

Vice: Project Doom FAQ/Walkthrough

by Warhawk

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| Vice: Project Doom FAQ / Walkthrough |
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1. Introduction

[VPD 1]

Welcome to Warhawk's walkthrough for Vice: Project Doom for the Nintendo

Entertainment System. One of my favorite games while growing up and thought that I would want to write one for the game, played it many times back in the day. In hopes that this will be good for those who may be new to the game as well to the seasoned veteran of the game.

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|                               2. Contact                               |
|                               [VPD 2]                               |
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To be able to contact Stephen "Warhawk" Harris please drop me an e-mail at gamefaqswarhawk@gmail.com, with any questions, comments or any information that you may believe that I may have missed in this guide. Please don't send any hateful mail because I will not tolerate it because it can be considered harassment, so please make sure you know what you want to ask / comment before you send the e-mail to me. Be sure to have "Vice: Project Doom" in the subject so I don't accidentally delete the e-mail. This includes sending e-mails with some picture which may be inappropriate. Please if you send me any e-mails with any kind of vulgar language such as the "F" word, unless in a good way.

You may also like me on Facebook to know about any future plans I will have with guide writing and all. Any questions asked on the page I will try my best at answering to the best of my knowledge about any of the guides I have done in the past, and yes even if it's a question on that game I done one for. Even if it is to ask me what I plan of doing next and all.

<http://www.facebook.com/WarhawkFAQs>

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|                               Donation                               |
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Also, If you found this walkthrough useful and would like to make a small donation on PayPal. The e-mail is the same as above gamefaqswarhawk@gmail.com and I will not force anyone to donate but is up to the reader if they choose to.

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|                                     |
|                               3. Controls                               |
|                               [VPD 3]                               |
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Driving	
Control	Function
A	Shift Gears
B	Fire
Start	Pause
D-Pad	Steer

First Person	
Control	Function

A	Magnum		
B	Grenade		
Start	Pause		
D-Pad	Aim		

Platform			

Control	Function		

A	Jump		
B	Fire Current Weapon		
Start	Pause		
Select	Select Weapon		
D-Pad	Move		
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|                                     4. Walkthrough                               |
|                                     [VPD 4]                                       |
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Level 1 - 1
[VPD 4 1]

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There isn't much to this stage and all you have to do to get through it. You can hit the obstacles and you won't take any damage. Pretty much a straight forward stage and the boss shouldn't be too much of a hassle to get past.

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Boss

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Shouldn't be too difficult to defeat, watch out for the fireballs and barriers that it sends out with them. Avoid them as you want to keep firing at it as much as you can until it goes down. Simple as that.

Level 2 - 1
[VPD 4 2-1]

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The first platform style stage as there'll be a couple of enemies to deal with and watch out for the one that'll drop down behind you just before you get to the first pitfall. Make your way over the pit as there'll be a few enemies to deal with but don't be too quick to jump on the next beam as the first part of is weak. Wait until the enemy heads back or defeat it before continuing on. Once on there, there'll be a few more that'll be coming your way and make your way past them but not before another comes at you before the next pitfall. When on the next platform there'll be one to deal with before you have to go over another pitfall. The moment that you get through there you'll have to try to make yourself through as quick as you can but without having to deal with some flying enemies along the way as you want to use the blade if you have to during this part. Once that you reach the end want to head down the ladder to the next section.

When you're there, there'll be two ways of continuing on. First is by heading to the left then down when the enemy is heading back and the other is heading to where the beam is weak but keeping to the right do you can drop down to the beam safely. The next part you can head up to take care of the enemy up there or stay on the bottom to deal with a couple then head to the end but

have to worry about a flyer before you can jump to the next beam to head up the ladder from the ladder that you're near at the end of the beam. Head up that ladder to the top beam as you need to watch out for the two enemies that'll drop down after you deal with the one that's already there. Afterwards drop down to deal with the two down below. Head down the ladder to deal with a few more enemies and head down another ladder to the boss fight.

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Level 2 - 2

[VPD 4 2-2]

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For this boss fight you'll have to watch out for the beams that it'll throw at you but watch out cause it'll be at random. If it's high enough you can duck under it but if you get close enough you can use the beam on it to help conserve any ammo or grenades if you don't have enough for for long range. It shouldn't be too much as long if you do any close range to get back to see where the next one will come from. Shouldn't be too much if you can get the attack pattern down regardless of how random the beams come at you.

Level 3 - 1

[VPD 4 3-1]

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From the start of the stage head on through and jump onto the platform but watch out for the enemy that'll drop behind you. Head on through onto the next platform but this one will charge at you. Make your way through but when you drop down watch out for a couple of cat like enemies that'll come at you when you defeat the enemy that's down there. Heading through as there'll be a few more chargers that you have to deal with by the time you have to make to the next jump over the pitfall. When there, you'll have a cat coming from behind with a charger enemy behind the enemy that's in front of you. Before you can get to the next platform there'll be a couple more charger and cats to deal with before you make the jump but without a pumpkinhead type enemy in the way. Deal with it as there'll be another at the end with a charger one not far off. The rest of the way there'll be a few cat type enemies as you head up the ladder to deal with the pumpkinhead type then head up the ladder that's behind it.

Now comes the fun part as you'll have wires to walk on that has a spark on them as you can go up the ladder then drop down or jump over to deal with the enemy that way. Afterwards you'll have some flyers along the way then jump over to deal with a couple enemies that can make it difficult if you're not careful. Head up the ladder then make your way across with a flyer and a pumpkinhead then down the ladder. Once you do head through dealing with an enemy, as you drop down to deal with another enemy but then it's onto another boss fight.

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Stage 3 - 2

[VPD 4 3-2]

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When fighting this boss there'll only be two attacks that he'll use during the fight, a fireball and a charge attack. When he uses the fireball attack and you're close enough but be sure to duck so you can do damage to him. But when he does the charge you'll want to be on one of the platforms to be out of the way for that attack. Be sure to try to learn his attack pattern so you can try to predict which attack he'll use.

Level 4 - 1

[VPD 4 4-1]

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At the start of this stage you'll have a cat coming at you, and as you progress another will come at you as a couple chargers will come down at that time. Make your way through as a couple more cats will come at you as there'll be one with a rocket launcher on the platform above so watch out and if you don't want to go close range it'll be a good time to use a grenade as long as you have some to use. Jump onto the beam as there'll be another with a rocket launcher defeat it as quickly as you can as there'll be a couple cats that'll come from both ways. Defeat them but before you can go further have another one with a grenade launcher, use a grenade on it. Head to the next platform as a charger will come from behind, deal with it before you jump to the next platform to deal with a cat. There'll be another with a rocket launcher that'll be on the top platform, use a grenade or time it right to get by him to take it out with the blade.

A charger and a cat will be towards the end of the platform as there'll be a couple with rocket launchers that one you can take care of with the blade and the other with a grenade. Jump on the platform to get to the top and head down the ladder but without one that has a rocket launcher coming down from behind, two cats, and a charger. Then drop down to deal with one with a rocket launcher. Head down the ladder for the next part of the stage but it'll be in first person.

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Level 4 - 2

[VPD 4 4-2]

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As you go through this part of the stage, the ones that you'll have to worry about are the ones that are close to the screen as they deal the most damage to you. Best advice to give is to conserve your ammo as you don't want to get too crazy with it and waste all of it through this part of the stage.

Level 5 - 1

[VPD 4 5-1]

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When the stage starts head on through and jump as you go past the waterfall, as there'll be a few enemies to deal with. Once you get near the wall bring out the blade and use it to get through and after you do there'll be a few more enemies to deal with as you make your way through jumping up to the next platform. When through you'll have to get through the wall like you did the last time and with a few more enemies including one that'll be on the ceiling in the area. Want to dispose of it before you make the jump over the crystals on the ground. Make your way through jumping whenever you see a waterfall but when you get to an area where it seems impossible to advance, you want to duck then use the blade on the ground to make your way under to continue on. The next part can be tricky with the enemies popping up as you want to try to take it easy through the section and when you do, you'll have to make your way up via jumping on logs.

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Level 5 - 2

[VPD 4 5-2]

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When in the next part of the level you'll have to deal with the same enemies as before but this time there's a new one to deal with that's like a fish that'll come out of the water to send balls your way. Once that you get past the pitfalls, you'll want to get on the platform to get on the highest one to

continue on. Little ways in as there'll be a purple enemy then a couple fish will jump up and after their attack gets past you, cut your way through the vine but before you go about jumping to the platform deal with the flyer before you do. May get a little tricky for a bit as there may be no room for error in this part with any flyers as well as the fish trying to attack you before you can get to the end to deal with an alien type enemy then to the ladder.

Once up the ladder there'll be a alien and a flyer, and when they're death with cut through the vine, as well as the next alien type to get through it. Get through the vines again and deal with another alien then you'l have a flyer as well as couple with rocket launchers along with a flyer. Now it's onto another boss fight.

Level 5 - 3

[VPD 4 5-3]

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For this fight you want to hit the blue crystal that you see. The only attacks that you have to watch out for are missles that come from above and when it fires the cannon but when it fires from there you'll want to duck. Know when the cannon will be fired along with dodging the missles you should be able to hit the crystal with the blade to take it down and shouldn't be too hard assuming you can know when the attacks will come.

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Level 6 - 1

[VPD 4 6-1]

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Make your way through but watch out for the red guys that come up through the ground as there'll be a couple enemies with rocket launchers along the way but one will be chasing after you. As you get to the end of the platform there'll be another that you can use a grenade on to dispose of before jumping to where it was. When you do there'll be another in red that'll try to knock you back but watch out for the one that followed you as well. Get on the moving ladder and time it right to get on the next and finally to the ladder. Head up it but watch out for one with the rocket launcher then work to the top to deal with the one at the top but be best to use a grenade. Make your way through but watch out for the red enemies on the way as there'll be an enemy that'll be following you. When you get near the end you'll have to deal with another with a rocket launcher and a couple red enemies before getting to the ladder.

Head up the ladder as there'll be a couple enemies with rocket launchers, as you get across as those as well as the red guys will be the only ones you'll deal with until you get to the end where you'll have a follower. Once again there'll be one with a rocket launcher that you'll have to deal with as you'll have to get across using the moving ladders. Afterwards there'll be the red guys along with the one with a rocket launcher that likes to follow you from behind coming at you. There'll be a few more of them along with a red guy before moving onto the next part of the stage.

Level 6 - 2

[VPD 4 6-2]

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Onto the second part of the stage as there'll be an enemy moving on the ceiling. Make your way through as there'll be a red guy along with a rocket launcher but will fire in a different direction than others. When you get to the ladder head up and deal with the one there. Keep on going as there'll be more with those weapons along with a red guy, then go up the ladder when you

reach it. As you make your way through there'll be some with a rocket launcher that'll stop running when you get near them along with a red guy. When you get to the end duck as you move under to another that has one before getting to a moving ladder as a red guy will try attacking from behind just ignore him be sure not to get hit by its attack. Take the moving ladder down to deal with one with a rocket launcher, then head down the next ladder to deal with another before moving on. There'll be three with rocket launcher with two moving ladders as you want to time it right to dispose of them and it'll be time for another boss fight.

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Level 6 - 3

[VPD 4 6-3]

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This one is fairly easy to do as it'll attack from both sides of the screen and the best thing you can do without much of a problem is to stay where you are when the fight starts. By doing so all you have to do is wait for it to come over to you using the blade as you can repeatedly use it to do damage to it while having to watch out for the missiles that it'll fire. Destroy the missiles to avoid any damage. The fight should be over in a matter of seconds doing this.

Level 7 - 1

[VPD 4 7-1]

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When doing this part you'll have to watch out when the screen goes black where you can't see the train which can make getting through this part a little tricky. Once you're able to make the first jump there'll be a few with rocket launchers as well as a flyer that'll try doing something. Next car there'll be two flyers and one with a rocket launcher as the next will have a few with rocket launcher with a flyer. As the next few there'll be a one or two with a rocket launcher along with a flyer as the rest of the way it'll be this way until you get to the next part of the stage.

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Level 7 - 2

[VPD 4 7-2]

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Now we get to be in a sewer and the first thing we'll be seeing are rats, lovely. Want to watch out cause the fish make a return in this part but as you head along you want to be careful in the slime. If its flowing towards you it'll slow you down but if it's going with you the faster you'll be able to get to the next area while at the same time can prove disasterous if an enemy shows up. Making your way through and when you get close to the end of the part and near a ladder a shellfish type enemy will appear out of the air to try slow you down. As you make it to the platform, there'll be a rat down there. Head down the ladder and to the left then deal with another rat. Now head through as there'll be more slime that can be with you or against you. Make your way to the end but when you get to where you can get to the next platform there'll be a couple rats on it so dispose of them before you can get up on it.

Get through the rest of it but watch out for the shellfish type as they'll come down to try something and when you get to the end to move on in this part of the stage there's a few rats, as you want to get up where there's a little opening. When there you'll want to get up to the platform to the right and keep on going up but watch out for rats and fish. Next area there'll be rats, fish and shellfish to deal with before you get to the boss fight.

Level 7 - 3

[VPD 4 7-3]

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With this fight it'll fire 3 - 5 fireballs at you then go to the opposite side that it's on and if you're on that side you want to move a little then duck to use the blade to do damage to it. When it goes back up move a little to avoid the fireballs that it'll shoot. Once that you can figure out it's attack pattern you can move more and dodge its attacks.

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Level 8 - 1

[VPD 4 8-1]

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Soon as the stage starts there'll be a metal ball coming your way dispose of it but as you make it through it'll be like the beginning of the last stage it'll go dark for a quick second or so. As you make your way through there'll be a couple enemies that'll pop out to attack you, as you defeat them and when you get to the next platform there'll be an enemy that'll throw a ring at you. After that one there'll be a new one to deal with and the only way to defeat it is by striking it in the head but there'll be two balls and a blue guy coming from behind. Making your way through as there'll be another that you have to hit in the head followed by getting over some electrical wires to see more balls along with another blue guy coming from behind. When across there'll be more balls along with the ones with the rings and one tall enemy. Before you can head down the ladder there'll be a couple balls that'll come from behind and one with a ring.

Once you head down the ladder, be careful of the ball due to the moving floor and watch out for any electrical current that comes out of the ceiling during a jump. Make your way through as there'll be some balls that'll try stopping you from jumping along with the blue guys. When you get to a high platform there'll be a one with a ring thrower. After getting past it and down the ladder is when you'll have to watch out for electrical currents coming out of the ceiling more as you'll have to deal with the ring throwers and the balls before getting to the next part of the stage.

Level 8 - 2

[VPD 4 8-2]

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In the next area there'll be electrified wires as you want to get where the ring thrower is. Keep going that way dealing with them and balls until you have to drop down but watch out for the spark then head up the ladder that's in front of you. Watch out for the currents then go down the ladder but keep in mind of the spark down below and the ball that'll come towards you. Keep on working down the ladder watching out for the ring throwers, sparks, and balls. Once you get down far enough it'll be time for another boss fight.

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Level 8 - 3

[VPD 4 8-3]

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This fight it has two attacks, a green slime that it shoots in three that you can avoid with no problem but the other have to see where the electrical balls to avoid getting it. Should be easy to hit it with the blade while learning when it'll attack and avoiding the balls when it shoots them. Using the blade rapidly on it should help get it down faster and finish it off to head to the next stage.

Level 9 - 1

[VPD 4 9-1]

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And now we get to be in a lab with unknown creatures as there'll be one that you'll see directly in front of you. Until you get to the first pitfall, you'll be seeing these creatures then a monkey type coming up from behind. When they're dealt with there'll be a ring thrower on the other side of the pit. When you dispose of that one there'll be more ring throwers and the unknown creature until you can drop down but without electricity going through and waiting for a break to drop down. Drop down as there'll be a couple more of the unknowns, ducking to be able to go through then up after another electrical thing to deal with a ring thrower. Get past it and over the pitfall to deal with more unknowns and another ring thrower before going up the ladder. Make your way through past the unknowns and when you get to the next area, you want to head upwards. As you do there'll be nothing but ring throwers on the way up.

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Level 9 - 2

[VPD 4 9-2]

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In this area head all the way up to the top and stand as close as you can to the wall until the ground below dissolves so you can drop down but watch out for the unknowns. Make your way up as you'll deal with a shellfish and a serpent then drop down to make your way through the area like you did a few levels ago in that one spot. There'll be a monkey and a serpent to deal with before cutting your way through again to continue on. As you continue on dealing with more unknowns, serpents but when you get to the spot where you'll have to be careful of the ground that it doesn't disappear to where you fall to your death. Watch out for the monkey coming from behind and deal with the serpent once you get on even ground with it. Head on through until you come to the end and another boss fight.

Level 9 - 3

[VPD 4 9-3]

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If you have saved up enough grenades this is one boss fight that you can use them in but be careful when you do when you throw them and use the blade on the blue goo that lands on the ground. You can use the blade when it's on one of the lower platforms to help conserve any ammo or grenades during the fight. Watching out for the goo is one thing that you'll need to watch for during this fight. When it's on the high platform it'll shoot fireballs at you.

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Level 10 - 1

[VPD 4 10-1]

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Basically like the very first stage that started the game and keep to how it is and should be able to get to the end of it with no problem at all.

Boss

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Only way to defeat the boss is to shoot it in the head but drive around to dodge any attacks that it does.

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Level 11 - 1

[VPD 4 11-1]

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Set up similar to the second part of fourth stage and do the same that you had done in there to get past this one.

Level 11 - 2

[VPD 4 11-2]

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Getting closer to the end of the game as we'll have to head through a really nice looking place. As you make your way through as there'll be an enemy on the ceiling but watch out for the small part of where it's weak in the floor. Making your way through as there'll be more parts where it's weak in the floor as there'll be mostly enemies on the ceiling but a couple new ones to deal with including a knight along with some woman that'll leap at you. Also watch out for the red guys as they'll make a leap out to attack as well. Keep going until you come to a ladder and head up. Once you do there'll be the enemy on the ceiling, a ball, and one that you have to strike at the head but the floor ahead will be weak for a while as you make your way through. Before you get to the next ladder there'll be a couple red guys and another metal enemy to take care of.

Head up the ladder as there'll be enemies on the ceiling along with the leapers. When you get to a pitfall you'll have to be careful here cause of the red guys will come up to attack and have to avoid while trying not to fall to your death due to the weak floor. Once across you'll have leapers and ones on the ceiling before having to get past the long pitfall like you just got over. It'll be the same way like the last time but not as long and once you're over there head through the door. Then it's time to face the final boss.

Level 11 - 3

[VPD 4 11-3]

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With this fight you want to use the blade and wanting him to use his gun for the fight. Whenever he shoots duck as you run towards him to do damage to him. Keep up this way you should be able to take him down as he'll keep shooting at you while you duck his shots while you do the damage to him, but once he goes down it's not over. Not just yet.

Level 11 - 4

[VPD 4 11-4]

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The final battle begins and what you want to do is for it to land over you where you'll be between the legs of the boss. When it goes to one side to try getting you to do damage you want to be on the other side to hit it with the blade then when it goes up to go to the other side attack with the blade. It shouldn't be too hard to try to keep at this pattern to keep up with this to bring him down once and for all. Once you have defeated him it'll be the end of the game and enjoy the final cutscene.

5. Credits / Legal Notice

[VPD 5]

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| Allowed Sites                                                       | Banned Sites                                                            |
|---------------------------------------------------------------------|-------------------------------------------------------------------------|
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