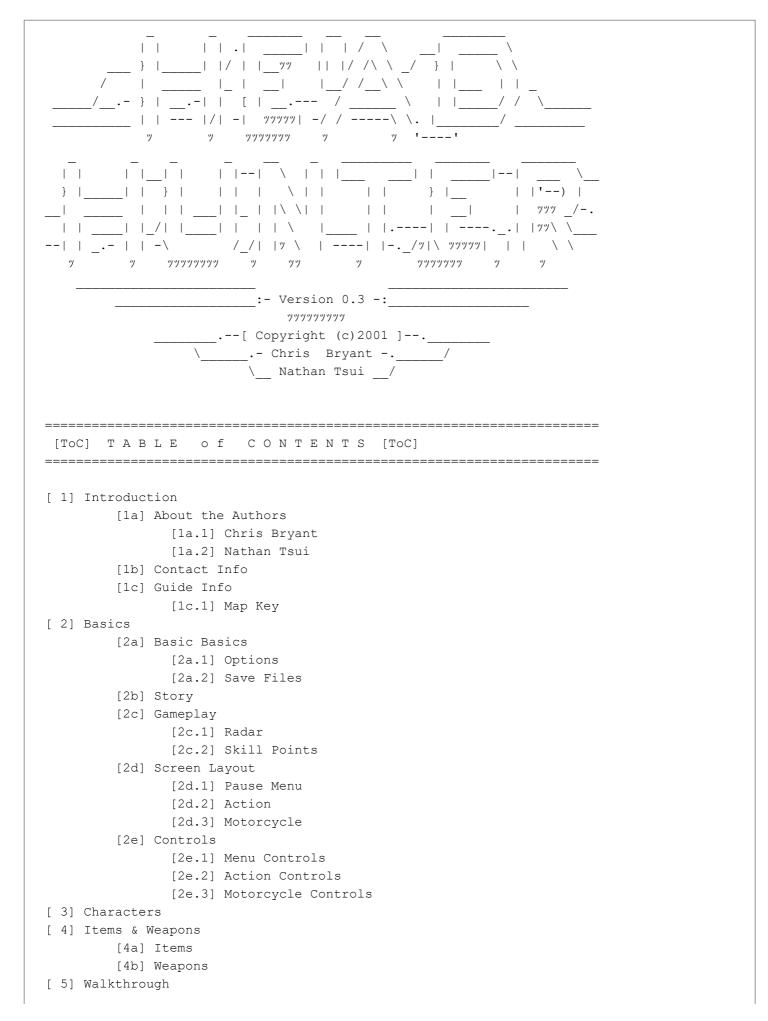
Headhunter FAQ/Walkthrough

by dreammastah

Updated to v0.3 on May 15, 2002



[5a] Disc 1 [5b] Disc 2 [6] Bosses [6a] Bruce [6b] Greywolf [6c] Ramirez / Safety Door [6d] Gladiator [6e] Ramirez [6f] Adam [6g] Adam (final battle) [7] L.E.I.L.A. [7a] C License [7b] B License [7c] A License [7d] AAA License [8] Miscellaneous [9] F.A.Q.s [10] Credits [10a] Credits [10b] Special Thanx [11] Version History [12] Copyright Info

[1] INTRODUCTION [1]

Welcome!

Thanks for choosing Chris "dreammastah" Bryant and Nathan "Segaholic2" Tsui's Headhunter walkthrough! We guarantee that you will not be disappointed with our work. We've labored hard to make sure that you, our readers, are getting the very best in text-based guides. :)

So far this walkthrough is not yet complete, but we have already gotten a LOT done. We have an in-depth walkthrough, detailed maps of levels, tactical boss strategies, and MUCH MORE! Keep it right here, 'cause we ain't quitting 'til we've got the whole game wrapped!

-CHRIS and NATHAN

[1a] About the Authors [1a]

Just some info here about your two FAQ writers: Chris "dreammastah" Bryant and Nathan "Segaholic2" Tsui.

[1a.1] Chris Bryant

Also known as "dreammastah". Chris is 17 and lives in California. Chris loves videogames (his favorite system is Dreamcast), runs a website in his spare time (http://fpforums.net/), and likes making friends. This is the first FAQ he's ever worked on.

[1a.2] Nathan Tsui

Nathan "Segaholic2" Tsui is also 17, and lives in Texas. He's also a hard-core gamer, loves Sega more than any other company in the world, and still thinks Sonic is cool. He's written a few other walkthroughs before, and enjoyed working with Chris on this project.

[1b] Contact Info [1b]

If you have any comments, questions, or suggestions, please feel free to send them to:

headhunter faq@yahoo.com

Regarding questions: Do NOT ask questions that are answered in this guide. READ the guide before sending questions. We do not enjoy receiving e-mails asking questions that are clearly answered in this walkthrough.

[1c] Guide Info [1c]

As this guide is very in-depth, we have detailed map layouts of levels. We've included the standardized Map Key, which is used in all maps in this guide.

More Guide Info will come, if needed.

[1c.1] Map Key

There are many maps and diagrams in this guide. This is the Map Key, which is used for all maps in this guide. The entire Map Key will not always be shown in the Map Keys that accompany maps.

		М	AP	KEY
		===	===	
	START/END	=	Х	Enemy = E
	Door	=	D	
	Cover	=	#	Enemy Patrol Route:
	Movable Object	=	М	
	Explosive Object	=	00	EXAMPLE
	Stairs	=	~	E > >
	Water	=	`	^ ツツツツ .
			-	- . _ v
	Item of Interest	=	!	^ .
			-	- . .
	Adrenaline	=	Q	. .
	Health Pack	=	+	v
	Res. Grenade	=	*	^ .

```
= 8 | .|____|.
         | Prox. Mine
                                                 | Ammunition = $ |
                                 . . < . . . < .
         | Temporary Item = I# |
          START/END = X
  Marks the Start and End of each area.
Door = D
  Marks doors on the map. Double-doors are marked with two D's next to
  each other.
Cover = #
  Denotes immovable objects on the map that can be used for cover from
  enemy fire. Either crouch behind them, or if possible, press (Y) to
  to "stick" to them, just like walls.
Movable Object = M
  Objects that can be moved (usually crates).
Explosive Object = %
  Objects that can be blown up by shooting at. Useful for taking out
  any enemies that might be nearby.
Stairs = ~
  Stairs, leading to a higher floor or level.
Water = `
  Water. You can wade in it.
Item of Interest = !
  Items in the area that you can interact with, but not pick up.
Adrenaline = 0
  1 Adrenaline.
Health Pack = +
  1 Health Pack.
Res. Grenade = *
  1 Resonator Grenade.
Prox. Mine = 8
  1 Proximity Mine.
Ammunition = $
  1 Ammunition. For various weapons. Weapon used for may not always be
  specified in map or walkthrough.
Temporary Item = I# (e.g. I1, I2, I3, etc...)
  Items that you can pick up and use.
_ _ _ _ _ _ _ _ _ _ _ _ _ _
Enemy = E
```

An enemy. Arrows and periods denote the enemy's patrol route.

_____ [2] BASICS [2] _____ This section covers the in detail basics of the game, such as story, gameplay, controls, and menus. This section is highly recommended if you are a beginner to Headhunter, haven't read your game manual, or if you just want to learn a bit about the game. _____ [2a] Basic Basics [2a] _____ "Basic Basics" include the options available in the game, and the save files, plus details about them. _____ [2a.1] Options ------AUDTO < STEREO / MONO > ((default: Stereo)) Allows you to choose whether you would like Stereo or Mono sound output. < ON / OFF >-VIBRATION ((default: ON)) Select whether to have your Jump Pack or other various rumble device "rumble" at you. You can only use this option if you own a rumble device. -SUBTITLE < ON / OFF >((default: ON)) Turn subtitles on or off. Choose which language your subtitles will be under the "Language" option setting. -ADJUST DISPLAY This allows you to adjust the screen display of the game. Use if your TV does not allow you to see the entire game screen at once. -LANGUAGE -English ((default)) -Deutsch (German) -Francais (French) -Espanol (Spanish) Hit (A) on Language to access this sub-menu, where you can select from four widely-used European languages. Changing the language setting will alter all menu text, all sub-title text, and most ingame text. Voice acting is available only in English. -INITIALIZE SETTINGS Sets all your options back to the default settings. _____ [2a.2] Save Files -----There are two types of save files for Headhunter: The first is the system file, which saves your options. Second are the game saves, which

are considerably larger and save your game. You save your game through the Pause Menu, under the Casio VM Menu. Note that whenever you save your game, only the area which you accessed, ammo, health, and weapon you had equipped are saved. Whenever you load a save, you will start http://www.headhunterthegame.com/)

The Headhunter World

The future is here and it's a dangerous place, especially when you don't know who you are, who is trying to kill you, or why...

Welcome to California in the early 21st century. The new economy has changed the legal system and everything is measured in money. Human capital has a new meaning as the actual value of someone's life is based on their wealth or contribution to society. Preserving these citizens is the prime importance to the government, and this 'the wealthy must stay healthy' approach has led to a strong demand for body implants, both artificial and 'real' (artificial implants are considered second-rate by wealthy citizens). Criminals are the prime targets for real implants, and so they are captured using non-lethal weapons to preserve their organs. Leading the war against crime is the Anti-Crime Network (ACN), an elite force of privatized law enforcers. Like bounty hunters of old, the ACN's Headhunters track down the city's most wanted, wherever they may hide. Combining combat skills and cunning with the latest high-tech weapons, the Headhunters are turning the criminal tide.

The Beginning...

"Restrained... can't move. Where am I?" Jack awakes only to find himself locked onto what seems to be an operating table. Looking around, his blurred vision, can just make out what seems to be a mysterious laboratory. A man dressed in a lab coat comes into view and then Jack remembers how much he hates being restrained...

"Security, hit the alarms! We have a situation!"

Jack gets himself together and, fighting his pain, breaks free. Shots are fired and Jack makes for the main doors. Taking down lab personnel whenever they come into view, he heads for the exit and escapes his captors. However, it isn't long before Jack clutches his head in his hands and falls to the ground, unconscious, later to wake in a hospital bed suffering from chronic amnesia.

His memory is obscured by a dark void. Why was he in a laboratory? Why can't he remember anything? A visit from his former boss, Hawke, helps Jack recall his role as a leading ACN law enforcer, but Hawke also breaks the bad news: Jack's license has been revoked. He persuades Jack to regain his Headhunter status by re-applying for his license, which will help him track down his enemies and seek the truth. His old friend Angela Stern, daughter of the assassinated ACN founder Christopher Stern, then asks for Jack's help and expertise in tracking down her father's killers. In this world of deceit and betrayal, where motives and loyalties are unclear, Jack must scour the city in a quest for knowledge, uncertain who to trust and facing enemies around every corner...

[2c]	Gameplay	[2c]	

The easiest way to describe Headhunter would be as a game similar to Metal Gear Solid that focuses less on stealth and more on action. The basic gameplay involves completing VR Missions to gain higher licenses, traveling by motorcycle around the city to reach destinations, and completing the action-based sections, where you control your character from a 3rd-person perspective.

There are two main styles of gameplay in Headhunter. First are the action segments, where you control your character, solve puzzles, and kill enemies (VR Missions are practice for the real action segments). Second are the driving segments, where you ride your motorcycle around the city, gaining Skill Points (see below) and driving to destinations.

[2c.1] Radar

During the action sequences, a lot depends on your ability to keep from being seen by enemies. Very similar to Metal Gear Solid, being stealthy is a major part of the action segments. Enemies take the form of pointed arrows on the radar. You can tell which direction they are facing by which way the arrows point on the radar.

The radar has three modes: Normal, Caution, and Warning. -In Normal mode, the radar is completely normal, hence the name Normal.

-In Caution mode, the word WARNING appears in yellow. You can still see everything on radar. Caution just means the enemies are on alert and are looking for you.

-In Warning mode, your radar is blurred. You can see the map (sort of) but enemies are not visible on radar. This happens when an enemy spots you or if you do something to alert the enemies to your presence (i.e. blow something up).

Enemies will go into Caution mode when they catch just a small quick glimpse of you, or when you use Decoy Shells to distract them.

Warning mode happens whenever the enemy sees you. All other enemies are alerted to your presence.

Both Caution and Warning modes will fade away after a while of you not being seen.

[2c.2] Skill Points

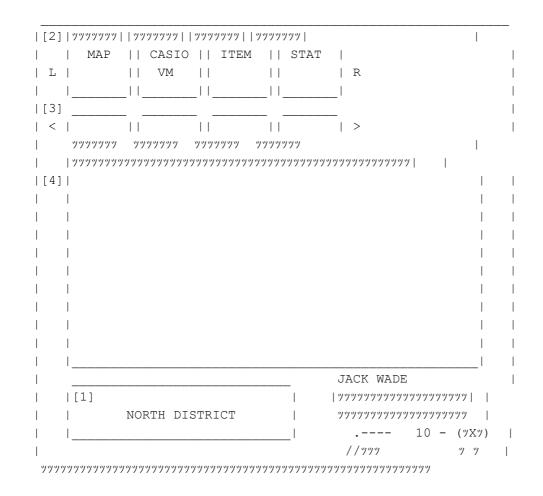
An important part of gameplay are the Skill Points (SP). You gain these by riding your motorcycle at dangerously high speeds and not hitting various objects. The faster you go, the faster the points count up. At the earliest stages, you lose very little when crashing. Later, you can lose up to 100 points per driving error you make. Once you cap to the current limit, you cannot lose points. The more Skill Points you have, the better you can handle your bike. You must also cap your SP limit to be able to go to LEILA and upgrade your license.

[2d] Screen Layout [2c]

This section covers the screens and menus of Headhunter. Use this to help you understand the the game's menus and gameplay screens look like.

[2d.1] Pause Menu

Pressing START brings up the Pause Menu (major duh). From the Pause Menu you can access many options and important stuff for the game.



1. Area

The name of the area you are currently in.

2. Menu Items

There are four menu items to choose from in the Pause Menu. From left to right: Map, Casio VM, Item, Stat. Press |L| and |R| to cycle through the Menu Items. -Map lets you view the map of the area you are in. -Casio VM lets you read documents you have accessed in the game, view your current objectives, save your game, and change your options. -Item allows you to view which items you have, and lets you switch what you have equipped. There are two item columns: the first is for

items, and the second is for weapons. -Stat lets you view your status, see how many Skill Points you have, shows your License Level, and what your character is currently doing. 3. Sub-Menu Items Only Casio VM has 4 sub-menus. The rest of the menu items have only one sub-menu. From left to right, Casio VM's sub-menus are: Database, Objectives, Save, Options. Press LEFT and RIGHT on the D-Pad to cycle through sub-menus. -Database allows you to read game documents. -Objectives lets you see what current objectives you need to clear. -Save allows you to manage your Headhunter save files. -Options lets you change game options. 4. Viewing Area Shows info for whichever menu item you have selected. _____ [2d.2] Action _____ This is what the screen looks like during the 3rd-person action portions of the game. [9] GREYWOLF 1 [7] | / | [8] [| [2] | / 1/ [6] _____HEALTH_PACK_____ [1] | JACK WADE | | == | _--_ | .----| | ツツツツツツツツツツツツツツツツツツ ` 'YYYYYYYYYYYYYYYYYYYYYYY | <| (__) ||____|//ツツツ |> | |_____| .---- 10 - ("X") | //ツツツ | ツ ツ \ | \backslash

1. Player Name

Shows the name of the character you are currently playing as. Alternates between Jack Wade, Angela Stern, and Ross Perot. Not. :P

[3]

[4]

[5]

2. Player Health Meter

Indicates how much health you have left. Red shows your health. As you lose health, the bar empties from right to left. When you use Adrenaline, an extra meter appears above the health bar. This blue bar acts as a "second" health bar and slowly drains over time.

- Equipped Weapon Shows the weapon you have currently equipped.
- Ammo in Clip Shows how much ammunition you have in your current clip.
- Total Ammo Shows how much ammunition you have total for the currently equipped weapon.
- 6. Quick Selector

Appears when you use the D-Pad to cycle through weapons. Press LEFT and RIGHT to cycle through weapons, and press DOWN to equip/use. Hit UP to reload your current weapon.

7. Radar

Your radar. You can see a small area around your character, and any enemies etc that are within that vicinity.

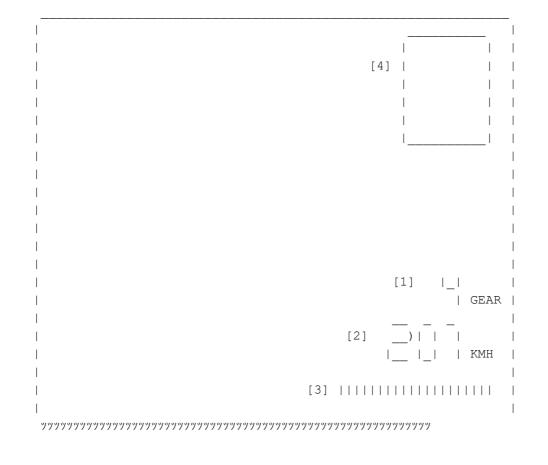
8. Boss Name

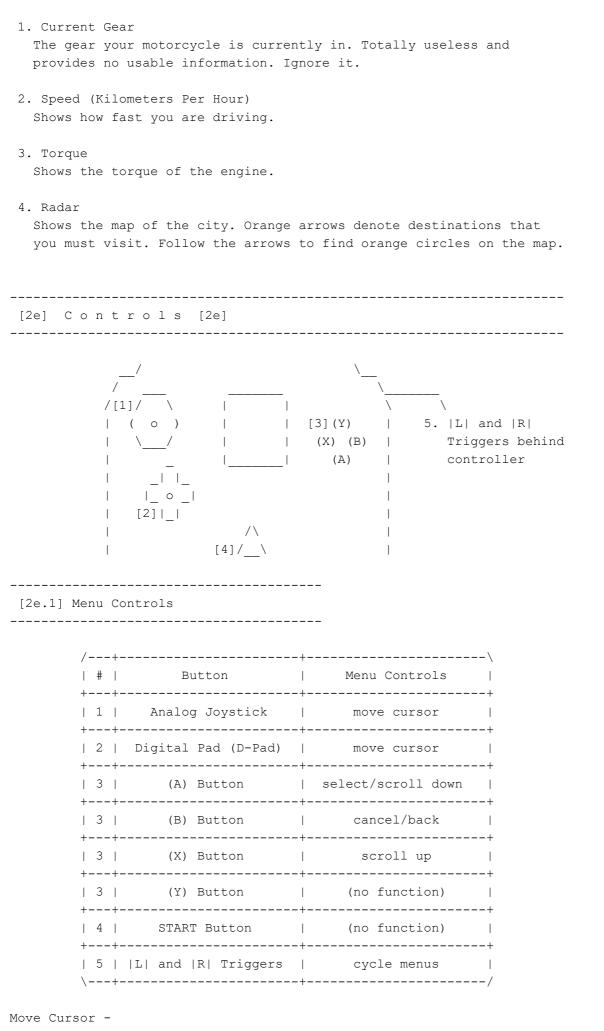
Only appears when confronting a boss (obviously). Shows the name of the boss! Now you can have more intimate relations with the bosses. Hrm.

 Boss Health Meter Shows how much health the boss has left. Very helpful, but can be deceiving at times.

[2d.3] Motorcycle

The screen during the motorcycle driving segments of the game.





Press the Analog Joystick or D-Pad to cycle through the selectable menu items.

Press the (A) Button to select the currently highlighted menu item. Cancel -Pressing the (B) Button will cancel your current choice, or exit to the previous menu. Cycle Menus -When there are multiple windows available, use the |L| and |R|Triggers to cycle through them. Scroll -When reading long documents, use the (A) Button to scroll down, and the (X) Button to scroll up. [2e.2] Action Controls ------| # | Button | During the Game _____ +---+ Analog Joystick move character | 1 | +---+ | 2 | Digital Pad (D-Pad) | weapon select 1 +---+ | 3 | (A) Button action/shoot +---+ | | 3 | (B) Button roll/dodge _____ +---+ (X) Button | | 3 | center camera/ switch targets +---+ (Y) Button | press against wall | | 3 | +---+ | 4 | START Button pause game | 5 | |L| Trigger duck/crouch +---+ aim weapon | 5 | |R| Trigger - I \---+----/

Move Character -

Press the Analog Joystick in the direction you want to move. Duh.

Quick Weapon Select -Pressing LEFT and RIGHT on the D-Pad will cycle through the available weapons.

Quick Use/Equip -

Press DOWN on the D-Pad when highlighting Adrenaline or Health Packs to quickly use them. Press DOWN on the D-Pad to equip the selected weapon from the Quick Select Menu.

Reload -

Press UP on the D-Pad to reload your current weapon.

Action/Shoot -

When an item is available to pick up or look at, a red target cursor will appear over it, and your character will look in its direction.

Press (A) to investigate the item. The (A) Button is also used to fire your equipped weapon. For throwing weapons (such as the Decoy Shells and Grenades), the longer you hold down the (A) Button, the farther you throw your weapon. Note that you have to be in Targeting Mode (hold down the $|{\tt R}|$ Trigger) to fire your weapon. Roll/Dodge -Press the (B) Button to perform a roll/dodge move. This is very useful for dodging enemy fire, and is handy for crossing corridors or ducking behind crates. Center Camera -Press the (X) Button to center the camera behind your character. Rotate/Walk Backwards -When you hold down the (X) Button, you can rotate in a circle and walk backwards (similar to Resident Evil). Sort of handy for tight corners. Press Against Wall -Press the (Y) Button to squeeze against walls. This allows you to walk across tight ledges and peek around corners, so you can see around the corner without being shot. Press the |R| Trigger to quickly go into Targeting Mode and jump around the corner with your gun ready. Release the |R| Trigger to dodge back. Press the (Y) Button to "un-stick" yourself from the wall. Duck/Crouch -Hold down the |L| Trigger to crouch down. You can still move around while crouching. This is especially useful for walking quietly under short cover. Crouching can also be used in conjunction with Rolling and Targeting Mode. When you crouch, your accuracy improves, and you also become a smaller target for enemies. Spiffy! Aim Weapon/Targeting Mode -Hold down the |R| Trigger to enter Targeting Mode. When in Targeting Mode, you can move around, but you will always face straight forward. Hold down (X) to rotate. You can also crouch while in Targeting Mode, but you CAN'T be in Targeting Mode, crouch, and move around. Press the (X) Button to cycle through targets. Switch Targets -When in Targeting Mode or when "stuck" to a wall, press the (X) Button to cycle through target-able enemies/items. You'll know if you can target multiple items when you see the small cursors on the screen. The red cursor is the item/enemy you are currently targeting, and white cursors are items and enemies that are also target-able. Stealth Kill -(this move works with any weapon equipped) Hold down the |R| Trigger to enter Targeting Mode. Approach the enemy from behind, so he doesn't know you're there. When you are directly behind the enemy, press the (A) Button (while still holding down the |R| Trigger) to quietly dispose of your target.

Climb Ledges -

When up against a short ledge, push against it with the Analog Joystick to hoist yourself up.

Pull/Push Items -

Press and hold (A) to grab onto certain items. Move around in the direction you want to pull or push the item.

Pause Game -

Press the START Button to pause your game. In the Pause Menu you can access such stuff as your weapons and items, documents, map, and game-save features.

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[2e.3] Motorcycle Controls

/.		+	L\
, 	#	Button	Motorcycle Controls
	1	Analog Joystick	turn
	2	Digital Pad (D-Pad) +	· ·
I	3		mount/dismount
	3	(B) Button	back up
	3		change camera
	3		(no function)
	4		pause game
	5	L Trigger	brake
	5		accelerate

Accelerate -

The basic motorcycle function. Press the |R| Trigger to gun your bike's motor. The harder you press the |R| Trigger, the faster you accelerate, so to avoid popping wheelies (during which time you can't turn your motorcycle), press down on the |R| Trigger slowly and evenly, just as you would accelerate a real motorcycle.

Brake -

Press the |L| Trigger to brake. Just like with acceleration, the |L| Trigger is sensitive to how hard you press it, so the harder you press the |L| Trigger, the harder you will brake.

Turn -

Use the Analog Joystick to direct your motorcycle in the direction you want. The more Skill Points you have, the easier it is to control your bike.

Hard Turn -

Brake and accelerate at the same time. Use the Analog Joystick to turn in the desired direction. This move allows you to get out of corners and such much easier. You can only perform this move from a complete stop.

Press the (X) Button to cycle through 3 different camera angles. Back Up -Press and hold down the (B) Button to slowly walk your motorcycle backwards. You can only perform this move from a complete stop. Mount/Dismount -Press the (A) Button next to your motorcycle to mount it. Press the (A) Button in orange "Dismount Zones" to dismount from your bike. You can only dismount from a complete stop (doing otherwise wouldn't be too healthy for you). Pause Game -Press the START Button to access the full Pause Menu. _____ [3] CHARACTERS [3] _____ NOT FINISHED YET _____ [3a] Jack Wade [3a] _____ Career cop turned professional headhunter, best of the best. Mentally resourceful and physically unmatched. Tough and independently-minded, a man of few words with a dry line in wit. Finds himself at the start of the story with no memory, few friends, and a revoked license. Hired by Angela Stern to find her father's killer, he may just uncover the truth of what happened to himself along the way ... _____ [3b] Angela Stern [3b] _____ Bright and resourceful, with an MIT education and plenty of attitude. More than capable of fighting her corner with a keyboard, a fist or a gun. Only daughter of murdered ACN boss Christopher Stern. Burns with hatred for the man responsible, the Syndicate's mysterious criminal boss. Hires Jack to find him: a partnership which moves from wary cooperation to respect and affection, and ... _____ [3c] Chief Hawke [3c] _____ _____ [3d] Criminals [3d] _____ _____ [3e] Others [3e] _____ [4] ITEMS & WEAPONS [4] _____

You'll come across quite an arsenal of weapons and usable items to help

Jack through the game. Here we list all the permanent items and weapons that are used in Headhunter. Temporary items are listed in their walkthrough sections. _____ [4a] Items [4a] _____ The usable items in the game that do not disappear after use (like the temporary items). Health Packs and Adrenaline are the only two usable items that appear throughout the entire game. Health Pack -This item will refill your Health Meter (duh) completely. Use it when you're low on health (duh, again). It's a good idea to use Health Packs from the Pause Menu instead of the Quick Select when in heavy combat. Adrenaline -When you use an Adrenaline, you will see a blue bar fill up above your Health Meter. This blue bar is a "shield", and will absorb damage for your Health Meter. The Adrenaline will also slowly drain over time, so it's best used in heavy combat. Again, when in heated battles, use the item from the Pause Menu, and not Quick Select. Shades -Jack Wade's infamous black shades. Equipping them is for aesthetic purposes only. Angela Stern can also equip them. You start the game with them and never lose them. Jack Wade has black shades! The black shades are Jack Wade's! Jack Wade's black shades! I can't stop!!! Code Breaker -The Code Breaker can be used on electric locks. Simply use the Code Breaker on the lock and the door should be unlocked. Obtained from the A Locker. Lock Pick -Automatically picks locked doors for you. Found at the end of the revisit to Wolfpack HQ. IR Goggles -The IR Goggles are not used too often, and can only be equipped in certain rooms. When the IR Goggles are equipped, you can spot things that you could normally not see. Obtained from the AAA Locker. _____ [4b] Weapons [4b] _____ About ENP Technology... [ENP Weapons] Developed by Biotech Corporation, Electric Neural Projectile (ENP) technology has been licensed by all leading weapons manufacturers since

Combining neuro-stimulants with a motor cortex scrambler, ENP weapons

the abolition of conventional weapons.

are capable of causing severe pain and eventual brain death without damaging valuable internal organs. Superior to conventional weaponry in range, accuracy, and stopping power, all ENP weapons are manufactured under LEILA control to strict government standards. Possession of conventional firearms is an offense under Anti-Social Actions laws, punishable by compulsory organ donation. [ENP Ammunition] Similar in appearance to conventional bullets, ENP 'smart shells' combine a chemical payload with an electrical charge which together attack the target's nervous system. The shell cashing penetrates the body, then disintegrates and discharges its chemical payload. The disintegration process creates the electrical charge, converting the kinetic energy of the shell to electrical energy. This reaction only occurs on impact with organic tissue. If the smart shell hits a non-organic target, it continues to penetrate without disintegrating, inflicting the same collateral damage as conventional weapons. [ENP Effects] The chemical payload of the ENP shell violently over-stimulates the body's nervous system, eventually forcing the brain to shut down to all stimuli. At the same time, signals from the motor cortex region of the brain are scrambled by the shells electrical charge, further incapacitating the target. Initial effects on the target include dizziness, disorientation and partial or total paralysis. This is rapidly followed by extreme pain as the target's brain synapses fry. Repeated impacts result in total brain death while leaving all other organs intact. [ENP Tagging] ENP technology allows for the automatic 'tagging' of any registered criminal fitted with a CCS implant. ENP weapons transfer a unique ID into every bullet, drawn from the user's fingerprints on the shell casing. This biochemical signature is then registered in the target's CCS implant by the burst of electrical energy on impact. The target's control chip draws power from the electrical discharge of the bullet and relays the signature ID to LEILA. This immediately identifies the agent responsible for shooting the criminal and establishes his right to a share of bail bond values listed on the Criminal Exchange. _____ .--[Stimulator Automatic]--. / Manufacturer: Smith & Easton \ Origin: USA

ENP handgun, standard ACN issue. A versatile weapon carried by

| all Headhunters, it is particularly useful against multiple
| enemies due to its fast rate of fire. A custom upgrade offers
| increased mag capacity and firing rate.

Widely adopted by military and law enforcement agencies, theStimulator is also the only ENP weapon to be licensed for personalprotection.

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.-[ Firing Rate: Medium.
|-[ Clip Size: 10 rounds.
|-[ Maximum Ammo: Infinite.
|-[ License Required: C
|-[ Controls: While in Targeting Mode, press (A) to fire.
|-[ Tactics: Not yet...
|-----[ With Upgrade ] -----
|-[ Firing Rate: Medium-fast.
|-[ Clip Size: 16 rounds.
1
|-[ Maximum Ammo: Infinite.
'-[ License Required: B
 .----[ Resonator Grenade ]-----.
/ Manufacturer: General Munitions, Inc. \
     Origin: USA
ENP hand grenade that generates a sonic boom with a wave-form
| similar to that of a conventional explosion but harmless to non-
| organic material. Organic targets within range suffer severe neural |
| damage.
The Resonator was developed for counter-terrorist operations,
| allowing the use of a grenade without the usual destruction of
| property. It has since found favor with law enforcement agencies.
.-[ Firing Rate: Medium-slow.
|-[ Explosion Radius: Medium.
|-[ Maximum Capacity: 5
|-[ License Required: C
|-[ Controls: While in Targeting Mode, tap (A) to throw the grenade a
            short distance, and hold (A) to throw the grenade a long
distance.
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|-[ Tactics: Not yet...
|- - - - - - - - - [ With Action Belt ] - - - - - -
|-[ Maximum Capacity: ??
|-[ License Required: B
|-[ Maximum Capacity: 7
'-[ License Required: AAA
.-[ 'Scorpion' Neurostunner ]-.
/ Manufacturer: Smith & Easton \
     Origin: USA
Small silenced handgun with modified ENP ammunition that
| scrambles signals from the motor cortex region of the brain,
| incapacitating the victim for a limited time. Needs a short period |
| of charging before a shot can be fired. Useful in stealth
| situations.
Neurostunner technology was developed at the request of national
| security services seeking a discreet, non-lethal solution for
| intelligence and counter-intelligence operations.
.-[ Firing Rate: Slow.
|-[ Clip Size: 1 shot per clip.
|-[ Maximum Ammo: ??
|-[ License Required: C
|-[ Controls: While in Targeting Mode, hold (A) to charge. When fully
          charged, release (A) to fire.
|-[ Tactics: Not yet...
|-[ Maximum Ammo (with full clip): 4
|-[ License Required: B
|-[ Maximum Capacity (with full clip): 6
'-[ License Required: AAA
.----[
         Decoy Shells
                     ]----.
/ Manufacturer: General Munitions, Inc \
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Origin: USA
   Shells for the Stimulator Automatic can be thrown as a decoy to
| lure enemies away. Very useful for stealth situations.
Decoy shells need to be equipped as a regular weapon.
.-[ Firing Rate: Medium-slow.
|-[ Maximum Capacity: Unlimited shells.
|-[ License Required: C
|-[ Controls: While in Targeting Mode, tap (A) to throw the shell a
            short distance, and hold (A) to throw the shell a long
distance.
'-[ Tactics: Not yet...
 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
 .-[ Regulator Shotgun ]-.
/ Manufacturer: Greening \
Origin: USA
Very powerful ENP weapon that causes a great deal of damage but
| is relatively slow to reload and fire. Its stopping power and
| ability to pierce body armor make it particularly suitable for
| close combat and room clearance situations.
Popular with ACN-street patrols, the Regulator's fearsome
| reputation frequently prevents disorder without a shot being fired. |
| Headhunters have found it ideal for limiting resistance when making |
| arrests.
.-[ Firing Rate: Medium-Slow.
|-[ Clip Size: 8 shells.
|-[ Maximum Ammo (with full clip): 12
|-[ License Required: B
|-[ Controls: While in Targeting Mode, press (A) to fire.
|-[ Tactics: Not yet...
|-[ Maximum Ammo (with full clip): 22
'-[ License Required: AAA
 .---[ 'Camo-Kaze' Proximity Mine ]---.
/ Manufacturer: General Munitions, Inc \
I.
      Origin: USA
```

ENP mine with the latest in stealth technology which renders it | virtually invisible. Fitted with a motion sensor, the mine explodes | | when someone comes close. An activated mine can be detonated from a | | distance by shooting at it. The 'Camo-Kaze' draws it's nickname from a number of incidents in | | which the camouflaged mine was inadvertently detonated by its user. | | Operatives should beware of setting off their own mine. .-[Firing Rate: Slow. |-[Explosion Radius: Medium-Large. |-[Maximum Capacity: 5 |-[License Required: C |-[Controls: While in Targeting Mode, press (A) to place and activate the mine. 1 '-[Tactics: Not yet... _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ .-[Agitator Sub-Machine Gun]-. / Manufacturer: Suno Origin: Far East Automatic ENP weapon that fires at a very fast rate. Due to the | powerful recoil, it is best to shoot in short bursts so as not to | lose aim. Its power and speed make it particularly useful against | massed enemies and moving targets. Though developed overseas using unlicensed technology, the | Agitator is commonly used by US Special Forces. Its wide-ranging | organ-friendly firepower has also proved useful for crowd control | applications. .-[Firing Rate: Fast. |-[Clip Size: 30 rounds per clip. |-[Maximum Ammo (with full clip): ?? |-[License Required: A |-[Controls: While in weapon mode, press (A) to fire. To fire repeatedly, press and hold (A). |-[Tactics: Not yet... - - - - - - - - - [With Combat Suit] - - - - - -|-[Maximum Ammo (with full clip): 270 '-[License Required: AAA

.-[Liquidator Missile Launcher]-. Manufacturer: Shamal Origin: Middle East Fires a heat-seeking missile towards the target. The modified ENP | | warhead explodes on impact inflicting massive damage. A devastating | | weapon, but ammunition is scarce. Not suitable for use in confined | | spaces. Adapted from conventional weapons for rebel insurgents, the | Liquidator gained notoriety during the Middle East War. The custom- | | made ENP ammunition has to be imported from the war zone. .-[Firing Rate: Very slow. |-[Clip Size: 1 |-[Maximum Ammo (with full clip): 4 |-[Explosion Radius: Medium. |-[License Required: AAA |-[Controls: While in Targeting Mode, press (A) to fire. '-[Tactics: Not yet...

[5] WALKTHROUGH [5]

This section of the guide contains what will be the complete walkthrough for Headhunter. It covers each level, giving info on all items that appear in each level, what objectives you must complete and how to complete them, maps of each area, and more.

Please note that boss strategies are not contained in this section of the guide. If you wish to find help on a particular boss, please refer to Chapter [6]: Bosses. Boss fights will be mentioned in the walkthrough where they appear, but the strategies for defeating them are in Chapter [6].

One of the major parts of this guide are the maps. Every time the map changes in the game, a new map is drawn in the guide. Items are marked on each map. Please refer to the map key to read the maps accurately. Mini map keys accompany maps when items make their first appearances (to help you become familiar with the key). All Items of Interest are also noted in the maps.

The North District and Fortune Hill are available from the start of the game. You need a B License to access South District, and an AAA License for Bio Valley.

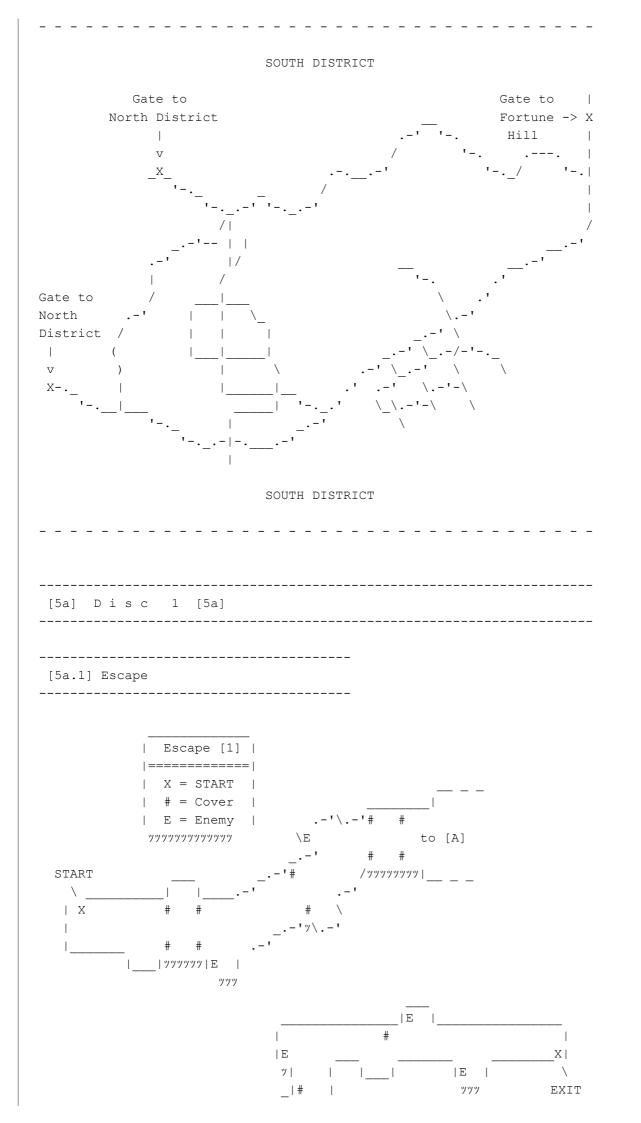
Below are maps for the motorcycle sections of the game (more coming

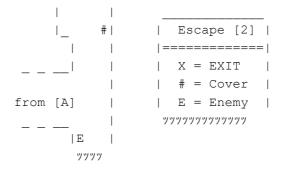
soon). These maps do not follow the conventional map key, as the areas are too large for that. Lines indicate roads, and thick roads are shown as lines filled with the # symbol. X marks a destination. Note that the motorcycle maps are not to scale with each other.

_ _ _ _ _ _ _

NORTH DISTRICT Wolfpack Gate to Gas Station Bio Valley |####| '-. v |####| | X |####| v Х |####| |####| |####| |####| |####| |####| |####| |####| | Wolfpack HQ | |####| I. |####| I. L |####| -> |X|####| |####| LEILA | |####| |####| Х |##| V ^ |####| _____ |##| X | | # # | 1 \ |##| Gate to | |##| Fortune Hill | |##| | |XX <--- Gate to \##\ South District \##\ \##\ \##\ $|\rangle$ '-. | / X <- Gate to | South District

NORTH DISTRICT



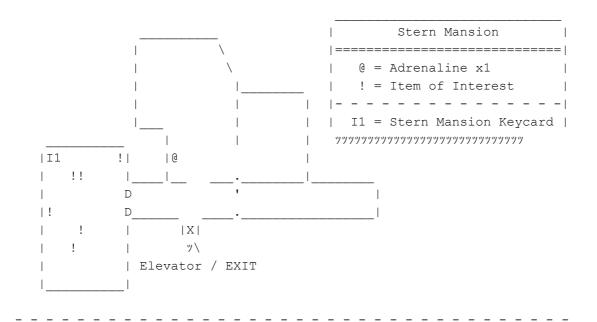


You must escape the laboratory, equipped with only a Stimulator Automatic and your Shades. This will be your first encounter with real enemies, so be careful. Be aware of the fact that your health is constantly draining, so don't waste too much time.

Use the crates on each side on the hallway to your advantage. When you first come across the crates, an enemy will jump out from the right side. Take cover and get ready to take him out. Use |L| to duck when you need to reload. Don't worry about ammunition, you have an unlimited supply. Move on to the next set of crates. The enemy will come from the left side; use the same tactics as before to finish him. When you approach the next area, you'll have a chance to try out the sneak technique. On the right side, there are two crates stacked on top of each other. Walk up to them and press (Y) to put your back to the crates. You can now look around the corner without being shot. Hold |R| and fire away at the lone enemy on the right side. There are two more enemy encounters before you reach the exit. Use the tactics you've learned so far and send them packing.

When you reach the end, press (A) to open the door.

[5a.2] Stern Mansion



The Stern Mansion is where you find yourself now. Angela Stern is behind the bar, but you can't talk to her until you've gathered some information from around the room you're currently in. You'll have to search around. Look on the bar in front of you for two documents. Turn around and inspect the portrait on the wall. Next, inspect the certificate above the fireplace and the papers on the table. An automatic cut-scene will begin with Angela Stern after you've finished. During the cut-scene you will receive the Stern Mansion Keycard. Before you leave, turn left near the elevator and on the bench you will find some Adrenaline. Make your way to the elevator and press (A) to use the Keycard. In the garage, you'll find that you now have a motorcycle. Leave the garage, turn right, and head through the checkpoint into North District.

[5a.3] North District

OBJECTIVES:

1) Earn 250 Skill Points, then go to LEILA and obtain a license.

Before you can find out more about your past, you have to earn your credibility again by obtaining licenses at LEILA. To earn Skill Points, ride at top speed through the city without hitting anything. The best places to do this are the long straight-aways, which you can find by looking at your map. After you obtain 250 Skill Points, an orange dot will appear on your radar, which is LEILA. Head to LEILA and stop in the orange area. To dismount, press (A) at a complete stop.

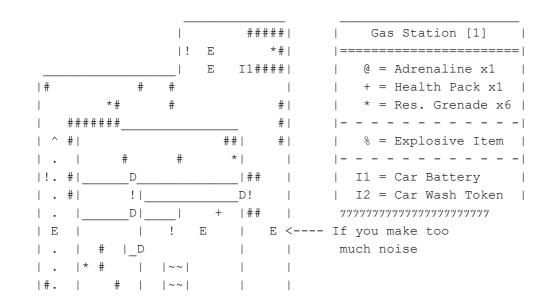
You have to earn your C License (see Chapter [7]: L.E.I.L.A.) before continuing with the game.

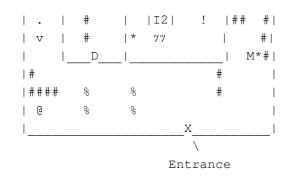
OBJECTIVES:

- 1) Track down Greywolf and question him about Fulci's whereabouts.
- 2) Greywolf should be at either the abandoned Amco factory or the closed-down gas station in the North District.
- 3) Locate the informers and try to get information about Greywolf from them.

Time to nab your first bad guy. Get on your bike and head over to the closed-down Gas Station.

[5a.4] Gas Station





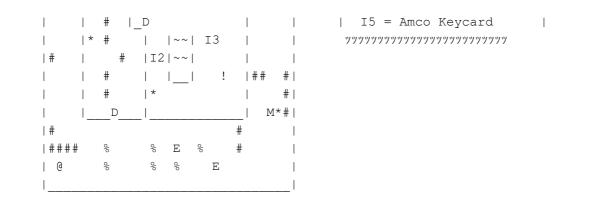
Angela will mark the locations of the two informers on your VM. When you arrive, there are two punks doing some target practice in the back of the gas station. If you look to your right first, you will find a grenade behind a box. After you collect the grenade, head over to the left side of the gas station. There is some adrenaline on the crates at the front of the alley. One Wolfpack member is patrolling this area. Wait until he turns his back, then quietly dispose of him with the Stealth Kill, so as to not alert anyone else.

Now head to the very back and you'll have a little shootout with the two you saw when you entered. If you are too noisy, someone may come from the right side. The conservative way to take out the two thugs is to lure them over one at a time using the Decoy Shells.

The Car Battery and a Grenade are near the cans they were using for target practice. One informer is dead in the burning car. You can't get to him unless you have the Fire Extinguisher, so return to the front of the Gas Station and enter.

In the far-left aisle there is another Grenade waiting for you. Go behind the counter. You will find one door is locked and one is open; enter the open door. Inside is a Wolfpack member working on something. You can easily sneak up behind him and break his neck. Pick up the Health Pack on the table. Find the white control panel and press the button. A cord will blow out and the lift will stop. On the wall near the door, there is a slot for the Car Battery you found. Press START, go to your Item Menu, select the Car Battery and press (A), then select Use. This will move the engine. Walk down the ramp to find a Car Wash Token, then move the engine back so you can access the locker later. Leave this room and you will see that some more Wolfpack members have come to bother you. Take cover behind the shelves. If you want to have some fun, aim for their bikes and the gas pumps for big explosions. >:D

After acquiring		
Fire Extinguisher I4	####	Gas Station [2]
!	*#	======
v	####	@ = Adrenaline x1
# < . E # #		+ = Health Pack x1
*#>#	#	* = Res. Grenade x6
######	#	
#	## #	% = Explosive Item
! # #E	*	
# D	##	I1 = Locker Key
# I1 ! I5	D!	I2 = Electric Cord
D	+ ##	I3 = Fire Extinguisher
X !		I4 = Crow Bar



Go to the left side of the building again and use the Car Wash Token on the toll. Be ready, because the door behind you opens once you use the Token. An enemy comes out; kill him, then go to the very back of the garage to pick up another Grenade. Head into the door. To the right on the table is the Locker Key. You can't repair the power unit just now, but remember this location. Unlock the door that was locked before and go back to where you use the car battery. You can now unlock the locker using the Locker Key. Inside you'll find a piece of Electric Cord. Return to the broken power unit and use the Electric Cord to repair the blown cable. The lift with the car will lower completely now. Get the fire extinguisher inside the old car. Return to the burning car outside.

Using the Fire Extinguisher, put the fire out. Open the door, and the dead informant will fall out, holding the Crowbar. Collect the Crowbar and go to the right side of the building where a door is nailed shut between two stacks of crates. Use the Crowbar to remove the wood and open the door. Walk to the end of the hall to find the second informer - he's dead, just like the first informant. Next to his body you'll find an Amco Keycard. You'll have a small confrontation with Grey Wolf as you are leaving the Gas Station, so now it's time to follow him to the Amco Factory.

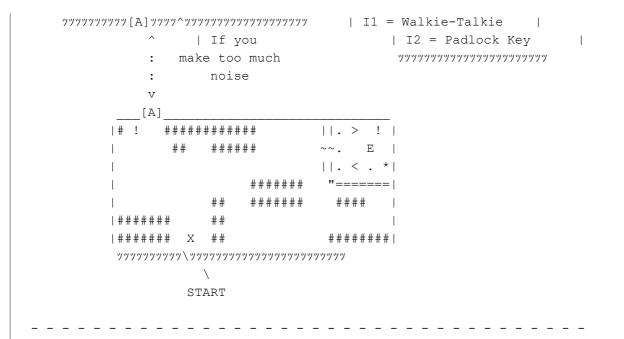
 	 	 -	 	 	 	 	 	 	-	 	 	 ,

[5a.4] AMCO Factory/Wolfpack HQ

OBJECTIVES:

 Follow Greywolf to the abandoned Amco factory and question him about Fulci's whereabouts.

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.	#####	###### .	###############	and 3rd
.	#####	###### ^	####### ##### " X	floor
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v l	#####	###### .	E ~ ~	Wolfpack HQ F1
	00	> .	E I1	======================================
	•	olo	%# I2	@ = Adrenaline x1
	##### ^	#####		* = Res. Grenade x1
	###### .	#####	### ##### #	8 = Prox. Mine x1
v l	###### .	#####	### ##### # !	
	###### .	#####	### ### #	~ = Stairs
	> .	D E	### @	



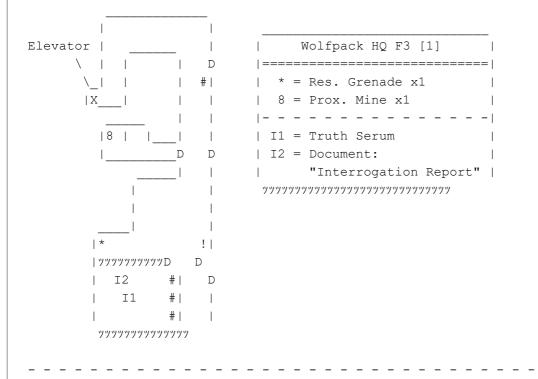
Enter the Amco factory. To the right an enemy is guarding a door. Kill him. A grenade is on the barrels where he was. There is a small locker with a padlock on it, and a door which requires a magnetic keycard to access. You can't do anything here, so go to the far left of the factory. The door there will open after you've used your Amco keycard.

OBJECTIVES:

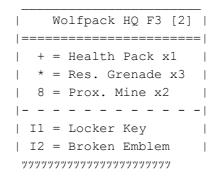
2) Greywolf is holding a meeting on the third floor.

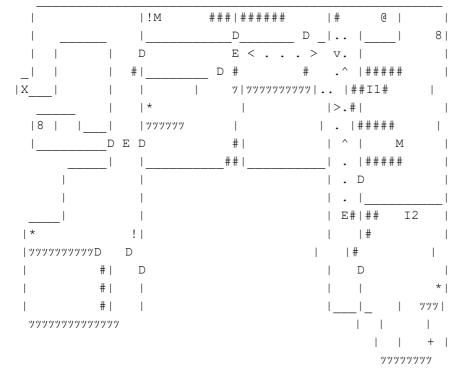
You must get to the meeting room on the third floor where Greywolf is. Start by killing everyone down here. :) Pick up the walkie-talkie and padlock key on the crate near the stairs. You can't use the freight elevator, as it's stuck on the second floor. The power isn't on, so you can't use the other elevator either. Head back outside.

Use the padlock key on the small locker you saw before. Now the power's on, so you can use the elevator. Go back inside.



Take the elevator to the third floor. No enemies are here ...yet... so don't worry about being shot. The first door on your left is locked. Keep walking, and go into the first door on your right. In one of the stalls is a Proximity Mine. Go back in the hallway. In the darkness next to the freight elevator, there is a Grenade. When you approach the meeting room door, Jack will listen in on the meeting at hand. You can't go in just yet, so enter the room across the hall. On the table is a document labeled 'Interrogation Report'. Read it, then pick up the truth serum. Back to the hallway you go. As soon as you do, a door down the hall will be busted open by an enemy, so get ready to shoot. Enter the room he came from.





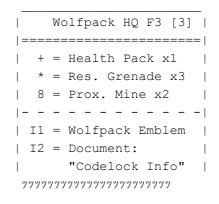
You can find a grenade in the room to the left of the next door you come across. Enter the other door. There is an enemy with his back to you on your right; break his neck. Another enemy will come from the right side, walking down the hallway. Take him out. Head down the hallway and go in the door on your left. Open one more door, and you will see a crate that is blocking a poster. Pull the crate back by standing next to the crate and holding (A) and pushing back and inspect the poster.

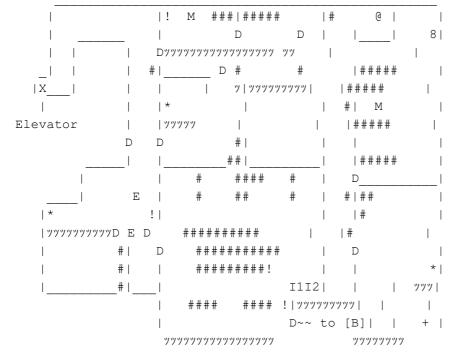
The poster says:

"Wolfpack Rules Since 1993"

Remember that..

Go back into the hallway. If you turn left, you can find some adrenaline in a small room. Go down the right side of the hallway now, and enter the first door on your left. Drag the crate out from between the two shelves, and position it between the shelves next to it so you can reach the locker key. Now go in the room farther down the hall. To your right there is a health pack and your left, the locker you need to unlock. Inside you'll find a broken emblem.



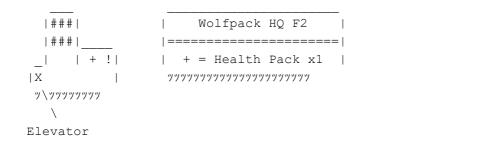


When you exit the room, Greywolf will contact you on the walkie-talkie, you can choose (Yes) or (No) if you want to answer the call or not. Greywolf is suspicious, so he will send two men to check it out. Navigate your way to the locked door you encountered when you first arrived on the third floor. You will unlock it. Use (Y) to hide behind the crates. Down the hall there are two Wolfpack members packing heat. One has a shotgun, so be careful! Throw a grenade their way by holding (A) for a long throw. They should both be taken care of after it detonates. Walk over to the meeting room door and you'll talk to Greywolf once again using the walkie-talkie.

Time to open the door and take care of business. The door requires a

4-digit number to open. Remember that poster? Yep, the code is 1993. Enter it, and prepare to face your first boss, Bruce (see Chapter [6]: Bosses).

You should take out Bruce without breaking a sweat. Inspect the locker near the meeting table. You will find a Wolfpack emblem and another document, labeled 'Codelock info'. Read the doc, then press the red button on the table. It will trigger an enemy to come to your position, so be ready. An easy way to kill him if you are low on health is to setup a proximity mine at the entrance of the meeting room and just wait and hide. Go back to the elevator and select the second floor.



On the second floor is a punching machine and a health pack. You will use the punching machine to create an emblem so you can open the door to the roof. Insert the Wolfpack emblem into the machine and engrave the following:

BEFORE	ΤO	AFTER
 % % % %	>	 X X y y y y
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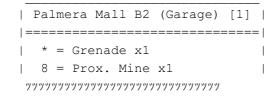
With the new emblem in your possession, go back to the third floor. Enter the meeting room and use the new emblem on the door on the right. It will open it and give you access to the roof, where Greywolf has fled. Open the door, go up the stairs, and get ready for your first true boss fight! See Chapter [6]: Bosses, for details.

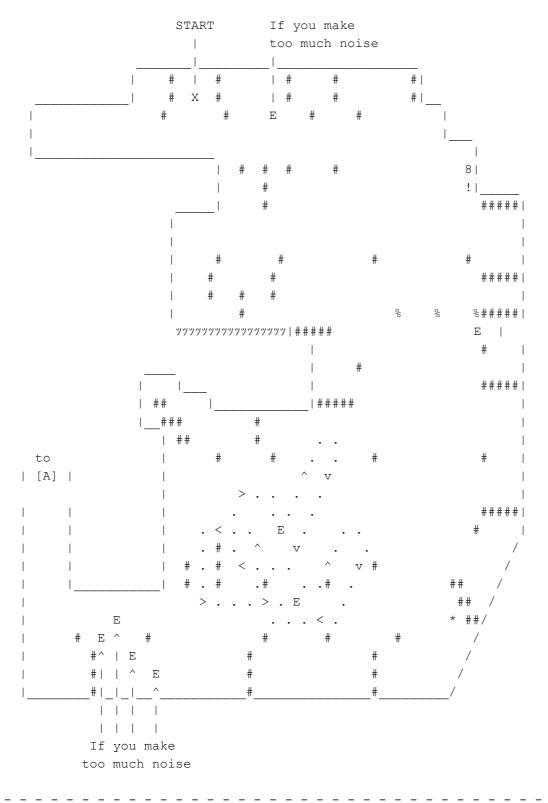
_ _ _ _ _ _ _ _ _ _

###			9	Wolfpack HQ F4 [1]
###%			+	======
###	#########	########		+ = Health Pack x1
###	#########	########		<u> </u>
###	########	########	90	

|### ########8 ######### # | 1 ########% ######### D 1 8 |~~~| |### |~~~| |#####################| from [B] ~~~ | | # # # # # # # # # # # # # # # # # | \sim \sim \sim 1 ツ ツ ツツツツツツ | * | | Wolfpack HQ F4 [2] | | D | | + = Health Pack x2 |%| | * = Res. Grenade x1 | |### |###% + | |### ######### ######## | # # # ######### ######## %| EXIT |### ######### ######## #| / | # # # ########% ######## ######### DХ 1 ########% 1 8 | # # # |################## |################# After you've beaten Greywolf, you can go into the ammo room and pick up a Health Pack and a Grenade. Help yourself, then leave. [5a.5] Palmera Mall _____ START _/__ | Sewers (Palmera Mall) | | X |=================================== ····· | 8 = Prox. Mine x1 1 |`| | | | | | | | 1 1 make too --->E|"""" | " ` ` ` | ! much noise |`| |_ |! E|___ | |`|_ | |_|v<_E> | |```| ! | |```| | |ツ|`| | | |```| | | ` | |```|_| | |`|_|_ __|ツツツツツ| | | | ````| ````| !

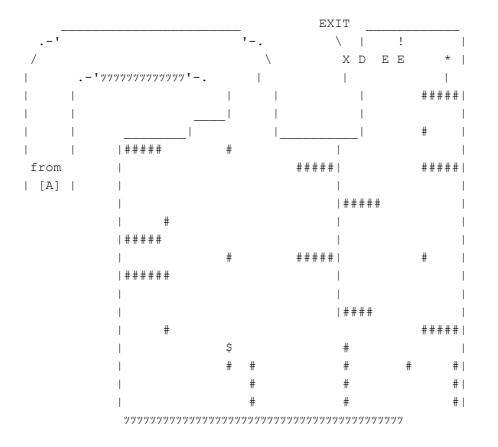
Enter the sewers. Head along the narrow path and pick up the Proximity Mine. Walk ahead a little bit and then watch the cut-scene. Take out the two guards there (using a Grenade is the easiest method; you can get both at once and avoid setting off their alarms). Search out the small area and then head up the ladder to the Garage.





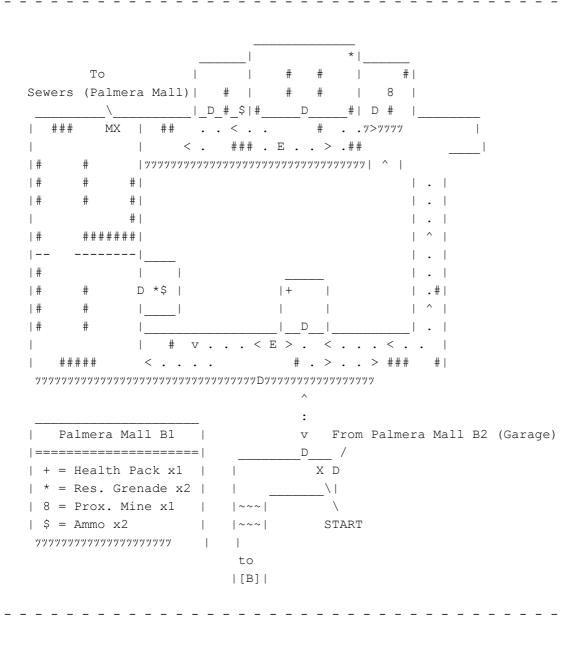
You start off in the parking garage. Head towards the left and grab the Proximity Mine laying next to the wastebasket next to the nonresponding elevator. After this, turn right and take out the terrorist standing behind the car. If you want, you can shoot the gas trail to blow him up, but that will alert everyone in the Garage, and bring several extra enemies running. The safer way is to simply sneak up behind him (he's deaf and has no sense of touch, obviously) and break his neck using the Stealth Kill. Continue onwards into the garage and hide behind a car. Watch the 2 terrorist guards' patterns. Sneak up on them when their backs are turned and snap their necks. Proceed up to the next level of the garage, but not before you grab the Resonator Grenade next to the car in the bottom-right of the map.

						_		
	Palmera	Mall	В2	(Garage)	[2]			
:		=====				=		
	* = Gre	enade	x1			Ι		
	\$ = Amr	no x1				Ι		
<u> </u>								



No one should be in the immediate vicinity when you get to the next big parking area. Head forwards, and if you're low on Shotgun bullets, pick up the ammo lying next to the pillar. If you're not, head to the left and walk past the parked limousine. The limo's alarm will go off, alerting the 2 terrorists to your presence. Take them out with the Shotgun and then head back and pick up the ammo.

If you wish, check out the bomb on the wall. Also make note of the Resonator Grenade to the right. When you're finished with this area, head into the door marked "Stairs".



Now you can choose to either go up the stairs, and closer to Angela, or you can head to the door on your immediate right. If you go up the stairs, skip the next paragraph.

This route will take you to an area packed full of goodies for you. Here, you will face 3 enemies (more, if you alert the guards). Take out either one of the guards that you start out close to silently. Then approach the other one quietly and either break his neck, or blast him close-range with the Shotgun. Then go and take care of the last terrorist. After you've dealt with the guards, head around this area and pick up all the items (you won't be able to get to some of them when you come to this area later, so pick them up now). Now head back out and go up the stairs.

: :

 Palmera Mall F1
 |

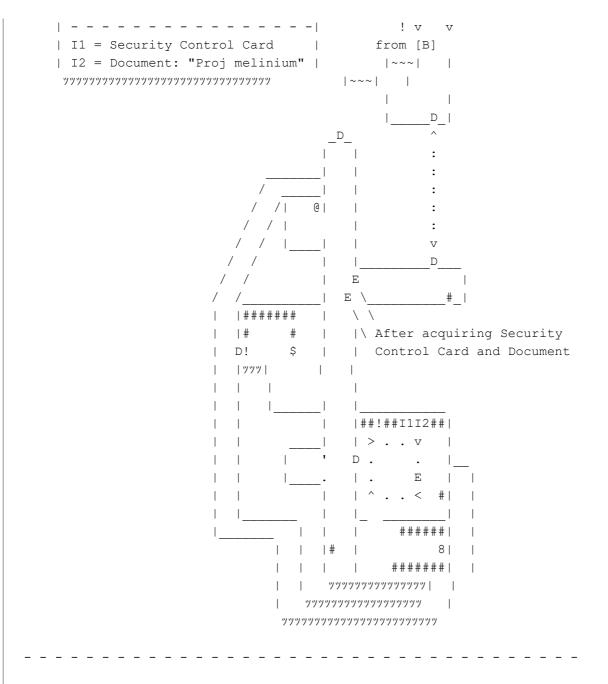
 |
 Palmera Mall F1

 |========================
 |~~~~|

 |
 @ = Adrenaline x1

 |
 8 = Prox. Mine x1

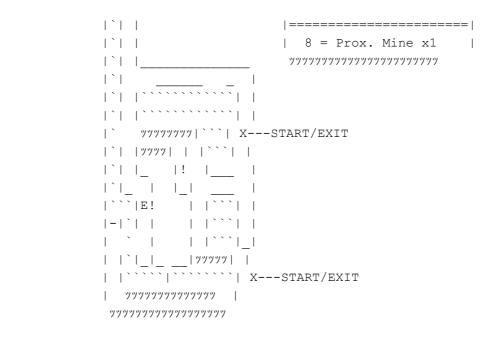
\$ = Ammo x1



There is not much to do the first time you come to this area. Turn left at the cross-way and head into the first door you come across. Go to the back of the room and inspect the air vent there to open it up. Now hit (A) to climb into the air duct. Turn left and walk down to the very end of the passage. A cut-scene will play.

Leave the air duct via the vent and go into the previously locked security room (occupied by a terrorist; beware, he has a Shotgun). Take the lone sentry out and grab the Security Control Card and Document lying on the desk. If you need it, go to the back room and pick up the Proximity Mine. Head out and dispose of the new terrorists carefully, as they use Sub-Machine Guns. Now backtrack down into the sewers (you can go through either the Basement or the Garage). If you choose the Basement, there will be new terrorists in different positions, so be ready for them. The Garage remains devoid of enemies (for now).

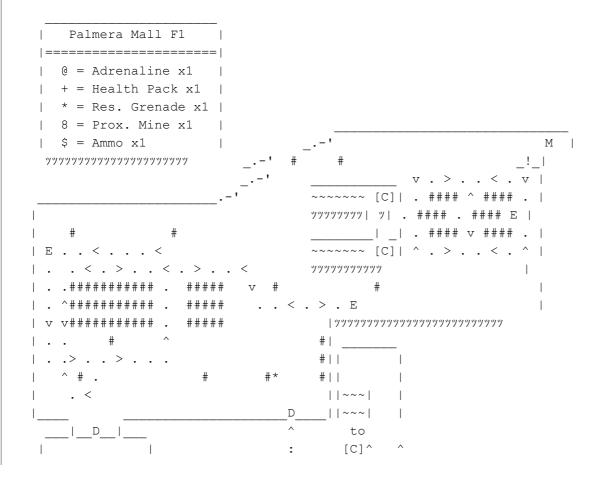
Sewers

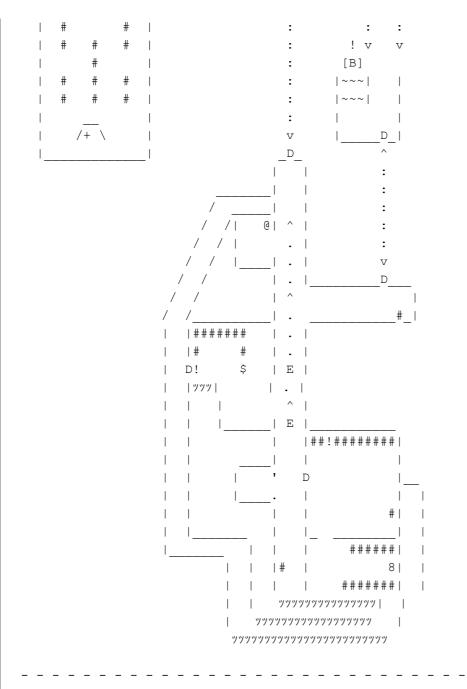


In the sewers, there is an enemy staring at the circuit board. Take him out and insert (note: you will automatically insert the Control Card when you inspect the circuit board) the Security Control Card into the circuit board. Then head back up to the mall.

If you take the Garage route, the terrorists will have re-spawned in the exact same positions as before, so use the same strategy that I gave you. On the second level of the Garage, the terrorists have NOT re-appeared, so don't worry about them there.

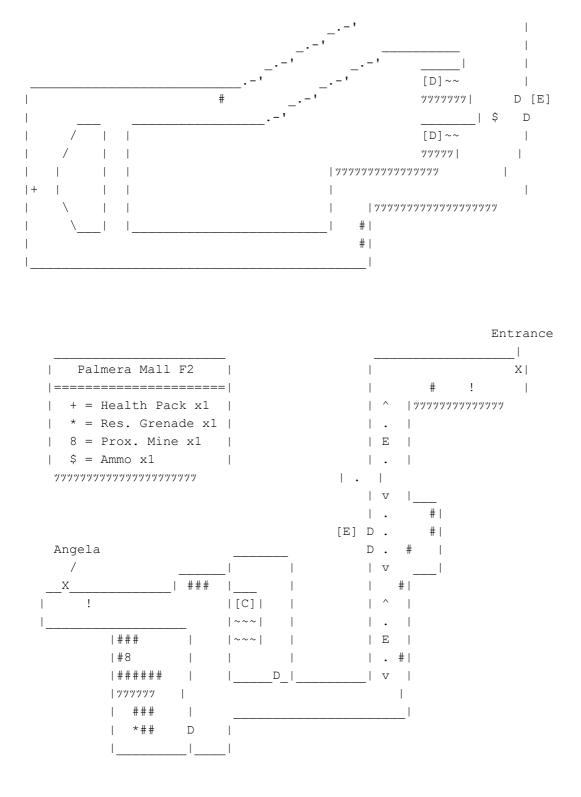
If you use the Basement, there are no enemies (unless you didn't kill them on your way down).





Switch to the Shotgun immediately after the cut-scene ends. Blast the first terrorist as he walks by and get ready for the next one. Blast him the moment he pops out. With the enemies taken care of, head into the security room and hit the button on the desk. The door to the main shopping area will unlock. Proceed to the shopping area.

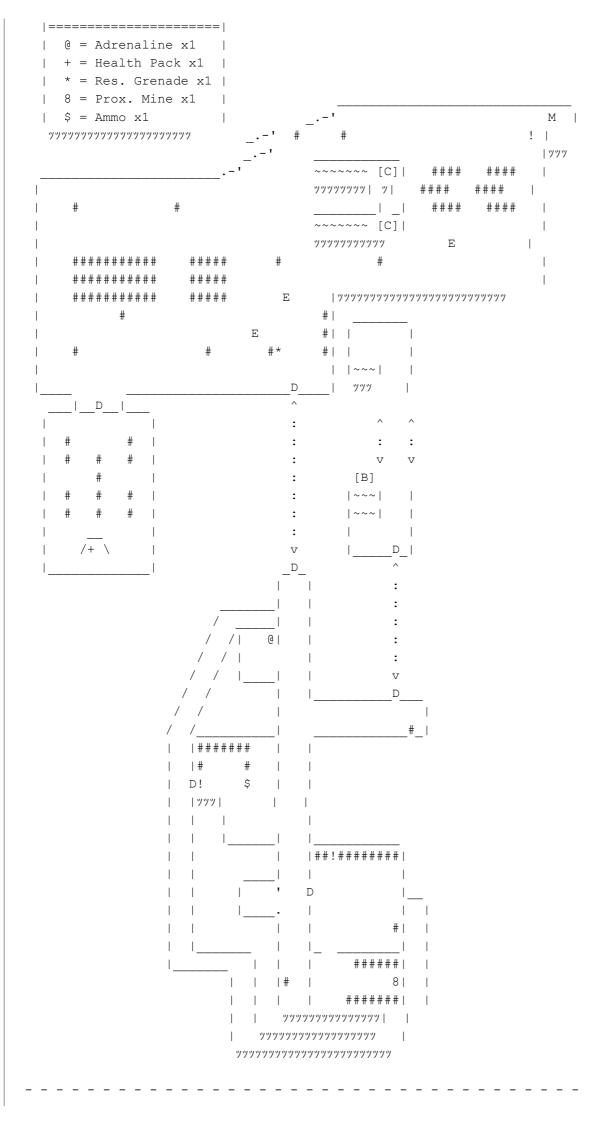
In the shopping area, hold still for a couple seconds. A terrorist will walk past you (they've got no peripheral vision, I'll tell you that). Let him pass you and then sneak up and snap his neck. Take out the other guard in a similar fashion. Then head behind the escalators and dispose of the last guard. If you end up alerting the guards to your presence, two more terrorists will enter the area. After you clear the area of enemies, check if you are in need of Health Packs, as there are 2 in the immediate area. One is in the room to the bottom-left of the main area. The other is upstairs, on the far left of the map. After you've gotten what you need, head to the elevator in the top-right of the bottom level. Drag or push the cart off of the elevator and take a ride up to the second floor.



This is the last area, and it's relatively simple. Sneak up on the first terrorist and Stealth Kill him. Then take out the other enemy by any means. Go into other room and pick up the Resonator Grenade and Proximity Mine if you want, then go to the end of the hallway and inspect the elevator shaft. After the cut-scene, inspect the nearby fire-hose to pull Angela out.

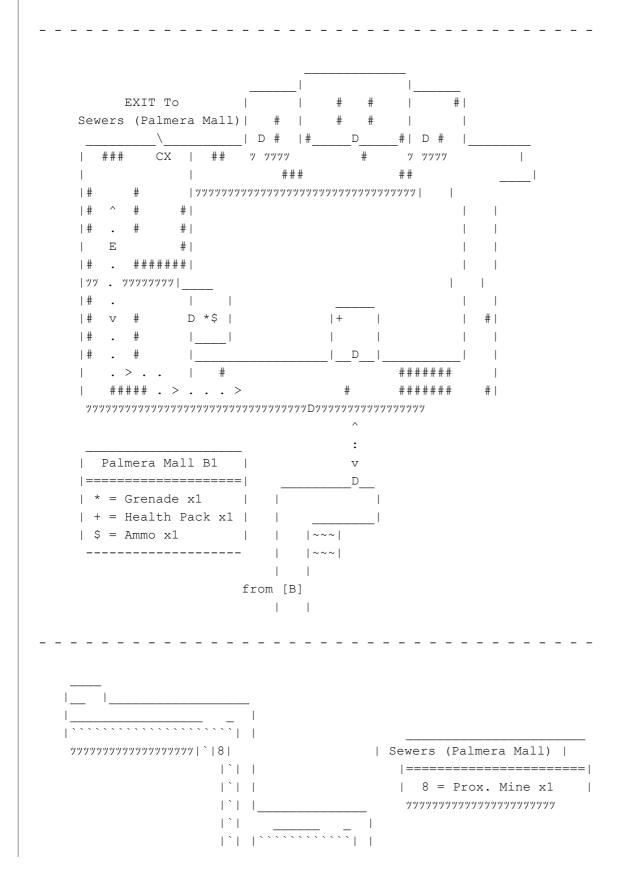
After this, everywhere a bomb was planted, there will be a huge mess of rubble which you cannot get past. Go back and unlock the doors to the main shopping area of the mall.

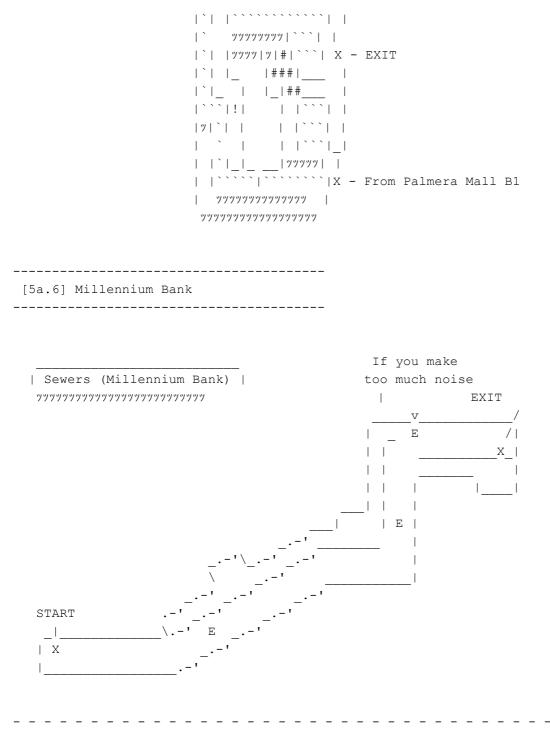
Palmera Mall F1 |



It will be very foggy and there will be heavily-armed ACN agents patrolling the area. You will now be limited to using the NeuroStunner and Decoy Shells as weapons. Pick up the NeuroStunner bullets there, if you need them, and head down the escalator. Avoid the ACN guards and the laser beams coming from the roof. Use the Decoy Shells to draw the guards away from the door and use the NeuroStunner to zonk a guard if you have to. Mainly, though, just distract the guards for a second and then make a dash for the door.

After you head down the stairway, the only exit is through the basement. Go there, and take out the lone terrorist. Head back down to the sewers.





Head through the sewers and take out the guards. These guards appear to be of the lazy sort, because they do not like to patrol. They will not move and simply stare straight ahead. This direction unfortunately happens to be the direction you're coming from, so there is no way that you are able to sneak up on these guards. Take them out using your choice of combat techniques. Head on to Millennium Bank.

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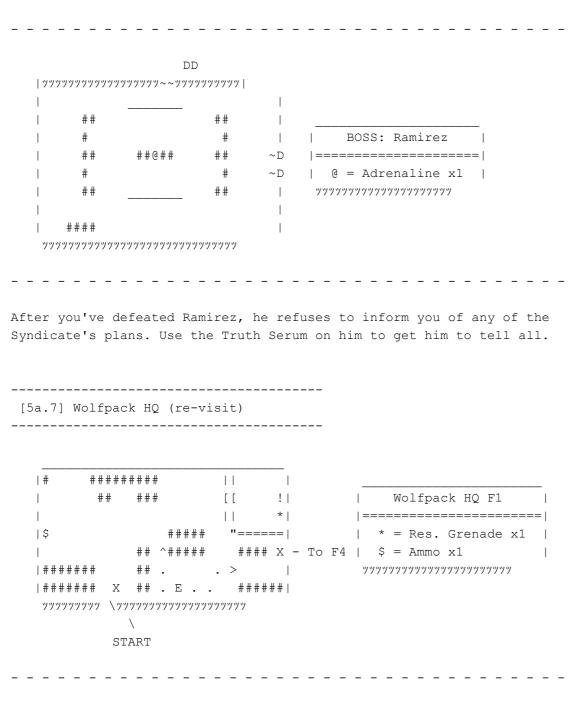
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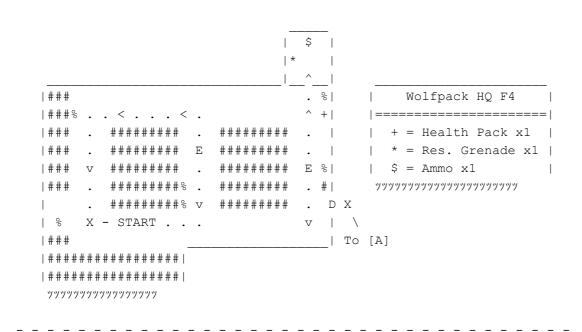
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Head forwards and snag the Health Pack. Equip Resonator Grenades and lightly toss one into the room ahead. Switch back to the Stimulator and strafe into the room. Take out the terrorist who is in there, if he's still alive, and then dispose of the other 2 terrorists outside. Now use the computer (Action). Select "Yes" to push the button to open up the security doors. Go through the doors and take to door on the left to get out to where the terrorists were. Pick up the Proximity Mine and the Shotgun Ammo on the table, then head into the back room. Inspect the electronic lock (the "!" on the map) in front of the glass doors.

(See Chapter [6]: Bosses)



Since ACN is guarding the building, you're restricted to your Neuro-Stunner, but you are still able to take out guards (permanently) using the Stealth Kill. Remember this, as it will come in handy. When you enter the area, there is an ACN guard patrolling the area. Sneak up behind him and snap his neck. Then climb up to the elevated area and open up the locked door by using the Code Breaker on the electric lock. Hit the button. Go and climb up the ladder to reach 4th floor.

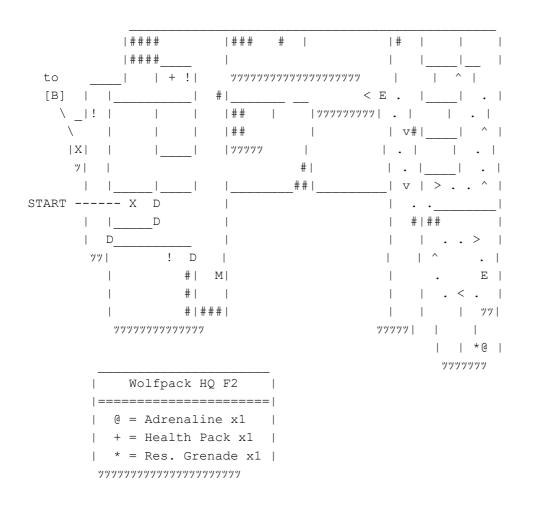


There are 2 ACN guards in this area, watch their patrols and then sneak up and Stealth Kill them. Head into the ammo room to snag a Resonator and NeuroStunner ammo, then leave the small room and go to the door that leads to the stairwell. Or, you could simply distract them with a Decoy Shell and then run to the doorway.

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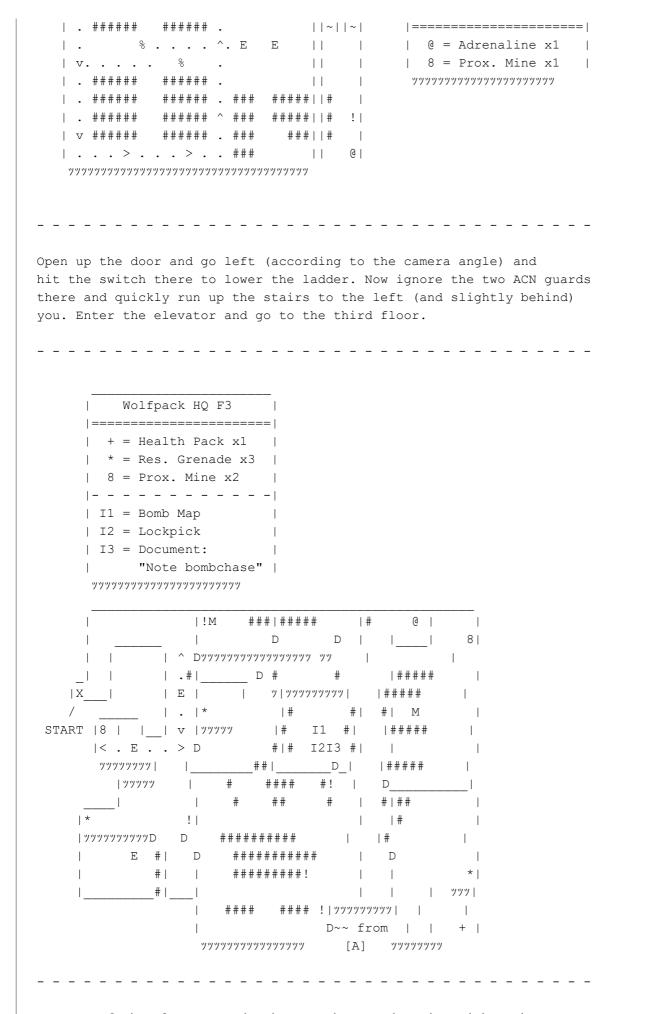
You've reached your destination: the filing room. However, there is no power, so you'll have to find a way to restore it. Leave this room and beware of the 3 guards patrolling the area (the one in the room directly ahead is guarding NeuroStunner bullets and will not turn around, so take him out easily with a Stealth Kill). Go to the freight

elevator shaft, open up the doors, and climb down into the elevator.



You are now on the part of the second floor that you never got to see during your first visit here. Walk out of the elevator (yipes!), then head right. Drag the box backwards so that it is lined up with the door to the right. Drag the box into the room, and stop when the box is underneath the electric control box above (it has the little red cursor on it, so you can tell). Climb on top of the box and hit the switch. Now, head back to the elevator and go down the hallway to the left of it.

Elevator



Run out of the elevator and take out the guards using either the Stealth Kill or the NeuroStunner (the NeuroStunner is a lot easier and faster), then go back to the meeting room. Use the Code Breaker on the electronic lock on the filing room door, and enter the room. Pick up the documents and items there, and you'll automatically be transported out of the area and back onto the streets of the North District.

[5a.8] Bomb Defusion

The timer countdown has started. In a few minutes, Los Angeles is going to be a big pile of rubble... unless Jack Wade has something to do with it.

Read the document "Note bombchase" to get an idea on how the bomb defusion works. There are six triggers that must be deactivated in order to defuse the bomb. The triggers will show up on the map, one at a time, in the order that you must deactivate them in. You drive on the motorcycle to reach each trigger, then you dismount and enter the sewers (where all of the triggers are kept), where you engage in the action part of the gameplay. At the end of the sewer (which is usually a maze with some enemies), there is a silver suitcase, which is the trigger. Press (A) to open it up and begin the deactivating process.

The process for deactivating a trigger is simple: enter the 3 codes shown. You have approximately 5 seconds to enter each code. If you make a mistake while entering the code, the deactivation process will cancel, and restart from the beginning. The codes for the first trigger are only 3 digits long. However, each progressing trigger will have an extra digit added to it (ie: the 2nd trigger has 4, the 3rd trigger has 5, etc...), until the 6th and final trigger has 8 digits that you must enter. Each time you deactivate a trigger, more time is added to your countdown timer.

Here is a sample of a code:

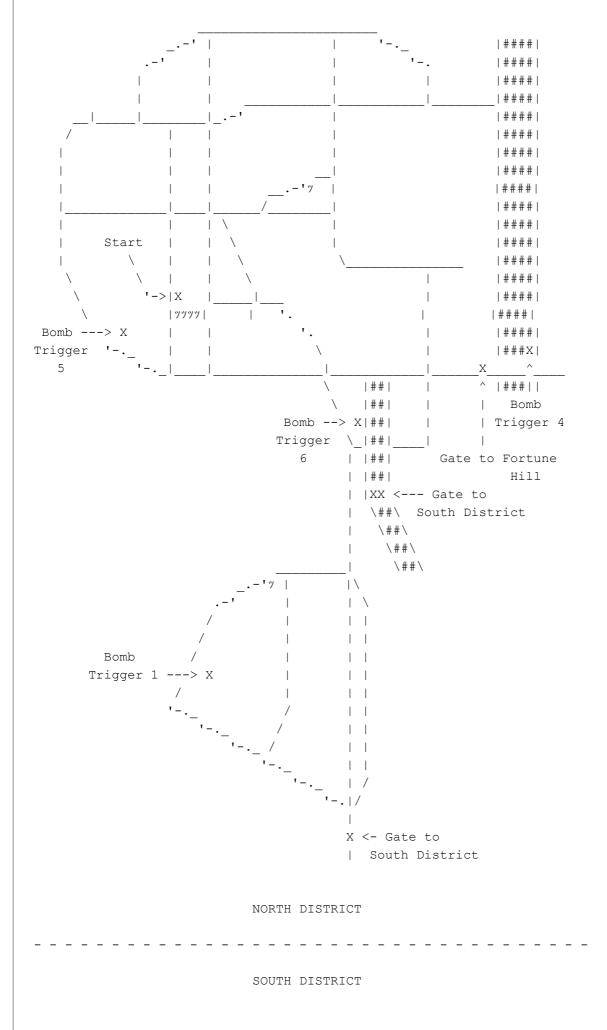
A < v

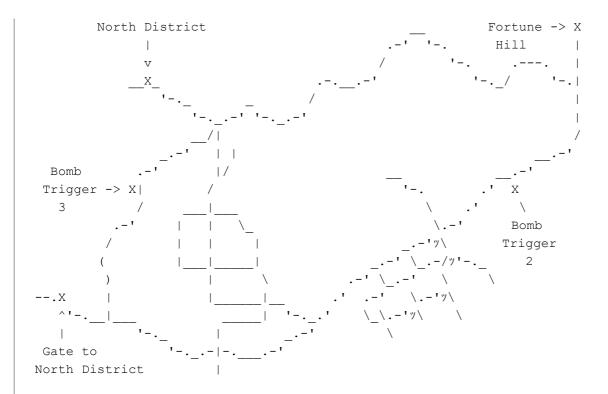
To enter this code correctly, you would press (A), then LEFT, then DOWN. I suggest using the D-Pad for entering the directional inputs of the code, since it is much more precise than the Joystick.

The possible digits that might show up in a code are:

<	=	LEFT
>	=	RIGHT
^	=	UP
v	=	DOWN
A	=	(A)
В	=	(B)
Х	=	(X)
Y	=	(Y)
L	=	L
R	=	R

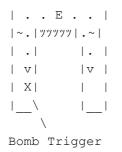
Note that the "A" and the "R" look rather similar, especially if you are running on a not-too-large TV. To distinguish the two, remember that the "A" is pointy, while the "R" is rounded.





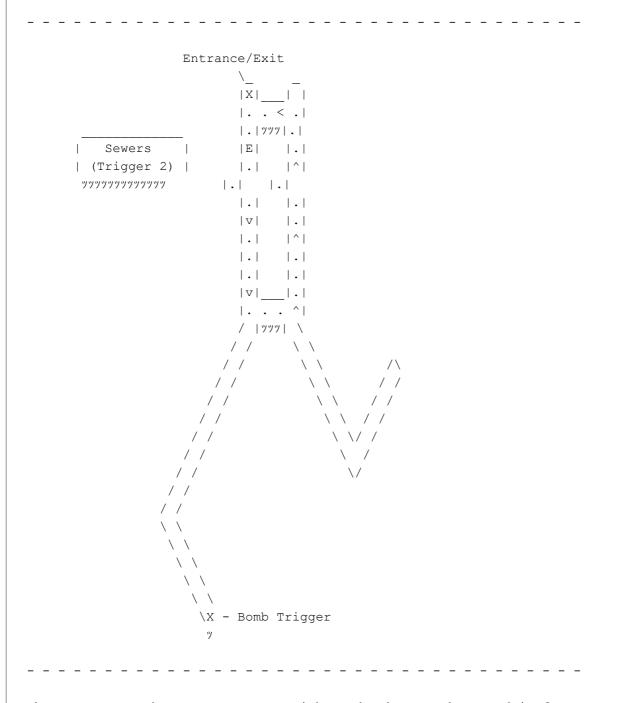
SOUTH DISTRICT

After the movies and the loading, you'll start back outside of Wolfpack HQ, on the bike with 2 minutes on your countdown. Start off and turn left, and follow the road until you need to take the right turn. Drive forwards until you see the Dismount Zone to the left of the road, inside the fenced area. Drive your bike in, dismount, and enter the sewers (note: you enter the sewers automatically, so forget the last bit).



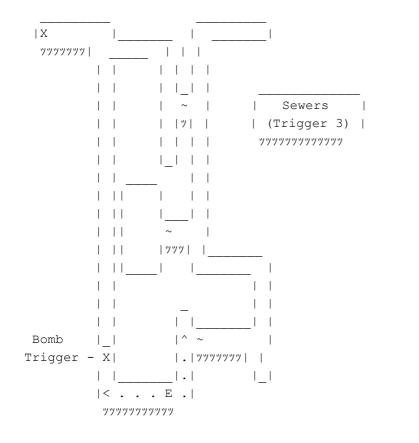
Run through the passage and up to the area where the gangster is patrolling. Take him out quickly and then take the right to the silver suitcase. After you disarm it, you will gain 2:30 on the countdown timer. Leave the sewers the same way you came in.

Back in the North District, turn south and head to the South District. Now, stay on the highway that you start on and drive. Keep going until you see the Dismount Zone in the rest area on the right. Turn into the rest area and dismount the bike to enter the sewers.



of you. Now head forwards and take the right at the split. Run down the pathway until you reach the Bomb Trigger. Disarm it and receive an extra 2:30 on the countdown, and head out the sewers.

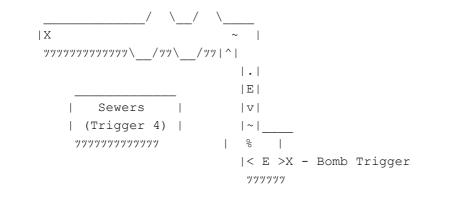
Double back and take the same highway that you used to get to the 2nd Bomb Trigger. When you come to the Gate to North District/tunnel split, turn right to go down the tunnel. Drive onward until you reach the Dismount Zone for the 3rd trigger.



Run forwards and take the first left. Keep going and run up the stairs to the left. Turn right and keep on the path; do not take the first right. Go and take the second right, taking out the enemy there. Go on to the Bomb Trigger. You will receive an extra 3:30 on the timer after you disarm this trigger. Leave the sewers now.

>From there, drive and leave the South District for the North District. When you arrive in the North District, it appears that you must drive through the gate to Fortune Hill. However, if you look closely at the map, you'll notice that the indicator is actually pointing to a road BEHIND the gate.

To get there, turn left at the gate that it appears you should enter. Now, take another left, then a right. From here, drive forwards a bit and then take the first right. You should pass by Wolfpack Gas Station and drive into a dirt area. Follow the fence to the right and you'll see an open gate in the fence. Go through the gate, and drive to the end of the white area to reach the 4th trigger destination. Dismount and enter the sewers.

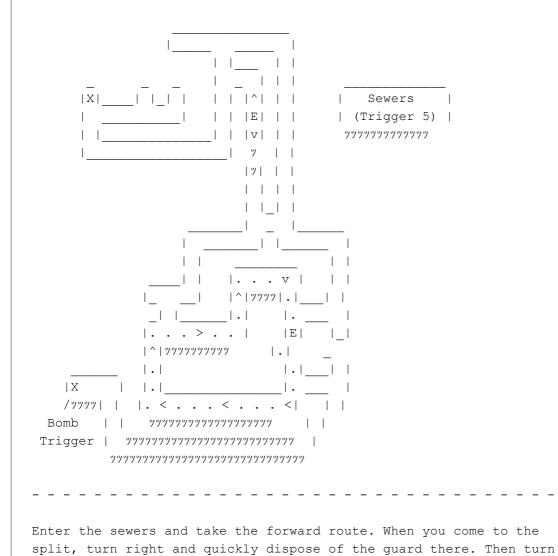


Head forwards and pause at the right turn. Stick to the wall and peek around the corner. Switch your target to the explosive barrel, and when the guard just ahead of you turns around, pop out and shoot the barrel. That should take care of the enemy over there, now quickly get rid of the other one left standing. After you've taken them out, go forwards

Leave the white area via the route you entered it. From the dirt area, drive east along the road, not changing streets, taking the long loop around the North District. You will see the Dismount Area on the left side eventually. A short bit (very short) after you see the Dismount Area, there will be a gap in the fence. Slow down and enter the gap, then turn around and drive to the spot. Dismount.

and disarm the trigger. You will gain 2:30 on the countdown timer.

Leave the sewers.



back and take the other path. Follow the path and take a left at the split. Run ahead, take the right turn, turn left, turn left again, and then turn right. If you encounter the guard, take him out. Continue on the pathway to reach the 5th silver suitcase. Disarm it to receive an extra 1:40 on the timer. Leave the sewers quickly and get back on the bike.

The last Bomb Trigger is easy to fine. Exit the area you're in through the gap in the fence, then turn left and drive along the highway. When you reach the gate to enter Fortune Hill, take the right turn. Enter the L.E.I.L.A. parking area and drive straight to reach the last trigger's sewer.

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Walk forwards slightly and stick to the wall on your right. Peek around the corner and wait for the guard on the left walkway to turn his back. Then, jump around the corner (press |R|) and take out the guard right in front of you. Now dispose of the guard on the other walkway. After he's gone, run forwards to reach the last Bomb Trigger.

[5b] Disc 2 [5b]

The Disc 2 Walkthrough is not yet complete. To help finish this section of the guide faster, we have opted to skip on the maps for the time being. Don't worry, once we have more time on our hands we will map out all the areas.

[5b.1] Docks

You'll start in control of Angela Stern, behind some crates. Ahead, there are two enemies who stare dead ahead, and are located right in front of the gate to the next area. If you want a Proximity Mine, turn around and go to the bottom-left corner of the area. There will be a Mine there, even though you can't see it (it's a slight glitch; it's buried under the concrete). Go back and take out the two guards any way you want. Then hit the switch in front of the gate to open it up and advance to the next area.

Here, there will be an enemy right in front of you, with his back turned. Run up and quickly kill him with the Stealth Kill. Ahead, an enemy will appear soon, so either run right and take cover behind the car, wait for him to turn around, and then proceed, or take him out. If you turn right, the way the guard came from, you can head to the end of the passage to acquire a Grenade. Turn around and then go forwards, being wary of the enemy patrolling the bridge. Head down the long alleyways to pick up a Grenade and an Adrenaline. Then go across the bridge and open the gate.

In the next area, you can choose to either slip past all the guards (a good choice, since you're so under-armed), or you can clash with them and take them all out. It's easier to go stealth-ish and sneak past them all, since there's only three and they all have rather large patrol routes (which means that they're not all clumped in one spot with no way for you to sneak past, which is good). Simply study their routes and slip past 'em when their backs are turned. Before you leave this area, you'll need to go to Warehouse 12, to investigate the "special cargo" that the two terrorists were talking about. To get there, head to the top-left area of the map, and you'll see it (it has a big "12" printed on the side of the building). Enter through the doors, where you'll need to take out two terrorists, who are armed with shotguns. After you take care of them, pick up the Health Pack in the far left corner of the warehouse, then go back right and enter the small room that the terrorists were talking in. Pick up the Loading Keycard there, then leave the warehouse. Now turn south and then take a right to reach the gate to the next area.

Open it up, and then head forwards, and hide behind the crate. The guards here don't seem to follow any set path, so get rid of them any way that you feel. After they're gone, go forwards and inspect the gate lock. You'll automatically insert the Loading Keycard, if you have it, and the gate will open. Walk forwards a short bit and you'll have finished this area, and be treated to a cutscene.

[5b.1] Queen of Hearts

Angela's hitched a ride onto Don Fulci's ship, the Queen of Hearts, and you start in control of her on the upper deck up the ship. Here, a couple of enemies patrol, along with two roving spotlights. If a spotlight catches you in its beam, the enemies in the area will be alerted, and they will bring in backup. So, avoid the spotlights as best you can, and ignore the guards who are browsing the deck. Run forwards to get off the elevated area you are on, and run along the side of the ship to get around to a Proximity Mine. Then backtrack and take the first left, and then the second left, so you are on the other side (Starboard? Port? Whatever it is...) of the ship. Walk forwards until you reach the door to enter the ship.

As you enter, there is an enemy who will soon turn and face you, and there's pretty much no way to avoid him. Take him out, then proceed to the door.

second floor of the Queen of Hearts. Inside, you'll have a rather small area to explore. Turn around first, walk forwards, and enter the door on your left (the one in front of you can't be opened from this side). Pick up the Resonator Grenade and Document there. Inspect the machine and read the Document, if you wish. Now head back, and wait at the right turn for the enemy there to turn around. Take him out now, then enter the captain's completely comfortable cozy cabin. Walk towards the camera and pick up the Beta Chemical, Dictaphone, and Document off of his desk. Turn around and walk into the doorway on the right to enter a room with a Health Pack. Pick up it if you need it, then leave the cabin. If you want, turn left and explore the small area over there, but you'll need to eventually leave the second floor to the stairs, and head up the floor 3.

On the third floor, turn around and enter the small room there to get a Resonator Grenade. Now walk forwards and avoid the spotlight (if you get caught in it, it will alert the guards there to your presence). Turn left and enter the cafeteria area of the ship.

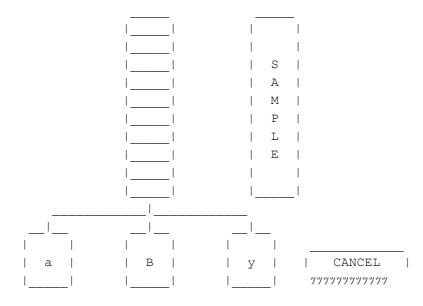
Here, you have two methods of getting past the guards. To get past violently, take out the guard staring at the posters using the Stealth Kill, then stick to the wall and peek around the corner. When the enemy ahead turns around and walks to the left, run around behind him and get rid of him silently. Pick up another Resonator Grenade on the little tray-thing against the wall, then turn around and head into the doorway. Hug the wall on the right and peek around the corner. When the guard appears, and then turns around, get rid of him. Enter the cabin on the left side and pick up the Alpha Chemical and Document in the locker, then turn around and pick up the Adrenaline on the desktop. Now you can go left and pick up the Proximity Mine, turn around, and go down the stairs on the left of the hall. This is the aggressive route.

If you want to go passive, and spare a few lives, wait behind the guard staring at the posters on the wall. Watch the map and wait for the guard patrolling the kitchen area to turn around, then quickly dash to the doorway. Hug the right wall, and when the guard there turns around, walk out and then run into the door on the left. Stay in there and pick up the Alpha Chemical and Document in the locker, then pick up the Adrenaline behind you. Watch the map, and when the guard turns back and walking away, open the door and dash out to the left. Pick up the Proximity Mine at the end of the pathway, then turn around and hug the wall on the left. Peek around the corner to the right and then when the guard turns and is walking away from you, pop out and slowly follow him. When he passed by the doorway on the left, duck into it and head down the stairs, then open the door.

You'll emerge on the second floor, on the other side of the doors that couldn't be opened. Turn left and unlock the door there, then turn around and walk forwards. At the right turn, peek out to see the two enemies guarding Jack's prison cell. Take them out (using a Resonator Grenade is the easiest), and then inspect Jack's prison cell door. After the movie, head forwards and open up the other locked door and then head forwards, back to the stairs (not the one that you came from). In the stairwell, head up two floors, to the fourth floor.

Up here, walk forwards, and turn right into the closet to pick up a Resonator Grenade. Go back and open the door on the right to watch a short cutscene. After the scene, the guards will position themselves in front of computers. They are so pre-occupied with their work that they won't notice you at all. Sneak up behind them and take them out, one at a time, with the Stealth Kill. After this, pick up the Document on the tabletop, and you will notice a button on the side. Select "Yes" to push the button, which will move a locker. This reveals a doorway. Enter it, and pick up the Master Disk and Gamma Chemical items. Head to the corner of the room and pick up yet another Resonator Grenade, then leave the fourth floor. Head back down to the second floor.

Here, turn left (or up, on the map) and enter the first room on your left. Insert all three chemicals into the machine by using them through the item menu. The game will then present you with a sort of puzzle to solve.



NOTE: The "a", "B", & "y" are crude substitutes for the Greek alphabet letters "alpha", "beta", and "gamma". The "SAMPLE" label for the test tube is not in the game.

The point of this puzzle mix the chemicals Alpha, Beta, and Gamma together to make the middle tube the color of the sample tube. You can mix 5 doses of the chemicals together, putting in any combination that you want.

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The chemical's colors are:
Alpha = Red
Beta = Blue
Gamma = Green
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When you mix the chemicals together correctly and get the same color as the sample tube, you'll get the Explosive item. Now head around to Jack Wade's cell and enter the cell next to it. Use the Explosive on the weak wall there to release Jack.

You will now be in control of Jack Wade. Head back down to the first floor and take out the enemy patrolling there. Then, walk forwards towards the magnetically sealed hatch to trigger a call from Angela. The magnetic lock will open, giving you access to the basement, or below the deck of the Queen of Hearts.

In the basement, there's an enemy patrolling up and down the narrow path. Take him out quickly and then go to the door that the camera was facing. Enter there to pick up some Machine Gun ammo, then turn back around and go down the hallway, down the Ostairs, and open up the door. You'll emerge in large cargo area, with three guards patrolling the area. You can sneak around and take them out, if you want, or simply avoid them. However, you'll be visiting this area a lot, so it'd be in your best interest to get rid of them now. Now, once you've dealt with the enemies, climb up any of the three ladders. Make your way to the far side (according to how you entered the room) of the room. Go to the far-left (bottom-right, on the map) of the upper level and hit the switch there. Climb back down and turn left, and enter the doors to the refrigerator area.

Walk over to the control panel, and use it to open up one of the fridge lockers. Looks like that guy there's in the hurt locker, wouldn't you say? Eh? (just had to say that). Since the turns out to be the captain of the ship, his ID card ought to be pretty useful... Leave the refrigerator area, but not before picking up the Health Pack hidden in the corner (only if you need it, of course). Now, you should have the Dictaphone and Captain's ID Card. Cross over to the far side of the cargo area and climb up the ladder. Up on the top level, there should be a door in front of you. However, it is locked. Inspect the panel to the right of the door, and you'll automatically use the Captain's ID Card. Now, you'll need some voice identification for the next part of the unlocking process. Remember the Dictaphone item you picked up in the Captain's (insert adjectives here) cabin? Use it through the item menu, and you'll unlock the door.

In the next room, if you alert the guards, several more of them will come running, so it's in your best interests to avoid alerting them. To do this, use the NeuroStunner on the two guards, and then lay a Proximity Mine next to the zonked-out enemies. Once you've taken care of the enemies, enter the small room in the middle of the area. After the movie, pick up the Shotgun ammo and the Health Pack in the room. Then inspect the orange dot on the map (which is in the room). Leave this area now, the way you came.

Cross the large cargo room to the other side, then turn left. Go down the hallway there and inspect the keypad to automatically insert the keycard you got in the previous room. Once you enter this room, get rid of the guard around the corner. Pick up the Machine Gun Ammo sitting on the chair, then turn around and go up the stairs. Continue going up and at the top, run straight until you reach a Proximity Mine at the end of the passage. Now turn back around and go in the little insert area, and enter the elevator. Raise it using the control panel.

[6] BOSSES [6]

NOT FINISHED YET

A basic tip for all bosses: DO NOT use the Quick Select to use a Health Pack or an Adrenaline. If you are going to use those items, do so in the Pause Menu. Otherwise, you'll leave yourself vulnerable for a second or two, and that may be all the time the big baddie needs to finish you off.

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Bruce is pretty much exactly the same as you, with a slightly longer health bar (though you can't see it). Once the battle begins, hold down |R| and blast him while moving to the left. Once you empty your clip, crouch behind the rack that you should have walked behind. Reload in safety, then pop back out and blast him some more. Crouch whenever you can in order to avoid taking too many hits. Use rolling to your advantage. If you see Bruce pulling a Resonator Grenade out of his pocket, blast him. You may be able to get him to drop it and get him blown by his own Grenade. Blast Bruce over and over, and don't stop, since you aren't able to see his health bar. Use Health Packs and Adrenaline as necessary, but remember that Greywolf comes next.

[6b] Greywolf [6b]

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Greywolf runs around the roof, shooting his bazooka-type weapon at you (beware, it has a small blast radius). The main idea here is to shoot the heck out of him (duh). Keep in mind that there is a Health Pack to the far right of where you start, so make sure to nab that at the beginning of the fight if you don't already have one.

Stay in the middle of the arena, and always keep your gun pointed at Greywolf. Shoot him a couple times whenever he pops out, then roll back to safety in-between the two big buildings, and reload. Keep an eye on the map and come out on the side where Greywolf is headed. Shoot him when he appears, roll away, and reload.

Occasionally Greywolf will dash across to the other side of the arena, giving you easy shots. Unload your Stimulator on him whenever he does this (this is why you should keep your gun fully loaded all the times).

A different tactic is to simply watch the map, and then run around and come up on Greywolf's back. You can avoid getting hit altogether using this method.

Another way is to save the Proximity Mines that you picked up in the level, and lay them along Greywolf's path. If you get two solid hits with the Mines, Greywolf can be taken down in a few Stimulator shots.

When Greywolf's health has been reduced to approximately 1/5, he will back up into a corner (the bottom-left corner, according to the map). Then he will start shooting to the left and right, randomly. The easiest way to dispose of him here is to stay to the right side of him (top-left corner of the map). Hide behind the building, away from Greywolf's line of fire. Watch the map, and when Greywolf turns away, strafe out and blast him several times, then roll back to safety. Lather, rinse, repeat.

[6c] Ramirez / Safety Door [6c]

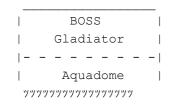




This guy is a pain in the butt to try and figure out what to do, but once you get the strategy down, he's easy.

Ramirez will launch his pet spiders at you, 3 at a time. Once they spot you, they will rush at you at full speed, and then jump at you. If they connect fully with you, they can take away half of your Health Meter. They can be destroyed with 2 shots from your Stimulator. The first shot will stun the spider, and they will sit in the same place for a few seconds, and then they will explode. The second shot will make the spider explode prematurely.

The tactic is to use the spiders against the Safety Door (the one Ramirez is standing behind, in the far bottom-left corner). Destroy 2 of the spiders in a wave, then shoot the last spider once. Run over to the stunned spider and press (A) to "use" it. The camera will switch to a First-Person view of the spider. Aim the spider towards the Safety Door with the joystick, and then press (A) to start the spider running. Steer the spider at the door, and press (A) when you are close to the door to make the spider jump and hit the door. The spiders can only jump a certain distance, and they will inflict the most damage on the Safety Door at the climax of their jump. If you time the jump right, you can take out the Safety Door easily in less than 5 spiders.

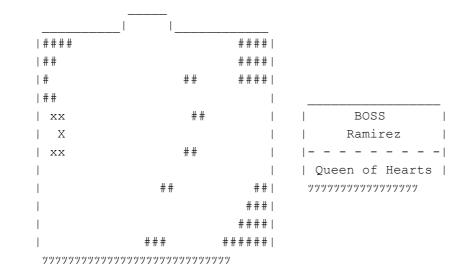


NOTE: Currently I am pondering how to map out a circle in ASCII.

You are in a large circular arena with four crates and five floor pads. You are not allowed to use any Health Packs or Adrenaline. Even so, this boss is pretty easy. Take note of the circular pads on the floor: there are four red ones and one green one. When you stand on a pad, you "charge" it. It will turn bright pink, and when you step off, a bolt of electricity will come zapping down. The longer you stand on the pad, the bigger the bolt will be. Don't stand on the pad for too long, though, otherwise the charge will be released automatically, giving you a nice jolt. This ought to clue you in on what you're supposed to do.

Run away from the Gladiator as he stalks you around the arena. When you have a bit of distance between you and him, stand on one of the pads. When the Gladiator gets close, step off of the pad to zap him. Continue to do this until the Gladiator is defeated. However, make sure to watch out for the other people who enter the arena via the ramp. They are armed with Stimulators and can be a big nuisance. Take them out before they take you out.





NOTE: The small "x"s on the map are the spotlights that you must take out. The big "X" is Ramirez's position.

Ramirez plays a nasty trick, using 4 huge spotlights to blind you and keep you from shooting him. Well, the first order of things is to take out those lights.

Whenever you walk out from behind a crate, Ramirez will spot you and immediately shoot with his big gatling gun, putting you on the fast track to the hurt locker. So you'll need to distract Ramirez in order to have the chance to take out the lights. Equip the Decoy Shells and turn to the side (left or right, it doesn't matter). Toss the shell far (hold (A), don't tap) to distract Ramirez's attention. Then walk out from behind the crate and empty a clip at one of the lights. When your clip is finished, hide behind the crate again. Toss another Decoy Shell and take out another one of the lights. Repeat until all 4 of the lights are destroyed.

After this, Ramirez will enter a "mad bomber" mode, tossing out incessant amounts of Resonator Grenades. He tosses them in groups of three, so the trick is to simply shoot Ramirez in the break, then run around the arena as he tossing grenades at you. Repeat until you've drained Ramirez of his life.

[6f] Adam [6f]

NOTE: You're controlling Angela Stern.

Your Stimulator does almost zilch damage to Adam, so don't even try to use it. Besides, if you shoot him around 5 times, he'll stop and groan, then start chasing you around REALLY fast, and there's almost no way to avoid him unless you're far away.

The "real" way to defeat him is to, first, power on the gas system. Do this by going up to terminal in the middle of the arena (the one that Zweiburg is next to) and pressing (A). This will supply power to the gas system, now you need to turn the gas flow on. To do this, go to two of the corners of the area and press (A) at the computer terminals. Once you have turned on both of them, the rest is simple.

Lure Adam behind one of the structures, so when he is chasing you out, he is walking towards the middle of the arena. Just before he is about to walk next to the gas pipe (you'll need to practice your timing for this a little bit), shoot Adam 4-6 times to make him stop. Then quickly press (X) to change targets to the pipe and shoot it a few times. This will bring a spurt of gas into Adam's face, poisoning him and lowering his health. However, don't stand there and sight-see, as once Adam recovers from the shock, he will chase you for a bit. Run backwards and behind the other structure and reload. Now, when Adam walks around to come at you, run away so he is again behind the structure. Turn around and wait for Adam to appear. Wait again until he is just about to walk next to the gas pipe, and start firing. Once he stops, switch targets by hitting (X) and shoot the pipe. Turn around and run, and repeat until Adam is dead.

This is your last fight with Adam (the last fight of the game, for that matter), as suggested by the title of the section. You are in control of Jack Wade, along the outer-inner area of the circular arena. In the center is Adam, and he does not move at all during the course of the fight. He stands there and turns, facing you at all times, shooting his super-de-duper gun at you. Along the outer-middle area, there are Ammo Dispensers which give you as much Machine Gun Ammo as you can pick up.

Adam has two types of attacks with his Judgment Cannon: a powerful straight shot (blue colored), and a sweeping laser (red colored). You can tell which one is coming by when Adam is charging the cannon. It takes him about one second to charge the blast, and you can see a blue or red hue charge while the gun is warming up.

To defeat Adam, I suggest first, use up all the Rocket Launcher you have. Since the Rocket Launcher is so slow, you can only get off one shot in between each of Adam's attacks. After you've used up all your Rocket ammo, switch to the Machine Gun, and in between all of Adam's attacks, use up CLOSE to a whole clip (around 25-28 shots). DO NOT reload or you will get shot. Once Adam finishes his attack, reload and empty another clip on him. Repeat this continually, and if you ever run low on ammo, pull backwards and find one of the Ammo Dispensers, and pick up some ammo. When you have lowered Adam's health to around 1/5, he will stop attacking and kneel on the ground, giving you lots of free and easy shots. He will stand back up eventually, though, and continue firing at you. Repeat the tactics you've been using until you defeat Adam.

After this, you'll watch a movie, and then have to fight Adam's second final form. The life bar at the top of the screen is only there to intimidate you. See the little red dot on the map? That is Adam's Judgment Cannon that he left carelessly lying around. *tsk, tsk* What a naughty little lad. Make him pay by keeping the Machine Gun equipped and luring Adam as far away from the Judgment Cannon as you can. Then, turn around and unload a clip into Adam. He will stop and hold his head, groaning. This gives you a chance to dash over and pick up the Judgment Cannon. If you do this correctly, you should be able to get a shot off at Adam and end the fight.

[7] L.E.I.L.A. [7]

L.E.I.L.A. VR Missions allow you to practice your skills, and are also necessary for obtaining new Licenses. There are two ways to play the VR Missions: From Headhunter's Main Game Menu, or from the L.E.I.L.A. Office in-game. Playing the VR Missions from the Main Game Menu is only for practice. Your records are saved in the system save file, and any records you set this way will not be saved in your individual game save files. You can only select from the Mission Tier that you have accessed in your farthest save file. Playing from the L.E.I.L.A. Office allows you to save records on your game saves, and also lets you obtain new Licenses and open the lockers.

There are four types of VR Missions: Motorcycle Control Test, Tactical Stealth Test, Weapon Utilization Test, and Combat Technique Test.

1. Motorcycle Control Test

Reach all checkpoints within the time limit. This tests your skill with the motorcycle. Simply race through the wire-frame checkpoints around a virtual North District.

2. Tactical Stealth Test

Reach the goal without getting detected.

Kill off all enemy guards without getting detected. Missions C.2 and B.2 require you to reach the goal without getting detected. Missions A.2 and AAA.2 require you to kill off all enemy guards without getting detected. You have no weapons in these missions and must rely on your Stealth Kill and Decoy Shells alone.

3. Weapon Utilization Test

Kill off all enemy guards on the other side of the abyss. You're on one side, they're on the other. Kill them all off within the time limit, and without getting killed yourself. You have a different range of weapons to choose from depending on which Tier you currently are playing.

4. Combat Technique Test

Use the techniques you've learned to reach the goal. Basically a short action sequence. You have to make your way through a small area littered with VR enemies. Your range of weapons again depends on which Tier you are currently playing. Some rooms require you to defeat all enemies to advance, while others allow you to sneak by to the door.

[7a] C License [7a]

[7a.1] Mission C-1

This mission is fairly simple, all you have to do is follow the checkpoints. Drive forwards until you near the second checkpoint. Let off the gas and brake as you take the left turn, then speed up and hit the third checkpoint. Brake a little and take the first right turn, and dash through the next checkpoint. Drive straight across the lawn (avoiding the trees and other obstacles that will slow you down) towards the last checkpoint.

You'll need to practice this one a lot in order to beat the record.

This mission is also simple. At the beginning of the test, run up and snap the first VR guard's neck. Head along and then attach yourself to the inner wall at the turn. Peek around and watch the guards, timing your run for when both of them will be facing the wall. Run past them and then hold for the next guards. When the guard to the left turns around, run past him to the right and stop at the corner. Watch the next VR guard on the map, and once he turns his back, dash forwards and take the right turn to the goal.

If you follow this method, you should beat the record with plenty of time to spare.

[7a.3] Mission C-3

| Mission C-3 | | Weapon Utilization Test | |-----| | Target Time : 0'45" | | Record Time : 0'27" |

A simple mission; exterminate four guards that come out shooting from across the abyss. Simply attach yourself to the boxes to your right, then peek out and shoot. Let go of |R| to hide behind the crates to reload in safety. Switch sides of the box when needed.

If you get lucky (or just have mad skillz, like us) you should be able to beat the record.

NOTE: The exit for the mission will appear after you kill the 4 enemies. The mission does NOT automatically end, so don't stand around and blow your record time. Watch the radar for the "Warning" message to disappear, then run over to the bottom-left corner and wait for the exit to appear. When it does, you'll instantly finish the mission and stop the timer.

[7a.4] Mission C-4

| Mission C-4 | | Combat Technique Test | |-----| | Target Time : 2'05" | | Record Time : 0'52" |

In the first area of this mission, you can choose to do one of two things: combat with and exterminate all of the VR guards in the area to

unlock the door, or simply sneak past them to the unlocked door. Sneaking past them is usually simpler and faster (very useful for beating Hank's record, however, I've actually beaten the record while killing all the enemies). If you're feeling violent, exterminate all the guards in any method you choose, then proceed to the next area via the door. To sneak past them, just crouch and hug the wall as you pass the first one (don't "stick" to the wall, just squat-walk very close to the wall). Watch the second VR guy on the map, and wait for him to turn his back before advance (run across this area). The next guard is like the first, crouch and hug the wall as you pass him. Watch the next VR guard on the map and run past him when he turns around. Open the door to proceed to the next area.

When you enter this area, you can see a VR guard walking behind a pillar to the right. Run down the stairs and sneak up behind him quickly, then snap his neck. Take out the other two guards with your Stimulator as fast as you can, then rush over to the exit that appears.

[7b] B License [7b]

[7b.1] Mission B-1

In order for you to beat the time record on this mission, you really need to simply practice your motorcycling skills. Race around the North District or something, just practice taking corners, evading traffic, etc...

Once the mission starts, race off to the first checkpoint, and start braking. Take the left turn at a medium speed, so you don't lose too much momentum, but you don't end up hitting the wall. Gun the motor once you line up with the second checkpoint. Then, turn right and cut across the lawn (avoiding the trees and lightposts) to the third checkpoint. Start slowing down when you reach the right turn, and swerve in. Line up with the fourth checkpoint and gun the motor. Now, at the next turn, you'll need to execute a ~100 degree turn. Slow down to around 40kph and turn hard left. Once you see the fifth checkpoint, ease on the accelerator so you don't lose control and drive through the checkpoint. Drive forwards at max speed until the second (??) right turn. Brake and take the turn, staying near the left of the road. Slow down slightly and turn through the sixth checkpoint onto the straightaway. Gun the motor and speed through the seventh and final checkpoint. Now let go of the accelerator so you can make the last turn without hitting the guardrails.

[7b.1] Mission B-2

When this test starts out, turn down the left passage and lightly toss a Decoy Shell. Head back around and wait behind the pillar for the VR guard to pass by. Run out and take a right. When you catch up to the other guard, snap his neck quickly. Now, run forwards and hide in one of the indents in the wall. Wait for the guard walking left to come out and have his back to you, and the guard on the right to be walking to/facing the right wall. Dash out and quickly run past the facing-thewall guard, and run around the wall to get to the exit.

Practice it a little, and you should be able to finish this mission in less than 20 seconds.

[7b.1] Mission B-3

This mission is exactly the same as the C-3 mission, except you have some more weapons and there are 2 more guards (for a grand total of 6) to kill. Just keep the Stimulator equipped (ignore the Shotgun, it's not very useful), attach yourself to the boxes to your right, then peek out and shoot. Let go of |R| to hide behind the crates to reload in safety. Switch sides of the box when needed.

NOTE: The exit for the mission will appear after you kill all the enemies. The mission does NOT automatically end, so don't stand around and blow your record time. Watch the radar for the "Warning" message to disappear, then run over to the bottom-left corner and wait for the exit to appear. When it does, you'll instantly finish the mission and stop the timer.

[7b.1] Mission B-4

| Mission B-4 | | Combat Technique Test | |- - - - - - - - - - - - - | | Target Time : 1'20" | | Record Time : 0'52" |

For the first area of this mission, pull the box out first. Then turn slightly to the left and shoot one of the barrels (make sure you are some distance from them, first). The locked door will open.

Run forward and turn left while equipping the shotgun. Advance quickly

on the guard there and shoot him close-range in the back. This should not alert the other guards in the area. Sneak forwards when the guard has his back turned, and then blast him with the shotgun. Repeat for the other guard in the room, then reload while heading for the door.

In the next room (keep the shotgun equipped), go up to and hide against the pillar towards your forward-right. Wait for a guard to walk out on the left and quickly pop out and shoot him. Now reload and cross over to the right side of the pillar. Pop out again and shoot the VR guard there. Now, get off of the pillar and take out the rest of the enemies in the room (the shotgun is still the best as long as you can get to a reasonably close range). Once you've exterminated them all, run over to the opposite end of the room (from the way you entered) to the exit.

If you blaze through this, you ought to be able to beat the record.

[7c] A License [7c]

[7c.1] Mission A-1

| Mission A-1 | | Motorcycle Control Test | |-----| | Target Time : 1'50" | | Record Time : 1'01" |

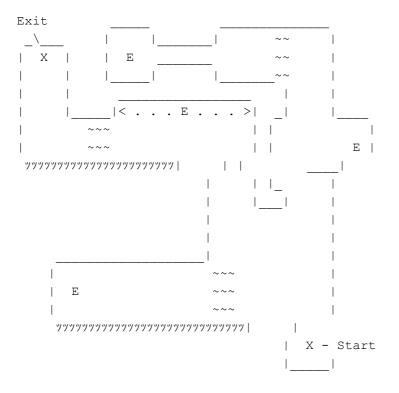
Start off and stay to the right side of the road. Slow down to around 70-80 KPH as you take the left turn. Line up and drive straight and through the second checkpoint. Stay to the left and slow down to around 20-30 KPH as you take the sharp right turn through the third checkpoint. Don't gun to motor too much, as another sharp right turn comes up. Slow down to around 20-30 KPH again and take the turn, making sure to get the fourth checkpoint. After the turn, stay straight and gun the motor, passing through the fifth checkpoint. Get on the left side of the road and slow down to around 30-40 KPH for the sharp right turn, with the sixth checkpoint. Stay on the road and drive down the incline, staying on the right side of the road. Pass through the seventh checkpoint, slowing to around 130-150 KPH for the left turn. Drive forwards and the cut left across the lawn to the eighth and final checkpoint. Drive forwards and tap the brakes slightly to slow to around 170 as you take the next left turn. Keep at the same speed as you take the right turn. Take a diagonal cut across the hill to the left to get hit the ending checkpoint.

Do this run and you should easily beat the record.

[7c.2] Mission A-2

Mission A-2 | Tactical Stealth Test | - - - - - - - - - - | Target Time : 2'00" |

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| Record Time : 1'20" |
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Once this mission starts, run forwards, past the pathway on the left. Stay straight, and run up behind the VR guard to the right (whose back should be turned). Snap his neck by using the Stealth Kill, then continue on the route that you were taking. Pause at the left turn and wait until the 0'13" mark. Run up the stairs and snap the guard's neck (this VR stays turned from 0'13" to 0'20"). Now backtrack to the pathway that you passed earlier. Turn right and run up the stairs to the left. Snap the VR's neck before he turns around at 0'32". Quickly run down the stairs and turn left. The last VR guard there will stay with his back to you until 0'42", so run up and Stealth Kill him. With all the guards taken care of, head up the stairs and into the newlyappeared exit.

You should beat the record with half a minute to spare using this method.

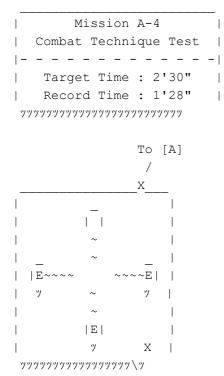
[7c.3] Mission A-3

This mission is exactly the same as the C-3 mission, except you have some more weapons and there are 4 more guards (for a grand total of 8) to kill. Just keep the Stimulator equipped (ignore all other weapons, they're not nearly as useful or lethal as the Stimulator is), attach yourself to the boxes to your right, then peek out and shoot. Let go of |R| to hide behind the crates to reload in safety. Switch sides of the box when needed.

NOTE: The exit for the mission will appear after you kill all the

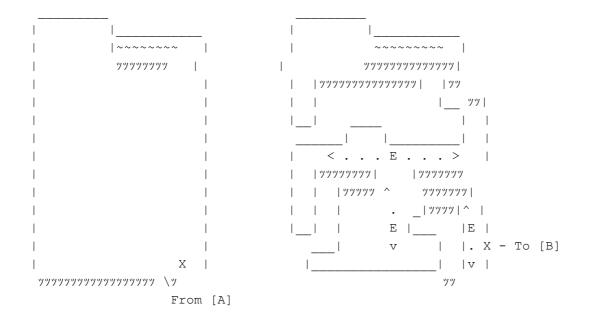
enemies. The mission does NOT automatically end, so don't stand around and blow your record time. Watch the radar for the "Warning" message to disappear, then run over to the bottom-left corner and wait for the exit to appear. When it does, you'll instantly finish the mission and stop the timer.

[7c.4] Mission A-4



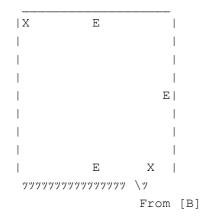
Start

In the first room on this mission, there are three guards on elevated platforms. Simple enough; take them out using the Stimulator and then exit to the next room.



Run over to the opposite end of the room, equipping the Shotgun on the way. Go down the stairs and turn around, taking the path by the stairs. Stay against the wall as the VR walks over, then pop out and either Stealth Kill him or shoot him in the back. Run over to the right and shoot the next VR at close range, and then double back and turn right.

Repeat for the VR there, and then go through the door to the next area.



Here, keep the Shotgun equipped. There are three VR guards here, to your left, forward-right, and forward-left. Turn to your left and shoot the VR at point blank. Turn around and run over to the next guard (the forward-right one), avoiding the red spotlight while you're at it. Kill the VR, then quickly go and kill the last one. Once you've taken out all three, the exit will appear (it should be just ahead of you).

If you go through this quickly, you should beat the record.

_____ [7d] AAA License [7d] _____ _____ [7d.1] Mission AAA-1 ------_____ [7d.2] Mission AAA-2 _____ -----[7d.3] Mission AAA-3 _____ _____ [7d.4] Mission AAA-4 -----_____ [8] MISCELLANEOUS [8] _____ NOT FINISHED YET http://www.anticrimenetwork.com/ http://www.headhunterthegame.com/ http://www.sega-europe.com/ http://www.amuze.com/

[9] F.A.Q.S [9]

NOT FINISHED YET

Q. What is Headhunter?

Q. Where can I buy Headhunter?

Q. Where can I import Headhunter from?

Q. How much does it cost to import?

Q. How many discs is Headhunter?

Q. How hard is Headhunter?

[10] CREDITS [10]

This is the chapter in which we give credit to those who deserve it. The Credits section is where we give credit to the authors and people who did the actual main work on the FAQ. Special Thanx honors those who have supported us, those we wish to thank, and those who have helped us by submitting info and/or corrections. Thanks again to everyone here on this list!

[10a] Credits [10a]

Chris "dreammastah" Bryant -Came up with the idea, and co-authored the FAQ. Worked mainly on walkthrough and weapons sections (so far).

Nathan "Segaholic2" Tsui -Co-author and editor. Did random work on the FAQ, including some writing, layout, clean-up, etc...

Jason "Double -S-" Tsui -Assistant. Also known as "ASCII-Master". Mapped out ALL the levels, and did most of the work on the FAQ ASCII title.

[10b] Special Thanx [10b]

Jesse Schexnayder SW Tham and greg wilcox -These three helpful guys all sent in alternative methods for beating Greywolf! Thanks, guys.

BoMBERamYn -Reminded us of an item that we missed on our maps. Thanks!

_____ [11] VERSION HISTORY [11] _____ This section shows how the FAQ has progressed from its previous stages. Older FAQ versions are listed at the top, newer versions towards the bottom. Other info such as kilobyte size (kb), when the version was completed, what was completed, and some update notes are also included. Version 0.1 (108 kb) - Work Completed 1:16 PM 11/17/2001 First version of this FAQ. Expect much more soon! :) Version 1.0 will come when the Walkthrough and Boss Strategies are complete. -ASCII title created -Disc 1 Walkthrough almost complete -Disc 1 Boss Strategies complete Version 0.2 (179 kb) - Work Completed 3:35 PM 12/26/2001 Whew, sorry readers. We had planned to release Version 0.2 about two weeks after Version 0.1, provided we would have time to work on the FAQ. As it is, both Chris and Nathan ended up facing some very pressing Real Life issues, which delayed work on the FAQ until now, over a month after the first release. Semi-large update here, with more coming soon (hopefully). -Disc 1 Walkthrough complete -More Boss Strategies added -Basics complete -Items complete -L.E.I.L.A. Licenses C-A complete Version 0.3 (200 kb) - Work Completed 10:45 AM 12/31/2001 Happy New Year, everyone. New version of the FAQ here, hitting the 200 kb mark. Woohoo! We've written almost all of the Disc 2 Walkthrough, and here's the big news: ALL the Boss Strategies are complete. However, we have decided that at this point, it is more important to finish the text-based walkthrough material before mapping out the rest of the areas (which is a very long and tedious procedure). Keep cool, y'all. -Disc 2 Walkthrough almost complete (maps coming soon) -Boss Strategies complete (maps coming soon) _____ [12] COPYRIGHT INFO [12] _____ Headhunter, the Headhunter logo, and all other related characters and titles are (c)Copyright and Trademark AMUZE.

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What that basically means is that you can give it to whoever you want as long as you do not change one letter of it and don't put your name where ours are (a.k.a. stealing).

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