

# Martian Gothic FAQ/Walkthrough

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**This walkthrough was originally written for Martian Gothic on the PSX, but the walkthrough is still applicable to the PC version of the game.**

## MARTIAN GOTHIC

A FAQ / Walkthrough for the PLAYSTATION by Adrian Griffiths

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### Intro

For anyone who has played this difficult and confusing game, I have written this guide to help you through some of the tricky puzzles, of which there are many. At time of writing, I have found NO other complete guides on the web, so am going ahead and doing my own, because I found some aspects of the game REALLY frustrating, and would like to spare others from this heartache. However, if I can do it unaided, I reckon anyone can.

Also, this is not a true walkthrough, as many parts of the game can be done in any order, so I have made it more of a FAQ guide, with all the major troublespots (in my experience, at least) answered. Hope it helps!!

Please note that I don't use many street names or room names, because the map was so confusing that I never knew what street I was in for half the time, so I have tried to describe them where possible, or used the names if obvious.

## BASICS

1. Shoot every Nondead at least once.

A lot of the important items are carried by the zombies, and as they all look the same, you should knock every single one down at least once and search them. They may hold vital items such as door tags, weapons and microcorders, which often contain passwords. If you are worried about ammo shortage, try doing a shooting spree just after saving, to see which ones you really need to shoot, then reload your game and be choosy the next time.

2. Don't waste Ammo. This can be avoided in the following ways: Don't shoot Nondeads through open doors between separate areas, as the game will often not register them as targets, and all your ammo will miss. And don't waste any at all on the scuttling creatures (Extrudes), as it does not stop them, and you can always dodge their attacks by moving constantly. Try kicking them repeatedly (it won't stop them, but you'll find it very therapeutic). You can actually nail them to the floor with the nail gun, but even this is temporary and they soon get loose. However, the purple ones are poisonous, so if you have something time consuming to do (like shooting a nondead) and a purple extrude is jabbing your butt, I would nail it pronto, somewhere out of harms way. The Piccolo gun is weak, but ammo for this is easily the most plentiful,

so don't be afraid to be pretty free with this one. In fact, once you get into the Necropolis, you will start to find a lot more ammo, especially on the Nondeads, and you should find that you have lots to play with.

### 3. Try things out with each character

There are some weapons, tools and computers that only work for one character, so remember to try all three out in a situation that you are stuck on. Also, when examining objects or doors, often only one character will say something that gives you a clue about what to do with it.

### 4. Look out for that Magnifying Glass (MG)!!

This annoying thing is the key to every puzzle, but it's sensitivity to where you are standing can be very erratic, especially when several options appear clumped together. Make sure you don't miss one by moving your character around a "hot spot" constantly, to see if you may have missed a separate option.

5. Look in the vac-tubes even if you don't want to send anything. They often have items inside already, and the one outside the showers is where Ben Gunn sends your notes, so check it periodically

6. Run into every corner and every blind wall. The game has a habit of not showing you certain areas unless you push the character into an out of the way corner. For example, you may not see the lockers in the shower room, unless you run over the dead body and go behind the tiled partition. I also missed a couple of intersections in the corridors because the gap in the wall cannot be seen because of the camera angle.

7. There are some items that have no use at all. Interesting feature this, maybe it's more realistic, I don't know, but the following items have no use at all in the whole game (at least I could not find it). Therefore, the following can be stashed permanently forever at your earliest opportunity: Lipstick, silver bullet, single contact lens, photos (2), alarm clock, tangerine (or you can eat this!), Karne's personal note, cigarettes, nicotine patch...There may be more I forgot. You will also end up with extra blue, green and red door tags than you need, so don't worry you probably have not missed any hidden doors.

### 8. You cannot kill the Trimorphs

At least not at first. Eventually you will find a weapon that will finish these things off (the flare gun), but until then, avoid them, and think of ways to trap them. Here are the first few:

#### Q. THERES A DUCT BEHIND THE FLOATING NONDEAD, BUT THERE IS A TRIMORPH INSIDE!

A. Kenzo will be the first one to enter this area. Shoot the floating man to make him drop down, then finish him off. Kenzo can open the duct entrance with the electronic screwdriver, and pull out the babybug, but he cannot climb inside. Later when the bulkheads are up, Matlock can reach this area and you will need Kenzo to help her, by using the Simureal room with the rock. Note that she cannot enter the duct that held the baby bug, as this is deadly. You will need the white tag to open the door right beside it, which takes you to Chinese room. Inside is another duct entrance, and this is the the one you want. Once this duct is opened (with the electronic screwdriver), go to the computer and save your game! Position Kenos in the simureal room, with the rock showing the duct passage. He talks about how he can raise and lower the panels inside the duct. Watch him do it a couple of times so that you

can see the position of the hatch. Then switch to Mattock and let her enter the duct. As soon as Mattock is inside, don't stop moving forwards, as a Trimorph starts chasing you! Keep crawling until you recognize the part of the duct with the closing panel. At this point (with Matlock just past the panel), I tried to switch immediately to Kenzo so that he could drop the hatch behind Matlock, but after much frantic button pressing, the panel came down by itself, so I don't know if I did it, or else the game helps you out here, as long as Kenzo is positioned and ready. But once its down, she's safely through. The duct takes you to Judith Merrows room, and you won't need to enter it again afterwards

Q. THERE'S ANOTHER DUCT ENTRANCE THAT MATLOCK CAN ENTER, BUT AT THE OTHER END IS A ROOM WITH A TRIMORPH THAT KILLS ME INSTANTLY.

A. You have to lure the Trimorph out of the room and into a trap first before you can enter this duct. See below.

Q. THERE'S A LONG TUNNEL IN MATLOCK'S SECTION WITH SEVERAL HATCHES, AND AT THE END OF IT IS A TRIMORPH, WHICH KILLS ME INSTANTLY

A. You need to get out of the way quicker! First, position Kenzo in the Simureal room with the rock (If you have not found the Simureal room yet, you are not ready for this bit!). As Matlock, you can enter this tunnel, and go up to the last hatch door in safety. When you open the last door, a Trimorph will appear and charge at you, but if you start facing away from the door, you can press the action button, and IMMEDIATELY dash for the previous door. As soon as you see the MG, shut the door behind you, and trap the Trimorph. To stop it going back out the other way, switch straight to Kenzo, and have him lower the panel that Matlock opened by using his rock. By the way, keep Matlock near to the hatch, or else the Trimorph may lose interest, or the scent, whatever, and wander back into the big chamber, meaning you will have to do the dash again. Now you are free to enter the large round chamber via the air duct.

Q. THERE IS A DORM ROOM IN KENZO'S SECTION WITH A TRIMORPH IN THE CORNER. I CAN'T GET PAST IT

A. Yes you can. If you approach from the corner of the room, the Trimorph will pounce on you before you can get through that door. Instead, you need to approach the door from between the two central benches in the dorm. Save first, then carefully edge towards the door from this angle. As soon as you see the MG that says "open door", press the action button and make a dash for the door. Its directly in front of you, but you only have seconds to do it, so if you miss and have to swivel a tiny bit to get through, you will be doomed. Try it a few times, and you'll soon be good at it.

Q. MATLOCK FOUND A SCREWDRIVER TO OPEN THE BLOOD SMEARED DOOR, BUT A TRIMORPH JUMPS OUT AND KILLS ME!

A. Not again...oh well. For this you will need to have found the Scarab and the book on Egyptology. Save first, then get Matlock to open the panel with the ordinary screwdriver. (You may have tried this with the electronic screwdriver already, but it does not work. I enjoyed Matlocks little rant at this point) As soon as the door opens, turn to the Med lab and open the door, but DON'T ENTER. This seems to be enough, as the Trimorph will now lumber blindly past, leaving you time to dash inside the airlock, shutting the door behind you. Inside, you can fit the scarab onto the airlock door. Now turn to face the away from it as you activate it by using the book (your character will read the Scarabs name out). Be ready to dash for the door as soon as you hear the word, as this door is about to open. Stand as much in the corner by the door as

you can, and open it, letting the Trimorph run in, looking for you. You must now dash out of the room, leaving it locked inside. If all is well, the airlock will now open and it's bye bye Trimorph. You may ask what the point of this is, as the room has nothing of interest...welll, if you now re-enter the room, you will discover that things are in slight disarray, and a lovely Flare Gun has now appeared on the floor. You want this!

Q. MATLOCK FOUND A LARGE CHAMBER BY USING THE BLACK TAG. INSIDE IS AN ELEVATOR SHAFT, AND TRIMORPH THAT KILLS ME!

A. Ah, now, you have to kill this one. When you have found the Flare gun, give it to Karne, and have him return to this room. He will need ammo for it, its in the Kremlin emergency hatch. Save first!! Now slowly approach the Trimorph, with the gun ready. You will notice it starts off in a "frozen" position, and only comes to life when you get really close, so do not waste any ammo on it until you see it move, as it will have no effect whatsoever (bit of an annoying design fault this). But as soon as it does, one shot will blow it away!! Hooray! Be careful though, you will only get a fraction of a second to fire before it pounces on you, so don't miss! It could take a few tries, so be patient.

Q. KARNE FOUND A SMALL ROOM AT THE BACK OF THE ARBORETUM. INSIDE IS A TRIMORPH THAT KILLS ME!

A. You need the weedkiller spray to kill this one. The weed killer spray has a detachable canister that you can send to Matlock. In the chemical combining room she can fill it with Hydrochloric acid, and return it to you. Once you have this acid spray, approach the Trimorph (not too close!!) and use the spray (from the inventory, you cannot equip it as a weapon), to get rid if him

Q. THERE'S A TRIMORPH GUARDING THE CRANE IN THE NECROPOLIS, AND I CAN'T KILL IT

A. No, neither could I. For some reason the Flare gun had no effect on this one. But note the large amount of open space here, you will just have to run very fast and avoid it. It can be done, in both directions, but practise, as you are going to have to get two characters past this one. See later point

Now for some other puzzles explained.

Q. What is all this information on the computers?

A. First of all, the Martian Mayhem game is your save system. Use them wisely, however each computer will provide 12 saves. Many of the computers have different functions, all relating to the area you are in, these are self-explanatory. Some information given is password protected, I will give you some of these, but I'm sorry I cannot remember which function they are all for, as the information gained is most often not vital to finishing the game:  
Personal info on the three characters is unlocked by using the digits on each characters watch (after they all stop)  
Talking to MOOD (as Kenzo) will result in a password for one of the restricted entries, I think it's on the computer behind the doors that Matlock exploded. The password is TRIDENT  
Examine the bible from Deita Menz (the hanged woman). She is giving you a password, it is WORMWOOD

Q. Many doors are closed bulkheads, and they are all locked by computer, so how can I open them?

A. These doors can all be opened together by Kenzo, once he has found the MOOD Simureal room

Q. How do I open the tool shed in the Arboretum?

A. Use the hacksaw on the padlock.

Q. What are all these herbs and lichen for?

A. Send them to Matlock. In the Med lab she can synthesise them into health boosts and antidotes. Search the arboretum thoroughly, many of the Nondeads in here have them. Don't miss the girl Nondead right at the back by the toolshed, she has four.

Q. What's that dead body in the showers for?

A. When Matlock finds a handprint activated computer after blowing open the locked door with explosives, send the hacksaw to someone (I used Kenzo) and have him cut the corpses hand off, which can be sent to Matlock, to use on the computer. Mmm, nice!

Q. What are the sunbeds for?

A. To recharge your bioscanners. Only Matlock seems to realise this...hence my tip that different characters should examine all items.

Q. What do I do with the ventilation fan in the arboretum back room?

A. You need the electric scrubbing brush for this (found in the showers). Take it into the fan room. Now you have a time limit, as the air in this room is not breathable. Use the computer to stop the fan, than walk up close, on the left, and you will be able to walk past it. Now clean the grill with the brush, return to the computer and restart the fan for fresh clean air. I don't actually know what effect this has on the game, as the only time you cannot breathe the bad air is in the room with the fan!

Q. What is the Mars Hopper for? I have a bicycle pump, but I can't pump it up!

A. This is only used when you are in the passageway to the MOOD chamber. See below

Q. I got the yellow tag to open the passageway to the MOOD room, but Kenzo won't go in it!

A. That's because the wall of this passage is ripped open and the air is escaping. You need the respirator mask, the Mars hopper and bicycle pump to enter. Once inside, use the mask immediately. Now act fast! Use the hopper on the hole and then the pump on the hopper. It will inflate to fill the hole...how ingenious!

Q. How do you get into the Simureal room? I sat in the MOOD chair but the door in the virtual house won't open?

A. You need to use the silver bell with the stringed instrument by the door. The bell is found in a drawer in one of the early computer save rooms, and you need the desk drawer key to get it.

Q. What will MOOD say that is useful to me?

A. She's a real pain, this MOOD, a lot of her answers are less than useless! The main thing is that she will open some vital doors if you give her the password "PARK LANE", which Ben Gunn sent you on a note. Do this with Kenzo, in fact there is not a lot of use sending the other two in, as MOOD does not like them 'cos they are not infomeshers.

Q. How do I open the box in the games room?

A. When Kenzo finds the hanging corpse, he will get some notes from the body. Examine the notes to discover the paperclip inside, and send this to Karne, who can use it to pick the lock. This will get you the

checker.

Q. How do I blow open the damaged door in Matlocks section? It has a loose cable...

A. You need a few items for this. Matlock will find a flask in the nearby lab, and you need to use the computer and Chemical machine to fill it with Nitro Glycerine. Note that you cannot RUN whilst carrying this, so do not pick up the full flask until you are ready to do this task. However, if you take the flask to the loose cable, it cannot still be used. You will also need the oily rag (I think Karne finds this), so once you have that, take the flask to the cable, and attach it with the oily rag. Now you have to ignite it, for this you need...the lighter!. Once lit, make a mad dash out of there, and the door will now blow open

Q. What is the welder for?

A. This is found in the round chamber with the escape pod. Give it to Karne, and he can use it to open the locked door by his airlock that leads to Ben Bunn

Q> What can Ben Gunn do for me?

A. Not a lot. But he wants the pumice stone (found in one of the dorms). Give it to him and you will receive the red door tag. There's nothing to be gained by talking to him after this, with any of the characters, he will only advise you to check the vac tube that he sends notes to.

Q. Whats going on with that Martian singing sculpture?

A. This is in one of the rooms off Picadilly Circus. Make sure you come in here with two Martian rocks and the tuning fork .Use these rocks in the rock cutter in this room, and you will have three shaped rocks (there is one already done when you get here). You need a fourth rock, so use the computer and send the mini robot rover outside to fetch one. If you look at the note that has the rock drawing on it, someone has written "C6" on it. This is the grid reference to send the rover to. When it returns it will have brought a rock! Use all four rocks on the sculpture, and then use the tuning fork. The rock will now stop "singing" which is good, because that noise causes damage to your health!

Q. Theres a medical room with mutated lab animals blocking the way, how do I get past?

A. Use the laser scalpel on them. By the way, don't touch them beforehand, they cause damage to you.

Q. Whats that fireplace in the Chinese room for?

A. This is a hologram! You can turn it off with the fireplace remote. Once switched off, you will find a door tag inside the fireplace

Q. How do I open the double doors in the passageway near Matlocks area?

A. These doors are opened by the computer in Judith Merrows room. The computer is voice activated, and only Karne can activate it. Bring him here and use the computer, he will automatically say the password. You can now unlock the double doors (they lead to the Kremlin)

Q. How do I open that locked door on Broadway that is past the double doors to the Kremlin?

A. Karne will be able to open this if you give him the laser scalpel, but only from one side. It only makes a shortcut, so you can leave this if you are prepared to run around a lot.

Q. Whats the Babybug for?

A. In the dorm with a Trimorph, you need to use the babybug to fish out an object that lies in a hole in the wall behind the Trimorph. Make sure Karne sends you the babybug remote and the magnetic checker. Stand anywhere in the room. Combine the checker with the babybug, and then use the babybug. Then use the remote. You can now guide the little critter into the hole where it will attract the item (this being the spectrometer) and bring it back to you. Ta-da!

Q. I did that, but the babybug will not pick up the object!!

A. Did you open the babybug and put the checker inside? Because that is WRONG! Yes, I thought it was the solution, but it ain't, You have to select the checker in your inventory and then use it with the babybug to combine them. The checker will disappear forever from your inventory, and the the babybug will now be magnetized, although it appears exactly the same.

Q. What are the pass codes for the Kremlin hatches?

A. One is on a note in the drawer in Judith Merrow's room. You will need to examine the rug on the floor first to find a drawer key. The other is on a microcorder carried by a Nondead in the Kremlin. I'm not telling you the numbers, play the game!

Q. What is the spectrometer for?

A. Use it with the painting in the Kremlin Room. This will give you a light reading of the paintings colours, one of which is a password.

Q. Wheres the password for the gold door beside the vac-tubes in the Kremlin?

A. It's down in the Necropolis, in a storage box. This door leads to a storeroom stacked with ammo for all your weapons!

Q. I can't operate the dual switches in the grand room with the computers (Kremlin)

A. Yes, it's true, if you try and use two people to do this then they will die, as the switches are too close. But you CAN stay alive with another character in the room, standing back near the doors, and this is how it's done. Place one character by one of the switches, and arm the other with the Pop Gun...do you see where I'm going? There is no "hotspot" on the floor that tells you where to stand, but if you take aim with the pop gun, and you are correctly positioned (its just a little forward, whilst in the view that shows you the double doors), there will be a new camera angle showing you both switches and the back of your character aiming at one...now, get the first character to flip the switch, switch characters IMMEDIATELY and fire the gun! Hopefully the game will ensure that you hit the switch (it did for me), and power will be restored.

Q. As Kenzo I found a long walkway with glass walls, but someone is shooting me! I can't see who it is, and they kill me.

A. You have to be at full health before this encounter, because you will take a few shots before you can act. Simply run straight into the walkway as far as you can, then once Kenzo has reacted to the first shots, aim your gun (any one) and take a blind shot straight ahead. With luck, you will hit the Nondead with the Dillinger who is responsible and he will drop his gun. Then you can finish him off in any way you choose. I found that one shot was enough to stop the gunshots, and I tried it several times, just make sure you are facing directly down the walkway. This Nondead also carries a health boost to make up for the damage he caused you.

Q. I used to be short of guns, but now I am starting to find lots of extra ones. What are they for?

A. Nothing. By the time I found the Dillinger dropped by the armed Nondead (see above) I already had three, so I left it. And there are several piccolos too. Just leave them once you have one each, they don't come with ammo inside.

Q. There is a transparent ghost Nondead in Airlock 5! What do I do?

A. Shoot him with the Psionara (Kenzo only) Don't do it before you need to though, because he will eventually get up again. Wait till you have been inside Dorm 4 for this. See below

Q. The door beside Dorm 4 won't open.

A. No, it is for exit only from inside. You can come through it later from inside by using the crank, but that's all. (It is the exit from the glass walled walkway)

Q. Where is the crank?

A. In the locker back by Airlock 5, which is locked, but you should have found a locker key for it in this area. Once inside, open the metal box first, the passcode is the digits from Kenzo's watch. Inside is the Psionara and ammo. By using the Psionara and loading it, you will free up an extra slot, which is handy. The crank is on the floor

Q. What is the drive belt from the exercise bike for?

A. Ah, yes, I had this for ages, before I got to use it. After Karne kills the Trimorph in the elevator shaft chamber, use the belt to make the elevator work. Note that if you step into the elevator, you will have gone past the "hotspot" for using it, it is used on the platform just outside (another opportunity to get annoyed, there!)

Q. I'm in the Necropolis, but I can't explore, as my character says it is too dark

A. Use the lenses, and your character will be able to continue as normal. There is a pair each, as you will have to bring more than one person down here

Q. I found a crane! It doesn't work...

A. It needs power. You have to turn on the underground generator, which is back by the hut that contained the laptop computer. You can power up the generator with the monkey wrench. And while you're there, you can use the dead battery (from the storage box further inside the caverns) inside the small box on the generator to recharge it, which will allow you to use the laptop. Portable saves are now available! Only Karne will know how to charge the battery. You don't need the crane until after you have been in the graveyard. If you want you can use it to look inside the giant tomb now...

Q. What do I do with the Artifact?

A. That last Trimorph that appears invincible to your Flare gun is standing right in front of an obelisk, and you need to get behind it! If you send one of your characters down to the crane, you can bring a second one up close to the Trimorph. Make sure this one has the artifact. Keep him just out of sight of the monster, and get ready for some fast switching. Now switch to the first character and get him to act as live bait, by edging out of the crane cavern, just into the Trimorphs direct vision. As soon as it spots him, it starts to approach, so switch to character 2 as soon as the monster has taken a couple of steps. Character 2 can now nip in behind the Trimorph to the Obelisk



where there is a "hotspot" which is where you use the artifact. Very quickly place it in the niche, and run out of the way. Now quickly change back to the other character, and get them out of there. The Trimorph has a fairly long run up to this character, so with practice you will be able to pull it off. Once the Artifact is in the obelisk, the Trimorph will lose its invincibility, so you can now get Karne to shoot it. When it's dead, you will be able to take out the charged Chorus artifact.

Q. Whats the Altar used for?

A. Bring the charged chorus here, and place it on the altar. then get off the circle immediately, as the altar will now emit a yellow glow that causes instant death. You need to do one more thing here...see below

Q. How do I open Dorm 4? The Green Number 4 tag does not work.

A. You have to use the tag on the glowing altar. Remember to hop on and off the altar between the yellow glows, or else you'll be history. Once the tag has been placed on it, it changes to the Arkham tag. Send this to Kenzo, he is the only one who can use this.

Q. How do I open the lockers in Dorm 4?

A. The two Pickman notes found earlier give the clues for this. Firstly, the living unit door is colour coded, and the Arkham dorm is all in Black and white. However there is a painting in the corner which should be used to give you the correct code. (The note tells you which colours to input, but you need to find out which shade of grey is which colour). I did it by guesswork, but try using the spectrometer on the painting, as in the Kremlin, you should be able to match up the numerical codes. Once the unit is opened, use the numerical code for yellow on the locker, and you will get the hourglass and the passcode for Airlock 5.

Q.What do I do with the hourglass?

A.First you have to fill it with sand. Go to Airlock 5 and kill the ghost with the Psionara (Kenzo only). The door code is found on a note in Dorm 4. Through this door is a graveyard, from which another ghost will rise. Listen to it's ravings about colours, etc (they are a clue), then kill it with the Psionara, and it will drop the sand, which you then put in the hourglass. You now need to take the hourglass to Dorm 4 and use it inside (anywhere). It will turn into the stone heart.

Q. What does Matlock do in the lab with the equipment and dead body?

A. Matlock is trying to make you all an antidote. You need a lot of items for this. This room contains a centrifuge, a microscope and a thermalizer. Use the three syringes from the Med lab, and send one to each person. Use the syringes to obtain three blood samples. Send these all back to Matlock and place them in the centrifuge, which already has one from Ben Gunn inside. You will next need a Trimorph Tissue sample, this is obtained by having Karne and his Flare gun shoot the Trimorph in the tunnel with hatches, as it will leave a blob on the floor after it dies!. Send Matlock to get it, the other two will not pick it up. Matlock will need to have the gloves to get it. You then use this in the microscope. Next you need to reassemble the corpse. Remember the invitation from Ben Gunn in Dorm 4? Go and see him and you will now find the kitchen door open, and poor old Ben on the floor in a bloody mess. You need to take his head off the plate (eeurghh..) and return with it to the lab, together with the stone heart and the sewing needle(found in a jar in the Chinese room). Combine all these with the corpse and it will come alive long enough to give you a real heart in return!. Now Matlock can take this, plus the scalpel and extra syringe all the way down to the underground crane. You need to send another character into

