

# D2 FAQ/Walkthrough

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## 1. STORY

Ok, I took this from the instruction manual because I was too lazy to write one on my own.

Canada, Christmas 2000....

In the skies over Canada, Laura's plane has been hijacked by terrorists. The plane is filled with screams, shouts and fear as the hijackers terrorize the passengers and crew. In one of the seats a black robed magician gazes into a crystal, chanting the phrase "Shadow, the final destroyer." Mysterious indeed.

Laura's compact begins to glow. A vision of a meteorite hurtling towards Earth is reflected in the mirror. Suddenly the plane is struck by the same meteorite that appeared in the vision, and falls towards the frozen tundra below.

In the middle of a raging blizzard, Laura opens her eyes to find herself inside a mountain cabin. She was saved by Kimberly, one of the passengers of the wrecked plane. 10 days have passed since the crash but Laura can remember nothing, not even her name.

## 2. CONTROLS

### INSIDE OF BUILDINGS

BEDS - Press the A button to sleep in the bed and recover H.P.

CABINETS - Stand in front of cabinets to open them, some useful items may be inside.

TABLES - Approach tables, if there's an item, press the A button to pick it up. Press the Y button to look around, there may be other items scattered about.

OTHER PEOPLE - Kimberly moves around the room. There are times when she will be walking or making coffee etc. Approach her and press the A button to speak.

DOORS - Approach doors and press the A button or the analog thumb pad to go outside.

NOTE: Inside of buildings you can only move predetermined paths, outside however, you are able to roam wherever you want.

## IN THE FIELD

MOVING - Use the analog thumb pad to move around. How fast you move is determined by how hard you press the analog thumb pad. Use the pad + the Y button to view the surrounding area.

ITEMS - When you approach an item, Laura will automatically zoom in on it. Press the A button to pick it up.

INVENTORY - While in the field, press the L button to display the item menu in the bottom left of the screen. Use the analog stick to toggle through your items. By pressing the R button in the field, you can display the weapons menu in the bottom right corner of the screen. Use the analog stick to toggle through the weapons menu. Press the A button to use an item, or to equip a weapon.

## USING THE SNOWMOBILE

Once Laura has obtained gasoline, she will be able to use the snowmobile. To ride the snowmobile, walk up to it and press the A button. While riding, press the R trigger to accelerate and the L trigger to brake. Use the analog stick to steer. Press the Y button to reverse direction. To get off, press the L trigger until the snowmobile comes to a complete halt and press the A button.

## IN THE BATTLE

When a monster attacks you, the game changes to a first person perspective and whatever weapon you have equipped you will be using. Aim using the analog stick and shoot with the A button. You can change your weapon while in battle by using the weapons menu. Your health gauge is displayed at all times during a battle. Save often because if you die you will start at your last saved point.

## 3. HUNTING ANIMALS / TAKING PHOTOGRAPHS

In the field, your character will encounter four different types of animals: Caribou, Moose, Hare and Snow Grouse. Use the Rifle to hunt animals for meat (the amount of meat obtained depends on the size of the animal). You can select the rifle from the weapons menu. Meat will automatically be placed in the Portable Cooker. Select this item from the item menu. Meat recovers H.P. Hunting results will be recorded. It is possible to view them from the status screen.

It is also possible to take pictures. Display the item window and select the camera. The photo screen will now be displayed. Use the analog stick to aim the camera, and press the A button to take a picture. It is possible to view the photo and add a caption from the status screen.

## 4. WALKTHROUGH (DISCS 1-4)

Note: Throughout the game there are extremely long cut-scenes. When these are going to happen, I'll refer to them as LONG Cinemas. You can skip them by tapping the B button twice.

### DISC 1: Lost Souls

You begin by awaking in Kimberly's cabin. LONG Cinema. When it's over, go talk to Kimberly, then go to the cabinet to acquire the machine gun. On the table there is a first aid spray. Head to the door and go outside. Cut-scene. Once you learn how to use the rifle, walk around to the back of

the cabin to find a grenade. Head to the stone cabin (look on map to find out where it is). On the way pick up a grenade by the abandoned tractor. Once inside the stone hut, pick up the first aid spray on the table. Examine the phone, the cabinet that's locked, the picture and the e-card machine. Walk outside and walk onto the hut's roof for a grenade. Walk back to Kimberly's cabin.

Walk over to Kimberly and wake her up. She'll give you the key for the locked cabinet in the stone hut. Walk back to the stone hut.

Use the key to unlock the cabinet to acquire the magic stick, a grenade, and a tape recorder. Walk back to Kimberly's cabin.

Talk to Kimberly, and she'll see your tape recorder. Theater cinema. Talk to Kimberly again. Now leave and walk towards the crash site (check map for location).

On the way towards the plane, you'll find a first aid spray. When you get to the plane, head inside the main cabin. Once inside, walk towards the front and you'll find yourself in the first boss fight! Boss Fight: The unfortunate flight attendant has been zombified. She'll use her tentacle to attack you. Aim for the butterfly that's circling her, and when she sucks you towards her, shoot her in the head. After awhile you'll get a cut-scene. More cut-scenes follow.

After you wake up, you see Kimberly's letter. Head outside to the snowmobile and take the keys. Walk towards the Mining Compound (check map for location). When you approach the compound, you'll see a truck. Enter it. Grab the first aid spray from the dashboard and the shotgun shell. Examine the steering wheel for a cut-scene.

Head inside the building. Turn right to get some shotgun bullets. You don't know the code for the lift yet, so head outside for a cut-scene and the second boss fight! Boss Fight: All you have to do is wait for his tentacle to open and blast it's purple center. Eventually a giant dove bird will fly in and attack him, you keep shooting. Once the fight is over, take the e-card for a cut-scene. After you wake up, take the flashlight, the walk back to the stone hut.

Obviously you use the e-card on the e-card machine. Inside is a Shotgun, transceiver and a grenade. You'll also see a number on the inside of the machines door. WRITE IT DOWN. This number has an annoying way of changing each time you start a new game, and if you make the mistake of forgetting it, it's a long walk back from the Mining Compound. When you attempt to leave the Stone Hut, you'll get a LONG Cinema. After the cut-scene, walk back to the Mining Compound.

Head into the building. Use the number you found on the e-machine's door to access the elevator. Enter the metal door. You are now officially inside the mine (yay!). Now that you're inside the mine, you'll have to get towards the 150m sign to reach the exit. Since there is nothing of use inside the mine, you should follow these directions exactly to reach the exit: Head straight until you can see the 50m sign. Then head right after passing under it. Follow this path until you can see the 100m sign. Go underneath it and keep walking straight. You'll be able to see the 150m sign, after you head by it walk right to the door. Go through the door and then walk up the stairs. After you see another door, walk through it. You will now find yourself in the storage room. The tool box has a first aid spray. The Marcus box has a monster that will attack you. Rony's box contains a shotgun bullet. Go right to find a pile of gas canisters. Take one for a cut-scene. LONG Cinema. Congratulations, you've completed disc 1!

## DISC 2: Journey Into Darkness

After the cut-scene, you'll be in the Forest Cabin. From where you start, you can do the following things: Go to the bed for full recovery of H.P. to the far left. Go up the stairs for a first aid spray, and left for a grenade and shotgun bullet inside the chair. In the shelf with the vase, there is

a first aid spray and map B. Go through the door and down the hall to another door that says restroom for a cut-scene that gave this game it's mature sexual rating. After it's over, speak to Kimberly and she will untie you. This leads to a boss fight! Boss Fight: Shoot the green area of tentacles in her stomach and her head. After you kill her, you get a cut-scene and a LONG cinema. After that, talk to Kim, then check on Jannie, then talk to Kim again. Then walk next to Jannie and go to sleep. After you awake, try to leave the room and Kimberly gives you a small key. Now leave the cabin.

Walk past the snowmobile and to the back of the cabin to find a first aid spray. Ride the snowmobile to Brenner Pharmaceuticals (check map for location). Once you arrive, head to the far right of the door for some shotgun shells, then head inside the building.

Next to the door is a yellow machine, access it and Laura will turn it on. Turn the left switch on, and then push the center circle to open the door. Cut-scene. Head down the hall and turn right into the storage room.

Walk forward once, then turn right. Walk towards the shelf for a shotgun shell and a first aid spray. Walk over to the red door, and you'll see another one of those machines. The number 7 is written on a piece of paper. You have to play with the switches until they equal 7. Press the second, third and fourth key (which count as 4, 2, and 1), and the door will magically open. Examine the wall and a number will show up after you press the SET button. You'll be presented with a six digit number. WRITE IT DOWN. You'll be needing it in the near future. Go back outside to the snowmobile. Now ride the snowmobile to Kenny's Laboratory (check map for location). Along the way there you'll be able to pick up a first aid spray and a grenade. If you're low on supplies, near the tunnel you pass under is a gap in the fence. Inside are two grenades and two first aid sprays. The door to the laboratory is a small door on the right side of the trail.

When you arrive at the lab, enter and approach the gate. Input the six digit number you recently acquired to open the gate. Walk forward until you see a large telescope. Examine it for a cut-scene. After that, look to the right and see the professor. Examine him for a cut-scene. When that ends, look to your left and open the cabinet to get the flame-thrower and ANOTHER cut-scene. Ride the snowmobile back to Brenner Pharmaceuticals.

Go into the storage room and use the flame-thrower on the handle on the floor, and head down. Examine the flora on the shelf, and then the white board at the end of the tunnel for a cut-scene and the end of disc 2!

### DISC 3: Fateful Revelation

Cut-scene of Parker driving his truck and Laura drops in. After the cut-scene you'll be at the Musician's Hut.

Speak to both Parker and Kimberly. Then check on Jannie in the bedroom, where you'll also find map C and a first aid spray to your left. Walk back out to the dining room and check the cabinet in the corner for a grenade. If you want to see how crazy the musician is, go upstairs and examine the door at the end of the hall. He's quite the freak. Now go back down and talk to Kimberly again. Head to the bed. Cut-scene. Once you wake up, talk to Kim and then go outside. Walk to your left and you'll see an archway. Pass under it to find a first aid spray, shotgun shell, and a grenade. Now wander to the back of the hut to find another first aid spray. From the musician's hut, there are two paths. The left is blocked by Parker's truck, and the right is where you want to go. After following this path for awhile, you'll come to a second fork. Head left. Down this path is a building that looks half destroyed. Go inside.

Upon entering you get a cut-scene. When it's over, talk to the Priest two times to get all he has to say. You now should walk back to the Musician's hut. Go inside.

Cut-scene. Now talk to Jannie. Now walk upstairs - you can now enter the room where the raving musician was. Once in the room, grab the shot gun shell

and first aid spray from the shelf to your right. Examine the piano and you'll get a puzzle. Starting from the left, press the fourth key, second key, first key, second key, and finally the fifth key. A door opens revealing a passageway. At the end of the passage examine the far end frame and you'll receive a sub-machine gun and music note key. Now you have to walk ALL the way back to the Priest's hut to talk with him. After your conversation with him, head towards Martha's hut (check map for location).

The door to her house is locked. Use the music note key to open it and enter. Cut-scene. Examine the metal tray and she will talk to you again. After this leave and walk back to the musician's house. Speak with Kim. Cut-scene. Walk up to the passageway with the butterflies for another cut-scene. Speak with Parker. Walk to the Priest's hut.

He's dead, how pleasant. Steal the silver key from his hand and use it to open both cabinets behind him to the right and left. One contains a handgun, and the other has the time bombs. Head back to Parker.

Talk to him and he'll take one of the time bombs. Travel back to Martha's house. Walk in for a cut-scene which leads to a boss fight! Boss Fight: The sub-automatic rifle you got earlier works wonders on this psycho. Make sure to kill all those annoying little insects he throws at you. After the fight, be sure to go inside the house to find a grenade, shotgun shells and a first aid spray. Examine the dead boss for a cut-scene.

Talk to Parker two times, then check the piano room. Now walk to the stone bride (check map for location). This is an incredibly long walk, so have a lot of health items with you.

When you arrive at the bridge, you can find a shot gun shell by a tree, and a grenade and a first aid spray on either side of the bridge's main area. You get a cut-scene. This part sucks, you have four freaking minutes to get back to the stone bridge. Cut-scene. Talk to Kim in the bedroom for a LONG cut-scene. Another cut-scene. Walk back to the snowmobile and ride it to the Musician's hut.

When you arrive you get a boss fight! Boss Fight: To kill this biatch you need to kill the tentacles then blow her head away. Repeat until you get desirable results (till she's dead). Cut-scene follows boss fight. Talk with Jannie, and then walk back outside. Your present is a cut-scene, a LONG cut-scene, and another cut-scene and the end of disc 3!

#### DISC 4: Shattered Time

You start at Lucy Parton's labs, who is Laura's mother. Cut-scene. Now that you're inside, use that machine that gives you information on 4 different topics. Listening to all 4 options gives security clearance and a cut-scene which leads to a boss fight! Boss Fight: Take out the clone tanks, then blast all the multiple faces, then shoot the panels off the machine. When the panel opens, blast the core. Cut-scene. Talk to Jannie for another Cut-scene. Leave the house.

Look around the outside for two first aid sprays, a grenade, and a shotgun shell. This is a cool little trick: If you keep resting on the bed inside and coming back outside, all the items will reset. Since the end boss is coming up, do this as many times as you can. After that, it's a pretty much straight-forward path to Death Mountain. Make sure to pick up the first aid spray along the way. When you reach the circular area, you can find the following items: 2 grenades, 2 first aid sprays, and a shotgun shell. In the flower valley you'll find a grenade, three first aid sprays, and a shot gun bullet. Further up the trail is another first aid spray. When you finally reach the entrance to the cave, the area surrounding it contains a shotgun shell and first aid spray. Enter the cave for a LONG cut-scene.

Press A when he's done. This is it, the final boss fight! Be sure to always monitor your H.P., this boss takes off a crap load of health every hit.

Boss Fight: This boss has different forms. The shotgun works best on the first form. The center of his body is where you should shoot. After a while ,

you get a cut-scene. He now makes you blind. While your vision is still fading, find the center of him and just keep healing yourself and shooting him. If his bar glows you know you're hitting him. Cut-scene. Your hearing goes next. Cut-scene follows. HEAL, pretty soon you'll hear David's voice. Select your compact from your inventory after he's done talking. Now use the flower. Wait. The boss reacts to it and you get a cut-scene. You now get to fight his final form. Use the sub-machine gun and shoot his eyes. After Laura, then Mother Earth speak. Press A when she says "Now Laura." You are awarded with the final cut-scene, da da da da. After, if your DC clock is correctly set, a message will be displayed telling you how many days there have been in the 21st century.

THE END

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