

Virtua Quest FAQ/Walkthrough

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VIRTUA QUEST

Version: .7

(insert fancy ASCII writing)

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Author's Note: This is a work in progress. I just beat the game this evening, and figured i'd put this up since there, ya know, isn't a walkthrough up yet, so here ya go. You have any info, let me know.

If you want to use any info, just give me credit, that's all I ask.

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General Combat Advice: When fighting a tough boss, I advise you to use the 3 hit air combo. This is because if the boss blocks, the recovery time out of the air combo is ALOT less time than the recovery time from a blocked ground combo.

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Walkthrough:

<001> Curio City: Game Start

Start off by watching the poorly translated cut scene, and set the tone for the game: start smashing stuff. Always a great intro in my opinion. Beat up some protectors, end.

<002> Hunter's Guild Lobby/Site thing

Ask the lady questions if you need to know any info, then head up the ramp and hang a left to find Goya, and take the Hunter's test. Follow the directions, learn the basics, ya know. Jump, hang, attack, wall run, and grapple beam thing. Side note: there are 4 kinds of grapple nodes.

Green Node: These will take you to a predetermined point, and drop you off

Yellow Node: These will let you swing back and forth under it. Pendulum I believe they're called

Pink Node: These will allow you to swing around them in a circle

Purple/Multi color Node: These follow a path, but you can drop off at any point.

Pass the Hunter's Test, shouldn't be a problem. Run down towards the login pod to start a cutscene with Hayami. After, walk into the pod and head to Curio City.

<003> Curio City: for real

Hunter's Badge: Balcony right behind the login point

Requires: Any *** attack (Tetsuzankou from the Thai Phong Ruins is the first)

After you login, you meet Bit. There's a nice FAQ by xypher2x on his forms, so go read it if you care. Run up, whack the protectors, open the gate, and grapple the green node. Bust the crate in the corner and grab the repair program. Head back down to the street and open the wall, and whack more protectors. Grapple yourself into the Basketball court for a few bucks, then continue on for another cutscene.

Toka, that cooc. Find out you can't logout, whack the guys, and grapple the green you created. Kill, remove the wall, switch screens. Hang a left, and kill the guys in the pit. Grapple the green and hit the switch. At the top of the fire escape is some cash. Head back through where there is no wall now, hang a right and grapple the green for some cash and health. Then go and grapple the other green. Grab the cash there then jump onto the rooftop.

After you so gracefully fall through the roof, kill the guys to start the cutscene to get Synapse Break. Use your Synapse Break to beat the three protectors, then watch the rest of the stupid cutscene. Head out the door, and save if you wish. You can go back to the roof you fell through for a little bit of money and grapple the high green for some life on a rooftop, then head through the next door. Have a little bar room brawl with some protectors to open the gate, then head up stairs. Bust the crate for your first Virtua Soul.

Side Note: The best way to beat the Virtua Fighters is to either A: Dodge

their attacks then attack, B: Use jumping attacks or C: carefully time your charge attacks (the VS ones work much better than the default). Which strategy works best depends on the Virtua Fighter.

Equip your new Virtua Soul and use it to break the glass. Head down the stairs through the door, hang a pair of lefts and break the blue cube for another VS.

If you stand facing the digital wall, one repair program is around to the left, the other around to the right, and they both involve killing a group of enemies. Open the doors. Kill, doors, up the stairs, save, through door.

Hang a left and go to the end and into the little cubby hole for another chest and another VS staring Wolf.

Kill whoever you want in the lobby, just hit the button on the elevator, kill the guys inside, and ride it upstairs. Ride the green grapple to the other side, bust the trash can open for the repair program, and ride the other one back. Open the door. Hit the switch inside the food court, then go back outside and ride your newly created yellows to the other side. Off to the left is some stairs, and a hallway, at the end of which is your repair program inside another garbage can thing. Use it at the top of the stairs and go through the door.

I don't know about you guys, but walking into the ARENA shaped room didn't look like a good idea to me, but eh. Depeat the guys, and open the door. Before you leave this room though, find the green grapple and ride it to riches, then leave. Save, and hit the door for the boss.

BOSS: Bleached Blonde Black Cyborg Guy

Ignore the sexual innuendos in the cutscene here, and beat him up. Best thing to do is stay out from in front of him. Jump over him, run behind him, etc. He's not too rough. Be careful going all out on him when he's knocked down, because he gets up with a nice hard punch.

<004> Hunter's Guild Lobby/Site thing 2

On your right will be 2 guys watching TV. Approach them for a cutscene. Head up towards the help desk for another cutscene with Hayami. Head for the shop for another cutscene, where the NPC will use the term "noobies". Buy some stuff if you please. Head toward Goya, the test guy, for another, stupid, cutscene. Talk about a dysfunctional family.

Save and then hit the pod for the next server.

<005> Wild Corridor

Hunter's Badge: Inside a boulder in the fourth area

Requires: Any *** attack (Tetsuzankou from the Thai Phong Ruins is the first)

Hop the crates and the tower to get to the next level, then onto some crates to get to the third. Hang a right on the third level and drop into the pit for a VS. Continue on, a switch screens.

If you stick the right wall, you'll find a VS you can't get yet. You'll need a ** power VS to bust the box.

Hang either of the lefts and wrap around into the little cove to find the repair program. Open the door and switch screens.

In this area is a box with a model in it that you can't get to yet. You'll

need a jump power VS. Continue on and switch screens.

After the cutscene, grapple the green node and hit the switch. On the floor of this area, is a chest with a model in it (Sarah V3). After you hit the switch, grapple across to the other pillar and hit that switch, then grapple the green. At the top of the stairs is a cabin with a Virtua Soul inside.

Leave the cabin and defeat the enemies to make a green node appear. Grapple the node to the pillar and hit the switch. Drop off the side of the pillar for a Life Macro Upgrade Tool. Then work your way back to the top of the pillar. Use the yellow node that the switch turned on to swing to the pillar and continue on to the next screen.

Use the two yellow nodes to swing across the river and the pink one to swing across it again. When you land, hang a left and take the purple node across the river to another Virtua Soul (this VS is a jump skill, so you can go back and get that other model).

Take the purple node back and go right instead of left. Save and take the chain of green grapples to the next screen.

BOSS: The Y-chromosomed Powerpuff Girls

This fight is like fighting three glorified regular enemies. Just dodge and attack. There are three life rechargers at the corners if you need them.

<006> Hunter's Guild Lobby/Site thing 3

Approach the loser you saw in the cutscene to start another cutscene. Save and shop if you want to. Also, Esta, a guy on the bottom floor of the lobby wants you to find some data for him if you're LoA lv2.

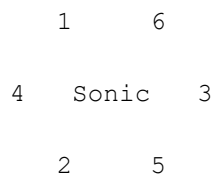
Approach the log in pod to start a cutscene with Hayami.

<007> Twin Axis

Hunter's Badge: Inside the Sonis statue. Hit the white buttons that are behind the pillars in the room in this order:

(diagram from jcl0001)

Requires: Any *** attack (Tetsuzankou from the Thai Phong Ruins is the first)



The first room is pretty easy, fight your way to the end and hop into the elevator.

Inside the sonic lobby, to the left, is a tunnel with a Virtua Soul. The other tunnel has a room at the end with a repair program in it.

Grab said repair program and repair door. Fight your way down the tunnel. Then start the cutscene. Fight the guys, and head through the door that opens.

Hit the switch in the middle of the floor, and take the green grapple up to the second level. Take the 2 yellow grapples to the platform with the second switch. Take the newly created green node to the platform a VS.

From there, take the yellow node to the stack of crates opposite that platform. Follow the money in a wall run, and grab the repair program. From there, wall run over the fence and save and go through the door.

This room can be a bit confusing. What you want to do it, drop down any hole,. work your way to the outside of the circle, and run clockwise around till you hit some stairs. Go up one floor, and in a room on the left is a VS. Then head up the stairs again.

Head to the other side of this floor to find another set of stairs. Take them down 1 floor, and drop through the hole you find to find the control switch for the elevator. Return to the top floor and take the elevator. Defeat the snipers and head through the door.

YAY! Another cutscene, this one has Sei saying out loud what I assume was an internal monologue originally. Continue on.

Next room, head to the left and up the stairs. Head over the beam and hang a right to find another VS. Inside is Jacky. His sister was BRAINWASHED!. Anywho, head to your right, and follow the cash in a wall run to the other side. Hang a right, and hit the switch. I wonder if you're supposed to hit that switch? Hm. Grapple the 2 yellows to the platform, then head right to another yellow, over to the switch. Head back over the one yellow, and grapple the one above you. From here, you have to jump from the yellow into a wall run where the money is. From here, you have to wall run along the cage with the red wire, and do a spin jump at the end. I recomend doing a double jump before the wall run, and hitting the wall run button with your middle finger, so you can hit the jump at the end with your index, to avoid hitting A instead of B, and making yourself fall to the floor. If you do happen to fall, there's a yellow grapple on the bottom level you can use to start over.

Next, do a double jump onto the beam, and a double jump off the other end to the checker holed platform. Run into the center room, save, and run into the elevator and fight some guys.

BOSS: Shinobi

This guy is rough. Watch jumping, he'll own your ass in the air. When he goes to teleport, run around in circles near one of the corners of the square in the room, and wait for him to apopear near you and try to attack. When he appears near you, he'll stop the funny business. Other than that, watch his double foot jump kick thing, try to dodge until he attacks with it, then counter, like you would against a Virtua Fighter. When he splits into multiple guys, hit one of them ASAP and deal with the stun you take.

<008> Hunter's Guild Lobby/Site thing 4

Right next to the login pod is Tito, he has a mission for you! This is a good way to make some money, so read the mission section.

If you aren't LoA lvl 3, simply do the Tito's Request mission a few times till you get it. Don't forget to talk to Tito after everytime you complete it for you 500 cold ones. Then, go take the next Hunter's Test. This will let you into the HiA Lounge, and give you access to a new shop, with new things to buy.

To go between lounges, use the colored tubes that look like save tubes on the second floor.

Upon completeing the Intermediate Hunter's Test, you'll get a cutscene as soon as you walk away from Goya. Try to refrain from wanting to punch this chick

in the face. After the cutscene, Fan will stand in the yellow tube, keeping you from getting to the next lobby until you complete her mission. Go to the Mission Section!

At this point, I advise you to repeat Tito's Mission until you're HiA rank 3. It gives you some extra cash to spend at the new lounge, and you'll need the rank anywho, but it's up to you. When you're ready, go talk to Fan. After you talk to her, re-enter the pod to go to the yellow lounge, and talk to Hayami.... again.

Before you take Hayami's challenge, browse the new shop, and on the second floor is a guy named Shent. And wouldn't ya know it, Shent can't do things for himself, so he asks you to do it.

<009> Tsukiyoi Castle

Hunter's Badge: In the building with the demon face guy, there's a wall that will open when hit with a VS. Destroy the second demon face guy to get the badge

Requires: Any *** attack (Tetsuzankou from the Thai Phong Ruins is the first)

With friend's like Hiyami, who needs enemies.

There are, I believe 4 Virtua Souls in this level that aren't there until you beat it and re-enter it. So, if you find a little secret hole, and get agrivated when there's nothing in it, remember; there will be.

Anywho, stick the right wall around a corner and hit the switch in the alley. Grapple the ensuing green, grab the prog at the top of the tower, and be on your way. There's some cash by the yellows out over the water, but nothing more (one of the VSs is there later).

This screen, drop down to the second level, you can ride the yellows for some cash if you like, your goal is the bridge. Here's your first red demon man. I hate these enemies. Basically, dodge, quick attack, then get the hell away, but you do what you want. Once done, head on.

Head into the house. Go straight, and hang the first right, and you'll find a Face on the wall. Kill it, and he'll drop the Union HS Upgrade Program. Back into the main tunnel, go all the way to the end, hang a right, and go into the room of the left for the repair program. Go back to the entrance, and go into the first door on the left. Go through a few doors to find the wall, and open it. Get repair program. Return to where you fought the face on the wall (first right hallway from start). Open door. Get program. Go to main hallways end, hang left, open wall, punch, kick, go through other door, and fall through floor. Break open the statue closest to you, get urge to kill Hayami, make sweet, sweet love to the save point, and go through the door.

In the next area, you'll fight another red demon. I suggest returning to the save point to heal up before continuing. Run down the ramp, hit the switch. You have to double jump to the two rafts, then do a wall run with a jump off at the end to reach the next boat. I suggest using the two finger strategy I mentioned in section <007>. Then use the yellow grapples. On the third one suggest flinging yourself into a wall run to reach the platform, as opposed to trying to hit the rafts. After you get up the stairs, hang a left and find Hayami behind the stack of sticks. Once again resist urge to kill. Continue to next screen.

In theory, you can run all the way to the end of this area. Hop the little fence on your right and head inside the building to find Hayami. If you want to fight the enemies be my guest: by this point you must have realized how

much of a pain the big green robots are to fight. On the left side in a building is Aoi's V3 model, but that's all you'll miss. Make your choice and continue on.

As opposed to entering the house follow it around to the right and head into the room there. Fight the enemies and head through the door hanging a left. In the next room you'll find a bomb enemy and a chest with a repair program in it. Head back to the front of the building and inside, taking the left doors, head through the little room, and hang a right to find another red demon (defeating him will net you the Synapse Raid upgrade tool) and the wall which your repair program opens. Head through the door you opened and break a chest to find the next repair program. This will open the wall right next to where the red demon was.

Hopping through where that wall was puts you on the back side of the building. If you go around either side, you will find a repair program and a wall for it to open, but as far as I can tell, they serve no purpose. Enter the hut in the back to discover your "friend."

After a cut scene (in which you do absolutely nothing to help your friend) beat the two sets of enemies to open the door. Save, and prepare to rip your hair out.

BOSS: Demon Lady From Hell.

When she turns invisible you can hit her and it'll knock her out of it. If not just dodge her attacks until she shows herself. After a tough fight she falls ... and then gets up again.

This round is a lot like the first round, save for the fact that instead of turning invisible, she turns invincible, and summons a plethora of demons to aid her. When she starts her purple hazy invincibility, I suggest standing behind one of the torches. This will make it so that when her demons charge you, they always hit the torch and you can hop out and attack them. The best thing to do is, after they hit the torch, hop out and hit them with one Virtua Soul attack, and then finish them off with punches. This fight takes forever, but her summoned demons drop health. I've noticed that in her second form she seems very vulnerable to straight up melee as opposed to Virtua Soul attacks.

Side Note: The demons, after hitting a torch, will always proceed around it counter clockwise.

After she's dead, slap Hayami with an "I told ya so" and get your new VS.

<010> Hunter's Guild Lobby/Site thing 5

At this point, I suggest heading back into Tsukiyoi Castle and getting the 4 VSs. Rising Knee is one of them, one of my favorites. For locations, see jcl001's Item Location FAQ. Also, if you haven't already, return to Wild Corridor and pick up the VS you couldn't get before.

When you're ready, walk towards the TVs to start a cutscene. Afterwards talk to Quinn to get his mission, then go complete it. Talk to him again to get the server address. Shop, save, etc.

<011> Darkness Port

Hunter's Badge: In the third area, hang a left and follow the path around. When you hit a fence, hop over the water and around it. Follow the path the the badge

Requires: Any *** attack (Tetsuzankou from the Thai Phong Ruins is the first)

Toka, talky talky talky, ok.

Run straight to the end and hang a right. Hang a right and run all the way down to the door to warehouse 8, which is close to the save point. Enter the door to start cutscene with the scary hunter man. After he leaves, defeat the two waves of enemies and run back through where the red wall was to hit the control panel to deactivate the blue security. Run back towards the starting point and enter the now openable door to warehouse 2. Navigate your way through the lasers and enemies to the yellow security platform in the back.

Exit and go straight, making your way back to the save point. After saving mount the nearby shipping crates and use the yellow grapple to get the to the tin awning. Follow the awnings around until you find a green grapple node. Use said node to get to the rooftop and the Virtua Soul thereon.

Return to the save point, and when you get out from saving, head right and enter the hole on the left, proceeding you to the next screen.

Head to the left, towards the Green barrier, and when you get near, take a left and hop over the shipping crates for a new VS and some cash. Head back to the start of the area, and go right this time. Make the first left and go down to the save point. Hop onto the save point, and over the crates, then use Wolf's Drop Kick to break the box for a new VS. After using the save point, head right, towards the crates. Take note of the entrance to warehouse 21 on your right, and hop onto the crates, then the roof. Cross the roof for your Union AD Upgrade Tool, then return and enter warehouse 21.

Wall run over to the switch, and grapple the ensuing green node. Cap some baddies, then jump over the lasers (only clearable ones). Wall run over and hit the switch, grappling the ensuing node (save the robot for after you use the console, so there's no more lasers). Hit the switch, and be on your way. (You can get the stash of food with a carefully timed wall run/jump finisher)

Return to the save point if you wish, but jump back onto the crates you used to get to the roof and drop to the floor. Head left and all the way down and enter the door to warehouse 15 on your left. After a rather... emotional cut scene, go about killing the few enemies on the floor and on top of the crates, then go disbale the console. Exit, run around making lefts, back to the save point, then mount the crates one last time. Drop down, go right and into the next screen.

Head left and look around for some food. Head straight to proceed through the gate and hang a left for an obvious VS. Head towards the shipping crates to switch screens.

Head all the way to the Northwest corner to find a switch that turns on a load of grapples. Use them to reach the top of the crane and head right for a new VS.

Drop down and begin searching for the 3 switches. One is in the Southeast corner (on top of 1 level of crates) , one's in the dead center (on top of 3 levels of crates), and the third lies in the Southwest (on top of 1 level of crates). Make your way back to the Southeast corner, and use the 3 pink grapples you've created to get atop the crane. Hop over the large block in the center and run all the way to the other end and hit the switch there. Use the new pink node to get to the middle crane. Be careful, you can imagine how frustrating falling is. Once you make it, cross to the other side (be careful about the enemies, they're not worth falling for) and grab the repair program in the crate. Finding the wall it opens shouldn't be difficult.

Beat up the flying guys, the robots, and the monkey shooting you from the top of the hanging crate, then save, and head up the stairs. Begin stupid long cutscene, an attempt at a plot, then...

BOSS: Robo-Cop Toy Reject

This guy has a stupid number of moves. Basically, stay behind him. When he whips out his lightsaber, jump. When he's dashing, get out of the way. If he's away from you, and starts dashing, and he's not coming STRAIGHT towards you, he's gonna whip out his saber and swing it, so make SURE you jump. When he goes into the air, take him down, ASAP, I recommend the Rising Knee.

More talky talky, then, back to base.

<012> Hunter's Guild Lobby/Site thing 6

Another cutscene, Fan and Hayami, my 2 favorite people. First order of business is to get ExA rank. By this point, you should be able to go take the Advanced Hunter's Test. If you can't, run Tito's Request a few times. Head into the blue pod and talk to Goya. This test is, in my opinion, the single most frustrating thing to do in the game, save for the Master Hunter's Test. After you complete it, standing beside the rank pods is Lucia, who has a challenge for you. Completing her challenge nets you Kage's V3 Model.

In the red lounge, you can get new shop items, and save, then head to the new server.

<013> Thai Phong Ruins

Hunter's Badge: In the chamber under the starting area. Use the grapple point.

Requires: A non jumping *** attack (Tetsuzankou from the Thai Phong Ruins is the first)

Head straight, and before you enter the next screen, break the 3 boulders on your right to get a repair program. The middle boulder on the left side has a hole in it, go inside. Fight your way up the stairs, then turn around and face the place you started. Grapple into the cubby for a VS. Exit using the hole on the left, save, and head into the next room.

In the next room, run straight in, and in the rightmost of the 3 breakable door is a repair program. The 4 offshoot rooms can be completed in any order, take your pick.

Northwest Room: This room has doors with picture of Virtua Fighters on them. Use an attack given to you by the corresponding Fighter to break it. The repair data for this room is on the top level, behind a door with Akira on it.

To get to the balcony, jump on one of the pillars in the south corners of the top floor, and jump/wall run your way there. Grapple to the wall and activate the orb.

Up by the switch on the top level is a box with a VS in it. To break the box, stand on top of the switch and use the Drop Kick VS. It's possible. This also nets you your first *** VS attack, very useful.

Northeast Room: Wall run to the left and grab the food from the breakable door, then wall run again to the 5 light switch, hit it. Drop down a level, hit the door there for more food, then wall run over to the 2 light switch and hit it. Drop down and make your way to the exposed breakable door and break it for a new VS. Right next to the 2 light switch is a green grapple which

will drop you next to the 1 light switch; take the grapple, hit the switch. Drop to the floor and destroy the boulder weighing down the 4th lily pad. Use the green grapple to land yourself next to the 4 light, and hit it, then jump on the lily pads to the now accessible breakable door for the repair program. Hit the 3 light switch, then make your way to the 2 light switch to hit it, then on to the digital wall. Active the orb.

Southwest Room: Go up to the pillar with the faces in the middle of the room, and kick it until the door opens. Go into the next room, and kick that pillar too, also running through the door it opens. The pillar here creates blocks you can jump on, so get it going nice and fast by repeated kicking, and take the platforms up to the cubby for a VS. Get the pillar spinning pretty fast, and use the other set of platforms to get the Wolf V3 Model and some food, then to let you get through the door on the second floor. From here, jump onto the platforms on your left, working your way to the hole in the wall that was opposite you when you entered, using it to get to the next room. Drop down to the water here, and run back through the water to the pillar. You need to get this one moving FAST, because you have a long way to the door it opens. So, kick it, then jump (it's faster) to the platform down at the end on the right, and double jump up to grab the ledge. Pull yourself up and sprint for that door. It may be helpful to go look where the door is before you start trying to get through it, so you know where you're going. Once you make it, jump to the little platform to the left to open the wall and turn on the orb.

Southeast Room: Basically, try to avoid walking on the middle because alot of the platforms in the middle fall when you walk on them. All the platforms by the walls are secure. There's a VS in the second cubby on the left. If you fall, make your way back to the beginning and run on the pillar back up to start over. Grapple and run to the far end to open the wall and turn on the orb.

At this point, I suggest a trip to the save point if you haven't been doing so.

But, continue through the now open door. Fight the like 8 robot guys, and head into the next screen. Climb the stairs and hit the save point before you fight...

BOSS: Tokyo Businessman

Easiest thing to do here is run close to Fei until the boss starts attacking him, then hit him in the back. You can kill the other enemies, but they just stay down for a while before getting up again, so my advice is to ignore them.

<014> Hunter's Guild Lobby/Site thing 7

Standing next to the help desk in the red lounge is Rask. He has a challenge for you. Also, ont he third floor of the red lounge is Shinra. He too has a request for you.

When you're ready, head to the yellow lounge to start a cutscene with your best friend. Here in the yellow lounge, near the help desk, Dando has a request for you.

Head back to the red lounge and up towards the help desk to start another cutscene with Hayami and get the address for the next level.

<015> Qian Dong Jie

Hunter's Badge: High in the air above the beam you got Dash Hammer Kick on, in the first area. You have to jump from the blue sign near the box to get to it. If it helps, you can jump to and grab onto the box, then pull yourself up

Requires: A jumping *** attack (I suppose Shun's Hiten Hougeki could work, but I could never get it to. I suggest Hi'en Rekkyaku, Pai's final VS to break the chest)

Go straight and hang a right to start a cutscene. Bit! Oh noes! Whack this guy's minions and head around to the left. When his second set of minions appear, run towards him till he flies away and stops shooting missiles at you. After you defeat his minions, make your way up to the beam that crosses over the road using the awning and whatnot to get a new VS. This is your first *** skill too.

Follow the kidnapper into the next screen. Dodge his missiles and barrels as you make your way towards him. Work your way around the corners to another dodge session. If you can, beat on the boss guy, because later on you have to fight him, and your damage shows. In the next screen, there's another VS on a girder thing over the road again. At the end of the road, you fight the Skeleton Pteranodon thing that took Bit. After beating him, grab the repair program and head through the door.

After you hang a left, on a balcony on the right side is Pai's V3 Model. Defeat the group of enemies to open the door. Head inside the door and defeat the Red robot, then hop into the little room to get a new VS. Continue on and use the green grapple to get to the next door. Continue on and use the save point. Drop down and walk a bit to do a little evesdropping. Defeat this little destruction derby set of guys, and head towards the now uncovered door. In an alley to the left is the Auto-Charge Upgrade Tool.

Inside the next room, defeat all the enemies (there are a lot of health refills in the breakable things). Break open the chandeliers when you're through, one of them has the Synapse Hi Raid Upgrade Tool in it. Head on through, save, and proceed.

Boss: Schatt

If he's running around using Synapse break, just run around and jump like a crazy person. If he's doing his pink dash skill, just run around in a circle, he can't hit you. If he does the pink kick wave thing, grapple the green node and get out of the way. Only fight him when he's normal. If you do, he goes down pretty easily.

<016> Hunter's Guild Lobby/Site thing

You instantly get a cutscene and the address to the last server, along with a new VS.

<017> Main Server

I highly suggest the Load Revive Upgrade Tool here, which can be purchased at the red lounge.

IMPORTANT NOTE: MULTIPLE LOAD REVIVES WORK. If you get frustrated, spend some time getting some cash, and load up 4 or 5 Load Revives.

Fight your way through some waves of enemies, then choose your fate. From what I can gather, who you fight is random, so pick a room. One bit of advice, after each fight, when you're safe, use up all your SP, and let it regen back to full.

Tokyo Businessman: This fight is harder without Fei to take the shots for you,

but stick it out. Good luck!

Shinobi: Do NOT jump. The way I beat him was pure A tapping. After i'd finish a combo, he'd do some backflips, and then run right into my flailing arms again. I got up to 21 hits one time.

Bleached Blonde Black Cyborg Guy: One of the easier bosses. Dodge, attack, you shouldn't have too much trouble here.

The Y-chromosomed Powerpuff Girls: Another easy fight, try and stay in the air with grapple finishing moves, but you shouldn't have too much trouble here either.

After you defeat 3 bosses, fight your way inside the elevator. Upon victory, you reach a room with a save point. Thank your Lord, and save. Work your way through the blue walls, dodge, weave. Pick a spot between the walls, and run forward weaving, it's possible.

On the other side is a cutscene, and you get to fight Toka.

Boss: Toka

For some reason, using VSs on her didn't work too well. Just dodge and use the 3 hit jump combo. Halfway through the fight, you'll get another cutscene. Keep up the fighting, and she dies pretty easily.

Save again, and head up the stairs.

BOSS: Moon

I suggest alot of HP and Def Upgrade Tools here, his second form hits HARD. His first form is cake, alot of the Virtua Fighters gave me more of a challenge.

His second form, for the most part, treat it like the first. When he disappears though, turn and run towards the point in the circle furthest from you; that's where he'll appear. While you're running towards him if he:

Gets a blue orb above his head: run straight at him and jump high in the air

Gets a red orb above his head: run towards him, but approach in a circle, as if trying to get behind him

Shoots 2 yellow waves: run to the side, and continue your approach

When you get near him, he'll cut that bologna out, so make sure to get as close as possible as fast as possible.

When he gets to about 1/3 health, he'll get HUGE. When this happens, use to grapple to stay the hell away from him. After a certain period of time, he'll rise up into the air and glow pink. When this happens, grapple any green, then grapple the yellow, and use it to jump over and hit him. At this point, instead of disappearing and porting to the other side of the screen, he'll get big and you'll have to dodge and hit him again. Dodging all his attacks is the most important part of this fight.

Tah Dah! Cutscenes, and credits

<018> - Side Quests

Master Hunter's Test:

After you've obtained ExA Lv3 and all 7 Hunter's Badges, return to the blue lounge and talk to Goya. He'll "allow" you to take the Master Hunter's Test.

In all my years of video gaming, I have never encountered anything as difficult as this. To date, I haven't beaten it yet. Let me know what the reward is if you do please.

<019> - Mission Section: (work in progress)

Esta's Request: Reward = Lau model Ver.3

Data 1: At the top of the tree to the left right at start of level

Data 2: In the middle of the floor

Data 3: In cubby at the left where you got Wolf's Virtua Soul

Data 4: Behind the pillar in the back left corner

Data 5: On the window on the second floor. Use grapples and wall run to get it.

Tito's Request: Reward = Jacky Model Ver. 3

Basically, the guys. Easy thing is, go in, Hold R, hit Y, use the Virtua Soul power, first wave dead. Second wave, same thing. Third wave usually takes two blasts, but easy still. Go out, talk to Tito, you'll get I think Jacky's v3 model, then 500 bucks everytime afterwards. Repeat. Also, this is an easy way to get the Version 1 Models for the fighters. Whoever you have assisting you, you will usually get their model in the first wave of the first round, so. Don't know if you can get version 2 like this, but, we'll see.

Fan's Request:

Data 1: Starting floor, hang a right at the end of the hall, and another right into the room

Data 2: Drop down one of the holes, it's on the floor under the starting floor, in a room

Data 3: Under the staircase on the floor w/ Data 2

Data 4: Take the stairs to the room w/ the elevator, it's behind one of the desks

Data 5: Go across the room w/ Data 4 to the other stairs, go up

Shent's Request: Reward = Shun Model Ver. 3

Beat up robots, Get Shun's V3 Model

Quinn's Request:

Data 1: Above the light pole, to your right when you start the level

Data 2: North East corner by the red arches

Data 3: Roof of the building above the well

Data 4: Roof of the middle long house

Data 5: Behind the tower that had the repair program in it

Lucia's Challenge: Reward = Kage Model Ver. 3, 500dp

Basically, you have 3 minutes, good luck. I advise against the R+Y attack, because life is very important. You're alot more likely to die than you are to run out of time.

Rask's Challenge: Reward = Lion Model Ver. 3

You only have 1 minute here, which is tough. The way I did it was to run through Curio City using only Lui-Fei's VSs, so he was my summon partner, and blowing away the first 2 waves of enemies with that ability.

Shinra's Request: Reward = 1000dp

Data 1: Top of the middle stack of crates

Data 2: Behind the light post on the far side of the dock

Data 3: Near the base of the crane (Use the grapple from the hanging crate to get it)

Data 4: Behind the white stairs/scaffold thing
Data 5: Atop the blue forklift in the center of the stage
Data 6: In a crate between teh middle stack of crates and the edge of the dock
Data 7: On a platform near water level on the Northeast side, near Data 6
Data 8: Between the 2 traingle legs of the large blue crane closest to the start (south)

Dando's Request: Reward = Vanessa Model Ver. 3

First wave, stay on the pool table and stick to the 3 hit air combo, they'll get up onto the table for you. Round 2, I stuck to 2 hit jump attacks and throws. The round 3 guys will get on the table, but it was easier to fight them on the ground. not TOO tough, practice it.

<020> - Models

Version 1: Choose the fighter who's model you want. Complete a level (I reccomend Wild Corridor, due to it's short length) using mostly (only, if you can) that fighter's VSs. Return to the lobby. Complete the Tito's Request mission a few times using the Soul Bomob (R+Y) technique to kill the enemies with the help of your Virtua Fighter. If, when you do Soul Bomb, the fighter who comes is not the one you want, you screwed up. Run the level again. The model should drop in 2 to 3 rounds, but it WILL drop.

Version 2: Follow the same steps for the version 1, but do Rask's Mission instead. The stronger enemies here will drop the version 2. It may take a bit.

Side Note: Rask's Mission will get you Version 1 also, but if you're looking for ONLY version 1, Tito's is the faster and easier way to get it.

Version 3:

Akira: The 1st area of Darkness port, in a yellow box, on an awning

Sarah: The 3rd area of Wild Corridor, in a blue box. You'll need to get the jump skill Souhikyaku in the 5th area, then come back

Lau: Complete the Esta's Request Mission, and talk to Esta again

Shun: Complete the Shent's Request Mission, and talk to Shent again

Jeffry: The 4th area of Wild Corridor, in a blue box, next to the boulder with the Hunter's Badge in it

Pai: The 4th area of Qian Dong Jie, on a balcony on your right

Jacky: Complete the Tito's Request Mission, and talk to Tito again

Kage: Complete the Lucia's Challenge Mission, and talk to Lucia again

Lion: Complete the Rask's Challenge Mission, and talk to Rask again

Wolf: In the Southwest room in the Thai Phong Ruins; see <013>

Aoi: The 6th area of Tsukiyoi Castle, on the left in a house

Lei-Fei: The 2nd area of Qian Dong Jie, in a yellow box on the left of the path

Vanessa: Complete the Dando's Request Mission, and talk to Dando again

<021> Weight and Soul Bomb Info

Weight:

Depending on, um, something, later in the game, as you start to complete levels, Sei's abilities will "change". If you've met the requirements, you'll get Light Type, Middle Type, or Heavy Type. As far as what exactly causes these changes, i'm not sure, but I read on some forums that, similiar to how your Soul Bomb character is chosen, it's based on which VSs you use in a level. If you want a particular type, try playing through Wild Corridor a few times, using only the VSs of fighters from that weight class. From what i've noticed, if you get alot of Soul Finishes, you tend to get the class change. It may be based on Soul Finishes, or simply kills, but I suggest

killing all the enemies you can.

Each weight class has a unique skill. There are as follows:

Light: Combo Time Up (more time to string your combos together)

Middle: Synapse Break Time Up (more time in Synapse Break)

Heavy: Attack Power Up at Critical HP (low health = more damage, and a blue glow!)

Depending on your weight class, Sei will also have a different string of attacks for his ground combo.

Soul Bomb:

The Soul Bomb (Y+R) technique eats up some of your health, and summons your Virtua Fighter partner to attack the enemies around you. Who your summon partner is depends on who's VSs you used the most in the last level you completed. If you want a particular Fighter as your partner, go through a level using only their VSs.

Every Fighter's Soul Bomb falls into 1 of 3 categories:

Small radius: The attack will hit enemies in a small radius around you, causing a high amount of damage

Large radius: The attack will hit enemies in a large radius around you, causing a medium amount of damage

Forward cone: The attack will hit enemies in a cone area in front of you, causing a high amount of damage

Fighter	Weight	Soul Bomb Style
Akira	Heavy	Large radius
Sarah	Light	Small radius
Lau	Heavy	Large radius
Shun	Middle	Forward cone
Jeffry	Heavy	Large radius
Pai	Light	Small radius
Jacky	Middle	Forward cone
Kage	Middle	Forward cone
Lion	Light	Small radius
Wolf	Heavy	Large radius
Aoi	Light	Small radius
Lei-Fei	Middle	Forward cone
Vanessa	Middle	Forward cone

<022> - Version History

.7: Original Version

.8:

- Updated info on obtaining Hunter's Badges
- Created Model Section
- Added a VS to the Thai Phong Ruins Section
- Updated Boss strategy

.9:

- Changed model obtaining strategy section
- Fixed some typos

- Added Weight and Soul Bomb section (incomplete)

.98:

- Finised Weight and Soul Bomb section
- Finished Model Section!

<023> - Credits:

Thanks to xypher2x and jc10001 for their FAQs. Some of the Hunter's Badge locations came right from jc's FAQ, some I found without it.

Thanks to Sotika, and my room mate's friend Golem714 for typing for me :-)

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