



# LAND OF THE DEAD

## ROAD TO FIDDLER'S GREEN

BASED ON THE  
GEORGE A. ROMERO  
FILM



[www.landofthedeadgame.com](http://www.landofthedeadgame.com)



## **Land of the Dead: Road to Fiddler's Green**

### **Walkthrough**

#### **Chapter 1 – The farm**

You start the game in your house staring outside at the stranger. Go out and see what he wants. The stranger will attack you, so run back into the house and up both flights of stairs. In the attic you will find a .22 rifle in a chest. Go back downstairs and kill all of the undead until you run out of ammo. The objective "Get your gun from the shed" will appear in the top left corner of the screen. Go to the shed and you will discover that the door is locked. Enter the back door of your house and immediately go to the door on your left. The door will be broken down by a walking corpse. Use your fist's secondary attack to knock him down and run past him into the basement. There you will find a filing cabinet with a key in it. Take the key and exit through the blue door to the left of the cabinet. Run to the shed and open the door. Inside is a revolver, a hammer and some ammo for your rifle, pick those up and continue to kill the walking dead. After killing the stagnant corpses in the area around your house, two more of them will break out of the barn. If you run out of ammo, you will find some more on the second floor of the barn. After the reanimated corpses are dead, the level will end.

#### **Chapter 2 – Cornfield**

When you begin this level, walk forward and pick up the rifle ammo that's sitting on the hay. Go along the path and you will run into a scuttler. After you kill him, you will find another of the undead around the corner. Get past her and continue through the hay stacks. You will come to a truck that's on fire with a walking corpse in front of it. Kill him, turn around and you will find some revolver ammo on the ground. The stale skin that's lying on the ground will get up when you approach him. Keep walking and you will come to a fork, one side has some exploding barrels. Shoot them to kill the male night walker and pick up the health and ammo at the end of the path. Turn around and continue until you find a forklift. Be careful, there will be an enemy directly behind you and another approaching quickly from the front. Kill them both and walk until you come to a stack of refrigerators. Jump over them and pick up the health and ammo to the right. Follow the fence to a large cornfield. Proceed straight through the cornfield and a little to the right and you will find a broken down silo. Run into the silo and be prepared to kill six of the ever hungry. Exit the silo when you are safe, turn around and continue going straight through the cornfield until you get to a fence. Turn left and walk until you are out of the cornfield. Here you will be attacked by five awakened dead. After dispatching them, follow the fence at the end of the barn and you will find a shed. Inside will be another undead. Kill her and pick up the health, ammo and bolt cutters. Return to the barn, cut the chain on the door, and enter to end the level.

#### **Chapter 3 – Neighbors**

Run up the stairs to the upper level on the barn. Here you will find some health and some ammo. Jump down the bales of hay to the lower level and you will be attacked by a soulless walker. Kill him and go down the stairs to find another one. Go out the door and up the stairs to your neighbor's yard where two more are waiting for you. Enter the neighbor's house and watch the cutscene. Eradicate the three flesh eaters that will attack you, go upstairs and kill the one in the bedroom, then go into the basement to kill one more – this will end the level.

#### **Chapter 4 – Main Street**

As this level begins, there are four festering corpses approaching in the distance. Kill them or flee down the alleyway to the left. As you move toward the body that's lying down, it will get up – kill it and proceed down the alley. Turn right and jump onto the box and over the dumpster. Three of the unburied will come over the fence to the left and two more will come out of the open window to the right. After eliminating all of them and another will break through the wall at the end of the alley. Go through the hole in the wall and you'll find yourself back at the street. Kill four more of the once human and jump down the open grate to end the level.

#### **Chapter 5 – Detour**

Walk forward and to the left and you will be attacked by an enemy emerging from the corridor on the right. Turn left and dispatch the rising body in the middle of the hallway. At the end of the passage, you will be assaulted by two more. Make a right and another right at the end of the path. At the end of this corridor, turn left - one of those things will drop down from the ceiling. Walk forward and turn right, there will be a mindless walker on the right. After killing him, turn left and continue through the sewers. You will arrive at an area with a waterfall and stairs leading to a room with health, grenades and a valve to open the flood gate. Open the flood gate and two foul stumblers will drop into the area below. Take care of them as well as the one that gets up in front of the flood gate. Go through the flood gate, and drop down to the lower level. Take out two walking corpses and turn right. Make another right, a left and another left. At the end of this passage you will be attacked by two more of the unburied. Turn right and throw a grenade through the door to take out a room full of them. After the room



is clear, you will find some health and ammo on the shelf. Proceed to the end of the sewers and turn around to dispatch the undead that dropped down behind you. Climb the spiral staircase and go through the door to get to the end of the level.

### **Chapter 6 – Hospital**

Go out the unlocked door and proceed back to the street. Make your way through the cars (you will encounter seven decaying corpses along the way) until you get to an over turned car beside a trailer. Jump on to the car and into an area where you will be attacked by five living dead – two will climb over the truck directly ahead and three will climb over the fence in the alley to the left. After getting rid of them, a car will explode clearing a path. Run past the rest of the mindless walkers to the front door of the hospital and walk inside to end the level.

### **Chapter 7 – The doctor**

Pick up the ammo on the reception desk and proceed through the double doors. The body on the floor will get up. Continue straight through the doors at the end of the corridor and open the door on the right. In this room you will come across three of the recently expired and a scuttler – one of them is hiding behind a curtain. Exit this room from the door on the other side and proceed through the double doors at the end of the hall. There will be one of those things in the room to the left and another approaching from directly ahead. There is some revolver ammo in the room on the right at the end of the hall, but a scuttler will drop from the vent in the ceiling as soon as you pick it up. Go left, through the double doors with the blood smear under it and deal with an undead. The next double doors have another undead and a scuttler behind it. Walk up the stairs at the back of the area. At the top of the stairs you will be attacked by three walking dead and a scuttler. Get past them and go through the double doors. In the middle of the hall, before the double doors, there is a reeking dead hiding behind the screen. There is a room on the right with another one of those things inside. Kill him and go through the double doors. Make a right and go through the last set of doors on the right. In the middle of the hall there is a body that will get up. Go through the doors and you will enter a waiting area – there is an undead that will get up in the middle of the room. Go through the double doors at the back of the waiting area where you will find four of those creatures waiting for you. Eliminate them and proceed through the doors at the end of the room. Go up to the door to the security room to trigger a cutscene. After the doctor has opened the sliding doors, go through them and follow the hall where you will find a body that will get up and two others that will break through the two doors on the left. Enter the door at the end of the hall and search the desk to find the security pass card. A scuttler will attack you on your way back to the doctor. Use the security card on the pass card reader to open the set of locked doors. Descend the stairs down to the basement and go through the doors to end the level.

### **Chapter 8 – Override**

Open the doors at the end of the hallway and enter the morgue where four flesh eaters are waiting. Pick up the glock off the table and crawl into the vent. While in the vent, you will encounter a scuttler. Follow the vent to the end where two re-animated corpses will attack you. After you kill them, another will break through the door to the right. Two more will then break down the wall at the end of the corridor. Go through the hole in the wall and turn right, where you find two undead and a scuttler. Kill them and continue walking through the shelves. Kill another one and exit the shelved area into an area with pipes. Turn right and take out one more. Follow this hallway while eliminating the rotting walker in the closet and the one lying on the ground. You will come to a room with an override switch. Activating the override switch will open a door – go through it. Follow this passage and there will be a door on the left, kill the stale skin inside. Proceed through the other door at the end of the hall. You will find two more living dead (one breaks through the door on the right). As you enter the next corridor, you will be attacked by a scuttler on the left and a walking dead on the right. Get past them and you will enter another storage area with a scuttler and another undead. Go through the door at the end of the storage area and encounter another undead. Proceed through two sets of double doors and dispatch two walking corpses and a scuttler. Going through two more sets of double doors will bring you to a stairway that will bring you back to the doctor. Kill the doctor and the level will end.

### **Chapter 9 – Fire!**

Make your first left into the room labeled with biohazard symbols. As you walk into the room, the wall will explode. Follow the newly opened path to face a scuttler and a flesh feaster. Turn left and cautiously proceed along the path that is not blocked off by flames. At the end of the hall is a set of red double doors, go through them and kill two rancid corpses and a scuttler. Don't forget to pick up the glock ammo and health at the back of the room. The wall on the right will explode to open up another passage. Carefully walk through the wreckage, turn left and go through the doors. Turn right and take out three more weary walkers and a scuttler. Make your way through the flames to a waiting area. Fall through the floor to end the level.



### **Chapter 10 – Escape**

Go forward and left through the red doors. There will be a re-animated corpse and a scuttler waiting for you. At the back of the hall there will be a screaming undead, as long as he is screaming, more scuttlers will appear – take him out quickly. If you require ammo or health, go down the hall to the left and into a room with cabinets and lockers. If you stay in there too long the oxygen tanks will catch fire and the room will explode. Continue to the end of the hall and enter the door to the left. Inside will be a scuttler and a decaying corpse. Get past them and go through the gray door at the back of the room. Walk through the red doors on the left and kill the scuttler under the stairs. Go up the stairway and through a set of double doors where two walking corpses are waiting. Take the detour around the flaming wreckage through the room to the right. Work your way through the flames while killing five walking dead until you get to the final room. Here you will encounter three soulless walkers. Walk out on to the balcony, jump on a box and over to the fire escape. This is the end of the level.

### **Chapter 11 – Back alleys**

Go down the fire escape and through the alley. You will be attacked by one of the withered. You will come to a door with a living dead inside. Kill her and continue through the apartment. Exit out the back of the apartment; jump onto the boxes and over the fence. Pick up the shotgun and you will be attacked by six rotting undead. After you defeat them all, another one will break through the gray door. Kill him and search the room for the hotel key. Exit the room and open the red door at the end of the alley. In the hotel, you will encounter an exploding undead and two regular walking dead. Go to the very end of the hall to find some Molotov cocktails and another of those creatures. Go back to the door marked with a stairway sign and go through it. Run up the stairs to fight an undead and a scuttler at the top. Walk around the corner and jump to the fire escape to end the level.

### **Chapter 12 – Warehouse**

Open the door and enter the offices. Beyond the next door are three decaying corpses. Search the office for ammo and supplies and exit out the back. There is a scuttler in the small hallway before the red door. Exit out onto the fire escape and go down. Enter the door beside the blue dumpster and fight your way to the control room. Activate the switch to open the security gate and fight your way back out. Follow the alley and you will come across three awakened dead blocking your path. Eliminate them and proceed down the alley ways. As you progress, there is a fence where two more ever hungry will climb over and attack you. Get past them to a stack of crates. Jump on them and into a window to enter the garage. In the first area of the garage, you will need to fight two living dead and a scuttler. Use the switch by the garage door. Go through the door beside the switch and fight your way to the back of the office to get the fuse. Kill a scuttler on your way back to the fuse box and place the fuse into it. Go back to the switch and use it to open the garage doors. There will an undead standing outside and three more will climb over the fence to attack you. Turn right and continue down the alley to the police station. This is the end of the level.

### **Chapter 13 – Police station**

Go through the doors and kill the two putrid corpses inside. Make your way through the office and open the doors to the right. There is another mindless walker in that hallway. Continue to the armory and pick up the glock. The wall will be broken down by a bloodless wretch. Kill him and pick as much ammo in the shooting range as you can. You can kill the foul stumblers in the shooting range if you like, but they will keep coming. Go through two sets of double doors (remember the wooden door that is in front of you). Make a right and fight a large crowd of flesh eaters. Continue through the halls until you get to a stairwell. Go down the stairs, at the bottom you will have to kill an awakened dead. In the room with the squirming body bags, go through the double doors on the left and to the end of the hall. Open the door on the right and fight your way to the prison cells to activate the cutscene. Fight your way back to the room with the wooden doors. In the office at the back there is a key on the desk. Pick up the key and two scuttlers will drop from the vents outside. Back track to the cells and use the key on the control panel to free Otis. This will end the level.

### **Chapter 14 – Sniper rifle**

Go straight out of the cell block and make a right where you will come across two exploding undead and a scuttler. Kill the two mindless walkers in the room with the sniper rifle and discover that you have to get a key code. Exit the room and follow the hallway to a set of double doors that lead to a stairwell. Take the stairs to the top and go through the doors. Kill the soulless walkers inside. You will come to a set of doors that can only be opened from the other side. Turn right and go into the room at the end of the hall. Crouch and crawl into the vent. Follow the vent and exit into the room at the other end. Exit that room and kill the two stale skins when they break through the door. In the next room, read the code off the computer and head back down to the room with the sniper rifle. Use the access code to get into the cage and pick up the sniper rifle. Make your way back up to the area where you got the access code and you will encounter a screaming undead. Take him out before he can call any more scuttlers. Go up the stairs and take out any festering corpses in your way. When you get to the



room with the computers, go past it through two sets of double doors. After taking out the large group of walking corpses, maneuver through the office, through another set of double doors, and up to the roof. This is the end of the level.

### **Chapter 15 – Headshot!**

You start this level over looking Otis. There is a living dead directly in front of you beside a flaming car, use the zoom on the sniper rifle to shoot him in the head. Take out the next one that approaches from the left. When Otis runs to the other side of the car, a walking dead will jump over the fence and walk towards him. At the same time another will appear from the left and another one will start walking from below and to the right. Then one more will break through the door directly in front of you. Otis will then run closer to you and end up beside a burning car. At this point a living dead will run at Otis from below you. After killing that one, two more will come out of the doors in the building on your right. Coming down the stairs to your left (on the roof right beside you), is a stale skin that will attack you. Take her out before returning your attention to Otis. He has now run over to the corner of the building on your right. Kill any flesh eaters that are near him – one will approach him from the street beside the impound yard and another from below you. When Otis runs to the gate, another awakened dead will descend from the stairs on the rooftop. Kill him and take this time to grab the sniper ammo from underneath the stairs. Shoot out the lock on the gate. An unburied will come out of the booth beside the gate inside the yard to attack Otis. Three more will then approach from the left. After Otis moves, another will appear from the right and one more from the left. When you get the objective “Get to higher ground for better view,” go up the stairs and take out the bodies that get up on the rooftop. Otis will move and two rancid corpses will attack him from the left. Otis will then move near a truck, two of those things will appear – kill them. Otis will move up and two more will appear and walk towards him from the right, followed by three more from behind a truck on the right. When Otis gets near the truck, five of those creatures will emerge from the buildings. Otis will run near a small car in the distance. One of the undead will come out a small building, while three more will approach from the left near Otis’ truck. As Otis nears his truck, five of those creatures will come out of the doors in the building. Take out as many as you can and Otis should be able to get into his truck to end the level.

### **Chapter 16 – Sewers**

You will encounter five of the withered very quickly in the beginning of this level. Fight through them until you get to the room with the switch and the sewage door. If you need ammo or health, there is a room to the right that has some. Activate the switch and jump into the water. Swim down, forward and make a right. Surface for some air, dive down again and continue swimming forward. When you get to the end, swim up and jump out of the water. Drop down to the corridor to the right of you and walk forward. You will be immediately attacked from the left and right by the walking dead and from the front by a scuttler. Another will drop down in front of you after you’ve taken out those two. Make your way to a large area with waterfalls. There are three awakened dead that will drop down and attack you in this area. Fight your way up to the control room and use the control panel to open the tunnel door. Run back down and through the open door. Jump down and follow the sewers to end the level.

### **Chapter 17 – Labyrinth**

Proceed straight and to the left, you will enter an open area with stairs to a control room. Kill all the undead in the area. Use the control panel to open the tunnel doors. Four of those creatures will drop from the ceiling; throw a grenade out the window to eliminate them. Go into the tunnel doors where you will encounter two more. Turn left and then right, and shoot the barrels to clear the room of the stale skins. Follow the sewer to another area with four waterfalls. Kill the screaming undead before any more appear. Walk up to the control room and use the control panel to open the water valves. You will be attacked by a vomiting undead. Fight your way past it and dive into the water. Swim up to the opening and climb out of the water. Walk a little further and dive into water again. Swim along the sewers, surfacing for air when you can. When you jump out of the water, you will come to an area with some pipes that are on fire. Stay back from them until they explode. After they explode, the tunnel will begin to collapse. Run past all the withered until you fall in the water. Turn left and swim until you find a tunnel under water to the right. Take the tunnel and jump out of the water on the other side. Kill the three walking dead that are waiting for you there. Follow the sewers to the ladder. This is the end of the level.

### **Chapter 18 – The theatre**

Walk towards the red doors at the back of the lobby and kill the stale skin that gets up there. Pick up the machine gun and take out the one that drops from the ceiling. Eliminate the one that breaks through the washroom door and enter the other washroom and kill the one gets up. Open the door on the right side of the theatre and kill the two in there. Wait for the weapon carrying undead to break through the boards and take him out. Clear out all of the walking dead in the next area and walk up the stairs. Turn around; one of them has dropped from the ceiling behind you. Proceed up the stairs and kill a crawler, a walking dead, and a weapon carrying undead. Go to the end of the hall and turn around. One of them will drop from the ceiling. Walk down the hallway and kill a scuttler and two undead. Walk up the stairs to the balcony section of the



theatre. Dispatch the one in that section. Then enter the door to the projection room. Use the control panel to raise the curtains on the stage. Use the sniper rifle to eliminate the flesh feasters on the stage. Exit back to the hallways and you will find that the boards that were previously blocking your path will have been broken down by a weapon carrying undead. You will need to eliminate two more re-animated corpses. Turn towards the doorway beside the fallen pop machine and take out the flesh eater. Turn around and kill the two that have appeared behind you. Head downstairs and eliminate a scuttler and two living dead. Enter the main theatre hall and dispatch the ones in there. Approach the stage and kill the body the rises. When you get on stage, some undead will come towards you from both sides. Exterminate them and the level will end.

### **Chapter 19 – The docks**

As you begin this level, Otis will be in front of you. Make sure to stay in front of him so that you can protect him from any oncoming creatures. Go down the first set of stairs and there will be an awakened dead directly in front of you. Kill him quickly and run down the stairs to the left to face two more of them. Go down the ramp facing the door and take out the undead inside. Get to the lower level and kill the seven undead that attack you there. Leave Otis behind and go through the red door. Proceed straight and eliminate two mindless walkers and a scuttler. Turn left and walk toward the caged area in front of you. You will encounter three of the unburied here. Continue to your left and you will find a room with a staircase. Ascend the stairs to a platform with a control panel. Use it to activate the crane. Turn to face Otis, he will be attacked by a walking dead from the left. Use the sniper rifle to kill him. After the crane lowers the storage container, two weary walkers will appear from behind some containers at the end of the newly created bridge. Pick them off and two more will stalk Otis from below you. After killing them, two more will appear from around the building to the right. As Otis runs to the first boat, one of those things will pursue him from behind. Once Otis is safe, go back down the spiral staircase and fight your way back to where you left him behind. Run across the bridge and navigate the containers to meet Otis on the dock. He will begin running to the next boat. Follow him and kill the three living dead that will attack you. When you get the objective to check the third boat, run in front of Otis and take out another mindless walker by the boat. As soon as you get the objective to check the last boat, run down the dock and to the right. Protect Otis from the undead that come out of the container. Go through the red double doors and through the hallway. Kill all the bloodless wretches that emerge from the storage containers. There is shotgun ammo in the dumpster on the right. After all of the unburied are dead, clear the next area. When the area is clear, run to the boat to the end of the level.

### **Chapter 20 – Deliverance**

Run down the dock and turn left. Kill the pipe wielding stale skin and the one breaking through the door. Go through the door and out the door at the end of the hallway. Walk up the stairs and navigate the catwalks to the ramp leading to the upper level – you will be attacked by four of those creatures on the way. Walk up the ramp and kill all the undead you find there. Be careful not to hurt yourself accidentally by shooting the exploding barrels. Go to the back of the room and turn around, there is a passage that leads up to the roof. Follow the passage and you will encounter two walking corpses at the top of the corridor. Cross the bridge and kill the two undead that are descending the stairs to the right. If you go up the stairs and across the roof you will find some ammo. Go back to the door and follow the hallway down to a gray door. Open the door, turn right and go through a door that leads you to the boiler room. Eliminate any soulless walkers you might find. In the back corner of the room you will find a desk with a key in it. Take the key and unlock the door to the control tower. Go up the spiral stairs to the top. Get past the scuttler at the top and activate the switch to open the harbor gates. You now have to make your way back to Otis. On your way back, you will encounter a large number of undead. This part is very difficult; make sure you kill the screamers before dispatching any others. Get back to Otis and a cutscene will play. Once the cutscene is finished, kill Otis to end the level.

### **Chapter 21 – City of the living**

Go up the stairs, turn left and kill the approaching re-animated corpses. Follow the alley until you reach an area where the gate closes behind you. Here you will be attacked by four of the walking dead. Once you have taken care of them a fifth will break through the boards. Kill him and enter. Proceed through the area and you will encounter two exploding undead and a regular walking dead. Eliminate them and walk towards the fence at the end of the alleyway. Turn right and follow passage to an office. Kill the flesh eaters that you find there. Enter the office, search the desk and take the key. Turn around and dispatch the scuttler emerging from the vent. Open the door and go up the ramp to the upper level. Kill two more living dead and exit through the door on the other side of the office. Jump down to the ground below and walk out to the street. After the cutscene finishes, you will be attacked by two undead. Get by them and cross the street to the generator building. Four walking corpses will approach you. Kill them and go up the ramp into the passage marked with an electrical symbol. Make your way through the rooms until you get to the generator. On the platform beside it, there will be a control panel. Use it to activate the generator. After the generator is activated you cannot go back the way you came. Wait for the door to open and kill the stale skins on the other side. Fight your way through the rest of the rooms until you find a switch to open a large



metal door. Use the switch and exit the generator building. Cross the street and go left to a fenced in area. Enter the building and fight your way to the upper level where you will find a control panel. Activate the control panel and exit the room. Jump down to the lower level and walk on to the street to end the level.

### **Chapter 22 – Heavy gunner**

You begin this level with the .50 caliber minigun. This is an incredibly powerful gun with unlimited ammo and can decimate large groups of the walking dead very quickly. This level is very difficult; you must prevent any of the living dead from entering the city.

As the truck drives over the bridge look to the right and take out three of the living dead that are coming out of the water. Then turn to the left and eliminate three more. When the truck reaches the end of the bridge, turn around and kill the two undead crossing the bridge. A flesh eater will emerge from the grate to the right of the bridge and two more will be crossing the bridge towards you. One will then climb out from the grate to the left of the bridge; two will come out of the water to the right. After those have been dealt with, another four will approach from the other side of the bridge. Two of the festering corpses will come around the corner to the left and four more will come out of the water. Be careful, two of them move very quickly. After you've taken those out, two will come out of the water to the right of the bridge while two will be quickly running across the bridge. As two more emerge from the water to the left, two will appear from around the corner on the right, one will climb out of the grate on the right and two more will come out of the water on the right. Turn your attention to the left of the bridge, four walking corpses will appear (two of them are runners). After you have taken out the rest of these, the level will end.

### **Chapter 23 – Fiddler's Green garage**

Pick up the ammo on the hood of the car in front of you. Follow the garage and kill two of the soulless walkers. Continue further and take out three more of them – one of them is lying down and will get up as you approach him. As you proceed, another will drop from a vent in the ceiling and an axe carrying flesh eater will come around the corner. Make your way to the open door and kill the axe wielding undead inside. Exit the room and continue until your way is blocked by flaming wreckage. Eliminate all the ever hungry that attack you. Once they have been taken care of, the path will open. Fight your way to a fork where you can go straight or to the left. Go left and exterminate two re-animated corpses and a scuttler. Return to the fork, go straight and take out six more of those things. On the right side of the passage you will see a red door, go through it and take out the last weary walker. Go into the elevator at the rear of the garage to end the level.

### **Chapter 24 – Fiddler's Green atrium**

Walk into the office area directly ahead and to the right of you. There is vomiting undead to the right and two stale skins in front of you. Kill them, walk to the office in the rear and take out the waiting scuttler. Return to the room that you started in and go left to find an exploding undead. Go through the door. There is a number of the ever hungry below you. Use your sniper rifle to pick them all off. Continue going straight and down the stairs. Dispatch the two bloodless wretches you find here and continue up the stairs. Eliminate the withered in this room and the other undead in the next. Go back down the stairs and into the bank area. Here you will encounter three more walking corpses. After you get rid of them, another will break through the wall. Go through the broken wall, follow the corridor and turn right. Proceed until you see neon signs on your left, this is the restaurant. Enter the restaurant and eliminate all the enemies you find inside. Exit back to the atrium and take out all the living dead there. Once that is complete you will be able to enter the elevator across from restaurant to end the level.

### **Chapter 25 – Fiddler's Green penthouse**

Follow the hallway and you will encounter two of the walking dead. Get past them and take the first right. Proceed until you get to the den and kill the two undead you find there. Go back to the hall and proceed until you see a rock on a pedestal. Turn left and follow the hallway to the dining room where you will be attacked by two living dead and a scuttler. Continue through the dining room, past the living room and into a bedroom where you will find two awakened corpses. Go back to the dining room, past the kitchen to a hallway with three doors. Explore these rooms and eliminate two of the once human. Once you have cleared this area, continue down the hall until you come to some stairs. Walk up the stairs and into the master bedroom where you will encounter the last two flesh eaters. Kill them and go through the wooden double doors to end the level.



## **Chapter 26 – Annihilation**

In this level you must face wave after wave of the undead. Try to keep them in front of you so that you don't get attacked from behind. The hallway leading outside is a good place to make your stand since there are no undead appearing from inside the door. Surviving the onslaught and eliminating all of the walking dead in this area will trigger the end of the game.

Congratulations! You have completed Land of the Dead: Road to Fiddler's Green!