

Killer 7 FAQ/Walkthrough

by MrShotgun

Updated to v1.21 on Jul 26, 2007

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Killer7

FAQ/Walkthrough

By MrShotgun of GameFAQs

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Author's Pledge
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When Richard Taylor of New Zealand's Weta Workshop undertook the monumental task of the production design for the Lord of the Rings films, he gave this speech to his employees. Recognizing the significance of this speech, I have adopted it as my own pledge to the quality of my guides. God, I'm a nerd.

"If you can't rise to the highest level of enthusiasm, passion, and professionalism, and grasp this task as if it is the most important thing that you have ever taken on in your life, you aren't worthy of the task. We have been blessed with this opportunity." - Richard Taylor, Weta Workshop

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Version Information
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it is augmented with a scope which makes fighting extremely far off enemies much easier. KAEDE also has an affinity with blood - her special power can remove certain barriers and unveil hidden messages by slitting her wrists. No, not kidding.

Ability

Down Attack - Power Level 1, Speed Level 1
Counter Attack - Power Level 1, Speed Level 1, Waver Level 1,
Criticals Level 1
Double Tap - Speed Level 3
Critical Lock-On - Power Level 4, Speed level 4, Waver Level 4,
Criticals Level 4

Kevin Smith - "Four Eyes"

A really useful character for when you're surrounded by powerful enemies and are low on health, Kevin has the ability to become invisible for extended periods of time (how long depends on the level of his Invisibility skill). Kevin uses the relatively weak Knives as his main weapon, but the Knives do have the advantage of never having to be reloaded.

Ability

Charge Shot - Default
Down Attack - Power Level 1, Speed Level 1
Counter Attack - Power Level 2, Speed Level 2, Invisibility Level 2,
Criticals Level 2
Shine Sparkling - Power Level 3, Speed Level 2, Invisibility Level 2,
Criticals Level 2
Enemy Slow - Criticals Level 3, Criticals Level 3
Critical Lock-On - Power Level 5, Speed level 5, Invisibility Level 5,
Criticals Level 5

Coyote Smith - "The Thief"

Similar to Dan statistically, Coyote's usefulness is extremely limited thanks to his gun's absurd recoil. You will HAVE to readjust your aim after every shot. Coyote's main use is his amazing jumping ability and his ability to unlock padlocks (not locks - padlocks). If you're anything like me, these will be the only times you use him.

Ability

Charge Shot - Default
Down Attack - Power Level 1, Speed Level 1
Foot Lock-On - Speed Level 2, Waver Level 2
Counter Attack - Power Level 2, Speed Level 2, Waver Level 2,
Criticals Level 2
Double Tap - Speed Level 3
Deadly Blow - Power Level 4, Criticals Level 4
Criticals Lock-On - Power Level 5, Speed Level 5, Waver Level 5,
Criticals Level 5

Con Smith - "Shorty"

Similar to Kevin in that his abilities are largely situational in nature, Con does have the perk of being the only character in the game to possess fully automatic weapons (at least, of the original Killer7, not counting the Killer8). Equipped with two fully-automatic pistols, Con is essential while fighting enemies who require rapid firing. And his reload time is pretty good too. Con's innate ability is increased running speed (which he can increase even more for covering large stretches of ground in short time). He is also

the youngest, and therefore shortest, member of Killer7, allowing him to slip into gaps and passages much too small for the other members.

Ability

- Down Attack - Power Level 1, Speed Level 1
- Counter Attack - Power Level 2, Speed Level 2, Waver Level 2, Criticals Level 2
- Critical Lock-On - Power Level 4, Speed Level 4, Waver Level 4, Criticals Level 4

MASK de Smith - "The Mask"

A retired wrestler, MASK possesses the largest number of hit points in the game (not counting Old Harman), and also comes with dual Grenade Launchers. As with Coyote, MASK's abilities are really only used when called for. The fact that his Grenade Launcher Shell's prevent the acquisition of blood except against certain enemies makes him a rather unpopular and impractical choice for your main character. The plus side is, MASK's shells can break through damaged walls and certain other furniture. His strength can also be used to move certain obstacles.

Ability

- Charge Shot - Default
- Down Attack - Power Level 1, Speed Level 1
- Counter Attack - Power Level 1, Speed Level 1, Waver Level 1, Range Level 1
- Criticals Lock-On - Power Level 5, Speed Level 5, Waver Level 5, Range Level 5

Old Harman Smith - "The Master"

Harman is the "leader" of the Killer7, and is not a readily available character in the game. You only play as him in a few key points. He is invulnerable to all damage, and possesses the extremely slow-firing but extremely powerful Sniper Rifle.

Young Harman Smith

Equipped with a Tommy Gun, Young Harman is only available in the bonus Killer8 Mode which you unlock after beating the game once. Young Harman can be upgraded like the other characters, and his gun has a mind-bogglingly massive magazine. The availability of the Tommy Gun is likely a nod to Resident Evil 4, which also had a Tommy Gun as it's "ultimate weapon."

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Step into Harman's Room (yes save) and save if you like, then return to the Lobby. Head for the Elevator Hall.

Elevator Hall

Run forward a ways, and you'll hear the soon-to-be familiar cackle of a Heaven's Smile. Pull out your guns and scan for it; kill it before it can reach you. Always aim for Smile's weak points. Run to the end of the hall, and you will turn around a corner. Watch out for a Heaven's Smile who comes around the corner. Keep going down this hall, and left around the corner. Run to the end of the hall and enter Parking.

Parking Lot

Go forward, then northwest deeper into Parking. Kill the Cammelia Smile (these guys are allegedly harmless, but I don't like to take chances). At the other end of the parking garage there is a Duplicator. It steadily spits out eggs, which hatch into standard Heaven's Smiles. Shoot the Duplicator's yellow eye using Dan's Collateral Shot (draw out Dan's weapon, and press Y three times, aim and then fire) to kill it in one hit. If you don't have enough Thin Blood, then you'll have to use regular shots. Watch out for the Heaven's Smiles who hatch from the eggs as you fight the Duplicator. Run to the end of the Parking Garage.

Speak to Travis in the car, and the trunk will pop open. Look inside the trunk to find a Soul Shell, the currency you need to pay the GateMan who guards the level's boss. Return to Elevator Hall.

Elevator Hall

Run back out to the main hall, and where the hall splits north and south, go north. Kill the Heaven's Smile, and then go through the door to the Stairs.

2F Stairs

Run up the stairs and through the door to the 2nd Floor.

2nd Floor Hallway

Run forward, and another cut scene will take place. After the scene, run left around the corner, and take out for Heaven's Smile in the room. Run to the end of the hall, where you will find a Harman's Room (no save) on the right. Enter it and turn your Thick Blood into Serum, and use it to level your characters skills, and wake up Kevin or MASK if you can (it's unlikely that you can wake up both). Remember to level all of the Killer7's Skills equally, as you will not have access to all of your characters at the same time.

After you have upgraded your characters, return to the 2nd Floor. Watch out for the Heaven's Smile on the right, who will have respawned. Enter the door on the north end of the hall.

Stairs For Residents

Don't move as you enter this room; unless, of course, you want to be blinded by a Micro Smile as you fight two Heaven's Smiles. After the pair of Heaven's are dead, run north up the hall to attract the Micro Smile. Try to shoot it down if you can, but don't sweat if you can't. It only blinds you temporarily, and deals no damage.

Return to where the hall stretches north and east, and go east. Kill the Heaven's Smile who runs towards you, then go to the end of the hall to trigger another cutscene. After the cutscene is over, go south at the junction. Keep going south past Room 212, and watch out for a Heaven's Smile who comes running towards you.

Run to the end of the hall for your first meeting with Billy Bloodysunday. After the cutscene, enter the doors to the Stairs.

3F Stairs

Go around the corner, and then north up the stairs. Where the path branches West and South-Southwest, go SSW. Take the memo from the Carrier Pigeon at the end of the hall, then return to the branch and go West. Enter the Harman's Room (no save) to make more Serum and power up your characters, then return to the 3F Stairs and go west through the door.

Hall

Run forward a bit, and shoot down a Heaven's Smile when you hear it's laugh. Run forward until you are just inside the larger room, and immediately pull out your gun and kill the three Heaven's Smiles to the north. Go north at the junction, and run through the door at the end.

Library

Go west at the junction, and through the door at the end of the hall.

Laundry Room

Run south down the stairs, and enter the Harman's Room (yes save) to stock up on Serum and Save if you need to. Back in the Laundry Room, keep going south down the stairs. In the Laundry Room, open the Dryer at the junction by interacting with it and turning it off. You will now have your first encounter with Susie, the decapitated serial killer. She will give you the Fire Ring.

Turn back around so that you are facing west, and return to the stairwell. Go north back up the stairs and through the Library, through the Hall, the 3F Stairs, and return to the Stairs For Residents. Watch out for Heaven's Smiles in the Hall.

Stairs For Residents

Go north to Room 212, and watch out for the Heaven's Smile who comes around the corner. Enter Room 212.

Room 212

Pause the game and equip the "Fire Ring" in the Items submenu. Run to the west side of the room, and interact with the Candle. The Fire Ring will light the candles as you command it to. Light them in number order from 1 to 5, as it is written on the base of each candlestick. Once you have lit the candles in the proper order, a shelf will open in front of you. Interact with the Shelf to find an Odd Engraving. Go east back to Stairs For Residents, south back down the hall (watch out for Heaven's Smile), through the door to 3F Stairs, back to the Hall. Stop off in Harman's Room (no save) at the 3F Stairs to make Serum.

Hall

Run west until you are just inside the large room, then aim north to kill four Heaven's Smile. Go west to the end of the room and through the door.

Toilet

Kill the Heaven's Smile directly in front of you as you enter, then run to the West End of the room. Make sure you Fire Ring is equipped, then interact with the Sprinkler. The Fire Ring will activate the Sprinkler, which will fill the Toilet Bowl with water. Flush the toilet, and it will drain into the broken pipe on the floor below (the Laundry Room), washing an object onto the floor. Return to the Hall, then go north (kill more Heaven's Smiles) into the Library, then west back to the Laundry Room.

Laundry Room

Run south down the stairs, and around the corner to near where Susie gave you the Fire Ring. Pick up the Object off the floor to get the Odd Engraving. Go west, back around the corner and up the stairs. Step into Harman's Room to make more Serum and save, and then go north back up the stairs to the Library.

Library

Run to the east end of the hall and interact with the Control Panel. Both of your Odd Engravings will fit into place, moving the bookshelves in the room around, letting you access the opposite end of the hall. Run west to the front of the door, then face north and quickly kill the three Heaven's Smiles who come towards you. Go north, and then east towards the Warehouse. Use MASK' Grenade Launchers to blow a hole in the cracked wall. Switch back to the character of your choice, and kill the Heaven's Smile just on the other side of the cracked wall.

Keep going east into the room you opened, and turn south at the junction to find another Carrier Pigeon. Go west back to the main room, and head to the north end of the room and enter the doorway.

4F Stairs

Run west down the hall, then turn north-northwest up the stairs. Go all the way up the stairs and around the corner. Enter the Harman's Room (no save) to make Serum if you need to, then return to 4F Stairs and go east to the end of the hall and through the door.

Stairway Hall

Run forward a bit to trigger another cutscene, then run to the end of the hall and through the door.

4F Hallway

Kill a Cammelia Smile directly in front of you as you enter, as well as the Heaven Smile directly behind it. Run forward, and go north at the junction to the end of the hall. Switch to KAEDE and use her Special Ability (Press Y) to destroy the wall (you will need a vial of thin blood). Take the Soul Shell from the dresser on the wall's opposite side. Switch back to your personality of choice, and run back south to the junction. Go west through the large hole in the wall. Watch out for the Heaven's Smile who comes around as soon as you enter the tunnel.

Ignore the cracked wall (you can break it with MASK if you want, but it leads nowhere important). Go north around the corner, and around the corner at the end of the hall to go west. Go south around the corner to find another Cammelia Smile, who will probably commit suicide before you can shoot her. Run to the blood-stained wall, and switch to KAEDE. Use her special power with Y (again, you will need another vial of thin blood). KAEDE will absorb some of the blood on the wall, revealing a pair of letters. Remember this pair of letters.

Back on your personality of choice, go north back to the end of the hall, then head west-northwest at the junction. Run down the hall, and enter Harman's Room (yes save) to make more Serum and save. Back in the 4F Hallway, go north to the end of the hall. Interact with the Boiler Room Door, and you will be prompted to enter a Letter-Coded Combination Lock. Remember the two letters we found earlier with KAEDE? In case you didn't, they're N & O - NO. Enter NO into the combination lock to open the door.

5F Stairs

Run north up the stairs, and you will swing around the corner to face east. Watch out for the Micro Smile who charges at you - but remember, they don't damage you, only blind you momentarily. A Heaven's Smile follows closely behind the Micro Smile. Keep running east until you round another corner, and kill another Heaven's Smile. Now going south, run to the end of the hall. Kill another Heaven's Smile, and find ANOTHER Harman's Room (they grow steadily less plentiful as the game goes on). Enter it to make more Serum if you have any Thick Blood.

Back in the 5F Stairs, kill any Heaven's Smiles who may be lurking about, then go south, east and south again through the corner. Run to the end of the hall and through the door.

GateMan/Colosseum

This is near the level's end, so if you like you can return to previous areas of the level to farm more Thick Blood, to make more Serum and power up your characters. This is far from necessary, however, particularly on easier difficulty levels of the game. Alternatively, you can just repeat levels from the Target Selection Menu.

Run forward and speak to the GateMan. In exchange for your Soul Shells, he'll let you enter the Vinculum Gate, where you will challenge a new kind of Smile.

Defeat the Smile, and he will allow you to enter the boss' room. This pattern repeats for the rest of the game, so get used to it.

Pay the GateMan, and head through the door on the right. Go up the stairs and through the door at they're top to enter the Colosseum. Follow the guided path around the Colosseum, and through the door on the other end, where you will encounter Billy Bloodysunday again. He'll give you some tips on how to beat the Smile on the other side of the door.

VinculumGate

Here, you will meet the Speed Smile. He'll run at you semi-quickly from the end of an extremely long hall. Aim for the shiny golden weakpoint if you can; the Speed Smile has a ton of hit points. Use KAEDE's scope to hit him while he is at the far end of the hall, then switch to Dan or MASK when it gets close. Once the Speed Smile is dead, go south to the end of the hall and through the door.

GateMan

You're back at GateMan now. Don't ask how this works geographically. It's the magic of a psychotic mind at work. Run forward and through the door on the left, and down the stairs on the other side through another door.

Elevator

Run forward a ways, and enter the Harman's Room (save) on the right to save and make more Serum. Return to Elevator, and go to the south end of the hall. Enter the Express Elevator.

6F Hallway

As soon as you come out of the elevator, another security camera will target you and change you back into Garcian. Go north and up the stairs, where there is a junction. Go east for another encounter with Billy Bloodysunday, or west to skip it. The two halls meet on the other side of the wall; go north at the junction. Enter the door.

Dance Hall

As soon as you enter, another security camera will catch you and turn you into Harman Smith, pushed along in his wheelchair by Samantha. Harman will roll forward, and Samantha will disappear. You will now encounter Angel, the big boss of this first level.

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Boss: Angel
~O~O~O~O~O~

In this fight, you will begin as Harman, and then change into the Killer7 after his stage of the fight is over.

For the Harman Stage, don't worry about dying. Angel doesn't attack in this phase, and Harman is invincible anyway. Get out Harman's Sniper Rifle and shoot out Angel's wings. Aim for their base. Once all of the wings are destroyed, you will change back into the Killer7, and Angel will begin

the cutscene, interact with the television, and change to Harman (channel one on the television) to trigger another cutscene. Back in control of Garcian, leave Harman's Room and go to the west end of Garcian's Trailerhouse. Go out the door. Go through several more plot-heavy cutscenes, until you are once again placed in control of Garcian.

Main Gate

Go north along the stone path and through the gate.

Front of the Foyer

You are put at an immediate disadvantage on this level, as the three personalities initially available to you aren't the best. Go for KAEDE or Coyote, whichever you prefer (I prefer Coyote, since his gun doesn't have the ridiculous reload time that KAEDE's does). Kill the pair of Heaven's Smiles, then go north along the stone path.

When you reach the rock sitting in front of the building, change to MASK. If you want, you can run to the northeast to find another Harman's Room where you can save your game and make more serum. As MASK, interact with the rock and he will break it open, letting you access the door to the Foyer. As soon as the rock is broken, a cutscene will play, and automatically move you into the Foyer. Part of the building will catch on fire at this point; don't pay any attention to it.

Foyer

Switch back to Coyote or KAEDE (MASK is unable to get blood from most enemies - not a good thing), and run north up the hallway. At the far end of the hall, enter the door to the Waiting Room on the right.

Waiting Room

Take out the two Heaven Smile's and the Cammelia Smile as soon as you enter, then run east down the hall. Part of the way down the hall, a Micro Smile will also attack. Be careful from here on in this room; if you hear a laugh, then a Heaven's Smile is coming in behind you.

At the junction, take the Carrier Pigeon, then go south deeper into the room. You will hit an apparent dead end. As Coyote, stand at the dead end and press Y to perform a Super Jump (you will need a vial of thin blood).

Look to the north as you come in to find a Heaven's Smile. Run all the way to the north end of the attic, and go through the gap in the wall.

Courtyard Roof

Run all the way north, then west, and then south to another open window. Enter the room.

Run south into the room, where Susie will give you the Water Ring. Return to the Courtyard Roof, go back through the attic to the Waiting Room, and return to the Foyer. Watch out for a Heaven Smile who will try to ambush you from behind in the attic, and two more Heaven's Smile in the hallway near the Foyer

entrance.

Foyer

Go north through the courtyard door.

Courtyard

Run north along the path to the end, and stop to kill the Heaven's Smiles when you hear their laughter. There are three total. At the end of the path, there is a junction which goes north and east. Go north and through the lobby door.

Lobby

A brand new variety of Smile waits for you in this room: the Bomb Head Smile. These guys have a large shell on their heads, which opens periodically to reveal their eye. Wait for the shell to open, and then shoot this eye to kill it. Alternatively, you can shoot the shell while it is shut, but this will just make the Smile self destruct and you will not receive any blood. Use KAEDE to sharpshoot the eye if your aim is poor.

Kill the Bombhead Smile, then run north to the end of the hall. When you reach the end of the hall, look into the room to the right and kill another Heaven's Smile and two more Bombhead Smiles. At the junction, go east into the lounge to reach a Harman's Room (yes save). Use it to save and make more Serum, as well as to wake up any additional personalities if you want to. I prefer to use Dan more than the other personalities, as his gun is more reliable than Coyotes, has a shorter reload time than KAEDEs, and actually gives Blood unlike MASK's. But play as who you want.

Back in the Lobby, kill the respawned Bomb Smile and Heaven Smile, then go west back to the junction. At the junction, go north and to the end of the hall, and through the hallway door.

Guest Room Alley

Run north along the path, and at the junction, keep going north along the path. At the end of the path, enter the door to the stairs.

Large Hall

Another new type of enemy in the Large Hall: Spiral Smiles. These Smiles are large spheres, which roll slowly towards you, making a distinctive jingling sound. Aim for the small green face on the Spiral Smile to destroy it.

Run east to the top of the stairs, and kill the Spiral Smile at the top. Run around the corner and north, and kill two more Spirals. At the junction further north, go west into the guestroom. Kill the Heaven Smile, then run all the way into the guest room. Equip your Water Ring, and interact with the Vase. After the flowers in the vase have bloomed, progress deeper into the Guest Room and interact with the picture to find an Odd Engraving. Pick up the Odd Engraving, then turn around.

Return to the previous junction, and kill two Spiral Smiles on the way. At the junction, go east and enter the door to the stairs.

Stairs

Go north, down the stairs, and stop off in the Harman's Room (no save) along the way to make more Serum and wake up more personalities. Back in the Stairs, keep going north down the stairs and through the guestrooms door.

Room Of Two Deva Kings

Go around the path to the first junction, and go north. At the end of the hall, a Heaven's Smile and a Bombhead Smile will come through the door. Run back a ways to give yourself some breathing room, and kill them. Run back north, and go north at the junction, then north again at the junction immediately afterwards. Run to the door, and interact with it. Your Odd Engraving will unlock the door. Go through it.

Special Room

Run north through the burning hall, and go east at the junction. Run to the end of the junction to find a Harman's Room (no save) and another Carrier Pigeon. Pick up the Pigeon to get it's note, then enter the Harman's Room to make more Serum and wake up any personalities, if you can.

Back in the Special Room, run north back to the junction, then go north. Run to the next junction. If you want to see a funny little cutscene, switch to MASK before interacting with the Kitchen Door. MASK will remove the rubble from the door, triggering the cutscene.

Back on your favorite personality, run north to the end of the hall, and through the hallway door.

Passage

Run north through the hall, and enter the Harman's Room (no save) to make more Serum if you want to. Back in the Passage, keep going north and through the Annex door.

Detached Building

Another new enemy here: Another Smile. These guys like to hang from ceilings, climb towards you, and then drop down onto your head. Shoot them down from the ceiling and then dispatch them like a regular Heaven Smile to take them down.

Kill the Another Smile hanging from the ceiling, then run north along the path. When you reach the Sign at the junction, a Heaven Smile will appear and run towards you. Kill it, then examine the sign more closely. It will reveal the solution to the next puzzle. Memorize which directions the different animals appear on, as well as what color each background is.

Run north from the sign to the first junction, and go east. Keep running along this path to the first building, which you can reach by going south at the next junction. Enter the building.

South Room

Immediately kill the pair of Another Smiles hanging from the ceiling, then run to the south end of the building. If you remember the sign, the Red Phoenix faced south. Interact with the Red Phoenix sliding door to close it. Return to the Detached Building.

Detached Building

Immediately look east when you come out of the building to kill a Heaven Smile who is VERY close to you. Run forward to the junction and go east. Run along the path to the next house, and go east at the junction. Pick up the Carrier Pigeon, then enter the East House.

East Room

Kill two more Another Smiles hanging from the ceiling, then run to the end of the building. If you remember, the Blue (Azure) Dragon faced East, so close the Azure Dragon door. Return to the Detached Building.

Detached Building

Face north as you come out of the building to kill a Heaven Smile who will come trotting towards you. Run forward to the junction, and go north. Run to the next building, go north at the junction and enter the North House.

North House

Kill the Another Smile who hangs from the ceiling, and the Heaven Smile who comes around the corner as soon as you come in. Run to the end of the room, and close the Black Warrior door. Return to the Detached Building.

Detached Building

Run forward to the junction, and go west. Run along the path, and at the corner you will find a Harman's Room (yes save). Enter it to save and make more Serum, then return to the Detached Building.

Go southwest at the junction, and keep running south to the next junction. Go south again (we'll be crossing the bridge in a few minutes), and keep going south to the next building. Go west at the junction and enter the building.

West Room

Kill the Micro Smile on the other end of the room (if you press the autoaim button as soon as you enter, you can kill it before it sees you). Run to the far end of the building and close the White Tiger door. Return to the Detached Building.

Detached Building

If you aligned all of the doors correctly, then the bridge should drop, letting you cross it. Face north as you come out of the building, and kill the Heaven Smile who will come trotting towards you. Run to the junction, and go north.

At the next junction, go north to the Harman's Room (yes save) to save if you need to, then return to this junction and go east across the bridge.

Halfway across the bridge, you will find a Soul Shell. Pick it up, then keep going east across the bridge. Run all the way to the building, and enter the hallway door.

GateMan/Colosseum

This is near the level's end, so if you like you can return to previous areas of the level to farm more Thick Blood, to make more Serum and power up your characters. This is far from necessary, however, particularly on easier difficulty levels of the game. Alternatively, you can just repeat levels from the Target Selection Menu.

Run forward and give the GateMan your single Soul Shell, and he'll let you through to the Colloseum. Go through the door, up the stairs, through another door, and run through the Colosseum. Billy Bloodysunday will appear and give you more hints to defeating the next new variety of Heaven Smile at the door to the Vinculum Gate. Go through the door.

Vinculum Gate

The new kind of Heaven Smile waiting for you in the Vinculum Gate is the Phantom Smile. These guys move VERY slowly towards you, but if you fire at any part of their body but the overgrown part, then it will teleport directly to you and explode as soon as it arrives. Later Phantoms you encounter will only deal small damage, but this one is capable of killing you in one hit.

Switch to KAEDE and use the scope on her gun (draw out the weapon and press Y) to target the Phantom Smile's exaggerated body part (probably the head, but one of it's arms is also possible). Aim well, as if you miss and hit any other part of the Smile's body, you will die.

After the Phantom Smile is dead, switch back to your personality of choice and run to the north end of the Vinculum Gate. Run through the foyer door.

GateMan

Back at GateMan, go through the left door, and down the stairs, and through the hallway door.

Hallway

Run north to trigger another cutscene with Billy Bloodysunday, then go through the hallway door. On the other side, a security camera will transform you back into Harman. Go to the north end of the hall to trigger another cutscene.

After two consecutive cutscenes, you will be back in control of Harman. Roll forward and go through the door to the Owner's Room.

Owner's Room

Go to the east side of the room, and enter the hallway door.

will catch you, transforming you into Kevin. You can now change to either Coyote or MASK, or stick with Kevin, whichever you like. I like Kevin fine until I can get Dan awakened.

Keep running south down the pass, and look to the left when you hear the laugh indicating a Heaven's Smile. Kill the Smile, then run to the door at the end of the path to reach a Harman's Room (yes save). Save your game and make Serum. Return to the Kaku Building, Entrance.

Look to the right as you come out of Harman's Room, and kill another Heaven's Smile. Run forward to the junction, and go north. Kill another Heaven's Smile, then run to the next junction. Go north again, and kill another Heaven's Smile. Keep following the path to it's end, and interact with the Vending Machine.

Remember the series of letters I told you to memorize? They are the initials for things you must order from the Vending Machine in order to reveal a hidden door. The items are:

BTJ (Bloody Tomato Juice)
CSC (Creamy Southern Coffee)
WTS (Wild vegetable Tempura Soup)

Once the hidden door is revealed, you will automatically pass through it.

1F Hallway

Another new kind of Smile waits for you here: The Poison Smile. These pesky enemies can come back to life if you don't strike their critical point. So always aim for their shiny gold weak point. Kevin is the only member of Killer7 who can defeat Poison Smiles without striking their weak points.

Run through the room until you can see the hallway. Stand just inside the doorway and kill the pair of Poison Smiles who walk towards you. Run forward to the junction, and go south. There's a Harman's Room (no save) on the right; go through it to make more Serum if you like.

Back in the 1F Hallway, watch out for the Another Smile who comes from the north. Go south into the Manager's Room, and kill the Heaven's Smile who comes towards you. When you reach the Control Panel, change to Coyote and interact with the Control Panel. Coyote will unlock the padlock. Turn the Control Panel to the "off" position.

Changing back to your personality of choice, go north back to the main hall. Run past Harman's Room to the next junction, and go west. Kill the Heaven's Smile who comes out of the door on the left, then at the next junction go south into Room 105.

Kill the Micro Smile, then run all the way into the room. Interact with the Dice, and keep on rolling them until you roll a pair of Ones. A dresser near the Dice will open. Interact with the Dresser to find another Soul Shell. Return to the hallway.

Go east at the junction, and then at the next junction enter the door to the stairs.

Stairs

Climb the stairs to the second floor, and go through the 2nd Floor door.

2F Hallway

Look west as you enter the room, and kill a Poison Smile and two Another Smiles who come towards you. Go south at the junction, and enter the Harman's Room (no save) to make more Serum and awaken more characters.

Back in the 2F Hallway, go north at the junction, then west at the next junction. Kill the three Another Smiles who come down the hall, then run to the end of the hall and through the door at it's end. Kill the Poison Smile, then run to the end of the room and interact with the Cards.

To solve this puzzle, you must turn the six cards into a Royal Flush. In case you've never played Poker, a Royal Flush is a 10, a Jack, a Queen, a King and an Ace, all of the same suit, and all in the same hand. Select the Nine to turn it over, and make the Royal Flush. The puzzle solved, a dresser near the Cards will unlock. Interact with the dresser to get a second Soul Shell.

Turn around and go back into the hall. Run to the end of the hall, and kill a Poison Smile who sits just around the corner. At the junction, go into the door to the stairs.

Stairs

Go up the stairs to the third floor, and through the 3rd Floor door.

3F Hallway

Another new variety of enemy waits on this floor: Mother Smiles. These guys seem a lot more dangerous than they really are. They are essentially mobile Duplicators; they produce eggs, just like Duplicators, and are even defeated in the same way: by shooting the yellow eye. The only difference is, Mothers can move and explode if you anger them. Mother Smiles, unlike Duplicators, are very difficult to kill with Dan's Collateral Shots. Use KAEDE to snipe the eye, and then switch to Dan or Coyote when the Mother gets closer.

Look to the north and defeat the Mother Smile using KAEDE's scope to hit the eye once, then change back to Dan or Coyote and kill the Mother as it runs towards you. Kill any Heaven Smiles who may have hatched from the eggs.

Once the Mother is dead, run forward and go west at the junction, then north into Room 301 at the next junction. In here, you will find a Duplicator (it's eggs may have been bothering you during your fight with the Mother). Shoot the Duplicator in the eye with a Collateral Shot, or use regular rounds if you don't have enough Thin Blood.

Run forward, underneath the hole in the ground, and switch to Coyote. Use Coyote's Super Jump ability to jump through the hole in the ground (you need a vial of thin blood to do so). Run forward and take the Odd Engraving from the table, then return to the hole in the ground and drop down.

Run back out into the hall, and then go west to the end of the hall. Kill the Poison Smile that comes through the door, then run through the door it came out of. Run forward, and at the junction, interact with the Horserace object. Rearrange the numbers of the race to this sequence:

1, 4, 3, 7, 6, 2, 5

Press the S button to begin the race. If you input the sequence correctly, then a dresser near the Horserace will open. Interact with the dresser to get another Soul Shell. Turn around and go back to the hall. At the junction, go east, and then at the next junction, go south to reach another Harman's Room (no save). Enter it to make more Serum, then return to the 3F Hallway. Go back north and go to through door to the stairs at the junction. Kill the Mother again if you want more blood.

Stairs

Climb the stairs to the fourth floor, and go through the 4th Floor door.

4F Hallway

Look north as you come through the door, and kill two Poison Smiles and a Cammelia Smile. Go south at the junction if you want to reach a Harman's Room (yes save). Watch out if you do enter the Harman's Room; when you return, the Poison Smiles will have become Phantom Smiles. Back at the first junction, go west. Watch out for the laser beams at the end of the hall.

Run west down this hall, and go west again at the first junction. Watch out for Poison Smiles and Micro Smiles as you go down the hall. Go north at the next junction into the hallway, and kill the Poison Smile in the room. Run to the back of the room, where there are three cards: one on the left, one in the middle, and one on the right. Interact with the left card first, and input the number "one." Next, interact with the right card, and input the number "two." Interact with the center card last, and input the number "three."

A dresser will now open, revealing another Soul Shell. Take the Soul Shell, and turn around. Change to Kevin, and press Y to become invisible (requires a vial of thin blood). Now that you are invisible, you can pass through the security barrier at the end of the hall. Return to the hallway, and go west at the junction to pass through the barrier. Go through the door on the other side.

GateMan/Colosseum

This is near the level's end, so if you like you can return to previous areas of the level to farm more Thick Blood, to make more Serum and power up your characters. This is far from necessary, however, particularly on easier difficulty levels of the game. Alternatively, you can just repeat levels from the Target Selection Menu.

Run forward and give the GateMan your four Soul Shells. Enter the door on the right, run up the stairs and through the door to the Colosseum. Run to the end of the Colosseum, and you will encounter Billy Bloodysunday. After the cutscene, go through the door to the Vinculum Gate.

Vinculum Gate

The newest Smile you will encounter now is the Backside Smile. Backsides are completely invulnerable, except for their one weakpoint on their backs. In order to reach this weakpoint, you must flip the Backside around by shooting it on it's "wings" twice. Con is the natural choice for fighting Backsides; his

fast reload and firing speed makes him ideal for hitting the wings twice in rapid succession. I do not recommend fighting Backsides with anyone but Con.

After the Backside Smile is dead, run to the west side of the room and go through the door.

GateMan

Back in GateMan, go through the left door and down the stairs. Go through the door at the bottom of the stairs.

4F Elevator Hall

Run forward, and enter the Harman's Room (yes save) to save and make more Serum if you need to. Back in the 4F Elevator Hall, enter the Elevator Door at the junction.

Basement

Switch to MASK, and use his Grenade Launchers to blow open the cracked wall. After the cutscene, DePaul will attack. Defeat DePaul by shooting one of the cracked support beams on the ceiling as he passes under it. The beam will fall, crushing him. Run east through the room, and go through the Mah-jongg Door at the other end. After the cutscene, you will enter the room.

Mah-jongg Room

Run to the far side of the room, and interact with the Storage Box to find Susie again. She will give you the Wind Ring. Keep running through the room, and you will come to a Control Panel. Your Odd Engraving will open the Control Panel. Change the power from the lower buttons to the upper buttons. Return to the Basement room.

Basement

Run around the corner, and kill the Poison Smile who comes towards you. Run a few steps forward more, and kill two more Poison Smiles. Run forward a tiny bit more, and kill the pair of Another Smiles who hang from the ceiling, just before the hole that you blasted in the wall with MASK. Go west through the hole for another encounter with Billy Bloodysunday. Enter the Elevator to ride it to the roof.

Roof

Kill the Heaven Smile as soon as you come out of the elevator, then run forward until you hit a junction. Kill another Heaven Smile, then equip your Wind Ring. Interact with the Meeting Room object to blow away the massive tarp covering it and enter the door.

Meeting Room

Immediately after the cutscene, the boss fight will begin.

Main Gate

Run forward, heading north on the road towards the main gate. Enter the gate.

Central Road

Another new Smile: Ulmeyda Smiles. These guys are Smiles who wear tacky t-shirts and literally jog along the paths of the city. They tend to ignore you, but if you shoot at them or walk into them, they will attack you.

As soon as you enter, you will be caught in the sights of a security camera, and changed into Coyote. You can change into KAEDE or MASK as well if you want, but Coyote is fine. Run north along the road, and kill a Heaven Smile who moves very slowly towards you. There is another one who will jog towards you; you'll know he's coming when you hear his odd, rhythmic chuckle. Watch out while in this street area; this pair of Heaven Smiles constantly respawn.

Keep running north along the path, and at the first junction you can go west to a Harman's Room (yes save). Go and make more Serum and Save if you like, then return to the junction and go north. Watch out for the respawned Heaven Smile's on the way back. Run to the next junction, where there is a Cult Member and the path goes east-northeast. Speak with the Cult Member if you wish, then go east-northeast.

At the next junction, go north. Watch out for the Micro Smile that flies towards you, then keep running around to the front of the gas truck. At the next junction, go east. Change to MASK and interact with the Semi truck to pull it out of the way of the gas pump. Change back to your personality of choice, then run west back the way you came. At the next junction, go south.

Go east at the next junction, and you will be facing the gas pump. Interact with it, and you will find Susie again, who will give you the Stamina Ring. Congratulations, this game just got incredibly easy. The Stamina Ring halves the damage you take from enemy Smiles. Keep it equipped at all times, except for when you need the other rings to solve puzzles.

Turn around, and run to the junction. Go north, and west at the next junction. Enter the Road Gate.

Central Road 2

Another new enemy awaits you here: Giant Smiles. A special Smile which appears pretty much exclusively in this one location in the entire game, Giant Smiles can only be defeated by MASK. So, whenever you are in this area, use MASK.

Run forward to the first junction (watch out for Ulmeyda Smiles), and go west. At the end of the path, interact with the Carrier Pigeon for another Memo, and then enter the Suburb gate.

Housing Estate

This area is positively crawling with Ulmeyda Smiles, which is good for you - this makes this an excellent area to get thin blood. Aim for their t-shirts.

Run forward, and go west down the road. At the next junction, ignore the houses on the left and right and keep going west. Again, at the next junction, ignore the houses on the left and right, and keep going west. At the next

junction, you will reach 210 Terry Street to the north. Go north. When you hit the garage door, change to Coyote and use his special power to Super Jump onto the roof.

Once on the roof, run north and enter the window.

210 Terry Street

This room contains a ton of Ulmeyda Smiles. Aim for their T-Shirts and kill them quickly. Once you kill one of them, they'll all be coming gunning for you. Run to the north end of the room, equip your Water Ring and interact with the flower. Check the flower again, and you will find an odd Engraving. Return back out the window to the Housing Estate.

Housing Estate

Run forward and jump down to the road. At the junction, go west-northwest and keep running down the street. At the next junction, you can go west-southwest to find a Harman's Room (no save). Go there to make Serum and wake up more personalities if you need to. Otherwise, go north at the junction.

Run north along the path, and watch out for a Heaven Smile near its end. At the corner, look to the right to see a Cammelia Smile. At the next junction, go east. When you reach the junction leading to 206 Terry Street, go down it. When you reach the Garage Door, use Coyote to Super Jump onto the roof.

Once on the roof, enter the window.

206 Terry Street

Kill the Cammelia Smile directly in front of you as you enter, then change to KAEDE. Run to the end of the room, where there is a blood stain on the wall. Use KAEDE's special power to absorb the blood. Examine the wall again to find the #12 Piece to the President's Collection. You'll need all 12 of these figurines to enter the Ulmeyda Corporation Building later. Return to the Housing Estate through the window.

Housing Estate

Drop down from the roof to the street. Turn east at the junction, and you will find a Duplicator. This one is different than the ones you've faced earlier; it has two eyes. Use Dan's Collateral Shots to destroy both eyes (you should have plenty of Thin Blood from the Ulmeyda Smiles). Mop up any Heaven Smiles who may have hatched, then keep going east down the path. Run east to the end of the path, and watch out for a Micro Smile on the way. Unlock the door at the end of the path with Coyote, then go through the door.

Central Road 2

You're back on the main road with the Giant Smiles, so you HAVE to be on MASK for this area (alternatively you can also use Kevin and just become invisible... but that isn't very fun, or sporting).

Watching out for Giant Smiles and Ulmeyda Smiles, run forward to the first junction and go north-northwest. Run to the end of the path and interact with

the Gate. It will ask for a password. Input the word "Hustle."

Central Road 3

You're still not clear of the Giant Smiles, so stay with MASK. They move much more quickly than you'd think, so keep an eye out for them... as they also regenerate. If you're having a hard time with them, just change to Kevin and use his invisibility ability to avoid them entirely.

Run forward to the first junction. To the east is a Harman's Room (yes save). Go there to make more Serum, wake up the last personalities and save if you need to. Back at the junction, go northwest. At the next junction, read the sign if you want (it will cancel Kevin's invisibility if you do), and keep going north. Again, at the next junction, look at the poster if you like, and keep going north. At the next junction, enter the Diner.

Diner

Run forward and go northeast at the junction. Interact with the toy dispenser, and keep pulling it's switch until you have every piece of the President's Collection but #07 (check your Items submenu to see which ones you have). You need coins from the Ulmeyda Smiles to use the Toy Dispenser; if you run out of coins, return to the Housing Estate and kill more. There is a back door to the Housing Estate in the rear of the Diner, which you need Coyote to unlock.

Once you have all of the President's Collection but #7, return to the Central Road.

Central Road 3

Watching out for Giant Smiles (remember to just turn invisible if you can't handle them), go north at the junction to the train tracks. Enter the Railroad.

Central Road 4

You're clear of the Giant Smiles now, so you can use whatever personality you like. There are more Backside Smiles in the rear of this area, so use Con if you have awakened him. Run north until you are in front of the Post Office. Go to your Item Submenu and look at your photograph of Ulmeyda.

After the cutscene, the warehouse behind the Pharmacy will open. Keep running north from the post office, and at the next junction, look to the north. You will have attracted the attention of one of the Backside Smiles. Once he is dead, go east-northeast at the junction into the warehouse. Watch out for the Micro Smile inside the Warehouse, and run to the Ulmeyda Collection object in the back of the warehouse. Interact with it to get President's Collection #7, the last figurine you needed.

Run back out of the warehouse to the previous junction, and go north. Watch out for a Backside Smile who will have spawned when you took the PC#7. Kill it, then kill the one behind it. Keep running north up the road. At the junction, you can go west to find a Harman's Room (yes save), and north to the entrance to the Post Office. Be careful back here; the Backside Smiles constantly respawn. Once you are done in Harman's Room, return to the junction and go north into the Post Office.

Slope

After the cutscene, you will move to the hills behind Ulmeyda Transit Town, heading for the Ulmeyda Corporation building. Run north up the mountain path, and watch out for Heaven Smiles who jump down from the canyon's top. After a single Heaven Smile and then a pair jump down, you'll reach more Giant Smiles. Switch back to MASK to take them out. When you reach the suspension bridge, you're almost there. You'll come across a Harman's Room (no save) which is located - yes - inside a Port-a-potty on the other side. Use it if you wish, then keep going west-northwest. After a pack of four Heaven Smiles try to ambush you, run to the gate and go through it. You can even ignore the Heaven Smiles and just run straight for the gate, if you move fast enough.

Slope 2

Run up the path. There's a puzzle in a minute here which involves the posters that are along the path, but since the puzzle is annoying and I'm such a nice guy, I'll just give you the answers when you get there. Run all the way up the path to the First Life Gate, and interact with it. A computer console will activate, and ask you a series of questions. Enter these answers:

Q: How many people appear with Anderi Ulmeyda in the "GUARANTEE OF HAPPINESS" billboard?

A: 3

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

A: 4

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

A: Purple

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

A: Texas Bronco

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

A: A Perfect City

Q: This question is number what?

A: 6

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

A: Suit

If you enter all of the answers correctly, then the gate will open and you will pass through it.

First Life Building

Run forward through the building, and try to enter the Guard's Room at the junction. After the cutscene, the gate will open. You will have to face a few Backside Smiles ahead, so use Con (you should have woken him up by now). Run north along the path, and kill any Backside Smiles when you hear their laughs. Watch out as you go; they respawn. Once you have made it to the back of the area and gotten past all of the Backsides, you will reach a junction. Go east to save at a Harman's Room (yes save), and make more Serum.

Garcian's Trailerhouse

After several cutscenes, you will appear in Garcian's Trailerhouse in control of Garcian. Go west into the house and enter Harman's Room. After the cutscene, interact with the television and change to Harman (channel one). After another cutscene, return to the Trailerhouse and leave through the outside door.

Main Entrance

After several more cutscenes, you will appear at the entrance to Ishizaka Land in control of Garcian. Run north into the park, and a camera will catch you and turn you into Con. You can alternately change to Coyote or MASK as well.

Keep running north. At the next junction, you can enter a Harman's Room (yes save) to save. Back outside, keep going north, deeper into the park. At the north end of the Main Entrance, enter the gate to the Arcade.

Arcade

A new kind of Smile awaits you here: a Protector Smile. These guys can only be killed by MASK's grenade launchers. The good thing about these guys is, not only are they easy to kill, but they drop a TON of blood. They are one of the few enemies that MASK can actually draw blood from.

Run north a bit, and kill the Heaven Smile in front of you as you enter the Arcade. Watch out for this guy; he continually respawns. Keep heading north until you hear a low laugh of a Protector Smile. Change to MASK and kill the pair of Protectors in front of you. Keep heading north and enter the Passage door.

Passage

Back on your personality of choice (I like Con for this level), go north down the passage where you will come to a Harman's Room (no save). Enter it to make more Serum. Back in the Passage, keep going north down the stairs. At the junction, go west. The door to the north will close as soon as you move. This is normal. Run to the end of this extremely long hallway and through the door to the ISZK String Quartet.

ISZK String Quartet

Another new Smile here: The Broken Smile. These guys have jetpacks on their backs. But the packs don't work quite right. They'll fly at you in zigzagging patterns until they finally connect. They're an annoying but relatively harmless enemy.

Look to the south, and kill the Broken Smile as soon as you enter. Change to MASK, and look east to kill a Protector Smile. Quickly change to Con, and then kill the Backside Smile who comes directly behind the Protector Smile. That was exciting, wasn't it?

After the attacking smiles are dead, go northeast at the junction. Keep running down to the first junction. Go south to Cinema 4, and enter the door.

Cinema 4

Look south into the theater, and kill the three Heaven Smiles who comes up the aisle from afar. Run south, into the theater, and up onto the stage. Switch to MASK and blow open the cracked wall with his Grenade Launchers. Run towards the revealed treasure chest and open it to find a new costume for MASK. He looks butt ugly now, but the reload speed on his Grenade Launchers is significantly improved.

Back on your character of choice, run back south off the stage and up the aisle in the middle of the theater. Kill a Heaven Smile who has appeared in the entry hall, and return to the ISZK String Quartet.

ISZK String Quartet

Look to the northeast as you come out the door, and kill the Backside Smile with Con and the Protector Smile with MASK. Back on your personality of choice, run forward to the next junction, and then go east. Run down to the next junction, and east again (if you're curious, Theater 3 contains an encounter with the ghosts of Akiba and Kuruhashi). Kill the Protector near the door to Theater 2, and run down to the next junction. Kill the Backside Smile, and go east once more (if you're curious, Theater 2 contains the biggest Duplicator Smile yet, and a Harman's Room). Run to the next junction, and go south into Theater 1. Enter the door.

Theater 1

Look south through the double-doors, and kill the Heaven Smile. Run down the theater and onto the stage, and up to the chest. Watch out for a Micro Smile on the way. Use Coyote to unlock the padlock of the chest and open it, where Susie will give you the Time Ring.

Once you have the Time Ring, two Protector Smiles will appear in the theater. Switch to MASK and kill them both from the stage, then run off the stage and back up the aisle, where two Heaven Smiles will jump down from above. Kill them both, then return to ISZK String Quartet.

ISZK String Quartet

Look west as you come out of the theater, and kill a Protector Smile. Run forward to the junction, and go east. Equip the Time Ring and interact with the Object at the junction to repair the dresser. Interact with the dresser, and you will get an Odd Engraving. Run all the way back west to the entrance from the Passage (the junction immediately after Theater 4). Kill two more Backside Smiles and another Protector Smile on the way. At the junction, go southwest, and run all the way south to the Main Breaker. Your Odd Engraving will open the box. Activate the switch, and the power will come back on in the String Quartet and a string of balloons will float down.

Turn around and return to the first junction. Go northeast, then east again at the next junction. At the next junction, equip your Wind Ring and interact with the Balloons to knock them down, then interact with them again to receive a Soul Shell. Turn around and return to the first junction, and return to the Passage.

Passage

Run to the end of the long hall. At the end, go south at the junction to return to Harman's Room (no save) and make more Serum and wake up some personalities (you should be able to wake up at least one, if not two).

Return to the junction outside the long hall, and use MASK to blow open the metal grating covering the door to the north. Go north through the hallway and enter Adventure Plaza.

Adventure Plaza

Another new Smile awaits you here: Protector Z Smiles. They are similar to Protector Smiles in that they can only be killed by MASK, but you will have to use MASK's Shock Shells to defeat them. To use MASK's Shock Shells, aim at the Protector Z and press Y once before firing.

Kill the Protector Z Smile directly in front of you as you enter, and then run north to the first junction. There are Mother Smiles on the left and right who will spit eggs at you; ignore them for the moment. Run north along the path to the next junction, and go east. Enter the Harman's Room (yes save) and save your game.

Back in Adventure Plaza, run forward to the junction, and then go south a few feet before killing the Mother Smiles on the left and right with Dan or KAEDE. Watch out for the Eggs they spit at you. Kill both of the Mothers one at a time; the last thing you need is two Mothers coming towards you.

Once both of the Mothers are dead, run forward to the next junction, and go east towards the Killer Mansion. Run to the top of the stairs, and kill the Protector Z with MASK. Run through the door to Killer Mansion.

Killer Mansion 1F

The Killer Mansion is a small maze of sorts, which has a number of rooms, each with a series of doors. Each door has a picture of a Smile above it. To progress, you must find the picture that shows the Smile facing outwards; i.e., not profile shots or backshots.

Run west into the room, and then go north at the junction. Kill the Heaven Smile you meet along the way. At the next junction, go west again. Again, kill another Heaven Smile halfway to the next junction. At the next junction, you will reach the correct door. Enter the door.

Killer Mansion 2F

There are Backside Smiles in this room, so use Con. Run forward a bit, and kill a pair of Backsides when you hear their laugh. Once they are dead, run forward to the next junction. Kill another Backside Smile, then go east. Kill another Backside Smile part of the way there, and run to the next junction. This is the correct door. Go through it.

Killer Mansion 3F

This room has a bunch of Protectors, so use MASK. Run forward, and kill the

Protector Z with Shock Shells. When you reach the first junction, you're at the right door. Go through it.

Killer Mansion Top

Run forward a bit, until the screen pans out and makes that guitar noise indicating a puzzle to be solved. Change to Coyote and use his Super Jump to reach the window. Run forward and speak to Travis, who will give you a Soul Shell. Jump back down out of the window.

Back on your personality of choice, run down to the end of a hall. A security camera will catch you in it's sights, transforming you back into Garcian. Keep going west, and sit in the chair.

Adventure Plaza

Run forward and enter Harman's Room (no save) to make more Serum, and change from Garcian back to another member of the Killer7. Back in Adventure Plaza, run down the hall and through the door.

You're now back by the front entrance to Adventure Plaza. You'll need to kill the Mother Smiles on the left and right again, so do so. It's easier to shoot them from the path near the Harman's Room (yes save) then it is from the path leading from the Passage, so shoot from there if you can. Once both of the Mothers are dead, run to the central junction and go west towards the Freaky Fun House.

Run up the stairs, and kill the Protector Z at the top, then run through the door. You have to be using MASK to enter the door, but once you're inside you can change to whoever you want.

Freaky Fun House

Run down the winding hall until you hear the laugh of Smiles. Directly in front of you, a trio of Phantom Smiles will appear. Remember to shoot their enlarged body parts to kill them, otherwise they'll teleport to you and blow up. Once the Phantoms are dead, run to the end of the hall. Change to Con and use him to slip through the Child's Entrance. Run down the hall and enter the Loop da Loop.

Loop da Loop

Run down the hall (watch out for Phantom Smiles) until you reach a crack in the wall. Use MASK to break through it. Enter the new opening, and run to it's end and through the door to Squeaker's Attack.

Squeaker's Attack

Kill the Phantom Smiles on the left and right side of the room when you enter, and then go west or east at the junction to the backside of the large sculpture in the middle of the room. At the junction on the other side, go south towards the door to Burning Hot Hell. Try to open the door, and mice will appear in the sculpture.

You must now shoot all eight of the mice in the sculpture to open the door,

while dodging Phantom Smiles who continually regenerate the entire time. KAEDE makes this an easy enough job. Just stand near the door to Burning Hot Hell and snipe with KAEDE's scope; don't waste time trying to run around to the front of the sculpture. Once you shoot all of the mice, the door to Burning Hot Hell will unlock. Go through it.

Burning Hot Hell

Go west until you reach the burning bridge. Equip the Water Ring, then try to cross the bridge. The Water Ring will extinguish the flames, letting you cross safely. Watch out for three Broken Smiles who will attack you from the front when you are halfway across the bridge. On the other side of the bridge, you will run into Billy Bloodysunday again. Once you have crossed the bridge entirely, a Micro Smile will attack. Once he's out of the way, run to the end of the hall and go south down the hall.

Change back to KAEDE and use her to snipe the targets which sit on the six monkeys (three are in the front, and three are very far in the back). Once all of the targets are hit, the doors against the wall will open. Go through the red door to Spinny Spinny.

Spinny Spinny

There's a new Smile here, and the real bonus is this is the only time in the entire game you'll fight this particularly variety. The Ceramic Smile can only be defeated by shooting the large, red heart in his chest. Which would be easy, if the Ceramic Smile weren't a complete coward who ran in the opposite direction whenever he saw you. To kill the Ceramic Smile, you'll need to use KAEDE's scope. Just stand in one place, and aim for the Ceramic Smile's heart when he enters range. If you're fast and accurate, you'll hit his heart before he can turn around and run away.

Once the Ceramic Smile is dead, a door will appear on the opposite side of the ring. Go north, and then northeast to reach the door. Speak with the Angel, and she will give you this level's last Soul Shell, as well as Dan's Demon Gun. The Demon Gun is simply all-around better than what Dan used to have.

Enter the door behind the Angel.

Adventure Plaza

Run forward, down the hall, and down the stairs. Enter the tunnel, and you will appear back at the front entrance to Adventure Plaza.

All of the Mothers in this area have been replaced by Heaven Smiles. Kill them, then run forward to the first junction. Go north, then east at the following junction. Enter Harman's Room (yes save) to save and make Serum, then return to Adventure Plaza. Go west at the junction and enter the door.

GateMan/Colosseum

Run forward and give the GateMan your Soul Shells. Enter the door on the right, and go up the stairs. Run through the Colosseum to the door to Vinculum Gate, where you will meet Billy Bloodysunday again. After Billy leaves, enter the door.

At the beginning of the puzzle, the cars are in this position:

CCC
CCC
-CC

To complete the puzzle, you must move them into this position:

CCC
CC-
CCC

Begin by moving the control stick to the left, then left again, then down. Another car will appear in the garage, and Susie will be caught beneath it's bumper. Turn around and run to the center of the garage. Interact with Susie, and she will give you the Power Ring. Similar to the Stamina Ring in function, the Power Ring doubles your attack power. This is very nice, but since your personalities should already be very powerful right now, it's rather superfluous. I prefer to stick with the Stamina Ring.

Once you have the Power Ring, return to the Garden.

Garden

Run forward along the path until you hear the laugh of a Bombhead, then run backwards to the Garage door and wait for the Smile to appear. Again, this Bombhead will respawn while you are in this area, so listen for his giggles.

Run forward to the junction, and go south. Equip the Fire Ring, and interact with the Water Tank. The water in the tank will evaporate. Interact with the Tank again to get an Odd Engraving. Turn around and head back up the path. Watch out for Bombhead Smiles. Go north, then around the path to the next junction. Go north again to the front of the building, and go west-southwest.

When you go around the corner, kill another Bombhead Smile (this one respawns too, so watch out). Keep heading north along the path, at and where the junction goes north and west, go north. Run around into the small structure to the Statue. Use Dan's Collateral Shot (Charge Level 3) and shoot the Statue's heart to destroy it. Pick up the Soul Shell it leaves behind. Run back around to the front of the building, back to the three-way junction. Go north towards the building, and enter the Room door.

Main Room

Run forward to the junction, and go north. Run forward into the room with the line of cubby holes against the other wall, and look west to kill a Mithril Smile. Going northwest into the hallway now, run into the bathroom and kill a Micro Smile who runs in from the opposite hallway.

Continuing northwest to the next junction, go south and into the second bathroom. Interact with the Carrier Pigeon, then enter the Harman's Room (no save) to make more Serum and wake up personalities.

Back in the Main Room, run back out into the hall and kill the Mithril Smile who comes out of the doorway to the north. Run to the next junction, and go east. Run through the bathroom into the cubby hole room, and look south to kill another Mithril Smile. Run to the next junction and go south.

Run around the corner and look east to kill another Mithril Smile. This one respawns continuously; watch out for it. Run around the corner to where you start heading north, and look to the north end of the room to kill a Cammelia Smile. Run to the next junction, and go east. Equip the Water Ring, then interact with the Fireplace. It will douse the flames. Run into the fireplace and take the Soul Shell. Turn around and return to the previous junction, and go north.

Run to the crack in the wall, and use MASK's Grenade Launchers to punch through it. Back on your personality of choice, run into the new opening. Kill the Mother Smile in the bathroom, then eliminate any Heaven Smiles she spawned. Run forward through the Passage door.

Courtyard Passage

Another new variety of Smile meets you here: Protector ZZ Smiles. Like the other Protector-class Smiles, this one can only be defeated by MASK. To defeat the Protector ZZs, use MASKs level 2 Charge Attack.

Change to Kevin, and run forward to the next junction. Kill the Cammelia Smile to the northeast. Go north, and use Kevin's Invisibility skill to pass through the Security Lasers. Back on your personality of choice, run along the path a short ways, and kill the Spiral Smile that roll towards you. Change to MASK, and defeat the Protector Smile using a regular Grenade shell.

Run north along the path until you reach another Protector Smile, this one a Protector Z. Kill it with MASK's Level 1 Charge Attack. Once it is dead, run forward to the base of the stairs. Aim up the stairs to the Protector ZZ Smile, and use a Level 2 Charge Attack to defeat it. Go north up the four flights of stairs, and enter the Second House door.

Hallway

Run forward to the junction, and go west. Run along the path until you reach the next junction, then go north into the Bedroom. Kill the Mithril Smile in the bedroom, then run all the way inside. Run around to the other side of the bed, and interact with the Security System. Switch it off.

Turn around and run back to the previous junction. Go west. Enter the door to the Bedroom.

West Bedroom

Look to the north as you enter, and kill the Micro Smile. Run around to the other side of the room, and enter the Child Entrance using Con. Kill the Heaven Smile on the west side of the room, and then interact with the Object to get another Odd Engraving. Return to the Hallway.

Hallway

As soon as you enter the Hallway, a Backside Smile will come out of the Bedroom to the east. Use Con to kill it, and watch out; the Backside Smile will continuously respawn while you are in the Hallway. Run forward to the junction, and look north into the bedroom to kill the Mithril Smile. Go east down the hall, back towards the entrance from the Courtyard Passage. Watch out

for the respawning Backside Smile.

When you reach the junction in front of the door to the Courtyard Passage, go north. When you hear a laugh, look north to kill a pair of Heaven Smiles (use anyone but MASK to kill them). Switch back to MASK, and go further north until you hear another laugh. Use MASK's Level 2 Charge Attack to kill a Protector ZZ Smile. Run forward to the next junction, and enter Harman's Room (yes save) to make Serum, wake up personalities, and Save.

Back in the Hallway, look south to kill two Protector Smiles and a Mithril Smile. Once they are dead, head north at the junction and through the door to the Large Hall.

Hall

~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~
Boss: Ayame Blackburn, Round II
~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~

This fight is much easier and much less annoying than the last one. You are trapped in a small room with Ayame, with a series of shutters against the far wall which open and close to light different parts of the room. Ayame appears in these shafts of light, and to defeat her, you have to shoot her. Shoot her a lot. Quite a lot. It's simply astounding the amount of punishment she can take. Ayame's movements don't necessarily make sense logistically; it's not uncommon for her to run to the left, and then appear on the right side of the room. Expect her to appear anywhere.

Ayame has two attacks: one, she will take aim and fire at you, and two, she will strafe the entire room. Simply shoot her before she can shoot you to interrupt her attack. You don't even have to move in this fight (though I recommend you station yourself near the center of the room), and you can use pretty much any personality you like (I like Dan, but that's just me). Remember to manually reload your gun every time the shutters close.

Once the shutters close and Ayame stands in the center of the room, then the fight is nearly over. Ayame will now aim at you and expel her entire magazine at you. This hurts. A lot. Just shoot the hell out of her, and use the Stamina Ring to resist her machine gun fire.

~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~
Boss: Ayame Blackburn, Round II End
~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~o~

Once Ayame is dead, run to the west side of the room and interact with the Security terminal. Switch the terminal into the Off position. Return to the Hallway.

Hallway

Run forward to the junction, and kill the Bombhead Smile and the Protector Smile at the end of the room. Enter Harman's Room (yes save) to save and make Serum, then return to the Hallway.

Run to the south end of the hall, and at the junction go east. As you pass around the corner, change to Con and kill the Backside Smile at the end of the hall. Watch out from now on; this Backside Smile continuously respawns. Run forward to the junction, and look north into the bedroom to kill a Mithril Smile. Go east at the junction, and enter the door at the east end of the hall.

East Bedroom

Run forward to the junction, and go north-northeast. Run to the end of the path, and equip the Time Ring before interacting with the clock. Take the Soul Shell that appears from the clock, and return to the previous junction. Go east, and use Con to enter the Garbage Chute.

Main Room

You're now back in the first house, in front of the fireplace. Look south and kill the Mother Smile, as well as any Heaven Smiles she spawns. Head for the north side of the room, and enter the Passage door.

Courtyard Passage

Run forward to the door, and enter the Pool door.

Pool

Run forward to the junction, and go south. Kill the Bombhead Smiles and the Micro Smile which will appear on the north and south side of the pools. Watch out from now on; the Bombhead Smiles continually respawn. Run along the south side of the pool until you reach a junction that goes south and west, the south junction leading to a door. Keep going west. At the next junction, go south.

Interact with the Valve, and your pair of Odd Engravings will open the door. Switch the Valve on to drain the pool. Turn around and return to the previous junction. Go northwest, and run forward to the next junction, then go east. You'll now head down a path into the pool. Look to your left at the bottom of the ramp, and use MASK to blow open the cracked wall. Go north into the newly opened path, and enter the door inside to Harman's Room (yes save). Make Serum, wake up personalities, and Save, then return to the Pool.

Run forward, and go south at the junction. Run along the path towards the middle of the pool, and enter the Basement door.

GateMan/Colosseum

Run forward and give the GateMan your Soul Shells, then enter the door on the right. Go up the stairs and through the door, and run through to the other end of the Colosseum. After your encounter with Billy Bloodysunday, enter the door to the Vinculum Gate.

Vinculum Gate

The new Smile in this Gate is the deceptively harmless Laser Smile. These things will fire Laser Beams at you if you get the chance, but they are so easily dispatched, the only way they'll get a shot off at you is if they catch you by surprise. Since they can't move, the chances of them catching you by surprise is slim.

Kill the Laser Smile by shooting it in the head, then run to the north end of the room and through the Hallway door.

After several more cutscenes, you'll appear here. Run east through the alley and through the Alley door.

Back of the Companile

As soon as you enter, a security camera will transform you into Dan, and a cutscene will take place. After the cutscene, you can change to Con or MASK if you wish.

Look to the east as soon as the cutscene is over to kill a Heaven Smile that comes around the corner. Run forward and speak with Iwazaru, who will give you the first of many Color Samples. You'll need a ton of these to open the final door in the level, and Iwazaru will give you all of them. So we're going to spend a lot of time in this level looking for Iwazaru. Don't worry, it's not that bad, the path is relatively linear and it's really hard to miss Iwazaru.

Keep going east to the first junction, and look to the west. Kill the Mithril Smile, then go west to the end of the path. Switch to MASK and interact with the barrel, and he will destroy it. Run along the path behind the barrel and speak with Iwazaru to get another color sample.

Turn around and kill another Heaven Smile who comes along the alley towards you. Enter Harman's Room (yes save) to save and make Serum. Back in the alley, go south. Kill the Heaven Smile who appears in front of you, and watch out; he continually respawns. Run forward to the junction, and go east.

Kill the Heaven Smile who comes around the corner, and go along the path to the junction. Go north and enter the Alley door.

Lost Town

This part of the city is a maze. To make it through, you'll have to follow the sound of the music coming from the guitar bum from the beginning of the level.

Run north along the path, and speak with Iwazaru to get another Color Sample. Keep going north, and kill the Phantom Smile. Keep going along the path until you reach the junction. Go west-northwest. You can hear the guitar bum's music in this tunnel, which means it's the right way to go.

On the other side of the tunnel, look northwest and kill the Phantom and Laser Smile (the Laser Smile respawns). Go northwest at the junction, then southwest at the next junction. Look southwest on the other side of the tunnel to kill another Phantom and Laser Smile. Go north-northwest at the junction. Run along the path, watching out for more Phantom Smiles. Go west-northwest at the junction (the game will show you are repeating your path - do it anyway). Go northwest on the other side, and enter the red door.

Avenue

A new, dangerous variety of Smile meets you here: Roller Smiles. These guys are dangerous for two reasons: they move really fast, and have no weakpoint. They move by rolling into a circle and rolling towards you, at high speed. Just aim for them and fire repeatedly until it dies.

Aim directly in front of you as you enter to kill a Roller Smile, and then go north a short ways until you hear the laugh of a Mithril Smile. Kill it, then keep going north. As you come around the corner, kill another Mithril Smile.

Run along the path until you reach the junction, and go east.

Run to the next junction, then look east to kill a Heaven Smile and north to kill a Cammelia Smile. Keep going east. Run forward to Iwazaru, and then kill the Mithril and Roller Smile who comes towards you from the east end of the alley. Speak with Iwazaru to get another Color Sample. Keep going east, and at the junction go south. Enter Harman's Room (no save) to make Serum and wake up Personalities, and then return to the Avenue.

Look to the east to kill a Mithril Smile as you come out of Harman's Room. Run forward to the junction, then go east to the end of the alley. Enter the Alley door.

Housing Estate

Run forward a short ways until you hear the laugh of a Heaven Smile. Kill it, then run forward to the next junction. Go east down the alley. As you go around the corner, kill the Heaven Smile. Run forward and speak with Iwazaru to get another Color Sample. Run to the end of the alley, and kill the Phantom Smile and Laser Smile. At the junction, go south. Run to the end of the path and enter the door to the Church Entrance.

1F Shrine

Run south into the church a short ways, where four Heaven Smiles will jump down from the upper levels. These guys all respawn, and they respawn very quickly. Kill them as fast as you can, then run forward to a junction. Speak with Iwazaru to get a Color Sample, then go west. Enter Harman's Room (yes save) to make more Serum, wake up personalities, and Save, then return to the Shrine.

Kill the Smiles who jump down from above again, then quickly run forward to the junction before they respawn. Go east and enter the Corridor door.

Shrine Alley

Go south at the junction, and around the corner. Run along the darkened hallway until you reach the junction. Equip the Fire Ring then interact with the Candle. The candlelight will reveal a new pathway. Don't go down it yet. Run west to the end of the hall, around the corner and up the stairs. Go through the door.

2F Shrine

Look north as you enter, and kill no less then five Mithril Smiles on the balcony. Run around the corner to the center of the upper level, and speak with Iwazaru to get another Color Sample. Turn around and go back through the door you just came through to go back to Shrine Alley.

Shrine Alley

Go back to the tunnel we opened earlier, but didn't go down. Go south down the hallway. As you near the curtains, a cutscene will play. After the cutscene, keep going south down the hall. Enter the door at the other end.

Old Shrine

This room contains an absolutely mind-bogglingly massive Duplicator. Kill the Heaven Smile in front of you as you enter (this one continually respawns, which is problematic when you are fighting the Duplicator). Run forward until your path is blocked by an invisible force. Look up and scan to reveal the Duplicator. Run backwards to the entrance to the hall.

Turn around and face back towards the Duplicator. You're on your own for killing the Heaven Smiles the Duplicator produces. I'll point you towards it's eyes, but killing the Heaven Smiles by yourself should be obvious. You'll see the first yellow eye on the Duplicator's first "leg," which leans out over the path. Destroy it with one of Dan's Collateral Shots. Run forward so that you stand just under the leg, and look on the right side of the Duplicator's main body to find another yellow eye. Kill it with another Collateral Shot.

The third eye is on the left side of the Duplicator's main body, high up. Destroy it with regular shots; Collateral Shots have a hard time reaching it for some reason. You can now kill the last eye, which is the red one in the dead center of the Duplicator's main body. Use a Collateral Shot on it.

Once the Duplicator is dead, mop up any leftover Heaven Smiles and then go to the south end of the Shrine and through the door.

----- Waiting Room

Run forward to the junction, and go west to find a Harman's Room (no save). Make serum, wake up personalities, then return to the Waiting Room. Back at the junction, go east and through the door to the Grand Staircase.

----- Grand Stairs

Look forward as you enter, and kill a pair of Spiral Smiles who come down the stairs towards you. Once they are dead, climb up one flight of stairs, and halfway up another. Kill two more Spiral Smiles, then keep climbing to the top of the stairsets. At the top of the stairset, enter the Alley door.

----- Housing Street

Look northwest as you enter to kill a Heaven Smile. Run forward to the junction, and look west. Kill a pair of Spiral Smiles and an Another Smile who hangs from the ceiling, then go west. Run forward to the next junction, and kill a Heaven Smile directly in front of you. Go west at the next junction, and then go around the corner. Enter the Door.

----- Atelier

Run forward to the junction, and then go west-northwest. Use MASK to blow open the crack in the wall. Run through the opening and speak with Iwazaru to get another Color Sample. Return to the Housing Street.

----- Housing Street

Look north as you enter, and kill another Heaven Smile. Run around the corner, and go east at the junction. Kill a Spiral Smile who starts towards you, then

run to the next junction. Go north and enter the Alley door.

Stairs

Run forward to the junction, then go east. At the next junction, equip the Time Ring then interact with the Object. Interact with the Object again to get an Odd Engraving. Run north up the stairs, and towards the door. Enter the Alley door.

Windmill Plaza

Run along the path until you hear the laugh of a Smile. Scan to see a Mother Smile. There is also another Mother Smile around the corner, as well as a Roller Smile who will come towards you. Watch out for them both. Kill the Mother Smile and the Roller Smile, then run along the path until you can see the next Mother Smile. Kill it as well. Run forward along the path, and speak with Iwazaru to get another (and the last) Color Sample. Keep running along the path (watch out for more Smiles on the way), and go through the Alley door.

Entrance to Trevor's Home

Run along the path to the junction. Go north at the junction to reach a Harman's Room (yes save), which you can use to make Serum, wake up more personalities and Save. Back at the junction, go west up the stairs. At the top of the stairs, go south at the junction and through the door.

Hill

Aim down the stairs as soon as you enter the Hill, and kill the Roller Smile who comes around the corner and up the stairs. Go down the stairs and around the corner, and up the first flight of stairs on the other side. Kill another Roller Smile, then climb up two more flights of stairs. Look northeast at the top of the stairs to kill a pack of Spiral Smiles, several of whom are on a very fast respawn time. Kill them quickly and run past them to the end of the path. Equip the Wind Ring and interact with the Windmills. The gate back by Trevor's Home will unlock. Return to Entrance to Trevor's Home. Watch out for more Spiral Smiles and Roller Smiles on the way back.

Entrance to Trevor's Home

Run along the path to the junction, and go west into Trevor's House. Go west at the next junction, and then interact with the Color Panel. If you have all of the Color Samples, then the sliders on the Color Panel will align properly and the door will unlock. If you are missing any Color Samples, then return to the previous junction, and go north. At the end of the path, there are three doors with three candles. Light all three candles with the Fire Ring, and you will be able to warp back to areas you were at previously by passing through the doors behind the candles.

Once the door to Trevor's Home is opened, go through it.

Trevor's Corridor

Kill the trio of Heaven Smiles directly in front of you as you enter, and two

Elevator and go press the button marked "2".

2F Hallway

Look forward as you enter and kill the Laser Smile. Run forward a short distance, and kill the Heaven Smile who comes around the corner to the left. Run forward to the junction, and face north. Kill the Duplicator using Dan (it has no less than five eyes - target them all with the Collateral Shot).

Run north along the path, and go around the corner. Kill the Heaven Smile, then keep heading forward. Enter Room 203.

2F Guestroom

Run to the far end of the room, and take the Soul Shell, then return to the 2F Hallway.

2F Hallway

As you come around the corner from Room 203, watch out for the four Heaven Smiles who have appeared. Run forward to the junction, and go west to the elevator. Ride it to the third floor. Go east at the junction if you wish to use a Harman's Room, but watch out for Smiles on the way there and the way back. There is a Harman's Room on every floor of the Hotel, but I strongly recommend you only go to them if your Thick Blood meter is nearing it's max (1000). If you visit every single Harman's Room, this level will take twice as long as it has to.

3F Hallway

Look forward as you come out of the elevator, and kill the Phantom Smile and two Another Smiles. Run forward and around the corner, and kill another Phantom Smile. Run down to the end of the hall. Enter Harman's Room (no save) and make Serum (we'll hit this one since it's on the way). Back in the 3F Hallway, look to the north to kill three Another Smiles. At the junction, go south and around the corner. Enter Room 306.

3F Guestroom

Enter Room 306's bathroom, and shoot the power cord coming out of the power socket. Take the Soul Shell from the bathtub, and return to the 3F Hallway.

3F Hallway

Look east as you come out of the room, and kill a Phantom Smile and two Another Smiles (watch out for the Phantom - it respawns). Run forward and around the corner.

Run past Harman's Room and kill the Another Smile on the ceiling. Keep running down the path, and kill the Phantom Smile near the elevator as you come around the corner. Run to the end of the path and into the elevator. Ride it to the fourth floor.

4F Hallway

Run forward until you hear the laugh of a Smile. Aim for the Another Smile on the right, hanging from the ceiling. Run forward, and look to the left as you pass the corner. Kill the Micro Smile who comes towards you. Keep running along the path, and as you near the corner, kill the Mithril and Broken Smiles who come towards you. Enter Room 404 at the junction.

4F Guestroom

Run into the west end of Room 404, and use MASK to destroy the wardrobe. Take the Soul Shell from the wardrobe's wreckage, and return to the 4F Hallway.

4F Hallway

Look south as you come out of the room, and kill three Poison Smiles who come towards you. Go north at the junction (if you go south, you'll reach a Harman's Room), and kill a Broken Smile who flies at you. Return to the elevator and ride it to the fifth floor.

5F Hallway

Change to MASK as you come out of the elevator, and wait for two Protector Z Smiles to come around the corner to the left. Remember to use Level 1 Charge Attacks. Notice that since MASK's upgrade in the Handsome Men fight, his Grenade Launchers now have a much larger ammo capacity (in fact, he doesn't have to reload at all).

Run forward, and go north at the junction. Enter Room 504 at the end of the path.

5F Guestroom

Run into the north end of the room, and use the Fire Ring to light the candles. Take the Soul Shell that is revealed, then return to the 5F Hallway.

5F Hallway

As you come out of the room, look east and west to kill a Protector Z and Protector ZZ. Use Charge Level 1 and 2 respectively. Run forward to the junction. Go west to the elevator and ride it to the sixth floor (go east to reach a Harman's Room).

6F Hallway

Run forward to the junction, and look north to kill a Laser and Bombhead Smile. Go north at the junction, and then north-northeast into the hall. Kill the Laser Smile at the end of the hall, and enter Room 601. Use Coyote to unlock the padlock on the door.

6F Guestroom

Run into the room, and speak with Travis. After you're done talking to him,

Run to the back of the room, and take the Cassette. Return to the 1F Hallway.

1F Hallway

At the junction, go into the Hallway door. Look west as you come through the door, and kill the Broken Smile that comes towards you. Run forward to the junction, and enter the Classroom on the left.

L3A Classroom

Kill the Heaven Smile to your left as you come in the room. Run into the room, and take the Cassette from the table. Return to the 1F Hallway.

1F Hallway

Look to the west as you come out of the room, and kill the Broken Smile that flies towards you. Go west at the junction, and run forward to the next junction. Look to the south and kill another Broken Smile. Go west at the junction, and run to the next junction. Enter the Classroom.

L3D Classroom

Run to the end of the room and take the Cassette. Return to the 1F Hallway.

1F Hallway

Go west as you come out of the classroom, and enter the Classroom at the end of the hall.

L3C Classroom

Run into the classroom to the first junction, and take the Cassette. Note the numbers on the blackboard - 666. They point to a locker number that we'll have to open in a few minutes. Return to the 1F Hallway.

1F Hallway

Run east down the hall, and east again at the next junction. Look south again at the next junction, and kill a Broken Smile. Go south. Run down the path and enter the Classroom on the right.

L3F Classroom

Look to the northwest as you enter the classroom, and kill a pair of Mithril Smiles. Run into the room and take the Cassette. Return to the 1F Hallway.

1F Hallway

Go south down the hall, and kill the Broken Smile as you come around the corner. Look to the right as you run down the corridor, and shoot locker 666

as you pass it to find a Soul Shell and another Cassette. Shoot locker 666 again, and Lockers 663 and 669 will open. Shoot either one of them, and Lockers 660 and 672 will open. Shoot either one of them, and Lockers 657 and 675 will open. Shoot either one of them, and the last lockers will open, revealing a new Mask for MASK. Run back to the locker and take the new Mask.

Shoot the Mask Locker again, and it will close. Look back down the hall, and shoot the open locker that is furthest from you. The sealed door along the hall will open. Run forward to the next junction (or go back to the previous one if you passed it) and enter the classroom.

L4A Classroom

Run into the classroom and take the Cassette. Return to the 1F Hallway.

1F Hallway

Go west as you come out of the classroom, and go west again at the next junction. Enter the Harman's Room (yes save) to save and make serum, and then return to the 1F Hallway. Look east as you come out of the room, and kill the Broken Smile. Run back to the previous junction, and enter the corridor doors.

2F Open Space

Go north down the hall. At the junction, go west-northwest and up two flights of stairs. At the top of the stairs, run through the room and enter the Cafeteria door.

Cafeteria

Look to the east as you enter the door, where you'll see a massive Duplicator. You'll run out of Thin Blood very quickly if you try to destroy the Duplicator's seven eyes with Dan's Collateral Shot, so just use regular shots to destroy each eye individually. Kill any Heaven Smiles who hatch from the eggs, and destroy the Duplicator. After it's dead, run east into the room. At the junction, go south and enter the Corridor door.

2F Hallway

Run down the hall, and enter the Harman's Room (yes save) to make Serum and Save. Back in the 2F Hallway, go north-northeast and run to the end of the path. Enter the Library door.

GateMan/Colosseum

Run forward and give the GateMan your Soul Shells. Enter the door on the right, and go up the stairs and through the Colosseum. After your encounter with Billy Bloodysunday, enter the door to the Vinculum Gate.

Vinculum Gate

This time, you meet the Galactic Tomahawk Smile. This guy looks threatening and powerful. And he sort of is. But only if you let him hit you with his

projectiles. Use one of Dan's Collateral Shots to kill it in one hit. If you can't or won't do that, then shoot the Smile repeatedly while dodging or shooting the projectiles he fires at you.

Kill the Galactic Tomahawk Smile, and run east into the room. Go around to the left and up the stairs. Run to the end of the path at the top of the stairs, and take the Cassette. Turn around and go back down the stairs, where the path will automatically change to the opposite door in the Library. Go through it.

GateMan

Go through the left door, down the stairs and through the double doors.

2F Hallway

Run down the hall, and enter the Harman's Room (yes save) to make more Serum and save. Back in the 2F Hallway, go east and up the stairs. Enter the door to the Principal's Office at the top of the stairs. A security camera will catch you and turn you into Garcian as you do.

Principal's Office

After the cutscene, run forward into the room to the junction. Go south and enter the Chairman's Room.

Chairman's Room

Run to the southeast corner of the room, and interact with the Control Panel. Enter the numbers "55549" and "72712." These numbers are on the cassette tapes you've been picking up throughout the level, but since you haven't gotten the Tape Recorder yet (in the interests of speed, I skipped it in the guide... hope you forgive me), you can't listen to the Tapes yet.

Once you have input both numbers, a hidden room will open. Run into the room, and interact with the Fingerprint ID. Another door will open, revealing a safe. Run forward, and interact with the safe. Turn the dial all the way to the left, and then all the way to the right. The door will now open. After the cutscene, you'll get the Odd Engraving. Turn around and run back to the Principal's Office.

Principal's Office

Run forward to the junction, and go east towards the Trophy Case. Aim your gun at the Case, and shoot the Trophy with the small sparkle on it. The case will slide aside, revealing another hidden room. Enter the room and go through the door.

Courtyard

Run down to the bottom of the stairs. At the junction, go east-southeast towards the Main School Entrance. Run all the way around back to the front doors, climb up the stairs and re-enter the school.

Entrance

Run forward, and go south at the junction. Run around and up the stairs. At the junction, go north and enter the Harman's Room (yes save) at the end of the hall to save your game. Return to the hall, and go west to the end of the hall. Take the Cassette from the water fountain. Return to the previous junction, and go back south to the junction. Enter the Data Room.

Data Room

Run all the way around to the west side of the room, past Yoon-Hyun and the Terminal, and keep going west. When you reach the Control Panel, interact with it. Input the numbers "3, 5, 7 and 6" into the panel. Enter the small room that opens up and speak with Travis, and he'll give you the Cassette Player. You can now listen to all those tapes you've found in the level.

Run around back to the Terminal, and interact with it. Your Odd Engraving will activate the Control Panel. You'll now lose Garcian's Vision Ring - this is normal. The Computer will activate, and will ask you a number of questions to identify yourself as Emir. The answers to these questions can all be found on the tapes.

1: Your Surname?
Parkreiner

2: Your Student ID#?
00480158

3: State of Birth?
Alabama

4: Your Birthdate?
11221942

5: Your Blood Type?
B (we know it's B, because Dad is Type A, and Mom is Type O, and Emir's blood didn't match either of them, leaving only AB and B)

6: Father's Name?
Michael

7: Mother's Name?
Katharine (make sure you spell it right!)

8: Date of Death?
04281952

9: Your Social Security Code?
Eagle

Once you have entered all of the answers correctly, then the door to the gymnasium outside will unlock. Leave the Data Room.

Entrance

Go north back to the Harman's Room to Save. Back in the Entrance Hall, go south and back down the stairs. At the junction in the middle of the room, go east to the Main School Gate and go back outside.

Heaven Smile

The basic Smile variety, Heaven Smiles can be defeated by shooting them repeatedly on their torso, or aiming for their weak spot. Heaven Smiles come in a wide variety of colors, and can be hatched from Duplicators and Mothers.

Camellia Smile

These Smiles are cowards, and will run away when they see you. They are pink in color, and will explode when they contact a wall. This explosion can damage nearby Smiles or the player.

Micro Smile

A small, bat-like Smile, the Micro Smile will fly towards you and explode on contact. Unlike other Smiles in the game, this explosion is not damaging, but blinds you for a short time. You can still see enemy Smiles using the Scan feature.

Duplicator Smile

A big smile which attaches itself to walls, the Duplicator Smile produces eggs which hatch into Heaven Smiles. Duplicator Smiles can be killed by shooting their eyes. Dan's Collateral Shot is especially effective.

Spiral Smile

Spiral Smalls are small, spherical smiles who roll slowly towards you. Each side of the sphere has a face. To defeat the Smile, you must shoot the green colored face.

Another Smile

This variety of smile hang from the ceiling, and crawl slowly towards you. If they get near enough, then they will drop down directly in front of you and explode. Shooting them before they can reach you will cause them to prematurely fall from the ceiling.

Bombhead Smile

Bombhead Smiles have huge cages around their heads. These cages open and close repeatedly, revealing the Smile's weakpoint when they open. Shoot the Smile's weakpoint to kill it instantly. Shooting the weakpoint while the cage is closed will also kill the Smile, but no blood will be awarded and the Smile will explode prematurely. If you are too close, the explosion will kill you.

Mother Smile

Mother Smiles are tall, skeletal smiles who can produce Heaven Smile eggs, similar to Duplicators. Mother Smiles remain stationary until you shoot the yellow eye in their stomach. They then stop producing eggs and begin walking towards you. Keep shooting the yellow eye to kill the Smile. All other parts of it's body are invulnerable.

Poison Smile

The Poison Smile can be defeated like a normal Smile, but it will come back to life and come at you again unless you strike it's weakpoint. Kevin's Knives are the only weapon capable of killing the Poison Smile without striking it's weakpoint.

Phantom Smile

The Phantom Smiles have an exaggerated body part, which is always it's head, or left or right arm. Shooting this body part will kill the Phantom Smile instantly. Striking the Smile anywhere else on it's body will cause the Smile to teleport directly to your location and explode.

Giant Smile

The Giant Smile moves very quickly towards you, and then begins to slowly crash towards the ground, where it will explode. Use MASK's Grenade Launchers to defeat Giant Smiles.

Ulmeyda Smile

Ulmeyda Smiles are basic Heaven Smiles, who slowly jog up and down the streets of Ulmeyda City. Shooting their t-shirts will kill the Smile instantly.

Backside Smile

This variety of Smile is best defeated with Con. To defeat the Backside Smile, you must flip it around by shooting the pair of fins on it's left and right arm. The Smile will flip around, revealing a diamond-shaped weak spot. Shoot the weak spot to kill it.

Protector Smile

Protector Smiles move slowly towards you, and explode on contact. They can only be defeated with MASK's Grenade Launchers.

Protector Z Smile

Similar to Protector Smiles, Protector Z Smiles can only be defeated with MASK's Level 1 Charge Attack.

Broken Smile

Broken Smiles are large smiles strapped to a rocket. When they see you, they will fly at you and explode on contact. Constantly tap the Autoaim and Fire button to kill the Broken Smile before it can reach you.

Protector ZZ Smile

Similar to the Protector Z Smiles, Protector ZZ Smiles can only be defeated with MASK's Level 2 Charge Attack.

Mithril Smile

Mithril Smiles are heavily armored Heaven Smiles. Shoot the weakpoint on their left or right arms to kill them instantly, or shoot them repeatedly until their armor falls off, and defeat them normally.

Laser Smile

A stationary target who is strapped to some kind of chair, the Laser Smile will aim at you and then fire. Shoot the Smile in the neck for a one hit kill before it can fire on you. If it does fire, then it will self-destruct.

Roller Smile

An annoying breed of Smile who rolls into a ring and rolls towards you, Roller Smiles do have weakpoints but they are very difficult to see. Just aim and fire and hope it dies before it reaches you.

Timer Smile

Only appearing in the Vinculum Gate of the first part of the Smile Chapter, the Timer Smile is covered with red sores. Shooting all of the sores kills the Smile. Once it only has one sore left, then it will charge at you very quickly. For this reason, save the sore on it's head for last, as it is the largest and easiest to hit. Use KAEDE's scoped pistol for the best results.

Galactic Tomahawk Smile

Similar to the Laser Smile, the Galactic Tomahawk Smile fires projectiles at you, but does not self destruct after firing. Use a single Collateral Shot from Dan's gun to kill it.

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Boss: Angel
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In this fight, you will begin as Harman, and then change into the other members of Killer7 after his stage of the fight is over.

For the Harman Stage, don't worry about dying. Angel doesn't attack in this phase, and Harman is invincible anyway. Get out Harman's Sniper Rifle and shoot out Angel's wings. Aim for their base. Once all of the wings are destroyed, you will change back into the regular members of Killer7, and Angel will begin attacking.

In order to defeat Angel, you must shoot the four red faces on her back. She follows you as you move around the room, keeping her back to you. The only way to get behind her back is to let her attack you. Stand motionless until you see her hand flash, and hear a high-pitched whirring noise. Run forward when this happens, and you will dodge her attack. Run around behind her and shoot one of the four faces in her back while she recovers from the casting time on her attack. Repeat this four times to defeat Angel. If you are having a hard

time hitting the faces, use KAEDE's scoped pistol.

As near as I can tell, weaker personalities like Con and Kevin are unable to damage the faces. Stick to personalities with more powerful guns, like Dan, Coyote and KAEDE.

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Boss: Julia Kisugi

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The object of this fight is to shoot your opponent more times than she can shoot you. No problem. Con is the natural choice for this fight, as he has a very fast reload time and can shoot an absurd number of bullets with his automatic pistols. MASK, alternatively, is the worst choice, as he fires very slowly and has to reload often. Whoever you choose, simply shoot her more times than she can shoot you in a minute to win.

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Boss: Kuruhashi & Akiba

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You're going to want to use KAEDE for this, in what could possibly be the trickiest boss fight in the game to figure out. Your two enemies will stand on the far side of the room and shoot projectiles at you. We'll have to defeat them one at a time. Our first one to kill is the one on the left.

Shoot the right boss until his tie gets thrown over his shoulder. He'll attempt to adjust it, but can't see it since most of his head is gone. The left boss will then reach over and adjust it for him. At this point, you can shoot the large, shiny red object on the back of the left boss' head to damage him. Shoot him twice to kill him.

The right boss will now change his pattern. He will begin shooting out a large number of projectiles; shoot down two of them, and he will begin shuffling around. For barely a second while he is doing this, the red bump on the back of his head will become visible. Shoot him twice on this target to kill him.

The projectiles that both of the bosses fire track to where you were standing when they were first fired. So if you wait for them to shoot the projectiles, then move to the opposite side of the table, then they will all miss you. Again, use KAEDE on this boss. It is apparently possible to defeat them using other personalities, but it's next to impossible.

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Boss: Anderi Ulmeyda

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To kill Ulmeyda, you have to hit his afro. Which is easier said than done. Anderi moves very slowly, and the only way to reach his afro is to get behind him. It's a good thing that the block of ambulances make a rather large maze, then, isn't it? Ulmeyda is invulnerable from the front, and can kill any of your personalities in one hit, so don't hang around.

As soon as you see him, turn around (if you're using Con, avoiding him shouldn't be difficult). You're now going to have to run around the block of ambulances, and try to get behind Ulmeyda. Once you do, shoot his afro to permanently kill him. The ambulances form a rudimentary maze, but if you keep taking left or right turns, you'll move in a circle and should end up behind Ulmeyda eventually. Take corners slowly - Ulmeyda could very well be lurking just around the next one.

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Boss: Ayame Blackburn

lawsuits that arise over this game (such as some moron who dies of dehydration from playing this game for one hundred hours straight, and happens to use my guide).

This guide is copyrighted MrShotgun (Andrew Brown) July 26th, 2007. I'm not making any money off of this guide, so I don't mind how people distribute it, just so long as it remains completely unaltered, and is not sold for profit.

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Links

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Contact Information

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If you would like to contact me online, you can e-mail me at Andrew.ComfortablyNumb[at]gmail.com. Poorly spelled letters, letters asking questions already covered in the guide, letters without a clearly defined subject, or just plain stupid letters will probably be ignored. If I do respond to a stupid letter, it's merely for my own entertainment. Don't expect me to be polite. If I don't respond immediately to your letter, it doesn't mean I haven't read it - I get lots of e-mails concerning my work, and I simply don't have time to respond to them all. I do, however, make a point of reading as many letters concerning my work as possible. Letters MUST contain the game's title in the heading. If they do not, then they will not be read and they will be deleted.

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Special Thanks

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