

# Nanatsu no Hikan: Senritsu no Bishou (Import) FAQ/Walkthrough

by ADK

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NANATSU NO HIKAN SENRITSU NO BISHIOU COMPLETE WALKTHROUGH

BY ADK :

Final version :

HELLO EVERYBODY,

Here is the special version of my faq for this excellent resident evil like. I rewrite some sentences and this version is especially dedicated to my own site and gamefaqs.

You will find in this guide everything you want to know about nanatsu.

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Join my Forum for quick answer and to discuss about Sega Games.

UPDATE (02/23/2003) : I'm back on the scene of video games, less active than before but back. If you wish to talk of video games with me or other fans in the future join my forum.

Here is a brief summary of the program :

- 1 My review of nanatsu
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1 My review of Nanatsu no Hikan Senritsu no Bishiou :

For the very first time KOEI decides to make a game extremely different from ROMANCE OF THE THREE KINGDOM. What a good idea... Except for items, the main informations are on katakanas which are very important for us (ga?in). And for a first strike KOEI makes an excellent approach of the genre. Reina, a young scientist, comes back to the island where Ernest Macferon lives with his family. She considered him like a father. Kei is also a scientist. He takes care of Reina when he has nothing to do. In fact he comes to see Christy Macferon who seems to be his childhood friend. Officially he is here to protect Reina from a misadventure. Their adventure begins like classical holiday with no knife ( on the contrary of STARS members team ) and most of all no zombies... The only question that comes to mind is : what is the secret of the seventh mansion ?

If i talk of presentation this game is full of MPEG videos overscan. In particular at the end of the game, videos are more and more beautiful. In addition of that KOEI creates videos for Kei, videos for Reina and videos for the pair con game. Of course a few are the same in each type of game but the whole videos are very cool and pleasant. Don't forget there is only one GD ROM. Graphically the game is splendid and various. The game area is not as enormous as

in BIO HAZARD VERONICA but more than in other game the adventure has a predominante place. KOEI makes a good design with a classical ( on dreamcast ) Leonardo and even create a new reference, the Brad Pitt like, with Ricky. Most of all i can't forget Christy who is wonderful (there is nothing comparable in

BioHazard like). Zombies here are named Ripper. They are very cool in videos and quite ugly in the game. There are only five different zombies but the most powerful of them spit fire or have a gun ! The first and the second boss are ridiculous but at the end of the game they are enormous and impressive. The game proposes three views. The first is the classical Biohazard view with 3d camera, i don't like it. The second is a view from behind the hero which is my favourite and the third is a doom like view which is very cool for battle. Animations are quick and smooth but sometimes the game slow down. You must hit zombies and boss with a good timing and not repeatedly like in Bio Hazard or you will lose precious bullets.

The sound is incredible with some musics like in GRANDIA and some musics of atmosphere. The voices are good and themas in general are long.

The control depends of the view you choose. In the first view it is horrible.

KOEI chooses an analogic control like in VERONICA instead of those of Blue Stinger or Shenmue. But KOEI also use an analogic control for the second and third view which is perfect and exactly like in Blue Stinger. Strange...

Nanatsu is full of originalities. You can set up the speed of the game (move sense) and the brightness which changes completely the graphics quality of the game (You are in high resolution with brightness on the max). It is the first time we can change this like on a PC. It seems that the game is optimized with a cinch and not with a RGB cable or a S-video one. With a RGB you can see vertical scanlines when you move in the game and with the S-video cable you can't enjoy the

brightness effects.

This game is hard with brilliant enigmas. Reina's game is more an adventure.

Kei's

game is more an action game. The pair con is action, adventure and fun. There are

special actions for two players and you need two brains to unlock mysteries of this game. You can separate but you must be a team to win. The dreamcast takes care of two 3d view without problems. I love that game and i think it is the best horror adventure i have ever played. I hope there will be a translation in english. KOEI has created the next generation of horror game.

Presentation : 16/20  
Graphics : 19/20  
Animation : 20/20  
Sound : 18/20  
Controls : 17/20  
Interest : 20/20  
Final note : 98%

ADK .

## 2 Cast of characters and monsters :

KEI : Hero of the first and the third adventure . He is intelligent but too much nervous. He has three weapons : the hunting knife, the hand gun 892F and the buckshot (express buckshot and buckshot bullets). Kei has 120 hp which is good for fighting but has limited bullets for his buckshot for the zombie massacre of the end of his adventure.

REINA : heroine of the second and the third adventure. She is very smart and must solve powerful riddles. She has only two weapons : the stun gun and the laserpen (powerful). Reina is weak because she has 80 hp but it is more a problem in Kei's adventure than in Reina's one.

ERNEST : Father of Alan and Christy and maybe Tatjanna's lover sometimes. He is the scientist who created the boudhoul virus. He has disappeared and you must find him. He is not very friendly but Reina likes him so much.

Tatjanna or TANYA : When she lived in Russia her name was Tatjanna. When she came in America she became Tanya. She is very powerful but not dangerous.

ALAN : He is the Leonardo of this story. He is more present in Reina's adventure of course but beware because he is more intelligent and dangerous than the real Leo.

CHRISTY : The most beautiful girl i have ever seen in a horror adventure. She is the victim of this story and you must save her. COOOOL ! ! !

RICKY : The Brad Pitt of this story. He is more present in Kei's adventure and very cool. Don't underestimate him if you want to save the world in Reina's adventure.

SCHNIDER : The bad guy of this story. He wants to destroy the world by using Cristallia which is hidden in the ark. You must stop him. That guy is very dangerous but you will see he is not the only one...

MORRIS THOMPSON : Actually it is a computer that can communicate in all mansions of the game by interphones or computers. It's your friend so listen carefully to him even if you don't understand japanese...

MONSTERS :

RIPPER : They are stupid monsters.  
PERFOR RIPPER : A little more powerful but ever stupid (as the original) .  
GREEN LASER RIPPER : Extremely powerful and dangerous, use your best weapon to kill them.  
VALGUER : Difficult to kill but not very dangerous.  
BURN ZOMBIES : VERY STRONG AND HARD TO KILL ; Simply avoid them.

BOSS :

1 VALGUER : Ridiculous.  
2 PLANTULA : Avoid her gas, hit her eye.  
3 GUARDIAN : Avoid him and shot, look carefully at Reina's hp when you are  
controlling Kei .  
4 SCHNIDER : Good luck.  
5 UGLY FACE : Kill him quickly because he can hit at the same time two  
people. I  
give this name but it's not the real one.  
6 MINI UGLY FACE : Same as above.  
7 GUARDIAN : Same as above.  
8 GOLEM : Slow but very powerful. Hit him from his rear .

3 Generalities about the game :

This walkthrough supposes that you can read PERFECTLY katakanas. If not i hope i will be as clear as possible (The idea is that you can understand of what i'm talking).

Kei and Reina are scientists and not stupid soldiers like in other game (i help you it begins by a B) . When you are stucked cause of a puzzle or a door you must read their comment(s) of the situation (that's why you must know the kanas).

Even if you are not playing a pair con game, one of the character will be controled by the CPU. You can talk to the other character to find a solution of your current problem...

When this walkthrough said to go to the target it means look at the map by using the item sub menu. A room will flash in red, the target...

The " use " fonction will be used by Kei for using his tranceiver and to give possibly the boudhoul serum to one of the hero.

In Kei's adventure you must have a real elemental table to help you and a real table of katakanas or a japanese dreamcast keyboard. If you haven't them use this walthrough...

In Reina's adventure you must have a real phone near you and a table of katakanas  
or a japanese dreamcast keyboard.  
Again if not bla bla bla.

In the pair con game you need two brains and a real will of working like a team to complete the game.

4 Kei's adventure :

THE FIRST MANSION / ERNEST'S BUILDING :

I think it is the best adventure after the pair con game.  
During the FMV you meet with ALAN. Then you go to the first mansion. First you must find Reina.

HALL :

Look at the blood. Take the small kit and look at the board to see where Ernest's office is. Now pass the door (if you cannot use the interphone). Use the corridor and pass the first door you will see.

LABO 1F :

Look at the white overall and collect an ID CARD and a HUNTING KNIFE ; exit.  
Near the elevator is a dust and inside is a small kit. Go to 2F Enter the second door .

LABO 2F :

Kill two rippers, exit.  
Use the corridor and go to the door at the end. Click on the lock system answer yes to use your ID CARD and pass the door. Now you can go to the target (Ernest's office).

ERNEST'S OFFICE (door 3 of this corridor) :

Take a videotape and a medium kit. Find a memo and read it by using the sub menu info.  
Exit. Pass the door near this one (door 2).

SUPER COMPUTER ROOM :

You find a driver and you must talk to MORRIS, the computer. He said that you must find an admission card to find him. He will direct you to a target. Exit. Go to door 1.

GATE LOCK ROOM :

Click on the locker to open it with the driver and obtain an ADMISSION CARD.  
Activate both door lock system and elevator system by clicking on the two consoles. Exit.  
Take the elevator and open the door near it. You are on a new corridor. Pass door 1.

ROOM 1 :

You find a file which talk of Valguer and ACTINASE T75. Exit and go to the target :  
the library.

LIBRARY :

FMV : Reina was waiting for you here. Reina is with you.  
Take the photo of plant, save and exit.

FMV : Kei looks if there is no danger then run from the ripper.

GAS ROOM :

You arrived here after the FMV. Kill two rippers and exit.  
Go to the HALL and collect a LEAF from a tree. Go to LABO 1F and collect another LEAF where there are plants. In the same room click on the device near the cupboard to obtain ACTINASE T75. Exit. Go to 2F.  
In the corridor pass the door where you must use your ADMISSION CARD. You are now in the RANGE ROOM.

RANGE ROOM :

Enter this code : 01358245. FMV. Kill the ripper. EXIT.

MORRIS'S ROOM :

Pass the first door.  
FMV : read Morris's last word.  
Collect a kit and talk to MORRIS. You discover that his brain controls all computers in all mansions. SCHNIDER did that to him. Exit.

SCHNIDER'S ROOM :

Pass the other door.  
FMV : Schnider explains that he is the one who kidnapped Ernest. Then he teleports and lets you with a valguer.  
Kill the Valguer. Go to first door and talk to MORRIS. He will sent you to the second mansion.

SECOND MANSION / MACFERSON HOUSE :

Collect the kits and pass the door.  
FMV : Meeting with the beautiful Christy and the strange Tanya. Then Christy gives a letter from Ernest to Kei. Kei exits and Tanya gives him a traneceiver.  
After the FMV visit the save room, collect a kit and the NOTEBOOK. Collect the bullets on the bar. Exit.  
FMV where Reina receives a LASERPEN.

FOURTH MANSION / SCHNIDER'S BUILDING :

You are alone. The entrance is locked. Go to the second floor, pass the door, kill the ripper. Open one of the door.  
FMV where you meet RICKY in the conference room.

CONFERENCE ROOM :

Use the videorecorder to watch the videotape. Find the handgun and the bullets. Read the gate lock book. Exit. Go to 1F at the ENTRANCE. Pass the door to go in a new corridor. Pass the door you see.

GATE LOCK ROOM :

FMV : Ricky says to you how to deactivate the gate lock system.  
After the FMV, deactivate the gate lock system. Find bullets. Investigate the locker. You find a SAFETY SUIT and a GAS DETECTOR. Equip yourself with the suit. Exit. Go to your right. Pass the first door.

ROOM 1 :

Collect bullets and a PENCIL (if you cannot come back when it is said so in the walkthrough) after reading the book. Exit go to your right and pass the door of the storage.

STORAGE :

Collect all the medical kits here and exit.

Now use the only door in this corridor you haven't used and you arrive in a corridor with 3 rooms and a set of stairs.

BOSS ROOM :

Pass the second door of this corridor and kill PLANTULA. Remove your suit and read the MEMO. It explains that if you want to open the locker in this room you must find an elemental table. Exit.

ROOM 3 :

you found the SS MANUAL. Exit and go to 3F.

3F :

Kill two rippers. Use the computer. You have a target now. It is ROOM 1 on the corridor where you were. Explore the last corridor in 2F. Pass door 2.

ROOM 2 (2F) :

Kill a valguer and collect from the book the FRAGMENT OF PAPER 2. Exit. Go to door 3.

ROOM 3 (2F):

Save your game and notice the memo you cannot read now. You will come back here later.

Equip yourself with the safety suit and go to door 1.

ROOM 1(2F) :

Use the lever. Enter the room. Collect the THE ELEMENTAL TABLE and search twice for the library to find the PASSCODE MEMO. Read it, it says HOLiBe. Look at your table. The code is 1834 (atomical number). You can open the locker on 1F now. When it is done you collect a FUSE OF BOMB and a CLAY. If you have not the pencil it's time to collect it. Go to the target.

COMPUTER ROOM :

Investigate the disk then the PC. Reina send you the ENV 34C file which is the "search system". Go to 3F to use it on the computer. Come back to that room to obtain a disk and finally go back to 3F to open the entrance.

Reina arrives. Use your traneiver, go to the new building.

FIFTH MANSION / INSTITUTE OF MICROBIOLOGY :

The room where you arrived is very small. Read the memo from RICKY. Save and go to the fourth mansion to collect the FRAGMENT OF PAPER 1 (refere to the walkthrough). Enter the code : 63014729. Beware ! the next room is guarded by two

laser rippers. Equip yourself with a gun and Reina with a laserpen. Kill them. Use the LINEAR MOTOR CAR. Now you are at the institute. Pass the door you see. CAMERA ROOM : watch the video. Take bullets. Use the traneiver. You must go to Macferson house.

SECOND MANSION :

Visit new rooms and collect the buckshot and bullets. Go to Christy room and collect the PENDANT. Kill all the rippers here and exit to the fifth mansion.

FIFTH MANSION :

Now go to 2F. Kill two valguers and collect the laserpen battery (give it to Reina). Read the memo and take the TAPE RECORDER. Pass the door. Click on the

robot until you see in yellow VIDEOTAPE. Now go to the CONFERENCE ROOM and record

SCHNIDER's voice from the Videorecorder. Go back to the robot and it opens the door. Collect the second safety suit. Click on the locked door. Click on the wall. Equip both Reina and Kei with safety suit and pass the door. Look at the EOG bottle and pass the door. Go to 3F. Pass the first door.

ROOM 1 :

Save your game here and collect a small, a medium and a large kit. Collect the MICROBIOLOGY REPORT and read it. Exit and go to door 2.

ROOM 2 :

Collect buckshot bullets and writing apology on the ground. Collect ALHAZARD NOTES. The alarm is on, it is time to enter the security code. It is 41216295 which are the details of TA KA HI RO in a katakana table or on a japanese dreamcast keyboard (KOEI is dread with us). Beware of the robot if it touches you or Reina, you will be infected by the boudhoul virus. Exit and use the gas button in front of you to kill automatically two valguers. Collect the large kit. From here there are two ways : you are infected or not.

INFECTED :

Remove your suit. Visit the elevator cage on 2F to find a key of container 1171. Pass the third door on 3F.

ROOM 3 :

Collect ASB bullets, read the memo about containers. Listen to the voice record. There is a door on the left of the room, it goes to a room with a laserpen battery. Go to the fourth door.

ROOM 4 :

Pass a door in it (you cannot pass this door with your safety suit. You need to remove it) and find key 1771. Now open the container 1771 in ROOM 1. Go to 4F by the elevator in ROOM 3, open container 1171. Try to open the door. You need EOG. Go back on 2F and collect EOG bottle. Come back on 4F and use EOG to obtain acid. Use it on the door and enter. You cannot pass and SCHNIDER said you will die here. Exit and go to ROOM 2. If the robot is here, kill it. Use the interphone. Morris said that you must use the two containers you have opened to open the final door of this building. Use them and go to the sixth mansion. Once there find the pc room.

PC ROOM :

FMV : Schnider destroys the boudhoul serum.

Collect a card and bullets then go to elevator 1. Pass the door on the left and pass the first door.

CHURCH :

FMV : Tanya kidnapped Reina.

Collect items and exit. go to the cloning room.

CLONING ROOM :

FMV : Schnider tries to kill everyone with gas.

Collect a LASERCUTTER and use it on the window.

FMV : where Tanya breaks the window and leaves. She goes in the doctor room.

DOCTOR ROOM :

you find the BOUDHOUL SERUM. Heal yourself and use the Walkthrough for the sixth mansion.

NOT INFECTED :

Pass ROOM 3 and investigate it exactly as in the infected section. Go to 4F. You need acid to open the door. Do the same thing as in infected section and pass the door. You can remove your safety suit here. Drop it and click on the wall. Now you can pass the door and enter the sixth mansion. Simply isn't it ?

NB : it doesn't change the end of the game.

SIXTH MANSION / INSTITUTE OF CLONING (and not cronig) :

When you arrive kill the ripper. The door to the left leads to MYSTERIOUS ROOM 1 and you can't enter it. The door to the right leads to MYSTERIOUS ROOM 2 and PC ROOM . Avoid the burn zombie and enter in the pc room.

PC ROOM :

You find ELEVATOR 1 CARD, a laserpen battery and bullets.  
Now use elevator 1 after unlocking it. Go to the left, enter the first door you see.

CHURCH :

FMV where Reina is kidnapped by TANYA.  
Collect a CARD R and red capsule bullets. Exit. Now avoid the zombie of this corridor  
and pass the only door that opens.

CLONING ROOM :

FMV. Find the lasercutter and use it on the window. FMV.

DOCTOR ROOM :

Collect 2 boudhoul serums and a medium kit. Use the computer to open the first door of Ernest's jail. Exit, go back to CLONING ROOM to collect all the bullets and kits there. Use the right door. Avoid the zombie.

FMV : RICKY gives you 2 sub bombs, one main bomb and a memo to destroy the complex

(a target is on the map each time).

Pass the door and kill the GUARDIAN. Collect a large kit and a manual in the locker.

Now you have a mini bomb. Use the bomb on Ernest's jail.

FMV : Ernest orders you to go to the ARK.

Now collect a CARD L, bullets and a laserpen battery. Exit. Go to the entrance. Unlock the big elevator. Deposit a bomb in PC ROOM, a bomb in DOCTOR ROOM. Use the  
big elevator.

MAIN GATE :

Use the stairs and pass the door.

FMV : Schnider shows his true face.

Kill SCHNIDER and collect a RING. Deposit the last bomb. Activate it. Near the bomb is a switch, activate it. Exit, use the stairs and use the big door to exit of the complex.

FMV : At least the ARK appears. you must go to the ARK.

NB : you will find a memo that said other command/search word/s bullet, it explains the utility of asb,red,green and blue bullets. Enter this in the PC ROOM. Explanations are in japanese but it seems that each bullets are useful against a particular boss.

THIRD MANSION / THE RESEARCH CENTER :

Visit all the room on 1F to find some items. Go to B2 by using the elevator (and kill anyone who blocks the way). On B2 is ARK DOOR. Unlock it with the ring and go to the final mansion.

SEVENTH MANSION / THE ARK :

Now use the first person view and equip yourself with express buckshot. Yes, here  
is the zombie massacre of the game (equip Reina with a laserpen only before



fighting a boss). In the first room collect kits and bullets then save.

ELEVATOR ROOM :

Take the door to the north.

FMV : Alan is the real bad guy of this story.

In this room there is an elevator. It is off for the moment but later you will activate it and use it. Exit. Take the other door, an elevator. you arrive in Ugly face room.

UGLY FACE ROOM :

Kill him quickly. Pass the door he guarded and the corridor.

ROOM 2 :

Investigate the locker to collect kits and bullets. Pass the only door that opens and kill the mini ugly face at the end of the corridor.

ROOM 3 :

There is nothing in this room... exit by the only door that opens.

CONTROL ROOM :

Kill the Guardian and collect express buckshot bullets. Pass the door you see.

FMV : Alan activates the rotation system.

When you come back the rotation system is on and it will explode if you don't move. Talk to Morris by using the left computer. He unlocks the system. You have just to use a switch on the right computer. Talk again to Morris then he dies. Pass the door. Now use the pipe. Enter in the room.

GOLEM ROOM :

FMV : Alan said it's too late. Christy will die soon.

Kill the golem. Touch the triangle to unlock the exit door and elevator system.

Now go back to the ELEVATOR ROOM and use the elevator.

FINAL ROOM :

FMV : you arrive near Christy. Talk to Ernest then look at the capsule. Talk to Reina until she tells you to use the pendant then use the pendant on the capsule. There will be 2 or 3 FMV then a song. You can see during the song an image of all the FMV of the game. There are two where Christy plays the piano for Kei and when Kei kisses Christy i haven't seen. Maybe you can find it.

END OF KEI'S ADVENTURE.

I wait for the second strike.

5 Reina's adventure :

Reina's adventure is more an adventure than an action game. There are few boss for a tons of laserpen batteries on the contrary of Kei's adventure. I DON'T LIKE

Reina's end but it's like that...

FIRST MANSION :

After the FMV you enter the hall.

HALL :

Observe the blood on the ground then collect the small kit. Try to open the door then answer to the interphone. Morris unlocks the door for you. When you

try to open the door you see your target : Ernest's office.

Open the door and enter in the first room you see.

LABO 1F :

Collect an ID CARD, a STUNGUN and a small kit. Exit and go to 2F. Pass the second door, labo 2F.

LABO 2F :

Kill 2 rippers. Exit and pass the door with your ID CARD. Pass the first door you see.

GATE LOCK ROOM :

Deactivate the gate lock system and activate elevator system. Exit. Go to door 2.

SUPER COMPUTER ROOM :

Talk to Morris then exit. Go to door 3.

ERNEST'S OFFICE :

Collect a VIDEOTAPE, an ADMISSION CARD and a medium kit. Go near the phone, there is a memo. It says that the RANGE'code is genome 3 27-33. Exit and go to 1F by using the elevator. Pass the locked door.

ROOM 1 :

Read file about Valguer and actinase. Exit. Go to the target and use your admission card. FMV. You are in the library.

LIBRARY :

Morris gives instructions. Collect a photo of plant and file of creatures. To find the passcode you need a tissu of ripper. Exit. FMV.

ROOM 2 :

Here kill the ripper and exit. Go to the hall and collect a leaf then in labo 1F and collect another leaf and in the same room use the device to create ACTINASE T82. Exit. Go to 2F. Enter the first door near the stairs.

CAPSULE ROOM :

Open capsule 3 and kill the ripper inside. Collect the tissu of ripper. Go to labo 2F to analyse it with the scan DNA. You obtain a genetic map. Look at 27 then 33 you see GAGAATT. Go to Ernest's office and use the phone to obtain passcode 4242288 (you can use your phone and go directly to range room).

RANGE ROOM :

Enter the code. FMV, then kill the ripper. Exit and pass door 1.

MORRIS'S ROOM 1 :

FMV, collect the small kit heal and save. Exit and go to door 2.

SCHNIDER'S ROOM :

FMV, kill the Valguer and exit to door 1. Talk to Morris and you will go to the second mansion.

SECOND MANSION :

Exactly as in Kei's adventure.

THIRD MANSION / THE RESEARCH CENTER :

FMV where you meet RICKY. Take the FRAGMENT OF PAPER 2 on the wall. Enter a room with 3 levers.

CONTROL LEVER ROOM :

Read on the ground the locker manual and go to the locker to collect a large kit, CARTER BATTERY, GENERATER MANUAL. Activate all the switches. It will unlock the elevator to B1. Exit and go to the other room on 1F.

PC ROOM :

There is a file near the computer, read it, collect a database manual, look at the memo and collect the handgun. You will give it to Kei when you'll see him again. Go to B1, kill a ripper, enter in the metawater plant.

METAWATER PLANT :

FMV ; There are 4 capsules. Later you will open three of them with this walkthrough.  
Exit to B2 and collect A4 paper near the ARK GATE. Go to the PC ROOM and use it on the copier to obtain the ERROR REPORT, use the PC then the copier to obtain the LOG FILE (continue to use until you have it). Go to the second mansion in the save room. You collect a file and you will see a FMV. Come back to use the PC of the PC room. You must enter other command/system, command/send system file/ then enter SND ENV 34C. Exit go to the Lever room then come back and use the PC. Now you can go to the fourth mansion and meet Kei.

NB : you can waste your time by entering many words in database like sub limiter or creature or ernest or christy... X button do a back in the base, Y do an exit Start point on the enter button.

FOURTH MANSION :

Meet Kei, he gives to you the FRAGMENT OF PAPER 1 and use his tranceiver to go to the FIFTH MANSION.

FIFTH MANSION :

Read the memo, enter the code : 63014729 exit. Kill two rippers, take the LINEAR MOTOR CAR. Go to 2F and collect A laserpen battery and read notes. Go to 1F.

CAMERA ROOM :

Watch the video then use tranceiver. Go to the second mansion.

SECOND MANSION :

Exactly as in Kei's adventure except for the FMV in save room. Go to the third mansion.

THIRD MANSION :

Go in lever room. Put them off. Activate them in this order 1 2 1 3 2 3 2 3 1. Capsule 3 is opened. Go to the PC ROOM and use the PC. OTHER COMMAND/SYSTEM COMMAND/CAPSULE CONTROL/  
Then enter CPSL 19830310 (Christy' birthdate) and CPSL 19441225 (Ernest's birthdate) to open capsule 1 and 2. Go to B1 to the metawater plant.

MEATWATER PLANT :

Collect TONY CONTROL DISK, MAGNETIC KEY ( for the door on 2F in the fifth mansion ), kits and bullets. Now go to the fifth mansion.

FIFTH MANSION :

Go to 2F and use TONY CONTROL DISK on the robot just after passing the door with your magnetic key. Enter the room and take two safety suits. Click on the wall then equip both of you with Safety suit. Pass the door. Proceed as in Kei adventure and try the easy way (ie : you are not infected).

NB : it doesn't change the end of the game, so don't waste your time.

SIXTH MANSION :

I suppose that you know where the room are now that you have read Kei's walkthrough...

Go to the pc room.

PC ROOM :

Collect an ELEVATOR CARD, bullets and a kit. Exit (of course there is a FMV if you are infected...) Take elevator 1 and go to the left. Pass the first door.

CHURCH :

FMV. When you can play, you are TANYA ; Search for the laser cutter on the bed then click on Reina. She will give you the CARTER BATTERY and now click on the window. FMV.

DOCTOR ROOM :

Collect a medium kit and a BOUDHOUL SERUM (it is time to heal if you are infected.) then exit to the CHURCH to collect CARD R and CAPSULE BULLET. Come back to the CLONING ROOM and click on the window where Reina talks of capsule bullet. You obtain Red, Green, Blue and normal bullets. Now exit to Ernest's jail , avoid the burn zombie, FMV, RICKY gives to Reina 3 bombs and 2 memos. Enter the room you see and kill the guardian. Collect kits and CARD L then enter Ernest's jail. FMV. Collect laserpen battery and buckshot bullets. Now use a bomb in PC ROOM, a bomb in DOCTOR ROOM and unlock the big elevator.

MAIN GATE :

Enter the room upstairs and kill SCHNIDER after the FMV. Use the last bomb, activate it and the switch near. Exit, Exit of the complex. FMV.

SEVENTH MANSION :

Go to the ARK by using the ring on the ark gate in the RESEARCH CENTER. Kill 2 green rippers. Collect kits and enter in the next room. Save your game. Pass the elevator door. You are in the elevator room.

ELEVATOR ROOM :

FMV then Exit. Pass the other door. Now you are in Ugly face room.

UGLY FACE ROOM :

Go to the door he doesn't guard and click on it. You obtain a holographe. Go to Ugly face and you pass the door without fighting him. Go in the next corridor and pass it.

ROOM 2' :

Collect items then use elevator door. FMV exit. Pass the door and at the end of the corridor kill mini ugly face.

ROOM 3 :

Kill the golem. Unlock the elevator by searching for the computer. Pass a door.

CONTROL ROOM :

Collect buckshot. Exit, FMV. Exit use the computer to talk to Morris but this time he cannot save you and die. Go all the way back until you are in the room with a locked door and some bullets to collect.

ROOM 2' :

Collect it and enter 110077 ( Ricky's memo 2 ). Ricky will say that in fact he is RICHARD LANCASTER, the one that create Cristallia's security code. You have saved the world by calling him. Now exit of this room and use the pipe.

FINAL ROOM :

Use the elevator. FMV. Talk to Ernest then Kei then Ernest until he talks of the Pendant. Use the pendant on the capsule and enjoy (if it is

possible...) the end of the game.

NB : i think that the MYSTERIOUS ROOMS are for the pair con game but maybe it 's possible to unlock them with a code in the PC of the PC ROOM. Notice that in the FMV with a valguer at the end of first mansion Schnider said KINKIUKENCHAO or something like this. It could be the password because Kei talked of this word with Christy in the second mansion.

END OF REINA'S ADVENTURE.

I definitively hate that

Alan.

6 A word about the training mode :

You need three blocks to save a file in the training mode.

The first stage is a time attack stage. You need two stars to unlock stage two.

The second stage is also a time attack stage. You need two stars to unlock stage three.

The third stage is a coin chase. You must find five coins in a short time.

Beware the coin place are in random. Also to obtain three stars you mustn't kill any monsters. You need three stars to unlock stage four.

The fourth stage is also a coin chase. You need three stars in all training stage to unlock stage five.

The fifth stage is a survival stage. With a knife you must kill everyone ( you said Wesker ? ). To unlock stage 6 you need four stars in all training stage, quite hard, believe me.

The sixth stage is also a survival stage. Try to obtain four stars in it to complete the training mode.

In a two player mode, it is quite different.

Stage 1 is a cooperative time attack. You need two stars to unlock stage 2.

Stage 2 is a cooperative time attack too. You need two stars to unlock stage three.

Stage 3 is a coin chase. You must find seven coins. You need two stars to unlock stage 6.

Stage 4 and 5 are battle field for players.

Stage 6 is a cooperative survival. Try to obtain two stars to complete the training mode.

You can save only one file of a training stage.

This mode is very fun. I talk of fun so it's time to talk of the ultimate PAIR CON GAME.

7 The pair con game :

Generalities :

If you wish to save a game you need to be both near the save computer. It's the same thing if you wish to exit of a building.

When you are in two different buildings you need to be both in front of the computer to save a game.

You can forget a medium part of what you have done in others adventure. This game is quite different with its own motions and events.

You need two brains to unlock some mysteries. If you don't play with a very good friend it could become a hell game. You can separate most of the time but to win the game you must work as a team and trade items and kits.

Some doors need both of you to be passed because there is a motion behind. Kei

must be

near the door and Reina opens it. Even if in all motions Kei opens the door it seems that in the game it is better doing like i said.

Characters in the game can talk each other to have an idea.

#### FIRST MANSION :

FMV. Go in the hall.

#### HALL :

Collect the kit and ID CARD. Try to open the door. Click on the interphone and enter the building. Enter LABO 1F. Collect items and Exit. Go to 2F and try to open the door with your ID CARD. FMV.

Kei must deactivate the gate lock system. Investigate the locker and find a CONTROL

KEY and an EMERGENCY AXE. Use the key to deactivate the gate lock system and activate the elevator. Now use the elevator to go to 1F use the stair to go to 2F and enter LABO 2F to save Reina, FMV.

Meanwhile Reina has JUST to avoid the ripper which wants to kill her. So hurry up Kei.

Exit of the room. FMV. Now you are in the library.

#### LIBRARY :

Collect items,save and exit. FMV. You are in the gas room.

#### GAS ROOM :

One of you must activate the gas. Meanwhile the other must try to move the ripper

on the gas mouth. Exit. Enter in room 1.

ROOM 1 : you must deactivate all gate lock systems. You can visit all the room in the

building. Go to Ernest's office.

#### ERNEST'S OFFICE :

You can collect your weapons, a videotape, a memo and an ADMISSION CARD.

Avoid everyone who block the way. It is time to go to the range room.

#### RANGE ROOM :

Enter a passcode after reading a strange message.  $1+1=2$ ,  $2+1=3$ . Continue,  $3+2=5$ ,  $5+3=8$ , then the number is 13 ( $8+5$ ) The passcode is :

11235813. Enter first door. FMV. Collect a kit and save. Exit to SCHNIDER'S ROOM, FMV kill the Valguer. Exit to the first room and click on the PC you are in the second mansion.

#### SECOND MANSION :

Exactly as in Kei's adventure, but don't forget to give the Videotape to Kei.

Exit, FMV and now Kei is in the fourth mansion and Reina in the third. You are blocked and you must unlock the entrance of Kei's building.

#### THIRD MANSION / FOURTH MANSION :

For the very first time you MUST synchronize your actions with your friend.

Kei is blocked in the fourth building. Use the door you see to arrive in the corridor of the gate lock room.

#### GATE LOCK ROOM :

Investigate the locker to find a SAFETY SUIT and a GAS DETECTOR.

Then play with the gate lock system but you understand you need Reina to go to the STORAGE. Exit. Pass the door to arrive in a new corridor. Kill the ripper here and go to the boss room.

BOSS ROOM :

(second door ) Kill PLANTULA. Collect items and read notes.  
Investigate the locker and enter 1834 to obtain the FUSE OF BOMB. (a note will explain you must find an elemental table in the ROOM 1 on 2F but don't waste time). Exit.

ROOM 3 :

Collect the SS MANUAL. Go to 3F.

3F :

Use the computer. You must have a target now but you need an answer from Reina. Go to 2F near the door with the lever 4. To open that door you must have a good timing with Reina. Pull the lever up exactly at the same time she pulls lever 4 in PC ROOM. You can do it only when you are not together.

ROOM 1 (2F) : Collect ELEMENTAL TABLE and MEMO. Exit. (it is obvious to visit this room... )

The last thing you can do alone is : visit all the room you can, collect kits and bullets if you find some and find the FRAGMENT OF PAPER 1.

MEANWHILE...

Reina meets RICKY. FMV. Collect the FRAGMENT OF PAPER 2 on the wall. Go to CONTROL LEVER ROOM : put switch 2 OFF. Activate them in this order : 1 2 1 3 2 3 2 3 1. You open CAPSULE 3 and unlock the elevator. Read the file on the ground and investigate the locker. Collect a DATABASE MANUAL. Exit. Go to B1 in the metawater plant.

META WATER PLANT :

Collect TONY CONTROL DISK in Capsule 3. Exit go to B2 and collect A4 PAPER. Go back to 1F.

PC ROOM :

First collect a HANDGUN for Kei. Then use the copier to obtain the ERROR REPORT. Use the PC you have the message from Kei. Exit the base and use the copier to obtain the ACCESS LOGFILE. Now enter the base Other command/System command/Send system file.

Now Kei must be on his TARGET in front of his PC. Reina enters SND ENV34C and Kei receives the "search system". Kei goes to 3F and use this system on the computer to obtain a MO DISK. Now he comes back to the target and use this disk to unlock the entrance. Now you can join each other.

Before exiting Reina can enter CPSL 19441225 and CPSL 19830310 in the capsule control menu. She collects a MAGNETIC KEY, kits and bullets. Now she can join Kei.

TOGETHER :

Visit the CONFERENCE ROOM to watch the video. Trade items, Reina go to GATE LOCK ROOM and use the button to open the STORAGE. Kei must be in front of the door to enter. Collect all the kits here and exit. Now use your tranceiver on the entrance. Tanya directs you to a new building. Go to there.

FIFTH MANSION :

Enter the code on Fragment of paper 1 and 2 to activate the elevator. Now enter in

the room and kill two Green rippers. Take the LINEAR MOTOR CAR. Go to 2F.  
Collect a TAPE RECORDER and a laserpen battery. Go to 1F.

CAMERA ROOM :

Watch the record. Then exit and use the tranceiver. Christy is kidnapped.

SECOND MANSION :

Exactly as in Kei's adventure except for the video in the save room. Now go to the fifth building.

FIFTH MANSION :

With the magnetic key you open the door. Click on the robot. Reina uses a Tony disk

to open the door. You must pass one after the other.

Kei enters the room, click on the wall, equip himself with the suit and pass the door.

Reina enters the room take the SAFETY SUIT here, click on the wall, equip herself

and pass the door.

Look at the EOG BOTTLE, one is missing...not good news. Look at the infected room and pass the only door that opens. Go to 3F.

ROOM 1 :

Collect all the kits here and save your game. Exit.

ROOM 2 :

The robot guards a MICROBIOLOGY REPORT. Equip Reina with the laserpen and destroy it. Collect the Report, bullets, WRITING APOLOGY and last ALHAZARD NOTES. Alarm is on, enter 41216295. Exit together. Use the gas button in front of you and don't let any Valguer touches you. They die. Take the kit in the corridor.

ROOM 3 :

Listen the record, read the file, collect ASB bullets. You will see a door on the right, pass it and arrive in a room with a spray. I wasn't able to take it. It's not important for the game fortunately. Collect a laserpen battery and bullets. Exit go to 4F.

4F :

you cannot pass the door. You need an EOG BOTTLE. Go to 3F.

ROOM4 :

Use the door on the left. One removes the suit and pass the door.

GOOD CASE :

One of you must be infected by the virus. Reina kill the valguer and collect KEY 1771 and EOG BOTTLE. Give it to Kei. Kei goes to 4F and pass the door, click on the wall, remove and drop the suit and pass. Reina go to room 2 and talk to MORRIS on the phone. Then she uses container 1771 in room 1 to join Kei. You are together and you go to the sixth mansion.

NOT SUITABLE CASE :

If you are both poisoned, you must collect KEY 1171 in elevator cage. One of you calls the elevator to 3F and the other collects the key. You have very few time and it is very difficult. Try to avoid that case. If you collect the key, container 1171 is on 4F. Then you can continue the game normally.

SIXTH MANSION :

Kill the ripper that attacks you. Go to the left, avoid the burn zombie.



PC ROOM :

FMV. Collect an elevator card key 1, bullets and a laserpen battery. Exit and go to elevator 1. Unlock it with the card and use it. Save your game.

CHURCH :

FMV. You are, after the FMV, in the cloning room.

CLONING ROOM :

Kei is player 1 and Tanya is player 2. Tanya must use the computer and talk to MORRIS. Then Kei must do the same thing. Morris said that the lasercutter can help you. Kei and Tanya must be near the locker to unlock it and take the lasercutter. It takes a little time. Then go near the window. FMV.

DOCTOR ROOM :

You find here 2 BOUDHOUL SERUMS and kits. Heal and exit. Go to the CHURCH and take CARD KEY R and capsule bullets. Go to CLONING ROOM and find all the color bullets with the chemical compound near the PC. Now exit of this corridor and take the other. You must be together. FMV. Ricky gives you the main bomb, two sub bombs and a memo, But Kei makes something wrong and activates the bomb. You have now 15 minutes to complete this stage. First kill the burn zombie of this corridor. Kei uses the button on the wall and Reina passes the locked door.

GUARDIAN ROOM :

Reina kills the guardian then use the computer to open all locked door in this building. Kei joins Reina, collects kits and bullets and CARD KEY L. Now enter in Ernest's jail.

ERNEST'S JAIL :

FMV. Collect bullets and laserpen battery and exit. Now use a bomb in the PC ROOM, in the CLONING ROOM and unlock the elevator 2 together.

MAIN GATE :

Use the stair and pass the door.

SCHNIDER'S ROOM :

FMV. It's time to kill Schnider. You obtain the ring. Use the main bomb on the computer and unlock the main gate. Exit, Exit of the building. FMV. Go to B2 at the research center and pass the ark gate. It's time to go to the ARK.

SEVENTH MANSION :

You must pass all the doors together in this building. Kill two green rippers and collect kits and bullets. Pass the door. Save. In this building save as often as possible. Take the elevator.

ELEVATOR ROOM :

FMV. Exit. Now use the other door and arrive in Ugly face room.

UGLY FACE ROOM :

Reina can kill him with two laserpen shots. Go to the corridor with a ripper. Pass the door.

ROOM 2' :

Collect kits in the locker then use the elevator. Pass the door you see. Only Reina can collect the SYSTEM KEY and bullets because she is less heavy than Kei. Now come back to ROOM 2'. Use the system computer. It is a mini game. You must shoot the wave when it touches the red line to pump up the gauge of the gate lock system of the ARK. Near this system is the RIFT button. Activate it,

it will unlock the elevator of the ELEVATOR ROOM. When it is done, exit to a new corridor.

ROOM 3 :

Kill the golem. Use an elevator.

CONTROL ROOM :

Pass the door you see. FMV then exit and exit to come back in ROOM 3.

Continue the way to visit the last room. There is nothing to do here so go back to the elevator room.

ELEVATOR ROOM :

Take the elevator.

FINAL ROOM :

FMV. Talk to ERNEST until he talks of the pendant, look at the capsule and use the

pendant. FMV for the end of the game.

END OF THE PAIR CON GAME,

The greatest adventure i have ever played  
with a friend.

ADK.

I want to thank NAPALM who explains to me the CPSL code and KYAPIKO who plays the

pair con game with me.

I must thank KOEI and i hope they will make a sequel.

This walkthrough is copyright 2000.

8 Secret i can't solve :

I haven't opened capsule 4 because i cannot found the password for level 2 data.

I cannot take the spray in the pair con game.

I cannot open the mysterious room 1 and 2.

There are six videos i haven't unlocked. Two are important because Kei and Chritsy

were together and it can change the end of the game.

I cannot find a way to kill ALAN but there is none...

I suppose there could be in futur, gameshark code to control Ricky or Alan in training mode. That's the only way to kill Alan.

Ok that's all about that one and i hope you will enjoy the game and show it to your friend. After all everyone call it seventh mansion, so maybe KOEI will translate it in english.

Good bye !

ADvanced Knight,  
alias ADK .