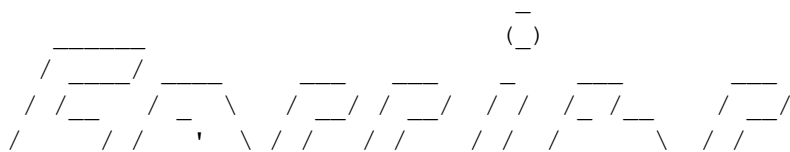


Carrier Demo FAQ/Walkthrough

by Nemesis

Updated to vFinal on Mar 29, 2000

A Demo Walkthrough for...



Carrier Demo Walkthrough
Platform: Dreamcast
Version: Final
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1. INTRODUCTION

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This Walkthrough is based on the demo version of Carrier that comes with the May/June issue of Official Sega Dreamcast Magazine. And since Carrier just came out in the US, I decided to whip this walkthrough up. Carrier is a survival-horror game, and a Resident Evil wanna-be. It has very bad voice acting, and sloppy controls. The graphics aren't half bad though. But the puzzles are easy as hell to solve, since all they compose of is either a) blowing stuff up with your explosives, or b) flipping a switch.

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2. LEGAL STUFF

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3. UPDATES/REVISION HISTORY

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Version 1.0 (03/26/00)

* First version

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4. Controls

D-Pad.....Move character
Analog Stick.....Move character

A.....Shoot/Action
B.....Scanner
X.....Run
Y.....Map data

L Trigger.....Switch Weapons
R Trigger.....Aim Weapon

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5. Walkthrough

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Ok, you'll start out by watching some long cinemas that are pretty boring, and that show off how bad the voice acting is. After the cinemas are over, you'll begin in small hallway with some plant-like things all around you. This is a type of "tutorial" with some lady telling you what to do and what the controls are. After you get familiar with the controls, head over to the middle of the hallway, around the plants, and equip your T-7 bombs. Use one on the plants to reveal a hidden door. Go through it.

Now you only have 5:00 to complete this demo. The clock WILL not stop at anytime, even if you pause the game. In the next room, kill off the zombie thing near the door, then kill the next zombie thing near the bar. Near the next door there should be a large creature. Kill this guy off so you can proceed to the next room. Go through the door after killing the big creature.

Before you enter the next hallway, you'll need to have some explosives handy to save time. When you're ready, go down the hallway to the end and blow up the plants that are covering up the doorway, then go back to the beginning of the hallway where you came from and hit the switch next to the door. Flip the switch, and go back down the hallway and through the doorway that you just cleared with the explosives, go right, and through the unlocked door. But you must hurry, because if you take too long, the door will lock again, and you'll have to return to the switch and flip it again. Now go through the unlocked door.

In this room, there will be a boss fight with a strange tenticle thing. You'll notice a switch on one side of the room, behind the creature. You can only activate this switch AFTER you kill the monster. Use the Electron Gun on the monster, because it seems that this weapon is the only one that works against it. You must also stay on the move, since there are spikes that come up from the ground and follow you, and these things can kill you fast. You must kill one tenticle at a time, then the main monster. Or you can kill just one tenticle, then go straight for the main monster, it's your choice. I used the latter strategy, since it didn't take as long. Once you have killed the main monster, and there is still some time left on the game clock, the game will end, and you will have beaten the demo of Carrier. I finished with about 31 seconds left over. Take it for what it's worth.

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6. Weapons & Items

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WEAPONS:

T-7 Bomb:

A handheld bomb using a TFT explosive.

West Cobra:

Submachine gun with a 30 round magazine. Manufactured by Revenge Hill.

Electron Gun:

Emits high energy bursts of electrons, use is unlimited.

19 O'Clock:

9mm automatic pistol with a 15 round magazine. Manufactured by E&H.

ITEMS:

Pistol Magazine:

Magazine for automatic pistol with 9mm parabellum rounds.

Level 1 energy drink:

A mild healing drink.

Submachine Gun Magazine:

Magazine for submachine gun with 12mm explosive rounds.

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CJayC- For creating the best web site on the planet!

Carrier demo- For the weapon and item info

Me- For making this FAQ! :p

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8. Contact Info
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Shameless Self-Promotion: Other FAQs by me:

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- Ape Escape
- Brave Fencer Musashi
- Crash Team Racing
- Gran Turismo 2
- Medal Of Honor
- NBA Live 2000
- Need for Speed: High Stakes
- Tony Hawk's Pro Skater
- R4: Ridge Racer Type 4
- Rollcage

NINTENDO 64:

- NBA Live 2000
- Mario Party 2

DREAMCAST:

- Carrier
- Crazy Taxi
- Hydro Thunder
- MDK 2
- Sega GT: Homologation Special
- Sega Rally 2
- Sega Swirl
- Resident Evil Code: Veronica (Coming soon!!!)

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