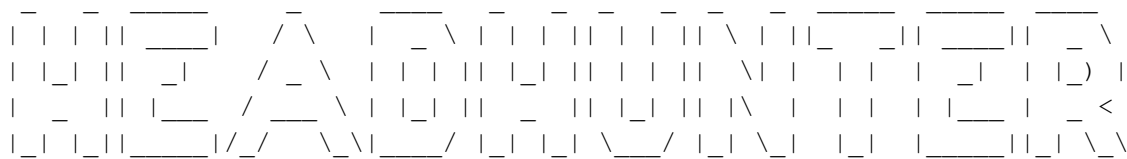


Headhunter FAQ/Walkthrough

by winnie the poop

Updated to v1.5 on Jan 4, 2005



Headhunter (Dreamcast)
FAQ/Walkthrough
Version 1.50
Last Updated: (12/29/2004)
by: Martin 'Fox' Dale-Hench
Jared 'Faxon' Haslip

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## FIND SYSTEM

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Just cut and paste the boxed string above and use the find system to get there QUICKLY. For example, the string should be like [hxhxxxx].

## Explanation:

1. highlight the string
  2. Ctrl + C
  3. Ctrl + F
  4. Ctrl + V
  5. Press "Find Next".
- =====

-----  
Winnie the poop 2's Introduction  
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Surprise, surprise. A Headhunter FAQ this late? Even after the infamous and inexorable death of our beloved (or the lack thereof) Dreamcast? Affirmative. Why? Just because I can. :) Concerning the walkthrough... I aim to create a straight-forward yet outrageously detailed walkthrough for this Shenmue/Metal Gear Solid-esque project. I'm going to write a Walkthrough that tells you everything that you need to know, including the extras, but I won't add the weapons/items/bullcrap (think long lists) that nobody really requires. In other words, your eye candy for this document is just going to be the walkthrough itself. 8-D

I tried to create a such walkthrough that has all of the feasible/visual information necessary for your learning while making it easy to find what you're trying to find. I hope my format is simple enough for you to successfully find the spot you're stuck at quick enough.

Also, if you have any comments about this FAQ, please do e-mail me! It helps my morale and boost my chances to write for more games with a lack of or a minimal number of FAQs. Farewell!

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AllNewSchool's Introduction  
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Well, I think Martin described all you really need to know in his introduction (Loser). Anyways, this is is one of my FIRST FAQ projects ever, and this is one of the BEST games (to my knowledge and extent) ever. So really this should be a lot of fun, finishing the Walkthrough, Basics, and the L.E.I.L.A. License sections. As you may of already known, I have not been with the project ever since it's creation. Actually I took this up via a Co-author request from Martin, and trust me, the first few months he knew me, I'm willing to bet he would have wanted to strangle me. I was lazy, un-motivated, and never even contributed a single kb of information to this or any other guide. BUT that is going to changenow that I am once again up on my feet, so be ready for a great one coming at ya'!

\*\*\*NOTE\*\*\*

As of the current date Martin erhh... Winnie the poop 2 is semi-retired, so the finishment of this guide is in honor of him.

No manual? I'm here for you, princess.

STANDARD CONTROLS  
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ANALOG THUMB PAD: -Move the current character.  
-Pressure-sensitive. The farther you move the stick, the

faster the character walks/runs.  
-Climb onto an object. Tilt the pad to the desired direction and the character will eventually climb onto the object, if possible.  
-Adjust aim.

D-PAD: -'Quick-equip'  
-LEFT/RIGHT: Select weapon/item.  
-UP: Reload weapon.  
-DOWN: Equip the previous weapon.

'A' BUTTON: -'Action' Button  
-Pick up/look at item.  
-Shoot weapon while in gun mode.  
-Execute the stealth attack from enemy's behind. (also in gun mode)  
-Grab a crate. Press up/down to pull/push the crate.

'B' BUTTON: -Roll. Press left or right while pressing B to roll left or right.  
-Reverse shift for the motorbike.

'X' BUTTON: -Gun Mode: Switch targets.

'Y' BUTTON: -Get on the wall. This is called the 'Wall Mode'.

'L' TRIGGER: -Crouch  
-Brake the motorbike.

'R' TRIGGER: -Turn the Gun Mode on/off.  
-When in the Wall mode, press R to jump out of a corner with the gun drawn out. Release R to return to the wall.  
-Accelerate while on a motorbike.

'START' BUTTON: -Enter the subscreen.

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3. B A S I C S [hhbscs]  
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#### Main Menu

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At the Main Menu, you can choose from four different sub-menu's. They are as follows the only way to begin the game, one way to change your game settings, and the only way to load your saved game. Below I will describe them more in-depth.

#### -New Game:

This will begin a new game for yourself, pretty self explanatory. After choosing this, I suggest you move on below to the walkthrough.

#### -Load Game:

Pressing on this will consequently bring up another menu asking for you to choose a memory card to load a HeadHunter save file off of.

#### -Options:

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4. W A L K T H R O U G H [hhwktg]  
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--'Faxon', this game owns!!!

#### Training Mission

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I'll make this nice and simple. If you can't even handle it yourself, then you deserve the death of Dreamcast. v\_v;; You can skip this if you wish.

-Room 1: Normal Mode and the Action Button-  
Press A to open the door.

-Room 2: Gunmode and Shooting-  
Hold R to lock-on and press A to fire. Kill the virtual person to unlock the door. The artificial person will not fire back.

-Room 3: Change Target and Adjust Aim-  
Press X while holding R to switch targets. Only fire at the lighted (green) virtual characters to successfully destroy them. Kill all three to advance.

-Room 4: Aiming at Objects-  
Step back, press R to enter the gun mode. Look at the barrel and press X. That will ensure the target of the flammable barrel. Fire at it to cause it to explode, destroying the neighboring crates. As for the next fragment, just shoot at the remaining barrel (press X to switch targets, remember?) to kill the lone virtualist. (is that even a word? I think not! :P)

-Room 5: Wallmode and Shootouts-  
You can't climb down and up the other side of the pit so side-step via the narrow, thin ledge to the left. Press Y when you're close to the wall to flatten yourself to the wall. Survive the pit and press Y again to revert back to normal walking mode. Press Y again on the other wall. Side-step to the corner and press R to turn around a corner. Fire at the guard to end the mini-mission.

-Room 6: Crouch and Roll-  
the final one! Immediately HOLD L and hide behind the first crate to the left or right. Now, you have to wait (or not) for the guard to turn around (look at the light around his head for the signal) and roll (press B) to the next crate. Repeat until you're ducking behind the first crate before the guard. All you have to do is to wait for the guard to turn away and release the L trigger to stand up and run into the cave to the left to end the BLASTED training mission! What do you get? NOTHING! NYAHHH!

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D I S C O N E S T A R T [hhdl1s]  
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#### Escape

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After the humorous and crisp ABCBS networking, you witness a enslaved man, Jack Wade, making a successful attempt of breaking out of the clamps of EVIL sciencists! Oooo... \*omnious music\* Now you have to make the escape out of the underground base of an unknown/unnamed biological experimental factory. To me, this is more like a training level rather than a real one. The enemies here comes out of predictable places, you have plenty of shelter to abuse,

etc...

If you're a folly and you haven't done the training mission, then I shall state the facts for you. To lock-on an enemy and fire your weapon, press R then A. You may use the boxes and the indents in the walls as your shelter. If you do, just use Y to stick to the wall and use the R button to pop out of corners. REMEMBER THOSE FACTS!!!! I won't remind you again... You can literally mow down the hapless fools without using any shelter/popping out anyway, just keep your hand on the R trigger.

Open the door at the end of the tunnel to the glory...

#### Stern Mansion

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After the lengthy and informative cutscene, you're back at a homely mansion instead of a stuffy hospital. Yay. Angela Stern, the daughter of a recently-murdered friend of yours, invited you over to discuss several concerns about her cause, which is to track and hunt down Don Fulci, the prime suspect of the death of Mister Stern. However, as of right now, you have to freedom to examine the available rooms in the promixity.

The only thing you HAVE to take a look at is the Christpher Stern handbook, the grey one on the table in the main room. Then Angela will hand you a key to the elevator. By that time, you can leave immediately with a mean of transportation. However, there's one nice extra to have before leaving: an ADRENALINE. Go into the room across the hall from the elevator and find an bottle of adrenaline on a table. Now you may leave.

#### Fortune Hill

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At last! You finally get to move! Well, that wasn't too long, wasn't it? The curvy Angela gives you the instructions to your next destination, which is the ubiquitous L.E.I.L.A. headquarters.

Anyway, you get a new objective to compliment the relic motorcycle.

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|**NEW OBJECTIVE** |
1) Earn 250 skillpoints, then go to L.E.I.L.A. and obtain a license.
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Leave the otherwise worthless Fortune Hill to the right, toward the North District.

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L . E . I . L . A . - ' C ' [hhleilac]

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#### North District

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Now, you have to gain some skillpoints... Pretty simple. 250 points may seem big, but it's all about handling your bike. Just use the strip that connects the gate stop to rev up to 150 kph. As you're gong 150+ kph, you're getting skillpoints. Outrageously simplistic. Stop when the road starts to curve. Go around and repeat. Also, if you accerelate too fast, the bike'll go up, losing any control so be careful! :)

After getting the message about the 250 bits, follow the map (upper right of your screen, silly you) to the orange-ish dot. You cannot enter it from the bridge (on the 'strip') so head south (toward the gate to Fortune Hill) and hang a right. You should see a little ramp, going right, leading to a parking

lot. Among the cars in the lot, there's a glowing orange light. That's the L.E.I.L.A. license location. Press A in the light to enter...

#### L.E.I.L.A. Office

=====

After a friendly skirmish with Hank Redwood and a damp conversation with a god-ugly make-up addict, head to your left to find the L.E.I.L.A. testing contraption. You HAVE to take this right now, no questions asked.

#### VR Missions - 'C' Level

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##### -Stage C-1: Motorcycle Control Test-

Passing Time: 0:32

Record: 0:20

Strategy: The trick here is to find the best way to tackle the turn after the second checkpoint (out of 4) without hitting the shallow wall. Here's how: Accerlate ASAP, without moving your D-Pad. Get to 210~220 kph or so. When you reach the second checkpoint, brake (L trigger) down considerably (I can do it with 120 kph, but 80 kph is fine) and make the turn. DO NOT accerlate during the making of the turn! Wait until you've completed the turn and accerlate to the third checkpoint. Take a right and find the fourth checkpoint between the oasis trees. Follow the path to the left to finish it up. If you did them all without any extreme slowness, you can easily get the record time.

##### -Stage C-2: Tactical stealth test-

Passing Time: 1:45

Record: 0:40

Strategy: Tactical stealth test my ASS. I can do all of this in 27 seconds and you can, too! Follow my directions CAREFULLY.

--Walk to the rear end of the first guy and... RAPE HIM! No, I'm kidding. Seriously. Anyway, just hold down R and press A to do a stealth choke hold-kill. Make sure you're right BEHIND him.

--If you did the previous step quick enough, you can make to the part with two guards in the indents in 10 seconds on the clock. If it is 10~13 seconds, RUN! Run past the ignorant guys before they turn around!

--Unfortunately, the fourth guard will turn around before you can sneak by so wait at the turn until he turns around. When he does (20th second), go to the passage to the right, don't kill him.

--The final guard is waiting in an deep, hidden indent, waiting for the chance to pounce on you. Wait by the T-intersection for him to turn around (25th second) and run to the finish line! 27 SECONDS!

##### -Stage C-3: Weapon utilization test-

Passing Time: 0:45

Record: 0:27

Strategy: The Target Time isn't hard to get, but the record is. The only way to get by the record time is to be AGGRESSIVE. The game expects you to use the environment wisely, but I say \*\*\*\* it! Just get in front of the abyss and everything and press R. Wait for the green virtual simulators to come up and SHOOT THEM! Just fire like crazy. Also, move around to get a better aim, so you don't hit the crates and such. I got 24 seconds this way so it's pretty do-able. Good luck.

##### -Stage C-4: Combat techique test-

Passing Time: 2:05

Record: 0:52

Strategy: It's not too tough. The game intends to take advantage of the plethora of the hiding spaces available, but I don't find it necessary. The first guard is waiting to shoot you from blind-side to the right. Shoot him down immediately and move on. There are three more guys in this area, so start shooting from afar while moving on. Don't ever stop and wait for your kills to rack up. Just shoot and walk at the same time. After killing your second victim, your bulletcounter should be at zero or close to it so take a brief moment in an indent in the wall to reload and go back out to kill the last two. Open the door to get to the second area.

Three guys... which one to kill first? Just press R right away to allow Jack lock onto one of the soliders... the right one. Kill him while climbing down the right-side stairs. After victimizing him, reload and take down the left one. One more awaits for you on the top of the stairs, so you better hope you have enough life in you to continue. After killing them all, step into the portal to get the final C license.

L.E.I.L.A. Office

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Blah... blah... blah... After all of the talk (after getting the C license), head to the 'C' section of the machine to the right to retrieve your first weapons in the game: STIMULATOR AUTOMATIC and SCORPION NEUROSTUNNER! You also receive a pack of DECOY SHELLS as well. Time to remark on your next adventure!

North District

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After the ingenious ABCBS news, you receive three new objectives:

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|**NEW 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. |
```

You have to find Greywolf at either the Amco factory or the gas station. You could do the hassle and find the guy all by yourself, or you just could look here and know what to do. :) The Amco factory is inaccessible right now, but if you go there, you'll find a thug armed with a gun, ready to shoot you down. Not safe. :( Go over to the gas station on the northeastern point of the district (use the map in the menus to find its direction) and enter.

\*\*A note for you: The maximum of skillpoints available has increased to 500, so if you want to collect the increasements and tackle the 'B' license right away, be my guest.\*\*

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C H A S I N G G R E Y W O L F [hmcg]
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Wolpack Gas Station

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After receiving a call from Angela, you get yet another Objective:

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|\*\*NEW OBJECTIVE\*\*

| 4) Use the VM map screen to track the two informers.  
|-----

I've done this portion of the mission and thought of several ways on how to explain this part of the mission and I decided that the step-by-step method was the best one. So, here's the walkthrough.

- 1) Kill all of the Wolfpack members around the station. There are three of them... One is just behind/right of the station, pacing back and forth. The other two are practicing, firing some rounds at random targets. There isn't really any strategy for them other than going to the back via the right path. Kill the two guys first and you can catch the third with his back on you, allowing for an easy kill.
- 2) Get the spoils scattered all over the station's property. They are: ADRENALINE (front-left, on a crate); RESONATOR GRENADES (front-right, between a crate and a dumpster); CAR BATTERY (must find!, rear-right, on a crate); RESONATOR GRENADES (behind the car battery-on the floor); RESONATOR GRENADES (just behind the station, on a wooden plank).
- 3) Enter the station and investigate. You might notice that one of the informers is outside the station, but you can't get him... yet. \*wink\* Anyway, enter the station and open the only door that you can open. Do a stealth choke grab on the unsuspecting Wolfpacker once you locate him. Feel free to steal a FIRST AID and a RESONATOR GRENADE in this room. Now, examine the space by the door. No battery? No need to worry! You got the CAR BATTERY, right? So insert the battery in the gap (use the menus to access the battery) and let her rip! The engine will be moved, revealing a CARWASH TOKEN. Grab it and leave.
- 4) Enter the car wash with your token. However, there's a surprise for you! Two Wolfpackers are standing outside the entrance, seemingly waiting for you. Shoot them down immediately. You might get hurt a bit, but don't worry. Only one more enemy remaining. :) Now, go to the left side and find the slot for your Carwash Token. Equip it via your item menu and slide it in. The car wash door will open. Guess what? The car in the wash is a Wolfpack! Kill his ass! Another one will sneak behind you. Throw him off too... A RESONATOR GRENADE is lying in the back of the washroom. After all of that, enter the door on the right side of the wash.
- 5) Get the items and find a way to use them. In the previously undiscovered room, you discover a LOCKER KEY and a power unit. Do you remember any lock around here? If you thought about the car, you're WRONG! Buaha. Just unlock the other door and enter the car showroom (the one with the engine). In this room, move the engine back to the original position if you haven't. Then open the locker with the key (so THAT'S WHERE you use it! :P). The famous... ELECTRIC CORD is now yours! Yay! Now what? Did you try that switch on the post, bringing the car down yet? If not, please do try now. The power line will go out! \*cries\* Oh well, return two rooms back, the one where you found the Locker Key. Remember the broken cord in the power line? Insert the cord into the opening... >\_> (no, I didn't mean that way...) to reactivate the power, at last. NOW you can go back to the engine room to access the car. However, the car is not your intention. The FIRE EXTINGUISHER is so grab it.
- 6) Extinguish the fire in the car, behind the station. That will reveal the burnt victim and his crowbar. Grab the CROWBAR. Mind the lone Wolfpacker.



7) Go to the left side of the station and take a good look at the shutted door. Pry the wooden planks open with the crowbar. Congrats, you've found the second and the final informant! Unfortunately, 'they' got to him before you did. Slowpoke. Heading outside... You confront Greywolf. Looked like a duel right there! Whew!

8) Congrats, you've completed this portion of the mission! Time to go over to the Amco headquarters!

#### AMCO Headquarters

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The only other 'orange' dot remaining on the map... shouldn't be too hard for you to find it. When you finally find it, park in the orange circle. To the right, there's a Wolfpack guard standing by a door. Take him out and get a RESONATOR GRENADE on a barrel. If you try to use the card or whatever on the door slot, you won't make it. Instead, find a well-hidden door on the other side of the radius. NOW that's where you can use the valuable card you just found. Open the door...

#### Wolfpack HQ F1

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You overhear two thugs chattering about how MAD thier bad, fat leader is! Hah, his squad sure got 'pwned' by you at the station. You also learn that Greywolf is hosting a meeting on the third floor... thus the new objective:

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|\*\*NEW OBJECTIVE\*\*|  
| 2) Greywolf is holding a meeting on the third floor. |  
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Now, there are FIVE baddies around here. The ideal first move would be: flatten yourself up toward the two guys that you just saw and sneak to the corner. Press X to select the far barrel and fire away. It'll kill the rear guy but not the front one. Get out of that spot and CHARGE! There's four more guys but they are somewhat predictable. Shouldn't pose any problem for you as for me.

Don't forget a PROXIMITY MINE from the north-western corner and the WALKIE TALKIE and the PADLOCK KEY on the eastern side, on a crate. There are two ways outta here, but either will go far... for now. Take a brief trip back outside and use that Padlock Key on the previously inaccessible mini-storage cabinet. (Mind the enemy on the stairs, by the way) You will find a power switch to the elevators. Yes, go back to the elevator and ride it up. Don't forget the ADRENALINE on the base of the dual doors.

If you need a FIRST AID, ride up to 2F. If not, continue on to 3F.

#### Wolfpack HQ 3F

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Boy, this place is creepy... Brrrr... Ack! Rodents! Wait a minute, I'm not afraid of them. Oh well. The first two doors are locked... but there's a PROXIMITY MINE in the bathroom stall (third door). A RESONATOR GRENADE is in an narrow indent to the left of the dual doors.

If you step up to the last pair of doors, you will overhear a rather interesting conversation between Greywolf and one of his comrades. They want to predate you... Meh. You'll PWN him to hell later. :) In the room opposite the Greywolf version, you find a TRUTH SERUM (what's THAT for? O\_O) and a DOCUMENT. Take your time to read it over. Leave the room...

AHHH!!! A surprise flank attack! Meh. Just shoot his balls off (referring to the guy bursting out of the door, if you have absolutely no idea on what's I'm talking about. Bad.) That door is now unlocked so enter. Get a RESONATOR GRENADE (haven't filled your stock up?) within. Go to the last door remaining.

Do a Stealth Kill for the primitive Wolfpacker. Wait for the second one to come across the bi-secting intersection and shoot him down. Now the hallways are all YOURS! :)))) To the upper left is a tiny stockroom with an ADRENALINE. If you want to see something interesting, enter the door to the left and head to the other door inside. Pull the crate down (hold A then down) to reveal a blood-smeared poster: 'Wolfpack rules Since 1993'. Hmm... what could that be?

Open the first door right of the T-intersection to find yourself in some sort of a carpenter's room. Yet another PROXIMITY MINE is in the depths. Grab it. Now, you see the lone unreachable red-lock-on target, right? You can access it right now... Just pull the crate between the towers down and over to the second gap. Yeah, you use it to climb up to that height, picking up the LOCKER KEY. DUH. :P

With the locker key in your hands, go to the final door in the hallways. Grab the MEDI PACK if needed. Open the lockers with your Key to find an EMBLEM. I dunno what's that for... :/ Leave the room. Suddenly, a cutscene occurs, involving an angered Greywolf barking orders at your Walkie Talkie. You can choose whether if you want to answer it or not. Makes no difference, actually. So, go back to the original hall-way with the stuck freight elevator. Execute a shoot-out here with the two guys. Good luck, you know what to do.

Head to the double-door (Wolf's room) to trigger a scene with Greywolf. Open the door with this code: '1993'. Remember the poster? Yeah... Anyway, just as Jack was going to kill the infamous leader, his left-hand guy comes up: Bruce. Take him down just as you would for a regular guy. Just don't get too close to any glasses, he can cause them to explode, killing you.

After an anit-climactic battle, open the unlocked safe for a WOLFPACK EMBLEM and a DOCUMENT about using the emblems. According to this very document, the emblems are used to open the path up to the weapons-storage building. Now, there is nothing you can do except go back to 2F to punch your emblem in.

\*\*\*Note for you: If you pushed the red button on the table... an enemy will come out looking for you, so don't push! :)\*\*

Wolfpack HQ 2F  
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Take the HEALTH PACK if you need. Now, to punch the buttons in, you have to put the full emblem in the slot and punch in the correct buttons. If you studied the document carefully, you'd know what to do. The document stated that the half-emblem has the correct encoding and the other side is the mirror image of that. You can see the buttons on the back of the emblem when it revolves around in the item menu. It is:

O X  
X X  
X O  
O X

So the mirrored image would be:

X O O X  
X X X X



gradual acceleration so you don't pick your motorcycle, losing control. As for the turns, you should be able to turn them without using the brake button. Just stop the accelerating well before the turn and execute a WIDE turn, starting from the OUTSIDE instead of inside. The final two checkpoints are on a long speedway so ride it, baby! No stops this time, just get to the finish. If you managed getting to the end without any use of the brake, you should have a record.

-Stage B2: Tactical Stealth test-

Passing Time: 1:35

Record: 0:49

Strategy: Pretty simple if you know what to do. The first guard won't move and it's like ON the path. So what to do? Just throw a Decoy Shell at the far corner to draw him out. When he's past the right path, you go up to the second guy (don't worry about the first one) and execute a choke kill. Remember that you have to be RIGHT BEHIND him to do this. Then run into the last alcove for hiding. Wait until 0:30, when the guards are facing away. Head to the right and stick to the wall, around to the finish line for a time of 34 or 35. Pretty simple.

-Stage B3: Weapon utilization test-

Passing time: 0:55

Record: 0:40

Strategy: Meh. Same thing as before (C3). Just move around to get a better view and fire away. There's six of them. Shouldn't be too hard. Red the C3 section if you still have problems.

-Stage B4: Combat technique test-

Passing time: 2:05

Record: 0:55

Strategy: The first part is pretty tricky. The glass that separates you from the first guard is bulletproof so you'll have to find an alternate method to decimate the opponent. Pull the crate to the left and target the crate to the back (X button while holding R) and fire. It will ignite a chain reaction of explosions, eventually killing the first hopeless victim. The second room: kill the man in the corner FAST. Then reload before getting in the narrow hallway. There's two guys at the end of it. With your loaded-up projectile, kill them. The third room: four men await, but only one is visible at the start. Kill that obvious man and the other 3 will come up. Two of those are standing in the upper left gap. The last one is in the lower right one. After killing them all, go into the portal. Sounds like I'm giving you lousy descriptions, but you just have to see for yourself, you got unlimited continues, use them. Good luck!

After attaining the B license, you immediately receive the coveted file of 'The Queen of Hearts' ship, Fulci's yacht. Read it over if you want. More importantly (:P), open the 'B' section of the weapon storage for an UPGRADED STIMULATOR AUTOMATIC, a REGULATOR SHOTGUN (!), and an ACTIONBELT. Upon leaving, you get a lovely phone call from your favorite bombshell, Angela Stern. She wants you to come over for... planning! >\_>

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|\*\*NEW OBJECTIVE\*\*

| 1) Join Angela at her house to plan the next move against Fulci.  
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North District

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Now that you have the B license, the maximum SP has swelled up to 800. However it is NOT vital for your success right now. Just follow your objective, which is to go to the den of Stern. Enter the Fortune Hill and into the garage.

Stern Mansion

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In the midst of your second tour through the mansion, you are halted by a haunting scene playing on TV, smeared with 'PAYBACK TIME' in red. Looks like Stern got kidnapped... Sheesh. Time for Prince Charming to rescue the beautiful damsel in distress! Wade calls Hawke over for some directions, but Hawke won't budge. After some discussing, Hawke reveals a hole into the mall, where Angela is being held hostage: the sewers. Time to go!

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|\*\*NEW OBJECTIVES\*\*

- | 1) Rescue Angela from the terrorists in the mall.  
| 2) Enter the mall through the sewers.  
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South District

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Yes, the SOUTH district. Go to the untravelled path instead of the usual northern one. You will be granted permission to get through the checkpoint because of your B license. Now, all you have to do is to follow the road all the way to the orange parking spot (can be seen on the radar) and enter the sewers.

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S E W E R S / P A L M E R A M A L L

[hhswhpm]

Sewers - B3

=====

After a short, friendly walk, you witness a humorous conversation between two terrorists (!), but don't let their humor get to you. Stick by a wall and execute them both with a shoot-out. A third one will pop out to the right so be alarmed. After that, you have two ladders to go up, I took the closest one, the one with 'GARAGE - B1' sign next to it.

Palmera Mall - B2

=====

Angela VMs you, pleading for her safety. Dammit, she doesn't have patience? Bah. She informs you she is trapped in an elevator shaft somewhere. Yay.

-----  
|\*\*NEW OBJECTIVE\*\*

- | 2) Angela is being held in an elevator shaft between floors.  
-----

Now, time for the level itself. The B2 of the mall is a garage, just as the sign said earlier. Three guys await, but they doesn't know you're here, so it is VERY possible to kill them all stealthy (choke kill). The first one is easily trapped, he's just standing by that car. The last two needs time if you want to stay quiet. Just wait for the right time and pounce! Follow the arrows up to B1.

Palmera Mall - B1

=====

SHOTGUN SHELLS can be found next to a pillar, which should be the first thing you do. After picking the rare item, go through the gap to the left. Suddenly, a car alarm BLARES! This will warn two terrorists into facing you. Take out your Shotgun (should be in close range, tho), Grenades, Pistol or whatever you want and send them to hell. An easy way to do that is to lay back on the wall (across the black car) and wait for the guards to come over. Then pop out of the corner and fire your shotgun. One blast from that fearful mafia gun will do for each. Continue to the door.

Palmera Mall - F1

=====

Enter the first door you see. Pick up an ADRENALINE and a pack of SHOTGUN SHELLS in a variety of rooms around. After getting them both, open the air vent (in the same room where you found the Shotgun Shells) and enter. Walk all of the way to the left, to the bitter, cold end. Only at this time you will witness a conversation between a 'boss' terrorist, masked, and a regular terrorist about a 'secret objective'. Sounds NICE!

-----  
|\*\*NEW OBJECTIVE\*\*  
| 3) Find out more about the Syndicate's secret plan, 'Project Millennium'. |  
-----

Return to the main hallway (out of the danky shafts) and equip your shotgun. Enter the just-opened room where the Millennium guy just was in. A shotgun blow to the guy will immediately kill him without recoil. Yay. Time to pick up the spoils! They are: a DOCUMENT (Project Millennium) and a SECURITY CONTROL CARD. With that, a new objective pops up.

-----  
|\*\*NEW OBJECTIVE\*\*  
| 4) Replace the circuit card in the circuit board down in the sewers to get |  
| the mall security system back on line. |  
-----

Do you realize what this means? Huh? Yes, you have to go all of the way BACK to the sewers! Groan...

Go back downstairs and open the door entitled 'Basement'.

Palmera Mall - B1

=====

Kill the guy RIGHT front of you. Go into a room nearby for a HEALTH PACK (yay) and leave to the left (when coming out of the Health Pack room) and run around the horn. The next room will have a PROXIMITY MINE. Take that, of course. The next two rooms have a RESONATOR GRENADE and a pack of NEURO-STUNNER BULLETS. Want a challenge? You got it. Run all of the way back to the entrance and continue going to the end of the hall. There's two more guys in a storage room. Eliminate them. In a corner of the storage center, there's a crate blocking a sewer gap. Push it off and drop down!

Sewers

=====

We're back? Huh. Two more guys here, kill them with your weapon of choice. Insert your newly-found Security Card into the circuit board to complete Objective #4! Get back up to the Garage (yes, AGAIN!!)

Now, you have to re-do the whole ordeal of strangling the three guys again but there's no more terrorists on B1 (the one with alarmed car).

Palmera Mall - 1F

=====

Just go back to the tiny hallway where you found the Security card. After a VERY brief cutscene, two guards comes over. Blow them off and click the security lock open. Enter the Shopping Center via the 'Staff Only' door at the end of the hall.

Shopping Center - 1F

=====

Pick up the RESONATOR GRENADE right away. Wait for the terrorist to pass you (don't move!) and get behind him, choke his head off. One down, two to go. The other two are on the opposite ends of floor one, but they are not mandatory. Do whatever you please, but you don't HAVE to kill them. Just go up a floor.

Shopping Center - 2F

=====

There's a pack of BULLETS and a HEALTH PACK on opposite ends of this floor. That's all. Come back down to 1F.

Shopping Center - 1F

=====

NOW kill the righty man (on the right side, I mean) to avoid getting seen. At least TRY to do a choke kill. Once you have completed this, if you WANT TO, go into the open shop called, "RECORDWORLD" (It's grating is pulled up above the shop's only seeable door). And in here, you will immedietly be confronted by a terrorist with a handgun, blow him away' with your shotgun. Moving behind the check-out desk, you will find a HEALTH PACK, see? So now either you can stare at all the cds and posters or you can exit the shop. Anyway, you can now get into the elevator in a corner. It isn't functional, but that's because something's BLOCKING it, not just because of the power or whatever. Push the crate away to make it 'function-able'. Go up to 2F again.

Palmera Mall - 2F

=====

Two more. Man... there are too many. NOT. It's just two. Bah. Just wait for the first one to turn around and choke him off. The second one will freak out and come over, just stick by a wall and turn around with your shotgun when he's close enough to blow his head off.

Ignore all of the doors you come by except the one that has blinds/windows (dead man right next). Enter to find a PROXIMITY MINE and a RESONATOR GRENADE. Leave and press A on the elevator...

Enjoy the Angela's Rescue FMV! Meanwhile, grab the firehose for Jack, he will use it as a tool to pull Angela out. Angela explains the Syncidate's true intentions: to rob massive amounts of money from the Millennium Bank. Time to stop them!

After the FMV, go out the door to get some new objectives.

-----  
|\*\*NEW OBJECTIVES\*\*

- | 1) Stop 'Project Millennium'.
- | 2) Follow Ramirez through the sewers to the Millennium Bank.
- | 3) Hook Angela into the bank's mainframe.

-----

Leave via the double doors to the Shopping Center.

### Shopping Center

=====

ACN has stormed the place, looking for the terrorists. However, they think that YOU are a terrorist so avoid them. You can only use the tazer on them, but I managed to NOT use it. Just hug the walls and wait for your chance to bypass them, to the door (left of the stairs). Continue to the Basement since the sewers are shut down and un-accessible.

### Basement

=====

Sad but true... the terrorists are still here, lurking. A not-so-sad fact: there's only one that is on your path to the Bank. Shotgun/Pistolize your way to the sewers in the storage area.

### Sewers - B3

=====

Ramirez, the red-masked boss, has broken the barrier that blocked your way to the depths of the sewers so follow him through that gap. A ladder is on the end of this decisive sewer system, but it is screened by three terrorists. You know what to do, right?

### Millennium Bank

=====

-----  
|\*\*NEW OBJECTIVES\*\*

- | 2) Find and question Ramirez.
  - | 3) Hook Angela into the bank's mainframe so she can reverse the transfer of money to the Syndicate.
- 

Finally... Heh. Pick up the HEALTH PACK nearby, you'll need it. If you looked at the radar carefully enough, you can detect three terrorists protecting the field. Take all of them down, use the hallway (where you entered) as your hideout if you get in trouble. After killing them all, check the surveillance camera out. Looks like Ramirez's hacking a some sort of computer in the mainframe. Hmph. Press the button to open the safety door. Enter through the door.

Depsite the shher size of the conference room, there's no items for your liking here. Luckily, there's a box of SHOTGUN SHELLS and a PROXIMITY MINE in the room to the left. Pick them up and head back right to find a door heading to the mainframe! Onward!

With some cussing like "The rest of us call you asshole", Ramriez comes out with a venomous spider. Here comes your second boss battle...

### BOSS: Poisonous Spiders/Ramirez

=====

Extremely difficult to figure out what you're supposed to do but soooooo easy to win if you know EXACTLY what you're supposed to do. Ramirez is a wussy-crybaby, shielded in a small miniframe room. He sends three spiders at you at once, and they move fast. If you shoot them ONCE, they will freeze and explode after a while. If you shoot at them TWICE, they will explode. Your only weapon against Ramirez is the spiders themselves so you have to find a way to exploit them. You can... just shoot a spider and walk up to it, and press A. You will have the ability to control them. Press A once to propel it, causing it to crawl forward. Press A again to jump. Time the jump so it will hit the security door mid-air. Do this four times to win.



While you're controlling the spider, you are still vulnerable to other spider's poison. My recommendation: Kill two spiders and use the last one. Ramirez will only re-release the trio if the previous triplets has been wiped out entirely. Good luck!

After the battle, Ramirez stumbles down, injured by the venom. Yet, he won't budge for you, keeping his big mouth shut. Just use your unused Truth Serum on him. He'll talk then.

Watch as Jack Wade 'persuades' Ramirez for answers for the mainframe. Then, you will have to comply with Angela Stern to hack the mainframe. You have to memorize the colors' patterns and match it accordingly three times. The patterns are purely random, however. You have unlimited continues anyway, meh.

--'Faxon' "I aced them all, take that 'Fox'."

Afterwards, Ramirez reveals one final note: Fulci will still get the money and there's a plan in Wolfpack entitled 'Phoenix'. Mysterious... But if you want to access the governmental files such as Phoenix, you'll have to pass the 'A' level of LEILA training!

South District

=====

```

|**NEW OBJECTIVES** |
| 1) Discover more about the Syndicate's backup plan to get the money. |
| 2) Upgrade to an 'A' license at LEILA to obtain access to government |
| files. |
3) Check the database for information on 'Phoenix'.
```

Nothing happening here, so return to L.E.I.L.A. base in North District once you get 800 skillpoints (speed on your motorcycle and don't crash. The usual stuff).

-----  
L . E . I . L . A . - ' A ' [hhleilaa]  
-----

L.E.I.L.A. Office

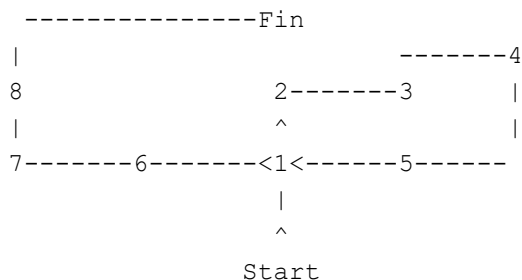
=====

-Stage A1: Motorcycle Control Test-

Passing Time: 1:50

Record: 1:01

Strategy: By now, you already know the drill. This one is a matter of choice rather than skill. There's 8 checkpoints in all, excluding the finish line. Here's the order I used to get my record time:



-Stage A2: Tactical Stealth Test-

Passing Time: 2:00

Record: 1:20

Strategy: A rather interesting one. First, there's four guards in all. All of them follow a timed positioning so it's possible to follow a timed pattern and get them all without difficulty. The first guard to kill would be to your immediate left, up the stairs. Choke him by the 6~7 second mark. Go back right and find the guy spinning around in an alcove. His attention span is pretty short, turns around every 2 seconds or so. Be patient and get him at around 18-second mark (14 is the lowest possible, if you got the first one). Two remain. Continue going upwards and left. Run across the narrow bridge and choke the third one off. Should be at 25 seconds or so. Go back to the beginning and turn around. Go to the untravelled path, wait for the final guy to come up to the right wall. You know what to do. The stairs to the left of the fourth victim leads to the warp point.

-Stage A3: Weapon utilization test-

Passing Time: 1:30

Record: 1:05

Strategy: Same old, same old. Just get in front and shoot everything that moves. Re-load after every kill to stay up-to-date. I believe there are eight guards in all.

-Stage A4: Combat technique test-

Passing Time: 2:30

Record: 1:28

Strategy: The record time is somewhat stingy, but it's certainly possible. There's three guards in each of the three rooms. The first room: choke the first two guards and shoot the final one to save time. (The final one won't have time to shoot back if you shoot fast enough!) The second room: Go downstairs (far right corner) and choke the first guard (turns around at about 35 seconds) and choke one more. Kill the final one once again. The door to the final room is downstairs, near right (directly below the entrance). The third/final room: Choke the nearest guard, shoot the other two. The gate out of hell: the corner opposite the door. Should make the record, just barely.

Open the 'A' dispenser to receive a SUB-MACHINE GUN and a CODE BREAKER.  
Yahoo!

-----  
W O L F P A C K   H Q - R E V I S I T E D [hhwphqre]  
-----

North District

=====

After a call from Angela, you receive two more objectives:

-----  
|\*\*NEW OBJECTIVES\*\*  
| 1) Find out what the Syndicate has been doing with an expert in nuclear |  
| fission. |  
| 2) Go to Wolfpack HQ and search for the plans Ramirez said are hidden in |  
| the filing room reached via the meeting room. |  
-----

Return to the headquarters of the infamous Wolfpack squad.

Wolfpack HQ - F1

=====

Guess what? ACN hath RETURNED!!! Muaha. Now, there is only one ACN officer currently on duty outside, so you can either choke him to death or stun him with your trusty (or not) Neurostunner. After solving this, go up to the locked door above the stairs. Use your Code Breaker to decode the 'magnetic code lock'. A lever will be revealed, pull it down to reveal a shutter-ladder. BEFORE you go up the ladder, go over to the now welded side-door you used to get into the HQ last time. Adjacent the door is some NEUROSTUNNER AMMO, take it and guess again??? You get to climb up to F4!

Wolfpack HQ - F4

=====

Be aware of two ACN men 'sweeping' the path. The small room in the corner (weapons storage) has a RESONATOR GRENADE and a pack of STUNNER BULLETS. Firstly, I suggest you kill the NCA Officer nearest you and go around the first building opposite the NCA Officer next to the weapons storage room's view. After killing this Officer with a jerk to the head, do the same to the other one. Now, go down to F3 via the door in the corner opposite the weapons storage room door.

Here's the ASCII floor plan...

4F Plan--

```

|=X----->== |
|= |
X-----			
			v
J			

```

--Legend--

== - Door

= - Door

=

X - NCA Officer

Lines inside map - NCA Officers routes

J - Jack Wade (YOU)

Wolfpack HQ - F3

=====

Damn, it looked like everything just changed at once. Well, it didn't change, it's just the same building, only without power. Remember the door that you

couldn't open the first time around? Well, try to open that with your Code Breaker. You can't! Why? No power, of course! Time to re-activate the electricity!

-----  
|\*\*NEW OBJECTIVE\*\*

| 3) Restore power to the third floor so the code breaker can be used to |  
| open the lock on the filing room door. |  
-----

What now? Lemme tell you.... those ACN guys on this floor will shoot you like HECK so you better move fast in those hallways! So, head for the cargo elevator (across the hall, the elevator that didn't work before- white doors) RIGHT AWAY! Press A to open, then A again to drop down to F2! The ACN will be over you like a swarm of bees if you're too slow!

Wolfpack HQ - F2

=====

The lift fell! Oh man... Two more ACN bastards right here. Fortunately, no sort of chances for you. Ignore them and hang a right? See the box tucked away in the corner? Pull it down and move it into the room to the right. Use it as a footstool for reaching the power switch above. With the power on, withdraw to the freight elevator. See the narrow length just by the elevator? Open the door right there to find a 'backdoor' of some sort.

Press the button at the end of the catwalk to drop the ladder down another floor.

Wolfpack HQ - F1

=====

Two ACNers here, but they won't do you any good. Ignore them and go to Jack's right for the stairs up to the only working elevator left. Go up to F3.

Wolfpack HQ - F3

=====

Proceed with EXTREME CAUTION. Hold back and wait for the first guard to turn right and choke him immediately. The second one paces out and in the bathroom. Saty away from the bisecting hallway and wait for him to go into the bathroom and do your job. The third one... don't have to. You can get the STUNNER BULLETS if you kill him. Return to the entrance to the filing room so you can use your card to open it, finally!

Inside the filing room: pick up the BOMB MAP, LOCKPICK, and the DOCUMENT.

-----  
B I G B A N G - D I S A R M I N G T H E B O M B S [hhbbdatb]  
-----

North District

=====

Watch one more hilarious ABCBS incident and it includes Fulci this time. Hawke, with concern, telephones you and informs you about your predators: every headhunter in the ACN! Wade isn't fazed. Time to disarm those bombs and foil the plans of 'Big Bang'!

HOW TO DISARM THE BOMBS: You will be given three button sequences. Press them accordingly and if you got them all right, you disarm the bomb. (all buttons, including the triggers) The timer will increase and you continue the search. 6 bombs in all. Good luck, soldier. (The button sequences will be in the form of buttons on your

controller).

BOMB 1: North District. Stop and pause. Use the start menu's map to locate the location of the first bomb. Ride like the wind! Once you find the orange check-point, park there and go down the sewers. Kill the guy underground. Disarm away!

BOMB 2: South District. Pretty tricky... The entrance to the South District is like a highway and the entrance for THAT is further north, not south. Once you enter the appropriate district, take the highway to the left and go all of the way to the sewers. Take the right path to the bomb. Only one villain here.

BOMB 3: South District, two in a row! Saves you time, whoo! Take either direction of the highway (I chose north then west). Just stay on the highway and you'll find the orange pod for the sewers. Yep, just one gangster in the smelly rivers. To get to the bomb, stay going to the left, don't go right until you reach the last intersection heading right.

BOMB 4: North District. Once in North District, you would go to the orange dot that appears to be on the gate on the radar. Well, it's not! Pause and take a look on the start menu map. See the THICK blue line running across the gate's think line? Well, you have to go to the OTHER side of the city and pass through a small gate, ride the open, dried-out river to the sewers! A very short piece of tunneling with two guys.

BOMB 5: Also in North District. To get there quickly, get out of the canal via the open gate. Stay on the SAME road that you got on once you got out of the canyon. Just stay on there and you will eventually get there. The sewers is like a MAZE! Ugh. To get through it without any difficulty, use pause every once in a while and use the map to find where you're supposed to go. Two guys lurking...

BOMB 6: The final one! It's actually pretty close, just by the LEILA office. The sewers for this one are minimal with two guys ready for you...

When you've disarmed the final bomb, you will witness a quite entertaining cut scene. Enjoy the finale of disc one and pop in disc two!

-----  
D I S C   T W O   S T A R T - A Q U A D O M E

[hhd2sad]  
-----

Aquadome Battle Arena Con-Bat Boss:???

=====  
This is your third boss battle, and let me tell you... DO NOT INTIMIDATE this thing! He is very strong, and will plow you into the ground like he did Greywolf, so let's have a strategy eh'? Firstly your in an arena with various blocks etc.. everywhere. So, if you look around you'll notice that there are red circles on the floor, along with a green one in the middle. These are your means of survival, so use them well. When the boss get's near you, run and stop onto one of the circles, wait a second or so, then immedietly dive off, a lightning bolt will strike down in the peremisis of the circle and anything in it. Hopefully if you led the boss right, he'll have walked right into the circle as the lightning struck. Doing minimal damage, yes!?! BUT it is the ONLY way to take him/her down so continue doing so until the boss's health bar has depleted. Oh, and during your fight every time you hurt the boss henchmen, or inmates will come out after you, shooting off handguns like no other.

After the fight, the boss will move into the green circle and well... you get the idea. Be ready for another scene, except this one is really long!

Firstly Jack Wade (YOU) and Greywolf will escape via an escape pod, and will pop up on the ocean surface, somewhere near the Docking Bay, in Los Angeles. At the same time Angela will be at home when an officer comes in un-announced. Angela gets mad, so he then will finally get the message to leave. Jack will contact Angela via the wrist communicator and after a conversation, Angela decides to head on down to the Docks to find Jack and to find out what's going on.

-----  
Q U E E N O F H E A R T S

[hhqoh]  
-----

Docks

=====

Another scene will commence, revealing two terrorists talking about some 'special cargo' being held within warehouse number 12 (twelve). They'll then leave to take a look at it... now's your chance. Playing as Angela, view the area out. There will be two workers (terrorists in disguise) guarding the entrance to where the 'special cargo' and the Queen of Hearts (Don Fulci's smuggling vessel) is located. So have Angela sneak around the shipping crates until she's behind the first terrorist, adjacent the one near the gate. Kill him, then gun down the other. Simple stuff really, eh'?. Now move over to the door, and you'll find if try to open the door itself, you can't it's locked?!? Don't worry just press the switch via the pole next to you, the door will then open voila erhhh.... yeah.

This area is a bit' larger than the last so follow me as I guide you okay? Run up behind the first terrorist you see, the one in front of you and snap his neck. The second terrorist will come out into view ahead of you, so take a side-role and pop hot lead into his body. Moving on, you can take the path to your right for a RESONATOR GRENADE on top of a garbage dumpster then the path to your left to near you closer to your objective.

As you near the bridge on the left path, stop behind a shipping crate and wait as the terrorist on the bridge will walk right in front of you. He'll then stop, and after a few seconds turn around.... snap his neck. Continue down the path until you come to a large crate running all the way to the end of the trail. Taking the left side will get you a RESONATOR GRENADE and the right an ADRENALINE. Either way, go back to the bridge to find a gate at the end, open it and move on to the next area.

There is nothing left for you besides a dead end, so trail the path to your right. It'll wind around a warehouse and then into a large bay with warehouse's counting up to 12 (twelve). First off take out the terrorist walking about 200 (two-hundred) feet ahead of you. There will be another just around the bin, so wait till he turns around and walks the other way... you know what to do. After this turn around and move along into the next wide area. There will yet again be another terrorist further ahead of you, shoot him then move to the wall to your right. Follow it as it comes to a short path leading to a dead end and a RESONATOR GRENADE. Turn around and cautiously bend around the corner. There should be two terrorists waiting for you, you know what to do, nothing new here. Keep moving along the path where you just took out the terrorists, as it finds it's way right into a small area, follow it. Here, finally you will meet the 'infamous' warehouse 12 (twelve). Enter it via the glass garage door.

Warehouse 12 (twelve)

=====

Another scene will occur revealing the whereabouts of Jack and some new information on the deal about to go down with some hadguns and organs W00t!

-----  
|\*\*NEW OBJECTIVE\*\*

| 2) Jack is a prisoner on the Queen of Hearts. It may be possible to get  
| on board through the loading area.  
-----

Alright, so Jack is a prisoner and you need a way to get on the Queen of Hearts.... that's pretty much your objective in a bundle. So now the two terrorists will come out of the office and by where you are. There is no real easy way to say this, gun em' down.

Once you have disposed of them, make your way into the office up the stairs, and grab the LOADING KEYCARD of the desk. If you want a HEALTH PACK go to the back of the warehouse and it'll be lying there all by itself. So with this concludes your stay in warehouse 12 (twelve)... LEAVE!

Docks

=====

Move along the warehouse back towards where you just ventured, and you'll come across the Queen of HEarts ship (docked) and a gate. Enter through the gate. Allow Angela to move forward and the wind around the shipping crate blocking your way. There are two guards in front of you, take them out and move on over to where their bodies lay. Right of that is another gate (the final one) using the keycard go through it.

Move forward a bit' and a scene will yet again commence. Angela will stow away on the Queen of Hearts via a shipping crate, once the vessel is far enough out on the Ocean, Angela will get out, but will be spotted by some terrorists. Great.

-----  
|\*\*NEW OBJECTIVE\*\*

| 1) Find where Jack is being held on the ship.  
-----

Queen of Hearts F2

=====

Once in control, have Angela drop down BEHIND the terrorist searching the crate behind you. Snap his neck, and your chances are slim on NOT being seen, so quickly run to your right and to the side where the terrorist you just killed was standing.

Queen of Hearts F1

=====

Move over to the door, and open it to finally be below deck. Immediately there will be a terrorist walking your way shoot him, and note right behind you is a magnetically locked hatch, hmmm. Anyways, continue on down the hallway to find some Biotech tanks filled with O\_o, and a short path leading to a door. Take the door.

Stairs

=====

Move on up to F2.

Queen of Hearts F2

=====  
From where your standing, turn around to eventually find a store room with a RESONATOR GRENADE and a DOCUMENT. Read the document if you would like, and turn your attention to the machine with 3 (three) slots marked Alpha, Beta, and Gamma. Well you really can't do anything with it yet, so go back out the door, and move down the hall the opposite where you are. There is a terrorist pacing the hallway past the 'stair door' and after the small area with yet another un-useable door. Kill him when he turns opposite you, then follow his path through the hallway and go through the first door on your left.

In here, if you branch off to the smaller room you'll find a HEALTH PACK. The main room however, holds a BETA CHEMICAL, DICTAPHONE, and a DOCUMENT. The document is actually rhe Captain's journal read it if you like, then exit the room.

Opposite the room you just left is a barred up door, un-accessible so continue down the hall to find a shower room. In the shower room, one of the lockers holds an ADRENALINE (closest the door, behind the wooden bench). Exit the room and the floor for that matter, as the next door you come across doesn't have a turn-wheel.

Stairs

=====

Go on up a flight to F3.

Queen of Hearts F3

=====

Careful! There is a spot light in the corner straight ahead of you. But before we venture to that I advise you turn around to the very last room on your left. In the back of this room is a RESONATOR GRENADE. Now, go back to the stair door, and wait for the spot light to come towards you. As it does, and moves away from you, follow it to it's blank spot directly underneath it. Once the light moves on enter the dining area (ahead of you) and kill the lone terrorist looking at the poster. Now, there is like 4-5 (four to five) terrorists on the other side of the room, and anohter 2 (two) in the hallway leading out of the area. Good luck!

Once finished, go into that hallway I just told you about, and into the room adjacent the end of it. Further back in this room, is an ADRENALINE, and if you open the locker behind it you'll find an ALPHA CHEMICAL and a DOCUMENT. The document is just a notice to crewman, so exit this romm, and enter the long halllway that bends around a corner one way and to the right stops at a dead end. You decide were to go >\_>.

Following the hallway to your left will result in an open door, and if you continue to the end of it, a PROXIMITY MINE. Now, take the open door to find a flight of stairs leading down to F2?!?

Queen of Hearts F2 - Jack's brig

=====

Remember that door with out a turn-wheel? Your on the other side of it! So open it, creating an easy passage for later on. Then turn around, to find 4 (four) barred up doors including the one near the stairs. Pass on by them and enter the large hallway. 2 (two) terrorists will be guarding a door, hmm... So dispose of them, then go up the door and press the action button. A scene will take place, Angela will find Jack in the cell, Jack will tell her the cell wall looks kinda weak O\_-. He'll then give Angela a LOCKPICK, yay! Time to find a way to take that wall down.

Now, just so we are on level with each other, the wall I'm talking about is



located in the romm left of Jack's cell. There's nothing in there besides the wall however so don't bother searching for items.

You can continue down the hallway, to open yet the second and final door that had no turn-wheel on it. This will lalow to access the full F2. So, go back to the stairs (the ones right in front of you of the door you just opened) and move on up to F4.

Queen of Hearts F4

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The door in front of you as you get off the stairs is barred up, so pass on by to find a door. Don't go in this door yet, first go in the open door right of it and grab the RESONATOR GRENADE on the shelf. Now go in the door kapeesh? A scene will take place, about 2 (two) terrorists talking about Jack being handed over to the ACN via the flight pad on the ship's deck. The guards will then move on about there buisness. So easily sneak around the room and kill both of them with a snap to the neck.

Once you have taken care of any hostiles in this room, grab the LOGBOOK of the desk (read it if you would like) then press the button on the far side of the desk (adjacent the logbook). Here's an ASCII map for you...



--Legend--

L - Logbook

B - Button

The locker behind you will move over, allowing you to view a door behind it. Using your lockpick open the door. In this room, there is a RESONATOR GRENADE, MASTER DISC, and a GAMMA CHEMICAL. Congratualtions! You have fund all the chemicals to make a bomb to blow jack out of his cell =P). Now, go back down to F2.

Queen of Hearts F2

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Go down the hallway opposite the side your facing as you come off the stairs. the room with the machine to mix formula's is in the side door before you enter the hallway where Jack's cell is located. Go up to the machine, and for each chemical

More coming soon! Read the latest Version History.

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S T A G E ' C '  
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-Stage C-1: Motorcycle Control Test-

Passing Time: 0:32

Record: 0:20

Strategy: The trick here is to find the best way to tackle the turn after the second checkpoint (out of 4) without hitting the shallow wall. Here's how: Accelerate ASAP, without moving your D-Pad. Get to 210~220 kph or so. When you reach the second checkpoint, brake (L trigger) down considerably (I can do it with 120 kph, but 80 kph is fine) and make the turn. DO NOT accelerate during the making of the turn! Wait until you've completed the turn and accelerate to the third checkpoint. Take a right and find the fourth checkpoint between the oasis trees. Follow the path to the left to finish it up. If you did them all without any extreme slowness, you can easily get the record time.

-Stage C-2: Tactical stealth test-

Passing Time: 1:45

Record: 0:40

Strategy: Tactical stealth test my ASS. I can do all of this in 27 seconds and you can, too! Follow my directions CAREFULLY.

--Walk to the rear end of the first guy and... RAPE HIM! No, I'm kidding. Seriously. Anyway, just hold down R and press A to do a stealth choke hold-kill. Make sure you're right BEHIND him.

--If you did the previous step quick enough, you can make to the part with two guards in the indents in 10 seconds on the clock. If it is 10~13 seconds, RUN! Run past the ignorant guys before they turn around!

--Unfortunately, the fourth guard will turn around before you can sneak by so wait at the turn until he turns around. When he does (20th second), go to the passage to the right, don't kill him.

--The final guard is waiting in a deep, hidden indent, waiting for the chance to pounce on you. Wait by the T-intersection for him to turn around (25th second) and run to the finish line! 27 SECONDS!

-Stage C-3: Weapon utilization test-

Passing Time: 0:45

Record: 0:27

Strategy: The Target Time isn't hard to get, but the record is. The only way to get by the record time is to be AGGRESSIVE. The game expects you to use the environment wisely, but I say \*\*\*\* it! Just get in front of the abyss and everything and press R. Wait for the green virtual simulators to come up and SHOOT THEM! Just fire like crazy. Also, move around to get a better aim, so you don't hit the crates and such. I got 24 seconds this way so it's pretty do-able. Good luck.

-Stage C-4: Combat technique test-

Passing Time: 2:05

Record: 0:52

Strategy: It's not too tough. The game intends to take advantage of the plethora of the hiding spaces available, but I don't find it necessary. The first guard is waiting to shoot you from blind-side to the right. Shoot him down immediately and move on. There are three more guys in this area, so start shooting from afar while moving on. Don't ever stop and wait for your kills to rack up. Just shoot and walk at the same time. After killing your second victim, your bulletcounter should be at zero or close to it so take a brief moment in an indent in the wall to

reload and go back out to kill the last two. Open the door to get to the second area.

Three guys... which one to kill first? Just press R right away to allow Jack lock onto one of the soliders... the right one. Kill him while climbing down the right-side stairs. After victimizing him, reload and take down the left one. One more awaits for you on the top of the stairs, so you better hope you have enough life in you to continue. After killing them all, step into the portal to get the final C license.

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S T A G E ' B '

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-Stage B1: Motorcycle Control Test-

Passing Time: 1:20

Record: 0:52

Strategy: This version of motorcycle handling tests your sense of turning, unlike the speedy first edition. You should start off with a gradual accerlation so you don't pick your motorcycle, losing control. As for the turns, you should be able to turn them without using the brake button. Just stop the accerlating well before the turn and execute a WIDE turn, starting from the OUTSIDE instead of inside. The final two checkpoints are on a long speedway so ride it, baby! No stops this time, just get to the finish. If you managed getting to the end without any use of the brake, you should have a record.

-Stage B2: Tactical Stealth test-

Passing Time: 1:35

Record: 0:49

Strategy: Pretty simple if you know what to do. The first guard won't move and it's like ON the path. So what to do? Just throw a Decoy Shell at the far corner to draw him out. When he's past the right path, you go up to the second guy (don't worry about the first one) and execute a choke kill. Remember that you have to be RIGHT BEHIND him to do this. Then run into the last alcove for hiding. Wait until 0:30, when the guards are facing away. Head to the right and stick to the wall, around to the finish line for a time of 34 or 35. Pretty simple.

-Stage B3: Weapon utilization test-

Passing time: 0:55

Record: 0:40

Strategy: Meh. Same thing as before (C3). Just move around to get a better view and fire away. There's six of them. Shouldn't be too hard. Red the C3 section if you still have problems.

-Stage B4: Combat technique test-

Passing time: 2:05

Record: 0:55

Strategy: The first part is pretty tricky. The glass that separates you from the first guard is bulletproof so you'll have to final an alternate method to decimate the opponent. Pull the crate to the left and target the crate to the back (X button while holding R) and fire. It will ignite a chain reaction of explosions, eventually killing the first hopeless victim. The second room: kill the man in the corner FAST. Then reload before getting in the narrow hallway. There's two guys at the end of it. With

your loaded-up projectile, kill them. The third room: four men await, but only one is visible at the start. Kill that obvious man and the other 3 will come up. Two of those are standing in the upper left gap. The last one is in the lower right one. After killing them all, go into the portal. Sounds like I'm giving you lousy descriptions, but you just have to see for yourself, you got unlimited continues, use them. Good luck!

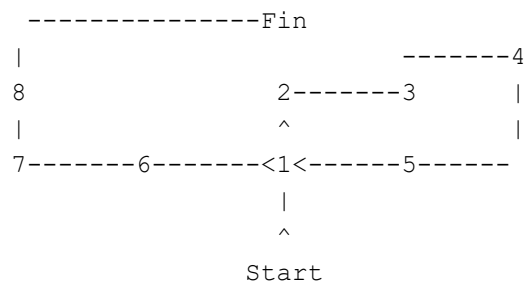
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S T A G E ' A '  
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-Stage A1: Motorcycle Control Test-

Passing Time: 1:50

Record: 1:01

Strategy: By now, you already know the drill. This one is a matter of choice rather than skill. There's 8 checkpoints in all, excluding the finish line. Here's the order I used to get my record time:



-Stage A2: Tactical Stealth Test-

Passing Time: 2:00

Record: 1:20

Strategy: A rather interesting one. First, there's four guards in all. All of them follow a timed positioning so it's possible to follow a timed pattern and get them all without difficulty. The first guard to kill would be to your immediate left, up the stairs. Choke him by the 6~7 second mark. Go back right and find the guy spinning around in an alcove. His attention span is pretty short, turns around every 2 seconds or so. Be patient and get him at around 18-second mark (14 is the lowest possible, if you got the first one). Two remain. Continue going upwards and left. Run across the narrow bridge and choke the third one off. Should be at 25 seconds or so. Go back to the beginning and turn around. Go to the untravelled path, wait for the final guy to come up to the right wall. You know what to do. The stairs to the left of the fourth victim leads to the warp point.

-Stage A3: Weapon utilization test-

Passing Time: 1:30

Record: 1:05

Strategy: Same old, same old. Just get in front and shoot everything that moves. Re-load after every kill to stay up-to-date. I believe there are eight guards in all.

-Stage A4: Combat technique test-

Passing Time: 2:30

Record: 1:28

Strategy: The record time is somewhat stingy, but it's certainly possible. There's three guards in each of the three rooms. The first room:

choke the first two guards and shoot the final one to save time. (The final one won't have time to shoot back if you shoot fast enough!) The second room: Go downstairs (far right corner) and choke the first guard (turns around at about 35 seconds) and choke one more. Kill the final one once again. The door to the final room is downstairs, near right (directly below the entrance). The third/final room: Choke the nearest guard, shoot the other two. The gate out of hell: the corner opposite the door. Should make the record, just barely.

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S T A G E ' A A A '  
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-Stage AAA1: Motorcycle Control Test-

Passing Time: 2:35

Record: ?:??

Strategy: Woah, you talk about tough. Firstly you should know that as this is the final test, be aware it is NOT a walk in the park. Once on your motorcycle, burn out

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6. D I S C L A M I E R / V E R S I O N H I S T O R Y [hhdcvh]  
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[www.gamefaqs.com](http://www.gamefaqs.com)

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Too bad.

Version History

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Version 1.0 --- Walkthrough up to the end of disc 1, the basics not covered (10/22/03) yet. Will finish it after I finish my Star Wars Rogue Squadron 3: Rebel Strike FAQ. Which will be a LONG time. Sorry. :/

Version 1.50 --- \*\*\*\* right it'll be a long time. Actually it's been a year, (12/29/04) and like two months since this FAQ has been updated. But as you know, everthing that has a begining has an end. This update is just to give those few fellow readers the notice that the FAQ has been taken up, and WILL be finished by December 31, 2004. Also I will possibly add in what Martin did not, the lists and every document from the 'database' in the game. This should add another 50-60kb to the guide, cheers!

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