

Illbleed FAQ/Walkthrough Final

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ILLBLEED WALKTHROUGH BY ADK

Final Version:

Time has come for the english guide of this japanese blockbuster to appear on gamefaqs and my own site. Sorry for english users, i needed time to write a readable version of this guide in english. Ok, let's go.

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Version 1.1 : i concentrated my skills on the guide itself. Other parts will be complete in the update version. Sorry i hadn't the time to reread my work this time.

Final Version : I completed this guide. I also included another way to find the code in stage 3. Cryptomayhem corrected this faq.

Here is the summary :

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- 1 Review :

At least it comes to us. Illbleed the new horror game. Climax has done a great job with this one. Illbleed is a virtual horror land where you must fight your fears. If you succeed, you win 100 millions of dollars. Contrary of what you can think, this game is not like Resident Evil. It's a complete new genre and an original game. Your goal is to find traps before they scared you. Of course, there are battles against zombies, Crash dummies and even woodcutter. I have appreciated the appearance of Dogs, the second hero of Blue Stinger, in Stage 4 and 5 and also the final boss BullStinger which is simply a monster of Blue Stinger. If you doubt that this game is a Climax, then i have given you the proof. The presentation of Illbleed is very cool with english dialogue even in the japanese version and best of all, excellent music. During the game the cinematic are equal to this one. Too bad, the mouth of a character doesn't move when he or she talks.

The graphics go beyond my imagination. The color and the brightness effect are of a rare quality. The sprites in the game are huge and all good. Decors of each cinema are completely different and the game offers really 6 different atmospheres. You will explore a desolated town, a haunted house and even a morgue. I don't talk of the other to let you discover them.

The strong point in this game is the animation which runs at 60 fps. Two words to describe it :

the perfect animation. Characters run smoothly and quickly and in addition to that

you can change the view during the game. The moves in cinematics are fun and adapted to the situation. Here you see the true power of Climax.
I have to say this is the best background music of the DC, except maybe for Sonic Adventure. All the music is excellent. The voice acting is also very good. I will finish with the music of the boss which is perfect.
The control in this game are not ordinary. During a battle for example you can put your guard to avoid an attack, you can also jump which you cannot do in Resident Evil. Sometimes you must really think to win a battle against a boss. The riddles are welcome because it contributes to play more with the game. I can talk about it for hundred hours. You can't miss it, buy it now. No wait, buy two and sell one to your best friend so you can be sure he will play with it.
Illbleed is simply a jewel of the dreamcast and i hope that Illbleed 2 (slated for release in 2002) will be on the DC.

PRESENTATION : 16/20
GRAPHICS : 19/20
ANIMATION : 20/20
SOUND : 19/20
CONTROL : 17/20
INTEREST : 20/20
FINALE NOTE : 99%

ADK, in the horror caravan.
English rewrite by Cryptomayhem.

2 The legal stuff of this guide :

Please keep in mind that this guide is not a poor translation of the french guide i have sent before. This guide is an original work for english users and i hope that people who are playing the translation will help to describe items like Plaster, Protector and Calculator. I also hope that i will not include too many grammatical errors, but if so, stay cool and correct me instead of taunting me.

THE MOST IMPORTANT THING TO KEEP IN MIND IS THAT THIS GUIDE IS ONLY FOR GAMEFAQS AND MY OWN SITE.

It's simply because Gamefaqs was extremely professionnal to post the french guide on an american site. That's why they will have the english guide and not other sites. So it's useless to ask for permission, the answer is NO.

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3 Characters in the game :

ERIKO CHRISTY (18 years old) : Heroine of the game. She has lost her fear when she was 6. You must help her to save her friends and find out who Michael Reynold is. She is the best character of the game and has an excellent design.

KEVIN KERTSMAN (17 years old): The playboy of this game. He likes Eriko a little more than is necessary. The problem is that he rushes headlong into the danger. He is not a good fighter due to the short range of his attacks.

MICHEL WATERS (17 years old): She is so cool and very quick. The problem is that she is very weak in battles. Too bad, because except Eriko, she is the best character of the game. She has a better design in the game.

RANDY FAIRBANKS (16 years old): He is the brute. Unfortunately in this game, we need adrenaline and he doesn't have too much. Also he is not very powerful.

JORG S. BAKER : He is a reporter who was invited to Illbleed here to do an investigation. He will be involved in this story more than he thought. He is the fifth playable character of this game. His weak point is the bleeding factor.

MICHAEL REYNOLD : Is the director of Illbleed. He loves fear and searches for an alter ego. Maybe Eriko is the one. It's not a surprise after all, she's his daughter.

4 Generalities about this game :

Let's begin with the game system : In every stage, you must first find the horror monitor. Without it, you can't expect to finish a stage. In stage 2, you will also see that it allows you to see people without their clothes on...

During the battle, X = Jump,

A = Guard. Don't underestimate the guard, it's crucial if you wish to succeed in battle.

Y = Hit with a short range weapon,

R = Hit with a long range weapon.

You will notice an H in some battles. During them, go on the H mark (H = heliport) and if you press B repeatedly, someone will throw a ladder for you. You will do a Narrow Escape.

When Eriko loses her blood, either don't move or simply walk, but don't run. To slow down your Pulse, do the same thing.

You can use a quick map by pressing Y. It's very useful like all maps, especially in long corridors.

In the hospital, you can heal, resurrect a dead character or you can upgrade your character using various cyberparts you find in the park. It's sure that the first will be Eriko, but you can be curious and you will maybe upgrade the other. Too bad they haven't their own ending.

To upgrade a character you can use the following items :

ARTIFICIAL BRAIN (30 000 \$)

BIO BODY (30 000 \$)

IRON HEART (40 000 \$)

ARTIFICIAL PLASMA (20 000 \$)

You must zap the cinematic if you wish to finish the stage in time.

It's possible to finish the game under 3 hours (personal record = 2 H 40), if you save only Kevin. If you wish to finish the game without saving anyone, you will have more than 3 hours because you must wait 50 minutes in stage 1 (in this case my record = 3 H 10).

Use your sixth sense to avoid shock sequences and to find items.

Last beware of the saving system. If you buy items and then quit the game after a save, it's not sure you will find the items but what's sure is that you will have lost your money...

5 Items :

Health restoration :

HASSY DRINK : Restore 50 hps.

CHINESE NOODLE/SALAD : Restore 120 hps.
KAISEKI/STEAK DINNER : Restore all hps.

Adrenaline boosting items :

AMPOULE : Restore 100 points of adrenaline.
INJECTION : Restore 300 points of adrenaline.
INTRAVENOUS DRIP : Restore all adrenaline.

Items to stop blood loss :

BANDAGE : Stop 20 cc of bleeding.
GAUZE WRAP : Stop 40 cc of bleeding.
COAGULANT : Stop all the bleeding.

Items to reduce/increase the pulse rate :

DEEP BREATH : Increases pulse by 15.
RELAX CD : Increases pulse by 100.
NITRO/NITROGLYCERINE : Slows pulse rate to optimum.
EROLE MAGAZINE : If you have lost a lot blood, and your heart beat goes down under 50, it's time to use an erole magazine so it goes up.

Items in the stage :

CAUTION BOMB : You can disarm all traps in an area and find all items.

TICKET STORE : Decrease the prices of 40% at a hospital located in a stage.

SPEED LADDER : During battle, calls the Heliport ladder twice as fast.

AMAZONE/AMAZON : Completely restores all status.

SACRIFICE MARY : It's like the scape doll in PSO, you revive near where you die.

CALCULATOR : Determines your percentage of shock death or fainting.

ITEM SENSOR : Allow you to find all items in a stage on the map.

GABOIE : Completely heals you, but increases your pulse.

PROTECTOR : Reduce 2/3 of the damage taken.

PLASTER/ANTI SHOCK BRACE : Helps the character stay vertical in a battle sequence.

Note : Japanese version names/american version names.

6 Weapons :

Short range weapons :

HOME RUN BATTE : Very good weapon to hit the first boss.
METAL PIPE : The problem is that the range of this one is very short even with Eriko. In stage 2.
AXE : Powerful and has also a middle range. In stage 3 and 5.
NATA/HATCHET : A very good weapon with a cool combo.

Long range weapons :

FLAME THROWER : Powerful but not so visual. (stage 2)
SHOTGUN : Can make combo but it's not powerful. (stage 5)
HAND GUN : Normal weapon. (stage 6)
MACHINE GUN : Cool weapon but difficult to use when an ennemy moves fast (stage 4 and final).

7 Monsters :

Stage 1 :

Zombies : Slow and easy to kill.

Demi man : You must avoid his wrench and then hit him.

Crash dummies : Quick foes but easy to kill.

Stage 2 :

Monkillers : They jump everywhere, you must wait they are stuck to hit them.

Cop women : Easy to kill, but they do alot of damage.

Worms : Hard to kill, and hard to hit, what a nightmare.

Stage 3 :

Crash dummies : The same as in stage 1.

Woodpuppets : They can hit you with some wicked combo. Avoid them and hit them after they have tried to attack you.

2 doctors doll : Nothing special except the clothes.

Woodcutter zombie : Stupid and slow, lure him and hit him.

Stage 4 :

Crash dummies : Same as in stage 1.

Mary : Very powerful foe, avoid her knife and hit her.

Stage 5 :

Zombies : Same as in stage 1.

Crash dummies : Same as in stage 1.

Curse eggs : They roll and jump on you. Avoid them when they jump then hit them.

Mary : Same as above.

Stage 6 :

Curse eggs 2 : A more powerful version of the eggs.

Cops women : same as above.

8 Boss :

MISTER BAMBALO : The longest boss of the game.

RACHEL, THE WORM : Use the flame thrower to kill her.

TRENT : You need a good technique to kill this boss.

(LOW) FEAR SPIDER : He is invincible so be smart and run.

KILLERMAN : The best battle of the game except for the last boss.

ZODYK/ZODNIK : A really evil version of our old friend Sonic the Hedgehog.

FEAR SPIDER, OH NO MAN, BULLSTINGER : They are in the order : easy, normal and hard. You must choose one of them to end the game the first time.

MICHAEL REYNOLD : You can fight him only if you don't save your friends and the second time you play the game. He has 2 phases.

9 Tips :

Press X+A on options at the title screen for the mini game.

To see Eriko without her clothes, don't save Eriko's friends in this park (the second time you play the game). It is quite different in the american version due to censorship. I won't say more...

To obtain the bonus in stage 5, you need to save Jorg. He gives the conclusion and allows you to obtain the reward.

To play with Randy without a brain, don't take his brain in stage 3 and save Randy. The id card is funny in this case.

The code for the two safes are 5271 and 1361, you can win 250 000 dollars or 1863 and 2161 in the american version.

There are 3 endings to the game :

1 : You save all friends except one (Jorg for example) : Eriko thinks to the friend that she has forgotten.

2 : You save everyone : They all go on a beach to leave in peace. Eriko will want to return to Illbleed because she wants to know if Michael is her father or not.

3 : You save no one : After the death of her father, Eriko become weak and Kevin protects her. However she receives an invitation to Illbleed for 2002.

10 The walkthrough :

Welcome to the 18th annual speech contest. The game begins with a cinematic where Eriko talks of her own experience with horror. When she was young her father created a horror caravan to amuse her. Unfortunately the only thing she found was fear, again and again. Now she has lost her fear and that's why she wants to be the president of the student council. After that, Kevin and Randy comes to congratulate her. Then Michel arrives and shows 4 tickets for Illbleed the virtual horror land. They all decide to go there except for Eriko. After few days, she get worried when her friends do not return and decides to go in the amusement park. After a short dialogue with a woodcutter zombie, she enters.

You are in the welcome area. On your left are a bank, a shop and a save house. Straight are the cinemas (the action stages) and to the right are a hospital and a tutorial in a graveyard. Go there.

In the tutorial you find a horror monitor, a hassy drink and an ampoule. After you understand what a horror monitor is by reading the lesson on the wall you can exit and take the direction to the first action stage.

STAGE 1 : THE HOMERUN OF DEATH :

In this stage your goal is to find Mister Bamballo. This guy killed teenagers in the past. He has a good reason, though. The kids burned his house and his son Jimmy who was training in the basement. Now you must find his ghost and stop him.

CONDITIONS TO WIN 50 000 DOLLARS :

TIME	: 50 MIN	UNDER
TRAPS	: 25	OVER
HEART RATE	: 120/MIN	UNDER
HIT POINTS	: 150	OVER
ADRENALINE	: 200	OVER
BLEEDING	: 20 cc/min	UNDER

THE COURTYARD 1 :

You arrived in a square room. You have no choice but to advance and receive the first trap : wood on the head. Now enter in the courtyard and go right of the mansion to a tree to find the horror monitor. Now return to the little square of the beginning. You can use the horror monitor for two traps : One on the left wall and one on the right wall. Go back in the courtyard.

Go left. Random traps : The second square on the left OR the second square on the right.

The grave with blood on it.

The window with blood on it.

You can also find these items : Gauze wrap on the grave near the one with blood. A deep breath in the well and if you jump in the little square on the left of the house, search in the corner a Nitroglycerine. Now you are ready to enter in the house. The last trap is at the entrance in front of the door.

HALL :

Welcome to the hall ! Advance to watch a cut scene. Look at the telephone, it's a trap. On each side of it is a newspaper that you can take. Go on the other side of the bar to find another trap in the third wall and also an item.

Go right now to find a trap : a visible hassy drink and also an item on another table.

Last, go straight to find a trap in the painting of Mister Bamballo. Warning, there are also two random traps : the bulb on each side of the painting. Now you can go to the corridor.

CORRIDOR 1 : The trap here is the broken bulb on the right. Randomly, all doors will be trapped and later in this corridor it's the bulb of the left. You eventually arrive at a fork. If you go right, you will fight a zombie and find a kaiseki (steak dinner in US version). Go left.

THE LOCKER ROOM :

The trap is the middle locker OR the locker on the right.

You can find on the middle bench a bandage and a calculator on the bench on the right. Ready for the next part ?

THE BATH ROOM :

Two traps here and one random :

The window on the left and the washbasin. The random trap is the red alarm on the left wall. Advance.

THE SHOWERS :

You must line up with the dead body to use the horror monitor and disarm the trap. You will also find a small shower which throws blood on you. Last just before the exit, a trap on the left window.

THE COURTYARD 2 :

After the save corridor, you arrive here. Search the fountain on the left for Jimmy's home run batte. Now search the tree right across from the fountain for an item and last search on the right of the courtyard an item sensor. Also on the corner near the item sensor is a random trap. Enter in the house by the other door.

CORRIDOR 2 :

You can save here. You can also find 2 items in the lockers.

CORRIDOR 3 :

There is one fight, then an item near in the door. You will find a second item (relax cd) and you will fight again. Take the next item then exit.

THE KITCHEN :

Before you enter use the horror monitor :

The blood on the ground, on the oven and on the stove hood behind the oven. In the sink on the right is a zombie to fight. You can find items in the cupboard and in the plates. Before you exit, look at the ceiling in front of the door. Now exit.

THE DINING ROOM :

The fan on the ceiling is a trap. You find a chinese noodle (a salad in the us version) on the table and you must take the Testimonial of Jimmy from the wall. Look at the bar for a newspaper clipping, and if you look at the kitchen, there is a random trap to disarm.

CORRIDOR 4 :

You find one item here.

ROOM 1 :

Traps : The TV, the bed on the left. You find an item on the bed to the right. You can go to the bathroom and find randomly 2 items there and a trap in the toilets. Then exit left for a fight.

CORRIDOR 5 :

1 item on the door and two traps :
The dead body and the door. Exit.

ROOM 2 : You find diary 1 on the piece of furniture and 2 others items here.
Traps : the TV and the window.

ROOM 3 : Here, take Jimmy's trophy, diary 2 and a hasssy. You will fight here.
Use the stairs.

BASEMENT 1 : Search for an item here and exit. Up the stairs you can find another item. Enter in the next room.

ROOM 4 : 1 fight and then collect newspaper 4 on the ground. In the bathroom is an item. Exit.

CORRIDOR 6 : 1 trap when you enter.

ROOM 5 : the trap is the mirror. You find an erole magazine and a relax cd under the bed. In the bathroom, there is a trap in the toilets and an item.

ROOM 6 : Warning, there is a hard fight here. You will fight a dummy man with a wrench, hit him then lure him to hit him again. You find an artificial brain.

FINAL CORRIDOR :

You find a bio body, a fight and a trap in the bulb.

B1 : You can save here and go to the hospital. After that go to B2.

BASEMENT 2 : It's time to use Jimmy's trophy and put it in the case on the right. Then put the testimonial on the wall straight ahead. After that, go in the blue square that appears suddenly. You will watch 4 scenes.

BOSS : MISTER BAMBALLO :

PHASE 1 : You must run because he has infinite energy and go on the H.
Press B to ask for a ladder. You must avoid his flame thrower breath.

PHASE 2 : Now that you have escaped, the goal is to run in the next corridor and avoid the boss. If you failed and fight him again, you must run and be on the H to ask for a ladder. You arrive in the toilets where you watch another scene. After that, search the speed ladder and the hasssy. Run again until you can save the game.

PHASE 3 : It's time to fight the boss and kill him. If this is the second time you play and if you don't want to save Kevin, you must wait until the time goes over 50 minutes (or 1 hour in the us version). Then don't walk toward the body of Kevin. The first time you play this game, walk toward the body to rescue him. Then search an amazone

and a protector and go up.

PHASE 4 : The idea (to avoid a quick game over) is to jump from a boat to another and press A to avoid the hit of the boss. After a long run you arrived at the electric station.

PHASE 5 : The guy wants to use the monster to kill you, so kill him. Take the ID card and the chinese noodle on the table. You must exit of here and return to a fork. Use the other way until the exit. Use the ID card to open the exit door. Now you can go to the exit.

STAGE 2 : THE REVENGE OF QUEEN WORM :

In this stage, you must discover why a town was completely destroyed. The only clue you have is that there are worms in the area.

CONDITIONS TO WIN 80 000 DOLLARS :

TIME	: 30 MIN	UNDER
TRAPS	: 0	OVER
HEART RATE	: 120/MIN	UNDER
HIT POINTS	: 90	OVER
ADRENALINE	: 200	OVER
BLEEDING	: 30 cc/min	UNDER

You begin by going to the left to take an artificial brain and a newspaper on a dead body. Go straight to find the horror monitor. Unfortunately, a monkiller steals it. He runs and open the new area. Go on the right and before you go in the next area search in a dead body, the item sensor. Now advance. You will watch a scene with Eriko without clothes on (if you are playing Kevin it's the same thing). Then you watch a second scene. The goal here is to run as fast as possible to the exit. You can use the map (quick map by pressing Y) to collect items. They are :

A metal pipe, an artificial plasma, a chinese noodle, (there is a battle at this point) a speed ladder, a bandage, a diary 1, a diary 2, a save point, a plaster, a nitro, an artificial brain, an amazone and before the exit a battle. If you meet a worm, simply run by using the H on the battlefield.

Go to the station for a scene. Then go in the garage to fight 3 monkillers and save Michel. Now return to the station and pass the open door. Jump on the roof of the car and then on the ground (but not on the earth or you will fight the boss) to find a baby bottle. Bring it to the ghost at the station. You can now enter. Collect the items on the shelf. Then talk to the ghost and take the rusty key from a box. It opens a door behind the station.

Open this door and be sure to fight 2 cop women. Then you arrived in a big place. Search another battle. Then you can collect a memo and an item. Continue to arrive near a house. Search near the sign for the flame thrower. Enter the house to find a wrench and others things. Now search all the signs of the Dummy man movie and use the wrench on it. Return to where you find the baby bottle. Now you can jump without risking a battle with the boss. After you reach the barrel, fill the flame thrower.

BOSS : RACHEL, THE QUEEN WORM :

It's simple, run, and use the flame thrower by pressing R. After that, you find a gas tank. Put it on the car near the station to end this stage.

STAGE 3 : WOODPUPPETS :

This stage is different if you play the japanese version or the american one. I will show the difference in this guide.

A man has found a way to change humans into puppets. Unfortunately he died, killed by his own process. Now it's your turn.

CONDITIONS TO WIN 120 000 DOLLARS :

TIME : 50 MIN UNDER
TRAPS : 18 OVER
HEART RATE : 70/MIN UNDER
HIT POINTS : 130 OVER
ADRENALINE : 400 OVER
BLEEDING : 15 cc/min UNDER

When you can play, go left and search for a horror monitor. There are also two battles here, the lorry to the right near the sand and a doll will jump from the top of the door on your right.

Traps : The truck of the left, and randomly the log on the ground.

You can find a deep breath, a hassy drink and an iron heart. Then enter in the museum.

MACLACLHAN'S MUSEUM :

Look at the right for a trap then on the log on the left. Continue to use the stairs. There is a trap in the painting. Now you can take an item and "talk" with two statues. After the woodcutter you collect an axe. After the statue of Maclachlan is a wood memo with a riddle on it. IF you play the japanese version it's a memo with MURDER on it. The riddle is quite different in the us version. Now go down. You will find a calculator.

3 traps : The blood on the ground, the boxes, and the light from the window. Continue. The next trap is the window. You find a gauze wrap. Then beware of the window of the left OR the window straight. You find a discount ticket and another item. Exit.

CORRIDOR :

you will fight a doll. Then advance to watch a scene with Randy. The next trap is the window on the right. Now exit. You find an artificial brain in the box. You see a hospital and stairs. Use the stairs to go down and save. Near the save point are boxes with a gauze wrap. Pass the door.

THE FACTORY :

There is one trap here : The ground on the other side of the coats. Now you meet a woodcutter. Take a log (a piece of wood) from him. Try to exit. The woodcutter then comes to life and tries to kill you. Fight him and exit.

In the next corridor use the monitor for the traps on the ground, then exit.

In the next room, there are 3 traps :

The ground, the blood on the wall and the hole in the wall. Advance. It's possible you do a first fight against two dolls. Then another with a doll in the box of the little room. Anyway, visit this little room to find Randy's brain. Now use the stairs. You can use the piece of wood on the control pannel.

AMERICAN VERSION :

Look at the riddle on the wood memo. Then enter the code 9663.

JAPANESE VERSION :

Look at the memo : MURDER. Write it in katakanas and search the coordinate of MA and DA in a true table of katakana. The code is 1564.

I received a mail about this riddle, my way is a simple one to find this code, but there is another way if you really know japanese :

"Hi,

The hint given is MURDER, which in the memo, is trailed by another word "hito koroshi" in japanese, which means "Kill a person".

Now, "hito" could mean a person or single (of things) which leads to the first number 1, the following word "koroshi" gives the other three numbers: "ko" sounds close to "go" which means 5, "ro" resembles "roku" which is 6 (some times "roku" is indeed pronounced as "ro" if used with another number) and the last one, "shi" is the pronunciation for number 4 (or "yon" in some other case). This is how I found the code.

Regards,
choy"

On the contrary of what Choy though i don't think it's just a coincidence, the word "Murder" was chosen in english to help foreign players who don't know japanese very well. The fact is that there is a meaning for japanese and that's why i include in this update the way to find the code. As in all my guides, i don't want to offend people who speak japanese. I just included my way to solve the riddle. In any case the most important thing is to find the code, no matter how you did it.

After this, jump in the hole to become a woodpuppet. Exit. In the next corridor there is one trap, the light on the ceiling. In the corridor where you saw Randy, there is 3 traps each time in the machine on the left or the right. Exit. In the next corridor you watch a strange scene. After that, collect on the left the manual and the list on the right after you talk to the zombie. Enter.

THE KILLING GAME SHOW :

The goal is to run, if a woodcutter catches you, you must fight him. Use the map to arrive in an area with a plant on the stairs. Continue until you can take some Wuddola. Use them to free the access to the stairs. Use the stairs to arrive in a save room. Collect items here and exit. Continue on the green path, you will fight 2 woodcutters. Then you will arrive at a fork. Go in the hospital and fight 2 doctor dolls to save Randy (you can find a bio body under another bed). Now you can use the other way to exit the maze. On the way it's possible to avoid the battle if you run to the exit. You arrive in the locker room. In this room, you must kill 2 woodcutters and find a sacrifice Mary. You see another fork, go straight to become human. Then go left and jump on the boxes. You will arrive in the boss room.

BOSS : TRENT :

It's easy and long. Go right and hit his root one once (or two if you do it quickly) then put your guard. Repeat the process until he dies. Follow the way to the exit.

STAGE 4 : KILLER DEPARTEMENT STORE :

In this store, you can find two secret safes. If you do so, you will earn 250 000 dollars. A lot of people tried before you and died. But i'm sure you will find them...

CONDITIONS TO WIN 150 000 DOLLARS :

TIME	: 1H15 MIN	UNDER
TRAPS	: 28	OVER
HEART RATE	: 80/MIN	UNDER
HIT POINTS	: 150	OVER
ADRENALINE	: 250	OVER
BLEEDING	: 40 cc/min	UNDER

At the beginning go through a door on the left to collect a horror monitor and a lot of items and manuals. There is a trap in the dead body. Exit. Take the severed head on the ground and beware of the caddy. Advance.

Traps : The dummy pop corn on the left.
The tongue in front of you OR the head of the clown.
The tongue on the other department
The blue sweet OR the yellow sweet
The hand OR the pink department just under.

Then you will fight a doll. You arrive in a new department.

Traps : The yellow dress and the purple bulb on the ceiling.
The pink dress of the department on the left.

Then you arrive near the drink.

Traps : The green hassy (worm)
The brown hassy and the shelf on the left
The cash desk.

Now go into the bakery. You find the Nata there. There are also traps :

The bread (then you will fight monsters)
Two swords on the wall
Two traps on the oven. Take the baked cake. Exit.

Finish this corridor for more traps : The mouth on the ceiling. You will fight and find the last trap in the strawberries. You can now take a strawberry. You have probably noticed a strange cake. Talk to him and offer the strawberry, the baked cake and the severed head.

He refuses two items and accepts the head. Now take him (hell cake in the inventory). There a trap around here, the pen in the kiosk. You find a hassy on the table and you can use the stairs to go down. Save.

When you enter here, your goal is to collect 5 pieces of chicken, 5 of beef and 5 of pork. After you collect the chickens, you see pork's leg on the ground it's a trap (two times). Collect 5 pieces of pork. Now advance and find the cattle skull, it's also a trap. Collect 5 pieces of beef. Advance to meet 2 beetles and offer them the chicken, beef and pork. You arrive in the restaurant. Here you will fight your remaining pieces. After that you can exit to 1F.

Here you must walk on the border of the department to avoid traps and battles.

Traps : 3 pieces of beef
A pineapple
A carrot
The slime befor the exit.

In the next room you must kill 3 worms to reach the first elevator. Here look on the left and behind the plant is a secret passage way to the first safe. Enter the code 5271 (japanese version) or 1863 (american one) to win 100 000 dollars. You can also find a lot of items and a machine gun ! Return to the elevator and take it.

KID'S WORLD : the traps are :

The robot
The UFO
The mask and the ship
The sign on the right
Dashman and his spatial ship
The two screens and the mega dream
The box of the soccer ball
The big baseball ball.
Inda the adventurer.

You will notice a Mega dream, which is the Megadrive (Genesis) with a Saturn Pad and the Dreamcast logo inverted. The two games are a clone of Dino Crisis and a game with Dogs, the hero of Blue Stinger.

Go to B1 to find items and then to B2 to meet Mary. Now you will play with her. Before you advance there is a trap : The boxes on the left OR the boxes on the

right. Now enter.

In this remake of Blue Stinger you must collect four cards and avoid Mary. If you meet her, fight her with the machine gun or the nata. After you have four pieces put them on Mary's face on the exit door.

Look in the box on the left for two more items. Then you must search Mary. She is hidden in the mask with glasses. Beware if Eriko is without her clothes, Mary can be elsewhere (i found her in the refrigerator). Now is the last fight against Mary. Then search for a Mary's key in the third box and open the door. You can save.

The last game is a jump game. Take the rythm :

1,2,3,4,5,jump,1,2,3,4,jump,1,2,3,jump,1,2,3,jump,1,2,jump,1,2,jump,1,jump,1,jump,1,jump,1,2,3,4,jump. Press A to jump. After ten jumps you can take the Mary's stick and other things.

Go to the elevator and before you use it, use the stick on the big painting. You open the way to the second safe. The code is 1361 (japanese version) or 2161 (american one) for 150 000 dollars. You can collect items here and there's also a fight. Return to the elevator and use it to reach the boss.

BOSS : (LOW) FEAR SPIDER :

It's easy, run of the left to some stairs. Now you watch a scene. Take the remote control and return to the boss. You control him. He must jump against the wall to explode.

STAGE 5 : KILLERMAN :

In this stage you will meet with the local Columbo, Jorg S. Baker. If you help him to solve the mystery of this stage you can earn 1 000 000 of dollars.

CONDITIONS TO WIN 50 000 DOLLARS :

TIME	: 50 MIN	UNDER
TRAPS	: 10	OVER
HEART RATE	: 80/MIN	UNDER
HIT POINTS	: 180	OVER
ADRENALINE	: 200	OVER
BLEEDING	: 10 cc/min	UNDER

Go down and turn right. In the next corriodor, enter in the room to find a horror monitor and the code 0017. Enter it in the pannel of the big door at the end of the corridor. Then you can take the axe from the woodcutter and talk to Jason. Advance to meet Jorg and Cuningham. After the scene, you can collect an item sensor in the lockers to the right of the room. Use the door to the facility control room. Save.

DROP ROOM 1 :

3 traps : The square on the right, the blood on the ground and the wall on the right. Then you will fight Mary.

Trap : The wood on the left. then you will fight a zombie.

Traps : the log on the left OR the right and the box just after the log. Exit.

DROP ROOM 2 :

You begin with a fight. YOu see a fork. Go right.

Traps : The head of beef

The slime

The box.

If you go straight you find an amazone and right, you fight 2 zombies and find an item. Return to the fork to use the other way.

Traps : The UFO on the right OR the left
1 battle against Mary
The giant brown hassy on the right.

You can jump on the box to collect an item and then disarm the last trap : a yellow sweet. Now exit.

In the next room, you find the shotgun and an id card. Use the card to open the door. Return in the control room to talk to a worker. Return to the room where you find the code 0017 to talk with Jorg. Come back to the control room to see that Cuningham is dead. Take the keycard on him and enter the code 0824 on the big door to open the way to the second part of this stage.

There is one trap in the tunnel. Scene. There are two traps : The hassy machine on your right and the wagon. You can follow the way until you arrive in a room with a railroad on your left. Look at the ground for another trap. Continue until you watch a scene.

Traps : On the left (if you don't disarm it, you will see Dogs dead. This trap is random)
On the right
Before the tunnel mouth.

Continue to the next room.

ELECTRIC ROOM :

There is one trap on the ground. advance to watch another scene. Exit to a new room where you can go down and disarm a trap on a pond. Go in the pond to collect an amazone. Now exit to the next room.

TRAINING ROOM :

There is one trap here, the big punching ball in front of you. Now find the item on the left and watch the scene on the right. Exit and use a ladder.

CORRIDOR :

Follow the way to the exit. There isn't a trap. Return to the control room for the quiz. WHO IS THE MURDERER ?

1 Killerman : Maybe it exists after all...

2 Jorg : He was always with you but who knows...

3 Jason : He is good in sport and notices that one costume has disappeared.

4 Cuningham : All proof is against him, maybe he's the murderer.

5 You : Yes all is your fault after all. If you don't come to stage 5, no murder, simple equation...

The good answer is Killerman, but to earn the bonus you must save Jorg. Go to the morgue.

MORGUE :

You have to follow the way, until you meet a group of zombies. Run. Jorg is kidnapped. You must find him. Follow the way until you see a big square place. Go left and jump on the railroad. After you collect an item, go left again to find Jorg. Jump on the ground and take the ladder to come back to the square place. Use the other way and jump on the railroad. Now search for a place to jump on the ground (after you run from more zombies) and follow the way to the exit. Save here.

BOSS : KILLERMAN :

After the scene you begin the battle. Use your shotgun to kill him. Once he is dead, Jorg gives the conclusion and you earn 1 million of dollars.

STAGE 6 : TOY HUNTER, INDA GOES TO HELL :

This stage is different from the other. You will play Cork Inda an adventurer. You must listen to a story and not disarm it like a trap. There are only 16

stories, so don't make a mistake.

CONDITIONS TO WIN 300 000 DOLLARS :

TIME : 1H UNDER
STORY : 15 OVER
HEART RATE : 60/MIN UNDER
HIT POINTS : 180 OVER
ADRENALINE : 250 OVER
BLEEDING : 10 cc/min UNDER

First take the horror monitor and the handgun from the distributor. Then look in the wall, kill a zombie and take the ticket. Use the ticket to enter in the cinema. A snake transforms you into Inda. The true Inda will explain the rules. Then advance.

ROOM 1 : 3 stories : sexy doll, Mary, the watch.

BOOK CORRIDOR : 1 story on the left.

DARK CORRIDOR : 1 story on the left and one before the exit.

THE MINE : there are 2 traps here and on the ceiling. You arrive in the graveyard. There are a lot of traps on the ground, a battle near a blue flame, an item sensor to find, and a story near the stairs where you meet the sixth boss. Now pass the grave and look left on the tree for a short story with Mary. Exit.

SEWER 1 : 1 story at the end.

THE CITY :

There is one battle, one item then one iron heart. There will be a trap on the window. After another battle, you arrive at the egg bar for another story. Enter it and watch the show of the egg. Kill them and exit. Now you must go to Alcatoy's.

ALCATOYS :

Save. There is one story if you talk to the guardian. There are 2 traps on the jail's door in this corridor. Follow the way and collect items. You arrive in the next room.

JUDGEMENT ROOM :

Listen to your judgement in this story. Follow the way to the next corridor.

CORRIDOR :

Follow the way to the cop then enter a jail. Exit by the hole in the wall to meet Potedon. He asks for Gasoline. Continue your progression, there is one trap in the barrel. Then come back to the cop by the other side to disarm a trap, collect items and gasoline and listen to a story. Return to Potedon and use the gasoline. Now exit of this corridor to a save point.

You will go down and avoid two more traps. On B4, you meet a cop for a story. Potedon saves you. You fall in the hole.

SEWER 2 : You have just to collect an item and exit to the sewer. Follow the way to a bridge (one trap on the way, on the ground in the water). There will be a long scene. At least Potedon leaves you. take the Potedon Chip on him. You exit in the city.

THE CITY 2 :

Here collect all the items (especially an amazone). After you do a battle against 3 eggs, use stairs and click on the first window. You enter in a house. Use the Potedon Chip to activate a second Potedon. After the scene you can use stairs and return in the dark corridor. Save. Go on the left to watch the story. You go to hell to look for Sexy doll.

THE HELL :

Go straight to fall in the arena of the boss.

BOSS : ZODYK/ZODNYK :

You must shoot him and then shoot the ring he launches. After three very long scene, the movie ends and the stage does as well.

Now that all stages are cleared, you can enter in the Museum.

MICHAEL REYNOLD'S MUSEUM :

Take the axe, the machine gun, and the sacrifice Mary. Advance in the middle of the arena. After the scene you will have to choose your last boss between either: Fear Spider, Oh no Man, and Bullstinger.

Fear Spider : Use the machine gun, it's an easy fight.

Oh no Man : You must use the axe. Avoid all his attacks until he stops then hit him. Normal battle difficulty.

Bullstinger : A hard battle. You need to avoid the attacks or jumps and then shoot with the machine gun. (it's the monster of Blue Stinger)

OR

If you are playing this game for the second time and if you haven't saved the other four characters, Eriko has lost all of her clothes. You will discover that Michael is in fact Eriko's father. After that he proposes a new game.

SPECIAL SHOCK EVENT :

You must take from him a special horror monitor. With it you can disarm only 3 of the 6 traps here. You must find 3 items : The ribbon in the mirror with the shadow on the ground (click 2 times), a rubber snake in the mirror near the hass (click two times) and Eriko's shoes when she was 5 in the mirror with Eriko on it. This ends the shock event.

Michael will not allow you to win and turn into the final boss.

FINAL BOSS : MICHAEL REYNOLD :

PHASE 1 : To help Eriko, use the analogic thumb and the Y button until she crawls and then press the opposite direction and press Y until she can run. This help her and can be used also for other characters. Now you have just to shoot and avoid the attack.

PHASE 2 : It's hard this time. You must shoot and run to avoid all the attacks. (the purple if you are near, the green stops you and the red hits you).

After the battle you can enjoy the third end of this game.

11 Faqs :

I'm stuck at stage 3, what is the code of the control pannel ?
It is 1564 for the japanese version, 9663 for the american one.

What are the code of the two safes in stage 4 ?

It's 5271 for the first and 1361 for the second. You can win a total of 250 000

dollars by finding them, so don't hesitate. In the american version it is 1863 and 2161.

Some of the traps you give in this guide are wrong, why ?

It's simple. A lot traps are random in this game, you can play it for hundred of hours without seeing any of the traps i mentioned. I'm sure that there are special traps when Eriko lost all of her clothes. I don't give them to let you discover a little the surprise.

What is the Plaster use for ?

Exactly like the protector, this item is useless. It give a boost to a category like Damage (the protector) or Heart but you don't really feel the difference.

What are the strawberry and the baked cake use for ?

Give them to the hell cake of stage 4, but he doesn't want them and throws them to you. A decoy in fact.

Where can i use the Mary's stick ?

In stage 4, just before the elevator that brings you to the boss, use it on the painting to open the way to the second safe.

What is the answer to the quiz at stage 5 ?

It's Killerman, but to obtain the reward you need to save Jorg in stage 5.

Can i save Jorg in stage 5 ?

Of course you can and you must do it the first time you play the game to earn 1 000 000 of dollars. Don't think to buy him at the bank, he costs 375 000 dollars.

Is there any secrets if all conditions are OK ?

No.

Can i upgrade more than one character in this game ?

It's quite useless to upgrade another character than Eriko. However in the game if you find all the secrets, you can upgrade at least 2 characters. The problem is not money, it is the material. In one session there is just enough for 2 characters.

12 Credits :

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