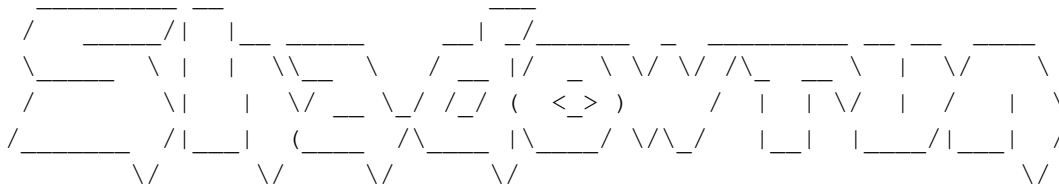


# Shadowrun FAQ/Walkthrough Final

by Alex

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Full Walkthrough

(00000)

When you first wake up bring up the pointer and examine the slab you were lying in, when you do a piece of paper will fall out. Pick it up to get the 'Torn Paper.' Also examine the table in the middle at the bottom to find a 'Scalpel.' Open the upper fridge of the two and grab the 'Slap Patch.' With that it's time to leave the room and the whole building entirely. When you get outside a guy will approach you. He'll automatically teach you the "Hitmen" word, but talk to him again to learn the "Firearm" word. That's all he has to teach you so let him go. Over on your right you'll see a dog behind the fence, at the top the gate is kind of bent, examine it and choose to open the gate. Pick up the 'Dog Collar' from the ground here. Take the left exit here, on the next screen there is a set of stairs going down to the lower left into a kind of underground alley. When you get down there you'll be attacked by an ogre, not to worry however! On the corpse is a 'Baretta Pistol' you can pick up. Go into the menu and equip the pistol and then shoot that damn Orc. After he;s dead examine his body and then pick up the 'Leather Jacket' that appears. Be sure to equip this item, it won't do much good if you aren't wearing it. Head to the upper left where you'll be approached by the dog. Talk to it to learn the word "Dog" but that's about all you can do.

Return to the first outdoor screen you appeared on when you first left the morgue building. Take the South exit and then go into the first building you pass, there should be two doors in here. Enter the first room and examine the

corpse on the ground. After that a key should fall out, pick up the 'Door Key.' Also be sure to grab the 'Memo' off the table. Leave this building then go right and up. On the next screen you'll find another building with all sorts of doors. Approach the third door on the right, open your inventory and use the Door Key on it to open it. This is your new home base, you can sleep on the bed and restore your HP whenever you wish. Pick up the 'Ripped Note' from your desk, the 'Shades' from your bedside table and open the filing cabinet to find '20 Nuyen.' Also be sure to examine your phone (it's a video phone, hanging on the wall.) Before leaving be sure to open the menu and use the Shades, you can tell if it worked if he is wearing them on the picture in the menu screen. That covers the basics, time to start doing some real work.

Leave your apartment and return to the fountain area, head left one screen then go through the door in the middle here. In the first room you might find some enemies, kill them and then examine the desk in the centre to get a 'Paperweight.' Go into the second room and examine the object beside the computer on the left to get a 'Cyberdeck.' Leave this building and go up into the next one you pass. Check the second room and speak to the man. Talk to him to learn the word "Shadowrunners." Ask about shadowrunners to learn the word "Hiring." Ask about hiring to learn the word "Negotiation." If you ask about firearms you can purchase a grenade from him for 100 Nuyen. Leave this building as well and go left to reach the Grim Reaper Club.

You're about to learn a hell of a lot of new words. Speak to the bartender once and then choose exit, he'll go get you a drink. Pick up the 'Iced Tea' he sets down on the table. Speak to him once again and ask about shadowrunners to learn the word "Decker" then ask about deckers to learn the word "Datajack." Next speak with the busy man on the right side, talk to him to learn the word "Heal" then ask him about heal to learn the word "Street Doc." Approach the man sitting at the table on the left side and talk to him, you'll find he doesn't exactly have much to say. Open your inventory and use the Iced Tea on him. That will get his lips flapping. Talk to him to learn the word "Tickets." Ask about tickets and you'll learn the words "Maria" and "Grinder." Ask him about "Grinder" to learn the word "Lone Star."

Leave the bar and go back into the building on the right. Speak to the man in the second room and ask about Lone Star. He'll offer to sell you the 'LoneStar Badge' for 150 Nuyen, and you'll need it. If you don't have the money simply go into the room next to this one, kill enemies and loot their corpses. Enemies respawn don't forget. Go into your inventory and use the Lone Star ID badge. Once it's tacked onto your pocket return to the very start of the game, the morgue where you were first brought in. If the morticians are afraid of you it's because you aren't wearing the shades. Speak to the mortician standing further down and ask about Grinder, tell him you want to see the files. Examine the filing cabinet on the right to get a 'Credstick' then the one on the left to get the 'Tickets.'

Return to the Grim Reaper Club and take the upper right path. Keep going up and right until you reach The Cage, a large club. Open up your inventory and use the Credstick on the phone here after examining the ripped note to see Sassie's phone number. Talk to her and you'll earn the word "Calls." Ask about calls to learn the word "Glutman" and get a new phone number. Hang up and use the phone again, this time call Glutman. Open your inventory and give the Tickets to the bouncer to be let inside. Speak to the guy on the left and talk to him to learn the words "Ghouls." Leave The Cage and go left, you'll come across a gate here. This leads into the cemetery he was talking about.

Enter the cemetery and ignore the enemies, go to the far left crypt and use the scalpel on the door to pry it open. Inside find the indian shaman on the ground, he's wounded so use the Slap Patch on him to bring him about. Right

away he teaches you the word "Shaman." Talk to him to learn the word "Magic Fetish." Leave this crypt and check all the other ones, examining the coffins to see if any of them drop piles of Nuyen. Stand out in the main cemetery shooting ghouls as they come at you, eventually one of them will drop a 'Ghoul Bone.' Take the Ghoul Bone and make your way back to The Cage again. After you do this next thing you won't be able to return to this part of town for awhile so you should make sure you're ready to go. Speak with the shady character sitting on the couch on the left side and talk to him. After that simply choose exit to end the conversation and it's off to the caryards.

Head down and speak to the woman, she'll teach you the word "Caryards." Ask her about the caryards to learn the word "King." After speaking to her speak to the guy sitting against the barrel, talk to him to learn the word "The Matrix." Next speak to the guy who's running around and you'll automatically learn the word "Drake." Speak to the first guy sitting beside the car on the left and ask him about the kind to learn the word "Nuyen."

Basically what you need to do in the car yards is head over to the right side and start fighting enemies on the other screen over and over and over again, building up your karma to upgrade strength, firearms, but most importantly your body. Once you've upgraded a fair bit you can go fight in the area. You need to win four matches before you can afford to pay the 4000 Nuyen the King wants to let you out, but there's a better way... you can king the kill instead. Ask the area owner about the King to start the battle, but be careful, if you die you're dead. He's pretty hard but beatable even with the Baretta Pistol if you've upgraded yourself enough. It'll make it so you have a lot more cash when you get out and you'll need it for good reason.

Leave the caryards and follow the road outside all the way to the end. When you reach the end go into the shop on the right, you can purchase a number of firearms here. If you won enough money in the arena you should buy the most expensive gun, the shotgun for 15,000. It's worth it. After you've upgraded your gun and hopefully armour as well the best thing to do is return to the arena once again with your new equipment and try and wipe the place out. It's pretty difficult but it shouldn't take too much leveling before you can eliminate them all. If you've got the cash you should clean out the shaman's shop as well. Speak to him and learn the word "Talismans."

Leave the shop and head down the street one screen, just past the dumpsters on the right you'll find an alley way. Follow this alley to find the Street Doc. Ask him about the Datajack to learn the word "Examination." Ask about Examination and pay the 500 Nuyen to learn the word "Cortex Bomb" because you now have one stuck in your head. Talk to him and ask about Cortex Bomb to get your money back. Now with it ticking in your head it's time to go to the monorail which is located just outside the entrance to the caryards. Head all the way left until you reach the monorail and ride it to Daley Station.

When you leave this area you'll be attacked by two ferocious orcs. After you kill both of them a chat window opens. Choose talk to learn the word "Rust Stilettos." Examine his body after to find an 'Iron Key.' Descend the stairs and speak with the dog, nothing much you can learn from it so take the lower right exit out of here. From this next area take the upper right exit, cross the street, ignore the stairs and follow the sidewalk down and to the right. This will lead you to a building with a secretary standing inside. Speak with her and ask about the Cortex Bomb. Hopefully you've got 2000 Nuyen because that's what it's going to cost to have it removed. Speak to the doctor after and ask him about Cortext Bomb, then exit. He'll fix you right up from there.

After it's fixed you'll learn the word "Cyberware," "Head Computer" and "Matrix Systems" if you talk to him. Examine the stuff on the lower table

right now, the Boosted Reflexes are a little expensive but you can probably buy the Skill Software, it would be a good idea. With that you need to once again return to the very first area of the game, it's quite easy to do with the monorails. When you're back again head to the entrance of the morgue where you started, then go one screen left and into the big building.

Enter the second room and use your Cyberdeck on the computer in the back. What you need to do basically is get to those clear boxes at the other side but some of the panels are set with traps. Using the B button which drains your HP a little you can check for traps each time before you move. If you check and see "Combat Failed" then keep doing it until the panel explodes. Never let the meter run out though, you will die. Be sure to jack out then go and heal before trying again. Inside here you'll find Glutman's account and '1000 Nuyen.' Before leaving head to the large fountain and use your Potion Bottles on it to fill them with water. Now return back to the third area.

Descend the stairs outside the train station and make an immediate left. Take the lower right path at this fork then the lower left path at the next one. Now you'll find yourself at the docks, kill the Massive Orc here and then go through the door above him, it's in the wall, kind of hard to see. You'll find a computer in the back. Use your Cyberdeck and get the files from inside it. You'll get another data file and '2000 Nuyen.' Leave this room and head all the way left to reach the end of the dock, there's a door at the very far end. Inside you'll find a girl and when you approach her she turns into an octopus. Just shoot it until it dies then get the '2000 Nuyen' and use your Black Bottle on the pool of ink to fill the Black Bottle with the ink.

It's time to leave the docks, on the way out run down to the end of the first dock and speak to the fat guy there to learn the word "Docks." Return to the three way split and take the upper left path to reach the 4-way again. Take the lower left path and go through the first door, this is the hotel. You might want to rent yourself a room and take a rest here. After that head back to the road fork and take the upper left path. Follow it straight in that direction to reach the Wastelands club. Kill the Orc inside then talk to the bartender to learn the word "Ice." Leave the club and take the upper right path, ignoring the grenade on the ground to reach Rust Stiletto turf.

Kill all the guys outside here and then use that Iron Key on the door to get it open. Inside you'll have to fight some more enemies which can be rather difficult, but still no match for your awesome power. Two more Orcs come out of the door, on the second one you kill be sure to pick up the 'Crowbar.' In the next room is a very dangerous fight since you'll be teamed up on by five enemies. Start by killing the guy who runs at you (grenade guy) then aim for the gang leader in the top corner. When he dies, don't even bother talking to him and pick off the last three guys. Be sure you get the 'Password' off the Gang Leader's corpse. After this it's time to go back to the hotel and rest.

When you go left outside the hotel and speak to the bouncer, he'll let you in for 50 Nuyen since you killed off that gang. Approach the phone and stand just to the right of it, when the singer girl stands in the middle you should be just close enough to talk to her. When you talk to her she warps down beside you, ask her about Dog to get the 'Enchanted Leaves.' Also be sure to hire Kitsune, as you need her for an upcoming event. She's not required but if you do not finish it with her at your side, she is gone forever. Speak to the club manager at the upper right to learn the word "Kitsune."

Now that you have the Dog Collar, Ghoul Bone and Enchanted Leaves, return to the docks and enter the third door. Speak with the dog spirit to learn the Heal spell. Also talk to the dog to learn the word "Rat." Return to the train station where you got on the monorail and head down and right. Keep

moving diagonally down and right until you reach a part where there are two paths going in that direction, a wide and a narrow one. Take the lower narrow path to reach the cemetery. Follow the upper right path through the sewer and stick with it until you reach the Rat Shaman, kill him while making sure to keep Kitsune alive. If you start getting hurt then use Kitsune's healing spell to heal your wounds. After the Rat Shaman has been defeated his spirit will talk to you and teach you the word "Jester Spirit." After this approach the body and Kitsune will talk to you. Talk to her to learn the word "Dark Blade" then ask about Dark Blade to learn the word "Vampires."

Return to the second area, the magic shop where you bought the potions and the stake (you're going to need that stake.) Speak with the shopkeeper and ask him about the Dark Blade to get a phone number. Return to area three and head for the club where you got Kitsune to find a phone. Before using it ask the club manager about Vampires to learn the word "Strobes." After this talk to the other bartender and ask him about 'strobes,' he'll give them to you. Use the phone to call DBlade. Ask about Magic Fetish and he says he'll leave the gate open for you. Return to the 4-way split and take the lower right path, then the upper right path. This leads you up to the Dark Blade hideout on the right, now the gate should have been left open for you. Before going inside head to the far right to find a secret weapon shop in an alley.

Don't buy anything, especially the uzi. Just note that it's there for future reference. Leave the shop and go inside. Kill the super mage at the entrance and then kill everyone in the lower right room. Grab the 'Bronze Key' off the third shelf from the right. Next take out everyone in the upper left room and use your Cyberdeck on the computer on the right. Move right and press B to blow up the barriers then go down and get the box which has an account and '10,000 Nuyen' inside. Now use your Cyberdeck on the left computer. Get all three boxes here for some data files and such. Finally take the middle room and after disposing of everyone in the kitchen use the Bronze Key on the gate to get downstairs. Make your way thorough this first area down, on the next screen go all the way to the lower right ignoring the path leading to the upper right to find a staircase. There's a number of extremely difficult enemies here but all you need to do is run up to the vampire and use the strobe in your inventory. After that use the stake on him to force him to talk. Ask him about Jester Spirit to learn the words "Nirwanda" and "Bremerton." Use the stake on him a second time and ask about Jester Spirit to learn the word "Laughlyn." Use the stake on him one more time to kill him and net yourself '5000 Nuyen.' Leave this place and head back to the docks.

Talk to the dog spirit to learn the Powerball spell then talk to the boat guy and ask him about Bremerton to learn the word "Mermaids." Head back to the Wastelands club which is on the way to the Rust Stiletto's turf and ask the bartender about ice. Talk to the guy on the far left side and ask him about ice, say you want it delivered and when he asks where choose the docks. Head back to the docks and kill the orc beside the boat guy, pick up the 'Explosives' he drops. Talk to the guy and choose Bremerton to hire a boat.

Make your way to the upper right killing the guys as you go and climb the stairs at the end. Head down and left, when you find a dog shoot its face off and pick up the 'Dog Tag.' Use the crowbar on the last door to get it open and go inside. Use the switch found on the wall to your left to open the door on the lower floor. When you reach a fork take the upper left stairs and follow this path until you reach a safe. The 'Safe Key' is on the body of the Orc beside it. Use it to open the safe and get the 'Detonator' and 'Broken Bottle.' Return to the fork and take the lower right path this time. At the four way split take the lower right path again. Kill the Poison Ooze then use your Potion Bottles on the Toxic Water to pick it up. Descend to the bottom, after the third section you'll find a small room with many Orcs that are

practically impossible to kill. Leave this room without fighting and go up the stairs. At the top beside the door you'll see a switch, press it to close the airlock door then go up one more level. Press the button to open the water hatch. Press it again to close it, then press the button down one level again to open the door and boom... all the Orcs have been killed.

Use the Time Bomb in your inventory to blow open the safe and get the 'Green Bottle' from inside. Run all the way back to that 4-way split and take the upper right path this time. Ignore the door and head through the next room, there's a green slime here. Simply use the Green bottle on it to kill the slime. In the next room go right at the fork and the room after that, up at the fork. There's a switch on the wall to open the door. In the next area use the Green Bottle to kill the slimes and press the three switches on the left side then go through the door. Do your best to avoid the traps on the ground and go into another dimension. Ahead of you is a Naga monster which gives you four karma when defeated. Go around to the next screen past the bubbles (shoot them to make them stop jumping about) and on toward the evil jester. Run up and begin shooting, try to dodge his attacks as they hurt quite a bit. Shoot him until he says "you were a fool to come here" then run up as close as you can and talk to him. Ask about Laughlyn and it's over.

Speak to the spirit again after exiting and ask about Drake to learn the word "Volcano." Pick up the 'Jester Spirit' and then head into the warp portal. Head up at the docks and speak with the dog spirit again to learn the Summon Spirit spell and the Invisibility spell. Leave the room and go straight down the stairs below and pick up the 'Mermaid Scales.' Go back and talk to the dog spirit to learn the Freeze spell. Now it's time to go to Drake's tower. From the 4-way split take the lower right road and enter Drake's tower.

Note that before you actually start going up or anything you might want to return and speak to the Street Doc that fixed your bomb, he's got some new Cyberware, specifically the Dermal Armour which you're probably going to want, it increases your armour rating. Be sure to buy it before you start. Return to Drake's tower and kill the guy inside and use your Cyberdeck to get into the computer. When you reach the object at the end examine it to unlock the elevator. Go up to the second floor and defeat the four Samurai Warriors. There are two jackable computers on this floor, find them by hovering your icon over them to see if the word "Computer" appears. One of them will unlock the elevator up to the next floor, the other one nets you '8000 Nuyen.'

Head up to the next floor, if you're having trouble with the enemies, I like to just cast the invisibility spell. Enemies can't touch you, it's pretty cheap, especially when leveled up which doesn't cost much karma. There are three computers here, start with the one on the far left, then the far right, then the middle. You may have to go back to some once you've unlocked others, it's annoying. When the elevator is unlocked keep going up. Same basic idea applies to the next couple of floors, you can get some more money again on the fifth floor, '10,000 Nuyen' to be exact. On the six floor use your Credstick on the phone and give Drake a call, there isn't much you can say though.

Defeat the sentry guns on the roof and speak to the pilot, ask him about Volcano and he'll take you there. If you want to go back simply talk to him again and ask about Drake. Go inside and ride down to sub-level 1. Head down-right past the Troll Decker, and into the door closest to him. Go into the second room here and use the computer. Next do the same thing in the room beside this one. Afterward head right, then down at the fork all the way to the bottom room. Inside this room don't move, shoot the scientist before he sets off the alarm which he always will unless you kill him. Hack into his computer and destroy the green thing. Now you can take the upper right door down to sub-level 2 where things just get more difficult of course.

Head left when you get off the elevator and hack into the computer in this room. When you take the right path be sure to kill the scientist before he throws all his grenades. Kill the Troll Decker on the next screen and enter the room above him, use your Cyberdeck on the computer here. After that leave the room and follow the path, you'll find a Sentry Gun. Make sure not to shoot at it but rather the scientist controlling it. On the next floor make your way to the very bottom as much as possible to find a computer that gives you '25,000 Nuyen' when you hack it. There's almost another that gets you '5000 Nuyen' and another with '12,000 Nuyen.' Find the correct computer to unlock the door at the far upper right and ride the elevator down.

Head into the large room and defeat all the enemies here. When you take the upper right path you'll have to fight two Naga enemies followed by a super giga Naga with about ten bajillion HP. After it dies pick up the 'Serpent Scales.' Return to the large room and take the lower right door. Follow these winding paths through the next couple of rooms to finally reach Drake.

Drake is a large super powerful dragon, and he's very difficult to defeat. There are a number of different ways you can do it depending on how much MP you have. Personally I like to cast the freeze spell, shoot like mad the entire time then recast it the second it starts to flash. Do that over and over and he dies. Freeze spell MUST be fully leveled. A high level summon spirit can also deal about 30 damage, but for 20 MP it's not THAT helpful. Going back and getting the Armour spell from the dog spirit now that you have the Dragon Scales is highly recommended, any of these will work however.

Go through the door and speak to the scientist. Ask him about Drake to learn the word "Aneki." Ask about Head Computer and then exit the chat, you'll automatically be back at Drake Headquarters. Head back to the inn and heal yourself. The next destination is the Aneki Headquarters. From the shopping area outside the train station cross the road to the upper right where the cars are going by and head up the stairs. Kill the guy who talks to you and head into the building. Hack into the computer on the desk to open the elevator. Head into the upper left room and prepare for an onslaught from a number of difficult enemies, if they totally slaughter you it's a good indicant you need to go and buy some new armour or something. Check the lower right room as well and hack into the computer. Now ride the elevator up to the third floor. On the third floor the upper room once again activates the elevator while the lower room computer will net you '10,000 Nuyen' and '12,000 Nuyen.' On the fifth floor you'll find an account with '50,000,' '20,000,' and '10,000' Nuyen inside. After that if you don't already have the full body suit and 40,000 Nuyen assault rifle go back to the vampire house and get them!

In the upper left room on the fifth floor you'll find a mess of super difficult enemies, basically once you kill the Troll Decker you should be able to take care of the rest. When you're ready to end the game, use your Cyberdeck on the thing marked AI computer. Make your way through, destroying both the crystal things and after that, you've completely finished the game...

You beat the game. Good job!

Now sit back and enjoy the ending.

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Version 0.00 - (June 13th, 2005) - Began the walkthrough  
Version 1.00 - (June 16th, 2005) - Completed the walkthrough

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| Legal (000Y0) |  
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I am no longer active writing guides for video games, and thus I will no longer answer any questions or update with any corrections sent through email. It is likely that after this point this guide will never be updated again. I am aware that there are errors occasionally and I apologize for those. Please do not email me any corrections, or ask me for any help with this particular game, as I will not respond.

It is also not necessary to send any email to thank me for the work, I will say right now that you are very welcome.

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Thanks to CJayC for continuing to keep GameFAQs running smoothly, and the same to Sailor Bacon. Thanks to Sean, Mark and Jeremy here at the University of Guelph, thanks to everyone in the GameFAQs FAQ contributor community for being great people, and thanks to everyone who takes the time to send feedback.

Thank you very much finally, to anyone and everyone reading this walkthrough.

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