

# Killer 7 FAQ/Walkthrough

by BigBuddyValens

Updated to v1.3 on Apr 10, 2006

Killer7  
FAQ/Walkthrough  
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## 1.INTRODUCTION

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Well, hello there. I'm BigBuddyValens and I'm the author of this guide that, when all said and done, should be amazing. This is my first guide, so any (helpful) input would be appreciated. Now, I'm sure you're here looking for help on this wonderful game, Killer7, so let the help begin.

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## 2.VERSION HISTORY

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Version 1.3-4/10/06-Back from the Dead Edition- Added all the reader comments

from the past nine months. I finally got around to updating this because I have a renewed interest in this game after finding the first two issues of a Killer7 comic during one of my regular trips to the comic shop. The comic is mediocre at best, but at least it's a new take on the Killer7 world. eMail me if you have any questions about it. Also, I'm running out of new material to put in the guide, so any input about that would also be greatly appreciated.

Version 1.2-7/29/05- Added all the reader contributions I have received over the past ten days. I thank everyone for their help. Also, check the contact section for a new e-mail if anyone else would like to send something in.

Version 1.1-7/19/05- Fixed one major mistake in the target 05 part 2 walkthrough. Also fixed some minor mistakes throughout.

Version 1.0-7/17/05- The first full version of the guide, and even on time too. Updates will obviously focus more on small changes and the possible additions of bonus sections. The primary walkthrough is complete!

Version 0.80-7/16/05- The walkthrough for target 04 is complete. I'm still hoping to roll out Version 1.0 tomorrow, but it seems a bit less likely now.

Version 0.70-7/15/05- Added the walkthrough for the second half of target 03. Also, I'm thinking that version 1.0 should be up by the 17th at the latest.

Version 0.60-7/13/05- Added the walkthrough for part 1 of target 03, retaining my average of one level a day.

Version 0.50-7/13/05- Added walkthrough for target 02 and once again fixed some minor mistakes and problems.

Version 0.40-7/11/05- Fixed some minor mistakes and problems, finished walkthrough for the rest of target 01.

Version 0.30-7/10/05- First version of guide, includes controls, items, characters, enemies, and a walkthrough for target 00 and target 01 part 1.

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### 3.CONTROLS

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The following controls are for the Gamecube version of Killer7

A button- Confirm(menu) Run(gameplay)  
B button- Cancel(menu) Turn around(gameplay)  
X button- bring up map screen  
Y button- Use special skills  
Z button- adjust camera  
Control stick- change selection(menu) select junction(gameplay)  
C stick- Reload  
R button- hold for First Person/Combat view  
Start/Pause- Menu screen

#### Combat Controls

A button- Fire  
B button- Lock on close targets  
Y button- Charge level  
X button- Counter Attack close enemies  
L button- Scan  
Control stick- Aim

Control pad- change target  
C Stick- Reload

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#### 4.ITEMS

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##### a. RINGS

Rings are a very important part of Killer7 and are often required to progress in the levels. There are 7 in all, including the Vision Ring which is automatically equipped by Garcian. All rings besides the vision ring are given to you by a decapitated head named Susie who can be found in a majority of the levels. Specific locations will be added in future updates

##### I.Vision Ring

Description: A ring that Garcian begins the game with, it allows him to better see through the Heaven Smiles' camouflage.

##### II.Fire Ring

Description: A ring used for puzzles that usually involve unlit torches or candles.

##### III. Water Ring

Description: Another puzzle ring, this ring is obviously used when mastery over water is needed.

##### IV. Wind Ring

Description: A third ring used for puzzles, this one can be used for everything from blowing balloons towards you to starting up windmills to procede further.

##### V. Time Ring

Description: Yet another puzzle ring that can be used to take objects back in time, which returns them to a former condition which will reveal an item.

Thanks to AJ for pointing out the fact that I completely missed this ring.

##### VI. Stamina Ring

Description: A special ring that reduces the damage taken by enemies.

Jeremyx103 e-mailed me with some interesting Stamina Ring info:

The Stamina ring seems to give the effect of an added hit to your life.

For example... when I use Con in one area, I forgot to reequip it.

He was killed in about 4 hits. I equipped it and in 4 hits he lived.

Another thing is the recovery. When I get hit once, I heal if I have the resources. I get hit without the ring, two vials to max health.I get hit with it, one vial. I don't think is the effect of halving the damage because after those four hits with it on, the eye was almost closed. In theory, if it halved, the eye would be around half full.

I thank him for the input and encourage more of you to follow his lead.

##### VII. Power Ring

Description: A special ring that increases your attack power.

(Note: If anyone can give a more specific explanation of the Stamina and Power rings' abilities, it would be appreciated and credited.)

##### b.SOUL SHELLS

Soul Shells Appear in most levels and you must gather them all to enter the Vinculum Gate. In the gate, you will face a new type of Heaven Smile and beyond it, you will usually find the level boss.

#### c.MISC. ITEMS

In some levels, there will be miscellaneous items that you need to collect to open certain doors in the levels.

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### 5.BLOOD

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Blood collected from fallen Heaven Smiles is the primary power up in Killer7. Blood comes in two types and is automatically collected at the death of an enemy.

#### a.THICK BLOOD

Thick blood is collected and stored in a thousand decileter tank. In Harman's Rooms, you can use the TV to convert blood into serum that can be used to level up the different personalities in the game. However, to prevent power leveling, there is a limit to the amount of thick blood that can be converted to serum in each level.

#### b.THIN BLOOD

Thin Blood is not converted and you carry it with you in test tubes. You can hold a maximum of twenty with you in normal mode. Thin blood can be used as a health restorer. It can also be used to power special combat abilities.

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### 6.KILLER7 MEMBERS

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#### HARMAN SMITH

DESCRIPTION: Commander of Killer7. Garcian Smith always meets with Harman before accepting a new mission. Harman is wheelchair ridden and usually does not participate in missions, but he can occasionally be used at crucial plot points.

WEAPON: Armor-Piercing Rifle

#### GARCIAN SMITH

DESCRIPTION: Garcian is the the leader of the six personalities regularly used in combat, partially because he is the only member who can communicate with Harman. The story centers on his character, especially in the later stages of the game.

WEAPON: Silenced handgun, Golden Gun

SPECIAL ABILITIES: Garcian can revive other members of Killer7 by retrieving their heads from the field and returning them to a Harman's room. This means that "Game Over" only truly comes when Garcian is killed. Also he is the only character equipped with the vision ring, which makes it easier for him to see Heaven Smiles.

#### DAN SMITH

DESCRIPTION: The Killer7 member best suited for combat without having to lose out on a lot of blood. His quick temper, cool suits, and big gun make him the designated "bad ass" of Killer7

WEAPON: Revolver, Demon Gun

COMBAT ABILITY: Using thin blood, Dan can power up his bullets. By using three

vials of thin blood, he can fire Demon Shells, which are especially good at taking out duplicator Heaven Smiles.

#### KAEDE SMITH

DESCRIPTION: Kaede is the only female member of Killer7. She also has a bond with the spirit Mizaru, giving her special abilities.

WEAPON: Automatic with Scope

SPECIAL ABILITIES: Kaede has two special abilities. Using Mizaru and her own blood as conduits, Kaede can break down barriers and can uncover messages and objects hidden by blood.

COMBAT ABILITIES: Kaede is the only member whose weapon is equipped with a scope, so she can hit far away objects and enemies fairly easily.

#### CON SMITH

DESCRIPTION: Con is the smallest and fastest member of Killer7, giving him a few special abilities. He was also born blind, but amazingly, he can see perfectly in combat mode. Due to his blindness, he has heightened hearing abilities, which gives him the ability to use sonar-like powers.

WEAPON: Dual Automatics

SPECIAL ABILITIES: Due to his small size, Con can fit places other members of Killer7 cannot. Also, he can run extremely fast for short periods of time. Finally, he can use his sonar ability to find proper paths and hidden areas in certain levels.

#### COYOTE SMITH

DESCRIPTION: Coyote is a former thief with an attitude. His life of thievery shines through in his special abilities.

WEAPON: Modified Revolver

SPECIAL ABILITIES: Coyote is equipped with probably the most useful special abilities in the game. First, he can pick any locked doors, opening them to access by anyone. Also, he is the best jumper of the group, easily reaching ledges inaccessible by other members.

COMBAT ABILITIES: Using vials of thin blood, Coyote can fire a charge shot that is similar to Dan's.

#### KEVIN SMITH

DESCRIPTION: Kevin Smith is the most mysterious member of Killer7. Although he is rather large, he is second in speed only to Con. He also has the ability to become invisible.

WEAPON: Knife

SPECIAL ABILITIES: Invisibility. Using his invisibility, he can pass through things like laser security systems and can pass by enemies undetected.

COMBAT ABILITIES: Using thin blood vials, Kevin can throw multiple knives at a time.

#### MASK DE SMITH

DESCRIPTION: Mask is the largest member of Killer7 and he was formerly a pro wrestler. He also seems to be the member that most likes to change costumes, as he does so three times through out the game. His weapons are powerful grenade launchers, which kill many enemies instantly, but most that fall at Mask's hands will not spill any blood.

WEAPON: Double Grenade Launchers

SPECIAL ABILITIES: Using a combination of strength and explosives, Mask can break through obstacles and cracked walls.

COMBAT ABILITIES: Mask also charge shot, however his charge shot is required for a whole class of enemies, the protectors. (Protector, Protector Z, Protector ZZ)

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## 7.ENEMIES

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### a. HEAVEN SMILES

Heaven Smiles are the primary enemy of Killer7 and, by my count, there are 25 unique types of Heaven Smiles. Most all of them require unique strategies to defeat as well.

#### I.HEAVEN SMILE

Shoot its weak spot that will show up when you scan it.(on normal)

#### II.CAMELLIA SMILE

This smile is there to help you, and will just run away when you shoot or get near it. When it is present, you're in an area where you may need to use a character's special ability.

#### III.MICRO SMILE

A smile that won't hurt you, but can blind you. Shoot it to get a nice bonus. If you shoot a red and blue one, you'll get a lot of blood. If you shoot a yellow and black one, you'll replenish the health of every Killer7 member.

#### IV.DUPLICATOR SMILE

A smile that drops eggs containing other smiles. Use Dan's demon shells on its yellow and red cores to kill it.

#### V.SPEED SMILE

This smile will sprint right at you. Try to hit its weak spot, or just repeatedly shoot it before it reaches you.

#### VI.SPIRAL SMILE

A smile that resembles a large ball shoot the smirking face, highlighted in green, to kill it.

#### VII.ANOTHER SMILE

This smile resides on ceilings. Shoot it and it will wall down and it will crawl quickly towards you. Kill it before it reaches you.

#### VIII.BOMBHEAD SMILE

When the case around this smile's head opens, shoot it in the head.

#### IX.DIVER SMILE

This is similar to a normal smile but they appear very near you. Keep a sharp eye out for them.

#### X.MOTHER SMILE

A mobile version of the duplicator. Like with the duplicator, use Dan's Demon Shells for an easy kill

#### XI.POISON SMILE

You must hit this smile in its weak spot or it will just get back up.

#### XII.PHANTOM SMILE

This smile will have an enlarged body part. Shoot it there, or it will telport right in front of you, which can be quite startling.

#### XIII.GIANT SMILE

When this smile opens its single eye, shoot it in it.

#### XIV.ULMEYDA SMILE

A simple shot to the T-shirt will kill this smile

#### XV.BACKSIDE SMILE

Hit this smile in the armor plating on one of its sides so it turns around. Then shoot the yellow spot on its back

#### XVI.PROTECTOR SMILE

Mask's grenades are the only things that can kill this smile.

#### XVII.PROTECTOR Z SMILE

Use Mask's Shock Shell which uses one vial of thin blood to kill it.

#### XVIII.BROKEN SMILE

This is a small jet-like smile that will fly erratically towards you. Shoot the cockpit area to kill it

#### XIX.CERAMIC SMILE

A Smile, you only face in the Freaky Fun House. You must run the opposite way it does to catch it, then shoot it in the heart.

#### XX.PROTECTOR ZZ SMILE

This smile can only be killed by Mask's Focus Shells, which take two vials of thin blood.

#### XXI.MITHRIL SMILE

Shoot off this smile's armor then hit its weak spot like a normal smile. Its weak spot can sometimes be hit without removing the armor first

#### XXII.LASER SMILE

Shoot it in the head before it can shoot you.

#### XXIII.ROLLER SMILE

A regular smile that contorts itself in to a wheel and rolls at you. Can be hard to hit, especially on stairs, but try to hit its weak spot like a normal smile.

#### XXIV.TIMER SMILE

The Timer Smile has many red spots on it, and you must shoot them all to kill it. However, it will sprint at you when only one is remaining, so take it out quickly.

#### XXV.GALACTIC TOMAHAWK SMILE

Shoot the missiles before they hit you and just keep shooting when you can.

#### b.BOSSES

For all the Heaven Smiles in the game, they occupy an amazingly few amount of the boss positions in this game. This section, which will soon be completed, will include a complete list of bosses and strategies for them.

#### BOSS I: ANGEL/KUN LAN

For the first part of this boss, you are Harman and you must shoot the angel's wings off. Once that is done, use the character of your choice to finish it off. You must stand in one place until the angel begins its attack, then run behind it and shoot the four faces on its back. In the next room, as Harman, you must shoot Kun Lan, who teleports around behind the angel. After the cutscene, shoot Kun Lan in the hand to finish the fight and the mission.

#### BOSS II: JULIA KISUGI

This is not a very difficult battle, as all you must do is keep shooting until the timer runs out. Kisugi's hits are really dependent on the amount of your hits. For Dan, Kaede, and most others she will tend to score 40-50 hits, but with someone like Con her hit count will skyrocket past 100. Still, almost any character can take her down. The fairly obvious exception to this is Mask, who can't even come close to matching her shots. After you defeat Kisugi, you will have finished with Sunset... the first half, anyways.

TheGrandSeraphic recommends using Kevin, as his lack of a reload time really adds to the amount of hits you can score on Julia

#### BOSS III: JEAN DEPAUL

Just counting DePaul as a boss is a stretch. All you have to do is shoot the cracked area of the ceiling above him. After one hit, he'll drop to his knees and shoot himself. Although you start the fight as Mask, you can switch to anyone to do the deed.

#### BOSS IV: KURAHASHI & AKIBA

Now this is a fight that's worthy of the boss title. I would strongly recommend using Kaede for this fight. I honestly don't know if it's possible with anyone else. Anyways, throughout the whole battle, you must stay on the defensive, shooting their projectiles out of the sky before they can hit you. When there's a break in the action, shoot the taller man's tie. After a bit, the short man will lean over to fix it, exposing his brain. Shoot him there and repeat until he goes down. Now, his partner will shoot out multiple projectiles that will circle above his head before coming at you. Shoot all

but one of them out of the sky and he will lean forward. This will expose his brain, giving you an open shot. Repeat this until he goes down as well.

More help from Tony Penton:

You don't have to shoot any of the projectiles at all. Just stand at one corner of the table and wait for all of the projectiles to start coming. Then move to the other side of the table. If you move far enough, the projectiles won't hit you, leaving you free to take a bunch of shots. You can also just wait behind either of the wall sections until you see their projectiles pop. It's helpful that they grunt (as they're making new projectiles) after the projectiles start coming at you.

Johannes Petersen pointed out the fact that it IS indeed possible to defeat Kurahashi and Akiba without Kaede, but as it took him an hour, I wouldn't recommend it.

BOSS V: ANDREI ULMEYDA

As it only takes one well-placed shot to kill Ulmeyda no matter who you use, speed takes precedent over power. This said, I would suggest using Con or Kevin. Using them, you can quickly maneuver through the ambulances and get behind Ulmeyda. Shoot his afro, which is attached to his body by many tendrils. One shot, and he'll go down.

BOSS VI: AYAME BLACKBURN

I'm going to admit first that I have no fool-proof way to defeat this boss. On the higher difficulty levels, Ayame can get very tough. It's best not to bother trying to chase her because she is insanely fast. I think that the best strategy is to just stay in one spot and try to lead your shots ahead of her a bit so she runs into them. A fast shooter like Con seems to work best for this. Although it may seem like a good idea, Kaede's scope won't work. Ayame moves too fast for you to keep up with her with the zoom on. You may also want to try to take Ayame down using multiple characters, as she'll be constantly taking down your health. In any case, I wish you luck.

saxman52, hauntedkouban, M. Cramer, g00mbas and shotgunjoe all suggested the Mask strategy for this fight to me. If you use Mask, you won't need to be as accurate with your shots, as the explosion leaves room for error. This seems to be the easiest way for most people to defeat Ayame. Personally, I've had no luck with it, but maybe I'm just incompetent.

Another Strategy from Dubs: Found your guide pretty helpful when I got stuck, just finished this part of the game and thought I'd share how I defeated her. The strategy I found worked was using Con and stand in a corner of the lot, then aim at her as she comes around the top corner towards you. I managed to hit her 4 times at one point with very little damage to myself for the whole time. I was at lvl3 with all of his stats too.

As strategies for this boss seem very plentiful, Ola and Jason add that Kaede's scope will in fact work, you can just stand in a corner and shoot Ayame as she runs straight towards you.

BOSS VII: AYAME BLACKBURN II

This fight is infinitely easier than your first confrontation. All you have to do is pay attention to which shutters open and shoot her when she appears in one before she can shoot you. However, there are a few things to look out for. When all the shutters open, she will run back and forth across the room, firing the whole time. She can be hard to hit during this attack, so try to stop it before it starts. Also, when she is down to the last bit of her health, all the shutters will close and she'll simply stand in the middle of the room, continuously shooting you until she's dead. Overall, this fight is

fairly easy and you should have no trouble taking her down.

#### BOSS VIII: CURTIS BLACKBURN

This is another duel, but it's slightly different than your one with Julia Kisugi. You must wait until the pigeon flies before you can fire. If you beat Curtis to the draw, you'll get a star. If not, he'll get one. The first one to get four wins. However, occasionally the pigeon will try to fake you out by hopping instead of actually taking flight. If you fire when this happens, Curtis will automatically shoot before you. To tell when the pigeon is actually going to fly, watch its head. When he raises his head high, he'll really be taking off. If you have any trouble, just watch to see if the pigeon's head goes past the top of the door behind Curtis. When it does, it should fly the next leap it makes.

Robert McCarroll and Karl point out that rather than watching the Pigeon, you can listen since it makes a cooing noise right before taking off for real.

#### PSEUDO-BOSS I: HANDSOMEMAN: PUNISHING RANGERS

The whole reason the this isn't truly a boss fight is because, well, it isn't a fight. It is more like a very interactive cutscene. All of the fights are prescribed. The Rangers for the most part will copy your every move. Certain characters will win everytime and certain ones will lose everytime. The first six fights will be completed without incident and their results are as follows:

- MATCH 1: Harman Smith Vs. Handsome Red- Win
- MATCH 2: Con Smith Vs. Handsome White Pearl- Loss
- MATCH 3: Coyote Smith Vs. Handsome Gold- Win
- MATCH 4: Kaede Smith Vs. Handsome Light Brown- Loss
- MATCH 5: Kevin Smith Vs. Handsome Dead- Loss
- MATCH 6: Dan Smith Vs. Handsome Blue- Win

When Mask steps up for his fight with Handsome Purple, he will at first seemingly lose. Then, he will get an upgraded suit and a second chance. Use Mask's new five-vial charge shot to take down Handsome Purple.

- MATCH 7: Mask de Smith Vs. Handsome Purple- Win

Just as the final match is about to begin between Garcian and Handsome Pink, Handsome Pink will emit a flash of light. After a scene between Garcian and Love, formerly Handsome Pink, this interesting battle, and the target will come to a close.

#### BOSS IX: GREG NIGHTMARE

To start off, shoot Mr. Nightmare until he starts swinging with enough momentum to make his pants fly off. Then... to put it suggestively as possible, shoot the big red thing between his legs until it explodes. Now, he'll summon seven Black Smiles. Unfortunately, you'll have to witness the death of all the Killer7 members except Garcian. When you become Garcian, pick up the Golden Gun and shoot the last Black Smile if there is one. Then shoot Nightmare to finish him off.

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#### 8. WALKTHROUGH

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The following walkthrough covers all difficulty levels. Though the difficulty differences are primarily combat-based, any major changes to puzzles are noted in the walkthrough. Also, the guide is fairly detailed and includes paths that

lead to converstations with Travis and Iwazaru that usually aren't necessary to complete the mission. Also, it's come to my attention that at least one of the carrier pigeon counts is inaccurate. Until I can go back through and recheck them all, I've removed them from the level overviews. Also, I've added reader contributions to the end of their respective levels, after my own walkthrough. This was just to make things a little more organized.

TARGET 00: ANGEL

LEVEL OVERVIEW

SLEEPING CHARACTERS: KEVIN AND MASK

NUMBER OF SOUL SHELLS: TWO

MISC. ITEMS: TWO ODD ENGRAVINGS

RING(S): VISION RING(EQUIPPED FROM START) AND FIRE RING

Near the end of the intro, as Garcian passes a camera, you will switch to Dan, who is good character for combat. To start off you may want to pick a certain character to use and upgrade primarily, switching to others only when necessary. At the beginning of this level, Kevin and Mask de Smith are asleep and you must kill a certain amount of Smiles before they will wake up. In the room past the entrance hall, you will talk to Iwazaru for the first time. Iwazaru, Travis, and other ghosts will give you tips on defeating enemies and sometimes will give you details regarding the story. Obviously, you'll want to talk to them whenever possible. There is also a Harman's Room on the right of this area. These are rooms where you can save the game, switch characters, and convert blood to serum to level up. Leave and go down the forward path. In this room you should encounter the first Smiles, so get acquainted with the combat. You should head automatically down the right hallway. You can talk to Travis in the elevator. You can also talk to Iwazaru twice in this area. Continue down the hall left of Travis' elevator and head into the parking garage. Switch to Dan if you aren't already him. You'll see a Camellia Smile, which means you should use Dan's combat ability. Scan the back wall to unveil a Duplicator. Kill some smiles that come from the eggs until you get enough thin blood to use a demon shell on the Duplicator core for an easy kill. Talk to Travis and take the first Soul Shell from his trunk. Proceed to the previous room and take the North path. Enter the stairwell and talk to Iwazaru, then proceed to the second floor. Kill all the Smiles and stop in the Harman's Room if necessary. Continue through the double doors and kill the regular Smiles and attempt to kill the Micro Smile for a nice bonus. After that head straight to talk to Travis then turn around and take the East hallway. Kill the Smile running towards you. At the end of the hall you'll see a brief scene featuring an unlucky lady. The north hallway has a door locked from the other side, so head South. Yoon-Hyun, a hint giver, is to your left, but using this guide, you shouldn't need him, so continue South. Here you'll have your first meeting with a striped-shirted ghost that will give you tips on defeating enemies. Continue through the doors, up the stairs, and talk to Iwazaru. Take the left hall at the top of the stairs to find the first carrier pigeon. Then, head down the other hallway to enter a large room. There are many smiles in here, so be careful. Take the northern hallway to go to the library. Take the West hall and go down the stairs. Go into the laundry area and turn off the dryer to get the Fire Ring. Proceed down this hall and talk to Iwazaru and use Coyote to unlock the door. You should be in a previous hall. Enter Room 212. Make sure the air conditioner is off and use the Fire Ring to light the candles in numerical order. On hard, the candlesticks won't be numbered, but you can count the rings on the bottom of them to find the correct order. If you mess up, you can turn the air conditioner on to snuff the candles and then try again. Check the shelves to get the Odd Engraving. Return to the hall and head South. Continue up the stairs to the room with many Smiles and head to the bathroom at the end

of the Western hall. Go to the sprinkler with the Fire Ring equipped then go to the toilet and flush it. Return to the laundry room through the library and grab the second Odd Engraving. Go back to the library and use the control panel to open a new path. Talk to Iwazaru in the West hall then switch to Mask to get into the Eastern warehouse. Here you'll find another carrier pigeon and Travis. Go back to the library and go up the stairs to the North. Talk to Iwazaru and enter the fourth floor. After another gruesome scene, go into the hallway. Continue straight and use Kaede to break the barrier. Take the Soul Shell and turn around. This time, go in the hole in the wall hallway and have Mask break the cracked wall and continue down that hall. Have Coyote pick the lock on Room 406 and enter to talk to Travis. Then head back to the hole in the wall hallway and take the North hall. Head South and talk to Travis. Then use Kaede to uncover the two real letters, N O. Go down the other hall and enter the letters into the lock to enter the boiler room. Talk to Travis and head up the stairs. Continue down the hall and enter Harman's Room to make any end of the level preparations. Continue down the hall and talk to Iwazaru. In the next room talk to the Gatekeeper and head through the door he unlocks for you. Go through the hall to the colosseum. Talk to Iwazaru then proceed forward. Before you reach the door, you'll have another conversation with the ghost with the striped shirt. Pay attention to what he says, because it applies to the enemy in the very next room. In the next hall, try to hit the Speed Smile's weak spot, but whatever you do, make sure it doesn't reach you. Luckily, the Speed Smile stops dead in its tracks whenever it is hit, so it shouldn't pose too much of a challenge. Continue down the hall and back to the Gatekeeper room, which will take you to an elevator. At the top, you'll become Garcian again. Talk to Travis and continue on. Enter the large hall, where you'll become Harman. You'll now enter a series of fights that I've grouped as a boss.

#### BOSS I: ANGEL/KUN LAN

For the first part of this boss, you are Harman and you must shoot the angel's wings off. Once that is done, use the character of your choice to finish it off. You must stand in one place until the angel begins its attack, then run behind it and shoot the four faces on its back. In the next room, as Harman, you must shoot Kun Lan, who teleports around behind the angel. After the cutscene, shoot Kun Lan in the hand to finish the fight and the mission.

#### Additional input from Tony Penton:

Run clockwise after she shoots at you. The way she's standing will allow you to see the spots on her back sooner. Running counterclockwise will make you run almost completely behind her to see her spots, and won't leave you enough time to get off many decent shots.

ANGEL COMPLETE!

TARGET 01: SUNSET

#### PART 1 LEVEL OVERVIEW

SLEEPING CHARACTERS: DAN, KEVIN AND CON

NUMBER OF SOUL SHELLS: ONE

MISC. ITEMS: ONE ODD ENGRAVING

RING(S): WATER RING

As you begin in Garcian's Trailerhome, head to Harman's Room. After the cutscene, use the TV and select Harman on channel one. After another scene, head outside through the living room. When you begin the mission as Garcian, head towards the gate and talk to Iwazaru. As you continue past him and through the gate, you will change into Mask. Quickly take out the Smiles and move forward. At the end of the northeast hallway, there is the level's first Harman's Room. However, to continue forward, you must use Mask to break the rock blocking the entrance. After Mask's warm welcome, proceed forward and

enter the waiting room on the right. Kill the Smiles inside. In the room at the end of the hall, You'll find Travis and a carrier pigeon. Head past them and use Coyote's special ability to reach the attic. Kill the Smile and head out onto the roof. At the end of the roof, you'll find a room containing Susie, who will give you the water ring. Head back out on the roof, through the attic and waiting room and return to the foyer. Be especially careful of the Smile in the attic, as it appears right next to you on your return trip. In the area North of the foyer, you can talk to Travis by taking the East path.

Then, continue North into the lobby. Here you are introduced to new Smiles, Bombhead Smiles. Shoot them in the head when they are exposed. You may want to take a break in this area's Harman's Room before moving on.

In the next area, head into the garden, kill the Smiles, break down the barrier with Kaede, and kill the Duplicator Smile with Dan's Demon Shells. After all that, you get the privilege of talking to Travis. Return to the building and head North. In the next room you'll meet Spiral Smiles for the first time. Kill them by shooting their green area. After that move to the guestrooms and use the water ring on the vase to the right. Then check the picture next to Yoon-Hyun to receive an odd engraving. Exiting the guest rooms, head down the Eastern hall and down the stairs into more guestrooms. Head to the right and down the North hall, then enter the room that the two Smiles emerge from. Here you will find Travis and a Micro Smile. Continue North and use your Odd Engraving to open the door. In this passageway, head North, though there is a Harman's Room to the East. Use Mask to move the wood in front of the kitchen. When you exit the kitchen, the debris blocking the Northern end of the hall will be gone as well. Continue through the next hall to the annex, where you must now look out for Another Smiles. Also look out for Smiles running towards you, as some will even come from off the path. Take a look at the sign across from Yoon-Hyun for a big clue to this area. The creatures on the board correspond to what paper door you must close in each house.

They are as follows:

West House-White Tiger (Here you will also find Iwazaru and a Micro Smile)  
North House-Black Warrior (Travis is inside this house)  
East House-Azure Dragon (There is a carrier pigeon at the house entrance and Iwazaru is inside the house)  
South House-Red Phoenix

As you exit the last house, the bridge will drop, allowing you to cross. However, I would recommend that you save in the annex's Harman's Room. After that, cross the bridge and be sure to grab the Soul Shell on the way. Go in the guesthouse to be transported to the Gatekeeper's area. Give him your Soul Shell and continue on to the Colosseum. Listen to the ghost and procede to the Vinculum Gate. Here you'll face a Phantom Smile. To defeat it, just hit the enlarged part on its body and make sure you don't miss. The door at the end of the path will take you back to the Gatekeeper's room. In the next room, the ghost once again stops you to give you some helpful advice. After that, you'll need to head to the owner's room as Harman to meet with Toru Fukushima. After you witness Mr. Fukushima's murder at the hands of another assassin, Julia Kisugi, reenter the owner's room. Head past Fukushima's body into the hallway. Talk to Travis, save your game if neccessary, and continue to the large hall for a showdown with Miss Kisugi.

#### BOSS II: JULIA KISUGI

This is not a very difficult battle, as all you must do is keep shooting until the timer runs out. Kisugi's hits are really dependent on the amount of your hits. For Dan, Kaede, and most others she will tend to score 40-50 hits, but with someone like Con her hit count will skyrocket past 100. Still, almost any character can take her down. The fairly obvious exception to this is Mask, who can't even come close to matching her shots. After you defeat Kisugi, you will have finished with Sunset... the first half, anyways.

SUNSET PART 1 COMPLETE!

PART 2 LEVEL OVERVIEW

SLEEPING CHARACTERS: DAN, KAEDE AND CON

NUMBER OF SOUL SHELLS: FOUR

MISC. ITEMS: ONE ODD ENGRAVING

RING(S): WIND RING

To start the second half of the target, simply head outside from Garcian's Trailerhouse. When you arrive at the Kaku building, look at the car. The car's windshield is marked with the following abbreviations:

BTJ

CSC

WTS

Take note, then head down the road. As you pass the camera, you change to Kevin. Dan, Kaede and Con start this level sleeping, so adjust accordingly. At the end of this room, there is a Harman's Room and a road to the North. Head North, keeping an eye out for Smiles. If you turn down the Western road, you can speak to Iwazaru. At the end of the North road, you'll find a vending machine. Use the vending machine to make the following selections that correspond to the abbreviations on the car:

Bloody

2 Tomato

Juice

Creamy

3 Southern

Coffee

Wild vegetable

6 Tempura

Soup

After you make your selections, the machine will move aside to reveal a path. In the next room, you will be introduced to Poison Smiles. These Smiles only die when they are shot in their weak spot. They can be especially tough on the harder difficulties, where you can't see their weak spots. If that's the case, you'll just have to cycle through the different places weak spots can appear. (head, for limbs) Head down the South hall, past a Harman's Room and into the Manager's Room. Go past the control panel and look at the poster on the East wall. On the way back to the main hall, have Coyote pick the control panel lock and turn it off. Head West all the way down the hall to talk to Travis. Then, enter Room 105 and roll the dice until you get snake eyes, like in the picture. This will open a drawer containing the first Soul Shell. Head back down the hall and enter the stairwell. Exit on the second floor and head down the South hall. Look at the poster near Yoon-Hyun. You will see a poker hand 9-K of hearts. Go down the West hall and enter the last room on the right. Flip over the 9 of spades on the table, and the remaining cards will form a Royal Flush. This apparently beats the hand on the poster in the other room. (In case you haven't noticed by now, I know nothing about poker.) Grab the second Soul Shell from the drawer and head back to the stairs and up to the third floor. Make sure to talk to Iwazaru on the third floor landing. On the third floor resides the first Mother Smile. Like Duplicators, use Dan to take out the Mother's core. Go down the South hall. In room 307 talk to Travis and look at the horse racing poster. Now head down the West hall and enter the last door on the left. At the horse race enter the order seen on the poster

(1437625) and start the race. After the race grab the third Soul Shell and head back out into the hall. Before returning to the stairs, enter Room 301. First use Dan to kill the miniature Duplicator then use Coyote to jump to the 4th floor. Grab the odd engraving and jump back down. Now take the stairs to return to the 4th floor, talking to Iwazaru on the way. As you enter the 4th floor, look out for the small army of Smiles that occupy the hall. Also, take note of the posters that line the hall near Harman's Room. Enter the hallway just past Room 401. In the back of the room, you must match the animals with the proper floral pattern, as shown on the posters. The number of each pattern on the card changes everytime, so you must go by the pattern, not the number:

Deer-Fall Leaves

Butterfly-Rose

Other Thing(I have no clue what this is)-Small red and green leaves with a red sky

When you match the correct patterns, yet another drawer will open with yet another Soul Shell. Upon returning to the main hall, use Kevin to get past the laser grid and reach the door to the Gatekeeper area. If you accidentally trigger the lasers, simply walk back through them to open the gate that appears. (Thanks to hoops\_humphrey for notifying me of this seemingly obvious omission) Give the Gatekeeper your Soul Shells and head to the Colosseum. After another ghostly encounter, you'll face a Backside Smile in the Vinculum Gate. Hit its armor plating to one side or the other to make it turn around, then hit the yellow orb on its back. Proceed to the room past the Gatekeeper and talk to Iwazaru. You may also want to save in Harman's Room. When you're done, enter the elevator. When you reach the basement, use Mask to blow open the wall. Here you'll face Jean DePaul.

BOSS III: JEAN DEPAUL

Just counting DePaul as a boss is a stretch. All you have to do is shoot the cracked area of the ceiling above him. After one hit, he'll drop to his knees and shoot himself. Although you start the fight as Mask, you can switch to anyone to do the deed.

Pass through the locker room and enter the Mah-jongg Room. After the cutscene, get the Wind Ring from Susie in the storage box, talk to Travis, and open the control panel with the Odd Engraving. Set it to B1 TOP and go back to the elevator. In the locker room, take out all the Smiles and talk to DePaul. Near the elevator, another ghost will talk to you. Listen and enter the elevator. On the roof, head past the tarp to find Harman's Room, Iwazaru, Travis and a Micro Smile. When you're ready to move on, use the Wind Ring on the tarp to enter the Meeting Room.

BOSS IV: KURAHASHI & AKIBA

Now this is a fight that's worthy of the boss title. I would strongly recommend using Kaede for this fight. I honestly don't know if it's possible with anyone else. Anyways, throughout the whole battle, you must stay on the defensive, shooting their projectiles out of the sky before they can hit you. When there's a break in the action, shoot the taller man's tie. After a bit, the short man will lean over to fix it, exposing his brain. Shoot him there and repeat until he goes down. Now, his partner will shoot out multiple projectiles that will circle above his head before coming at you. Shoot all but one of them out of the sky and he will lean forward. This will expose his brain, giving you an open shot. Repeat this until he goes down as well.

More help from Tony Penton:

You don't have to shoot any of the projectiles at all. Just stand at one corner of the table and wait for all of the projectiles to start coming. Then move to the other side of the table. If you move far enough, the projectiles

won't hit you, leaving you free to take a bunch of shots. You can also just wait behind either of the wall sections until you see their projectiles pop. It's helpful that they grunt (as they're making new projectiles) after the projectiles start coming at you.

SUNSET COMPLETE!

TARGET 02: CLOUDMAN

LEVEL OVERVIEW

SLEEPING CHARACTERS: DAN, KEVIN AND CON

NUMBER OF SOUL SHELLS: ZERO

MISC. ITEMS: ONE ODD ENGRAVING, TWELVE PRESIDENT'S COLLECTION FIGURINES

RING(S): STAMINA RING

As the target begins, Garcian will be issued a challenge by the man with a plan, Andrei Ulmeyda. After that, continue to Harman's Room to trigger an ahem... interesting scene. After the scene, select Harman using the TV. After talking to Harman, exit the trailerhouse.

Once you arrive at the outskirts of Ulmeyda InterCity, head towards the gates. On the way, you'll be able to speak to both Iwazaru and Travis. After entering the gates, Garcian will pass a camera and change into Coyote. You'll also encounter Ulmeyda Smiles for the first time in this area. A simple shot to the T-Shirt will take them out. Continue past Harman's Room towards the gas station. While in this area, look out for Smiles, as they seem to be constantly breathing down your neck. As you near the gas station, talk to the cult member. When you reach the gas station, use Mask to pull the semi. Open the gas pump to receive the Stamina Ring from Susie. You also will want to talk to Travis near the main gas station building. When you're done with that, exit this area on the Western road.

In this area, you'll encounter another new class of Smiles, Giant Smiles. You must shoot them in their single eye to take them out. For now, turn down the West road to find a carrier pigeon and the gate to the Suburb. Upon entering the Suburb, talk to the cult member. Using Coyote, you can jump on the roofs of all the houses in this area. Though most contain nothing of interest, there are a few you'll want to check out. On the second floor of 210 Terry Street, you'll find a vase. Use the Water Ring on the vase to receive an odd engraving. 220 Terry Street contains a first floor Harman's Room. Near 206 Terry Street, use Dan to take out the Duplicator Smile. After that, use Coyote to reach the roof of 206 Terry Street. In the second floor room, use Kaede to absorb the blood stain on the wall. This will reveal the President's Collection figurine 12. You will need to obtain all twelve President's Collection figurines to reach Ulmeyda. Exiting 206 Terry Street, head past where the Duplicator use to reside to find a Micro Smile and a locked door. Take out the Micro Smile and use Coyoter to pick the lock and move on.

Watching out for Giant and Ulmeyda Smiles, head North and talk to the cult member. Then procede to the gate lock. After using the odd engraving, enter "Hustle" (The keyword from Travis' shirt at the gas station) into the lock. In this area filled with Giant Smiles, it may be best to keep moving, especially if you aren't good at targeting their eyes. Check the bulletin board and the poster on the way to the diner. In the diner, go down the Northeast hallway and talk to the cult member. Then, keep using the toy dispenser until you get all the President's Collection figurines except 7. The dispenser takes coins you get from killing Ulmeyda Smiles, so if you run out, you'll need to go kill more. Take the other diner hallway to the back exit. Take a look at the neat picture on the way out as well. Out back, you'll have the pleasure of meeting Julia Kisugi again. You can also unlock the door to the Suburb with Coyote. Now, take the diner front entrance out to the main road and cross the railroad tracks. Here, talk to the cult member and enter the drug store using the picture of Anrei Ulmeyda you have in your inventory. After talking to the woman inside, the pharmacy warehouse door will open. Go inside to find a Micro

Smile and the President's Collection figurine 7. Make your way towards the post office and talk to the cult member. Go down the Western Road if you need to use Harman's Room. Otherwise, head to the post office.

Behind the post office, talk to Travis and continue down the mountain path. Many Diver Smiles occupy this path, so you may want to use Kevin's invisibility to simply run by them, especially near the end. Past another Harman's Room and right before the gate to the next area, talk to the cult member. Through the gate, proceed past the seven signs. Talk to Travis and head to the gate, where you must pass a quiz to continue forward. The questions and answers follow and the correct answers have an asterisk next to them:

Q1: How many people appear with Andrei Ulmeyda in the "GUARANTEE OF HAPPINESS" billboard?

- 3 People\*
- 4 People
- 5 People

Q2: How many continents were illustrated in the "World Peace" billboard?

- 3
- 4\*
- 5

Q3: What color was Andrei Ulmeyda's afro in the "Financial Reform" billboard?

- Yellow
- Green
- Purple\*

Q4: What did it say on Andrei Ulmeyda's T-Shirt?

- [TEXAS BRANCO]
- [TEXAS BRONCO]\*
- [TEXAS BRANCA]

Q5: Which of the billboard did it spell Ulmeyda's name as URMEYDA?

- A Perfect City\*
- A Powerful Society
- Guarantee of Happiness

Q6: This is number what?

- 3
- 5
- 6\*

What's the chairman wearing in the billboard "More Relaxed Way of Life"?

- T-Shirt
- Armored Protection
- Suit\*

In the next area past the guardhouse, the building's right entrance is a Harman's Room. Use the left entrance to move on. As you approach the trailer, the First Life "building" will collapse. Enter the trailer to confront Ulmeyda. After a few cutscenes, Enter the ambulance and find Ulmeyda to initiate this target's final battle.

BOSS V: ANDREI ULMEYDA

As it only takes one well-placed shot to kill Ulmeyda no matter who you use, speed takes precedent over power. This said, I would suggest using Con or Kevin. Using them, you can quickly maneuver through the ambulances and get behind Ulmeyda. Shoot his afro, which is attached to his body by many tendrils. One shot, and he'll go down.

CLOUDMAN COMPLETE!

TARGET 03: ENCOUNTER

PART 1 LEVEL OVERVIEW

SLEEPING CHARACTERS: DAN, KAEDE AND KEVIN

NUMBER OF SOUL SHELLS: THREE

MISC. ITEMS: ONE ODD ENGRAVING

RING(S): TIME RING

As always, head to Harman's Room when you gain control of Garcian. Select Harman on the TV. Then, head outside to begin the mission. As you pass through the amusement park gates, Garcian will turn into Con. As you follow the North road past Harman's Room, you'll be able to talk to Iwazaru and Travis before entering the arcade. Here, you'll meet the first Protector Smiles. These Smiles can only be taken out by a shot from Mask's granade launchers. In the next hall, past Harman's Room and Iwazaru, a gate will shut and block your path. It can't be destroyed right now, so go down the Western hallway instead.

In this area, Broken Smiles will make their debut. Their weak point is their cockpit, but their erratic movement can make them difficult to hit. Just try to gun them down before they reach you. Go down the Northeast road and enter Cinema 4. Take out the Smiles as you work your way to the stage. Use Mask to break open the wall. Still as Mask, open the chest you just uncovered. You'll receive another costume for Mask that makes him more powerful. Exit Cinema 4 and continue North down the road to Cinema 3. Once inside head towards the stage and talk to Travis on the way. On the stage, you can talk to Kurahashi & Akiba. Before going to Cinema 2, you'll need to wake Dan. You may need to backtrack to a Harman's Room to do so. When Dan is awake, enter Cinema 2. Use Dan to destroy the Duplicator. Then, go talk to Travis on stage. There is also a Harman's Room you can use on the West end of the stage. After clearing out Cinema 2, take the main road to the final cinema, Cinema 1. Inside is a treasure chest along with a couple Smiles. One is a Micro Smile. Kill it quickly and procede to the chest. Use Coyote to open the chest. Susie is contained inside and she'll give you the Time Ring. Now that all the cinemas are clear, go past them all into the little dead end niche at the end of the road. On the way, don't forget to talk to Iwazaru. Use the Time Ring on the old dressing table to get an odd engraving. Now run to the other end of the road and turn down the Southwest road. Talk to Iwazaru and continue on to the main breaker. Turn it on to light up the cinema front lights. Head to the light post where the balloons got snagged and use the Wind Ring. Take the first Soul Shell from the balloons.

Now return down the passage to the previously indestructable door. Use Mask(in his shiny new costume) to break down the door. Move on to Adventure Plaza, where you'll meet the first Protector Z Smile. Use Mask's Shock Shells (One vial of thin blood) to take it down. There are also two Mother Smiles in this area, which can make navigation a bit difficult. Head down the Killer Mansion path, using Dan to take out the Mother Smile blocking the way. Talk to Iwazaru inside fot a clue about getting through this maze-like area. To get to the center, you must choose the correct doors to enter. The correct door is always the one that has the picture of the Heaven Smile facing forward above it. When you get through all the doors, use Coyote to jump up onto the ledge. Talk to Travis to get another Soul Shell. Now, go towards the sofa, where Garcian will take a seat that returns him to Adventure Plaza. Next, go towards

the Freaky Fun House, once again using Dan to take out the Mother Smile. Now talk to Travis and use Mask to enter the Freaky Fun House. Read the information card just inside the door. Now kill all the Phantom Smiles and use Con to get through the Child's Entrance. Continue along in the next area until you find the crack in the wall. Use Mask to break it open and move on. In Squeaker's Attack you should use Kaede to snipe the mice that appear when you try to exit. Also watch out for Phantom Smiles in this room. In Burning Hot Hell, use the Wind Ring to put out the fire on the burning bridge. Now, quickly take out the Broken Smiles that rush at you. On your way across the bridge, you'll encounter another ghost. Just as you reach the end of the bridge, a Micro Smile will rush at you. In the next hall, use Kaede once again to hit all the targets on the gorillas. Now, take the door to the Spiny-Spiny Room. Here you'll face the one and only Ceramic Smile. Just run the opposite way it does to catch it, then shoot it in the heart. Go up to the Fallen Angel to get another Soul Shell and the Demon Gun, a new gun for Dan. After entering the door behind her, you'll once again be returned to Adventure Plaza.

After entering Adventure Plaza again, head straight, watching out for the new running Smiles that occupy the area. Stop in the Harman's Room to save if necessary, and go through the door. After going through the Gatekeeper area and the Colosseum yet again, you'll face a Mithril Smile in the Vinculum Gate. Simply shoot off its armor and kill it like a normal Smile. Upon returning to the amusement park, talk to Travis and save in Harman's Room. Another ghost will stop you before you can proceed to the parking lot for this level's final battle.

#### BOSS VI: AYAME BLACKBURN

I'm going to admit first that I have no fool-proof way to defeat this boss. On the higher difficulty levels, Ayame can get very tough. It's best not to bother trying to chase her because she is insanely fast. I think that the best strategy is to just stay in one spot and try to lead your shots ahead of her a bit so she runs into them. A fast shooter like Con seems to work best for this. Although it may seem like a good idea, Kaede's scope won't work. Ayame moves too fast for you to keep up with her with the zoom on. You may also want to try to take Ayame down using multiple characters, as she'll be constantly taking down your health. In any case, I wish you luck.

saxman52, hauntedkouban, and M. Cramer all suggested the Mask strategy for this fight to me. If you use Mask, you won't need to be as accurate with your shots, as the explosion leaves room for error. This seems to be the easiest way for most people to defeat Ayame. Personally, I've had no luck with it, but maybe I'm just incompetent.

Also, in the Squeaker's Attack room of the Freaky Fun-House, George Synnett and SaikoMelon have told me that instead of sniping the mice out of the block of cheese with Kaede, you can just blow the entire thing up with Mask to move on.

ENCOUNTER PART 1 COMPLETE!

#### PART 2 LEVEL OVERVIEW

SLEEPING CHARACTERS: KAEDE, COYOTE

NUMBER OF SOUL SHELLS: THREE

MISC. ITEMS: TWO ODD ENGRAVINGS

RING(S): POWER RING

After you exit Garcian's Trailerhouse and watch a gruesome cutscene or two, you'll gain control of Garcian outside of Curtis Blackburn's home. Talk to Iwazaru near the gate and move on. Entering the carport area, you'll become Dan. As you head forward, talk to Iwazaru again. There is a Harman's Room to the North, and the Western road leads to the garden. Killing the Bombhead

Smiles in your way, enter the garden. You may want to use Kevin's invisibility to maneuver around this area, or the regenerating Bombhead Smiles will constantly pester you. Take the Western road and talk to as you procede down it. Continue North until you reach the statue. Shoot at the statue with Dan's Collateral Shot to make it drop the first Soul Shell. Pick it up and return to the garden crossroads, this time taking the East path. Head all the way South and use the Fire Ring on the water tank. After grabbing the Odd Engraving, use Kevin to reach the Eastern door past the lasers. Once inside the garage, you can shoot the security terminal to disable the lasers outside. Head South and keep using the control panel near Yoon-Hyun until the middle-right square is blank. When you've done this, talk to Susie to get your last ring, the Power Ring. Return to the garden crossroads and take the North Road. Talk to Travis and enter the house.

In the house, take the North hallway. Go through the kitchen, talk to Iwazaru, kill the Micro Smile and continue forward. Go South at the next path choice to enter the bathroom. Here you'll find a Carrier Pigeon and Harman's Room. Now, return to the house entrance and take the South path. When you reach the fireplace, use the Water Ring on it to douse the fire. Grab the second Soul Shell. You can also use Coyote in the fireplace to jump up and talk to Travis. Now, use Mask to blow up the cracked wall and continue forward. In this room, use Dan to take out the Mother Smile. Go through the door to the next area. Here, you'll find a Protector ZZ Smile. Use Mask's Focus Shells (2 vials thin blood) to take it out. Take the road North using Kevin to get through the lasers.

When you enter the second house, take the Eastern hallway all the way to the end and enter the room. Use the Time Ring in the closet in this room to get another Soul Shell. Return to the house entrance and go down the West Hall. Turn off the security system in the North bedroom and continue to the room at the end of the hall. Here, you'll find a Micro Smile. Kill it and talk to Travis. Then, use Con to get through the Child's Entrance. Kill the Smile, grab the Oddd Engraving, and talk to your good buddy Andrei Ulmeyda. When that's all done return to the house entrance and take the North path. After clearing out the Smiles, save in Harman's Room before entering the Large Hall for a rematch with Ayame Blackburn.

#### BOSS VII: AYAME BLACKBURN II

This fight is infinitely easier than your first confrontation. All you have to do is pay attention to which shutters open and shoot her when she appears in one before she can shoot you. However, there are a few things to look out for. When all the shutters open, she will run back and forth across the room, firing the whole time. She can be hard to hit during this attack, so try to stop it before it starts. Also, when she is down to the last bit of her health, all the shutters will close and she'll simply stand in the middle of the room, continuously shooting you until she's dead. Overall, this fight is fairly easy and you should have no trouble taking her down.

Once Ayame goes down for good, turn off the pool security to your left. Now, you must head back to the pool, which is located near the exit to the first house. You can take a slight shortcut by using Con to go down the garbage chute in the room where you used the Time Ring in the closet. When you reach the pool area, head down the left side to talk to Travis or the right to talk to Iwazaru. Continue down the left side past Travis to reach the valve. Use your two Odd Engravings on it to drain the pool. Enter the newly drain pool and use Mask to blow open the cracked wall. Here you'll find Travis and a Harman's Room. After talk to Travis and using Harman's Room if necessary, continue through the basement door at the West end of the pool. After another journey past the Gatekeeper and through the Colosseum, you'll face a Laser Smile in the Vinculum Gate. Shoot it in it's weak spot(the head) before it can shoot you. When you arrive back in the basement, save in Harman's Room and switch to Dan before entering the next room to throw down with Curtis.

BOSS VIII: CURTIS BLACKBURN

This is another duel, but it's slightly different than your one with Julia Kisugi. You must wait until the pigeon flies before you can fire. If you beat Curtis to the draw, you'll get a star. If not, he'll get one. The first one to get four wins. However, occasionally the pigeon will try to fake you out by hopping instead of actually taking flight. If you fire when this happens, Curtis will automatically shoot before you. To tell when the pigeon is actually going to fly, watch its head. When he raises his head high, he'll really be taking off. If you have any trouble, just watch to see if the pigeon's head goes past the top of the door behind Curtis. When it does, it should fly the next leap it makes.

archpowell4 has informed me that sometimes, even when the pigeon's head goes above the top of the door, he may fake you out. However, he says that about five seconds before the pigeon will really take off, he will coo.

ENCOUNTER COMPLETE!

TARGET 04: ALTER EGO

LEVEL OVERVIEW

SLEEPING CHARACTERS: KEADE, KEVIN AND COYOTE

NUMBER OF SOUL SHELS: ZERO

MISC. ITEMS: ONE ODD ENGRAVING, A LOT OF COLOR SAMPLES

RING(S): NONE

Your normal routine at Garcian's Trailerhouse will be interrupted by the HandsomeMan: Punishing Rangers showing up on the TV. After you watch them and the bit of news that follows, head outside. As you begin the mission, head up the alley and talk to Iwazaru. The most important thing to remember in this target is to always talk to Iwazaru. Iwazaru holds all the color samples you will need to gain entrance into Trevor's house. After the scene in the next area, talk to Iwazaru again. Now go down the North alley to find a Harman's Room and Iwazaru. Use Mask to move the barrel to get to Iwazaru. Talking to him, you'll get your second color sample. Now, take the East alley and go through the blue door to the alley. Go down this road until you find Iwazaru. Talk to him for more color samples and move on. You'll need Con to get through this area. He can find the correct way out by following the sound waves that appear in certain doorways. After you make it through that maze-like area, you'll enter the first area to feature Roller Smiles. These Smiles will form into a wheel and roll across the ground at you. Other than that, they are the same as regular Smiles. As always, just make sure to either hit their weakspot or shoot them down before they reach you. Continue down the road and head down the North alley. You'll need Kaede to break the barrier here, so head down the East alley to wake her up in the Harman's Room. Make sure to get another set of color samples from Iwazaru on the way, as well. After Kaede breaks the barrier, talk to Travis behind it. Now enter the red door at the end of the East alley. In this area, move forward then turn East. Talk to Iwazaru for more samples and move on. Before entering the church, turn back down the North alley and use Coyote to jump up on the ledge and talk to Travis. Now, head back to the church and enter it.

Once inside the church, take out the Micro Smile. Watch out for Diver Smiles and head straight forward to talk to Iwazaru. To the West is Harman's Room. Turn East to enter a corridor. Head up the stairs to reach the church balcony. Here, talk to Iwazaru to get yet another color sample set. Return to the corridor you entered from and this time head into the darkened hallway. Use the Fire Ring on the lamp and go down the path it reveals. After a brief cutscene, continue down the hall and enter the next room. Here, switch to Dan, as you'll be facing the biggest Duplicator Smile yet. After destroying the Duplicator, continue on to the next room. At the crossroads, head West for

Harman's Room, South to talk to Travis, and East to exit the church. (Thanks to Dylan Altizer and Anthony P Quartilho for pointing out another of my errors so I could fix it.)

After exiting the church, take out all the Spiral Smiles and enter the door at the top of the stairs. Here, head all the way down the West alley and enter the door at the end. Check out the painting in this room and use Mask to blow open the wall. Behind it, you'll find Iwazaru with more color samples. Return to the previous area. Heading back down the alley, enter the door to the North. In this area, head down the East path and use the Time Ring on the object by the barrels to get an Odd Engraving. Continue down this path to talk to Curtis and enter the next area. Here, use Dan to take out the Mother Smiles while looking out for Roller Smiles. Move forward and talk to Iwazaru. After that, move ahead to the next area. At the junction, head North out onto the terrace to talk to Travis and use Harman's Room. Now use the Southern alley near the gate to reach the next area. Here, you must watch out for troublesome Roller Smiles rolling up and down the stairs. At the top of the stairs, clear out all the Spiral Smiles and use the Wind Ring on the windmills. Return to the previous area and go through the newly-opened gate. To the North are three lamps you can light with the Fire Ring. These can be used in conjunction with the other lamps to form a teleportation system. This allows for easy travel if you have to go back and look for missed color samples. Hopefully, you got them all and can procede forward without having to use the lamps. To find out, procede to Travis' front door. Your Odd Engraving will open the control panel, and if you have all the color samples, they will automatically unlock the door. Take out the many different colored Smiles inside and use Dan to kill the large plant blocking the path. After Dan confronts Trevor and the HandsomeMan: Punishing Rangers, you'll return to Garcian's Trailerhouse. Simply go outside to head to New York for your battle with the Punishing Rangers.

#### PSEUDO-BOSS I: HANDSOMEMAN: PUNISHING RANGERS

The whole reason the this isn't truly a boss fight is because, well, it isn't a fight. It is more like a very interactive cutscene. All of the fights are prescribed. The Rangers for the most part will copy your every move. Certain characters will win everytime and certain ones will lose everytime. The first six fights will be completed without incident and their results are as follows:

- MATCH 1: Harman Smith Vs. Handsome Red- Win
- MATCH 2: Con Smith Vs. Handsome White Pearl- Loss
- MATCH 3: Coyote Smith Vs. Handsome Gold- Win
- MATCH 4: Kaede Smith Vs. Handsome Light Brown- Loss
- MATCH 5: Kevin Smith Vs. Handsome Dead- Loss
- MATCH 6: Dan Smith Vs. Handsome Blue- Win

When Mask steps up for his fight with Handsome Purple, he will at first seemingly lose. Then, he will get an upgraded suit and a second chance. Use Mask's new five-vial charge shot to take down Handsome Purple.

MATCH 7:Mask de Smith Vs. Handsome Purple- Win

Just as the final match is about to begin between Garcian and Handsome Pink, Handsome Pink will emmit a flash of light. After a scene between Garcian and Love, formerly Handsome Pink, this interesting battle, and the target will come to a close.

ALTER EGO COMPLETE!

TARGET 05: SMILE

PART 1 LEVEL OVERVIEW

SLEEPING CHARACTERS: NONE

NUMBER OF SOUL SHELLS: 7

MISC. ITEMS: NONE

RING(S): NONE

When you enter Harman's Room in Garcian's Trailerhouse, you'll get a nasty surprise. Samantha is dead and Harman is nowhere to be found. So, naturally, you must go looking for him in the new area of Garcian's Trailerhouse, the Forbidden Room. After seeing Harman and Kun Lan's interesting reactions to Garcian's presence, you can head outside.

When you start off in the Union Hotel, you'll be in the lobby with a Micro Smile and a Mother Smile. Take out the Micro Smile, and before dealing with the Mother Smile, run down the lounge path to find a Harman's Room. Enter and change to Dan. After you take out the Mother Smile, you can talk to Iwazaru near the hotel entrance. Use Kaede to break the barrier behind the receptionist's desk to find the first Soul Shell. Now go into the elevator and go to the second floor.

Once you arrive on the second floor, talk to Iwazaru. Then, turn down the North path to confront a Duplicator Smile. After you use Dan to take the Duplicator out, head further down this path and enter Room 203. This room contains the second Soul Shell and nothing else. You can now return to the return to the elevator and go to the third floor or you can go down the East hall to find a Harman's Room.

The third floor is filled with Phantom and Another Smiles. Make your way past them to find Harman's Room. Further past that is Room 306. Inside Room 306, talk to Iwazaru in the bedroom then enter the bathroom. Shoot the plug out of the wall before reaching into the tub for the third Soul Shell. Return to the elevator and move to the next floor.

On the fourth floor, there is a Micro Smile in the left hall near where you start on the floor. Kill it and move down the hall past Room 404 and Harman's Room. Enter Room 406 at the end of the hall. Inside, talk to Handsome Black. Go back down the hall and enter Room 404. Go into the bathroom to talk to Iwazaru. In the bedroom, use Mask to blow open the cabinet to get the fourth Soul Shell. Now enter the elevator and go to floor five.

Once you arrive on the fifth floor, enter Room 502. It is located down the North hall. Inside, talk to Mills. Use the Fire Ring to light the candles in the bedroom. Grab the Soul Shell and leave the room. You can stop in Harman's Room down the East hall before going to the sixth floor.

On the sixth floor go down the North hall, being careful of one of the many Laser Smiles that are on this floor. Talk to Iwazaru. Dispose of another Laser Smile before you use Coyote to enter Room 601. Talk to Travis in the bedroom and grab the sixth Soul Shell. Once again, there is a Harman's Room you can use before moving on. Enter the elevator and go to the seventh floor.

Once the elevator arrives on the seventh floor, talk to Iwazaru and use the Wind Ring on the flowers to get the seventh and final Soul Shell. Save in Harman's Room before entering the suite. Give the Gatekeeper your shells and move on through the Colosseum to face the Timer Smile in the Vinculum Gate. Shoot all of the red spots on it to kill it. Watch out though, because it will sprint at you when there is only one left. After you kill it and return to the hotel, enter the room to complete the first half of Smile.

SMILE PART 1 COMPLETE!

PART 2 LEVEL OVERVIEW

SLEEPING CHARACTERS: NONE

NUMBER OF SOUL SHELLS: ONE

MISC. ITEMS: ONE ODD ENGRAVING, CASSETTE PLAYER, TEN CASSETTE TAPES

As you start in Garcian's Trailerhouse, go outside to receive your new mission from the new informant. When you begin outside the school, walk towards

the main entrance and talk to Travis. Continuing past him, enter the school. Inside, talk to Iwazaru then go upstairs by taking the entry hall path. At the top of the stairs, enter the Data Room. Walk past Yoon-Hyun and the terminal and stop at the control panel. Enter the code 3576(thanks to drm309 for pointing out that the code was previously incorrect.) into the control panel to open a passage with Travis inside. Talk to him and he'll give you the cassette player. Exit the Data Room and continue down the upstairs hallway past the Harman's Room. At the end of the hall, grab cassette #5. Go back to the main entrance and this time take the North hall and enter the corridor.

In this hall, talk to Iwazaru, then use Kaede to enter the ladies' room. Flush the toilet inside to get the last pigeon memo and cassette #1. Continue down the hall and enter the classroom. At the back of this classroom is cassette #6. Exit the classroom and enter the next hall right next to it. As soon as you enter this hall, there is a classroom to your left. Enter it, kill the Smile and grab cassette #2 on the table. Back in the hall, continue straight until you reach the next classroom. Inside is cassette #4. In the hall, head west to find another classroom a few steps away. Inside check the board, grab cassette #3, and talk to Iwazaru in the back of the classroom. Head back down the hall, and turn into the Southern hallway. You'll find yet another classroom on your right. Inside, kill the two Mithril Smiles and grab cassette #8. Continue South to find another classroom on your left. Inside you'll find cassette #7. As you return to the hallway and continue forward, you'll notice a large locked door. There is also a Harman's Room at the end of the hall. Shoot locker #656 in this hall to talk to Travis. Then, shoot locker #666 to get a Soul Shell and cassette #9. Shut locker #666 by shooting it. This, in turn, will open another locker. Keep shutting all the lockers until you reveal Mask's final costume. After grabbing it, keep shutting the lockers. Eventually, the large locked door will open.

In this area, go all the way down the North hall to talk to Travis. Now go up the Western stairs. At the top, switch to Dan and enter the cafeteria. Inside you'll face the final Duplicator Smile. After you take it out, head North and talk to Travis. Then exit the cafeteria to the South. In the next hall, save in the Harman's Room and enter the library. After another trip past the Gatekeeper and through the Colosseum, you will once again enter the Vinculum Gate. This time, you'll face a Galactic Tomahawk Smile. You must simply shoot down as many missiles as possible before they reach you, and continue shooting the Smile when you can. After the Smile is defeated, grab the final cassette and exit the library. Past the Harman's Room is the Principal's Office. Before entering however, you may want to listen to all the cassettes you have collected.

After Garcian beats Mr. Keane at Russian Roulette, enter the Chairman's Room. Here you must enter two codes into the operation panel. They can both be found in the tapes you have collected. They are 55549 and 72712. Past the next safety measure, a fingerprint ID, you'll find the safe. You don't need the combination, as you can open it by simply turning the dial right then left, waiting for music both times. After you get the Odd Engraving from the safe, you must return all the way back to the Data Room. To get there quickly, shoot the trophy in the Principal's Office. This will open a secret passage to the emergency staircase. Talk to Iwazaru on the way down, then take the path that leads back to the main school entrance. Keane will talk to you before you enter the Data Room. Inside the Data Room, you'll need both the Odd Engraving and Garcian's Vision Ring to use the terminal. You will then need to complete a quiz. The answers can be found on the cassette tapes and are as follows:

Q1: Your surname?

A: PARKREINER

Q2: Your student ID#?

A: 00480158

Q3: State of Birth?

A: ALABAMA

Q4: Your birthdate?

A: 11221942

Q5: Your Blood type?

A: B

Q6: Father's name?

A: MICHAEL

Q7: Mother's name?

A: KATHARINE

Q8: Date of Death?

A: 04281952

Q9: Your Social Security code?

A: EAGLE

After the quiz, head back outside and head towards the Gym. Talk to Travis outside and enter. After listening to the ghost inside, activate the control panel. After the cutscene, you'll switch to Dan and have one final fight.

BOSS IX: GREG NIGHTMARE

To start off, shoot Mr. Nightmare until he starts swinging with enough momentum to make his pants fly off. Then... to put it suggestivly as possible, shoot the big red thing between his legs until it explodes. Now, he'll summon seven Black Smiles. Unfortunately, you'll have to witness the death of all the Killer7 members except Garcian. When you become Garcian, pick up the Golden Gun and shoot the last Black Smile if there is one. Then shoot Nightmare to finish him off.

When the battle is done, exit the Gym to go to Garcian's Trailerhouse. In turn, exit the Trailerhouse to return to the Union Hotel. There are no Smiles in the hotel this time. All you need to do is check the bloodstains in the hotel as you ascend the floors. They are all located where the Soul Shells were during your previous visit. When you reach the roof and find out the ultimate truth, you will have completed Smile.

SMILE COMPLETE...

Arlow pointed out the following differences in the identity quiz for the PAL version:

Q4: Your birthdate?

A: 22111942 (instead of 11221942)

Q8: Date of Death?

A: 28041952 (instead of 04281952)

Q9: Your Social Security code?

A: ADLER (instead of EAGLE)

TARGET 06: LION

This short target serves as an epilogue to the story. When you gain

control of Garcian, you'll have to navigate across Battleship Isle until you reach the Colosseum. There are Heaven Smiles along the way, and you can no longer see them because Garcian no longer has the Vision Ring. You can still make them out well enough to shoot them, though. Shoot the ones that are in your way and continue along the path until you reach the Colosseum. Inside, take the stairs down to the basement. At the end of the hall, you'll talk with Matsouki (or whatever his name is). Your choice has an effect on the ending, but you can choose either one you want. After you choose, you'll go through the door and end up in Garcian's Trailerhouse. Exit Harman's Room and go down to the basement. After chasing what appears to be Iwazaru, shoot him five times to complete the final target.

Also, saxman52 and SaikoMelon informed that although you can't see the Smiles in this level, you can lock on to them by pressing B. This was something I wasn't aware of, and I thank them for telling me about it

KILLER7 COMPLETE!

After beating the game, you will unlock Killer8, where in addition to the seven characters already available, you can also play as a young Harman Smith. After completing Killer8 you unlock Hopper7, which is just Target 00: Angel with all the smiles replaced with men in grasshopper masks.

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## 9. CONTACT

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I would appreciate any positive and or constructive feedback regarding completed sections of the guide. Please don't point out any omissions until I have the first full version of the guide completed. However, you are welcome to e-mail me about anything I missed or got wrong in the completed sections. Also if you have any alternative strategies, I would love to hear and include them with due credit.

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## 10. CONCLUSION/LEGAL

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