGER**

PUBLISHED BY

FormGen Corporation
11 Holland Drive
Bolton, ON, Canada
L7E 1G7

(905) 857-0022

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PREREQUISITES

MISSION 2: RETURN TO DANGER is an add-on product for SPEAR OF DESTINY, the fantastic 3D action game! To use MISSION 2, you must have first purchased SPEAR OF DESTINY.

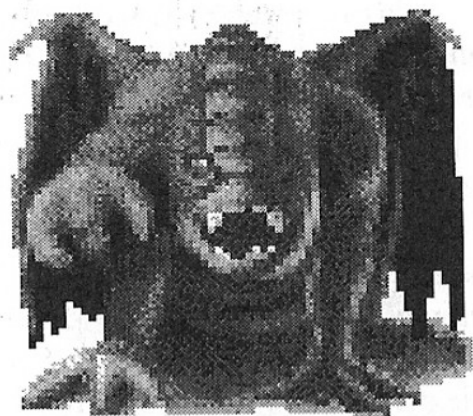
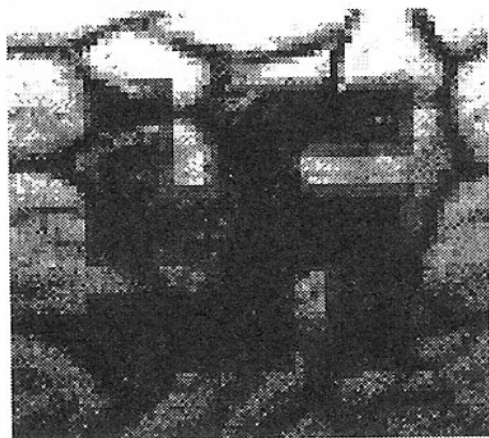
The instructions for SPEAR OF DESTINY are provided with the game and are not duplicated here.

The system requirements remain the same as for the original game.

INSTALLATION

Installation is simple! To install your MISSION 2: RETURN TO DANGER software follow these steps:

- 1) Put the disk in the disk drive.
- 2) Select the appropriate drive, by typing A: or B:, then pressing the ENTER key.
- 3) Type INSTALL, then press the ENTER key.
- 4) Follow the instructions given by the INSTALL program.



WELCOME TO YOUR NIGHTMARE!

You're leaning your back against a cold hard wall, your fist clenching your chaingun so tightly that your knuckles are white. You're soaked with sweat and the heat of your body is evaporating it, causing steam to drift around the corner giving a clue to your presence. You're exhausted but you know you can't risk resting – not yet! You inch slowly to the corner, then peer around cautiously . . . a guard spots you! You both raise your weapons! RAT-TAT-TAT-TAT-TAT!!!

. . . RING . . . RING . . . RING . . .

The phone wakes you . . . it was a dream . . . or rather a nightmare – another flashback to your ordeal at Castle Nuremburg.

. . . RING . . . RING . . . RING . . .

Still groggy you pick up the phone . . .

“Uh . . . yeah . . . who is it?”

“Hello, B.J. Blazkowicz?”

“Yes.”

"This is Admiral Powell of the United States Navy. Listen B.J., we need your help."

"What is it, Admiral?"

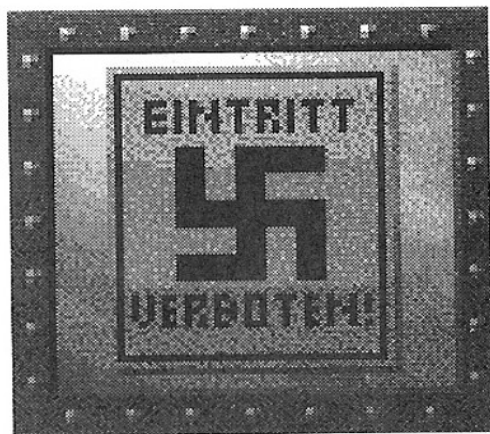
"Hitler has recaptured the Spear! We've already lost 3 intelligence agents trying to infiltrate his headquarters. B.J., you're the only one who can help us now!"

Your mind is flooded with thoughts. It's been over a year since you've been back. You thought it was over. You've put your life on the line and now it was all for nothing!

NO!!!

Hitler's henchmen stole the Spear - from American soil - NOW IT'S PERSONAL!!! The Spear must be regained!

"I'll do it Admiral!!!"



RETURN TO DANGER!

At the end of SPEAR OF DESTINY Mission 1, B.J. captured the Spear of Destiny and returned it to the U.S. where it was kept under tight security.

Hitler, desperate for the Spear, sent Major Hans "The Axe" von Schlieffen and a group of Storm Troopers to the U.S. to regain the Spear and the power he seeks.

After a bloody battle, only Hans manages to narrowly escape and make it back alive, with the Spear, to the Nazi's Secret Scandinavian Base.

Hitler had the new base built to carry out Atomic Research! The Atomic Research Lab is excavated from solid rock in a Scandinavian fjord, accessible only by submarine.

The U.S. Navy has arranged to take B.J. to the fjord, but underwater mines prevent them from taking him to the base. Instead B.J. is outfitted with scuba gear and will have to swim into the submarine pen to gain access to the base. Two naval frogmen accompany B.J. to within 100 yards of the base. Now it's all up to him!

While several U.S. intelligence agents were killed in the attempt, the allied spy network has discovered that the Spear of Destiny is located on the uppermost floor of the Research Lab, and is closely guarded. Proof of an Atomic Research Lab was also found.

NON-TRIVIAL TRIVIA

NAZI

The word "Nazi" is an acronym formed from the first syllable of NATIONAL and the second syllable of SoZialist.

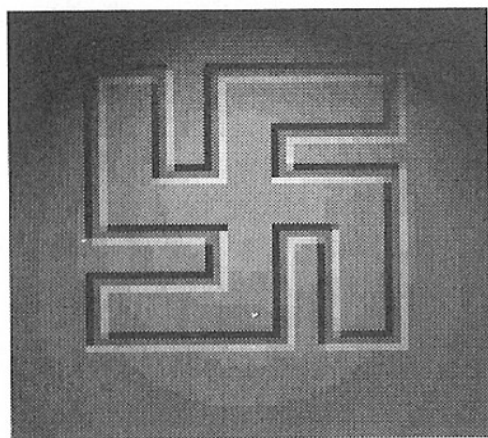
This method of creating words or terms was popular in the Third Reich. Another example is Gestapo which is formed from GEheime STAatsPOLizei (Secret State Police).

THE SWASTIKA

The swastika (hakenkreuz) is most often associated with the Nazis - but was used by many cultures for thousands of years before being adopted as the official emblem of the Nazi party.

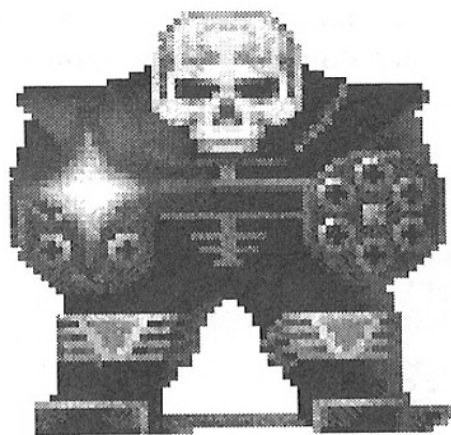
As early as the fourth millennium B.C., swastikas appeared on ceramics in Iran. Later it appeared in Troy, Greece, India, Tibet and Japan.

Sometimes the swastika was used as a religious symbol. American Indians often used the symbol in their handi-craft work.



DR. PAUL JOSEPH GOEBBELS

It was Dr. Joseph Goebbels, who popularized the swastika as the official Nazi emblem. Goebbels was Hitler's Reich Minister for Public Enlightenment and Propaganda.



Goebbels is said to be more responsible for Hitler's rise to power than any other individual.

Here is an interesting quote from Goebbels:

"Propaganda can be taught by the average person, like playing a violin. But there comes a point at which one must say: 'This is where you stop. What remains to be learned can be achieved only by a genius!' What else is Jesus Christ? Did he not make Propaganda? Did he write books or did he preach? And what about Muhammad? Did he compose sophisticated essays, or did he go to the people and tell them what he wanted? Were not Buddha and Zoroaster propagandists?"

THE HITLER SALUTE

The famous Hitler Salute was performed when Nazis greeted each other. Originally, Hitler had instituted a traditional military salute, hand to cap. However, the young Storm Troopers of the SA (precursors to the SS), had no military training and

found that the regular salute too much effort and started greeting their comrades with a wave of the hand!

As it developed, the salute stiffened into a quick upward thrust, typically accompanied with the phrase "Heil Hitler!".

THE SS

The Schutzstaffel (Elite Guard) originated as Hitler's personal body guard.

ALBERT EINSTEIN

At the time when Hitler came to power in 1933, Einstein was in California.

As the world's most famous living Jew, Einstein was a prime target of Nazi hostility and his post in Berlin was taken away from him almost immediately.

Although retiring by nature, Einstein was resolute in his opposition to Hitler and Nazism.

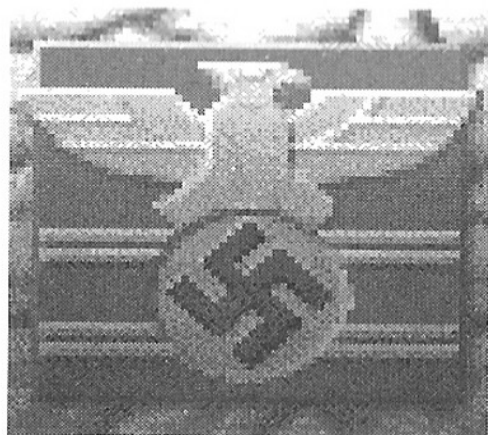
In 1939, Einstein signed a letter to President Franklin D. Roosevelt not-



ing German advances in physics and warned of the real possibility of the Nazis developing a uranium bomb.

OPERATION FLASH

In 1943, an attempt on Hitler's life failed due to a defective detonator.



On March 13, 1943 Maj. Gen. Henning von Tresckow asked Col. Heinz Brandt to take some brandy to an old friend – Brandt agreed. Brandt unsuspectingly took the package containing a time-delayed bomb aboard the Fuehrer's plane.

When news came two and one-half hours later that Hitler had arrived safely, von Tresckow had to deal with a problem he hadn't expected – retrieving the defective bomb. He telephoned Brandt and asked that he hold the gift until he arrived: the date was wrong.

Von Tresckow arrived with two bottles of real brandy and exchanged it for the package containing the faulty bomb. Later that evening he dismantled the bomb in a railway car.



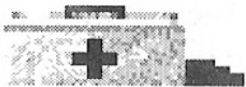
ITEMS TO PICK UP . . .

All of the items have a new look in RETURN TO DANGER! As well there are some completely new items.

HEALTH

First Aid – 25%

These packages are a sight for sore eyes as you crawl into a room near death. They give you a 25% increase in health.



Dinner – 10%

Hey, these guys aren't bad cooks! Besides at 10% each, a few meals will restore your health in a hurry.



Dog Food – 4%

Actually not bad once you get used to it, dog food will give you a 4% increase in health – but if you smell dog breath over your shoulder – move quick!



Blood – 1%

You'll have to take this drink straight up if you want the 1% increase in health it provides. It'll only provide benefit if you have 10% or less health. Bones with blood will also supply a 1% health increase. Cheers!



ARMAMENT

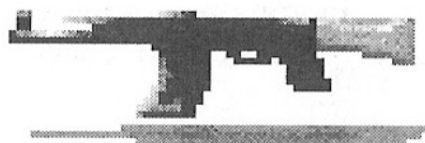
Chain Gun

When you're up against a room full of SS, one of these comes in real handy! There's no instruction manual, but it's easy to use – just point and shoot!



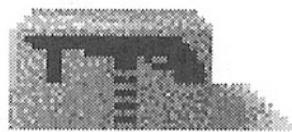
Machine Gun

The machine gun won't clear a room as quickly as a chaingun – but it will leave you with more ammo!



Ammo Box – 25 bullets!

While you can't eat the bullets, a case of ammo will probably save you more health than you get when you eat dog food – and you won't get indigestion.



Ammo Clips – 4 or 8 bullets

Clips are worth 8 bullets if you find them lying around and 4 if you get them from a guard you've killed.



"What luck for rulers that men do not think."

– Adolf Hitler

SPECIAL ITEMS

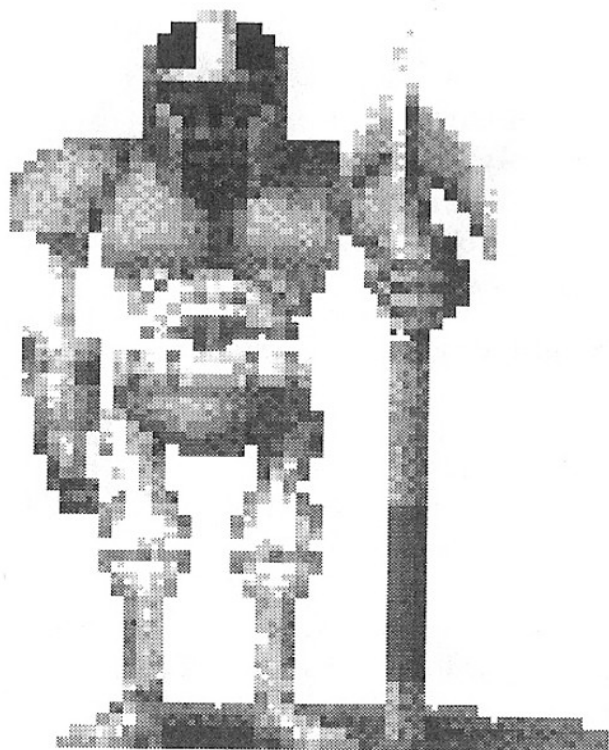
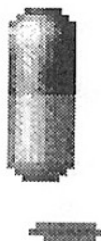
Keys

Certain areas will be inaccessible unless you have the gold or silver key. Sometimes they are well hidden behind secret walls!



One Ups

These are a rare find. One Ups will give you 100% health, 25 bullets and an extra life. Finding one of these can give you a "second chance".

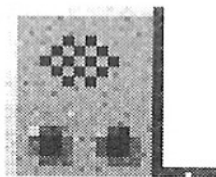


PRIZES

To make them more difficult to locate, the Nazis store components used to create nuclear bombs and sub radios scattered about the base. When you see them – grab them to reduce the nuclear threat.

Radio – 100 points

These radios are required for communications with subs. Picking up one will get you a 100 point bonus.



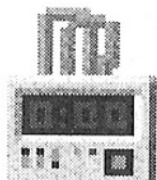
Plutonium – 500 points

The active component of the bomb – plutonium – is central to Hitler's planned nuclear threat. Each Plutonium canister will get you an extra 500 points!



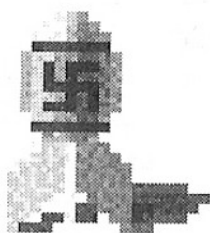
Control Panel – 1,000 points

The control panel contains the electronic circuitry for the bomb. Each of these items will get you a 1000 point bonus!!



Bomb Casing – 5,000 points

Bomb casings are scattered about the base ready to be assembled. Pick up as many as you can – you'll get 5000 points for each!



MEET YOUR NEW ADVERSARIES

REGULAR GUARDS

Guards

You can take out one of these green guards with a single bullet, but be careful, they would gladly do the same for you.



SS

These members of the elite corps, the Schutzstaffel, are known for their brute strength and cold cruelty.



Dogs

These Dobermans are trained to kill. Easy enough to handle alone, packs become canine piranhas.



Bats

With machine guns attached to their feet, these beasts are truly "bats out of hell"!



Officers

Fast and furious, these officers get down to business — eliminating you! Think quick!



THE BIG BOYS!

Submarine Willy

After the lobotomy Willy was no longer allowed to captain his submarine. Often confused and always angry, he's accidentally killed several Nazi guards.



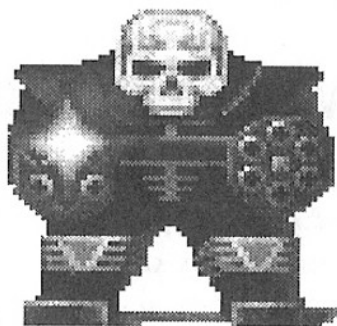
Professor Quarkblitz

Another of Hitler's "mad scientists", the professor is responsible for creating the machine gun toting bats.



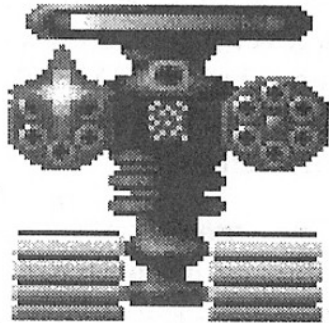
Major Hans "The Axe" von Schlieffen

"The Axe" has orders to kill intruders on sight and he has the dual chainguns to do it!!



Robot

The latest result of the professor's work, this robot's combination of artificial intelligence and artillery make him almost impossible to beat!

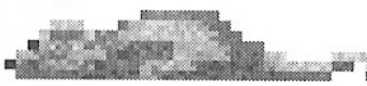


HINTS AND STRATEGIES

MEMORIES OF THE PAST

Your chances of survival increase dramatically if you can remember where you've been and your way around a floor. Your memory is your best defense! Well, after your chaingun at least!

OH RATS!

Occasionally, when the Nazis enter a secret area, a rat gets splattered  when a wall is moved. Sometimes a dead rat can point you to a hidden area!

WAYS TO PLAY

Different players have different styles of playing, and as a result the game is completely different.

SPEED!

The PAR time given after completing a level is based on the original mission, but a "TIME TO BEAT" for this mission is listed below the "blueprint" of each map.

The game won't display your time after completing a Boss or secret floor, so you'll have to use your watch or a stopwatch on those levels.

EVERY NOOK AND CRANNY!

If you take your time and explore every inch of the floor you're bound to find some surprises (or they might find you!).

FAST AND SLOOOOWWW...

If you are normally methodical and move slowly and cautiously – try moving quickly through a level or two and shooting anything that moves.

Afterwards you may still prefer the slow methodical approach – but you will have sharpened your reaction time and improved your playing so that when you are in a tight spot you'll do much better.

Likewise, if you normally play fast and furious – slow it down a bit. Think about who might be around the corner and how you can take them out! Or what you'll do if there's a troop of 20 guards!

ADAPT YOUR PLAYING...

Change the way you play according to your health and ammo. If you're almost dead but you're loaded with ammo – it's kamikaze time! – go in with your gun blazing and ask questions later. If your health is great but you only have 3 bullets left – don't shoot from a distance – wait until you're nose to nose with a guard before you plug him!



MOVING

CONFUSED?

If you're finding it difficult to make your way around a floor, try always going in the same direction – left or right. This should make retracing your steps easier. Still, you could end up circling an area without entering it – so remember to check every door before you leave the floor if you want to play the entire level.

"HOOVER MANEUVER"

Once you've cleared an area of any threat – quickly run around picking up all the ammo and health and other items you can. You never know when someone is going to open that door with guns blazing!

DON'T GET SHOT IN THE BACK!

When you're trying to get out of an area in a hurry with guards chasing you, don't just wait for a door to open – run to the door, open it, and spin around quickly with your gun blazing. Don't forget to use your RUN key when you spin!

RUN BACKWARDS?

Often you'll see a room that appears to be clear – but you know these guys like to hide by the door and wait for you! Running in backwards can give you a big advantage in picking off guards on either side of the doorway.

KILLING

THANK THE DOORMAN . . .

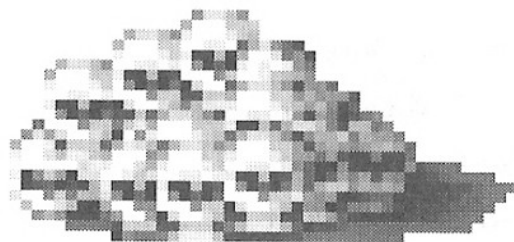
Sometimes it's convenient to have a door stay open so you can see who's coming. Kill a guard or dog in a doorway to hold it open. If you're lucky, you can use this trick to hold open a locked door that you don't even have the key for!

REAL MEN USE KNIVES . . .

If you're low on ammo, conserve it by using your knife. Knives work well on dogs and green guards. Of course, if a couple of SS or bats come in while you have your knife out - you'll probably be dead before you switch to your Chaingun! Real men die fast!

ATTACK! RETREAT! ATTACK! RETREAT!

Having problems killing the bosses? Bosses alternately shoot, then pause before shooting again. Try running towards them with chaingun blazing while they're pausing, then run backwards and stop shooting to conserve ammo when they start firing. This works best in a large open area. Try it!



MAPS TO THE BASE




The following maps will show you the layout of each of the floors in the base. Guards, ammo, health, armament, secret areas, and elevators are all indicated.



















Below each map is some additional information about the floor. The *Time to Beat* indicates the fastest time you can expect to finish a floor – try to beat it! *The Fast Path* will show you the quickest route to the elevator! *Grab the Stash* indicates areas where you can get what you need – things like keys, ammo, health, and armament. Lastly, the *Notes* provide some additional points or hints.

There are five main sections in the base – submarine pen, secret weapons research, atomic research, the command bunker, and the final retreat. The exit to each section is guarded by a Boss. These Super Nazis are far tougher than your garden variety and take endurance to defeat.

Note that guards shown on the map indicate the guards on the floor at the toughest level of play – Death Incarnate. These are fewer guards when playing on lower settings.

MAP LEGEND

Unlocked Door	
Unlocked Door	
Gold Locked Door	
Gold Locked Door	
Silver Locked Door	

Silver Locked Door	
Elevator	
Fake Elevator	
Elevator Door	
Secret Elevator	
Pushwall	
Start North	
Start East	
Start South	
Start West	
Dog Food (4%)	
Food (10%)	
First Aid (25%)	
One Up	
Ammo Clip (8)	
Ammo Case (25)	
Machine Gun	
Chaingun	
Gold Key	
Silver Key	
Spear of Destiny!	
Armament	
Blue Sparkle	
Lighting	
Solid Object	
Dog	
Guard	
SS	
Officer	
Bat	
Ghost	
Boss (Huge Guard)	

THE SUBMARINE PEN

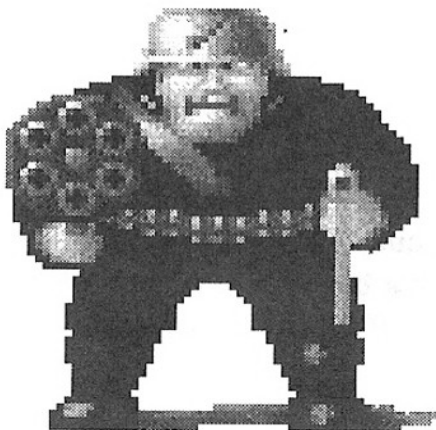
After swimming to the entrance of the base, B.J. arrives at the lowest level of the complex – the Submarine Pen.

The first few levels of the base are actually below sea level making the Submarine Pen cold and damp. Generally the lighting is dim and the walls are made of rock or steel plate. Large pipes protrude from the floor with smaller pipes being visible along walls.

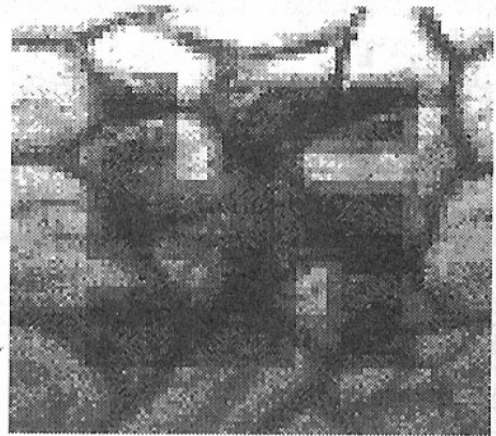
With the Submarine Pen being the entrance to the base for all personnel and visitors, B.J. has to move stealthily to go undetected.

SUBMARINE WILLY

Willy is one nasty Nazi! Not the brightest individual to start with, Willy had to undergo a lobotomy after repeatedly attacking several guards and officers. On the most recent attack Willy lost one of his front teeth while fellow guards struggled to control him so that the Professor could sedate him. Now his evil grin is all the more unnerving.



The operation caused Willy to resign his position as a submarine captain and now he guards the exit from the Submarine Pen.

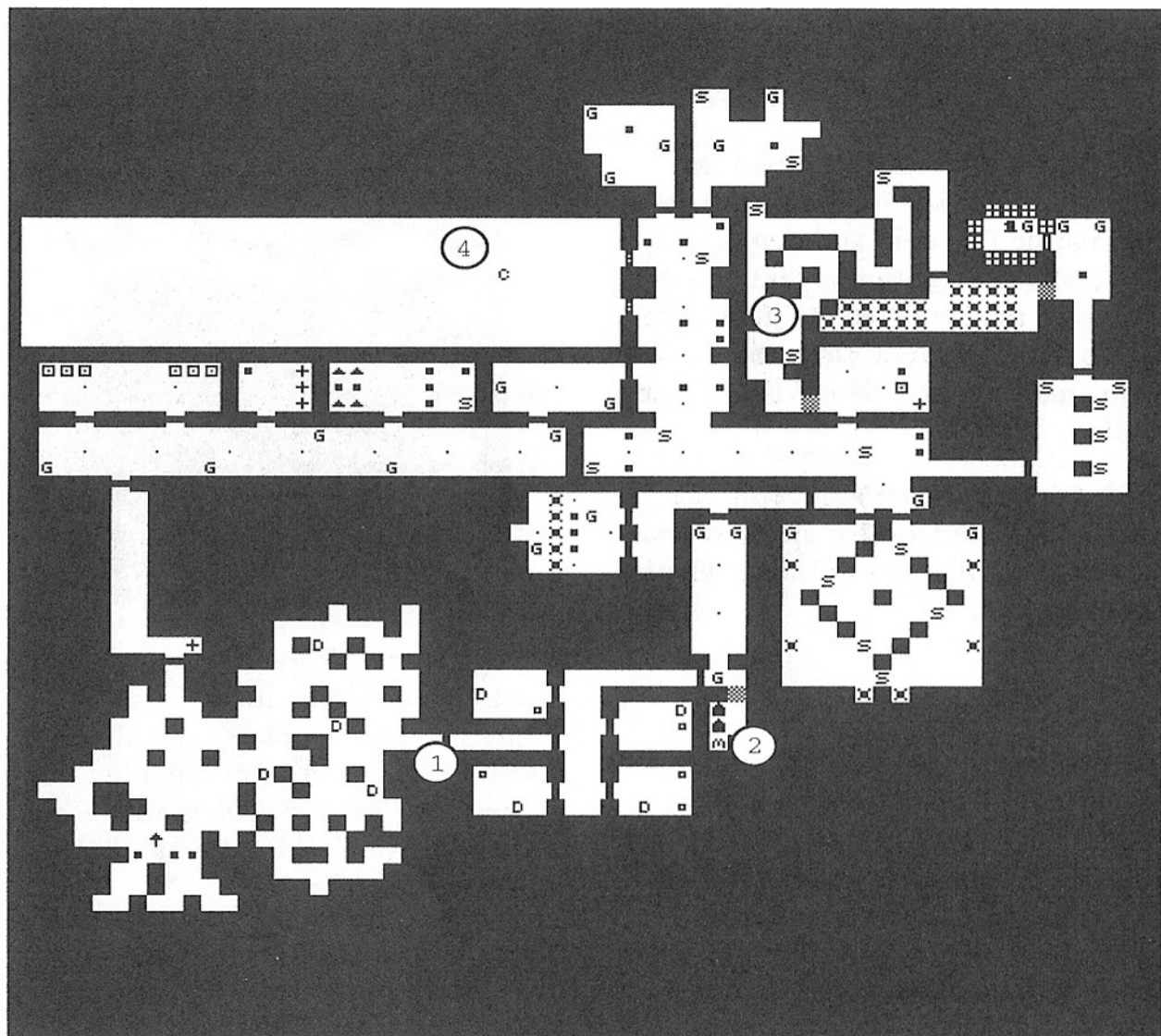


Always angry, Willy is known as one of the meanest men in the base. While he often wanders around confused, he shoots at most anything that moves. The guards have gotten used to avoiding him – you'd better keep a sharp eye out too!

You'll need a good stash of ammo and a chaingun to take Willy down! With a chaingun of his own, he'll be tough to beat!

You'll also notice a good number of dogs on the floors in the Submarine Pen. Hitler has had these Dobermans trained to kill! The dogs are left unchained to patrol the floors and frequently find intruders before the guards do. Tread softly – their barking could alert their SS masters!

FLOOR 1: ENTRANCE TO THE BASE



The Submarine Pen is cold, damp and dark. Move slowly and cautiously until you get used to your surroundings!

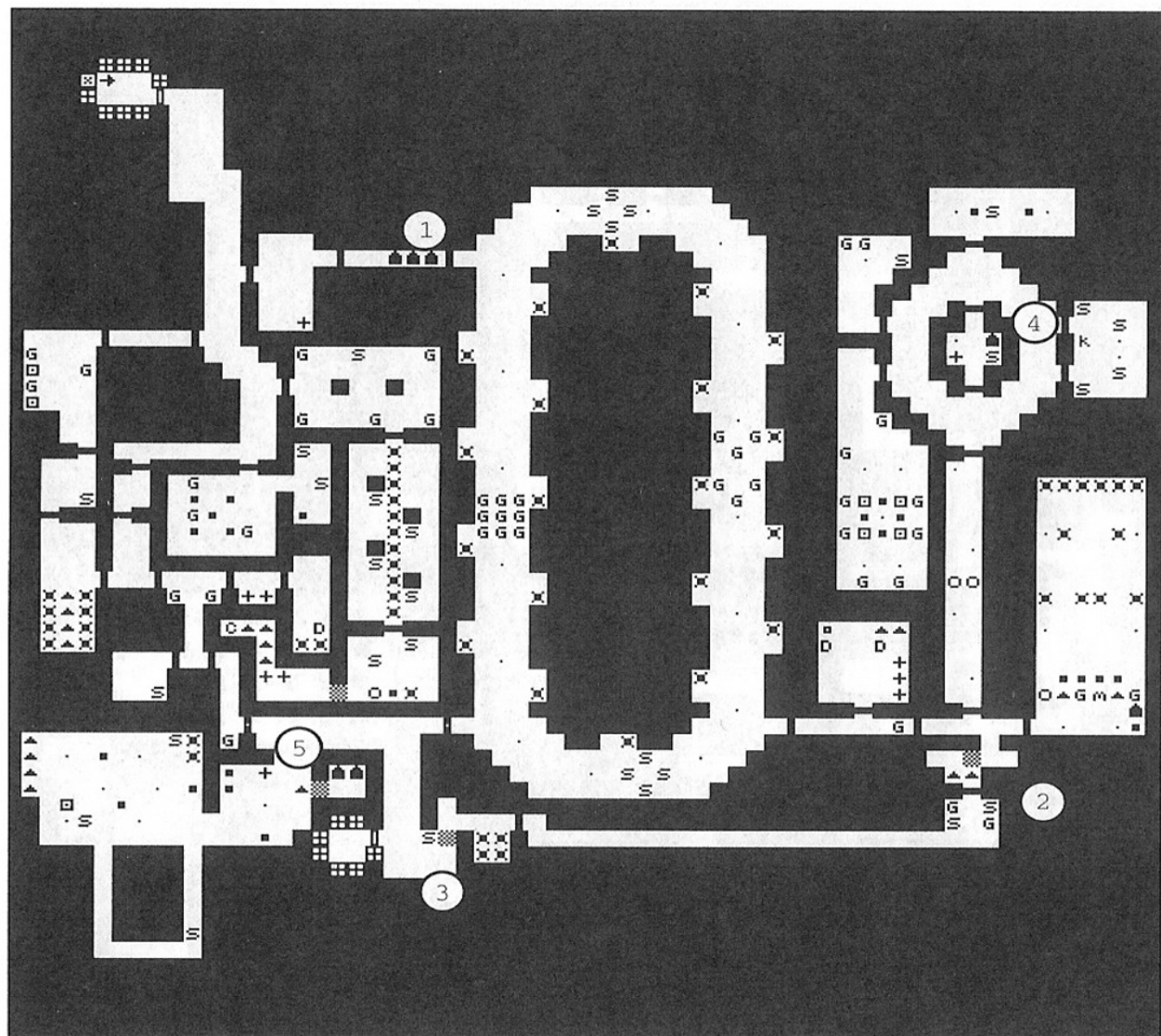
Time to Beat: 0:59

Fast Path: 1, 2 (machine gun, ammo), 3.

Grab the Stash!: 4 (chaingun).

Notes: The chaingun is behind a locked door – and there's no key! But with a little ingenuity, you can start your game off with a bang!

FLOOR 2: ACHTUNG!



If you grabbed the chaingun on the first floor, now you can put that baby to work! You'll notice a lot more guards around on this level – keep your finger on that trigger!

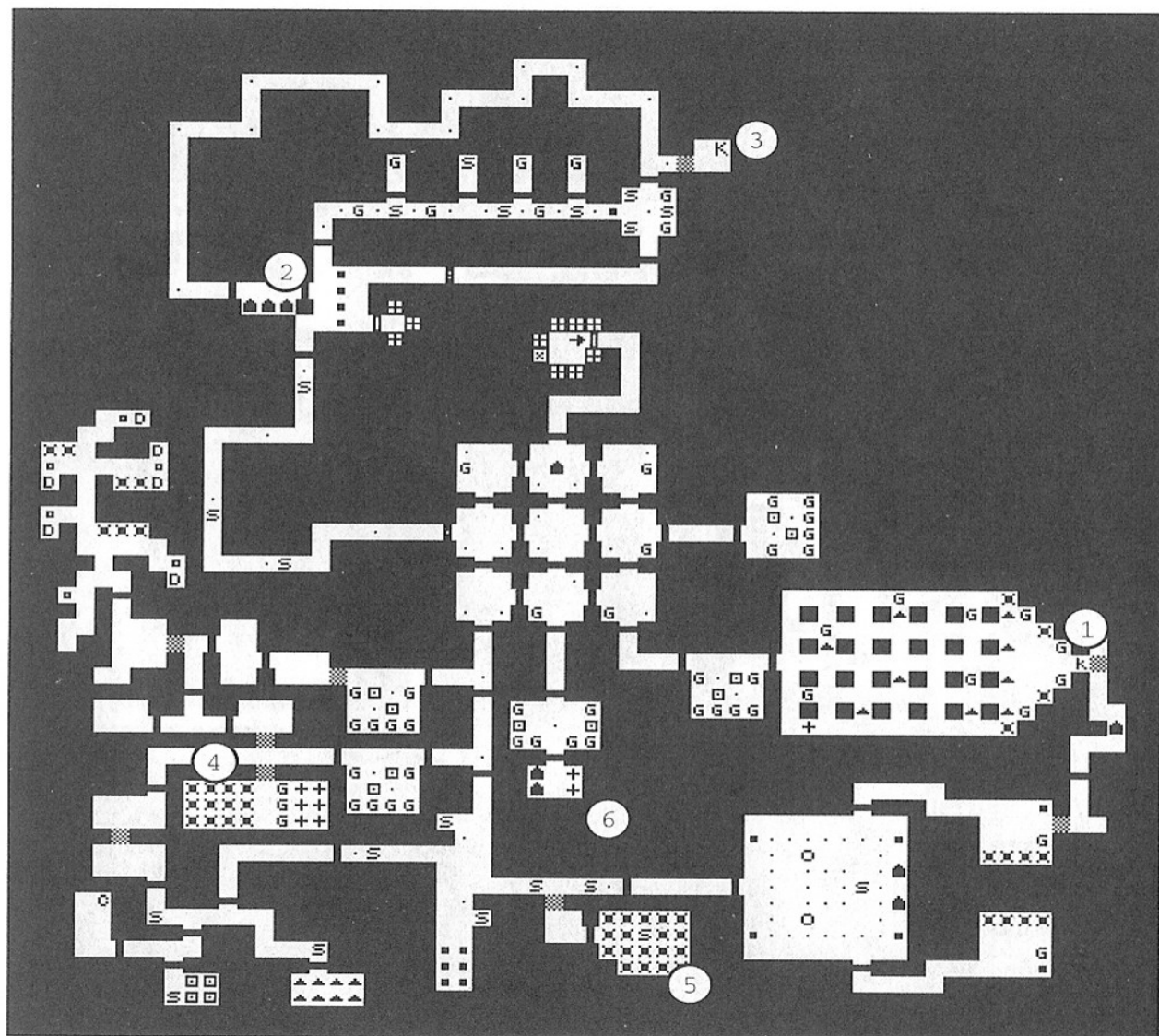
Time to Beat: 0:52

Fast Path: 1 (ammo), 2, 3.

Grab the Stash!: 5 (ammo).

Notes: While you can get to all of the areas without the silver key at 4, it will allow you to take a shortcut through the locked door at 5.

FLOOR 3: THE HEAT IS ON



On this level you'll have to get both the silver and gold keys to make your way to the elevator.

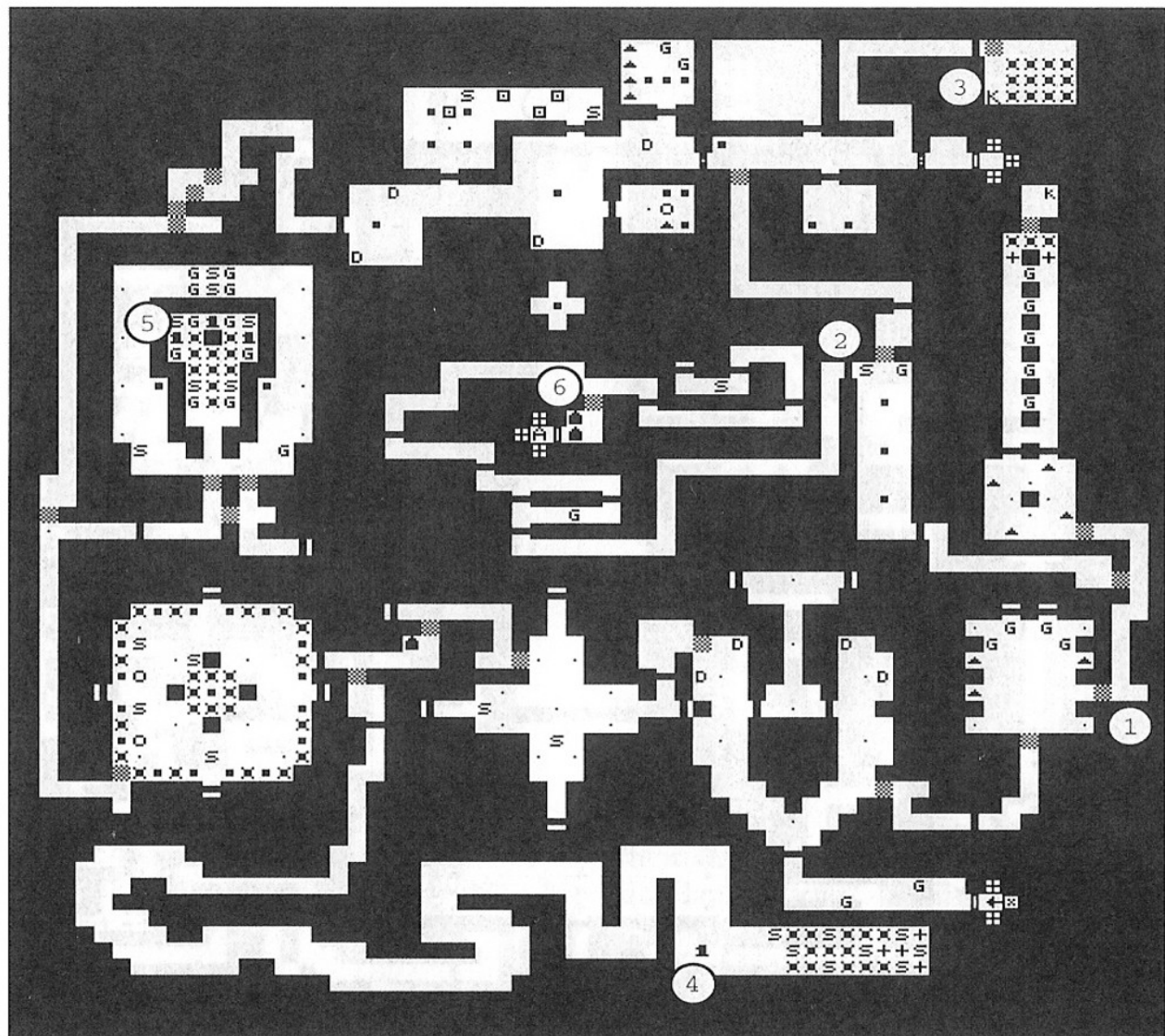
Time to Beat: 1:49

Fast Path: 1 (silver key), 2 (ammo), 3 (gold key).

Grab the Stash!: 4 (health, armament), 5 (armament) 6 (ammo, health).

Notes: There's plenty of stash on this level, so it's well worth wandering around. Watch out for the guards at 4!

FLOOR 4: THE SECRET PATH



This floor has lots of secret paths that can lead you to the exit quickly – if you take the right ones!

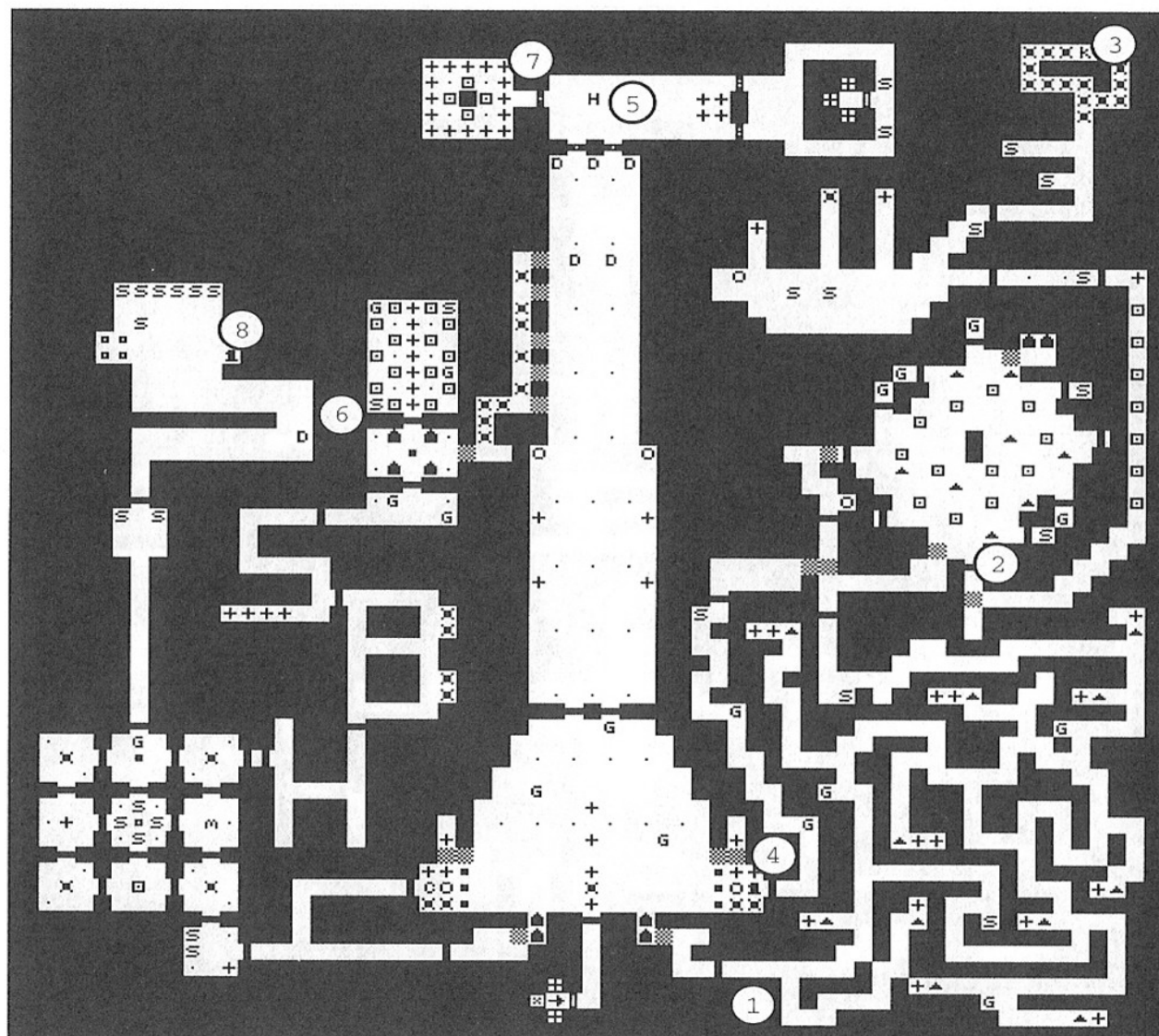
Time to Beat: 1:10

Fast Path: 1, 2, 3 (gold key).

Grab the Stash!: 4 (One-up, health, armament), 5 (Three One-ups!).

Notes: Take a left at 2, then grab the ammo and take the elevator to the secret level at 6!

FLOOR 5: WILLY – DO IT!



Be careful not to take a wrong turn in the maze – you may run into an SS – and you'll need all your strength to fight Submarine Willy!

Time to Beat: 3:21

Fast Path: 1, 2, 3 (silver key), 2, 4, 5 (Submarine Willy!).

Grab the Stash!: 6 (ammo, health, armament), 7 (Loads of health!), 8 (one-up!).

Notes: If you go to 6 and move the pushwalls going to the central area, you can use the recesses to get around Willy and grab extra health at 7 – should you need it.

SECRET WEAPONS RESEARCH

This section is used for preliminary research on Atomic Devices and various "Secret Weapons".

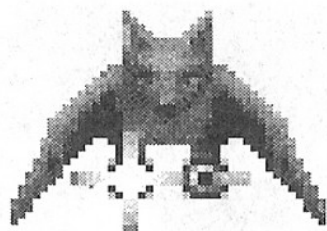
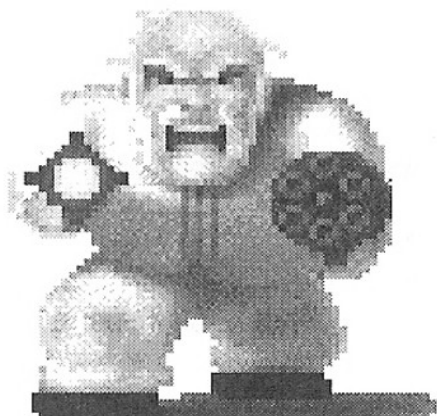
The floors have better lighting than those in the Submarine Pen and contain a lot of long halls and many small lab areas. Due to the nature of the research being done, the section is better protected with more and tougher guards!

Also, note that armament (radio, control panel, bomb casing and plutonium) is used in the research, so more of it is hidden in secret areas on these floors. Reduce the nuclear threat by grabbing these items whenever you can!

PROFESSOR QUARKBLITZ

Hitler has a penchant for mad scientists and the professor is his latest recruit.

The professor was formally trained in computers, artificial intelligence and robotics and was a highly regarded expert before the war took its toll on him.



Initially disillusioned with the capabilities of artificial intelligence, the professor focused his energies on the integration of machines with animals.

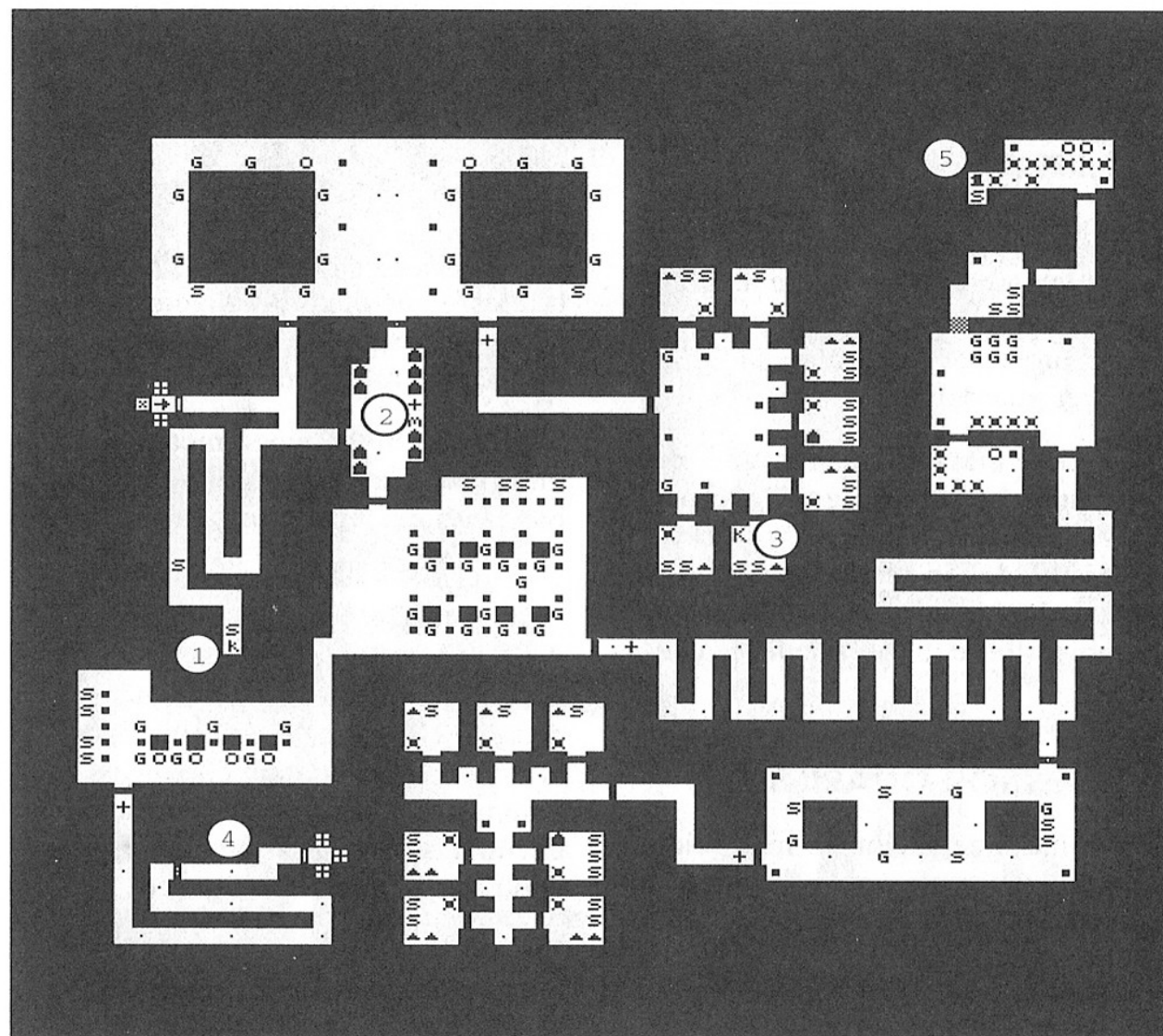
Successful in the worst meaning of the word, the professor has created bats with machine guns attached to their feet.

The professor's most recent interest is the combination of chemistry with traditional computer microprocessor design. His hypothesis is that since organic beings contain chemicals – computers that combine the use of chemicals will be far more superior at simulating "true" intelligence.

The professor guards the exit from the Secret Weapons Research area. Since he's got a chaingun and a rocket launcher, this may very well be where your mission ends!

The professor is a busy man and will want to get rid of you in a hurry! This is HIS turf and intruders had better beware!

FLOOR 6: SURPRISE PACK!



It looks simple to grab the gold key and exit in a hurry – but be careful - the guards may have a different fate in store.

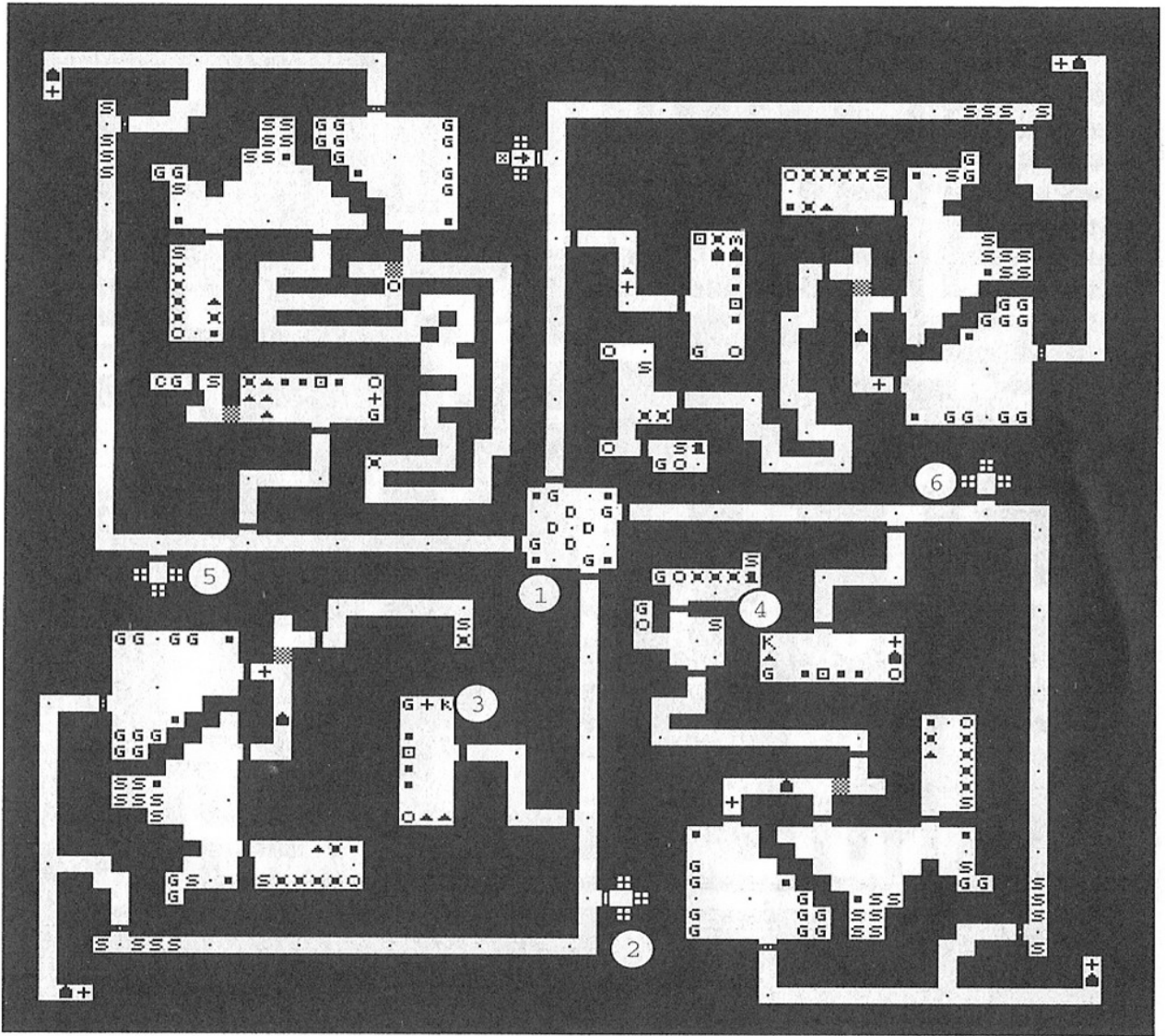
Time to Beat: 1:44

Fast Path: 1, 2, 3 (gold key), 2, 4.

Grab the Stash!: 2, (health, ammo, machine gun), 5 (One-Up!).

Notes: Make use of the ammo at 2 and the One-Up at 5 to insure that you are healthy and loaded with ammo before you leave.

FLOOR 7: LET ME OUT 'O HERE!



The elevator is just a short jog down the hall – but don't stop and chat - the SS heard you were coming and have prepared a welcome wagon.

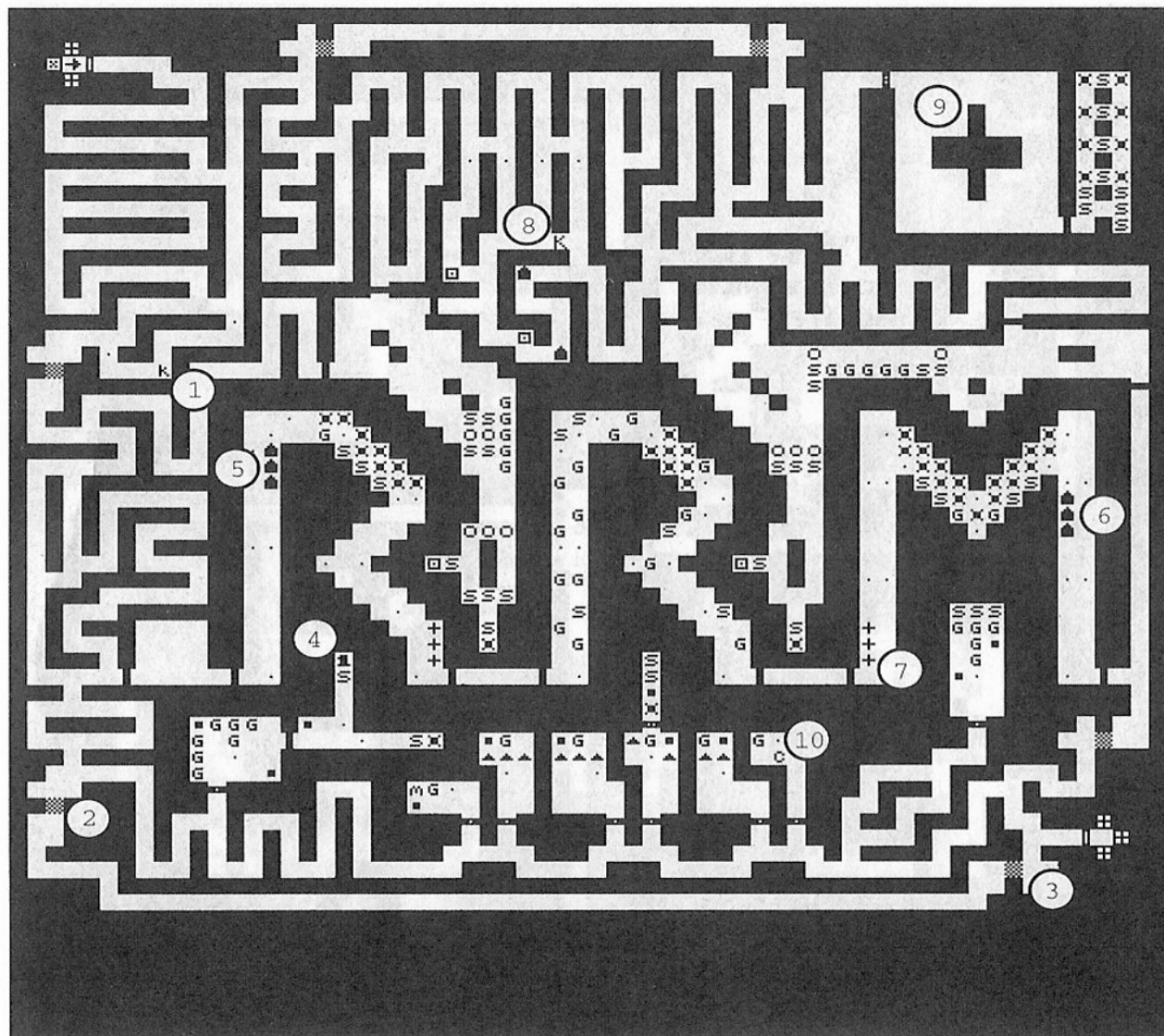
Time to Beat: 0:10

Fast Path: 1, 2.

Grab the Stash!: 3 (silver key), 4 (gold key, one-up).

Notes: Make sure you get the right elevator! The elevators at 5 and 6 are Out of Service! You can exit this level quickly without a key – but you'll need them to play most of the floor.

FLOOR 8: RANDY'S LABYRINTH



What's in a name? We're not sure of the answer, but there's plenty of action in these initials! You can make it to the exit through secret walls without the Nazi's attention – if you don't get lost in the maze!

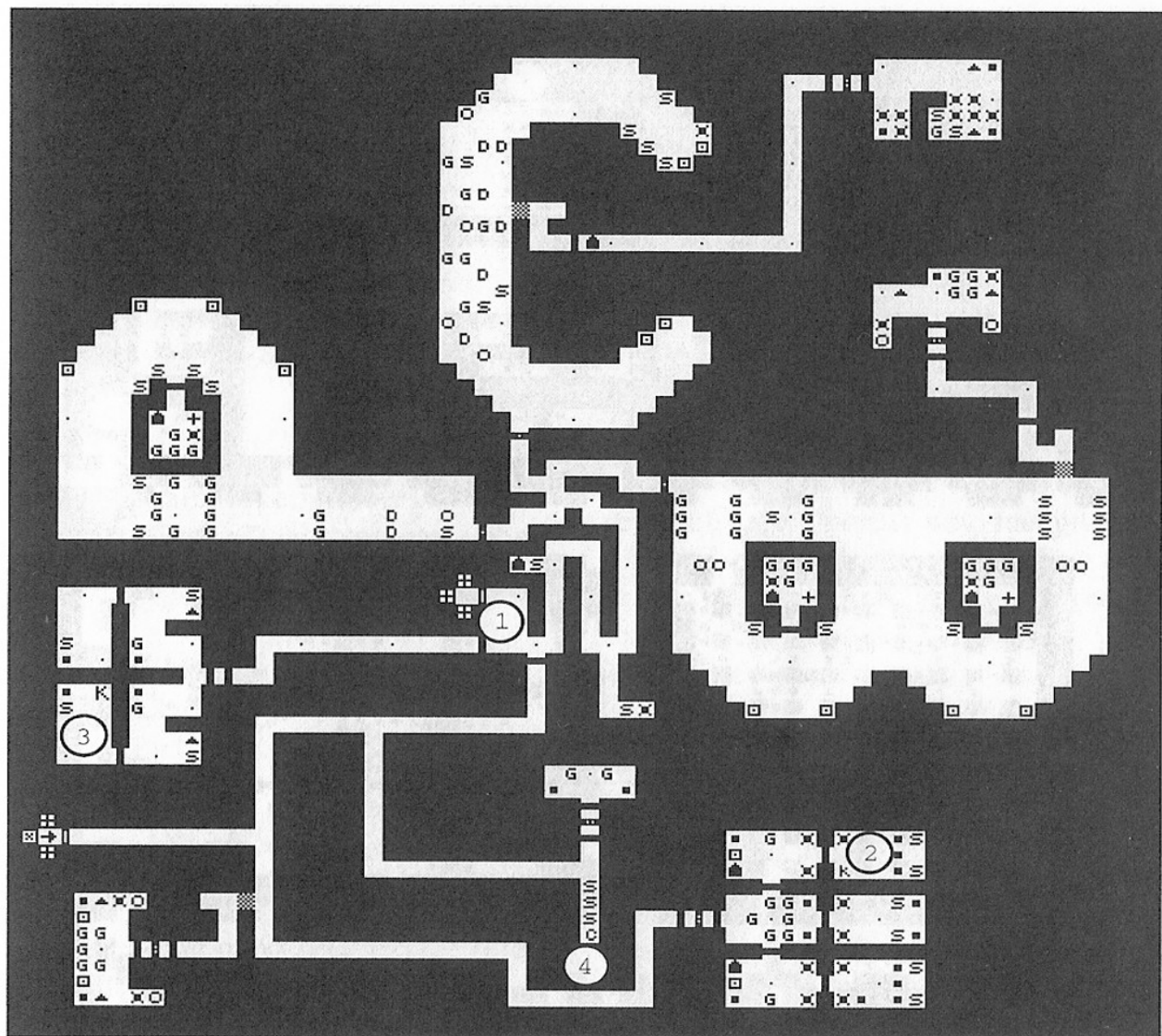
Time to Beat: 0:46

Fast Path: 1 (silver key), 2, 3.

Grab the Stash!: 4 (one-up), 5&6 (ammo), 7 (health), 8 (gold key), 10 (chain-gun).

Notes: The gold key at 8 will get you into the area at 9, but your only reward after a truckload of SS will be a job well done.

FLOOR 9: INITIAL REACTION



A quick jaunt will get you to the exit. Or, play out the level – once you get your foot in the door.

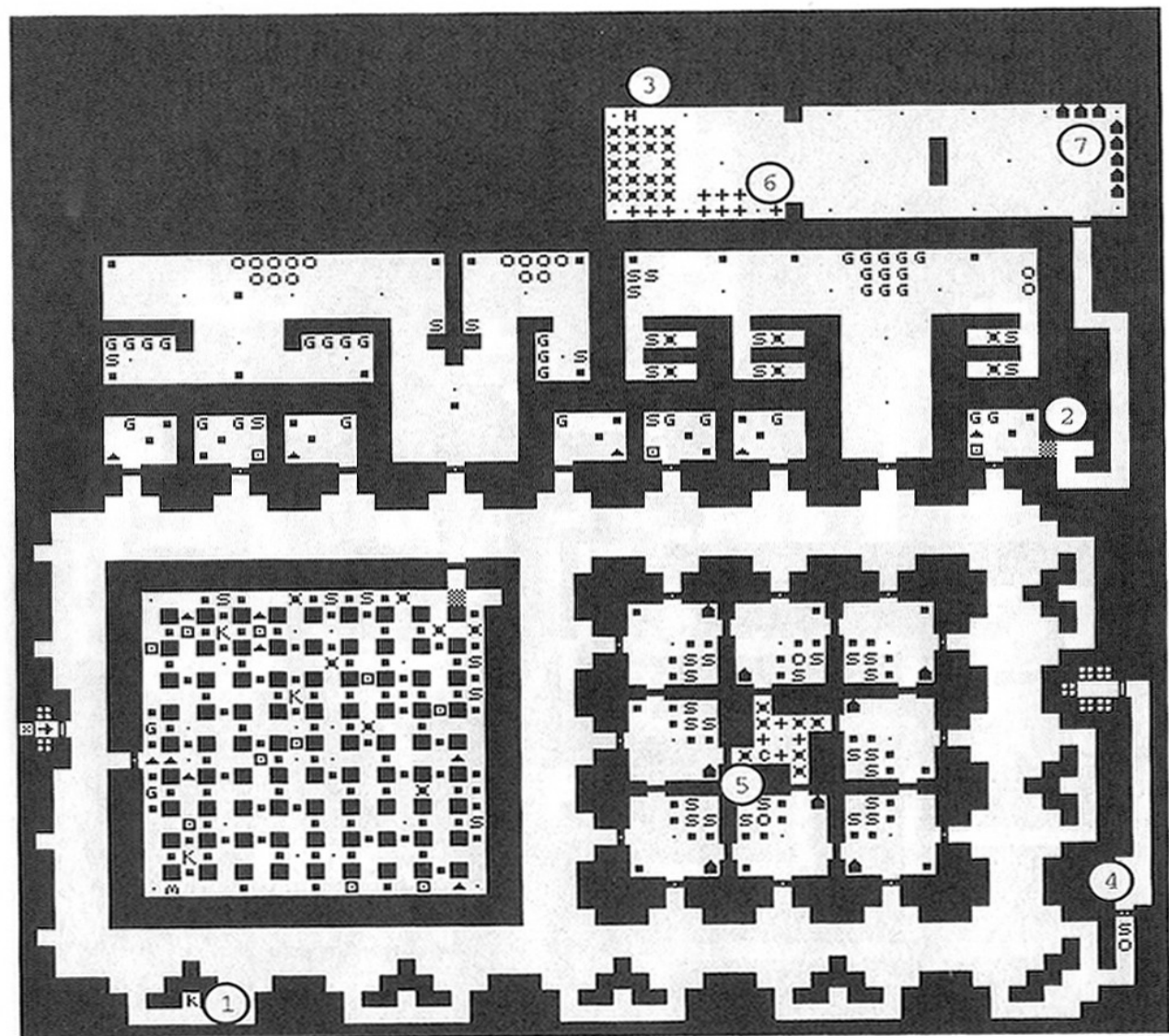
Time to Beat: 0:08

Fast Path: 1!

Grab the Stash!: 2 (silver key), 3 (gold key), 4 (chaingun).

Notes: Multiple doors make this level somewhat tricky. If you want to keep a door open, there may be a guard dying to help you!

FLOOR 10: LESSON TO LEARN



There's plenty of action on this floor! There are lots of SS and officers at every turn. You have to get the key from Professor Quarkblitz before you can get out, so give this professor your full attention.

Time to Beat: 1:29

Fast Path: 1 (silver key), 2, 3 (the "prof"!), 2, 4.

Grab the Stash!: 5 (chaingun), 6 (health), 7 (ammo).

Notes: With all the excitement, don't forget to play the area directly in front of the elevator – you'll like it!

ATOMIC RESEARCH

The main research for the Atomic weapon is carried out in the Atomic Research Area. Hitler's ominous term for the Atomic weapon is "The Final Solution"!

This area is very well guarded! The floors are well-lit like the Secret Weapons Research area, but the labs in the Atomic Research area are much larger.

Along with the usual armament, these floors contain large numbers of bomb casings! Grab all that you can – they are worth 5000 points each!

MAJOR HANS "THE AXE" VON SCHLIEFFEN

It was "The Axe" that lead the group of storm troopers that journeyed to the United States to recapture the Spear.

Despite being hand selected by Hitler himself and undergoing extensive training, of the twenty-three men that went, only the Major survived the bloody battle.

"The Axe" returned with the Spear



and received a commendation from Hitler. The Axe is now held in high regard by the Fuehrer who has given him the responsibility of guarding the exit from the Atomic Research area, thus insuring that the Command Bunker remains impenetrable.

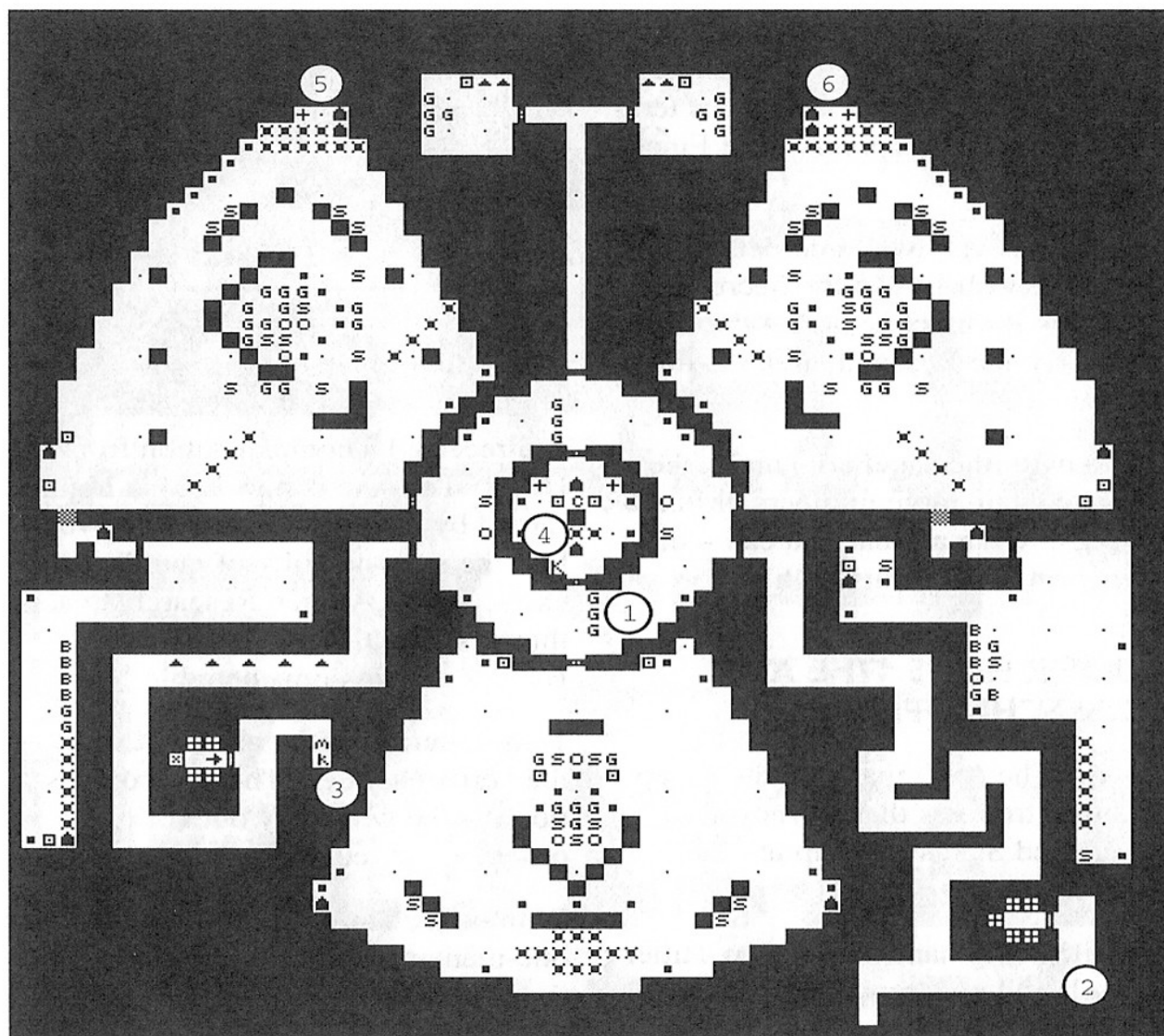
Tough, fierce and loyal, The Axe is the perfect soldier. There is no question that he will carry out Hitler's orders to the letter!

With dual chainguns, The Axe is a one-man army! Approach him cautiously and be ready to move quickly or you will be history!

Fortunately (for you!), the Nazis have stored a wealth of ammo on these floors in case of intruders – but it'll work just as well in your stolen chaingun as it will in theirs!

While it will be difficult, you can take him down – but you've been warned – this war machine really has an axe to grind!

FLOOR 11: SIGN LANGUAGE



The large areas on this floor make for some great game play.

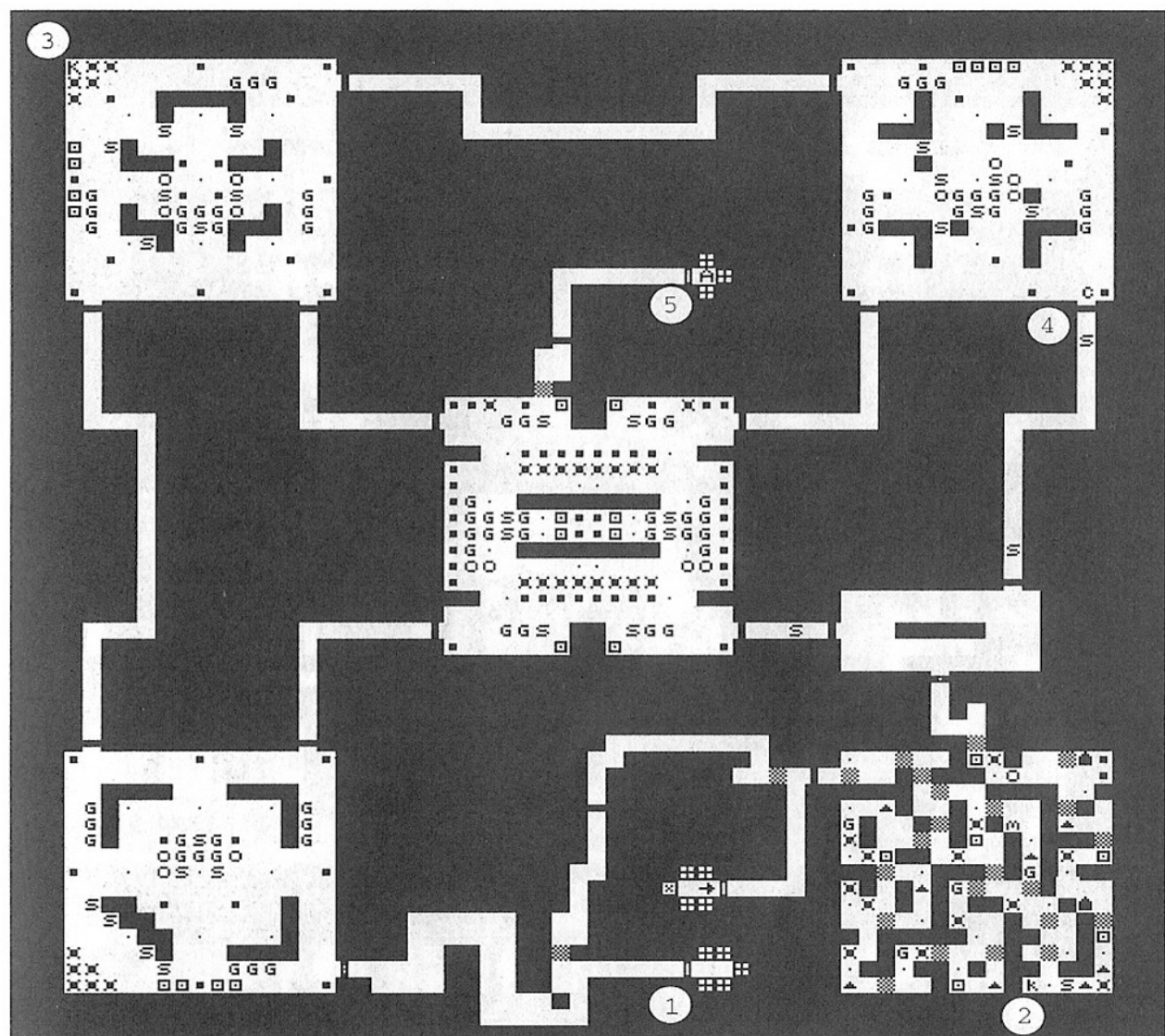
Time to Beat: 0:29

Fast Path: 1, 2.

Grab the Stash!: 3 (silver key), 4 (gold key), 5 & 6 (health, ammo, armament).

Notes: Keep a close eye on your ammo – many of the guards are behind solid objects and you won't be able to retrieve their bullets after you dust 'em.

FLOOR 12: PUSHWALL PANDEMONIUM!



A quick exit is available for the taking – but you'll miss half the fun *and* the secret level!

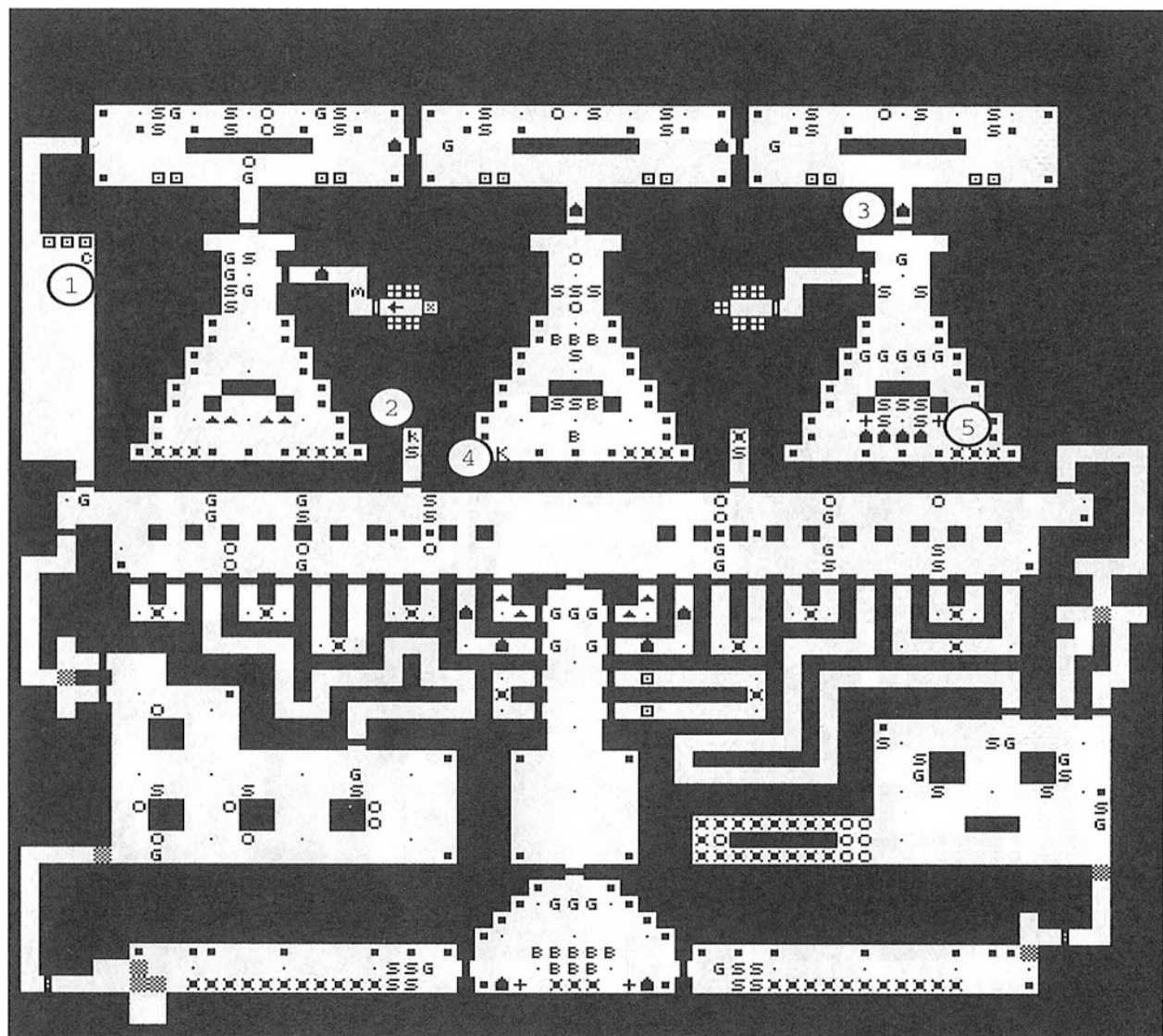
Time to Beat: 0:18

Fast Path: 1!

Grab the Stash!: 2 (silver key), 3 (gold key), 4 (chaingun).

Notes: Be careful where you push! Don't forget to take the elevator at 5 to get to the secret level.

FLOOR 13: TORTUROUS TUNNELS



A great level with doors, doors, doors! It's just a short trip to grab the key to exit, but the guards will ask you to stay and play.

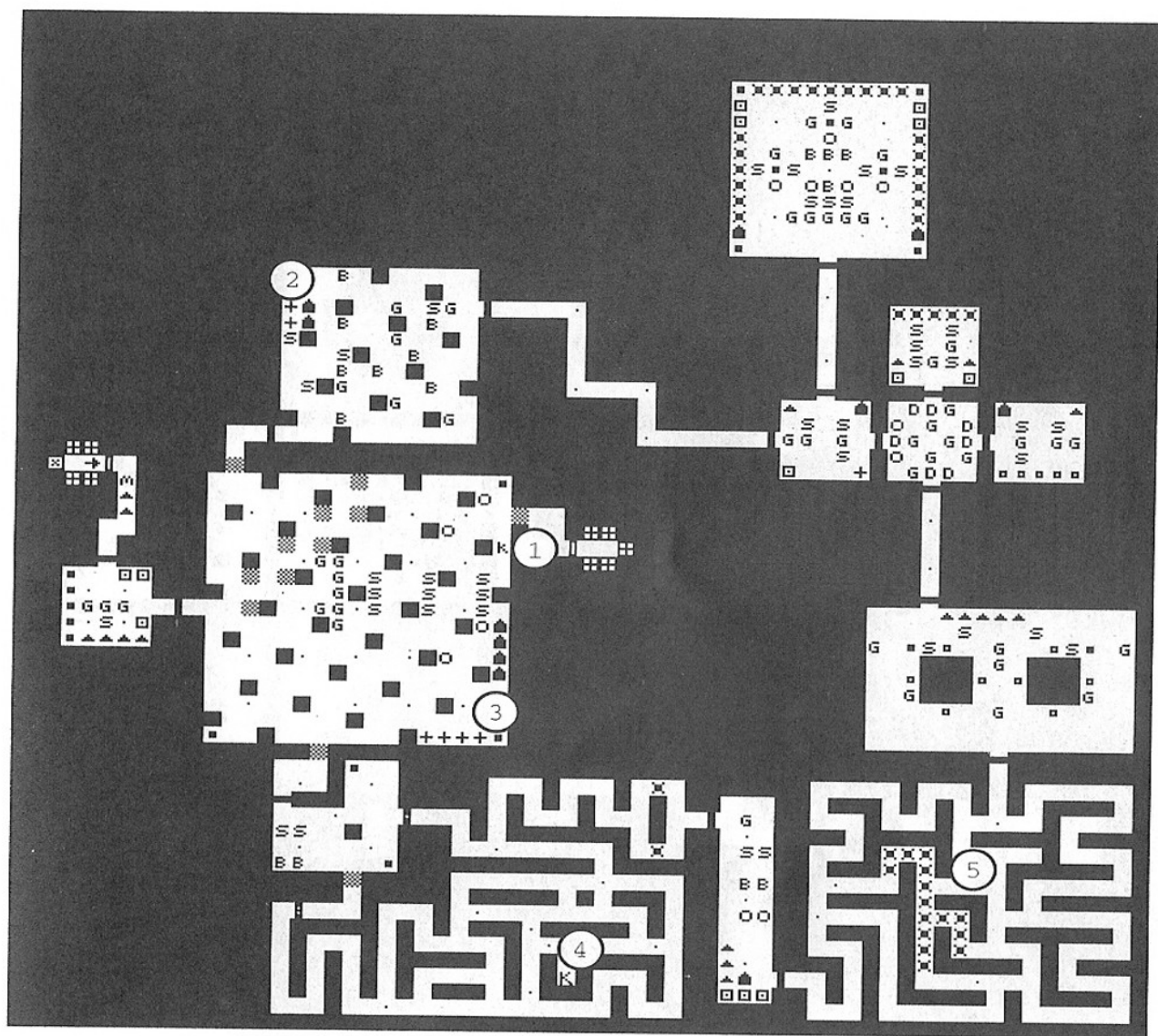
Time to Beat: 2:41

Fast Path: 1, 2 (silver key), 1, 3.

Grab the Stash!: 1 (health, chaingun!), 4 (gold key), 5 (ammo, health).

Notes: There are a lot of connections between the different areas, but push the wrong wall and you'll block your path.

FLOOR 14: A PUZZLING PLACE



This level is great played fast or slow. The elevator is nearby, but hidden in a secret area.

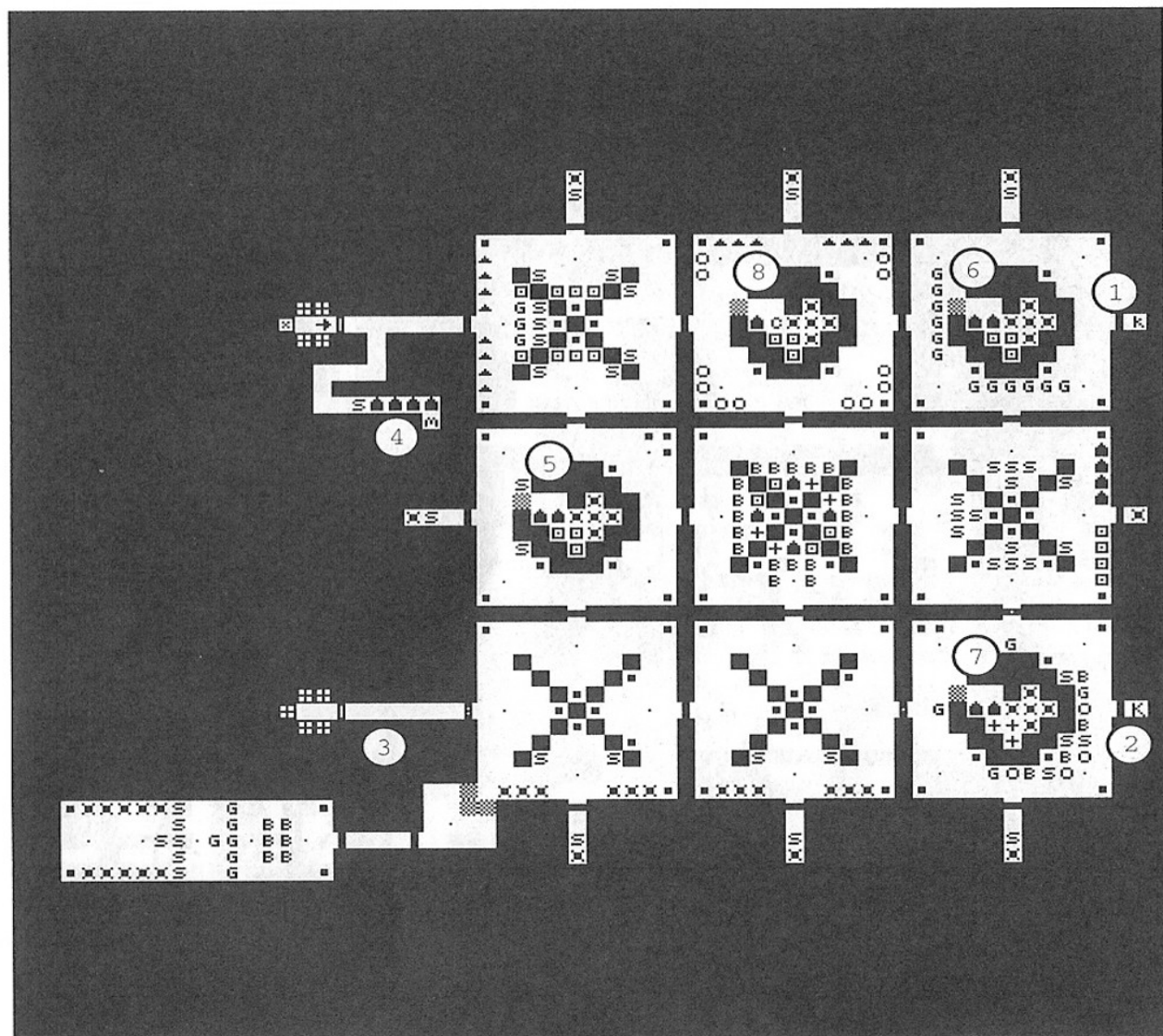
Time to Beat: 0:59

Fast Path: 1!

Grab the Stash!: 1 (silver key), 2 (ammo, health), 3 (ammo, health), 4 (gold key), 5 (armament).

Notes: Rather than playing for speed, try to complete this level with 100% of everything WITHOUT looking at the map – it CAN be done!

FLOOR 15: PANICKY FORFEIT



A deadly version of an old favorite, consider yourself a winner if you can even finish this floor!

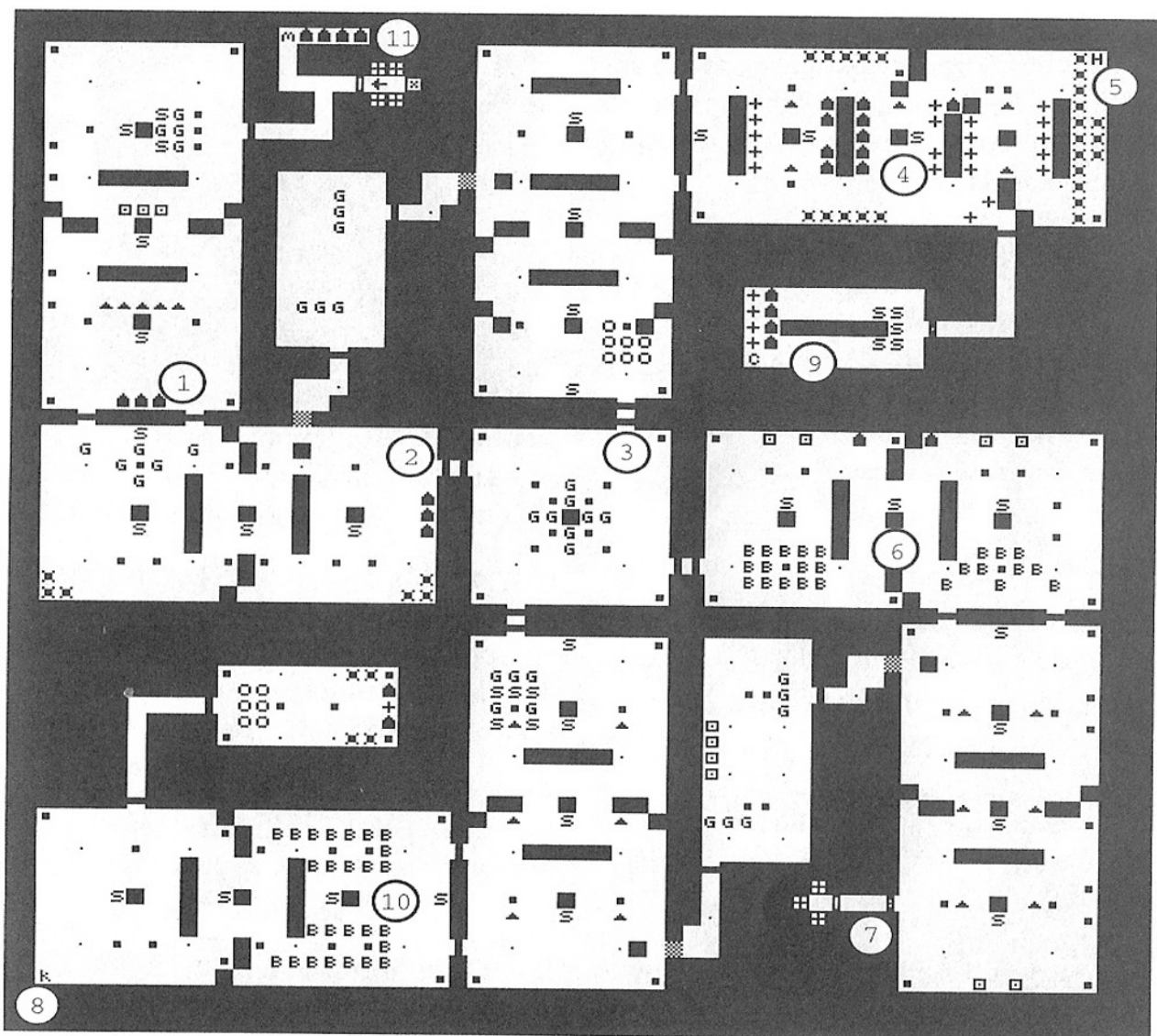
Time to Beat: 2:57

Fast Path: 1 (silver key), 2 (gold key), 3.

Grab the Stash!: 4 (ammo, machine gun), 5 & 6 & 7 (ammo, health, armament), 8 (ammo, health, armament, chaingun!).

Notes: Check out the O's – they're stashed with supplies!

FLOOR 16: GETTING THE AXE!



A deadly opponent, “The Axe” will be tough to take down!

Time to Beat: 5:18

Fast Path: 1, 2, 3, 4, 5 (“The Axe”), 4, 3, 6, 7.

Grab the Stash!: 1 (ammo), 2 (ammo), 4 (ammo, health, armament), 8 (silver key), 9 (ammo, health, chaingun!), 11 (ammo, machine gun).

Notes: Check out the swarms of bats at 10 – yikes! You won’t have to fight them to get the silver key at 8 – unless you want the stash at 9.

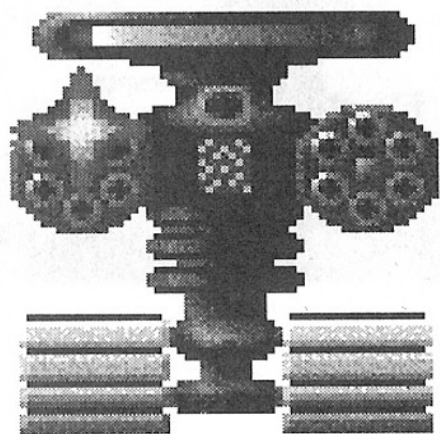
THE COMMAND BUNKER

This is the final area of the base and it is where the Spear is kept – and it's well guarded! Your mission is nearing completion -- but don't relax now - the worst is yet to come!

Filled with guards of every type, the security in the bunker is greater than in any other area. Getting the keys will be more difficult – it's even possible to make a key inaccessible! You'll need both brain and brawn to make it through these floors!

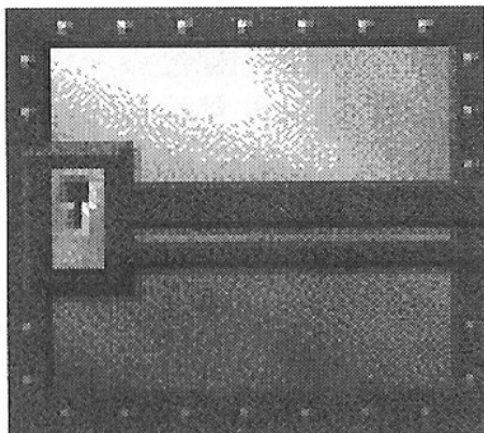
THE ROBOT

A masterpiece of the demented Professor Quarkblitz – the Robot was designed as the ultimate killing machine!



Experimenting with the use of chemicals in addition to the use of traditional electronics for the Robot's brain, the professor has managed to provide the Robot with Human-like reasoning.

The state-of-the-art brain allows for "tangents" in thought, so that the



Robot does not simply carry out actions that have been programmed into it – it adapts and learns!

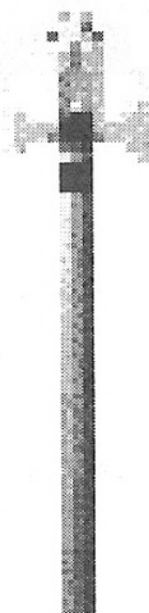
It's not only its state-of-the-art brain that gives the Robot an edge – equipped with dual chainguns AND dual rocket launchers, he may well be impossible to beat!

The combination of its sophisticated brain, artificial intelligence and fire power make this the toughest Boss yet!

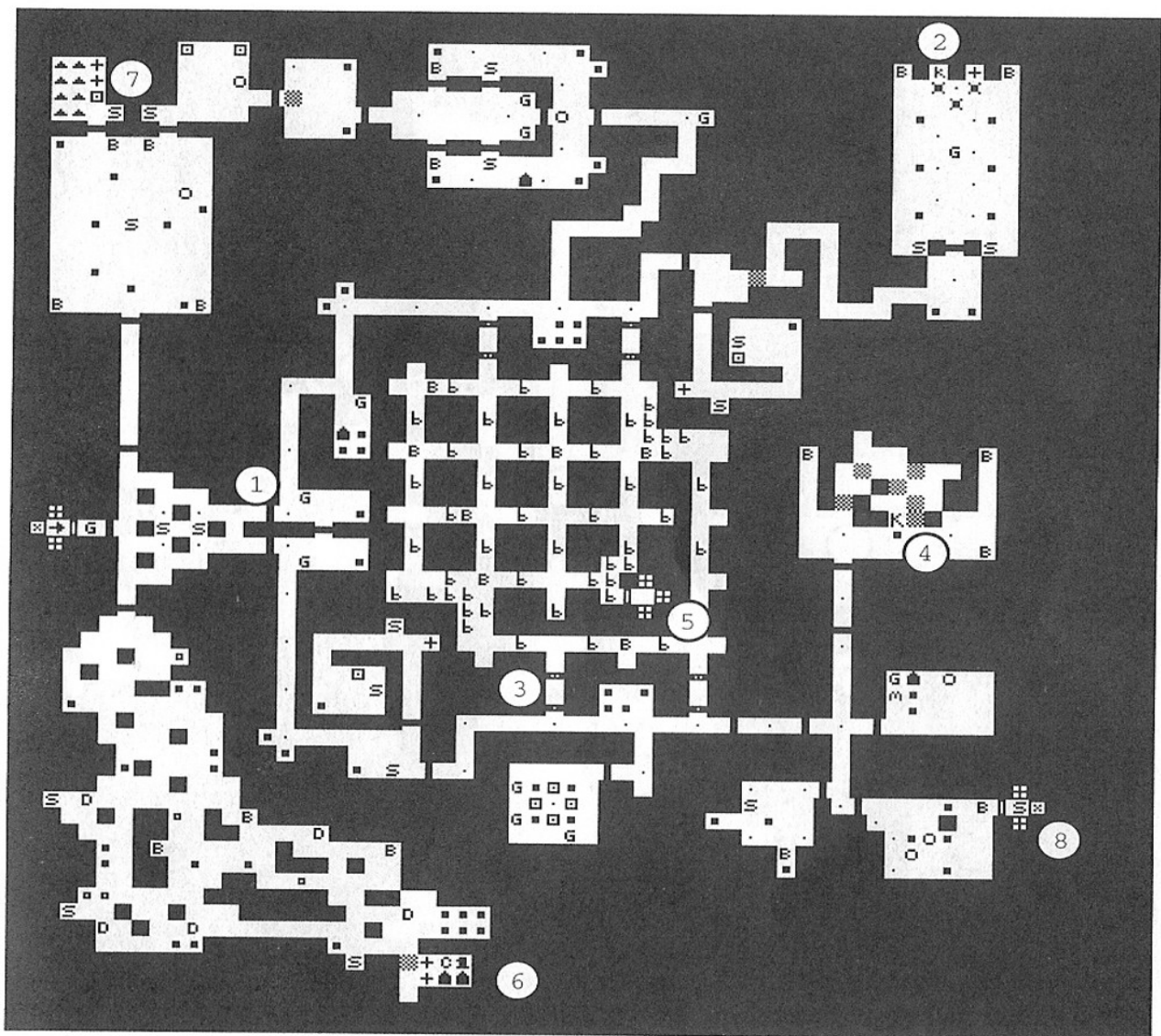
Use all of your strength and cunning to take the Robot down and your reward will be the key to the area where the Spear is kept! You will have succeeded in your mission, foiling Hitler's diabolical plot of dominating the world using nuclear threat!

You'll be able to return home a hero! Finally, it will be over!

... or is it? ...



FLOOR 17: THE REACTOR!



This challenging level has a few tricks up its sleeve!

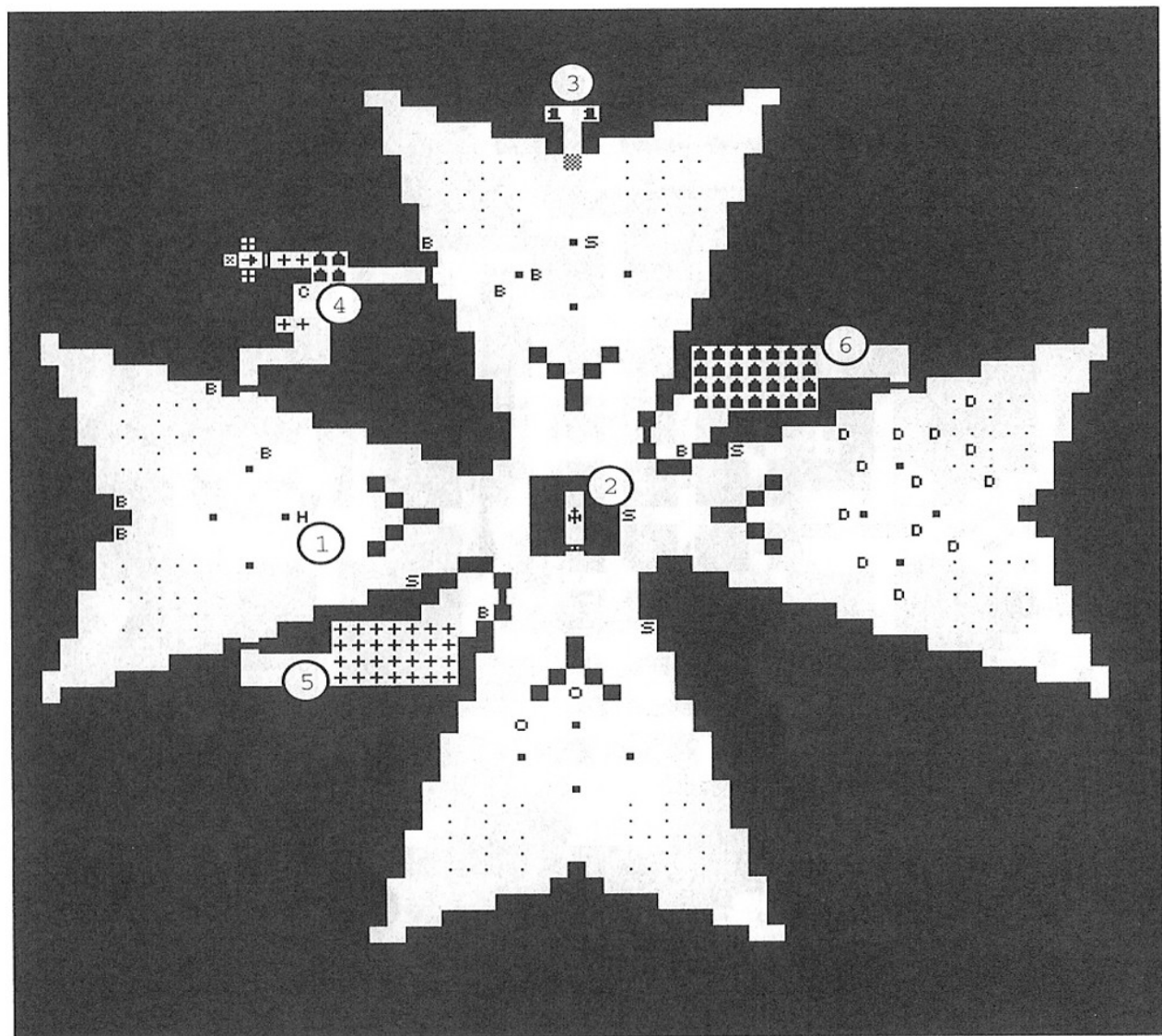
Time to Beat: 2:28

Fast Path: 1, 2 (silver key), 1, 3, 4 (gold key), 3, 5.

Grab the Stash!: 6 (ammo, health, one-up!, chaingun!), 7 (ammo, health).

Notes: Don't expect to go anywhere from the elevator at 8! Choose where to push carefully when you go after the gold key.

FLOOR 18: MECHANICAL NIGHTMARE!



You've finally made it to the floor where the Spear is kept! You'll have a hard time getting the gold key from the ROBOT in this wide open level!

Time to Beat: 2:46

Fast Path: 1 (Robot!), 2 (SPEAR!).

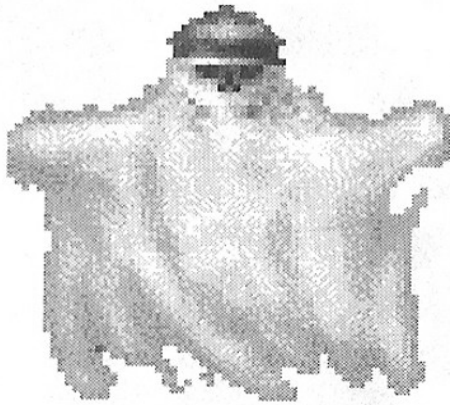
Grab the Stash!: 3 (two one-ups!), 4 (health, ammo, chaingun), 5 (health), 6 (ammo).

Notes: Remember to fill up on health and ammo before you grab the Spear – you (ahem) never know when you'll need it!

THE FINAL RETREAT

Upon recapturing the Spear, B.J. is transported to a fantasy world of terror! Here, you will face Hitler's most powerful fiend – the Devil Incarnate!

There is plenty of ammo lying around – so grab what you can – you'll need it! Don't forget to check for secret walls – that's where the real help can be found!



GHOULISH GHOSTS

Loyal to Hitler even in death – the ghosts of dead SS patrol the final floor!

The ghosts have the touch of death - contact with them will drain the life out of you! Shooting them will make them disappear briefly – but they soon resurrect to continue their relentless pursuit!

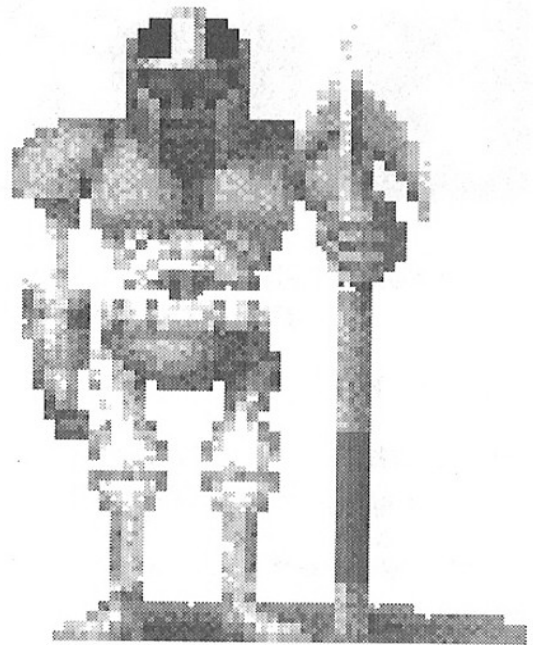
Be cautious when preoccupied with battling the Devil Incarnate – a ghost is likely to sneak up behind you meaning almost certain death!



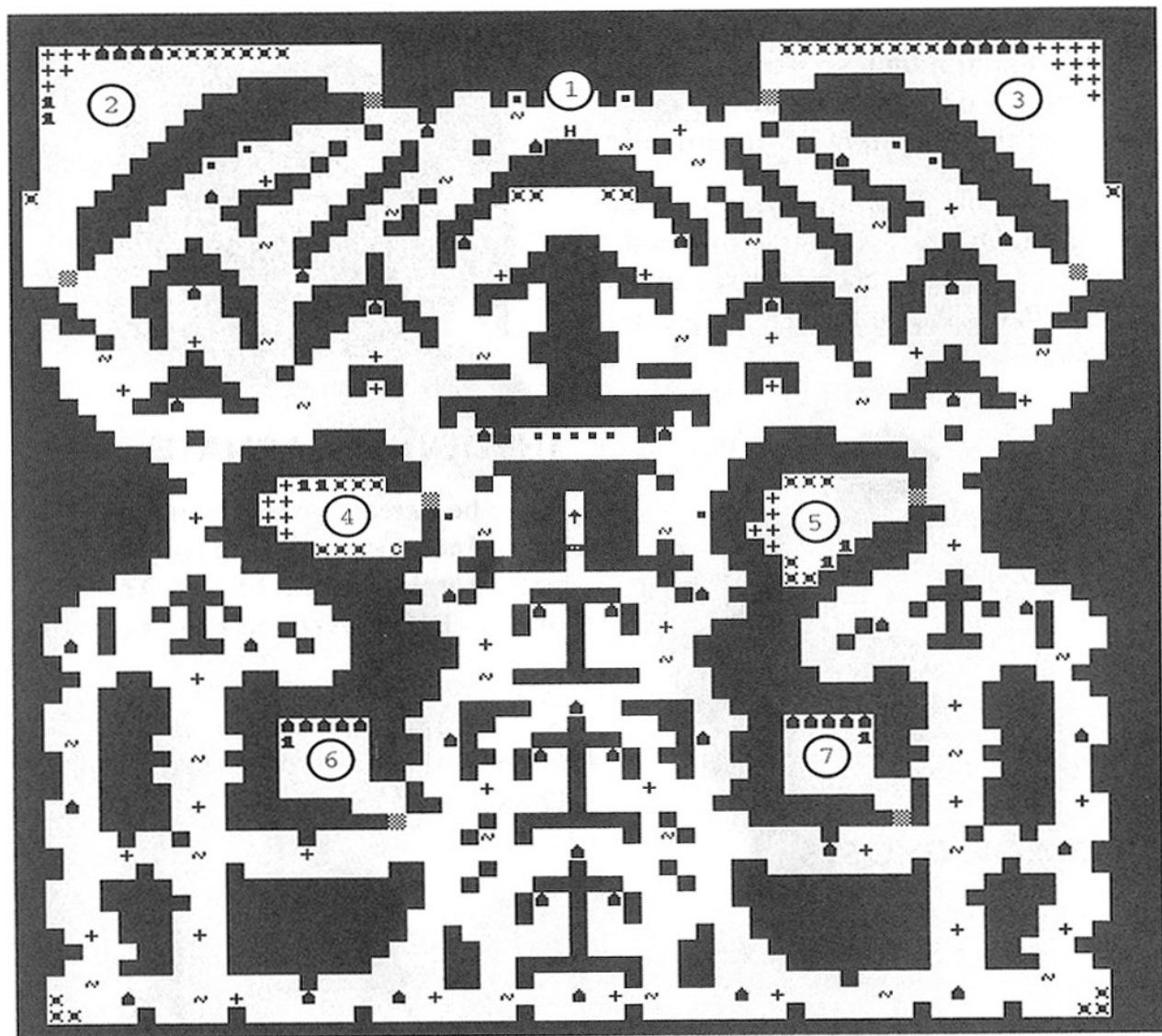
THE DEVIL INCARNATE!

Once he detects your presence, the Devil Incarnate will tirelessly attack with atomic weapon blasts! This dude is BIG, BAD and UGLY!

Defeat the Devil Incarnate and you will have saved the Spear and foiled Hitler's plans of World Domination! Good Luck!



FLOOR 18, PART II: DEVIL'S ADVOCATE



Be prepared to look Death in the face – now you're up against the ultimate evil enemy – the DEVIL INCARNATE! Good Luck!

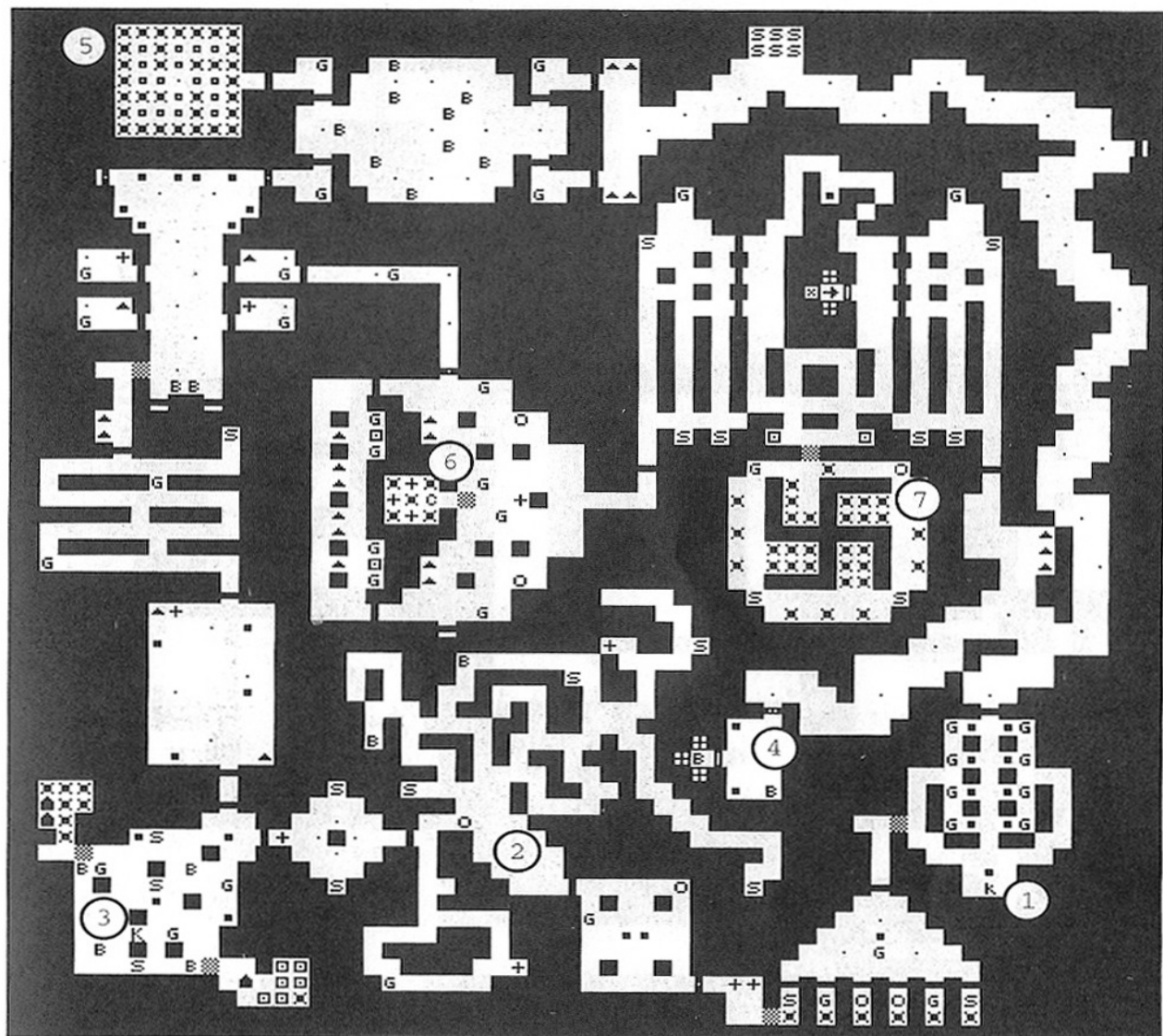
Time to Beat: 1:13

Fast Path: There's no fast path! You'll have to get the DEVIL INCARNATE at 1, dodging ghosts and loading up on health and ammo between attempts!

Grab the Stash!: 2 (two one-ups!, ammo, health, armament), 3 (ammo, health, armament), 4 (two one-ups!, health, armament, chaingun), 5 (two one-ups!, health, armament), 6&7 (one-up, ammo).

Notes: There's a pile of stash stored on this level – and you'll need it!

FLOOR 19: SECRET FLOOR 1 – EAGLE'S GIFT



This level is packed with armament that can really ring up the points – so grab all you can!

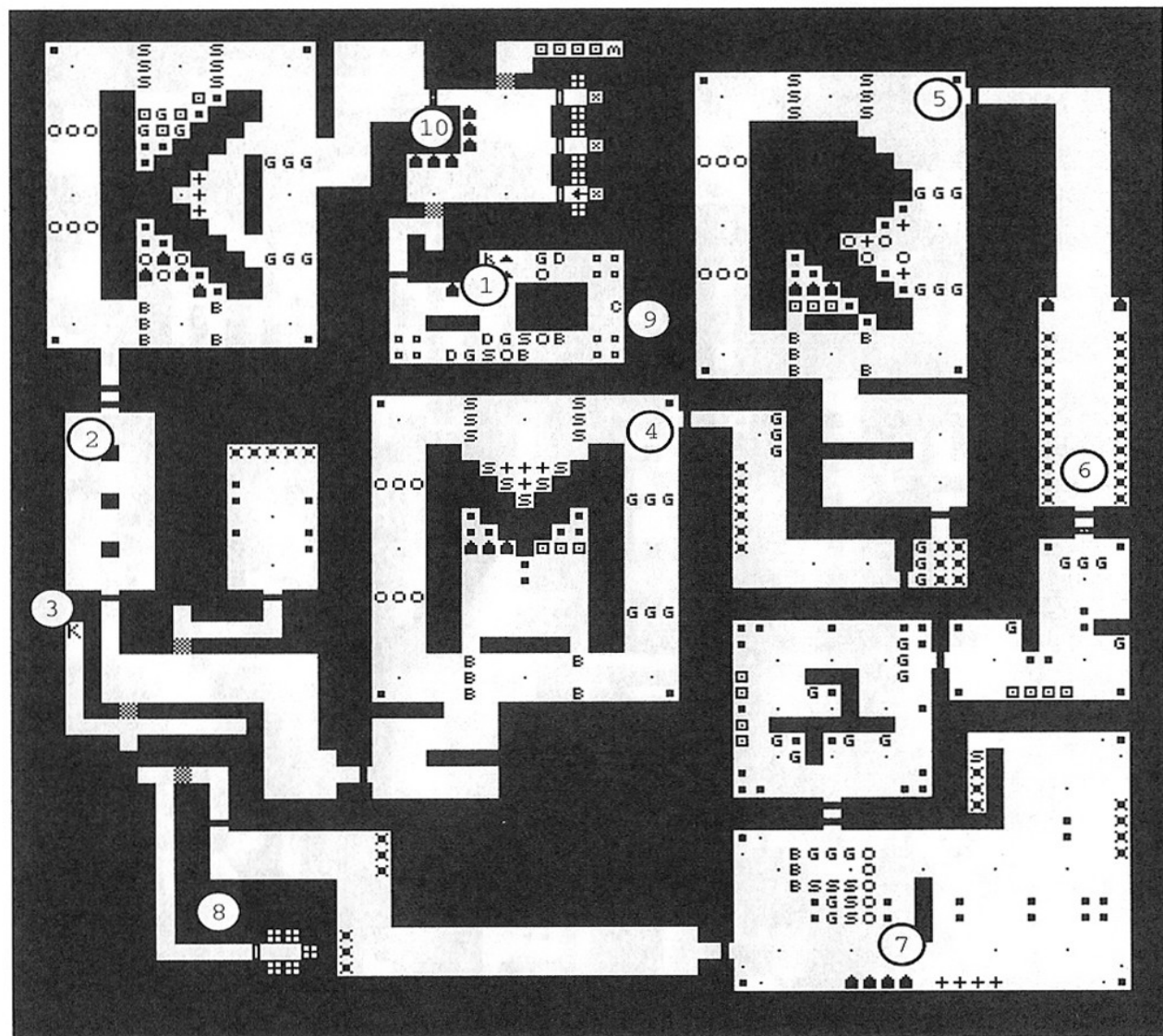
Time to Beat: 3:08

Fast Path: 1 (silver key), 2, 3 (gold key), 2, 1, 4.

Grab the Stash!: 5 (armament, dog food), 6 (armament, health, chaingun!), 7 (armament).

Notes: Careful how you push the walls! You could lose the chaingun or block a path.

FLOOR 20: SECRET FLOOR 2—RUN LIKE HELL!



This level is packed with armament that can really ring up the points – so grab all you can!

Time to Beat: 7:18

Fast Path: Try all you want – there isn't a fast path! You've got to play this floor front to back – 1 (silver key), 2, 3 (gold key), 4, 5, 6, 7, 8. (WHEW!)

Grab the Stash!: 6 (armament), 7 (ammo, health), 9 (chaingun!), 10 (ammo).

Notes: The two elevators beside you when you exit the floor are Out of Service.

SAY WHAT?

With a Sound Blaster, Disney Sound Source or 100% compatible sound board, you'll hear what the guards and Bosses are saying . . .



Alarm! – Danger!
Glück gwhabt! – You were lucky!
Mammi! – Mommy!
Au! Das tut weh! – Ow! That hurts!



Wer da? – Who's there?
*Tod fürs Vaterland! – Death for the
Father country!*



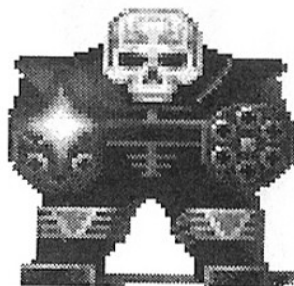
Denkste! – You thought so!
Heil Hitler! – Hail Hitler!



Was zum Teufel? – What the hell?
Verdammt! – Damn!



*Dein letzter Fehler! – Your last
mistake!*
*Nein, nicht schon wieder! – No, not
again!*



*Zeig was du kanns, du Fiegling! –
Show what you can, you wimp!*
*Du bist der störlteste. – You are the
strongest.*

GIVING CREDIT WHERE CREDIT IS DUE . . .

Mission Designers
“Speedy Pete” and “The Axe”

Graphics and Art
“Matt Varnish”

Voice Talent
Chris Bissing

Author
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Sound Effects
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Spear of Destiny™

**INSTRUCTION
and
HINT BOOK**

for

**MISSION 3:
THE ULTIMATE CHALLENGE**

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PREREQUISITES

MISSION 3: ULTIMATE CHALLENGE is an add-on product for SPEAR OF DESTINY, the fantastic 3D action game! To use MISSION 3, you must have first purchased SPEAR OF DESTINY.

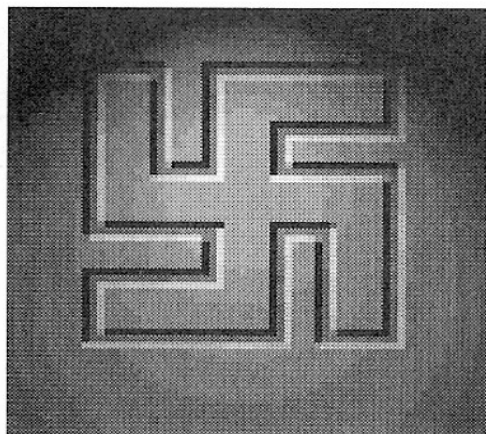
The instructions for SPEAR OF DESTINY are provided with the game and are not duplicated here.

The system requirements remain the same as for the original game.

INSTALLATION

Installation is simple! To install your MISSION 3: ULTIMATE CHALLENGE software follow these steps:

- 1) Put the disk in the disk drive.
- 2) Select the appropriate drive, by typing A: or B:, then pressing the ENTER key.
- 3) Type INSTALL, then press the ENTER key.
- 4) Follow the instructions given by the INSTALL program.



THE DEVIL'S DOORSTEP

THE SEANCE

In pursuing the fulfillment of his twisted dream, Hitler calls upon the dark forces of the occult. With his inner circle of advisors he arranges for a secret meeting during which he holds a seance.

Hitler and his advisors gather in the map room of the Fuehrerbunker (Leader's Bunker), Hitler's subterranean headquarters below the Chancellery in Berlin.

Clutching hands, the group circles slowly to the left while chanting to attract evil influences. Hitler speaks loudly as the chanting continues . . .

"ABIGOR! Demon of darkness . . .

"Commander of sixty infernal legions. . . who sees the future and knows all of the secrets of war! I call on you now!"

A VISIT FROM BEYOND

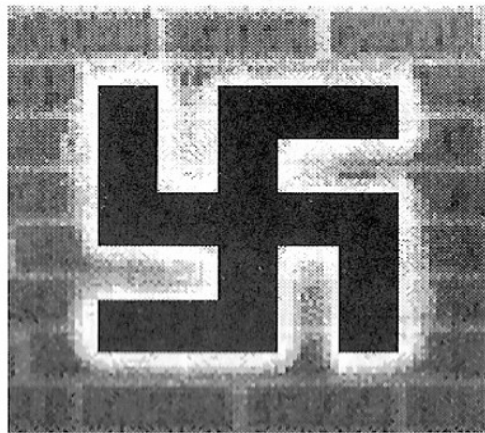
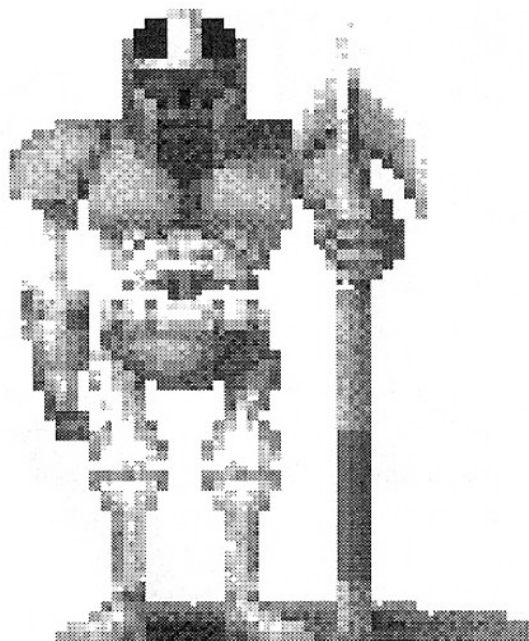
A heaviness takes over the air . . . Then a green mist starts to form. The mist is still at first – then slowly it begins circling the room. The mist becomes denser and swirls with increasing power.

The swirling mist starts to rise and gather in the center of the room. As it does it begins to illuminate an eerie glow. Becoming increasingly bright, the intensity of the light becomes almost blinding.

Suddenly, out of the light, a lightning bolt shoots with a deafening “CRACK!” – the force thrusts the men to the ground.

Through the light, an image appears – that of a warrior on a winged horse. . . the warrior speaks with a deep, unearthly voice that breaks the now silent room . . .

“WHO BECKONS ME?!”



“I, Hitler, Fuehrer of Germany, call upon you!”

“WHAT IS IT THAT YOU SEEK?”

“I ask that you teach me the secrets of war. . . that you allow me to glimpse into the future and learn of the most powerful and devastating weapons of warfare!”

“YOU POSSESS THE SPEAR, DO YOU NOT?!”

“Yes!”

“THEN THE SPEAR SHALL PROVIDE WHAT YOU SEEK! IT WILL EMPOWER YOUR VISION! AS LONG AS YOU POSSESS THE SPEAR, YOUR QUEST WILL BE FULFILLED!”

THE ULTIMATE CHALLENGE!

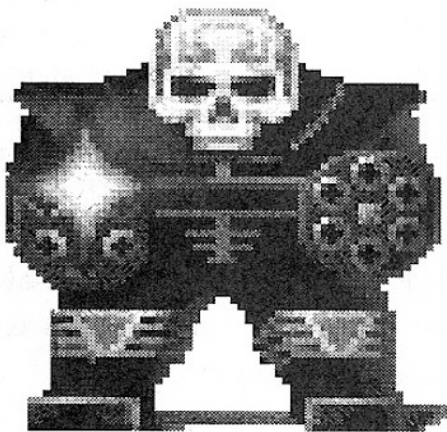
Hitler, more paranoid than ever, has expanded the Fuehrerbunker beneath the Chancellery in Berlin. The bunker is excavated and expanded to carry out the development of future weapons systems.

All previous entries to the Fuehrerbunker have been permanently sealed off. The bunker is only accessible from the lowest level by means of a service elevator which is heavily guarded.

Allied intelligence agents have been unable to infiltrate the bunker - but have managed to obtain invaluable blueprints. A system of air ducts is required to carry fresh air to the underground complex and could be used to access the bunker undetected.

Other agents have tried and failed. Only B.J. can retrieve the Spear and smash Hitler's dream of world domination!

The fate of the world awaits . . .



THE OCCULT CONNECTION

THE THULE SOCIETY

This secret society worshiped the sun as a sacred symbol of the Aryans. It also practiced Satan worship – the inner core of the society were all Satanists who practiced Black Magic.

Members of the society were not simply working-men, but included scientists, doctors, university professors and other men of high standing.

The members of the Thule Society were the foundation of the Nazi Party. The committee and the forty original members of the New German Worker's Party were all from the Thule Society.

In the Thule Society, Hitler found the perverted beliefs that were to lead him to power and have such a devastating effect on the world.

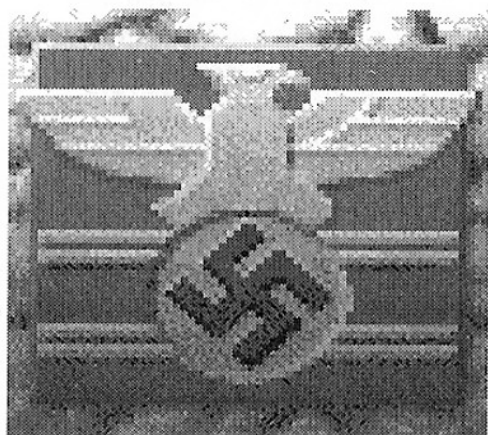
Dietrich Eckart was a dedicated Satanist and co-founder of both the Nazi party and the Thule Society.

On his death bed, Eckart is quoted:

“Follow Hitler. He will dance, but it is I who have called the tune! I have initiated him into the ‘Secret Doctrine’ – opened his centers in vision and given him the means to communicate with the Powers. Do not mourn for me – I shall have influenced history more than any German.”

NAZI SYMBOLISM

The Nazis were strongly drawn to symbolism and placed an almost holy status on some symbols.



THE RUNES

'Rune' means 'secret script' – rune characters were used in pre-Christian Europe by the Germanic tribes for magical and ordinary writing.

In the 1st century Germans used runes as a method of gaining insight into the future or the unknown by supernatural means. By the early 20th century, some groups, notably the Thule Society, began looking again to runes.

The Nazi "SS" symbol is drawn as a rune consisting of two lightning bolts. Lightning is associated with evil and the devil.

THE DEATH'S HEAD

The one symbol most firmly associated with the SS is The Death's Head or Totenkopf. The grinning skull and crossed bones could be seen on Nazi caps, daggers, jackets and other articles.

THE DEATH'S HEAD RING

Struck in solid silver, The SS Death's Head Ring was instituted by Himmler in 1934 as a symbol of recognition of loyalty to Hitler and his ideals.

The design of the ring was adapted from Pagan Germanic mythology – Thor had a silver ring on which oaths could be taken – and binding treaties were carved in Runes on Wotan's spear. On either side of the Totenkopf, the ring was embossed with numerous symbolic runes.

The rings were held in such reverence that when an SS soldier was killed in action the ring had to be retrieved from the body. Himmler kept these retrieved rings at his castle in Wewelsburg as a "Shrine to Holders of the Death's Head Ring".

To prevent the allies from capturing the rings, Himmler ordered that the rings from the Shrine be blast-sealed into the side of the mountain near his castle in the spring of 1945. They have never been found.



"A violently active, dominating, brutal youth - that is what I'm after. Youth must be indifferent to pain. . . . I will have no intellectual training. Knowledge is ruin to my young men".

– Adolf Hitler

ITEMS TO PICK UP . . .

All of the items in **ULTIMATE CHALLENGE** are redesigned from the original game. A number of items are completely new.

HEALTH

First Aid – 25%

These first aid packs will give you a 25% increase in health – and a new lease on life!



Dinner – 10%

Warm or cold, these dinners will give your health a 10% boost. Now this is fast food!



Dog Food – 4%

This dog food contains meat – well, something like meat – actually we're not sure what it contains – but if you need the 4% health boost, you'd better eat it!



Blood – 1%

Cannibal or not, when your health is below 11%, you'll gladly drink blood (or bones w/blood) for the 1% health increase – but don't slurp so loudly, will 'ya!



ARMAMENT

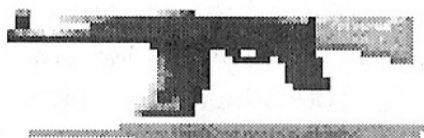
Chain Gun

Ah! The weapon of choice! This fellow will become one of your closest life-long friends.



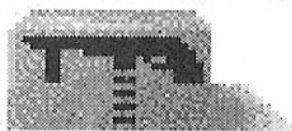
Machine Gun

The main weapon of the SS – the machine gun will take down the enemy and leave you some ammo.



Ammo Box – 25 bullets!

If you use your chaingun often - you'll need to find a lot of these!



Chill with the trigger finger though or you'll go through a case in a couple of seconds!

Ammo Clips – 4 or 8 bullets

If you find a clip lying around you score 8 bullets. Pry them from a dead guard's fingers and you only get 4 – he won't need 'em anyway.



SPECIAL ITEMS

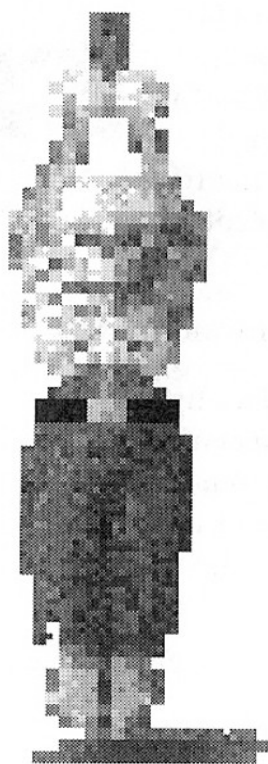
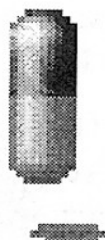
Keys

You'll need the silver or gold key to access some areas of the Fuehrerbunker. If you can't find them – they may be hidden – start pushing!



One Ups

One-ups are literally life savers. They provide you with 100% health, 25 bullets and an extra life.

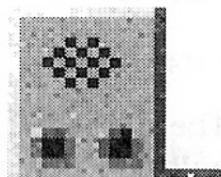


PRIZES

Scattered about the floors are radios and components used for creating nuclear bombs. Pick them up for extra points and to reduce Hitler's nuclear power!

Radio – 100 points

Radios are used to communicate with Hitler's fleet of subs. Grab them for 100 points each.



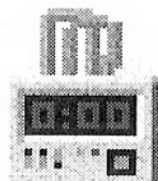
Plutonium – 500 points

Grab as much plutonium as you can – it'll provide you with an additional 500 points! Careful though – you don't want to drop it!



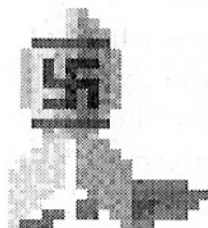
Control Panel – 1,000 points

The "brain" of the bomb is the control panel. Pick them up when you see them – you'll get a 1000 point bonus.



Bomb Casing – 5,000 points

Without bomb casings, the Nazis will have a hard time making bombs! At 5000 points each these items will ring up your score in no time!



MEET YOUR NEW ADVERSARIES

REGULAR GUARDS

Guards

These guys ain't so tough! You can take down a green guard in one shot! Of course, if you meet a dozen of them, it's a different story . . .



SS

The SS are the backbone of the Nazi machine. Fire first and they won't ask any questions.



Dogs

These Dobermans have a bite that's worse than their bark. You can kill them with a knife or a single bullet – but watch out for packs of 'em!



Bats

Hitler doesn't bother with wimpy vampire bats – these suckers carry machine guns!



Officers

The boys in white move quick and have a nasty habit of putting a gun barrel in your ear to get your attention!



THE BOSSES!

Submarine Willy

Willy used to be a submarine captain before his lobotomy. He shoots at anything that moves – if you stay perfectly still he may not notice you – NOT!



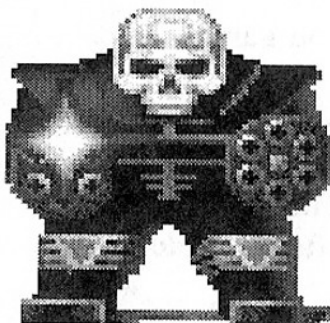
Professor Quarkblitz

The "prof" is a certified "Mad Scientist" – with the emphasis on MAD!



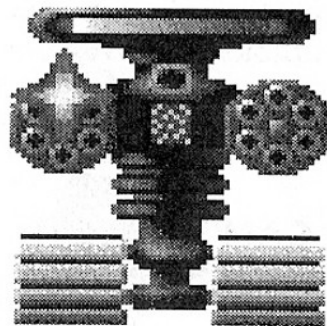
Major Hans "The Axe" von Schlieffen

A favorite of Hitler's, "The Axe" is meaner than he is ugly – well, maybe not!



Robot

The Robot has a state-of-the-art brain that provides it with the advantage of artificial intelligence and human-like reasoning! It'll be tough to beat!



HINTS AND STRATEGIES

REMEMBER WHEN?

Spear is a game that really challenges your memory – the ultimate maze game! Try to remember where you've been and you'll avoid running in circles.

HELPFUL HINTS

You'll notice that hidden areas are often indicated by some object on the floor – a rat, bones, etc. Keep an eye out for these helpful clues!

WAYS TO PLAY

Change your playing style to improve your game – or just for fun!

SPEED!

The original mission gave a PAR time after completing a level.

A "TIME TO BEAT" for this mission is listed below the "blueprint" of each map. See if you can beat it! The game won't display your time after completing a Boss or secret floor, so you'll have to use your watch or a stopwatch on those levels.

I CAN'T BELIEVE I PLAYED THE WHOLE THING!

If you always take the fast path to the elevator – you'll be missing out on some of the best action in the game!

If you've played through the game fast – go back and play it out completely!

PICK A DIRECTION

Some floors are almost impossible just because it's tough to move around without getting lost! Try always moving left (or right) and taking the first door that you see.

This should make it easier to back-track when you want to. Using this technique, you can end up circling an area – so be careful that you don't miss anything.

MAKE A KILLING

When fighting dogs try to limit the directions that they can get you from. You can successfully fight an entire pack of dogs in a doorway with a knife. If you are in an area where there is a recess in the wall, tuck into the recess so the dogs can only get you straight on!

LISTEN UP!

Use the audio to help you know where guards are. Being cordial hosts, guards will often greet you once they know that you're visiting.

TAKE A HIKE!

Ever open a door and get that sinking feeling when you see a couple of



dozen guards and you have only 10 bullets left? If you've been a good soldier and secured the areas you've already been in – you can get them to come after you and spread them out over a few areas. It'll be easier to dust 'em in small groups!

DON'T GET MISTY EYED!

Here's a tricky one! It's the final level of the game and you're plugging away at the DEVIL INCARNATE, but you keep getting overtaken by radioactive mist! Shoot at it, then go to the exact spot where it was – it won't reactivate until you move from that spot! When you do move – move quickly!

PEEK-A-BOO!

When you come to a corner – rather than moving around it to see what, or rather WHO is there – just turn rather than move. Some angles give you more visibility than others – but you should be able to see guards without activating them!

Once you know what's in store, move slightly closer to the corner and activate only a few of the guards. Once you're finished with them, go back and peek around the corner a little farther.

This works great with Bosses – although it's a little unnerving to see a Boss standing around the corner waiting for you!

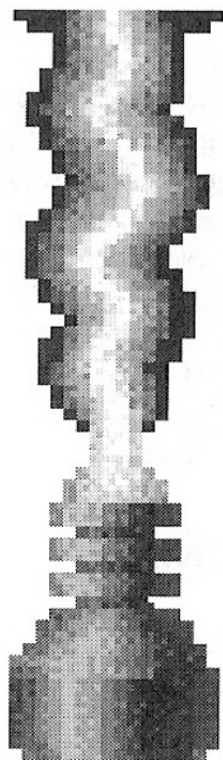
RANK AND PRIVILEGE

There will be many times when you'll be faced with an onslaught of guards of every type. If you have no choice other than to fight it out (or maybe you just want to!) go for the toughest guards first because they'll do the most damage.

USE YOUR AMMO WISELY

Ammo will get you through times of low health better than health will get you through times of low ammo! Sure, blast away when ammo is abundant – but don't let it get too low!

By strafing over ammo (or any item) sideways or backwards, you can avoid picking it up until you need it!



MAPS TO THE FUEHRERBUNKER

These blueprints will help you get around the Fuehrerbunker! Guards, ammo, health, armament, secret areas, and elevators are shown.






Each map includes additional information about the floor. *The Time to Beat* indicates the fastest time for the floor. Beat it – if you can! The *Fast Path* will take you to the elevator without any detours. *Grab the Stash* points out items like keys, ammo, health, and armament. Finally, the *Notes* provide additional pointers.




















The Fuehrerbunker is comprised of five main sections – computer technology labs, laser guidance systems, satellite systems, the Fuehrerbunker and Future Threat!

A Boss guards the exit to each section. These guys have the strength of a troop of men – approach them with caution – retreat with speed!

Note that the guards shown on the map indicate the guards on the floor at the toughest level of play – death incarnate. There will be less when playing on a less difficult setting.

MAP LEGEND

Unlocked Door	
Unlocked Door	
Gold Locked Door	
Gold Locked Door	
Silver Locked Door	

Silver Locked Door	
Elevator	
Fake Elevator	
Elevator Door	
Secret Elevator	
Pushwall	
Start North	
Start East	
Start South	
Start West	
Dog Food (4%)	
Food (10%)	
First Aid (25%)	
One Up	
Ammo Clip (8)	
Ammo Case (25)	
Machine Gun	
Chaingun	
Gold Key	
Silver Key	
Spear of Destiny!	
Armament	
Blue Sparkle	
Lighting	
Solid Object	
Dog	
Guard	
SS	
Officer	
Bat	
Ghost	
Boss (Huge Guard)	

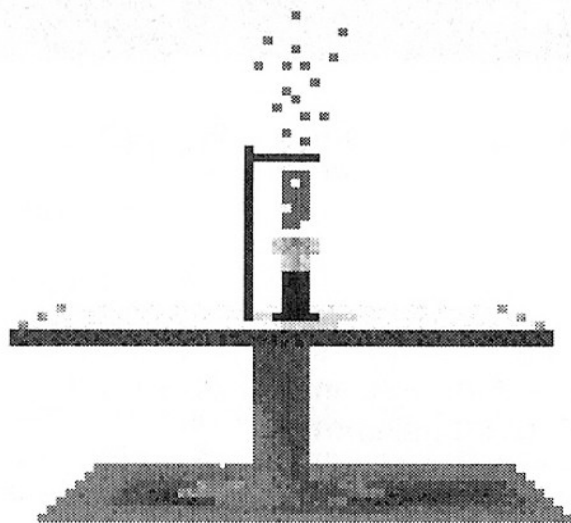
COMPUTER TECHNOLOGY LABS

B.J. enters the Fuehrerbunker via the air ducts that provide the underground complex with fresh air. A vent at the lowest level of the complex allows B.J. to gain access to the Fuehrerbunker. This is the first floor of the Computer Technology Labs Section.

In the Computer Technology Labs, the Nazis are working on developing silicon chips and other basic components used to build computers.

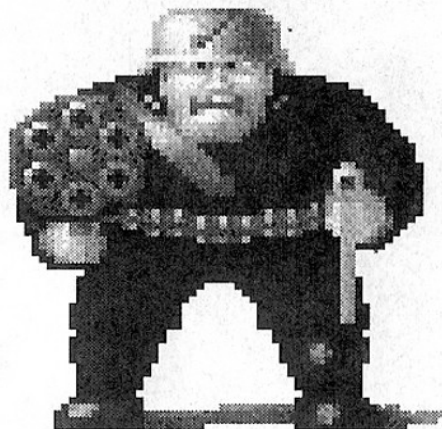
Computers play a major role in Hitler's plans – future weapons systems require computers to control them.

While progress is steady, periodic setbacks occur. This is partially because Hitler has not yet obtained all of the information required to complete the computer systems, and partially because the Nazis have focused their energy on aggression at the expense of intellectual advancement.



SUBMARINE WILLY

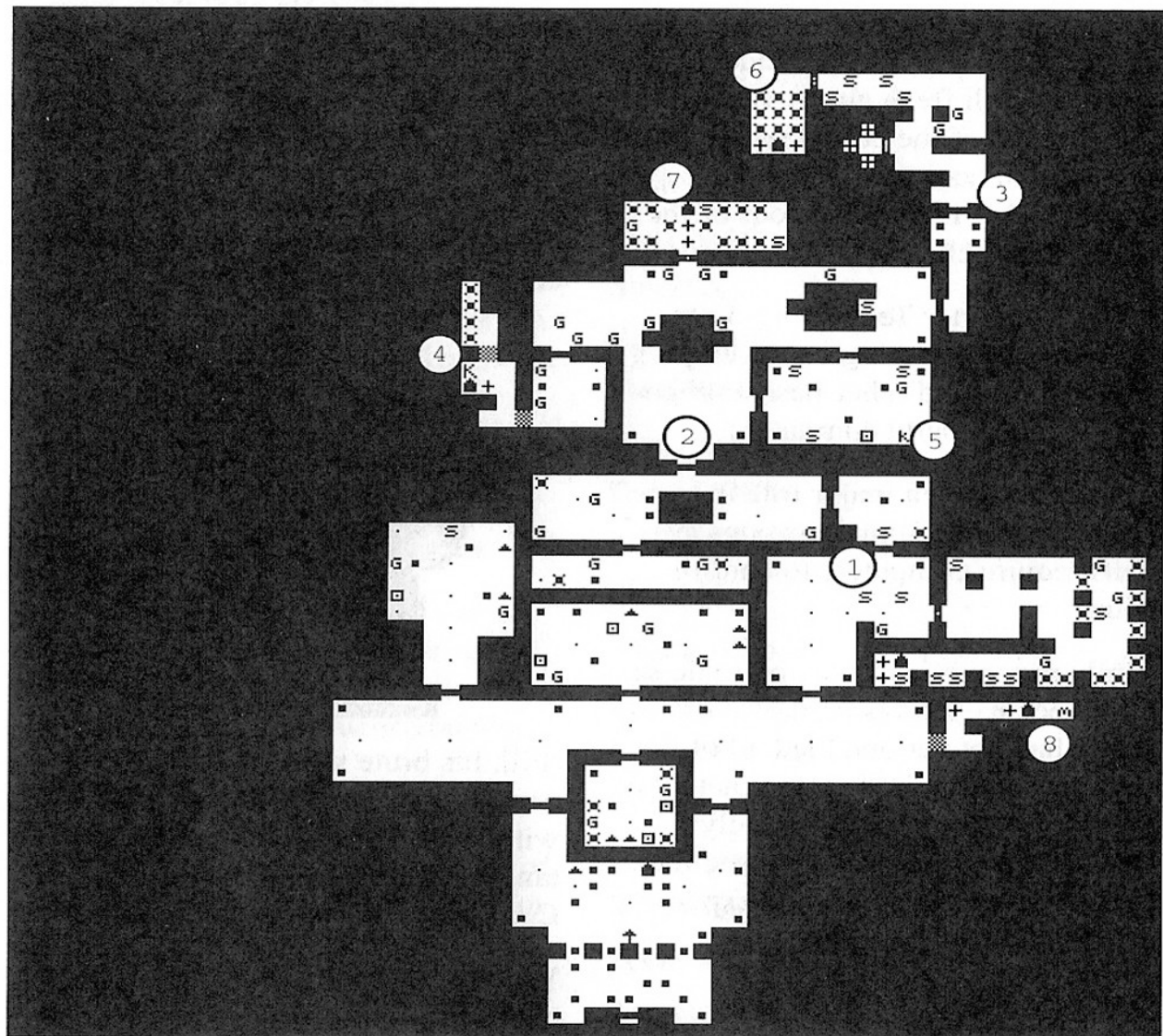
A soldier's soldier – Willy is big and mean. Willy was always a bit “off the deep end” and finally ended up getting a lobotomy when he started killing more of Hitler's men than the enemy.



Still, his brute strength and willingness to obey has made him a favorite with Hitler, who gave him the important post of guarding the exit from the Computer Technology Labs.

Willy is the first Boss you'll be up against – so be forewarned – it will take a HUGE amount of ammo to take him down. You'll also need a chaingun – you don't want to face this guy with just a machine gun!

FLOOR 1: GATEWAY TO CHAOS!



This is it! You've made it in – but will you make it out?! It's a long journey back to reality from here. Good Luck!

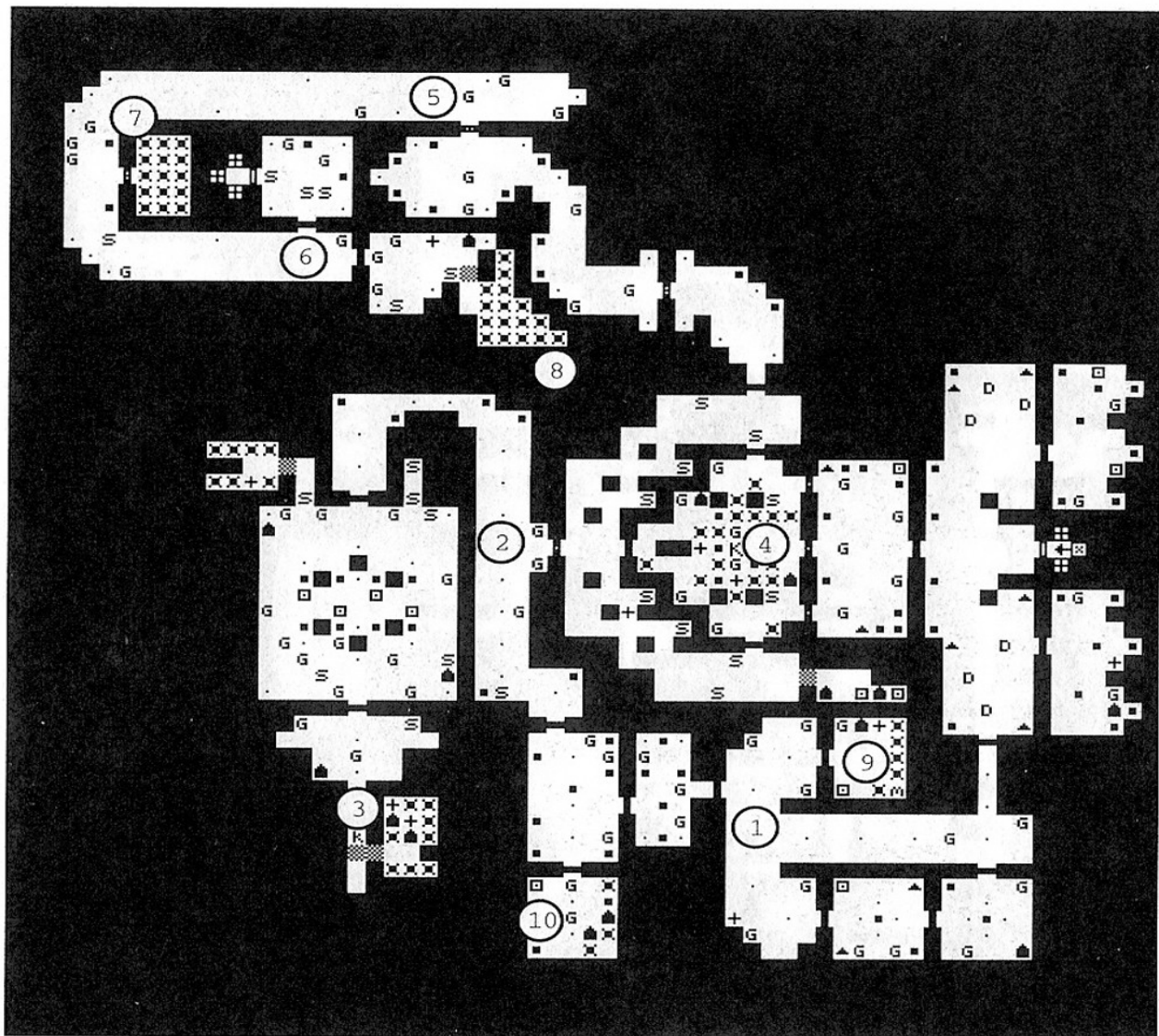
Time to Beat: 0:38

Fast Path: 1, 2, 3.

Grab the Stash!: 4 (gold key), 5 (silver key), 6 (health, ammo, armament), 7 (health, ammo, armament), 8 (machine gun, health, ammo).

Notes: Grab the machine gun and ammo at 8 before you have to start fighting! Before leaving grab the health and ammo at 6 (you'll need the gold key from 4).

FLOOR 2: CLEAN ROOM CONFRONTATION



The manufacturing process for computer components requires complete cleanliness. You can be sure you and your blazing machine gun will not be a welcome sight!

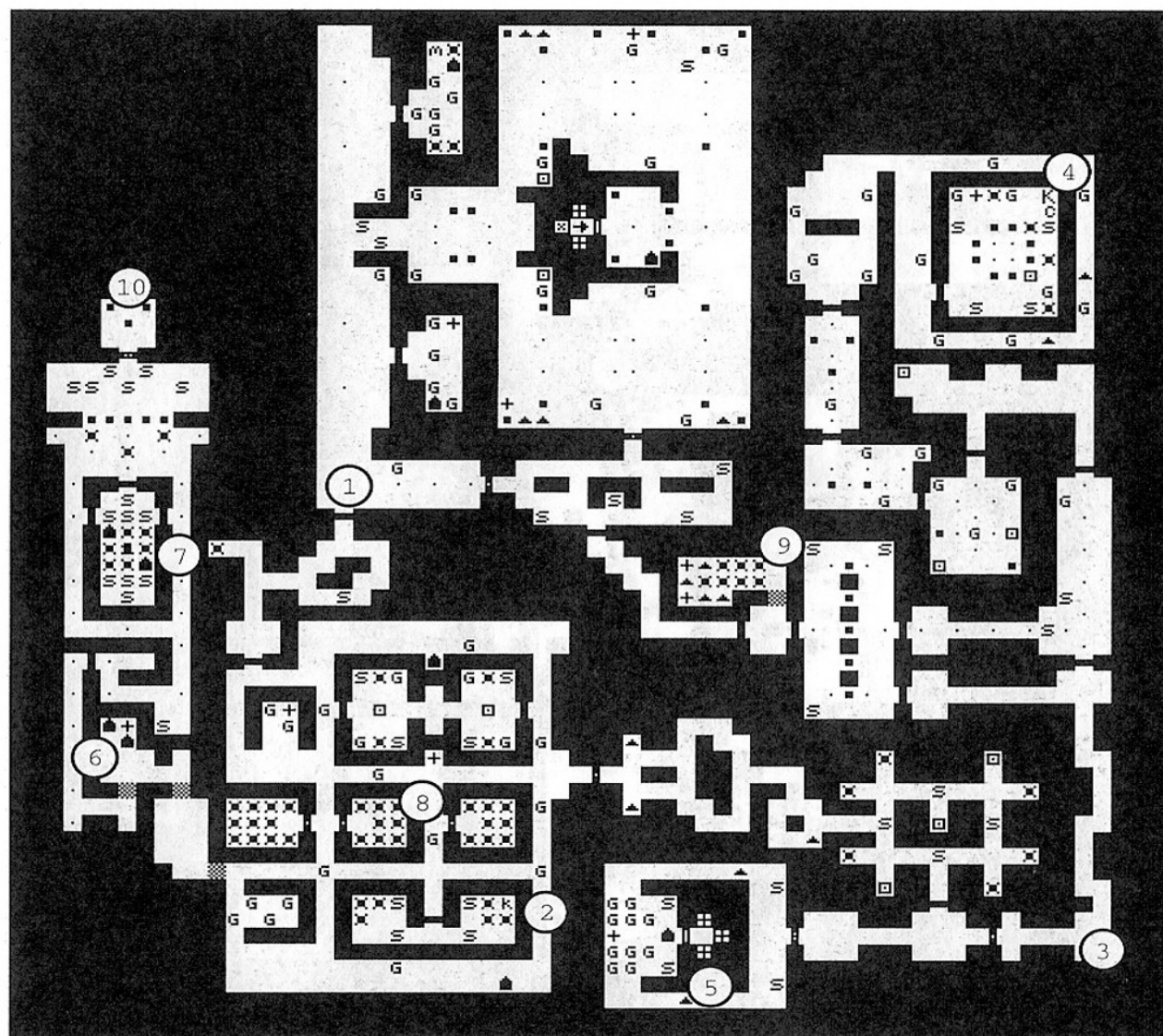
Time to Beat: 2:55

Fast Path: 1, 2, 3 (silver key), 2, 4 (gold key), 5, 6.

Grab the Stash!: 3 (health, ammo, armament), 4 (health, ammo, armament), 7 (armament), 8 (armament), 9 (health, ammo, armament, machine gun), 10 (health, ammo, armament).

Notes: There's lots of armament on this floor, so grab what you can for the extra points!

FLOOR 3: HIDDEN AGENDA



Watch out for the boys in black at 10. While there's plenty of stash to be had including a one-up, with more than a dozen SS – it may cost you your life!

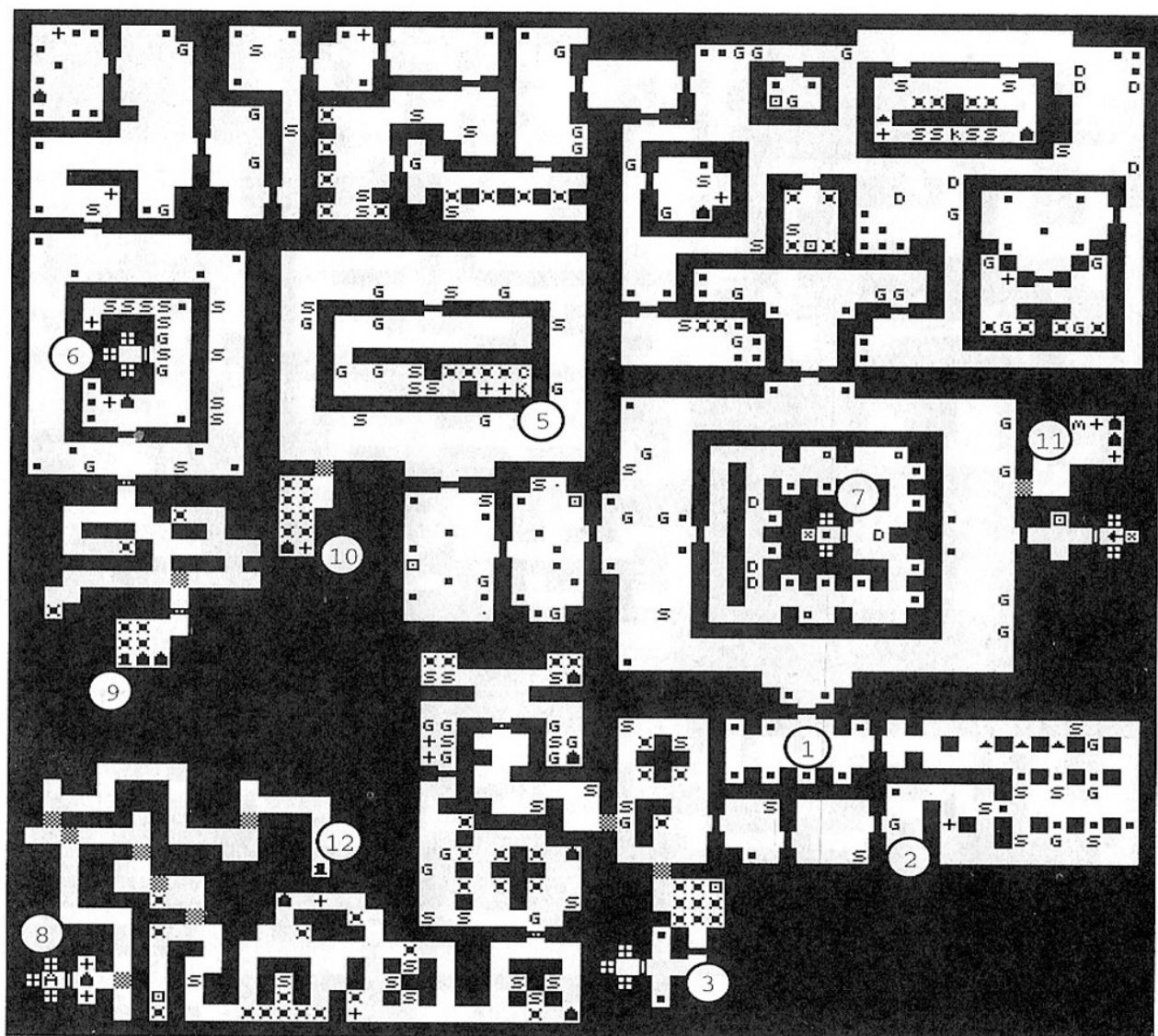
Time to Beat: 3:59

Fast Path: 1, 2 (silver key), 3, 4 (gold key), 3, 5.

Grab the Stash!: 4 (chaingun!), 6 (health, ammo), 7 (ammo, armament, one-up!), 8 (armament), 9 (health, ammo, armament).

Notes: You can't get into the room at 10, but the SS can. If the door opens – fire! If you grabbed the chaingun on the first floor, now you can put that baby to work! You'll notice a lot more guards around on this level – keep your finger on that trigger!

FLOOR 4: SECRET CAVE



With two elevators to the next level and an additional elevator to the secret level you have a lot of choices. Keep it simple, though – kick butt, grab the stash and run!

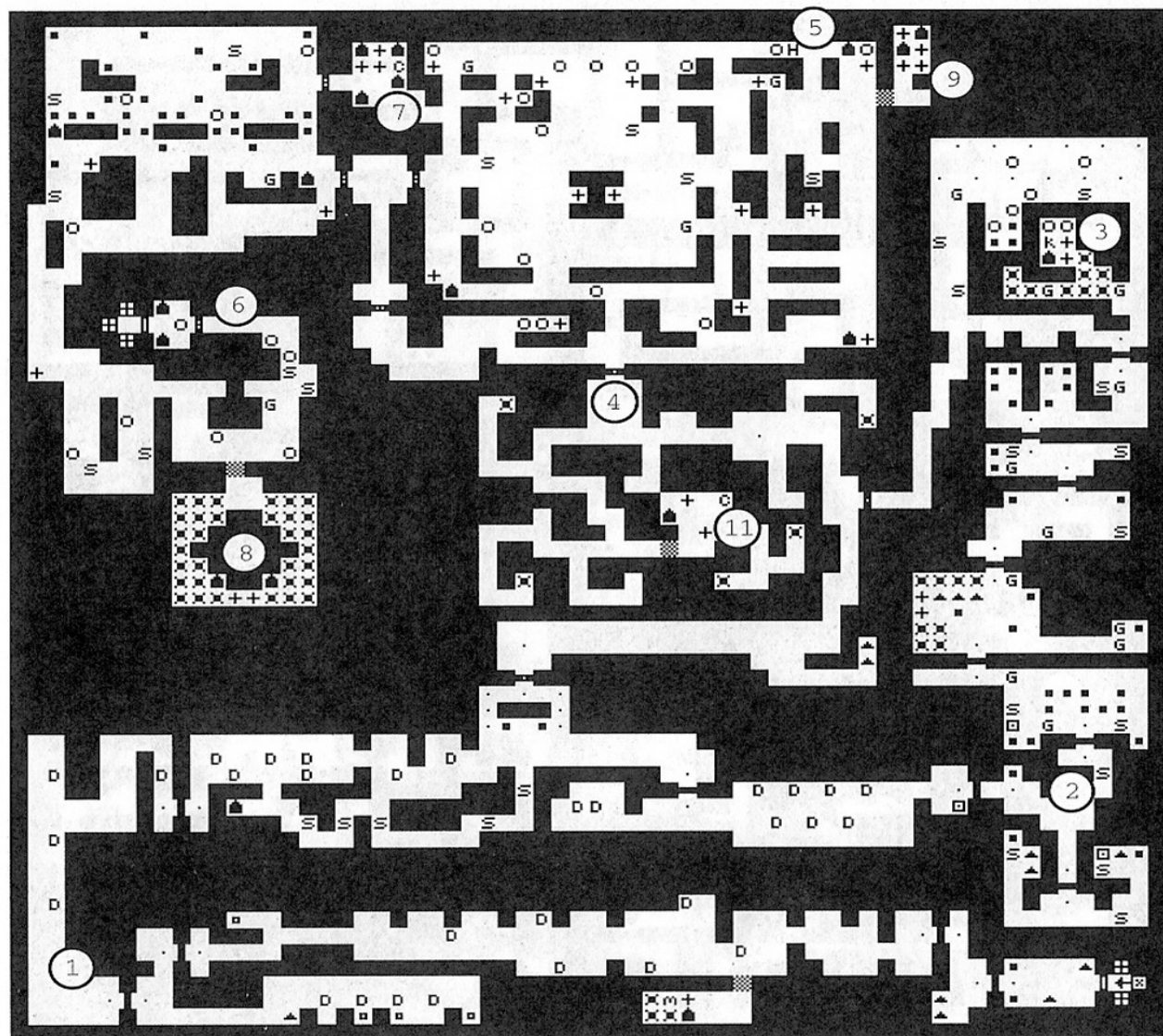
Time to Beat: 0:57

Fast Path: 1, 2, 3.

Grab the Stash!: 4 (silver key), 5 (gold key), 9 (ammo, armament, one-up!), 10 (health, ammo, armament), 11 (health, ammo, machine gun), 12 (one-up!).

Notes: If you take the alternate elevator at 6, grab the one-up at 9 first. Better yet, grab the one-up at 12, then take the elevator at 8 and play the secret level! Don't be tricked by the fake elevator at 7!

FLOOR 5: DO THE WILLY SKILLY!



It will take a lot of time, skill and ammo to take down this hardened Nazi. If you don't have a chaingun yet – you'd better get one fast!

Time to Beat: 4:24

Fast Path: 1, 2, 3 (silver key), 1, 4, 5 (Submarine Willy!), 6.

Grab the Stash!: 7 (ammo, health, chaingun!), 8 (armament, health, ammo), 9 (health, ammo), 10 (ammo, health, armament, machine gun), 11 (ammo, health, chaingun!).

Notes: This floor going to be tough! Grab the stash at 10 at the start. Don't forget to grab the chaingun, ammo and health at 11 before you face Willy – you'll need it!

LASER GUIDANCE SYSTEMS

The work in this section is divided into two major projects – the development of assault helicopters and the laser guidance systems that will be used by them.

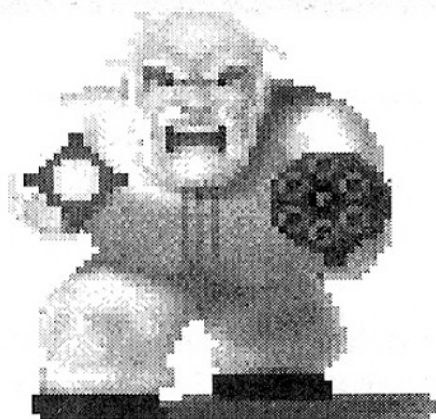
Being integral with research in other areas, work on lasers comprises the largest portion of this section.

Hitler's plans call for the use of laser guidance systems for anti-aircraft missiles. Preliminary work is also being performed on the use of laser guidance systems in conjunction with satellite systems. This will give Hitler the ability to remotely attack any location in the world!

PROFESSOR QUARKBLITZ

The professor has been one of Hitler's most valuable followers.

Blinded by loyalty, the professor has used his impressive talents to aid Hitler's evil plans!



A "Mad Scientist" of the worse kind, ethics pose no problem for Professor Quarkblitz. The professor's experi-



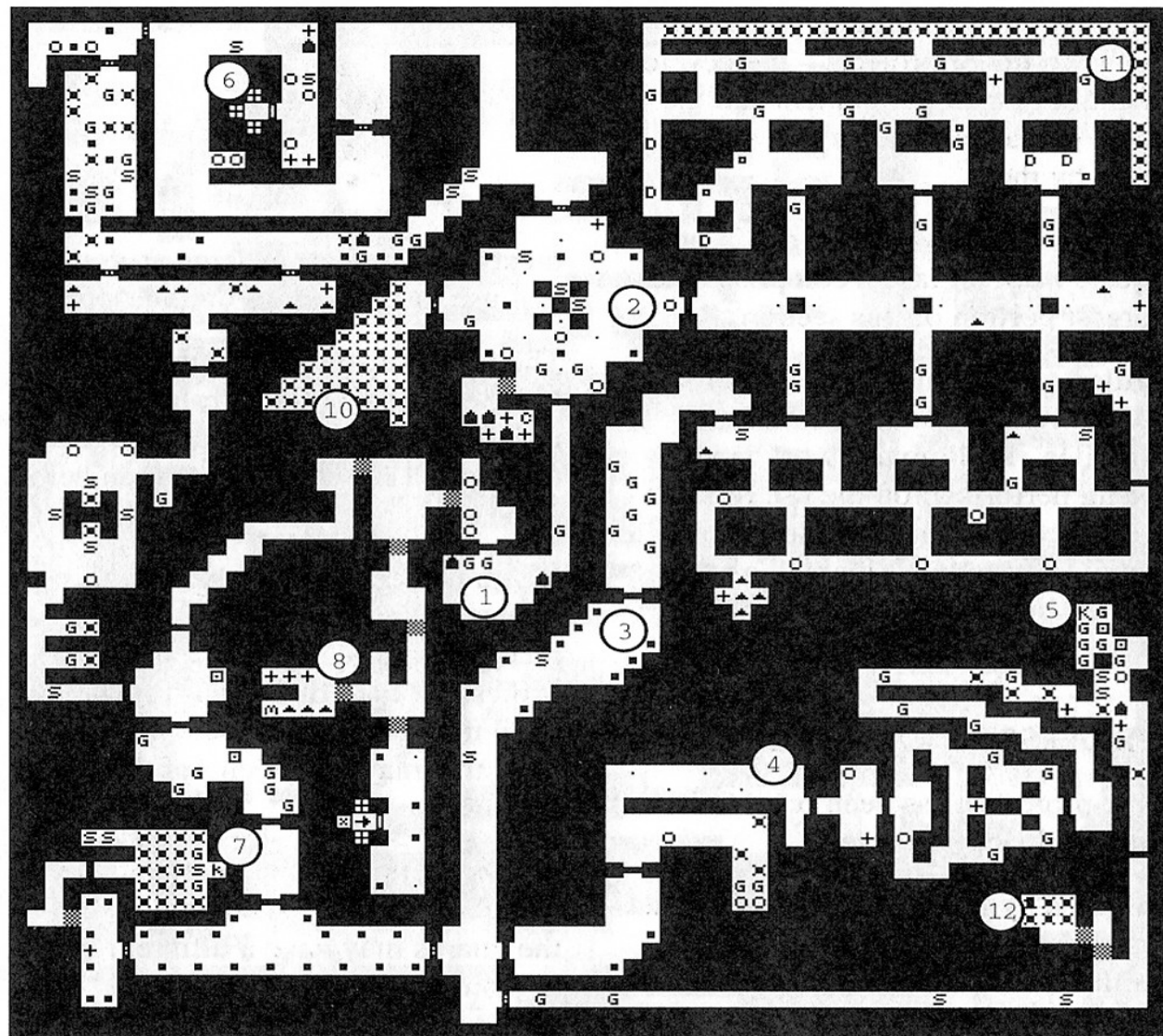
ments include bats as large as dogs that use machine guns on their prey!

The prof is also responsible for creating the most intelligent robot on the face of the planet – intelligence that is used to kill intruders rather than help society.

If you make it – you'll have to face this metal monster before you can recapture the Spear! Of course, with Professor Quarkblitz guarding the exit from the Laser Guidance Systems area, this may be the end of the line for you!

It looks simple to grab the gold key and exit in a hurry – but be careful – the guards may have a different fate in store.

FLOOR 6: PUSHWALL PRELUDE



The tension builds as you start this floor – you never know what’s going to be behind the next wall that you push!

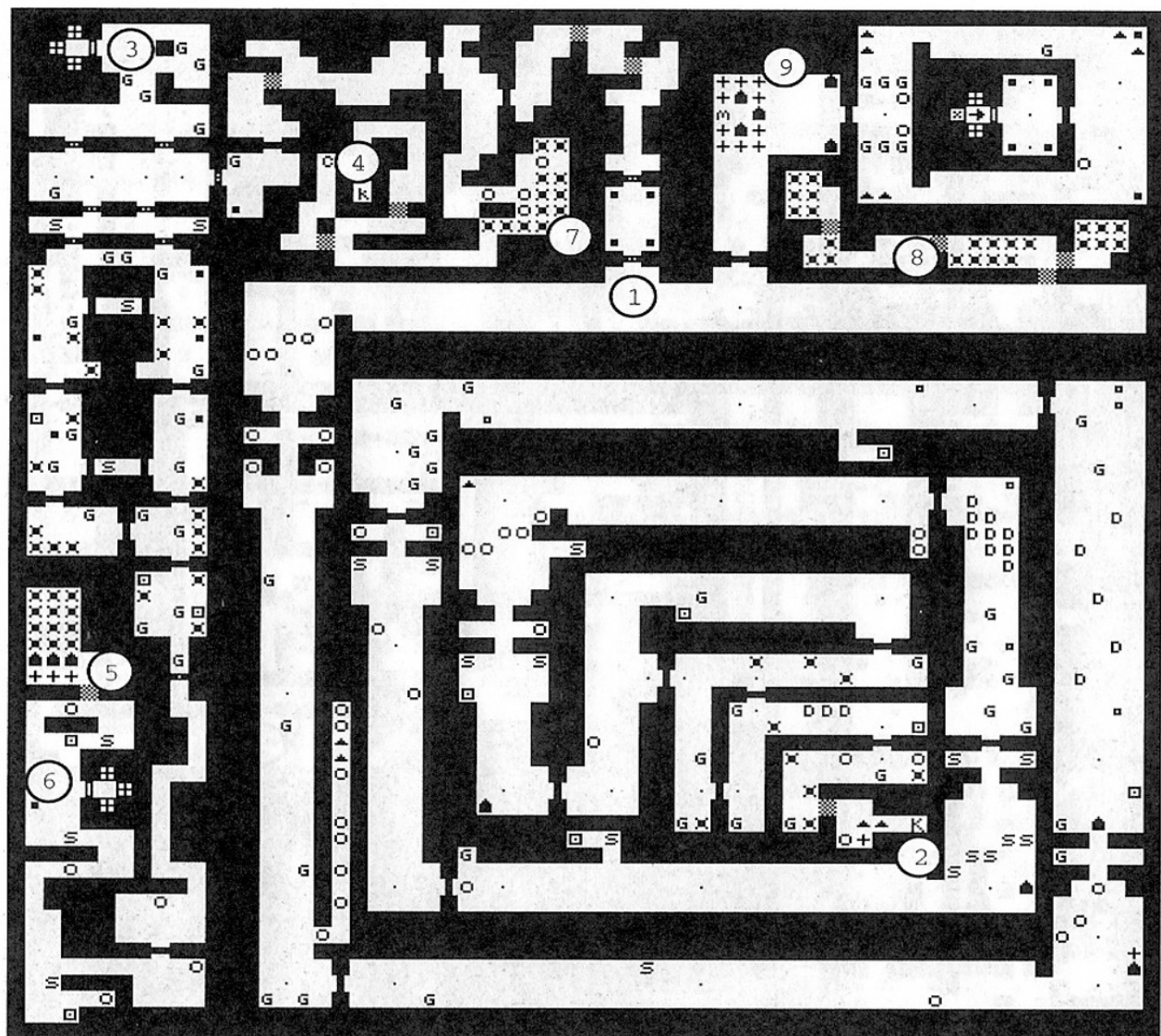
Time to Beat: 4:25

Fast Path: 1, 2, 3, 4, 5 (gold key), 4, 3, 2, 6.

Grab the Stash!: 7 (silver key, armament), 8 (machine gun, ammo, health), 9 (ammo, health, chaingun!), 10 (armament), 11 (armament), 12 (armament, one-up!).

Notes: Load up at 8 at the start, then grab the chaingun at 9. After you grab the gold key at 5, go for the one-up at 12 and dust anyone that gets in the way!

FLOOR 7: DEATH SPIRAL!



You start this floor with lots of health and more ammo than you can carry. The long halls in this floor leave you wide open to attack – so keep a sharp eye and an itchy trigger finger!

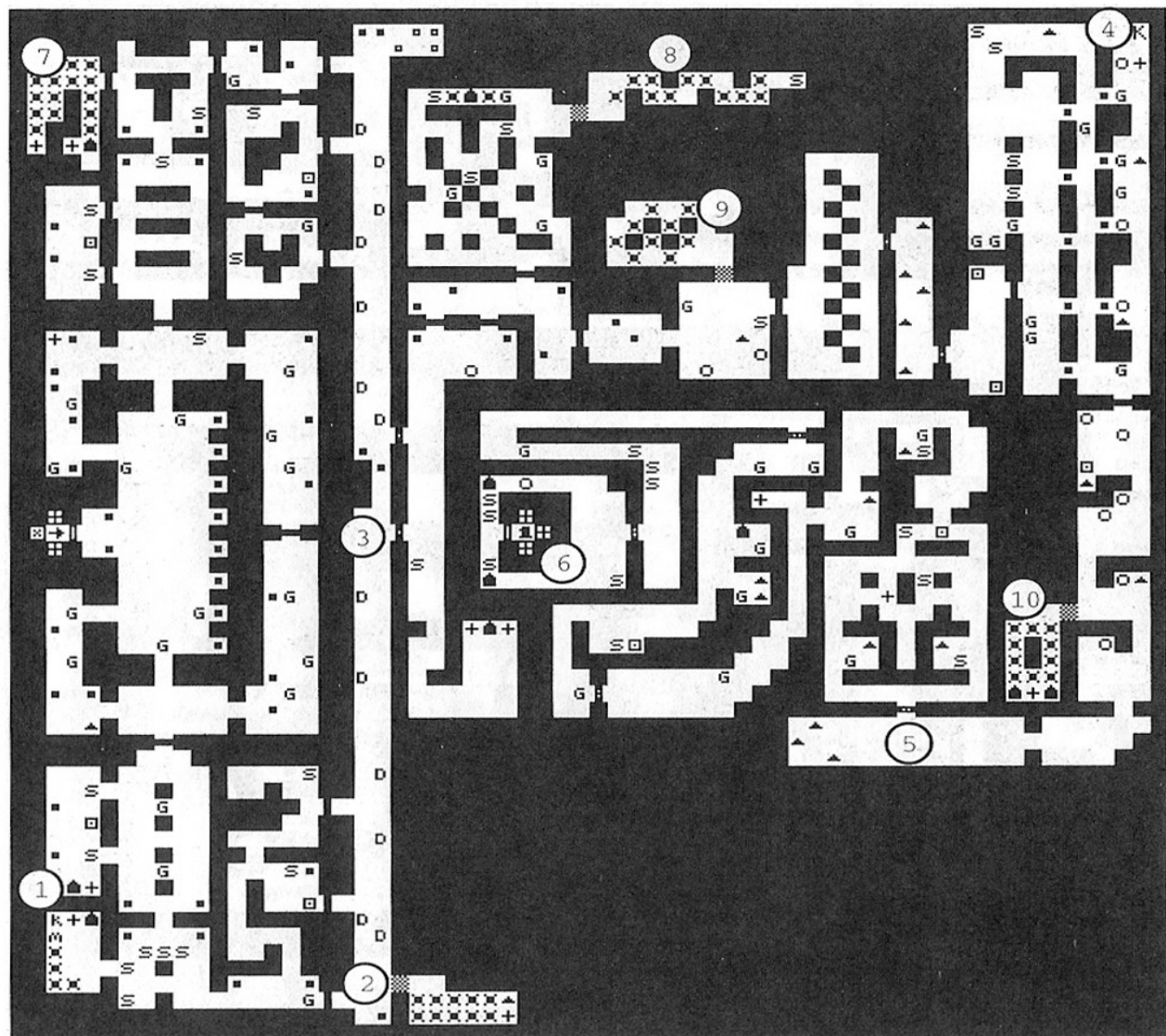
Time to Beat: 5:54

Fast Path: 1, 2 (gold key), 1, 3.

Grab the Stash!: 4 (silver key, chaingun!), 5 (health, ammo, armament), 7 & 8 (armament), 9 (health, ammo, machine gun).

Notes: Rather than quickly exiting at 3, grab the silver key at 4 and fight your way to the elevator at 6 – just for the fun of it! Grab the stash at 5 before you flip that switch!

FLOOR 8: MEANDERING MADNESS!



You have to wander about most of this floor before you make good your escape. Enter the labyrinth and get the chaingun – but watch where you push!

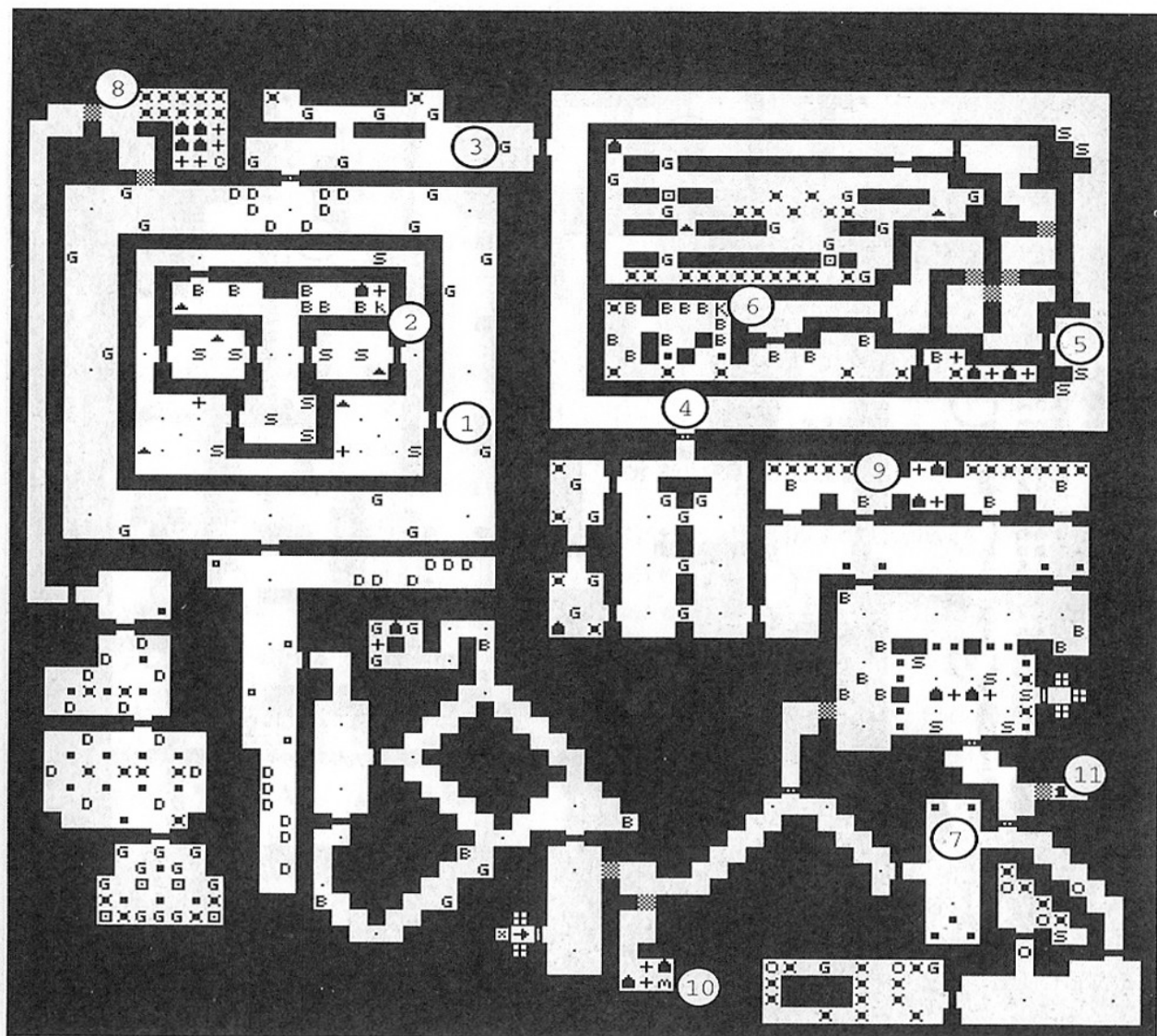
Time to Beat: 3:49

Fast Path: 1 (silver key), 2, 3, 4 (gold key), 5, 6.

Grab the Stash!: 7 (ammo, health, armament), 8 & 9 (armament), 10 (ammo, health, armament).

Notes: There's a one-up inside the elevator, so let loose and kick some butt! Oh, did we mention the troop of SS waiting by the elevator?

FLOOR 9: RIGHT OFF THE BAT!



With built-in sonar, the furry fiends you meet on this level can reduce your health in a hurry! You may see them hanging upside down grabbing a nap – walk softly and carry a big gun!

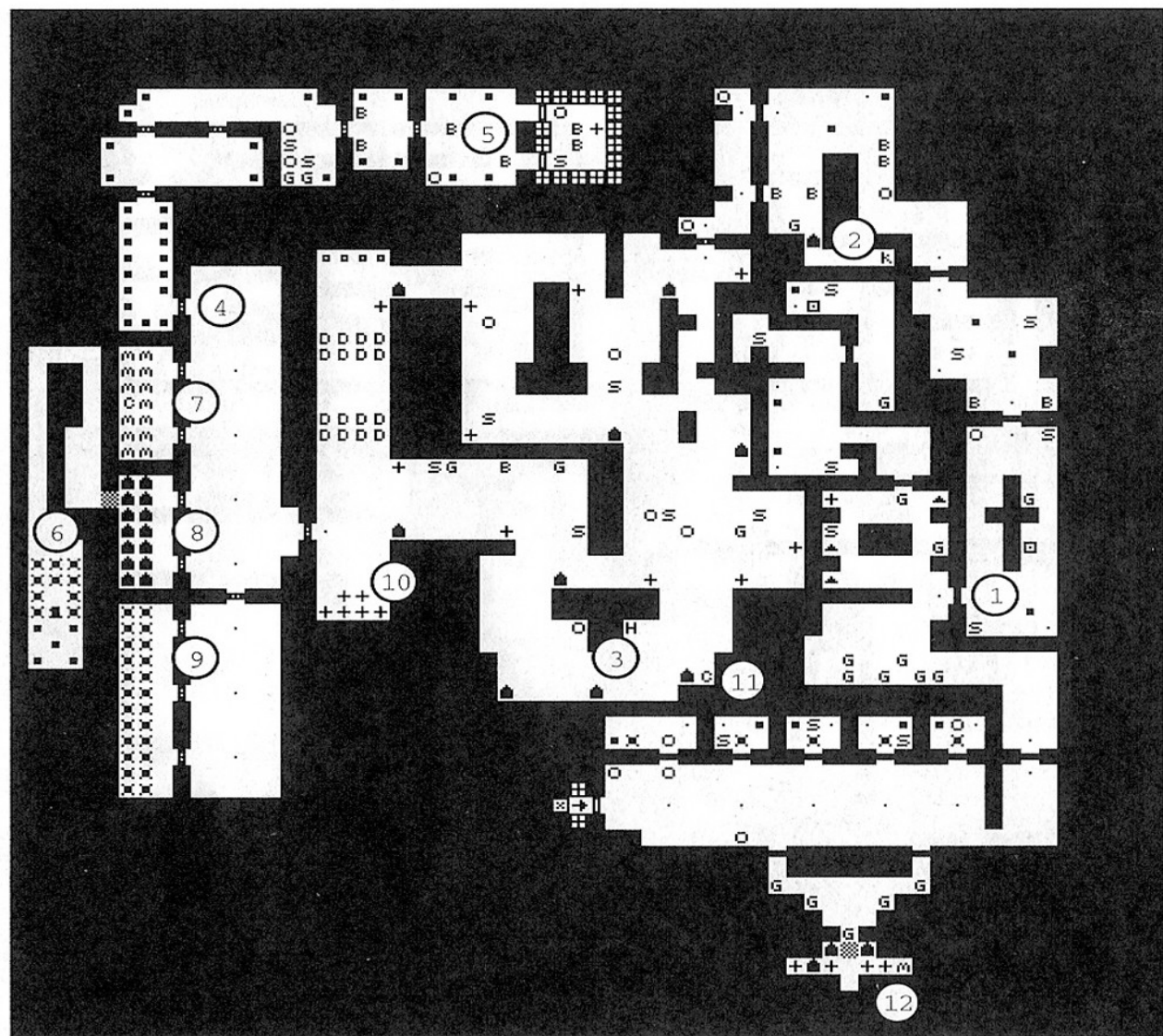
Time to Beat: 5:23

Fast Path: 1, 2 (silver key), 1, 3, 4, 5, 6 (gold key), 5, 4, 7.

Grab the Stash!: 8 (health, ammo, armament, chaingun!), 9 (health, ammo, armament), 10 (health, ammo, machine gun), 11 (one-up!).

Notes: Grab the stash at 10, then fill 'er up again at 8. Take the one-up at 11 before you go to the next floor.

FLOOR 10: SCHOOL'S OUT!



While there's plenty of ammo on this floor, use what you have sparingly – you can't get to the armory until AFTER you get the key from Professor Quarkblitz!

Time to Beat: 3:46

Fast Path: 1, 2 (silver key), 3 (the "prof"!), 4, 5.

Grab the Stash!: 6 (armament, one-up), 7 (machine guns, chaingun!), 8 (ammo, ammo, ammo!), 9 (armament), 10 (health), 11 (chaingun!), 12 (health, ammo, machine gun).

Notes: Start this floor off right by taking the stash at 12. If you don't have a chaingun, scoop the professor's spare at 11!

SATELLITE SYSTEMS

The work being performed in the Satellite Systems division is the most technically complex by far.

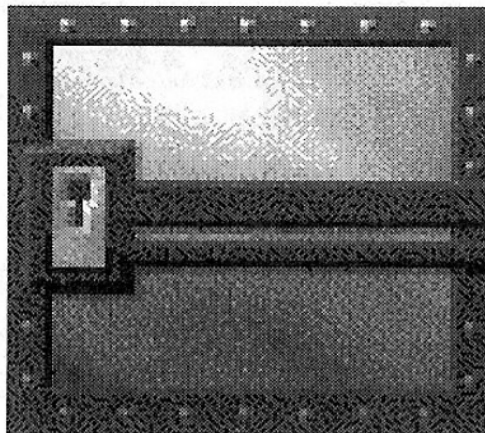
The weapons systems being designed here encompass all of the technology that the Nazi's are working on – computer systems, laser guidance systems and satellite technology.

By integrating all of this high technology, Hitler's scientist are very close to having completed satellite systems capable of demolishing an entire city from anywhere in the world!

MAJOR HANS "THE AXE" VON SCHLIEFFEN

Ugly? You don't know the meaning of the word until you see this hideous Nazi! Only "The Axe" could make Submarine Willy look like the kid next door! Just the sight of the "The Axe" can cause heart palpitations in the most fearless of men!

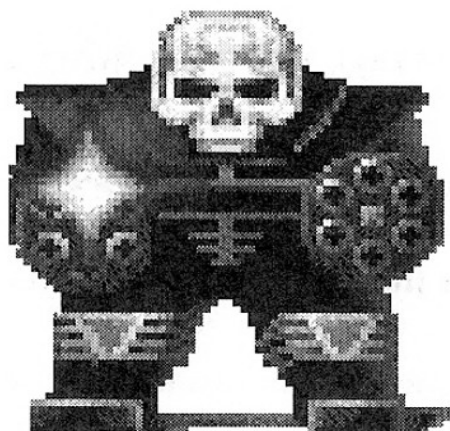
The Major is another of Hitler's favorites — and for good reason — having previously recaptured the Spear for Hitler. He has received sev-



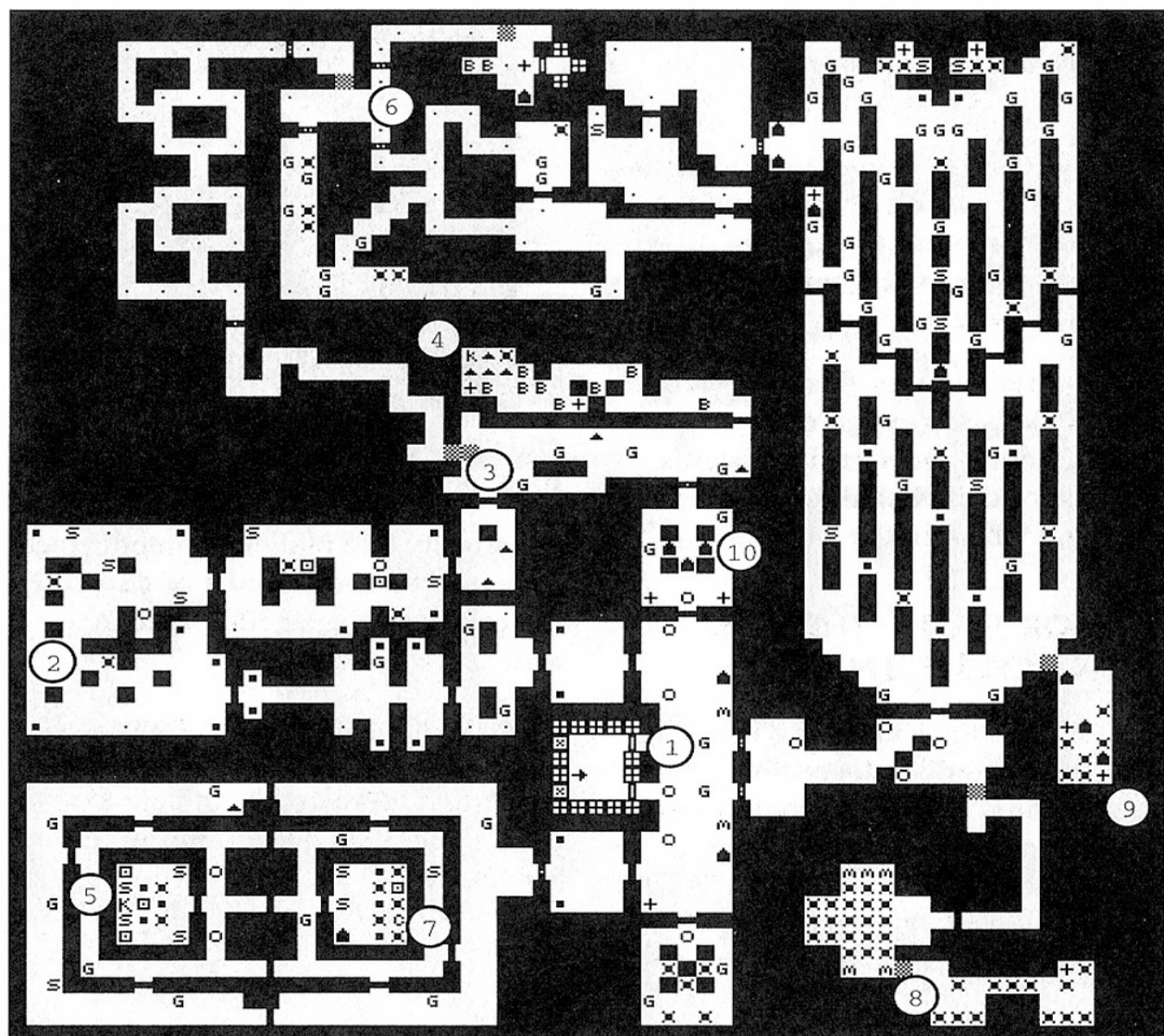
eral commendations from the Fuehrer for acts of bravery.

His loyalty and malicious intelligence have earned him the post of guarding the exit from the satellite systems area.

With dual chainguns, the major is a one man army! While you'll find plenty of ammo and health are available — you'll soon use it up, so don't get too close!



FLOOR 11: ELEVATOR SHAKE



Things get tough from the moment you set foot outside of the elevator!

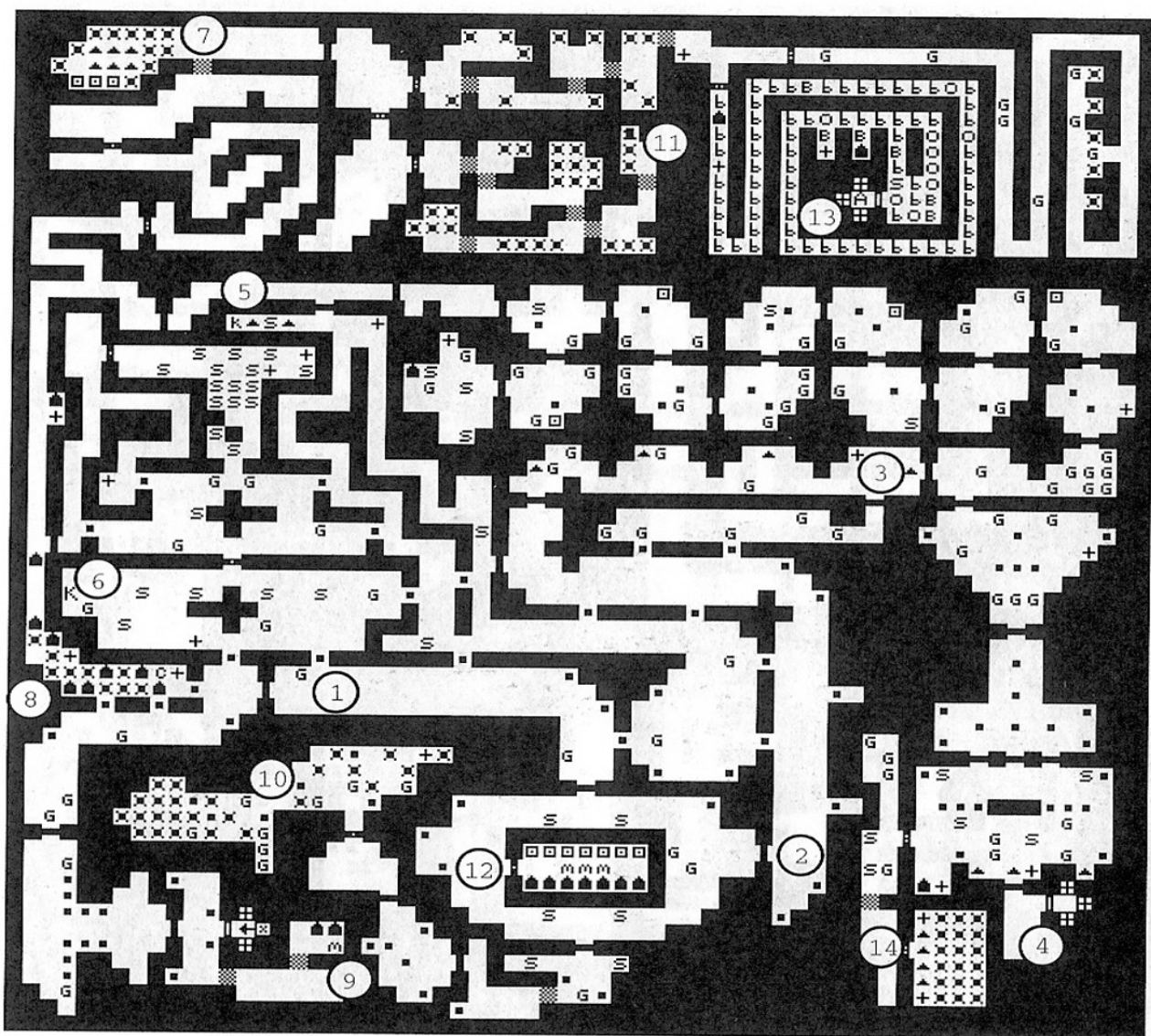
Time to Beat: 4:33

Fast Path: 1, 2, 3, 4 (silver key), 3, 2, 1, 5 (gold key), 1, 2, 3, 6. (Aren't you glad I didn't show you the long way!).

Grab the Stash!: 7 (health, ammo, armament, chaingun!), 8 (health, machine guns, armament), 9 (health, ammo, armament), 10 (health, ammo).

Notes: Get the ammo and machine guns across from the elevator when you start the floor.

FLOOR 12: SHOTS FROM THE SHADOWS!



This floor is one busy place! Take the fast path if you like – but you'll miss some of the best action yet!

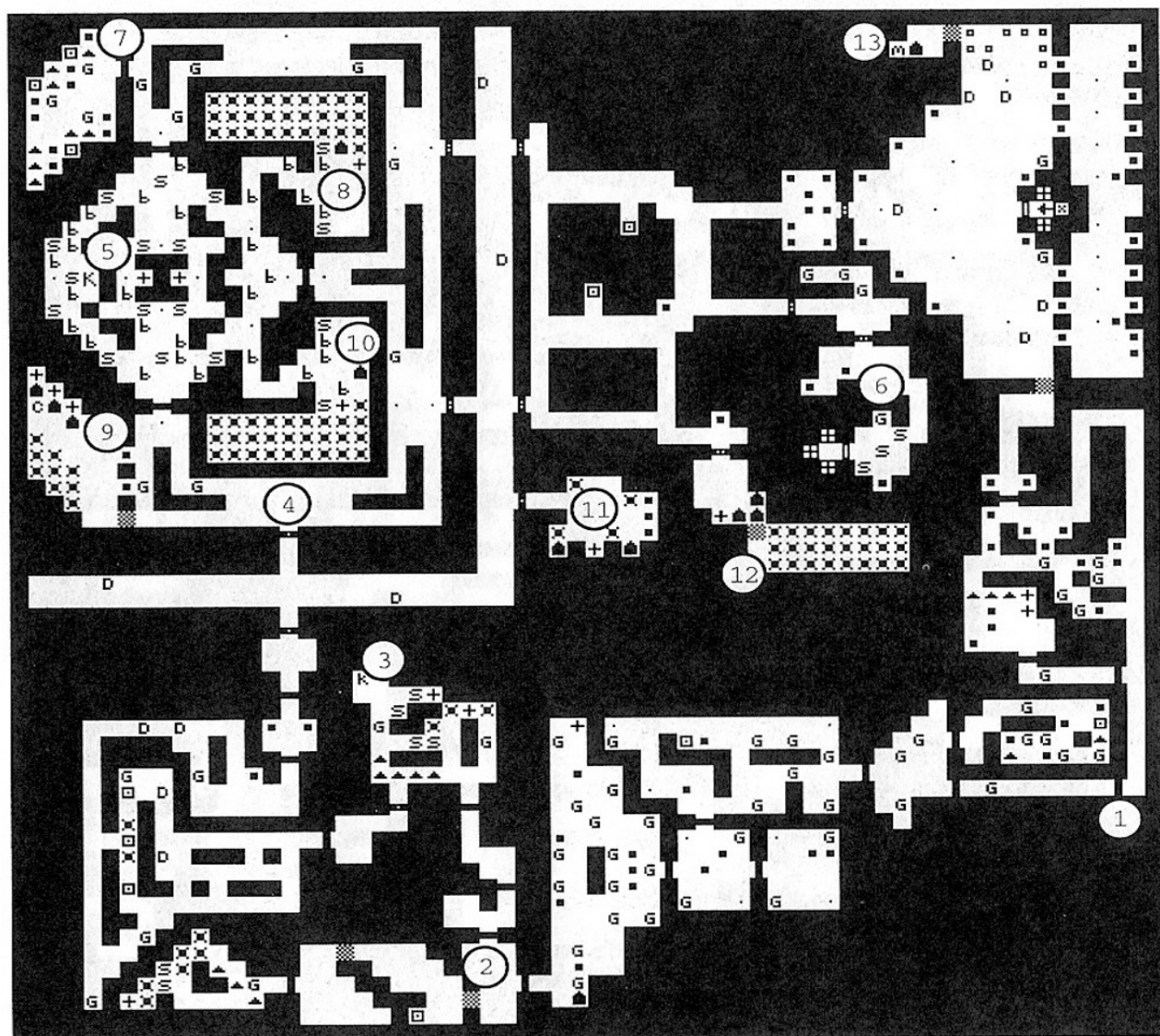
Time to Beat: 1:29

Fast Path: 1, 2, 3, 4.

Grab the Stash!: 5 (silver key), 6 (gold key), 7 (ammo, health, armament), 8 (ammo, health, armament, chaingun!), 9 (ammo, machine gun), 10 (armament, health), 11 (armament, one-up!), 12 (ammo, health, machine guns), 14 (ammo, health, armament).

Notes: Take the machine gun and ammo at 9 when you start out. Take the elevator at 13 to play the secret level!

FLOOR 13: EDGE OF INSANITY!



When you finish this level you'll be at the "Edge of Insanity". Of course, if that's where you started . . .

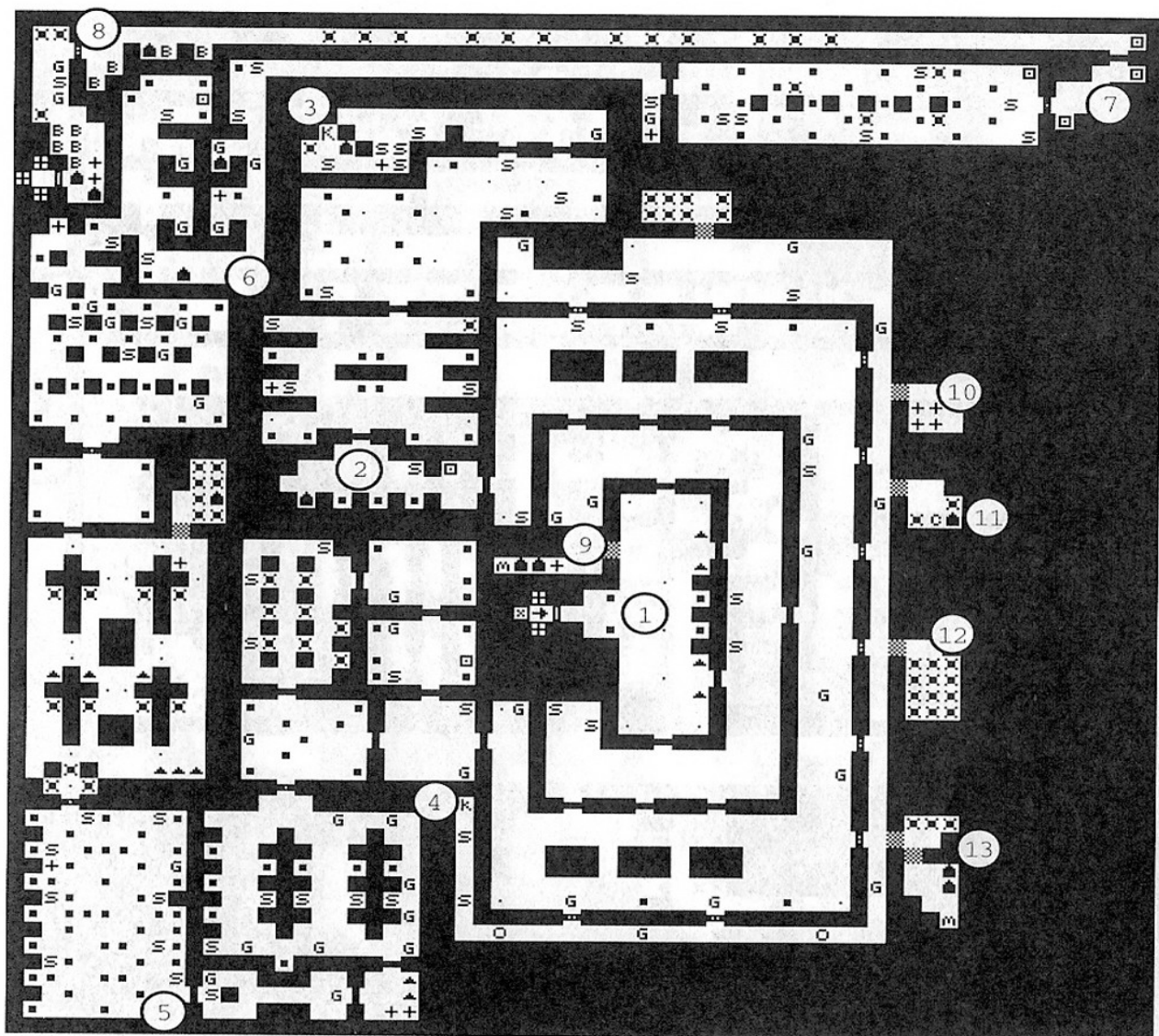
Time to Beat: 3:59

Fast Path: 1, 2, 3 (silver key), 4, 5 (gold key), 6.

Grab the Stash!: 7 (health, ammo), 8 (armament, health, ammo), 9 & 10 (armament, health, ammo, chaingun!), 11 & 12 (armament, health, ammo).

Notes: You'll really enjoy this level! Once you've secured the starting area, get the machine gun and ammo at 13.

FLOOR 14: BLOCK AND TACKLE!



You'll have to be adept at dodging obstacles (and bullets!) to make it to the exit of this floor!

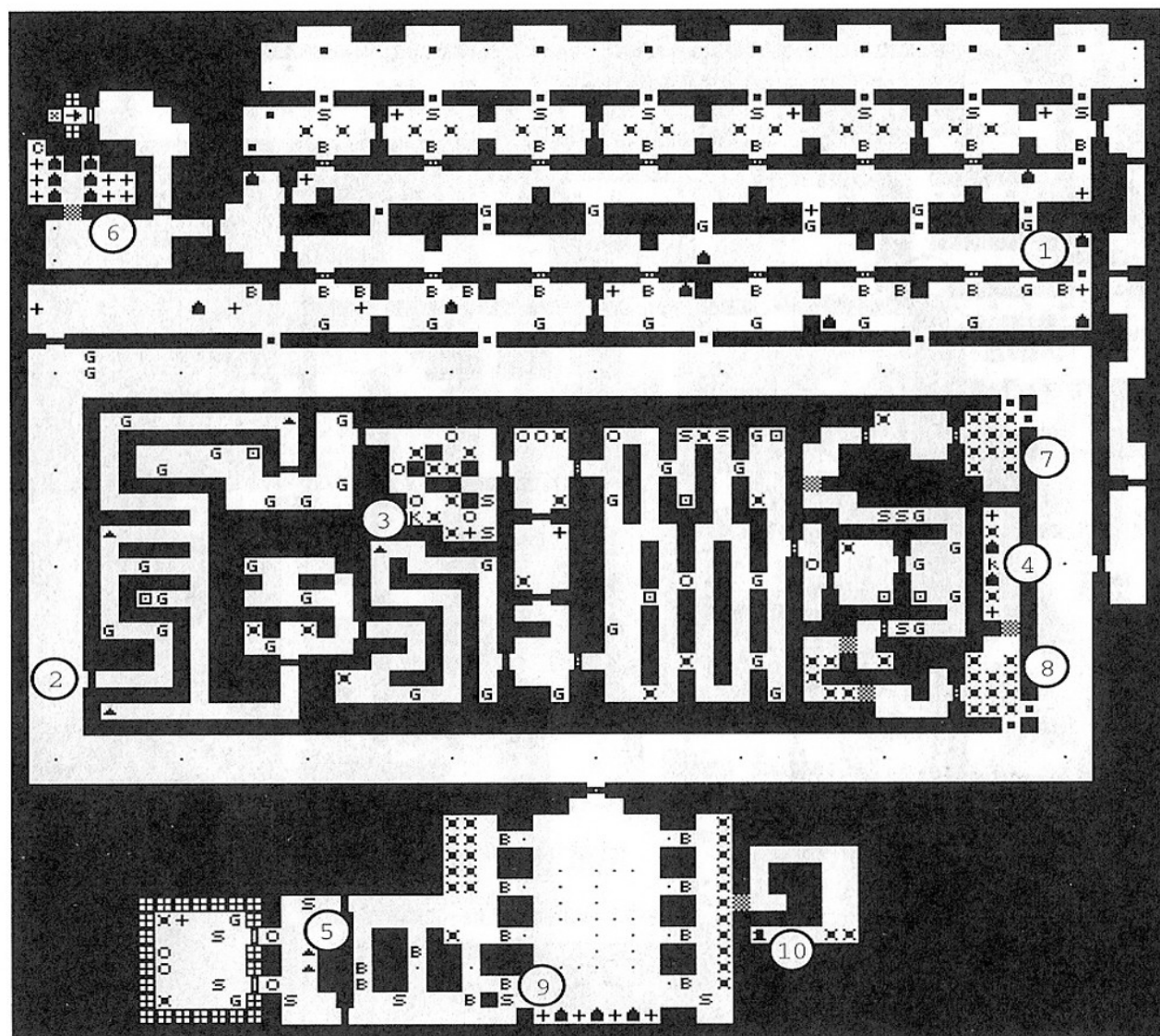
Time to Beat: 6:46

Fast Path: 1, 2, 3 (gold key), 2, 1, 4 (silver key), 5, 6, 7, 8.

Grab the Stash!: 9 (ammo, health, machine gun), 10 (health), 11 (armament, ammo, chaingun!), 12 (armament), 13 (armament, ammo, machine gun).

Notes: Use extra caution on this floor – especially when you get near the exit elevator! If only those bats were the gentle, less dangerous vampire variety!

FLOOR 15: FRANTIC RANTIC!



The start of this level will get your adrenaline going! If you live through the onslaught of guards and bats, you'll still have to find your way through the maze to get the keys!

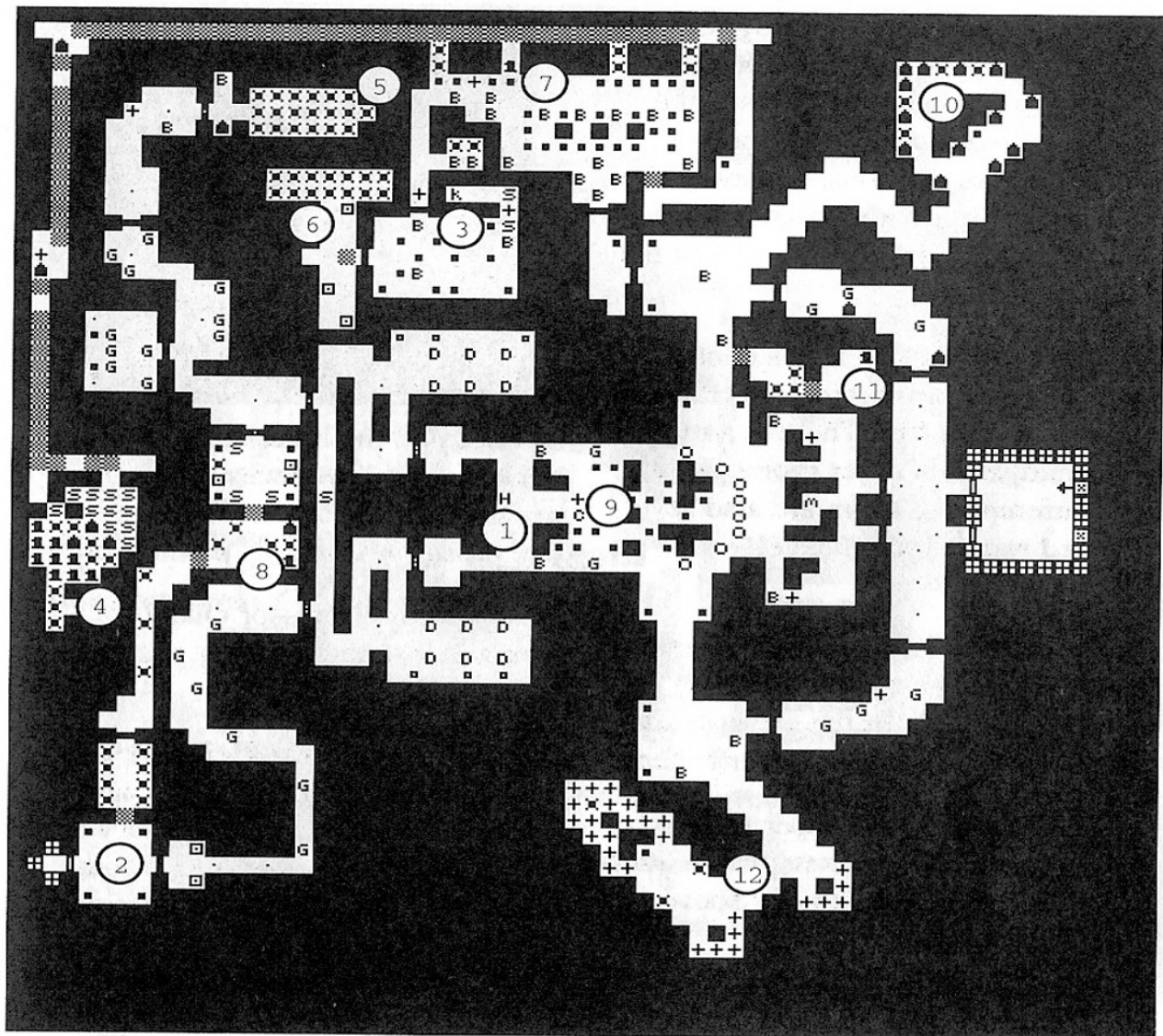
Time to Beat: 4:13

Fast Path: 1, 2, 3 (gold key), 4 (silver key), 2, 5.

Grab the Stash!: 6 (health, ammo, chaingun), 7 & 8 (armament), 9 (health, ammo), 10 (one-up!).

Notes: There's a truckload of ammo and a chaingun for the taking at 6 – grab it, you'll need it!

FLOOR 16: A REAL BONE HEAD!



You'll have a "Major" problem on your hands trying to get the key from "The Axe".

Time to Beat: 1:43

Fast Path: 1 ("The Axe"), 2!

Grab the Stash!: 3 (silver key), 4 (ammo, armament, NINE one-ups!), 5 & 6 (armament), 7 (one-up!), 8 (ammo, armament, one-up!), 9 (health, chaingun), 10 (ammo, armament), 11 (one-up!), 12 (health, armament).

Notes: You can score a tidy NINE one-ups at 4 - if you're pushy enough!

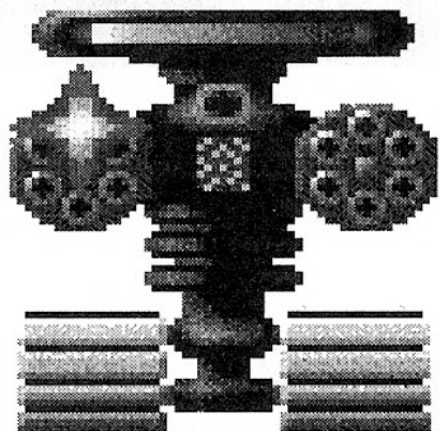
THE FUEHRERBUNKER

The Fuehrerbunker is the original two floors of Hitler's command bunker before it was expanded. This is the final area – and where the Spear is kept! Be very cautious, however, this area is crawling with Nazis that are death-bound to prevent the loss of the Spear of Destiny!

The lower of the two levels contains many small rooms which are cramped and uncomfortable. There is a map room and several other rooms used for conferences. There are also several guard rooms on this level – so watch out!

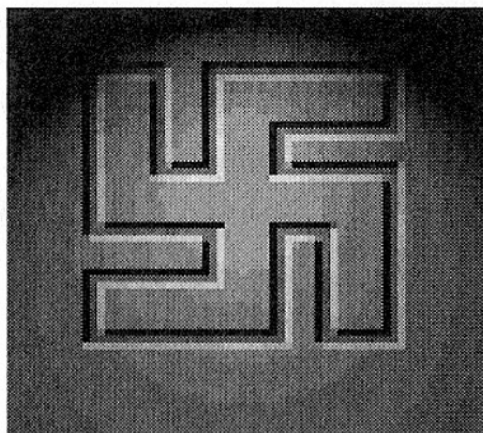
The upper level of the Fuehrerbunker is where the Spear is kept! There is a large area outside of the elevator and an inner area where the Spear is kept!

The inner area of the upper level actually contains several areas within each other to make accessing the Spear almost impossible!



THE ROBOT

The Robot patrols the area outside the elevator to insure that no intruders

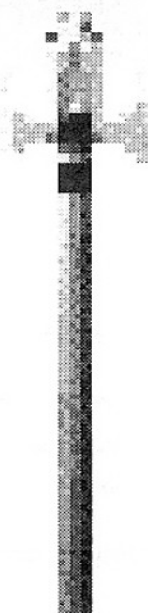


make it into the inner area of the bunker. He also carries the key that provides access to the inner area – no one passes without his permission.

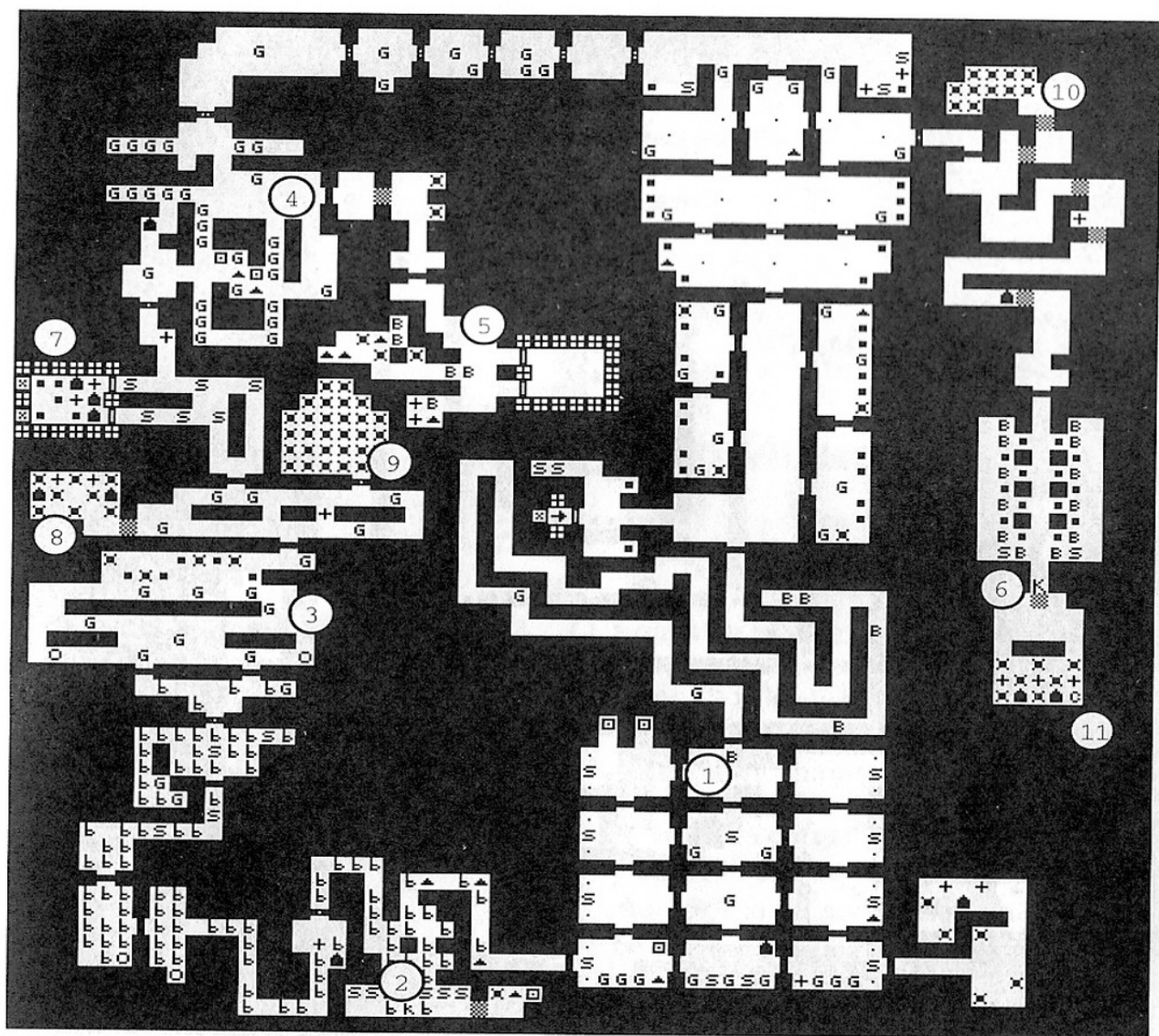
Designed by Professor Quarkblitz, the Robot is a state-of-the-art death machine!

With unsurpassed artificial intelligence and the ability to learn and adapt to situations – the Robot will be the toughest challenge you'll have faced yet! However, if you do manage to bring him down and capture the Spear – you will have succeeded in your mission . . .

(maybe) . . .



FLOOR 17: BUNKER BLITZ!



With only a few floors left, give it all you've got!

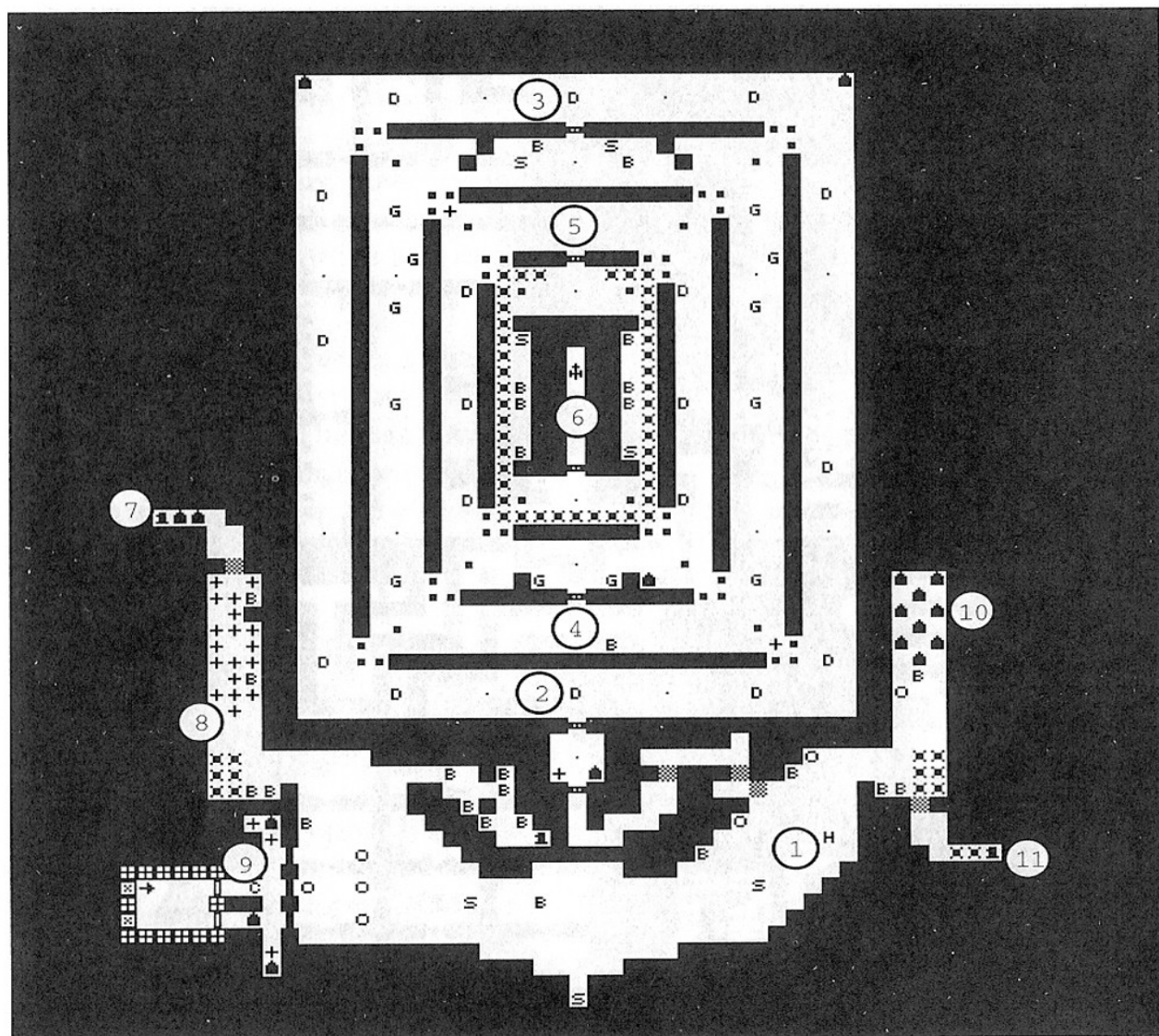
Time to Beat: 4:42

Fast Path: 1, 2 (silver key), 3, 4, 5.

Grab the Stash!: 6 (gold key), 7 (health, ammo), 8 (health, ammo, armament), 9 (armament), 10 (armament), 11 (health, ammo, armament, chaingun!).

Notes: You'll benefit from the health and ammo in the elevator at 7 – but you won't be able to take it to the next floor.

FLOOR 18: FUTURE PASSAGE!



This is the upper floor of the Fuehrerbunker where the Spear is kept! Destroy the ROBOT and seize the Spear and the demon Abigor's spell will transport you to the future where you will face "The Ultimate Challenge!"

Time to Beat: 3:57

Fast Path: 1 (Robot!), 2, 3, 4, 5, 6 (The SPEAR!).

Grab the Stash!: 7 (ammo, one-up!), 8 (health), 9 (one-up!), 10 (ammo), 11 (one-up!).

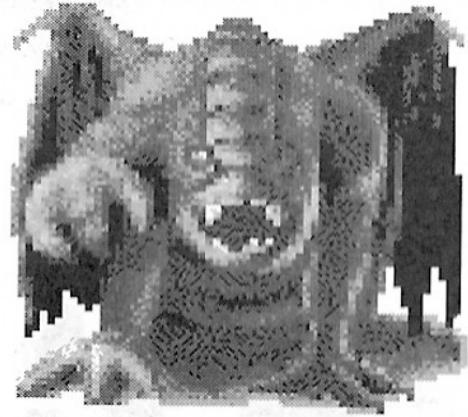
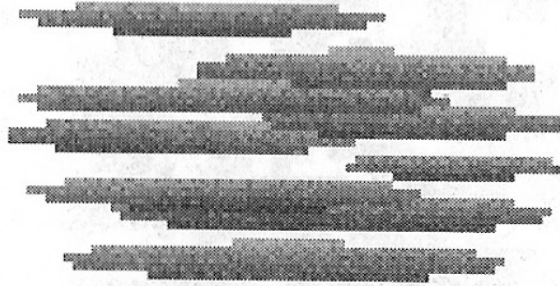
Notes: Load up on health and ammo before you grab the Spear – the future is now!

FUTURE THREAT!

Still under the demon ABIGOR's spell, the Spear transports B.J. into the future to fight an unimaginably hideous demon – the Devil Incarnate!

Abigor's admiration of Hitler's demented plans has prompted him to order the Devil Incarnate to help Hitler protect the Spear!

Running around the open floor, you'll find plenty of ammo to use in your attack against the Devil Incarnate - but killing him will not be easy!



THE DEVIL INCARNATE

Not of this world, the Devil Incarnate possesses supernatural powers! Bent on your destruction, he will attack you with atomic weapons blasts.

Sure, the Devil Incarnate has the powers of hell on his side! – but you have your trusty chaingun!

If you can defeat the Devil Incarnate, you will have broken the demon Abigor's spell and Hitler's plans will be useless! Good Luck!

Be prepared to look Death in the face – now you're up against the ultimate evil enemy – the DEVIL INCARNATE! Good Luck!

RADIOACTIVE MIST

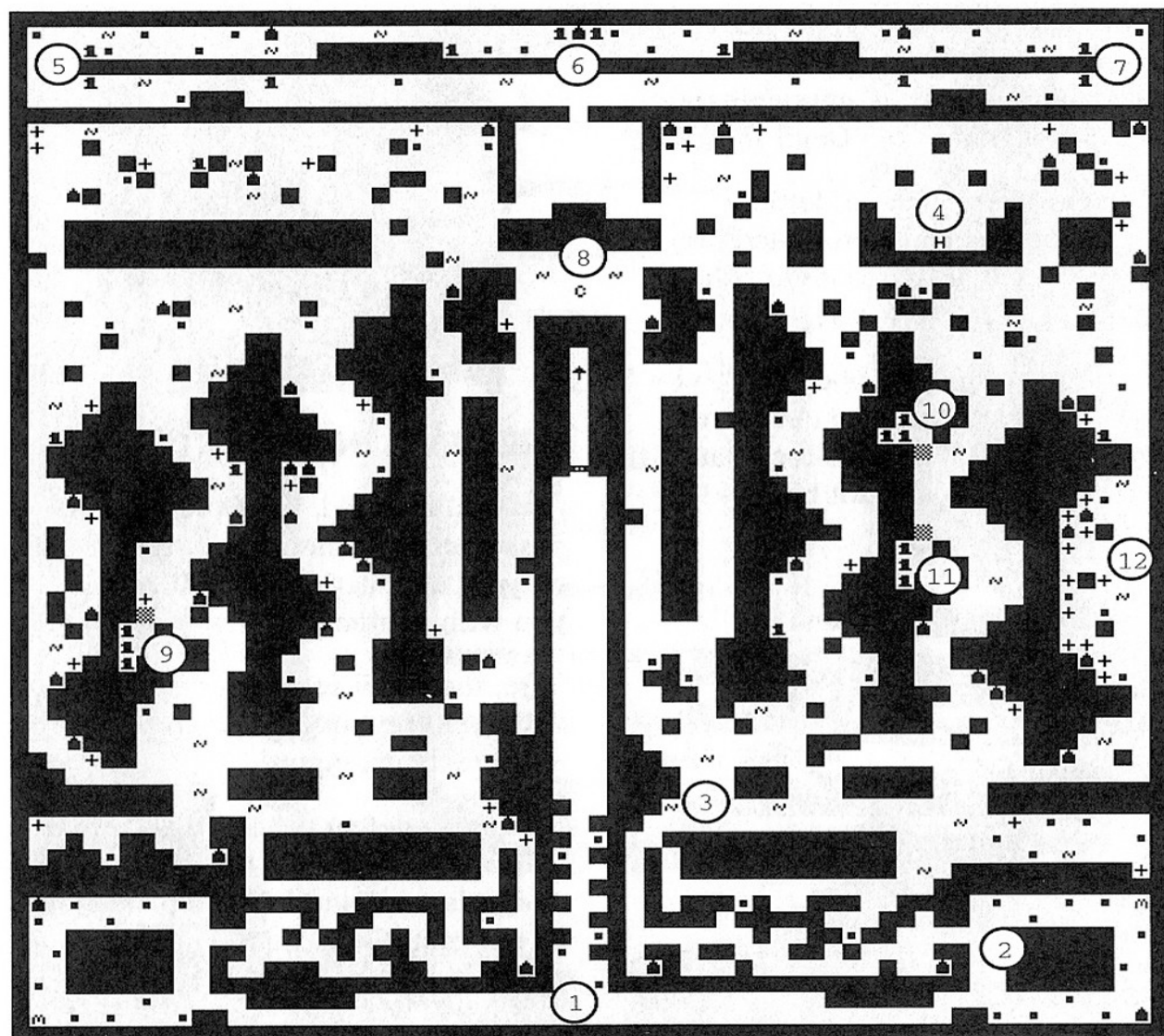
Left over from earlier battles, clouds of radioactive mist drift slowly by making it difficult to focus on the task of obliterating your opponent!

The hot, poisonous mist can kill almost immediately - make sure that it doesn't get anywhere near you!

If the noxious mist does begin to overtake you, firing into it will cause it to disperse long enough for you to escape its damaging effects!



FLOOR 18, PART II: FUTURE THREAT!



Defeat the DEVIL INCARNATE and you will break the demon Abigor's spell! Unable to see the future, Hitler will not be able to complete the development of future weapons systems. The fate of the World awaits you . . .

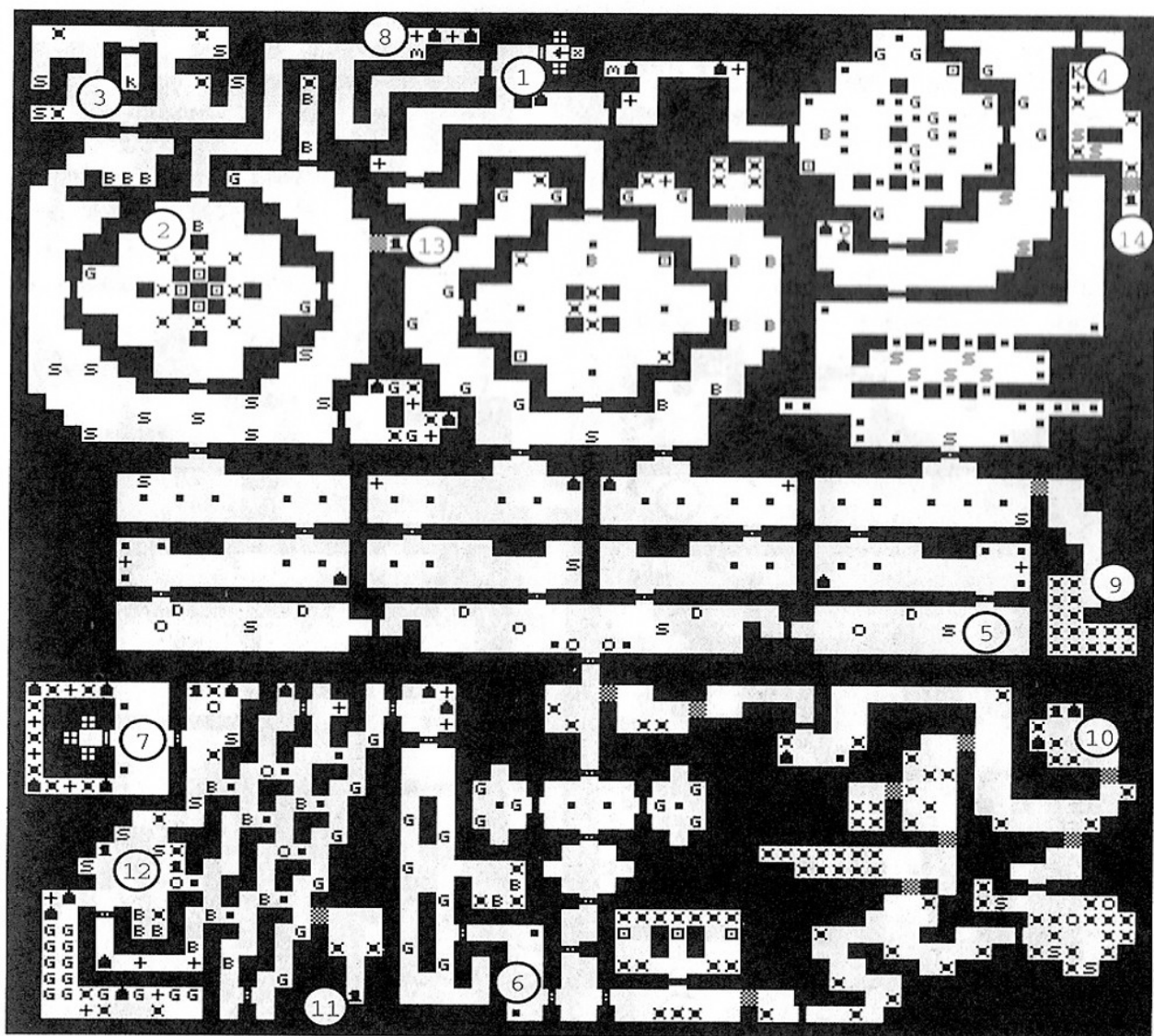
Time to Beat: 1:04

Fast Path: 1, 2, 3, 4 (the DEVIL INCARNATE!).

Grab the Stash!: 5 (two one-ups!), 6 (two one-ups!), 7 (two one-ups), 8 (chaingun!), 9 (health, three one-ups!), 10 (three one-ups), 11 (three one-ups), 12 (health).

Notes: If you don't have a chaingun, grab the one at 8. Watch for the radioactive mist – it can drain your health in seconds!

FLOOR 19: SECRET 1 - ANNIHILATION ZONE!



This secret level is pretty lively! There are several one-ups scattered about the floor, and the guards will be encouraging you to use them.

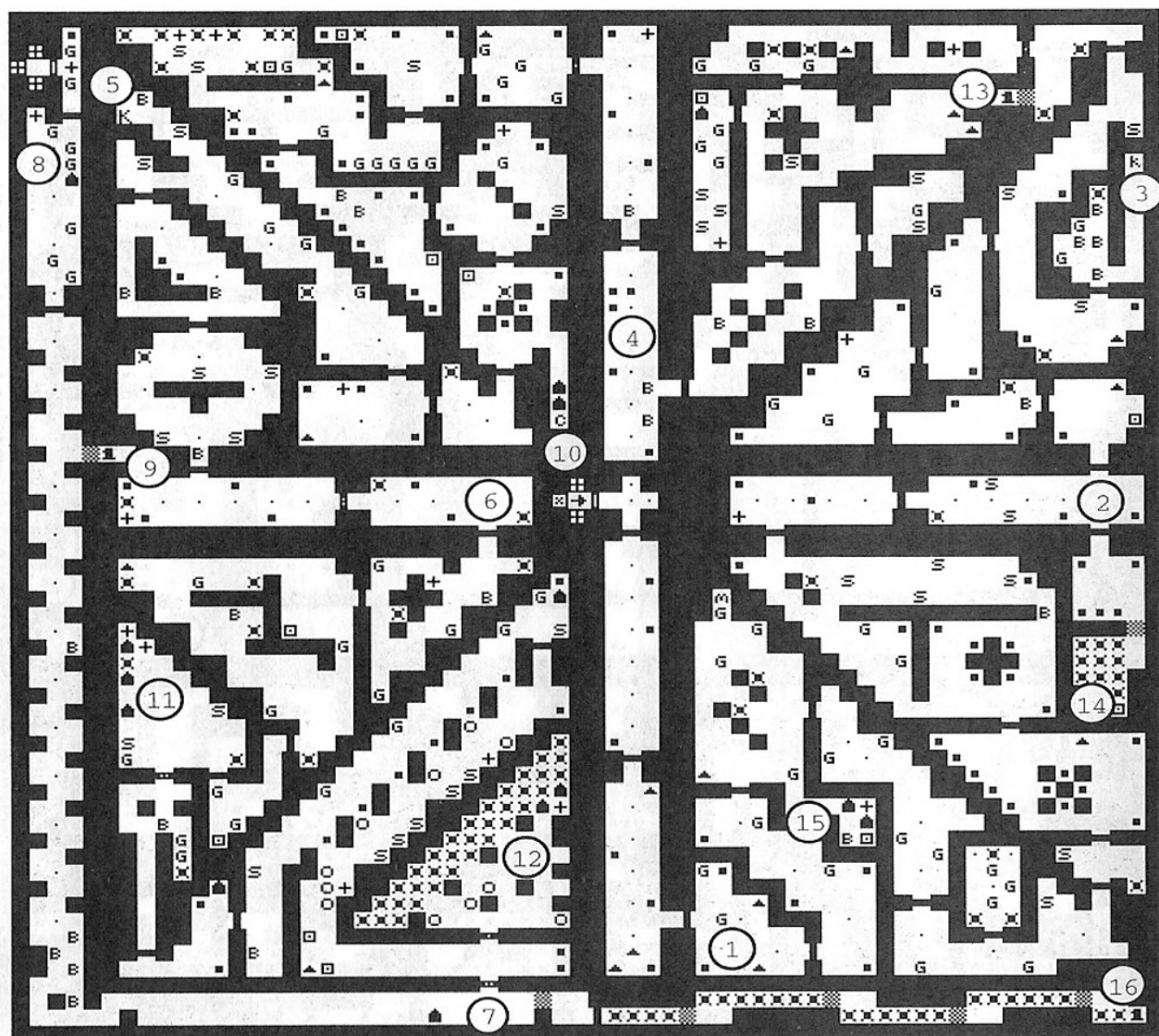
Time to Beat: 5:27

Fast Path: 1, 2, 3 (silver key), 2, 1, 4 (gold key), 5, 6, 7.

Grab the Stash!: 8 (health, ammo, machine gun), 9 (armament), 10 (armament, ammo, one-up!), 11 (one-up!), 12 (two one-ups!), 13 (one-up!), 14 (one-up!), 15 (ammo, chaingun!).

Notes: Grab the health, ammo and machine gun at 8 when you start.

FLOOR 20: SECRET 2 - BACKWARD CLOCK!



This level makes use of virtually all available floor space and you're going to have to play most of it to reach the exit!

Time to Beat: 7:03

Fast Path: More like the only path! Better get a move on! 1, 2, 3 (silver key), 4, 5 (gold key), 6, 7, 8.

Grab the Stash!: 9 (one-up!), 10 (ammo, chaingun!), 11 (health, ammo), 12 (health, ammo, armament), 13 (one-up!), 14 (armament), 15 (ammo, health), 16 (armament, one-up!).

Notes: The two elevators beside you when you exit the floor are out of service.

SAY WHAT?

With a Sound Blaster, Disney Sound Source or 100% compatible sound board, you'll hear the what the guards and Bosses are saying . . .



Alarm! – Danger!
Glück gwhabt! – You were lucky!
Mammi! – Mommy!
Au! Das tut weh! – Ow! That hurts!



Wer da? – Who's there?
Tod fürs Vaterland! – Death for the Father country!



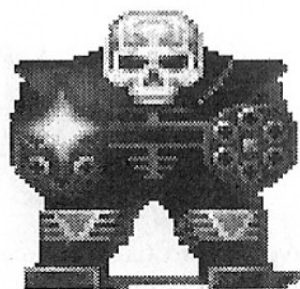
Denkste! – You thought so!
Heil Hitler! – Hail Hitler!



Was zum Teufel? – What the hell?
Verdammt! – Damn!



Dein letzter Fehler! – Your last mistake!
Nein, nicht schon wieder! – No, not again!



Zeig was du kanns, du Fiegling! – Show what you can, you wimp!
Du bist der störlteste. – You are the strongest.

GIVING CREDIT WHERE CREDIT IS DUE . . .

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