

Headhunter FAQ/Walkthrough

by ADK

Updated to vFinal on Feb 22, 2003

HEAD HUNTER WALKTHROUGH BY ADK

FINAL VERSION :

Hi, ADK comes back with a blockbuster guide. I have long waited this game, seen all that can be seen and now i can at least release this guide. Head Hunter is my new favourite game on the DC, yes i like it more than Illbleed or Nanatsu No Hikan, and i hope you will enjoy this guide.

Homepage : <http://www.dimensions-sega.fr.st>

E mail : http://advanced_knight@yahoo.fr

Join my Forum for quick answer and to discuss about Sega Games.

UPDATE (02/23/2003) : I'm back on the scene of video games, less active than before but back.

If you wish to talk of video games with me or other fans in the future join my forum.

UPDATE : (01/02/2002)

- 1) Added the true method to beat Adam with Angela, check the Credits Section.
- 2) Added the Controls Section, with it you will probably stop to ask me how to strangle or doing this or that.
- 3) Head Hunter Version 2 can't be finished due to a bug in Leila's B Licence. I will obtain informations on this later, just give me the time.

UPDATE : (05/02/2002)

- 1) Updated the battle against Greywolf
- 2) Updated the fight between Adam and Angela.
- 3) I've learned there is a possible way to complete the B licence in Head Hunter V2.

UPDATE : (20/02/2002)

- 1) Added how to pass the B license in Head Hunter Version 2. I haven't tested the tips but it appears to be the only way to succeed. Good luck to everyone and stop writing to me about this. Look at section 9 ! I'm moving on a new project so this is the final release.
- 2) Corrected a small error in the presentation of the faq.

UPDATE : (31/05/2002)

It's definitely possible to complete Head Hunter version 2. I have received the confirmation by mail. Thanks to Mel for this information.

SUMMARY :

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1 REVIEW :

Here i go. One long year of patience to play with it, telling to everyone that i want this game. The main description i had was : " this game is a Metal Gear Solid like with some bike scenes based on the engine of the ones in Shenmue. " I played Shenmue and didn't enjoy the bike scene. Nothing of reassuring after all. I switch on the DC and begin to watch the news, long news. It's a mix of movies and cinematics. Cool, it's original. I start the game and after only 5 minutes of play i come to this conclusion, ULTIMATE. Head Hunter is one of those rare games from which you can say " it's a bomb " without playing it entirely. As for Skies of Arkadia or Illbleed it's unthinkable to hear someone saying " i don't like it " (or maybe a poor player, but have they the right to exist ?).

The presentation is excellent in the game. The european likes to use the 4X Movie concept because you can input a lot of videos with a good quality. Yes, the videos are not overscan on a normal TV, but on a 16/9 one it's different. On the contrary to Alone in the Dark 4, sometimes you will see a small pixilation when the characters move or when the camera changes quickly. You can regret it, personally i don't care. In the heat of the action you can't really mark it. The 2 GDs are full of these videos and i really enjoy them.

Graphically this game is a great surprise. The area was well though. The city of Los Angeles reminds me the one in the sega arcade game Harley Davidson and LA Riders. The bike scenes are very interessant. The sprites are cool, huge and you can see a lot of cars or trucks. As if it wasn't sufficient the cars move randomly and stop when they see a signal. You will ride the day most of the time, but you will see also the late afternoon and the night later in the game. Talking of the other phase is so easy. The foes are various they have an AI, they have their own behavior. The bosses are usually huge and move faster than the other sprites. The decors remind me a lot of good games like Deus EX, Fighting Force 2, Resident Evil, Sin, Max Payne, Undercover AD 2025 and Crazy Taxi 1 or 2 to talk only of them. The graphics are colorful and various but i have noticed that the 3D elements of the decors were particularely thin with very few (and most of time no) pixels on the wall or the ground. Even the classical drawback of the DC's power VR (the graphic card refreshes the 3D decors in real time) was minimized. I have noticed it only in Fortune Hill. It's truly impressive.

The animation is as complex as the graphics to describe. In the bike scene as in the action scenes the game never runs at 60 fps but who cares. In the bike scene it's a totally new engine that the europeans (swedish people if i am right) use. The animation is smooth, quick and in full 3D as in an arcade game. I have never seen the game slow except for when the bike is stucked in a corner or by a pillar, but i think it's normal. During the action scenes the engine reminds me the one of Illbleed for the main character. The other characters move as in Metal Gear or Undercover, or Max Payne also. The game slows one once or two but it happens near the end of the game. Transparency and brightness effects are of the fest too. A lot of details like when Jack approaches of a fire are present. The interactions with the decors exist. The game is quite realistic because you will not abuse of the medikits. They are rares forcing you to play wisely and not as in an action game.

The sound, designed by Noisebox, is excellent. I like absolutely all the musics, the one of the news, the ones of the bosses, the ones of the stages and the ones of the bike scenes. They have a hollywood side i didn't encounter since Sony developped games for the Sega CD. Illbleed and Sonic have a new opponent in the contest of the best background music. Too bad for them, Head Hunter beat them easily. The sound effect are real and the voice acting excellent. I think (but i'm not sure) that Jack has the english voice of Max Payne. Angela and the others have also good voices. The humor is present and the translation in the subtitle quite good. In french for example there are some faults but it's more readable than Bangaioh. The subtitles also completely translate what is said during the Full Motion Video (on a 16/9 ok) on the contrary of Blue Stinger.

I arrived at least to the controls. So playing a game where you can hide behind a wall, strangle a guy while he doesn't see you or shoot wisely makes a Metal Gear Solid Like. Sorry to say that but on the DC there are games like that. They come from the PC with Omega Squad or Rainbow Six, they come from the japaneses with Undercover and even europeans did it with a small part of Tomb Raiders Chronicles. Metal Gear is the reference but it's quite abused. In fact any game using one the Hide function is sure to kiss the success. Head Hunter is quite different from Metal Gear, yes the interest is to kill everyone without a noise but you can play it too as an action game. There are the bike scenes perfectly integrated to the game. Forget a comparison with any of the existing games. You will say " it's an original one " or " it reminds me too many games to be compared " and after all it's better like that. A true clone of Metal Gear wasn't suitable for the DC. With his own style, Head Hunter creates the need to buy the DC to play with it. The controls in the action scene are simple and reduce to the minimum. You will need a lot of practice to control the bike. The control is very realistic. If you don't believe me, complete the game and ask to a friend to play with the bike. You will see how strong you are now.

Finally, Head Hunter IS the perfect game i expected. Since Illbleed i didn't enjoy a game on the DC. I have seen and played Rez, it's a very good shooting game, but it stays a shooting game. I prefer a game where there are a story and events. You will play a lot hours with Head Hunter. The 2 GDs are full and for the very first time, the second GD is practically as long as the first. It's a rare fact after all. There are a lot of surprises to discover and i won't say more about Head Hunter. Who needs to buy a PS Poo, a X Crat or a Game Flop. They haven't a game like this. I don't understand why the DC dies but it's like that. Yes to be honest the game doesn't run without a bug or two here and there, but all that i have read on the boards is wrong for two reasons. The first is because a lot of people play the ripped version (there are two versions to add the difficulties) and it's a beta version. The second is because the game was programmed for an european dreamcast and not for an US or a japanese one. Don't expect to play without a bug in this case. A lot of japanese games did this on my French DC and that's why i bought a japanese one too. In any case i will conclude with this : BUY IT OR YOU WILL REGRET IT FOR THE REST OF YOUR LIFE.

PRESENTATION : 18/20
GRAPHICS : 20/20
ANIMATION : 19/20
SOUND : 20/20
CONTROLS : 17/20
INTEREST : 19/20
FINAL NOTE : 99%

ADK, the best Head
Hunter.

2 THE ABOUT SECTION :

ABOUT MY ENGLISH : i know it's an awful one, but it's the only one i have. Correct me if you wish that's the best you can do.

ABOUT MY E MAIL ADRESS : Please write to me only for true questions. Most of the time, i know it by the poor questions i received, you write to me just because you have seen my name near the faq. You don't want to read my faq but you want a quick advice. Sorry to say this but i'm tired of these mails.

ABOUT THIS FAQ : This faq is basically dedicated to my own site and to gamefaqs. If you wish to download it for your own site, ask for the permission but it's not all misters and misses webmasters. Think to update my faq, because

when i correct my english or post an update with more informations it's on gamefaqs but never on YOUR sites.

THE RESULT IS EASY TO IMAGINE : i receive questions about things that are in an update and some people continue to ask me when i will complete the faq of Skies Of Arkadia...

Conclusion : if you download my faqs, be sure to download the updates as you do for an emulator. It will work better for everyone.

3 CAST OF CHARACTERS :

Before you read this, i insure to everyone that i haven't smoked or taken drug. All in the CV section is the result of hours of research in order to make laugh the maximum of people. I was helped by Lord Grynn (Shenmue Move List on gamefaqs and Vangor in PSO) and one of his friend, Laurent.

JACK WADE :

CV :

After a main role in Fighting Force 2, Hawk Manson goes to the National Employment Agency to search for a work, but in video games, except for the case you are a hero of a serie, you won't come back in another game. Hawk's role in Fighting Force 2 wasn't enough because the game didn't encounter a great success (of course it's an EIDOS one, the best traitors in the world). After he played to Max Payne he heard of a new game named Head Hunter. One year of negotiation allows him to obtain the role, with the same design (no surgery) and with a bonus, the black pair of sun glasses. It adds to his style. Jack will also marry Angela in this game. With the voice of Max Payne, it was easy after all.

Profile :

Jack Wade is a solid hunter. In this game he suffers of amnesia. He only remembers of his work as a head hunter. He was the best and now he must prove it again in order to solve the mystery of the Chistopher Stern's death. Jack is a good main character with a lot of weapons and of course a solid health. He will fight the most dangerous bosses of the game.

ANGELA STERN :

CV :

Behind Angela is the well known heroine of Virtua Fighter, Sarah. In the Virtua Saga, she obtains a cool success. But she wasn't alone, and with the time new girls, as pretty and maybe more inthe heart of some men around the world, appear in the saga. She always regret she has lost the role in the japanese version of Tomb Raiders or Matrix. To correct this fact, she went to Europe and accepted a strong role in Head Hunter. Not much to change in the design, just add the sun glasses and a gun and you obtain the only woman, but a hot one, of the game, Angela Stern. She fells in love with Jack and at the end of the game they get married. All is alright in the best world.

Profile :

Angela Stern has obtained a graduate diplome of a combat school. His father wanted her to do the same thing as a man. That's why she knows how to infiltrate in a building and strangle a man. She can also use a gun or some mines. It's an excellent character to control, the actions she realizes are interessant and slightly different from the ones of Jack. Best of all, she will fight the last boss which is rare for a second playable character, especially when it's a woman. Who says woman are weak ? She is my kind of girl.

HANK REDWOOD :

CV :

It was a little harder to identify him because he changes a little his design. I wasn't fooled anyway. This guy stays a biker in each game he appears. I suppose that everyone has recognized Bass from Dead or Alive 2 and 3. In this game he has the bad role and that's why he accepted to appear. Bass stays alone as usual and works alone. He thinks that to be a good actor one must play the good and the bad. I suppose he is happy now.

Profile :

Hank Redwood is jealous. He always wanted to beat Jack in a duel. Sure that he will have the opportunity in this game. Good luck guy.

ALAN SHARPE :

CV :

I admit it was difficult to find him in a video game for a simple reason, he never appears before. BUT, if you remember the skin of Alec Baldwin in Final Fantasy the movie you will recognize him. Alec Baldwin himself in the game. What a surprise. Please ladies stay cool.

Profile :

Alan has all for him. The best job of the world, a lot of money and a lot of power. He is the president of the ACN (Anti Crime Network) since the death of Christopher Stern (Angela's father). I don't like this guy and Angela thinks as me. You can't imagine how surprising he is.

CHIEF HAWKE :

CV :

It's not evident when you are old to find a job. But after a role as Police Chief Gordon in Batman, you understand easily that he couldn't play anything else than a cop.

Profile :

Hawke is here to help and inform Jack. On the contrary of most of the cops, he is honest and he likes so much Jack. He thinks he is the best and that's why he helps him in the game.

DOCTOR ERNST ZWEIBERG :

CV :

It's not sympathetic to ask to a dead man to play in a video game. I suppose the programmers obtain his permission with the help of a fortuneteller. Albert Einstein has accepted to play in a video game. As usual he is a great scientist, it was the condition for him to come.

Profile :

Ernst Zweiberg has created the first Chip that can control the brain of a criminal. With the help of ACN he extends his technology to prisons and bad people. He has a secret project and is not very clear.

DON FULCI :

CV :

Hum, the Godfather maybe. Alec always regret to not play in it.

Profile :

Don Fulci is mysterious. He appears only at TV, makes fear to everyone and is the number one public enemy. He wants to control Los Angeles and the government, else he will destroy it. This guy is really dangerous.

GREYWOLF :

CV :

It's the first time he appears in a video game, but his name is close to the one of a spy in Metal Gear Solid.

Profile :

It's the second Boss. You have to run alot to hit him and he has a powerful weapon. Greywolf is not so bad and he will even help you in this game. He ends dramatically unfortunately for him.

RAMIREZ :

CV :

Except for the name that comes from Skies of Arkadia or Zorro, nothing else.

Profile :

You'll fight him two times and in originals situation. This guy is a real bad one so don't hesitate.

ADAM :

CV :

The tyrant of Resident Evil appears in a lot of game (the Resident Saga of course, in a lot of clones and even in Fighting Force 2). But he ever has a monstrous appearance. He couldn't refuse to play as a superior human. For the name he asked to the writer of Buffy Slayer Vampyr. He is happy to find again Hawk on his road. Ready for a revenge Hawk ?

Profile :

It's the last boss of the game. You will fight him three times in the game. It will be hard to kill him.

BILL WEAVERLY :

The most popular journalist of ABCBS NEWS. As popular as Patrick Poivre D'Arvor in France. He reminds me the guy in Robocop.

KATE GLOSS :

It's the local Claire Chazal of ABCBS. Alongside Bill, she gives the best informations but not obviously the truth.

4 CONTROLS :

BIKE PHASE :

Press R to Accelerate

Press L to Brake

Use the Analogic Thumb to move the bike left or right.

Press B and then Down with the Analogic Thumb to move back with the bike.

When you have reached the checkpoint, press B to dismount of your back.

ACTION PHASE :

Adventure Mode :

Use the Analogic Thumb to move the character.

Press A to interact with items or decors.

Press B to make a Rolling Movement.

Press Y to switch in Wall Mode.

Press L to crouch

Examples :

1 : You can press L to crouch, then Move with the Analogic Thumb, then press B to move from a box to another.

2 : During a Wallmode, once near a corner of a wall, Press Left or Right with the Analogic Thumb to do a quick look.

Gun Mode :

Press R to switch in Gun Mode.

Press A to shoot.

Press X to change your target.

During a Gun Mode you can use all the adventure Mode Functions like a Rolling Movement (B), Hiding Functions (with L) and Wall Mode (Y) to Shoot and Hide.

Others Moves :

How to Strangle a Man ?

Walk behind a man. Once you are in the same line as him, press R to pass in Attack Mode, Jack take the position and can advance. Approach of the guy and press A.

You can push a box by using the Analogic Thumb.

You can Climb on a box you have pushed by using the Up direction of the Analogic Thumb.

Pause Menu :

Press the cross to move in a submenu.

Press L or R or the analogic Thumb to cycle through other menus.

5 WEAPONS IN THE GAME :

Stimulator Automatic : ENP handgun, standard ACN issue. A versatile weapon carried by all headhunters, it's particularity useful against multiple ennemies due to its fast rate of fire. A custom upgrade offers increased mag capacity and firing rate.

Scorpion Neurostunner : 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 situation.

Regulator : It's my favourite weapon in this game. In one shot and in close range you can kill a guy. This rifle can't make combos except for two guys in close range and in a straight line. This event occurs two times when i played the whole game.

Uzi : A lot of bullets in the clip as usual, but it's not an efficient weapon. You fire a lot, which is good to cover a partner but you kill few. As in the game you are always alone, i let you imagine how many time i used this thing.

Rocket Launcher : Very limited number of bullets, the four you have when you obtain the weapon and four others in the last stage. This weapon is excellent for two reasons : 1) it's the most powerful weapon available and 2) it aims a little on the target. Quite original for a rocket launcher.

Judgment Cannon : This is the best weapon of the game if you talk only of

power. You will obtain it only for the last boss. Don't forget to concentrate the power in order to shoot, or you will probably end in a graveyard. Why did i say that ? hm, hm, hm you will understand later.

Resonator Grenade : 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.

Decoy Shells : Shells for the Stimulator Automatic can be thrown as a decoy to lure ennemies away. Very useful for stealth situations.

Proximity Mine : 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. Not very useful weapon.

6 LEILA'S LICENSE :

ACN = Anti Crime Network.

ENP = Electric Neural Projectile

LEILA = Law Enforcement and License Approval

Leila's C-License : Allow a guy to become a head hunter. Allow also to wear weapons and grenade. In the dispenser you will find a basic gun, some grenades, and the decoy shells.

Leila's B-License : Allow a head hunter to access to the south district, where the millenium bank is. It's more for a reason of security than anything else. The B dispenser gives a neuro stunner, a regulator and a belt.

Leila's A-License : Allow a head hunter to access to most of the Leila's database and secret files. In the dispenser you will find a Uzi and some shells.

Leila's AAA-License : Allow a head hunter to enter the Biotech Lab which is the most protected building of the city. The AAA dispenser contains a rocket launcher, infra red glasses and a combat armor.

Leila's Star-License : This license is only for the best head hunter but not obviously to an owner of a AAA license. If you really wish how to obtain it jump to the secret section.

7 WALKTHROUGH FOR CD 1 :

GENERAL TIPS : Never save during a bike scene, or you will regret it.

You can choose to play or to skip the training. I suggest you play it.

TRAINING :

Phase 1 : You open a door.

Phase 2 : You shoot an ennemy.

Phase 3 : Shoot moving targets.

Phase 4 : Shoot items.

Phase 5 : Press Y to switch in wall mode. Do this on the left wall. Then shoot the barrel.

Phase 6 : Crouch and roll from a box to another in order to reach the exit.

FMV :

Jack is on the table. He stands up and escape.

ESCAPE :

I suggest you run without shooting anyone. It's not because you haven't the time, it's because it's useless to kill someone here.

FMV :

- 1) Jack runs out of Biotech Labs. He falls down.
- 2) Jack awakes at the hospital without his memory. The doctor diagnoses an amnesia. Chief Hawke comes to see him and then Angela Stern asks him to find the murderer of her father. Jack accepts.
- 3) At Angela's home, Jack goes to the dining room to meet her.

STERN'S HOUSE :

- 1) Read the two files near Angela.
- 2) Look at the graduation diploma of Angela.
- 3) Exit to find an adrenaline in the training room. Go back to the dining room.
- 4) Look at the painting with Alan, Angela and Christopher.
- 5) Look at the books on the table.

Angela gives an access card to you. It allows you to use the lift outside of the dining room. Exit and use the lift.

FMV :

Jack takes the bike for a ride in Los Angeles.

BIKE SCENE IN NORTH DISTRICT :

To access Leila's office, you need to earn 250 TP. Once down, Leila will appear on the map. You will see that it's close of the Stern's house. In Los Angeles there is a good place to train : At the far end of the town, you will find a sewer area. It looks like the place where John Travolta won a race in Grease. If you encounter difficulties later to obtain the maximum TP (1300 points) you can go there. I will call " the training area " this place.

LEILA'S OFFICE :

Enter.

FMV :

You meet Hank Redwood. You remember him and you know that he doesn't appreciate you. He has also a strong opinion of himself. Then you will talk to the old woman at the office in order to begin the VR simulation.

LEILA'S C-LICENSE :

C-1 : Bike Control : To beat the record easily don't miss the first bend.

C-2 : You must kill the first guy in 3 seconds (strangle him). Then zap the two next, switch in wall mode for the fourth, run when he turns back, stop before the fifth and then run to the exit.

C-3 : Kill 4 guards.

C-4 : You can kill or zap all the guards in the first corridor, then kill all the guards in the second corridor. You can exit.

STATUS : Obtain a C-License, beat all the records and obtain an access to the C dispenser.

Save before you open the dispenser. Talk again to the girl and open the C dispenser.

FMV :

You learn at TV NEWS that riding a bike is dangerous. That's why, from this moment on, if you hurt a car or a wall you will lose TP.

You talk to Chief Hawke then to Angela and you decide to search for Greywolf.

BIKE SCENE IN NORTH DISTRICT :

Your goal now is to earn 500 TP. It will not be easy because at this hour there are a lot of cars in street. Go to the training area i indicated earlier and you will gain them easily. You notice two points on the map. The first is the Wolfpack HQ and the second is the Wolfpack Gas Station. You can pay a visit to Wolfpack HQ if you wish to waste your time. You will understand that the first destination is the Gas station.

WOLFPACK GAS STATION :

Introduction : The two informers you are looking for has been killed by Wolfpack's men. Now it's up to you to collect information(s) from their dead body.

0) You can find an adrenaline on the left and apparently infinite Grenade Resonator behind a box (pull it or not) on the right. You can pick up a grenade in the shop.

1) Enter the shop. You see 2 doors, straight or left. The door straight is locked from the inside. You can use the door right.

2) Pass the door right, strangle the guy here. You see that you need a battery, that an electric cable overloads after you press a switch and that a locker is locked. Take the medikit on the table.

3) Exit of the shop and go left. You access to another switch : the car wash switch. You will strangle one of the two guys who burned an informer and kill the other with your gun. Beware because a third guy will appear to help them. You find a battery car and a Grenade Resonator.

4) You can use the battery car to obtain a coin. Use the coin on the car wash switch. You will kill one more guy. You find a new door. Pass it. You find here a key, a lever and the electric installation. Use the lever to move the engine. Use the second door in this room to open a shortcut to the garage. Use the key to open the locker. You find an electric cable. Use it to repair the installation in the previous room. Now move again the engine. The elevator goes down. You find an extinguisher in the car. Take it and stop the flame. Jack opens the door of the car and find a metal pipe. Use the metal pipe on the toilets door which is right of the shop. You find the second informer dead. You find also an Amco Card.

FMV :

You meet Greywolf. After he menaces you, he escapes.

BIKE SCENE IN NORTH DISTRICT :

Follow Greywolf to the Wolpack HQ. If you haven't 500 TP, now is your chance to earn them.

WOLFPACK HQ :

0) When you arrive, kill the guy here. Pick up the items here if you can then use the Amco Card on the door of the left and enter. On the right is a door locked by a magnetic system and a Lift Control locked by a key.

1) You watch a scene. You must strangle 2 guys or kill 4 guys if you make too much noise. You find a mine, a key, a Talkie Walkie and an adrenaline. Use the key outside of here to switch on the lift.

2) Use the lift to go to 2F. You find a medikit and a device. You need a circular item. Go to 3F.

3) Watch the scene. You can open a door to pick up a serum and a file. When you try to exit a guy jumps to shoot you. Kill him. Follow the new way. Open a door.

4) Begin to kill 2 guys here. There are 3 doors here. The first is in the long corridor. You see a picture with a message. Keep in mind the number : 1993. Near the second door pull and push a box in order to find a key (you must climb

on the box). You use the key on the third door to find a broken emblem. Answer to Greywolf in the talkie (choose YES when the game asks it to you). Kill 2 guys. You must enter the code 1993 to open the door.

Greywolf introduces his new lieutenant, Bruce.

BOSS : BRUCE.

Shoot and use your rolling movement to avoid some bullets. Bruce died.

Open the locker to find an emblem and a file. Read the file and go to the second floor. Use the complete emblem on the device. Enter the following sequence : (the cross sequence)

```
X O O X
X X X X
O X X O
X O O X
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Use the emblem on the third floor, in the meeting room to open the stairs. You can access to the roof.

BOSS : GREYWOLF.

A good technique is to chase him and to shoot him with your gun. If you are quick enough Greywolf won't be able to shoot you. Chase him instead of facing him.

SNOOPYFLETCHER, submitted this alternate method :

" There is another way : you can kill Greywolf if you have Proxi Mines. You can plant them and watch until the half on him goes down "

FMV :

You can watch the current news at TV and the X must advertising. You talk to Chief Hawke. He says that you need a B license to continue on your journey.

You can take the weapons in the small room before you go.

BIKE SCENE IN NORTH DISTRICT :

Go to Leila's office. It's time to pass the B license.

LEILA'S B-LICENSE :

B-1 : Bike Control : This phase is very easy if you don't run on a wall. Just follow the arrow.

B-2 : Use a decoy shell to lure the first guy, run to strangle th one on the straight line, run more to strangle the one on the left and exit.

B-3 : Shoot 6 guards.

B-4 : Room 1 : Pull the box and shoot the barrel.

Room 2 : 3 guys, shoot them by surprising them with the regulator.

Room 3 : 4 guys, same technique as above.

STATUS : Obtain a B-License, beat all the records and obtain the access to the B dispenser.

Save before you take the weapons in the B dispenser. You talk to Chief Hawke and obtain his permission to intercept the criminals.

BIKE SCENE IN SOUTH DISTRICT :

Go to the south district and try to earn 800 TP. Normally and due to the problem at the Millenium Bank there is no car on the road. If you can't earn 800 TP by yourself, go to the training area. Once in the south district you

must find an alternate way to enter the bank.

FMV :

You learn that Angela has been kidnapped. Chief Hawke gives you a way to enter the bank, the sewers. You must save the hostages (this part of the storyline was probably forgotten because you won't save anyone except for Angela).

BIKE SCENE IN SOUTH DISTRICT :

Go left of the bank to access to the sewers.

SEWERS :

0) Kill 2 guys and use the ladder. Angela contacts you. You must find her by following the signal of her VM.

PALMERA MALL B2 :

1) You must kill 3 guys. Advance and shoot the first with the regulator.
2) Hide until both guys go on the opposite direction. Strangle them and you can access to B1.

PALMERA MALL B1 :

There is a trap here. Once you approach of the black car, an alarm will ring. You must kill 2 guys to access to the stairs.

PALMERA MALL 1F :

On the stairs you see a new door to the basement, remember it. Go to the first floor.

You can find an adrenaline and some bullets. Find a room with a grate you can move. Use the new way. Go to the far end of the corridor and listen to the conversation.

FMV :

You learn of the Millenium project from the mouth of Ramirez, the cyber cowboy.

You must go back and kill the other guy to obtain a circuit card and a file. When you will exit you will kill 2 guys. Go to the stairs. This time use the door that leads to the basement.

BASEMENT :

Once you arrive, immediately shoot the guy. You must kill two more guys. You can collect various bullets here. Push a box to access to the sewers. You must kill a guy and then input the circuit card. Go back to Palmera Mall 1F, where you found the circuit card. Press the button to open the door to the Shopping Area.

SHOPPING AREA :

Strangles 3 guys.

1) Hide behind the first pillar, crouch then approach and strangle the first.
2) The second guy patrols around a square place, it's easy to surprise him.
3) The last guy is on the opposite direction.

Search for a lift with a container in it. Push it outside of the lift and go to 2F.

PALMERA MALL 2F :

Strangle 2 guys. You can open a shortcut by using the first door. The second door leads to the stairs. The third leads to items (if you need them). Open the lift.

FMV :

You have found Angela. Jack decides to find a rope to help Angela.

Use the pipe for fire fighters near the lift.

FMV :

You help Angela. Now run after the terrorists. You hear a crash. Angela is safe but you must find another way to progress. In addition of this the ACN cops are now inside the building. You can use only the Neuro Stunner.

Go to the sewers by using the basement. On the way you will meet ACN cops and i suggest you zap them all. You must just shoot one of them with the stunner before you go to the sewers. Once in the sewers use the new way to join the next area.

MILLENIUM BANK :

0) Kill 3 guys and search for a ladder to enter the bank.

1) Collect items and kill 3 guys in the bank. Use the camera, you see the boss, Ramirez in the security area. Press the button here.

2) Go to the new room and pick up an adrenaline on the table. Approach of the door.

FMV :

Ramirez says that you will never catch him. He sends you some spiders to kill you.

BOSS : SPIDERS.

Here is the deal : you shoot a spider one once to stun it. Then you click on it to control it. Use the A button of your dream pad to make jump on the door the spider. It will decrease its resistance. Beware because when you control a spider, you can be hit by another spider. Three spiders appear each time. Last don't forget to press A before you reach the door, because the mechanical spider runs very fast.

FMV :

Ramirez will never talk.

Use the serum on him.

FMV :

Ramirez talks to you. You obtain what you wanted to know. You talk to Angela.

Now you must enter a serie of colors to hack the system of Don Fulci. I hope that the combinations are not random, here are those i obtained :

Yellow Green
Green Yellow

Then :

Green Yellow
Blue Green
Red Yellow

Then :

Yellow Green Red
Green Green Yellow
Red Yellow Blue

It's over. To continue on your journey, you need an A-License. On the way to Leila you learn that Sharpe is looking for you. He actually thinks that you

have killed an ACN cop.

LEILA'S A-LICENSE :

A-1 : Bike Control. This one is very difficult. I will give you a way to beat the record. Follow the number, it corresponds to a check on your map.

End.

7 6 5 4 3

8 9 1 2

Start.

A-2 : Here are the positions of the guy and the time you must use to beat the record.

 End (before 1'20) 4 (1 Minute)

 3 (40 seconds)

 2 (20 seconds)

 1 (6 seconds)

A-3 : Kill 8 guards.

A-4 :

1) Shoot 3 guys. If they don't see you you can surprise them with the regulator.

2) Go down and strangle 3 guys. You can also strangle only one and escape.

3) You can strangle all the 3 guys without they see you. You have just to avoid the red light. Exit.

STATUS : Obtain an A-License, beat all the records and obtain an access to the A dispenser.

As usual, save before you take the weapons in the dispenser.

BIKE SCENE IN NORTH DISTRICT :

Go again to the Wolfpack HQ. You need 1300 TP.

WOLFPACK HQ REVISITED :

0) Strangle the ACN cop.

1) With your new card hack the magnetic code.

2) Use the ladder to access to the roof.

3) You must strangle 2 guys on the roof. Go back to the meeting room.

4) Use the card to open the filing room. It doesn't work because there's no electricity in the building. It's time for a trip in the building with all your ACN friends shooting at you.

5) Strangle 3 more guys of the ACN. Use the huge lift (the one that didn't work the first time you came here).

6) Advance and the lift falls. Strangle 2 guys here. Search for a box to pull. It will help you to activate the elctricity.

7) There is a door near the huge lift, open it. Use a lever then a ladder to go down.

8) Run to the lift of the first floor. Go to the third floor.

9) Open the Filing Room. I suggest a SAVE now. Pick up the file, the map and the Hook.

FMV :

Bill and Kate were giving the news as usual when Don Fulci appears at TV. He announces that Los Angeles will explode if he doesn't recover all the money he has lost cause of Jack. Then Chief Hawke contacts you. You said that you can defuse all the bombs because you have the map.

BIKE SCENE IN NORTH AND SOUTH DISTRICT IN ORDER TO DEFUSE THE 6 BOMBS :

The first bomb appears on the map in the north district. Go to it. You enter a sewer area guarded by one guy. Then you will find the case with the bomb to defuse. Your role is to enter a sequence based on the triggers of your dream pad.

Example : A <- L.

You are limited in time to enter each sequence and don't forget the main timer. You need 2 seconds to initiate the defuse sequence after you enter the 3 combinations.

A major problem of this phase is the difference between the A and the R. Exit quick.

The second bomb appears in the South District. Go there and don't miss the entrance of the parking to access to the sewers. In the second sewer area, there is one guy to kill and the bomb to defuse.

The third bomb is also in the south district under a bridge. In the sewer area, Take the left way to reach the bomb and kill the guy. Enter the sequence and hurry up.

The fourth bomb is in the north district, the sewer entrance is in the training area. Inside you must kill 1 guy then shoot a barrel to kill the second. Defuse the bomb.

You drive past wolf's gas station going east and you run into a dirt road and make right at the fence and through the opening. (Thanks to Bobby Cooper for this hint)

The fifth bomb is in a parking. The sewer area is a maze but to be free of your moves in it, begin to kill the 2 guys here. Find the bomb (you will lose time if you take the wrong way) and defuse it. Hurry up to escape.

The last bomb is near Leila's office. Run to there and enter the sewer area. Once again kill 2 guys. Find the last bomb at the end of the corridor and defuse it.

FMV :

Chief Hawke says you are the new hero of the city. He will help you to prove that you haven't kill the ACN cop. Hank Redwood appears and hits you. The news announce your arrestation and that you are sent in the Aquadome, the most terrible jail. Angela worries about him.

END OF CD

1.

8 WALKTHROUGH FOR CD 2 :

FMV :

The game begins with the news. Bill and Kate said that Jack Wade will fight alongside the bandits he has arrested and that the weekly death match will be very interesting. Meanwhile Greywolf goes first in the arena. The giant beats him. Now it's your turn.

BOSS : GLADIATOR.

This boss is long and not so easy to handle. You must be in one of the circle, wait that the color of the circle changes and then run. The thunder will fall. The deal is to make the thunder falling on your opponent. As if it wasn't enough, some guys will come to shoot you. Until half of the boss gauge, one guy will come and after it will be 2 guys. When one guy comes to shoot you he does

it from the two entrances. So you must constantly move and pay attention. When 2 guys come it's always from the same way. Conclusion, shoot them before they see you and run when the monster comes to hit you. The thunder will do the rest.

FMV :

- 1) Jack has won. Now the guards will kill him. Greywolf comes and hit the guards. They escape together.
- 2) You will see the news, everyone now that Jack has escaped.
- 3) Alan comes to see Angela. He menaces her, but she doesn't fear him. You talk to Angela but the communication cuts. Angela decides to go to the dock to save Jack.

DOCKS :

You control Angela for the moment.

- 1) Kill 2 guys and go to the switch.
- 2) In the second part strangle the first guy then shoot the barrel to kill the second. Go straight then right to find a Resonator Grenade.
- 3) Go left and kill one guy. Before you go on the bridge, take a Resonator Grenade by going straight then left and an adrenaline by going straight then right. Go to the bridge.
- 4) Open the door of the bridge to go on the other side of the docks.
- 5) Kill 2 guys.
- 6) On the way you can strangle a third guy. You find a Resonator Grenade. You must search for a door of a warehouse. Once you have found it (on the right of the exit) enter. You watch a scene where you learn that Jack is onboard the Queen of Heart. Kill 2 guys, take a key and a medikit. Exit of here and find the door to the container area (which is left then left then left from the exit of the warehouse).
- 7) Strangle 2 guys then open the door of the container. Scene where you hide in it.

FMV :

The Queen of Heart is floating. Angela opens the door of the container. She jumps but a light flashes her. She must find Jack quickly.

QUEEN OF HEART :

- 1) Go to the only door of this area and kill everyone on the way. Use the map to find the door.
- 2) Kill a guy. You can't go to B1 now, you can go right then left to the exit. Once in the stairs go to 2F.
- 3) Go left to find a grenade and a file. You see also a device with 3 slots. Go right, kill a guy. Two doors are locked, they are shortcut you will open later. In the Captain's Room you find a medikit, the Beta compound, a voice recorder and a file. Exit and continue. In the bathroom you find an adrenaline.
- 4) Now go to 3F. Kill a lot of guy in the dining room. You find some items here. You enter a small room with the Alpha compound and a file in a locker. Near this room, you find a way to the second floor. Descend the stairs to 2F.
- 5) Open the first shortcut. The room where Jack is, is guarded by two guys. Kill them, but don't go to the jail now.
- 6) Go to 4F. Enter the command room to watch a scene. You find 2 guys here. Kill them. Take the logbook here and press the switch.. You'll need the hook that Jack has found. It's time to save him.
- 7) Back in 2F approach of the corridor where Jack is, you see 2 doors. The second door is a shortcut while the first has a breakable wall.

FMV :

Angela talks to Jack. He gives her the hook and asks her to find something to help him.

8) Go to 4F and use the hook to open a secret door in the command room. You find the Gamma compound. Go to 2F and go to the room with the 3 slots device. Input each compound to create a bomb. Go to Jack's jail and use the bomb on the breakable wall.

FMV :

At least Angela destroys the wall and saves Jack. She'll go in the command room while Jack will explore a little more the boat.

9) Go to 1F. You must go to the B1 entrance. Kill a guy on the way. As it's lock you ask to Angela to unlock it. Click on the wheel and you'll watch a sequence.

10) B3 : Kill a guy. Open the door left on this corridor. Pick up Uzi clips. Open the door right and strangle 3 guys here. Use a ladder and find a crane lever control. When you go down, strangle 3 guys and go in the cold room.

11) In this room, press a button to open one of the cold chamber. You find a Captain's ID card. Go to the ladder and find the door where you can input this ID card. Once down, use the voice recorder you have found previously (in Captain's Room) to open it. You must click on the switch with the recorder or it will not work.

12) Kill everyone here. You find an ACN cop. You obtain a key card for the last closed door. You find a medikit, bullets and a dead Greywolf, too bad for him. Exit and go to the closed door.

13) Kill everyone. Pass the door, kill a guy then use the stairs. You pass 2 doors.

FMV :

You meet a kingpin, but he is killed. Ramirez jumps from the helicopter. It's time to fight him.

BOSS : RAMIREZ.

First hide behind the boxes. Throw your Resonator Grenade to shoot the flash lights. Now run to Ramirez with your handgun and shoot him. You must avoid the grenade he throws or shoot at it to send them back to him. With a minimum of coordination in your moves, you will do it easily.

FMV :

1) Jack escapes of the bridge. It explodes. You discover that Don Fulci is Alan Sharpe. Jack and Angela use a hovercraft to escape.

2) The news announce the death of Don Fulci.

3) Angela asks to Jack if Alan can be a murderer. Chief Hawke calls Jack. He wants to meet him at Biotech Labs. To do this, Jack must obtain the AAA-License.

BIKE SCENE IN NORTH DISTRICT BY LATE AFTERNOON :

Go to Leila's office.

LEILA'S AAA-LICENSE :

AAA-1 : Bike Control : Go left to the first check point, then right and left to be back on the main avenue. Follow it to the second and third check point.

Don't miss the bend and reach the fourth check point. Immediately turn right then left to reach the fifth check point. Now go back to the first check point and this time, go left. Follow the road until you see the sixth check point. Last run to the goal.

AAA-2 : Press Y. Wait for the first guy and strangle him. Press Y again. Wait the opportunity to strangle the second guy who is the one straight. Don't stop now and run to the third by going back then right and right. If you are quick enough you strangle him. Then finish the fourth guy easily. Exit.

AAA-3 : Kill 10 guards.

AAA-4 :

- 1) Shoot 2 guards up and exit.
- 2) Shoot 4 guards down and exit.
- 3) Shoot 2 guys near you and then 2 others up. You can exit.

STATUS : Obtain the AAA-License, beat all the records and obtain an access to the AAA dispenser. You find a rocket launcher and Infra Red glasses, and an armor. You are the number one again.

As usual, save before you take the items in the dispenser.

BIKE SCENE IN NORTH DISTRICT DURING THE NIGHT :

Go to Biotech Labs now. Once inside, go left and descend a set of stairs with your bike. You'll find near the goal.

Enter the sewer. Run until you meet Hank.

FMV :

Hank wants to challenge Jack in a duel.

BOSS : HANK REDWOOD.

It's a QTE, as in Shenmue. Press LEFT, RIGHT, L and A.

Now use the stairs to exit.

BIOTECH LABS :

1F :

- 1) Shoot 2 guys and enter.
- 2) Chief Hawke says he is in B1. You find a mine. You see a statue called EVE. Her name is on the pedestal.
- 3) Go upstairs and pass the first door. Go left and quickly, kill a guy with your Regulator. Pick up the mine here and exit. Pass the second door and kill the second and the third guy. By using this way you will surprise them easily. You find a key and a grenade. Go down and open the gray door near the computer.
- 4) Push the alarm button. Kill 2 guys. Use the elevator to B1.

B1 :

- 5) It's time to use the infra red glasses. You can avoid the laser. Pass the first then crouch for all the others. You must kill 3 guards. Go left to find a grenade and deactivate the security system. Pass the right door. There are an adrenaline and rocket launcher ammos. Exit to pass the last door of this corridor.
- 6) Here you can enter right to find items and then exit. If you play well, you have to kill only 2 guys. Else you will kill a lot of guys here. For the moment you can't do anything else but to enter the second room on your right. This place is called the AMPHITHEATRE.
- 7) I called the second room on the right, THE OFFICE. You find a gold serpent key in a painting, 2 puzzles, a bronze serpent key on a chimney and a switch. Use it to open a secret passage. Go down first to find infinite ammunitions for all your weapon except for the rocket launcher and a silver serpent key. Go upstairs and use the 3 keys on the door. Enter.

FMV :

- 1) Jack has a recall. It hurts him. Then he sees Alan and Chief Hawke. Alan kills Hawke. Then he shows that Jack killed Christopher Stern. Angela kills Alan and then point her gun towards Jack for what he has done. Zweiberg arrives and explains that he controlled Jack and forced him to do this. He injured

Angela (Jack has seen that she is not dead) and then hit Jack with a Neuro Stunner.

2) Zweiberg shows his true face to Jack and his plan. He talks of the virus named Bloody Mary, as his wife, and says to Jack that he will contaminate him soon. Jack understands that Zweiberg contaminate someone who drinks a X Must, and activate the virus with the advertising.

3) Angela awakes on a surgery table. She sees Alan, dead. She must save Jack again.

B2 :

8) You control Angela again for her ultimate phase. Exit of here. Be sure to never go in the red light and you'll never fight a guard. You come from the Organ research corridor. Go to the Chip Research corridor. Enter the room. Use the hook to open a secret locker. You find a mine. Exit. Use the Genetic Research corridor and enter the room. You find a Saline Bottle and a file about the virus. You see also a device that can create a vaccin. You need a DNA sample of someone immunised against the virus. Exit and go to the control system. Use a Proximity Mine to destroy it. Kill 2 guards and you can go to Jack by using the Amphitheatre corridor.

FMV :

Angela saves again Jack. She learns that Adam exists. He is the first of the new race Zweiberg has created. She must take a DNA sample of Adam to create the vaccin for Jack.

9) Go to the Office. Use the hook on the table. A camera appears. Use it to see on Eve body the code for the first puzzle. I can't explain it, the symbols are a mix of katakanas (one of the conceptor is a japanese in the staff) number and unknown letters. Just write it on a paper and input it in the painting to obtain an EVE Key.

B3 :

10) Go down and use it on the locked door. Kill 2 guys in this corridor and pass the door. Take the medikit. Advance.

FMV :

Angela awakes Adam. Adam hits Zweiberg deadly. The doctor doesn't die now. Adam turns his face and see Angela, oh oh...

BOSS : ADAM.

The normal way is to use some pipes to release a gas. Unfortunately the pipes didn't work when i fought Adam. I use the long but sure method, shoot him. In this case the fight is long but you have just to run, shoot and run around the two squares to avoid being hit by this maniac.

UPDATE : Here is the true method to beat Adam, submitted by George !

"As soon as this boss fight begins, you will find that Adam will be relentlessly pursuing you. He never lets up! EVER! Remember, he was genetically programmed to kill every human being he encounters and will not be a happy freak until he sees you dead. Fortunately, his pace will be rather slow for the most part. If you allow the space between Angela and ADAM to become too minuscule, you will quickly find out that this dude can easily take off a third of your energy in one whack. Even worse is when you shoot him with your puny pistol. Not only does this weapon do micro increments of damage to this anatomically incorrect baddy, but it will only make him 1,000 times more pissed. He simply groans in pain, quickly recovers, and then chases you around the room like a mad man until he gives you a good spanking or he loses sight of you. Like all your previous boss battles, you must take heed to the hint that flashes on the screen when you aim

at specific targets. In this battle you will notice the pipes on the side of the room will produce the crosshairs. Ah ha! But what to do? If you shoot them, nothing happens right? Wrong. You must activate them first. Start by powering up the terminal in the very center of the map by pressing A. This is easy to find because Dr. Zweiberg's lifeless body is laying right in front it. Next go to the 2 gas valves in the corners of the rooms. One is called "A" and the other "B." It doesn't matter which order you turn them on in just as long you get the gas flowing to both. As always, allow ample space between yourself and ADAM before attempting to turn these gizmos on. Once you've done this, you are ready to kick some genetically mutated butt. Now the tricky part. You must time this part perfectly in order to give instead receive damage by doing the following:

- 1) Get in 4 to 7 seven shots in the oncoming ADAM. Make sure that he winces and groans in pain directly next to one of the four pipes in the room.
- 2) Quickly change your aim to the pipe and get in 1 to 2 shots to burst it open. The closer Adam is to the pipe the more significant damage he will endure. Do not try to reload as this will only slow down Angela. Remember Adam will be very pissed. He will recover within a few seconds and then frantically chase you around the room. His speed will be exponentially increased.
- 3) As soon as he gets a faceful or you for some reason you didn't time it right and he is in your vicinity, for god sakes MAN RUN AND DO NOT STOP!
- 4) You can stop running and reload your pistol when you see the arrow on the radar dramatically slow down. Repeat the process 7 to 9 times and Freaky man will be incapacitated to the point where you can get a piece of his DNA.

You will see that with this strategy big ADAM will take a considerably larger dose from your can of whoop ass juice than with your baby gun. Pretty much the only time he is truly dangerous is when he has just taken a fresh facial sauna in your bio chemical blast. You must time this attack correctly to allow your character ample time to run free of his rage. Keep an eye out for his arrow on the map. When his arrow does a frantic 360 degrees 2 or 3 times you know he has become less of a threat and will only walk rather than run after you. Repeat the pipe acid in the face process 6 to 7 more times and you should be quite successful and move on the final and most glorious leg of this epic game.

-George "

- 11) You take the DNA sample. If you have release the gas during the fight, close the pipe by using the two computers A and B. Go to the genetic room and create the vaccin with the device. Bring it to Jack.

FMV :

Zweiberg gives all his power to Adam in order to begin the apocalypse. Then he dies.

- 12) You control Jack again and for the final phase of the game. Go again to the office. Go to the three serpent keys door. Enter this room. Switch on the computer and take the file. Now use your infra red glasses to see on the ground the solution to the second puzzle. Input the code (after you write it on a paper) and you obtain an ADAM Key. You can use it on the locked door of the previous corridor.

- 13) Here is the most annoying phase of the game. Kills 2 guys here and take the bullets and the adrenaline. Now, use the elevator to go down. Shoot the barrel to surprise and kill everyone on the way. Now go right to enter a room. Kill 3 guys and use a crane lever control. Go back in the previous room, use an

adrenaline and run in the corridor alongside the container. Avoid to be killed and pass the door as soon as you can. OUF !

14) If you haven't used the computer A and B of this room, use them now. Then use the huge computer of this room.

FMV :

Jack has made the transmission. He must join Angela now in order to escape of here.

15) Kills 2 guys and use the lift. Go to the Amphitheatre. When you arrive, a bad surprise is waiting for you.

FMV :

Adam appears with a Judgment Cannon in his hand. He hits Angela and is ready to kill Jack.

FINAL BOSS : ADAM.

Phase 1 : Note that you have infinite clips for your uzi, so you'll use it for a great part of this phase. Basically the Judgment Cannon has 3 phases. In phase 1 and 2, it concentrate the power in a blue shot. In phase 3, all the power is released in a red ray. You begin to hit Adam with the Rocket Launcher. Hide behind a pillar while you reload the Rocket Launcher. All the pillars must be destroyed. Be sure to run before Adam uses the red ray. Use the Uzi until you destroy his armor. Adam falls and then continue the fight. Use again the Uzi and finish him with your Regulator.

FMV :

Adam can't be killed by ENP weapons. He mutates and throws down his Judgment Cannon.

Phase 2 : In this phase Adam is invincible. However hit him with your handgun. He will suffer of the bullets. While he is complaining, use an adrenaline and run to the cannon. Jack will have a lot of difficulties to use it. Once Jack stands up, concentrate the power of the cannon by pressing A and then release it on Adam. The final boss dies in one shot.

FMV :

That's the end. Biotech Labs is destroyed, all the bad guys are dead and Jack kisses Angela. The news announce that a signal was emitted from the Queen of Heart but no one knows what it is. The programmers let you understand that it's a X Must advertising. If it's true that Adam is dead, the virus is still in the body of a lot of people (everyone who has drunk a X Must). You hear the laugh of Zweiberg, but don't forget that Angela has the vaccine. This end is surprising but stays very good at least.

FINAL STATUS :

COMPLETED THE GAME IN 12 H 21 MINUTES.

KILLED : 275 GUYS.

KILLED : 1 RAT

OBTAIN A REWARD, Save to enjoy it.

END OF CD 2.

Head " ADK "

Hunter.

9 SECRET AND RUMORS :

Head Hunter Version 2 :

The only secret i have unlocked is Head Hunter Version 2. It allows you to open

the star dispenser. It contains all the weapon and shells of the game. To open it you must :

- 1) Beat all Hank Redwood records in VR simulation
- 2) Obtain 1300 TP in the bike scene
- 3) Beat the game.
- 4) Kill less rats as possible and more guy as you can.

I don't think the time is important but i completed the game in 12H 21 min machine time, my DC didn't count the number of reload and retry, i have played something like 21 hours with this game).

Rumor 1 :

It's possible to obtain the judgment cannon in the game if you finish it quickly.

Rumor 2 :

In Head Hunter Version 2 some details changes during the whole game.

Rumor 3 : (from me)

Maybe there are alternate costumes for the playable characters.

HOW TO PASS THE B LICENSE :

When you play v2 and onwards, the LEILA missions get harder and harder. This is one of the first noticeable changes. To get past this, you need to wait for the other guard to leave. Then, throw a decoy shell to the guard's right. When he turns yellow, you'll notice he's turned his head to the right. Now, here's the tricky part. Run up and dash in between him and the wall, away from his face. Then, turn around and quickly snap his neck with the Stealth Kill. That's how you get past him.

Jason "Double -S-" Tsui

10 CREDITS :

Thanks to the video game universe because i have done a lot of references.

Thanks to Amuze who made the game.

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Thanks to SNOOPYFLETCHER for the alternate method with Greywolf.

Thanks to George for the technique against Adam.

Thanks to Bobby Cooper for the hint to find the training area.

This walkthrough is copyrighted 2002, ask for my permission to post it on your site.

Head " ADK "

Hunter.