

Overblood 2 FAQ/Walkthrough

by Samy

Updated to v0.4 on Aug 27, 2000

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(-~~~~~ OverBlood 2 Walkthrough ~~~~~-)
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| OverBlood 2 Walkthrough
| Version 0.4
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| OverBlood 2
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| System : PlayStation
| Developer / Publisher : RiverHillSoft
| Players : One
| Number of CDs : 2
| Style : Graphic Adventure
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|-----<
| • This Walkthrough is made upon the European Version of the Game •
|-----<
| This walkthrough can be found at the following locations :
|
| • http://www.gamefaqs.com
| • http://www.vgstrategies.com
|
| These are the only sites witch have my aproval in order to post this
| walkthrough, if you want this Walkthrough on your site, please seek the
| permission of the author first.
|
| NOTE : www.cheatcc.com and www.gamesdomain.com CANNOT POST IT.
|-----<
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( • OverLook )
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~/~~~~~\
( • Introduction )
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OverBlood 2. This game falls, sadly, in the large category of games you buy, either because you're novice in PlayStation gaming, or, because you buy your games without trying them... I fell in the second, the title was very appealing and the cover of the box too...

I must say, that the camera sucks (even in active mode) and the game speed is really SLOW (the targeting could have been better too)... The good, very

good point of the game, is that you can see some really great cinematics every few seconds (I'll quote them in the walkthrough), but that's not enough for us, Playstation gamers, that can buy a Gran Turismo 2 or a Final Fantasy VIII instead...

Why write a walkthrough for such a poor game? You ask... Well I really like those cinematics and I really want to see them all... I also read at GameFAQs, that this game requested a walkthrough... Here goes this walkthrough with, as its only purpose, to help you... If you want to know more about the author, then read the section below, if you think the author's history is not important, go directly to the walkthrough...

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( • About the Author )  
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Well, I'm kinda novice at GameFAQs compared to some other writers considered as veterans, but I'm working hard on getting a place in the contributor recognition...

So here is my third personal walkthrough, with the first being Toy Story 2 for the PlayStation and the second, The Amerzone for the PC... I also made a walkthrough with a friend, Dim, on Spyro 2: Ripto's Rage. Regardless of the number of walkthroughs, I've been in this adventure for about three months and surely will continue this way... I'm always opened to any comment, suggestion, criticism or help. So if you have any, just drop an e-mail...

(Update)

I know I've let this walkthrough by the side for a long time now but I really wanted to play something else. I'm back now and will try to do my best in order to continue this walkthrough. Meanwhile, I'll list what I've done since the last update below:

- Gran Turismo 2 Endurance Guide
- Dracula Resurrection Walkthrough (English/ French)
- Broken Sword 2 Walkthrough/ Story (really worth a look)
- Crash Team Racing Team Guide

In my opinion, they all worth a look. Ok then, roll on with this update.

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( • The Game )  
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( • The Controls )  
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When I first played the game, I realized that it had one of the weirdest control system I've ever encountered... The camera was the most surprising as it didn't followed the character all around and positioned itself so you can get the best view, Tomb Raider style, but instead, got stuck on one point and stayed there... Even in Active mode, the camera still stuck on walls and, make my life a nightmare... The controls are also kinda weird too though... Here's how they go :

-Press the D-pad around to make your character move (NOTE: This moves ONLY your character...). If you have a Dual Shock or an analog pad, the left stick will make your character run around...

-Press X to run while holding the D-pad in a direction... This button acts as the Ok button in the menu and in the dialogue texts...

-Press O to react with people and objects in the field. In the menu or on the texts, this acts like a cancel button...

-Press **◆** to jump.

-Press Triangle to bring up the menu. NOTE : Weirdly, while the menu is on, the game continues to play and don't go into some pause mode... I realized that, when I ran out of bullets at the start of the game and tried to change / reload my weapon...In fact, here was were I first saw the Game Over message...

-Press Select, to switch the camera mode between Active and Passive (I would personally recommend active as you won't have to turn the camera manually too much).

-Press R1 or L1 to turn the camera right or left.

-Press R2 or L2 to make the camera go up or down.

-The start button brings the pause menu up. You can get the description of the items here. Useful if you don't know what item do what.

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/~~~~~\  
( • The Items )  
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I'm not far in the game, so here are the ones I got in my inventory 'till now :

- A gun ;
- Some bullets ;
- A fuse (the main object of the game?) ;
- A grapling hook ;
- A knife (That looks like a sword ?!?!?);
- Boots and vests ;
- Hamburgers and bananas ;
- Some kind of Drink (Coca ?) ;
- Emergency Spray ;
- Extinguishing Spray ;
- Portable Air ;
- Freeze Pack ;
- Heat Pack ;
- Grenade ;
- Time Bomb ;
- Switch Bomb ;
- Burst Bomb ;
- 20 yr. old suit (for Navarro) ;
- Black Leather (for Acarno) ;
- Grenades ;
- Army Jacket ;
- Spiked boots ;
- Instant Plate ;

I'm really at the start of the game so expect some updates here often.

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/~~~~~\  
( • The Cast )  
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Acarno : This is the main character in the game, and represents the "anti-hero" as he enters in this adventure without actually wanting. He is a Junk-Blade rider, and came at East-Edge for its Junk-Blade courses. He also seems to have some psychic, unknown powers, that he can't control. You'll soon find out his troubled history...

Razz : This character is non-selectable, unlike the others. He strangely looks like the hero in OverBlood 1 and is a key person in the game as he is the link between you and the other persons. He has made some sort of strange pact with a young boy with Navarro. His past is also kinda trouble.

Navarro : A cow-boy like character that sure has a strange personality. He walk strangely, talks strangely and reacts strangely. He has some connection in the past with Razz and wants to honor the pact he also made with the boy...

Chris : The woman person of the game, and a sexy one too. She is a policewoman that enters the trio just after the first episode. Strangely, the law is not her main obsession, and will soon break it without regrets...

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/~~~~~\  
( • The Walkthrough )  
>-----<  
( • Disc One )  
>-----<  
( - Prologue )  
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[FMV 1]

The game starts with a large intro, that is not really explicit on what's going on. Only a (sexy) girl tracking a man in some kind of futuristic plane.

You're now coming out of this same plane and have the opportunity to visit the area. Here, talk to all the people walking around and they'll give you some useful advice's. You can also jump on a vending machine to get some bullets and buy a drink. Also, by talking to the man left of the entrance, you

can get a gem not far from him... Of course, keep it for you.

When you're done, go try to find a man sitting on a bench next to the left window. You'll be given two choices, either you tell him to move on or, you say how much you're tired. Choose the second one(first option in the game), and sympathize with the man. At one moment, you'll see a flash with this same man being shot to death from another, unknown, man. A little disturbed, you let the man go. But your flash becomes true and the unknown man will shot the old man. You have to react and save him. Good, but now this unknown man transforms into some kind of beast and grabs the man again. He throws something (a fuse) at you and tells you to go. No good, because the beast is now after you...

You gain control of your hero and now have a gun. I would recommend not to use it but run around and get down two floors with the escalators (you may need to go in circle. Oh and don't mind if you get shot, as you have plenty of energy and at the end of the level you get it all back to normal.).

Once down, the beast traps you. But you're smart (or crazy...) and knowing that shooting him, won't do anything, so you shoot the window and jump in the water to escape.

This was some kind of prologue and you can now enjoy the real intro of the game.

[FMV 2]

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(- Game Start)
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After you saved your game, you can control your hero again. You have to go up some stairs but if you want, there's a cinema/ museum to your right with some useful info on what's going on in this city and world.

Up the stairs, go in the first shop to the left.

[FMV 3]

You'll see a long scene with the barman there and he asks you to find two items in order to continue your journey. Don't try and get the anti-gravity from the statue on the upper right corner as you'll see the game over screen without realizing anything.

Go out of the shop and check the back of the car there to find the first item, the grappling hook.

Now, you have to go left to an intersection, where you can go north, east, south and west. In this screen, talk to everybody, and you'll eventually, come across a man with a quiz for you (Siver Ottaki is his name). The answer, is the third, and you'll win an item worth 5000 Cr. But DON'T USE IT like me, because it's a one use item. Go up to reach the market street.

Here, go in the right shop and talk to the strange looking animal saying Beep! Beep!, this is the Bomb shop : Below, is what I bought there and how much...

Bomb Shop :

-Grenade	80 Cr.	x3
-Time Bomb	300 Cr.	x2
-Switch Bomb	500 Cr.	x1
-Burst Bomb	300 Cr.	x1
-Decoy	2000 Cr.	NA

If you talk to the black man in this section, you could buy some weapons. Although, you don't have enough money for that...

Agibat Junk :

-Grenade Launcher	6000 Cr.	NA
-Fire Extinguisher	4000 Cr.	NA
-Machine Gun	7000 Cr.	NA
-Laser Gun	6000 Cr.	NA
-Super Light Saber (Star Wars Style)	9500 Cr.	NA
-Flame Thrower	3000 Cr.	NA

At the other side of this street, is the item shop. Talk to the man in flashy-Clothes to buy some...

Gotti Tools :

-Emergency Spray	100 Cr.	x1
-Extinguishing Spray	80 Cr.	x1
-Portable Air	80 Cr.	x1

-Gravity Controller	500 Cr.	NA
-Small Aqualung	500 Cr.	NA
-Freeze Pack	100 Cr.	x1
-Heat Pack	100 Cr.	x1

You can now go back to the bar BUT there is also a building west of the town (you'll have to climb some stairs), where you can buy some rare items :

Rare Items Shop :

-Katana	30000 Cr.	NA
-Big Magnum	8200 Cr.	NA
-Dance Outfit	3000 Cr.	NA
-Instant Plate	5000 Cr.	NA
-Rubber Boots	500 Cr.	NA
-Leather Boots	1000 Cr.	NA
-Black Leather	20000 Cr.	NA

You surely don't have enough money for anyone of these but you can see them. Go see the other man there for some ammunitions :

Ammunition Shop :

-Magazine Cartridge	300 Cr.	x1 (if you don't have any)
-Energy Pack	800 Cr.	NA
-Air Pack	200 Cr.	NA
-Oil Cartridge	500 Cr.	NA
-Fire Extinguisher Cartridge	700 Cr.	NA

You now have only one shop left, and it's somewhere south of the town. The clothes shop :

Clothes Shop :

-Western Jacket	10000 Cr.	NA
-Army Jacket	4000 Cr.	NA
-Wolf Jacket	5300 Cr.	NA
-Rira Jacket	6000 Cr.	NA
-Shield Jacket	7800 Cr.	NA
-Wet Suit	2000 Cr.	NA

And also, you can buy some boots there too :

Boots Shop :

-Blade Boots	2000 Cr.	NA
-Cool Sole	3000 Cr.	NA
-Shock Absorber	3000 Cr.	NA
-Insulator	3000 Cr.	NA
-Heavy Boots	5000 Cr.	NA
-Spiked Boots	2000 Cr.	NA
-Moonlight Boots	70000!Cr	NA!

Go now, back to the bar and talk to the man (witch looks like the hero of OverBlood 1 !!!), to go for your first Episode...

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/~~~~~\
( - Episode I : Encounter )
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[FMV 4]
[FMV 5]

Two FMV opens this new episode, where you have to infiltrate the island. To infiltrate it, you have two choices : Either you use your Hook Shot, or use the sub-entrance. My strategy, use them both at the same time. Here goes :

====[Sub-Entrance]=====


Jump in the water and go right. Do a circle, and, at the second turn, you'll find a switch with a door nearby. Push the Switch and go pass the door. In there, you'll see some sharks, so move quickly to the surface, and jump on the submarine. You have two items to take there, one in front of you, the other will be reached by jumping on the right side wing. You can now enter the submarine, and kill the robot in there QUICKLY with the antique gun.

Three items there to take. Now go up, and use a heat pack on the water. Go down (don't jump or you'll die), and take the 15 Cr. there.

Now go back where you started the episode and...

====[Hook-Shot Entrance]=====

Jump on the red thing in front of you. Now select the hook-shot in your inventory and use it.

Next to the door in front of you, collect the credits and the magazine cartridge. Use the stairs to your left to go down. Aim for the south-east corner of the room and jump on the crate there. From there, jump and keep the  pressed to grab the ledge. In the room, upstairs, you should find a magazine cartridge and a gold keycard. Use the computer there, to reveal a new door. Go down, DON'T jump or you'll get hurt, instead, use the crate to go down smoothly.

In the new room, you'll find a lot of items for you. The most useful being the red keycard.

Go out of this room, and take the stairs leading down. Here, will be a lot of robot-guards, so try to dodge their scanning red area. Run in the first door in front of you, where you can get some items. Get out from the other door where no Robots should perturb you. In front of you, are the girls toilets with an item and, at the same side, but a little further, should be the men one with an item. Anyway, search for a door on the left hand side, that opens with the gold key card (you'll have to try them all... It's the third or fourth one...).

In there, should be some Spiked Boots (worth 2000 Cr. !!), 5x Grenades and an Army Jacket worth 4000 Cr.!!! (Cool looking too).

Go out. Be careful 'cause a robot should be there, patrolling just in front of this room. Go left and try the RED keycard on the... RED door (duh). In there, you should find a 20 yr old suit (don't know its purpose yet...), 20 credits, and a silver keycard. To the left of the entrance, you should find a path leading to a room. Here, you should find some credits, and bullets. You can now go out, and proceed down the stairs.

In front of you, in the corner, should be an item. Proceed down another set of stairs, and climb some crates on your right.

Here comes a tricky part. You'll have to jump on the turning "wheel". From there, jump on your right on this thing going up and down. Try aiming your jump as it goes down and not as it elevates. If you fall here, jump on another moving wheel on your left and make your way back to where you first jumped.

Lets imagine you make it (lucky !), now you have to jump on the other one, moving to your left. This jump will be easy if you time it right. Now, all you have to do, is to jump on the last wheel and make your way to the ledge on the right...

Trying to open the door, the game will give you two options :
1-. You use the silver keycard (you have !) to open the door normally !
2-. You break a window, and pass through it in the room !

Choose either, and get in the room. You have some items to pick up in this room (break the right glass door to pick one), but your main goal, is to push the red switches on the control panel.

You now have to make your way back down in the main room. Don't jump down or you'll get hurt! Instead try using the same path as before but the opposite direction.

Back on the ground, take the stairs leading down, and you'll find yourself in the submarine base from before. But now, you're on the ground. Of course, it's pointless for me to say you NOT to jump in the water! You'll have some items to get here and then make your way back up two floors, where the robots where.

On this floor, go in the room that had electric green lasers before. Go in and take all of the items there. The most important being the pagoda map. When you'll go out, you'll encounter your first boss :

====[1st Boss]=====

Your first boss is VERY EASY. Here is a strategy that'll help you beat him WITHOUT being too wounded. Here goes :

When you gain control of your character, press triangle to go in your inventory. The game won't pause, so select the KNIFE quickly. If you're lucky (like me ^_^), you'll get it at the same time as he runs on you. What you have to do now, is to continuously attack him, leaving him helpless as he cannot perform a single attack. Enjoy the sequence that follows...

[FMV 6]

[FMV 7]

At a moment, you'll have to fire some helicopters down. This section is

easy, aim with the D-pad, fire with the O and reload with the X. Try getting around 10 and you can see the others astonishing FMVs.

[FMV 8]
[FMV 9]
[FMV 10]

You have now completed the first (easy) episode. Congratulations. Personally, I've got C rank and 59 min spent on it. I must claim that this is my first time playing the game, so be indulgent. IMO this rank is made upon the time, the tasks accomplished (like breaking the window not being that good), and health/lives used. Try having a better rank by completing this level more quickly. Mail me your rank and times and I'll post them in a new section. Personally, I'll try to replay this one when I have some time.

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( - Episode I Completed. )  
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You'll have a long sequence explaining a lot on what's happening on in this world, and you'll then leave.

If you look in your inventory, you'll find : 50 K Credit. I don't know what this is as I can't use it anywhere. Mail me if you have some info on that.

Anyway, go left, and left again. Search for Siver Ottaki again for a new quiz. This quiz is easy again and the answer is, once again, the number three "Sudden death of the earth" that you should have found at the museum ! Normally, he'll give you a Black leather worth 20000 Cr. ! Oh boy this one is cool... Put it on right now and look at your back.

Go now up one screen to go in the market street. Some shops changed items here, so here goes :

Gotti tools : Got out :	-The portable air.	
Agibat Junk : Got out :	-Grenade Launcher	
	-Super Light Saber	
And putted :	+Hand Bazooka	7000 Cr.
	+Laser knife	1500 Cr.
	+Light Saber	4000 Cr.

Go now up one screen and watch the sequence. It seems that you're the little boy, Acarno, and your sister being kidnapped by a goon. You then see her and tells you to help the others go in the pagoda.

You're kind of course, so aim back for the bar and see yet another small sequence.

At the end of the sequence, if you talk to another character, he'll ask you, either to change person, or to act. Choose to take Navaro first, and give him his clothe. Isn't he pointless with this stupid suit ? Well, change again and take Chris (the girl), and do what you want with her. I aimed for the cloth shop and entered the lady's area and found that :

-Label Suit	3000 Cr.
-Exotic Panther (humm)	8000 Cr.
-Y.O Miyabi Suit	54000!Cr.
-Flight wear	9000 Cr.
-Y.O Angel Suit	30000!Cr.
-Label Plus	9000 Cr.
-Pumpkin Suit	5000 Cr.

Of course, you can't buy these but, hey, look at them and fantasme... Or not.

Going back to the bar, and choosing the action, you'll have to make a choice.

Three persons will enter the pagoda. Acarno, Chris and Navarro. You must say witch person will enter where.

Here was my choice, but of course, you can do what you like.

-First enter point : Navarro
-Second enter point : Chris
-Third enter point : Acarno.

[FMV 11]

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( - Episode II : Awakening )  
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I know, I know, it's been a while since this walkthrough has been updated so here continues the adventures of Acarno:

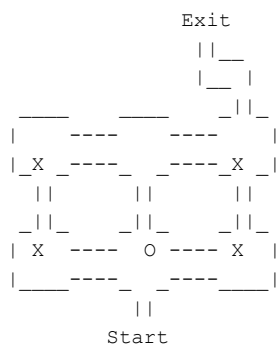
====[Acarno]=====

Don't ask me how, but Acarno managed to enter in some kind of sewers. Anyway, he is here and has to find a way out.

To tell you the truth, I played a little bit of this level when I first made this walkthrough and then saved my game. What I'm trying to tell you is that I don't quite remember what you gotta do at the start. I think (but am not really sure) that you gotta get across the water and then try to push some kind of switch at the far right end of the room. Again, I'm telling you that I'm not sure of that, if you have some more clear inf., don't hesitate to send it and I'll give you full credit. Sorry if I disappointed you.

Anyway, maybe there is something in the water but I'm not sure of it. Put on your swim suit "you should have it in your inventory. Don't forget to put it on as it will greatly increase your swimming speed and the time you can spend underwater. Never take it out. Jump in the water and get to the far left and in a new section.

This section is tough so maybe you would like to save your game before entering it. Below, I'll draw a very small map that could help you:



Ok, I think it is a pretty explicit map. Here was my way for getting out of here.

First of all, I may tell you that this area is divided in a lower and upper part. You start where I putted the 'Start' word and you're in the upper part. You gotta try and survive some giant cutting things that go up and down. I putted them on the map as 'X' and they are only Four. Where you see an O, is a deadly whirlwind that will kill you if you're going too down or too close.

So from the start, without going down, go straight ahead until you reach a dead end. Then go right and in this tunnel you should find 'Portable Air x4'. If you followed my walkthrough, you should now have 'Portable Air x6' as you bought some before. This item is really useful but you can also make it 'till the end without it. Take it and use one right now. Now, In front of you should be this killing thing going up and down. If you haven't taken the portable air, wait 'till it goes down and go up to take some fresh air. Stay tight to a corner or it will kill you though. If you have the portable air, wait 'till this machine is up and go down. On your left, you should find a path to the exit. You should have made it with only one portable air consumed.

OPTIONAL: If you really want to take the most of this area, you have 3 other things to take. Instead of turning left and go though the path that will exit the level, go right and you should find a helpful hand bazooka under the big machine that goes up and down. Now go right and you should pass from the right side ahead or you'll die aspired by the whirlwind. Anyway, try to get the item ahead. On last item can be found just under the big machine in the upper left section of the map. That's all...

Take some fresh air immediately and swim till you reach one edge. There is no need to hide as there are no enemies in this area. In the water should be some credits so take them if you want. Go out of the water by the ledges that throw some dirty water (humm, would you swim underwater in such dirty water? I doubt so...).

In this room, follow the path to the left. At the end, you'll be in a higher path. Take your Grappling Hook and use it. It should automatically target. Choose the right target and press X. Take the magazine cartridge and jump back in the water. Get out of it and go right this time and through the only opened door.

Here, I must admit that it is kinda weird. Here is what I've done:

On your right, you should find something that looks like a big bar. Well, in

fact it is a ladder and can be climbed by pressing the O Button. At the end of it, two computers. Each one changes the direction of the crates that are being moved on your right.

In the water, you can pick up a Diamond (don't ask me its purpose...) if you climb the area where the crates are coming to, you'll find 2 Emergency Sprays. You can now use the ladder to get back up.

Use your grappling hook and target it on the bar just in front of you (left one). You'll cross the gap in no time(you can't imagine how much time I've spent on this level trying to jump on the crates, freeze the water, heat it, just to find that the solution was so easy... Whatever.).

Pass through the door and into a new area.

Go ahead and jump in the big pool. At the bottom, you'll find a freeze pack, and some other items. Take all of them and go back to where you were.

Throw that freeze pack and walk on the ice (spike boots are good for that...) a little. Get this grappling hook out and throw it to the left target. You'll find two items there the most important being the LIGHT SABER worth 4000 Cr. Good... NOTE: Don't use the light-saber just to try it as it is time limit... You've been warn.

Throw a heat pack and jump in the water. If you jump without this heat pack before, you'll get very badly hurt. Go back to the entrance and throw yet another freeze pack and get to the left area. Jump and go to the door. You can't pass as it is card locked. Now, here, I've spent hours trying to figure out what to do. In fact, just take the Transceiver and call Chris! This reminds me the green junctions in Ultimecia's castle in Final Fantasy 8. Whatever...

====[Chris]=====

Ok, here, walk around the area without getting to the middle and collect any important item.

There is an item locked in a crate but I can't seem to be able to take it. If you use a bomb on it, it will destroy it.

Anyway, go to the controller and she will say that it is destroyed. Put a switch bomb and get to a safe distance. Press X to detonate and get ready for a sprint. You'll gotta run past the burning area taking the freeze pack. What you have to do is run as quickly as you can without falling and go pass the door at the other side. You'll die there because you cached fire before but that is not a big deal as you'll start from this same room again and not the room before. If you really don't want to die, then use the fire extinguisher. Although, I would not recommend this as you'll loose one extinguisher and you'll get less health than if you restarted the area. Well, you choose.

Ok, here, I spent a lot of time, here is one solution:

Get down (from the left or right, it does not make any difference) and try not to loose too much energy (aim for one ladder and continuously press O). Down on the moving things, react quickly and select a freeze pack. Walk a little and throw it in the lava.

Now normally you should be able to cross the gap using the metal things (look at the pre-intro of the game and you should see Acarno do this!). Well, no... I can't manage to get on this f*ck*ng thing. Ok then, lets go in the, now, cold lava. By going there, you'll loose energy. Sorry but I just can't find a single way to get there without loosing some... Well, two items can be found on the rocks there, a flame thrower and a fuel tank.

Must admit that I'm stuck here. I can't manage to use the rocks/ Pieces of wood to get across. You can use the grappling hook in order to get up, but it will be on the same side as in the beginning and will loose energy. Well, stuck then...

====[Navaro]=====

His way of walking is funny for a while but gets on my nerves after some time spent with him. Anyway, use the computer at the end of the path to get those blue things off and take the item on the ground. Get now down to where these blue things where and take an item. Jump up the other side and take yet another item. There is also one hidden item behind a crate. Search a little and you'll find it.

By going down and towards the black area on the left, you should normally get across a new area. Although, my screen goes black and, well, stuck. I can't seem to be able to do anything... Stuck definitively then...

It seems official then, I'm definitively stuck... This Walkthrough will never be completed even though I was so close to the solution... Sorry. But if you have any solution/ Walkthrough, something to add, or just want to continue my walkthrough, send it to me and you'll get full credit for that!
samy171@hotmail.com.

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/~~~~~\  
( • Disc Two )  
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Not Yet...

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/~~~~~\  
( • End of Walkthrough )  
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Not much in here, Sorry but as I'm stuck, I can't do much... Really sorry...

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( • Gameshark Codes )  
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Ok, here are all the codes I could find for this game.

NOTE : You will need a Gameshark or a Pro Action Replay compatible device connected to the back of your Playstation for these codes to work.

WARNING : Use these codes at your own risk. I'm not liable for anything that happens to your console or game. Although, I never had any problems using Gameshark codes. Fact.

NOTE 2: I didn't had the time to test any of these codes so please don't report me any code that doesn't work.

NOTE 3: As there are lots of codes, and maybe you just don't want these to print, then you can skip the pages 13 to 17.

English Version (credit goes to Boycode):

- Max. Money: 801BECC4 967F
801BECC6 0098

American Version (credits go to lowiayin@iname.com):

- Infinite HP 801BF49C 0B40
8004AFE2 0040
- Infinite C.P. 801BF4A0 04B0
80056CBC 0000
- Infinite bullets 8006F3F6 8482
- Fast kill enemy 80044FAE 0000
- All Accessory item 801BF5CC 0000
801BF5D8 0001
801BF5E4 0002
801BF5F0 0003
801BF5FC 0004
801BF608 0005
801BF614 0006
801BF620 0007
801BF62C 0008
801BF5CE 0000
801BF5DA 0000
801BF5E6 0000
801BF5F2 0000
801BF5FE 0000
801BF60A 0000
801BF616 0000
801BF622 0000
801BF62E 0000
801BF5D0 0063
801BF5DC 0063
801BF5E8 0063
801BF5F4 0063
801BF600 0063
801BF60C 0063
801BF618 0063
801BF624 0063
801BF630 0063
- All Recovery Items 801BF638 000B
801BF644 000C
801BF650 000D
801BF63A 0001
801BF646 0001
801BF652 0001
801BF63C 0063
801BF648 0063
801BF654 0063
- All Weapons 801BF65C 000F
801BF668 0010

801BF674 0011
801BF680 0012
801BF68C 0013
801BF698 0014
801BF6A4 0015
801BF6B0 0016
801BF6BC 0017
801BF6C8 0018
801BF6D4 0019
801BF6E0 001A
801BF6EC 001B
801BF6F8 001C
801BF704 001D
801BF65E 0002
801BF66A 0002
801BF676 0002
801BF682 0002
801BF68E 0002
801BF69A 0002
801BF6A6 0002
801BF6B2 0002
801BF6BE 0002
801BF6CA 0002
801BF6D6 0002
801BF6E2 0002
801BF6EE 0002
801BF6FA 0002
801BF706 0002
801BF660 0063
801BF66C 0063
801BF678 0063
801BF684 0063
801BF690 0063
801BF69C 0063
801BF6A8 0063
801BF6B4 0063
801BF6C0 0063
801BF6CC 0063
801BF6D8 0063
801BF6E4 0063
801BF6F0 0063
801BF6FC 0063
801BF708 0063
801BF710 0020
801BF71C 0021
801BF728 0022
801BF734 0023
801BF740 0024
801BF74C 0025
801BF758 0026
801BF764 0027
801BF770 0028
801BF712 0003
801BF71E 0003
801BF72A 0003
801BF736 0003
801BF742 0003
801BF74E 0003
801BF75A 0003
801BF766 0003
801BF772 0003
801BF714 0063
801BF720 0063
801BF72C 0063
801BF738 0063
801BF744 0063
801BF750 0063
801BF75C 0063
801BF768 0063
801BF774 0063
801BF77C 002A
801BF788 002B
801BF794 002C
801BF7A0 002D
801BF7AC 002E

- All Bullets

- All Bombs

801BF7B8 002F
801BF77E 0004
801BF78A 0004
801BF796 0004
801BF7A2 0004
801BF7AE 0004
801BF7BA 0004

801BF780 0063
801BF78C 0063
801BF798 0063
801BF7A4 0063
801BF7B0 0063
801BF7BC 0063
801BF7C4 0031
801BF7D0 0032
801BF7DC 0033
801BF7E8 0034
801BF7F4 0035
801BF800 0036
801BF80C 0037
801BF818 0038
801BF824 0039
801BF7C6 0006
801BF7D2 0006
801BF7DE 0006
801BF7EA 0006
801BF7F6 0006
801BF802 0006
801BF80E 0006
801BF81A 0006
801BF826 0006

801BF7C8 0063
801BF7D4 0063
801BF7E0 0063
801BF7EC 0063
801BF7F8 0063
801BF804 0063
801BF810 0063
801BF81C 0063
801BF828 0063
801BF830 003A
801BF83C 003B
801BF848 003C
801BF854 003D
801BF860 003E
801BF86C 003F
801BF878 0040
801BF884 0041
801BF890 0042
801BF89C 0043
801BF8A8 0044
801BF8B4 0045
801BF8C0 0046
801BF8CC 0047
801BF8D8 0048
801BF8E4 0049
801BF8F0 004A
801BF8FC 004B
801BF908 004C
801BF914 004D
801BF920 004E
801BF92C 004F
801BF938 0050

801BF832 0005
801BF83E 0005
801BF84A 0005
801BF856 0005
801BF862 0005
801BF86E 0005
801BF87A 0005
801BF886 0005
801BF892 0005

- All Shoes

- All Clothes

801BF89E 0005
801BF8AA 0005
801BF8B6 0005
801BF8C2 0005
801BF8CE 0005
801BF8DA 0005
801BF8E6 0005
801BF8F2 0005
801BF8FE 0005
801BF90A 0005
801BF916 0005
801BF922 0005
801BF92E 0005
801BF93A 0005

801BF834 0063
801BF840 0063
801BF84C 0063
801BF858 0063
801BF864 0063
801BF870 0063
801BF87C 0063
801BF888 0063
801BF894 0063
801BF8A0 0063
801BF8AC 0063
801BF8B8 0063
801BF8C4 0063
801BF8D0 0063
801BF8DC 0063
801BF8E8 0063
801BF8F4 0063
801BF900 0063
801BF90C 0063
801BF918 0063
801BF924 0063
801BF930 0063
801BF93C 0063
801BF944 0051
801BF950 0052
801BF95C 0053
801BF968 0054
801BF974 0055
801BF980 0056
801BF98C 0057
801BF998 0058
801BF9A4 0059
801BF9E0 005A
801BF9BC 005B
801BF9C8 005C
801BF9D4 005D
801BF9E0 005E
801BF9EC 005F
801BF9F8 0060
801BFA04 0061
801BFA10 0062
801BFA1C 0063
801BFA28 0064
801BFA34 0065
801BFA40 0066
801BFA4C 0067
801BFA58 0068

801BF946 0007
801BF952 0007
801BF95E 0007
801BF96A 0007
801BF976 0007
801BF982 0007
801BF98E 0007
801BF99A 0007
801BF9E2 0007
801BF9BE 0007
801BF9CA 0007
801BF9D6 0007

- All special items

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801BF9E2 0007
801BF9EE 0007
801BF9FA 0007
801BFA06 0007
801BFA12 0007
801BFA1E 0007
801BFA2A 0007
801BFA36 0007
801BFA42 0007
801BFA4E 0007
801BFA5A 0007

801BF948 0063
801BF954 0063
801BF960 0063
801BF96C 0063
801BF978 0063
801BF984 0063
801BF990 0063
801BF99C 0063
801BF9A8 0063
801BF9B4 0063
801BF9C0 0063
801BF9CC 0063
801BF9E4 0063
801BF9F0 0063
801BF9FC 0063
801BFA08 0063
801BFA14 0063
801BFA20 0063
801BFA2C 0063
801BFA38 0063
801BFA44 0063
801BFA50 0063
801BFA5C 0063

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( • Revision History )
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Version 0.1 01/03/2000 :
-Initial Release with all the sections and the start of the game.

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Version 0.2 02/03/2000 :
-Continued the walkthrough and finished the first episode.
-Grammar errors fixed.
-Added a cast section as I found more about the character's history in the game.

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Version 0.3 17/03/2000 :
-All Grammar errors fixed.
-As an update, I continued the walkthrough.
-Gameshark codes added as I found some on the net.
-Completely Re-done the structure of the walkthrough and should now be more legible.
-Updated the "About the author" Section.
-It is now official: This will be the last update of this walkthrough as I have a bugged version of the game. Sorry...

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( • Thanks To )
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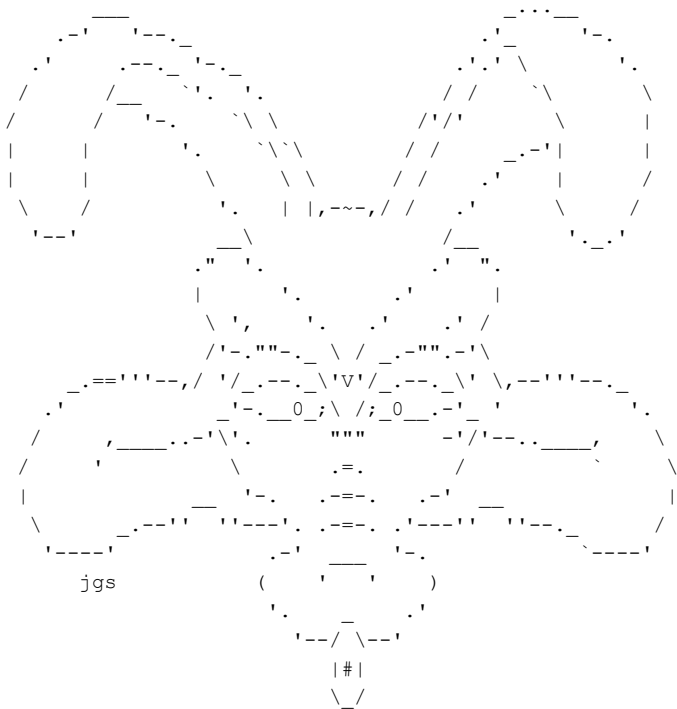
```

Thanks to GameFAQs < www.gamefaqs.com > for a wonderful site and for posting all of my walkthroughs...
Thanks Dim < asomac2000@hotmail.com > for the support and just for being my best friend...
Thanks to my sister Gralia for being there where I need her...
Thanks to the readers that pushed me to continue and update this walkthrough. Without them, this would remain unchanged.

```

And of course, thanks to all of you, reading this walkthrough... Without you, I would be nothing...Thanks again...

Homepage : <http://i.am/samy171>



This ASCII art is courtesy of Joan G. Stark < spunk1111@juno.com > and represents E. Coyote of the Warner Bros. Go see her outstanding work at <http://www.geocities.com/spunk1111> it is really worth of a look. Please, support her...

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(• Disclaimer)
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