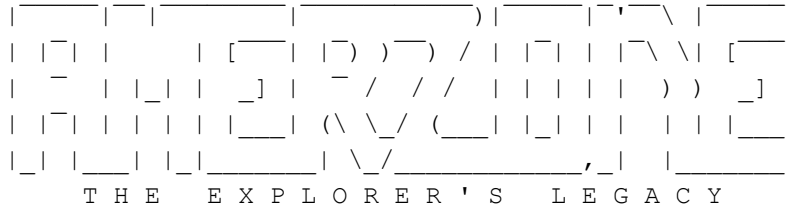


Amerzone FAQ/Walkthrough

by Shotgunnova

Updated on Mar 7, 2017

This walkthrough was originally written for Amerzone on the PSX, but the walkthrough is still applicable to the PC version of the game.



Spoiler-free FAQ/Walkthrough by Shotgunnova (P Summers) | shotgunnova@gmail |

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/ I. WALKTHROUGH [WLKT] |

DISC ONE [DSC1]

This guide is written for the PS1 version -- hence the ordering by disc -- though it's usable for other consoles as well. Things worth knowing before starting:

- This guide will be as spoiler-free as possible, focusing on puzzle-solving in the most intuitive order. If there are differences between the PS1 and PC versions, I'll try to note them. (Feel free to send in useful info for versions I don't have, like Mac, Android, etc.)
- To use an item, select it from the inventory, close the menu, then inspect its destination. If the wrong item is chosen, a grinding gear icon appears. To exit some menus (or inspected items), move the cursor until it becomes a rectangle with an arrow sticking out of it. The lower left-hand corner is a common point to do this.
- Items don't have actual names in the inventory, so I'll make up fitting names as the guide goes along.

CHAPTER 1: Valembois Lighthouse

The chapter begins with the player on the road outside the lighthouse.

- Advance towards the lighthouse's gate
- Obtain the MUSEUM LETTER from the gate's mail slot
- Enter the gate
- Enter the lighthouse
- Take the SLEDGEHAMMER sitting near the stairway bicycle

Upstairs is Valembouis' kitchen. In the PC version, players can phone the museum using the letter's number, though this has been removed in the PS1 version -- probably due to stereotyping.

- Speak to Valembouis for a bit of plot narrative (optional)
- Take MACKOWSKI LETTER from the drawer near the grandfather clock (optional)
- Take ALVAREZ LETTER from the drawer near the grandfather clock (optional)

The third floor is a study.

- Take the TRAVELOGUE from the desk
- Take VALEMBOIS' LETTER from upper desk (use nearby ladder to reach area)

Going higher to the lighthouse's summit isn't necessary right now.

- Return to the 1F interior entrance
- Enter basement via the trapdoor ladder
- Turn on the light via the wall's fusebox
- Descend stairwell further down the tunnel

The next tunnel has a locked door and a side passage into a computer room.

- Funnel power to room using wall fusebox
- Turn on computer itself (switch on power supply case)
- Turn on computer monitor via the white knob
- Take FLOPPY DISK from the desk
- Inspect monitor
- Insert FLOPPY DISK into rectangular drive

Players will be prompted for a password here. The answer is 28-06-04, the day of Valembouis' birth. This info is noted in his travelogue.

- Insert correct password
- Check the authentication box
- Check the load box

The Hydrafloat base will now be accessible.

- Proceed down hallway
- Unlock bulkhead door to find an elevator
- Take the METAL ROD (shaped like grenade pin) from the floor
- Enter elevator and descend

The Hydrafloat base is a loading area for Valembouis' prized vehicle, which he planned to use to visit the Amerzone. On one side is a gangplank for boarding; the opposite side has a small shack. Players can also advance all the way past the 'Float, down the tunnel, to an elevator.

- Enter the shack
- Inspect the desk drawing (shows path to egg via an elevator)
- Enter the hydrafloat's cockpit
- Use the FLOPPY DISK on the slot by the monitor
- Check the load box
- Select 'plane' in the options (no other choice works here)

The boarding checklist will run, showing that fuel is fine, but the vehicle still needs details (launch coordinates) and Valembois' egg. Those who don't know what the egg is haven't been paying much attention to his letters and dialogue!

Dealing with those two loose ends can be done in any order, though it's less time-wasting to get the egg first. Let's do that.

- Return to the entry elevator
- Ascend back to upper passage
- Stick the METAL ROD in a pipe by inner elevator's floor
- Descend again

If done correctly, the metal rod stops the elevator halfway between the upper passage and the lower base. (The pipe near floor level is only visible while the elevator's at its apex.)

- Use the SLEDGEHAMMER on the false wall
- Proceed down hidden passage
- Open door at passage's end to locate egg room
- Operate control lever near the platform, sending the egg down to the base
- Return to elevator
- Ascend
- Remove the metal rod from the floor pipe (only doable at elevator's apex)
- Return to the hydrafloat base

Once there, look for a climbable pillar -- it's in a corner beside the entry stairway (opposite side of room from shack).

- Climb ladder
- Operate the overhead crane controls

If the egg was sent down to the base, it's loaded into the hydrafoil's cargo bay automatically. Otherwise, the controls do nothing. The last step is finding the launch details.

- Proceed down base tunnel, past vehicle area
- Enter elevator down side passage
- Ascend
- Enter observation room
- Use telescope to see it has an odd 140° marking written in red

To learn the correct answer for the launch angle, one must read Valembois' travelogue again. In it, there's info about following geese in the direction of Amerzone (the previous telescope had geese flying towards there, though it's harder to see in the PS1 version). A diagram also mentions a 5-degree deviation, resulting at the true answer: 145°.

- Return to the hydrafoil's cockpit
- Operate the computer monitor (use disc if done already)
- Select, or reselect, 'plane' in the vehicle options
- Input 145° when asked for launch details
- Check the confirm destination box

One more thing: the very top of the lighthouse contains a weird three-digit input box. In the PC version, players must input the launch angle solution there as well, then spin the old-timey ship's wheel there. In the Playstation version, there's never any reason to visit the summit, despite the levers and wheel being functional. (Even inputting a false angle will still result

in a successful launch. Odd.)

In any case, once the egg and coordinates are locked into the hydrafloat, the launch FMV occurs. Shortly after, the "out of fuel" FMV begins, resulting in a splashdown... (In the original PC version, players switch to the second disc here.)

CHAPTER 2: Shipwreck Island

The second leg of the journey begins offshore. All items from the previous mission are gone, except for the various letters (now bundled together in one item slot) and Valembos' travelogue.

- Switch hydrafloat to sailing mode
- Switch hydrafloat to submarine mode

The vessel will dock inside the atoll's lagoon. Nearby, a fisherman and some beach buildings (bar, diving platform with a windmill tower, and an old warehouse) can be seen.

- Speak to the fisherman to learn of the net-trapped sperm whale (optional)
- Enter the bar
- Take the DIVING HELMET from the table
- Take the KNIFE stuck to the dartboard

- Enter the old warehouse
- Take the EMPTY GAS CAN near a crate
- Take the WRENCH on the far workbench
- Exit warehouse
- Use EMPTY GAS CAN on outdoor pump to fill it up

- Approach the diving platform
- Inspect motor (side facing beach, not water)
- Pull the hanging handle to start the windmill
- Move to waterside part of platform
- Attach DIVING HELMET to air hose near the cement steps
- Use WRENCH to fix breached pipe (also by waterside cement steps)
- Inspect, then turn, the crankvalve on the motor's left-hand side

When the motor is fixed and hooked up properly, inspecting the diving helmet lets players go underwater by inspecting the helmet. Be prepared to hear the whale squeals ad nauseum.

- Advance one screen into deeper water
- Use the KNIFE on the metal object, cutting the net and freeing the whale

Return topside and speak to the fisherman, who'll be more forthcoming now that the fish are biting again. He'll mention a machine similar to the hydrafloat being in the lagoon, and its owners also left behind a chest in the vicinity. The CHEST KEY is obtained automatically.

- Advance past the warehouse to the beach's end
- Enter the passage between the rock formations
- Enter the shack
- Use the CHEST KEY on the locked chest
- Take the FLOPPY DISC from inside

Return to the docks.

- Enter the cockpit
- Use the filled GAS CAN on the fuel line (left-hand side of the egg)
- Switch hydrafloat to grapnel mode
- Flip lever (right-hand side of cockpit monitor) to fire the grapnel
- Go underwater once again
- Advance forward three screens (ends up by sunken plane)
- Advance to the right two screens (grapnel line visible overhead)
- Inspect the grappling hook's end

The grapnel will automatically be attached to the old hydrafloat.

- Return to the hydrafloat's cockpit
- Flip the grapnel lever, retracting it (breaks old hydrafloat's door off)
- Return to the old hydrafloat, then enter it
- Inspect dashboard to find its bearing: 227

Revisit the docked hydrafloat one last time.

- Use the new FLOPPY DISC on the disc drive
- Check the load option
- Switch hydrofloat to helicopter mode
- Input the new bearing (227) when prompted
- Check the confirm destination box
- Operate the cockpit's ignition lever

Assuming the bearing is correct and the plane was refueled, the helicopter exit FMV plays. Eventually the plane will touch down again in an unscheduled visit, this time in an Amerzonian estuary.

It's worth noting that players with hydrophobia or who just get disoriented in the underwater section can actually skip most of it, as no crucial items are down there. In other words, after freeing the whale, just get the disc and filled gas can, then do the cockpit takeoff. The 227 bearing is always the same, and the game doesn't care if players cheat to learn it.

In the original PC version, players switch to disc three here.

CHAPTER 3: Puebla

The chapter begins in the marsh. Like before, no items carry over besides the travelogue and bundle of letters. Switch the hydrafloat to sailing mode immediately to continue upriver, eventually stopping at an old fort's dock.

- Disembark and approach front gate
- Go down right-hand path to the graveyard
- Speak with Father Mackowski to earn the GATE KEY
- Use the GATE KEY to, unsurprisingly, unlock the fort's front gate

The interior of the fort is mostly empty and contains little to begin with. Simply advance past into town, past the dead livestock, toward the haystack in an alley. A random boozehound soldier will cold-cock the player, throwing them into prison.

- Take the MUG from the cell bed
- Inspect the bug left of the cell door (it's gray-colored and high up)

- Use the MUG on the BEETLE to catch it
- Inspect the broken part of the cell door
- Use the BEETLE MUG on the tequila to presumably poison it
- Take the guard's CELL KEY when he falls
- Use the CELL KEY to unlock the door

Players are once again free to roam around town.

- Steal the GAS CAN from the guard's jeep
- Steal the ROPE from the guard's jeep
- Enter the center of town
- Use the ROPE on the well to make a passage downward

Players'll be in a creepy tunnel.

- Advance forward three screens
- Turn around and take the SWORD laying against the door arch
- Ascend the stairway, then the ladder after it

The church is now accessible, though its front door can't be opened.

- Move toward the front pulpit for a scene
- Peruse the pulpit's bible a couple times
- Take the RELIQUARY KEY from its hollowed-out space
- Use the RELIQUARY KEY to open the reliquary nearby
- Take the third FLOPPY DISC
- Take the BISHOP'S LETTER

All that remains is returning to the docks with the gas and floppy disc. This can be done via the front gate (exiting via well) or using the sword on the tunnel's statue, which opens a passage into the graveyard.

- Use the GAS CAN on the cockpit fuel line (left of the egg, as before)
- Use the FLOPPY DISK on the cockpit monitor slot
- Check the load button
- Put the hydrofloat in glider mode

The boat will automatically continue upriver. PS1 players must change discs at the prompt.

DISC TWO

[DSC2]

CHAPTER 4: Jungle

The hydrafloat parks at a jungle dock, out of fuel again. Luckily, that's the only thing currently wrong with it. As before, only the travelogue and the letter bundle carries over.

- Disembark to dock
- Advance into forest two screens
- Enter second shack
- Take GAS CAN
- Take PAPER on table
- Return to hydrafloat
- Refuel hydrafloat (same place as always, beside the egg)
- Flip dashboard ignition switch

The boat will putter along, eventually stopping by a tapir-like herd.

- Honk the horn (by ignition switch)
- Automatically advance toward the two wildebeests
- Advance closer to them

The strange creature will headbutt the 'float, damaging its engine. Great.

- Look out left-side window
- Put the hydrafloat in grapnel mode
- Fire the grapnel at the huge rocks down the river
- Retract the grapnel (repositions vehicle in process)
- Fire grapnel at huge rock furthest away
- Retract grapnel a second time (repositions vehicle)
- Fire grapnel at huge rock near faraway dock
- Retract grapnel a third time (repositions vehicle)
- Fire grapnel at wildebeest-like creature seen out front window

The startled creature will make landfall, dragging the boat next to the dock as it flees into the woods, entangled.

- Disembark onto dock
- Advance five screens, following the grapnel line

The wildebeest will be found, though it's cornered and approaching it now only gives a free concussion.

- Backtrack one screen
- Advance into forest (×6) until the bird chirps sound like a fire alarm
- Advance down left forest path (×5)
- Take BLOWGUN from the little cave
- Return to wildebeest creature
- Use BLOWGUN on creature to tranquilize it
- Inspect wildebeest
- Inspect grapnel to unlatch it

Return to the hydrafloat.

- Look out dashboard
- Use grapnel on next river rock
- Flip retract lever (repositions hydrafloat)
- Repeat the fire/retract process on the next rock
- Repeat the fire/retract process on shallows' rocks by forward cliffs

The boat is now in the rocky shallows.

- Disembark onto small dock
- Advance into cliff crevasse (×5) to find noisy beehive area
- Take STICK from the ground by the hives
- Use the STICK on the other, bigger stick on the ground by the hives.

The ensuing smoke/commotion scares the creatures out of the shallows. This allows for further travel upriver, though the grapnel aiming this time is a lot more annoying.

- Return to the hydrafloat
- Look out dashboard
- Repeat the fire/retract process on the faraway rocks (repositions vehicle)
- Repeat this process a second time

- Visit point "I" in arena to find hammering machine
- Use FRUIT on loading funnel
- Collect FRUIT JUICE from smashed coconut afterwards
- Return to the shaman
- Use RED INSECT on egg
- Use COCONUT MILK on egg
- Use FLOWER on egg

If done properly, the shaman performs the mysterious rite on the egg, then disappears after giving it back

- Return to hydrafloat docks
- Pull snake lever (point "B") to drop counterweight and open gate

The snake will be led away by the "pied piper," though she only does this if the rite's been performed. The snake prevents access until then.

- Enter hydrafloat
- Place EGG back in its metal nest
- Use DISK 4 on the dashboard console
- Load the data when prompted
- Put hydrafloat in boat mode
- Flip ignition switch
- Drift forward into vehicle lift (automatic)
- Flip elevator lever (right-hand exterior side of vehicle)

The boat will move to the top of the waterfall. Flip the next switch (also on egg's right-hand side) for a fun mechanical jaunt into the swamp...which soon takes a turn for the worst. In the original PC version, players switch to the 4th disc here.

CHAPTER 6: Swamp

Near the wreck is a shack.

- Advance toward shack one screen
- Take EGG from the waters
- Enter inside the shack
- Take MEDICINE POUCH (necklace) from its wall hanger

Return back into the water.

- Advance through linear swamp (×17) to reach derelict dock
- Use MEDICINE POUCH on loudspeaker pole's three jutting holes (bottom one)
- Move onto the summoned giraffe-like creature
- Operate its reins

The aquatic creature will eventually stop next to a tree.

- Climb ladders (×3)
- Cross the rope bridge

CHAPTER 7: THE TEMPLE

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- Continue crossing rope bridge
 - Ascend mountain toward temple
 - Enter temple
 - Speak to Alvarez
 - Inspect Alvarez, then take his MEDALS
 - Inspect, then operate, the wall crank

This opens a secret entrance in the temple steps.

- Descend outer steps
- Enter secret passage
- Ascend new steps
- Operate the glider

...and it doesn't work properly. If players advance forward one screen, then look at the wall alcove, there'll be a panel with five switches that can't be operated yet (requires a key to use).

- Move toward the forge/furnace near the wooden stairway's base
- Operate crank
- Use MEDALS on the hanging crucible
- Take the newly forged KEY from the slot at the forge's base

Move back to the five-switch panel.

- Use KEY on panel's slot (lower left-hand area)
- Repeatedly operate KEY until it visually turns once
- Ascend glider steps again
- Operate glider

This time, the heavy airflow allows the flyer to work properly, giving a nice FMV of its wonderful crash landing. This area's just a volcano's interior, with little to do or see. One part of the inner rim juts over the lava, but can't be accessed yet.

- Advance four screens clockwise around rim
- Enter cliff cave with the red glow
- At cave's end, use EGG on platform's top
- Retrieve EGG after mechanism activates
- Exit back into rim
- Advance one more screen clockwise around rim
- Take BIRD STATUE from ground

To end the game, return counterclockwise four screens, near where the glider crashed. Move to the area protruding over the lava, then place the EGG at its end. Use the weird BIRD STATUE to puncture it to see what happens. Have fun getting home!

V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - Why does each floppy disk say it's "Disc 1"?

[A] - The PS1 version probably just reused some animations. The PC version labels them correctly.

[Q] - Why can't I disc swap at the prompt?

[A] - Probably because you're playing on emulator -- players of that sort can't proceed any further. Those who have legit copies on PS1 should be fine, as well as PC players, who don't have to swap discs at all.

[Q] - The shaman doesn't do anything with the three items I gave her!

[A] - They're used on the egg, so be sure to give it to her first. If it's not with, retrieve it from the hydrafloat.

[Q] - Is this game worth getting?

[A] - Ehh, it's not too shabby. It's no Myst, though, and can be rather easy. It's available on Steam nowadays, both separate and as part of the Syberia collection. Considering those versions don't use disc switches, they're probably the superior ones to experience.

VI. UPDATES & CONTRIBUTORS

[UPDT]

2-24-17 -----+ Started walkthrough

3-04-17 -----+ Finished walkthrough

THANKS TO...

- Sailor/Ceej, for hosting my stuff
- The original Amerzone explorers -- thanks for all the laughs!

As always, feel free to send tips and corrections my way. Just be sure to know the exact place the tip/correction applies, as I may not years down the line.

VII. LEGALITY

[LGLT]

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