

Maken X FAQ/Walkthrough

by Sasoriza

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MAKEN

Deus Ex Machina

FAQ/Walkthrough (Final Version)

by
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FAQ CHANGES AND VERSION INFO
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v0.1 (8-14-01): Yes, it's finally up. Along with complete gameplay mechanics, complete stages, and one storyline walkthrough up, I have a few more sections to go and *that's it*.... that, and the number of typos I have to go find and kill...

v0.2 (8-18-01): I have all of the characters up for display, and some of the enemies done. On the next update, all of the enemies will be listed along with some game paths.

v0.3 (8-23-01): All of the enemies are completed, and I have 3 new storyline walkthroughs up. Oh yeah, I've changed my e-mail, so contact me by using the e-mail address above from now on.

v0.4 (8-27-01): I've added the last 3 storyline walkthroughs, so that pretty much concludes everything this game has to offer. That, and I've added the Miscellaneous Stuff and Credits and Acknowledgements sections. The next update will be the last one, since I have to take care of typos and stuff like that.

Final (8-31-01): This is the last update, and hopefully, I've killed that typo demon in the process...

Final 2 (1-10-02): ...Okay, okay. THIS is the last update. I received numerous tips (namely from Dark Kyosuke) and a few e-mails from people correcting me on some stuff, and there's more to this game than what meets the eye. So, yeah. This will be the last update. I promise.

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---INTRODUCTION & PROLOUGE---

(This is take straight from the instruction booklet, BTW.
Heh... I'd just thought I'd throw it in.)

Psi...

A mirror image of yourself... In a proven spiritual world...
Five minutes into the future...
The limit of foreseeing the future, the destruction of the
real world...

An artificial God sweeps down upon this land.
This is a machine with the power to create a supreme ruler.
He carves out his own destiny.
The guardian of spirit, the last hope, a sword of
judgment...

He will bring order to the world.
He will destroy all evil.
He will protect the one whom he loves.
He will found an eternal Utopia.

But there is only one future.
Should he sacrifice everything to save a single girl?
Or should he abandon her for the sake of righteousness?
Should he defeat the people's enemy in order to save the
world?
Or, as a ruler, should he reign over it...
Through all the struggles, he will find the true nature of
power.
Creation and destruction, life and death, joy and sorrow...
What is it all for? Who is it for?
The answer lies in his future...

MAKEN ~Deus Ex Machina~

The world was tumbling into chaos.
Five minutes into the future, China and the USA had reached
a standoff in their battle for supremacy.
The curtain will fall on a round of confidential Sino-
American talks in only five minutes. Their discord is
tangible.
The European is about to be engulfed by the shadow of
misfortune, and is losing its strength like a dying old man.
People will be embraced by a sense of uneasiness that they
have never felt before.

Japan

At the Kanazawa Research Institute funded by an overseas
Chinese merchant, epoch-making research was being carried
out on a treatment for mental illness that involved PSI
engineering.

PSI

The existence of the human spirit which has been
scientifically proven...

Maken

The first medical instrument in the world that can extract
PSI and modify it. The development of artificial life is
based on Plan X.

Maken is about to awaken.
What kind of PSI will it have?

---GAMEPLAY MECHANICS---

Analog Thumbpad- This is used to move around the chosen character/cursor. When in battle, press down and hold during battle to block attacks.

D-Pad- Just moves a cursor.

A Button- Jump, Confirm selection.

B Button- Cancel selection.

X Button- Attack.

Y Button- Activate Lock-On mode.

L-Trigger- Hold down whilst moving the Analog Thumbpad to look around your surroundings.

R-Trigger- Hold down while moving the Analog Thumbpad to strafe left or right.

Note: The Lock-On mode button can be triggered with the R button at the Options mode. With this change, you can toggle the Lock-On mode just by holding down the R-Trigger, and you will simply get out of the Lock-On mode by releasing the R-Trigger; whereas the Y-Button will stay on Lock-On mode until you decide to turn it off by pressing the Y-Button again.

Also, should you ever decide to go back to the Title Screen during gameplay, just simultaneously press and hold the A, B, X, Y and Start buttons.

((((Basic Actions))))

[Attacking]

Attack- Press the X-Button to perform a stationary attack.

Auto-Combo Attack- Press up then X-Button repeatedly to make an attack combo. May vary with some characters.

EX Special Attack- Press and hold down the X-Button until the EX Gauge (The meter right under your life bar) is full and flashing, then release to perform a special attack. This, of course, varies with some characters.

Deflect- By pressing the X-Button at the right time, you can deflect projectiles thrown at you by enemies, therefore sending the enemy's thrown projectile back at him/her/it. Of course, some projectiles cannot be deflected, and you'd have to have DAMNED good timing to deflect some boss projectiles. You'd be better off dodging boss projectiles...

[--Movement/Other--]

Jump- Press the A-Button to jump. Of course, you can move the Analog Thumbpad to jump in the direction you'd like to

jump in.

Backstepping- Press and hold the Analog Thumbpad down then press the A-Button to perform a back step. Quite useful in all cases, you'll need it.

Guard- Press and hold the Analog Thumbpad down when your opponent is attacking you to guard. Also note that some attacks cannot be guarded against. (EX: Projectiles. This is where deflecting comes in...) You can also counter strike against attacks by pressing up on the Analog Thumbpad and hitting the X-Button... as soon as your enemy is done attacking you, of course.

Switches/Panels- Simply walk up to the switch/panel and hit the X-Button to activate it.

((((Lock-On mode))))

This, is simply, the save-your-ass grace of the game. If you don't use this feature frequently enough, you will find the later levels in the game damned near IMPOSSIBLE. This section will tell you how to use it with precision.

First, the Lock-On system allows you to focus on 1 opponent. While you think this is out of place, just try to hit 1 opponent when there's about 3 enemies ganging up on you... the Lock-On system allows you to focus on 1 enemy, and while you're at it, Lock-On to other enemies as well. The Lock-On cursor will be displayed when an enemy approaches you. When you see the cursor, press the Y-Button, (or the R-Trigger, depending on how you changed it at the Options screen) and a visual indicator will appear on your enemy. If you ever want to disengage from a Lock-On, just press the Y-Button again. (You'll need to do this in some fights, in order to dodge certain attacks.) There is also a red gauge in the center of the indicator, as this represents the enemy's life. Yet another helpful addition to why you should Lock-On MOST of the time.

Also, you can rotate around your Locked-On enemy by simply pressing the Analog Thumbpad left or right while facing him/her/it.

And, finally the number 1 reason to why you should lock on is called LEAPING ATTACKS. This ever-so valuable technique allows you to jump over your enemy and land, facing his/her/it's back. While you're facing the back side of the enemy, get a couple of CRITICAL strikes in (attacks that do more damage than the usual attack) This, of course, will do the enemy in quickly. (Sans a couple of bosses, who seem to be somewhat too fast for leaping attacks... like Margaret.) Anyway, to do this, simply press and hold up on the Analog Thumbpad and press the jump button, and be sure to attack quickly! If your opponent is big enough, (and considering if you're good enough) you can probably get a shot while you're in the air.

((((BrainJacking and PSI Points))))

[--What are BrainJacks?--]

Maken can acquire a new body by brainjacking certain characters. Brainjack someone, and not only will you find out that you have new attacks, weapons, and stats, you will find out that Brainjacking certain characters will be vital to the story. In order to BrainJack, you will have a BrainJack rank equivalent to the person you'd like to BrainJack. (EX: If you want to BrainJack Gou Inaba, a character in the game, you'd need a BrainJack rank of 1. Simple enough?)

To BrainJack someone, Lock-On to a BrainJack potential character to display the option "BrainJack this character?", then select "Yes" to BrainJack the character or "No" if you don't want to.

[PSI Points and BrainJack Rank]

In order to increase your BrainJack rank, you must collect PSI Points, which can be acquired by defeating enemies and collecting PSI Orbs (A item that has Yin-Yang type of design in the orb. Increase your BrainJack Rank more than a PSI point would, of course. These can be found laying around in levels, not by defeating enemies.) Your BrainJack Rank will increase when the BrainJack bar is full (in the upper right hand corner), in which you will move on the next level. (EX: BrainJack Rank 1 to BrainJack Rank 2.)

((((Items))))

Life Capsule (Small)- Recovers a small amount of life. Looks like a small orange bubble with gray tips on each end, with a cross in the middle.

Life Capsule (Large)- Recovers a large amount of life. Looks like a medium-sized green bubble with gray tips on each end, and also has a cross in the middle.

Life Capsule (Total)- Recovers the maximum amount of life, regardless of character. Looks like a large, long clear/rainbow bubble, with gray tips on each end, with a cross in the middle.

(Important Note: If the character you're using has a large amount of Life-Stat, the Small and Large Life Capsules probably won't do TOO much, especially the small. On the other hand, if the character has a small amount of Life-Stat, they will recover the life bar quite nicely. Varies for each character, of course. On another note, it's not too different from the HP System found in RPG's.)

Power Up- Increased attack power for a certain amount of time. It looks like a orange, large 'X' with rings floating around it. I'll refer to them as "=X='s" in the stage walkthrough.

PSI (Small)- Increases PSI points by a little. Can be obtained by defeating enemies, and looks like a small pinkish-bluish orb with a small ring floating around it.

PSI (Large)- Increase PSI points by a nice meter. Can be obtained by searching through levels, lying around. They look like pinkish-bluish orbs also, except that they're noticeably larger and they have a Yin-Yang type of symbol in the middle.

(Important Note: Depending on the enemies, (as well as your BrainJack Rank) the way the BrainJack Meter will increase will depend on: Which enemy you defeat, and: how many levels your BrainJack Rank is. For example, let's say that you're a level 2 and you defeat an enemy in... let's say, oh, Amsterdam. When you defeat the enemy, the PSI you collect from it will increase your BrainJack Meter in a HUGE way. Actually, it's not too similar from the Experience System in RPG's. If you know that, then you know what I'm saying...)

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(((CHARACTERS)))
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(((Introduction to the Characters Section)))

The section that focuses on all of your favorite characters. Awww.

Anyway, each character will be divided among their alignment (Humans/Neutrals, Hakkes, and Blademasters. Hell, I'll even do the NPC's.) and Brainjack rank. (From the least to the highest, of course.) Along with that will be their fighting stats, a little background info, along with strategies on fighting AND using them. Let's start.

[---HUMANS/NEUTRALS---]

|[KEI SAGAMI]|

Brainjack Rank- 1

EX Special: Machina Quark- Creates a shockwave from quake vibrations to attack enemies.

Life- (1)
Power- (1)
Speed- (4)

Jump-Low

When using- Don't over abuse her Machina Quark, as since she ends up taking more damage from enemies than dealing it, and you can't afford that. Concentrate on using counterattacks, one-hit counterattacks, and leaping attacks, and you'll do

fine.

When fighting against: N/A

Info/Comments- The girl with bluish/black hair, red uniform, and upbeat attitude, who just so happens to be Chief Sagami's daughter as well as a student of Jyusei High School. Being the only child of a couple whose mother died when she was young, she gets involved in the drama concerning Maken and the rest of the world. She's next up in line to use Maken after Fei Chao Lee gets slain by Hakke Andrey in the intro cinema. She'll accompany you all the way to the end, and provided you treat her with respect, you and her can become good friends. Wields Maken in a broadsword type of style.

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|[GOU INABA]|

Brainjack Rank- 1

EX Special: N/A

Life- (3)
Power- (1)
Speed (2)

Jump- Low

When using- Take advantage of his stationary attack. He thrusts at the enemy with the electric rod, stunning them for a short period of time. If your timing is right, you can keep doing that until the enemy croaks. You'll constantly be on the defensive with this character, since he really isn't strong, and you'll most likely have a very difficult time when standing off against multiple enemies.

When fighting- N/A

Info/Comments- The pilot of the Rhinocdon who gets held captive when the Sangokai take over the plane. When you Brainjack him, he takes you to Hong Kong. Wears a 'taxi' color schemed pilot uniform. (yellow, black, white) Uses an electric rod as a weapon.

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|[SAMUEL SMITH]|

Brainjack Rank- 1

EX Special: N/A

Life- (1)
Power- (7)

Speed- (1)

Jump- Low

When using- It would be best to stay away from this guy. Sure, he has exceptional power, but his Life and Speed just don't cut it, making him an obvious target. On top of that, when you DO get him, making it out of the level he's in would make for an arduous task. If you do want to use him though, stay defensive and counterattack. That's all I can pretty much say for this guy.

When fighting against- N/A

Info/Comments- Was once Hakke Don Regalia's right hand man, until his wife betrayed him and was confined to the Tower of Despair in London, Great Britain. (I wonder for what, though? Stealing from Don Regalia?) A fat guy with a mohawk, in tattered clothes, with gold rings and a gold necklace. Uses a spiked ball and chain as a weapon.

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|[BIANCA]|

Brainjack Rank- 1

EX Special: N/A

Life- (6)
Power- (4)
Speed- (4)

Jump- Low

When using- She has pretty good stats. Her only problem is that she lacks an auto-combo, but the powerful dagger thrust she delivers instead is alright, and the recovery time isn't great, but acceptable. BTW, like her father Hakke Dal, SHE IS ALSO INVINCIBLE AGAINST CERTAIN PROJECTILES. So she's not a bad choice after all. She's also a good choice in taking out Hakke Dal...

When fighting against- N/A

Info/Comments- Hakke Dal's daughter, who ended up in the Psychiatric Hospital in Istanbul, Turkey for some reason. When you Brainjack her, she gives you the location to Hakke Dal's hideout. (Is this the reason why she's holed up in there?) Wears a green dress with matching head cloth, whose skin has been affected by the Urad Virus. Uses a dagger as a weapon.

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|[KOU YAMASHIRO]|

Brainjack Rank- 1

EX Special: N/A

Life- (8)

Power- (7)

Speed- (7)

Jump- Low

When using- This guy has damned good stats, as you can see. His auto-combo is kind of slow but powerful, and his stationary attack does o.k. damage. You can go pretty offensive with this guy, but be careful not to overdo it, though. He's only useable on the "SACRIFICE" part of the story, at the VERY last part.

When fighting against- Basically, he sucks as a boss character. He'll MISS you most of the time, and his attacks are so predictable it's not even funny. Oh yeah, did I mention that his stats are entirely different when you're fighting him as a boss character? Let me tell you now that they're low. Waaaay low. Most likely the easiest boss in the game. Just counterattack all of his attacks, then let loose on him.

Info/Comments- Kei's best friend and love interest, who comes from a wealthy family. He was raised by his grandfather, which is probably where he learned his katana wielding skills. As the game progresses, you can see that he's a rash, inexperienced kid who has a tendency to jump into things without realizing the situation, but that's all because he cares for Kei and is willing to help her out. One of the best fighters in the game, after getting his armor and new weapon from Dr. Guinness. He wields a katana-type of weapon with Maken inside of it, who lies in a 'reversed-program' state. (Meaning that Kou can't get Brainjacked by Maken.) That is, until he reaches...

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|[AWAKENED KEI SAGAMI]|

Brainjack Rank- N/A

EX Special: Machina Quark- It's the same Machina Quark as mentioned above.

Life- (10)

Power- (10)

Speed- (10)

When using- She's obviously the best character in the game. Just look at her stats... anyway, she can only be used in the last battle with Geist, in that case you should check out the section below concerning the last battle with Geist.

When fighting against- N/A

Info/Comments- It's the same Kei Sagami we all know and love, but she's awakened from her vegetable-like state, thanks to the Reverse Brainjack that Dr. Guinness helped figure out and that Kou executed. She's a LOT more powerful now, as you can see.

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[--BLADEMASTERS--]

The Blademasters are an organization of people who sacrifice their personal lives to maintain world order. They have a special gene called the D Gene, and were chosen to work in secrecy throughout history to keep the human race from destroying itself.

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|[BLADEMASTER FEI SHAN LEE]|

Brainjack Rank- 2

EX Special: Dancing Fan- Uses fan slashes to blast wind at enemies.

Life- (3)
Power- (3)
Speed- (5)

Jump- Low

When using- Her Dancing Fan EX Special is a little hard to use, since goes in a zig-zag motion. But that aside, she's great as a beginner character. Use her auto-combo often, and move around a lot to confuse the enemy.

When fighting against- Actually, she's the only Blademaster that you don't fight against.

Info/Comments- Fei Chao's sister, who *probably* just turned into a Blademaster. She's in Hong Kong awaiting the arrival of Maken, as well as keeping Hakke Shaja in check. Brash and conceited, she has a looong way to go as a Blademaster. Uses a fan as a weapon.

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|[BLADEMASTER DEVON]|

Brainjack Rank- 4

EX Special: Ice Blade- Creates columns of ice to freeze an enemy. Frozen enemies can be defeated with a single hit.

Life- (4)
Power- (5)
Speed- (6)

Jump- Low

When using- Even though his speed is pretty exceptional, he can still get killed easy if you want to be reckless. His 6 hit auto-combo is useful. Use hit-and-run tactics and use his Ice Blade EX Special often to quickly dispatch of enemies, which would be one of the best EX Specials in the game if it didn't last for 3 seconds...

When fighting against- When the fight starts, he'll come rushing at you. When he does his Ice Blade EX Special, he'll rush at you again right after the Ice Blade EX Special. Sidestep his Ice Blade EX Special, then him. You should end up on the side or behind him, then slash away. The key here is to keep moving.

Info/Comments- A Blademaster stationed in Amsterdam, who keeps Hakke Margaret in check. The surprising thing is that he and Hakke Margaret were at one time lovers, so it's possible that he was once a part of her plans. I'm not sure how they were separated, but it appears that he became bitter over that, and now he hates the entire world. Uses a katana and the element of ice as his weapons. And like the other Blademasters, he appears to have an injury... a spinal one.

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|[BLADEMASTER ALYS]|

Brainjack Rank- 4

EX Special: Chaos Tornado- Focuses energy into a tornado.

Life- (5)
Power- (5)
Speed- (4)

Jump- High

When using- Alys is not only the only projectile fighter in the game, but the only Blademaster (On the majority of routes in the game. Kitty is the other.) that has a high jump rating, too. Her projectile is okay in certain situations to keep dangerous enemies at bay, but if she misses there will be a slight lag time for her projectile weapon to return, and she may be attacked. Her Chaos Tornado takes little time to charge up, and it covers a large area, and it's very useful in narrow hallways. Her only problem though is that she's very AVERAGE in terms of stats. She's not great, but she ain't bad either. Keep good aim so you won't miss any enemies often, and know when to switch between offense and defense.

When fighting against- Don't get too close to her, especially when she's summoning her Chaos Tornado. She's a little unpredictable, as she'll dance around, then do a triple slash, or a Chaos Tornado. Anyway, keep moving, and when she decides to charge at you, sidestep and let her have it.

Info/Comments- She's stationed in Athens to keep Hakke Dal in check. Apparently, she's a mother of a couple of children (I don't know if she's referring to the human race, or children if her own) and in order to protect them, she went off the fight the Hakke. The only downside is that she's never going to see them again... in any case, if you look at one of her hands you can see that there's a mechanical hand there, with a long, thin, spiked blade situated right in the middle, and the hand can even leave her body and attack enemies from afar. Uses a mechanical hand and the element of wind as her weapons.

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|[BLADEMASTER TYRUS]|

Brainjack Rank- 5

EX Special: Thunder Quake- Uses lightning strike to stun enemies.

Life: (6)
Power: (6)
Speed: (4)

Jump- Low

When using- If you ask me, Blademaster Tyrus is *the* man of Maken X. If you get him early on in the game, you'll probably be using him to finish up the remaining levels of Europe, and most likely some levels after that stage in the game. His Thunder Quake can hit ANYBODY that's in his view from any terrain level, and if doesn't kill them they're in for a world of hurt. Although he lacks an auto-combo, he delivers a powerful thrust that does mucho damage. His only drawback is that his attacks and his speed are slow, so practice one-hit/counterattacks.

When fighting against- If you decide to rush in, be prepared for a world of hurt. Be patient and wait for an opening in his attacks. The best way to defeat him is wait until he's done with his kicking sequence, jump over him, then strike him in the back. Do it QUICK though, because he'll either do a spear thrust with no recovery time, or he'll jump back and do his Thunder Quake EX Special, and he will NOT cease on that attack until you even get near him. On top of that, the lightning in the EX Special is difficult to dodge, so try to stay close to him and don't let him get any space between you 2. One of the most difficult battles in the game, IMO.

Info/Comments- Tyrus is stationed in Lyon to keep Hakke Don Regalia in check. He's using his life as a writer as a facade to hide his true identity, and also has the ability to break through electronic locks. If you look closely at one of his feet, you can see that he doesn't have a left foot, so he's just as messed up as the other Blademasters. {shrugs} His spear-type weapon also looks like a walking crutch, too. Uses a spear and the element of lightning as his weapons.

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|[BLADEMASTER KITTY]|

Brainjack Rank- 6

EX Special: Fire Swirl- Launches flaming, spinning tops to track enemies.

Life- (7)
Power- (6)
Speed- (7)

Jump- High

When using- The best Blademaster in the game. Her 6 hit auto combo works wonders, and you can maneuver and attack at the same time with it. Her Fire Swirl EX Special homes in on enemies, and it doesn't take long to charge up. You can use her very offensively, and she can pretty much wipe out legions of enemies late in the game, especially in Kunlun. What else can I say? She owns us all.

When fighting against- When you fight her in Lisbon, get to the ledge she's on and dodge the Fire Swirls she throws at you. Stay defensive and block all of the hits she tries to toss at you, then strike back. She'll roll around and do cartwheels and such nonsense, but don't let that intimidate you. Catch up to her and stay defensive whilst attacking. She's actually pretty easy... namely with Tyrus. She does the same thing in Brazil, too.

Info/Comments- Her background info is pretty much unknown, so I can't really say anything about this. With that aside, think of her as a mission briefer. When you see her for the first time, she tells you about the entire situation, and what you must do to alleviate it. You meet up with her in various places, and she's usually commanding (Or should I say, using? She has a tendency to do this to other people. You'll see what I mean later in the game.) you and telling you to go places. She's most likely the commander of the Blademasters... probably. Anyway, she uses a whip-blade and the element of fire as her weapons. BTW, notice how she always has her eyes covered...

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[--HAKKE--]

Hakke is the general name for the leaders of the Sangokai. Hakke have deformed PSI, which has also had a physical influence on their appearance.

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|[HAKKE ANDREY]|

Brainjack Rank- 1

EX Special: Flying Blades- Shoots spinning blades from a deformed tounge.

Life- (2)
Power- (2)
Speed- (7)

Jump- High

When using- Surprisingly, Hakke Andrey has one of the highest speed ratings in the game for such a low rank... anyway, keep using hit-and-run tactics, then try to circle around the enemy to confuse it to get some more hits in. All thanks to his speed. Just try to stay defensive, since he can't take many hits.

When fighting against- When he taunts you, smack him. This is his biggest weakness. He'll jump around a lot, and when he stops, he'll probably use his Flying Blades EX Special at you. Dodge those, then wait until he taunts at you again, then smack him... again. Don't stay to close to him for long, because he might do a spinning attack, or jump back with a Flying Blade headed in your direction. He's not too hard, overall.

Info/Comments- Nothing is known about this guy, except that he invades the Kanazawa Research Institute with some Sangokai members and kills Fei Chao Lee, starting the story. A minor Hakke. That, and his EX Special owns. Shooting blades out of a tounge? Heh. Uses a huge scalpel as a weapon.

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|[HAKKE SHAJA]|

Brainjack Rank- 3

EX Special: Ring Storm- Forms Chakra Rings and attacks a wide area.

Life- (3)
Power- (4)
Speed- (1)

Jump- Low

When using- Keep in mind that Hakke Shaja has the speed of a brick. This means that you really can't go all out, and you'll have to play the defensive game. With that aside, he has one of the best auto-combos in the game (It sort of creates a 'shield' around him.) and a decent EX Special that spreads over a wide area. He's good up until you get Blademaster Devon.

When fighting against- Don't bother trying to walk up to him and just slash him, since he'll either use his EX Special on you or perform a spinning attack. The key here is to wait for him to attack... occasionally, he'll charge at you once he throws a certain amount of rings at you. Try to make sure that you're behind a pillar, and once he's charges at you, sidestep out of the way and he'll run into the pillar, stunned. This is where you get as many hits in as you can before he recovers and moves back into the center of the ring. Repeat the process until he's dead.

Info/Comments- Shaja is a famous T.V. star in India who uses brainwaves to steal peoples souls. He even has a huge temple dedicated to his name... where his deceased wife currently rests. He had a son, but it's unclear to if he passed away, or just went somewhere and never came back. {shrugs} I'm not sure what his weapons are called. Anyone willing to give me a hand here?

=====

|[HAKKE MARGARET]|

Brainjack Rank- 5

EX Special: Energy Ball Fire- Fires energy balls from an arm mounted cannon. As the energy balls bounce, their destructive power increases.

Life- (5)
Power- (4)
Speed- (10)

Jump- Low

When using- ...who. She's a pretty versatile character, and she's also the only character who has three 3 different weapons to her name. On top of that, she's one of the few characters who has a speed rating of 10 throughout the game. With that aside though, her auto-combo comes out kind of slow and have somewhat of a lag to it. And her stationary 2 part kick attack, as well. But don't let that get you down, though. You can play pretty offensive with this character, and you can quickly confuse the enemies.

When fighting against- Well, her first 'form' takes place with her getting inside of a huge, mechanical Black Horse. When the fight starts, sidestep either left or right to avoid the huge beam that's headed right towards you. Now, the main idea is to get behind the horse and attack it. This is pretty easy, since the horse isn't all that mobile, and you can easily out-manuever the horse by taking advantage of the terrain. After you hit it, it WILL turn around, so escape and get behind a structure to avoid getting hit. Repeat the process until you fight Marge herself...

When the fight with Marge starts, she'll most likely start shooting at you with her EX Special. Dodge her attacks, get close to her, then use Devon's 6-hit auto-combo to do some damage to her, then jump back/retreat IMMEDIATELY. Because after you hit her, she'll go into a kicking sequence then use her EX Special while retreating (ouch) so do that. After that, she'll run off, so catch up to her and repeat the process.

Info/Comments- Hakke Margaret is the head of the European Union, as well as Blademaster Devon's ex-girlfriend. She believes that all of the 'inferior' races and peoples should be wiped out, and that the European Union should reign on the Earth. Umm... yeah. On another note, while Devon is depressed as hell, it appears as if Marge could care less. Hmm. She controls most of northern Europe. Uses a energy blade, an arm-mounted cannon, and her feet as weapons.

=====

|[HAKKE DAL]|

Brainjack Rank- 5

EX Special: Urad Virus- Sprays stone death virus to turn targets into stone.

Life- (7)
Power- (5)
Speed- (4)

Jump- Low

When using- Alright. So I was wrong about his EX Special. It's not just a huge green gas that floats towards the enemy, it's a green gas that turns the enemy into stone and you can get as many critical hits as you like. Sweet. It just has a little start-up lag to it, but that's nothing. Not only that, his auto-combo is fast too, and HE'S INVICIBLE AGAINST CERTAIN PROJECTILES. Damn cool.

When fighting against- Basically, he cloaks to his heart's content. But so what? Destroy all 4 of the clocks in his room (the ones located on that huge block of stone in the middle of the stage) and he'll be visible for the rest of

the stage. Then you can go offensive as all hell on this guy. Just dodge that Urad Virus attack, though. And deflect his attacks.

Info/Comments- The creator of the Urad Virus that's conquering Europe. He had a daughter, Bianca, but for unknown reasons he threw her in the Psychiatric Hospital in Istanbul... anyway, he controls most of eastern Europe. Uses a huge needle and the Urad Virus as weapons.

=====

|[HAKKE DON REGALIA]|

Brainjack Rank- 6

EX Special: Sable Puppet- Throws explosive filled puppets.

Life- (6)
Power- (7)
Speed- (1)

Jump- Low

When using- His life is decent. Okay. His power is very nice. Okay. His speed... is horrible. Not so good. Because of his speed, this makes him one of the worst characters in the game, because you're going to have to go - super- defensive, and it's going to be hard to get a hit in because many of the game's later enemies are too mobile. On top of that, his Sable Puppet EX Special is nothing like the version while you're fighting him. AND his auto-combos and stationary attacks come out slow. AND he's big, making him an obvious target... {sigh} At least his suit kicks ass.

When fighting against- Why couldn't his 'useable' version be more like this? Anyway, the key here is to get close to him, and keep moving around him to avoid getting hit. When he does his spinning attack, guard. Stay defensive. When he charges, sidestep IMMEDIATELY. It's predictable though, because he'll take a couple of steps before doing so. If you get knocked out of the ring, concentrate on the Sable Puppets he throws down to your level, then wait until the level lowers to get back inside the ring again.

Info/Comments- Hakke Don Regalia is the one behind all of the famine, pestilence and drug trafficking that's currently going on throughout Europe. He owns a huge wine cellar that serves as his secret hideout in Sicily, and he even has ties to Hakke Ray. Apparently he knew Samuel Smith at one point in time, as well. Controls most of southern Europe. Uses an axe, his fist, and his Sable Puppets as his weapons.

=====
|[HAKKE RAY]|

Brainjack Rank- 7

EX Special: Jeanne Garde- Uses wings to defend against enemy attacks.

Life- (5)

Power- (6)

Speed- (4)

Jump- High

When using- His Jeanne Garde EX Special is one of the best in the game, and you can continue to use it to quickly breeze past difficult levels, like the Amazon... but that's it. That's his only saving grace. He's a little slow, and his auto-combos and stationary attacks come out kind of slow. Overall, he's basically average, and you'll have to play him defensively.

When fighting against- Since you're using Hakke Don Regalia in this battle, it's automatically going to be a pain in the ass. After you destroy the 2 Blasphemers in the area, you'll fight Ray himself. Keep up with him, block his scythe slashes, and attack during intervals. Keep sidestepping to avoid his flying scythe rush. After a while he'll go back up to a ledge and summon 2 more Blasphemers, and the Statues up above will shoot fireballs at you. Kill those 2, then Hakke Ray will fly back down to attack you. Repeat the process until he croaks.

Info/Comments- Hakke Ray is the one who perverts religion in Europe, leading people to an unpredictable doom, all while putting faith in him. He looks up to the historical figure Jeanne 'D Arc, (Joan of Arc) and resides in a palace in her name. He uses a scythe as his weapon.

=====

|[HAKKE YUSUF]|

Brainjack Rank- 7

EX Special: Saraph Bomber- Launches flame from stomach parasites.

Life- (8)

Power- (8)

Speed- (2)

Jump- Low

When using- This guy is another one of those 'huge, strong guy' types, but he has the Life and Power to back it up. His auto-combo has decent speed, and his Saraph Bomber does pretty good damage. Play him a little offensively.

When fighting against- Use Hakke Dal to fight this guy, because he's protected against his Saraph Bomber attacks!

While he's literally firing at you with the Saraph Bomber, you can just walk up to him and smack him. That aside, keep up with him, block his scythe slashes and retaliate accordingly, since his attacks have some recovery time to them. When he goes in the center and unleashes his stomach parasites, don't try to run away from them, time it right and JUMP OVER THEM to avoid damage. When you notice that the parasites begin to slow down, they'll be going in the opposite direction, so turn around and jump that way too. As the fight progresses and as he loses more life, the stomach parasites will go faster and faster, so basically you'll be playing a game of jump rope... when he's finished with his little parasite attack, he'll go back to hitting you with his scythe and firing those useless Saraph Bombers at you. This will be the time to knock him out.

Info/Comments- Hakke Yusuf is the one in control of the worlds oil stock, and noticeably there's been a huge shortage in the world. He owns a large oil palace in the Arabian Desert. Most likely, he works right under Geist... what I'd like to know, though, is how in the hell did he get those stomach parasites...? Anyway, he uses a short scythe and his stomach parasites as weapons.

=====

|[HAKKE BROWN]|

Brainjack Rank- 8

EX Special: Billy Impact- Punches target with spinning drill blades.

Life- (9)
Power- (8)
Speed- (10)

Jump- High

When using- Obviously, not only is Brown the best Hakke, but the best playable character in the game on most routes. His attacks literally have no recovery time, and his Billy Impact does mucho damage. Hakke Brown is a close range fighter, so you can definitely afford to go offensive with him.

When fighting against- Well, his first form is nothing more than the 'enhanced' version of the Iron Giant enemies that populate the Washington D.C. On second thought, ignore that enhanced part. He plays exactly like them. After you dispatch him, you'll see his next form...

For his second form, don't bother trying to get close to him, because you won't hit him. Instead, stand next to the electrical wires that entrap you in the ring. When he charges at you, sidestep and he'll run into them. This won't damage him, but it's your time to get as many hits in as possible. Repeat the process until he's dead.

Info/Comments- Hakke Brown somehow 'became' the new president of the U.S., because he's a fake. I'm not sure if he's the real president who went mad and got a makeover, or if the real president got kidnapped and was replaced with a clone. Anyway, the 'new' president seems to be a lot more like a cyborg, with the ability to replace body parts with another. Anyway, he's secretly working with Geist (Who's using the body of Sectory-General Leung, who happens to have a big role in China's politics and government.) to pretend that they're acting in such negative attitudes and to generate friction between the 2 countries, but the goal is to start a war between the U.S. and China in order to bring down the world's population, which is in the plan of starting a new utopia for the world. Hakke Brown uses his fists as his weapons.

=====

[--NON-PLAYABLE CHARACTERS--]

(For some of these, I'm taking the descriptions straight from the instruction booklet. If there's anything I have to add, it'll be in parentheses. Although I'll have to make some info/comments for some characters in my own words, though.)

=====

|[CHIEF HIRO SAGAMI]|

Kay's father and the chief scientist at the Kanazawa Research Institute. He is a world authority on PSI engineering.

=====

|[FEI CHAO LEE]|

An exchange student from Hong Kong and Kay's tutor. In fact, he is also a blademaker who is entrusted to awaken Maken. (He ends up being killed by Hakke Andrey in the intro scene, though.)

=====

|[ANNE MILLER]|

A researcher at the Kanazawa Research Institute, responsible for Plan X PSI genetic algorithms. She's just like a big sister to Kay.

=====

|[PETER JONES]|

A researcher at the Kanazawa Research Institute, responsible for Plan X artificial brain total system control. A rude and self-centered man. He and Anne go back a long way.

=====

|[DR. DAVID GUINNESS]|

A man who worked with Chief Hiro Sagami on Plan X, and was against it the entire time. I'm guessing that he eventually he got disgusted with their plans, and left the project altogether and went to live in Brazil as a hermit.

=====

|[FU SHOU LEE]|

When fighting against-Whoo. This guy makes Geist look like a choir boy. Anyway, he likes to teleport all over the place and be a hard target to hit. Keep up with him, and one thing you'll have to rely on are the enemy indicators that appear on the sides of the screen. He likes to teleport behind you and beat the living hell out of you, so again, rely on the enemy indicator. On top of that, you can barely put a dent in this guy, so it's going to be one long drawn out fight...

He has about 4 attacks. One attack is when he delivers a powerful chop to you, but it's blockable. After you block it, put in as many hits as you can, because it has little recovery time.

Another attack is 2 quick palm strikes, again with little recovery time, but they're blockable. Again, once he strikes twice, get in as many hits as you can.

Another attack is when he stands in one of the corners of the arena, and shoots a couple of very quick fireballs at you, then teleport away somewhere.

Finally, his last attack is when he punches the ground twice, delivering 2 giant shockwaves across the ground. Time it right so that jump them without getting hurt, of course.

After one type of attack, he'll usually teleport somewhere and do another. Again, keep up with him. If you can beat this guy without losing too much life, then you've truly owned every enemy in this game.

Info/Comments- The leader of a Chinese merchant group. He is also the head of the Blademasters, a secret organization that is seeking to maintain world order. He is the founder of the Kanazawa Research Institute. He is also the man who requested Hiro Sagami, the world authority on PSI engineering, to develop Maken. (Uses his fists as his weapons.)

=====
|[SECTORY-GENERAL LEUNG]|

When fighting against- This guy looks intimidating... but that's it. He's really a pushover.

He has about a couple of attacks.

One attack involves him growing Geist into a huge sword, then bringing it down on you. Not only is this blockable, but very predictable and can easily be sidestepped. Not only that, it has huge recovery time and you can inflict a nice amount of damage.

Another attack is when he thrusts Geist into the ground, and tons of spikes in a wave formation rush up from the ground, homing towards you. It'll stop if you get hit, but when you do, Sectory-General Leung will still have his sword in the ground, and you can still get a couple of hits in. You can even out-run all of the spikes with some of the faster characters like Awakened Kei and Hakke Brown. After out-run all of them, he'll stop and continue to fight.

Finally, the last attack is when he slams Geist into the ground and sends about 3 shockwaves across the ground. These can easily be jumped over with correct timing.

Basically, he can be defeated with patience and memorization of his attacks.

Info/Comments- Not a lot is known about him, actually. He played role in China's politics, and somehow got Brainjacked by Geist. From then on, he's been Geist's host. That's just about all I know on this guy. Uses Geist as his weapon.

=====

|[GEIST]|

When fighting against- Don't let him intimidate you, first of all. He can be defeated in a matter of minutes.

When the fight starts, you'll see a couple of green orbs in the sky. When they start to fire at you, reflect the fireballs back at them and you'll knock them out the sky.

After that, Geist himself will come down and attack you. Now, he has about 2 attacks.

One attack is when he rolls up into a ball and rushes towards you. If you're locked on to him, just take the lock-on off and run around. Easy to avoid.

Another attack is when he sends about 7-8 fireballs at you. You can easily avoid this by sidestepping or maneuvering between fireballs.

After any one of those attacks, he'll raise his head up and reveal his weak spot, which is a huge flashing orb that generates electricity, and it's so big that you can't miss it. Attack it quickly, because after a while he'll deliver a powerful slash that takes off a nice piece of your life. Basically, just repeat the process and that's it. He's through.

Info/Comments- The head of the Hakke, who goes around calling shots and what not. He used to be the head of the Blademasters, up until his beliefs began to differ from the Blademasters, and eventually separated from them and formed the Sangokai organization. Wants to get rid of this old world and start anew, and uses Sectory-General Leung as his host. That's basically Geist summed up in a nutshell.

[---VERSUS LIST---]

Basically, this list is to help determine who would be the best person to pick when going up against a particular Blademaster/Hakke. Anyway, here's the list:

*=Required Fight: A fight that requires you to progress through the story with a particular person.

+Predetermined Fight: A fight that can't escape, and is required to go through the story.

- (+) Kei vs. Hakke Andrey
 - Fei Shan Lee vs. Hakke Shaja
 - Fei Shan Lee vs. Blademaster Devon
- (*) Blademaster Devon vs. Hakke Margaret
 - Blademaster Devon vs. Blademaster Tyrus
- (*) Blademaster Tyrus vs. Hakke Don Regalia
 - Blademaster Tyrus vs. Blademaster Alys
 - Blademaster Tyrus vs. Hakke Dal
 - Blademaster Tyrus vs. Blademaster Kitty
 - Blademaster Kitty vs. Fu Shou Lee
 - Hakke Dal vs. Hake Yusuf
 - Hakke Yusuf vs. Hakke Brown
 - Hakke Brown vs. Geist
 - Awakened Kei vs. Geist

Well, I hope that helps.

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[--COMMON ENEMIES--]

((((SANGOKAI)))

A Hong Kong based crime syndicate. Originally, these people were Blademasters, but these members felt their purpose was useless, and form a new faction. After the restoration of Hong Kong to China, they increased in power until they had a worldwide network. It has been suggested that they are behind the disasters that are occurring throughout the world.

|[SANGOKAI SWORDSMAN]|

When fighting against- You'll be seeing these guys a lot, since they're the common enemies of the game. These guys are easily defeatable, since you can pull a one-hit counterattack after they try to slash at you. Sometimes, they like to pull a roundhouse kick that leaves you open, then slash at you. Besides that, though, they're not too threatening.

LOCATIONS

Kanazawa Research Institute, Japan
The Seaplane Rhinocdon
Hong Kong, China
Moscow, Russia
Shaja's Palace, India
Lyon, France

|[SANGOKAI CANNON]|

When fighting against- Another common enemy. Basically they're guys who have cannons, and they shoot at you. (Wow.) When you get close to them, they swing at you with them. This attack is entirely predictable, and you can get hits in while they're doing this. You can just jump over them and off them, though. BTW, their fireballs are deflectable.

LOCATIONS

Kanazawa Research Institute, Japan
The Seaplane Rhinocdon
Hong Kong, China

|[SANGOKAI BLADER]|

When fighting against- If you chase them they'll keep running away from you, so the key is to stand still and wait for them to attack you, then sidestep and attack them. Repeat process until dead.

LOCATIONS

Kanazawa Research Institute, Japan
Hong Kong, China

|[SANGOKAI STAFF]|

When fighting against- These are the female members of the Sangokai organization. Also, they seem pretty rare, since you only fight them in 2 levels. They're quick, and they like to constantly hit and run, but their staff thrusts can be blocked. You can pull one-hit counterattacks as well. Also, they like to swing around on their staff while kicking you, but that's blockable too. They're only threatening in groups, like in Lisbon.

LOCATIONS

The Seaplane Rhinocdon
Lisbon, Spain

|[SANGOKAI DRAGON]|

When fighting against- The most lethal of the Sangokai Warriors. But that's overestimating them, I guess. They have an attack where they roll up into a huge wheel and rush right towards you, but that's easily avoidable. When you sidestep, you can hit them from behind, gaining a nice amount of criticals. They shoot some pretty fast fireballs (But they are deflectable, though.) and they have an attack where if you get too close they perform a 5 part slash attack. Just wait for them to do that wheel attack, then strike...

LOCATIONS

Moscow, Russia
Lisbon, Spain
The Forbidden City, China

|[SANGOKAI TITAN]|

When fighting against- The huge, strong type of enemy hailing from the Sangokai organization. Needless to say, these guys are annoying as hell, ESPECIALLY when they're paired up with any other enemies. Usually, they throw bombs when they're far away, and those have a wide range, so try to dodge those if you're fighting enemies at the same time. At close range, they're just as deadly. They usually swipe

their shields at you, but they have an UNBLOCKABLE attack where they clench their fists and punch you, sending you back a little. Their biggest weakness, however, is that all of their attacks are predictable and their speed is SLOW, making them an obvious target. Use that to your advantage to defeat them. (EX: Jumping over them constantly while getting critical hits.)

LOCATIONS

Moscow, Russia
Lyon, France
Lisbon, Spain
Amazon, Brazil
The Forbidden City, China

|[DANCING LIZARD]|

When fighting against- These enemies are very tricky, since they like to jump all over the place and that they're a little unpredictable, but dodging them isn't too hard. For example, when they rush towards you, block their head butt attack then jump back immediately, because it'll attack with an unblockable tail lash. And another attack is when they stand on their hind legs and use their claws on you, but that's blockable. Again, the key here is to figure out what attack they're going to use on you, then react accordingly. They're a little threatening alone, but dangerous when paired with almost anyone.

LOCATION

The Forbidden City, China

=====

((((Northern Europe/Hakke Margaret's scenario)))

|[PANZER SOLDIER]|

When fighting against- These guys are waaaay too offensive. You'll have to find an opening in their attacks. Usually, they like to jump around while swinging their blades at you, but they attack in intervals though. After they pause for a little while, strike them. After you do though, they usually do it again, and again... so repeat the process until dead. Another attack is when they spin at you like a top, but this is the attack that leaves them wide open after you block it, because you can get a lot of hits in afterwards. Finally, they shoot their chainguns at you, but that can be dodged, and is useless against people like Hakke Dal. They only populate northern Europe.

LOCATIONS

London, Great Britain

Amsterdam, Netherlands

|[PANZER VALKYRIE]|

When fighting against- They have long reach, so don't underestimate them. But their attacks have long recovery time though, so you can easily get some strikes in before they recover. Just use the block-strike technique.

LOCATIONS

Amsterdam, Netherlands
Vienna, Austria

|[BARGHEST]|

When fighting against- They're basically huge red dogs with bombs strapped to them. The problem though is that they can create a problem for slower characters who don't have auto-combos, and they can easily bring down a characters life if they're in packs. The good news, though, is that you can kill them in one hit.

LOCATIONS

London, Great Britain
Amsterdam, Netherlands

=====

|[HENCHMAN]|

When fighting against- Mafia-esque gangsters in pinstripe suits, along with moth wings and tommy guns. Hmm. Anyway, they're one of the more harder to hit enemies in the game since they keep flying around, but they can be taken down by bodies that have long weapons. (Like Tyrus or Alys.) They have an 2 unblockable attacks where one is that they throw pollen from their wings, (But it has start up lag to it.) and the other is when they shoot their tommy guns at you. One thing they like to do though is throw pollen at you, fly up to you, kick you, then fly away. Very annoying, especially in groups. The best thing to do is to dodge their pollen, wait for it to fly up to you, block it's kick, then strike back at it. Just simple counter attack stuff.

LOCATIONS

Lyon, France
Sicily, Italy

=====

|[BLASPHEMER]|

When fighting against- Human bodies on wooden puppets, with huge scythes. Not only that, but their bodies can spin like helicopters. Anyway, their not too much of a threat when they're walking around (Just use the block/attack strategy.) but when they start to fly in the air helicopter-style, they have enormous reach and they can basically hit you anywhere, so stay on the defensive when they do that. Fighting more than one is a pain, especially with Don Regalia, so stay defensive when fighting these things, and don't let your back be turned to them.

LOCATIONS

Jeanne D' Arc Palace, Rome

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|[PLAGUED BUTCHER]|

When fighting against- Huge masked giants with gigantic butcher knives, included with a small man on their back with a blow gun, and they're both affected by the Gray Plague. Wow. In any case, don't let them intimidate you. They're not even threatening up-close, just block their hits and retaliate. (There's one attack they have that's a little tricky, though. When they do a horizontal slash, and if their back is turned to you, they're preparing to do another horizontal slash so stay on the defense until that little attack is over.) The only time they're remotely threatening is when you're meeting them far away, since the blowgun can shoot some pretty fast darts. Either that, or if they're teamed up with Plagued Maidens...

LOCATIONS

Istanbul, Turkey
Athens, Greece
Transylvania, Romania

|[PLAGUED MAIDEN]|

When fighting against- When you approach them, they look like a statue with a woman's face, in leather clothing. Turn your back to them, however, and they'll open the 'statue' which is in actuality a coffin with their bandaged body in there with spikes protruding outward, and they're running right towards you. The frustrating thing is that they sometimes occupy very narrow hallways, making it a little difficult to sidestep. But anyway, that's the key word here. Sidestep. These demons aren't too intelligent as they'll run right towards you, but when you sidestep and turn to them they'll still be running in the same direction,

allowing you to attack them from behind. They're not a real threat, unless they're teamed up with Plagued Butchers... in that case they'll stir up a little trouble.

LOCATIONS

Istanbul, Turkey
Athens, Greece
Transylvania, Romania

|[MUTANT RAT]|

When fighting against- Small rodents who like to walk up to you then protrude small blades from their bodies. The frustrating thing is that they usually travel in packs, and you have to lock on to them to even hit them. Even worsser, though, is that they don't even give up any PSI.. bah. Luckily, they don't do too much damage.

LOCATIONS

London, Great Britain
Istanbul, Turkey
Athens, Greece

=====

|[SALAMANDER]|

When fighting against- Most likely one of the most difficult enemies to deal with in the game. The fire breathing attack that they have has little start up lag time to it, AND it has a long reach. Not to mention that they'll do it over and over again, so by the time you actually get into hitting range you've probably lost half of your life already. The key here is to wait until their back is turned to you while they're patrolling (Or if you got caught, get in front asap.) then hit them, then don't let up until their dead.

LOCATIONS

Oil Palace, Arabian Desert

=====

|[MASKED CLOAKER]|

When fighting against- The last thing you'd want to do is try to go super offensive on them, since they have a lot of tricks up their sleeve. Of course, they like to cloak and hit you from out of nowhere, making things pretty difficult. Another attack they have is when you approach them they'll jump right over your head while hitting you from above,

which WILL catch you off guard. And last but not least, a long range attack that's predictable thanks to the start-up animation. The key here is to wait until they appear (You can see their outline.) then attack them. Don't let up, either.

LOCATIONS

Amazon, Brazil

=====

|[IRON GIANT]|

When fighting against- Well, the only time they're vulnerable is when they reveal the missile launcher that's behind their mid-section, so attack that. Speaking of missile launchers, when they start theirs, just get out of the way and wait until their done shooting them all off, because you're not going to dodge it and you'll take too much damage. That aside though, their punching attacks might get you by surprise, especially if you approach them from behind.

LOCATIONS

Washington D.C., U.S.A.

=====

|[BLADEMASTER SOLDIERS]|

When fighting against- Well, obviously, these are the toughest enemies in the game, hands down. Hell, they're tougher than some of the bosses... their attacks have NO lag time to them, they're fast AND powerful, and fighting them in packs will be a pain in the ass. If you're fighting more than one, there's a good chance you'll be killed if you don't kill at least one of them in time. Anyway, the best thing I can say is to stay super offensive and block the obvious attacks, because you have got to kill one of them quickly to deal with the ones that are approaching your direction. Basically... good luck.

LOCATION

Kunlun, China

|[PRISONERS]|

When fighting against- Spider-like machines with humans gagged and bound on top of them. ...yeah. Anyway, you'll fight these guys in the Trialrooms, and like the Blademaster Soldiers these guys also have no lag time to their attacks.

(Although there's one obvious attack where they jump up in the air and shoot at you like an arrow, and it's blockable.) The time to hit them is when their moving around for a short period of time, or after they're done with their drilling attack. Also, these guys always travel in packs, so you're more than likely to get confused while fighting them.

LOCATION

Kunlun, China

=====

|[STATUES]|

When fighting against- Well, you can't kill them or reflect their fireballs, so just dodge the shots they spit at you.

LOCATIONS

Jeanne D' Arc Palace, Rome
Athens, Greece

|[KAMIKAZES]|

When fighting against- Annoying little bastards that'll come up in the places where you least suspect them, and crash right into you, doing a nice amount of damage. You can knock 'em out of the air, but it takes some good timing to do so. Just dodge them if you can...

LOCATIONS

Moscow, Russia
Lisbon, Spain

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+++++
=====
(((STAGE WALKTHROUGH)))
=====

(((Introduction the Stage Section)))

Heh, you're probably all saying this right now: "Why in the hell did he create a stage section? The stages_aren't_that hard to get out of!"

Well, mainly because I thought that if I were to create a full fledged FAQ/Walkthrough through this game, I might as well cover_every_section that this game has to offer.

Keep in mind, though, I'm not going to list out every_single_detail. Just enough information to get you through them.

And one last thing. Although it's recommended that you play through the stages in order that I commence them to be, you don't HAVE to do so... although you will be missing out on a lot of stuff, like Hakke Ray. Besides, depending on the choices you make through the game, the stage order will be different anyway. Go check out the Story Walkthrough section for more info on that.

Anyway, that's enough. On to the stages!

[--Stage 1: Kanazawa Research Institute, Japan.--]

Comments- The first level in the game. The length of the level is about a good intermediate stretch... anyway, you'll be using Kei Sagami for this level. Of course, it's the easiest level.

Sections

START
PSI TANK
COMPUTER ROOM
LOBBY
HELIPORT/EXIT

|[START]|

You'll go down a hallway with doors closing everywhere around you. At the end, on your left, there will be a door open. Enter it.

-> Go up the stairs, then enter the door. Go through the hall, then enter the door there.

|[PSI TANK]|

You'll come across your first enemy, a Sangokai Swordsman. Kill him, then proceed down the hall, then kill another Sangokai Swordsman.

-> At the end of the hall, there's a Life Capsule (Small). Go to the hall next to it, and proceed to kill the 2 Sangokai Swordsmen.

-> Enter door at the end of the hall, then go up the stairs.

-> Follow the path, and prepare to fight a Sangokai Cannon. You can trigger the elevator from the bottom, so don't bother. Prepare to fight another Sangokai Cannon on the stairs, and there's a Life Capsule (Small) at the end of the path if you need it.

-> Kill the Sangokai Cannon, then hit the switch on the top

floor to bring up the elevator.

-> Follow the path, jump some ledges, and theres a Life Capsule (Medium) if you need it at the end of the hall.

-> Enter the big door on the right of the Life Capsule (Medium), then follow the path.

|[COMPUTER ROOM]|

-> As soon as you enter, you'll fight 2 Sangokai Swordsmen and one Sangokai Cannon. There's 2 Life Capsule (Small) in the room, too. After that, exit out the only door that's open.

|[LOBBY]|

-> Follow path, and prepare to fight a Sangokai Swordsman.

-> Take any one of the stairs up, and get ready to fight 3 Sangokai Cannons. (Take the left flight of stairs, it makes it easier...) There's a =X= off the left ledge. Jump down and take it if you want it.

-> Follow the path, and fight another Sangokai Swordsman.

-> There's a big PSI at the end of the hall. Follow the path, enter the elevator room, fight 2 Sangokai Bladers, then enter the center elevator. As you exit the elevator, there's a Health Capsule (Total) and one Sangokai Swordsman.

-> Follow the path, and prepare to fight 5 Sangokai Swordsmen.

|[HELIPORT/EXIT]|

-> You'll fight Hakke Andrey here. After you defeat him, the level will end.

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[--Stage 2: The Seaplane Rhinocdon.--] *Gou Inaba*

Comments- Not to difficult, in fact, it's pretty short. Anyway, you'll be using Hakke Andrey for this level.

Sections

START/CABIN
CARGO ROOM

EMERGENCY ESCAPE POD/EXIT

|[START/CABIN]|

-> You'll fight a Sangokai Swordsman and a Sangokai Cannon. Look for an X in the room with the Sangokai Cannon you fought. After that, you fight another Sangokai Swordsman. Follow the path.

-> Fight 2 Sangokai Cannons & a Sangokai Swordsman.

-> Follow the path, fight another Sangokai Swordsman.

-> Follow the path again, and fight 2 Sangokai Swordsmen.

-From room entrance, go to the right side of the room to continue through the stage.

-Fight a Sangokai Cannon, then go to the elevator.

-After the elevator, look for the Health Capsule (Total) on the immediate right after exiting the elevator. Follow the path.

|[CARGO ROOM]|

-Fight 2 Sangokai Swordsmen and a Sangokai Cannon. Follow the path, then turn on the cargo switch to make the large cargo boxes move. Jump on the first box that comes towards you, then prepare to fight another Sangokai Swordsman. Jump on the second one, also. Be sure to get the Large PSI and a Health Capsule (Total) before passing through the big red door saying 'Exit'.

-Follow the path, then prepare to fight a Sangokai Staff and Sangokai Swordsmen. Take note of the 2 Health Capsules (1 Small, 1 Large) littering the stage.

|[EMERGENCY ESCAPE POD]|

-After that, you have a choice to either BrainJack Gou Inaba, or just keep Hakke Andrey and exit the stage.

:::*NOTE*:: If you had Brainjacked Gou Inaba, you'll go to Hong Kong. If you kept Hakke Andrey though, you'll end up in India.

[--Stage 3-Hong Kong, China.--] *Blademaster Fei Shan Lee*

Comments- You know, depending on what you did back in the Rhinocdon, you'll either be using Gou Inaba or Hakke Andrey for this level. Anyway, make a switch with Fei Shan Lee

once you find her, then use her to finish the level. It's pretty long, BTW.

Sections

START
MAIN STREET
BUILDING
HIGHWAY/EXIT

|[START]|

-> As soon as the stage starts, you'll have to fight a Sangokai Blader. Kill him, then jump on the crates near the fence to get to the other side of the street.

|[MAIN STREET]|

-> After you've jumped the fence, you'll have to fight 2 Sangokai Bladers. Kill them, then go inside an alleyway located between 2 large buildings.

-> After you enter the alleyway, you can either jump on the crates and onto each tin roof to enter the next section, or you can go left, kill the Sangokai Cannon, and take the Health Capsule (Large) that he was guarding to the right of him. Either way, you still have to jump on the crates and onto the tin roofs to continue through the level, so just do it.

|[BUILDING]|

-> After that little ordeal, you'll come across a platform with a stone door. Enter it, follow the hallway path, and prepare to fight 3 Sangokai Swordsmen and a Sangokai Cannon. Enter the door the Sangokai Cannon was guarding, then turn on the switch inside the room, then fight 1 more Sangokai Swordsman.

-> Enter the door that was on the right of the switch. You'll see 2 Sangokai Swordsmen come out of a red elevator. Kill them, then go inside the elevator. There's a Health Capsule (Large) in this room too, above some benches.

-> After you exit the elevator, you'll have to fight a Sangokai Cannon. Kill him, then turn on the switch on the pillar he was guarding. There's a large PSI in this room, too. When you're ready to leave, exit out of the room by entering the stone door.

-> As soon as you enter the door, you'll have to kill a Sangokai Swordsman. Follow the path up the stairs, then you'll notice an explosion on the right side of the wall. Enter the hole that the explosion caused, then prepare to

fight 2 Sangokai Swordsmen and a Sangokai Cannon. Turn on the switch that the Sangokai Cannon was guarding, then enter the stone door to the left of the switch.

-> As soon as you enter the door, you'll notice a Sangokai Swordsman to the left of you. Kill him, then collect the Health Capsule (Total) if you need it. Once you do that, go to the other end of the hall and down the stairs.

-> After the stairs, you'll enter a large courtyard/market type of area. In here, you'll have to kill 4 Sangokai Swordsmen and 2 Sangokai Cannons in pitch black darkness. Don't worry though, they lights on their helmets and the bullets that the Sangokai Cannons shoot at you are completely visible. (There's also a Large PSI behind the first Sangokai Cannon you come across, so take it if you want.) After you kill everyone, turn on the switch located at the northern section of the room, and once you do that you can either go tot the hallway on the right side of the room, go up the stairs and talk to Blademaster Fei Shan Lee. Or, you can either jump the crates located on the right side of the room, and enter the hallway above.

(:::*NOTE::: If you had visited Fei Shan Lee's room, you'll have to fight 2 more Sangokai Swordsmen in the courtyard before continuing.)

Anyway, jump the crates and enter the hallway.

-> Follow the path and jump out of the window. Before you do jump out, though, there's a Health Capsule (Large). Take it if you need it, THEN jump out of the window.

|[HIGHWAY/EXIT]|

-> When you land on the highway, you'll have to fight 3 Sangokai Swordsmen. There's 2 Health Capsules (Small) behind you, so collect them, if you need it. Once you kill the 3 Sangokai Swordsmen, you'll have to kill 3 Sangokai Cannons, and after them, 3 Sangokai Bladers. After they're all taken out, exit the level through the passage that the 3 Sangokai Cannons were guarding.

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[--Stage 3: Shaja's Palace, India.--] *Hakke Shaja*

Comments- Again, depending on what you did back in the Rhinocdon, you'll either have Hakke Andrey here, or you'll have Fei Shan Lee. This is the first stage with puzzles, I think. Anyway, the level isn't too long, especially if you don't have Fei Shan Lee here.

Sections

START

HAKKE PANEL

POOL OF REFLECTION

EXIT

|[START]|

-> When the stage starts, you'll see a Armored Crab fall onto the pressure plate. 2 Sangokai Swordsmen will then come out of the door. Kill them, then enter it.

-> Follow the path until you reach a area with 2 Armored Crabs and 2 pressure plates. Don't jump down just yet however, there's a Large PSI to the left of you. After that, THEN jump down and lead the 2 Armored Crabs onto the 2 pressure plates. After that, fight the 2 Sangokai Swordsmen that came out of the locked door, then enter it. Follow the path, and fight another Sangokai Swordsman.

-> You'll come to a area with 3 pressure plates with 6 holes in the ceiling. (There's a Large PSI in one of them, it's clearly visible.) 3 Armored Crabs will fall from the ceiling, and you'll notice that there's some stairs. Lead the Armored Crabs up the stairs, and into the hole where there's a pressure plate. (You can check by looking down into one of the holes.) After you get all 3 to fall, enter the previously locked door and you'll come across 2 Sangokai Swordsmen. Once you kill them, you'll notice 2 passageways.

|[HAKKE PANEL]|

-> Going right takes you to a Hakke Panel, which leads to Hakke Shaja's domain. Going left takes you to the exit that leaves the level. In order to go to the Pool of Reflection to fight Shaja, you'll need Blademaster Fei Shan Lee to access the Hakke Panel and open up the locked door.

-> Now, assuming that you have Fei Shan Lee, enter the previously locked door and go up the stairs. Take the Health Capsule (Large) there, and go into the large stone door to fight Shaja.

|[POOL OF REFLECTION]|

-> Fight Shaja with Fei Shan Lee, then BrainJack him.

|[EXIT]|

-> Go to the exit described earlier, then leave.

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[--Stage 4: Moscow, Russia.--]

Comment- This is the last time I'll be saying this:
Depending on what you did back at the Seaplane, you'll
either have Fei Shan Lee or Hakke Andrey here. When you
meet up with Kitty, her reaction towards you may be
different, depending on what body you're currently using....
anyway, the level is somewhat long, and will probably be
your first difficult level.

Sections

START
SWITCH
CIRCUS TENT
RED SQUARE/EXIT

|[START]|

-> When the stage starts, there will be a sequence of a
pickup truck that go through some gates then stop. This is
where the stage starts for you.

-> In total, 8 Sangokai Swordsmen will jump out of the
stationary truck. After disposing of them, jump onto the
truck and onto the platform where the Sangokai Dragon is
standing. As soon as you reach the platform and try to
attack the Sangokai Dragon (There's a Health Capsule (Small)
here, BTW) he'll escape from you. Go on the platform that
he's currently on, then kill him.

-> From the platform you killed the Sangokai Dragon on,
you'll notice that there's a path along the fence. When you
see a pillar and a opening next to it, stop. Because 4
Kamikazes will fly on that path. Once all 4 have crashed,
continue through the path.

-> You'll come across a area with multiple blocks. You'll
also see a Sangokai Dragon land on top of one. To your
immediate right (from the starting area in this area) you'll
come across a Health Capsule (Large) behind a block. Take
it if you need it. If you do, go back and fight the
Sangokai Dragon, but you'll have to fight 2 Sangokai
Swordsmen. Once you're done, jump on the blocks and try to
reach him. He'll escape to the ground. Do the same and
kill him. (If you try to get that Health Capsule (Large)
described earlier, there will be some Kamikazes who'll try
to attack you once you do!)

-> Once you kill that Sangokai Dragon, jump back on the
blocks and go northeast. You should come across a area with
a Large PSI right below you. The platform you're standing
on is a cage with a =X= and a Health Capsule (Large). Take

the Health Capsule (Large) if you want, but don't take that =X= just yet. Anyway, fall down to that area with the Large PSI, but prepare to fight 2 Kamikazes. Try to leave the area quick enough to avoid anymore encounters with them...

-> Once you're out, prepare to fight 3 Sangokai Swordsmen. There's 2 Health Capsules (Small) on a small diesel truck, so take them if you need it. Next to the small truck is a diesel. On the right side of that diesel is a switch. Turn it on.

|[SWITCH]|

-> After turning it on, you'll fight a Sangokai Swordsman and a Sangokai Dragon. After you kill them, go to the left side of the diesel and fight another Sangokai Dragon.

-> Remember that =X= I told you about earlier? Get it, because now would be a good time. Once you do, go into the diesel and follow the path.

|[CIRCUS TENT]|

-> Here, you'll fight a Sangokai Titan. Get some hits in on him while the =X= is still in effect. After he's dead, prepare to fight 2 Sangokai Swordsmen.

|[RED SQUARE/EXIT]|

-> That's it. Just exit the stage.

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[--Stage 5: London, Great Britain.--] *Samuel Smith*

Current Body- At this time, you'll probably be using Hakke Shaja, since he'll make it a lot easier for you. You'll need to get Blademaster Tyrus to get through certain parts of this level later on. It's a little tedious, as well.

Sections

- START
- UNDERGROUND WATERWAY
- TOWER OF DESPAIR
- SWITCH
- MISTY GARDEN
- EXIT

|[Start]|

-> Go straight. Prepare to fight 3 Barghests. Now keep going straight until you reach a wall. To your left is the Misty Garden. To your right is the Underground Waterway. Go to the Misty Garden first.

|[MISTY GARDEN-Pt. 1]//SWITCH|

-> Once in the Misty Garden, you'll see a destroyed stairway right in front of you. Go right (You'll eventually encounter a Barghest, kill it.) to a stepping stone. (Next to that stepping stone is a iron-bar door, but don't worry about that right now...) Get on the stepping stone by turning right at the corner. Jump up, then jump on the next stepping stone. (You'll fight 2 Barghests here, kill them.) You'll see the switch, activate it. Collect the Health Capsule (Total) and the Large PSI on the left and right of the descending slopes of the switch. (You'll have to fight Barghests on both sides though, after getting the item...)

|[UNDERGROUND WATERWAY]|

-> Backtrack to the door leading to the Underground Waterway. There's a Health Capsule (Large) to your immediate right once you enter the door. Now, go down stairs and kill the Panzer Soldier. Enter the door he came out of, and prepare to fight 2 Barghests. If you go to the end of the hall and turn left, there's a Health Capsule (Total). Now enter the door next to it (The door the Barghests came out of.) Enter the hall, and fight another Barghest. Now, there's 2 doors: The stone door the Barghest was guarding, and the entrance to your right. If you don't have Blademaster Tyrus, forget about going through that door for now. In the meantime, go to the open door entrance to your right.

-> Follow the path and prepare to fight a Barghest. Enter the small passageway, and follow the path. Prepare to fight another Barghest with a Health Capsule (Small) next to his cage. Continue through the path, and there'll be a cage like the first one, but with 2 Barghests coming out from both sides.

|[EXIT]|

-> Kill them, continue through the path, and go down to the end of the hall, and you'll have fight a Panzer Soldier and 2 Barghest. After killing them go through the path and you'll see the exit.

::::::::::THE STONE DOOR & BLADEMASTER TYRUS::::::::::

-> After you enter the stone door, you'll see Mutant Rats

on platforms that you have to jump on. Get past them, enter the stone door at the end of the hall and go up the stairs.

|[MISTY GARDEN-Pt. 2]|

-> You'll see that you're in the room that had a iron bar door in front of it mentioned earlier. Anyway, enter the narrow hall, and go to the stairs on the immediate left after exiting the hall. There's a =X= at the top, take it if you want. Stay on the top level, and make your way to a descending flight of stairs. You'll see a Panzer Soldier come out of a stone door. Kill him and enter it.

|[TOWER OF DESPAIR]|

-> Go up the stairs, open up the electronic lock and Brainjack Samuel Smith to get the info leading to Hakke Don Regalia. Once you're done, backtrack and exit the level as shown above.

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[--Stage 6: Amsterdam, Netherlands.--] *Bladmaster Devon*

Current Body- Use Hakke Shaja. Once you reach Blademaster Devon, get him, and have him finish the level. This is most likely the level that'll get you killed if you're not careful. A very long level, IMO.

Sections

START
ALLEY
CLUB AEOLUS
SEWER

|[START]|

-> When the stage starts, you'll have to fight a Barghest, and escape a Panzer Soldier trying to gun you down from above. After killing the Barghest, go into the abandoned house on your right. Go up the stairs and turn on the switch. When you go back downstairs, you'll have to fight a Panzer Soldier. When you kill him and attempt to go back outside, you'll have to fight 2 more Panzer Soldiers. Once you're done killing them, go right. (BTW, it'll be easier to trying to lure them into the abandoned house one-by-one. It'll be a lot easier, especially for someone like Shaja.)

-> Keep going right until you reach an iron bar gate with a Large PSI behind it, and there'll be an abandoned apartment

with a hole next to the entrance. (Barghests occasionally come out of this hole, BTW.) Go up the apartment, and prepare to fight a Panzer Valkyrie and 2 Barghests. Once done with them, jump out the window at the other end of the apartment, and get the =X= to the immediate left of you. Go to your right and up the stairs to fight a Panzer Soldier, then go down the stairs and jump on the platforms on the other side. On the last platform you'll see a big grayish-blue building. Jump on the platform leading to that, and enter the window.

-> Once inside, you'll see a Health Capsule (Large) and a switch. Get the Health Capsule (Large), turn on the switch, and enter the door next to it.

|[ALLEY]|

-> Go down the alley and make a right turn. Prepare to fight 2 Panzer Soldiers. After killing them, go to the area they were in and you'll see a huge hole in the ground with a Large PSI next to it. Take the Large PSI, and go underground.

-> Follow the path and prepare to fight 2 Barghests. Continue through the path, where you'll eventually fight 2 Barghests and a Panzer Valkyrie. You'll be trapped until you defeat them, and you'll see a Health Capsule (Total) too, so take it if you need it. (Most likely, you will be needing it...) After killing them, follow the path to the sewers.

|[SEWERS]|

-> As soon as you enter them, you'll see a switch. Turn it on, and then turn it on again. The sewer on the right should look the same as when you came in. Now, enter the set of doors in front of you.

-> You'll see that the sewers is empty here. Go down to them and fight the 2 dogs down there. There's a Health Capsule (Total) behind the flight of stairs on the other end, so take it if you need it. Go up the stairs, and into the set of doors.

-> You'll see a Large PSI, and a Panzer Soldier come out of a passage at the other end. Take the Large PSI, kill the soldier, and enter the hall that's next to him. Go left, enter the door, go to your immediate right after exiting and kill the Panzer Soldier. Follow the path, until you see a Health Capsule (Total) to the right of you on a left turn, then you'll see a blue light in the hallway. That's the passageway to Club Aeolus, Enter the door, then talk to Devon.

|[CLUB AEOLUS]|

-> Here, you'll either fight or recruit Devon. Say NO then YES to fight him, and say yes once to recruit him. When you're done either way, BrainJack him.

-> Once you're done with that little scenario, exit Club Aeolus and go left. Follow the path, go through a set of door, then go up the stairs to your right. You'll see a Panzer Soldier once at the top. Go outside, kill the Panzer Soldier, then go right to the exit. It's guarded by a Panzer Valkyrie, though.

|[EXIT]|

-> Just kill it and leave....

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[--Stage 7: Vienna, Austria.--] *Hakke Margaret*

Comments- You're going to need Blademaster Devon to even get to the second part of the level here. Besides, this level is pretty short.

Sections

START/EXIT-MAIN STREET
HAKKE PANEL
THEATER

|[START/EXIT-MAIN STREET]|

-> You start off at Main Street. This'll serve as both your start AND exit, so if you enter the stage with anyone else besides Blademaster Devon, this is the purpose it serves. Anyway, just go up the stairs in front of you until you reach 3 Panzer Valkyries.

-> After you dispose of them, you should see a huge building in front of you. From the area you're currently at, take the stairs up to that building and enter a door to the right of you once you go up the stairs and you'll see a Hakke Panel.

|[HAKKE PANEL]|

-> For starters, you're going to need Blademaster Devon for this. If you don't have him, exit the level and go get him. Activate the Hakke Panel, and go into the door that opens. Follow the path that's presented to you, and eventually

you'll reach a Theater-like area.

|[THEATER]|

-> Once in the entrance-way to the Theater, go up the stairs to the first door you see. Before you go into it however, there's a Health Capsule (Total) and a Large PSI to the right and left of you. Collect these items if you need to, then go through the door. Go through one more door, then you've officially entered the Theater, where you fight Hakke Margaret.

-> Defeat Hakke Margaret with Blademaster Devon. Once you kill her, Brain Jack her and exit the level with the passageway provided in the Theater.

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[--Stage 7: Lyon, France.--] *Blademaster Tyrus*

Current Body- It'd be a good idea to use Hakke Margaret for this level until you reach Tyrus. Then let him finish the level.

Sections

START
WAREHOUSE
PLATFORM
EXIT

|[START]|

-> You'll start the stage on top of a descending flight of stairs. Go down, watch the sequence, and kill the 4 Winged Henchmen that attack you.

-> After that, go down the railroad tracks, and go left to a small door that leads down to a warehouse, where Blademaster Tyrus resides.

|[WAREHOUSE]|

-> Here, you'll either fight or recruit Blademaster Tyrus, depending on how you answer him. Say YES once to recruit him, or NO then YES to fight against him. When you're done either way, BrainJack him and backtrack to the railroad tracks.

->Then once you're there, go to into a small opening in the wall that leads to the cavern, which is on the other end of

the railroad tracks to your left also.

|[MINE SHAFTS]|

-> After following the path for awhile, you'll see that the path goes left, but there's a Health Capsule (Large) to your right. Take it, then continue to follow the path.

-> Eventually you'll end up on a mine cart, with 3 Large PSI's above you. Right before you pass under the second one, a Sangokai Swordsman will attack you. Kill it, try to collect all of the Large PSI's, then wait for the ride to end. When the cart stops, a Winged Henchman will approach you. Kill it, then enter the passageway to the right of the now-stationary cart.

-> Follow the path until you reach another cart. This time, there will be a Sangokai Titan throwing grenades from behind, and a Sangokai Swordsman will jump on your cart and attack you shortly after. Kill it, and until the cart stops, try to dodge the Sangokai Titan's grenades...

-> When the cart stops, get off and kill the Sangokai Titan and the Winged Henchman that's just arrived. Once that's done, go into a door on the highest platform. Make your way there...

-> As soon as you enter a Winged Henchman will attack you. Kill it, go into a passageway to your left (Where the Winged Henchman flew from.) to get a Health Capsule (Total), then continue to follow the path.

-> Eventually, you'll end up in a large room where you'll see 2 Sangokai Swordsmen come down an elevator, and a Sangokai Titan will appear from behind you shortly after. Kill them all, then go into the elevator the Sangokai Swordsmen came out of.

-> Once the elevator stops, follow the path until you reach a room where 4 mine carts and 2 Winged Henchman will appear out of the tunnels below in the area below you. Get the =X= on the strip you're currently on, then wait for the 2 Winged Henchman to come to you, then kill them. After that, jump from mine cart to mine cart to get to the other side of the room (There's a Health Capsule (Large) here, too.) and activate the switch there, where the door next to it will open and reveal a Sangokai Titan. Kill it, then go inside.

-> Follow the path, and eventually you'll reach a room where you're trapped with 2 Winged Henchmen. After killing them, a elevator will drop down, along with a Sangokai Titan. Kill it, then enter the elevator.

-> After the elevator stops, follow the path until you reach a mining area with a switch and a cart next to it. There's a Winged Henchman here too, kill it. After that, turn on the switch to make the cart move, then get on the bridge in front of you. Once the cart passes through, jump

on it and get to the area where the Sangokai Titan is. Kill it, then go into the passageway it was guarding.

|[PLATFORM]|

-> Follow the path until you reach the area you saw in the sequence at the beginning of the level. Go up the stairs, and you'll see 3 Sangokai Swordsmen behind a Iron Bar Gate and a switch next to it. Turn on the switch, kill the 3 Sangokai Swordsmen, then go up the ascending stairs next to the flight you just came from.

|[EXIT]|

-> And that's it. Exit the level.

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[--Stage 8: Sicily, Italy.--] *Hakke Don Regalia*

Comments- You'd better use Blademaster Tyrus to get through the stage. He's a great contender for this level.

Sections

START/EXIT
HAKKE PANEL
WINE CELLAR
BREWERY

|[START/EXIT]|

-> As soon as you start, you'll come across a Hakke Panel.

|[HAKKE PANEL]|

-> Use Blademaster Tyrus to open it, then enter the door. You'll meet up with Hakke Don Regalia for the first time, and you'll share some dialogue. After you talk to him, he'll toss 3 Super Puppets at you. After you kill them, take the elevator up, and prepare to fight a Winged Henchman once you follow the path.

-> At the end of the path, you'll come across a door which leads to the wine cellar.

|[WINE CELLAR]|

-> As soon as you enter, you'll fight a Winged Henchman. Kill him, then go to the barrel at the end of the hall, then go through it.

-> You'll see some crates on the other end once you go through the barrel. Before you do, you'll see a Winged Henchman. Kill him, jump on the crates, on top of the barrels and across the plank leading to the other set of barrels. Then you'll see 2 Winged Henchmen come out of the door above you. Kill them, then go up a ledge that you're currently on leads to.

-> Once on the ledge, follow the path of the door the 2 Winged Henchmen came out of earlier. Go through the door. Once through, follow the path to fight Regalia in the Brewery.

|[BREWERY]|

-> Defeat Hakke Don Regalia with Blademaster Tyrus. Once he's disposed of, BrainJack him and go to the exit that's presented to you.

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[--Stage 9: Jeanne D'Arc Palace, Rome--] *Hakke Ray*

Comments- You'll need Hakke Don Regalia to even get to the second part of the level. But you don't need him to fight Hakke Ray. Look down for more info.

Sections

START
HALL
HAKKE PANEL
SECRET ROOM
SECRET HALL

|[START]|

-> As soon as you start the level, there's an =X= to the immediate right of you. Collect it, and enter the door in front of you down the hallway.

-> Enter the door, and enter the hall.

|[HALL]|

-> In here, you'll fight 3 Blasphemers. Kill them, and you'll see 2 doors in the hall open. One of them has a Large PSI in a hall which leads to a Hakke Panel, and the other is obviously an exit. So, it means this: If you don't have Hakke Don Regalia, you might as well just leave. Now for those of you who DO have him, go to the Hakke Panel.

|[HAKKE PANEL]|

-> Use Don Regalia to open up the door locked by the panel. The door leads to a secret room.

|[SECRET ROOM]|

-> There's a Health Capsule (Total) here. Take it if you need it, and go through the door in front of you.

|[SECRET HALL]|

-> This is the place where you'll fight 2 Blasphemers. Now once you're done with them, you'll finally talk to Hakke Ray.

NOTE: I received word from Dark Kyosuke that you DON'T HAVE TO fight Ray with Hakke Don Regalia! This makes it easier, since Don Regalia sucks rocks.

"Do note that you DO NOT have to fight Rei with Regalia! Unlock the Hakke panel, and exit the stage another way.

This works in almost every stage, and gets you a different speech from the boss."

Thanks to Dark Kyosuke for pointing this out!

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[--Stage 10: Istanbul, Turkey.--]

Comments: Use Blademaster Tyrus for this one. He'll dispatch the enemies here a lot quicker.

Sections

START/LOBBY

INCINERATOR

ELEVATOR

ISOLATION WARD

|[START/LOBBY]|

-> As soon as you start you'll find yourself in a hallway. Exit out a prepare to fight 3 Mutant Rats. You're currently in the Lobby, BTW.

-> After killing them, you'll notice a room on your left. On your way there, you'll fight 2 more Mutant Rats. Once inside the room, turn on the switch and fight 4 more Mutant Rats.

-> Once done with that, go into the door across the room that was activated with the switch. On your way there, you'll fight 2 more Mutant Rats. Now , enter that door.

-> Once inside, you'll enter a hall, with a path that goes straight, and stairs that go down. After walking a few steps, a Plagued Butcher will bust out of the right side of the wall. Kill it, then go downstairs to your left.

|[INCINERATOR-Pt. 1]|

-> You'll enter the incinerator. Follow the path while avoiding the Mutant Rats, and enter the door on the other side of the room.

-> Once you enter the door on the other side, follow the path and you'll be in a blue hall with 2 Plagued Butchers. Kill them and enter the door they came out of.

|[ELEVATOR]|

-> Once that's done, you'll come across an elevator. Turn it on and be prepared to fight a Plagued Butcher that'll bust out of a wall in the hall you're currently in. There's a Health Capsule (Large) in the wall hole, too.

-> Re-enter the blue hall, and fight another Plagued Butcher. Backtrack to where you met the first Plagued Butcher, (straight hallway.) then take that path. On that path, you'll fight another Plagued Butcher. Enter the door at the end of the path.

|[INCINERATOR-Pt. 2]|

-> Another incinerator. Enter the door on the right side of the room. Follow the path until you enter a purple hallway. Fight 2 Plagued Maidens, and enter the door that the first Plagued Maiden that was staring you in the face guarded.

-> You'll see the elevator shaft you saw earlier, and there's 2 Plagued Maidens to your left along with a Large PSI. Kill the 2 Plagued Maidens, then take the elevator by jumping on top of it.

-> Get off of the elevator, enter the door.

-> Follow the path until you see a crossroad. There's a Plagued Maiden to your left, and one to your right accompanied with a =X=. Kill both, take the =X=, and go up the stairs where the left Plagued Maiden was.

-> Follow path until you see a Plagued Butcher. Kill it, then go down the hall he was guarding. Enter the door at the end of the hall.

-> There's a Plagued Maiden to your right after entering the door, and a Plagued Butcher in the hall behind you. (The one you just came out of.) If you want to kill both for PSI, feel free to, but once that's done head back to the area where the Plagued Maiden was, then go left to the outside.

-> Kill the 2 Plagued Butchers there, and then enter the door on the other side of the area. There's a Health Capsule (Large) on the highest platform where the second Plagued Butcher is.

|[ISOLATION WARD]|

-> After entering the door, follow the path and you'll come across doors on your left, and an elevator to your right.

-> On the blue door to the left at the very end of the hall is Bianca. You'll need to talk to Blademaster Alys first in order to have that door open, and you need Bianca to get to Transylvania, but don't worry about it right now.

But if you HAVE TALKED TO BLADEMASTER ALYS and you're currently at this part in the stage, BrainJack Bianca and go to Transylvania.

-> Once done with that, go to the elevator on the other side of the hall. Exit the elevator, follow the path.

|[EXIT]|

-> Just exit the level. That's it.

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[--Stage 11: Athens, Greece.--] *Blademaster Alys*

Comments: This is a tricky level, and you could get lost easily if you don't have a keen eye for things. Anyway, use Blademaster Tyrus to get to Blademaster Alys, then continue to use Blademaster Tyrus to finish up the stage.

Sections

START
RUINS
EXCAVATION SITE
EXIT

|[START]|

-> When the level starts, enter the door in front of you and follow the path down the stairs until you come to a large elevator. Jump down to it.

-> On the way down, you'll fight 6 Mutant Rats. Once the elevator stops, exit out of the door there.

|[RUINS]|

-> Follow the path downstairs until you see 2 Mutant Rats come out of huge vases to your left. Once that's done, continue through the level.

-> Once you reach some ascending stairs, go up then go to the passage on the right. Avoid the Security Statue's fireballs.

-> Follow the path until you see a ledge below you. Jump down to it. There's a Health Capsule (Large) on the floor below the second ledge.

(If you took the Health Capsule (Large), follow the path up until you reach a Plagued Maiden and a Plagued Butcher, and another Plagued Maiden. On another note, if you didn't take the Health Capsule route and went on the ledge, you'll fight the same quantity of enemies, but you'll end up on a different track. But if you try to go to the opposite track, you'll fight 3 Plagued Maidens instead of 2. Anyway, they both lead to the same area, so just continue. And this was most likely pointless...)

-> You'll see some ascending stairs. Take them, and on the way up you'll fight 2 Mutant Rats.

-> Once at the top ledge, you'll see a Security Statue below you. Fall down, and go down to the level where the Security Statue is, then prepare to fight a Plagued Butcher.

-> After that, you'll end up back on the ledge you were on earlier, but turn around and you'll see a ledge above you, right behind you. Jump on that ledge.

-> Follow the path, go up some stairs, and you'll see a Security Statue and another Plagued Butcher. Kill it, then go to the passage on your right.

-> Go up the stairs, then you'll see a area with a Plagued

Maiden, and a Plagued Butcher approaching you, with a Security Statue right behind the Plagued Butcher shooting at you at the end of the hall, littered with Health Capsules (Small) between the pillars in this area. Kill the Plagued Butcher and Maiden, then once that's done, head to the stairs that's to the right of the Security Statue.

-> Follow the path, you'll see another Security Statue after going up the stairs. Go to the passage to the left of the head, fight another Plagued Butcher. Dodge the Security Statue's bullets on that side, then go to the passage on the left side of the Security Statue.

-> Follow the path, fight 2 Mutant Rats, jump to the ledge on the other side, then go up some more stairs, then fall down to the ledge below you, with some green pillars.

|[EXCAVATION SITE]|

-> Follow the path, then enter the door at the end of this path. You'll see Blademaster Alys. Here, you're either going to fight or recruit her. As with all Blademaster meetings, say Yes once for recruitment, or No then yes to fight against her...

-> Once that's done, exit the room, follow the path until you see a Health Capsule (Total) and a Large PSI, then fall down the ledge. Go to some ascending stairs, then jump to the other side of the ledge where you'll meet a Plagued Maiden. Kill it, follow the path, then you'll fall to a ledge below you with a bridge. As soon as you fall, you'll see a Plagued Butcher behind you. Kill it, cross the bridge, then follow the path.

|[EXIT]|

-> That's it...

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[--Stage 12: Transylvania, Romania.--] *Hakke Dal*

Comments: This is where you'll meet Dal, the creator of the Grey Plague that's currently screwing up most of Europe. It's a pretty straight-froward level. Use Blademaster Tyrus to fight Hakke Dal.

Sections

START-HALL
CLOCKTOWER
DAL'S STUDY

|[START-HALL]|

-> When you enter the large stone door there, you'll come across 2 Plagued Maidens. Kill them, then go up the stairs behind them.

-> Once you go up the stairs, you'll come across another Plagued Maiden. Kill her, then kill the one at the other end. You'll notice planks on the left side of the 2nd Plagued Maiden, and from there you can either jump to the platform on the other side, or jump on the chandelier to continue through the stage.

-> Should you jump to the platform on the other side, you'll come across a Large PSI and a Plagued Maiden in a room. Once you're through with that, go back to the planks and jump on the chandelier.

-> Once you do that, the picture with a castle on it will rise to reveal 2 Plagued Butchers. Kill them, follow the path they were guarding, then enter the huge stone door to enter the clock tower.

|[CLOCK TOWER]|

-> It's pretty straight-froward, as I mentioned earlier. Go up some stairs, then you'll see a door and a Health Capsule (Large) on the top floor. Grab the Health Capsule (Large), then enter Dal's Study.

|[DAL'S STUDY]|

-> You'll fight Hakke Dal here. Once you defeat him, BrainJack him then go to the exit presented to you.

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[--Stage 14: Lisbon, Portugal.--] *Blademaster Kitty and Kou Yamashiro*

Comments: This is the climax of the game. This level is kind of difficult with the high number of Kamikazes littering the level and various other traps, so keep some keen reflexes handy. Getting lazy will get you killed... Use Blademaster Tyrus to get through here.

Sections

START
PORT AREA

FREEZER
PORT LISBON

|[START]|

-> As soon as you start, you'll see 2 Kamikazes head toward you. Dodge them so they hit the stairs. After those 2, you can clearly see Kamikazes hitting the buildings, 3 at a time in intervals. When all 3 of them hit, make your way to the building.

-> Once you get to the bridge, fall down to the area below to get to the next sequence. There's a Health Capsule (Total) on the left side and an =X= on the other. Take either one and fall.

-> Once you're down there, prepare to fight 3 sets of Sangokai Staffs. On the first set you fight 1 at a time. On the second set you fight all 3 simultaneously. On the third set, you'll fight 2 Sangokai Staffs plus a Sangokai Titan simultaneously. Once that's done, go into the small gate that's just opened.

-> Follow the path until you see a tunnel with a number of Large PSI's in it, with Kamikazes flying down there. Go to the end of the tunnel while collecting the Large PSI's. After that, follow the path until you see a left and right crossroad. Just go left, the right one is a dead end. Keep going until you reach a Sangokai Titan whilst dodging some Kamikazes. After killing the Sangokai Titan, enter the door he was guarding.

|[FREEZER]|

-> In this area, you'll see 2 Sangokai Dragon's trying to gun you down. However, they can't. Mainly because huge pieces of frozen meat block the bullets, and you'll have to go between 2 huge metal blocks in order to proceed. Wait until they revolve to where you stand, and go through them. Kill the Sangokai Dragon, and enter the door on the other side of the room. (If you have Blademaster Tyrus, you can just use Thunder Quake to dispatch them as soon as you enter. :-))

-> In this area, you'll see conveyor belts with crates. There's 3 Sangokai Dragons on the other side of the room, and that's where you have to go. Navigate between crates and conveyor belts to do so. You have to go on the right one first. Go to the section with the Health Capsule (Small), and stay there until you can get ahead of the crate that was in front of you. Once you do that, go to a space on your left. The Conveyor Belt on your left should go back. Get between the crates. Once it goes forward, go the space with a Health Capsule (Small) on your left. Once it goes back get ahead of the crates, and you'll be in the area with the 3 Sangokai Dragons. Kill them all, then go to the

door next to the left most Sangokai Dragon. Follow the path and exit the level.

|[EXIT]|

-> You'll have a sequence with Blademaster Kitty and Kou here. Depending on what choices you've made so far, their reaction toward you may be different. Go to the Story Walkthrough to see what I mean.

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[--Stage 15: Amazon, Brazil.--] *Dr. Guinness*

Comments- This is probably the most difficult level in the game, enemy wise. The Cloakers combined with the brute force of the Sangokai Titans, along with their advantage in the terrain will probably have you trying this level more than once. To make things even worse, the Monitors in the cave section of this level will probably have you throwing your controller against the wall in frustration. I'd recommend Hakke Ray for this level, thanks to his EX Special.

Sections

START
AMAZON
DR. GUINESSES'S LAB

|[START]|

-> When you start, follow the path and you'll see a Masked Cloaker fall from a ledge above you. Kill it, follow the path, and you'll fight 2 more Masked Cloakers. You'll see a Sangokai Titan on a platform above. Jump from platform to platform and get to the ledge he's standing on. Kill him. There's also a Health Capsule (Large) and a Large PSI across from the platform the Sangokai Titan was on. Take them. After that, fall down to the cave the Sangokai Titan was guarding.

-> Once inside, you'll fight 2 Masked Cloakers. Kill them both, and follow the path.

|[AMAZON]|

-> You'll be in a lake-type of area with a Masked Cloaker in the center. Kill it, and beware of the Sangokai Titans throwing grenades from the terrain above. Look out for another Masked Cloaker in the pond, too. Get to the ledge

where the first Sangokai Titan was. Follow the path by going up the ledge, and you'll come across a platform with a =X= and a Large PSI. Take it, follow the path, and be prepared to fight another Sangokai Titan. Follow the path until you reach a wooden bridge. After a couple of steps on the bridge, parts of it will collapse, and you'll have to jump between intervals. Make it to the end where the Sangokai Titan is and enter the cave that he was guarding.

(At the start of the bridge, if you go right to the ledge below you, you'll see a Health Capsule (Large). Fall down, and you'll get 2. IF you do that, just navigate back to the cave and enter it.)

-> When you enter the cave, you'll eventually see a Monitor. The main idea is to get past them without being seen, or you'll get scorched... badly. (This is why I recommend Hakke Ray for this level.) Anyway, go straight, and try to dodge the next one by navigating through the gaps littered in this section. All I can pretty much say about this one is that follow the path while dodging Monitors by watching their patterns and going into the gaps inside the gaps.

-> If you survive, (You should, you're using Hakke Ray.) you'll end up in a area with large stones, where there's 2 Large PSI's in the area. Collect them, and go into the house that's in front of you.

|[DR. GUINESSE'S LAB]|

-> This is the exit of the level. Enter the house, and you're finally done with this level from hell.

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[--Stage 16: Arabian Maze, Oil Palace.--] *Hakke Yusuf*

Comments- This is, without a doubt, the most confusing level in the game. If you don't follow directions properly and keep an eye out for the obscure spots, you'll either give up in frustration or you'll end up getting killed by the Salamanders here, since they are no easy task to deal with either. Use Hakke Dal here. Why? Because he's invincible against Yusuf's Saraph Bomber, and his weapon has quite a long reach...

Sections

DESERT/START
ARABIAN MAZE
OIL PALACE

|[DESERT/START]|

-> As soon as you start, follow the path until you meet your first Salamander. Kill it, then you'll eventually come to a path where you can either go to the door on the right, or you can go left downstairs. Take the stairs.

-> As soon as you go down the stairs, there will be a door to your right. Prepare to meet a Salamander. Kill it, then you'll come to a hallway with red carpet.

|[ARABIAN MAZE]|

-> If you go right, you'll go up some stairs where there's a Salamander and a Large PSI. If you go left, you'll continue through the level where you'll be greeted by 2 Salamanders patrolling the area. Kill them both, then go up the stairs.

-> You'll come to another path where you can either go left or right. When you look right, you can plainly see flame being thrown from a opening in the area, (There's 2 Salamanders in that opening, BTW.) along with a Health Capsule (Total) and a Large PSI. To your left, you'll see 2 different Salamanders going into 3 different doors: Up, right, and left. Take the left door.

-> Go up the stairs where you'll be greeted with another Salamander. Follow the path, then you'll eventually see 2 Salamanders come from the ceiling and throw out fire one at a time. Make it past this trap, and follow the path.

-> Once you go down a small flight of stairs and eventually follow the path, you'll see another Salamander. Kill it, then you'll come to another area where you'll see ascending stairs to your left, and descending stairs to your right. Go left, into the door. There's a Health Capsule (Large) here. Go up some more stairs, where you'll meet Hakke Yusuf.

|[OIL PALACE]|

-> Depending on the choices you've made throughout the game, you'll either end up negotiating with or fighting against Hakke Yusuf. Anyway, once you're through with him, exit the level.

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[--Stage 16: Washington D.C., U.S.A.--] *Hakke Brown*

Comments- Actually, I'd say that this is a pretty short level... it's the Iron Egg-Shaped Robots here (Err... I'll

just call them Iron Giants.) that make things just a *little* difficult, and dispatching them isn't that hard, really. Use Hakke Yusuf for this level. Besides, it could've been pretty cool if you could actually *navigate* inside the White House... {shrugs}

Sections

START/WHITE HOUSE
GIANT ELEVATOR
SPECIAL RING

|[START/WHITE HOUSE]|

-> When the stage starts, go to the door in front of you and follow the path, until you reach a oval shaped-area with 2 Iron Giants patrolling the area. Go around until you reach a door that leads to another oval-shaped area with 2 robots. In this area, you'll want to find 2 iron bar doors that have switch monitors in them. Locate and turn on both of them, and enter the big door shown in the sequence. Follow the path.

-> You'll see a hallway with 2 doors on the side, and 2 robots at the end guarding the entry way. In the first door you come across, there's a =X=. In the second, a Large PSI. In the third, a Health Capsule (Total). Go into all of them to avoid fire by those Iron Giants, and once you reach the last door, make your way around them, then follow the path.

|[GIANT ELEVATOR]|

-> When you arrive, you'll have to fight 4 Iron Giants who'll bring the elevator down *very slowly* if you don't kill them fast enough. The elevator will escalate upward, and stop at floor 3. Once it stops, enter the door there. Collect the Health Capsule (Total), then enter the Special Ring.

|[SPECIAL RING]|

-> Basically, it's a huge boxing ring where you'll meet Hakke Brown. You'll fight 2 forms of him here. When you defeat him, exit the level.

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[--Final Stage (A): Forbidden City, China.--] *Geist*

Comments- Ah, yes. Depending on the choices you've made throughout the game so far, this will be your last level,

and Geist will approach you differently. Gameplay-wise, this level is a kind of long, and the Dancing Serpents here are no pushover, either. Use Hakke Brown to get through the level. (On another note, you may be using Kou Yamashiro to get through the level. Again, it depends on what choices you made throughout the game...)

Sections

START/????
????
FORBIDDEN CITY
????

If you haven't noticed yet, the locations are scrambled out on the overview screen.

|[START/????]|

-> When you start the stage, you'll enter a courtyard where you'll fight a Dancing Serpent, and a Sangokai Dragon. Once you kill them all, go up the stairs and into the next courtyard.

-> In this second courtyard, you'll fight a Sangokai Dragon and a Dancing Lizard simultaneously. After killing them, another Sangokai Dragon will drop down, so kill him too. There's a Health Capsule (Large) and a =X= in this area also, so take them if you want. After killing all enemies, go up to the next courtyard.

-> Here, you'll fight 3 Dancing Lizards one at a time. After killing all 3, go inside the building. There's a Health Capsule (Total) in this courtyard, too.

-> As soon as you enter the building, you'll be greeted by 2 Sangokai Titans. There's a Health Capsule (Large) here, too. After killing them, continue through the level.

:::NOTE::- This is where you'll be starting the stage as Kou Yamashiro.

-> You'll go down some stairs. After going down, there'll be a second flight, along with a Sangokai Dragon at the bottom. Kill it. There will be 3 sections like this. After the last part, prepare to enter the Forbidden City... I think.

|[FORBIDDEN CITY]|

-> When you enter, there will be a Health Capsule (Total) on the left of you and 2 Sangokai Titans in front of you. Kill them, and follow the path.

-> You'll fight 1 Sangokai Dragon and 1 Sangokai Titan here. After killing them, wait for the next floating arena

to come down, then enter that one.

-> You'll come across a Sangokai Titan and one Dancing Lizard. Kill them, and the next arena will eventually float down. Enter that one.

-> You'll fight a Sangokai Dragon and a Dancing Lizard in this one. Wait for the next arena to float down after dispatching them.

-> You'll come to a door with 2 Health Capsules (Large) on the side. Take them and enter it.

-> You'll come across another arena where it's glowing blue. This one has 2 Dancing Lizards in it. After you kill them, follow the path.

-> You'll come across another door with a Health Capsule (Large) on the right of it. Take it, and enter the door.

-> You'll come across a twisting bridge that leads to a temple. Inside of it is Geist.

Depending on the choices you've made so far, his reaction towards you will be different as stated earlier. Anyway, enjoy the ending once you're done dealing with him...

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[--Final Stage (B): Kunlun, China.--] *Fu Shou Lee*

Comments- This stage is short---but extremely difficult, especially if you're not using Blademaster Kitty. The enemies here will give you hell more so than the ones in the Forbidden City, but that's a given. I hope you have good reflexes, as dodging and blocking the enemy's attacks will be a life saver.

Sections

START/CLIFF
ENTRANCE TO TRIALROOM
TRIALROOM
SACRED SOIL
THE LAST BLADEMASTER

|[START/CLIFF]|

-> As soon as the stage starts, a Blademaster Novice will be charging right at you. Kill him, then follow the path.

-> 2 more Blademaster Novices will start charging at you. One will rush you, while the other will stay back and shoot arrows. Once you approach them, kill them. When you kill

the one that was rushing at you, and when you attempt to get to the one that was shooting at you the whole time, another will come down, and you'll eventually fight 3 of them since one will run up from behind you. Kill them all, then follow the path.

|[ENTRANCE TO TRIALROOM]|

-> A Blademaster Novice will rush out of the entrance. Kill him, enter the cave (There's a Health Capsule (Total) waiting for you here, BTW.) then prepare yourself for the Trialroom.

|[TRIALROOM]|

-> You'll fight 2 Prisoners here. Once you kill them, go into the next cave. There'll be a Health Capsule (Total) waiting for you here, too.

-> In this cave, you'll fight 3 Prisoners. Kill them all, then go to the Sacred Soil.

|[SACRED SOIL]|

-> Here, you'll fight 4 Blademaster Novices trying their hardest to keep you from moving, and it looks like they're doing a pretty good job so far. Luckily, there's a Health Capsule (Total) in the area. Kill them all, then follow the path. Prepare to meet up with...

|[THE LAST BLADEMASTER]|

-> This is the arena where you'll fight Fu Shou Lee himself. He's no pushover, either. Once you defeat him, enjoy the ending.

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(((STORY WALKTHROUGH)))
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(((Introduction to the Story Section)))

Well, I've tried to come up with a decent way to navigate you through the various paths layed out in this game, so I decided the best way to do it would be through laying it out in one straight line, instead of giving you the multitude of options you get when you come across a choice. There's 7 story paths in all.

Anyway, on to the story sections...

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[---THE PATH OF LAW---]

A) Fu Shou Lee: "So, are you willing to help to pursue them in order to stop this mad conspiracy?"

Whether you say YES or NO doesn't affect the story, I think....

You'll end up in the Rhinocdon. At the end, you have a choice to Brainjack either Gou Inaba, a Pilot, who'll take you straight to Hong Kong, or you can keep Hakke Andrey, who'll take you to India.

B) Fei Shan Lee: "So how about it? Are you going to help use defeat Hakke Shaja or not?" -YES

(NOTE: She says this if you go to India first, then go back to Hong Kong after leaving Moscow.)

So what do you say, Maken? Are you willing to go to India for us, or not? -YES

(NOTE: She says this when you go straight to Hong Kong from the Rhinocdon. Even though the wording is different, the point is still the same.)

A few stages later, you'll end up in Amsterdam. Here, you'll meet Blademaster Devon, who'll ask you some questions. After some speech, he'll get to the point:

C) Blademaster Devon: You must defeat Geist's people so we can go on protecting this worthless world. -YES

After the Amsterdam stage, Kei Sagami will ask you a question in the World of PSI.

D) Do you fight with Geist because you believe it's your duty? -NO

After you deal with Hakke Margaret by using Blademaster Devon, Kei will ask you another question.

E) Would this world be a better place if only 'superior' people lived in it? -NO

Now, go to Lyon, France, where you will meet up with Blademaster Tyrus. After his little speech, he'll finally ask you his question:

F) Blademaster Tyrus: Will you devote yourself to save the

human race? -YES

After the Lyon, France stage, Kei will ask you another question.

G) Do you think personal happiness is the most important thing? -NO

Now, go to London and Brainjack Samuel Smith to get the information that leads to Hakke Don Regalia's hideout. Now, go there with Tyrus.

Once you defeat Hakke Don Regalia with Blademaster Tyrus, Kei will ask you yet another question, after some speech:

H) Kei: You don't think I'm wrong for wanting this, do you? -NO

Use Hakke Don Regalia's body to get into the Jeanne D'Arc Palace, and defeat Hakke Ray with him. After that battle, Kei will ask you a question.

I) Kei: Do you have any regrets regarding the battles you've had so far? -NO

Now, go to Athens, Greece, through Istanbul, Turkey. When you talk to Blademaster Alys in Athens, she'll go through the usual Blademaster routine and ask you a question:

J) Blademaster Alys: Are you willing to lend us your power to defeat Geist's people? -YES

After the Athens stage, Kei will ask you another question.

K) Kei: What do you think? Did my mother sacrifice her life, just like Alys did? -YES

Go back to Istanbul and Brainjack Hakke Dal's daughter, Bianca, in order to get the information to his whereabouts. When you get to Transylvania, defeat Dal with Tyrus. After that battle and the stage, Kei will ask you another question.

L) Kei: I want to help you all I can. Is that okay with you? -YES

Now, go to Lisbon to meet Kou Yamashiro and Blademaster Kitty. Once you get there, they'll ask you a couple of questions after a small conversation.

M) Kou: Forget Geist. Let's go see Dr. Guinness right now! -YES

N) Blademaster Kitty: I hate doing this, but I have a favor to ask of you. Defeat Geist. -YES

Now, you'll end up in Arabia. Defeat Hakke Yusuf.

Once that's done, you'll be in the Amazon in Brazil to talk to Dr. David Guinness. There won't be any choices to make here, since you're on the Path of Law.

After that, you'll be in Washington D.C. to defeat Hakke Brown. Do that.

Finally, you'll be in the Forbidden City in China to defeat Geist, who's Brainjacked the body of Sectory-General Leung. Defeat him, and enjoy the best ending in the game.

(BTW, Dark Kyosuke pointed out this little piece of info about the good ending):

"-In Path of Law, there's a secret section to the ending (that's the ending where Maken is sealed away, correct?) If you answer all of Kei's questions correctly, you see the scene after the credits. The right answers make her happy, the wrong ones make her sad. If you did it right, after beating the last Hakke in Europe, Kei says that she wants to journey the world with you, and do all the good she can. Then, if you pursue the ending to where you fight Geist and DO NOT die in the effort, you see a special scene. Thanks to whoever pointed this out, because it was not me."

So, thank the person who told Dark Kyosuke about this... whoever you may be.

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[---SACRIFICE---]

If you are on the Path of Law, this ending is available. Once you get to Lisbon, answer the questions differently and you'll go on a different path.

Now, go to Lisbon to meet Kou Yamashiro and Blademaster Kitty. Once you get there, they'll ask you a couple of questions after a small conversation.

A) Kou: Forget Geist. Let's go see Dr. Guinness right now!
-YES

B) Blademaster Kitty: I hate doing this, but I have a favor to ask of you. Defeat Geist. -NO

After that, you'll head straight to Brazil to meet Dr. Guinness. After some dialogue, he'll ask you a question that'll determine the fate of Maken.

C) Dr. Guinness: Maken, will you choose death in order to save Kei? -YES

Now you'll head to The Forbidden City with Kou in his new body armor to defeat Geist. When you reach Geist, defeat him in order to see this ending. As the story path name implies... well, you'll see it for yourself.

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[---THE PATH OF CHAOS---]

A) Fu Shou Lee: So are you willing to destroy them in order to stop this mad conspiracy? -NO

During the Rhinocdon incident, Brainjack Gou Inaba and go to Hong Kong. When you meet Blademaster Fei Shan Lee, talk to her.

B) Blademaster Fei Shan Lee: So what do you say, Maken? Are you willing to go to India for us, or not? -NO

Then kill her with Gou Inaba.

Now, a few stages later, you'll meet Blademaster Devon. When you see him, he'll ask you a couple of questions.

C) Blademaster Devon: You must defeat Geist's people so we can go on protecting this worthless world. -NO

After that, he'll talk a little more, then ask you his final question:

D) Blademaster Devon: Hearing this, do you still refuse to defeat the Hakke in Europe? -YES

Now, you'll fight him.

After you defeat Blademaster Devon, head to Lyon, France to talk to Blademaster Tyrus. When you meet him, you'll notice that his attitude towards you has changed, and he'll ask you his question:

E) Blademaster Tyrus: Will you devote yourself to save the human race? -NO

After that, he'll talk a little more, and then he'll ask you his final question.

F) Blademaster Tyrus: So tell me Maken, do you want to be an enemy of the human race? -YES

Then, you'll fight him. Defeat him.

After that, head to Athens, Greece to talk to Blademaster Alys. Then after some conversing, you'll see that her attitude towards you has changed as well. Then, you'll answer her question.

G) Blademaster Alys: Are you willing to lend us your power to defeat Geist's people? -NO

After some more talking, she'll ask you her final question:

H) Blademaster Alys: So, what do you say Maken? Do you still refuse to help us?

Then defeat her.

Afterwards, you'll end up in Lisbon, Spain to talk to Blademaster Kitty and Kou Yamashiro. They'll ask you their questions as well:

I) Blademaster Kitty: Are you going to side with Geist or us? Make up your mind. -NO

After a little talking, Kou will ask you his request to see Dr. Guinness:

J) Kou: So... go see him right away. -NO

Then you'll fight both Blademaster Kitty and Kou.

Now you'll travel to the Oil Palace in Arabia to talk to Hakke Yusuf. After some talking, he'll ask you his question:

K) Hakke Yusuf: Maken, why don't you join forces with us, and we will build a utopia. -YES

You will head to Kunlun, which will be your last stage in this path. Enjoy the ending once you defeat The Last Blademaster....

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[---NEUTRALITY---]

If you are on the Path of Chaos, this ending is available. Once you get to Hakke Yusuf, answer the questions differently and you'll go on a different path.

Hakke Yusuf: Why don't you join forces with us, and we will build a utopia. -NO

Hakke Yusuf will question your actions, and then you'll have to fight him.

Afterwards, you'll go to Washington D.C., and then straight to the Forbidden City from there to defeat Geist. Enjoy the ending.

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[---THE FATE OF KEI---]

If you are on the Path of Law, this ending is available. Once you get to Dr. Guinness in Brazil, answer the question differently and you'll go to another path.

A) Dr. Guinness: Maken, will you choose death in order to save Kei? -NO

After this, you'll head to Washington D.C.

After defeating Hakke Brown, you'll head to the Forbidden City in China to defeat Geist. However... Geist has something different in mind when you meet him. After some dialogue, he'll get to his point.

B) Geist: Why don't we call a truce? Will you accept my offer, or not? -YES

If you say yes, the ending will have Kei saved, but with a slight twist to it. But...

C) Geist: Why don't we call a truce? Will you accept my offer, or not? -NO

You'll fight Geist. In the ending, Chief Hiro Sagami will be alive, but... well, just check out the ending. You probably know what I'm going to say.

The interesting thing about this route is that 2 endings stem from one question alone. Hmm...

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[---A QUESTIONABLE FUTURE---]

If you are on the Path of Law, this ending is available. Once you get to Lisbon, Spain, answer the questions differently and you'll go on a different path.

A) Kou: Forget Geist. Let's go see Dr. Guinness right now! -NO

B) Kou: Don't you want to help Kei? -NO

After this, you'll head to Arabia to defeat Hakke Yusuf.

After the battle with Hakke Yusuf, you'll head to Washington D.C., then after that you'll head to the Forbidden City in China. However, once you get midway-through the stage, there will be a certain person waiting for you there. After that, head to Geist, defeat him, and enjoy the ending.

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That's it! All 7 endings... next, there's a section that'll list out all of the available characters on each route.

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(((Character Availability Lists)))

Basically, this is just a section showing the availability of characters throughout the story routes. Pretty simple to understand, I hope...

THE PATH OF LAW

Kei Sagami
Hakke Andrey
Gou Inaba
Blademaster Fei Shan Lee
Hakke Shaja
Blademaster Devon
Hakke Margaret
Blademaster Tyrus
Samuel Smith
Hakke Don Regalia
Hakke Ray
Blademaster Alys
Bianca
Hakke Dal
Hakke Yusuf
Hakke Brown

SACRIFICE

Kei Sagami
Hakke Andrey
Gou Inaba
Blademaster Fei Shan Lee
Hakke Shaja
Blademaster Devon
Hakke Margaret
Blademaster Tyrus
Samuel Smith
Hakke Don Regalia
Hakke Ray
Blademaster Alys
Bianca
Hakke Dal
Kou Yamashiro
Awakened Kei

THE PATH OF CHAOS

Kei Sagami
Hakke Andrey
Gou Inaba
Blademaster Fei Shan Lee
Blademaster Devon
Blademaster Tyrus
Blademaster Alys
Blademaster Kitty

NEUTRALITY

Kei Sagami
Hakke Andrey
Gou Inaba
Blademaster Fei Shan Lee
Blademaster Devon
Blademaster Tyrus
Blademaster Alys
Blademaster Kitty
Hakke Yusuf
Hakke Brown

THE FATE OF KEI

Kei Sagami
Hakke Andrey
Gou Inaba
Blademaster Fei Shan Lee
Hakke Shaja
Blademaster Devon
Hakke Margaret
Blademaster Tyrus
Samuel Smith
Hakke Don Regalia
Hakke Ray
Blademaster Alys
Bianca
Hakke Dal
Hakke Brown

A QUESTIONABLE FUTURE

Kei Sagami
Hakke Andrey
Gou Inaba
Blademaster Fei Shan Lee
Hakke Shaja
Blademaster Devon
Hakke Margaret
Blademaster Tyrus
Samuel Smith
Hakke Don Regalia
Hakke Ray
Blademaster Alys
Bianca
Hakke Dal
Hakke Yusuf
Hakke Brown

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MISCELLANEOUS STUFF
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((((The Maken X/Megami Tensei formula))))

Alright, I'm sure some of you know the Megami Tensei series and the creators of the games, Cozy Okada and Atlus R & D 1. One of the things that this section will deal with is how Maken X uses the tried and true lessons that're passed on throughout most of the MegaTen games. (Don't worry, this section will be short.)

In the majority of MegaTen games, they tell us that there really is no 'good' or 'bad' side, but instead it's indifferent. Why? It's all in the eye of the beholder... and if you've been observing closely, you can see that this is very true in Maken X.

The Blademasters believe in preserving the world 'for the good of humanity', but they want to kill off everyone who stands in the way of doing so.

The Hakke want to get rid of this old world and start anew 'for the good of humanity', but they want to enslave humans so they can't become radicals like they once were.

If you're Maken and decide to side with neither, you kill members from the Blademaster and Hakke societies.

All of these show that each side has no 'good' traits. It's up to you to think what's right and to take action... and this has been shown in many MegaTen games before.

Also, if I really wanted to make some sort of analogy, I'd take some examples from Shin Megami Tensei, but that's something entirely different in terms of atmosphere, but very similar in formula.

So... yeah. Same 'ol stuff, brought to you by Cozy and Atlus R & D 1. There's lessons to be learned here...

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(((Other Stuff/Stupid Crap)))

-> The Sangokai Cannons sound like they're saying 'Toy Story' when they shoot at you. *(But actually, they're saying Byakorri, which is actually somewhere along the lines of BOOOOOM! You people need to give an applause to Dark Kyosuke, because I had no idea about stuff like this...)

-> The American seiyuu for Hakke Ray sounds like Bullwinkle the moose.

-> Ever notice how the Blademasters have elements that correspond to the 4 magic elements and effects in most of the MegaTen games?

Blademaster Devon- Bufu
Blademaster Tyrus- Jio/Zio
Blademaster Alys- Zan
Blademaster Kitty- Agi

I'm not entirely sure about Blademaster Fei Shan Lee, though. Keep in mind that she's still a newbie to the Blademasters, which is why she doesn't have an 'official' element.

-> A lot of people already know this, but the 'Panzer Soldier' and 'Panzer Valkyrie' were wearing Nazi insignias on their uniforms.

-> Was Blademaster Devon an ex-Nazi? On another note, I'd say that he definitely has potential to become a Hakke...

-> It's amazing how Blademaster Tyrus can fight with one foot... and that he sounds 'mechanical' when he gets hit.

-> Why is the Lyon in France?

-> Why is it that whenever there's a Blademaster there's Sangokai members or common enemies to be found, even when you start the stage? Don't they know the enemy is on the premises?

-> Dr. David Guinness bears an unholy resemblance to George Clinton from the funk band Parliament... sans multi-colored braids.

I guess that concludes the Other Stuff/Stupid Crap section...

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-> CJayC for hosting this FAQ.

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"The balance between good and evil is nothing but fragile. One sides calls the other evil, and repeats the history of war. That's because... basically the human mind is warped."

-Hakke Yusuf