

# House of The Dead 2 Master Guide

by SloDeth

Updated on Sep 27, 2000

```
*****
*                               HOUSE OF THE DEAD 2                               *
*                               MASTER'S GUIDE                                   *
*                               v1.6                               September 8, 2000 *
*                               BY: SloDeth                                   *
*****
```

## Table of Contents

### 0. Introduction(read this first!)

What is HOTD2?

What is this guide?

Can I use this guide?

### 1. Version History

### 2. Preparing to Play

1. Light Gun

2. Good TV

3. Comfortable Place

4. Reload

5. Holding the Gun

6. VMU

7. Start the Game

### 3. Training Mode

Missions 1-10

### 4. Boss Mode

Bosses 1-6

### 5. Original Mode

Tips

List of Items

Locations

### 6. Scoring High

Point Values

Setting Up

General Advice

Level Advice

### 7. MY High Scores

### 8. Contact Info

E-mail address

ICQ #

Web Page

Copyright Info

-----

## 0. Introduction

-----

\*\*\*\*\*

What is HOTD2?

\*\*\*\*\*

House of the Dead 2 was a popular arcade game made by Sega, sequel to the great House of the Dead 1. It was converted onto the Dreamcast to become the first Dreamcast game to use the light gun controller.

\*\*\*\*\*

What is this guide?

\*\*\*\*\*

Welcome! This is a guide for House of the Dead 2 for the Dreamcast. I have written this guide to help the good players get even better, and perfect their game. READ: THIS GUIDE IS NOT FOR BEGINNERS. In this guide, I'm assuming you have some basic knowledge of this game, and you have at least beaten the game once. Any difficulty level, any number of lives, but at least through the whole game! There are other guides out there to help you with that. My guide will help you to advance from an average player to an expert. With that said, enjoy the guide!

One more thing: my E-Mail address is [slodeth@iname.com](mailto:slodeth@iname.com), and I would be happy to answer any questions, discuss any topics, and accept any praise/criticism. Please include HOTD2 in the Subject line, and I will reply quickly. Read the Contact Info section at the bottom of the guide first.

\*\*\*\*\*

Can I use this guide on my website?

\*\*\*\*\*

It depends. Here's how it is:

YOU MUST E-MAIL ME ([slodeth@iname.com](mailto:slodeth@iname.com)) AND ASK FOR PERMISSION!

You may not make any changes to it. You can ask, but the answer will be "no" in almost every case.

You cannot make it seem like you wrote the guide yourself IN ANY WAY. It must be clear that it is my original work.

You may not re-write it yourself in your own style. It's called plagiarism. Even if you change every word, plagiarism is the theft of IDEAS.

If I grant you permission by E-mail, you should give me an E-mail address which I can inform you about updates to the guide.

If I grant you permission by E-mail, you should give me a hyperlink to the web site on which you post the guide.

\*\*\*\*\*

Can I send you E-mail?

\*\*\*\*\*

Yes, but PLEASE read the Contact Info section at the bottom of the guide!

-----

## 1. Version History

-----

v1.6 8/30/00 Inspiration made me play through the game a few more times, and I found the G Costume! I now have all the items.  
Fixed some formatting problems.

- v1.5 6/28/00 Updated guide to conform with my new FAQ format.  
Added new Contact Info.
- v1.1 6/16/00 Added my High Scores.
- v1.0 6/14/00 First version. Complete as far as I know, I don't turn in half-completed work.

-----  
2. Preparing to Play  
-----

1. Buy a light gun! This game is next to impossible with the regular controller. Make sure the light gun you purchase has auto reload and auto fire. You will be shooting so much, this is nearly a necessity for the health of your finger. I use a MadCatz gun, and my only complaint is that the auto fire is slower than I can shoot. Still, it doesn't wear out my finger so I still use it.

\* NOTE \* I recommend buying two light guns. After all, this game is much, much more fun with another person. If you have no friends, just think: guns akimbo. Aww yeah.

2. Use the TV with a big screen. If the screen is too small, you will have trouble making accurate shots. This isn't a big deal, but every bit counts.

3. Be comfortable. Sitting in a chair(or on a stool, you will lean forward) is a good idea.

4. Know the two ways to reload. The basic way is shooting off screen. The best way to do this would be to shoot off in the direction that is closest, but I usually shoot off the bottom of the screen. The other way to reload is to put your finger in front of the end of the barrel. The gun will not see the screen, so it will think you are aiming off screen. This is quicker than shooting off screen and it lets you maintain your aim at the screen. The only problem with it is that some people can't get used to it(like me). Of course, you need not do either of these if your gun has auto reload.

5. Learn how to hold the gun properly. You've probably seen many people in the arcades hold the gun in many different ways, but the absolute best grip is to have your dominant hand on the gun, the dominant hand's index finger on the trigger, and your other hand on the barrel of the gun. Using two hands reduces fatigue and increases accuracy.

6. Make sure there's a VMU in the gun. You don't want to do all that work for nothing, do you? Don't use a Jump Pack, it makes it more real but it only makes it harder.

7. Start the game up. Here we go!

-----  
3. Training Mode  
-----

Completing Training Mode will not only improve your skills, but also when you complete it, the Boss Mode will open up completely. Each mission must be completed five times, increasing in difficulty each time. The stars will turn

red when you have done this.

REWARDS: beating the first nine missions once: access to tenth mission  
beating all missions on each difficulty level:full access to Boss Mode

Mission One: Rescue all civilians! Pretty basic.

Mission Two: Destroy all enemies within thirty shots! Just go for head shots, and be patient. To kill the monsters with the blades and masks, wait until they jump at you. You can shoot them in the chest before they claw you.

Mission Three: Destroy all barrels in the time limit! Make sure you destroy the barrels completely because it will take a few shots. Quick shooting is important here, and the auto fire may not be fast enough.

Mission Four: Get the golden frog with one shot! Frustrating, but simple. Put the gun against the screen, take a shot, and hope for the best. The time limit decreases as you continue, so you must spend less time lining up your shot.

Mission Five: Kill Kuarl using rapid fire! The auto fire is fast enough for each difficulty level.

Mission Six: Shoot all enemies that appear! There's a good variety of enemies along with three or so civilians. Go for head shots as usual. Be careful since some enemies will lunge forward if they aren't killed.

Mission Seven: Kill the monsters in the distance! Accuracy is important here. Make sure you kill each zombie completely, but don't slow down.

Mission Eight: Kill all enemies clinging to the car! This is the most difficult mission IMHO. Practice is the best advice I can give you. Memorize the path of each car(ten in all), and do your best to ANTICIPATE where the zombies will be. ANTICIPATE! Don't just shoot at where the zombie is currently. ANTICIPATION is key(just say it to yourself before you play and think about it while you play).

Mission Nine: Find the enemy hiding among the civilians! This is the most fun mission IMHO, much like a mission from the Police Trainer. Quick reflexes are important here, especially in the higher difficulty levels. Each enemy dies from only one shot, so take the shot and move on to the next enemy.

Mission Ten: Keep the coin in the air! Shoot the coin, and it flies up. You must keep it up for fifty seconds in the end, so be prepared. My strategy for this is to try to keep it as high as possible and use auto fire.

-----  
4. Boss Mode  
-----

If you completed the game and completed all the missions in Training Mode, each boss will be available to fight. These have been covered in other guides, so I will write advice for SPEED.

\* NOTE \* This is written for people trying to reach NUMBER ONE on the high score list. It may be pointless, but can you say bragging rights? Otherwise, Boss Mode would be too easy.

Boss One: JUDGMENT

Go for accuracy on this one. ANTICIPATE where the bat will be and take the

shot. For the second attack(after Kuarl falls), hit auto fire and shoot at him (while he sits in the middle of the screen). You may be able to get a free cheap shot. When he flies toward you, ANTICIPATE where he will be and take the shot. It is very difficult to beat this boss under forty seconds, so try to get cheap shots whenever you can.

\* NOTE \* Judgment is the only boss that can be defeated quicker on the first difficulty level. The other bosses are defeated quicker on the last difficulty level because they attack quicker, but Judgment just moves slower.

#### Boss Two: HIEROPHANT

Turn on auto fire and blast his heart. I aim slightly to the left of where I think his heart is since he moves around so much. For the second attack, aim at his heart again, shooting fish if they get too close. Since you have five life torches, you can ignore the fishes if you're an expert. For the third attack, aim at his heart again until he jumps. While he's in the air, aim high on the screen and hope for the best.

\*Hierophant A is on the bridge and Hierophant B is by the shore.

#### Boss Three: TOWER

As the heads prepare to attack, give them a quick shot to the head. As they recover from the shot, THEY ARE VULNERABLE TO ANOTHER ATTACK for a short amount of time. Take advantage of this! It is the key to a quick defeat. For the second attack, just aim at his head.

\*Tower A is on sand and Tower B is in water.

#### Boss Four: STRENGTH

This is my least favorite boss. Aim at his head and leave auto fire on all the time. Try not to hit his chainsaw too much. Did you notice his chainsaw says "<<<BLAME>>>" on it? Very cool.

\*There is little difference between A and B. I think B stays closer to you and is easier to defeat because of this.

#### Boss Five: MAGICIAN

His first attack is to throw two fireballs at you. Shooting these fireballs is the first priority, then shoot his left thigh(it is the largest target). The second attack is four fireballs, except you can shoot his left thigh to make him stop the attack. In the third attack, he moves to the left or right thrice. If he comes from the left, try shooting his left thigh. If he comes from the right, go for the right leg. For the final attack, shoot him in the air. After you hit him once, try not to move so your aim doesn't change. If you still have plenty of life, you can ignore the fireballs. Otherwise, they should be high priority.

#### Boss Six: EMPEROR

For the first attack, concentrate your aim on his heart. Hit the metal balls as they become a threat. For the second attack, STILL CONCENTRATE ON HIS HEART. He remains vulnerable for some of the attacks, such as Judgment and Hierophant. For the other attacks, shoot whatever is needed: Hierophant in the heart, Tower in the mouth, and Strength in the head. For the third attack, shoot the heart in the middle.

#### FIGHT ALL

Follow all the advice above. Just try to live through it all; it really sucks to lose to the Emperor after spending so much time on the earlier bosses. You can always come back later to get a low time.

When you finish Boss Mode(all red stars), you can select Free Play as your number of continues. This is the best extra you will get in the game!

-----

## 5. Original Mode

-----

The first goal here is to get all the items(easier said than done). It is difficult to give advice here through words, so here are a few overall tips:

1. Shoot EVERYTHING. Barrels, buckets, boxes, car doors, pretty much anything that can be shot may contain a powerup.
2. Don't worry about dying. You still keep the items you gain if you die. The most important thing now is to get items AT ANY COST.
3. Explore every path. You get to other paths by rescuing or killing various civilians(and shooting or not shooting that key in The Second Chapter). Other guides will explain the various paths better than I can.
4. Once you get a good supply of items, use them to your advantage. Use Death Bullets(BULLET BLOW) when you can so you can concentrate on items instead of enemies. Use Life+ and Credit+ if you need them, but save the Credit+Infinity because they are more rare.

Here's a list of the items:

Bullet Powerups: Power Up 1.2 - bullet power multiplied by 1.2(20% stronger)  
Power Up 1.5 - bullet power multiplied by 1.5(50% stronger)  
Power Up 2.0 - bullet power multiplied by 2.0(100% stronger)  
Bullet Blow - all monsters killed in ONE SHOT!

Life Up: Life +2 - two more life torches  
Life +5 - five more torches

Credit Up: Credit +2 - two more credits  
Credit +5 - five more credits  
Credit +10 - ten more credits  
Credit +Infinity - infinite credits

Chamber Up: Chamber +2 - two more bullets in the chamber  
Chamber +4 - four more bullets in the chamber  
Chamber +8 - eight more bullets in the chamber  
Chamber +Infinity - no more reloading

Costumes: Bruno Costume  
Civilian Costume  
Amy Costume  
Harry Costume  
Goldman Costume  
Rogan Costume  
G Costume

Guns: Machine Gun - six bullets shot at one time, one ammo  
Shotgun - wider shot, two ammo  
Grenade Launcher - disappointing, three ammo  
Custom Air Gun - ping pong balls for ammo, twelve ammo  
Toy Gun - zapping sound, six ammo

Other: Double Score - doubles your score  
Life 1/4 - monsters have 25% their life(not as good as Bullet Blow)  
First Aid Kit - Life Up in each barrel  
Primitive Meat - civilians have large hands and heads  
Rotten Meat - monsters have huge heads

Bass Lure - lure shot out by gun  
UFO?? - UFO appears in the sky occasionally

TOTAL: 32

Here are some unique locations that many people don't find the first time:

-Chapter One: Save the first lady and her boyfriend/husband, but shoot the bucket in the well before you save the man. You will get a chance to look in the bucket and get the powerup. One of the doors on the left near the end can be opened.

-Chapter Two: Save the man in the car at the beginning. When you go down the passageway and you get attacked by two masked zombies, kill them and shoot the DOOR at the end of the passageway. Several bullets will open the door. A man inside gives you an item. On one path, you can save a man on a boat. If you do this quickly, you will get a nice item. If you go on another path, you have the opportunity to save a couple. If you can save them both, the man gives you a nice item.

-Chapter Three: If you came from the bridge, you can save a man on a boat. Do it quickly, and a gun will show up on the back of the boat. Also, near this man is a door(directly to his right) that you can blast open. On the other path, there is a door on the right that can be shot open, right after you save the man who opens the gate. You only have a narrow shot at it though, and sometimes it is impossible to shoot it open. At the ending passage, there is a box on the stairs(on the right). Shoot the box from the side and you will take a glance at it on your way over. There will be a powerup.

-Chapter Four: Shoot locked doors open! On one path, you save a man while a zombie pulls him down. Shoot the grate behind him. On the other path, you walk over a short stairway to the open air. If you shoot the stairs, there is an item under them. When the stairs go down and you walk up, save the man to the right quickly and he will give you an item.

-Chapter Five: Shoot car doors open! There are usually Double Scores in the cars. Also, right before the Hierophant, there is a powerup in the center of the road sometimes. Shoot down the middle and hope for the best.

-Chapter Six: In the room with the computers and chemistry sets, there is a crate which is very difficult to shoot in the corner. You can hit pause on and off quickly(slo-mo) to get some good shots in, but it isn't worth it. It usually has a Credit+Infinity. Right before the Emperor, shoot the last door on the left in the last hallway. A man will give you the Rogan Costume. Unfortunately, you can't get this if you entered the secret room(from saving each civilian).

\* NOTE \* The items found in most locations is completely random, so if you can't find a certain item, keep looking! It is bound to come up eventually.

-----  
6. SCORING HIGH  
-----

IMPORTANT GLOBAL POINT LIST:

beating a level w/o being shot=1000pt

beating a level=500pt

head shot on zombie=200pt

body shot on zombie=10pt

not saving a civilian=-100pt

barrel, box, lantern, etc. shot=10pt

bonus goodies shot(coins, frogs...)=100-1000pt

being shot=-100pt

using a continue=1pt(so you can tell how many continues were used by looking at the last digit of the score)

Getting over 80,000 points in Original Mode is simple if you use a Double Score. If you can't beat it easily, use the following advice for Arcade Mode.

Getting over 80,000 points in Arcade Mode is certainly the biggest challenge in this game. Even this guide will not make it simple. However, going about it in the wrong way is truly impossible. For example, are you trying to beat it on Very Easy difficulty, saving each civilian as you go? Well then, you're in trouble...here's what you need to do:

1. At the Press Start screen, enter the Show Score code. To do this, press the D-pad Left, Left, Right, Right, Right, Left, Right, and press start. Your score is now displayed on the screen while you play. That's LLRRRLRstart.

2. Go to Options. Change the difficulty to Very Hard, the number of continues to Free Play(or nine, if you don't have Free Play). Very Hard will make the enemies take more shots, and more shots=more points. You can change the number of lives to one, but this will only raise your score by four points for every five continues/hits. Leave it at five.

3. Start the game.

4. Here's the secret: play a two-player game! This will make many more monsters appear! If you have two light guns, plug the other one in the second slot and hit Start for it in the game. However, if you have only one gun, you will need to unplug it, put it in the second controller slot, hit start, and switch it back. This isn't a big deal, so don't worry about needing a second light gun.

\* NOTE \* If you keep the second player alive, you can use it as "human armor" because it occasionally takes hits for you. This will save one hundred points per hit.

5. General advice:

-Go for head shots. They are worth twenty times as many points as body shots.

-Shoot everything you can. Almost anything is worth another ten points.

-Don't save the civilians. If you do, you can get to the bonus room at the end, but it isn't worth it. If you let them die, you go on the harder, more enemy-populated areas.

-Kill enemies(mostly the basic zombies) that you can see in the distance, but you never get close to them. For example, in the very first scene of the very first level, after you kill the two or three enemies in front of you, there are four enemies in the background. THEY CAN BE KILLED.

6. Advice for individual levels:

Chapter One: Save the first civilian, but let the next one die. Don't shoot the bat thing against Judgment; shoot only Kuarl. Every shot is worth ten points, and it adds up quickly. Don't worry about getting hit, and don't worry about hitting the bat accidentally. Just fire away.

Chapter Two: Don't save the man in the car at the beginning. The inside path has more enemies. The second attack of the boss Hierophant gives a great opportunity to gain points-kill all three waves of fish. Fish are worth eighty



points each.

Chapter Five: Follow the previous boss techniques. Also, it has been said that Magician's fireballs are worth points, but this is WRONG. You CANNOT get infinite points this way.

If you have gained 80,000 points by the end of the game, congrats! It is truly a difficult feat. If you haven't, keep practicing. If you play it enough, you end up memorizing everything that happens in the game, taking away any element of surprise. It only gets easier. Good luck.

-----  
7. MY High Scores  
-----

Here they are...

Arcade Mode-82535  
Original Mode-204664(Machine Gun and Double Score)  
Judgment-37s56  
Hierophant A-53s10  
Hierophant B-27s86  
Tower A-51s20  
Tower B-52s56  
Strength A-48s58  
Strength B-42s76  
Magician-1m07s41  
Emperor-1m10s63  
Fight All-7m43s46

-----  
8. Closing  
-----

E-mail: slodeth@iname.com  
ICQ UIN: 15025844  
Web Page: <http://go.to/SloDethFAQs>

E-mail Rules:

Include the name of the game or guide in the subject.

E-mail me just about ANYTHING: questions(not answered in the guide), comments, praise, criticism, requests...

Ask me if you can use this guide. I will almost certainly let you, as long as you ask politely.

Don't E-mail me crap. Don't ask me to join a website, like AllAdvantage.

Don't spend any less than one minute writing your E-mail. Check it over and make sure you used correct spelling, decent grammar, and capitalization.

AOL slang is not up to my standards. Don't use "r u" instead of "are you" or anything like that.

ICQ Rules:

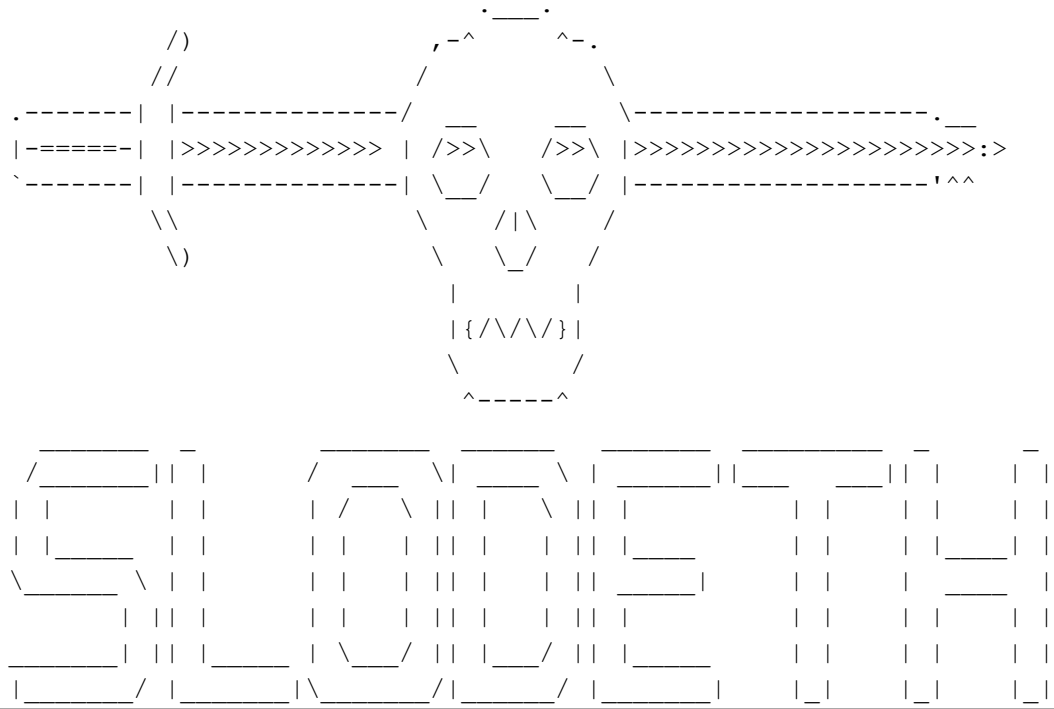
Do whatever you wish. I don't care about ICQ very much. Put my number on spam lists, tell it to your friends, and flood it with whatever you want.

What you can find at my web page:

- More info on me(in case you care)!
- Links to all of my guides!
- The most recent versions of my guides!
- HTML versions of my guides!
- Feedback forms, surveys, and some other crap!
- News on what I've done and what I plan on doing!

~~~~~  
Please do not distribute this guide in any way without my explicit permission.  
I'm sure you could use it and mutilate it to your pleasing, but I'd appreciate  
it if you write to me first. I'm very willing to give out this guide, given  
that it is not changed in any way.

Or, as they say, This document Copyright 2000 by Martin Silbiger.



This document is copyright SloDeth and hosted by VGM with permission.