



- [5a] Disc 1
- [5b] Disc 2
- [ 6] Bosses
  - [6a] Bruce
  - [6b] Greywolf
  - [6c] Ramirez / Safety Door
  - [6d] Gladiator
  - [6e] Ramirez
  - [6f] Adam
  - [6g] Adam (final battle)
- [ 7] L.E.I.L.A.
  - [7a] C License
  - [7b] B License
  - [7c] A License
  - [7d] AAA License
- [ 8] Miscellaneous
- [ 9] F.A.Q.s
- [10] Credits
  - [10a] Credits
  - [10b] Special Thanx
- [11] Version History
- [12] Copyright Info

=====  
[ 1] I N T R O D U C T I O N [ 1]  
=====

Welcome!

Thanks for choosing Chris "dreammastah" Bryant and Nathan "Segaholic2" Tsui's Headhunter walkthrough! We guarantee that you will not be disappointed with our work. We've labored hard to make sure that you, our readers, are getting the very best in text-based guides. :)

So far this walkthrough is not yet complete, but we have already gotten a LOT done. We have an in-depth walkthrough, detailed maps of levels, tactical boss strategies, and MUCH MORE! Keep it right here, 'cause we ain't quitting 'til we've got the whole game wrapped!

- C H R I S   a n d   N A T H A N

-----  
[1a] A b o u t   t h e   A u t h o r s [1a]  
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Just some info here about your two FAQ writers: Chris "dreammastah" Bryant and Nathan "Segaholic2" Tsui.

-----  
[1a.1] Chris Bryant  
-----

Also known as "dreammastah". Chris is 17 and lives in California. Chris loves videogames (his favorite system is Dreamcast), runs a website in his spare time (<http://fpforums.net/>), and likes making friends. This is the first FAQ he's ever worked on.

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[1a.2] Nathan Tsui  
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Nathan "Segaholic2" Tsui is also 17, and lives in Texas. He's also a hard-core gamer, loves Sega more than any other company in the world, and still thinks Sonic is cool. He's written a few other walkthroughs before, and enjoyed working with Chris on this project.

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[1b] C o n t a c t I n f o [1b]  
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If you have any comments, questions, or suggestions, please feel free to send them to:

headhunter\_faq@yahoo.com

Regarding questions: Do NOT ask questions that are answered in this guide. READ the guide before sending questions. We do not enjoy receiving e-mails asking questions that are clearly answered in this walkthrough.

-----  
[1c] G u i d e I n f o [1c]  
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\* \* \* \* \*  
\* NOTE: This FAQ can be hosted ONLY at GameFAQs and Nathan \*  
\* "Segaholic2" Tsui's website for the time being. If you find this \*  
\* guide at any other website, e-mail headhunter\_faq@yahoo.com and \*  
\* report it immediately. \*  
\* \* \* \* \*

As this guide is very in-depth, we have detailed map layouts of levels. We've included the standardized Map Key, which is used in all maps in this guide.

More Guide Info will come, if needed.

-----  
[1c.1] Map Key  
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There are many maps and diagrams in this guide. This is the Map Key, which is used for all maps in this guide. The entire Map Key will not always be shown in the Map Keys that accompany maps.

MAP KEY	
START/END	= X   Enemy = E
Door	= D   - - - - -
Cover	= #   Enemy Patrol Route:
Movable Object	= M
Explosive Object	= %   EXAMPLE
Stairs	= ~   E > . . . > . .
Water	= `   ^ _   ツツツ   .
- - - - -	
Item of Interest	= !   ^   _     .
- - - - -	
Adrenaline	= @   .   _____   .
Health Pack	= +   . _____ v
Res. Grenade	= *   ^   .

```
| Prox. Mine      = 8 | .|_____|. |
| Ammunition     = $ | . . < . . . < . |
| Temporary Item = I# |
```

??

START/END = X

Marks the Start and End of each area.

Door = D

Marks doors on the map. Double-doors are marked with two D's next to each other.

Cover = #

Denotes immovable objects on the map that can be used for cover from enemy fire. Either crouch behind them, or if possible, press (Y) to to "stick" to them, just like walls.

Movable Object = M

Objects that can be moved (usually crates).

Explosive Object = %

Objects that can be blown up by shooting at. Useful for taking out any enemies that might be nearby.

Stairs = ~

Stairs, leading to a higher floor or level.

Water = `

Water. You can wade in it.

Item of Interest = !

Items in the area that you can interact with, but not pick up.

Adrenaline = @

1 Adrenaline.

Health Pack = +

1 Health Pack.

Res. Grenade = \*

1 Resonator Grenade.

Prox. Mine = 8

1 Proximity Mine.

Ammunition = \$

1 Ammunition. For various weapons. Weapon used for may not always be specified in map or walkthrough.

Temporary Item = I# (e.g. I1, I2, I3, etc...)

Items that you can pick up and use.

Enemy = E

An enemy. Arrows and periods denote the enemy's patrol route.

=====

[ 2] B A S I C S [ 2]

=====

This section covers the in detail basics of the game, such as story, gameplay, controls, and menus. This section is highly recommended if you are a beginner to Headhunter, haven't read your game manual, or if you just want to learn a bit about the game.

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[2a] B a s i c B a s i c s [2a]

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"Basic Basics" include the options available in the game, and the save files, plus details about them.

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[2a.1] Options

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-AUDIO < STEREO / MONO > ((default: Stereo))

Allows you to choose whether you would like Stereo or Mono sound output.

-VIBRATION < ON / OFF > ((default: ON))

Select whether to have your Jump Pack or other various rumble device "rumble" at you. You can only use this option if you own a rumble device.

-SUBTITLE < ON / OFF > ((default: ON))

Turn subtitles on or off. Choose which language your subtitles will be under the "Language" option setting.

-ADJUST DISPLAY

This allows you to adjust the screen display of the game. Use if your TV does not allow you to see the entire game screen at once.

-LANGUAGE

-English ((default))

-Deutsch (German)

-Francais (French)

-Espanol (Spanish)

Hit (A) on Language to access this sub-menu, where you can select from four widely-used European languages. Changing the language setting will alter all menu text, all sub-title text, and most in-game text. Voice acting is available only in English.

-INITIALIZE SETTINGS

Sets all your options back to the default settings.

-----

[2a.2] Save Files

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There are two types of save files for Headhunter: The first is the system file, which saves your options. Second are the game saves, which are considerably larger and save your game. You save your game through the Pause Menu, under the Casio VM Menu. Note that whenever you save your game, only the area which you accessed, ammo, health, and weapon you had equipped are saved. Whenever you load a save, you will start

back at the beginning of the area, not to how far in that area you got.

-System File: H\_HUNTER.SYS

6 Blocks

-Save Data: H\_HUNTER.00#

24 Blocks each

-----  
[2b] S t o r y [2b]  
-----

( Taken straight from the official Headhunter website:

<http://www.anticrimenetwork.com/>

and

<http://www.headhunterthegame.com/> )

The Headhunter World

The future is here and it's a dangerous place, especially when you don't know who you are, who is trying to kill you, or why...

Welcome to California in the early 21st century. The new economy has changed the legal system and everything is measured in money. Human capital has a new meaning as the actual value of someone's life is based on their wealth or contribution to society. Preserving these citizens is the prime importance to the government, and this 'the wealthy must stay healthy' approach has led to a strong demand for body implants, both artificial and 'real' (artificial implants are considered second-rate by wealthy citizens). Criminals are the prime targets for real implants, and so they are captured using non-lethal weapons to preserve their organs. Leading the war against crime is the Anti-Crime Network (ACN), an elite force of privatized law enforcers. Like bounty hunters of old, the ACN's Headhunters track down the city's most wanted, wherever they may hide. Combining combat skills and cunning with the latest high-tech weapons, the Headhunters are turning the criminal tide.

The Beginning...

"Restrained... can't move. Where am I?" Jack awakes only to find himself locked onto what seems to be an operating table. Looking around, his blurred vision, can just make out what seems to be a mysterious laboratory. A man dressed in a lab coat comes into view and then Jack remembers how much he hates being restrained...

"Security, hit the alarms! We have a situation!"

Jack gets himself together and, fighting his pain, breaks free. Shots are fired and Jack makes for the main doors. Taking down lab personnel whenever they come into view, he heads for the exit and escapes his captors. However, it isn't long before Jack clutches his head in his hands and falls to the ground, unconscious, later to wake in a hospital bed suffering from chronic amnesia.

His memory is obscured by a dark void. Why was he in a laboratory? Why can't he remember anything? A visit from his former boss, Hawke, helps Jack recall his role as a leading ACN law enforcer, but Hawke also breaks the bad news: Jack's license has been revoked. He persuades Jack to regain his Headhunter status by re-applying for his license, which

will help him track down his enemies and seek the truth. His old friend Angela Stern, daughter of the assassinated ACN founder Christopher Stern, then asks for Jack's help and expertise in tracking down her father's killers. In this world of deceit and betrayal, where motives and loyalties are unclear, Jack must scour the city in a quest for knowledge, uncertain who to trust and facing enemies around every corner...

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[2c] G a m e p l a y [2c]

---

The easiest way to describe Headhunter would be as a game similar to Metal Gear Solid that focuses less on stealth and more on action. The basic gameplay involves completing VR Missions to gain higher licenses, traveling by motorcycle around the city to reach destinations, and completing the action-based sections, where you control your character from a 3rd-person perspective.

There are two main styles of gameplay in Headhunter. First are the action segments, where you control your character, solve puzzles, and kill enemies (VR Missions are practice for the real action segments). Second are the driving segments, where you ride your motorcycle around the city, gaining Skill Points (see below) and driving to destinations.

---

[2c.1] Radar

---

During the action sequences, a lot depends on your ability to keep from being seen by enemies. Very similar to Metal Gear Solid, being stealthy is a major part of the action segments. Enemies take the form of pointed arrows on the radar. You can tell which direction they are facing by which way the arrows point on the radar.

The radar has three modes: Normal, Caution, and Warning.

- In Normal mode, the radar is completely normal, hence the name Normal.
- In Caution mode, the word WARNING appears in yellow. You can still see everything on radar. Caution just means the enemies are on alert and are looking for you.
- In Warning mode, your radar is blurred. You can see the map (sort of) but enemies are not visible on radar. This happens when an enemy spots you or if you do something to alert the enemies to your presence (i.e. blow something up).

Enemies will go into Caution mode when they catch just a small quick glimpse of you, or when you use Decoy Shells to distract them.

Warning mode happens whenever the enemy sees you. All other enemies are alerted to your presence.

Both Caution and Warning modes will fade away after a while if you are not being seen.

---

[2c.2] Skill Points

---

An important part of gameplay are the Skill Points (SP). You gain these by riding your motorcycle at dangerously high speeds and not hitting various objects. The faster you go, the faster the points count up. At









1. Current Gear

The gear your motorcycle is currently in. Totally useless and provides no usable information. Ignore it.

2. Speed (Kilometers Per Hour)

Shows how fast you are driving.

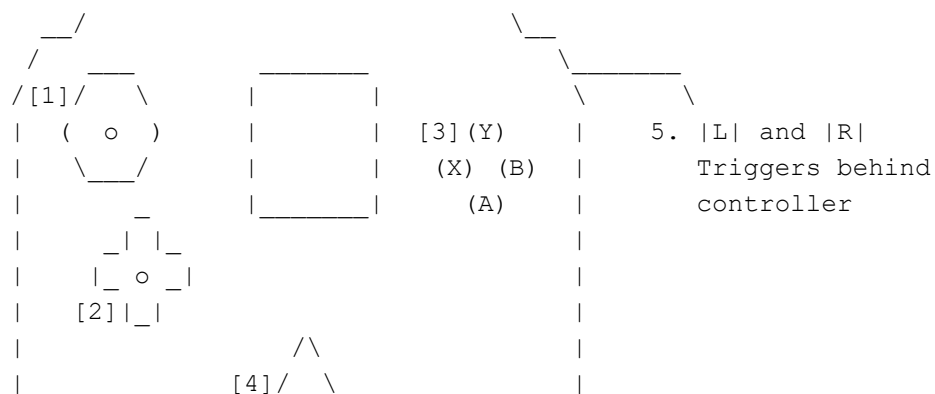
3. Torque

Shows the torque of the engine.

4. Radar

Shows the map of the city. Orange arrows denote destinations that you must visit. Follow the arrows to find orange circles on the map.

-----  
[2e] C o n t r o l s [2e]  
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-----  
[2e.1] Menu Controls  
-----

#	Button	Menu Controls
1	Analog Joystick	move cursor
2	Digital Pad (D-Pad)	move cursor
3	(A) Button	select/scroll down
3	(B) Button	cancel/back
3	(X) Button	scroll up
3	(Y) Button	(no function)
4	START Button	(no function)
5	L  and  R  Triggers	cycle menus

Move Cursor -

Press the Analog Joystick or D-Pad to cycle through the selectable menu items.

Select -

Press the (A) Button to select the currently highlighted menu item.

Cancel -

Pressing the (B) Button will cancel your current choice, or exit to the previous menu.

Cycle Menus -

When there are multiple windows available, use the |L| and |R| Triggers to cycle through them.

Scroll -

When reading long documents, use the (A) Button to scroll down, and the (X) Button to scroll up.

-----  
[2e.2] Action Controls  
-----

/---+-----+-----\
#   Button   During the Game
+---+-----+-----+
1   Analog Joystick   move character
+---+-----+-----+
2   Digital Pad (D-Pad)   weapon select
+---+-----+-----+
3   (A) Button   action/shoot
+---+-----+-----+
3   (B) Button   roll/dodge
+---+-----+-----+
3   (X) Button   center camera/
switch targets
+---+-----+-----+
3   (Y) Button   press against wall
+---+-----+-----+
4   START Button   pause game
+---+-----+-----+
5    L  Trigger   duck/crouch
+---+-----+-----+
5    R  Trigger   aim weapon
\---+-----+-----/

Move Character -

Press the Analog Joystick in the direction you want to move. Duh.

Quick Weapon Select -

Pressing LEFT and RIGHT on the D-Pad will cycle through the available weapons.

Quick Use/Equip -

Press DOWN on the D-Pad when highlighting Adrenaline or Health Packs to quickly use them.

Press DOWN on the D-Pad to equip the selected weapon from the Quick Select Menu.

Reload -

Press UP on the D-Pad to reload your current weapon.

Action/Shoot -

When an item is available to pick up or look at, a red target cursor will appear over it, and your character will look in its direction.

Press (A) to investigate the item.

The (A) Button is also used to fire your equipped weapon. For throwing weapons (such as the Decoy Shells and Grenades), the longer you hold down the (A) Button, the farther you throw your weapon. Note that you have to be in Targeting Mode (hold down the |R| Trigger) to fire your weapon.

#### Roll/Dodge -

Press the (B) Button to perform a roll/dodge move. This is very useful for dodging enemy fire, and is handy for crossing corridors or ducking behind crates.

#### Center Camera -

Press the (X) Button to center the camera behind your character.

#### Rotate/Walk Backwards -

When you hold down the (X) Button, you can rotate in a circle and walk backwards (similar to Resident Evil). Sort of handy for tight corners.

#### Press Against Wall -

Press the (Y) Button to squeeze against walls. This allows you to walk across tight ledges and peek around corners, so you can see around the corner without being shot. Press the |R| Trigger to quickly go into Targeting Mode and jump around the corner with your gun ready. Release the |R| Trigger to dodge back. Press the (Y) Button to "un-stick" yourself from the wall.

#### Duck/Crouch -

Hold down the |L| Trigger to crouch down. You can still move around while crouching. This is especially useful for walking quietly under short cover. Crouching can also be used in conjunction with Rolling and Targeting Mode. When you crouch, your accuracy improves, and you also become a smaller target for enemies. Spiffy!

#### Aim Weapon/Targeting Mode -

Hold down the |R| Trigger to enter Targeting Mode. When in Targeting Mode, you can move around, but you will always face straight forward. Hold down (X) to rotate. You can also crouch while in Targeting Mode, but you CAN'T be in Targeting Mode, crouch, and move around. Press the (X) Button to cycle through targets.

#### Switch Targets -

When in Targeting Mode or when "stuck" to a wall, press the (X) Button to cycle through target-able enemies/items. You'll know if you can target multiple items when you see the small cursors on the screen. The red cursor is the item/enemy you are currently targeting, and white cursors are items and enemies that are also target-able.

#### Stealth Kill -

(this move works with any weapon equipped)

Hold down the |R| Trigger to enter Targeting Mode. Approach the enemy from behind, so he doesn't know you're there. When you are directly behind the enemy, press the (A) Button (while still holding down the |R| Trigger) to quietly dispose of your target.

#### Climb Ledges -

When up against a short ledge, push against it with the Analog Joystick to hoist yourself up.

#### Pull/Push Items -

Press and hold (A) to grab onto certain items. Move around in the direction you want to pull or push the item.

#### Pause Game -

Press the START Button to pause your game. In the Pause Menu you can access such stuff as your weapons and items, documents, map, and game-save features.

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### [2e.3] Motorcycle Controls

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#	Button	Motorcycle Controls
1	Analog Joystick	turn
2	Digital Pad (D-Pad)	(no function)
3	(A) Button	mount/dismount
3	(B) Button	back up
3	(X) Button	change camera
3	(Y) Button	(no function)
4	START Button	pause game
5	L  Trigger	brake
5	R  Trigger	accelerate

#### Accelerate -

The basic motorcycle function. Press the |R| Trigger to gun your bike's motor. The harder you press the |R| Trigger, the faster you accelerate, so to avoid popping wheelies (during which time you can't turn your motorcycle), press down on the |R| Trigger slowly and evenly, just as you would accelerate a real motorcycle.

#### Brake -

Press the |L| Trigger to brake. Just like with acceleration, the |L| Trigger is sensitive to how hard you press it, so the harder you press the |L| Trigger, the harder you will brake.

#### Turn -

Use the Analog Joystick to direct your motorcycle in the direction you want. The more Skill Points you have, the easier it is to control your bike.

#### Hard Turn -

Brake and accelerate at the same time. Use the Analog Joystick to turn in the desired direction. This move allows you to get out of corners and such much easier. You can only perform this move from a complete stop.

#### Change Camera -

Press the (X) Button to cycle through 3 different camera angles.

Back Up -

Press and hold down the (B) Button to slowly walk your motorcycle backwards. You can only perform this move from a complete stop.

Mount/Dismount -

Press the (A) Button next to your motorcycle to mount it.  
Press the (A) Button in orange "Dismount Zones" to dismount from your bike. You can only dismount from a complete stop (doing otherwise wouldn't be too healthy for you).

Pause Game -

Press the START Button to access the full Pause Menu.

=====  
[ 3] C H A R A C T E R S [ 3]  
=====

NOT FINISHED YET

-----  
[3a] J a c k W a d e [3a]  
-----

Career cop turned professional headhunter, best of the best. Mentally resourceful and physically unmatched. Tough and independently-minded, a man of few words with a dry line in wit. Finds himself at the start of the story with no memory, few friends, and a revoked license. Hired by Angela Stern to find her father's killer, he may just uncover the truth of what happened to himself along the way...

-----  
[3b] A n g e l a S t e r n [3b]  
-----

Bright and resourceful, with an MIT education and plenty of attitude. More than capable of fighting her corner with a keyboard, a fist or a gun. Only daughter of murdered ACN boss Christopher Stern. Burns with hatred for the man responsible, the Syndicate's mysterious criminal boss. Hires Jack to find him: a partnership which moves from wary co-operation to respect and affection, and...

-----  
[3c] C h i e f H a w k e [3c]  
-----

-----  
[3d] C r i m i n a l s [3d]  
-----

-----  
[3e] O t h e r s [3e]  
-----

=====  
[ 4] I T E M S & W E A P O N S [ 4]  
=====

You'll come across quite an arsenal of weapons and usable items to help

Jack through the game. Here we list all the permanent items and weapons that are used in Headhunter. Temporary items are listed in their walk-through sections.

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[4a] I t e m s [4a]

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The usable items in the game that do not disappear after use (like the temporary items). Health Packs and Adrenaline are the only two usable items that appear throughout the entire game.

---

Health Pack -

This item will refill your Health Meter (duh) completely. Use it when you're low on health (duh, again). It's a good idea to use Health Packs from the Pause Menu instead of the Quick Select when in heavy combat.

Adrenaline -

When you use an Adrenaline, you will see a blue bar fill up above your Health Meter. This blue bar is a "shield", and will absorb damage for your Health Meter. The Adrenaline will also slowly drain over time, so it's best used in heavy combat. Again, when in heated battles, use the item from the Pause Menu, and not Quick Select.

---

Shades -

Jack Wade's infamous black shades. Equipping them is for aesthetic purposes only. Angela Stern can also equip them. You start the game with them and never lose them. Jack Wade has black shades! The black shades are Jack Wade's! Jack Wade's black shades! I can't stop!!!

Code Breaker -

The Code Breaker can be used on electric locks. Simply use the Code Breaker on the lock and the door should be unlocked. Obtained from the A Locker.

Lock Pick -

Automatically picks locked doors for you. Found at the end of the re-visit to Wolfpack HQ.

IR Goggles -

The IR Goggles are not used too often, and can only be equipped in certain rooms. When the IR Goggles are equipped, you can spot things that you could normally not see. Obtained from the AAA Locker.

---

[4b] W e a p o n s [4b]

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About ENP Technology...

[ENP Weapons]

Developed by Biotech Corporation, Electric Neural Projectile (ENP) technology has been licensed by all leading weapons manufacturers since the abolition of conventional weapons.

Combining neuro-stimulants with a motor cortex scrambler, ENP weapons



are capable of causing severe pain and eventual brain death without damaging valuable internal organs.

Superior to conventional weaponry in range, accuracy, and stopping power, all ENP weapons are manufactured under LEILA control to strict government standards. Possession of conventional firearms is an offense under Anti-Social Actions laws, punishable by compulsory organ donation.

[ENP Ammunition]

Similar in appearance to conventional bullets, ENP 'smart shells' combine a chemical payload with an electrical charge which together attack the target's nervous system.

The shell casing penetrates the body, then disintegrates and discharges its chemical payload. The disintegration process creates the electrical charge, converting the kinetic energy of the shell to electrical energy.

This reaction only occurs on impact with organic tissue. If the smart shell hits a non-organic target, it continues to penetrate without disintegrating, inflicting the same collateral damage as conventional weapons.

[ENP Effects]

The chemical payload of the ENP shell violently over-stimulates the body's nervous system, eventually forcing the brain to shut down to all stimuli.

At the same time, signals from the motor cortex region of the brain are scrambled by the shells electrical charge, further incapacitating the target.

Initial effects on the target include dizziness, disorientation and partial or total paralysis. This is rapidly followed by extreme pain as the target's brain synapses fry. Repeated impacts result in total brain death while leaving all other organs intact.

[ENP Tagging]

ENP technology allows for the automatic 'tagging' of any registered criminal fitted with a CCS implant.

ENP weapons transfer a unique ID into every bullet, drawn from the user's fingerprints on the shell casing. This biochemical signature is then registered in the target's CCS implant by the burst of electrical energy on impact.

The target's control chip draws power from the electrical discharge of the bullet and relays the signature ID to LEILA. This immediately identifies the agent responsible for shooting the criminal and establishes his right to a share of bail bond values listed on the Criminal Exchange.

-----

```
..--[ Stimulator Automatic ]--.  
/ Manufacturer: Smith & Easton \  
| Origin: USA | _____  
|  
| ENP handgun, standard ACN issue. A versatile weapon carried by |
```

| all Headhunters, it is particularly useful against multiple  
| enemies due to its fast rate of fire. A custom upgrade offers  
| increased mag capacity and firing rate.

| Widely adopted by military and law enforcement agencies, the  
| Stimulator is also the only ENP weapon to be licensed for personal  
| protection.

.-[ Firing Rate: Medium.

|  
|-[ Clip Size: 10 rounds.

|  
|-[ Maximum Ammo: Infinite.

|  
|-[ License Required: C

|  
|-[ Controls: While in Targeting Mode, press (A) to fire.

|  
|-[ Tactics: Not yet...

| - - - - - [ With Upgrade ] - - - - -

|  
|-[ Firing Rate: Medium-fast.

|  
|-[ Clip Size: 16 rounds.

|  
|-[ Maximum Ammo: Infinite.

|  
|-[ License Required: B

-----[ Resonator Grenade ]-----.

/ Manufacturer: General Munitions, Inc. \  
| Origin: USA

| ENP hand grenade that generates a sonic boom with a wave-form  
| similar to that of a conventional explosion but harmless to non-  
| organic material. Organic targets within range suffer severe neural  
| damage.

| The Resonator was developed for counter-terrorist operations,  
| allowing the use of a grenade without the usual destruction of  
| property. It has since found favor with law enforcement agencies.

.-[ Firing Rate: Medium-slow.

|  
|-[ Explosion Radius: Medium.

|  
|-[ Maximum Capacity: 5

|  
|-[ License Required: C

|  
|-[ Controls: While in Targeting Mode, tap (A) to throw the grenade a  
| short distance, and hold (A) to throw the grenade a long  
| distance.

|-[ Tactics: Not yet...

|

|----- [ With Action Belt ] -----

|

|-[ Maximum Capacity: ??

|

|-[ License Required: B

|

|----- [ With Combat Suit ] -----

|

|-[ Maximum Capacity: 7

|

'-[ License Required: AAA

-----

.-[ 'Scorpion' Neurostunner ]-.

/ Manufacturer: Smith & Easton \

| Origin: USA |\_\_\_\_\_

|

| Small silenced handgun with modified ENP ammunition that |  
| scrambles signals from the motor cortex region of the brain, |  
| incapacitating the victim for a limited time. Needs a short period |  
| of charging before a shot can be fired. Useful in stealth |  
| situations. |

|

| Neurostunner technology was developed at the request of national |  
| security services seeking a discreet, non-lethal solution for |  
| intelligence and counter-intelligence operations. |

|\_\_\_\_\_

.-[ Firing Rate: Slow.

|

|-[ Clip Size: 1 shot per clip.

|

|-[ Maximum Ammo: ??

|

|-[ License Required: C

|

|-[ Controls: While in Targeting Mode, hold (A) to charge. When fully  
| charged, release (A) to fire.

|

|-[ Tactics: Not yet...

|

|----- [ With Action Belt ] -----

|

|-[ Maximum Ammo (with full clip): 4

|

|-[ License Required: B

|

|----- [ With Combat Suit ] -----

|

|-[ Maximum Capacity (with full clip): 6

|

'-[ License Required: AAA

-----

.------[ Decoy Shells ]-----.

/ Manufacturer: General Munitions, Inc \

Origin: USA | \_\_\_\_\_  
|  
| Shells for the Stimulator Automatic can be thrown as a decoy to |  
| lure enemies away. Very useful for stealth situations. |  
|  
| Decoy shells need to be equipped as a regular weapon. |  
|\_\_\_\_\_

.-[ Firing Rate: Medium-slow.  
|  
|-[ Maximum Capacity: Unlimited shells.  
|  
|-[ License Required: C  
|  
|-[ Controls: While in Targeting Mode, tap (A) to throw the shell a  
| short distance, and hold (A) to throw the shell a long  
| distance.  
|  
|-[ Tactics: Not yet...

-----

.-[ Regulator Shotgun ]-.  
/ Manufacturer: Greening \  
| Origin: USA | \_\_\_\_\_  
|  
| Very powerful ENP weapon that causes a great deal of damage but |  
| is relatively slow to reload and fire. Its stopping power and |  
| ability to pierce body armor make it particularly suitable for |  
| close combat and room clearance situations. |  
|  
| Popular with ACN-street patrols, the Regulator's fearsome |  
| reputation frequently prevents disorder without a shot being fired. |  
| Headhunters have found it ideal for limiting resistance when making |  
| arrests. |

~~~~~

.-[ Firing Rate: Medium-Slow.  
|  
|-[ Clip Size: 8 shells.  
|  
|-[ Maximum Ammo (with full clip):12  
|  
|-[ License Required: B  
|  
|-[ Controls: While in Targeting Mode, press (A) to fire.  
|  
|-[ Tactics: Not yet...

----- [ With Combat Suit ] -----

|-[ Maximum Ammo (with full clip): 22  
|  
|-[ License Required: AAA

-----

.---[ 'Camo-Kaze' Proximity Mine ]---.  
/ Manufacturer: General Munitions, Inc \  
| Origin: USA | \_\_\_\_\_

| ENP mine with the latest in stealth technology which renders it |  
| virtually invisible. Fitted with a motion sensor, the mine explodes |  
| when someone comes close. An activated mine can be detonated from a |  
| distance by shooting at it. |

| The 'Camo-Kaze' draws it's nickname from a number of incidents in |  
| which the camouflaged mine was inadvertently detonated by its user. |  
| Operatives should beware of setting off their own mine. |

.-[ Firing Rate: Slow.

|-[ Explosion Radius: Medium-Large.

|-[ Maximum Capacity: 5

|-[ License Required: C

|-[ Controls: While in Targeting Mode, press (A) to place and activate  
| the mine.

'-[ Tactics: Not yet...

-----  
.-[ Agitator Sub-Machine Gun ]-.

/ Manufacturer: Suno \

| Origin: Far East |

| Automatic ENP weapon that fires at a very fast rate. Due to the |  
| powerful recoil, it is best to shoot in short bursts so as not to |  
| lose aim. Its power and speed make it particularly useful against |  
| massed enemies and moving targets. |

| Though developed overseas using unlicensed technology, the |  
| Agitator is commonly used by US Special Forces. Its wide-ranging |  
| organ-friendly firepower has also proved useful for crowd control |  
| applications. |

.-[ Firing Rate: Fast.

|-[ Clip Size: 30 rounds per clip.

|-[ Maximum Ammo (with full clip): ??

|-[ License Required: A

|-[ Controls: While in weapon mode, press (A) to fire. To fire  
| repeatedly, press and hold (A).

|-[ Tactics: Not yet...

----- [ With Combat Suit ] -----

|-[ Maximum Ammo (with full clip): 270

'-[ License Required: AAA

```
-----
.-[ Liquidator Missile Launcher ]-.
/      Manufacturer: Shamal      \
|      Origin: Middle East      |_____
|
| Fires a heat-seeking missile towards the target. The modified ENP |
| warhead explodes on impact inflicting massive damage. A devastating |
| weapon, but ammunition is scarce. Not suitable for use in confined |
| spaces. |
|
| Adapted from conventional weapons for rebel insurgents, the |
| Liquidator gained notoriety during the Middle East War. The custom- |
| made ENP ammunition has to be imported from the war zone. |
|_____
```

```
.-[ Firing Rate: Very slow.
|
|-[ Clip Size: 1
|
|-[ Maximum Ammo (with full clip): 4
|
|-[ Explosion Radius: Medium.
|
|-[ License Required: AAA
|
|-[ Controls: While in Targeting Mode, press (A) to fire.
|
|-[ Tactics: Not yet...
```

```
=====
[ 5] W A L K T H R O U G H [ 5]
=====
```

This section of the guide contains what will be the complete walk-through for Headhunter. It covers each level, giving info on all items that appear in each level, what objectives you must complete and how to complete them, maps of each area, and more.

Please note that boss strategies are not contained in this section of the guide. If you wish to find help on a particular boss, please refer to Chapter [6]: Bosses. Boss fights will be mentioned in the walkthrough where they appear, but the strategies for defeating them are in Chapter [6].

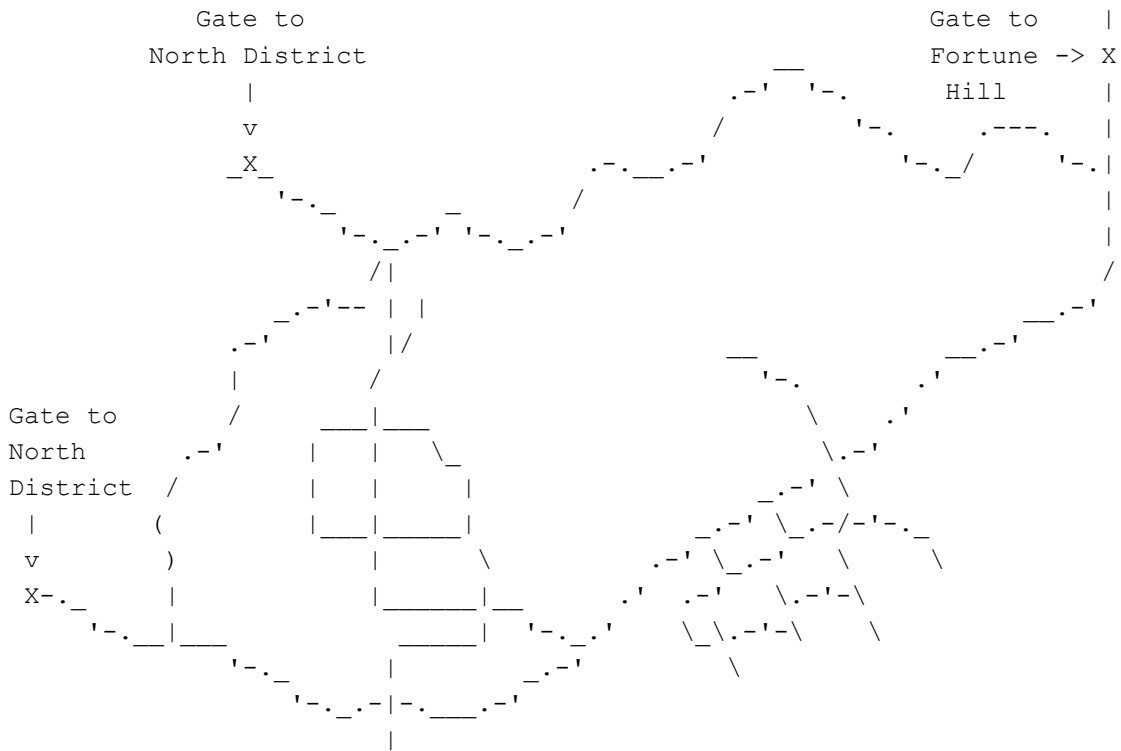
One of the major parts of this guide are the maps. Every time the map changes in the game, a new map is drawn in the guide. Items are marked on each map. Please refer to the map key to read the maps accurately. Mini map keys accompany maps when items make their first appearances (to help you become familiar with the key). All Items of Interest are also noted in the maps.

The North District and Fortune Hill are available from the start of the game. You need a B License to access South District, and an AAA License for Bio Valley.

```
-----
Below are maps for the motorcycle sections of the game (more coming
```



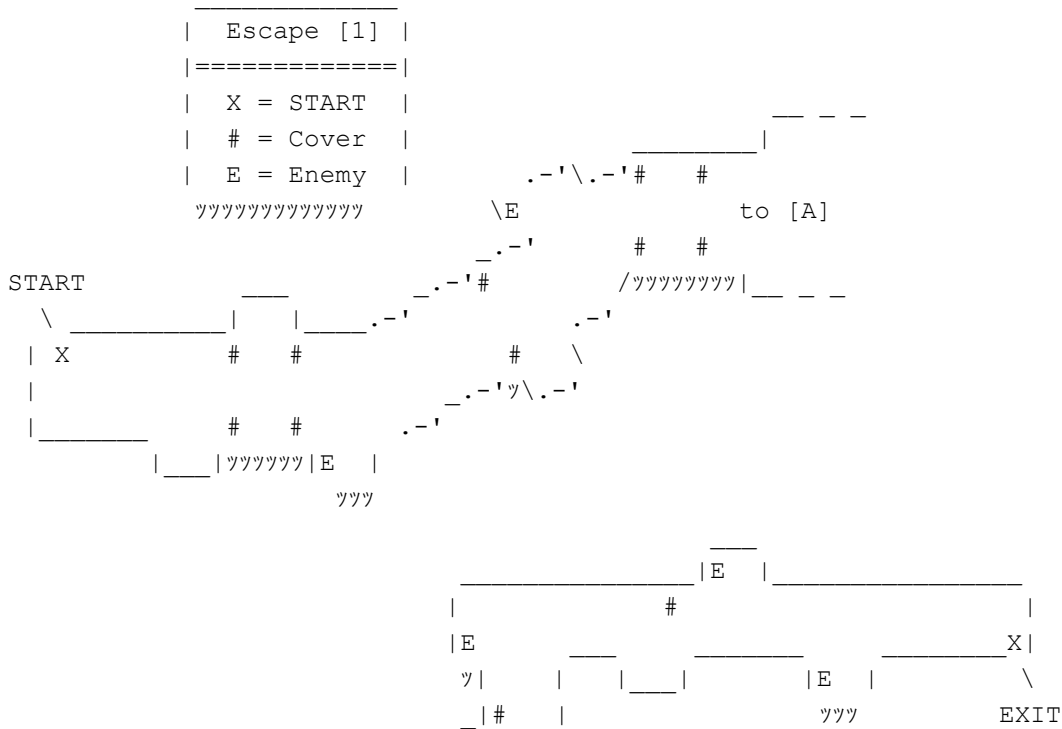
SOUTH DISTRICT



SOUTH DISTRICT

[5a] D i s c 1 [5a]

[5a.1] Escape





```

      |      |
      |_    #|      | Escape [2] |
      |      |      |=====|
      --  _|      |      X = EXIT  |
      |      |      | # = Cover  |
from [A] |      |      E = Enemy  |
      --  _|      |      ヽヽヽヽヽヽヽヽヽヽヽヽ
      |E      |
      ヽヽヽ

```

-----

You must escape the laboratory, equipped with only a Stimulator Automatic and your Shades. This will be your first encounter with real enemies, so be careful. Be aware of the fact that your health is constantly draining, so don't waste too much time.

Use the crates on each side on the hallway to your advantage. When you first come across the crates, an enemy will jump out from the right side. Take cover and get ready to take him out. Use |L| to duck when you need to reload. Don't worry about ammunition, you have an unlimited supply. Move on to the next set of crates. The enemy will come from the left side; use the same tactics as before to finish him. When you approach the next area, you'll have a chance to try out the sneak technique. On the right side, there are two crates stacked on top of each other. Walk up to them and press (Y) to put your back to the crates. You can now look around the corner without being shot. Hold |R| and fire away at the lone enemy on the right side. There are two more enemy encounters before you reach the exit. Use the tactics you've learned so far and send them packing.

When you reach the end, press (A) to open the door.

-----

[5a.2] Stern Mansion

-----

```

      |      |      | Stern Mansion |
      |      |      |=====|
      |      |      | @ = Adrenaline x1 |
      |      |      | ! = Item of Interest |
      |      |      |-----|
      |      |      | I1 = Stern Mansion Keycard |
      |      |      |      ヽヽヽヽヽヽヽヽヽヽヽヽ
I1      !|      |@      |
|      !!      |_____|_____|_____|_____|
|      D      |_____|_____|_____|_____|
|!      D      |_____|_____|_____|_____|
|      !      |      |X|
|      !      |      ヽ\
|      |      | Elevator / EXIT
|_____|

```

-----

The Stern Mansion is where you find yourself now. Angela Stern is behind the bar, but you can't talk to her until you've gathered some information from around the room you're currently in. You'll have to search around. Look on the bar in front of you for two documents. Turn



```

| . | # | |I2| ! |## #|
| v | # | * ツ | # |
| | ___D___ | _____ | M*#|
|# | # | |
|#### % % # |
| @ % % |
| _____X_____ |

```

\
  
Entrance

-----

Angela will mark the locations of the two informers on your VM. When you arrive, there are two punks doing some target practice in the back of the gas station. If you look to your right first, you will find a grenade behind a box. After you collect the grenade, head over to the left side of the gas station. There is some adrenaline on the crates at the front of the alley. One Wolfpack member is patrolling this area. Wait until he turns his back, then quietly dispose of him with the Stealth Kill, so as to not alert anyone else.

Now head to the very back and you'll have a little shootout with the two you saw when you entered. If you are too noisy, someone may come from the right side. The conservative way to take out the two thugs is to lure them over one at a time using the Decoy Shells.

The Car Battery and a Grenade are near the cans they were using for target practice. One informer is dead in the burning car. You can't get to him unless you have the Fire Extinguisher, so return to the front of the Gas Station and enter.

In the far-left aisle there is another Grenade waiting for you. Go behind the counter. You will find one door is locked and one is open; enter the open door. Inside is a Wolfpack member working on something. You can easily sneak up behind him and break his neck. Pick up the Health Pack on the table. Find the white control panel and press the button. A cord will blow out and the lift will stop. On the wall near the door, there is a slot for the Car Battery you found. Press START, go to your Item Menu, select the Car Battery and press (A), then select Use. This will move the engine. Walk down the ramp to find a Car Wash Token, then move the engine back so you can access the locker later. Leave this room and you will see that some more Wolfpack members have come to bother you. Take cover behind the shelves. If you want to have some fun, aim for their bikes and the gas pumps for big explosions. >:D

-----

|                      |          |                        |
|----------------------|----------|------------------------|
| After acquiring      | _____    | _____                  |
| Fire Extinguisher    | I4 ##### | Gas Station [2]        |
|                      | ! *#     | =====                  |
| _____v_____          | #####    | @ = Adrenaline x1      |
| # < . E . . # #      |          | + = Health Pack x1     |
| *# . . > #           | #        | * = Res. Grenade x6    |
| ##### _____          | #        | - - - - -              |
| #                    | ##  #    | % = Explosive Item     |
| ! # # E *            |          | - - - - -              |
| #  _____D_____ ##    |          | I1 = Locker Key        |
| # I1 ! I5 _____D!    |          | I2 = Electric Cord     |
| _____D  _____  +  ## |          | I3 = Fire Extinguisher |
| X  !                 |          | I4 = Crow Bar          |

```

|   | # |_D |   |   | I5 = Amco Keycard | |
|   |* # | |~~| I3 |   |   |
|#   | # |I2|~~| |   |   |
|   | # | |__| ! |## #|
|   | # |* |   | #|
|   |__D__|_____| M*#|
|#   | # |
|#### % % E % # |
| @ % % % E |
|_____|

```

-----

Go to the left side of the building again and use the Car Wash Token on the toll. Be ready, because the door behind you opens once you use the Token. An enemy comes out; kill him, then go to the very back of the garage to pick up another Grenade. Head into the door. To the right on the table is the Locker Key. You can't repair the power unit just now, but remember this location. Unlock the door that was locked before and go back to where you use the car battery. You can now unlock the locker using the Locker Key. Inside you'll find a piece of Electric Cord. Return to the broken power unit and use the Electric Cord to repair the blown cable. The lift with the car will lower completely now. Get the fire extinguisher inside the old car. Return to the burning car outside.

Using the Fire Extinguisher, put the fire out. Open the door, and the dead informant will fall out, holding the Crowbar. Collect the Crowbar and go to the right side of the building where a door is nailed shut between two stacks of crates. Use the Crowbar to remove the wood and open the door. Walk to the end of the hall to find the second informer - he's dead, just like the first informant. Next to his body you'll find an Amco Keycard. You'll have a small confrontation with Grey Wolf as you are leaving the Gas Station, so now it's time to follow him to the Amco Factory.

-----

[5a.4] AMCO Factory/Wolfpack HQ

-----

OBJECTIVES:

- 1) Follow Greywolf to the abandoned Amco factory and question him about Fulci's whereabouts.

-----

```

                                     Elevator
|8. < . . . . < . . . #####| / to 2nd
| . ##### . #####|_/ and 3rd
| . ##### . ##### ^ #####| \ X| floor
| . ##### . ##### . ### | |~| \
| v ##### . . . E | |~| |~| | Wolfpack HQ F1 |
| . % . . . > . E I1| | | |=====|
| . . % %# I2| | | | @ = Adrenaline x1 |
| . ##### ^ ##### | | | * = Res. Grenade x1 |
| . ##### . ##### ### #####| |# | | 8 = Prox. Mine x1 |
| v ##### . ##### ### #####| |# !| | - - - - - - - - - - |
| . ##### . ##### ### #####| |# | | ~ = Stairs |
| . . . > . D E ### | | @| | - - - - - - - - - - |

```



Take the elevator to the third floor. No enemies are here ...yet... so don't worry about being shot. The first door on your left is locked. Keep walking, and go into the first door on your right. In one of the stalls is a Proximity Mine. Go back in the hallway. In the darkness next to the freight elevator, there is a Grenade. When you approach the meeting room door, Jack will listen in on the meeting at hand. You can't go in just yet, so enter the room across the hall. On the table is a document labeled 'Interrogation Report'. Read it, then pick up the truth serum. Back to the hallway you go. As soon as you do, a door down the hall will be busted open by an enemy, so get ready to shoot. Enter the room he came from.

-----

```

      _____
      |      Wolfpack HQ F3 [2]      |
      |=====|
      | + = Health Pack x1          |
      | * = Res. Grenade x3         |
      | 8 = Prox. Mine x2           |
      |-----|
      | I1 = Locker Key              |
      | I2 = Broken Emblem           |
      ッヅヅヅヅヅヅヅヅヅヅヅヅヅヅヅヅヅヅ

```

```

_____
|      |      |!M   ###|#####   |#   @ | |
|      |      |_____D_____D_|..|____| 8|
|      |      | D      E < . . . > v. |
_|      |      | #|_____D #      #   .^ |#####
|X____|      |      |      | ッヅヅヅヅヅヅヅヅヅ|..|##I1#
_____      |      |      |      |>.#|
|8 | |____|      | ッヅヅヅヅ      |      | . |#####
|_____D E D      #|      |      | ^ | M
_____      |      |_____##|_____      | . |#####
      |      |      |      | . D
      |      |      |      | . |_____
_____      |      |      |      | E#|## I2
|*      |      |!|      |      |#
| ッヅヅヅヅヅヅヅヅヅD D      |      |#
|      #| D      |      | D
|      #| |      |      | | *
|      #| |      |      |____|_ | ッヅヅ
 ッヅヅヅヅヅヅヅヅヅヅヅヅ
      |      |
      |      | +
      ッヅヅヅヅヅ

```

-----

You can find a grenade in the room to the left of the next door you come across. Enter the other door. There is an enemy with his back to you on your right; break his neck. Another enemy will come from the right side, walking down the hallway. Take him out. Head down the hallway and go in the door on your left. Open one more door, and you will see a crate that is blocking a poster. Pull the crate back by standing next to the crate and holding (A) and pushing back and inspect the poster.

The poster says:



4-digit number to open. Remember that poster? Yep, the code is 1993. Enter it, and prepare to face your first boss, Bruce (see Chapter [6]: Bosses).

You should take out Bruce without breaking a sweat. Inspect the locker near the meeting table. You will find a Wolfpack emblem and another document, labeled 'Codelock info'. Read the doc, then press the red button on the table. It will trigger an enemy to come to your position, so be ready. An easy way to kill him if you are low on health is to setup a proximity mine at the entrance of the meeting room and just wait and hide. Go back to the elevator and select the second floor.

-----

```

      _____
      |###|           |   Wolfpack HQ F2   | | |
      |###|_____   |=====|
      |_|  | + !|     | + = Health Pack x1 |
      |X   |         |   ヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽ
      |   |         |   ヽ\ヽヽヽヽヽヽヽヽ
      |   |         |   \
      Elevator
  
```

-----

On the second floor is a punching machine and a health pack. You will use the punching machine to create an emblem so you can open the door to the roof. Insert the Wolfpack emblem into the machine and engrave the following:

| B E F O R E                                                                        | T O | A F T E R                                                                            |
|------------------------------------------------------------------------------------|-----|--------------------------------------------------------------------------------------|
| <pre>           - - - -                                   ヽ ヽ ヽ ヽ           </pre> | >   | <pre>           - - - -            X         X            ヽ ヽ ヽ ヽ           </pre>   |
| <pre>           - - - -                                   ヽ ヽ ヽ ヽ           </pre> | >   | <pre>           - - - -            X   X   X   X            ヽ ヽ ヽ ヽ           </pre> |
| <pre>           - - - -                                   ヽ ヽ ヽ ヽ           </pre> | >   | <pre>           - - - -                X   X                ヽ ヽ ヽ ヽ           </pre> |
| <pre>           - - - -                                   ヽ ヽ ヽ ヽ           </pre> | >   | <pre>           - - - -            X         X            ヽ ヽ ヽ ヽ           </pre>   |

-----

With the new emblem in your possession, go back to the third floor. Enter the meeting room and use the new emblem on the door on the right. It will open it and give you access to the roof, where Greywolf has fled. Open the door, go up the stairs, and get ready for your first true boss fight! See Chapter [6]: Bosses, for details.

-----

```

_____
|###|                                     %|   |   Wolfpack HQ F4 [1] |
|###%                                     +|   |=====|
|###|   #####   #####   |   |   + = Health Pack x1 |
|###|   #####   #####   |   |   ヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽヽ
|###|   #####   #####   %|
  
```















```

| # # | : : :
| # # # | : ! v v
| # | : [B]
| # # # | : |~~~| |
| # # # | : |~~~| |
| | : | |
| | /+ \ | v |____D_|
| | : | |
| | : | |
| | / | | :
| | / / | @ | ^ | :
| | / / | . | :
| | / / | ____ | . | v
| | / / | | ____ | D | |
| | / / | | ^ |
| | / / | | . | ____ # |
| |##### | . |
| |# # | . |
| | D! $ | E |
| | | | . |
| | | | ^ |
| | | | ____ | E |
| | | | |#####|
| | | | |
| | | | ' D |
| | | | . |
| | | | |#| |
| | | | |_____| |
| | | | |#####| |
| | | |# | 8| |
| | | | |#####| |
| | | | |
| | | | |
| | | | |

```

-----

Switch to the Shotgun immediately after the cut-scene ends. Blast the first terrorist as he walks by and get ready for the next one. Blast him the moment he pops out. With the enemies taken care of, head into the security room and hit the button on the desk. The door to the main shopping area will unlock. Proceed to the shopping area.

In the shopping area, hold still for a couple seconds. A terrorist will walk past you (they've got no peripheral vision, I'll tell you that). Let him pass you and then sneak up and snap his neck. Take out the other guard in a similar fashion. Then head behind the escalators and dispose of the last guard. If you end up alerting the guards to your presence, two more terrorists will enter the area. After you clear the area of enemies, check if you are in need of Health Packs, as there are 2 in the immediate area. One is in the room to the bottom-left of the main area. The other is upstairs, on the far left of the map. After you've gotten what you need, head to the elevator in the top-right of the bottom level. Drag or push the cart off of the elevator and take a ride up to the second floor.

-----











```

|   ##   _____   ##   | ##   #### |   ツツツツツツツツツツツツツツツツツツ
|                                     |ツツツツツツツツツツ
|   ####                                     |
ツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツ

```

Head forwards and snag the Health Pack. Equip Resonator Grenades and lightly toss one into the room ahead. Switch back to the Stimulator and strafe into the room. Take out the terrorist who is in there, if he's still alive, and then dispose of the other 2 terrorists outside. Now use the computer (Action). Select "Yes" to push the button to open up the security doors. Go through the doors and take to door on the left to get out to where the terrorists were. Pick up the Proximity Mine and the Shotgun Ammo on the table, then head into the back room. Inspect the electronic lock (the "!" on the map) in front of the glass doors.

(See Chapter [6]: Bosses)

```

DD
|ツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツ|
|                                     |                                     |
|   ##   _____   ##   |   _____   |
|   #           #           |   BOSS: Ramirez   |
|   ##   ##@##   ##   ~D |=====|
|   #           #           ~D | @ = Adrenaline x1 |
|   ##   _____   ##   |   ツツツツツツツツツツツツツツツツツツ
|                                     |
|   ####                                     |
ツツツツツツツツツツツツツツツツツツツツツツツツツツツツツツ

```

After you've defeated Ramirez, he refuses to inform you of any of the Syndicate's plans. Use the Truth Serum on him to get him to tell all.

[5a.7] Wolfpack HQ (re-visit)

```

|#   #####          ||   | |
|   ##   ###   [[   !|   |   _____   |
|                                     |   Wolfpack HQ F1   |
|                                     |   *|   |=====|
|$           #####   "=====|   | * = Res. Grenade x1 |
|           ## ^#####   #### X - To F4 | $ = Ammo x1 |
|#####   ## . . >   |   ツツツツツツツツツツツツツツツツツツ
|##### X ## . E . . #####|
ツツツツツツツツツ \ツツツツツツツツツツツツツツツツツツ
\
START

```

Since ACN is guarding the building, you're restricted to your Neuro-Stunner, but you are still able to take out guards (permanently) using the Stealth Kill. Remember this, as it will come in handy. When you

enter the area, there is an ACN guard patrolling the area. Sneak up behind him and snap his neck. Then climb up to the elevated area and open up the locked door by using the Code Breaker on the electric lock. Hit the button. Go and climb up the ladder to reach 4th floor.

-----

```

                                     | $ |
                                     |*  |
                                     | ^ |
-----|-----|-----|-----|-----|-----|
|###                                     . %| |   Wolfpack HQ F4   |
|###% . . < . . . < .                 ^ +| |=====|
|### . ##### . ##### . | | + = Health Pack x1 |
|### . ##### E ##### . | | * = Res. Grenade x1 |
|### v ##### . ##### E %| | $ = Ammo x1      |
|### . #####% . ##### . #| |   ッヅヅヅヅヅヅヅヅヅヅヅヅヅヅヅヅ   |
| . #####% v ##### . D X
| % X - START . . .                 v | \
|###                                     | To [A]
|#####|
|#####|
   ッヅヅヅヅヅヅヅヅヅヅヅヅヅヅヅヅ

```

-----

There are 2 ACN guards in this area, watch their patrols and then sneak up and Stealth Kill them. Head into the ammo room to snag a Resonator and NeuroStunner ammo, then leave the small room and go to the door that leads to the stairwell. Or, you could simply distract them with a Decoy Shell and then run to the doorway.

-----

```

-----|-----|-----|-----|-----|-----|
|   Wolfpack HQ F3   |
|=====|
| + = Health Pack x1 |
| * = Res. Grenade x3 |
| 8 = Prox. Mine x2  |
   ッヅヅヅヅヅヅヅヅヅヅヅヅヅヅヅヅ
-----|-----|-----|-----|-----|
|           |!M   ###|##### |#   @ |
|           |   D   D   |   |   | 8|
| |         | ^ D| ッヅヅヅヅヅヅヅヅヅヅヅヅヅ   |
_| |         | .#|_____D_#   #   |##### |
|_____ |   E |         |   | ッヅヅヅヅヅヅ   |##### |
           | . |*         |         | #| M   |
EXIT|8 |   |   | v | ッヅヅヅ   |         |##### |
 \ |< . E . . > D   #|         |         |
 \   ッヅヅヅヅヅ   |   |_____##|_____ |##### |
| XヅヅDヅヅヅヅ   |   #   #####   #! | D_____ | | |
|_____D       |   #   ##   #   | #|##   |
|*               !|         |         |#       |
| ッヅヅヅヅヅヅD   D   #####           |   |#       |
|           E #| D   #####           |   D       |
|   $   #|   |   #####!           |         |*       |
|_____#|_____ |         I1I2|         |   ッヅ   |
           |   #####   ##### !| ッヅヅヅヅヅヅ   |         |
           |         D~~ from |         | +       |

```





out of the area and back onto the streets of the North District.

-----  
[5a.8] Bomb Defusion  
-----

The timer countdown has started. In a few minutes, Los Angeles is going to be a big pile of rubble... unless Jack Wade has something to do with it.

Read the document "Note bombchase" to get an idea on how the bomb defusion works. There are six triggers that must be deactivated in order to defuse the bomb. The triggers will show up on the map, one at a time, in the order that you must deactivate them in. You drive on the motorcycle to reach each trigger, then you dismount and enter the sewers (where all of the triggers are kept), where you engage in the action part of the gameplay. At the end of the sewer (which is usually a maze with some enemies), there is a silver suitcase, which is the trigger. Press (A) to open it up and begin the deactivating process.

The process for deactivating a trigger is simple: enter the 3 codes shown. You have approximately 5 seconds to enter each code. If you make a mistake while entering the code, the deactivation process will cancel, and restart from the beginning. The codes for the first trigger are only 3 digits long. However, each progressing trigger will have an extra digit added to it (ie: the 2nd trigger has 4, the 3rd trigger has 5, etc...), until the 6th and final trigger has 8 digits that you must enter. Each time you deactivate a trigger, more time is added to your countdown timer.

Here is a sample of a code:

A < v

To enter this code correctly, you would press (A), then LEFT, then DOWN. I suggest using the D-Pad for entering the directional inputs of the code, since it is much more precise than the Joystick.

The possible digits that might show up in a code are:

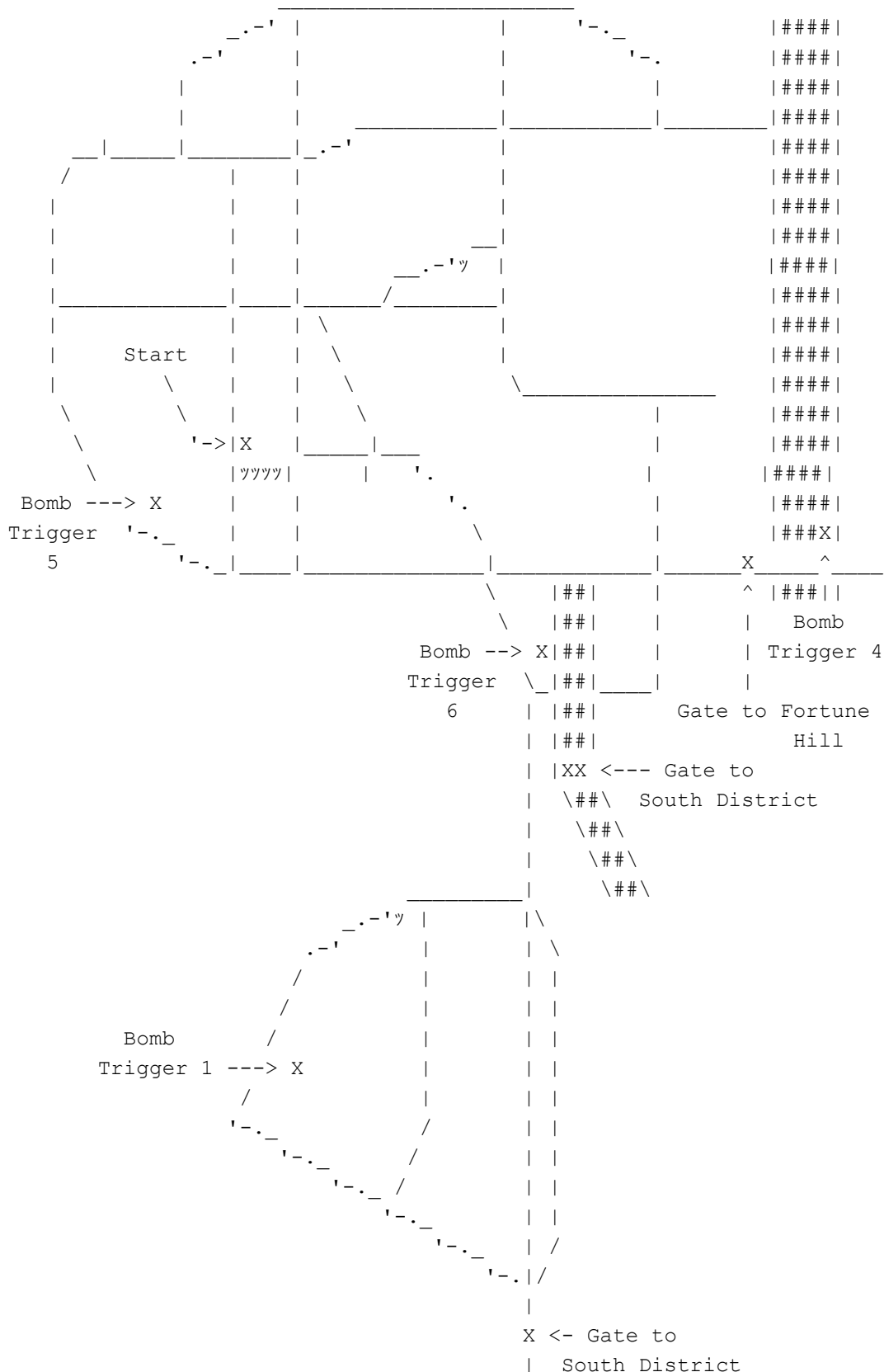
- < = LEFT
- > = RIGHT
- ^ = UP
- v = DOWN
  
- A = (A)
- B = (B)
- X = (X)
- Y = (Y)
- L = |L|
- R = |R|

Note that the "A" and the "R" look rather similar, especially if you are running on a not-too-large TV. To distinguish the two, remember that the "A" is pointy, while the "R" is rounded.

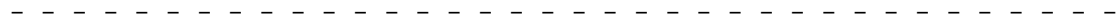
-----



NORTH DISTRICT



NORTH DISTRICT



SOUTH DISTRICT

Gate to

Gate to |





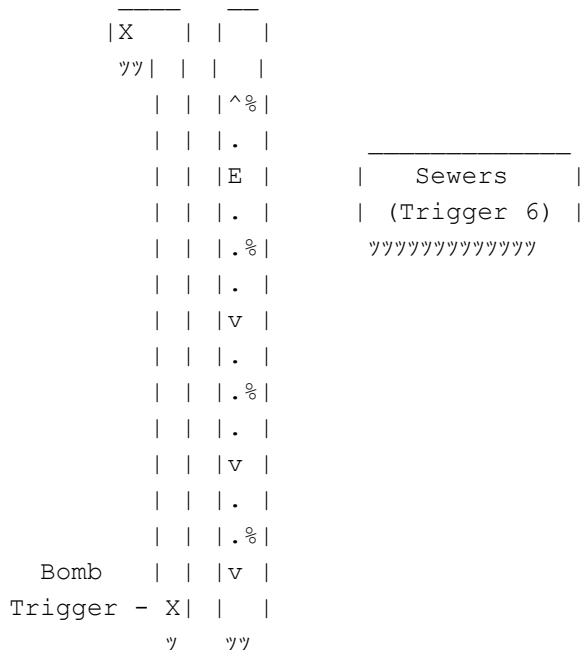




back and take the other path. Follow the path and take a left at the split. Run ahead, take the right turn, turn left, turn left again, and then turn right. If you encounter the guard, take him out. Continue on the pathway to reach the 5th silver suitcase. Disarm it to receive an extra 1:40 on the timer. Leave the sewers quickly and get back on the bike.

The last Bomb Trigger is easy to find. Exit the area you're in through the gap in the fence, then turn left and drive along the highway. When you reach the gate to enter Fortune Hill, take the right turn. Enter the L.E.I.L.A. parking area and drive straight to reach the last trigger's sewer.

-----



-----

Walk forwards slightly and stick to the wall on your right. Peek around the corner and wait for the guard on the left walkway to turn his back. Then, jump around the corner (press |R|) and take out the guard right in front of you. Now dispose of the guard on the other walkway. After he's gone, run forwards to reach the last Bomb Trigger.

-----

[5b] D i s c 2 [5b]

-----

The Disc 2 Walkthrough is not yet complete. To help finish this section of the guide faster, we have opted to skip on the maps for the time being. Don't worry, once we have more time on our hands we will map out all the areas.

-----

[5b.1] Docks

-----

You'll start in control of Angela Stern, behind some crates. Ahead, there are two enemies who stare dead ahead, and are located right in front of the gate to the next area. If you want a Proximity Mine, turn around and go to the bottom-left corner of the area. There will be a Mine there, even though you can't see it (it's a slight glitch; it's

buried under the concrete). Go back and take out the two guards any way you want. Then hit the switch in front of the gate to open it up and advance to the next area.

Here, there will be an enemy right in front of you, with his back turned. Run up and quickly kill him with the Stealth Kill. Ahead, an enemy will appear soon, so either run right and take cover behind the car, wait for him to turn around, and then proceed, or take him out. If you turn right, the way the guard came from, you can head to the end of the passage to acquire a Grenade. Turn around and then go forwards, being wary of the enemy patrolling the bridge. Head down the long alleyways to pick up a Grenade and an Adrenaline. Then go across the bridge and open the gate.

In the next area, you can choose to either slip past all the guards (a good choice, since you're so under-armed), or you can clash with them and take them all out. It's easier to go stealth-ish and sneak past them all, since there's only three and they all have rather large patrol routes (which means that they're not all clumped in one spot with no way for you to sneak past, which is good). Simply study their routes and slip past 'em when their backs are turned. Before you leave this area, you'll need to go to Warehouse 12, to investigate the "special cargo" that the two terrorists were talking about. To get there, head to the top-left area of the map, and you'll see it (it has a big "12" printed on the side of the building). Enter through the doors, where you'll need to take out two terrorists, who are armed with shotguns. After you take care of them, pick up the Health Pack in the far left corner of the warehouse, then go back right and enter the small room that the terrorists were talking in. Pick up the Loading Keycard there, then leave the warehouse. Now turn south and then take a right to reach the gate to the next area.

Open it up, and then head forwards, and hide behind the crate. The guards here don't seem to follow any set path, so get rid of them any way that you feel. After they're gone, go forwards and inspect the gate lock. You'll automatically insert the Loading Keycard, if you have it, and the gate will open. Walk forwards a short bit and you'll have finished this area, and be treated to a cutscene.

-----  
[5b.1] Queen of Hearts  
-----

Angela's hitched a ride onto Don Fulci's ship, the Queen of Hearts, and you start in control of her on the upper deck up the ship. Here, a couple of enemies patrol, along with two roving spotlights. If a spotlight catches you in its beam, the enemies in the area will be alerted, and they will bring in backup. So, avoid the spotlights as best you can, and ignore the guards who are browsing the deck. Run forwards to get off the elevated area you are on, and run along the side of the ship to get around to a Proximity Mine. Then backtrack and take the first left, and then the second left, so you are on the other side (Starboard? Port? Whatever it is...) of the ship. Walk forwards until you reach the door to enter the ship.

As you enter, there is an enemy who will soon turn and face you, and there's pretty much no way to avoid him. Take him out, then proceed to the door.

Here, you're in the stairwell. Run up a set of stairs and enter the

second floor of the Queen of Hearts. Inside, you'll have a rather small area to explore. Turn around first, walk forwards, and enter the door on your left (the one in front of you can't be opened from this side). Pick up the Resonator Grenade and Document there. Inspect the machine and read the Document, if you wish. Now head back, and wait at the right turn for the enemy there to turn around. Take him out now, then enter the captain's completely comfortable cozy cabin. Walk towards the camera and pick up the Beta Chemical, Dictaphone, and Document off of his desk. Turn around and walk into the doorway on the right to enter a room with a Health Pack. Pick up it if you need it, then leave the cabin. If you want, turn left and explore the small area over there, but you'll need to eventually leave the second floor to the stairs, and head up the floor 3.

On the third floor, turn around and enter the small room there to get a Resonator Grenade. Now walk forwards and avoid the spotlight (if you get caught in it, it will alert the guards there to your presence). Turn left and enter the cafeteria area of the ship.

Here, you have two methods of getting past the guards. To get past violently, take out the guard staring at the posters using the Stealth Kill, then stick to the wall and peek around the corner. When the enemy ahead turns around and walks to the left, run around behind him and get rid of him silently. Pick up another Resonator Grenade on the little tray-thing against the wall, then turn around and head into the doorway. Hug the wall on the right and peek around the corner. When the guard appears, and then turns around, get rid of him. Enter the cabin on the left side and pick up the Alpha Chemical and Document in the locker, then turn around and pick up the Adrenaline on the desktop. Now you can go left and pick up the Proximity Mine, turn around, and go down the stairs on the left of the hall. This is the aggressive route.

If you want to go passive, and spare a few lives, wait behind the guard staring at the posters on the wall. Watch the map and wait for the guard patrolling the kitchen area to turn around, then quickly dash to the doorway. Hug the right wall, and when the guard there turns around, walk out and then run into the door on the left. Stay in there and pick up the Alpha Chemical and Document in the locker, then pick up the Adrenaline behind you. Watch the map, and when the guard turns back and walking away, open the door and dash out to the left. Pick up the Proximity Mine at the end of the pathway, then turn around and hug the wall on the left. Peek around the corner to the right and then when the guard turns and is walking away from you, pop out and slowly follow him. When he passed by the doorway on the left, duck into it and head down the stairs, then open the door.

You'll emerge on the second floor, on the other side of the doors that couldn't be opened. Turn left and unlock the door there, then turn around and walk forwards. At the right turn, peek out to see the two enemies guarding Jack's prison cell. Take them out (using a Resonator Grenade is the easiest), and then inspect Jack's prison cell door. After the movie, head forwards and open up the other locked door and then head forwards, back to the stairs (not the one that you came from). In the stairwell, head up two floors, to the fourth floor.

Up here, walk forwards, and turn right into the closet to pick up a Resonator Grenade. Go back and open the door on the right to watch a short cutscene. After the scene, the guards will position themselves in front of computers. They are so pre-occupied with their work that they won't notice you at all. Sneak up behind them and take them out, one at





You'll emerge in large cargo area, with three guards patrolling the area. You can sneak around and take them out, if you want, or simply avoid them. However, you'll be visiting this area a lot, so it'd be in your best interest to get rid of them now. Now, once you've dealt with the enemies, climb up any of the three ladders. Make your way to the far side (according to how you entered the room) of the room. Go to the far-left (bottom-right, on the map) of the upper level and hit the switch there. Climb back down and turn left, and enter the doors to the refrigerator area.

Walk over to the control panel, and use it to open up one of the fridge lockers. Looks like that guy there's in the hurt locker, wouldn't you say? Eh? (just had to say that). Since the turns out to be the captain of the ship, his ID card ought to be pretty useful... Leave the refrigerator area, but not before picking up the Health Pack hidden in the corner (only if you need it, of course). Now, you should have the Dictaphone and Captain's ID Card. Cross over to the far side of the cargo area and climb up the ladder. Up on the top level, there should be a door in front of you. However, it is locked. Inspect the panel to the right of the door, and you'll automatically use the Captain's ID Card. Now, you'll need some voice identification for the next part of the unlocking process. Remember the Dictaphone item you picked up in the Captain's (insert adjectives here) cabin? Use it through the item menu, and you'll unlock the door.

In the next room, if you alert the guards, several more of them will come running, so it's in your best interests to avoid alerting them. To do this, use the NeuroStunner on the two guards, and then lay a Proximity Mine next to the zonked-out enemies. Once you've taken care of the enemies, enter the small room in the middle of the area. After the movie, pick up the Shotgun ammo and the Health Pack in the room. Then inspect the orange dot on the map (which is in the room). Leave this area now, the way you came.

Cross the large cargo room to the other side, then turn left. Go down the hallway there and inspect the keypad to automatically insert the keycard you got in the previous room. Once you enter this room, get rid of the guard around the corner. Pick up the Machine Gun Ammo sitting on the chair, then turn around and go up the stairs. Continue going up and at the top, run straight until you reach a Proximity Mine at the end of the passage. Now turn back around and go in the little insert area, and enter the elevator. Raise it using the control panel.

=====  
[ 6] B O S S E S [ 6]  
=====

NOT FINISHED YET

A basic tip for all bosses: DO NOT use the Quick Select to use a Health Pack or an Adrenaline. If you are going to use those items, do so in the Pause Menu. Otherwise, you'll leave yourself vulnerable for a second or two, and that may be all the time the big baddie needs to finish you off.

-----  
[6a] B r u c e [6a]



A different tactic is to simply watch the map, and then run around and come up on Greywolf's back. You can avoid getting hit altogether using this method.

Another way is to save the Proximity Mines that you picked up in the level, and lay them along Greywolf's path. If you get two solid hits with the Mines, Greywolf can be taken down in a few Stimulator shots.

When Greywolf's health has been reduced to approximately 1/5, he will back up into a corner (the bottom-left corner, according to the map). Then he will start shooting to the left and right, randomly. The easiest way to dispose of him here is to stay to the right side of him (top-left corner of the map). Hide behind the building, away from Greywolf's line of fire. Watch the map, and when Greywolf turns away, strafe out and blast him several times, then roll back to safety. Lather, rinse, repeat.

-----  
[6c] R a m i r e z / S a f e t y D o o r [6c]  
-----

```
|          ~~          |
|          _____  |
|    ##          ##    | |          BOSS          |
|    #           #     | | Ramirez/Safety Door |
|    ##    ##@##    ## ~| | - - - - - - - - - - |
|!   #           #     ~| | Millennium Bank   |
D    ##          ##    |   ~~~~~~
D                                     |
|   ####          |
~~~~~
```

This guy is a pain in the butt to try and figure out what to do, but once you get the strategy down, he's easy.

Ramirez will launch his pet spiders at you, 3 at a time. Once they spot you, they will rush at you at full speed, and then jump at you. If they connect fully with you, they can take away half of your Health Meter. They can be destroyed with 2 shots from your Stimulator. The first shot will stun the spider, and they will sit in the same place for a few seconds, and then they will explode. The second shot will make the spider explode prematurely.

The tactic is to use the spiders against the Safety Door (the one Ramirez is standing behind, in the far bottom-left corner). Destroy 2 of the spiders in a wave, then shoot the last spider once. Run over to the stunned spider and press (A) to "use" it. The camera will switch to a First-Person view of the spider. Aim the spider towards the Safety Door with the joystick, and then press (A) to start the spider running. Steer the spider at the door, and press (A) when you are close to the door to make the spider jump and hit the door. The spiders can only jump a certain distance, and they will inflict the most damage on the Safety Door at the climax of their jump. If you time the jump right, you can take out the Safety Door easily in less than 5 spiders.

-----  
[6d] G l a d i a t o r [6d]  
-----







Licenses and open the lockers.

There are four types of VR Missions: Motorcycle Control Test, Tactical Stealth Test, Weapon Utilization Test, and Combat Technique Test.

1. Motorcycle Control Test

Reach all checkpoints within the time limit.

This tests your skill with the motorcycle. Simply race through the wire-frame checkpoints around a virtual North District.

2. Tactical Stealth Test

Reach the goal without getting detected.

Kill off all enemy guards without getting detected.

Missions C.2 and B.2 require you to reach the goal without getting detected. Missions A.2 and AAA.2 require you to kill off all enemy guards without getting detected. You have no weapons in these missions and must rely on your Stealth Kill and Decoy Shells alone.

3. Weapon Utilization Test

Kill off all enemy guards on the other side of the abyss.

You're on one side, they're on the other. Kill them all off within the time limit, and without getting killed yourself. You have a different range of weapons to choose from depending on which Tier you currently are playing.

4. Combat Technique Test

Use the techniques you've learned to reach the goal.

Basically a short action sequence. You have to make your way through a small area littered with VR enemies. Your range of weapons again depends on which Tier you are currently playing. Some rooms require you to defeat all enemies to advance, while others allow you to sneak by to the door.

-----  
[7a] C L i c e n s e [7a]  
-----

-----  
[7a.1] Mission C-1  
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|           Mission C-1           |
Motorcycle Control Test
Target Time : 0'32"
Record Time : 0'20"
-----
yyyyyyyyyyyyyyyyyyyyyyyyyyyyyy

```

This mission is fairly simple, all you have to do is follow the checkpoints. Drive forwards until you near the second checkpoint. Let off the gas and brake as you take the left turn, then speed up and hit the third checkpoint. Brake a little and take the first right turn, and dash through the next checkpoint. Drive straight across the lawn (avoiding the trees and other obstacles that will slow you down) towards the last checkpoint.

You'll need to practice this one a lot in order to beat the record.

-----  
[7a.2] Mission C-2



-----  
| Mission C-2 |  
| Tactical Stealth Test |  
|- - - - -|  
| Target Time : 1'45" |  
| Record Time : 0'40" |  
????????????????????

This mission is also simple. At the beginning of the test, run up and snap the first VR guard's neck. Head along and then attach yourself to the inner wall at the turn. Peek around and watch the guards, timing your run for when both of them will be facing the wall. Run past them and then hold for the next guards. When the guard to the left turns around, run past him to the right and stop at the corner. Watch the next VR guard on the map, and once he turns his back, dash forwards and take the right turn to the goal.

If you follow this method, you should beat the record with plenty of time to spare.

-----  
[7a.3] Mission C-3  
-----

| Mission C-3 |  
| Weapon Utilization Test |  
|- - - - -|  
| Target Time : 0'45" |  
| Record Time : 0'27" |  
????????????????

A simple mission; exterminate four guards that come out shooting from across the abyss. Simply attach yourself to the boxes to your right, then peek out and shoot. Let go of |R| to hide behind the crates to reload in safety. Switch sides of the box when needed.

If you get lucky (or just have mad skillz, like us) you should be able to beat the record.

NOTE: The exit for the mission will appear after you kill the 4 enemies. The mission does NOT automatically end, so don't stand around and blow your record time. Watch the radar for the "Warning" message to disappear, then run over to the bottom-left corner and wait for the exit to appear. When it does, you'll instantly finish the mission and stop the timer.

-----  
[7a.4] Mission C-4  
-----

| Mission C-4 |  
| Combat Technique Test |  
|- - - - -|  
| Target Time : 2'05" |  
| Record Time : 0'52" |  
????????????????

In the first area of this mission, you can choose to do one of two things: combat with and exterminate all of the VR guards in the area to



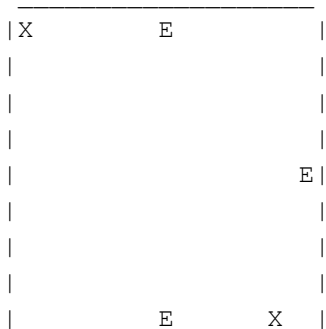








Repeat for the VR there, and then go through the door to the next area.



~~~~~ \

From [B]

Here, keep the Shotgun equipped. There are three VR guards here, to your left, forward-right, and forward-left. Turn to your left and shoot the VR at point blank. Turn around and run over to the next guard (the forward-right one), avoiding the red spotlight while you're at it. Kill the VR, then quickly go and kill the last one. Once you've taken out all three, the exit will appear (it should be just ahead of you).

If you go through this quickly, you should beat the record.

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[7d] AAA License [7d]  
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-----  
[7d.1] Mission AAA-1  
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[7d.2] Mission AAA-2  
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-----  
[7d.3] Mission AAA-3  
-----

-----  
[7d.4] Mission AAA-4  
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=====  
[ 8] M I S C E L L A N E O U S [ 8]  
=====

NOT FINISHED YET

<http://www.anticrimenetwork.com/>  
<http://www.headhunterthegame.com/>

<http://www.sega-europe.com/>  
<http://www.amuze.com/>

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NOT FINISHED YET

Q. What is Headhunter?

Q. Where can I buy Headhunter?

Q. Where can I import Headhunter from?

Q. How much does it cost to import?

Q. How many discs is Headhunter?

Q. How hard is Headhunter?

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[10] C R E D I T S [10]

=====

This is the chapter in which we give credit to those who deserve it. The Credits section is where we give credit to the authors and people who did the actual main work on the FAQ. Special Thanx honors those who have supported us, those we wish to thank, and those who have helped us by submitting info and/or corrections. Thanks again to everyone here on this list!

-----

[10a] C r e d i t s [10a]

-----

Chris "dreammastah" Bryant -  
Came up with the idea, and co-authored the FAQ. Worked mainly on walk-through and weapons sections (so far).

Nathan "Segaholic2" Tsui -  
Co-author and editor. Did random work on the FAQ, including some writing, layout, clean-up, etc...

Jason "Double -S-" Tsui -  
Assistant. Also known as "ASCII-Master". Mapped out ALL the levels, and did most of the work on the FAQ ASCII title.

-----

[10b] S p e c i a l T h a n x [10b]

-----

Jesse Schexnayder  
SW Tham  
and greg wilcox -  
These three helpful guys all sent in alternative methods for beating Greywolf! Thanks, guys.

BoMBERamYn -  
Reminded us of an item that we missed on our maps. Thanks!



=====  
[11] V E R S I O N   H I S T O R Y   [11]  
=====

This section shows how the FAQ has progressed from its previous stages. Older FAQ versions are listed at the top, newer versions towards the bottom. Other info such as kilobyte size (kb), when the version was completed, what was completed, and some update notes are also included.

- - - - -  
Version 0.1 (108 kb) - Work Completed 1:16 PM 11/17/2001  
First version of this FAQ. Expect much more soon! :) Version 1.0 will come when the Walkthrough and Boss Strategies are complete.  
-ASCII title created  
-Disc 1 Walkthrough almost complete  
-Disc 1 Boss Strategies complete

- - - - -  
Version 0.2 (179 kb) - Work Completed 3:35 PM 12/26/2001  
Whew, sorry readers. We had planned to release Version 0.2 about two weeks after Version 0.1, provided we would have time to work on the FAQ. As it is, both Chris and Nathan ended up facing some very pressing Real Life issues, which delayed work on the FAQ until now, over a month after the first release. Semi-large update here, with more coming soon (hopefully).  
-Disc 1 Walkthrough complete  
-More Boss Strategies added  
-Basics complete  
-Items complete  
-L.E.I.L.A. Licenses C-A complete

- - - - -  
Version 0.3 (200 kb) - Work Completed 10:45 AM 12/31/2001  
Happy New Year, everyone. New version of the FAQ here, hitting the 200 kb mark. Woohoo! We've written almost all of the Disc 2 Walkthrough, and here's the big news: ALL the Boss Strategies are complete. However, we have decided that at this point, it is more important to finish the text-based walkthrough material before mapping out the rest of the areas (which is a very long and tedious procedure). Keep cool, y'all.  
-Disc 2 Walkthrough almost complete (maps coming soon)  
-Boss Strategies complete (maps coming soon)

=====  
[12] C O P Y R I G H T   I N F O   [12]  
=====

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What that basically means is that you can give it to whoever you want as long as you do not change one letter of it and don't put your name where ours are (a.k.a. stealing).

```

/##=====##\
{   Headhunter Complete Walkthrough   }
\-> by Chris Bryant & Nathan Tsui <-/
\##====-> (c)2001 <====##/
      \ All Rights Reserved /
      \##=====##/

```

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