

Killer 7 Puzzle Guide

by forweg

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Killer 7 Puzzle Guide

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1. Intro
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Hi there, my name is forweg, and I adore Killer 7.

This is, obviously, a guide to the puzzles in the game. Now, in Killer 7, most of the puzzles aren't incredibly difficult. However, a few here and there can be mildly challenging. So, hopefully this will be helpful to someone out there.

To be blatantly honest, however, the main reason I am making this guide, is this: I've never submitted a guide to GameFAQs, and I would like to start with something fairly short and easy. I wouldn't want to write a massive walkthrough and have it rejected because of some formatting error I don't understand and can't correct.

Oh, one more thing: Feel free to e-mail me and correct anything in this guide, from a minor typo to a huge error.

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2. Angel Puzzles

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2.1 Candle Puzzle

Location: Celtic Building, 2nd Floor, Room 212

Firstly, be sure you've already gotten the Fire Ring from Susie in the laundry mat. Now, before you examine the candles, make sure the air conditioning is off. Equip the Fire Ring if you haven't already, and examine the candles. On normal mode, you will see numbers below the candles. On the harder modes, you'll see a certain number of rungs below each candle signifying a number. Light the candles in order from 1 to 5, which is:

1. Candle second from left
2. Left-most candle
3. Right-most candle
4. Center candle
5. Candle second from right

If you mess up, just turn the air condition on, turn it back off, and start anew.

2.2 Sprinkler Puzzle

Location: Celtic Building, 3rd Floor, Restroom

This one couldn't be more simple. Examine the sprinkler with the Fire Ring equipped. When the sprinkler turns on, flush the toilet. Go down to the laundry mat and grab the Odd Engraving.

2.3 Bloody Letters Puzzle

Location: Celtic Building, 4th Floor, Boiler Room Door

Another simple one. In the hallway near the door with the lock, a Heaven Smile will crash into the wall, creating bloody letters. Stand in front of them with KAEDE and press the Y button. The letters "N" and "O" will remain. Obviously, enter "NO" into the lock.

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3. Sunset, Part 1 Puzzles

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3.1 Vase Puzzle

Location: Fukushima, Hallway, Guestroom

Make sure you got the Water Ring earlier in the level and equip it. Examine the vase. The picture will change. Examine the picture and grab the Odd Engraving.

3.2 Feng Shui Puzzle

Location: Fukushima, Annex

Read the sign outside of the main area, and you'll see four symbols pointing in four different directions. These correlate to the four small houses. You must close the door in each of the houses that correspond with the signs on the map. Close the following:

- South House: Red Phoenix
- East House: Azure Dragon
- North House: Black Warrior
- West House: White Tiger

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4. Sunset, Part 2 Puzzles
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4.1 Vending Machine Puzzle

Location: The Kaku Building, Outside, Vending Machine

When you examine the car at the beginning of this level you'll see three initials: BTJ, CSC, and WTS. When you get to the vending machine, you'll see what this means. Buy:

- Bloody Tomato Juice
- Creamy Southern Coffee
- Wild vegetable Tempura Soup

4.2 Dice Puzzle

Location: The Kaku Building, 1st Floor, Room 105

Go into the Manager's Room and open the Control Panel with Coyote. Turn it off. Look at the poster on the wall. You'll see a woman holding a pair of dice with ones facing out. Go into Room 105 and examine the dice. Keep rolling them until you get two ones. This can get a bit annoying, but it shouldn't take too long

4.3 Cards Puzzle

Location: The Kaku Building, 2nd Floor

Go into Room 207 and you'll see a picture portraying a straight flush. Go into the room at the end of the hall and there will be real cards there. What's the only hand that beats a straight flush? A royal flush. Take away the nine to make it happen.

4.4 Horses Puzzle

Location: The Kaku Building, 3rd Floor

Go into the room near the entrance and examine the poster to see a horse race, with each horse having a number. Go into the room near the end of the hall and examine the (miniature) horse race. Place the horses in the order they are depicted in the picture, which is:

1. 1
2. 4
3. 3
4. 7
5. 6
6. 2
7. 5

4.5 Bikini Puzzle

Location: The Kaku Building, 4th Floor

I'm honestly not even sure how to do this one myself. It obviously has something to do with the posters of girls in bikinis, but I don't exactly know how to piece it together. It's very easy to guess at, however, so here is the solution:

(I think they must be done in this order, too.)

Upper Cards: 2
Right Cards: 3
Left Cards: 2

FB writes in to explain this puzzle further:

"The Puzzle you have labled as "Bikini Puzzle" is also known as the "Beer Card Puzzle" (apparently, the posters are beer advertisements). They key is that each poster has an animal and a plant on it. They can be done in any order in the room with the actual beer cards. The matchups are as follows: Deer = Maple Leaves, Boar (looks kinda like a fish, to me) = Rounded Leaves (I'm unsure of the plant species), and Butterfly = Rose."

I thank FB for providing this info.

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5. Cloudman Puzzles
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5.1 Hustle Puzzle

Location: Ulmeyda Intercity, Main Street 1, Gate

If you talk to Travis at the gas station, his shirt will say "HUSTLE". This is what must be entered into the lock at the gate.

5.2 Ulmeyda Puzzle

Location: Ulmeyda Intercity, Mountain Path, First Life Gate

The gate asks trivia questions based on the Ulmeyda posters on the mountain path. You should probably try it yourself before coming here for help, but if you need the answers, here they are:

1. 3 People
2. 4
3. Purple
4. Texas Bronco
5. A Perfect City
6. 6
7. Suit

There isn't anything in the first Encounter that I consider a puzzle, so on to...

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6. Encounter, Part 2 Puzzles
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6.1 Cars Puzzle

Location: Blackburn Residence, Courtyard, Garage

The picture shows that the empty space needs to be in the right-center position. So pull the lever 2 times left and 1 time down for the solution.

Alter Ego doesn't have any puzzles either, so we skip to...

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7. Smile, Part 1 Puzzles
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7.1 Electric Bathtub Puzzle

Location: Hotel Union, 3rd Floor, Bathroom

This one probably shouldn't even really count as a "puzzle", but eh, I'll include it anyway. Switch to Kevin Smith. Shoot (with knives, of course) the shiny cord. That's it.

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8. Smile, Part 2 Puzzles

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----- 8.1 Robots Puzzle -----

Location: Coburn Elementary School, School Entrance, Data Room

The robot drawings around the room each have a certain number of robots on them. Look closely at the robots. Now, examine the control panel, and you'll see a symbol corresponds with a robot in each drawing. Match up the symbols with the correct number of robots. The solution is: 3576

----- 8.2 Two Codes Puzzle -----

Location: Coburn Elementary School, Principal's Office, Operation Panel

If you listen to all those cassette tapes you've been collecting, Holbert (Hulbert?) will simply tell you the two codes. They are:

1. 55549
2. 72712

----- 8.3 Emir's Puzzle -----

Location: Coburn Elementary School, School Entrance, Data Room

Once again, Holbert/Hulbert will tell you the answer to all of these on the tapes (with one exception, see below). Here they are:

1. Parkreiner
2. 00480158
3. Alabama
4. 11221942
5. B
6. Michael
7. Katharine
8. 04281952
9. Eagle

FB points this out:

"Emir's blood type is never mentioned directly on the tapes (we're apparently expected to know what the mention of his folks' bloodtypes means)."

Yep, that's true, I forgot about that.

Yay! My first completed FAQ! Thanks for reading.

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9. Contact Info

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My e-mail address is: paradoxicallyidiotic@hotmail.com

Feel free to send any corrections to me regarding this FAQ, no matter how minor. General comments and criticism are welcome as well.

Please DO NOT send me:

- Extremely stupid flames ("ur guide sux u r loser")
- Spam or viruses
- Asking for help on a topic not relating to the FAQ.
- Asking for help for something that is already clearly covered in the FAQ

Make the title something like "Killer 7 Puzzle FAQ" so I'll know it's not spam.

And yes, I do realize my e-mail address is misspelled. I've known it for three and a half years. I don't care. I'm not gonna change it now.

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10. Version History
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Version 0.40, 11/6/06: I started the FAQ and completed the Intro, Angel, and both Sunsets. I've worked on this for over seven straight hours today, and I'm not even halfway done. It's been much, much harder than I expected. Hopefully I'll be able to finish it in the next two or three days.

Version 1.00, 11/6/06: It's the same date, but about twenty hours later. The entire guide is finished. Again, this thing was way more difficult than I expected. Maybe next time I'll try something a bit bigger, like a full walkthrough. If everything goes smoothly, this should appear on GameFAQs within the next few days.

Version 1.01, 11/8/06, 12:05 AM: Added the Credits section and added info on what sites can host this FAQ.

Version 1.02, 11/8/06, 7:50 PM: The solution to the "Bikini Puzzle" was incorrect. I fixed it.

Version 1.03, 12/21/06, 2:52 AM: Added some info provided by FB. This is the first useful e-mail I've ever received for one of my FAQs.

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11. Legal Garbage
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The following sites have permission to host this FAQ:

- www.gamefaqs.com
- www.neoseeker.com
- www.supercheats.com
- www.gamerhelp.com
- www.1up.com
- www.honestgamers.com

The latest version can always be found at GameFAQs.

I'll probably let anyone who asks nicely host this guide, as long as full credit is given and no changes are made to it. Unless the site looks utterly

horrendous or something.

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12. Credits

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Me, forweg: I wrote it.

Suda 51 and Grasshopper Manufacture: For making such an original game in such an unoriginal industry.

FB: E-mailed me a couple of tips.

Coaltar of the Deepers: For being the best band in the world. Hey, everyone else pointlessly credits their favorite bands in their FAQs, why not me?

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