

Revive (Import) FAQ/Walkthrough

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-----REVIVE-----

(Game walkthrough)

By The Saiyan-D

Walkthrough created 11/02/2000

Import game for Dreamcast

Text-mystery genre (A whole bunch o' chicks stuck in a lab....that's about the sum of it)

Okay, to start, some of this faq will supply hints that will only make sense if you have a fairly decent grasp of the japanese language. For example, I am not going to waste time giving away the most of the plot, nor will I bother with a "characters" section, nor will I translate any of the menus and choice options in the game.

This faq is for the storyline following Reika. I chose her story because every murder-thriller needs its buxom blonde. (Well, that, and I'm not one of those freaks into school girls) There will be areas, items and situations that I will miss because, depending on who's story you follow, you find different areas. So, if you feel I'm ruining the game, just try and play with someone else (there is actually a hidden character in the game whom I will give hints on how to find at the end of the faq.)

-----PART:01 = THE LAB-----

To start with I will give an outline of the lab (in rough order that you would arrive at each level) as well as which items can be found within. I list this so when you come across my explanations, you will know which room to which I am referring. (I forget the actual names and I'm too lazy to go back and play the game to write them down)

NOTE: (item required) = need to use an item to gain (key to open a locked box, etc, etc)
(situation required) = can only be accessed or found after a certain point or time in the game.

-----AND NOW WE START WITH THE OUTSIDE-----

FRONT DOOR

LEFT SIDE OF BUILDING

RIGHT SIDE OF BUILDING - tire iron, hand pump

-----BASEMENT LEVEL 01-----

GARAGE - plug, blanket(situation required), oxygen tank(situation required), car jack (item required),
ice pick (item required), remote control-needs batteries (item and situation required)

ROOM UNDER CONSTRUCTION - winch arm(situation)

B1-B2 SHUTTER (stairs down to B2 just beyond)

STORAGE ROOM - alcohol lamp, magnetic grip, security key A (item required), computer circuit (situation),
harpoon (item required)

LAB ARCHIVE - portable fridge (situation and item required), NII vial (situation and item required), battery,
tablette KL-304, thermus of water, bottle o stuff (I don't remember what was in it)

B1 SHUTTER - key card 01 (situation)

ELEVATOR

STAIRS UP TO 1F

-----LAB 1F-----

F1 SHUTTER

ELEVATOR

1F WASHROOM - replica necklace

KITCHEN - milk, cat food

SECURITY OFFICE - grip, small hook, key card 02 (item and situation required)

LOBBY

PRIVATE OFFICE - lighter

STAIRS UP TO 2F

-----1F BEYOND SHUTTER-----

SLEEPING QUARTERS - access key, shutter key (situation), art books (see end of faq for details)

LESSER OFFICE - "q" key (item required), screw (item required)

LOCKER ROOM - alcohol-for lamp, towel, bandage tape, stockings (situation)

-----LAB 2F-----

DOOR TO REST OF 2F

LIBRARY - coin (situation), letter (stuation), cover key (item required)

STAIRS UP TO 3F

-----2F BEYOND DOOR-----

ELEVATOR

2F WASHROOM

ANIMAL LAB - screwdriver, lightbulb, capsul KL-306 (situation and item)

EARTH LAB

MEETING ROOM

-----LAB 3F-----

CPU ROOM # 01 - security cd

-----BASEMENT LEVEL 2-----

POWER ROOM - metal wire, exacto knife, oil

REVIVE ROOM(door with logo on it)

B2 SHUTTER

DISPLAY ROOM

GARBAGE ROOM - rubber hose, electrical wire (situation), freezer room key (situation)

"THE LAB"

WATER LAB B2 - wire cutters (item needed)

STAIRS DOWN TO B3

-----B2 BEYOND SHUTTER-----

DOOR (beyond are stairs down to B3)

"SICK BAY" - mechanical pencil (item required)

B2 STORAGE (freezer room within) - security key B (item required)

FREEZER ROOM - handcuff key (situation)

STAIRS DOWN TO B3

-----B3 FIRST STAIRWAY-----

WATER LAB B3 - small batteries (for a remote)

STAIRS TO B4

-----B3 SECOND STAIRWAY-----

FILM ARCHIVE

DOOR TO STAIRWAY - leads to an elevator, which leads to "THE LAB" 03

HOLDING CELL

UNKNOWN ROOM

"THE LAB" 02 - big sheet of paper

-----B3 THIRD STAIRWAY-----

CPU ROOM # 02

-----ESCAPE ROUTE (I'm not giving away where this is located)-----

TUNNEL

FAN ROOM - old pipe

HATCHWAY

-----PART 02: TRAPS AND PUZZLES-----

During the course of the game, you will encounter several puzzles. They will be marked by the following:

<P> = puzzle, figure it out when you can

<T> = trap, time limit kicks in and you have to finish it (no saving, no pausing)

<D> = death, a trap with no time limit, but bad stuff will happen if you leave the room before completing it

<C> = choice, puzzles or situations with 2 possible solutions. While both will work, each will mean something different for the story, or use up an item you may need for something else later.

FOR EXAMPLE, I will use the second obstacle you will come across within the house to which every other FAQ out there says that there is only 1 solution.....

B1 SHUTTER: The first way to pass this is to use the car jack you find. This is the standard solution BUT, if you want to finish the game following Mitsumi's story, you have to search the right wall beside the shutter until you find a weak spot, then use the ice pick. You also get to keep the jack for use later.

-----HERE THEY ARE-----

GARAGE FIRE: <T><C> Once the fire starts, you can go to the tub, grab the plug, plug up the sink, run the water, then search above the lockers for a blanket, soak the blanket in the sink then use it to put out the fire.

OR

You can search the locker for the oxygen tank, hit the CO2 sprinkler button, then search the tank again to use it and keep from suffocating.

BRIEFCASE COMBINATION: <P> search the label on the case to find out who it belongs to, then search the library for an I.D. and make a note of the birthday. 1025

COMPUTER PASSCODE: <P> the hint is in the briefcase, it involves math and the ships in the lobby. But if you can't read it, just put in Beta 8625

ENTERING THE EARTH LAB <C> when you get the screwdriver and use it on the wall box, you get a key and a screw. Now you can go to the sleeping quarters, use the screw to fix the ladder and climb up through the hole

OR
you can go up to the second floor and just use the key to go in through the door. (the door is for most, the ladder is for Nao's story)

REIKO IN THE ANIMAL LAB <C> once she shows you the animals in the cases, you can either use the screwdriver and bust them out (good for Reika), or use tape on the glass and then break it. (this second is vital for getting the pill and for getting a hidden character.)

THE PLANET SAFE <P> first assuming the buttons are 123 then compare the symbols to those on the wall.

456
789

Now, the code area has the numbers 1241 (look back at the wall pic and see which planets have how many moons)
the solution is 3451.

YUTSUKI'S SAD END <D> at one point you will return to the garage (to get the remote) and find yutsuki sitting around all depressed. Now if you leave, the killer will cause another short and she'll fry. So when you see this, search the fuse box again and use the rubber hose on the exposed wire.

THE LAB 01 SECURITY PART 1 <P> once you expose the code box, you will have to put in 3 sets of 3 numbers. The hint was in the meeting room when it talked of letters. G=re, so, ti F=do, fa, la C=do, mi, so Now if the numbers 1-7 are notes (do re mi fa so la ti) then the code is 257, 146, and 135.

THE LAB SECURITY PART 2 <T> once inside, the door will lock behind you, search the panel and a monitor will appear and the timer will start. You'll see a 4 direction pad, a "+" and an enter sign in the bottom right. simply push right, down, +, left, +, up, + then enter.

KIHARU'S CRUSHING END <D> search the winch, use the stockings on the lower wheels to form a belt, then attach the wire to the spool above, then search the machine again, and press the button.

THE POWER ROOM <C> once you've exposed the grid and are ready to short out the system, you can either use the tape on the exposed wire (Nao's story), or go back to the garbage room and get the electrical cable.

REIKO'S FLOTATION DEVICES <T> in the B3 water lab, you will hear water running, search the window on the airlock door to see Reiko caught inside as the water rises. First, search the door for the water valve, use the grip on the bolt (since the lever is missing) to stop the water flow, try searching the window again to discover that the door mechanism is stuck. Search the panels right of where you used the grip and you'll find the area with a hole. Pour the oil in.

AOI'S DRUG HABIT <T> once she collapses in pain, rush to the lab archive and search the fridge. read the note on the door. It says the drug needs to be kept cold. Search the box under the table and use the battery on it. Search it again to take the portable freezer, go back to th fridge and take the green vial. Return to AOI.

MITSUMI IS BURNING UP <T> once you see her caught in the fire, leave the room and run to the locked door that you first saw past the B2 shutter, it will be open. Go down and run to the holding cell. search the ducts (right side 1 time, ducts 2 times, search the grating you will expose and use your winch arm to topple the lockers (shadow visible in lower part of grate) down.

THAT FRIGID NAO CHICK <T> after Chihiro tells you about the key in the garbage room, go to the B2 storage and find that the door to the freezer is locked. Use to the key to get in and you'll find Nao handcuffed to the wall. First, the key is in the centre hole in the floor. It's out of reach so pour your thermus in grab the key when it floats up. Then search her handcuffs to find them frozen up. Use the lighter to thaw them, then use the key.

CRUSH ON CHIHIRO <T> once you find her stuck in the compacter, search the wall nearby for the memo pad, use the pencil on it to pick up the indents and get your clue then, type in 8489.

ESCAPE <T> once Nao's father points out that the hatch is stuck, search the pipes on the wall and tear off a piece. Go up the ladder to the hatch, pull the chain down. Return to the fan room and use the pipe on the fan. Now go back up and search the chain. Now, go back up once more to see the hatch is open, now, you have the rest of the trap time limit (no, the counter hasn't stopped) to find all of the other characters and tell them to get out or die.

Of coarse, there are other obstacles you will come across, but so long as you keep finding items, it shouldn't be too tough to figure out.

-----PART 03: REIKO'S WALKTHROUGH-----

Do note that below is only the list of stuff that MUST be accomplished event-wise. I have not listed the obvious time you will take searching each new room for items. The point of this is to get Reika's "gold" ending (yes, each character has a good ending, and a perfect ending) Numbers with an asterix in front of them are vital and must be exactly at that time (in relation to the other events). Others allow you to explore elsewhere and not have to jump from one straight to the other.

1. Sneak into the lab (right side of building)
2. Gain access into the basement from the garage (Garage fire....either solution)
3. Meet Yutsuki and Mistumi, open the B1 shutter (use the jack, not the ice pick)
4. Enter the lobby, find out that building is sealed
- *5. Find the private office and try to open it (you can't, but try)
6. Find key card 2 and explore the new area of the first floor (don't go into the basement)
- *7. Unlock the private office BUT DON'T GO IN. Instead, search the door knob to eavesdrop on a conversation
8. In hall near the sleeping quarters, encounter Yutsuki...
- *9. Outside the private office, Reika will ask to speak with you in private
10. Go back to the private office and talk with the geezer
11. CPU room # 01, find out elevator can be fixed with a circuit board
- *12. While getting the circuit, (in the B1 storage room) search every box, upon leaving, Reika should appear and
the 2 of you will find an 8mm film that she will take
13. Fix the elevator
14. Outside the 1F elevator, meet Nao and Yutsuki
15. Follow Yutsuki downstairs, tend to her injury
16. Go up to new area of 2F (Mitsuki will come along), search the Animal lab.....
- *17. Enter the Earth lab through the door (search the hole), meet Chihiro on the way out.
- *18. Meet Reika outside room, say yes to her offer of helping
- *19. Enter the Animal lab, break the glass with the screwdriver only
20. Return to the private office to meet Chihiro
21. Go back up to the Earth lab to meet Reiko
22. Return to private office for more info
23. Go to the sleeping quarters and witness a flashback while you look at the scientist
24. Return, AGAIN, to the private office and get the rest of the story
25. Go to the library and meet Mitsuki's brother
26. Outside of the library, Kanda will ask you to help him, say yes
27. Go to the B1-B2 shutter, find out you need a security key to open it
28. Search the scientist in the sleeping quarters for the key
- *29. Go to the animal lab, meet Reiko and listen to her story about her father
30. Open the B1-B2 shutter
31. Reach the door to "The Lab", hear the mysterious voice
32. Go to the Garage, get the remote (Yutsuki's death puzzle)
33. Return to the animal lab answer "not yet" to Reiko's question
34. Get the cover key from the library (planet puzzle)
35. Enter "The Lab" (multiple puzzles) YAY! you've found your "sister"
36. Tell everyone that you've found your sister. You can find them in the following places:

Reiko = garbage room
Mitsuki = B3 water lab
Kanda and gramps = display room
Yutsuki = n/a (considered found if you saved her life)
Chihiro (find last) = The Lab
37. Go to leave, find a set back just beyond the B1 lab storage
38. Outside meeting room

39. B1 in the hall just beyond the B1-B2 shutter
- *40. Room under construction, save your sis (death trap)
41. Go to, the B2 shutter
42. Open the B2 shutter (hint, use the winch arm on a floor panel in the B2 water lab before
 - trying to short out the door in the power room (choose to use the wire from the garbage room and not the tape)
43. find the 2 keys and unlock the CPU room # 02 (don't need to go in)
44. Go the hall near the B3 water lab and meet Kanda
45. Go past down to B4 and meet Reiko (answer that you want to know)
46. Go upstairs to the lab storage and listen to gramps' news
47. Return to B3 water lab and save Reiko. (trap)
48. Go to the display room
- 48 and a half. (optional) go to the power room and peek in to see Reiko changing out of her wet clothes
49. Go to sick bay and find out gramps isn't feelin' that healthy
50. Back to the lab storage, meet Nao's father
51. B2 near the water lab, see Nao's pop and Kanda talking
52. need to know more, follow Nao's pop to the following:
 - the meeting room
 - the hall outside sickbay
 - a step further along (meet someone else)
 - outside CPU room # 02 (again someone else)
 - near the B2 shutter (the story unfolds)
53. Look for Chihiro (B1 near shutter)
54. Return to nearby B2 shutter to hear about someone's death (can't stop this one, it's part of the story)
55. Go to CPU room # 02 and save Mitsuki from death (trap)
- *56. Go to new area in B3 and get the paper from the lab 02
57. B2 near garbage, meet Chihiro and find key in garbage room
58. Go to B2 storage and save Nao from the freezer (trap). Find out who the killer is!
59. Go to the film room and use the paper sheet on a screw head on a wall. Share a tender moment
 - with Reiko as she solves her differences with her departed father. (there, there, let me comfort you...)
60. Return to the lab 02 and confront Kanda upon exiting (and get your ass handed to you)
61. Wake up in the lab and escape (don't flick that switch..... you'll fry)
62. Hear a noise from the garbage room, save Chihiro from doom (trap)
63. Return to the now unlocked door on B3 and go to The lab 03.
64. did you search the bad guy's body before you left?
65. FINAL TRAP. Return to B2 water lab and find out about the villain's revenge from beyond the grave
 - (fifteen minutes and counting.....)
66. After opening the exit, find all of the survivors: I'm gonna be a prick and not say where they are, but I will
 - say how they are divided up: Chihiro, Nao and your sis are each in their own hiding spots, while Mitsuki, Yutsuki and Reiko are together. After you find them all, you still have to get out your self.

THE ENDING will seem very short and crappy, but wait for the credits to finish rolling for Reiko's ending.

Now, if you've done everything okay (or at least 1 person has died) you'll get her normal ending, BUT if you have done everything right ('cause if you accidently uncover a scene from another girl's storyline, it's not considered perfect) you will get the full ending for her. FIN.

Once you finish the game, in the title options you will find a gallery of all of the CGs you've seen so far, as well as all of the character poses. You will note the ??? there---hidden character you missed.

(The specifics of this one are unconfirmed) After you've finished the game with everyone (or is it watch the ending credits 20x regardless of whos ending, I'm not sure) start a new game. When you get to the Sleeping Quarters, search the magazines on the table. It will ask you a question, say yes and save. You will now have every CG in the gallery.

HIDDEN CHARACTER: AOI

I will not give her story line away, nor will I give here flow chart of events (HA!), but, here is how to find her:

- follow the story events of Reika's plot only, when you get to 19, use the tape and the screwdriver on the glass. Now, here's the important trick, if you research the case, you'd normally find a capsule, BUT DON'T.

If you find the pill, you will never be able to zoom in and search the case again later. To find Aoi, it is vital

that you can come back later and search the case. Now continue on with Reiko's timeline.

- don't do 29 or 33

- upon first reaching B2, search the little panel beside the Revive Room door.

- after getting the remote control and it's batteries, DON'T use it on the safe yet, instead return to the room

where you found the q key and the screw (1F), search the empty case and look at the little glass square with the

red arrow pointing down at it, use the remote on it. (if you returned to the Revive room, you'll notice that one

third of that panel has lit up. hmmmmmmmm.....)

- the other 2 remote receivers are on the other 2 above ground floors (CPU room # 01, where you zoomed in to

repair the circuit, and yes, the zoom in point in the animal lab.)

- now, go get the remote, only search the top right most book shelf to find a letter.

- Now that you've found it, search the cryo tube but DO NOT TRY TO UNLOCK IT YET.

Just leave and go on with

the rescuing of your sis. After 39, return to the revive room and unlock (now save cause if you screw up, you get no

retries) The puzzle is simple. Just keep hitting "add" until a letter appears, then hit enter. The number of times

you have to hit "add" is random, but all you have to do is spell "AOI".

- go on with the usual story and, after unlocking CPU room # 02, return to the revive room to see her awaken.

>From here, you're on your own. I've listed the solution to her death trap in the puzzles section, but the trick is when to return to talk with her and when to stay in the room and talk with her a second time..... Good luck.

Well, that's it. Hope it's useful. As always, I don't give a crap if you rip this faq off or not. It's a game faq, not a secret formula. No one to thank cause the fun of this game was uncovering to story myself.

Later.

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