



much better use for movement due to its precision controls in dodging and moving -- there is no diagonal movement, after all. It's off by default, too. Buttons lacking function have been omitted.

Start	Un/pause game; skip cutscenes	
Analog	Toggle Analog function [DualShock controllers only]	
Circle	Cycle inventory backwards	
Square	Cycle inventory frontward	
Triangle	'Confirm button' for saving, inspecting, etc.	
X Button	Draw weapons; fire weapons [if already drawn]	
L. Analog	Movement	
L1 Button	180-degree turn [when crouching/standing]	
L2 Button	Evasion roll [if used in conjunction with d-pad]	
R1 Button	Sprint [if used in conjunction with d-pad]	
R2 Button	Crouch; silent movement [if conjunction with d-pad]	

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## II. TH' BASICS

[THBS]

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Here's where some things will be explained. Don't see something that you want to know? E-mail me and I'll consider a section about it.

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STORY SO FAR... [STRY]

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FROM MANUAL:

"When the daughter of a powerful Chinese businessman disappears into the hedonistic and dangerous Shan Xi Protectorate under mysterious circumstances, your team of mercenaries, Hana, Glas, and Deke, infiltrate the city and attempt to reach her first, hoping to leverage her safety for a sizeable pile of cash.

You will have to search, destroy, and fire-fight your way through the chaos of an alternate reality China and its inhabitants. Along the way, you will be constantly challenged by the henchmen of the girl's father who have no intention of letting you get to her first.

Unfortunately, what begins as a mercenary snatch and grab to retrieve a young runaway instead becomes a mission more perilous and important than any you could have imagined.

Taking control of your mercenaries, you must discover the truth behind the seemingly innocent girl, Wee Ming, who is hiding a secret so terrible that many will die before it is revealed. If you are to succeed you'll need to find Wee Ming and stay alive long enough to collect your reward. That's the plan. Whether things work out that way is another matter entirely.

One thing is certain: You're gonna need plenty of skill, plenty of luck, and plenty of ammunition."

FROM BACK OF CASE:

"Days before her eighteenth birthday, the quiet, enigmatic Wee Ming Lam, disappears under mysterious circumstances. Hana, Glas, and Deke, three self-motivated and ruthless mercenaries conspire to track her down and ransom her off to her father, Mr. Lam, the most powerful Triad leader in Hong Kong, for a large sum of cold, hard cash.

What begins as a simple extortion mission to retrieve the young runaway becomes a lesson in survival against the most unimaginable of enemies.

Immerse yourself in this intense thriller featuring revolutionary motion F-X technology where you direct your cast of 3D characters within dynamic, full-motion-video worlds. Who lives? Who dies? Only you can decide, if you can... control your fear."

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THE FEAR METER [TFMT]

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The fear meter is the lifeline of a character, and portrayed in the upper-left corner of the screen [press square to see if not shown]. This acts as a stand-in for the normal "health bar" and such. The greener the bar is, the more healthy; the redder, the worse off. When bright red, a character can be killed with one shot from any weapon.

THINGS THAT SUSTAIN GAUGE

- Silent killing
- Solving puzzles
- Doing well in firefights
- Taking little-to-no damage

THINGS THAT DECREASE FEAR METER

- Enemies being alerted to character
- Taking damage
- Running out of ammunition
- Being near enemies [in poor health]

Unlike previous games, there is no health power-ups to find lying around; it is up to the player to proceed as best as possible, and as carefully as possible. This is why it is important to save when health is decent because this does not improve when re-loaded!

But, all is not lost -- a 'rush moment' is when the character's fearmeter is returned to full [calm green], basically giving them full health again. This occurs at select times after story scenes, and also [often] when a character is switched to after the player controls another. Unless one's expecting a rush moment, play as if there isn't one coming up anytime soon...

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SAVING [SVNG]

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I admit, when I first played and didn't know the inventory system that well, saving was difficult. I shot the gun off on accident, couldn't find where to do it, and so on. For the new Fear Effect players, here's how to do it:

- 01) Find a 'Save' icon in the level [these do not appear visually, mind you]
- 02) Select the 'Cellular Phone' icon in the inventory
- 03) Press Triangle

You can now save, using Up/Down to select which save [of the 4 possible] to

use.

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ICONS [ICNS]

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Here's a brief overview of things that may appear on-screen while walking in an area. For most of these, pressing the Triangle button is necessary as the 'confirm' button.

<u>ICON</u>	<u>EXPLANATION</u>
Look	Allows player to look at something
Take	Grab something and put in inventory
Save	Denotes point where saving is possible
Climb	Character can ascend/descend vine or ladder
Equip	Select item/weapon as current equip
Bullet	Low ammunition warning for that gun
Spinning Gun	Denotes weapon that can be picked up [on field]
Spinning Magazine	Denotes ammunition that can be picked up [on field]
Red Crosshairs	Character can perform a OHKO [one-hit kill] on enemy
Green Crosshairs	Character's weapon has locked-on to target(s)

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MOVEMENT OVERVIEW [MVMO]

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Fear Effect is all about movement, whether it's silently stalking a soldier for a one-hit KO or dodging a boss' gun spray. Utilizing these aspects can be tricky at first, but once the player gets the hang of it, the game opens up on a whole 'nother level.

RUNNING USE: R1 + D-Pad

The quickest way to get around on the game is sprinting. Doing this is great when no enemies are near, but the haste makes guards hear the character's footsteps, belying his/her position. Still, if you want to get away from an enemy [such as the first boss fight], this option doesn't lose its charm.

CROUCHING / SILENT WALK USE: R2 + D-Pad

Ammunition ain't always commonplace, and when the going gets tough, one will wonder why s/he didn't simply use a little more stealth [and this will happen by the way]. This is where these functions come in. Crouching by pressing the R2 button may allow the player to duck behind an obstacle or get out of foes' shooting range temporarily for a better retaliation. However, most-utilized is the silent walk. By crouching and then moving, the player's footsteps are hushed. Hapless enemies can be murdered instantly if the character remains undetected and the reticle icon in the upper-middle is red. In addition, any reanimate-able corpses in the 'Fishing Village' level stay dead if Hana just creeps by. Silent kills are made for the character's close-range weapon most of the time, as that's how ammo's saved, y'dig?

INVENTORY CYCLING USE: Square / Circle

This should be elementary -- moving things around and selecting them. When an

icon appears on-screen, such as 'Use', the currently-controlled character'll often have to use something from the inventory [such as a key or passcard] to proceed. This much is easy. However, cycling the inventory is also usable in battle! This seems like a waste of time, but when dodging or rolling out of harm's way, this is a great way to save time on reloading or changing equips. Master this and it's one step closer to getting better.

#### EVADING / ROLLING

USE: L2 + D-Pad

Evasion is one of the most important things to get down besides firing the weapons. The d-pad usage is relative to the way the character is facing which can be tricky when someone on-screen is looking east and using 'Right' makes them roll towards the foreground. Sorry, but this part is just an acquired taste -- realistic and slightly annoying. However, to make up for that, any character who is rolling is IMMUNE FROM NORMAL DAMAGE. Everyday enemies and zombies who want to eat your face are helpless in the face of evade-rolling! One good example of harnessing this power is in the Fishing Village level, as ammo is tight and Hana gets the worst guns to start off. By rolling she can bypass all useless targets and get in and out with ammo to spare. There are a few times [mostly bosses' attacks] when evading doesn't save one from damage, but 'sides that, use it. Use it. Use it. It's invaluable.

Also, evade-rolling and crouching work in sweet harmony -- one doesn't have to stand up from one to continue the other. This seems useless, but if y'ever save with low health and fight a bunch of enemies, this can be a godsend. :p

#### ABOUT-FACE / 180-DEGREE TURN

USE: L1 Button

Sometimes enemies will do a pincer attack [two sides at once] or simply bum-rush the characters, resulting in a situation where damage is likely. Using an about-face will allow the character to turn in the direction his/her back is at, shooting foes on that side as well. What's more, when crouching this function is still usable -- in fact, when there are large groups of enemies, rolling to get a good position and using L1 to face is...well, simply smart playing.

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#### TIPS AND TRICKS [TPST]

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Got a good tip? Write in and I'll stick it here. 'Til then, here's what I'm offering:

- Perhaps the most useful of all, EVASION! One doesn't even have to be good, necessarily, because rolling will simply evade all damage 99.9% of the time, at least where normal enemies are concerned. Use this well and the reward's great, particularly where surplus ammo is concerned.
- Enemies with firearms shoot at shoulder heigth, so if the character stoops down to shoot, s/he can often retaliate without taking as much damage; the enemy will have to crouch to land hits! Not as useful in big crowds, but if the shoe fits...
- SAVE OFTEN. Anyone who plays Fear Effect games needs this tip engraved into their forehead. However, saving often doesn't mean 'saving with low health' mind you -- that's just stupid! Since there are no auto-health upgrades or healing potions [etc.], it's best to save with decent fearmeter status. Do the segment over and over, even, to get the best results. It WILL pay off

in the long run.

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01) LAM BUILDING

[DISC 1] [LMDG]

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Two mercenaries fly a plane to the Lam Building in search of the runaway daughter of a powerful Hong Kong Triad official. Lots of money to be gotten from this deal, but baby steps first...

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| HELIPAD \

| SAVEPOINT 1 |

ITEMS: ---

Hana will take this first stretch of the mission. Saving is possible by the hi-tech flying machine's nose; take the game up on its offer. Use the panel nearby to raise the helipad up a bit and enter the second area.

[It's also recommended newcomers get the feeling of the controls here while it's safe to do so!]

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| OUTER WALKWAY \

ITEMS: Pistol Ammo [2]

Keeping a low fear level is very important, so take out Hana's knife for the upcoming kill. Creeping is possible by holding the R2 button, and as the foes patrol, stealth up behind one until the crosshairs turn blood-red...then shed that blood! The other enemy won't hear somehow, and can suffer the same fate. Both drop ammunition for the pistol.

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| SMALL ROOM AREA \

ITEMS: Fuse, Gate Key

Inspect the small window here and Hana will pose to break it. This can happen with the knife as well, which is recommended. Inside, take a [FUSE] off a shelf and pull the lever Hana looked at in the cutscene. This aids in taking the nearby guard out silently.

Hop over the windowsill and climb the ladder. Creep towards the crankvalve and flip it to give the guard patrolling the walkway below a steam cleaning he'll never forget. The alternative is making noise and drawing him away from the ladder, but this is much easier and conserve ammo.

Use the Gate Key on the nearby gate. It'll close if you don't get through in time, though.

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| OUTER WALKWAY 2 \

ITEMS: Pistol Ammo [2], Red Keycard

Again, take out the knife. Two guards are here [backs turned] and one will be walking away in a moment. Neutralize the hired hand still lingering and drive

the 2nd into the ground as well. You don't even have to OHKO the first enemy, either!

Use the Red Keycard on the doorway nearby.

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| SURVEILLANCE ROOM \

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| SAVEPOINT 2 |

ITEMS: Pistol Ammo

There's one foe lazing around in here, and makes for an easy sneak kill. The second savepoint is located within the room, as well. Watch the monitors for a nice scene where someone getting hassled drops a key on the floor. If the player's attentive, s/he'll notice the number on the key matches a locker in this very room! Exit out the other side when ready.

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| OUTER WALKWAY 3 \

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ITEMS: Pistol Ammo, Mach. Pistol

Two more guards here -- one patrols nearer to the door and one further down the walkway [at least by this camera angle]. For a stealthy kill, hide Hana in the small dumbwaiter-looking lift by the corner, and sneak-attack 'im as he leaves the surveillance room area again. The other guard won't run if it is done right. Stealth-killing the 2nd guard may be a bit harder, but won't cause too much trouble; it's all about luck here since the screen camera's not the greatest. Collect the ammo and [MACH. PISTOL]. Save the Mach for later on, mind you.

Follow the path near the unusable elevator ["It needs power," says Hana] to the next screen where enemies await.

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| STAIRWAY ACCESS \

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| SAVEPOINT 3 |

ITEMS: Pistol Ammo [4], Locker Key

This small room before the stairway has three guards, and two more waiting around the corner [off-screen]. It's impossible to get by unnoticed, so the runner-up strategy involves OHKO'ing the nearest guard, then shooting the lights out [not literally] when the enemies engage in a firefight.

When all foes are corpses, enter the stairway and save. Collect the [LOCKER KEY] as well. Time for backtracking!

[NOTE: If you're dangerously low on health, restart from the last save and use the Mach Pistol instead of the regular. Saving with low health is not a good idea.]

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| SURVEILLANCE ROOM \

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ITEMS:

Even though there's no card-reader on the door, you still have to swipe to get back in [???]. Use the locker key on #67, stealing the [BLUE KEYCARD] and the extra [.90 PISTOL], which allows Hana to duel-wield if needed. Now, backtrack to the stairway access and start creeping down...

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| STAIRBOTTOM \

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ITEMS: Pistol Ammo [2], Auto Ammo

Two guards here, both with backs turned. If you duel-wield, it's possible to OHKO both enemies! Given how far they are apart, simply get the red reticle and they'll both bite the dust. Inspect the fusebox nearby and stick that Fuse Hana found way back at the 'Small Room Area' -- this kills any enemies on the electrical floor trap, and also powers up the elevator noted in 'Outer Walkway 3' section.

Around the corner by the fusebox is another enemy who drops Auto Ammo. It's impossible to get a OHKO on him as he always starts looking toward the 'box, so simply pump him full of lead and try to take zero damage.

Backtrack time! SAVE AT THIS POINT, FOLKS.

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| STAIRWAY ACCESS \

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ITEMS: Pistol Ammo

It seems an enemy didn't get electrocuted earlier, because he's spawned here for patrol! Use the knife to OHKO if possible and approach the electrical floor. It's shaped like this:

```
      |____| |____|
      |  |  | 2 |
      |____|_____|_| <-ENTER
EXIT<- | 4 |   3 |1|
      |____|_____|_|
      |  |  |  |
      |__|   |__|
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This part can be insanely annoying 'cuz running around is too difficult, and it basically calls for some great rolling to succeed.

Step onto the first panel and run right [hold R1!!!!] when the panel loses its charge. Immediately run onto the third panel when able, because #2 regains its 'static' quickly. From there, when #4 is

safe to walk on, run out of harm's way. Hana dies with even one misstep -- a good reason why one saved the game moments before.

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| OUTER WALKWAY 3 \

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ITEMS: ---

Back on this circular-shaped footpath before the area where lots of guards were killed, the elevator is in working order [if Hana used the Fuse on the Fusebox, that is]. As you approach it the fear meter appears in the upper-left corner, signifying an enemy is nearby. Get out the gun and shoot the sucker down before Hana suffers needlessly.

Take the lift downward after this.

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| MAINTENANCE AREA \

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| SAVEPOINT 4 |

ITEMS: Wire Cutter, Pistol Ammo [2]

Inspect the toolbox by the large vent fans and steal the [WIRE CUTTER], 'cuz it comes in handy later. Sneak around the corner, ignore the door scene in the bright light [lock'D], and OHKO the guard standing around the ensuing



corner.

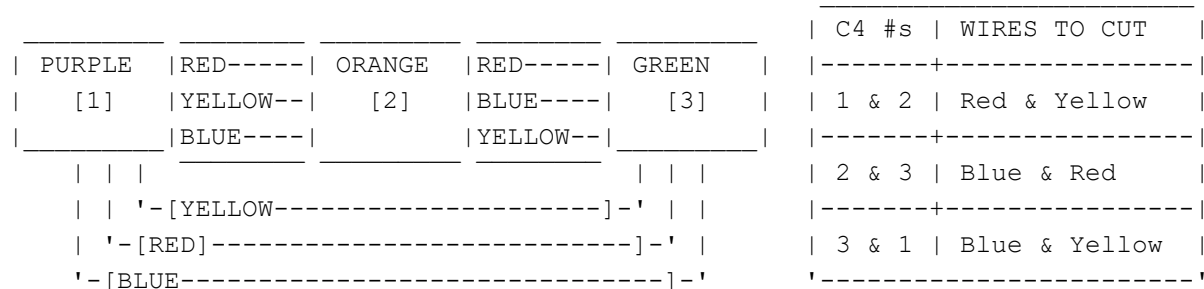
Keep sneaking until the screen pulls back to reveal a foreground enemy. It's possible to do a sneak kill if you're quick. Save nearby and use the Blue Keycard to enter the door. This time, come in with your guns drawn -- dual .90s are good here.

INTERROGATION ROOM \

ITEMS: Mach. Pistol, Auto Ammo, Pistol Ammo, Explosives

Three men here, and you have to be careful where you're aiming, or the bomb will reorganize Jin's face. Not out of the frying pan yet, though -- Hana's got to diffuse this thing 'fore it "mists the walls" with both allies. Our ladyfriend theorizes that two wires need to be cut without interrupting the circuit. Use the Wire Cutter when near Jin to start the process.

Diagram's as follows:



Select the C4 charge (1-3) and use the d-pad to select which wires to cut. If you screw up, it's boom-boom in the room. Note that if you cut something and wait momentarily, blowing up also occurs. Order shouldn't matter, but I tried Orange -> Green -> Purple and that seemed to work alright. ^\_\_\_\_^

Afterwards, another scene.

MAINTENANCE AREA \

ITEMS: ---

You start by the elevator, but go back and save first -- not like Hana can take it up anyway. The alternate route lies in between the savepoint and the lift access, the locked door from before. Use the Explosive on it and get away from the blast radius before entering.

STAIRBOTTOM \

ITEMS: Pistol Ammo

No one occupies this lower area, but creep up the ramp to find an enemy who is not too competent. Neutralize and save when possible. Although the Fear Meter appears at the stairway access [entrance], there's no one near the defunct electrocution floor.

OUTER WALKWAY 3 \

ITEMS: Pistol Ammo [3]

Get out the dual .90s and creep up behind the two enemies to do some cool killin' [one OHKO]. There's another enemy further down the way from the lift also. Near the surveillance room [where you may want to save just for posterity], the small dumbwaiter-lookin' hiding spot has been revealed to show a ladder.

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| NEON CATWALK \

| SAVEPOINT 5 |

ITEMS: Auto Ammo [2], Sign Key, Mach. Pistol

After scaling down the ladder, approach the doorway nearby and an enemy will be shown walking away. Follow him onto the building's outer catwalk where him and another enemy are looking around. If you tail him immediately, the Knife can be used to silently neutralize; if not, use the dual .90s and get 1 OHKO at least. Save at the ladder's base and proceed further down the passage...

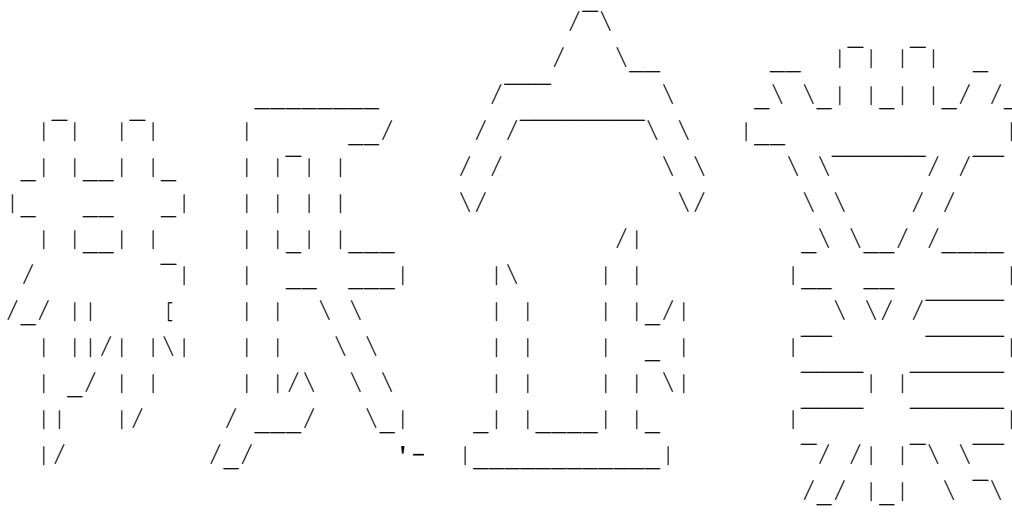
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BOSS: Crazy Bald Machine-gunner Person

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...Okay, so that's not his real name, but his real one's never revealed. To do away with this guy, crouch behind the consoles with your Mach Pistols drawn and wait for him to come into view and spray him with lead. Making a scene in one of the room 'intersections' is best so Hana can roll outta the way and keep herself in good shape. [Alternately, simply run behind him and shoot, then run away -- repeat ad nauseum]. It seems easy, but at full health it only takes a misstep or two for our bald friend to mow Hana down. =(

When dead, he drops a [SIGN KEY] and a [MACH. PISTOL]. Use that key on the room's control panel to find a password written in Chinese lettering. This would be hell to figure out naturally, but the solution was already shown to the player -- remember that neon sign outside on the catwalk? The 4-character solution is something like:



Press the x-button with each correct input until there's a scene where Hana takes the disc Jin put information on. At this point, the player controls Glas who's still at the helipad.

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| HELIPAD \

| SAVEPOINT 6 |

ITEMS: ---

Deke's all alone, carrying a smackjack [knife] and two .90s. Save with his cell and attempt to ride the 'pad upwards...only this time the outcome is severely different. When control is possible again, quickly move to the ladder

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| OUTER WALKWAY \

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ITEMS: Rifle Ammo [2]

Get those dual .90s out and gun down the two MPs here, who drop rifle ammo. It quickly becomes evident that Glas isn't as nimble as Hana, so if you're getting smoked, remember to crouch

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| SMALL ROOM AREA \

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| SAVEPOINT 7 |

ITEMS: Pipe

This is the area where Hana obtained the fuse and used steam to incapacitate a guard. This time, moving Glas up the ladder to the roof is instant death as a helicopter will perforate him with some mounted guns. Instead, start to climb the ladder and stay there until the craft quits shooting the roof; get across before it repeats! It actually helps if his weapons are holstered as there's a delay before going down the opposite ladder.

The helicopter will leave at this point. Get the [PIPE] from the wreckage [not hot at all!] and save. Walk over to the orange water heater--lookin' thing and use the Pipe on it. It doesn't do anything, but the crosshairs'll appear now. Locate the farthest point from where it can be shot and back away after shooting it to avoid the fiery explosion.

Use the 'Look' option for a sorta funny scene. Back to Hana!

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| NEON CATWALK \

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| SAVEPOINT 8 |

ITEMS: Knife, Assault Rifle, Rifle Ammo

After the cutscene, dash to pick up the knife and when the MP runs around the console, repeatedly slash until he's dead. Take his [ASSAULT RIFLE] at this time -- all previous ammo collected goes toward this point, mind you. Kill the guard standing outside the room [whichever fashion], then the two under the neon lights. Save at the ladder's base and take it back up...

Events happen to Hana and it's back to Glas...

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| RED-HOT PIPERY \

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ITEMS: Pistol Ammo [2]

IMMEDIATELY, start running across the pipes as they glow red-hot and damage Glas if he's standing on them -- two tries does him in, basically. Run for the far [initial] red-hot zone and run along the cool pipe into the next screen involving this. Keep running and our hero will jump onto a roof.

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BOSS: Military Police Helicopter

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This battle's more of using the environment against itself. There are two screens the helicopter's in, adjacent to each other. In the initial screen, move towards the flags when the heli appears; as it moves to that side, it starts sucking the flags towards it -- shoot there to make one detach and get cut up in its propeller. In the adjacent screen, move Deke to the FAR leftside of the screen by the flags to evade the live ammo and stick another flag in its spinnin' craw when able, downing it completely.

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If you want the pistol ammo here, it has to be obtained during the boss fight 'cuz Glas enters the Interrogation Room [where Jin was] immediately after. Exit into the adjacent area.

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| MAINTENANCE AREA \

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| SAVEPOINT 9 |

ITEMS: Rifle Ammo [3], Assault Rifle

Do away with the two MPs here, silently if possible [double .90s], then save. Creep down the hallway until the door Hana destroyed comes into view. The hallway near the elevator here has two enemies, one of which drops the nice [ASSAULT RIFLE] for Glas. The Smakjack can take them both out silently, odd as that sounds... o\_\_O Go back and save before entering the burning door!

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| STAIR BOTTOM \

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| SAVEPOINT 10 |

ITEMS: Rifle Ammo [6]

Sneak into the room and OHKO the fusebox guard. Be ready for a gunfight 'cuz there is a crapload of enemies to deep-six. Put that Assault Rifle to good use, ya? It's possible to take them all out without a retaliation shot being fired, actually... :p

Sneak up the stair and kill the two MPs waiting for Glas, then save. There's no enemies at the 'Stairway Access' or by the old electrocution grid, so keep goin'...

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| OUTER WALKWAY 3 \

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ITEMS: Rifle Ammo

One guy notices Glas right away, so spray him. Why do they all say "Don't hurt that guy" before shoving hot lead in our protagonist's mug? Ugh... Two more military men are on the walkway past the elevator, so kill without any compunction, 'kay? Glas can't save in the surveillance room, so it's down the ladder hatch!

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| NEON WALKWAY \

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ITEMS: Pistol Ammo [2]

Glas to the rescue!

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BOSS: Military Police Helicopter

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Huh, another one? Glas backs Hana up this time, now controlled by the player again. Keep Hana firing at the bird's guard manning the mounted machine-gun, and if she runs out of ammo, get the supply in the open doorway. This can be annoying; remember to roll out of harm's way! The camera angles are a lot more...helpful in this case.

Afterwards, Hana hijacks the heli! Glas will be scene on the walkway, and if you don't run with him fast enough, he gets shot down and captured. No good, sirs and madams! Jump in with Glas, see the introduction for Deke at the hotel, and the scenes afterwards.

And it only gets better! Disc 2, now.

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02) FISHING VILLAGE

[DISC 2] [FSHV]

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Up the creek without a paddle, nearly. Deke and Glas run off to find the lovely quarry, while a barely-dressed Hana has to fend for herself. ...Men!

NOTE: If you sneak around some 'corpses,' they won't get up and attack!

NOTE: Conserve ammo as much as possible, 'cuz enemies don't drop much...

NOTE: If you know a scene change is coming up, current fearmeter's irrelevant because it's brought to full upon each new segment of the story!

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| VILLAGE DOCK \

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ITEMS: .90 Pistol

Neutralize the mutated villager duo who approaches and save. Hana starts this level with the usual fare, and a 'Hot Towel'. Hmm... Kill some more villagers up the dock before their machetes can flay anything, and pick up the extra [.90 PISTOL] there. One more enemy beyond before controls flips over to our new friend Deke.

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| VILLAGE \

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ITEMS: ---

Deke starts with brass knuckles and two Shot Pistols, which is basically the equivalent of a shotgun shrunk down into two pistols! At the fork presented, go right until a scene with a butcher [?] plays out. He bites the big one, but Deke's got three green, ugly, stinkin' mutants to bury before the POV's over to Glas.

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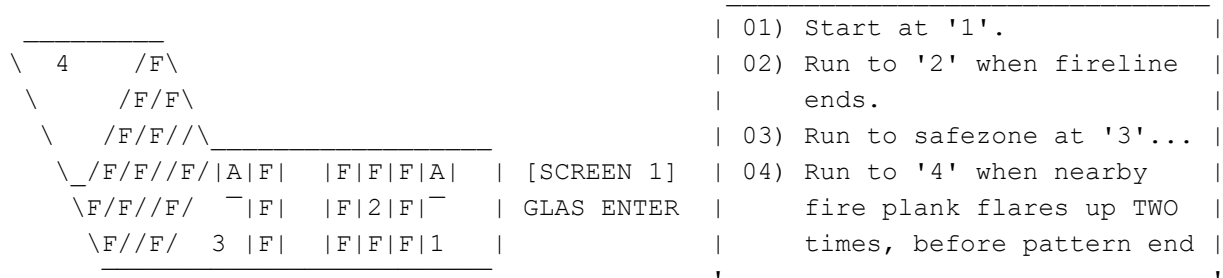
| VILLAGE OUTSKIRTS \

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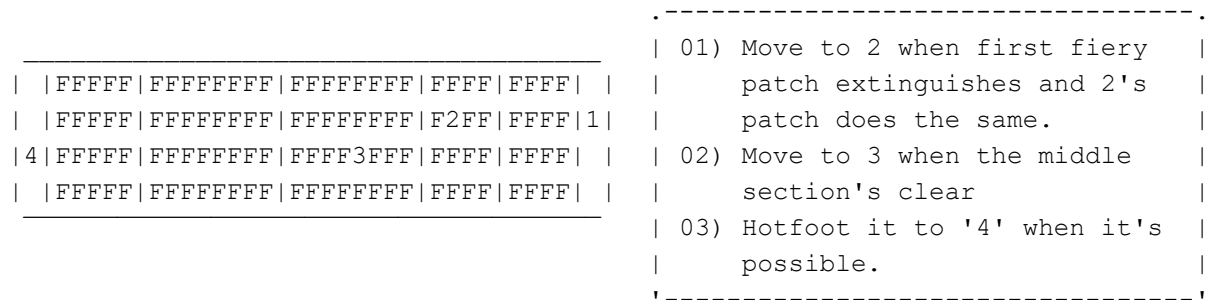
| SAVEPOINT 2 |

ITEMS: ---

Glas has his normal Smakjack and double .90s, as well as the Assault Rifle from last mission! Save the powerful stuff, though. The walkway nearest him is on fire, and it's hard to get across as it is...but it's a two-parter! I REALLY recommend watching the pattern the flames appear in, because it's repeated over and over [pt. 2's easier than the first, luckily, and shorter]. Just for an aid, here's a diagram of which parts catch on fire and snuff out. "A" is always on fire, mind you.



When completed, it's onto the second screen some villagers are actively...uh, burning down for no apparent reason. Glas starts on the right side and unlike the previous stunt, there's no 'safe zone' to pause in. Diagram:



Glas will probably get damaged somewhat, but after making it through, the view changes back to Hana anyway.

| VILLAGE DOCK OVERLOOK \

ITEMS: ---

Another dock looks over the ship everyone rode in on, and a couple more of those zombie scum approach. They'll approach in a line, so even if some are knocked down, the others behind can't draw near. Careful shooting makes it easy to dispatch 'em. Reload and walk toward town...

| VILLAGE \

| SAVEPOINT 3 |

ITEMS: Po Mon Key, .90 Pistol

Now here's where it can get messy and ammo can be wasted. Kill the two foes who approach [stand at fork], and CREEP past the building Deke entered the last time. If this is done, the corpse on the walkway won't reanimate. Enter the burning building past this area and kill the two loons there, one of whom drops the [PO MON KEY].

Return to the bifurcation [fork] and take the other path leading up to a locked shack. There will be a 'reanimator' corpse here who gets up if Hana stands, so it really can't be avoided. Use the Po Mon Key quickly and enter the shack where some zombies are. Sneak to avoid, sneak to avoid... Save if

you're in good shape [ammo-wise as well]... Talk with the old woman here to learn how the village's situation came about. After, roll past the zombie and collect the [.90 PISTOL]. This zombie by the woman doesn't wake up if you crouch-walk, though.

Exit out the back.

-----  
NOTE: I strongly suggest you redo this portion until you use as little ammo as possible! Use the knife when small groups of enemies are near -- it takes awhile, but roll towards, attack, roll away, roll towards, etc. Technically, the only ones that ALWAYS have to be killed are the ones that drop the Po Mon Key. You can roll past all those at the dock and by the building and maybe the one in front of the shack [for health-saving purposes]. I saved 48 ammo by this point, which ain't bad -- try to best it and you'll be glad you did.  
-----

TRAIN STATION \

---

ITEMS: Rifle Ammo [5]

Just outside are two guards with backs to Hana. Two knife OHKOs is possible, 'least. Both drop rifle ammo. Now, it's possible to go toward the station or up the jungle outskirts by the tracks; choose the former. There will be 3 guards, and one OHKO will help. All three drop rifle ammo! Roll occasionally when the guards crouch so as to keep the fear meter in good condition. The knife strat doesn't work here, expectedly...

Keep crouching forward until Hana gets back-attacked by a soldier. He'll have her at gunpoint, so there's only one thing to do... Select the 'Wet Towel' and see a funny scene! [Choosing anything else results in a bloody gameover!]

STATION INTERIOR \

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| SAVEPOINT 4 |

ITEMS: Rifle Ammo [4], Shot Shells, Assault Rifle

Deke's our man for this next stretch.

Two guards are right inside, and one can be OHKO'd. Do this with the Brass Knuckles after one guard walks away, though. Eventually the other guard will come back around, and can get shot full of holes as well, leading a 3rd to his doom. Lots of rifle ammo. In a vacant corner is some Shot Shells for the ol' pistols, too.

Around one of the bends is another [deaf?] patrolling guard, who can get a nice Brass Knuckles to the cranium for his incompetence. Pick up his lovely [ASSAULT RIFLE] and save. Backtrack two screens to where a ramp is by some traffic cones -- approach. Two enemies are patrolling here and the OHKO opportunity is slim, so just take both out.

TRAIN PLATFORM \

---

ITEMS: Rifle Ammo [10], Shot Shells, MK V Assault, Ladder Access Card

With the end of the train cleared, the loading platform leads around 2 sides. Start with the one nearest the right side of the screen. Two enemies here

[one can be OHKO'd] drop rifle ammo, and there are some shot shells lying in a corner. On the other side of the train three enemies are standing, noticing Deke almost immediately. Take them out with as little damage as possible.

-----  
SAVE AT THIS POINT!  
-----

No more enemies appear 'round the train at this point. By the open freight door is a fusebox that can't be used. Instead, wander into the nearby train entrance! A lousy foe shuts y'in with...

=====

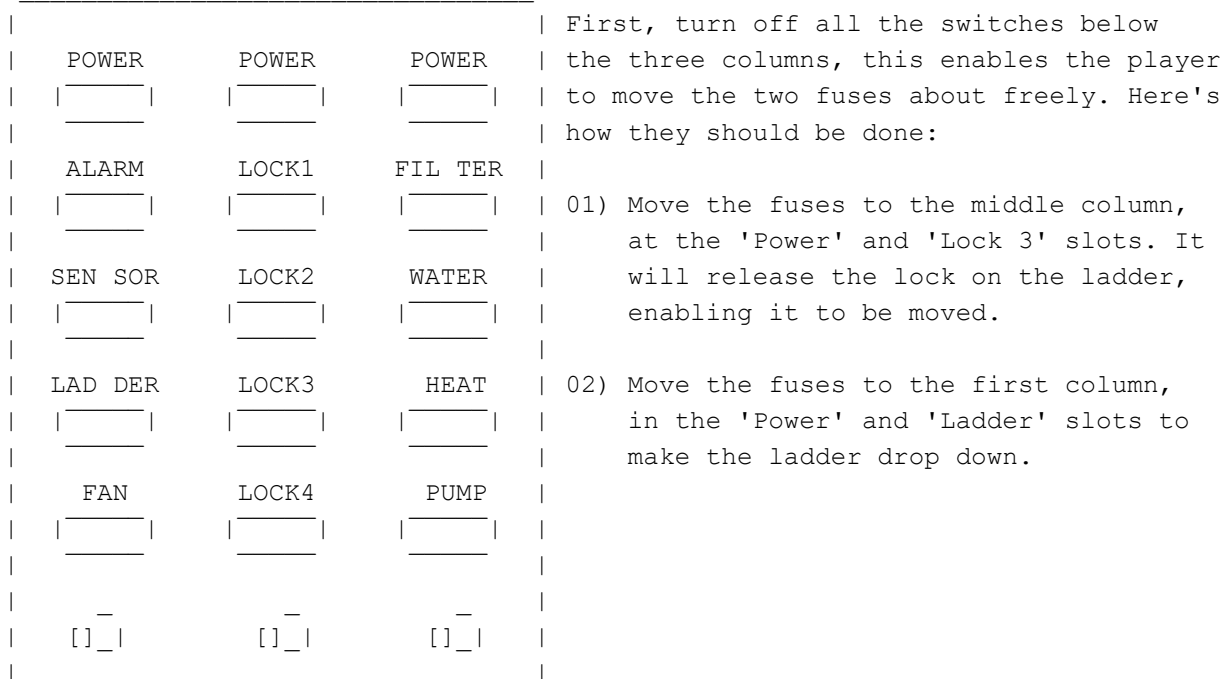
BOSS: Gunnery Soldier

=====

Deke gets a Rush Moment at the start here, so his 'health' is full. Hide by the box in the lower-right corner, which will protect from all attacks. When he shoots thrice, roll into view and get some potshots off as the boss tries to hide. Sometimes the pain makes the gunner shoot upwards which can ricochet bullets around the left/middle parts. DO NOT SHOOT WHILE THE BOSS DUCKS or you'll fire into the explosive briefcase and die instantly. It can take awhile because of this, but eventually the boss eats enough damage to die.

Afterwards, the soldier dies and his livewire ammo destroys the train lock. Steal his [MK V ASSAULT] rifle, continuing out the door. Three more enemies will be here, one of which drops a [LADDER ACCESS CARD]. Two more are by the train's end, but none by the station savepoint. Use it!

Return to by the train's open door and look by the lamplight to find the fusebox here. The Ladder Access Card shows a new panel. Diagram:



DEPOT GIRDERS \

| SAVEPOINT 5 |

ITEMS: Rifle Ammo [9]



At the top of the ladder is a savepoint. Move left on-screen to see a couple of mask-wearing weirdos claim that Wee Ming is their property alone.

---

---

BOSS: Mask Gang [x9]

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---

These freaks with hook-hands teleport around the girders. They can be shot when tangible, and may attack Deke. Using the assault rifle, Deke doesn't even have to move -- a stream can stop any enemy in its tracks. When dead, they simply disappear with a scream. All drop Rifle Ammo, to boot! Rolling around can evade their attacks, just be careful not to fall off! Move Deke further down the rafters for two more trios of gangbangers appear, hopefully meeting the same fate [walk along wall-side girders to avoid falling!].

After all nine are dead, collect the ammo they leave behind before the scene where Deke offs the 10th shows up. Then the scene's over to Glas.

---

| VILLAGE \

---

ITEMS: ---

After the meeting, Glas is left with some goofy zombies near where Deke and the butcher first 'made friends'. Kill the three near the initial spot then move to the bifurcation which leads towards the dock overlook point. Command Glas to mow down the three enemies here and it's back to Hana.

---

| PATH BY LOCOMOTIVE \

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| SAVEPOINT 6 |

ITEMS: Rifle Ammo

Now that she's got fresh clothes, Hana's ready for action! In case one did not explore this far, Hana's at the path near the jungle tracks, a little ways from the old woman's hut. Save as directed, as well. On-screen, go on the SW-leading path away from the train tracks.

There will be one guard here who hopefully has his back turned, resulting in an OHKO [If you waited too long by the savepoint, he stumbles upon Hana...] with the knife.

---

| VILLAGE II \

---

ITEMS: Rifle Ammo [2]

Reanimate-able corpses are here, but remember -- they can be avoided simply by making Hana crouch walk. A few screens in, make a military personnel get personal with the business end of the .90s. Another enemy approaches after hearing gunshots, so do away with him as well. Both doors here are locked, though... Looks like a backtrack-fest. =/ [NOTE: Both can be taken out w/ the Knife with minimal-to-zero damage incurred].

Let the sleeping corpses lie on your way out, too.

---

| PATH BY LOCOMOTIVE \

---

ITEMS: Rifle Ammo [1], Assault Rifle

Save once again [it's really Savepoint 6, but eh...] and get out the knife. It's possible to use the pistols for a double OHKO on the two guards there, but the timing can often suck. If Hana crouches by the savepoint long enough, the guards' boots will show up on the path in the right-hand path. When it's gone, approach and make a double-header outta their funeral. Either way, even without two OHKOs, one drops the usual ammo and the other, an [ASSAULT RIFLE] for our love Hana! Wahahah... Save if you want and continue down the parallel path to the tracks.

It's still recommended you use your pistols until the ammo runs out, 'cuz the rifle packs a punch and should be conserved!

---

| TRAIN STATION \

---

ITEMS: Rifle Ammo [3]

Two more guards now stand in front of the old woman's hut -- use the pistols for close-range kills. They don't notice Hana until the last second if she sneaks up along the treeline. Although it's optional, there's only one guard patrolling the sheltered waiting area, and can be knife'D to death for extra ammunition. And who doesn't want that?

Creep into the old woman's hut [there may or may not be a new corpse here if the old one was reanimated] and save, exiting out the Po Mon Key door.

---

| VILLAGE \

---

ITEMS: Rifle Ammo [2], Xi Mon Key

The anguished cries of the goofy zombies here give their presence away -- no Resident Evil scare tactics! As before, conserve ammunition by rolling past their machete-carryin' selves, towards the fiery hut where the Po Mon Key was last obtained.

There are two hook-hand ninjas here and another corpse, which drops the new [XI MON KEY]! Return to the train station savepoint at this time, bypassing all zombies in the usual way. After saving, head down the SW-leading path to the Village II area [where Hana should've been previously].

---

| VILLAGE II \

---

ITEMS: Rifle Ammo [6], .90 Pistol, Train Key, Assault Rifle

There will be two guards at the two-house area if Hana didn't take care of 'em previously; if not, just some un-animated corpses [hopefully]. Take out the zombified corpse here before entering any buildings -- it's just easier. Enter the larger building and gun down the ninja/soldier without moving Hana at all, which wakes the corpse here. Collect the ammo and [.90 PISTOL] lying by the corpse before exiting.

With Assault Rifle in tow, enter the smaller building with the new key and neutralize the 5-6 ninjas and soldier here. There's a bunch of crap within this building, including a [TRAIN KEY] and [ASSAULT RIFLE]! Six deposits of rifle ammo ain't bad either.

Having looted this area, creep back to the locomotive-side savepoint. Save and approach the train door within that very screen, using the Train Key to unlock.

---

| TRAIN INTERIOR \

---

ITEMS: ---

Hana gets a Rush Moment and her fearmeter's back to normal. One part has a password input while the other has a note about it. Notice the capitalization in odd places? Things like 'Fore' and 'See' and 'Eight Grand' represent stuff like '4', 'C', and '8000'. So the password input looks like:

```
.----- . Not exactly Myst-clever, but it's not bad. When a row is done
| 4 N 2 B | correctly, a green light flashes to signify it's as such. Do
| 4 2 2 C | all three of these buggers correctly to make a cutscene where
| 8 0 0 0 | Deke shows up...with some enemies having followed him, it
'-----' appears.
```

Hana drives, Deke drives the enemies away -- win/win!

---

| TRAIN ROOF \

---

ITEMS: Rifle Ammo [4?]

Deke's fighting on top of the train [full fearmeter, natch] with two baddies here. As usual, rolling prevents damage; in this case, it also buys time for our Aussie to get his weapons out. It takes more shots than normal to kill these idiots, so don't use the 3-shots-apiece pistols; Assault Rifle them into some topsoil! [Their drops probably won't be collected -- there's two more spawning here.]

After some insight from Glas, move Deke down the train to prevent him from being thrown into the water. There are explosions and such, so bolt as soon the control's back on 'im! He'll be safe if you do it in time, 'stead of landing "in the drink" as the expression goes.

---

| TRAIN ROOF [SUBMERGED] \

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| SAVEPOINT 8 |

ITEMS: Rifle Ammo [2], Assault Rifle

Glas jumps down to have a look at the wrecked locomotive. Save, evade those fiery cinders there, and shoot the first soldier that comes to inspect the carnage. Two others are here as well but don't see Glas [?] for some reason. Climb the ladder leading up to the train tracks and gun those hombres down, Glas-style. One drops an [ASSAULT RIFLE], as if it were necessary.

If all damage was evaded, go back and save. Then, continue down the tracks to where the soldiers' inert vehicle rests.

---

| PARKED VEHICLE AREA \

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ITEMS: Rifle Ammo [4?],

Two enemies are here initially, backs turned. Take 'em out with the assault

rifle, then kill the 3rd foe who approaches. Four more'll arrive at this point so make sure Deke's in the right direction as them or it leaves him wide open for damage. In fact, after killing the first two is the best time to pull a 180 [with L1] to face the rest. It should be a cinch from then on.

One drops the [TRUCK KEY] needed for ignition, so pile inside to close this disc!

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03) MADAM CHEN'S RESTAURANT

[DISC 3] [MDMC]

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Glas takes Wee Ming in while his cohorts wait out front...only things don't go as planned. Do they ever?

---

| PANTRY \

| SAVEPOINT 1 |

ITEMS: Cooking Oil, .90 Pistol, Pistol Ammo, Smakjack

Glas ends up getting stuffed here, weapons confiscated, sadly. Locate the bright-red [COOKING OIL] container and pocket it. Save the game and search out the pottery urn. The 'Use' command shatters it, alerting the door guard to some tomfoolery. Pour the cooking oil onto the square-shaped floor drain [which has been boarded-up, obviously] and wait for the goofball guard to burst in. Roll around, effectively evading all damage, and lure the foe onto the floor. He'll slip and die, giving Glas the [.90 PISTOL] and ammo for his own hot hand. The [SMAKJACK] is somewhere in the mix as well. o\_\_O

The savepoint's gone, but Glas can leave anyway.

---

| ORNATE HALLWAY \

ITEMS: .90 Pistol

There's a goon here as the dramatic pull-back scene shows; use the Smakjack to smack this jack, y'dig? He drops a [.90 PISTOL] as a booby prize. Approach the kitchen doorway to see Wee Ming and some other scenes, one of which has Deke getting up to the roof to infiltrate. He's our next go-to guy.

---

| ROOFTOP \

| SAVEPOINT 2 |

ITEMS:

Deke's got his trademark twin Shot Pistols, his knucks, an Assault Rifle, AND the MK V Assault from the last mission. Ah, the benefits of being the 'weapons guy'! He'll have to pass over some glass, though, most of which'll drop him down to his death. The correct path is as such:

.-----.

DEKE--.		If you wanted to know how a person finds out about the
_       _  _  _  _		correct path, it's a little trial-and-erroring but
_  _  X _  _  _  _		also looking at the broken panels as the search beacons
_  _  X X X _  _  _		pass over. This definitely shows the way NOT to go,
_  _  _ _ X _  _  _		and no traversable panels show up as cracked.
_  _  _ _ X X X _  _		

| | | | | | | | | | X | | | | Once across the devilish puzzle, save! Find the 'Use'  
| \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ | command near that area to have Deke sneak in.  
'-----'

| ORNATE HALLWAY \

ITEMS: ---

As Glas, he's still near the kitchen door. Holster any guns and sneak into the kitchen. If you don't, the cooks immediately alert the guards and there will be a lot of broken Glas to clean up off the floor. And yes, he must be SNEAKING WITH R2!

| KITCHEN \

ITEMS: Pistol Ammo [2], Shotgun

The cooks will be alerted if you get too close or if Glas stands up -- avoid this as much as possible. Bypassing them is the same as walking across the fire bridge in the last level -- learn the pattern. The pattern is basically this [separated by rugs; #1 is closest to Glas.]

.-----.	.-----.	Getting past the four
COOKS DO...	GLAS SHOULD...	'active' cooks here is
-----	-----	not that difficult. Be
Rug #2's cooks talk	Stay put by entrance	sure that you stay away
Rug #1's cooks toss food	Wait and move to #1	from the green rugs as
Rug #2's converse	Wait then move to #2	much as possible, 'cuz
Rug #1's cooks toss food	...be past there! :p	it constitutes their...
'-----'	'-----'	'line of sight' for all
		intents and purposes.

After bypassing those cooks, another one in the next screen is squashing the cockroaches. If you pay attention, you'll see the cook never turns his head toward the area where Glas starts, instead just pivoting to stop the bugs. Also, the stomped bugs come in two fashions -- one swirves while the other runs straight into the shoe. Bypassing is as elementary as moving next to the rug, waiting for the squiggly bug to get stomped, and getting through before the quicker action occurs.

Finally, there are two more cooks to bypass. One spits onto the rug, and one dumps junk into a garbage can. It's the end of the pattern when they're looking at their food and mumbling in Chinese that Glas should walk through!

Past them, crouch-walk to the red button and stand up [necessary] to push the red button. After the cutscene, somersault away from the guards while drawing the dual .90s -- murder 'em. For the remaining enemy, shoot the grease pan w/ oil in it to kill the sucker. Take his [SHOTGUN] -- yessir! There's a locked fridge in this area too, but nothing can be done 'bout it yet.

Continue towards the seating area to find a small dark-colored door. Inspect and a man will say 'working girls only' -- no entry for Glas. Right across from it is a small storehouse, though.

| STOREHOUSE \

ITEMS: ---

Nothin' much besides a savepoint and a skimpy prostitute's outfit. This'll be done later, but Glas ain't dressin' up in this thing, no-sir-ee. Backtrack a screen and proceed toward the dining room proper.

---

| SEATING AREA \

---

ITEMS: Pistol Ammo [4]

A guard can be seen here, so smakjack him when an opening's given. If this's not an option, simply unload the shotgun on all three enemies here. Low on health? Don't worry -- this weapon's basically a OHKO. Rolling around will produce a better shot if needed.

Nothing in the dining room but two exits -- one is a teal-colored door and the other a mere antechamber. In the latter is a guard walking around, so creep in and smakjack 'im to help give a boost to the fearmeter. Entering the teal-colored door just leads back toward the pantry, so use the larger door in the antechamber to proceed. Hana and Glas meet up, and then she'll have to investigate upstairs. Unlike previous levels, Hana packs serious firepower from the get-go -- an Assault Rifle in addition to the usual double .90s. Glas' fearmeter carries over to here, though!

---

Three new enemies are in the dining hall. They can be killed or, if Glas had brought a big red fearmeter along, make for the teal-colored door and shake the enemies. Either way, make for the kitchen when possible and enter the storeroom.

---

| STOREHOUSE \

---

| SAVEPOINT 4 |

ITEMS: ---

Nothing here 'cept a savepoint. This time, Hana can change into the skimpy costume hanging on the rack here. Doesn't every situation seem to involve her being naked? Haha... There's a Rush Moment here for some reason.

---

| KITCHEN \

---

ITEMS: Mach. Pistol [2]

Two guards now occupy this space, and they're waiting for Hana to emerge. Get some lead into their faces, stat! Both drop a [MACH. PISTOL] which she should already have...good for ammo, though, no? Return to the savepoint if y'want, and enter the dark-colored door en route to the dining room. If Hana's garb's of the right 'persuasion' she gets entrance.

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| STAIRWAY \

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ITEMS: Pistol Ammo

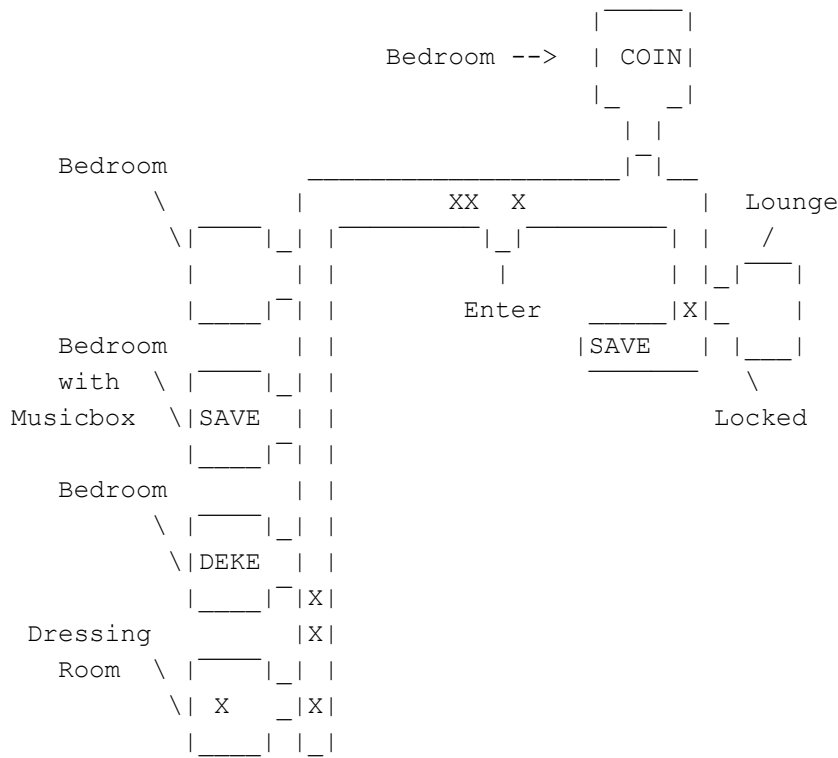
The man here won't attack Hana unless she brought a weapon in, so obviously it's in her best interest to come in with all things holstered.

---

| UPSTAIRS HALLWAY \

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ITEMS: .90 Pistol, Pistol Ammo [5], .90 Pistol, Shotgun



There are some enemies around here, but they won't attack unless provoked by the sight of a weapon. The 2F hallway wraps around to a savepoint by a dead end. It's possible to kill the lazy guard nearest the savepoint by drawing a knife from his blind side and neutralizing. He drops a [.90 PISTOL].

---OPTIONAL FROM NOW ON: [This helps Deke's part later on, mind you] ---

Now, if you walk back towards the stairway and continue to the other dead-end [past the area with lots of guards], another lone guard patrols the corridor. The knife strategy works for this goofus, too. There are two other guards in this area as well, one of them wearing a black suit. At the end of the hall where the screen focuses right there, kill the purple-clothed one with the knife. The suited foe can be neutralized in the same way [from blindside]; be sure no other patrolling enemies come near, though. IF ALL THIS IS DONE THERE WILL BE NO ENEMIES IN THE DEAD-END AREAS.

If you want to kill the three enemies by the stairs, it's possible but needs quick timing. One enemy stands still scratchin' his rear while two move in a really small pattern. The POV shows the butt-scratcher furthest down the way. What y'want to do is knife the one nearest the foreground when his buddy has his back turned. Then, Hana has to go after that buddy and the butt-scratcher last. One drops another [.90 PISTOL] and the latter, a [SHOTGUN]!

---

The place to enter is the dressing room at the dead-end, near where the foe with a suit was standing.

| DRESSING ROOM \ \_\_\_\_\_

ITEMS: Pistol Ammo

One foe is here and will walk around. Knife in the back! All there is...

If you took out all enemies here as suggested, enter the room next-door to meet Deke, and switch to his persepective. Leave the bedroom thereafter and enter the hallway again.

---

| UPSTAIRS HALLWAY \

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| SAVEPOINT 6 |

ITEMS: .90 Pistol, Auto Ammo

A guard will have appeared by the dressing room, but won't notice Deke at once. Feel free to gun him down 'cuz no reinforcements are inbound. He's got a [.90 PISTOL], and Deke plays for keeps. Save in the room next-door to where Deke ended up [other side, naturally] and head for the stair-top. If Hana was resourceful, only ONE enemy will have showed up, making this very easy on our Aussie. Foe drops a bit of Auto Ammo.

One of the bedrooms by the stairs has a [COIN] to take. Enter the savepoint bedroom near Deke's starting spot now.

---

| BEDROOM 2 \

---

ITEMS:

So why this bedroom? There's a bedside musicbox that can be accessed with the Coin! There is a puppet onstage here with five buttons to be pressed. I did not see any noticeable clue to doing this, so I'll tell you outright:

—	—		So why this bedroom? There's a bedside musicbox that can be
(-)	(3)		accessed with the Coin! There is a puppet onstage that has
—	—		five buttons that controls its action, making it dance. I
—	—		did not see any clue as to doing this so I guess it's just
(2)	(4)		trial and error.
—	—		
—	—		Anyway, press the buttons in the order shown in the diagram
(5)	(1)		to open a secret entrance behind it. Deke instinctively
—	—		goes to take a look and gets locked inside. Bugger! Deke'll
—	—		get a Rush Moment here, refilling his fearmeter. Whew...

Exit this room to find...

---

| SECRET CORRIDOR + ROOMS \

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| SAVEPOINT 7 |

ITEMS: Pistol Ammo [4], Shot Shells, Elevator Key, Mach. Pistol

(Use your dual Shot Pistols here for best effect)

Gun down the two enemies here and take their loot. The door they loitered by is a toilet, containing one more enemy that can be surprised-killed. Within is an [ELEVATOR KEY], crucial for an upcoming part. Back in the hallway, use the door by the two white-colored planters. Defeat the two foes here (it may be possible for double OHKO!) and locate the savepoint by the bed.

Back in the corridor, sneak down the adjacent corridor and smack the enemy there with brass knuckles. He drops an uzi-like [MACH. PISTOL]! Use that Elevator Key at the dead-end.

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| BASEMENT \

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ITEMS: Wrench

In a small workbench here, collect the [WRENCH] and descend the staircase. The small corridor leads to...

---

| BOILER ROOM \

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ITEMS: .90 Pistol, Pistol Ammo, Madam Room Key

Two enemies here for no apparent reason, but a double OHKO may be in Deke's cards. It doesn't matter if you get hurt at this point, because as soon as the Wrench is used on the steam-leaking machine, the [MADAM ROOM KEY]'s then available and a Rush Moment's achieved! Return to the elevator and go back up.

---

| SECRET CORRIDOR \

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| SAVEPOINT 8 |

ITEMS: Shot Shells [2], Pistol Ammo [4]

A huge amount of enemies now stands in this corridor. It's best to roll into plain sight, shoot a bit, and use the hallway as refuge. There's about 7-8 to sort through, but with the Assault Rifle and MK V Assault, it's not THAT difficult. Most enemies appear from the secret entrance, which means Deke's got their location covered. As before, use somersaults and side-rolls to get better positioning. Save in the bedroom if y'want, then use the Madam Room Key on the big red double-doored passage to see a scene.

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| DINING ROOM \

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ITEMS: Pistol Ammo [6]

As Glas, there are some enemies here but it's not important to kill them. It still stands that rolling to the teal-colored door helps in conserving ammo. That's the way this walkthrough'll take, anyway.

---

| ORNATE HALLWAY \

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ITEMS: .90 Pistol

A solitary soul patrols here and can be downed for a [.90 PISTOL]. The way we're going is upstairs, so save in the storehouse [by kitchen] if needed, and take the dark-colored door up there.

---

| UPSTAIRS HALLWAY \

---

| SAVEPOINT 9 |

ITEMS: Lounge Key, Pistol Ammo, Mach. Pistol [2], Shot Shells

In the dead end on the side opposite the brothel's 4 rooms is an enemy just chillin'. Kill him and collect the [LOUNGE KEY] and ammo. On the other end of the place, two "uzi riders" can be shot from afar, with their weaps able to be stolen. Also, the enemy in the 'Dressing Room' carries Shot Shells for Glas' shotty.

The door to the Lounge is the blue, locked one near the dead-end.

---

| 2F LOUNGE \

---

ITEMS: .90 Pistol, Pistol Ammo

Come in with dual [something]s drawn, 'cause two enemies immediately put our hero in their sights. One drops a [.90 PISTOL], to boot. There are 3 doorways that can be used: one by the entrance, two red ones near each other. The former leads to a boss battle, so let's do the only accessible red one here.

---

| 2F HALLWAY \

---

ITEMS: Pistol Ammo [2]

A guard will be here for a OHKO opportunity, but more than likely that won't happen. Follow the hallway to the atrium-like place with two more enemies to dispose of. This is where Deke got the water running when he fixed the boiler with the wrench. Nothin' to do here now, though.

Backtrack to the lounge and take the door near the entrance. Might want to save beforehand, though.

---

| PROSTITUTE ROOM \

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ITEMS: ---

After confronting the hooker here, a man underneath the bed will fire upon Glas, and where he comes from, no one takes kindly to strangers who do that!

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BOSS: Under-the-Bed Gunner

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Whoa, haven't had a boss battle in awhile. The object is to shoot the man as he appears rather than down through the bed which kills the hooker [and then Glas, as the scene displays]. The problem with formulating a good strategy here is that the man shoots in an erratic, seemingly randomized fashion -- not good. When he appears, though, shoot at him and he retreats back under the bed. The only piece of advice is that he doesn't shoot in the same place twice [except when popping out from the left/right side of bed], meaning if you utilize rolling, damage can be evaded. Here's my take on movement:

BEFORE 1st Hit = Purple rug  
BEFORE 2nd Hit = Upper-left corner > middle purple rug  
BEFORE 3rd Hit = Purple rug again  
BEFORE 4th Hit = Upper-left corner > middle purple rug

Four hits will do the dude in, after which a scene takes place with Mr. Lam, kicking the POV back to Hana.

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| UPSTAIRS HALLWAY \

---

ITEMS: Mach. Pistol

| SAVEPOINT 10 |

Hana starts in the dead-end near the dressing room. Save in the room with the puppet, and kill the knife the guard when his back's turned. He drops a Mach. Pistol.

---

| DRESSING ROOM \

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ITEMS: White Vase

No enemy in here now, but a white vase sits on the dresser now. Steal it. Exit again. There shouldn't be any enemies in the hallway if there weren't any when Glas came through.

---

| LOUNGESIDE BEDROOM \

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ITEMS: Lounge Key, Pistol Ammo

This is the bedroom in the hallway nearest the Lounge door. Enter inside and knife the guard, taking his [LOUNGE KEY] and ammo. Back in the hallway, save and enter the lounge.

---

| THE LOUNGE \

---

ITEMS: ---

Hana clears the working girls out of here, and Glas ain't here either. The door into the prostitute's bedroom is locked, but the red door can still be opened if needed.

---

| 2F HALLWAY \

---

ITEMS: Pistol Ammo [5], Flowers, Shot Shells, Office Key

In her current costume, the guards won't think anything of Hana. This allows her to viciously backstab-OHKO the two enemies walking here. Continue into the atrium area with the fountain Deke got running, and kill the two foes there as well [OHKO'ing is possible x2!]. Sometimes they only look at each other, which prevents those OHKOs, however. When the coast is clear, inspect the fountain to get the [FLOWERS].

After doing this, two more enemies will appear in the hallway leading back to the lounge. One drops Shot Shells, the other ammo and an [OFFICE KEY]. To do stealth kills, backstab the suited guard as he walks to the foreground, which is the other guard's blindspot.

---

Enter the lounge again and unlock the office, which is the other red door.

---

| LOUNGE OFFICE \

---

ITEMS: ---

No items here, but the elevator can be used. Save in the hallway outside the lounge before entering.

---

| SECRET CORRIDOR + ROOMS \

---

ITEMS: Shot Shells, Black Vase

This is the hallway Deke entered after solving the puppet puzzle. There's one enemy here guarding Madam Chen's door, and won't shoot unless provoked. Save in the bedroom nearby and collect the [BLACK VASE] from the armoire. Approach the madam's door and Hana can place the vases and flowers within. Notice the ornamental decal on the door? It shows one side of the tree in full bloom and the other side withered. So, on the left, put the white vase and sunflower; on the right, the cracked black vase and wilted calla lily. See the scene in the room, and Hana will escape.

---

If you want to save in the bedroom, do it -- two demon prostitutes will come down from the ceiling, so be ready. One more appears in the hallway. Make for the elevator.

---

| LOUNGE OFFICE \

---

ITEMS: ---

Three or four demon hookers appear here. As you're beginning to see, they don't drop anything.

---

| THE LOUNGE \

---

ITEMS: ---

Quite a few of those transformed working girls appear. Use the assault rifle and crouch, using the L1 button to spin on a dime. Eventually the 8-10 girls will die, and Hana can enter the hallway [the window that was broken cannot be entered].

---

| UPSTAIRS HALLWAY \

---

ITEMS:

Save near the lounge door and proceed to the stairway. Two assault near the corner there, and a scene with Glas and Wee Ming happens in the meat locker by the kitchen. Another small scene takes place in the storehouse near that area, too.

---

| KITCHEN \

---

ITEMS: Meat Locker Key

Three appear here, but if you crouch by the storehouse door, none will jump behind Hana. Enter the storehouse, change into the old uniform, and grab the [MEAT LOCKER KEY]. Save, and re-enter the kitchen to gun down a few more ladies of the night. Enter the meat locker.

---

---

| MEAT LOCKER \

---

ITEMS: Shotgun

See Glas and grab the [SHOTGUN]. A bonesaw is making sound somewhere, so search out the other door within here and enter. Hana gets a rush moment as she faces off against...

---

---

BOSS: Demon Chen

---

---

The shotgun is god here. Use it to destroy the demon prostitutes who appear in infinite number, and wait until one drops a 'Paper Mache Chen.' Use it on Chen's fiery aura to deactivate it momentarily, then unload on her like it's goin' outta style. This area's pretty good for maneuverability, meaning its length should have little impact on Hana's health [just ammo]. It should only take three blows from the shotgun to finish her off.

End of disc!

---

---

04) HELL

---

---

[DISC 4] [HLLL]

Whew, the last disc is here. Hana will start with all the great weapons she acquired in the restaurant level with the same ammo levels. Hope you were silent~~!

---

| BUBBLING MURK \

---

| SAVEPOINT 1 |

ITEMS: ---

Save and survey the puzzle of sinking-and-reappearing walkway pieces. It's really not that hard, just don't go off the SE side of the platform when the first platform comes up, 'cause it'll lead to Hana's death. Use the western side and work to the SE corner of the screen. There's a small path here.

---

| BARREN PATH \

---

ITEMS: ---

Besides a bunch of shadows being made by overhead...'things', no enemies are jumping out like boogeymen. Keep walking the straightforward path until Hana approaches a small caravan-like village.

---

| HELL'S VILLAGE \

---

| SAVEPOINT 2 |

ITEMS: Paper Pistol Ammo [3]

The two ghosts here drop paper pistol ammo which doesn't work with the .90s, mind you. Of the three houses shown here, the left one is vacant, the middle has one ghost, and the right has a savepoint. When done, go down the path by

the right house.

---

| WATERY PATH \

---

| SAVEPOINT 3 |

ITEMS: Paper Pistol Ammo, Paper Machine Ammo [3]

There's a pale rod on the village outskirts but nothing can be done with it yet. Kill the ghost and continue down the pond walkway. At the bottom of the stairway is a bronze-colored rod, unlit -- again, nothing can be done about it. Some red hook-hand ninja appear when Hana approaches the foreground's area -- they leave Paper Machine Ammo. Proceed past them to find a small hut with a crying girl & rocking horse. Save in front of it, but don't go in -- nothing to do now.

---

| BARREN PATH II \

---

ITEMS: Paper Assault Ammo

Past the girl's house another ninja appears, dropping paper assault ammo. The red double-door here is locked, and Hana bemoans the fact she lost Wee Ming. Backtrack past the girl's to where the bronze-colored unlit torch is, and go towards the background.

---

| BARREN PATH III \

---

ITEMS: Paper Pistol Ammo [3], Paper Gate

Five ghosts are here, one of which may teleport behind Hana. Not too hard to neutralize and regulate, yo. One drops a [PAPER GATE] special item. There is a large red door near here, but Hana can't get close due to an invisible barrier -- oh well.

This time, return to "Hell's Village" and take the dirt path leading around the leftmost house. Save before this, though.

---

| LIGHTNING PATH \

---

ITEMS: Paper Pistol Ammo [4]

Lightning strikes a tree stump here and catches it on fire. Lightning will strike a dead tree, catching it on fire. Burn the 'Paper Gate' on it and the large red gate on 'Barren Path III' will vanish in kind. Also, burn all that paper ammo to redeem it for real ammo. Hana gets a rush moment at this time, too. About five hook-hand ninjas attack here, so plug 'em and take all of their ammo droppings for the pyre. [If you're having trouble with the ninja attacking from all sides, roll to the waterside where they can't teleport behind Hana].

---

| HELL'S VILLAGE \

---

ITEMS: Paper Machine Ammo, Paper Pistol Ammo [3], Paper Assault Ammo

A couple more ninja here, although it helps that none can teleport behind Hana for the potshots. If all goes well, save in the rightmost house.

---

| WATERY PATH \

---

ITEMS: Paper Pistol Ammo, Paper Assault Ammo

Couple more hook-hands to destroy. After that, no more enemies in the area. Head down the steps and enter the 'Barren Path III' area where the Paper Gate was received. The red one there has now burned to a crisp, allowing entrance beyond.

---

| RED GATE INTERIOR \

---

ITEMS: Paper Assault Rifle, Paper Pistol Ammo [2], Paper Assault Ammo

Pick up the [PAPER ASSAULT RIFLE] lying around here. Talk with Madam Chen to receive the [DOLL] for her daughter. Exit this area and return to the 'Barren Path II' area [run to foreground near the watery path's stairway]. There are a couple more enemies en route, leaving some ammo behind. Make sure to burn it and the paper rifle on the torch there.

---

| BARREN PATH II \

---

ITEMS: Paper Assault Ammo [2]

Two more ninja goons tag-team in a pincer attack. Kill one and roll to evade the other from laying a scratch on Hana's skin. Continue to the li'l girl's hut nearby.

---

| DAUGHTER'S HOUSE \

---

| SAVEPOINT 4 |

ITEMS:

Save at the doorstep and enter inside. The little girl is crying in a corner here. She says "as a child, we flowered like a branch under the rain" as a clue to what Hana must do. Inspect the clock within this child's room to do a small puzzle. Five [unchangeable] numbers here represent Hana's age, while the movable tally circle changes the age. Solution is as follows (press x-button on each value, remember):

```
.-----
|      [05]      |
|                | 01) Make 'IIIII' and 'I' under [05]
| [00]      [18] | 02) Make 'II' and 'IIIII' under [18]
|                | 03) Make 'I' and 'IIIII' under [35]
|                | 04) Make 'IIIII', 'IIIII', 'III', 'II' under [88]
| [88]      [35] |
```

'-----' With each correct input, Hana will age accordingly. Talk to that grown-up version to learn some wise words. When the final piece is completed, Hana obtains the [STONE SCROLL]. Save now, of course. Back to Madam Chen's place, now.

---

| RED GATE INTERIOR \

---

ITEMS: Tree Branch, Paper Pistol Ammo [3], Paper Assault Ammo [3]

Talk with the madame here to obtain the [TREE BRANCH]. Defeat the three ghost freaks she sends after Hana, too. They start out surrounding her so roll into a better position. Outside are three more ghosts, as well!

---

| LIGHTNING PATH \

---

ITEMS:

Return to Hell's Village [save there] and proceed to the bonfire on the left path near there. Burn the Tree Branch and receive a rush moment once again. Now that it's on fire, light the unlit torches in the area:

- One is near the forest entrance in this area
- One is near savepoint hut in Hell's Village [exterior]
- The last is near watery path, en route to the burnt-up door where Chen was

When all three are done, the gray door by the watery path/Hell's Village area will be accessible.

---

| GRAY TOMB \

---

ITEMS: Paper Gate Key, Stone Tree Half, Paper Machine Ammo [3]

The long-tongued ghost here gives the Paper Gate Key and Stone Tree Half to Hana, bidding her to seek out his brother. Some hook-hand ninja appear, but if you want to roll towards the door, they can be completely bypassed.

---

| HELL'S VILLAGE \

---

ITEMS: Paper Assault Ammo, Paper Machine Ammo, Paper Pistol Ammo

A few red-jumpsuit hook-hands to neutralize here. Continue 'long...

---

| LIGHTNING PATH \

---

ITEMS: Gate Key, Paper Pistol Ammo

At the big bonfire, burn the Paper Gate Key to make a [GATE KEY] appear in one of the village homes. Go there and kill the ghost, taking the key along with y'. Return past the gray tomb now.

---

| WATERY PATH \

---

ITEMS: Paper Assault Ammo, Paper Pistol Ammo

Hook some hook-hands in your aim and nail 'em, then burn all the paper ammo you're carrying. Continue toward the little girl's house and go past.

---

| BARREN PATH II \

---

ITEMS: Paper Machine Ammo, Paper Assault Ammo

You know the drill -- nail the freaks! Approach the gate and enter, which'll lead to a surprise guest...Glas! He makes it out of the restaurant meat locker and enters Hell as well.

---



| ICY CAVERN \

---

| SAVEPOINT 5 |

ITEMS: ---

Glas only gets his Smakjack and .90 Pistol for this, and cannot dual-wield naturally. At the Dragon Sculpture, a bifurcation is reached -- south goes to a moon-shaped emblem door, so go north. There's ancient inscriptions on the door that bleed...kinda hard to miss. Advance!

| TORCH CAVERN \

---

ITEMS: Paper Pistol Ammo [2]

Glas gets a rush moment here, not that it's needed too much. Two ghosts will attack, so utilize the rolling to evade damage and attack that way. Both'll drop pistol ammo, which can be burnt on the strange green-incense torch.

| RED-LIGHT CAVERN \

---

ITEMS: Paper Machine Ammo

...so-named because of the red-colored torchlight. A fleshless dog will come and try to make friends, so teach it to 'sit'...permanently! Next door...

| BALCONY \

---

ITEMS: Moon Key, Paper Mach. Pistol

A vacant balcony here has the [MOON KEY] and [PAPER MACH. PISTOL]! Backtrack to the 'Icy Cavern' area with the dragon statue and use the Moon Key on the door there. Make sure to burn the paper pistol and its ammo before then, though.

| ICY CAVERN 2 \

---

| SAVEPOINT 6 |

ITEMS: Paper Pistol Ammo [5]

The ghost from before disappears again here. There's a door with a sun-shaped keyhole, but nothing to do 'bout it yet. Try to proceed down the path and a scene where Glas retreats due to three ghosts plays; defeat 'em for that lovely ammo. Two more down the way leave the same loot.

Inspect the red dragon statue and it talks to Glas, telling it is the dragon of fire. Save near it's broken floor and descend...although I've no idea how Glas retains those skills. o\_o

| ICY CAVERN 3 \

---

ITEMS: Paper Machine Ammo [3], Sun Key

At the bottom, the player gets a better look at who the ghost really is. Two fleshless dogs then appear, dropping paper machine ammo. By the Earth Dragon and Heaven Dragon is the [SUN KEY]. Approach the next climbable vine wall at this point.

Climb back up the vine Glas came down on and use the Sun Key Door on the locked one in 'Icy Cavern 2'. This leads to...

MOUNTAIN DRAGON ALTAR \

ITEMS: Paper Assault Ammo [2], Paper Assault Rifle

To ghosts are here, but if you take them out quickly, the Paper Assault Rifle is ripe for the taking. The Mountain Dragon sculpture is also here. If you want to burn these immediately, the torch on the other side of the Moon Door suffices or in 'Icy Cavern 3' suffices.

---

Anyway, descend to the Sun Key area again and take the other vine-covered wall up to the next portion.

ICY CAVERN 4 \

| SAVEPOINT 7 |

ITEMS: Paper Pistol Ammo [6]

There are a ton of ghosts here, so use the Assault Rifle to do away with 'em because there's a lot of mach. pistol ammo to waste otherwise. The Water Dragon statue is up here, also. Use the vines near it and climb downward, after saving 'course.

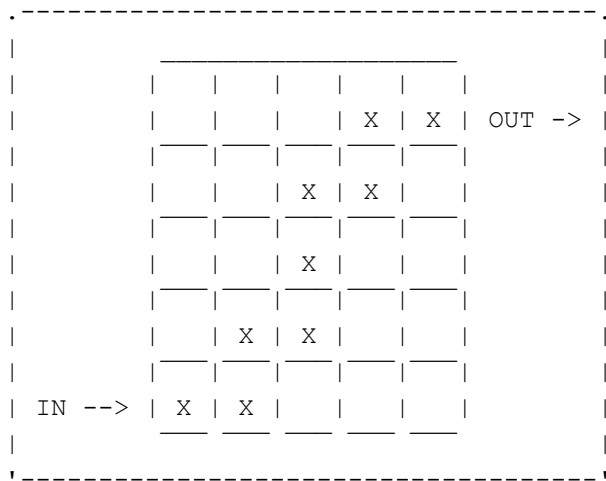
ELEMENT PUZZLE ROOM \

ITEMS: Stone Sword

There is a mirror right by the vine that shows pictures of elements, such as the mountain, heaven, etc. The pattern shown here is crucial to solving the upcoming puzzle. For reference what's shown goes like:

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

Continue on to find a floor that looks as brittle as the previous room's. It takes a special floor-walkin' combination to proceed, sort of like at Madam Chen's restaurant.



I could tell you about the symbols here [which match the ones found at the base of all dragon statues] but it really isn't that important when you have the diagram here. Also, do not seek out the ammo drop here as it's meant to lure Glas to his death...and he's been through a lot!

So, take the zig-zag path across to get an automatic rush moment. There is a [STONE SWORD] to steal from an altar. A torch here can also burn a wad of paper junk as well.

On the way back across, ghosts attack. They don't drop any ammo this time, so

feel free to kill them where they stand. Don't move to the bridge until they have fallen. Then, climb back up the vine y'came in on and start backtracking toward the first area Glas entered in.

---

| ICY CAVERN 3 \

---

ITEMS: Paper Machine Ammo [2], Paper Pistol Ammo

There are two fleshless dogs and a ghost here, but they don't attack until the 2nd screen of this area is entered. Roll towards it carefully and pump 'em full of lead with the assault rifle.

---

| ICY CAVERN 2 \

---

| SAVEPOINT 8 |

ITEMS: Paper Pistol [2]

Two more ghosts here. If you haven't entered the Sun Key door here and gotten the Assault Rifle, do so now 'cause it's great to have [even if it's optional by all standards].

---

| ICY CAVERN \

---

| SAVEPOINT 9 |

ITEMS:

The ghost will have disappeared after looking at the dragon statue here. Use the Stone Sword on it, shattering the sculpture to reveal a place behind it.

---

---

BOSS: Ghost Deke

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Start an eternity HERE? No thanks! The floating platforms Glas starts on are the only safe places, and the boss will melt and push them down. Splatter his face with some lead and, for each 1/3 of his health, a few platforms fall down. His attack pattern changes accordingly, too. When there's just three blocks, the 'safe spot' is the block Deke pushed down before. When 2/3 of his health is remaining, two more platforms fall. Here is his attack pattern with the safe platforms in the brackets ([]).

    \_ |5| \_  
|3|2|4|      324 > 453 > 521 > 245  
    \_ |1| \_      [1] > [2] > [3] > [3]

    \_ |5| \_      324 > 423 > 5  
|3|2|4|      [5] > [5] > [324]

Afterwards, the view changes back to Hana.

---

| GATE 3 AFT \

---

| SAVEPOINT 10 |

ITEMS: Paper Machine Ammo [6], Crank

Save, then dispatch some hook-hand ninja that appear here. Enter the tomb by here to obtain the [STONE WILLOW], both parts combined. Some more ninja will appear back by the savepoint; proceed through the gate when done. Be sure to take the Crank from the black ghost's throne before leaving, though.

BARREN PATH II \

ITEMS: Paper Pistol Ammo [4]

By the daughter's house a bunch of ghosts spawn. The assault rifle deals with them easily. No other enemies are around at this time, so return to the small village and head into the Lightning Path with the bonfire.

LIGHTNING PATH \

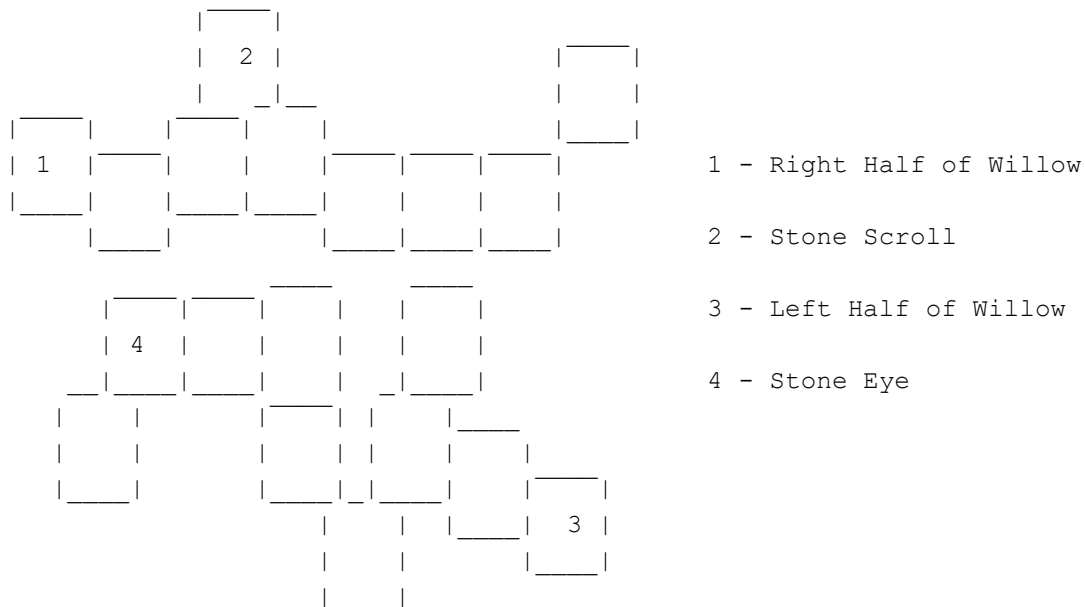
ITEMS: Stone Eye, Paper Ammo [if Glas bothers to kill any]

Burn all paper ammo on the bonfire here, and approach the small well near the place. Use the Crank to hoist up the [STONE EYE] as well as another piece of cargo... Anyway, continue along the path to the area Hana hasn't needed to go toward until now... There will be a scene with Glas, and he'll be stranded w/ a huge number of ghosts. Defeat the three enemies and watch the scene with Mr Lam. Back to Hana's POV...

BURNT FOREST \

ITEMS: Paper Pistol Ammo [2], Paper Machine Ammo [3], Paper Doll (?)

Follow the ghosts as they run to this area. The waterline path here's littered with small candles, and two ghosts and three hook-hand ninja appear as well. Approach the imposing door in the skull-shaped rock and use one of the stone items to gain access to the puzzle [if all three are in inventory, that is]. It's basically a map of Hell, with the flames being the torches, the three candles being the gray tomb, the tree branch being Madam Chen's cell, etc. The Stone items have to be allocated to the right places, and here's where:



If completed correctly, the puzzle 'burns' and the game wants Disc 2 to be

inserted (!?) for the next stretch.

---

| SPINNING ROOM \

| SAVEPOINT 11 |

ITEMS: Paper Shotgun Ammo [3], Paper Pistol Ammo

The parts of this room will be spinning around, and Hana's along for the ride I'm 'fraid. Locate the red ticketbooth-type thing and use the Paper Doll on it, which gives a rush moment before hook-hand ninja drop by. They'll drop a bunch of ammo slips.

Now it's time to use the stone pieces. The incinerator booth shows the pics of the stone pieces, with a Chinese symbol above them. Hana needs to find these symbols in all this chaos and use the pieces there.

- To the left of the Paper Doll incinerator booth is a gray-colored spinner thing and a smaller, fatter one to its right. This one [latter] shows a lit-up letter, at which time use the Stone Eye.
- In the screen directly left of where the Stone Eye is used, five spinning machines and one inert are shown. In front of the inert one, floor tiles light up. Look at the pattern and see the three big ones that do. When the middle lights up, use the Stone Willow.
- Left two screens by the largest spinning machine, look at the tiles that light up on the floor. Many are gone in a blink, but one stays lit for a long time. Use the Stone Scroll there.

---

| KING OF HELL'S ROOM \

ITEMS: Paper Ammo [for Glas/Hana], Paper Money [Hana]

After some scenes, the player can choose who they want to win the standoff with Glas/Hana. The person chosen will fight the last boss in the game, mind you.

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GLAS' FINAL BOSS: WEE MING

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Wee Ming herself has no attacks, instead choosing to send her green-skinned weirdos after Glas. They often idle and then attack, and go down with about 7-8 pistol shots, even. They drop various paper ammo which can be burned in the corner torch. Wee Ming can only be damaged when her servants are gone, and the assault rifle is great. Save that big gun for her. Besides that, be sure to roll out of harm's way and avoid the 'electric fence' that damages Glas if he touches it around the battlefield periphery.

---

---

HANA'S BOSS: MR. LAM DEMON

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---

Mr. Lam himself shoots beams, and if Hana stands just by the torches, they all miss! It's the small enemies flying around that can deal most of the

damage, though, which makes this annoying 'cause they respawn. When one is dead it drops Paper Money. Burn it in a torch to damage Mr. Lam -- it takes only about three times to win. Now, it seems rather easy, but as his health decreases, Lam shoots more beams on the ground in faster fashion, and most of his minions' deaths appear in the middle of the field. Use the Mach Pistol and Assault Rifle as much as possible, and roll into the torch to escape any attacks, while simultaneously escaping Lan's beams. That's about all the advice there is to give. BTW, finding the money is simple because it looks like a dollar bill instead of a weapon magazine.

THE END! Enjoy the credits and small scenes, yo.

---

NOTE: If you're playing on hard mode, the 'good ending' is visible and uses the same strategy as the the Mr. Lam fight.

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#### IV. WEAPON LIST

[WPNL]

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##### KNIFE

##### SMACKJACK

##### BRASS KNUCKLES

Used by: Hana, Glas, Deke

Located: Initial equipped [all levels]

The basic close-range weapon, each of these is used for silent kills on any unsuspecting guard. A smackjack is similar to a nightstick.

##### .90 PISTOL

Used by: Hana, Glas, Deke

Located: All levels

Standard firearm found throughout all levels, the .90 is decent on its own [to start] and a bit better as it can be dual-wielded. Typical ammo pickups are 8-10 shots.

##### MACH. PISTOL

Used by: Hana, Glas, Deke

Located: All levels

A handgun that's similar to an uzi...well, actually, it probably is one! It has better firing rate than the .90 (almost double) but when dual-wielded, it runs out of ammo quickly.

##### SHOT PISTOL

Used by: Deke

Located: Initial equip

Although only three shots, the stopping power is definitely better than the .90. Two shots can down a normal guard, and it's just great all around. It takes Shot Shells, though, which aren't in a huge quantity throughout the game. Deke's the man!

## SHOTGUN

Used by: Hana, Glas

Located: Fishing Village, Madam Chen's Restaurant, Hell

Found in all levels but the first, the shotgun is unique in having a pierce ability -- i.e., it goes through enemies behind. Plus, it sprays its shots instead of having a lock-on ability, meaning one well-aimed shot can hit a few enemies. Either way, it's like the enemies hit a brick wall. Same issue as the Shot Pistols in that Shot Shells aren't that commonplace, so save it for a rainy day.

## ASSAULT RIFLE

Used by: Hana, Glas, Deke

Located: All levels

An automatic weapon that is really cream-of-the-crop in terms of firepower, but it's often better to use other weapons to save this for later. It's got great stopping ability, and may carry over to other levels on occasion. Nice to have.

## MK V ASSAULT

Used by: Deke

Located: Fishing Village, Madam Chen's Restaurant

Obtained from a solo Deke boss, this is basically a souped-up assault rifle that's got more stopping power than normal. Of course, all of Deke's weapons are better than normal... If he obtains this [i.e. doesn't miss it or leave it after losing all ammo] it can carry over into the third level as well.

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## V. CHEATS

[CHTS]

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These push-button cheats can be entered at the Credits screen. Figuring this out the abbreviations should only require a modicum of intelligence, but if you see a mistake or something, e-mail me and I'll correct it. ^\_\_~

```
-----  
| All Weapons      | L1 > Tri > U > D > O > O > Tri > Tri > [] > U > O |  
| Infinite Ammo    | L1 > Tri > U > D > O > O > Tri > [] > L > Tri |  
| Infinite Health  | L1 > Tri > U > D > O > O > Tri > [] > R > [] |  
| OHKO with Guns  | L1 > Tri > U > D > O > O > Tri > [] > D > R1 |  
| Puzzle Solved   | L1 > Tri > U > D > O > O > D > D > D > Up |  
| Suicide Mode     | D > D > D > Tri > D > D > D > [] > L > R |  
-----
```

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## VI. UPDATES & CONTRIBUTIONS

[UPDT]

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10-29-07 -----+ Added to GameFAQs

For contributions, just drop me an e-mail, gents! ...and ladies, too. :p

THANKS TO:

- Ceej & Sailor, for hostin' this
- All the other good writers for this game
- erbastez, for broken glass diagram correction

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VII. LEGALITY

[LGLT]

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