

Nightmare Creatures FAQ/Walkthrough

by Longhorn01

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/\// ***Nightmare Creatures FAQ*** /_

Version: Final

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Christmas 2000. I unwrap this game. Guess who got it for me? My BROTHER! I popped it in and BAM!! I was blown away at how much blood and gore and pure FUN there was! I chopped a zombie's head off and squirting blood everywhere! "How do you like it?" he asks. I turn around and I go "SWEET!!!" "Glad to hear it!" I never got around to beating it until this year. Yeah, I know. So, I thought, why not write an FAQ for it? So here it is. Levels and all. Enjoy! Or not, I don't care.

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Version History

Version 1.0

November 29, 2001

I don't know why I started this today. George Harrison died today. Typed it all up.

December 7, 2001

Pearl Harbor Day.....For some reason I always start these things when something bad has happened. Added some crap to "Level Passwords/Cheats" section. And made a few more changes to some sections.

December 14, 2001

Yes I know I haven't updated this in almost a week, but I made a 62 in Spanish!!! I have to buckle down, or I won't be eligible for drummer things! I can only update on weekends, or it's failing for me!

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1) Characters
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In this section, I will give the characters, plus the special attacks they can do:

Ignatius: This dude is one tough priest! Your weapon is a staff. Here are his special attacks. Some of them can get really nasty.....

Triple Strike:

B B B

Triple Kick:

A A A

Temple Strike:

B B A

Scottish Backhand:

B A B

Last Judgment:

A B C-Down

Lung Kick:

B C-Left A

Hammer Curl:

A B B

Windmill Slam:

A A A B

Crescent Kick

B A A

Hammerhead Crush:

A B C-Left

Cyclone Leg Sweep:

B B B A

Judas Jack Knife:

A C-Left C-Down

Spin Strike:

A B A B

Ahab's Revenge:

B A B A

High Kick Feint:

B C-Left B A

Nadia: This chick can fight! She's got some great and nasty moves! Here they are...

Triple Strike:

B B B

Triple Kick:

A A A

Side Flip Kick:

B B C-Left

Bloody Ballerina

B C-Left+C-Down

Gymnast Strike:

A A+Up

Divide & Conquer:

A A+Up B+A

Back Flip Kick:

B B B A A+Up

Sever Sash:

Up+B+A

Wuthering Slice:

A A Down+B

Rising Force:

A B Up+B+A

Feet of Fury:

B A A A

Cyclone Volley:

A A A B

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2) Pickups

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There are a LOT of things that you can pick up along the way in the killer of a game. Here they are. ALL of them!

Heart: Get this, and you get a 1-up!

Healing: This looks like a mini planet. Use this to replenish your energy a small bit.

Super Healing: Capture this baby, and it will give you most of your energy back. Note that I said _most_ =)

Gun: One shot = dead for _almost_ all enemies. The ones that it doesn't kill are zombies, Dockers, and a couple others.

Multigun: A three barreled gun, or that's what it _looks_ like. You fire this in all directions, and it kills every enemy around you.

Berserker: This is a temporary weapon improvement. Cuts off limbs and such.

Chaos: My most favorite. This spell turns enemies against _each other_! This one is good for a few laughs!

Dynamite: This can also tear the limbs off of enemies that are giving you particular trouble.

Flash: This will blind an enemy for 10 seconds.

Freeze Spell: This is a recipe for easy enemy defeat! This will freeze an enemy. It will crack seconds later...

Repulsive smoke: Use this to drive off enemies. When you need adrenaline refilled, kill the monster you used this on!

Proximity mines: Throw this and if any evil creatures walk by it will kill them. Period.

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3) Walkthrough

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If you are playing this game for the first time, DO NOT LOOK!! I am warning

you right now, you do not want to ruin this awesome game! Explore first! If you are stuck on a certain spot, look all you want! Okay, here we go! Let's get down to business.....

/\ /-----Level One: Chelsea-----/_

Kill the zombie (awesome, huh?). Then go to the end where that gate is, and go right. A werewolf will jump out. Kill it. It might take a while to get the controls right but, you'll get used to it. Go into where it jumped out of. On the wall, there is a switch with a skull on it. You'll have to look around for a bit. Once you find it, swing your weapon at it. A door will open, unleashing a werewolf. There is also a zombie in this room as well. Kill both of them (werewolf and zombie). Go into where the werewolf came from. Pick up the items in the wall (B) and hit the switch. The gate that was locked outside will open. Go through it. Kill the zombie, and then a werewolf will jump down. Kill him, and go to the very end, where the gate is. It has a barrel in front of it with a skull drawn on it. Step back and pull out your gun and fire (L or Z)!! It will explode, opening the gate. Go forward. Now you are in a graveyard type area. The first thing you see is a zombie. I think you know what to do. Now explore around this area and kill all of the creatures. Go down the stairs and go right. Kill the zombie. Go to that statue thing. A werewolf will jump out. Kill it. Go forward. There will be a semi-fork in the walkway. Go left. Kill the two flying creatures. Then you'll see a zombie guarding a gate. Kill it. Wait! Don't go in just yet. Go to the ex-zombie's right. Jump (C-Left) up on the wall by the brick column. Hop off and go in that hallway type thing. Kill the zombie in there. Collect all of the items in there. This is not required, but it helps. Go back to where the zombie was guarding the gate. You'll get the level password, and your percentages and everything. Now, on to level 2.....

/\ /-----Level 2: Spitalfield-----/_

Ok, you start out in front of a wooden looking fence. Take one swipe with your weapon, and it falls apart! Go through. There is a huge monster there. That is a Pepy's monster. That is one tough cookie to kill, but you will be triumphant nonetheless! Go forward. There is an iron gate. Next to you is a small set of stairs and a switch. Hit the switch and the gate will open. Kill the Pepy's monster and go left. There is a zombie, and another Pepy's monster. Kill them both. There is a wooden gate you open with your weapon around there. There is a Pepy's monster and a few pickups in there. Go back to where the zombie and Pepy's monster were. Go straight this time, and kill the docker. Keep going, and a zombie will pop out. Kill it and another will pop out. Kill that one. Go through, and kill the Pepy's monster behind the boxes. Keep going and get the other one. Keep going and get the docker. Progress, then get the zombie. Explore, then you will find a docker, Pepy's monster, and a zombie. If you can pull this off, congratulations to you! Keep going, and kill the zombie. Now you are at a set of wooden stairs. Go up them, shoot the barrels, and go forward. Hit the switch, and hit the fence. Go through. Kill all the monsters. Walk on through. Soon you'll be at a bridge that was blown up! Jump across (C-Left), and go straight. Kill the Pepy's monster and go straight. The next bridge is to your left. Jump across. Go straight. The next one is also to your left. This one is a tad bit trickier. But, you'll get it sooner or later! Now you see a strange looking guy go out the gate. That is Andrew Crowley. He is an Ex-Brotherhood dude.

Kill the Pepy's monster and go out the gate.....

/\-----Level 3: Thames Tunnel-----/_

You are in the sewers now! Go forward and watch out for that rock avalanche! Hit the cart with the barrel in it to send shooting forward. It will blow up the debris that was blocking you in. Go forward. A docker will jump out. Kill him. Go forward a tiny bit. Watch out for falling rocks! Then an insect will fly up. Kill it. It is hard to beat those things once they get a hold of you. Go up a ways. A docker will bust out. Kill him. Go forward. Another insect. Go left. A docker will crash out. Kill him as well. Turn at that little passageway. Go through it. There will be a gun on the railing in the "main room". Shoot one of the barrels that are surrounding the Thames monster. Cross the pool he was in. You have to jump. Go forward. Another insect. Kill it. Go left. Another docker. Kill it as well. Go right at the fork. Two dockers will jump out. Kill both of them. Go into where they came from. Sooner or later, you'll find a fence that you can destroy with your weapon. Go through the passageway it has. Then there will be a docker. Sooner or later you'll find an area with 2 Thames' monsters, and a bunch of docks and piers. Find yourself the right path. If you explore right, you'll be in a room with a docker and a switch. Kill the docker and hit the switch. It will open up the iron gate; the exit to this hellhole. All of these rooms are in the same area. Sorry I couldn't give you better directions on this one. Exit the level.....

/\-----Boss: Sewer Snake-----/_

This guy may seem intimidating at first, but he is not. All you have to do is to wait until his fire breath blows one of those posts over. Then when he is near the ground, hit him! I think that you can get about two hits in before he goes back up again. After a few hits on him and you =), he will be gone.

/\-----Level 4: India Docks-----/_

Kill the zombie that lurks up to you. Go through and kill the other 2 zombies that are lurking around that area. Soon you will find a broken bridge. Jump across it. Kill the Thames' monster. Go past it and kill the other one. Go kill the docker. Then kill the other Thames' monster. Go up the set of stairs. Watch out! The docker will throw the barrels down the stairs attempting to hit you. Now kill him. Go right and then right again. Open the wooden gate with your weapon. Kill the docker in there. Look around for an exit to the outside. Kill the zombie and the 2 harpies. Look around for another docker. I think you know what to do to him. Go find the Thames' monster and another docker in the same area. Kill them both. Now do a little exploring. Soon you'll find a little pendulum area. Jump at the appropriate time. Go to the right and there is a set of stairs. Hit the switch there. Go through the gate that it opened. Kill the docker. Then you'll find a gate. Open it with your weapon. Kill the docker. Go across the pendulums. Go through the path to find the Sea Wolf Pub.....

/\-----Level 5: Highgate Cemetery-----/_

Go forward and kill the werewolf. Go through and kill the other three that will try to get you. Soon you will find yourself going up some stairs. Turn to your right about 89° =). Open the tiny metal gate with your weapon. Go through the graveyard. Follow the path for a little while. Then, Andrew Crowley will throw a piece of dynamite at you, hurting you. Follow the path

and kill the two harpies. Follow the path, then you get to the gate. Open it. Kill the two zombies. Follow the path. Kill the harpies along the way. Now you are in a churchy type place. Kill all monsters in here. Go find a big door and open it with your weapon. Kill the zombie and werewolf. Shoot the barrel. Go through. Kill the harpie (sp?), then the werewolf and then the zombie <in order of hardness =>. Go up the stairs. Kill the monsters. Go through the door of the big crypt.....

/\/-----Level 6: Hampstead Heath-----/_

Okay people, you get the drift. I can't walk you through the WHOLE game! That would take the fun out of it! So this is as far as I will go!

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4.) Passwords/Cheats
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These were contributed to me by Mr. Cheat [see credits section].

KEY CODE:

1 up 2 down 3 right
4 left 5 c-up 6 c-down
7 c-right 8 c-left

LEVEL PASSWORDS:

2 12565247
4 14565457
5 16545864
9 13565577
11 24525781
13 28361621
14 26785545
16 48585278

ACCESSING THE CHEAT MENU:

If you enter this code in, you won't even need the above codes. Still follow the above "code cracker".

Cheat Menu: 41683582

WEAPON UPGRADES:

1 Queenhite Docks: You'll see a docker standing near a port [left] turn, and there is a stack of crates. Looks like you can't get past, right? Wrong! Scoot over a little bit, and then you will find the opening. Go in there to find the first weapon upgrade.

2 City: At the entrance of a spider's nest, it is right there in front of you. I believe it is on the other side of a fence, or something.

3 Bloomsbury: There will be the first Hellhound and it will breath some fire and make a small aclove. Run at full speed [1 mph =)]. Get TONS of energy. This will be difficult. Pick up the upgrade.

4 Westminster: Go to the place where the 2 faceless men were, and those guns in the cases. Hit the barrel to make it blow a hole, and hit the door at the end to open it and open up a hidden passageway behind he bookcase. Pick

