

# Nightmare Creatures FAQ

by RKRaja

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====NIGHTMARE====

C R E A T U R E S

THE FAQ

V E R S I O N 3.0

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<http://zone64.8m.com>

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Revision History  
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3.0 - Decided to lose my crappy art. Also added another  
weapon upgrade location submitted to me by thegreatelbobo@hotmail.com

2.0 - Changed format. This is the current version

1.0 - Made the whole guide!

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Sections  
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Section 1: The Adventure Begins

Section 2: Collect Power-Ups To Make Your Adventure Easier

Section 3: Wussy Jabs Won't Do The Trick

Section 4: Your Quest Will Seem Much Easier If You Cheat

Section 5: Thou Shall Not Break The Rules

Section 6: The Adventure Draws To a Close

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SECTION 1: THE ADVENTURE BEGINS

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Hey everyone! Welcome to my 4th FAQ! I'm trying something new here, so give me your comments on the FAQ layout and everything. If you read the names of the section, you'll probably be confused.

I made this FAQ into a Game style format. I made phrases for each section (atleast, I attempted too). Here's a little something to clear up the mess:

Section 1: Introduction

Section 2: Power-Ups

Section 3: Combos/Special Attacks

Section 4: Codes and Secrets

Section 5: Legal Stuff

Section 6: Closing Statements

If you're still confused, just stare at the screen and pretend your not.

You can e-mail me as long as you don't

1. Send me Junk Mail (Adult Sites, Hacking Sites, etc.)
2. Put me in useless Mailing Lists (Win a Vacation for Two, Free Money, etc.)

AND, I would like to thank Nintendo Power for some of the info used throughout this FAQ.

That's about it.

Now, go on and enjoy yourself!

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SECTION 2: COLLECT POWER-UPS TO MAKE YOUR ADVENTURE EASIER

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When you're surrounded by creatures, toss mines to defeat faraway foes so you can concentrate on battling nearby beasts.

#### Repulsive Smoke -

Defeating monsters replenishes your Adreachine. To save some beasts for an emergency energy refill, release the smoke then flee.

#### Freeze Spell -

To quickly defeat an enemy, chill it into ice with the Freeze Spell. Once a foe is frozen, it will shatter seconds later.

#### Dynamite -

Use dynamite to blast the limbs off an enemy so you can battle the disarmed beast without fear of being clawed or grabbed.

#### Flash -

If you're having a monstrous time landing hits on a foe, unleash the Flash to stun and daze your opponent for 10 seconds.

#### Firebombs -

Ashes to ashes, dust to dust, when fending off multiple monsters, throw a Firebomb at nearby foes to make them combust.

#### Gun -

One gunshot can retire most foes. Some, like Dockers and zombies, tend to be bulletproof, so opt for combos over bullets.

#### Multigun -

If creatures are circling around you, draw the Multigun to automatically fire three rounds in three different directions.

#### Berzerker -

To temporarily improve your blade, use the Berzerker. A streak of blue will stream from your weapon when the upgrade is working.

#### Chaos -

To turn the tables on mobs of monsters, wreak havoc with Chaos, a spell that turns enemies against each other.

#### Healing -

The small spheres will refill a small portion of your Health Meter.

Super-Healing -

A dose of the larger sphere will replenish most of your Health Meter.

Heart -

Capture the 1-up to earn an extra life and another stab at the game.

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SECTION 3: WUSSY JABS WON'T DO THE JOB

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IGNATIUS

Triple Stirke -

B B B

Triple Kick -

A A A

Temple Strike -

B B A

Scottish Backhand -

B A B

Last Judgement -

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

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NADIA

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 Slash -  
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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SECTION 4: YOUR QUEST WILL SEEM MUCH EASIER IF YOU CHEAT

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Thanks to N64 Code Center for this section. If you need codes for any N64 game, just visit them on the web at <http://www.n64cc.com>

\_START\_

Weapon Upgrade Locations

By: DiaBlood11 (diablood11@aol.com), IlIlIPhiSh@aol.com, and X-pac (X\_Pac\_Forever@Hotmail.com)

These are the general locations

of all the weapon upgrades (sorry, I can't be exact, but I'll try!):

1) Queenhite Docks: At the part where you see a Docker (those big blue things) standing next to a left turn, there will be a small wall of crates that looks like you can't get past it, but move a little to the left and there's an opening through them, and the first weapon upgrade will be on the other side.

2) City: Just outside the entrance (or exit, depends where you come from) of a spider's nest, a weapon upgrade is clearly visible and reachable on the other side of a small fence. If you haven't already found it, make sure to look to the right when you exit any spider's nests, you will see

it eventually.

3) Bloomsbury: At the part where the first Hellhound (the red dogs that breath fire) of the game bursts through a wall, it leaves flames in a small opening where it broke the wall, run through the flames as fast as possible to get the weapon upgrade. You will need lots of health to get through this part, but it's worth it because the weapon upgrade also doubles your health!

4) Westminster(1): In the area where there's two Faceless Men (those guys in trenchcoats with knives) and six guns in glass cases, hit the barrel to make it blow a hole in the wall and then run up the stairs and walk along the top of the next floor (don't fall into the hole!) hit the door at the end to open it and after killing another lone Faceless Man, hit the bookcase to reveal a hidden passageway with a weapon upgrade at the end of it. If you missed the weapon upgrade in Bloomsbury, here's your only second chance to get the same one that was there, but it will not be here if you got the other three already!

5) Marylebone(level 14): At the end of this board just before the mini-boss were you go through the gate to the left there is a weapon upgrade to the left of the door. You can't miss it. It looks like a meshed (i think thats how you spell it)

6) Level 5: In the fifth level, after you beat the sewer snake, got to the part where you see a boat and those Dockers. (The blue Incredible Hulk guys) Jump on the crates to access the ship. Explore, and when you kill all the guys. Go left from when you jumped on the ship. You'll jump to the top and see a plank. If you walk forward, all you can see is water. Step to the end of the plank and turn left. You will barely see some crates. Jump for it to find the first weapon upgrade. Climb the red stairs and hit the crates to exit. (NOTE: If you get this weapon, the one in Queenhite docks will be gone)

NOTE: Unless you are extremely good at Nightmare Creatures or you cheated like me, it is vital that you get the weapon upgrades in Bloomsbury and Westminster because of the health upgrade that they add as well, if you don't, Adam Crowley will be near impossible to kill (even though he never dies anyway)

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India Docks Weapon Upgrade Location

By: The Great Elbobo(thegreatelbobo@hotmail.com)

Ok, through the middle of the stage where you are at the docks.

On the right side is a large ship. If you'll notice there is a zombie and a blue guy or two on it which means you can get onto the ship too. Go to the side of it and you'll see a bunch of boxes and some kinda wooden rope thingy. To the far end of the boxes is a box that you can jump onto. Then jump onto the box in front of it and then jump onto the next one. Then jump onto the wooden plank and jump aboard the ship. There isn't much on

the  
ship except monsters and some crap down in the cabin. In the cabin  
you'll  
also find out what happened to the ship's crew. Heh. Anyway, go to  
the  
back end of the ship where a hook is. I think if you hit the hook  
it'll  
start spinning, or it may already be spinning. Either way that's the  
back  
of the ship. After going to the far end you'll notice a wooden plank  
sticking out of the back. Walk out onto the plank and then look to the  
  
left. You'll see a stack of boxes and an object spinning around which  
is  
the weapon upgrade. Leap off the platform from the ship to where the  
upgrade is. Then pick it up(duh) and go to the opposite end of the  
platform.

Hit the boxes to leave the area.

Gyaaaarh! Hope that helps!

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#### Passwords

By: Mr.Cheat via IGN64

#### Key Code:

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

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

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#### Cheat Menu

By: crenom1@hotmail.com via IGN64

To access the cheat menu, go to the password screen and press Left,  
Up, C-Down, C-Left, C-Right, C-Up, C-Left, Down.

\_END\_



Moving along.....

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SECTION 5: THOU SHALL NOT BREAK THE RULES

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You know the usual stuff.

1. You cannot replace my name with yours and pretend it is yours (isn' that something called stealing?)
2. You cannot send me Hate Mail because you don't like the game.
3. You cannot use this FAQ on your site or whatever without my written consent (in other words, ask me first).

Well, that's about it.

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SECTION 6: THE ADVENTURE DRAWS TO A CLOSE

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My crappy FAQ is done.

I know it was weird, and I don't think I'll be doing this kind of format anywhere.

E-mail me with comments at rkraja@yahoo.com, rkraja2000@aol.com (I would appreciate both).

Ummm.....

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. .

.....Bye?

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