

# The Typing of The Dead FAQ

by Brak2000

Updated to v1.3 on Apr 11, 2001

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For the Sega Dreamcast

FAQ

VERSION 1.3

By Brak2000

## CONTENTS

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1. Revision History
2. Game Info
3. Controls
  - Basic Controls
  - Targeting
  - Letters and Symbols
    - Quick Reference Symbols Table
4. Gameplay
  - Display
  - Modes
  - Characters
  - Zombies
5. Arcade Mode
  - Chapter 1: Prelude
  - Chapter 2: Muddy
  - Chapter 3: Darkness
  - Chapter 4: Despair
  - Chapter 5: Dawn
  - Chapter 6: Original Sin
6. Original Mode
  - Coins
    - Coin Rewards
7. Tutorial Mode
8. Drill Mode
9. Boss Mode
10. Rankings
11. Options
12. Password Entry
  - Correct Passwords
  - Incorrect Rumored Passwords
13. Frequently Asked Questions

- 14. Word/Phrase List
  - Words
  - Phrases
  - Hydra Questions
  - Strength Paragraphs
  - Emperor Questions
  - Alien Dictionary
- 15. Unlockables/Secrets
- 16. Credits
- 17. Legal Stuff
- 18. Ways to contact me

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1. REVISION HISTORY  
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Version 1.3- Minor changes and fixes for the chapter 1 walkthrough.

Version 1.2- Word/Phrase list started, Character/Zombie descriptions added. Updated logo, contents, arcade mode, FAQs, credits.

Version 1.1- Original Mode Coin info added. Logo added.

Version 1.0- First version of the FAQ.

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2. GAME INFO  
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Game:                    The Typing of the Dead  
Platform:                Sega Dreamcast  
Rating:                  Mature  
Players:                 1-2 Players  
Enhancements:           Keyboard **\*\*REQUIRED\*\***  
                          Standard Controller  
                          VMU (22 blocks)  
                          VGA Box

Game Objective:   Type words or phrases to defeat various zombies

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3. CONTROLS  
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Before turning on the Dreamcast...

For a ONE-PLAYER game:

- \*Connect the keyboard to port A
- \*Put the controller with VMU in port B

For a TWO-PLAYER game:

- \*Connect 2 keyboards, one in port A and the other in port B
- \*Put the controller with VMU in port C

Basic Controls for Keyboard:

Keyboard Arrows: Menu Selection  
Enter: Join or continue a game/Start a game/Enter a menu selection  
Esc: Delete "Targeting"/Return to Previous Screen  
Pause: Pause the game/Continue  
F1-F4: Use items (Original Mode ONLY)

F12+Alt: Return to Menu Screen (Drill Mode/Tutorial Mode ONLY)

Ctrl+Alt+Delete: Return to Title Screen

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TARGETING  
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Once you begin typing a phrase, you will then be targeted on that phrase. While targeted on a phrase, you CAN NOT begin or type in any other phrase but that one. You must either complete the phrase/word or hit Esc to begin the next phrase/word.

In a 2 player game, 1st Player is red while 2nd player is blue.

**\*\*HINT\*\*** Always target onto the first zombie that is attacking you or you'll end up losing life in the later levels.

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LETTERS AND SYMBOLS  
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Press and hold the Shift key in order to type the symbols that are displayed on the keyboard above the number keys and other symbol keys. Release the Shift key to type numbers and the lower symbols again.

\*EXAMPLE\* To type "!", press the Shift key and the "1" key simultaneously.

Quick reference table for letters and symbols  
-----

1		!	-		_
2		@	=		+
3		#	[		{
4		\$	]		}
5		%	;		:
6		^	'		"
7		&	,		<
8		*	.		>
9		(	/		?
0		)			

**\*\*HINT\*\*** The Typing of the Dead does not distinguish between upper and lower case letters. You only need to press the Shift key to type symbols. You also do not need to type spaces. The space bar is basically not used in this game. This means that you plain out waste precious typing time by doing these things.

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4. GAMEPLAY  
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DISPLAY  
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The display of TotD is very basic and easy to interpret.

\*Word Boxes

- Word Boxes are located right on a zombie. Simply type the word correctly, and the monster will die. In 2 player games, the box will have 3 lines of text instead of 2, one for each player. The first one to type gets the points

in a competitive nature. Also, targeting will be shown in the text box so you know which zombie you are currently fighting.

\*Rank Display

- Once a zombie is defeated, a rank will be displayed. Your rank will be decided by how fast you managed to type the word or phrase to destroy the zombie. Ranks range from A to E, of course with A being the best and E being downright horrible.

\*Winner Display (2 PLAYER ONLY)

- The winner display will show which player defeated the zombie. 1P=Red and 2P=Blue

\*Bonus Gauge

- Each time you defeat a zombie, your bonus gauge increases depending on the current number in your perfect meter. Once the meter fills, a free life will be yours.

\*Perfect Meter

- In order to do well with the perfect meter, you'll need to master the art of accuracy. The more accurate you type, the longer the meter will stay up. Spell a word right without any errors, and you earn 1 perfect meter point. This will allow the bonus gauge a faster increase ratio.

\*Lives/Continues

- The most obvious part of the display is the lives. The small red or blue flame type items on the bottom are your lives. The game ends when the lives run out when you will then be gave 9 seconds to a slow painful death or you can choose to continue. I wonder which one you'll pick... Also, you are limited to anywhere from 3-9 continues depending on what you picked in the Options menu.

## MODES

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If there is one thing Typing of the Dead has, it's plenty of modes to keep your fingers busy. Here is a short description of each...

\*Arcade Mode

- This mode is exactly the same as the arcade version of The Typing of the Dead.

\*Original Mode

- The basic feel of arcade mode, but with the addition of various items and a coin collecting system.

\*Tutorial Mode

- Typing lessons galore. Learn to be the best typer you can in these in-depth typing tutorials.

\*Drill Mode

- Select a category that you are bad at and practice it repetitively in this mode.

\*Boss Mode

- Select one of the bosses, and try to defeat it as fast as possible in this competitive mode.

\*Rankings

- View the rankings from every mode.

\*Options

- Modify the game settings and perform sound tests.

\*Password Entry

- A NFL2K style password entry screen. I barely know any passwords, so hopefully many more are to be found.

## CHARACTERS

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**\*\*NOTE\*\*** Character and Zombie descriptions are taken directly from  
[www.thetypingofthedead.com](http://www.thetypingofthedead.com)

### -JAMES TAYLOR (1P)

A special agent of the government agency "AMS". 35 years old. American. His conduct is cool and logical. He never relies on intuition and guesswork. He handles whatever he faces with the utmost calmness and clarity. Devoid of excessive emotion, Taylor has an almost computer-like mind. Accordingly he is often dispatched to scenes of immense difficulty and utter confusion.

### -GARY STEWART (2P)

A special agent of the government agency "AMS". 24 years old. American. A warm hearted youth, yet to discover the world's sheer disorder. Whatever he comes up against, his approach is passionate and emotional. He was assigned to "AMS" a year ago. Despite his lack of experience, Gary puts all of his effort into his work. But sometimes he is reckless in his actions, and this worries James.

### -AMY CRYSTAL

A special agent of the government agency "AMS". 29 years old. American. A reliable character, who has faced danger on many occasions, Amy is an open, frank, kind woman who never discriminates. She often behaves like a big sister to Gary and has not yet accepted him fully as a special agent.

### -HARRY HARRIS

A special agent of the government agency "AMS". Harry is either in his late thirties or early forties. No one knows his nationality. He does not speak about his past. He always seems gloomy. He habitually wears dark glasses, and never shows his expressions.

### -GOLDMAN

Goldman is in his early forties, and heads a world-famous, distinguished financial group. Using his own substantial financial power, he is actively involved in human genome research. Goldman will soon report the results of his latest research, but none of his projects has ever been officially approved. He has an incredibly cool and intelligent appearance, but inside he is extremely anxious about the future of the natural world and the very existence of the human race.

## ZOMBIES

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### -DAVID

David is one big zombie. He is highly adaptable, thriving in all environments. His special attack is with his teeth. Beware of David's putrid breath.

### -BOB

Despite being big and fat, BOB can move fast. Bob's principal form of attack is a drop kick. He also throws barrels and oil drums.

### -EBITAN

Ebitan is a revolting and perpetually rotting zombie. Accordingly, his resilience is lower than other monsters. Ebitan resides in the

water, suddenly leaping from the murky depths to attack his prey. His main method of attack is to bite his prey.

-GREGORY

Gregory is a bit of a show off and there is nothing he likes to do more before finishing off his victims than to flourish his giant sword. You will find it hard to aim your gun at Gregory, because he uses his sword to defend as skillfully as he does to maim.

-JOHNNY

Johnny is a tough zombie to deal with, as he loves to rush at his prey hiding his vulnerable face behind two axes. When he's not descending on you with terrifying speed, he will throw his axes with lethal accuracy from a safe distance. Be warned!

-KAGEO

Kageo is a mummified zombie, who prowls the darkest, most dreadful areas. He may look weak, but watch out for his fierce punch.

-MAX

You'll know Max when you see him. He's the zombie crazily swinging two chainsaws about. He's also the biggest of all zombies.

-KEN

Ken was modelled on Kageo. He wears an iron mask and is armed with vicious clawed gloves. His face is his most vulnerable part, but as it is covered, it makes Ken an extremely troublesome zombie to stop. Like kageo, ken also lurks in dark corners. Ken attacks with his lethal claws.

-MICKEY

Mickey is a small zombie who wields knives in both hands. His method of attack is to leap down at his target from roof tops and other high places. Even if Mickey throws both knives at you, there's no time to relax. He can produce an unlimited supply of knives from his hips.

-RANDY

Randy is a small mask-wearing zombie. Don't be fooled by his lack of stature because Randy is a vicious little monster who can run along walls and ceilings as easily as on floors. Randy often roams with a friend. His preferred method of attack is a leaping death scratch.

-PETER

Poor Peter is infested with giant parasitic worms and is relatively weak. He puts his worms to horrifyingly effective use though, for when his chest is wounded, the parasites will leave Peter's ribcage and leap at his attacker. Peter can also pack a mean punch.

-MURRER

Murrer is a snake-like zombie who often infests areas in hoards. Murrer attacks by flying at his victims and gouging at their faces with his myriad of teeth.

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5. ARCADE MODE  
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OVERVIEW

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You begin by selecting Training or Story Mode

\*Training Mode

- This is a training mode where you should aim to clear the stage within the 210-second time limit. You will lose 5 seconds every time a zombie hits you. Don't worry about losing lives in Training Mode. You will be given explanations on how to play during Training Mode. The game will end if you clear the stage, or if you run out of time. This stage is very basic and extremely easy. You shouldn't have any difficulties making it through this level.

Once you select Story Mode, the game will truly begin!

STORY MODE

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In story mode, first you will select a chapter.

- \*CHAPTER 1: Prelude (For absolute beginners)
- \*CHAPTER 2: Muddy (For novices)
- \*CHAPTER 3: Darkness (For intermediates)
- \*CHAPTER 4: Despair (For intermediates)
- \*CHAPTER 5: Dawn (For typing masters)
- \*CHAPTER 6: Original Sin (For typing prodigies)

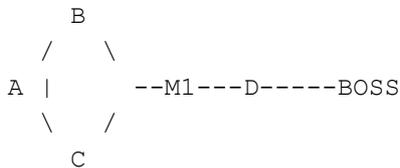
\*\*NOTE\*\* Chapter 6 will only be available after finishing Chapter 5. After earning a certain amount of coins in Original Mode, Chapter 6 will be selectable from the beginning.

Chapter 1: Prelude

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This level is very basic with easy phrases and plenty of powerup items. To receive the highest score possible, make sure to get all the items and rescue all hostages. This level is great for working up the Perfect Meter and helping up your accuracy out.

Level Walkthrough:



-----

MAP KEY	
A-Path A	
B-Path B	
C-Path C	
D-Path D	
M1-Mission 1	
BOSS- Judgment	
_____	

PATH A

-----

The level begins with a cutscene of you driving a car into

town.

- 1 - 3 Zombies (Davids) are waiting for you. Quickly dispose of them by typing the 2 letter words. Next, you will enter the building to your right...
- 2 - 2 Zombies will attack. Quickly dispose of these 2 also by typing the 2 lettered words. You'll continue to walk forward. James will look at the body on the floor to his right.
- 3 - The zombie will kick the chair to the side and come at you. He should be an easy word. Dispose of him and James will walk forward and look over the table to his left.
- 4 - A zombie will crawl up. Quickly kill him for an easy A rank and another zombie will pop up to your right as you are killing the first. He should be another easily disposed. Continue walking forward and James will spot "G". G hands James the G's File book which will help you point out the weak spots of bosses in the game. Take the book and some zombies will break through the glass door ahead.
- 5 - Dispose of the closest one (which should be a Johnny, or a zombie carrying axes) These 2 should be extremely easy once again. Once you've took care of them, you'll exit the building to find a hostage being attacked. Don't fret when he dies. You cant save this one.
- 6 - Shoot the zombie (which should be a fairly short word) and continue down the path.

Powerup 1 - Located between the 6th and 7th "attack", this is a fairly tough powerup to get. Be ready to shoot at it with a quick one-button configuration.

- 7 - It's time for your first path split. The first hostage is very easy. Just take your time and try not to panic :P Destroy the zombie chasing the girl and you'll be on your way. If you don't save the girl, you'll lose valuable points toward the level.

IF YOU RESCUED THE HOSTAGE: CONTINUE DOWN PATH A  
IF THE HOSTAGE DIED: GO TO PATH C

- 8 - Two hostages in a row to rescue! Save the hostage from the 2 zombies. Go for the close zombie first thats about to kick the hostage in the head. Then go for the distant zombie after that. This one is tougher than the last, but still easy none-the-less.

IF YOU RESCUED THE HOSTAGE: GO TO PATH B  
IF THE HOSTAGE DIED: GO TO PATH C

PATH B

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Powerup 2 - The second powerup of the level will appear here. Shoot the barrel to reveal this powerup as you make your ways toward the 9th "attack".

- 9 - Could it be?? Ah yes.. 3 hostages in a row! This one is the toughest yet. You'll have to save the crawling man

from a swift kick in the rear. Please, be kind and don't let this guy get kicked there. The zombie will be an easy word.. so do it for all of mankind! After saving this guy, you'll continue on to PATH D. If you let him die a very painful death... continue on to PATH D anyways.

PATH C

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\*\*COMING SOON\*\*

PATH D

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- 10- A swarm of small one button "worm type" creatures (whose true names are "Murrers") will attack you. Be quick with your reflexes, and this should be easy enough. Continue on the path through the town.
- 11- An axe throwing Johnny is next to attack. Shoot him through the window above with the simple word and you'll be on your way. Be sure to watch out for his axes and use the ESC key if necessary. You'll turn to the left for the next attack.
- 12- 2 Zombies from the balcony across want a piece of you it appears. Beware of the axes they throw and destroy them quickly. You'll turn back on the path and be on your way.

Powerup 3 - Between the 12th and 13th "attack" lies the easiest powerup to get in this level. Be prepared and shoot the barrel to get the Genre Dictionary. This will allow you words of one category. It's not very helpful.. but fun anyways.

Make your way down the path and a young chinese looking boy will run out the door. It's time for your first mission!

Mission 1 - Kill ten zombies in 30 seconds

This mission is very easy. If you picked up the powerup directly before it (the same genre dictionary), this mission will be even easier as you will usually type words containing a certain letter or pattern. This isn't always true though, so be prepared. Most of these are single words. You'll be rewarded by how fast you type and the ranks you receive. If you fail, it won't hurt you.. but you won't get an item.

- 13- 2 Zombies will be standing on the path. Quickly dispose of them and a zombie will jump down from the bridge high up above. Shoot him mid-air and continue down the path.

Powerup 4 - Between 13 and 14 is another powerup. This one should also be fairly easy to get. I suggest using it on one of the next zombies (it should be sulphuric acid) since they are the final two in this level. Continue down the path to rescue the final hostage of the level.

- 14- A zombie is torturing a young woman hanging off the ledge of a bridge. Hurry up and shoot the zombie before he beans the lady with the barrel. The woman will then fall into the trash below and jump out. She'll point towards the door which is a zombie cue (or it appears so) as a zombie charges through the door to the right. Destroy this one quickly

again to receive a free life from the woman. Continue down the path to the two parked cars and Judgment will attack!

#### Boss - Judgment

Judgment is the easiest boss you will face in the game. It has 2 forms. First you will need to destroy Kuarl. Kuarl isn't too difficult and you will only need to type short, easy phrases and even some words. Once Kuarl is gone, you will fight the red guy (I can't remember his name). He's not too difficult as you will receive a 3 second countdown and he will then fly at you. Simply type the word before he gets to you to shoot him and dodge the attack.

### Chapter 2: Muddy

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This level takes place in either the house or walking outside the ancient looking house. It all depends if you can rescue the guy in the car at the opening of the level. He is difficult to rescue in my opinion, but with some practice he should be easy enough to save.

Powerups - \*\*COMING SOON\*\*

Missions - \*\*COMING SOON\*\*

#### Boss 1 - Heirophant A

Heirophant is a pretty easy boss. Attack him when his chest is open to do some damage. If his chest is closed, you will not be able to attack. After a few hits, he will then jump up into the air and require you to do a bit tougher words. This is mostly due to the fact that you have less time.

#### Boss 2 - Heirophant B

Depending on which path you took, you may end up at Heirophant B instead. This boss is almost exactly same as the A version. I don't think there is too much of a difference between the 2, but B may be just a tad tougher.

### Chapter 3: Darkness

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The majority of this level takes place on a speed boat. You don't get the ability to drive yet (awww...) but anyways Harry seems like a good driver for the most part. Amy tags along for the ride as you speed through the water in this fast paced word fest.

Powerups - \*\*COMING SOON\*\*

Missions - \*\*COMING SOON\*\*

#### Boss 1 - Hydra A

A first to the House of the Dead series is the chance to test your trivia knowledge! A question will pop up and you have to type the correct answer out of the 3 choices. Some of these are no brainers while others actually require you to do some thinking. After answering 6 or some correct, form 2 of Hydra will come into play. Now the main head of the hydra is loose and you much attack it as it slides like a snake through the desert. Type the short word quickly or your as good as dead. After 5 shots or so, the boss will be dead and James has one once again!

## Boss 2 - Hydra B

If you didn't fight Hydra A, then Hydra B is the boss you'll be up against. The strategy is the same as the A form, except the final hydra fight will take place in the water instead of the desert.

## Chapter 4: Despair

-----

Did you ever want to fight some zombies in an ancient ruins? I didn't think so, but guess what... you get to anyways!! Despair is really not too bad of a chapter. The enemies have longer words and phrases for the most part, but with practice the level should come naturally. The level has many splits in the path, and I'll get more in-depth in those in the next update hopefully.

Powerups - **\*\*COMING SOON\*\***

Missions - **\*\*COMING SOON\*\***

### Boss - Strength A

Strength, Strength, Strength... Strength is without a doubt my favorite boss in the game. Instead of typing words or phrases you type entire paragraphs. It may sound boring, but the paragraphs are hilarious for the most part. Anyways, the best advice I can give to you is take it easy and remember punctuation. There will be a lot, so get use to it!

### Boss - Strength B

Exactly the same as Strength A, except the Maze is a tad different but you most likely wont notice it at all.

## Chapter 5: Dawn

-----

Lets run the boss gauntlet! For the most part, that's exactly what this level is. This level runs on a track, so there are no path changes in the level. You begin the level walking through the beginning of the town. Next, you hop into Harry's car and start down the road. First you'll run into Judgment. Just follow the same strategy as you used the first time. The phrases will be a little tougher this time around... but just stay calm. Continue down the road. A few kick shots will need to be done on the car next to you and an enemy should jump on the hood. Take them out quickly and onto Heirophant. Once again, follow the same strategy as last time and continue on your way. Destroy the enemies in the van area and continue. One more enemy will get on your hood and after taking that one out, you'll hop out of your car. Make your way towards Goldman's Headquarters and you'll need to take out 3 enemies. Watch out for Pete's parasite as it jumps out and onto the boss.

Powerups - **\*\*COMING SOON\*\***

Missions - Actually..this mission doesn't have any missions :(

### Boss - Magician

Magician isn't a fun boss.. If there's one thing I can say, it's simply that you **SHOULDN'T** base your attack on speed. He's all about accuracy..make a typo and you take damage. Take your time with the first hits and after a minute or so

he'll go up into the air for the next attack. Now you can go back to the speed thing and not worry as much about accuracy. Type in the words or phrase as fast as you can before the orbs hit you and after the second minute, this boss will be as good as dead.

## Chapter 6: Original Sin (Final Chapter)

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Yes, this stage also runs on a track.

**\*\*NOTE\*\*** A more detailed walkthrough will be added later

Going through Goldman's Headquarters is no easy feat. Go through the level and eventually you'll reach Mission 1. Finish this and it's onto Hydra. Dispose of Hydra the same way you did before and then onto Mission 2. Finish this up and you'll then get to the Emperor.. one tough boss.

Powerups - **\*\*COMING SOON\*\***

Mission 1 - Destroy 8 zombies without taking damage

This one isn't easy..but it isn't impossible. Destroy the zombies by typing the -sentences- (argh)... Good luck!

Mission 2 - Repel the zombies for 30 seconds

Repeling the zombies isn't easy, but it's simple enough.

Of course, type the words as fast as you can and try not to allow too many zombies on the screen at one time.

Boss - Emperor

Duh Duh Duh.. Time for the Emperor... It's all about fast typing and there isn't any set way of attack the Emperor does. Just type them as they come I suppose until the Emperor turns into the orb form. In this form, you'll get a question and 3 sentence answers. No matter which answer you type, it'll do damage. Just pick one that's easy to type and you'll have the Emperor beat in no time!

## ----- 6. ORIGINAL MODE -----

**\*\*NOTE\*\*** For level walkthroughs, see the Story Mode walkthrough.

In original mode, you collect coins to unlock secret stuff and modes.

### COINS -----

Each level has 5 coins, you only need to collect them once.. you know the deal

### Chapter 1: Prelude -----

Coin 1: Clear the stage!

Coin 2: Clear with more than 3000 pts!

Coin 3: Clear with accuracy rate of 80%+

Coin 4: Clear with more than 20 Rank A's

Coin 5: Clear without using any continues

### Chapter 2: Muddy

-----  
Coin 1: Clear the stage!  
Coin 2: Clear with more than 4000 pts!  
Coin 3: Clear with accuracy rate of 85%+  
Coin 4: Clear with more than 30 Rank A's  
Coin 5: Clear without using any continues

Chapter 3: Darkness

-----  
Coin 1: Clear the stage!  
Coin 2: Clear with more than 3500 pts!  
Coin 3: Clear with accuracy rate of 90%+  
Coin 4: Clear with more than 30 Rank A's  
Coin 5: Clear without using any continues

Chapter 4: Despair

-----  
Coin 1: Clear the stage!  
Coin 2: Clear with more than 3500 pts!  
Coin 3: Clear with accuracy rate of 90%+  
Coin 4: Clear with more than 30 Rank A's  
Coin 5: Clear without using any continues

Chapter 5: Dawn

-----  
Coin 1: Clear the stage!  
Coin 2: Clear with more than 4000 pts!  
Coin 3: Clear with accuracy rate of 93%+  
Coin 4: Clear with more than 30 Rank A's  
Coin 5: Clear without using any continues

Chapter 6: Original Sin

-----  
Coin 1: Clear the stage!  
Coin 2: Clear with more than 4000 pts!  
Coin 3: Clear with accuracy rate of 95%+  
Coin 4: Clear with more than 30 Rank A's  
Coin 5: Clear without using any continues

COIN REWARDS

-----  
5 Coins: 5 Lives available in the Options menu  
10 Coins: Start with 2 Molotov Cocktails in each level of Original  
Mode  
15 Coins: 9 Continues available in the Options menu  
20 Coins: Chapter 6: Original Sin available whenever  
25 Coins: Free Play  
30 Coins: ??? (I don't have this much yet)

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7. TUTORIAL MODE

-----  
\*\*COMING SOON\*\*

-----  
8. DRILL MODE

-----  
\*\*COMING SOON\*\*

-----  
9. BOSS MODE  
-----

\*\*COMING SOON\*\*

-----  
10. RANKINGS  
-----

\*\*COMING SOON\*\*

-----  
11. OPTIONS  
-----

\*\*COMING SOON\*\*

-----  
12. PASSWORD ENTRY  
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Password entry is simply a place to enter passwords for the games. Here I will list ones that really work and the known rumored ones as well.

CORRECT PASSWORDS  
-----

Password = PERKINS

What does it do?

- This password allows you to play VS CPU mode.

INCORRECT RUMORED PASSWORDS  
-----

Password = KIKMAHP

DKRORCR

STKZJGH

Source = [www.gamewinners.com](http://www.gamewinners.com), [www.cheatcc.com](http://www.cheatcc.com)

What is it supposed to do?

- Supposedly activates unlimited continues, all bosses in boss mode, all Drill mode levels, and all CPU characters in vs. CPU mode

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13. FAQ  
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Q: Do I need a keyboard to play this game?

A: Yes! Two would be nice if you can get your hands on them, but at least one is required to play

Q: Can I use my lightgun for this game?

A: Well.. considering the name of the game is The TYPING of the Dead I would recommend only using it with your keyboard :) But the answer to the question is NO.

Q: If I own House of the Dead 2, is this game a waste of money?

A: The feel of the game, drills, tutorials, and much more really make the game different. I suggest buying both. Anyways, it's fun pointing out the small changes we notice.

Q: Typing of the Dead sounds horrible! Is it really worth my time?

A: It's one of those addictive games. I would recommend getting it if you have SOME TYPE of experience typing. If your a super slow type, you aren't going to last long. You actually do become a much better and faster typer from this game. Also, there are tutorials on how to type using the home row. (which I think is hard :P)

Q: Will the tutorials actually help me type?

A: Yes. They are a big help if your starting to type! I strongly suggest going through them. ESPECIALLY the special key ones :)

Q: Can you have two players on one keyboard?

A: Nope, sorry. It sounds tough on the same keyboard anyways. Shelling out the 20 bucks for a second keyboard is worth the cash anyways.

Q: How much is this game?

A: At current time, you can probably find it for \$29.99 easily. Use the extra money to get yourself an extra keyboard.

Q: How much is the Dreamcast keyboard? <submitted: bigjoebowski@hotmail.com>

A: I'd say the keyboard ranges from \$19.99 to \$24.99

Q: You talk about things in your FAQ that aren't in my game!! Are you insanely CRAZY?!?!?

A: I don't think so... Check the secrets/unlockable section to find out how to unlock tutorials, drills, and bosses. Also, if you need the stuff IMMEDIATELY, check the password section and cheat your way there.

Q: What's the ESRB on this game?

A: Even though it's a game about typing.. It's about Mature. So if your under 17 either find an adult who will buy it for ya or you'll have to wait.

Q: Is this game like House of the Dead or House of the Dead 2?

A: This game is an EXACT replica of House of the Dead 2 with a few minor adjustments that are barely noticable. There's even some extra zombies thrown around in it! :)

Q: I like this FAQ.. where can I find more to quench my thirst?!

A: This is only my second FAQ, but I have also wrote numerous game reviews. Go to <http://www.gamefaqs.com/features/recognition/4532.html> and check out all the stuff I have/am writing. At the time I wrote this, my only other GameFAQs FAQ is for Chameleon Twist. It's a great FAQ if you own the game (which I hope you didnt waste your money on).

Have any questions?

Send them in to [brak2000@hotmail.com](mailto:brak2000@hotmail.com)

Any INTELLIGENT questions will be answered and possibly put in this FAQ with credit to your email address.

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14. WORD/PHRASE LIST  
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Hopefully this will allow you quick references to correct spellings

and easier levels in the future. This list is VERY MUCH incomplete.

**\*\*NOTE\*\*** Words are ordered by category and then listed in alphabetical order.

WORDS

-----

3D

Adios

AC

Aesop

Aloha

An IOU

Anew

Apache

Appendicitis

Baboon

Bare

Be

Beach

Besotted

Bloody

Boil

Bolshevikism

Boots

Borscht

Bross

BTW

Bump

Cajole

Cc

Celery

Cheap

CM

Cool

Crab

DB

DC

Decoy

Depressed

Devolution

DH

Dizziness

Dizzy

DM

Do

Dot

Dustpan

Dwarf

Eccentric

Elite

ET

Exotic

Eyeline

F1

Faucet

Fellow

Fetish

Flathead

Flunk

Foot-long  
Fret  
Fiji  
G8  
Gamble  
Garcon  
Giga  
Glum  
Gotcha  
Grip  
Grumble  
Hardcover  
Hazard  
He  
Hi  
HP  
Hula-hula  
Hurry  
Ion  
IQ  
Iran  
Jazzed  
K2  
LA  
Leek  
Lick  
Lullaby  
Mane  
Mass  
Me  
Mire  
Miss  
Mistletoe  
MO  
Mob  
Morose  
Mr  
Nasty  
NATO  
Noble  
Nun  
Nut  
NY  
Octopus  
Offside!  
Ok  
OL  
Omen  
On  
Oscar  
Ouchie  
Outland  
Paddock  
Panic  
Pathetic  
Pegasus  
Perilla  
PKO  
Plasma  
Poet

Psychic  
Pupa  
Rage  
Rags  
Rats  
RE  
Rough  
Rule  
Rut  
Sake  
Sasquatch  
Saw  
Screaming  
Scum  
SF  
Skies  
Skin  
Skull  
Shin  
Snow  
Soup  
Sphincter  
Spit  
Squeak  
Sulfur  
Sushi  
SWACK  
Tear  
Teary-eyed  
Thaw  
Throbbing  
To  
Truth  
TV  
UK  
UN  
Upset  
Waves  
Weepy  
Wimp  
Yo  
Yo!  
Yolk  
Zeal

#### PHRASES

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A pack of lies  
A ray of hope  
About to die  
Adult children  
Alive and kicking  
Baby boomers  
Badger State  
Bang on the nose!  
Behave yourself  
Black pig  
Blow me a kiss  
Ciao babe  
Clumsy waitress

Counting freckles  
Coyote State  
Cry baby  
Cut here  
Cut it out  
Dead on arrival  
Decayed tooth  
Desperate attack  
Do you really mean it?  
Don't talk dreck  
Early post disco  
EL NINO  
Endurance contest  
Facial aesthetic course  
Fancy a drink?  
Fed up  
Field of hay  
First scandal  
Full of malice  
Get out of it  
Get out of my way  
Gimme your number  
Giveaway price  
Go fifty-fifty  
Go on  
Homecoming dance  
Hot iron  
Humble pie  
I am, I think  
I love you  
I say no  
Instant memory-loss  
Internet crime  
It's Ishii!  
It's time  
It's not gas  
Just a bit more  
Just got dumped  
Left field  
Life belt  
Life sucks  
Mr. Y  
Must be an error  
My mother country  
Nauseating flattery  
No. 1 in Asia  
No cred  
No funny stuff  
No yes maybe  
Obsolete problem  
Oh! My!  
On the rocks  
Outlawed rebel  
Paw reading  
Pump it up  
Rice crackers  
Road worrier  
Rock the house  
Rose bud  
Rude and crude

Sad sour shrimp  
Salt'n'pepper  
Sham slimming pills  
Shoot the pianist  
Slave to power  
Sorbeti on gelati  
Soul for sale  
Starved to death  
Stop eating erasers  
That's me!  
That's my boy  
That's my line!  
The 4th of July  
The deceased  
The last game of the series  
The rear  
Type till you drop  
Uncle Stan  
Utter leaner  
Utterly regrettably  
Vegas or Bust  
Walking chimney  
Warm soda  
Weekend trip to Kyoto  
Weekly weathercast  
Who nose who?  
Wiggle your ears  
With a twist  
Yellow zebra  
You choke me  
You're dismissed

#### HYDRA QUESTIONS

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Q: Which one has fingers?

Correct Answers

- Doctors
- Gorillas

Incorrect Answers

- Sea Gulls

Q: What's in a normal sentence?

Q: Which is a boy's name?

Correct Answers

- Peter

Incorrect Answers

- candy
- Elizabeth
- Eloise

Q: Which word has 2 M's in it?

Q: Which word has 2 N's in it?

Q: Which one is a planet?

Q: Which one decomposes?

Correct Answers

- Crab salad

Incorrect Answers

- Honey
- Fossils

Q: Which is in a music store?

Correct Answers

- Cello
- Piano

Q: Something that will help a cold.

Q: Which contains wood?

Q: Which one is sticky?

STRENGTH (BOSS) PARAGRAPHS

-----

I don't have to go shopping anymore.  
I've been eating all kinds of poultry.  
I just keep my sliding doors clean.  
And put the birdfeeder on the inside.

The other day, I saw this anteater.  
He was really really overweight.  
And then I started to wonder what  
It would eat if it was on a diet.

I have a brand-new red sports car.  
I keep it bright and shiny all the time.  
I think I'll just stand here next to it.  
And wait for someone to notice me.

What do you call a zombie taking a bath?  
You call him Stew, of course.  
How do you know if a zombie used  
Your shower? The soap got bigger.

I was disgusted yesterday at breakfast.  
I was on my last piece of raisin toast,  
When I made a startling discovery,  
I wan't eating raisin bread.

No, thank you, I don't eat meat.  
Fish? No, I really can't eat fish.  
I don't like vegetables, either.  
Anyway, don't you have any chocolate?

EMPEROR QUESTIONS

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\*\*COMING SOON\*\*

ALIEN DICTIONARY

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\*\*COMING SOON\*\*

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## 15. UNLOCKABLES/SECRETS

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\*\*COMING SOON\*\*

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## 16. CREDITS

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SEGA of America - for making this awesome game and bringing it to the US!

gameFAQS.com - thanks for putting this up!

The Typing of the Dead Instruction Book - for the story and stuff like that.

Typing of the Dead website - for character and enemy descriptions.

Nemesis - for helping me out with the format and telling me REVIEWS ARE BAD!

Vegeth! - for help with my pathetic G in the logo!

EVERYONE ELSE! - without readers, there would be no FAQ!

Also, thanks to Gene for his excellent FAQ on the Japanese version. Check it out if you can!

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## 17. LEGAL STUFF

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This has been written by brak2000 <brak2000@hotmail.com>. If you would like to use it please ask my permission first. If you don't, then legal action may be taken!

Oh yeah... and I am no way affiliated for Sega or Dreamcast.. they get all the credit for this awesome game.

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## 18. WAYS TO CONTACT ME

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E-Mail - brak2000@hotmail.com

ICQ - 52483244

MSN Messenger - brak2000@hotmail.com

AOL Messenger - braktheman

or through my webpage -www.brak2000.com

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