

NIGHTBREED

THE MUTATED SOLUTION

If you've given up hope with the antics of Boone and are in need of some assistance, then dig into this: the complete solution, plus a few general tips. Anyone with an IQ less than... er... well, less than mine might like to know that L=left, R=right, U=up and D=down. Here goes...

D, R, U, U, D ladder, R, D, R, fall D. You are again at position E on the rope bridge level. Go D, L, L, L, U. You will again be confronted by The Mask (let's boogie Boone). It's advisable to have a friend tapping away on the F1 key as it is essential to be in Cabal mode when tackling The Mask this time. Having defeated him Lon will appear in a heart (aaaaah!) - collect her. Then go U, L, U, R, and go through the door. Nearly there.

You are now back at position G on the Upper Midian level. Go U, L, L, U, R, U, L, U, and go through the door to finish the game. Congratulations! All you have to do now is watch the sickly-sweet end sequence - yuk!

START TO FINISH

From the start position in the Necropolis, go L, get gun, R, R, R, D, D, L, get key 1, R, D, L, D, R, D, L, L, go through the door. You should now be at position C on the upper Midian map. Go L, D, R, D, L, U (through door), get key 2, D, R, U, R, R, fall D, R, U, U, D ladder, R, D, R, fall D.

With any luck, you'll arrive at position E on the rope bridge level. From here go D, L, L, L, L, L, U, R, U. The Mask will appear here. Kick his teeth in then collect key three. You must now go to be baptised, so go D, L, D, R, R, D, R, D, R, R, R, R, then go through the door to meet with Baphomet.

After the interlude go L, L, then walk into the door to free the berserkers. Then go L, L, U, L, U, L, D, L, L, and go through the door. You're now at position F (Upper Midian level). Go U, L, U, R, U, L, U, and through the door. Well done, you've freed the breed. You are now shunted back to position C on the upper Midian level. From here go L, D, R, R, R, fall

COMBAT TIPPETTES

BIG FLY - Stay crouched down, then run when he settles above you.

FAT MAN - If he's in your way, wait for him to move (he will). Otherwise avoid him.

SNAKEMAN - It is unwise to fight him. If you have to though, kick him like crazy.

FLYING TEETH - Simply crouch as they whizz overhead, then RUN!

HEAD MONSTER - Punch the body repeatedly and duck/jump to avoid the head.

HOPPER - Duck when he jumps, run when he lands.

SCORPION - A pain in the bum, basically.

Punch repeatedly, and jump if he strikes out.

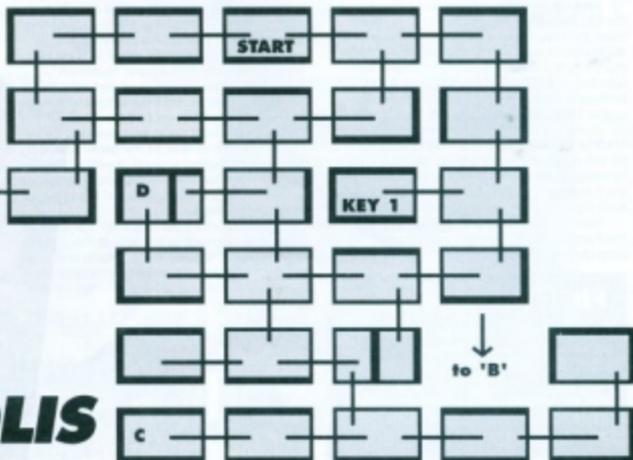
EYEBALL - Simply turn away from it and run (although he will subsequently move again so that he faces you).



Boone starts his key-collecting quest in the graveyard of Necropolis. Only once he has the key in his grasp can he enter Midian...



to 'A'



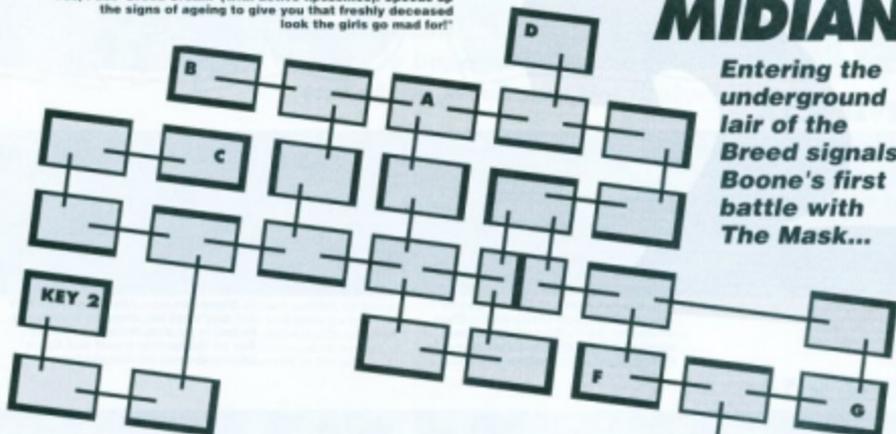
THE NECROPOLIS



"Yes, I use 'Breed Cream' (with active lipozomes). Speeds up the signs of ageing to give you that freshly deceased look the girls go mad for!"

UPPER MIDIAN

Entering the underground lair of the Breed signals Boone's first battle with The Mask...



ROPE BRIDGES

Boone is re-born during his initiating baptism into the ranks of the Breed. Only in his new form can he defeat The Mask once and for all, and free the Breed!

NIGHTBREED - KEYS

KEY 1 } THE 3 KEYS TO COLLECT
 KEY 2 }
 KEY 3 }

☹ — BERSERKERS CHAMBER
 ☺ — BAPHOMET

LETTERS A TO G LINK LOCATIONS

