

I will post these locations later once I finish my walkthrough and maps.

```
\\NAME\\           \\DESCRIPTION\\           \\FOUND\\
## Eliot ##
(( SHORT ))
:: Unarmed
    This weapon does a combo type attack, of punch, punch, uppercut, flaming spin
    kick. Just use something else once you have the option to, but this should
    suffice till the Hello Market for short range combat.
:: Baseball Bat
    - Behind some crates near the Shuttle doors in Dino Slope.
    Crap weapon. Better than fists though, so pick it up.
:: Axe
    - Buy it for 300 on the Hello Market 2nd Floor.
    For the price its an AWESOME weapon! Definitely pick up this weapon when you can,
    as its speed is simply amazing, and it combos great!
:: Stun Rod
    - Buy it for 3300 on the Hello Market 2nd Floor.
    My favorite weapon graphics wise. Fast as hell too. Fun to use, but I still have
    to suggest waiting till you can find it, as when you have the Raysword(which I
say
    buy immediatly at the Hello Market!) it becomes obsolete...
:: Iron Fist
    - Buy it for 4000 on the Hello Market 2nd Floor.
    Steam powered punches... Decent I guess, kinda fun to use. Not really worth the
    4000, when you could just buy the Raysword for another 3000 which doesnt take
    long to earn.
:: Raysword
    - Buy it for 7000 on the Hello Market 2nd Floor.
    A light sabre rip-off in every way! Great weapon, fun to use. Also, as it takes
    no ammo, you can use it to make money without "spending" any at the same time!
    I suggest this be the first weapon you buy from the Hello Market area, and use it
    to build up the cash to buy other weapons you want.
:: Power Mixer
    - Found in the Lab Area(see walkthrough for more info).
    I can't use this weapon worth a crap. If it is any good it's value is lost on
me...
(( LONG ))
:: Hand Gun
    - Eliot's starting weapon.
    Awesome gun! I don't know exactly why, but with the exception of using the
Bazooka
    on bosses, I use this little gun for everything... Great firing, cheap and common
    bullets all make this gun much better than it really has a right to be for the
first
    of Eliot's weapons... :)
:: Shotgun
    - Buy it for 1550 on the Hello Market 2nd Floor, or the Gun Shop, and found in
    the Weapons Locker in the Storage Area of the Hello Market.
    At first I thought this gun was great... but after playing against some of the
    later enemies with it, when they started to kick my ass I realized its really not
    that good, no where near as good as the simple Hand Gun. The Shotgun is better
left
    as a back up weapon, to take out enemies you don't want to waste your better ammo
    on.
:: Napalm Gun
    - Found "A Shuttle" in Dino Slope.
    Fires a blast of napalm that sets the enemy on fire. Good power, and I think that
    the fire continues to injure the enemy, and possibly surrounding enemies as well.
    Major drawback is it's ammo is rare to find, and vending machines with it even
```

rarer.

:: Acid Gun

- Buy it for 1200 in the Gun Shop of the Hello Market.

Well... this gun is kinda useless with the others to choose from... only real advantage is it is stronger than earlier guns, and cheaper than the others in the Gun Shop's vending machine, and its ammo is relatively cheap as well.

:: Plasma Gun

- Buy it for 3200 in the Gun Shop of the Hello Market.

While I bought this gun, I have not even used it yet so will have info on it in the next update...

:: Laser Gun

- Buy it for 8500 in the Back Room of the Hello Market 2nd Floor.

If this gun was just a little bit more powerful I would say it was worth the hefty price... fortunately it's ammo isn't that bad, and it has a lot for each battery. Only get it to have a back up weapon in case your favorites run out of ammo.

:: Bazooka

- Found in the Run Road(see walkthrough for more).

Boom. That's all I gotta say... well, that and 50 shots with this thing is a fun ego boost. :)

Doggs

((T-SHIRTS))

:: Karate T

- Found in the save area of the Brain Dept.

I have not used this enough to know if it does anything besides that cheesy high kick. Will try to get more info for my next update.

:: Sumo T

- Buy it for 720 on the Hello Mart 2nd Floor.

Attacks with an E. Honda style "100 Hand Slap" type move. Great move, each punch is kind of weak, but when fighting lone or spread out enemies, they won't even have a slight chance of getting a hit in!

:: Wrestle T

- Buy it for 2300 on the Hello Mart 2nd Floor.

When equipped with the Wrestle T, depending on your distance from the enemy you will do a different attack. Close range, a pretty slow punch to the chest that kinda sucks. From a few steps away, you do a REALLY powerful drop kick, and from a good distance away you will do a great running shoulder charge. Definitely worth the price.

((SHORT))

:: Jumbo Club

- Buy it for 8000 on the Hello Market 2nd Floor, or the Gun Shop.

Once you get the Santa Suit, this thing is hilarious to use! A HUGE club, probably about as powerful as a Bazooka, but WAY too slow to be practical.

((GUNS))

:: Bow Gun

- Dogs' starting weapon.

Decent weapon. Good for the beginning of the game, and its ammo clips are pretty cheap, but you only get 6 shots for each. Semi-Slow firing rate makes it hard to use on enemies in close quarters.

:: Rail Gun

- Buy it for 4000 in the Back Room of the Hello Market 2nd Floor.

Great weapon. Relatively cheap ammo too, once you can buy it. Kind of lost in the midst of the other, higher power guns, like the Bazookas and Eliot's Laser.

:: Gatling Gun

- Buy it for 7000 in the Back Room of the Hello Market 2nd Floor or find it in the Run Road.

I'd thought I'd never say anything bad about a Gatling Gun in any game, but this thing kinda sucks. Doesn't seem to aim too well. Works GREAT on the final part of the

game

though where you have to protect Jeanine.

:: Super Bazooka

- Buy it for 16000 in the Back Room of the Hello Market 2nd Floor.

Heh... MWA HA HA HA!!!! MWA HA HA HA HA HA HA HA!!!!!!! Need I say more?

(NOTE: BUY THIS WEAPON!!! EVERYTHING IN THE GAME IS INSANELY EASY WITH IT!!)

SECTION 3 - Maps

Maps are listed both here for those of you wanting a map, but not wanting to spoil the game with a walkthrough, and they are also available in the actual walkthrough with "reference tags" added to make going through the area easier.

Only Important Items are listed on the maps, things like extra clips and food items may be added later.

Key: D - Standard Door.

L - Locked Door(see Walkthrough for how to unlock).

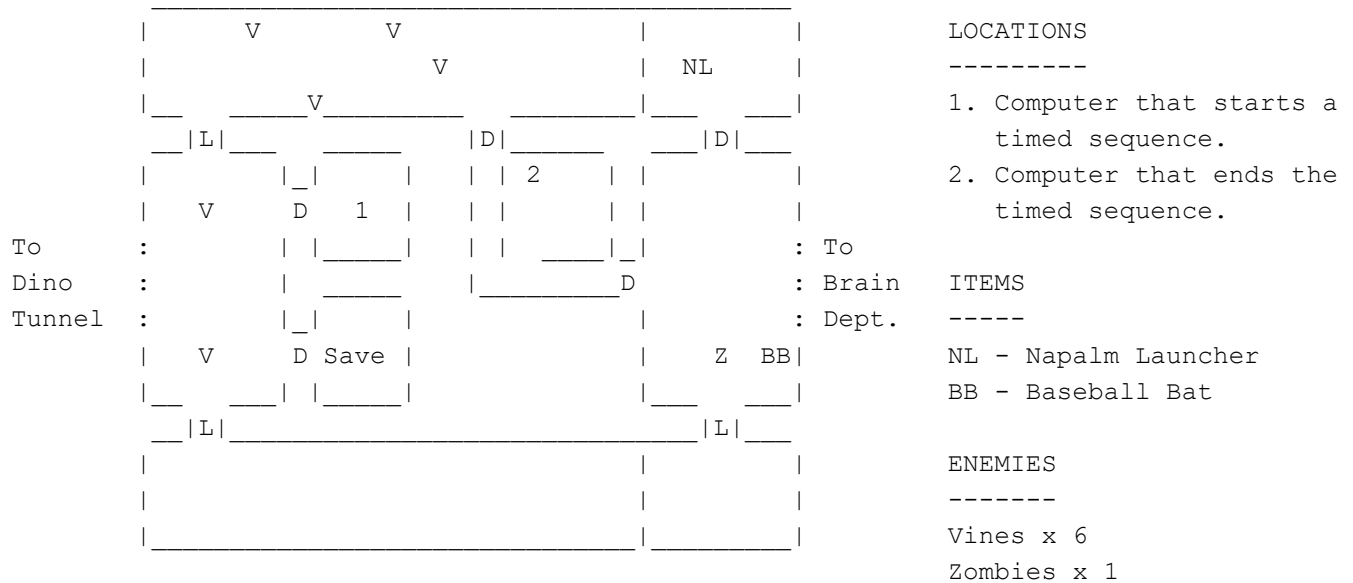
: or . - Door that leaves area.

Z - Standard Mutant Zombie thing.

V - "Vine" Monster.

(I am aware that having only this one map is near useless. I am still working on these maps, as well as the actual walkthrough.)

*** BAY AREA - DINO SLOPE ***



SECTION 4 - Walkthrough

BAY AREA - DINO BRIDGE + DINO TUNNEL

Head towards the first hanger door, you should get interrupted twice, after you are told to get a key card you can pick up a hassy cola from the end of the dock you start at. Go through the door, and head down the hallway and pick up the keycard, and continue to the next area and kill the zombie and get the Hassy. Continue on through the security door. After Dogs helps you, pick up the keycard behind the box, and then push the box so you can climb up onto the roof of the building. Get the card and bullet clip from the body. Now head through the right door and get the Gun and the key. Head back out and through the C02 Door1. Get the arrows and kill the zombies. Continue down the hall and you will see Nephlym. After that is over, continue down the hall through the door. Ignore the door to your character's right and continue over the bridge. After the brief sequence, go through the door to the Dino Slope.

Get off the boxes, and you can climb behind some of the other boxes to get some scattered hassies and a new bank card. Head back to the store area, and go in the blue door to the food court (turn to your character's left after leaving storeroom area). Here you can get an arrow clip, bullet clip, and hassie. Use the door that has a poster on it. Kill the bat thing, and get the key card at the end of the hallway. Go back out and take the door to your left to get another "Pen Pen". Leave that room, and then leave the food court altogether. Head around the corner into the toy store. Get the next "Pen Pen" and be careful of the vines and bats. Leave the toy store, and go to the door to the left when you first entered the Hello Market. Get "Taco Pen" here, then leave to go the door marked "elevator", to the back left of the first area of the Hello Market. Here comes the first semblance of a major enemy. Just run around him and pop as many caps into his ass as possible.

When you need to reload stand a safe distance behind his back... and then collect the horde of cash he musta been hiding up his... you know where...! Head into the "Specially"(:)) door and buy the Droxin from one of the vending machines and talk to the assistant manager. Now with the Droxin and safe key, go into that door in the storage area I told you to ignore at all costs before. Talk to the manager, and give him the Droxin. Get the card from him and the card from the safe. Leave and proceed to the Store House 01 (says it on door), and turn right after taking out the zombie. Continue along, kill the vine and raid the locker for shotgun and ammo! Leave the storage area and go to the Weapons Store (to right of food court), or earn up cash and buy weapons from the 2nd Floor. If you are playing for fun, definitely get the Raysword, if you are playing for speed, just grab the Acid Launcher and ammo from the Weapons store then go on with the game, as you can find all the other weapons except laser (which is pretty fun, but useless) later on. See my weapons list for what's available. (Also, another note, pick up the Axe at the store, cheap and fast weapon!) Head outside the Hello Market, and go back through the tunnels to the Safety Wall area where you found the Hello Market Key Card. Head into the door to the left of the Safety Wall...

CITY AREA - FREEZER A

Hardest part of the game without aid, in my opinion. Gave me pure hell my first time through... After you first enter the freezer, just run around the corners, ignoring the small square area with the zombie. At the 3 way, turn left, and go through the door that doesn't require a key card, in the next room run along the middle walkway, and turn right and grab the key card, run back to the first hallway/room and go in the key card door to your immediate left when you go back into it. Grab the keycard here and wait for yourself to get warm again. Leave this room and run back into the left door, across the walkway, then to the right, continue along the path, ignore the frozen door. When you are at the end of the walkway go in the key card door. Get the Activation Key from the control panel, and leave and go through the door to your immediate right. Continue through the path and make the second right turn... Boss fight. Just pull out the Napalm and blast repeatedly. After you get his key card go through the opposite door and enable the heating. Now you have to worry about the heat... :(Head back to the previously frozen door which is now an accessible save point. Save and download map and such. Leave here and head back to the first room that required a key card in the entrance hallway, just to get back some of the mini health bar. Go in the door to the far right, and go down the hallway ignoring the vines and zombie.

CITY AREA - FREEZER B

First I suggest swim a little and get used to the controls. Now, wait for the fish to come around, and kill him before continuing. Go to the right, and follow the path around till you can come up for air. As it's hard to explain in text, just follow the map as close as possible to the ladder in the bottom left area, and swim as close to the bottom as possible so you can easily see where you can come up for air.

As soon as you get up the ladder another boss fight. Just dodge and shoot. After he

is dead continue through the key card door. Break through unpackaged meat with a weapon. Climb over the boxes and go out the door.

CITY AREA - MID AREA

Save and all that good stuff... afterwards, ignore the water, and go in the first door.

Kill the zombie and climb through the hole into the next bathroom. Kill the Zombie then

grab the Rail Gun. Leave the same way you came in. Head over to the left to the Arcade.

Talk to the girl, then play the game and get Big Gali(uh...), After the girl gets Gali,

enter the password "1224"(Christmas Eve...) on the keypad. Go through the door, take

out the zombies, ignore the night club and continue on. Inside the saloon is yet another

of those weird freaky zombies... and some flying things for good measure. Leave, and

go down the pier and get the Hassy. Go down the tunnels to the right of the fishing shack. Continue through the tunnel, and go in the bank. Enter "3532" for Elliot's card, and "1008" for the Kimra Card. Leave the bank, and continue down the street. Go inside Rat's Place and collect the various items laying around. Push the pool table

infront of the button on the wall, and climb up and press the button. Go down the stairs and talk to Rats. Check the vending machine twice. Then push it to the side and get the items behind the machine. Leave Rats, and head over to the fishing store

2 screens back. Go inside and kill the little creatures(HINT: Climb on the counter, it makes it a lot easier). Collect everything inside, and head out the backdoor.

Grab

the pirahana poison and hotdog, then head back to the entrance to this area(with the

save point and water). Save and such if you want, then walk down the ramp, and you will throw the pirhana poison in. Swim to the next screen and take out the huge fish from the ramp on the opposite side(fighting in water is just a waste). Go up the

ramp and collect the slew of items in both screens, then go back to the big fish screen

and swim through the hole in the bottom of the wall in front of the ramp. Swim through

the tunnel, and when out the other side, either go buy more crap at the Hello Market or

head back to Janine.

BRAIN AREA - BRAIN DEPT

Talk to Janine, and enter the password "0513". Run out the door across from you, and

down the hallway till the movie scene. Then leave via the opposite door.

BRAIN AREA - RUN ROAD

As your are running down the road, check the little houses and collect any items inside.

Instead of trying to go through the big hanger doors, use the small human sized ones on

the side. More or less continue in a straight line, collecting things from the little

buildings and dodging lasers(do so by running a zig zag, hard to get used to). Make sure

you grab the key card from one of the buildings, and download the map and save from another. There are zombies in almost all of the road hanger areas. Once you reach

the
climb up
posts
down
and
rather
the

huge gas tank, run around either side collecting the cards and lifoockers, then
the ladder. Look at the panel, then run around the catwalk to the top. Hit the 3
coming out of the tank with a weapon(short range so to convserve ammo). Run back
to the panel. Look at the panel, then immediatly run back to the top of the tank,
jump off the broken cat walk. If you get hit you die so be careful! After your
rough landing, save then continue down the Run Road. At the end of the road, ignore
jeep and go inside.

POWER PLANT - POWER PLANT(All Floors)

control
and go
hall,
and
on
all
and go
then
the
Leave
at the
R-6,
into
your
administration
of,
and
here,
the
wall,
around

Go to the back left wall, and push the button. Go to one of the octagon shaped
centers and use it. Now, head down the stairs to the right. Head in the hallway,
in the first door. Pick up any clips you need, and save and such. Go back to the
and go in the other side door. Pick up the Crank, then leave. Go in the end door,
kill the two zombies. Pick up the cables, then go back up stairs, and use the crank
the right door's panel to open it. Kill the light bugs, then go on. You can examine
the rooms if you want, but the important one is B-5, and get the Stun Rod. Leave
in the "R" Door, then into the "Y" Door. Turn left and go in Y-4 and get the card,
go in the "G" Door. Go in G-1 for another Cable, then into the Warehouse door. Grab
card and gloves, then leave and go in the G-3 door and look at the middle panel.
here and go back into the "Y" Area. Go to Y-1 at the far end of the hall and look
3rd panel. Leave and go into "R" Area. Go in R-6 and look at the first panel. Leave
and go into R-7 and grab the cable. Now leave "R" and head back to "B", and then
B-4. Look at the third panel, then leave out the "R" door, then "Y" door, and go to
character's left and continue to the end of the hallway and enter the
office. Grab the card and ammo, and then head back to the main control room(go back
through "R" and "B" areas). Go up the elevator to the left of the door you come out
and save in the door across from you. Now go to the catwalk area, walk around them
go in the door. Go in the door across from you, there is a zombie inside. Leave
and pick up the rail gun ammo from the corpse at the end of the catwalk, then go in
door. Watch out for the huge misquitos. Leave through the other door on the side
right of the entrance, and save and stock up on what you need, and pick up the key
behind the fence. Now go out into the musquito area, and out the other door. Run

the cat walks until you go into another door, then leave this room. On the catwalks, go into yet another mosquito room. Kill the mosquitos and get the card, then leave. From here on keep going through the power plant catwalks till you get to the large generator. In here just shoot all the little bugs, and pick up the items in the corner. Go back to the main control room on floor 1 (room you entered the plant through) and look at the control panels. Now leave the Power Plant and go back to the Run Road.

BRAIN AREA - RUN ROAD

Be careful, as soon as you come back to the Run Road a giant bug with a jeep on it's head is after you... just kill him with your big weapons, he is pretty easy (as are all bosses). After killing him, get the Jeep Key and Bazooka. Now go back through the run road, more or less the same way you came through, except for at the cliff use the gate to the left, then further down the other part of the road, use another gate to get back in the main area you used to get to the Power Plant. Continue along till you get to the area with the exit back to Brain Area. From here, if you have not already done this, go to the side door and continue through the path till you get to another of those Jeep Bug things. Kill it, then push the boulder to the side. Go down the steps, and follow the path killing the vine, and grab the Gatling Gun and all it's ammo. Now, head back to Janine.

BRAIN AREA - BRAIN DEPT

As soon as the whole sequence with Neyphlim is over, click on the blue control panel. After that sequence, go back to the Run Road.

RUN ROAD - RUN ROAD

Go to right of the door, and get in the jeep. Go in the door the jeep stops at.

LABO AREA - LAB (All Floors)

Grab the hassys from the table, then go down the hall to the right of the entrance. Get the clothes, then leave, and go to the door to the side of the reception desk. Pick up the Santa Suit from the corner... MWA HA HA!!! CRAZY SANTA TIME!!! Buy whatever you need to and then leave via the door opposite the one you came in. Take a bath (and get some really cheesy, but hilarious dialogue!). Now go back to the lobby and go in the only door you havent been in so far, and go through the clean check. In here, go down the left hall and into the door on the right. Save and such, then go back out and to the right. A Giant Slime should attack. Kill him, then continue on to the right. After Eliot starts to mutate, head in the first door of the hall. Grab the oxygen mask,

then
leave this room and go to the door at the end of the hallway. Be careful in here,
the
air is poison and you can only stay in it for a limited amount of time. Run through
the
passage, ignoring the enemies, then go down the stairs, grab the key and out the
door.
Build up any oxygen you lost, and heal out here, then head back inside and
upstairs.
Kill the dog mutants just so they will never bother you again(if you spend too much
time killing them leave and get oxygen back). Now go out the door closest to the
the
entrance to the area, and flick the switch on the wall. Go in the hall, then go in
the
door to the left of the entrance area(2 doors down from the one you are in), and
kill
the little insects and talk to the girl. Now go back to the hall, and head back
down
the stairs. Eliot should start to mutate a little more. Go out the door at the end
of
the hall. Go to the side hall, and in the door at the end of the hall. Push the
tank
into the open slot among the other 3. In hall, go in the door to the right and
engage
the shower system with the control panel. Go back down the hall, and into the
unentered
door(it should be a bluish colored room filled with light). Leave through the other
door.
Kill the zombie and flying creatures in the hall, then continue down it till you
get to
the door. Enter it, and from that room immediatly enter the other door. Another
zombie is
in this hall. Go out the door beside the "Valve Room" door. Kill the creatures here
then
go in the first door on the right. Save and stock up as needed here. Go in the door
at
the end of the hall, and get in the tube. Walk back towards the door and mutate
some
more. Now go over to the steaming pipes and climb up them. From here, maneuver
around
and ignore the other set of pipes to the side, just continue along the current
path.
From room to room, do the same, till you get to a second set of pipes to climb
down.
From there, climb up the pipes to the left of those pipes, and continue along the
path
till you get above the sealed room with the weird slug things crawling around, and
climb
down. Kill the big eyed slug things and then grab the blood. Climb back up the
pipes,
and back to the room with the 2 sets of pipes. Go back up the right pipes, till you
get over the next room with 2 sets of pipes(one leading to the floor of that room,
one
leading back to the room with the tube). Go down to the floor via the first pipes
you
come to, and out the door. Go in the door right and down(maybe up depending on your
angle) just a little. Click on the test tubes on the counter to get the thawing
blood,
then use the pipes to get back to the room with the tube. Enter the tube(which is
actually an elevator) and go down a floor. Kill the Zombie and go in the door

across the hallway, and grab the items and kill the creatures, the back in the hall go in the door to the left(not the big dark one, but the smaller one). This is Dr. Jacob's Lab. Go around the corner, and Dr. Jacobs will mutate. Kick his ass then raid the lab, making sure to check the safe for the disk and key. Head back to the "Valve Room" on the above floor. Once there, use the control panel. Now from the Valve Room, run towards the camera and out the door. The room should be filled with water. Swim on top of the pipes, then climb up onto the ledge on the side and then climb up the pipes. Continue along the path until you get to the end of it. In this room first unlock the doors in the back of the room and head out the right door. Go to back of the hall, and back into the elevator room. From here, go in the big dark grey door. Exit through the door on the other side, it should be in the back corner. From here, go down the hall and into the door. Climb up the ladder, and jump in the water. Kill the fish if you want, but regardless grab the key at the bottom and then go back down the ladder, and click on the panel on the wall(choose the left option). Now head back to Jacob's lab, and climb the pipes on the wall. After getting down from the pipes go out the door to unlock it. Now go back inside and down the elevator. Go along the catwalk killing the vines, and then through the door. Leave this room as well and then climb up the pipes halfway through the walkway. Pick up the cement mixer then climb back out. Here, head to the right. Go out the door and a big slime will attack you. Rip da bastard apart and get the key from him. Leave the same way you came in, then go back to the elevator you used to get down there.

!!SORRY, BUT THIS WALKTHROUGH WAS NEVER COMPLETED !!
!!PLEASE CHECK ONE OF THE MANY OTHER FAQs AVAILABLE!!
!!ON THE GAME !!

SECTION 5 - Secrets

CD Extras

Load the CD into your computer... there are a very cool series of bmps of swimsuit pictures of Jeanine, in addition to some really bad ass pictures of monsters(and an odd shirt-less Eliot pic...).

I have seen a lot of conflicting information on these cheats, some people say it is based on time, some say it is based on the number of times you beat the game. I will try to confirm which it is.

Beat the Game Once - 100 of each Hassy drink.

The other cheats coming as soon as I get off my ass and verify them. ;)

SECTION 6 - Credits

This FAQ made by Faust, with Demonicus playing through some times so I could be at

the computer making notes... Got a correction or an addition?

E-mail me at: kmfdm@technonet.com

Homepage: <http://www.gamingwest.com>

(BTW, in case any of you care, the reason I have this FAQ up is to more or les get free plugs for my homepage... so go there now!!!)

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