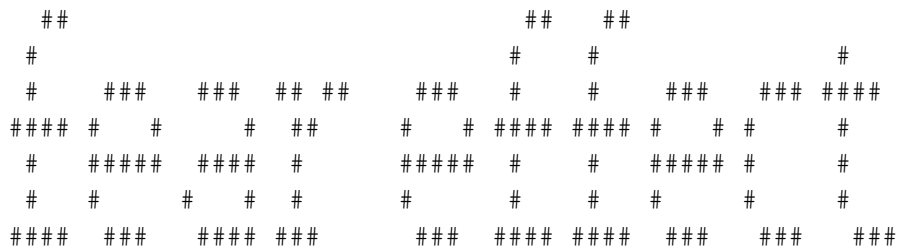
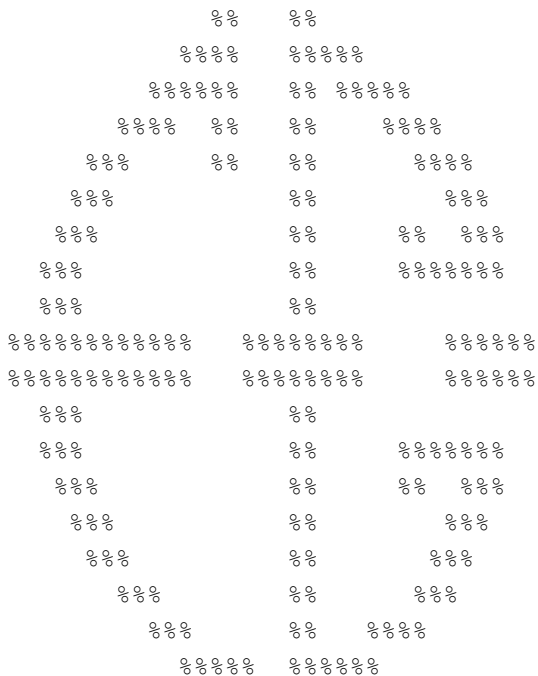


Fear Effect FAQ/Walkthrough

by Mysticcat

Updated to v3.0 on Jan 6, 2002

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Logo by : Phan Nguyen Khanh Dan "Mysticcat"

!~~~~~!
! GAME NAME : FEAR EFFECT !
! GENRE : ADVENTURE !
! DEVELOPER : KRONOS DIGITAL ENTERTAINMENT INC. !
! PUBLISHER : EIDOS INTERACTIVE !
! RELEASED : February 2000 !
!~~~~~!

!~~~~~!
! FAQ Name : Fear Effect FAQ/Walkthrough !
! Author : Phan Nguyen Khanh Dan "Mysticcat" !
! Version : 3.0 !
! Contact author : kthoa@hcm.vnn.vn !
!~~~~~!

T.A.B.L.E. O.F. C.O.N.T.E.N.T.S.

~~~~~

- 1. Introduction.....Complete
- 2. Disclaimer / Legal Stuff.....Complete
- 3. Update / Revision History.....Complete
- 4. Controls.....Complete
- 5. Characters.....Complete
- 6. Weapons.....Complete
- 7. Enemies.....Complete
- 8. General Tips.....Complete
- 9. Storyline.....Complete
- 10. Walkthrough .....Complete
  - Part One : Lam Building
  - Part Two : The village
  - Part Three : Madam Chen's Hideout
  - Part Four : The Hell
  - Part Five : Battle of Destiny
- 11. Endings (Spoiler).....Complete
- 12. Cheats and Codes.....Complete
- 13. Conclusion.....Complete
- 14. Credits / Special Thanks.....Complete

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1/ I N T R O D U C T I O N

\*\*\*\*\*

Hi everybody ! I can't believe that this FAQ has been creating in the end of this year 2001. Just tomorrow, we have entered the new year. I promise that I will try to do my best with this guide, as a good beginning of the new year to continue my "job" of writing FAQs.

This is Fear Effect FAQ/Walkthrough... Well, if you have enjoyed my previous FAQs, you would know that I have already written a FAQ for part two of this game Fear Effect 2 : Retro Helix. Maybe some people will ask me why I reverse like this, why didn't make guide for the first Fear Effect first. I'm willing to answer you that it was random. I have picked up Fear Effect 2 while there was no PSX games attracted me. At first, I just tended to play it for fun. But after playing, I have felt that this game was better than I had expected. And then I not only played for little fun...

After finishing and making guide for Fear Effect 2, I have tried to find out about the first Fear Effect just to enjoy another interest. And I know it's not a reverse when I played Fear Effect 2 first. The first game is just a sequel of the newer Fear Effect. So then I can continue the story of this great series without being confused by the true reverse. I have got Fear Effect and have been playing it. Although it's not as good as Fear Effect 2, it's still worth playing and I decide to make a guide for it, because this is my "life".

Well, thank you for reading my introduction. Before entering the guide, please take a look at Disclaimer and Update.

\*\*\*\*\*

## 2/ D I S C L A I M E R

\*\*\*\*\*

Well then, just like all other FAQs, this one also needs a security to prevent plagiarism.

- At first, this FAQ can't be used, copied or altered without its author's permission. If you want to do anything on it or use it in your Websites, email Mysticcat at kthoa@hcm.vnn.vn. I'd like to answer "Yes" if you are polite to me. So please don't do drugs.
- Furthermore, this FAQ must be used for NON-PROFIT only. I don't allow anyone to use it to sell as their "own" strategy guide, gifts, magazines, etc. Generally, this FAQ isn't allowed to use for earning money. I have made it to serve players without benefit, so you can't get money on my work.

Current sites available with this FAQ :

- [Http://www.gamefaqs.com](http://www.gamefaqs.com)
- [Http://www.psxcodez.com](http://www.psxcodez.com)
- [Http://www.neoseeker.com](http://www.neoseeker.com)

### IMPORTANT NOTES :

I have been a contributor of GameFAQs site for a long time, and all my newest guide, including this one, are sent to this site. Any sites using this guide with permission, should check GameFAQs frequently to get its update or latest versions, because I have no time to send it to each of you. Thank you.

And sorry for being rude.

\*\*\*\*\*

## 3/ U P D A T E / R E V I S I O N H I S T O R Y

\*\*\*\*\*

- Version 1.0 (December 31st 2001)  
FAQ started  
Beginning of every FAQ makers...

~~~~~

- Version 1.5 (January 1st 2002)
Planned more sections.
I have found many game shark codes of this game, and change the name of Section 12 into "Cheats and Codes", not just "Cheats".

~~~~~

- Version 2.0  
Walkthrough repaired and finished.  
FAQ/Walkthrough mostly completed.

~~~~~  
- Version 2.5
"Endings" and "Cheats and Codes" finished.
FAQ/Walkthrough basically completed.
~~~~~

- Version 3.0  
Repair mistakes, added more info and missing enemies.

\*\*\*\*\*

#### 4/ C O N T R O L S

\*\*\*\*\*

Fear Effect gives you three control types that you can pick the best one for yourself. Later, Kronos has given the choices of Classic and 3D control to Fear Effect 2 for you to have your style of playing. But now you must accept the current configurations of this Fear Effect.

-----  
SUPPORT BUTTONS (Unchanged)  
-----

Start button : Pause/skip cinematics

-----  
MAIN BUTTONS OF DEFAULT CONFIGURATION  
-----

Up : Walk forward

Down : Walk backwards

Left : Turn left

Right : Turn right

Triangle : Action/Select weapon and item

Cross : Fire/Quick draw

Circle : Inventory back

Square : Inventory forward

L1 : Quick turn 180 degrees

L2 : Evade/Dodge

R1 : Run

R2 : Crouch

-----  
MAIN BUTTONS OF 1ST CONFIGURATION  
-----

Up : Walk forward

Down : Walk backwards

Left : Turn left

Right : Turn right

Triangle : Inventory forward

Cross : Fire/Quick draw

Circle : Inventory back

Square : Action/Select weapon and item

L1 : Run

L2 : Crouch

R1 : Quick turn 180 degrees

R2 : Evade/Dodge

-----  
MAIN BUTTONS OF 2ND CONFIGURATION  
-----

Up : Walk forward

Down : Walk backwards

Left : Turn left

Right : Turn right

Triangle : Inventory forward

Cross : Fire/Quick draw

Circle : Inventory back

Square : Action/Select weapon and item

L1 : Quick turn 180 degrees

L2 : Evade/Dodge

R1 : Run

R2 : Crouch

-----  
MAIN BUTTONS OF 3RD CONFIGURATION  
-----

Up : Quick turn 180 degrees

Down : Walk backwards

Left : Turn left

Right : Turn right

Triangle : Action/Select weapon and item

Cross : Fire/Quick draw

Circle : Inventory back

Square : Inventory forward

L1 : Crouch

L2 : Evade/Dodge

R1 : Walk forward

R2 : Run

\*\*\*\*\*

5/ C H A R A C T E R S

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There's a pity that Rain Qin is absent in Fear Effect although she has been a playable character in the prequel Fear Effect 2. I'm fond of her.

=====  
HANA TSU-VACHEL  
=====

Sex : Female

Height : 178cm  
Weight : 57kg  
Place of Birth : Hongkong

Raised and trained in the Province Military Theater, Hana is an expert Covert Operative who specializes in infiltration. She is fluent in the many varied dialects of the Chinese Republic. A world-class marksman and driver, Hana is part French and part Chinese. Her orphan upbringing conditioned Hana to be distant to those that she does not know, and to be careful of whom she will trust. Hana and Glas have worked together before, when Hana was doing freelance work for the French government. A beautiful woman, Hana lives life with passion and takes life without reservation.

=====

ROYCE GLAS

=====

Sex : Male  
Height : 188cm  
Weight : 95kg  
Place of Birth : California, USA

Roycle Glas is ex-military. He is a highly decorated vet of a number of conflicts that are officially denied by the US Government. Currently a gun for hire, Glas operates on the edge of the law and will kill in defense of himself or of his mission without hesitation. Although he is driven by his own sense of honour, he also takes on dangerous assignments because he needs the money. Respected by his team, Glas is fearless, stoic and cunning. He is not your classic burnout, but he's close. He can easily adapt to situational changes. Those who have underestimated him usually find themselves resting peacefully under the topsoil.

=====

JACOB "DEKE" DECOURT

=====

Sex : Male  
Height : 183cm  
Weight : 118kg  
Place of Birth : New Australia  
Please, just call him Deke.

Deke walks the fine line between aggressive and psychotic. A large, brooding man, Deke is attractive to women, but not a pretty boy. Deke enjoys his work immensely, through he remains haunted by the demons of the numerous men and women he has killed. A long-time friend of Glas, Deke is an expert in explosives and weapons. Working with Deke is like making a deal with the devil : he's extremely effective, but he leaves a wide wake of carnage and bloodshed. Unlike Glas, Deke is not professionally trained. Instead, he honed his talents during many range wars that until recently plagued New Australia.

\* OTHER CHARACTERS

=====

WEE MING LAM

=====

Wee Ming is the enigmatic daughter of Mr.Lam. Having led a sheltered, priviledged existence, little is known of Wee Ming. It is rumoured by

Mr.Lam's bodyguards that she has such an ethereal beauty they are required to turn away from Wee Ming when she enters a room, less that be tempted by her charms. Wee Ming's incursion into the Shan Xi Protectorate is the catalyst for our team's adventure. She holds the key to the excitement, mystery and terror that follows.

=====

YIM LAU WONG

=====

Anyone who have played FE2 before this game, would know its true ending : Every characters are alive, but Yim Lau Wong began a funny laughter... What did he mean ? It's funny that the answer had been in this first Fear Effect.

He is the King who governs the dead people in his land : the Hell. He plans to raise the ultimate evil to the earth, by cleaning the planet with barbaric and fear. Wee Ming, and maelstrom of Shan Xi, are all his triumphs. What will he do next ?...

\*\*\*\*\*

6/ W E A P O N S

\*\*\*\*\*

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HOLSTER

-----

No weapon equipped and no need to say anything.

-----

KNIFE / SMAKJACK / BRASS KNUCKLE

-----

(Why don't they use bare-hands ?)

Just like the veteran knife of Resident Evil series, these weapons are always your standard weapons and your first choice when running out of ammo. They can be used in short range. You can use it as a temporary choice to save your life from enemies when you have no ammo. But it's almost useless if you want to use it as a main weapon during the game.

-----

90. PISTOL HANDGUN

-----

Ammo used : Pistol Ammo

An ordinary handgun that is used like Resident Evil, shooting single shots with justified power. This is also the most simple gun the game can give you in each mission. Unlike Fear Effect 2, you use this gun as often as your life in the first time when you have no other choice. Sometimes you're forced to use it to deal with bosses. It's a pain for those who are not expert players. But you will be able to do that if you try. Just keep your calmness and get acquainted with it like you did in Resident Evil (except you haven't played this series too).

-----

SHOT PISTOL

-----

Ammo used : Pistol Ammo

It holds three bullets each time with straight and stronger shot than regular Pistol. This is a weapon for Deke only in the game. Although

it's stronger than regular Pistol, it becomes inconvenient with slow shot and small capacity that wastes time to reload.

-----  
DOUBLE 90. PISTOL HANDGUN  
-----

Ammo used : Pistol Ammo

You have this weapon when you collect two similar Pistols. Just like the single one, but you hold the two and shoot at the same time, like the M-100P in Resident Evil Code Veronica, with double power compared with single Pistol. Currently, this weapon can be useful when you don't have many weapons to choose.

-----  
DOUBLE SHOT PISTOLS  
-----

Ammo used : Pistol Ammo

Deke's weapon, made by two single Shot Pistols with double power.

-----  
HACH. PISTOL  
-----

Ammo used : Auto Ammo

It's very the Uzi handgun in Fear Effect 2 which shoots auto shots repeatedly and continually. A Hach. Pistol holds 15 bullets each time and casts them all just for a very short time. That means it takes you a while to reload the gun. This is not convenient when fighting enemies which is hard for you to waste time reloading. But its power is not bad, and it's the better choice than Pistols when you have no more weapons. It can knock out the enemies faster than a Pistol does.

-----  
DOUBLE HACH. PISTOL  
-----

Ammo used : Auto Ammo

Made from two single Hach. Pistol with double power.

-----  
ASSAULT RIFLE  
-----

Ammo used : Rifle Ammo

It holds 38 Bullets each time. Like the Machine Gun of Resident Evil, you use Assault Rifle to finish an enemy quickly without being hit by them. Some of the enemies can immune to them. It can be used to defeat dangerous enemies and bosses who attack continuously and tremendously. The advantage is that the Assault Rifle can stun the opponents for its continuous shots and you can strike them until they die. Rifle Ammo is pretty popular to find.

-----  
HK V ASSAULT RIFLE  
-----

Ammo used : Rifle Ammo

Similar to Assault Rifle, but it is made with a better shape, less-sounded and fast-shot.

-----  
SHOTGUN  
-----

Ammo used : Shot Shells



Along with Assault Rifle, Shotgun is a standard weapon of all playable characters. It can be used to knock group of enemies, but the power is not really strong. But it's very great for you to use with regular enemies.

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## 7/ E N E M I E S

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Enemies in Fear Effect are not as various as FE2. But at least they are more lively and real than some other action games, such as Parasite Eve series.

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### BLACK GUARDS

-----

Location : Lam Building  
          Madam Chen's Hideout

Weapon : Pistol Handgun

Frequent dropped Items : Pistol Ammo, Auto Ammo, Rifle Ammo

You meet several of these guys in the Lam Building in the beginning of the game. They protect the building from strangers' invasion, but I think they are not good people. Just four correct handgun shots can knock them out. You should shoot while crouching, cause you may kill them before they crouch to shoot you. It's better to use sneak kill, by going with crouch position. They can't spot you if you move like that, except they see you by their eyes. Just don't stand in front of them. It's good to attack from their back.

-----

### MADAM CHEN'S GUARDS

-----

Location : Madam Chen's hideout  
Weapon : Pistol Handgun

Frequent dropped items : Pistol Ammo

These guys are Madam Chen's guards in her hideout. Basically they are similar to the black guards, but wiser at moving and evading to avoid your shots. But you still can kill them easily when you have practised.

-----

### LAM BUILDING SOLDIERS

-----

Location : Lam Building  
Weapon : Assault Rifle  
Frequent dropped Item : Rifle Ammo

You meet several of these guys after the disappointed appearance of black guys in the Lam Building. They are sent to explore what happened after your joke. Their weapons are mainly Assault Rifles. Just like fighting the black guys, you use sneak kill with them.

-----

### VILLAGE ZOMBIES

-----

Location : The village  
Weapon : Knife  
Frequent dropped item : None

They are the villagers who are caused demons by "blood" from Wee Ming

- the mysterious woman who is your target in this game. Wee Ming found a body of a boy whose leg had been cut and brought him to the village. Then the tragedy has begun. The men in the village touched the blood, turned into demons like zombies. The others alive thought that it's all because of Wee Ming. Anyway, this is still a mystery.

Well, these guys are just the same as the numskulls of Resident Evil. They look like drunk people, holding a knife and cut dispiritedly. You can easily knock them out by usual weapons. But don't let them surround you. Sometimes they appear as a dead body who would wake up when you pass them. So be very careful with any of them.

-----  
MILITARY SOLDIERS  
-----

Location : The village  
Weapon : Assault Rifle  
Frequent dropped item : Rifle Ammo

These soldiers are sent to the village to rescue the villagers from the demons. But they are afraid of the zombies and don't dare find any of the survivors. They forbid anyone to come to their hideout, or that person will be punished by weapons. They are similar to Lam Building Soldiers, but in different uniform and tougher. You can attack them by what you have, even the knife if you run out of ammo.

-----  
BLACK ACROBATS  
-----

Location : The village  
Weapon : Pair of fatal crescents  
Frequent dropped item : Rifle Ammo

Maybe they are some kinds of messengers from hell. These guys appear to warn the characters to stay away from Wee Ming because she belongs to them. No need to say, just take them out by Assault Rifle. They seem danger when attacking in short range, but they are all useless when you take them out by Assault Rifle from a far distance. Just kill them as soon as possible before they dash to you. Their advantages are the ability to "teleport" and fast movements.

-----  
RED ACROBATS  
-----

Location : The Hell  
Weapon : Pair of fatal crescents  
Frequent dropped items : Paper Assault Ammo, Paper Machine Ammo  
Mostly the same as Black Acrobats, but a little tougher and they are red.

-----  
DEMON HOOKERS  
-----

Location : Madam Chen's Hideout  
Weapon : Claw  
Frequent dropped items : None

They are basically human who are Madam Chen's hookers working for her. But after Madam Chen shows her real form and kill Deke, his blood casts everywhere and Wee Ming touches the blood. Just like the tragedy in the village, all the hookers around are turned into demons. They attack people by scratching, extremely fast and violent.

-----

## GHOSTS

-----  
Location : The Hell  
Weapon : None  
Frequent dropped items : Paper Pistol Ammo, Paper Machine Ammo  
They are the spirits of dead people sent to Yim Lau Wong's hell. They move by flying around and attacks by striking ; pretty danger when attacking in group. Just take them out by what you have, and kill them immediately, before the others can come to confuse you.

## CERBERUS

-----  
Location : The Hell  
Weapon : None  
Frequent dropped item : Paper Pistol Ammo, Paper Machine Ammo  
No, not the three-headed Cerberus in Greek tales. This is the name I just call those hell dogs. They are pretty fast moving and attack by scratching and biting. You must be fast in your action to kill them.

## BABY FISHES

-----  
Location : The Brothel  
Weapon : None  
Frequent dropped item : Paper Pistol Ammo  
They are Demon Lam's supporters in the final battle of Hana. They annoy you desperately by fly very fast that it's easy to miss them while shooting. You may need to kill some of them to save yourself from being damaged too much.

## WEE MING LAM'S SERVANTS

-----  
Location : The Brothel  
Weapon : None  
Frequent dropped item : Paper Pistol Ammo, Paper Assault Ammo  
They are the snakes cast by Wee Ming to annoy you and prevent her from your hits. These guys dash in double or triple and they just strike and strike you.

\*\*\*\*\*

## 8/ G E N E R A L T I P S

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### ECG - FEAR LEVEL

I have advised this very carefully in Fear Effect 2 guide. But now I must do the same care to help people who begins with this game. For me, I think that Fear Effect is harder than Fear Effect 2 about this.

This ECG - Fear Level is not only your health, it is so-called your Fear. There are three colours as its three levels of fear :

Fine - Green

Middle - Yellow and Orange

Danger - Red

When you are in ordinary state and you haven't fought any enemies yet, your Fear Level keeps fine. But when you are in an area of enemies, the Fear Level appears on the top of the screen, gradually turn to worse

colour as well as the faster sound of thumping heart. The Fear Level is damaged when your characters "fear". "Fear" not only means being hit, but also the characters feel nervous with enemies' appearance. When you are out of Danger limit, you die.

#### HEALING FEAR LEVEL

The real factor is that there's no item to heal your ECG. You should remember that your life is measured by a thing called "Fear Level", not "health". You restore it by tranquilizing your state, called "Rush Moment". You yourself can heal your characters by avoiding more hit percentage or go to another place with no enemies which doesn't often heal fully. But "Rush Moments" given by the game are different: There is a blue flashing through your ECG which gives you the fullest level. This full treatment often (not always) appears :

- When you begin a boss fight
- When you finish a boss fight
- When you switch to another character
- When you have completed some major missions

If you are not in any of above cases and your Fear Level is red, you know that just one or two more hits will kill you, this will be a hard situation requiring your greatest careful and your mind to decide to keep playing or not. Just like Fear Effect 2, you can cause miracles even you are going to die. When your Fear Level is dark orange or soft red, and you fight another enemy, try to kill him WITHOUT being hit. As I said, each time you fight an enemy, the little rush moment will appear to heal you a little. When you finish him without being damaged and receive the rush moment, it could heal you a little more than the previous state. Just continue to fight like that, your ECG will be healed gradually and you can return to your fine state until some moment. I feel that the ECG in FE seems more sensitive than the one in FE2, so be careful whenever you enter a fight.

#### ATTACKING & AVOIDING

Attacking enemies is the evident work you must do with the foes. But you will never survive long with it only. Dodging or avoiding is a very important work while fighting and Fear Effect has given you a large system to avoid enemies by many ways. Depending on your situations and your enemies, choose the best way to avoid. If you are too familiar with playing Resident Evil with unlimited ammo, so now change it. Fear Effect 2 seems easier about this, but in Fear Effect, sometimes you are forced to situations that dodging is more important than your life. So please practice these dodging skill if you want to play through this game.

#### NOT EVERYWHERE !

In Resident Evil, most of the areas you come and the things you see are almost important with clues and puzzles. But in Fear Effect 2, some rooms that are shown to have nothing, or you can abandon some taking places when you have known what next to do without passing it.

#### SNEAK KILL

Better than attacking officially. As I said, enemies in Fear Effect are mostly aware of environments (they are not stupid and dispirited as the zombies of Resident Evil). When you attack them, they will deal with you as you did. So it's a good plan to beat them up creepily before they could argue with you. Crouching is a good way to do sneak kill because the enemy won't recognize while you are moving in crouch position. Just KEEP pressing Crouch button + Directional Buttons.

#### SAVING

You know the Save Point by the notice in the bottom right of the

screen. In this game, just an ordinary enemy can also be a boss, because you must fight with your Fear Level which is sensitively lost, and your enemies are not vulgar, attacking desperately, especially when you are new players. A rule to play Fear Effect series, even 1 or 2 : Save frequently, save repeatedly, save everytime you have finished a step, even it's just a small step, because you can be killed anytime and it'll be a pain to replay again. About how to save, just step on the Save Point. Then open your inventory, using the Cellular Phone. You'll be asked to save or not.

#### SWITCH CHARACTERS

You have three playable characters : Hana, Glas and Deke. Not like some common games, these three will be switched repeatedly, as the process is continueing to that one. Once you switch, I suggest you should save. You can't anticipate what will happen with the other characters. Your switched characters will be restored all Fear Level.

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#### 9/ S T O R Y L I N E

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\* From Eidos Interactive

When the daughter of a powerful Chinese business man disappears into the hedonistic and dangerous Shan Xi Protectorate under mysterious circumstances, our team of specialists infiltrate the city and attempt to reach her first, hoping to leverage her safety for a sizable pile of cash. We will have to search, destroy and fire-fight our way through the archaic chaos of an alternate reality China and its inhabitants. Along the way, we will be constantly challenged by the henchmen of the girl's father who have no intention of letting us to get her first.

But what begins as a mercenary snatch and grab to retrieve a young runaway instead becomes a mission more perilous and important than any other that we could have imagined : a battle for the survival of the planet against the King of Hell and his minions. For the deeper we delve into the interior of the world, the more we discover that Shan Xi is more than a claustrophobic enclave of villainy... it is also the literal Gate to Hell.

And using Shan Xi as a staging ground, the King of Hell plans to release the ultimate evil upon the earth... the purification of the planet by cleansing fire. We must stop him and discover the truth behind by seemingly innocent girl who is herself hiding a secret so terrible that many will die before it is revealed. We're gonna need plenty of skill, plenty of luck and plenty of ammunition.

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#### 10/ W A L K T H R O U G H

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#### NOTES

- Fear Effect is a game covered by a complex system of puzzles and situations. Some of them are hard to solve and make you die always. I will put them in own frames symbolized by "----" to notice you.



you can kill them safely. The first one you killed will drop the Hach. Pistol. Steal it and equip soon. Check this circular hall. You can find a lift that has no power. Remember it, then pass the fan to a blue area. There are many guards here. If you fear, just equip the Hach. Pistol and kill them as fast as you can. It's not so hard if you can keep your calmness. Remember this blue area too, it'll be your puzzle. Then pass it and go to the storeroom. Kill the guards here. Then grab the Locker Key next to the stocks.

Return to the office and find the locker number 67. You will get Blue Keycard and a 90. Pistol. Now you have Double 90. Pistol. (Here I want to remind you to use the regular Pistol or Double Pistols to kill these weak guards, don't use the Hach. Pistol or Double one because you'll need them for the next boss fight. Try to save Auto Ammo as much as you can."

You can find a slide-down path next to the entrance. Just get down in sneak position, there are three guards wandering there. Equip the Double Pistol, knock them from the slide path that can save you from some little shots. After that, go down to the ground and find a fuse box. Access the Fuse in it. The power has been supplied and the lift is operated. Go up the slide path and get to the blue area. Oh no, all the guards who were passing this blue area were killed by the electricity from the metal planks on the ground caused by the supplied power. And then you are not an exception if you are careless.

---

#### PASSING THE ELECTRIFIED PLANKS

Damn these planks made by metal ! Now you must use all your carefulness to pass this little "hell". The shortest path is passing the three planks in the middle. You are on the left side and you begin with the left plank.

When you first get in, the left plank is fine while the central and the right ones are being electrified. Step on the left one.

Now it's your time to pass as fast as you can. You can be killed instantly. It has taken me 20 times to pass this hell safely. The central plank will turn fine and the left one you are stepping on begins to be electrified. Run, run to the center as soon as possible. This is the hardest part in this situation.

Now no need to worry. The central plank and the right plank can be fine at the same time, then you can take the rest easily. Get out and back to the circular hall.

---

Now you get on the lift which has been operated and go down.

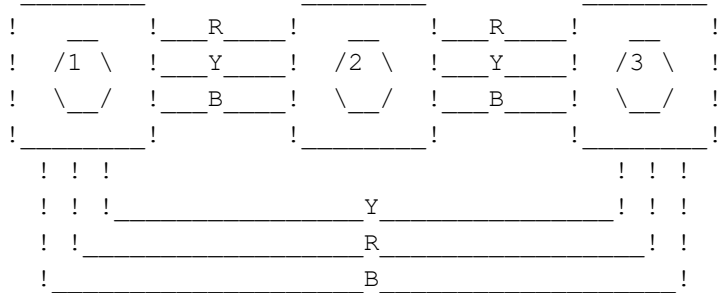
Check the box near the huge fans to get Wire Cutter. Then go inside to a fan hallway. You can find a locked door that can't be opened now. Just ignore it and continue. There is a guard at the entrance. Just take him out as usual. Then go in and face another guy (all are numskulls !).

In the end, you find a door locked by Blue Keycard and a Save Point in front of it. Save here. Then use the card to unlock. You'll get a full Rush Moment. Jin is tied and the enemies force tie him with the bomb. Their boss has got away when Hana comes, then you must fight the servants. Use your Double Pistol armed at the first two guys and kill them easily. Then with the last one who is standing next to Jin, you should use the single Pistol for safety. Because if your shot suddenly flies to Jin, the bomb will be exploded and game over.

The defeated guards remain some Pistol Ammo and a Hach. Pistol. Get them, you have the Double Hach. Pistol. After knocking off the guards, talk to Jin. Let's see how the guy fears. After that, you have 5 minutes to take out the bomb from Jin.

-----  
SAVING JIN FROM THE EXPLOSIVE

You use the Wire Cutter to disarm the bomb. The bomb has three buttons as the junctions of the wires. Just a wrong cut of yours can kill Jin at once and game over. So be careful and do as my guide :



- 1 : Red button
- 2 : Purple button
- 3 : Green button
- R : Red wire
- Y : Yellow wire
- B : Blue wire

You press a button, then cut the right wires of that button. If you do wrong, the bomb will explode at once.

- + Red button : Cut the Yellow and Red wire.
- + Purple button : Cut the Blue and Red wire.
- + Green button : Cut the Blue and Yellow wire.

-----  
Jin is rescued and tells Hana what she needs. But then the black boss who has got away now gets back and gives Jin a shock... Jin was thrown to the window, and Hana pursues the black boss... But she fails.

The black boss has got up by the lift and you must find another way to chase after him. Hana has taken the Explosive from Jin. So now you find the first door which was locked, use the Explosive to destroy it. Remember, GET AWAY WHEN THE BOMB EXPLODES or you'll killed with no need to say.

Then you get in the new area. You realize that this is the room where you put the Fuse. From here, you can return to the storeroom, and then to the circular hallway. Don't worry about the blue area. It isn't electrified anymore when the lift has been wrecked. Go to check the circular hallway, you'll find that the lift has no one there. And now check the small room next to the office door. You will find a ladder that didn't appear when you first got here. Descend it and save, because you are going to engage a boss fight. There are two guards wandering outside. Knock them all and you get Auto Ammo from them. Now you stop for a while and take a look at the neon signs. Try to remember the Chinese letters and their order. It's a puzzle too. Then you can get in the path. Equip the double Hach. Pistol.

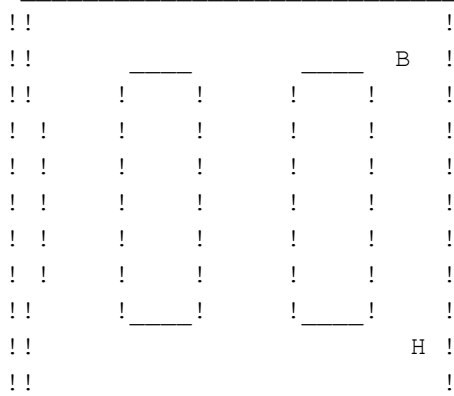


---

BOSS FIGHT : BLACK BOSS

You must have at least 55 bullets of Auto Ammo to complete this fight easily.

When you have just got in, the boss is busy with something and he will welcome you soon with a Hach. Pistol. And you, I remind you to stand at the entrance and crouch. It must be a far distance between you and the boss. Wait until the boss has completely engaged, shoot him continuously with the Double Hach. Pistol. Don't dodge or do anything, just shoot. If you have enough ammo, I assure you can survive this battle without dodging or doing anything. This is my chart :



H : Hana  
B : Black Boss

So then good luck !

---

After the fight, you get the Sign Key from the boss. About the Hach. Pistol he dropped, I remind you not to grab it now. Because you'll need it just after this incident. Please do as I tell you. I assure that you don't lose anything. Then you check the left machine which the boss has done something with it, you'll be asked with a puzzle :

---

CHINESE LETTERS PUZZLE

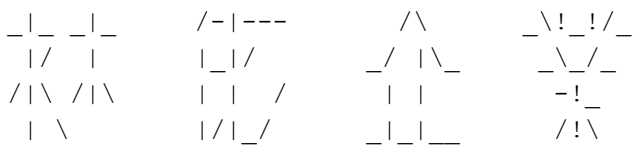
Jin had revealed Hana about this puzzle before he was thrown away. The screen has four random Chinese letters and you have the mission to re-arrange the code. Remember, the code is very the neon signs you saw outside. You use directional buttons to solve this puzzle :

Up and Down : Change the letter.

Right and Left : Move to another letter.

When you see a letter that is wrong, just change it. Then if you want to arrange another letter, move the frame to that letter and change.

This is the order :



After arrange them in correct order, you push Fire button at each of the letter to access.

---

Hana gets the flash disc. But she is trapped at once...

=====

AS GLAS

=====

Glas has got back to find Hana. Save at the same place if you want. Like Hana did, you find the red device and push it. But then Glas is attacked by a helicopter. The helicopter shoots at where Glas is, making the place explode in a field of fire.

When you take control of Glas again, take him to the ladder and go up as soon as possible. If you're slow, you'll be exploded into pieces.

After that, equip the Double Pistol. You are in the way where Hana was, but instead of black guards, the soldiers are around here. Just take them out by your weapons. Then collect the Rifle Ammo. Although now you don't have Assault Rifle, those ammo will be useful for you later.

You get to the glass window where Hana examined and climb up the ladder.

-----

PASSING THE HELICOPTER

The helicopter will fire once you touch the top. When you are climbing, don't stand on the top of you will be shot. Just hang on the ladder, wait until the helicopter shoots from the top to the below ground, then you stand up as the helicopter has gone for a while. Run quickly to the next ladder as the helicopter returns. Descend as soon as possible. If you do promptly, Glas will take the rest and he survives.

-----

Save here if you want. Then you grab the Pipe in the fire. Go around to find a gas tank. Use the Pipe to broke it. Then you shoot it to explode. Remember, STAY AWAY AFTER SHOOTING or you'll die soon. Then Glas will get a great travel in the air...

=====

AS HANA

=====

Hana is conquered by the soldier, but then she reversed by a "great" kick to his "weakness", and he drops a knife. If you have got the Hach. Pistol from the Black Boss, now your only choice is to pick up the knife and kill the soldier with it (because your weapons are all taken away). But if you still remained the Hach. Pistol, now just pick it up and knock out the soldier easily.

After that, grab his Assault Rifle if you like. Then go out, knock out the guys outside and climb up the ladder. You have a precious occasion to talk to dear Mr.Lam...

=====

AS GLAS

=====

Glas drops to a huge pipe system with heat inside (don't know what these things are used for). The heat can be made hot repeatedly and you can only pass the pipes in ordinary state. If you step on it while it is hot, you can be killed by its high temperature.

---

#### PASSING THE HEAT PIPES

Wait until the pipes are back to ordinary state, run quickly, forward the front way to a valve handle in the next area. Now you turn the valve handle to change the heat area. And then prepare to another passion. The heat direction is changed. When the pipes are in ordinary state, run as quickly as you can and turn right (Glas' left) as soon as possible. Then you stay at the right part which does not have heat and wait for another heat rising. Then dash to the farther pipe then it's back to ordinary again.

You are taken to the next area with a long heat pipe. But there's a small pipe interrupting the long one. Just wait until it's ordinary, you quickly run forward and turn to the small pipe to save (You must save !). Equip your Double Pistol here. Then do the same action to go to the end of the pipe.

---

A cut-scene appears and you must fight a boss :

---

#### BOSS FIGHT : HELICOPTER

In the beginning of the battle, you are in the right side of the area. Try to grab the Pistol Ammo in front of you. I remind you to get it, because later you can run out of ammo...

Back to the fight. After you get the ammo, dodge to the right side to evade the helicopter's shot. When the helicopter touches the two flying banners, you aim correctly at them and shoot. The dropping banner will fly to the helicopter and spoils it. But it hasn't been defeated yet. Now you run to the left side and do the same. Remember getting the ammo here too. Then shoot the banners when the helicopter flies to them. This banner will finish this tough boss.

---

After that, Glas jumps to the room where Jin was tied and now you must find Hana soon. Get out and save.

There are two soldiers in the fan way. Just use sneak kill with your Double Pistols. Then run forward. You enter the place which was ruined by Hana. There are several soldiers and you should estimate your ammo. I assure that some of you don't have enough ammo to attack anymore. Now practice to be a good evader. Just pass them and go up the slide path as soon as possible. You just get at least two shots here. Then two other soldiers are waiting in the end of the slide path. Just ignore and dash outside. If you do well, they won't chase you anymore, except you get back. You have saved some ammo from that difficult passing, and now you must face three other soldiers around the circular hallway. Use the ammo you save to take them out. Because this is not a good place for you to avoid. I assure that you can die by desperating to evade in this place. So it's the best to kill all the soldiers.

Get down the ladder where Hana is caught. Mr.Lam is asking her about what Jin told her. But then Glas has played a joke with them. Hana luckily catches a pistol from enemies. And now, while Glas is taking the shooting soldiers, Hana must tend to outside to fight another helicopter. The main target is the guy on the helicopter who is shooting the characters too.

---

#### BOSS FIGHT : HELICOPTER SHOOTER

Just remember this rule. Hana is standing at the left wall. When the helicopter shooter shoots, she can be safe behind that wall. But if the shooter stops shooting, the inside soldiers will shoot to the wall. That means you must dodge to either sides depending on the situation.

General tactic : In this battle, the Evade button is your friend. When the helicopter shooter attacks, you dodge to the left and when he stops, you dodge to the right. Just shoot him whenever the target is shown. Now use this General Tactic to execute one of these ways to kill the boss :

- Tactic #1 (Ordinary tactic): Choose the moment when the helicopter shooter stops shooting, you dash around to grab ammo. Then execute the general tactic to kill the boss.

- Tactic #2 (Easier tactic) : You use this when you have had the Hach. Pistol you used to kill the soldier who caught you. You don't need to desperate to grab the ammo around. Just execute the general tactic and shoot the boss until you're run out of ammo. Then exchange the Hach. Pistol and play the finishing blast to him. I warranty he will be defeated immediately.

This fight is pretty hard. But you will be able to pass it if you try. Good luck again !

-----  
After that, Hana jumps to the helicopter, killing the pilot and takes the control...

=====  
AS GLAS  
=====

You receive a Rush Moment. Now just run forward to the south, run until the "Use" note is shown on the bottom screen. Press the Action button, Glas will hold the chopper tail and Hana takes him away safely.

Hana and Glas find Deke and they talk about the next mission. But it seems that someone wants to destroy their plan...

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

## PART TWO - THE VILLAGE

Disc 2

Enemies : Village Zombies, Military Soldiers, Black Acrobats  
Items : Wet Towel, Po Mon Key, Ladder Access Card, Xi Mon Key,  
Train Key, Truck Key.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

The characters are in a ship to the village. Let's, Miss Hana doesn't get clothes and she just has a Wet Towel on her body (>\_<). Deke suddenly sees Wee Ming while driving. When they have just got off, the two men, Glas and Deke hurries to chase Wee Ming, while Hana is alone, surrounded by Village Zombies...

=====  
AS HANA  
=====

There's a Save Point just at your position. Save if you want. Hm... to

get out of this surrounding, just quickly equip your Pistol (Now Hana just has a Pistol, and a Hach. Pistol with a little ammo if you have got it in previous scenario.) Use the Pistol to confuse the Village Zombies, then run away to the fork road.

-----  
ADVICES

You all see that your ammo is very little in this scenario. I advise you to avoid the zombies as much as you can, except the game forces you to kill them. Because later you'll face Military Soldiers who can't be avoided, and you need tons of ammo to deal with them. So please save as much ammo as you could. If you want to defend, take out your knife.

-----  
Two other zombies block at the fork road too. Now you must kill these guys anyway. Because this will cause a cut-scene for you to switch characters...

Deke and Glas are chasing Wee Ming and they come to a fork road. Glas will take the left path, and Deke checks the right (Deke's left).

=====  
AS DEKE  
=====

You run to a house on the way. Then a cut-scene is shown. Deke faces a stranger and pursues him. Before being popped by Deke, the stranger has burnt a Paper Doll that surprised Deke. Then you take control of him and fight two Village Zombies. After that, you take control Glas who is stopped by many piles of fire.

=====  
AS GLAS  
=====

Save before you pass this fire matrix :

-----  
PASSING THE FIRE MATRIX

It's not very easy, but not very hard. The fire rises up and disappears gradually. Just wait until it COMPLETELY disappears, then pass it. Of course, the appearance of the fire runs on an order that you should find out before passing it. And I want to remind : When you decide to pass, pass quickly as you can. Don't hesitate when you have got your decision. You can run fast to make it when the fire rises so fast. You will have to pass two camera angles of fire.

-----  
On the way, you may see some Village Zombies under the bridge. Just ignore them and save your life from the fire first. A cut-scene will appear when you finish, then you switch to Hana.

=====  
AS HANA  
=====

Now you get back to the fork road to determine your way. You run to the area where Deke went. There would be some Village Zombies here. But nothing in the house except some demons. Just pass it.

Continue your way. You go to another burning house, with two Village Zombies inside. Kill them, and then grab the Po Mon Key. Now make your way back to the fork road again. Run straight to the left path taking to another house whose door is locked, with a lying zombie outside. He won't wake up if you don't touch him. Then use the Po Mon Key to unlock the door. You enter a little "hell"... Talk to the old woman. She will tell you about the tragedy and the mystery of Wee Ming...

The old woman has mentioned about the Military train that can be used to rescue villagers in this haunted village. Just head to the way after the woman. A zombie may wake up to play with you. Get the 90. Pistol on the ground if you like. Then go out.

Okay, there are two Military Soldiers outside. Just use the Double Pistol to sneak kill them. Then head straight to the hideout. You may see three soldiers guarding the area around the train. Just knock them out by what you have. Then go inside, try to find a small way among a lot of junks in the end... But Hana is suddenly conquered by a soldier...

DON'T MOVE... DON'T ACT... or he will shoot you to the death. Now listen to me. Just open your inventory and choose "Wet Towel"... Oh no, let's see what Hana does (>\_<) !!! But then, Deke has come and played a finishing blow to the "poor" soldier. Then Deke will take over the train... But he is trapped either...

=====  
AS DEKE  
=====

There are many soldiers wander around the place. They haven't recognized you. Now equip your Double Shot Pistol. Then knock them all out. You'll get tons of ammo after this exploring. There can be three or four guys around. Just gradually kill them and you will get Assault Rifle from one of them. There's a Save Point near a panel at a corner of the room. Now check the room to find Shot Shells if you like, then find a slide path taking up to the train.

There are three soldiers welcoming you when you just go up. Just take your Assault Rifle and play a skilful touch. Then you go to the right side of the train, kill two more soldiers (If you don't kill them now, later they themselves will recognize you) and grab ammo. Now run to the left side, play with two other soldiers and check the train carefully. Til you find a train storage that can be entered, then Deke is locked by a soldier. It's not over yet...

-----  
BOSS FIGHT : MERCENARY

I don't know who this guy is and where he is from. But he attacks you when you have just got in. You'll receive a full Rush Moment before engaging the battle. Do your best with the Assault Rifle.

The opponent hides behind the boxes. You should attack in crouch position if you can. He shoots you very tremendously. So when he does that, just dodge to the right. Then quickly get yourself and continue to attack. Try to dodge the shots as much as you can because they can damage you very seriously.

-----  
After the fight, your reward is the wonderful HK V Assault. Now get

out and get revenge with the guys who locked you in. From one of them you'll get Ladder Access Card. You go to the corner with the light in the left side of the train. You must solve a puzzle. Use the Ladder Access Card to begin :

-----  
LADDER ACCESS PUZZLE

You see a fuse box with many fuse holes and two movable fuses. Your work is to move the fuses to right positions to lower the ladder.

Chart explanation :

~~~~~  
XXXXXXXX : blank hole
~~~~~

-----  
FFFFFFFF : where you put the fuse  
-----

REMEMBER : PUT OUT ALL THE SWITCHES BELOW TO TURN OFF THE ELECTRICITY BEFORE DO THE STEPS. If not, you'll be damaged.

- 1st step : You provide power to Lock 3.

```
!~~~~~! !~~~~~! !~~~~~!  
! POWER ! ! POWER ! ! POWER !  
!~~~~~! !-----! !~~~~~!  
!XXXXXXXX! FFFFFFFFFF !XXXXXXXX!  
!~~~~~! !-----! !~~~~~!  
! ALARM ! ! LOCK 1 ! ! FILTER !  
!~~~~~! !~~~~~! !~~~~~!  
!XXXXXXXX! !XXXXXXXX! !XXXXXXXX!  
!~~~~~! !~~~~~! !~~~~~!  
! CENSOR ! ! LOCK 2 ! ! WATER !  
!~~~~~! !~~~~~! !~~~~~!  
!XXXXXXXX! !XXXXXXXX! !XXXXXXXX!  
!~~~~~! !~~~~~! !~~~~~!  
! LADDER ! ! LOCK 3 ! ! HEAT !  
!~~~~~! !-----! !~~~~~!  
!XXXXXXXX! FFFFFFFFFF !XXXXXXXX!  
!~~~~~! !-----! !~~~~~!  
! FAN ! ! LOCK 4 ! ! PUMP !  
!~~~~~! !~~~~~! !~~~~~!  
!XXXXXXXX! !XXXXXXXX! !XXXXXXXX!
```

- 2nd step : Lower the ladder.

```
!~~~~~! !~~~~~! !~~~~~!  
! POWER ! ! POWER ! ! POWER !  
!~~~~~! !-----! !~~~~~!  
FFFFFFFF !XXXXXXXX! !XXXXXXXX!  
!~~~~~! !-----! !~~~~~!  
! ALARM ! ! LOCK 1 ! ! FILTER !  
!~~~~~! !~~~~~! !~~~~~!  
!XXXXXXXX! !XXXXXXXX! !XXXXXXXX!  
!~~~~~! !~~~~~! !~~~~~!  
! CENSOR ! ! LOCK 2 ! ! WATER !
```

```

!~~~~~! !~~~~~! !~~~~~!
!XXXXXXXXXX! !XXXXXXXXXX! !XXXXXXXXXX!
!~~~~~! !~~~~~! !~~~~~!
! LADDER ! ! LOCK 3 ! ! HEAT !
!~~~~~! !-----! !~~~~~!
FFFFFFFFFFFF !XXXXXXXXXX! !XXXXXXXXXX!
!~~~~~! !-----! !~~~~~!
! FAN ! ! LOCK 4 ! ! PUMP !
!~~~~~! !~~~~~! !~~~~~!
!XXXXXXXXXX! !XXXXXXXXXX! !XXXXXXXXXX!

```

Then the ladder is lowered.

-----

You climb up the ladder, then remember to save. Now you are a great fighter : Fighting on the ceiling (^\_^).

When you go, you'll be faced by a lot of black acrobats from Hell : "Wee Ming belongs to us...". Just stand to stay at a position and shoot them with your Assault Rifle or HK V Assault. They are not hard to kill, just don't let them come too close to you. Remember that you are on the ceiling, you can fall down (and game over) whenever you run out of the bars. That's the reason why I told you to stay in a position while fighting. Now you have nothing to do, just carefully go around the ceiling and fight the acrobats, until a cut-scene appears when Deke says something...

=====

AS GLAS

=====

Glas has caught Wee Ming, but then the girl escapes while he is surrounded by Village Zombies. Just shoot them all. You'll be back to the fork road again. Just shoot the village zombies around, until a cut-scene of Glas appears, and you switch to Hana...

=====

AS HANA

=====

Hana is still in the military area. But she has got the costume from the "poor" soldier to "cover" her "fatal body". Save here before you play. At this time, maybe some players have ran out of ammo. If that's true, try to do your best with the Knife. You go to the south west path to kill a single soldier (This just prevents you from being sortied when you solve the next soldiers). After that, save your game again. Then go to the right path. There are two soldiers here. Go in crouch position and try to kill the first soldier. Use sneak kill to knock him off quickly because he has the Assault Rifle. Then try to grab it as fast as you can and kill the other as soon as possible. Just try to keep you alive.

After that, make your way and continue to the right path. You'll get back to the house where you met the old woman. Now some soldiers have guarded here. Just use your Assault Rifle to knock them off. Then you pass the house, make your way return to the burning house where you got the Po Mon Key. Many Village Zombies have been surrounded. Just be careful on going.



When you enter the burning house, fight the lying zombie and then he drops the Xi Mon Key. Then get back to the area where you fought the soldiers by knife. Turn to the south west path. Run to the end.

There's a soldier and a zombie. Kill them all. You can see two doors here. You will face many black acrobats that you can collect tons of Rifle ammo. But be careful okay ? One of the room has the Train Key. Search until you find it. Now make your way to the head of the train (just next to the Save Point) and get on. Use the Train Key to access.

-----  
TRAIN CODE

You can find some notes here. Check the panel and enter the codes.

Up and Down button : Change the numbers or letters.

Left and Right button : Move to another number or letter.

The codes are :

|   |   |   |   |
|---|---|---|---|
| 4 | N | 2 | B |
| 4 | 2 | 2 | C |
| 8 | 0 | 0 | 0 |

-----  
After that, Hana operates the train and begins to drive. Deke has come, but so have the soldiers. Then you take control of Deke for a while to finish them off.

=====

AS DEKE

=====

An Assault Rifle, Shot Pistols, HK V Assault etc... everything can be used to slash these numskulls...

-----  
But while Hana is driving to find Glas, he has appeared and ran to her, saying that the railway is going to end til the water... It's lucky that everyone is all right. You take control of Glas to find the way out of here.

=====

AS GLAS

=====

Save here before going. Then run to the left side, remember to avoid the fire and head to the next area.

Equip your Double Pistols, then go forward until a soldier from the left side sees you. Just stand there and "give" him some bullets. The other soldier will talk to his comrade. And you, just continue and climb the ladder, play with them with your "game". You grab Rifle Ammo and Assault Rifle. Now equip the terrific Assault Rifle and reload carefully, continue on the railway and turn left. You see two soldiers at the first glance. Try to kill them up, then some other soldiers will dash in from your back. It's not so hard, just kill up any enemy being in your aim, then next to the others behind by rotating. You get alot of ammo and Truck Key. Come to the truck, use the key to get on. You'll face Wee Ming and she asks you to take her to Shan Xi to see Madam Chen - who will answer her the questions about her true self.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

PART THREE - MADAM CHEN'S HIDEOUT  
Disc 3

Enemies : Black Guards, Madam Chen's guards

Items : Cooking Oil, Coin, Elevator Key, Wrench, Madam Room Key,  
Lounge Key x 2, Flowers, White Vase, Black Vase, Office  
Key, Meat Locker Key, Paper Madam Chen Dolls.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

Our partners have come to Shan Xi, at Madam Chen's hideout. Wee Ming  
wants to get in alone, but Glas'd like to go with her. Then Hana and  
Deke must wait outside. But something wrong happens to Glas when Mr.Lam  
is Wee Ming's father...

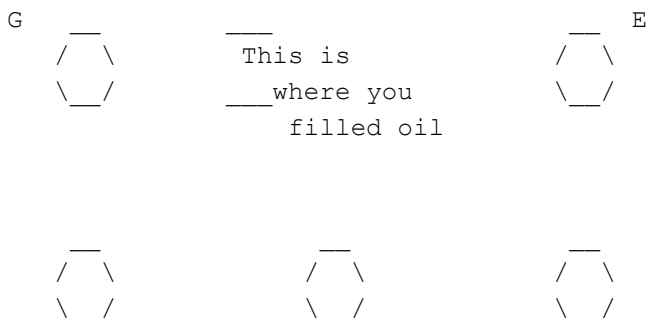
=====

AS GLAS

=====

Now you're like a "prisoner". Save here before executing your plan.  
Then check the room to find Cooking Oil. Then you search the shelf  
beside until the "Use" note is shown. Use the Cooking Oil, Glas will  
break the jar that startles the guard outside.

When the guard has got in yet, you must quickly fill the oil on a  
position on the floor, NOT the holes. Let's see :



- G : Glas
- E : Entrance - where the guard will get in

Now you must sacrifice some of your fast reactions and fear to solve  
this guy. When he just gets in, he will pursue you by bullets. So then  
try to lure him to the position where oil is filled. It's not so hard.  
Just try to deceive him to the oil's direction. After that, the guy will  
"go to hell" and remains a 90. Pistol or bullets. Grab it, because all  
your weapons and ammo have been wiped (I feel pitious for the Assault  
Rifle). Get out of here, you face another guy here. He also remains you  
a Pistol. Remember, equip the SINGLE Pistol and reload for SINGLE  
Pistol. Just listen to me, you'll know why.

=====

AS DEKE

=====

Deke worries about Glas, while Hana worries about Wee Ming more than the Royce guy. So then Deke decides to access the hideout creepily.

At first, he must pass a matrix :

-----  
MATRIX IN MADAM CHEN'S HIDEOUT

If you don't follow this way, your only way is the hell.

```
!   !   !   !   !   !   !   !   !
!   !   !   X   !   !   !   !   !
!   !   !   !   !   !   !   !   !
!   !   !   X   !   X   !   X   !   !
!   !   !   !   !   !   !   !   !
!   !   !   !   !   !   X   !   !
!   !   !   !   !   !   !   !   !
!   !   !   !   !   !   X   !   X   !   X   !
!   !   !   !   !   !   !   !   !   !
!   !   !   !   !   !   !   !   X   !   !
!   !   !   !   !   !   !   !   !   !
```

X : your way

-----  
Then save your game immediately and go to the right door. You take control of Glas again.

=====

AS GLAS

=====

Now put away all your weapons, just be a Holster. Then crouch, and go creepily to outside. You have entered the kitchen, with many cooks along with many guards. Your mission is to pass these guys and reverse the situation.

-----  
PASSING THE COOKS

This is not very hard, but you must be very careful. Never stand up of you'll be seen. Observe the cooks, wait until they work and don't talk to each other, then go pass. Do you pay attention to the green rugs under each cook ? They are the positions which are easiest for those cooks to recognize you. So try to pass those rugs, never stay on them.

When you pass the first two pairs of cooks, you go to the other side of the kitchen and you see another cook who is killing the cockroaches. Don't pass when he is stepping on the cockroaches, just go when he's back to work.

In the next camera angle, you see two cooks : One is making an impolite action, the other is throwing some vegetables, just wait until two of them complete work, then pass quickly but carefully. The cook who is throwing vegetable may throw twice, so remember to wait for him complete both two times.

-----

Finally, you reach the end. Stand up (only) and push the red switch. It will cause the gas air to be cast, confusing the people in the kitchen.

When the cut-scene is ended, you are being surrounded by two guards. Just quickly take your Pistols and kill them as soon as possible and grab their ammo. Another guard is standing near the cooking bar. Just shoot the frying pan to give him a "hot massage". Then go out of the kitchen to the restaurant area. There are several guards and try to kill them all. There's a green door which takes you to the old area. About you, go up the small stairs and open the double door. You see Hana...

=====

AS HANA

=====

Hana decides to get in by herself. You will enter at the door Glas got out. There are several guards around here again. So take up your weapons and be careful with your action.

Get back to the kitchen. When you are going to get in the kitchen, try to find a door on the left. It's the changing room. Open it and save your game if you like. Then change your clothes into a "hooker". And get out. (That's all !).

Now you go out of the kitchen by that way too. Go along the right wall. Go until you see a camera angle that shows a different black door on the wall separated the kitchen with the restaurant. Talk to the guard inside. As a hooker, he will let you in. Go up the stairs and turn to Hana's left. Check that area to find a red door somewhere (not the red door across the stairs), until you see Deke in a room...

Hana is spotted by the guard and she is forced to "serve" the men. Then you take control of Deke. Maybe this is the last time to say good bye to him.

=====

AS DEKE

=====

Now you equip your guns and check this freaking place. Get out of your current room. There are a lot of guards around the corridor. Make your way to the red door which is across the stairs. Get in and find the Coin. Then you find another room also in the left area which have a Save Point and a music box. Try to check the music box and access the Coin. You are faced a puzzle :

-----

DANCE, DANCE YIM LAU WONG !

You see it looks like a mini stage. The performing puppet is Yim Lau Wong - the King of Hell. Around him there are six buttons. The first left button has nothing. But the others show the positions of the actor in a dancing melody. That means you must use those buttons to control Yim Lau Wong to dance in the right order. Now you press the buttons follow the order of the numbers I mark on each button okay ?



—

—

/2 \        Yim Lau Wong        /4 \  
\\_ \                 puppet                \\_ \

—  
/5 \                                /1 \  
\\_ \                                \\_ \

-----

A secret area is opened. You find the Elevator Key here. Use it to get down the elevator. Go straight to the waste to find a Wrench. Then try to find some stairs in the left side from the elevator (your right hand if you have just got back from the waste room). You get in the room in the end of the path which is covered by gas. I don't think it's easy to avoid, but be careful and try to reach the huge pipe in the center of the wall and use the Wrench. You'll turn off the gas soon and a key named "Madam Room Key". Now get on the elevator to the large area. Use the key to unlock the red double door to "meet" Madam. Of course, Deke has got his destiny, and now it's for Glas...

=====  
AS GLAS  
=====

Yo, this is a bad day of Glas...

You have got back to the restaurant again. Now tons of guards will pursue you if you don't get any care. Take up your weapon (The Shotgun might be useful here). Try to kill all the guards wandering (of course, you must be alive). Then back to the kitchen and find the stairs that Hana has gone up. Then you turn right. I don't remember much, you try to kill the guards around the purple door. One of them holds the Lounge Key. Take the key and get in that door. Then go in the first door you see in the screen (it is on Glas's left side).

Ehem... A hooker is "having a good time" with some guy. And of course, Glas can't stand it. She tries asking Glas to let her go. But when the lady has stood up, a guy appears under her bed. Now your work is to finish him...

-----  
BOSS FIGHT : GUARD UNDER BED

This guy is wise, I think. The bed is a great position for him to kill you without being hurt. But he is not as wise as I expect. Usually he shoots you desperately from the bed, but sometimes he will dash up for a while to shoot. And it's time for you to hurt him. First, try to avoid the shots he makes from the bed. These shots go follow a direction, just observe it and try. The enemy can dash out in either left or right side of the bed, so pay attention to that. Because he just gets out for a very short moment. Try to execute the strategy for three times, he will die.

-----

After that, you get out of the area. There's nothing more for you to search. And it's time for Glas' destiny...

=====  
AS HANA  
=====

You are standing in front of the last red room in the corridor. So get in it again to find a White Vase. Now you don't need to hide yourself anymore. Open your weaponry and take a good gun. Let's see a hooker defeat those idiot guards. Try to shoot all the guards in the corridor, until one of them drops the Lounge Key (I don't remember which one, sorry !)

Then you use Lounge Key to get in the purple door which Glas got in. A lot of hookers gather here, looking fear. Hana asks them to go away. And about Hlas, he has disappeared and don't hope to find him (Fear Effect's rule). Besides, you can't get in the room where Glas has fought. Now turn to the left (Hana's right) to find two doors. The right one is locked, so get in the left one. You see another corridor which looks like the first one you saw, but THEY'RE NOT THE SAME. Kill all the guards you see, then check the fountain to find Flowers, and get out. While going out, two other guards surround you again. Just knock them off and grab Office Key which they drop. Use this key to unlock the locked door.

You'll realize there's a elevator. You can think it's the same elevator Deke has got in. Use it to get down a familiar area. Then get in the double brown door. Fight the guards, and grab the Black Vase. Get out, come to Madam's Room (where Deke has been hurt) again. Put on the vases and solve a funny puzzle :

---

#### FLOWERS FOR MADAM

- Up and Down button : change objects
  - Right and Left button : move objects
- 1) Put the White Vase on the left platform, the Black Vase on the right one.
  - 2) Put flowers on the vases. There are several kinds of flowers and you must choose the right ones. Pick the Flesh Sunflowers on the White Vase, and the Wilted Calla Lily for the Black Vase. Get in and see a "great" cut-scene.
- 

Deke is killed terribly, and Madam Chen "is not herself". Deke's blood through Wee Ming has turned all the hookers into demons. Well...

Now Demon Hookers are everywhere in this hideout. You can use any weapons to finish them up. Just be fast shooting and don't let them come close to you.

In this large room, try to find a door next to the path to the elevator which may take you back to the corridor. Then go along it and get down the stairs. You see a cut-scene that "Madam Chen" is doing something in the changing room. I don't remember, but there's a scene that Wee Ming finds Glas who has lost his left hand somewhere and tries to cure the wound. But he has no respond...

As Hana, you go downstairs and back to the changing room. Don't worry, there's no Madam Chen here. Take the Meat Locker Key. Then change into your previous clothes. Save here before you go.

Some hookers may welcome you just when you get out. Then check the kitchen to find a white double door. Use the Meat Locker Key to unlock it. So this is the meat storage, also where Glas is hung. Is he dead ?!

Then Hana hears a sound like running meat-cutter. You grab the Shotgun on the ground (I think it's Glas's). Then try to search the room until you find a blue door. Get in it. Madam Chen who is "talking" to Wee Ming, gets a fight with you :

-----  
BOSS FIGHT : DEMON MADAM CHEN

Your ammo is useless with Madam Chen in demon form. And you must find a way to force her turn into the original form. There are several demon hookers surround you when you fight Chen. Kill one of them and it will drop a Paper Madam Chen Doll. This is the only way to hurt her. Come close to Madam Chen and use the doll. She will temporarily turn into the human form and you shoot her as soon as possible. She may lose 1/4 her health. Then she turns into demon form again. Just kill a random hooker to grab another Paper Madam Chen Doll and do the same action until you wipe all her health.

Generally, this boss is not tough. The key is how you fight her and avoid the annoying hookers. That's the most major.

-----

It's strange that Madam Chen repeatedly calls Hana "Mei Yun" while Hana continuously negates. She leads you the way to Hell and you go along with Wee Ming.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

PART FOUR - THE HELL  
Disc 4

- Enemies : Ghosts, Cerberuses, Red Acrobats  
Items : Paper Gate, Doll, Stone Scroll, Tree Branch, Stone  
Three Half x 2 (Stone Willow), Paper Gate Key, Gate  
Key, Moon Key, Sun Key, Stone Sword, Crank, Stone Eye

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

-----  
NOTES BEFORE ENTERING THIS PART

You wander in the Hell - the underground world of Yim Lau Wong. If you are a traditional Chinese, you may understand this. If not, let me tell you about the rule of this place. You may get a lot of key items and ammo from your enemies and your process. But most of them are "papers", because this is the world of the dead. Traditional Chinese think that when they have someone die, they must burn paper things such as cars, domestics, furnitures, etc for the dead to use and live in the other world. So you are in the Hell and you must do the same action. Bring those paper things to burn, you get the real things.

There are many places to burn things. The common fire branches can burn ammo, but can't with the key items. But the big fire made by the lightning can burn everything.

-----

=====

AS HANA

=====

Wee Ming has been lost, and you must go alone.

You begin with a grateful trap :

---

#### RISING GROUNDS

I don't know if these things are easy or hard to pass. But you must be pretty fast because they dive very immediately. Stand for a while to find out the rising order. Then run fast through to the south edge. I remember my rule is that you step on the first rising left stone, then the others will rise after it and you must run through them as soon as possible or you'll die or lose a great deal of Fear Level.

---

Well it's safe now. Just go along the path (What a hell !) until you see a fork road, with three "hell" houses :

- The first house from the left has nothing.
- The central one has a ghost.
- The third one has a Save Point.

First, I remind you to check the third house for a while. You may see a silver branch with no fire on it. Remember it, and then go to the left path of this fork road to explore for a while. You may find a well, a carved ground a locked door. Now you have nothing to do here, and you can take the right path, go until you see a bridge. Pay attention to the white gate carved with three candles. You may get it later.

Pass the bridge, you enter another fork road. You may find another gold branch with no fire. Remember it again, and turn to the north path first (Hana's right hand). There are several ghosts and acrobats which one of them will drop the Paper Gate. Continue to check this path, you'll find a red gate which can't be entered.

Now make your way back to the first fork road and pick the left path to go. You see the lightning create a big fire on the way. Now burn the ammo you collected and the Paper Gate, the real gate is opened with a cave. And then get back to there and go inside, grab the paper Assault Rifle if you like. Find Madam Chen who has been suffering, for her greed and vanity on the earth. Talk to her and she will ask you to give a Doll to her daughter Mei Yun. Then you get out.

Now choose the south path to go. Many acrobats might sortie when you step. Just knock them out by your weapons. Run until you hear a sob. Come close til you see another cave. There are many toys inside, like a child's room, and of course, you find girlchild at the corner. Give her the Doll, Hana says it's her doll. But then the girl says "It's our doll." Because she is very Hana at the age of five. Check the clock beside the child, and you begin a puzzle about Hana's life :

---

#### HANA'S LIFE PUZZLE

You see a toy clock with 5 outside numbers : 00, 5, 18, 35, 88 and five inside symbols : I, II, III, IIII and IIIII. Now you use this clock to turn up Hana's age. Each time you go well, the child will turn into Hana at that age. The current child is five years old. And now it's your turn. Hey, remember to follow the CORRECT ORDER of which step is first, which is next :

- Turn IIIII and I under number 5 -> Hana is 18 years old.
- Turn II and IIIII under number 18 -> Hana is 35 years old.
- Turn I and IIIII under number 35 -> Hana is 80 years old.
- Turn IIII, IIII, III, II under number 88 -> The end of Hana's life.



The old Hana's last sentence for the real Hana's question is "The answer is in our mind." Then the real Hana gets Stone Scroll from her head. Get out of here.

-----

Make your way back to Madam Chen's prison. Give the Stone Scroll to her. After some jokes, you must fight three ghosts and receive Tree Branch. You don't lose the Stone Scroll. Get back to the first fork road and touch the big fire made by lightning. You burn what you want and the Tree Branch. Then use the burning Tree Branch to burn the three branches with no fire which two of them I have mentioned above :

- The first branch is near the third house in the right.
- The second branch is just at the second fork road after passing the bridge.
- The third is far away in the the left path of the first fork road.

After that, the white gate carved with three candles are burnt. And you enter it to talk a demon bishop (a legendary character of the Hell in takes about hell). This guy gives you a Stone Three Half and a Paper Gate Key and tells you to meet his brother. Then you are attacked by several red acrobats. Get out after finishing.

Now you come to the big fire again and burn the Paper Gate Key. The real Gate Key will be shown in the first house. You go to get it, and reach the second fork road. Run along the south path until you find another red gate. Use Gate Key to unlock it... You take control of Glas...

=====

AS GLAS

=====

Glas has woken up in the meat storage and found the way to Hell. But he is trapped to underground area below Hana - an ice area. Save your game here.

You'll see the ghost of Deke wander. Just follow him. You come to a fork road and in front of you is a huge relief of a dragon. Remember this place, then you go to the north with a door carved some Chinese letters. Get in it, you may face some hell hounds. Try to collect as much as ammo if you can. Go insidetil the end, you'll find Moon Key.

Make your way back to the fork road and go the south path. Use Moon Key to unlock the door. There are a lot of ghosts in this area. The left door can't be opened unless you have got Sun Key. Go forward, Glas will run back when he is pursued by the ghosts. Just kill them all and continue. In this way, you may see a dragon statue who claims to be the Dragon of Fire when you examine it. Search til you see a plant growing to below area, you climb down. Here you may see Deke again. Just follow where he goes.

You will find the Sun Key on the ground, between the Dragon of Earth and the Dragon of Heaven. If you like, make your way back to the locked door and use the Sun Key. You'll see some ghosts, a Paper Assault Rifle and the Dragon of Mountain in that room. Now continue your way. You find another plant taking you up. While climbing up, you will see Deke waiting for you above, but he's gone again (It seems that he got killed very miserably. His head is >\_<).

Search the area, you are surrounded by a lot of ghosts. This is not very tough, but you should be fast and correct at your target. Shoot continuously, don't let them touch you because it would be a tight circle if you can't kill them with all your agility. You'll collect a lot of Paper Pistol Ammo. In the end, you find another below area. Get down. Fight the hounds, then try to examine the left mirror : You'll see the images of Mountain, Heaven, Earth, Water etc. Then you find a matrix in the next area.

-----  
 MATRIX OF ELEMENTS

If you step on the right squares, you will drop down and game over. The key to solve this puzzle is what you saw in the mirror, and the elements of the dragons. If you try to pay attention, you see the scenes repeat follow an order like this :

- Mountain -> Heaven
- Water -> Water
- Earth
- Water -> Fire
- Heaven -> Earth

Then check the symbols on the matrix, try to find a random order that is similar to the order of the elements. You find :

```

      Water          HHHHHHHH
                   HHHHHHHH
                   HHH HHH

      Fire          HHHHHHHH
                   HHH HHH
                   HHHHHHHH

      Mountain     HHH HHH
                   HHH HHH
                   HHHHHHHH

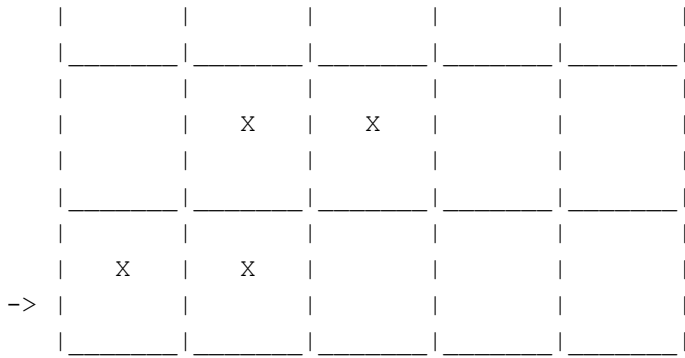
      Earth        HHHHHHHH
                   HHHHHHHH
                   HHHHHHHH

      Heaven       HHH HHH
                   HHH HHH
                   HHH HHH
  
```

(The symbols in the game are vertical.)

So the order to pass the matrix is :

|  |  |   |   |   |
|--|--|---|---|---|
|  |  |   | X | X |
|  |  |   |   |   |
|  |  | X | X |   |
|  |  |   |   |   |
|  |  | X |   |   |



-----

When you go to the opposite side, get the Stone Sword as soon as possible. You can burn your ammo at the right candle. Then get back. Now you see the matrix has shown its real way. Three ghosts from the other side are flying to you. These guys are pretty tough. Don't go on the bridge, just stand on the edge to shoot them for that you won't fall down when fighting on the bridge.

After the fight, climb the plant. And make your way back to the fork road with the Blue Dragon relief. On the way you may see Deke twice and his last disappearance is at the Blue Dragon. Use the Stone Sword on the relief, a secret area is opened. You go in, try to find a Save Point and save there. When you enter a lake, you talk to "Deke"...

-----

BOSS FIGHT : DEMON DEKE

Formerly he is your partner, but now he is your tremendous foe. His shape looks like himself when having got killed : He lost half his face and now he looks like a bloody monster covered by water. He is the wave of the lake which will destroy the grounds you are standing on following some orders. If you don't avoid his dash promptly, you'll be damaged. The only moment you can hurt him is when he rises up from the water for a laugh at you. Try to use that short moment to shoot him as much as you can. All guns can be used here.

-----

STAGE 1 : Your field just has three grounds. I number the grounds to show you the order :

- 1
- 2
- 3

Well, he might dash the grounds follow the order 3-2-1-2-3 and rises up at the 1st ground.

When you damage 1/3 his health, he begins a demon cry and changes his tactic to attack you. See Stage 2.

-----

STAGE 2 : Your field is lengthened with more grounds :

- 4
- 1 2 3
- 5

Deke will use triple dash to (1-2-3) -> (3-4-1) -> (4-2-5) -> (5-3-4). He rises up at 4th ground in the chart.

When you damage 2/3 his health, he does the same action and begins stage 3.

-----  
STAGE 3 : Simpler than Stage 2 :

1  
2 3 4

He dashes into (2-3-4) -> (4-3-2) -> 1  
Deke is ruined in water and you grab the Stone Eye.

-----  
Seeing up, Glas sees that this area is ventilated with the well in the area where Hana is. You take control of Hana.

=====  
AS HANA  
=====

When you have entered the red gate, just go forward until you see the Black Hell Bishop - who is the brother of the white guy you saw before. After the talk, he'll give you the other Stone Tree Half and you have the full Stone Willow. Just like the last time, you are surrounded by ghosts and acrobats after the cut-scene. You grab the Crank near the throne. Nothing more to do, you can get out of here.

Make your way back to the well. Use the Crank to get the Stone Eye which Glas put in. Then you see Glas crawl out from the well too.

After that, go straight to a locked cave I have mentioned before. On the way, you see a funeral where Wee Ming is in too. Then there's a big argument between Hana and Glas when Glas tries to kill Wee Ming. Hana believes Wee Ming and tries to help her. But Glas thinks she is the cause of all deaths, of Deke's death and his wound. Then they are separated in the raid...

=====  
AS GLAS  
=====

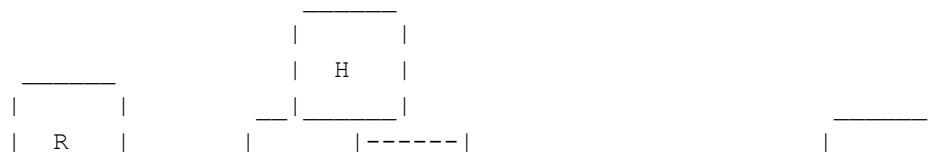
Just take up your weapon and kill all the demons around you. Then Glas is caught up by Mr.Lam with his arm. You take control of Hana.

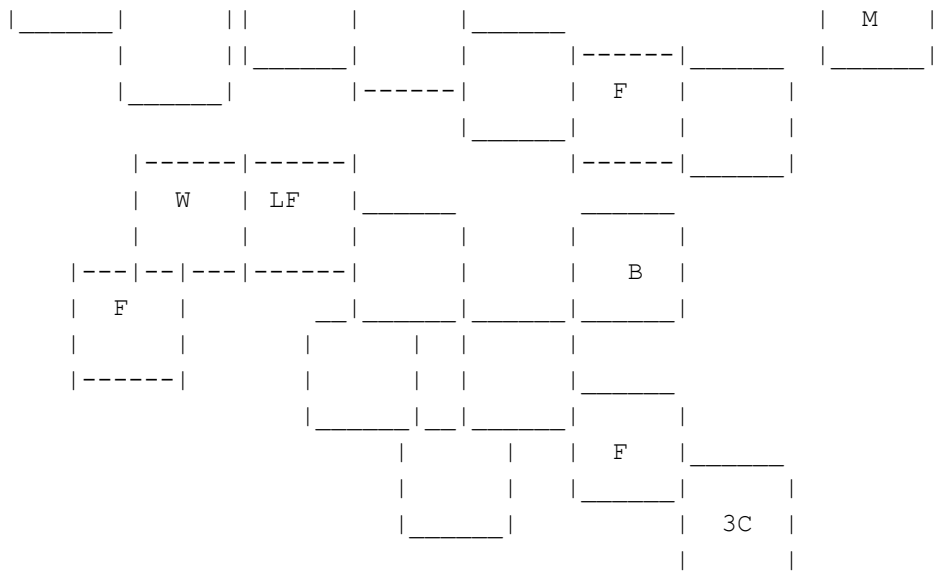
=====  
AS HANA  
=====

You first two ghosts taking you forward. Just go straight to the last gate. Solve the puzzle carved on it :

-----  
HELL MAP PUZZLE

You have four selected symbols : A Book, an Eye, a Left Side of Tree and a Right Side of Tree. Your work is to put these symbols onto its position on the hell map carved on the entrance. This is it :





\*Explanation :

- R : Red Gate
- F : Fire branches
- W : The Well
- LF : The big fire made by lightning
- B : Bridge
- 3C : The white gate carved with three candles
- M : Madam Chen's prison
- H : Hana's Life cave

- Put the Eye to the Well.
- Put the Book to Hana's Life Cave.
- Put the Left Side of Tree to the Red Gate.
- Put the Right Side of Tree to the gate carved with three candles.

The map is burnt and you are taken in.

-----  
End of Part Four.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

PART FIVE - BATTLE OF DESTINY

Disc 2

- Enemies : Baby fishes, Wee Minh's servants.
- Bosses : Demon Lam, Demon Wee Ming
- Items : Paper Money

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=====

AS HANA

=====

You are in a chamber full of strange systems. Save here first. Then check the place. Check the incinerator on the right of the entrance. You use the Paper Doll (I don't know where it's from) to activate it. Then it becomes heat that you can use to burn your ammo. Many enemies may surround you when you have finished something. Now let me tell you what to do :

- STONE EYE : Check the black system until a light letter is shown as the "Use" note appears. Then access the Stone Eye in that moment as soon as possible. This is the lit letter you'll see :

```
  _  _  
 |_||_||  
 |_||\|  
 |_||/\|
```

- STONE WILLOW : Try to find out in the area next to the left of the black system. Access the Stone Willow into the floor which has this lit letter :

```
  _|_ _|_||  
 /|\ _|_||_  
 |  |_|\|  
   _|_||
```

- STONE SCROLL : Just like the Stone Willow. You search the next left area to find the floor which has this letter lit :

```
  |  
 /|\  
 --|--  
 ---|---  
 /|\_  
 /|---  
 |--|
```

Then you are taken to another place...

Hana finds Jin in the suck space. But then he shows his real self as Yim Lau Wong - the King of Hell. He tells Hana that he just tested her in the Lam Building rooftop, and Wee Ming and those Shan Xi Protectorate are his triumphs. Then he shows you that Wee Ming and Glas are caught among the demons. He summons Mr.Lam who works for him, and causes wound on him. Mr.Lam's blood touches Wee Ming and then he turns into a long-tongued demon. Hana and Glas argues again and now it's your choice :

=====

IF YOU SHOOT GLAS -> YOU FIGHT AS HANA  
BOSS FIGHT : DEMON LAM

The first time, Demon Lam may just cast simple thin ground flash that you can easily avoid for its thinness. But later, when he's going to die, the demon will power his spell, continuously casting follow an order :

- 1st time : He casts in the center line.
- 2nd time : He casts in the two left and right sides
- 3rd and 4th time : He casts follow each line next to a space for two ways.

After casting, he will get a rest moment, and then sometimes a Paper Money may appear on the right side. Wee Ming had revealed about Lam's richness when she tried to save Glas in the meat storage. Lam's money comes from burning paper just those things for the dead. So then this is your key to get rid of him.

You must try to get the money and burn at either left or right candles. That's the only way to hurt him. Try to this three times. Just get the Paper Money when you see it appear on the right. Of course, it's not that simplicity. You are continuously annoyed by the baby fishes flying around. Try to finish them when they annoy you too much.

=====

IF YOU SHOOT HANA -> YOU FIGHT AS GLAS  
BOSS FIGHT : DEMON WEE MING

When Hana dies, Wee Ming has no one protect her. So she turns into a monster to kill whom she calls "Mr.Glas".

Wee Ming has no attack on you. But she has her servants to do that. These servants are cast in double or triple. If you want to win this fight, Glas must have tons of ammo or at least you know the safest way to grab the paper ammo dropped by the monsters in the battle field. And then you waste time to burn them while the servants continue to be cast. You must shoot all the servants first. Try to be fast and correct. When they are wiped, you'll have a short moment to hurt Wee Ming. Then she casts servants again and you do the same action. Try this until she dies. Of course it's not easy to avoid the servants' hits. But if you practice, you may succeed.

=====

IF YOU SAVE BOTH HANA AND GLAS (THIS IS IN HARD MODE ONLY)  
- YOU FIGHT AS HANA

Anyway, Hana is still the one who has the right decision to believe Wee Ming. Glas has let Hana win when he couldn't debate with her anymore, and then she takes over the last battle. Follow the previous strategy of Hana.

After winning, you get the best ending.

=====

CONGRATULATION ! YOU HAVE BEATEN THIS GAME !!!

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11/ E N D I N G S (SPOILER)

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WARNING : DON'T SPOIL YOUR GAME... UNTIL YOU HAVE BEEN GOING TO FINISH THE GAME !!!

This game has 5 different endings, instead of two opposite endings in Fear Effect 2. Yeah, let's see...

=====

BAD ENDING

=====

HANA :

1) Choose Hana to shoot up Glas. Then you fight Demon Lam and lose. She falls down and Yim Lau Wong doesn't let Lam have her. She has followed Wee Ming...

2) This is possible in Hard Mode only. You choose the middle selection. Glas has been defeated by Hana at debating, so then he lets her finish everything. Then Hana fights Demon Lam and loses. Then you get the same ending as above.

GLAS : Choose Glas to shoot up Hana. Then you fight Demon Wee Ming and lose. He dies, and Wee Ming wants everyone to look into her eyes...

=====  
GOOD ENDING  
=====

HANA : Choose Hana to shoot up Glas. Then you fight Demon Lam and win. Wee Ming says she hopes she won't see Hana anymore, and disappears into her origin. Yim Lau Wong is angry to say : "Now you've ruined everything...". Then Hana calls him "Jin" the last time and plays the finishing touch. The brothel is destroyed, Hana walks away, whispering : "Yes, I have ruined everything..."

GLAS : Choose Glas to shoot up Hana. Then you fight Demon Wee Ming and win. Wee Ming dies, turning into a Paper Doll as the thing Yim Lau Wong used to give birth to her. Then the brothel is collapsed, Glas has got out, holding the Paper Doll in his hand. Yim Lau Wong is unknown. I don't know if he dies or not...

=====  
BEST ENDING  
=====

This is possible in Hard Mode only. You choose the middle selection. Glas has been defeated by Hana at debating, so then he lets her finish everything. Then Hana fights Demon Lam and wins. When Yim Lau Wong wants to kill her for having ruined everything he did, Glas knocks him out. Then Wee Ming disappears, promising to pay for all the sacrifices of the tragedy. The brothel is destroyed, Hana and Glas escapes. Then Glas surprised to see his lost arm recovered as if it had never been cut. Another surprise is that... Deke is sitting in the toilet (?!). He doesn't remember anything, but it's true that he has been revived, for Wee Ming has paid for all the sacrifices.

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## 12/ C H E A T S A N D C O D E S

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FEAR EFFECT'S CHEATS \~~~~~
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To access these cheats, just open the Options menu. Then choose "Credits". In the credit screen, enter the code you want.

+ INFINITE FEAR LEVEL - You get no damage from enemies' hits, but you still die by damage situations :

L1 - Triangle - Up - Down - Circle - Circle - Triangle - Square - Right - Square.

+ MAXIMUM AMMUNITION - You get maximum numbers of ammo : 999 for each kind of bullets :

L1 - Triangle - Up - Down - Circle - Circle - Triangle - Square - Left - Triangle.

+ ALL WEAPONS - All weapons of the game are present in inventory.

L1 - Triangle - Up - Down - Circle - Circle - Square - Up - Circle

+ INSTANT DEATH WITH ALL FIREARMS - Kill enemies by just one hit with any firearms :



L1 - Triangle - Up - Down - Circle - Circle - Triangle - Square - Down  
- R1.

+ INSTANT DEATH WITH MELEE WEAPONS - Kill enemies by just one hit with  
Knife/Smakjack/Brass Knuckle.

L1 - Triangle - Up - Down - Circle - Circle - Triangle - Square - Down  
- L1.

+ TARGET PRACTICE MODE - All enemies detection is turned off.

L1 - Triangle - Up - Down - Circle - Circle - Left - Left - L1 - L2

+ INSTANT PUZZLE SOLVE MODE - All puzzles are solved as you play.

L1 - Triangle - Up - Down - Circle - Circle - Down - Down - Down - Up

+ SUICIDE MODE - NPCs are stronger.

Down - Down - Down - Triangle - Down - Down - Down - Square - Left -  
Right

~~~~~\

| | |
|------------------|---|
| GAME SHARK CODES | \ |
|------------------|---|

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GENERAL GAME SHARK CODES

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Infinite Health	80077810 0002
Infinite Ammo	80077810 0001
Infinite Health + Ammo	80077810 0003
Infinite Health + Ammo + Instant Death	80077810 0007
Infinite Health, Double Ammo + Instant Death	80077810 000E
Instant Death with all Firearms	80077810 0004
Double Ammo	80077810 0008
No Fear	D0047D88 0068 80047D8A 2400
Stop Time	D0028508 0008 8002850A 2400
Stop Countdown Time	D00AFA2C 18F0 800AFA2E 2400

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HANA CODES

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Have Duel 90. Pistol	8008DF10 0002 8008DF12 6363
Have SMG	8008DF14 0002 8008DF16 6363

Have Shot Pistol	8008DF18 0002
	8008DF1A 6363
Have Assault Rifle	8008DF1C 0001
	8008DF1E 0063
Have Shotgun	8008DF24 0001
	8008DF26 0063
Have HK V Assault Rifle	8008DF28 0001
	8008DF2A 0063

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GLAS CODES  
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Have Duel 90. Pistol	8008DF94 0002
	8008DF96 6363
Have SMG	8008DF98 0002
	8008DF9A 6363
Have Shot Pistol	8008DF9C 0002
	8008DF9E 6363
Have Assault Rifle	8008DFA0 0001
	8008DFA2 0063
Have Shotgun	8008DFA8 0001
	8008DFAA 0063
Have HK V Assault Rifle	8008DFAC 0001
	8008DFAE 0063

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DEKE CODES  
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Have Duel 90. Pistol	8008DF18 0002
	8008DF1A 6363
Have SMG	8008DF1C 0002
	8008DF1E 6363
Have Shot Pistol	8008DF20 0002
	8008DF22 6363
Have Assault Rifle	8008DF24 0001
	8008DF26 0063
Have Shotgun	8008DF2C 0001
	8008DF2E 0063
Have HK V Assault Rifle	8008DF30 0001
	8008DF32 0063

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HANA ITEM CODES IN DISC 1  
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Have Stone Scroll	E008DF5A 0000 3008DF5A 0001
Have Stone Willow	E008DF5B 0000 3008DF5B 0001
Have Stone Eye	E008DF5C 0000 3008DF5C 0001
Have Flash Disc	E008DF64 0000 3008DF64 0001
Have Gate Key	E008DF65 0000 3008DF65 0001
Have Sign Key	E008DF66 0000 3008DF66 0001
Have Red Keycard	E008DF67 0000 3008DF67 0001
Have Blue Keycard	E008DF68 0000 3008DF68 0001
Have Locker Key	E008DF69 0000 3008DF69 0001
Have Fuse	E008DF6A 0000 3008DF6A 0001
Have Pipe	E008DF6B 0000 3008DF6B 0001
Have Wire Cutter	E008DF6C 0000 3008DF6C 0001
Have Explosive	E008DF6D 0000 3008DF6D 0001

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 GLAS ITEM CODES IN DISC 1  
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Have Stone Scroll	E008DFDE 0000 3008DFDE 0001
Have Stone Willow	E008DFDF 0000 3008DFDF 0001
Have Stone Eye	E008DFE0 0000 3008DFE0 0001

Have Flash Disc	E008DFE8 0000 3008DFE8 0001
Have Gate Key	E008DFE9 0000 3008DFE9 0001
Have Sign Key	E008DFEA 0000 3008DFEA 0001
Have Red Keycard	E008DFEB 0000 3008DFEB 0001
Have Blue Keycard	E008DFEC 0000 3008DFEC 0001
Have Locker Key	E008DFED 0000 3008DFED 0001
Have Fuse	E008DFEE 0000 3008DFEE 0001
Have Pipe	E008DFEF 0000 3008DFEF 0001
Have Wire Cutter	E008DFF0 0000 3008DFF0 0001
Have Explosive	E008DFF1 0000 3008DFF1 0001

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HANA ITEM CODES IN DISC 2  
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Have Stone Scroll	E008DF5A 0000 3008DF5A 0001
Have Stone Willow	E008DF5B 0000 3008DF5B 0001
Have Stone Eye	E008DF5C 0000 3008DF5C 0001
Have Wet Towel	E008DF64 0000 3008DF64 0001
Have Flask of Water	E008DF65 0000 3008DF65 0001

Have Train Key	E008DF66 0000
	3008DF66 0001
Have Po Mon Key	E008DF69 0000
	3008DF69 0001
Have Truck Key	E008DF6A 0000
	3008DF6A 0001
Have Ladder Access Card	E008DF6B 0000
	3008DF6B 0001
Have Xi Mon Key	E008DF6C 0000
	3008DF6C 0001

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GLAS ITEM CODES IN DISC 2  
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Have Stone Scroll	E008DFDE 0000
	3008DFDE 0001
Have Stone Willow	E008DFDF 0000
	3008DFDF 0001
Have Stone Eye	E008DFE0 0000
	3008DFE0 0001
Have Wet Towel	E008DFE8 0000
	3008DFE8 0001
Have Flask of Water	E008DFE9 0000
	3008DFE9 0001
Have Train Key	E008DFEA 0000
	3008DFEA 0001
Have Po Mon Key	E008DFED 0000
	3008DFED 0001
Have Truck Key	E008DFEE 0000
	3008DFEE 0001
Have Ladder Access Card	E008DFEF 0000
	3008DFEF 0001
Have Xi Mon Key	E008DFF0 0000
	3008DFF0 0001

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DEKE ITEM CODES IN DISC 2

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Have Stone Scroll	E008DF62 0000 3008DF62 0001
Have Stone Willow	E008DF63 0000 3008DF63 0001
Have Stone Eye	E008DF64 0000 3008DF64 0001
Have Wet Towel	E008DF6C 0000 3008DF6C 0001
Have Flask of Water	E008DF6D 0000 3008DF6D 0001
Have Train Key	E008DF6E 0000 3008DF6E 0001
Have Po Mon Key	E008DF71 0000 3008DF71 0001
Have Truck Key	E008DF72 0000 3008DF72 0001
Have Ladder Access Card	E008DF73 0000 3008DF73 0001
Have Xi Mon Key	E008DF74 0000 3008DF74 0001

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HANA ITEM CODES IN DISC 3

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Have Stone Scroll	E008DF5A 0000 3008DF5A 0001
Have Stone Willow	E008DF5B 0000 3008DF5B 0001
Have Stone Eye	E008DF5C 0000 3008DF5C 0001
Have Coin	E008DF64 0000 3008DF64 0001
Have Sunflower	E008DF65 0000 3008DF65 0001
Have Hach Gun	E008DF66 0000

	3008DF67 0001
Have Pistol Whipper	E008DF68 0000 3008DF68 0001
Have Flowers	E008DF69 0000 3008DF69 0001
Have Cooking Oil	E008DF6A 0000 3008DF6A 0001
Have Office Key	E008DF6B 0000 3008DF6B 0001
Have Lounge Key	E008DF6C 0000 3008DF6C 0001
Have Wire Cutter	E008DF6D 0000 3008DF6D 0001
Have Elevator Key	E008DF6E 0000 3008DF6E 0001
Have Storeroom Key	E008DF6F 0000 3008DF6F 0001
Have a new desire	E008DF70 0000 3008DF70 0001
Have Wrench	E008DF71 0000 3008DF71 0001
Have Meat Locker Key	E008DF72 0000 3008DF72 0001
Have White Vase	E008DF73 0000 3008DF73 0001
Have Black Vase	E008DF74 0000 3008DF74 0001
Have Red Vase	E008DF75 0000 3008DF75 0001
Have Paper Madam Chen	E008DF76 0000 3008DF76 0001
Have Madam Room Key	E008DF77 0000 3008DF77 0001

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Have Stone Scroll	E008DFDE 0000 3008DFDE 0001
Have Stone Willow	E008DFDF 0000 3008DFDF 0001
Have Stone Eye	E008DFE0 0000 3008DFE0 0001
Have Coin	E008DFE8 0000 3008DFE8 0001
Have Sunflower	E008DFE9 0000 3008DFE9 0001
Have Hach Gun	E008DFEA 0000 3008DFEA 0001
Have Pistol Whipper	E008DFEB 0000 3008DFEB 0001
Have Flowers	E008DFEC 0000 3008DFEC 0001
Have Cooking Oil	E008DFED 0000 3008DFED 0001
Have Office Key	E008DFEE 0000 3008DFEE 0001
Have Lounge Key	E008DFEF 0000 3008DFEF 0001
Have Wire Cutter	E008DFF0 0000 3008DFF0 0001
Have Elevator Key	E008DFF1 0000 3008DFF1 0001
Have Storeroom Key	E008DFF2 0000 3008DFF2 0001
Have a new desire	E008DFF3 0000 3008DFF3 0001
Have Wrench	E008DFF4 0000 3008DFF4 0001
Have Meat Locker Key	E008DFF5 0000 3008DFF5 0001



Have White Vase	E008DFF6 0000
	3008DFF6 0001
Have Black Vase	E008DFF7 0000
	3008DFF7 0001
Have Red Vase	E008DFF8 0000
	3008DFF8 0001
Have Paper Madam Chen	E008DFF9 0000
	3008DFF9 0001
Have Madam Room Key	E008DFFA 0000
	3008DFFA 0001

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DEKE ITEM CODES IN DISC 3  
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Have Stone Scroll	E008DF62 0000
	3008DF62 0001
Have Stone Willow	E008DF63 0000
	3008DF63 0001
Have Stone Eye	E008DF64 0000
	3008DF64 0001
Have Coin	E008DF6C 0000
	3008DF6C 0001
Have Sunflower	E008DF6D 0000
	3008DF6D 0001
Have Hach Gun	E008DF6E 0000
	3008DF6E 0001
Have Pistol Whipper	E008DF6F 0000
	3008DF6F 0001
Have Flowers	E008DF70 0000
	3008DF70 0001
Have Cooking Oil	E008DF71 0000
	3008DF71 0001
Have Office Key	E008DF72 0000
	3008DF72 0001
Have Lounge Key	E008DF73 0000

	3008DF73 0001
Have Wire Cutter	E008DF74 0000 3008DF74 0001
Have Elevator Key	E008DF75 0000 3008DF75 0001
Have Storeroom Key	E008DF76 0000 3008DF76 0001
Have a new desire	E008DF77 0000 3008DF77 0001
Have Wrench	E008DF78 0000 3008DF78 0001
Have Meat Locker Key	E008DF79 0000 3008DF79 0001
Have White Vase	E008DF7A 0000 3008DF7A 0001
Have Black Vase	E008DF7B 0000 3008DF7B 0001
Have Red Vase	E008DF7C 0000 3008DF7C 0001
Have Paper Madam Chen	E008DF7D 0000 3008DF7D 0001
Have Madam Room Key	E008DF7E 0000 3008DF7E 0001
Activate Cheat Modifier	80077810 ????

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HANA ITEM CODES IN DISC 4  
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Have Stone Scroll	E008DF5A 0000 3008DF5A 0001
Have Stone Willow	E008DF5B 0000 3008DF5B 0001
Have Stone Eye	E008DF5C 0000 3008DF5C 0001
Have Paper Gate	E008DF64 0000 3008DF64 0001

Have Paper Gate Key	E008DF65 0000 3008DF65 0001
Have Tree Branch	E008DF66 0000 3008DF66 0001
Have Paper Pistol	E008DF67 0000 3008DF67 0001
Have Paper Shotgun	E008DF68 0000 3008DF68 0001
Have Paper SMG	E008DF69 0000 3008DF69 0001
Have Paper Assault Rifle	E008DF6A 0000 3008DF6A 0001
Have Pistol Ammo	E008DF6B 0000 3008DF6B 0001
Have Shotgun Ammo	E008DF6C 0000 3008DF6C 0001
Have SMG Ammo	E008DF6D 0000 3008DF6D 0001
Have Assault Rifle Ammo	E008DF6E 0000 3008DF6E 0001
Have Doll	E008DF6F 0000 3008DF6F 0001
Have Stone Scroll	E008DF70 0000 3008DF70 0001
Have burning Tree Branch	E008DF71 0000 3008DF71 0001
Have Gate Key	E008DF72 0000 3008DF72 0001
Have Stone Eye	E008DF73 0000 3008DF73 0001
Have Stone Tree Half	E008DF74 0000 3008DF74 0001
Have Stone Tree Whole	E008DF75 0000 3008DF75 0001

Have Crank	E008DF76 0000
	3008DF76 0001

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GLAS ITEM CODES IN DISC 4  
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Have Stone Scroll	E008DFDE 0000
	3008DFDE 0001

Have Stone Willow	E008DFDF 0000
	3008DFDF 0001

Have Stone Eye	E008DFE0 0000
	3008DFE0 0001

Have Paper Gate	E008DFE8 0000
	3008DFE8 0001

Have Paper Gate Key	E008DFE9 0000
	3008DFE9 0001

Have Tree Branch	E008DFEA 0000
	3008DFEA 0001

Have Paper Pistol	E008DFEB 0000
	3008DFEB 0001

Have Paper Shotgun	E008DFEC 0000
	3008DFEC 0001

Have Paper SMG	E008DFED 0000
	3008DFED 0001

Have Paper Assault Rifle	E008DFEE 0000
	3008DFEE 0001

Have Pistol Ammo	E008DFEF 0000
	3008DFEF 0001

Have Shotgun Ammo	E008DFF0 0000
	3008DFF0 0001

Have SMG Ammo	E008DFF1 0000
	3008DFF1 0001

Have Assault Rifle Ammo	E008DFF2 0000
	3008DFF2 0001

Have Doll	E008DFF3 0000
	3008DFF3 0001

Have Stone Scroll	E008DFF4 0000 3008DFF4 0001
Have burning Tree Branch	E008DFF5 0000 3008DFF5 0001
Have Gate Key	E008DFF6 0000 3008DFF6 0001
Have Stone Eye	E008DFF7 0000 3008DFF7 0001
Have Stone Tree Half	E008DFF8 0000 3008DFF8 0001
Have Stone Tree Whole	E008DFF9 0000 3008DFF9 0001
Have Crank	E008DFFA 0000 3008DFFA 0001

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 QUANTITY DIGITS TO ACCOMPANY ACTIVATE CHEAT MODIFIER CODE  
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0001 - Infinite Ammo  
 0002 - No Fear  
 0004 - One-hit Death  
 0008 - Double Ammo  
 000F - All of the above

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13/ M Y C O N C L U S I O N

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This game is mostly as interesting as Fear Effect 2 : Retro Helix which I have already played before beginning this one. And then I have short conclusions about this game. It still has so many bugs that I think needed to be repaired, then I'll compare with Fear Effect 2.

ADVANTAGES :

- Gameplay is good. The episodes are interesting and thrilling.
- Graphic is all right, foolowing cartoon factor which can show the little fantasies of the game. This has been kept in Fear Effecr 2 which is done better. Okay.
- Fun Factor is high too. You need to drill this game very much to beat it up. And then it forces you the play repeatedly with no sorrow.

DISADVANTAGES :

- So much loading and loading quality is bad, long and sometimes stopped. This has been corrected partly in Fear Effect 2. It's okay for the second version.
- Character designs are bad. Generally, worse than Fear Effect 2.

- Camera Angles aren't put very well. Some scenes can't be seen clearly.
- Too few ammo.
- There are some bugged scenes which "can't be explained", even this is a game for mature. It shouldn't have such those impolite actions. And this part is not corrected in Fear Effect 2. (Yeah, or because I'm too traditional ???)

Some of the disadvantages have been repaired in Fear Effect 2, but not all of them. I hope there would be a Fear Effect 3 to continue the story, because the central characters Hana and Glas still survive, and many players, including me, expect the newbie Rain Qin of Fear Effect 2 - who has been loved by many fans just at the first appearance. Of course, it's just my wish.

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14/ C R E D I T S / S P E C I A L T H A N K S

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I'd like to send my thanks to those who have helped me to do this guide :

- Kronos Digital Entertainment - for creating this game.
- Eidos Interactive - for publishing this game and providing info about character bios and storyline.
- This game Fear Effect - for giving me a great gaming time.
- Jeff "CJC" Veasay - for posting this FAQ on GameFAQs site.
- Psxcodez and Neoseeker - for posting this FAQ on their sites.
- All the creators of Fear Effect guides in GameFAQs - for giving a base to make guide for this complicated game.
- Cheat Code Central - for the cheats and game sharks.
- All readers who have taken views at this FAQ and had ideas to make it better - thanks to all of you.

Again, thanks to everyone.

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END OF GUIDE

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