**URGENT:** Use this map to infiltrate Outer Heaven.

You'll need specific cards to open each of eight special doors you encounter. After you've passed through each door, accumulate the ammo, equipment and clues you find. Use each wisely, and be careful, as you'll experience many obstacles throughout your mission.

### Diagram of Symbols

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>☀</td>
<td>Sun</td>
</tr>
<tr>
<td>☀</td>
<td>Rain</td>
</tr>
<tr>
<td>🌡️</td>
<td>Desert</td>
</tr>
<tr>
<td>🌴</td>
<td>Jungle</td>
</tr>
<tr>
<td>🏛️</td>
<td>City</td>
</tr>
<tr>
<td>🏙️</td>
<td>Shore</td>
</tr>
<tr>
<td>🛍️</td>
<td>Mall</td>
</tr>
<tr>
<td>🏔️</td>
<td>Park</td>
</tr>
</tbody>
</table>

### The doors

- **Open by card:** Card is needed.
- **Open by punch:** Punch is needed.
- **Open by key:** Key is needed.
- **Open by iron glove:** Iron glove is needed.
- **Open by locked door:** Door is locked.
- **Open by mine:** Mine is needed.
- **Open by plastic explosive:** Plastic explosive is needed.

### The limited supplies

- **Ammunition:** Ammunition is needed.
- **Iron glove:** Iron glove is needed.
- **Laser camera:** Laser camera is needed.

### Miscellaneous

- **Fire trooper:** Fire trooper is needed.
- **Flashlight:** Flashlight is needed.
- **Coward duck:** Coward duck is needed.
- **Soldier:** Soldier is needed.
- **Hand gun:** Hand gun is needed.
- **Submachine gun:** Submachine gun is needed.
- **Mine field:** Mine field is needed.
- **Tanked:** Tanked is needed.
- **Laser camera:** Laser camera is needed.
- **Elevator:** Elevator is needed.
- **Checkpoint:** Checkpoint is needed.
A view of table Stamina is strength to attack. For example, a tank is destroyed by eleven mines. O is the most suitable weapon for every enemy. Zero means that a weapon has no effect.

HOW TO DESTROY THE ENEMY.