

# House of The Dead 2 FAQ/Walkthrough

by BakaOrochi

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The House of the Dead 2  
Dreamcast FAQ/Mini-Walkthrough  
Version 1.3

First-person shooting. Light gun, optional (but recommended)

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FAQ History:

0.9  
12/23/99  
-First release

1.1  
1/14/00  
-Basically finished the Original Mode list  
-Rearranged the FAQ to make a little more sense

1.2  
7/18/00

-FINALLY! Made some corrections and added a few stuff!  
-I finally beat HOTD 1 so some things in this FAQ may incorporate some of that...  
-Plus I did what I apparently forgot to do: Spelling and grammar check (oops!)  
-Added Weak spots.  
-Redid some information.

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1. What's the point of this FAQ?  
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Well, first off, I never saw a HOTD2 FAQ for Dreamcast, so I figured, why not?

This isn't a thorough walkthrough. It only quickly covers some of the main things to note in the game. For more detailed walkthroughs, go to [gamefaqs.com](http://gamefaqs.com) or another site that has full, detailed walkthroughs.

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2. What the heck is "House of the Dead?"  
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The House of the Dead is a gun shooting game, whose game rules are similar to that of Area 51 (or Maximum Force). You shoot off the screen to reload and if you shoot the wrong person, you lose a life. Each life is indicated by a life torch.

Defaults for both the arcade dipperswitches and home are three lives, medium difficulty. Maximum of five lives. Every once in a while, when you save a hostage, they'll give you a life bonus. If you save enough people in a level, you'll get another life bonus after you defeat the level. Depending on what stage, you'll have to save different amounts of people (See section 7). Unfortunately, unlike the first one, you can't get anymore than 1 life bonus at the end of the level.

One of the unique factors of this game was that depending on what you did (i.e. save certain hostages, shoot off locks), you'll go through a different route, fighting different zombies, even fighting the boss differently, making the game have a great replay value.

HOTD 1 takes place in December 18 1998 at, I believe, a man named Dr. Curien's mansion or lab. Basically, to make a long story short, Curien created a race of zombies and other undead creatures. You basically have to go into "The House of the Dead" to save the scientists trapped inside and take out Curien and his secret weapon, the Magician (oops, I guess it's not so secret anymore ^\_^). The two main characters involved are agents from the AMS, G and Rogan.

HOTD 2 takes place almost two years after HOTD 1. G went to go investigate some more unnatural happenings created by Curien's "successor" Goldman. Two more AMS agents, James and Gary were sent to meet G. But they arrive to find that the whole city is infested with zombies, and that G was severely injured. The point is to go and destroy Goldman's plans of "purifying" the world of mankind.

This game is in 3D polygons, based on Sega's NAOMI board.

Oh, and if you're wondering what the name of the bosses are about (Hanged Man, Magician, Judgment, Tower, Emperor, etc.) they're based on the faces of Tarot cards.

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3. What is this "NAOMI" thing? Is it a person? Can I get to know her?  
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No, NAOMI is not a person. In fact I don't know anyone named Naomi (other than in Metal Gear Solid). NAOMI is the name of Sega's main board (I think?) that Sega uses to program their games, just like Capcom uses CPS1, CPS2, CPS3, and Namco has System 7. The advantage to NAOMI is that it's relatively cheap to produce, but it's quite powerful. It's also incorporated into the DC hardware. In fact, I think that is what the DC hardware is based on...

Several arcade games uses NAOMI boards: House of the Dead 2, Power Stone, Power Stone 2, Sega Bass Fishing, Dead or Alive 2, and Marvel VS Capcom 2.

I'm not an expert in this field, I'm not even anywhere near a CS major, so if any of this information is wrong, feel free to contact me.

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4. What do I need to know about this game for DC?  
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Well, it's not impossible to play without a gun. But the gun's REALLY handy. Controlling a crosshair with a controller is a BIG pain...unless of course you're like me and have gotten used to it. Plus you'll take the true arcade experience with you if you get a gun.

You can use both the analog pad and the stick. The game is also compatible with the fighting stick, go figure (most likely since both use analog).

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5. Do I need to purchase a light gun?  
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Like I said, without the gun, it's a pain to get used to, since you'll have to struggle with accuracy with the crosshair: you may overshoot your target for example. Plus, if you have two or three enemies on opposite sides of the screen, you may lose a life because you can't get your crosshair to move fast enough to the other side of the screen. On top of that, it costs \$30.

But one big advantage that I found is VERY useful is the not only do you get rapid fire, it's also a TON easier to reload at the same time (read the next section, in case you don't know what I'm talking about). This is pretty useful for bosses and sometimes in original mode as well.

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6. Can you give me some tips/secrets? I can't get through the game easily!  
-----

Rapid fire and reload:

In the arcade, you could do rapid fire. But reloading was an annoying setback. But if you have a controller, you can hit both fire AND reload at the same time! All you have to do is instead of jamming on one button, jam on both A and B or whatever your FIRE and RELOAD button is, and you'll have both rapid fire without having to worry about reloading! This is excellent on bosses, especially Judgment, Hierophant, and Strength.

To always display your score:

At the FIRST title screen (where the camera pans the houses), press left, left, right, right, right, left, right, then start. Your score will display when you play either arcade or original mode.

In the arcade, after you insert coin(s), you press the triggers (left and right triggers) left, left, right, right, right, left, right).

Civilians:

How many civilians are there?

1st stage=5 2nd=6 3rd=4 4th=3 5=0 6=0

This number may differ depending on which route you go. This is assuming all

hostages are saved and the normal straight route is taken.

Main difference between HOTD1 and HOTD2 in gameplay:

Basically, in HOTD2, the zombies are harder to kill. Plus once you hit them, they'll run at you, much faster. Plus some zombies are now harder to hit their weakspots.

There are several ending to the game. Supposedly it goes like this:

Bad: Beat the game, over 80000 points, last digit ends in zero

Normal: Beat the game, under 80000 points

Good: Beat the game, over 80000 points

Whenever you try shooting a zombie in the background, you'll usually need a couple shots. But whether you kill them or not makes no real difference in the story. Just extra points. Same with the lights.

Headshots are key in shooting games like this (even Time Crisis). For the most part, they'll kill your enemy in fewer shots than any other shot.

Don't forget: saving the hostages aren't ALWAYS helpful. Sometimes, when you save a hostage, you'll go through a route that is more difficult. Experiment around a bit, try not to save a hostage (don't shoot them though! You'll lose a life!), and try the different routes.

Also, in Original Mode, the different routes will sometimes get you better items.

In Original Mode, shoot EVERYTHING! Not only bosses and enemies, I'm talking about doors, windows, switches, EVERYTHING! Sometimes, doors will reveal hidden items and barrels may carry new weapons.

Original Mode again: Be careful! When you use an item, YOU'LL LOSE IT! NO MATTER WHETHER OR NOT YOU BEAT THE GAME! If you die, you'll gain all items you got while you were playing but you'll lose all currently equipped items. Same thing if you beat the game. Your best bet: DO NOT remove the VMS; if you know you'll lose or beat the game with a valuable item, RESET the game or open the lid. As you can see, I learned this the hard way =/

You will get Life 1/4 for Original Mode after you've beaten Boss mode in its entirety.

Last tip for original mode, I mean it: When you use Bullets 1.5 or 2.0, you may get different items to pop up (most of the time, it's better).

--->Unconfirmed tips<---

Here are some tips that I've been told, but have not confirmed.

From Ira Preibisch:

When you use the shotgun, in chapter one when you see two zombies on street shoot them, then 3 other zombies jump down onto street from the overhead bridge after they hit the ground you can shoot them but make sure one of your shots hits the door that's directly too your left, the camera will shift to the doorway where an old lady will either hand you, [most of the time another shotgun], [every 10 times you shoot the door she will give you a grenade launcher], sometimes she will hand you a machine gun, or bullet blow.

To my knowledge, there really aren't many bugs. I only know that the DC version may hang up or have missing sprites now and then (happened to me in the intro).

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7. Is there any difference between the Arcade version and the DC version?  
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Graphics, it's a perfect translation. Since DC and the arcade both work off the NAOMI board, there's no need for "porting" as done with other arcade-->home games. Basically, to put it simply, both the arcade and DC use the same technology. Therefore, when you translate the game to DC from arcade, you'll get a perfect translation.

The sounds and music are exactly the same as well, just a bit remixed. The major differences are the extra modes in the DC version and loading times.

7a. What are these new modes?

These new modes include a Training Mode, a Boss Mode, and an Original Mode.

7b. How can I unlock more options?

Basically, complete everything.

- Complete the training mode in its entirety will unlock Boss Mode.
- Complete all bosses in Boss mode and you'll get Free Play option.
- Fully complete Boss Mode you'll get Life 1/4 item for Original mode.
- Complete Original Mode once and you'll get the "Red" blood option in the Options menu.

7c. What are some items from Original Mode?

I divided them into categories...hopefully it makes sense. Some items cannot be combined (i.e. different guns and chamber effect items or using two of the same or similar items like 1.2 and 1.5 bullets at the same time).

Bullets (determines the strength of the bullet):

- 1.2 (weakest bullet, barely useful)
- 1.5
- 2.0 (Strongest bullet, effects all enemies)
- Bullet Blow (kill zombies almost instantly, no real effect on bosses I think)

Chamber effect (How many bullets your gun can hold before you need to reload):

- +2 Chamber
- +4 Chamber
- +8 Chamber
- Infinite chamber (Never reload again!)

Guns:

- Shotgun
- Machine Gun
- Grenade Launcher (I have yet to see this)
- Air Gun
- Toy Gun (Fun, but no practical uses)

Costumes (change the appearance of Gary or James!):

- Bruno (I have no idea where this guy's from)
- Civilian (usually an old lady)
- Goldman (gained after beating the game)
- Amy
- Harry
- G
- Rogan (In a room on the right before Emperor)

Options:

- +2 Credit
- +5 Credit
- +10 Credit
- Infinite credits (Free play!)
- +2 life
- +5 life
- Double Score (useful for getting the better ending)
- Life 1/4 (Enemies have 1/4 their life)
- First Aid Kit (Gives a Life Up! in every barrel)

Fun stuff (totally miscellaneous items):

- Bass lure (Shoots out lures with your bullets! Makes a noise when hits a wall of the floor. Pretty much otherwise useless)
- Primitive meat (All civilians have huge limbs and head. Useless but fun)
- Rotten meat (Makes zombies have HUGE noggins; never miss a head shot again!)
- UFO?? (Makes a UFO appear in the sky randomly. Useless, but fun to see)

#### 7d. Training mode FAQ

When you start, only one training is available to you. You won't go on to the next one until you've completed the previous one. Some later ones will not unlock until you've FULLY completed the previous ones. You have 5 levels of difficulty: 1-5 (duh). The difficulty will go up as you complete the highest available difficulty. If you feel you need more practice with a certain level of difficulty even though you've completed it, you can adjust the difficulty setting by pressing up or down on the training scenario. But you can't adjust the difficulty setting any higher than the highest level you've completed. The training scenarios are as follows:

\*Training 1: Rescue all civilians!

Save all civilians from the zombies. Watch the last one: He's fast.

\*Training 2: Destroy all enemies within 30 shots!

You have 30 bullets and 2 life torches. You run out of either, you lose. As difficulty rises, your enemies become harder.

Training 3: Destroy all barrels in the time limit.

Self-explanatory. As difficulty rises, time limit decreases. Watch for the barrels on the boat and the hard-to-see ones in the backgrounds. Also, make sure you FULLY destroy the barrels, not just shoot them and leave them standing with a hole in the middle.

Training 4: Get the golden frog with a single shot.

You have one shot. There is on jumping golden frog in the distance. You have a time limit and you're on a moving bouncing boat. Could it get any harder? Also, the frog's position changes every time you play it. As difficulty increases, your time limit decreases. A LOT.

Training 5: Destroy the boss from Chapter 1 using rapid fire.

Shoot the snot out of Kuarl with rapid fire before he gets to you. With a controller, it shouldn't be too hard.

Training 6: Shoot all enemies that appear!

This is tricky. Different enemies will appear, from zombies, to revenants, to slugs, to bats, to even leaping masked men, which are the trickiest. But be careful: three civilians are jumbled in the mess too. One walks, one crawls, and one runs. Shoot them and you fail. As difficulty increases, enemies become stronger.

Training 7: Destroy all enemies in the distance within the time limit.

You know those zombies in the distance? Well, you'll have about 15 of them. And you'll have to kill them all within the time limit. As difficulty increases, time limit decreases.

Training 8: Destroy all enemies clinging to the car!

Remember the zombies stuck on the first civilian's car in the second chapter? Same thing, except there are about 10 cars with zombies stuck on them. They'll come out left, right, alternating. When the cars reach the center, they'll do some pattern, then take off. You miss a zombie, you fail. As difficulty increases, zombies become stronger.

Training 9: Find the enemy hiding among the civilians!

Probably the most frustrating one. You're given about 8 scenarios, with different amounts of characters doing different things or in different positions. Occasionally, there will be a zombies among them doing the same thing. You have to quickly identify which is the zombie, and kill it before your time limit expires. Time limit expires or you shoot the wrong person, you fail. As difficulty increases, time limit decreases.

Training 10: Keep the coin in the air.

The most POINTLESS training scenario. There will be a flipping coin. Every time you shoot it, it'll pop up. But depending on where you shoot it, the coin will bounce up in a different direction. i.e. you shoot the left side of the coin, it'll bounce up to the right. As difficulty increases, time limit increases.

When one scenario is fully completed, stars will be in red.

\*-Denotes modes available in the demo version.

#### 7d. Boss mode FAQ

Boss mode basically makes you kill all bosses in all scenarios. You need to defeat each boss once to move on to the next one. After defeating Magician, Emperor and "Fight All" will appear. As difficulty increases, the bosses become faster. The bosses, in case you don't want to read the FAQ are as follows:

Judgment

Hierophant A (On Sunset Bridge)

Hierophant B (On wharf)

Tower A (In water)

Tower B (In sand)

Strength A (Starting from left)

Strength B (Starting from right)

Magician

Emperor

Fight all (In condensing order)

Read the Mini-walkthrough on how to defeat them.

When one boss is fully completed, stars will be in red.

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8. Is there any part of the game you want to cover? (a mini walkthrough/FAQ)  
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Sure.

All quotes without a name are either by Gary or James or both. Sometimes, quotes are combined.

\*SPOILER ALERT\*

THIS CONTAINS LOTS OF SPOILERS!!! SKIP ALL THE WAY DOWN IF YOU DON'T WANT TO RUIN THE GAME!

START:

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"We're meeting G over there...What?"

Judgment: "I've already taken care of G, this is only the beginning. You're next! Get him!"

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First chapter: A Prelude  
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Don't worry about Judgment now. You'll fight him later. As for the people inside the building, they're all dead. Even the first civilian after you see G is unsavable. He's supposed to die. However, depending on whether or not you save the next two people can determine whether you'll take the easier route or the harder route on the first stage. If one of them dies, you'll go the harder way. Not only will you have red faster worms, you'll also have to face an ugly chainsaw zombie, who's somewhat hard to kill. If you do save both hostages, watch for the boxes behind the well behind the second hostage, inside the right box is a life up. Proceed with the stage. BTW-with those annoying little guys that jump on you with the masks; best and safest way to kill them (IMHO of course) is to let them jump on you. The minute they do, shoot them off (not in their faces obviously). But you need to do it quick before they slash you. Anyway, this stage is pretty self explanatory. The last civilian hanging from the bridge has a life up. First shoot the barrel the zombie's holding because if you don't kill the zombie fast enough, he'll smack the girl with the barrel. You shoot the barrel but the zombie doesn't die, the girl will still live. After that, the girl will think she's safe, but a zombie will suddenly bust out from the door to the right. Shoot the zombie to get the life up. Then comes Judgment.

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Judgment: "Seems like my advice had no effect. Suffer like G did. Go Kuarl!"

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Judgment Type 28:

Kuarl's weak spot: Judgment

Judgment's weak spot: anywhere

A REALLY stupid boss with a bad voice actor. The first part of him is simple.

If you shoot the body (Kuarl), supposedly nothing is supposed to happen. But lo and behold, he does take a little bit of damage. If you're fast enough, it'll do some decent damage and you can shoot Judgment when he gets in the way. However, if you're not so fast with the trigger, the best time to shoot Judgment himself is to wait until he says "Go Kuarl!" He'll be at the top of the screen right where the energy bar is. But you'll have to be fast to shoot him, or he'll hide and you'll get hit by Kuarl. After he loses 2/3 of his energy, Kuarl will fall over and you'll have to kill Judgment himself. This is a pain since Judgment's fast. For this, you'll need to get a clear shot; usually it'll be right before he hits you. Unfortunately. BTW-10 points per shot at Kuarl's body, even when he gets fixed up. 0 points for his sackcloth (what are you trying to shoot at anyway? What if someone shot YOU there?).

~~~

Judgment: "Sir Go-l-d..."

Amy: "James! Gary!"

"Amy! Harry!"

Amy: "Thank God you're alright!"

"What the hell's going on in this city?"

Harry: "Don't know, but it's very similar to the 1998 Curien case."

"That case?!?"

Harry: "Go and prevent the confusion in the city."

"OK."

Harry: "Let's meet at Sunset Bridge."

Amy: "We're counting on you."

"Leave it to me."

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Original Mode notes:

Shoot the chandelier right in the beginning building, you'll get an item. Shoot the bucket on the well at the second savable hostage, you'll get a nice goody! Sometimes. Also, after you kill the worms, there will be two barrels before the camera pans to the knife-throwing zombie in the building. Shoot those and occasionally an item will come out of the barrels.

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Goldman: "Dogs of the AMS...Time they made a move."

Civilian: "No~ Help me!"

"Need to hurry...What?!?"

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Second chapter: Muddy  
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This stage has MANY parts to it, so I won't go through it. But watch the birds (owls?), they're kind of tricky to kill. Also, make sure you shoot all barrels. If you want to go through the easy passage, look for the key next to the dead man, and shoot that. Depending on which path you take, you may fight Hierophant on the wharf or the Sunset Bridge. If you go through the house, you may find worms crawling under a rug. You can shoot the worms under the rug if you want (you should, since they jump at you pretty quick once they crawl out from under it).

~~~

"Amy! Harry!"

Harry: "I was looking for you!"

"What's going on here? The state of this city is too much!"

Harry: "Well, it's about that. It seems like Goldman..."

"Wait! We'll talk later!"

~~~

Hierophant Type B 05:

Weak spot: Chest cavity

Fighting him on the wharf is easier. Why? Because if you fight him on the bridge, three things. One: He can jump into the water, in which he can summon a lot more piranhas at you. Two: it's harder to hit his weak spot in the water, and Three: on the bridge, he'll jump from the left, center, and the right. On the wharf, he won't go in the water. If he jumps, it will always be straight at you from the center. Plus he'll summon the fish right where he is. His weak spot can be hard to hit since he opens and closes his weak spot. If you're on Sunset Bridge, when he's low on energy, he'll jump off the bridge, and he'll randomly jump up and attack you from the left or the right. Hint: James or Gary will say "left" or "right" for those with slow reflexes or didn't see where Hierophant popped up from.

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"Don't care who it is, no one's going to get away with this!"

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Original Mode notes:

Saving people may get you new items. Also, make sure you shoot the barrels. There are at least two doors I know that you can shoot open. The first one is next to the car that the first civilian stops the car at, assuming you save him. Shoot the door on the van behind him before he thanks you. The next is a little tricky. Before the first two masked claw-bearing midgets come out, you have to shoot the door in the background. A man will give you an item.

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Goldman: "It's been awhile hasn't it? My friends from the AMS. It's me, Goldman."

Harry: "Well, in the 1998 Curien case, guess who was behind it. It was Goldman. He's the head one of the most eminent financial group and an expert on the Genome theory. We have to stop him."

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Third chapter: Darkness  
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Again, this stage has different parts to it, so I can't make a full FAQ on this. There are barrels EVERYWHERE, some have life ups, so don't forget to go after those. If you get to go through the water gate, it's usually easier. Again, watch for zombies and fish popping up from the water. Depending on which way you go, depends on how you'll fight Tower.

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Civilian: "My friends went inside. But they're not back yet. I told them not to go."

Civilian: "Help...Nooooooooo!"

"What is it?!?"

~~~

Tower Type 8000:

Weak spot: Mouth

Kind of a lame boss, but he is a bit tricky. You can shoot his (her) mouth whenever it's open, not only when it's charging up or when it's about to bite, but ANYTIME it's open. The center never bites, so don't worry. Once that's done, the blue worm will ditch the other four and like I said depending on how you played the level will determine whether or not you fight him on sand or water. Fighting on sand is a bit harder since there are more obstacles plus you only can target half of Tower's head. But he does the same thing otherwise. Make sure you shoot the mouth when it's open like before.

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"It's me."

Amy: "James! Gary! Come quickly! We're in...Ahh!"

"Amy! What happened Amy?"

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Original Mode notes:

Saving certain people on boats may flash an item. For example, if you save one guy from a revenant (those ugly black skeleton-like guys), an item, usually 2.0 bullets, will jump up for a second. Also, in another occasion, if you save a guy; Amy will get Goldman's phone call. Right after, on the boat for a second, will sometimes be an item. Make sure you shoot ALL boxes and save different people for different items.

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"Everything's set. All we have to do is wait."

"What happened to Amy and Harry? Have to hurry."

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Fourth chapter: Despair  
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Woe is me. Amy and Harry are kidnapped. How careless of them.

Another stage with many parts. Depending on which way you go, the amount of hostages you can save will differ. Watch for the lizard men; their weakness is the head, which is hard to find. You'll have to shoot him several times. Fighting Strength will depend on the path you take. However, this time around, it's not a big factor. It just determines whether or not he runs around more and his patterns of where he'll sneak around.

~~~

"Is this the Coliseum?"

Goldman: "Hmm hmm hmm. People of the AMS, I am Goldman. I don't care if you people try to get in my way or not. In time, you'll find out who's right.

Hmm hmm hmm hmm. This is a present from me to you. Look at your left (right)."

"Amy~! Harry~!"

Goldman: "Well friends, I look forward to meeting you people again."

~~~

Strength Type 205:

Weak spot: Head

This is a harder boss since his head's the weak point...and his head's tiny. Plus he jerks around a lot. There's no real tips I can give, other than watch for when he pops up above you, to the left or to the right. Usually the best time to hit him is when he's about to strike and his chainsaw is overhead. And shoot the knife that he'll throw at you.

~~~

"Amy, Harry, are you alright?"

Amy: "I'm all right. But Harry's..."

"No!"

Harry: "The car's parked in the city square...The top floor...building at point A0063. He's there... Go!"

"Thanks Harry."

"Goldman, I'll get you!"

~~~

Original Mode notes:

Not much here. Shoot the boxes behind the hostages, and watch for hidden boxes. Sometimes a random person will pop up and give you a free item! Sometimes, you'll find items behind locked cell door; shoot the locks to open them.

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Goldman: "Our Emperor shall awaken soon. Hurry friends."

"Point A0063 is just ahead. It's too quiet..."

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Fifth chapter: Dawn  
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No hostages, just a sort of mini-stage with a boss. Watch for guys popping up out of nowhere while you're driving. Also watch for the zombies who, before they die, will make something come out of their chests, which will injure you. Head shots will do the trick. There is a truck with oil barrels next to it. Shoot the oil barrels for a life up. You'll have to fight Judgment again, who is the exact same from the first time.

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"It can't be..."

Judgment: "Sir Goldman has given me a second chance. Don't even think you can get past me. Go Kuarl!"

"Remember, there's no such thing as a second chance."

~~~

Then you'll have to fight Hierophant, who's a bit different. He's easier because he doesn't jump down from the bridge, and he doesn't summon those piranhas. But he still jumps from the center straight at you. Use the same tactics for beating him.

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"What?!"

"Too bad. You're better off that way."

"I won't let you have it your own way any more!"

~~~

After all the hubbub, you'll face Magician.

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"So this is Goldman's headquarters...what???"

"Can't be! You're..."

Magician: "...I've been waiting for this time to come. You have no future. Either I will get you, or the Emperor will. Either way, your fate is in our hands."

~~~

Magician Type 0:

Weak spot: All open black spots (Right leg, left thigh, left arm, right forearm, sides of his hips)

Same thing as the first HOTD, but MUCH faster. Just make sure you shoot his weak spots (those ugly black limbs) before he hits you. He'll first try throwing fireballs. If you can hit him twice, he'll start charging around the screen, trying to smack you. If you weaken him enough, he goes up and charges for a nice fireball shower. Shoot his weak spots as fast as you can. This is when he's most vulnerable. If you can't shoot him fast enough, try to dispel his fireballs by shooting at them (which can be pretty difficult).

~~~

"Only man himself can control his fate. You're nothing!"

"You're the only one who's going to be defeated, Magician!"

~~~

Original Mode notes:

Shoot car doors open! Also, in the car next to the oil barrels, behind the zombies is an item. Also, occasionally before you get into the car, an item will be on the ground behind the four zombies. Watch for any items in the car that the zombies drive. Also: occasionally there will be an item on the bridge RIGHT before Hierophant makes his entrance. Just shoot the center of the road ahead of you, it's hard to see and hard to get.

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Goldman: "At last you've come...friends. The door of fate shall open..."

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Final Chapter: Original Sin  
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The enemies are harder. Head shots are still effective, but it will take usually 2-5 shots to kill the enemies here. They look prettier though ^\_^.  
There really isn't much here, just watch for the two boxes that you'll have a small chance to shoot and get. One of them has a life up. You'll have to fight Tower again. But this time, all five heads attack. At least you don't have to fight the blue worm solo. Watch for the enemies that materialize out of nowhere and from the walls. You get to face Goldman, the horrible voice actor (with some shady Asian accent), and his pet, the Emperor.

~~~

"Goldman!"

Goldman: "I've been waiting for you, friends"

"Do you know what you're doing?"

Goldman: "I'm fully aware of what I'm doing! Can't you see? Man committed a sin, disturbing the life cycle of nature. The original sin that man is responsible to: to preserve the life cycle. I have made a creature to rule over mankind! This is the final battle! Show yourself, our new ruler, the Emperor!"

Emperor: "I am...I am...I am the one who rules over nature, I shall rule and hate mankind. I am the Emperor!"

~~~

Emperor Type alpha:

Weak spot: "unknown" (yeah right, isn't it obvious?) Glowing rotating orb  
Well, here's one case where having a DC controller will be a slight disadvantage for the first part. He'll either throw his "balls" one by one at you and you need to shoot them to avoid getting hurt, or he'll throw all of them at you at once. During this time, you need to shoot his weak point, the purple ball (isn't that dumb? G wrote that the Emperor's weakness was unknown. Hmmm...then I have to wonder what the purple ball could be?). But the ball is tiny, and you'll have lots of opportunities to shoot at it, so don't try to aim for it all the time and disregard the Emperor's ball attacks. Best time to shoot him is while he's getting ready to attack you and at the beginning of his attacks (don't shoot him when he's about to hit you! Unless he's morphed into one of the previous bosses). After a short while, he'll morph into any of the previous bosses (except Magician) and will hit you. Basically, just remember the weak spots and shoot for it, which is easier said than done. The hardest is probably Tower. I've actually found a sweet spot, which I'll let you find yourself ^\_^ . After you've got him down to less than half energy, he'll do some weird thing and turn into a floating energy field. Basically, it's the purple balls with those other balls flying around it REALLY fast. It looks simple; shoot the purple ball. But it's hard. Try to get a couple good shots in when the balls slow down. Only a couple shots will keep the Emperor from hitting you.

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Emperor: "I am...I am..."

"Goldman!"

Goldman: "Friends, it is not over yet."

"Is that all you have to say?"

Goldman: "In time...a successor will come. Farewell, friends."

"Is it really over? Did we do the right thing?"

"Don't know, but we have to find the answer by ourselves."

"I don't care if a successor comes or not, I'll go on fighting. As long as we have the will to live. Goodbye Goldman."

~~~

\*Depending on what your performance was, whether you got over 100000 points or not\*

Ending 1:

"James! Gary! G and Harry are all right! Let's leave the rest to them! On we go, to our next battle!"

"As long as we have the will to live..."

"Until the answer is found..."

Ending 2:

"Thank you!"

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\*I haven't confirmed myself how to get this third ending, but I've seen it, thanks to Justin Sison for sending me the clip and everyone else on their descriptions! I think this ending comes about if you didn't continue and another factor\*

The third ending is similar to one of the endings in HOTD1. If you haven't seen that ending, I'm going to spoil it for you right now.

In HOTD1, after you've gone through the credits and through the Mansion, after you've seen your car and turn around towards the mansion, instead of the freeze frame, you start walking back towards the mansion. When you open the front doors, Sophie is there, but a zombie. You'll hear "SOPHIE!" the screen freezes and you hear a gunshot with the word END at the bottom of the screen.

Similarly, in HOTD2, after you've gone through Goldman's building, after you've opened the second door to the outside, you'll see Goldman as a zombie standing outside facing you. You'll hear "GOLDMAN!" screen fades out, and you hear a gunshot with the word "END" at the middle of the screen.

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Original Mode notes:

Those two boxes: I think the first one has an item in it, but it's REALLY hard to get. Also, seldom, in the little circle area in front of the elevators, there will be an item I believe. In the elevator is usually an item, usually 2.0 bullets or Bullet Blow. Also, when you get to the side rooms before the emperor, shoot the boxes next to one of the last rooms to go in. Either a person will come out of the left door or you will get two items in the right door.

If you saved every hostage in all situations, just like HotD1, you'll get an extra room before you face Emperor with tons of goodies (points, Life Up!)

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9. My best scores/times

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Here's a gist of the highest times and scores I've achieved. With this FAQ, other FAQs, and some skill, you should be able to well exceed my scores.

Arcade:62177 points

Original:142704 points

Boss

Judgment: 29s15

Hierophant A:55s61

Hierophant B:22s13

Tower A:52s66

Tower B:56s98

Strength A:48s93

Strength B:43s86

Magician:42s63  
Emperor:44s93  
Fight all:7m25s98

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10. Closing notes/Thanks/Contact Information  
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Despite the voice acting and the civilian killing, this is actually a fun game with a good soundtrack. This game brings a lot of good challenges and has a great replay value. I've played this game many times, but STILL haven't found several areas. Man, I need a gun for this game, my right arm is killing me...

Thanks to...

Sega for making such a kick arse game

GameFAQs for the opportunity to create this.

The guys at GameShark.com, never thought this FAQ would look...good! ^\_^

Dan C. for getting me into HOTD in the first place...it's a change from TC =P  
UIC, CyberStation, Diversions, and Super Just Games for letting me waste countless tokens on those blasted gun games (except Lethal Enforcers, yuck).

Namco. My accuracy has never been better without Time Crisis ^\_^

Chris Dault for the Hydro Thunder quirk and ending tips =P

Ira Preibisch for the, uh, tips on the gun and original mode

Justin Sison for sending me those lovely clips ^\_^

And everyone who's e-mailed me about the third ending

Copyrights...(every game I mentioned thus far, just to be safe)

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are copyrights of the AM1 team and Sega.

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Dead or Alive 2 is copyright of Tecmo.

Time Crisis is copyright of Namco.

Naomi Hunter (?) is representative of Metal Gear Solid, copyright of Konami.

If you need to contact me for any reason or just leave a comment, feel free  
to drop an e-mail at BakaOrochi@hotmail.com

PLEASE DO NOT ASK ME QUESTIONS LIKE "HOW DO I DO \_your problem here\_???"

BTW-I'm not a girl, so don't think about sending love letter. Also spam will  
be ignored and taken up with your ISP or mail server (yes, there are laws  
against that too).

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This FAQ can be located <http://www.geocities.com/bakaorochi>