

At the beginning, go left (for quick finish, you do not have to go to the front right part of the house at all). Kill the girl and proceed left. You are in the kitchen with the guy holding a butcher knife. He looks dangerous but he is very slow. You'll have two hits before you'll have to dodge his blade. After you kill him go to the left part of the kitchen and pick up a small knife. It is not much, but it's better than fighting with your bare hands. Leave kitchen to the right and climb up the stairs. Kill the guy and enter the door (on this screen you could walk to the kitchen beside the girl without killing her if you punch her and she walks behind you or if you jump on the speaker, also you can enter the door upstairs without killing the guy if you are fast).

You are in the middle part of the house. Kill the guy with the sword, go right and kill the guy with the bar. Enter the door. Kill the guy and fall down (don't go left just yet, it's better to fall down). Kill the guy and go left now when you're downstairs. At the left there is the guy with butcher knife and there is also a spike to the right part of the screen. So, if you can, pick up the spike before killing the guy. Spike is better than small knife so you can drop the knife now. Climb the stairs, kill the sword guy and enter the door. Go downstairs (kill the bare handed guy) and go right. Kill the girl and pick up the key to the far right (don't forget to select spike again after picking up the key). Go back through the door (left and up) and go left again. After killing the bar guy check out the door. Sign on the door looks like the sign on your key. Select the key and open the door. Now be fast, select your gun and shoot the guy twice. Dylan will search the body for another key. It has some kind of red decorations in the circle. You'll need that key later. Pick it up and drop the first key (afterwards drop the key if you already used it). Also, don't forget to select the spike since you want to save your ammo. Now you have to go back a little. Go back through the door, right, right and through the door again. Now left and climb the stairs. Girl in red has a small knife and is fast. Mostly you'll manage to hit and dodge, but sometimes you'll need two dodges before hitting her. Kill her and enter the door. Kill the butcher knife guy, climb the stairs and enter the door. Now you're on the platform above the sword guy. Go downstairs or avoid him to kill him later, your choice. To the right is the bare hand guy. Also you should memorize this room with the guns and the animal (i think buffalo or cow or something) skull to the right. Under that skull is more ammo, but you can find it only after someone tells you this secret. So, proceed right. This is a little hard. There is a guy with drill (or something) and the knife girl. Two on one. Just stand and keep on attacking until you kill them. Drill guy is really not that of a fighter. Maybe you'll need to dodge the girl sometimes but even if you don't, you have a lot of energy (this goes if you can manage to kill all those foes when fighting one-on-one without too much trouble). Proceed right (kill bare hands guy) and enter the door.

Now you are in the back part of the house. Kill the guy and now you have to jump to the upper door. Go few steps left from the door and jump up on that gray base of the green stuff. You must be at the left edge of the base to left-jump on the next platform and left jump again. Now climb the stairs (right-jump) to the door. Enter the door and kill the knife girl. Go left and climb to the guy upstairs. Shoot him twice to learn the first secret - spider. Make sure to select spike again. Now go back downstairs and right through door, down and through the door, left, left, left, upstairs and through the door, down and through the door, down, right, through the door, down, right and kill the girl. Go upstairs,

through the door, downstairs and shoot the guy. You will learn another secret (this one will be the last required). Select spike again. Go back upstairs, through the door, down and right to face two foes again. Go right after dealing with them and kill the butcher knife guy. Go right and you're in the library. Kill the guy, go upstairs and kill the knife guy and activate the secret - press spider. Secret door will appear. Go down and enter the door.

Now you are in the basement. Go right jump over the hole (or fall into the water, it's quicker) and proceed down-right. You're on the location with the big hand. Jump over the water two times. Now jump up on the boulder and keep jumping on platforms (left-jump, right-jump, left-jump, right-jump, left-jump) and enter the door. Now go left, either fall down and from above. There is a bare hand guy to kill and then jump over the water to the left. Now jump up on the platform, then left-jump to another platform, climb the stairs and go through the door. Go right and shoot the guy with the axe twice from the distance. You will learn secret about left arm of some statue. Make sure you select spike (believe me, I'm not boring you with this for no reason). Go back left and walk over to the hole to the bare handed guy. Stand to the edge of the hole and keep attacking with your spike. You'll manage to kill him. Jump over the hole, climb the stairs and go right. You can jump over the hole or fall down and go right. Ignore the ape (or whatever it is) for now. If you are down, climb the stairs to the platform. If you are up, just fall on the stairs. Fall from platform and pick up the sword (you can drop the spike). Now we're talking. Sword is much stronger. Also those apes are easier to kill with sword. As mentioned before, attack the ape when it is about to jump or right after it jumps to hit it in the air. Go left jumping across the platforms. Go left again (you have to perform a long jump), left again and through the door (you need a small jump). Fall down, kill the guy (yes, sword is good stuff) and go left. Jump over a small hole and climb the stairs. On the top of the stairs right-jump to platform with the door and go through the door. You can kill the ape, jump over the hole and go through the left door.

Now you are in the room with yellow double door to the left and you are standing on the upper platform. Time for some secrets to be solved. Go right and you find the statue. Guy under you can't be killed with cold weapon but you don't want to waste your ammo on him. You can spot that floor beneath him is some sort of trap door. Activate the left hand of the statue and the guy will fall into abyss. You will learn another secret - left eye of the big head. Go left and do the long jump over to the yellow door. Kill the ape and select the key with red decorations in circle to open the door (spot the keyhole with the same red decorations).

You are now in the dungeons. Kill the guy (select the sword) and now you must get to the upper dorr jumping on platforms to the left and climbing the stairs. Go through the door. Now there is a guy below you and you can see big hole to the right. Perhaps it is smarter to fall down to the left to kill the guy before jumping over the hole instead of jumping over the hole from the above, as the guy below might trouble you later. when you go right kill the ape, jump on the table and on the platforms to go up. Go right when you are up. Now you are on the screen with the giant head and the guy below you. He also can't be killed with cold weapon. Go to the far right edge of the platform and jump to the right when the guy walks to the left as much as he can. Now fast go and press the

left eye. Guy is killed and you get the square key. Now you must go to the entrance to the basement. Go back left. You'll have to start running to the left to perform the long jump on the left screen. Jump on the platform with the round saw and on the platform above it, left-jump twice, right jump and go through the door. Fall down and go right. Now jump the platforms to the upper door (make sure you always stand at the right edge of each platform) and go through the door. Do the right-jump over the hole, through the door, fall down and go right (jump over hole), jump the platforms to reach the upper door, don't go through the door but go right (jumping over the hole). Fall down, jump over the water and climb the bottom stairs (where the guy is killed). You will go right. Now climb the short stairs carefully, stand at the right edge of the small platform you are standing on and right-jump to the platform. Right-jump again and go through the door. Fall down to the big hand and go left jumping over the water, climb the stairs, jump over the hole and go left. Now you are at the entrance to the basement but you don't want to leave it just yet. Proceed left (jump over water) and kill the axe guy. Now you have to go left but you will need to run on this screen to perform the long jump. After this, climb the stairs, go through the door, go left (jump over the hole) and now try jumping on lower platforms to get to the bar guy. Kill him to find the X key. Now you have to go out of the basement. Jump the platforms back and go right, jump over the hole and go through the door you entered minute ago. Go downstairs and right (long jump again), right, jump over the water and go upstairs and through the door.

You are back in the library again. If you killed everyone before, you can run left, left, left, left, left, left, climb the stairs, right, go through the door, left, upstairs, through the door, upstairs, through the door, fall down, right, right (yep, the skull screen), right and through the door, jump the platforms to the door again and naturally, go through the door. Go left, upstairs, right, kill the guy, go through the door, downstairs and unlock the door with the X key.

Go left (don't climb up to the door), kill the guy to the left and pick up the mace. It seems that the mace is a little bit stronger than the sword so you can use what you find more attractive. This is all of the weapons you'll find. Go through the door and you'll learn another secret about big gray door without doing anything. Just go back through the door, right, upstairs and through the door. Kill the guy and the girl and now check your ammo. If you're out, or you have only one bullet left you will need that ammo under the skull. This is what you do. You go right either from downstairs or upstairs. Difference is that from the downstairs you can kill the guy and the girl and from the upstairs you face only the girl but you are not in really good position. I suggest upstairs because you can jump beside the girl and kill her later. Either way you go right again. There is a girl upstairs and the guy downstairs. Girl is irrelevant but the guy is important. This is also the fastest enemy you'll face so if you have only one bullet left, use it. Otherwise, you'll have some trouble defeating him. You'll have to dodge all the time until you notice that his punch has missed you right when your dodge is about to finish so you have half of the second to hit him. Hard, but still not impossible. Actually, he attacks you four times in a row and then takes a half-second break. This is your chance to hit. Now you know about the ammo and have to go there. This is the way: left, kill the girl if you haven't and go left, through the door, down and through the door, upstairs, through the door, left, downstairs, right, through the door, down, through the door, left, left and check that skill.

You'll find 8 bullets. Now you have to go back. If you desire to screw around the house now when you got more bullets, do so if you have time, but make sure you have 4 bullets left. The way back is: right, right, through the door, jump the platforms, through the door, left, upstairs, right, through the door, downstairs, through the door, upstairs, through the door and you are at the place where you checked your ammo. Now go right from the upstairs and through the door. Guy below can be passed buy going right to the fence, then jump on the speaker and right-jump over the fence, but you can go down and kill him as well. Go right and unlock the door with the square key.

Now you see some Rambo guy below you. He is actually a karate guy. I suggest going to the right edge of the platform you are standing on and right jump. Now you are far away from him, turn around and shoot him. Proceed left and you'll see the door you already discovered as secret. Enter the door and you will appear at the location with the gargoyle. Above it there is a big monitor behind the red beam. Just past beside the gargoyle and enter the door. At the next location you'll see Dylan entering from the upper door and you'll see door under it that look just same. You can enter the lower door to see two red beams if you want, but don't really need to. So, from the upper door go right. Proceed right jumping on platforms (be careful not to fall down). Now you are at the place with the big statue of Michelangelo's David. Notice the monitor in the upper-right part of the location. Jump the various platforms to reach monitor and press button on it (just press up). Now go back to the upper door (left two times, be careful when jumping on the platforms) and go back through it. You are back beside the gargoyle but there is no red beam above it now. So, climb up (jump to be precise) and use the monitor (it turns off one of the two beams behind the lower door). Now go back through the door beside the gargoyle (the door is open so you can't really see the passage, but you know where it is) and go left. You are in the strange room with no traps, just proceed left. Now you see the statue of the king (or ancient god), but you must jump on platform to reach it, not so hard. Jump up to the big statue and go as much left as you can and turn right. There is another monitor in the upper-right part of the location. This may seem a little hard, you have to run right and perform a long-jump but you have enough space just for one step. So, start running to the right but press and hold right-jump right away. Now, switch this monitor and a way behind the lower door is clear. So, go to the lower door (get down carefully and right two times) and walk through. Now, you are on the strange location entering from the left door. Since there are no beams now, go through the right door. On this location you see the only remaining secret above you. Climb up to it (watch for the holes in the both lower corners of the location) and activate the secret. You should have two bullets remaining.

That's it. You just watch Dylan finishing the host of this lovely party. Still, in this end scene you barely see enough. At least it was too short for me, especially after seeing the end scene on C64 version. You can't even see where is this demon host sitting. If you finished this game and feel that end scene is really not enough of a reward (if that is what the end scene is supposed to be) or don't explain what happened (which is already clear, indeed, you just needed to solve everything and make sure your host doesn't get ideas again), download some C64 emulator and Dylan Dog diskette version (it has "d64" extension) and load end scene. It is much longer, although mostly consists of pictures like every other scenes (i guess this should look as comic book) and has

much better music.

At the end I have to state that playing C64 version helped me a lot with this one. You have to admit that it sounds cool to play several conversions of the same game at the same time and compare the stuff.

marko river