

# Welcome to Doom 64 Strategy Guide

by



<http://www.n64.com>

**Key note:**

Green color text = hyperlink

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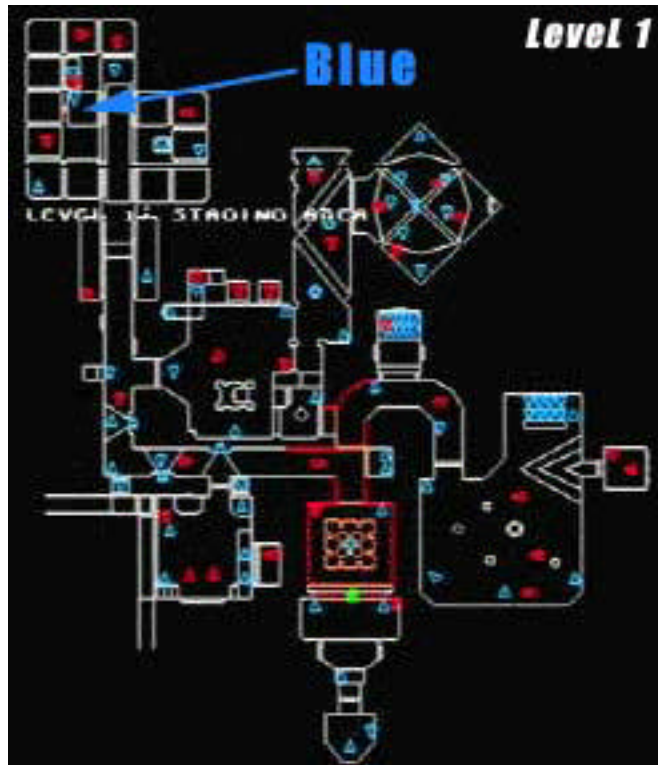
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## Blue Key



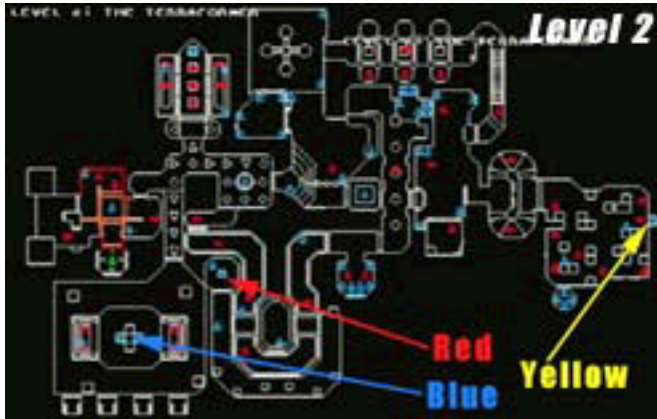
**Level 1:** The game opens up on a small ledge. You can open the door behind you and grab the beserk mode - or just hop off the ledge and pick up the shotgun. Either way, you're ready for action.

Follow the bend to the door on your left. Go ahead and destroy every living entity in that room - it's all in a days work. Be careful to blow up the barrels as you enter the room or the soldiers might use them against you. Flip the switch and head back into the hallway.

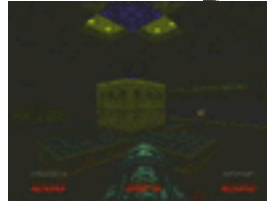
Walk past the blue door on your right (you need the key) until you hit the dead-end at the end of the hallway. There, you'll need to flip the switch and ride it up. Kill the demons that await you. Once everything has been obliterated, flip the switch and pick up the blue key.

Go through the blue door. There will be some unfriendly foes waiting to greet you. Show them to their graves. After you've unloaded on your enemies, make sure and flip the switches that open your path to the exit. Follow the path through some demons and to the next level.

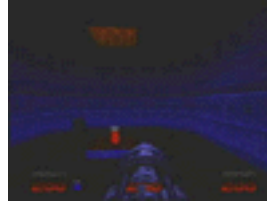
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### **Blue Key**



### **Red Key**



### **Yellow Key**



**LEVEL 2:** First things first: Kill the two soldiers with their backs turned to you. From there, head for the shotgun in the opening and make a right. There's a wall that can be opened in that area. If you've done everything correctly and found it - the room that it opens to should be very dark with red arrows covering the floor.

Drop down to a ledge on your left and pick up the super chain gun. With that done, flip the switch on the post in the dark area that lights up a blue room. Now, follow the arrows to the room with the blue key and a few not so friendly pals - you know what to do. This is somewhat tricky. Flip the switch under the blue key. Now, try and grab it. You can't. There will be four switches off in one area of the room. Flip them while moving backwards - as the ceiling collapses on you as soon as you flip each switch. If you've stumbled onto the right switch you'll get about 5 seconds to grab the blue key. Keep repeating this procedure until you get it.

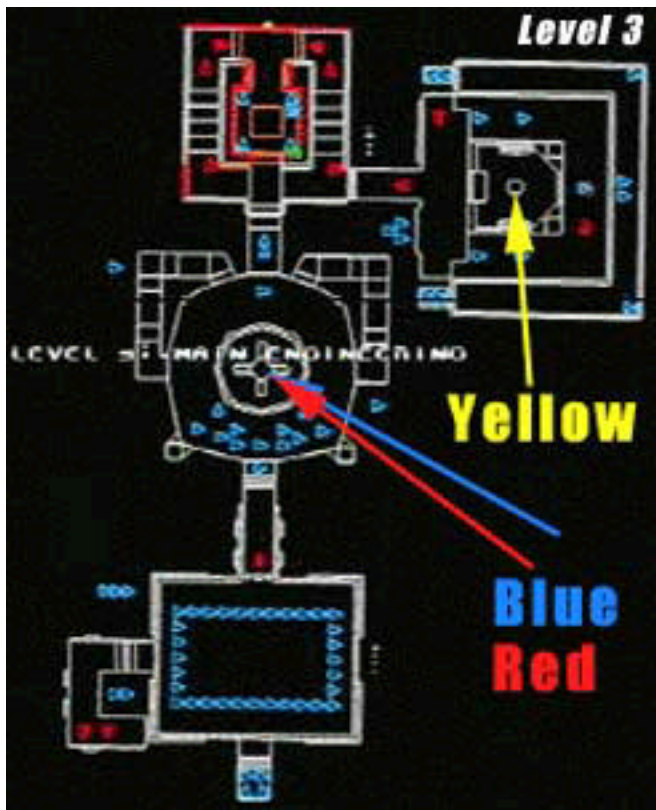
The red key lays just beyond the blue door. Drop down in the path provided. The ceiling is moving up and down. Progress through it carefully - and alas you will come to the red key. Transport back up.

Go back through the way you came from. Go outside - where the room that requires the red key is. Go inside and flip the switch. Looking outside you'll see that a series of pillars have begun to crush the ground beneath them. Drop down to that newly crushed area. Walk down the hallway, killing everything in sight, and flip the switch.

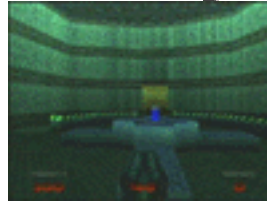
Follow the staircase up to the opening area. You'll need to go into the room with all of the baddies in order to get the yellow key. Flip the inside the room, use the transporter to flip the other switch and then head back to get the yellow key.

Go back to the beginning of the level and through the yellow door. Flip the switch inside to end the level.

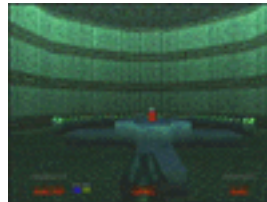
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## Blue Key



## Red Key



## Yellow Key



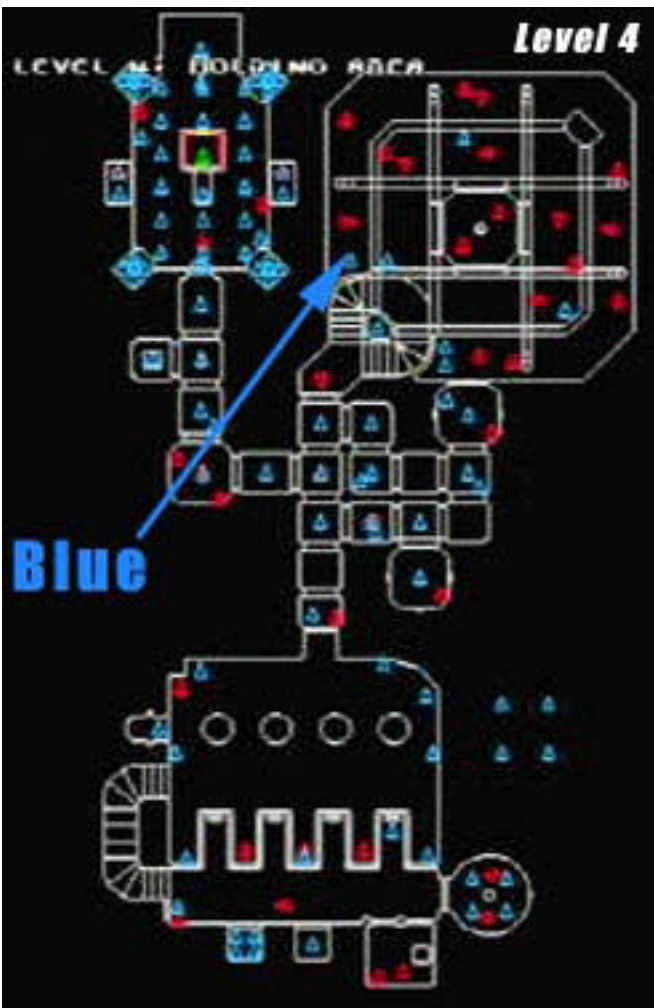
**LEVEL 3:** Once again, you'll need to kill the two poor souls with their backs to you. Walk out of the room and down the stairs to the door in the middle. It's the only one you can go to. Going through, you'll see a ledge rise. The open hallway to your left leads to the top of the ledge and the blue key. Note: You can come back to this area later for the rocket launcher.

Go back to the beginning of the level. See the blue doorway? Good. Go through it. Okay, this is simple. Transport to the ledge that surrounds the room in the middle. Walk the entire ledge and flip the switch that reveals the yellow key. Drop back down to the floor and ride the elevator up to collect it. That wasn't so bad, was it?

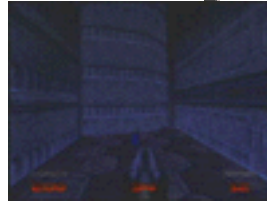
Go back to the room where you got the blue key. The yellow door is on the same ledge (and the rocket launcher). Go through the yellow door. Once you flip the switch directly ahead the ceiling will move down and some monsters will appear. Shred 'em. Nice work. Flip all the switches in this room and then go back to where the blue key was. The red key should be there now.

Go back to the red door (with your newly found key) and exit the level.

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## Blue Key



**LEVEL 4:** You appear in the middle of an enclosed platform - alone. Finally, there's not two soldiers with their backs turned towards you. You can turn around and get the berserk mode, or skip it and go straight down the elevator by flipping the switch.

With that done, kill and murder, destroy and slaughter, maim and obliterate everything in your path - and then head for the open door.

There's a super charge on your right. Go ahead and pick it up. Follow the hallway until it dead ends. Don't go to the left or right doors just yet. Go behind the dead end and flip the six switches. Now, go to the left doorway and up the stairs. If you blow away the switch in the middle of this room you can drop down and get the gun on the elevator.

To get the blue key all you need to do is drop off the ledge and head to your left. How easy was that? There's a spot on the ledge that acts as an elevator. Find that puppy and go on up. Take the staircase back down and across the hallway to the door on the other side.

Once through, take the staircase up and flip the first switch you see in the series. A small army of enemies will pop up. Torch them. Now, you can go through the blue door, but before you do we recommend you go through the door on the right, first. You see, there's two bad-boys waiting for you on the other side of the blue door - and you'd be better off facing them with a rocket launcher at your side - which the door on the right generously provides you with. Okay, open the blue door and prepare to start launching. You killed them? Nice work. Now exit. This game has just begun, baby.

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## **Blue Key**



## **Red Key**



## **Yellow Key**

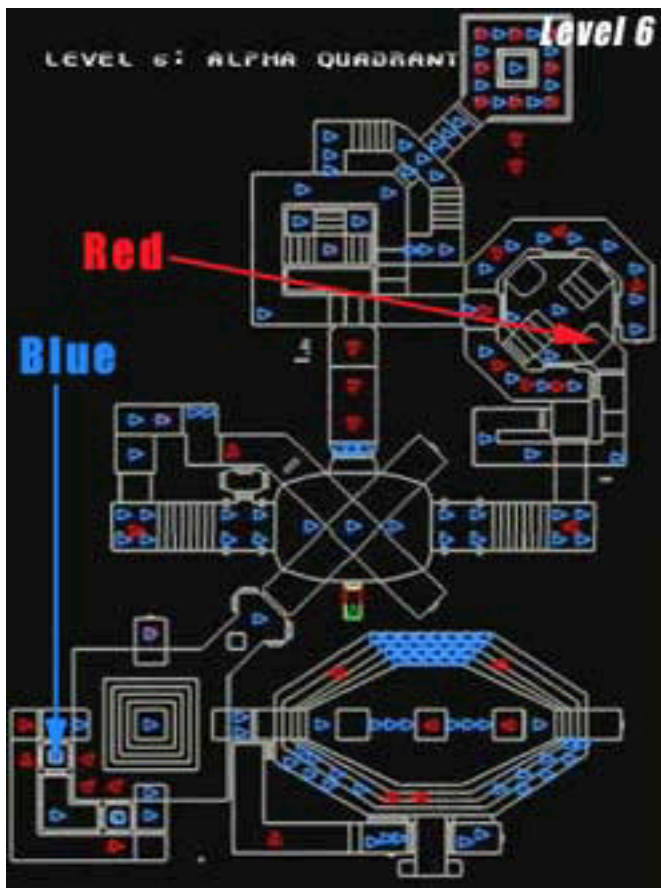


**LEVEL 5:** All right. We're talking Doom at its best, folks. You appear in an open area surrounded by rooms and hallways. To start with, why not go down the hallway with the blue armor staring you down? Walk straight down and turn to your left. There's a secret door which will enable you to try that armor on. Go for it. Now, go into the room on the other side. There's a switch in there which will allow you to jump up on one of the platforms. From there you can hop from platform to platform and collect all the goodies. Once you've done all that go ahead and travel back to the main room.

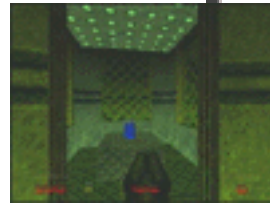
Now, go down the hallway to the right of the yellow door and flip the switch. With that done, head back to the main room. You're making progress, but to get things rolling you're going to need to head through the hallway to the left of the red door where the action really begins. Walking through, you'll notice two door-ways. The one on the right contains a couple soldiers and some goodies. Go ahead and collect. Now, go through the one on the left. You'll come to a clearing that you'll need to step through. On your left will be a door that houses a small gang of enemies and some treats for the taking (a good amount of missiles await you). To your right a path lays to the hallway, a switch that needs flipping, and an elevator that needs riding. On the left side of the second level hallway will be two secret doors. Open both and flip the switch in the second one. Great - now head back to the main room.

Go in the room to the left of the blue door and pick yourself up the yellow key. Now, you can guess what room is next on your list, but you'd be wrong. It's not the yellow. Actually, you need to go to the room set dead center in the middle of the red and yellow doors. You'll need to go through a small maze (very simple). If you've traveled it correctly you should have flipped through three switches in all. Two inside the maze and one at the mazes end. Now go to the yellow room and pick up the red key. Go to the red room and get the blue key. Almost done. Lastly, go into the blue room, massacre everything in sight and search for a switch that triggers the transporter. Find it? Good. Now, flip the switch and race for the transporter which will zap you to the two final switches of the level. Flip them, go back through the transporter and through the newly opened gate to the exit. Well done.

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**Blue Key**



**Red Key**



**LEVEL 6:** Open the door and make a right turn. Walk down the staircase and take the elevator up. Follow it straight to its end (you needn't take the branch to the left - it only holds a few goodies) and flip the switch. Now, go back in the direction of the elevator. Just before you get to it there will be an opening on the left. Step through into the clearing. Flip the switch, kill the big guy and grab the yellow key.

Ride the elevator back down and go straight ' another dead end and an elevator await you. Ride the elevator up and flip the switch. Now, ride the elevator back down and flip the switch in a small room on the left side of the hallway. Go back up the elevator ' for the last time.

Now flip the switch. The ceiling went up, right? Good, now run to the other side and flip the switch. Follow the new pathway to the next switch and, you guessed it, flip it. Turn directly around and run straight, careful to avoid the beasts that await you.

Okay, now you should be in a yellowish glowing room. There's a sunken pillar in the middle of surrounding steps that form a square. Get on the pillar, facing the direction from which you came. See the small room with a switch? Can you guess what needs doing? That's right, you demon slaying rebel, you need to flip that switch.

Now, jump back on the pillar. Head for the room right of the exit. You need to get across the pillars and flip the switch without falling down the abyss. Note: If you do fall, keep to the sides with your guns blazing. Walking at an angle against the walls will help you find the stairways back up ' as they are somewhat hard to see in the darkness below. Say a prayer.

If you managed to make it through that mess you've done a great job. Get back on the pillar and jump to the ledge opposite of the room you were just in. Grab the blue key. The blue door lays just out the exit and off the ledge.

There will be 3 baddies awaiting you as soon as you flip open the door, so be ready, soldier. Ride the elevator up and to the exit. Well done.

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## Blue Key



## Red Key



## Yellow Key

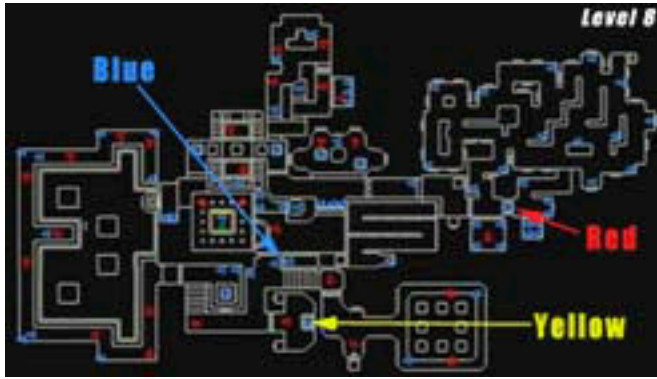


**LEVEL 7:** You appear in a blue room by yourself. In the next room you'll find yourself surrounded by doorways and paths. Take the door opposite the Yellow one. Walk in and go right and through the door. Go straight through the next couple doors and past the blue door where the path splits. Go right until it dead ends and then left to the switch. Flip it and turn around. Walk straight until it dead ends and turn right. Follow the path as it bends and open the first door on your right. Great ' now flip the switch. This will create a bridge to the blue key. Go all the way back to the blue key room now (this is the second room you went into). Grab the blue key and head for the blue door.

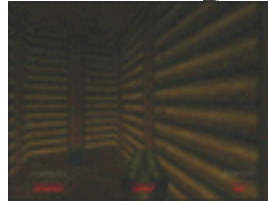
Ride the elevator up and go through the transporter. Turn around and flip the switch ' now head for the blue room again. Instead of going up the elevator go to the door on the right and get the yellow key. No, go to the yellow room at the beginning of the level.

Great ' more doors! Don't worry, we know the way. Go to the path leading down on the right side. You'll have to walk through some green sludge for a second, but you'll soon run into an anti-radiation suit. Flip the switch at the end of the hallway. Now, follow the hallway to the other end and then flip that switch. Once all that fun stuff is done you can go back up. Take the stairway in the center leading up and flip the switch at its end. Good work. Now, go back to the main room and go through the only door you haven't visited yet. Grab the red key and follow the path that goes left of the exit sign. Ride the elevator up and flip the red key switch to complete the bridge to the exit. Be careful, somebody's waiting for you to hit that switch.

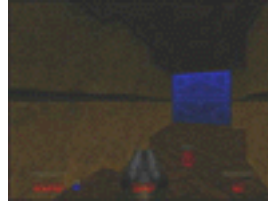
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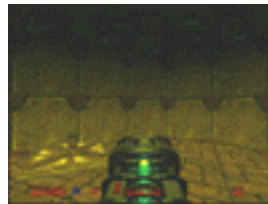
## Blue Key



## Red Key



## Yellow Key



**LEVEL 8:** You start the level enclosed in a square pillar. Flip it open and kill the soldiers surrounding you. With that done, walk over the pressure point that opens the wall and elevator out of the room. Ride it up. You will eventually come to an area with a window looking out to a seemingly blue world. Flip the switch behind the post and kill your enemies ' there are many. Now, follow the path beyond the blue door until it ends. Turn around and take the transporter to the blue key.

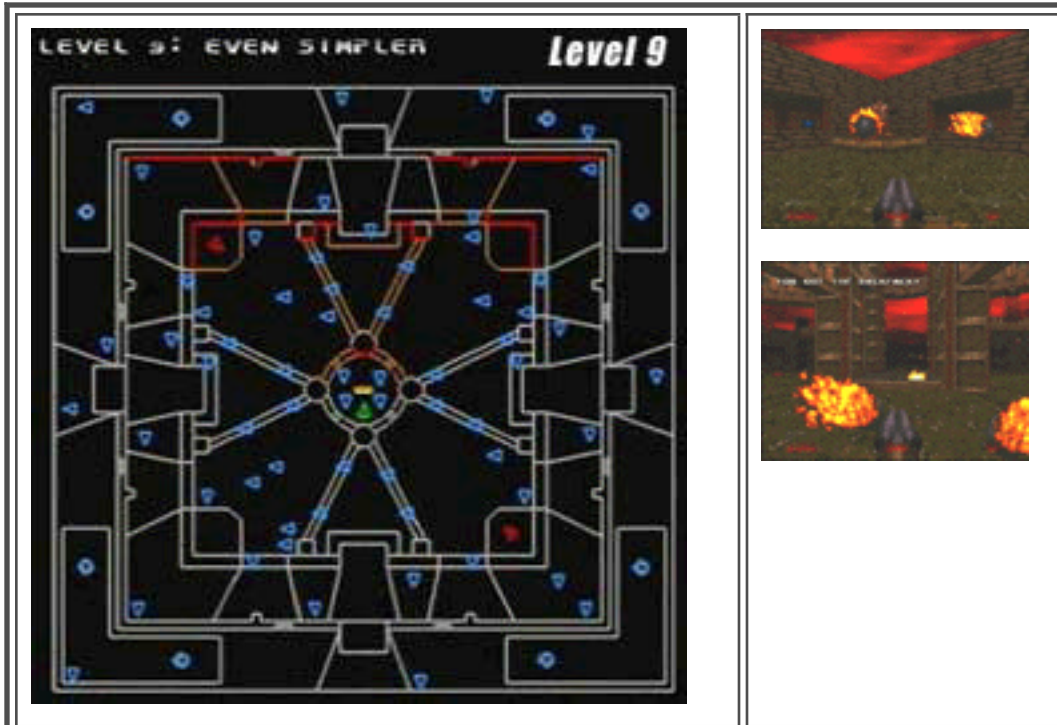
Now, take the transporter back out and go through the blue door. As soon as you walk in you'll see the red key, but you need to go through the small maze to get it. Follow the maze until it splits into paths and go left to the switch. Good ' you've cleared a little of the mess up. Now, go back to where you started and stick to the right wall. This will eventually lead you to the final switch. Once you've found it, flip it, and then get ready to face one bad sucker. Now, you can't exit the way you came in or you'll miss out on the red key. Find the back entrance to the left key and go that way. You'll need to flip the switch opposite it and fight another baddy.

Now, the only way to the red door is through the transporter just outside the blue door. But first, you have to flip the switch next to the blue door and then run through the transporter, across the blue water and atop the rising ledge.

Going to the left will lead you to a series of pillars that need raising. Do your best. Now, go to the room with the yellow key. Just before you get to it you will see a yellow symbol on the left wall. Shoot the symbol to lower the platform with the yellow key on it. Now, go through the yellow door.

Once you've killed the army of demons and beasts that await you a staircase leading to the exit will arise. Run for it.

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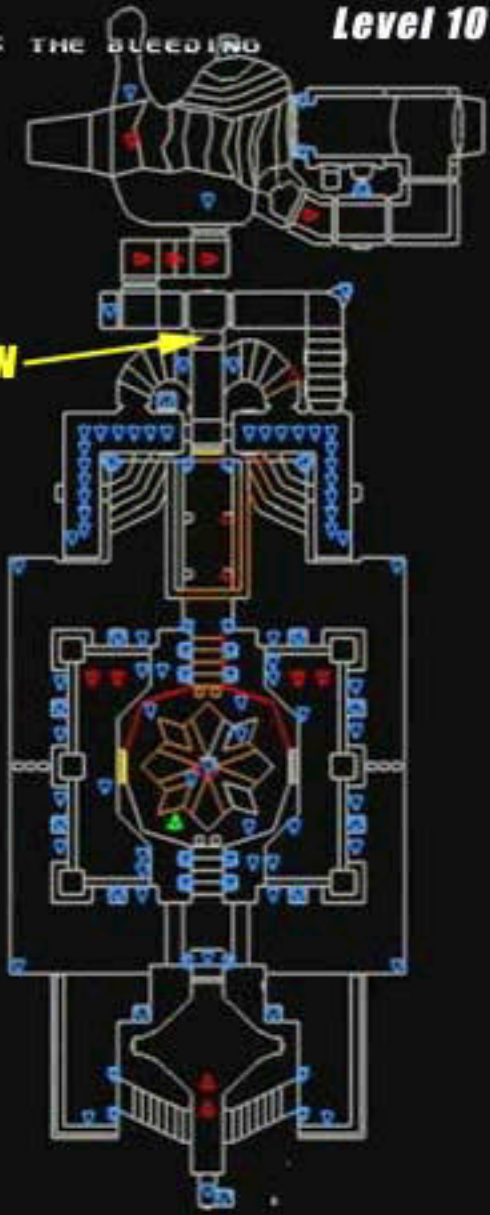
**LEVEL 9:** Sorry, folks. This level has no strategy. That is, unless you consider killing everything in sight, feasting on the gore and carnage that must ensue, and mass destruction all rolled up into one a strategy.

Stick to the side paths to keep from being eaten alive. But, make sure and come back to the middle every so often as new goodies appear quite frequently. Good luck. You're going to need it.

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LEVEL 10: THE BLEEDING *Level 10*

**Yellow**



**Yellow Key**



**LEVEL 10:** This level is relatively small compared to some of the previous levels. You materialize in a small room surround by four doors. Go through the two on the right and left side of you. When you come back in a few beasts will appear that need killing and then one of the barred doors will open.

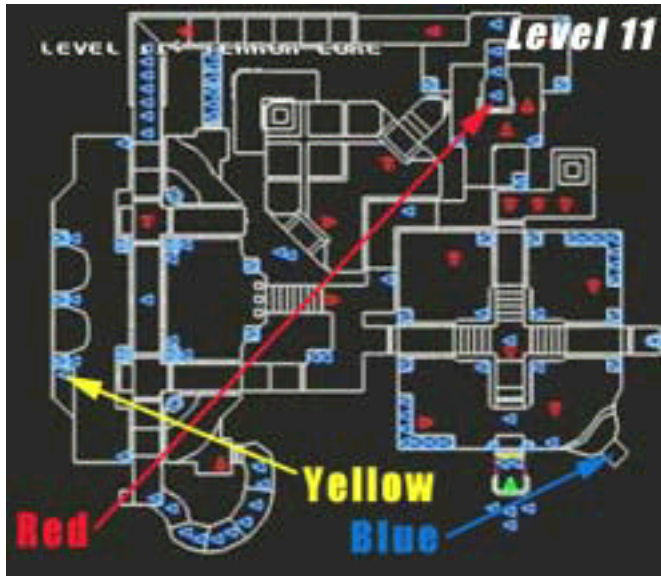
Go through the door, follow its path to the next door and go through. Take notice of the switches on the right and left side of the steps as you go in. Flip both of them. Keep moving. Go up the left stairs as the wall dead ends. There is a switch up there that needs flipping.

Now, go back to where you started and go through the other previously barred door. Follow the walk way to the door and go through. There's a switch on the left. Flip that bad boy. Now, take the staircase to the right, follow it up and around so that you are directly behind the yellow key. Flip the switch on the wall and grab it.

Now, there's a path directly behind the switch you just flipped. Go down to the end of the hallway and you will see it. Follow it to the yellow door and go through.

Take the path of water up and around to kill the two bad boys that await you. Drop down, flip the switch and take the transporter back up. Now, take the stairs back down and head for the far right wall to flip the last switch. With that done, just make your way back to the area you first appeared in at the beginning of the level. But be careful, there's a legion of demons, monsters, and missile weaving deformations ready to stop you.

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## Blue Key



## Red Key



## Yellow Key

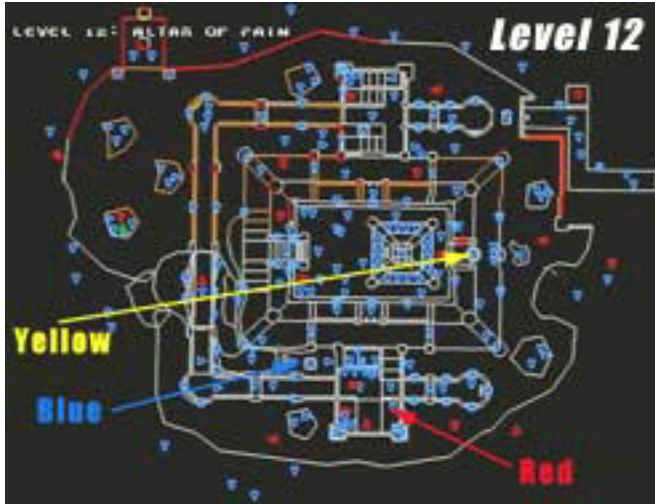


**LEVEL 11:** You materialize in a tiny room with a door in front of you. Go through the door. Make mince meat of the beasts in your path. Follow the water into the next area, behind a small wall, and down a set of steps where two switches await. The blue key will appear in a small area to the left of the door at the beginning of the level. Take it and go through the blue door.

Make a left up the stairs and through the door. Now, stick to your right, follow the path (don't go up the stairs) through the bends and turns until you come to a small clearing with some monsters and a switch. Flip the switch. Kill the monsters if you like, too, as it feels great. Turn around and head in the direction you came ' only this time go up the stairs. The stairs lead to an opening with some more of your buddies and another switch. You know what to do. After you're finished cleaning the chunks of demon flesh of your chainsaw ' head back down the stairs and make a right to the elevator. Ride it up, go through the first door and then to your right through the next. There will be a friend waiting on the other side ' he likes lots of bullets. Once you've massacred him run to the next door. Just beyond it is the yellow door, and you don't have the key yet, so make a right. There's a switch to flip. With that done, turn back around and run to the other side. Go through the transporter and get the yellow key. Good, now go back to the yellow door and go through. Follow its path to the red key and pick it up.

The red door is near the beginning of the level ' just beyond the blue door heading in the same direction. Once through, you'll meet another of your many friends ' you really are quite popular it seems. Show him how your missile launcher works and then take the transporter up and to the exit.

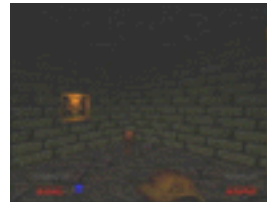
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## **Blue Key**



## **Red Key**



## **Yellow Key**



**LEVEL 12:** You appear on the ground floor of a level has multiple stories ' a sickening brown sludge at your feet. You can save yourself some trouble by circling the castle once and eliminating all the surrounding monsters. Once you've finished head for the transporter behind the post in the room close to where you materialized.

You appear a story higher and facing a room illuminated by candle-light. The blue key is in there, but you can't get to it until you flip the switch up the stairs. Once you've flipped the switch make for the blue key.

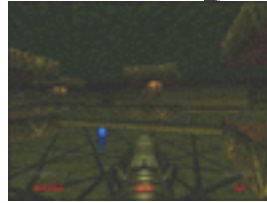
The blue door opens to a yellowish hallway that houses the yellow door. Imagine that! It's also home to two switches and a monster. Flip them and kill him. Now, turn around and go back out the door. You see the switch right outside the blue door? Flip it and take the elevator up. There are two switches that need to be flipped on this story. Once you flip them drop down to the story below and follow the path to a staircase with a heath pick-up at its base. Good. Do you see the switch just a little to the right? Flip it and ride the elevator up to the red key. Keep to the path and flip the two final switches on the story.

The red key lays just before the illuminated yellow tunnel that sheltered the blue key. Head for it, baby. As soon as you're through you'll have to sign autographs for more of your fan club ' and these boys have been working out. Once you've killed them, flip the switch and watch as the yellow key rises. Go back out, up the stairs and elevator to where it is. Get it! Now go to the level door, which lays just beyond the blue one. Salvation lays beyond this one.

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## Blue Key



**LEVEL 13:** Welcome to the harder of Doom levels. You appear on a teleporter enclosed in a small room. Make your way out of the room, down the giant hallway to an open area with a great number of posts. On one of the posts is a switch. Flip that bad boy.

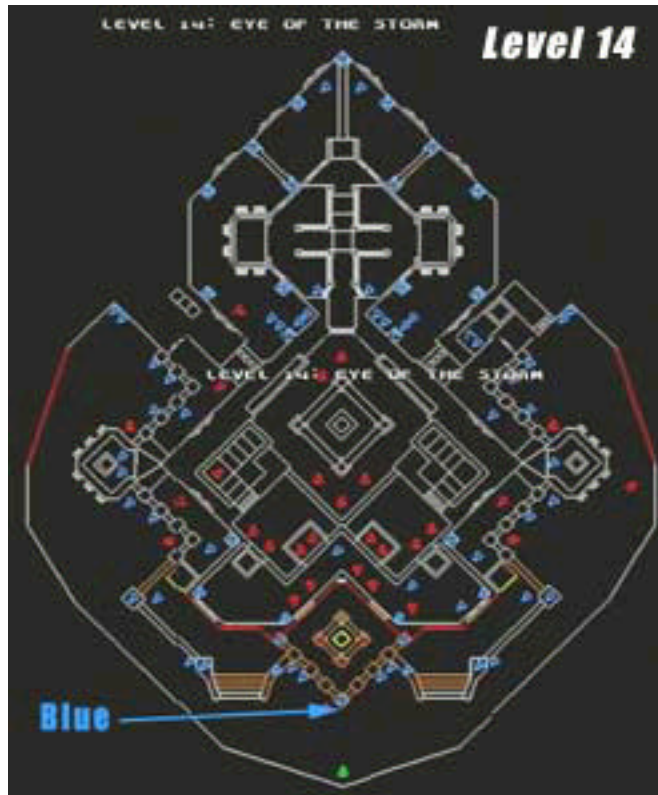
Go in the opposite direction, past the room you appeared in to an illuminated red room with steps going up on the right side. Follow them to an elevator going down and into a room with numerous thick posts. On one side of the room is lays an entrance to a smaller sub-room with a switch. Flip it. Be careful, the switch causes the posts to open up and fire projectiles. As if that weren't enough you've got two friends to deal with, too. This is the only way to get the blue key -- which appears in the middle of the posts as they are firing. If you wait until the posts close up again the key will disappear.

Now that you've performed a miracle to achieve the blue key without dying, get out of the room, ride the elevator back up and drop down to the room with a bluish tint on the right side. Many monsters await. The blue gate awaits off to one side of the room -- and in it a switch that needs flipping. Ride the elevator back up and head out. You'll come out into the hallway right in front of the red door.

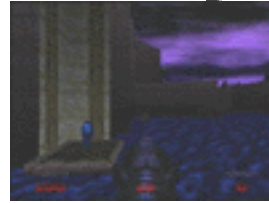
Make a right and follow the hallway down until you see a small post sticking out of the ceiling. On one side of it is a switch that will lower the level. Flip it and go down. Make a right and go straight past the first room and into the lower level. There's a switch at the end of a small maze in this room. Flip it. Then, get out of this room and go to the upper level -- where you'll need to flip yet another switch and ride the elevator up to the red key.

Drop down into the bluish room where you'll need to face two enemies, destroy them, and then find the small area that leads out. You'll come out right in front of the red door -- lucky for you. Through the red door you'll see the yellow key and the yellow door just beyond. Behold! Uh-oh! More of your fan club. Massacre time. With that done, go through the exit.

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## Blue Key

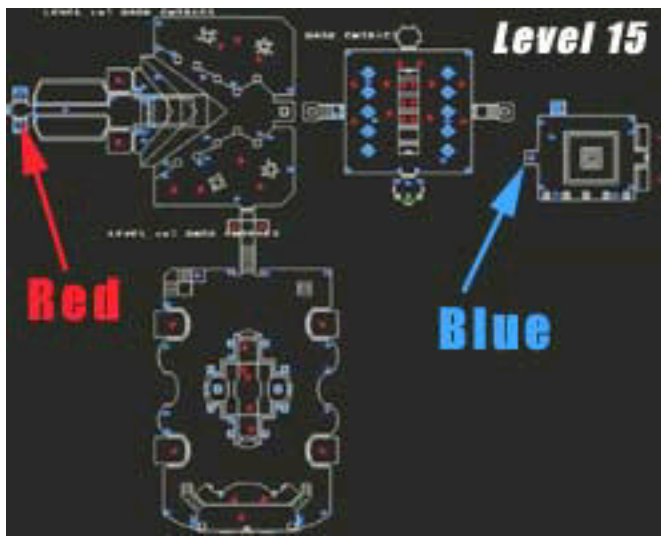


**LEVEL 14:** The blue key is on the ground floor hidden inside a post. Once you kill everyone and everything in the water the post will lower and the blue key is yours. Grab hold of that sucker -- you're going to need it.

Take the stairs leading around the castle. Follow them up and around until you come to a barred entrance way and a switch to the left. Take a wild guess. You got it, bud, you need to flip that switch! With that done, make for the barred down which should no be open. Obliterate everything in this room and then go for into the open entrance in the center. There is a switch that needs definite flipping up the stairs and to the left. You can no go through the door in the middle walk-way. Do so.

Grab the power-up and then kill everything that comes at you. Shred them with your bullets, blow them away, crush them -- Kill! Kill! Let nothing survive. Now, once you finished with the slaughtering head for the staircase leading down on the left side of the room as you enter. This will lead to the exit. Flip the switch and go through. Well done.

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## Blue Key



**LEVEL 15:** Open the door and start firing. A small gang of your fan club will be waiting to greet you. Gosh -- you're all out of autographed pictures, too. Whatever can you give them instead?

Be very careful here. Heat seeking missiles will be plenty. Dodge them behind a wall and wait for the right time to finish off the monsters. Note: The heat seekers are coming from the ceiling above -- so watch out. Once you've done your duty head for the right -- which houses your only exit out of this room that doesn't require a key. Hit the teleporter and get ready to unload again -- a few spiders are waiting to pump you full of pulse rifle from the sheltering darkness of the building. Waste 'em.

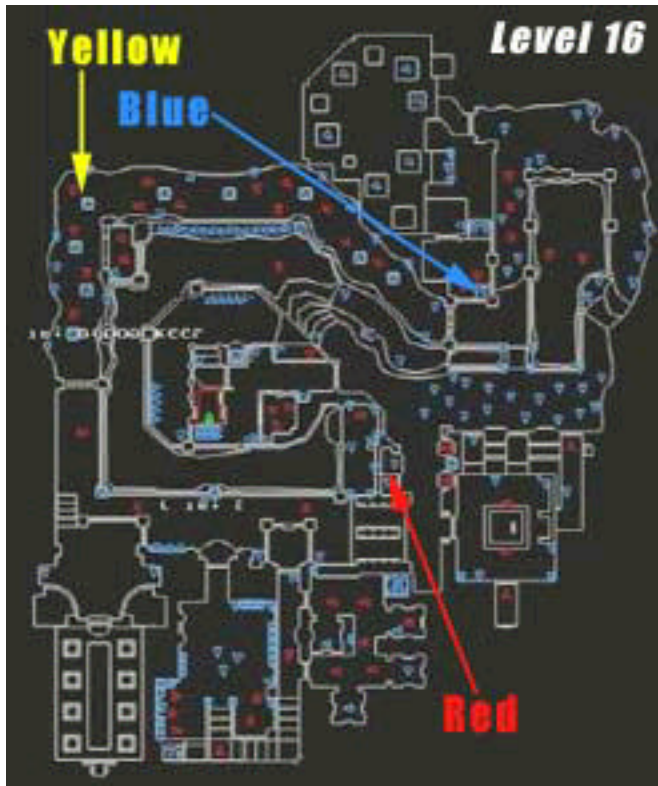
This part is a little trickier. Flip the switch and watch the supercharge appear over each small post. This is done in a sequence. Memorize the sequence, as it corresponds to a row of switches that will appear after the display is done. You have to flip the switch that indicates the next step in the sequence. If you do it correctly you'll get the supercharge and the blue key.

Teleport out and to go through the blue gate. Take the stairs up to the transporter. You'll appear in another clearing with multiple monsters, including two spiders, trying to eat you alive. Dispose of these annoyances. With that done head for your left and through the door. Drop down, go outside and wipe out everything. Okay, there's a switch up on the ledge that needs to be switched. The other two switches (a level below) can be shot from inside the structure at the center of the area to gain goodies.

Okay, now go through the transporter again and take the middle staircase up. They lead to a dead end with two doors. On the right is goodies while the left houses the red key. Take that bad boy.

Go back to the beginning of the level and watch out for all the monsters. They are everywhere. Make for the red gate and to exit freedom. Oh yeah, a friend is waiting behind the door, too.

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### **Blue Key**



### **Red Key**



### **Yellow Key**



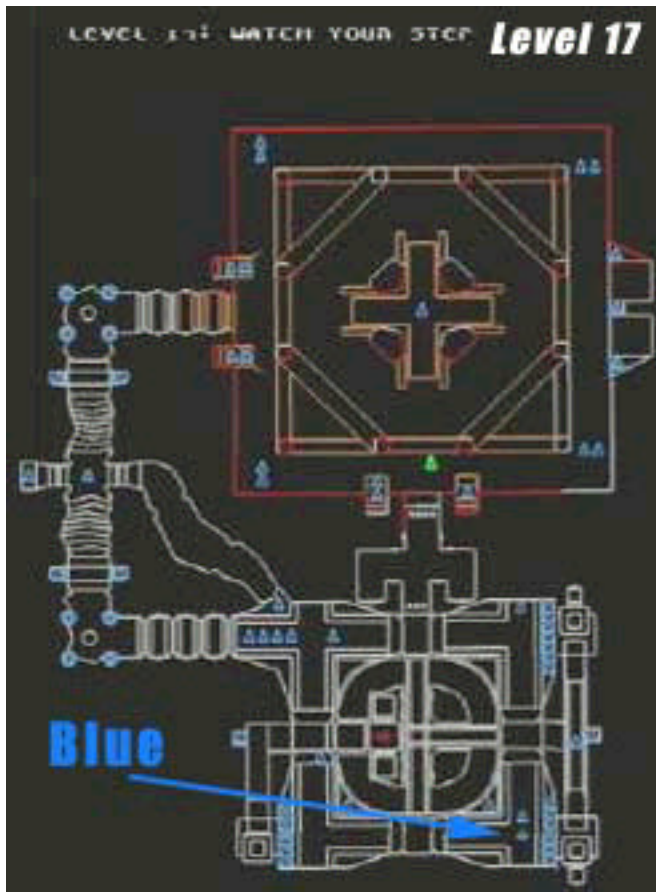
**LEVEL 16:** Believe it or not you appear in a small, enclosed room. There's a change of pace for ya, huh? Open the door and immediately make two quick lefts -- going through the door and down the staircase which leads outside and to the water. Drop down to the water and follow the path to the left. You'll come to a room that houses a hidden elevator. Ride the elevator up to the red key and a switch on the wall. Do what needs doing (flip the switch and grab the key) and then drop down. Go through the red door right in front of you. Flip the switch in the middle of the room and ride the elevator up to the next level another switch. With that little bugger flipped go ahead and drop down to meet one of the many members of your ever-growing fan club. Kill him and flip the switch down the hallway behind him to exit the room. Go straight and around a small bend until you reach the bluish room and go through. About half way down the hall of this room you'll notice a small ledge to the right. Go through and flip the lever that awaits. This will cause the pillars inside to lower -- revealing the yellow key. Grab it.

Go back into hallway and head in the direction you were going -- keeping the ledge you just came from to your right side. The blue room leads to an open area which dead-ends. Jump across the gap between the two ledges and go left, following the bend to the yellow door. This door opens to a greenish room with multiple platforms to cross. Jump from platform to platform until you come to a door on the ledge. Open it and prepare to face one mean sucker. Once you've blown him to bits walk in and collect the blue key. Drop down off the ledge and go back through the bluish hallway. The blue door lays just beyond.

Follow the staircase up and go through the first door on your right. Flip the appropriate switch and go back out. Now, go down to the end of the hallway and flip the switch. With this done, head back out the blue door and make a quick left. Go up the stairs at the wall and through the yellow door inside -- which happens to be guarded by two spiders.

Once through, find a corner and get ready to blast. The lights go out and monsters swarm. Kill them all. Give them everything you've got. Show them who's boss. Note: Once you've killed everything in sight head for the center of the room. The ledge will drop and if you aren't positioned correctly you are a goner. If you've managed to survive -- go ahead and reward yourself by exiting.

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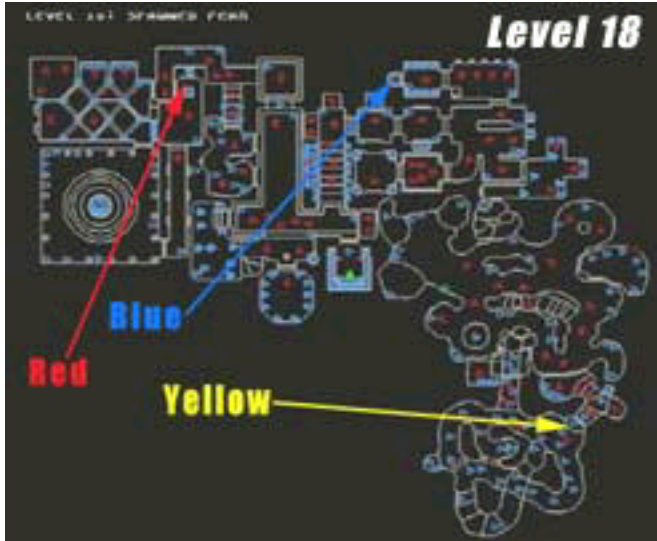
## Blue Key



**LEVEL 17:** There really isn't much to finding the first key in this level. Search your immediate area if you like, but make sure and head to the doorway with the stairs leading up. Follow them around a bend or two until you reach a clearing into a new area. Arm yourself with your most destructive weapons and enter. It's time for your own personal war. Everything and everyone is going to attack you. If you survive you get the blue key. It's that simple. Go through the blue door in the same area and your own your way. Be careful, though, as more monsters and beasties face you at every turn.

Speaking of which, go back to the beginning of the level and get ready to face a series of friends and pals, each one bigger than the next, until you meet the granddaddy bad boy, himself. Kill him and exit through the gate that leads through a red room. You stud, you.

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## **Blue Key**



## **Red Key**



## **Yellow Key**



**LEVEL 18:** Once again you materialize in a small, enclosed room with one door leading out. Take the door out and down the stairs in front of you. Go right through 3 doors. You'll come to a room with a door to your immediate right, another door up to the left and the red door a little further in. Go to your right, flip the switch and start firing something strong. There's a demon waiting for you on the other side. Run through, flip the switch and then come back. Go through the door on the left now. You see the small platform in the corner of the room? Good. Now, here's the deal. Open the door - then jump back on to the platform and shoot the switch directly in front of you. Run through the door and take the blue key.

Go back to the beginning of the level. Follow the path to a red room made of stone. Drop down and go through the left door. Flip the switch inside and be ready to go at it with a few big boys. With that done, drop back in and go to the blue door. The room leads through a small maze and into another room, which immediately turns dark. Stick to your right and near the walls. You'll run into a switch that lights up the room. Flip that and then run to another switch in the middle of the room which opens the wall in the center of the room and releases a big portion of your fan club. Prepare for major war. Go through the doorway that pops open and collect the red key.

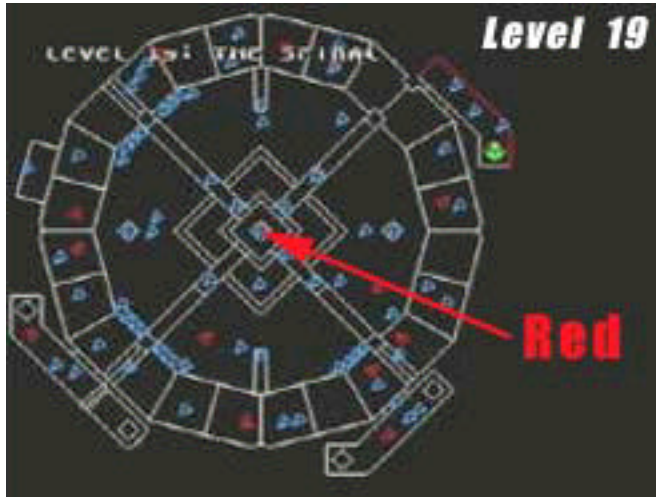
The red door lays back at the beginning of the level - down the stairs and just beyond the first couple doors. Once through, head down the hallway that dead ends at a skeleton face with red blinking eyes. On the left side of the wall is a secret door. Go through.

Once up, you'll need to progress through a series of switches. Each switch, when flipped, will lower the level of a ledge so that you can jump to it. Go through these until you reach the final switch and flip it.

You'll need to flip a few other switches located in various parts of this area -- very simple, basic stuff. With that done, drop down to the small crevice in earth that houses the yellow key. Go around the bend, jump across the ledge and then try for the key below. This may take a few tries, but you'll get it.

Exit the area and head for the yellow door at the beginning of the level. This leads to the exit. Great work.

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## Red Key

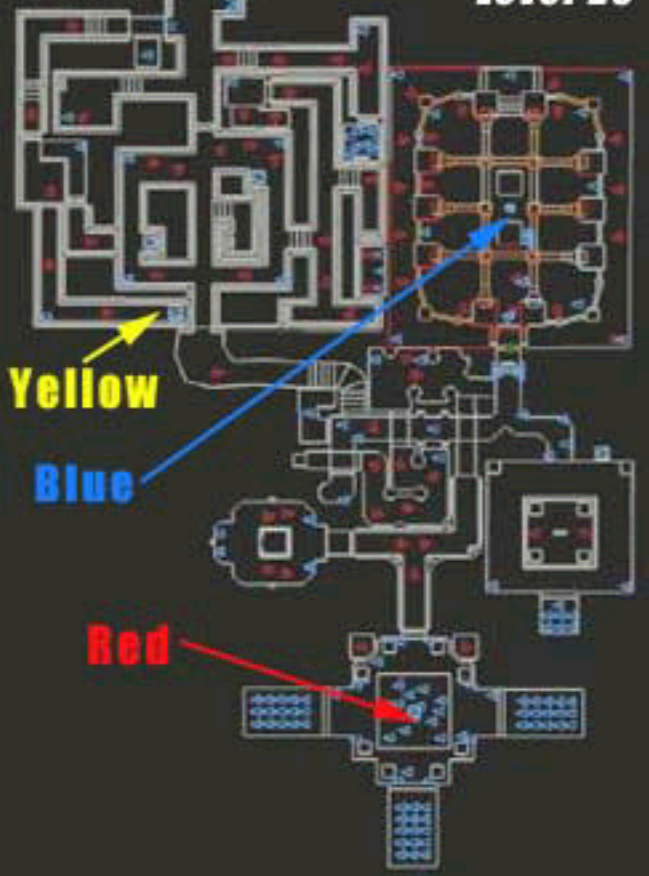


**LEVEL 19:** This level, unlike many of the other levels, requires no real strategy to beat. We beat this baby on our first try. To begin with, walk out and be ready for some gunfighting. Yes, indeed, we do mean fighting. War is about to rain down upon you as every living monster in the game seems to appear up and around you -- each one with revenge in his eye. Run around the baseline in a circle, gathering weapons and killing at the same time. Then, head for the stairway the curves around the entire level and hold down your trigger button. Kill everything. If you can manage it you're already half way done. Flip the switch at the end of the stairs and then head for the door on the right side. Once in, transport to a hallway and walk a few feet to the next transporter. This will take you to the middle of the level and to the red key. Take that puppy and head back to the red door to exit. Note: Monsters and demons, beasties and everything else in the entire Doom catalog will be trying to stop you from succeeding, so be careful.

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LEVEL 20: BREAKDOWN

*Level 20*



**Yellow**

**Blue**

**Red**

**Blue Key**



**Red Key**



**Yellow Key**



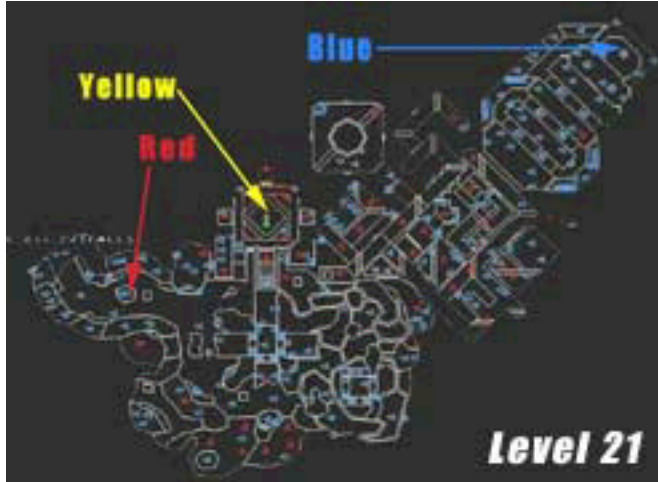
**LEVEL 20:** First things first: Kill everything. Sing along: Carnage is great, carnage is fun. Massacre and obliterate, watch the beasties run.

Good work, son. Clean off your chainsaw and head for the center of the stage. You see the blue key on the pillar? Good. You have to go to an upper level area and shoot the switch on the post. That'll lower the key. Get to work. Once you've done it, grab the key and go through the door.

You have to drop down a level and do a little more killing. Then, flip the switch and head up the stairs. You'll follow the path through some more bodies, just past the yellow door and into a room with a red glow. This houses the red key. Shocking, ain't it? Once you've gotten it you'll have to deal with a horde of demons. Wipe them out and then head back to the red gate at the beginning of the pathway. Go through, flip the switch and take the stairs to mister badboy -- who you'll have to deal with. Finish him up.

Now, the next area is divided up into a series of demons and switches. The switches all lay at the end of a staircase or pathway. You'll need to flip them, one by one, and then grab the yellow key. The whole procedure is very simple and self-explanatory. Once you have the key head back to the yellow gate in the pathway area and exit the level.

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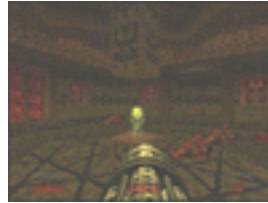
### **Blue Key**



### **Red Key**



### **Yellow Key**



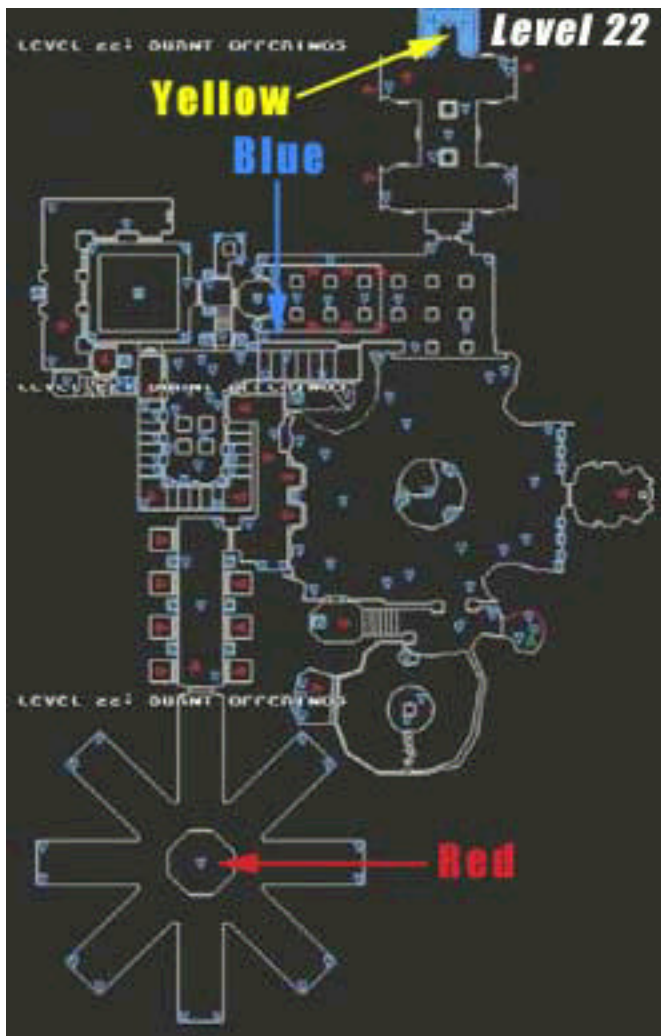
**LEVEL 21:** You're in the final stretch of the game now, boys and girls. You appear in a small room (can you believe it?) with a few soldiers. Waste those wussies and proceed to open all the doors that you can. Once you've opened the first three and killed everyone in them, turn around and grab the yellow key that will appear in the middle of the room. Open the yellow door and be prepared to do battle. You've got to deal with a mega-demon.

Once you've beaten this guy the path in front of you will drop down. Drop off the ledge and go forward. There's a switch resting on a ledge on the other side of a small abyss. You can run across the ledge and make it. First, kill everything that is trying to attack you and then go for the switch. Press it and drop down to the left. There will be a transporter on the lava. Good.

Now, starting from the beginning of the area, go left and up the platforms until you come to a transporter (you'll have defeat a number of beasties and demons). Transport to the next area. Go straight for about a second and then make a right. Keep walking past the blue door down the hallway. You'll have to go in the various rooms along the way and flip a few switches. If you've done everything correctly a new area will lower behind a wall and the blue key is in there ' just waiting for you. Once you have it go back to the blue door. Swing that baby open, kill the dude inside and flip the switch. Now, go back outside and take the levels up and around the cliff to the final switch that provides you with the third and final key. Flip it and the last key will appear on a small platform just below you.

Grab it and go back through the yellow door. Flip the switch and then make for the same area the blue door was in. There's a red gate that leads you to the exit. Keep on killing, baby.

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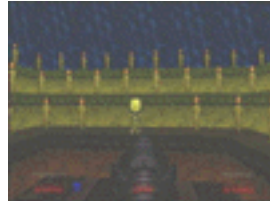
### Blue Key



### Red Key



### Yellow Key



**LEVEL 22:** Alrighty then. As soon as you materialize make for the area engulfed in water -- with only a small post sticking out. Stick to the small ledge that surrounds the area and make your way over to the post. Flip the switch and then head on out of there.

Go straight past the red door to a room with numerous posts from floor to ceiling. A little ways in to the left lays a door that you're going to need to go through -- so go. Take the stairs down and make a quick left. Flip the switch and kill the two bad-boys that rise from the ground. Now go to the doorway straight across from the entrance in. Good. Follow the stairs up and around to the switch on the side wall. Press it and then run to the next switch a little ways up. Press that and run through the doorway. If you did everything right you should have the blue key. Good work. Now, go through the blue door.

Kill the spiders that await you and get ready for some arrow action. Now, go through the door and flip the switches on both sides. Good. You're done here. Well, for a little while, anyway.

A new room will be ready for exploring as you enter the area with all the posts again. Go through it and collect the yellow key. Now, go back to the area with the blue room -- yet again. Go up the stairs that you explored before (the hallway with the two switches that lowered the post with the blue key on it) -- only keep going. The yellow door is just beyond.

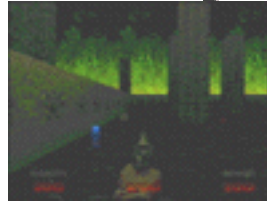
The yellow door opens to another room with multiple path ways. As soon as you get going you'll find yourself caught in the middle of a group of doorways. The roof will close on you if your not careful, so be ready to flip the switch that appears and get out fast. You'll have to face two demons, but you'll be better off, anyway. Oh yeah, you'll also get the red key. We don't want to forget that. Now, you'll be trapped inside until you flip the switch that's located down one of the hallways. Once you do that you have to race to the entrance as fast as possible before it closes on you.

Now, go back to the beginning of the level (outside) and go through the red door. Kill that nasty old spider and exit.

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### **Blue Key**



### **Red Key**



### **Yellow Key**



**LEVEL 23:** Drop down to the water (like you have a choice) and waste the spider who awaits.

Follow the bend around until you come to a hidden transporter. Transport up and follow the bend around again to an elevator that takes you one more level up. Once up, there is a switch on one side that, of course, needs flipping. This will enable you to go through a tint red room one level lower -- go for it.

Once in you'll need to wage a small war. Blood will pour like rain -- hopefully not yours. If you're still alive then head for the staircase going up. It will dead end with a yellow gate at your left. Go right. Kill the spiders that await and go down the stairs to an opening with more posts and a lot more fans. The blue key is raised above you on a small ledge. One of the posts houses a switch that lowers it. Grab the blue key and go back through the way you came (to the second level at the beginning of the stage). There's a blue door just around the corner that houses the red key. Grab it and run. The ceilings will close on you. The yellow key is just beyond the red door and through a few monsters, of course. Every time you get close to it a buddy of yours will appear to stop you. Keep wasting them and then grab the key when it appears on the ledge. Go through the door right out of the red door and directly across. This leads to the yellow gate, which you've gotta go through, flip the switches, (yellow, red, blue), kill some bad boys and then run all the back to the beginning of the level, drop down in the water and find the room that uses all three keys. Good luck.

If you've done it, pause the game and pat yourself on the back. Tell your friends that you are the master of Doom. Make them all bow down at your feet and worship the holy foot that is yours and yours alone. Well done. Now, go through the door and unload on anything you see. You've gotta work your way around this area, flip the switches and then make your way back to the yellow room -- again.

Now, flip the switches in the sequence of red, blue, yellow. Run for the room opposite of the yellow door with all the posts. There is a switch in here that needs to be flipped. Flip that and then go back to the yellow gate room again! Now, flip the sequence of blue, yellow, red and then run for the red room. There's one last switch to be flipped and then the exit is deservedly yours. Exit this horror.

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**LEVEL 24:** Flip the switch in front of you and choose any way down. This is very easy. At each corner of the building you were just in there are posts that can be made to lower. Ride them all up. Flip the switch on one of them and then take the transporter on the other for free goodies. Now, go down through the green sludge and take the transporter in the hallway. Follow the stairs up and to the ledge. Now, take a look to your right. You see the switch. Run to it and flip it. If you manage to make it then go back down through the sludge and transport up again. Good. Now, flip the switch inside. You've done it.

Go back outside and face one of your biggest fans -- literally. He's definitely been working out, so be ready. Your best bet is to use the building as a defense and fire off your arsenal at him in short, sweet bursts. You think this is hell, do you? You ain't see nothing yet.

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**LEVEL 28:**

Now this is hell! Collect everything you can. Do not leave anything untouched. Every bullet, every gun, every piece of armor and so on. You'll need it all.

Transport outside and be on the look-out. The war has just begun.

We're not going to tell you how to beat this one. Use your own style and your very own set of wits. And, of course, luck. You'll need that, too.

All you really need to do is stay alive -- and, of course, kill the enemy at the same time. If you can survive long enough to kill everything on the stage you've got one final showdown to victory.

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