

Fear Effect FAQ/Walkthrough

by iamnothing

Updated to v1.3 on Jul 17, 2007

FEAR EFFECT

Version : 1.3 (01/17/2001)

Creator : David Blake

Alias : iamnothing

Additional Credits : PLaTiNuMx4, Playrgm, Chris Sanicola, Lee Funk,
videogames.gamespot.com, NolCartman

Copyright 2000-2001, David Blake. This document is for personal, not-for-profit use only. It may not be modified or sold without the express permission of David Blake. To use this FAQ/WT on your site, contact me at:

db.gamefaqs@gmail.com for the most current version of the FAQ. Without my permission, you cannot post this to your site or your site affiliates.

Any questions or comments are welcome at: db.gamefaqs@gmail.com

This is a complete spoiler. Use only if you are COMPLETELY stuck in the game.

Special thanks to Heero Yuy for his excellent, readable formatting in the FF8 Flowchart Walkthrough which inspired me to reorganize this FAQ with it in mind and to Yee Seng Fu for pointing me in the direction of the FF8 FAQ.

I'd also like to thank Nemesis and Webcraft for making excellent guides for this game. They're the ones that made me look bad with the previous version (not that it was difficult) and got me off my ass to update it. If you're having difficulty with this FAQ's explanation, head over to www.gamefaqs.com and check out theirs. Both are excellent works (professional quality). Anyone who's read and their guides knows that they should be getting paid to do this.

	Table of Contents
Section 1	: Revision History
Section 2	: Read This First
Section 3	: Walkthroughs
	- Walkthrough for the Lam Building
	- Walkthrough for the Fishing Village
	- Walkthrough for Madam Chen's "Restaurant"
	- Walkthrough for Hell
	- Ending Strategies
Section 4	: Renter's Manual
	- Controls
	- Difficulty
	- Story
	- Characters
	- Moves
	- General Strategies
	- Combat and Weapons
	- Enemies
Section 11	: Secrets/Codes
Section 12	: Acknowledgments

SECTION 1 :	Version 0.5 - Walkthrough of Normal Mode
REVISION HISTORY	Version 0.9 - Added Hard Mode info
	Version 1.0 - Removed expletives at several parental requests, finished the cut scenes, added controller information, added character descriptions, modified sections for readability, ran through it with my walkthrough to see any clarity problems, added more user-supplied information, researched GameShark entities.
	Version 1.1 - Added to the cheats section, revamped the copyright so that yes, you can print it out (thanx NolCartman for my oversight).
	Version 1.2 - Reformatted for readability and reworked some puzzles for clarity. Modified the format to work with my "flow-through" ideas I've been working on with Perfect Dark and Carrier.
TODO :	Test all of the Cut-And Paste segments and re-test the puzzles (especially the vase and age puzzles).

Read this First

SECTION 2 :	This is a flowchart walkthrough for Fear Effect. Though
READ THIS FIRST	this may appear different than most FAQ/WT's that you may have seen, I think that it is an easier to navigate format.
	PLAY THE GAME ON HARD!
	There is little to no difference between HARD mode and NORMAL mode except that HARD has another possible ending. So play on HARD.

FINDING INFO	To find the information that you need, follow the guide below to perform a search of this document (CTRL-F in Windows, and OPTION-F on the Mac; Linux depends on what you are using to view this. Just cut and paste these into your search query to jump to that section of the walkthrough (don't paste the symbols, just the text).
	- Denotes an item to get
	\$ Denotes item use
	* Denotes a boss
	# Denotes a puzzle
	Walkthrough for the Lam Building
	- Get the Fuse
	- Get the Gate Key 1
	\$ Use the Gate Key 1
	- Get the Red Key Card
	\$ Use the Red Key Card
	- Get the Locker Key
	\$ Use the Fuse
	# Electrical Puzzle
	\$ Use the Locker Key
	- Get the Blue Key Card
	- Get the Wire Clippers
	\$ Use the Blue Keycard

| \$ Use the Wire Clippers |
| # Bomb Puzzle |
| \$ Use the Explosives |
| * Machine Gun Thug |
| - Get the Sign Key |
| \$ Use the Sign Key |
| # Sign Puzzle |
| - Get the Pipe |
| \$ Use the Pipe |
| * Rotoship 1 |
| * Rotoship 2 |
| Walkthrough for the Fishing Village |
| - Get the Po Mon Key |
| \$ Use the Po Mon Key |
| \$ Use the Towel |
| * Train Gunner |
| - Get the Ladder Card |
| \$ Use the Ladder Card |
| # Ladder Puzzle |
| - Get the Xi Mon Key |
| \$ Use the Xi Mon Key |
| - Get the Train Key |
| \$ Use the Train Key |
| # Train Puzzle |
| - Get the Truck Key |
| Walkthrough for Madam Chen's "Restaurant" |
| - Get the Cooking Oil |
| \$ Dump the Cooking Oil |
| # Skylight Puzzle |
| # Kitchen Patterns |
| - Get the Coin |
| \$ Use the Coin |
| # Dancing Puzzle |
| - Get Elevator Key |
| \$ Use Elevator Key |
| - Get the Wrench |
| \$ Use the Wrench |
| - Get the Madam Room Key |
| \$ Use the Madam Room Key |
| - Get the Lounge Key 1 |
| \$ Use the Lounge Key 1 |
| * Bedroom Thug |
| - Get the White Vase |
| - Get the Lounge Key 2 |
| \$ Use the Lounge Key 2 |
| - Get the Daisy |
| - Get the Office Key |
| - Get the Black Vase |
| # Vase Puzzle |
| - Get Meat Locker Key |
| \$ Use Meat Locker Key |
| * Madam Chen Demon |
| Walkthrough for Hell |
| # Stone Puzzle |
| - Get the Paper Gate Key 1 |
| \$ Use the Paper Gate Key 1 |
| - Get the Doll |
| - Use the Doll |
| # Playroom Puzzle |
| - Get Stone Scroll |

```

|         | - Get a Tree Branch
|         | - Use the Tree Branch
|         | # Brazier Puzzle
|         | - Get the Paper Gate Key 2
|         | - Get the Stone Tree Half 1
|         | $ Use Paper Gate Key 2
|         | - Get the Paper Gate Key 3
|         | $ Use the Paper Gate Keys (2 & 3)
|         | - Get the Moon Key
|         | $ Use the Moon Key
|         | - Get the Sun Key
|         | - Use the Sun Key
|         | # Stepping Stone Puzzle
|         | - Get the Stone Sword
|         | $ Use the Stone Sword
|         | * Demon Deke
|         | - Get the Stone Tree Half 2
|         | - Get the Crank
|         | $ Use the Crank
|         | - Get the Stone Eye
|         | # Tree Puzzle
|         | # Paper Puzzle
|         | - Use the Stone Eye
|         | - Use the Stone Tree
|         | - Use the Stone Scroll
| Ending Strategies
|         | * Hana's Endings
|         | * Glas' Endings
|         | * Best Ending

```

Walkthrough

SECTION 3 : Walkthrough for the Lam Building

AS HANA

```

| ----- | -----
| HELIPAD | Run around the rotoship and save the game and ride the
|         | elevator up to the Lam Building entrance.
| ----- | -----
| ROOFTOP | Sneak up and knife the first two men. Get the ammo.
|         |
|         | Look in the window next to the ladder. Break the glass
|         | (with your knife). Climb in the window. Flip the
|         | switch. Get the fuse from the shelves. Climb out the
|         | window.
|         |
|         | Climb up the ladder. Turn the valve wheel. Climb down
|         | the ladder. Get the Gate Key 1. Head right and then
|         | Use the Gate Key 1 on the metal gate.
|         |
|         | Sneak up and knife the two thugs. Get the Red Key Card
|         | and ammo. Go up to the door and use the Red Key Card on
|         | it.
| ----- | -----
| SECURITY ROOM | Sneak and knife the guy. Use the security cameras. Exit
|         | the room.
| ----- | -----
| TOP FLOOR | Knife the two thugs. Get the ammo and the machine gun

```

	pistol. Equip your machine gun pistol. Ignore the elevator and continue past the fans.
UPPER GRID	Kill all the thugs in the electrical grid. Head through the doorway and down the ramps.
LOWER GRID 1	Get the locker key. Shoot the two guys at the bottom of the ramps or roll around and kill them with the knife. Kill the guy in the corner near the door. Use the Fuse on the fuse box. Save the game. and head back up to the security room.
UPPER GRID	Knife the guy right before the electrical grid.
ELECTRICAL PUZZLE	Cross the grid by walking on the first middle panel, then the top panel, then the second middle panel, then the rest of the way across.
TOP FLOOR	Shoot the guy next to the elevator and continue to the security room.
SECURITY ROOM	Use the Locker Key to open the locker. Get the extra gun. Get the Blue Key Card. Go to the elevator and use it.
LOWER GRID 2	Get the wire clippers to the right of the elevator. Knife the thugs and save your game. Draw both guns. Use the Blue Key Card on the door.
JIN ROOM	Shoot the thugs (but make sure not to shoot Jin). Then Use the Wire Clippers on Jin.
BOMB PUZZLE	The order to cut the wires is: <div style="text-align: center;"> -4- -1- -2- -5- -6- -3- -8- -9- -7- </div>
LOWER GRID 2	Use the explosives on the door near the chain-link fence.
LOWER GRID 1	Head up the ramps.
TOP FLOOR	Knife the thug at the top of the walkway. Save the game. Knife the two thugs. Shoot the next guy with your machine gun pistol. Climb down the ladder.
NEAR SIGN ROOM	Knife the two guys under the glowing letters. Save the game. Head into the sign room.
MACHINE GUN THUG	Roll around and kill the Machine Gun Thug.
SIGN ROOM	Get the ammo and sign key. Use the Sign Key on the panel on the right side of the room.
SIGN PUZZLE	Match the symbols to the ones outside the building and then activate them from left to right. The correct

characters are:

```
      |   |   ___/   /\   _\|_/_
    --+-----+--  |_|_  /  \  _\ /_
      /|\  /|\  | |  /  \  -|-
      |   |   |_\  _|_|_  /|\
```

AS GLAS

HELIPAD

Activate the elevator and run to the emergency ladder before your are blown to pieces.

ROOFTOP

Shoot the first two swat thugs. Climb half way up the ladder. When the Rotoship's bullets spray past him, finish the ascent and run to the other ladder. Quickly climb down the other side.

Get the pipe. Use the pipe on the valve. Attack the valve with your smakjack or shoot it. Look over the edge.

AS HANA

SIGN ROOM

Roll to the center of the room, picking up the knife, and kill the swat thug. Get the assault rifle. Sneak out the door and knife the guard.

NEAR SIGN ROOM

Sneak and kill the first thug. Shoot the second. Save and climb up the ladder.

AS GLAS

PIPE AREA

Run along the pipes when they're not hot. Stop off along the small T and save. Run the rest of the way along the pipe to have a showdown with a Rotoship.

ROTOSHIP 1

Run to the top-right corner (grabbing the ammo). When the target appears, fire with your two guns. Dodge the bullets and run to the left screen. Run to the top-left corner (grabbing the ammo) and fire at the Rotoship when the target appears.

JIN ROOM

Go out the door.

LOWER GRID 2

Save the game. Sneak down the hallway, knifing the swat thugs. Head towards the elevator (near where Hana picked up the wire clippers). Smakjack the guys there. Get the ammo and assault rifle. Sneak into the blasted room.

LOWER GRID 1

Knife the first thug. Switch to the assault rifle and take them out as they keep coming. Pick up a lot of ammo. Head up the walkway.

UPPER GRID

Shoot the thugs. Save the game. Head over the electrical grid and shoot the thug. Continue along and shoot the next thugs. Go down the ladder.

AS HANA

ROTOSHIP 2

Stay in the left wall and shoot at the Rotoship while it is blasting the center of the room. When it stops, roll into the middle of the room and keep shooting it. Just keep shooting until the life meter in the upper right corner is gone and Hana will take out the pilots.

AS GLAS

BUILDING ESCAPE

Run down the walkway and enter the Rotoship by stopping near the tail and pushing the Action button.

Walkthrough

SECTION 3 : Walkthrough for the Fishing Village

AS HANA

BOAT DOCKS

Shoot the zombies (or roll and knife 'em). Run up the path. Kill the zombies. Get the other pistol. Head back and kill the zombie that's "playing dead."

AS DEKE

VILLAGE PROPER

Enter the first building and kill all of the zombies.

AS GLAS

FIRE WALKER

Save. Get through two sections of fire without getting burned.

AS HANA

VILLAGE PROPER

Shoot the zombies. Head up the path. Crouch and kill the zombies with your knife, one by one (time consuming, but ammo conserving; there are 6 of them). Kill the zombie playing dead outside of the hut.

Follow the water to a single hut. Kill the zombies inside. Get the Po Mon Key. Head to the gate along the junction near the main buildings. Use the Po Mon Key. Save.

OLD WOMAN'S HUT

Kill the zombies and save. Continue out the back door.

NEAR WOMAN'S HUT

Knife the guards. Head away from the station and along the train.

NEAR TRAIN

Knife the guard. Save. Knife the next guard. Sneak past the zombie and shoot the guard. Get the ammo. Knife the zombie. Head back to the station.

OUTSIDE STATION	Go up on the station waiting dock. Knife two guards and shoot the remaining one.
STUPID GUARD	Use the towel.

AS DEKE

ENTRANCE	Knuckle the first guard. Shoot the second and third. Get the shotgun shells in the corner near the ramp. Kill another guard for an assault rifle. Save. Head towards the ramp and kill the guards with your assault rifle. Go through the downside of the train and shoot the guards.
LOADING RAMP	Head along the upside of the train and kill the three guards standing around. Continue up the train to the open door. Enter the car.
TRAIN GUNNER	Hide behind the box (bottom right) when he's shooting and jump up and shoot him with the assault rifle. Just wait until he shoots three times and pop out to kill him. Don't shoot the explosive box behind him (shooting before he is standing). Get the MK V Assault Rifle. Exit the car.
LOADING RAMP	shoot the three guards. Get the ammo and the ladder access card. Use the ladder control panel.
LADDER PUZZLE	Put the fuses in the middle column under POWER and under LOCK 3. Then in the first column under POWER and LADDER. Climb up the ladder
CIELING GRID	Save. Don't fall off. Shoot the hell out of the hook hands. Creep along and kill three more with the MK V Assault rifle. Wait until they're right on top of you otherwise you will probably fall off trying to get the ammo they leave. Kill three more and you're home free. Shoot two and get the ammo. Kill the final one.

AS GLAS

VILLAGE PROPER	Kill the zombies. All the zombies.
----------------	------------------------------------

AS HANA

NEAR TRAIN	Save. Kill the two guards near you (towards the rail station) and get the assault rifle and ammo. Head back up past the save point. Kill the zombie and the guard (rolling with the knife to save ammo). Head back towards the station.
NEAR WOMAN'S HUT and LOADING DOCK	Kill the guards near the hut. Knife the first guard at the station and get his ammo. Head through the old woman's hut.
VILLAGE PROPER	Head back to the large singular hut and kill the zombie

inside to get the Xi Mon Key. Kill the hook hands along the way back through the hut and up past the train.

NEAR TRAIN

Use the Xi Mon Key on the far door and go inside. Kill the hook hands and the guard. Get the Train Key and ammo. Head back to the train and use the Train Key.

TRAIN

Read the note to the right of the controls.

TRAIN PUZZLE

Either match up the CAPITAL LETTERS or reverse the memo number to get: 4N2B422C8000

AS DEKE

TOP OF TRAIN

Don't fall off the train. Kill the guards. Run as fast as you can before the train runs off the bridge.

AS GLAS

TRAIN CRASH

Walk up the tracks. Shoot the guards. Get the assault rifle. Shoot more guards. Get the Truck Key and all the ammo. Use the Truck Key on the door of the truck.

Walkthrough

SECTION 3 : Walkthrough for Madam Chen's "Restaurant"

AS GLAS

STORAGE AREA

Get the cooking oil. Break the cooking oil pot in the USE space in the upper right corner. Pour the cooking oil on the middle space in the center of the room (the one without a drain hole). Roll around until the thug slips. Head out. Sneak up on the thug and club him.

AS DEKE

SKYLIGHT PUZZLE

Watch the lights carefully to see which of the glass panes are not cracked. Below is a map of the glass segments to cross:

O <-- that's you. The periods are the path.

X X X X X X . X

X X X X . . . X

X X X X . X X X

X X X X . . . X

X X X X X X . X

Save. Enter the crawlspace to the right.

AS GLAS

KITCHEN PATTERNS

Sneak into the kitchen. Move when the cooks aren't watching.

First Wave of Cooks
 The first row talks. Second row throws the tomato.
 Sneak to the counter. Sneak through second row. First row talks. Sneak through.
 Second Wave
 The next chef has a pattern as well. It goes: stomp, three chops, two stomps, two chops, repeat.
 Third Wave
 Watch their spitting to get past them: Spit, spit (throw), throw, throw, three count, repeat.

 KITCHEN AREA | Pull the fire alarm.

AS HANA

 LOBBY | Kill the thugs. Enter the kitchen area.

KITCHEN AREA | Enter the black door beyond the freezer (not where the guy says "Working girls only").

DRESSING ROOM | Save. Walk up to the dressing-screen and USE it to change clothes. Exit and head to the guarded door.

KITCHEN AREA | Holster your weapon and talk to the Guard. Once inside, knife the guard and head upstairs.

UPPER FLOOR | Knife the ones at the top of the stairs, too. Kill the
 NEAR STAIRS | thug just up the hall (not the one with a stealth camera-scene). Head back down the hall where the stealth cut was. Sneak and kill the first guard.

RELAXATION HALL | Shoot the second and third. Enter the second to last room from the end of the hall.

AS DEKE

 MUSIC BOX ROOM | Exit the room.

RELAXATION HALL | Shoot the thugs. Get their ammo and continue along the hall.

UPPER FLOOR | Shoot the guard. Enter the room at the top of the
 NEAR STAIRS | stairs.

COMFORT ROOM | Get the Coin from the nightstand. Exit the room and go back to the room where Deke started.

MUSIC BOX ROOM | Use the Coin on the music box. It is a pattern from the Television next door.

DANCING PUZZLE | Both arms out front, right, left, both arms out back, up.

- 3
 2 4
 5 1

 UPPER COMFORT | Shoot the thugs.

SAVE ROOM	Head through the "upper" door. Knuckle the thugs. Save. Exit.
UPPER COMFORT	Enter the doorway outside of the right hall. Shoot the guard. Get the Elevator Key and the ammo. Take the right hall. Knuckle the guard. Use the Elevator Key.
LOWER COMFORT 1	Enter the room next to the elevator. Get the wrench.
LOWER COMFORT 2	Head down the stairs next to the elevator. Enter the room and knuckle the thugs. Use the Wrench on the pipes (be careful of the steam). Get the Madam Room Key and go back up the elevator.
UPPER COMFORT	kill all the thugs in the main room and save in the Save Room. Use the key on the Madam's Door (the one with two pedestals next to it).

AS GLAS

LOBBY / KITCHEN	Kill all the thugs and head upstairs.									
UPPER FLOOR NEAR STAIRS	Head up the far hall (near of the stairs) where there's a save point, but no way through the dead-end hall. Kill the guard. Get the Lounge Key. Use it on the door nearby.									
LOUNGE AREA	Kill the goons. Get the ammo. Head through the far door. Knife the thugs. Shoot the next two. Head back to the main room and take the "upper door."									
BEDROOM THUG	Don't shoot the whore. You have to roll like crazy and shoot the guy as he pops out from under the bed. Here is his pattern (hit him 4 times with the shotgun). The dot falls on the squares as follows (the X's are the bed):									
	<table border="0"> <tr> <td>6</td> <td>X</td> <td>3</td> </tr> <tr> <td>8</td> <td>X</td> <td>7</td> </tr> <tr> <td>2/4</td> <td>1</td> <td>5/9</td> </tr> </table>	6	X	3	8	X	7	2/4	1	5/9
6	X	3								
8	X	7								
2/4	1	5/9								

AS HANA

RELAXATION HALL	Enter the room to your right.
WARDROBE ROOM	Get the White Vase. Exit the room.
RELAXATION HALL	Continue down the hall. Kill the guard. Enter the room where Deke got the coin.
COMFORT ROOM	Kill the guard. Get the Lounge Key. Enter the Lounge
LOUNGE AREA	Area. Head down the hallway towards the fountain. Get the Daisy out of the fountain. Kill the goons and get ammo and get the Office Key. Enter the office (the door you couldn't get into before by the fountain door).
OFFICE	Ride the elevator.
UPPER COMFORT	Shoot the thug. Get the black vase from the warbrobe in

	the save room. Save. Exit and go up to the Madam's door.
VASE PUZZLE	Put the white vase on the left pedestal and the black vase on the right. Select Fresh Sunflower from the white vase and Wilted Calla Lily from the black vase.
UPPER COMFORT	Head to the save room. Kill the demons. Save. Head to the elevator. Kill the whore (assault rifle). Take the elevator.
OFFICE	Kill the three demons here (roll a lot). Head into the next room and keep rolling.
LOUNGE AREA	There's a lot of demons in this room. Kill 'em all. Save. Exit the room to the hallway.
UPPER FLOOR NEAR STAIRS	Continue down the hall and shoot more. Go down the stairs.
KITCHEN AREA	Enter the kitchen. Kill all the whores. Use the same tactics as before: roll when they're near, shoot when they're not. There's a lot of them down here. Kill them all. Go into the changing room.
CHANGING ROOM	Kill the whore. Get the Meat Locker Key. Save. Exit.
KITCHEN AREA	Use the Meat Locker Key on the walk-in freezer. Enter.
FREEZER	Get the shotgun and walk to the left.
MADAM CHEN DEMON	Kill a demon and it'll drop a paper doll. Get the paper doll. Use it on the flames and shoot Chen. Keep this up until she is dead. Make sure you save Wee Ming, too, since the demons like to jump on her and kill her.

Walkthrough

SECTION 3 : Walkthrough for Hell

AS HANA

STONE PUZZLE	Cross the stones in a pattern like a C: left, down, right, down).
ENTRY PATH	Head up the path to the small huts.
HUT AREA	Kill the spirits outside and inside the huts. Save. Exit the huts and head along the path right of the huts. Kill the spirit. Go down the steps and along the upper path.
NEAR RED DOOR	Kill the three spirits. Get the Paper Gate Key 1 and ammo. Head back to the huts and past them to the left until you find a bonfire.
BONFIRE	Use the Paper Gate Key 1 on the bonfire (as well as any paper ammo you've found. Head back to where you found

	the key and go through where the door used to be.
CHEN'S PRISON	Get the paper assault rifle. Talk to the spirit of Madam Chen. Get the Doll from her. Exit and head to the stairs.
NEAR RED DOOR	Continue past the stairs and follow the ghost of a Child into the Playroom.
PLAYROOM	Give the child the doll.
PLAYROOM PUZZLE	This puzzle is related to Hana's age in the clues. Young Hana Match the IIIII under 5 and push X. Then match I under 5 and push X. Teen Hana Match II under 18 and push X. Then match IIIII under 18 and push X. Adult Hana Match I under 35 and push X. Then match IIIII under 35 and push X. Elderly Hana Match IIII under 88 and press X twice. Then match III under 88 and press X. Then match II under 88 and push X.
PLAYROOM	Get the Stone Scroll. Save and go back to Madam Chen.
CHEN's PRISON	Use the Stone Scroll on Madam Chen. Get the Tree Branch from her and kill the spirits. Go to the Bonfire.
BONFIRE	Use the Tree Branch on the bonfire. Now it's time to light the Braziers.
BRAZIER PUZZLE	Light the Brazier near the bonfire and then go to the one near the huts and light it. Run down the stairs and light the last one. Go to the torch door and enter.
TORCH AREA	Get the Paper Gate Key 2 from the spirit. Exit and kill the hook hands. Get the Stone Tree Half. Go to the hut area and enter the leftmost hut.
ALTAR HUT	Kill the spirit and get the Paper Gate Key 3. Go to the bonfire and use the Paper Gate Keys (2 & 3) on the brazier right of the hut area.
GATE	Use the Gate Key on the large gate to enter.

AS GLAS

ENTRY AREA	Save. Stalk forward until you come to a T junction. Take the top route. Enter the door. Shoot the spirits. Use the ammo on the torch near the door. Use the door. Kill the demon hound. Burn the ammo (on the torch outside the door you just entered). Continue through the next door. Get the Moon Key. Get the Paper Machine Gun Pistol
------------	--

	(move just up a little along the wall. Burn it.
	Head back to the T junction and take the bottom route. Use the Moon Key on the door.
MOON AREA	Follow the shadow. Kill the spirits. Use the Dragon Statue. Head past it. Save. Climb down the vines.
PIT	Follow the shadow. Kill the demon hounds. Use the dragons and get the Sun Key. Head back up to the Moon Area and unlock the Sun Door.
SUN AREA	Kill the spirits. Get the ammo and the Paper Assault Rifle. Use the Dragon Statue. Head back to where you got the Sun Key.
PIT	Climb up the vines on the opposite side of the pit.
BEYOND THE PIT	Follow the Shadow. There's lots of spirits here. Kill them all. Get the ammo. Use the Dragon Statue and save. Climb down the vines.
MIRROR ROOM	The pattern is: Mountain, Heaven, Water, Water, Earth, Water, Fire, Heaven, Earth. Now, combining that with the information under the Dragons, you can safely cross the Stepping Stone Puzzle. Head along the cavern.
STEPPING STONE PUZZLE	Walk across the tiles in the correct order: <pre> - - - 8 9 8 7 6 7 - <-- Get the ammo on this 8 first. - - 5 6 - <-- Start again and cross all the way. - 3 4 - - 1 2 - - - </pre>
STONE SWORD ROOM	Get the Stone Sword. Use the torch to burn your paper ammo. Kill the spirits and climb back up the vines.
BEYOND THE PIT	Save.
PIT	Climb down the vines and kill the hounds. Climb the opposite vines follow the Shadow.
ENTRANCE AREA	Use the Stone Sword on the Dragon Statue near the entrance.
DEMON DEKE	Deke has a pattern for each set of stones (a total of 3 sets). Here are the patterns: Pattern 1: <pre> 1 2 3 </pre> Deke takes out stone 3, 2, 1, 2, 3, and pops up in front of 1. Pattern 2: <pre> 1 4 2 5 3 </pre>

Deke takes out stone 3, (4, 2, 5), (5, 1, 4),
(1, 2, 3), (3, 5, 1). He pops up in front of 1. Stones
drop to the back row. Shoot him.

1
2 3 4
He takes out: (2, 3, 4), (4, 3, 2), 1

AS HANA

MAUSOLEUM

Kill the hook hands. Enter the doorway. Talk to the
apparition's "brother." Get the second half of the tree
and get the crank. Kill the hook hands. Get their ammo.
Exit the door. Head to the well near the Bonfire.

WELL

Kill the spirits. Get the ammo. Use the crank on the
well. Get the Stone Eye. Head up the path to the big
Tree.

AS GLAS

LAM SHOWDOWN

Shoot the spirits until the game takes over.

AS HANA

NEAR TREE

Hana watches Spirits fade towards the tree. Run in. The
spirits will jump Hana on the larger space with Chinese
writing. Kill the hook hands. Run up to the tree and
check it out.

TREE PUZZLE

Place the stone items on the cards where you found them
in the game:

1 B Use the Stone Scroll on 1.
3 - - - - F - Use the Left Stone Half on 3.
2 F - S Use the Stone Eye on 2.
F - H F 4 Use the Right Stone Half on 4.
-

Walkthrough

SECTION 3 : Ending Strategies

AS HANA

PAPER PUZZLE

se the paper doll on the altar. Kill the hook hands.
Save the game to the right of the Altar. Get the ammo
and use it on the fiery altar. Place the objects on the
symbols above the altar. The Stone Eye goes in the
glowing wall piece near where Hana started. The Stone
Scroll goes in the far end of the room (furthest from
where Hana began). The Stone Tree goes to the right of
where Hana started.

ENDINGS AS HANA

GENERAL STRATEGY	Kill the flying annoyances when they get near you. Use the Paper Money (three of them) on the two torches. If you stay in the far corners near the torches, Lam can't hit you. The flying annoyances can, and are harder to see.
GOOD ENDING	Hana wins. Wee Ming says that she hopes not to see Hana again. She disappears. Hana kills the King of Hell. "Now I've ruined everything." She walks off. Credits.
BAD ENDING	Hana loses. Hana falls to the ground. The King of Hell doesn't let Lam have her. We see her walking along side Wee Ming.

ENDINGS AS GLAS

GENERAL STRATEGY	Wee Ming begins spawning freaks out of her flesh. Keep killing them with everything you have. Get the ammo and use it on the flames. Keep shooting. It's easy if you never let them get away from her. Take out her with your assault rifle. Take out the others with your pistol. One of the best strategies is to get as close to her as possible (while still a step away or so because you don't want the spawn freaks to get you from behind) and you'll autoswitch between the spawn freaks and her (and it's easier to pick up the ammo and run for the torches).
GOOD ENDING	Wee Ming turns into a paper doll which Glas takes. The King of Hell brings everything down around Glas. Glas escapes and burns down the brothel.
BAD ENDING	Glas dies. Wee Ming wants us to all look into her eyes.

BEST ENDING

GENERAL STRATEGY	Follow the previous strategies.
IF YOU LOSE	See Hana's Bad Ending.
BEST ENDING	Wee Ming promises to pay for the sacrifices. The King of Hell berates her. Glas shoots him into a hell pit. They crawl out of the hole. Deke is sitting on a toilet as they come crawling out. Glas has his arm.

Renter's Manual

This manual is intended for readers who are renting the game from a rental agency that has "misplaced" the manual. Luckily this game does not have any information from the game manual that is completely necessary to the game (like King's Quest III or Star Tropics).

CONTROLS

Default Controller Settings

- L1 - 180 degree turn
- L2 - Roll (!)
- R1 - Run
- R2 - Crouch/Sneak
- Triangle - Draw/Holster weapon, Perform Actions
- Square - Shift inventory left
- Circle - Shift inventory right

| X - Shoot/Swipe
|
| Controller Type 1
| L1 - 180 degree turn
| L2 - Evade (Roll!)
| R1 - Run
| R2 - Crouch/Sneak
| Triangle - Shift inventory forward
| Square - Draw/Holster weapon, Perform Actions
| Circle - Shift inventory back
| X - Shoot/Swipe

| Controller Type 2
| L1 - 180 degree turn
| L2 - Evade (Roll!)
| R1 - Crouch/Sneak
| R2 - Run
| Triangle - Shift inventory forward
| Square - Draw/Holster weapon, Perform Actions
| Circle - Shift inventory back
| X - Shoot/Swipe

| Controller Type 3
| L1 - Crouch
| L2 - Evade (Roll!)
| R1 - Walk Forward
| R2 - Run
| Up - 180 degree turn
| Triangle - Draw/Holster weapon, Perform Actions
| Square - Shift inventory left
| Circle - Shift inventory right
| X - Shoot/Swipe

DIFFICULTY

| There is very little difference in the difficulty factors between the
| Normal and the Hard modes. On Hard mode you get the best ending, but you
| get less ammo and the enemies take more ammo to kill. So rolling and
| knifing is even more important.

STORY

| (From Eidos Interactive)
| When the daughter of a powerful Chinese businessman 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 get to 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've 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 worlds, 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 the seemingly innocent girl who is herself hiding a secret so terrible that manu will die before it is revealed. We're gonna need plenty of skill, plenty of luck and plenty of ammunition.

CHARACTERS

Hana Tsu-Vachel : Hand-to-Hand Weapon: Knife

From Eidos Interactive:

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 : Hand-to-Hand Weapon: Smakjack

From Eidos Interactive:

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 honor, 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.

Deke : Hand-to-Hand Weapon: Brass Knuckles

From Eidos Interactive:

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 the many range wars that until recently plagued New Australia.

Jin:

Jin is the reason they're even involved. He leaked information about Wee Ming's escape into the world to Hana and her associates to get a cut out of the procedes. He is the cause of many of Hana and Glas' problems at the Lam building in the beginning (you gotta love weasels).

Mr. Lam:

Mr. Lam is the leader of one of the most powerful corporations on Hong Kong. His daughter is missing, and he is searching for her himself so he doesn't play nicely with mercenaries who'd extort money from him for her safe return.

Wee Ming Lam:

From Eidos Interactive:

Wee Ming is the enigmatic daughter of Mr. Lam. Having led a sheltered, privileged existence, little is known of Wee Ming. It is rumored 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, lest they 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.

Madam Chen

This is a rather nasty woman from Hana's past. She is the owner of the Brothel where Hana grew up and has to return to in order to find Wee Ming.

Brother Spirits

These two "brothers" help Hana enter the final domain of the King of Hell.

The King of Hell

He's the Kefka of this game. Just wait, you'll see what I mean (and if you don't know who Kefka is, get the Final Fantasy Anthology because you already missed out). Then this'll make sense.

MOVES

Sneaking around:

On Disc One, sneak everywhere, that way you can knife all the thugs. In the brothel, it's good to sneak, too. In the village (except the train station) don't even bother. The zombies don't care, and the ones that pop up, won't.

Rolling around:

Get to love rolling. You'll do it a lot. Especially when things are shooting or swiping at you, or just generally intent on doing you bodily harm. Beware when you switch perspectives, or if you let go of the directional controls for a second because you might turn and screw up how you thought you were rolling. The first bunch of times you are getting used to rolling, you'll know what I'm talking about. After a while it becomes second nature.

180 degree turn:

There aren't a lot of times you'll need to use this, but it's nice to know when fighting multiple enemies. Especially the hook hands since they pop up and down in different places (though set from screen to screen).

Run:

If you're not sneaking or rolling, you're mostly running. I wish there was an auto-run feature on the options menu.

GENERAL STRATEGIES

Roll. I can't push this point more. If you are rolling you can't be hit by normal enemies (boss enemies or mini-bosses with machine gun sprays can still hit you). It's also easy to pop up and swipe human enemies with your knife, smakjack, or brass knuckles. If you notice that you're out of control rolling, stand up and face a direction to get yourself oriented (rolling the fixed movement model is difficult). You can reload and change weapons easily while rolling.

Use your close kill weapon any time you can. This will not only save ammo, but also won't alert others to your presence. It's also faster than popping the enemies with a pistol (and gives them a moment of pause that you can

| swipe them again with).

COMBAT AND WEAPONS

| The targetting system is a little strange at first since in most games the
| target is on the enemy. In FE, the target is in the top center of the
| screen. After a few minutes it becomes second nature to keep track of this
| target. When the target cursor is green, it means that it is a clean shot.
| If it is red, then it is a one-hit shot. This is the money shot. Take it.

| Another strange element is the ammunition indicator. When you are on your
| last clip, a red box begins flashing around the bullet in the top right of
| your screen to indicate that you are low on ammo.

Hand-to-hand weapons:

| The Knife (Hana), Smakjack (Glas), Brass Knuckles (Deke) are often more
| useful than their distance counterparts (though mostly only on human
| enemies...and spirits...and hook hands...)

.90 Pistol:

| This is the basic slow fire weapon. It is possible to get another one
| and target multiple enemies, though.

Hand Cannon:

| These are Deke's weapons of choice. They look like something out the The
| Pirate Movie (kudos to those who know this movie, even if it wasn't that
| great). They are very effective.

Machine Pistol:

| Basically these are uzis. They go through clips rapidly, but they kill
| things quick. You can get two of these to target multiple enemies.

Shotgun:

| What survival horror game could be without a shotgun? This is a nice,
| powerful weapon.

Assault Rifle:

| A nice, rapid fire weapon built to pour out the lead. Recommended for
| most bosses.

MK V Assault:

| You get this from the mini boss Deke kills on the train.

WPS Rifle:

| I don't know where I got it or with who. Fun, eh?

Machine Gun o' Love:

| The only way I know how to get this is using the GameShark.

ENEMIES

| These these are listed according to their first appearance in the game.
| Many of them will continue to appear as the game progresses. I'm generating
| this after the fact, so I might miss some.

Thugs:

| These guys are generally easy to kill. It's best to use a knife while
| sneaking (or rolling into them and swiping to max out your ammo for
| bosses (yes, you can kill all the thugs on the electrical grid in the
| Lam Building without getting hit by rolling and knifing).

| Swat Thugs:

| These guys are a little tougher, but not much. They just have better
| fire power. Roll and knife them when not sneaking.

| Bald Dude (mini boss):

| Roll around and shoot him. Your Machine Gun Pistols work the best. He's
| easy. For added challenge, knife him. It'll help you get used to the
| next guy you have to roll around and knife in that room.

| Rotoship 1 (mini boss):

| This one's easy. Just shoot the hangs when it's near them.

| Rotoship 2 (boss):

| The shot spray switches from the center of the room (from the Rotoship)
| to the sides (from the Swat Thugs firing at Hana and Glas. Don't get
| caught in either one and keep shooting the Rotoship.

| Green Villagers:

| These zombie things are easy to kill. Just roll and knife them. Make
| sure to knife them before they swing their machetes. Then they'll fall
| back to swing again and you can get a few more swipes without getting
| hit. You can roll past them and avoid them if you want because you don't
| get anything for killing them (except where noted). I think I just call
| them zombies in the walkthrough

| Guards:

| These are basically Swat Thugs in other uniforms.

| Train Gunner (mini boss):

| This guy's pretty easy, too. I wouldn't recommend using two weapons
| since one can accidentally target the explosive as he is moving into
| place. Roll in and out from behind the box in he bottom right corner and
| blast him.

| Hook Hands:

| These are demon things. They drop and run at you, then swipe twice. You
| can take them out with brass knuckles if you're persistent (as they
| prepare to swipe). I like to use the assault rifle. It's just quicker.

| Bedroom Thug (mini boss):

| He has a pattern to his attacks. Just be on the side of the bed he rolls
| out from and shoot him with the shotgun. Four hits will kill him. Don't
| shoot the woman on the bed.

| The dot falls on the squares as follows (the X's are the bed):

| 6 X 3
| 8 X 7
| 2(4) 1 5(9)

| Demon Whores:

| These as sort of like the hook hands, but more annoying since they're
| everywhere in the brothel. Just roll past them or take them out.

| Madam Chen (boss):

| Shoot a whore. Pick up the Paper Doll. Use the Paper Doll. Shoot Madam
| Chen. Repeat. Four shots from the shotgun should do it.

| Spirits:

| These things are easy to knife. They come barrelling at you from across

the screen. Swipe at them continuously. You might get hit like once, unless there's a lot of them. Then just shoot them because it's not worth it.

Hell Hounds:

Cool! Skinless hounds! These run and jump on you. Shoot them deader than dead.

Deke (boss):

Follow the patterns below and shoot him when he appears. He's not too difficult. Each time he releases more spirits and drops stones, the pattern changes.

Pattern 1:

1
2
3

Deke takes out stone 3, 2, 1, 2, 3. He pops up in front of 1.

Pattern 2:

1
4 2 5
3

Deke takes out stone 3, (4, 2, 5), (5, 1, 4), (1, 2, 3), (3, 5, 1). He pops up in front of 1. Stones drop to the back row. Shoot the hell out of him.

Pattern 3:

1
2 3 4

He takes out: (2, 3, 4), (4, 3, 2), 1

Lam (boss):

Hana's ending boss is not that difficult. Just kill the beasts and stay alive long enough to collect and burn three paper dollars. If you hang out near the torches Lam can't hit you (but it's hard to see the flying beasts).

Flying Annoyances:

These are the annoying things that Lam sends after you. Just shoot them and be finished.

Wee Ming (boss):

Shoot the things and her. Get the ammo, burn it, continue. It's easiest if you get real close to her and just keep your gun trained upwards to kill the spawn freaks and her. The Assault Rifle is excellent for taking off big points, quickly.

Spawn Freaks:

These are the weird things that come out of Wee Ming. They're like her children, and like their mother, deserve to die.

Secrets & Codes

The Gameshark Code Creators Club has some GameShark codes at:

<http://www.CMGSCCC.com/psx/feare.shtml>

Weird GameShark Items

I noticed a couple of items that would disappear after a short period of

| time after killing some of the creatures and am thinking they might be
| related to the wierder items on the gameshark list. So I'll be checking
| this out. Most likely they were puzzle pieces that ended up being
| removed from the game during QA testing.

| (From videogames.gamespot.com:)

| To use the cheat codes, go into the Options Screen from the menu, then go
| into Credits, and enter the codes:

| 1. Infinite Ammunition - Gives you 999 units of each ammo type.

| L1, Triangle, Up, Down, Circle, Circle,
| Triangle, Square, Left, Triangle

| 2. Infinite Health/No Fear - Player never takes a death and/or damage
| throughout the game, except by damage polys.

| L1, Triangle Up, Down, Circle, Circle,
| Triangle, Square, Right, Square

| 3. Infinite Weapons - Opens all weapons for that particular level possible
| for the character.

| L1, Triangle, Up, Down, Circle, Circle,
| Triangle, Square, Up, Circle

| 4. 1-Hit Death with Firearms - Player kills all foes with a one-hit death
| from any firearm.

| L1, Triangle, Up, Down, Circle, Circle,
| Triangle, Square, Down, R1

| 5. 1-Hit Death with Melee Weapons - Player can only give a one-hit death
| with the smack-jack, knife, or brass knuckle.

| L1, Triangle, Up, Down, Circle, Circle,
| Triangle, Square, Down, L1

| 6. Target Practice Mode - All enemy detection is turned off.

| L1, Triangle, Up, Down, Circle, Circle,
| Left, Left, L1, L2

| 7. Pump Up the Ammo Mode - All ammo gives a factor of x10 more ammo.

| L1, Triangle, Up, Down, Circle, Circle,
| Left, Left, L1, L2

| 8. Rate of Fire Increase - All of the PC's weapons shoot super fast.

| L1, Triangle, Up, Down, Circle, Circle,
| Up, Up, Up, Down

| 9. Instant Puzzle Solve Mode - Stuck at a certain puzzle? Type in this code
| to bypass the need for a solution.

| L1, Triangle, Up, Down, Circle, Circle,
| Down, Down, Down, Up

| 10. Suicide Mode - All NPCs have higher health and/or rate of fire, but PC
| has infinite ammo to extend combat gameplay.

| Down, Down, Down, Triangle, Down, Down,
| Down, Square, Left, Right

| Acknowledgements

| PLaTiNuMx4@aol.com - Thanks for the Hard Mode ending information.

| Playrgm@aol.com - More Hard Mode ending help

```
| csanicola@yahoo.com - Additional train puzzle information. |  
| Lee Funk - 5th Ending on Normal Mode |  
| videogames.gamespot.com - cheat codes |  
| NolCartman - Copyright conflict of interests |  
|_____|
```

This document is copyright iamnothing and hosted by VGM with permission.