

# Fear Effect FAQ/Walkthrough

by Nemesis

Updated to vFinal on Jul 2, 2001

Creepy...

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I definetly reccommend this to any fan of the RE series.

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When the daughter of a powerful Chinese businessman disappears into the hedonistic and dangerous Shan Xi Protectorate under mysterious circumstances, our team of specialists infiltrate the city and attempt to reach her first, hoping to leverage her safety for a sizable pile of cash. We will have to search, destroy and fire-fight our way through the archaic chaos of an alternate reality China and its inhabitants. Along the way, we will be constantly challenged by the henchmen of the girl's father who have no intention of letting us get to her first.

But what begins as a mercenary snatch and grab to retrieve a young runaway instead becomes a mission more perilous and important than any other that we could've imagined: a battle for the survival of the planet against the King of Hell and his minions. For the deeper we delve into the interior of the worlds, the more we discover that Shan Xi is more than a claustrophobic enclave of villainy... it is also the literal Gate to Hell.

And using Shan Xi as a staging ground, the King of Hell plans to release the ultimate evil upon the earth... the purification of the planet by cleansing fire. We must stop him and discover the truth behind the seemingly innocent girl who is herself hiding a secret so terrible that many will die before it is revealed. We're gonna need plenty of skill, plenty of luck and plenty of ammunition.

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## 6. Walkthrough

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This is what you should use if you are stuck in the game, or if you need something to guide you through the game. As of now (05/10/00) I only have the first Disc walkthrough, but I will add the rest of the Disc walkthroughs shortly.

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### [1.] Disc 1: Building Rooftop

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Once the game begins, run around the helicopter to the right, and press the red light in front of the helicopter. Once you have been lowered down, equip the pistol, and follow the catwalk around until you reach the two guards. Kill them, then run over to the nearby ladder. Examine the window next to the ladder. Shoot the window, then climb inside the room through the window, then head to the back of the room and grab the fuse from the shelf. On your way out of this room, pull the red lever near the window to release the steam that'll get rid of a guard ahead. Now leave the room through the window, and go up the ladder. At the top, run over to the wheel, and turn it then head down the next ladder. At the bottom, grab the Gate Key that the guard dropped earlier. Now head over to the gate, and use the Gate Key on it to go through it.

Once you are through the gate, use the pistol to kill the guards, grab the Red Keycard that one of them dropped, and use it on the nearby door with the red box next to it. In this room, save your game, then examine the video screens on the control panel to view a cut-scene. Now leave the room through the other door, and kill the two guards. Grab the Uzi that one of them dropped, then run around





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[2.] Disc 2: The Village

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Once you get off the boat, kill the two demons and save your game. Run across the dock and kill the other demons around you, and this will activate another cut-scene. You will now be in control of Deke. Equip the double Shot pistols and run across the dock to trigger yet another cut-scene. Kill the demons, and afterwards you will take control of Glas again.

Save your game, then run across the burning dock. Only cross when the fire stops momentarily. Once safely across the firey dock, a cut-scene will be activated, and you will be in control of Hana again. Now kill the demons and run along the dock, killing every demon on your way. At the very end of the dock, you'll enter a hut with 2 demons. Kill them and you'll recieve the PO MON Key. Backtrack along the dock to the fork in the path, and go through the burning walkway and use the PO MON Key to unlock the gate at the end. Once at the other side, save your game, and run through the room to trigger a cut-scene. After the cut-scene, a demon will stand up, so kill it and leave the room through the back exit. Out here, kill the 2 guards and run across the small wooden bridge, then go right down the long, wide walkway. About halfway across, you'll encounter 3 guards, so kill them, then run all the way to the end. If you go far enough, this will trigger another cut-scene.

After the cut-scene, use the Wet Towel to "distract" the guard. This will trigger another cut-scene. After this cut-scene, you will take control of Deke again. Kill the guards here, then run forward and go right to a corner, and save your game here. Now run up the ramp.

At the top of the ramp, kill the 2 guards that come along, then run along the left side of the train. Kill any guards on your way, then enter the last car on the train to your right. After the cut-scene, you'll face off with a Rambo-wanna-be. Use the crates for cover, and don't shoot at the nearby box or else you're dead. After disposing of this guy, he'll drop a HK V Assault Rifle. Take it, then leave the car. Shoot any guards out here, and take the Ladder Access Card that one of them drops.

Run over to the yellow box across from the last car, and use the Ladder Access Card on it. Here's how to lower the Ladder:

Power	Power	Power
ALARM	LOCK 1	FILTER
SENSOR	LOCK 2	WATER
LADDER	LOCK 3	HEAT
FAN	LOCK 4	PUMP





TO OPEN THE LOCK:

- 1.) Flip the bottom switch on all three columns to shut off the power.
- 2.) Move the two fuses into the center column.
- 3.) Set one of the fuses to Lock 3, and the other to Power.
- 4.) Flip the bottom switch to turn the power on.

TO LOWER THE LADDER:

- 1.) Move the two fuses into the left column.
- 2.) Set one fuse on Power, and the other on Ladder.
- 3.) Flip the bottom switch to turn the power on.

After the ladder has been lowered, climb up it. At the top, kill the weird looking ninjas. Now follow the rafters to the back and kill any ninjas that get in your way. Once you get to the right spot, a cut-scene will be triggered.

After the cut-scene, you will take control of Glas. Kill the 3 demons, and you will then take control of Hana again. Go right and past the train and run to the hut with the old lady. Leave the hut through the door, and run all the way to the hut where you got the PO MON Key. Once there, kill the ninjas and demons to receive the XI MON Key. Now head back to the train.

Now run to the left, and go past the area where you first took control of Hana last. Go past the train and into the burning village and into the hut in the back with the two doors. Use the XI MON Key to go through the door on the left, kill the demons in here, and take the Train Key. Now leave the hut, and go through the door on the right using the XI MON Key.

Run into the nearby train by using the Train Key, and once inside, you'll have to enter some numbers to get the train moving again:

(4)	(N)	(2)	(B)
(4)	(2)	(2)	(C)
(8)	(0)	(0)	(0)

The numbers that you have to input are 4N2B, 422C, 8000. After doing this, the train will start, and you'll take control of Deke for a brief second. Kill the two guards to trigger a cut-scene. After the cut-scene, you'll take control of Deke again. Just run forward so that you don't fall off the train, and this will activate yet another cut-scene.

After the cut-scene, you'll take control of Glas. Run to the left and past the train wreck, and kill the guards here, then keep going to the next screen and kill the guards on top of the train. One of them will drop the Truck Key. Now run over to the nearby truck and use the Truck Key to get in the truck and end Disc 2.

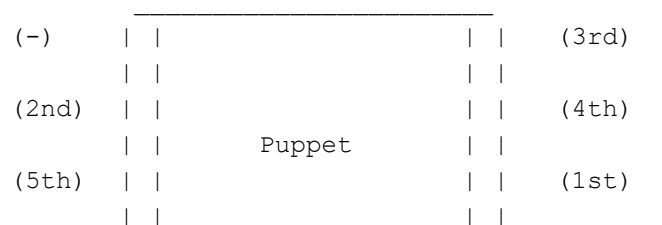


to the kitchen. It's a changing room. Go to the back of the room and change into the hooker's clothes. These clothes will allow you to enter an area previously unaccessable.

When walking around, keep your guns put away, and don't shoot any guards, because they like hookers. Go to the dining room, but on the way go to the small door next to the changing room, and a guard will let you in. Once inside, go up the stairs, and go right. Follow the hallway, and go through the second red door you reach. In here you'll meet Deke. After the cut-scene, you'll take control of Deke again.

Now exit the room through the door behind you, and kill any guards that are out here. Follow the hallway back to the staircase, and go through the door that's right across from the stairs. In here, take the Coin, then exit the room. Now go back down the hall with the red doors, but this time go in the first red door you reach.

Go to the red case towards the back of the room. This is a puppet show. Use the Coin on it to activate it. Here's how to solve it:



Above is a "replica" of the puppet puzzle. It shows the buttons, and the order they need to be pressed in. After solving this correctly, a secret door will be revealed. Save your game, then go through the door.

The door will lock behind you. Now go through the door to the left, and kill the enemies in here, then go through the brown/orange double doors at the top of the screen.

This is just a save room, so use it, then leave. Once out here, go through the door to the right. Shoot the guard in here, and grab the Elevator Key, then exit the room. Now go down the small hallway to the left of the room, kill the guard there, then go to the end of the hallway and use the Elevator Key to activate the elevator.

Once the elevator stops, exit it, then grab the Wrench towards the back of this room. Now go right of the elevator to find some stairs. Go down the stairs, go down the hall and go through the door at the end of the hall. Kill the guards, then stay away from the steam, and use the Wrench on the giant pipe to shut off the steam. Grab the Madam Room Key then leave to the hallway, and go back upstairs.

Once at the top, kill all the guards that are there, then run to the red double doors and use the Madam Room Key to enter the room. After the cut-scene, you'll take control of Glas.

Leave the room and into the kitchen, and go through the small door near the changing room door. On the other side, go up the stairs and go left and down the hall with the purple door. Kill the guards here, and one of them should drop the Lounge Key. Take it, save your game, then use the Lounge Key to open the purple door. You are now in the Lounge. Kill the enemies here, then use the door thats to the right of where you entered.

You'll encounter a hooker here. There is a guard under the bed. Wait for him to roll out from under the bed, and then shoot him. He starts out on the left side, and then switches everytime you shoot him. DO NOT shoot the hooker, or else it's game over. After killing the guard, a cut-scene will occur, and you will take over as Hana again.

Run to the door that's across from the stairs, and kill the guard in here to get the Lounge Key. Now leave the room, and run to the Purple Door, and use the Lounge Key to get in. Now go into the room where Glas fought the soldier under the bed moments ago, then go through the door on the other side of the room. Kill the guards here, then follow the hall until you reach a fountain. Walk up to the fountain and [Use] the fountain to take the Flowers. Now go back to the hallway and kill the guards to get the Office Key.

Leave the Lounge all together, and once you are outside the Purple Door, run past the stairs, and past the two red doors, and to the other end of the hallway. Enter the door at the end. Once in the room, go right to find a White Vase. Now go back to the Lounge (Purple Door), and go to the back of the room, and use the Office Key to get through the door on the right.

Use the nearby elevator, then go through the brown double-doors. In here, kill the guards, and grab the Black Vase. Now return to the main hall with the large red double-doors. Place the White Vase on the left side, and the Black Vase on the right side of the door. Pull a Fresh Sunflower out of the White Vase, and a Wilted Calla Lily from the Black Vase. This will allow you to enter the red double-doors. Go through them.

After the cut-scene, go to the elevator, and kill any demons that get in your way. Make your way all the way back to the changing room near the kitchen. Once in the changing room, change back to Hana's normal clothes. In here you'll also get the Meat Locker Key. Leave the changing room, then go right to the bottom of the screen, and use the Meat Locker Key on the large steel double-doors. After another cut-scene, go to the other side of the room and go through the blue door on the right.

Now you'll fight a boss. She's not too tough, but it's just that you have to know how to beat her. She's surrounded by a flaming shield, so to deactivate it, you'll have to kill one of the demons, pick up a Paper Doll that it dropped, then use the Paper Doll on the flaming blue shield. Once the shield is down momentarily, shoot her with all you got. Do this over about 3 or 4 more times, and you'll defeat her. You have reached the end of Disc 3.

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[4.] Disc 4: Hell

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Right off the bat, save your game. After saving, you'll encounter a floating block puzzle. To get across this, simply step onto the first block on the left, then wait for the other blocks to rise, then walk on them until you get to the other side. You might have to run though, in order to make it to the other blocks before they sink.

Once you are at the other side, run and follow the stone walkway until you reach two demons. Kill them, then take the Paper Pistol Ammo. Now run over to the hut in the middle of the other huts, and kill the demon in here as well. Take the Paper Pistol Ammo, then go to the hut on the right to save your game. Now run to past the left hut, and pass the right-most hut. You should see lightning strike.

Approach the flaming branches. You can use the Paper Pistol Ammo on the fire to create regular ammo. Do this, then run past the other huts to your right, and kill the floating demon. Now go down the nearby stairs.

At the foot of the stairs, go right, and follow the path. Kill the demons, then grab the Paper Gate. Now go back up the stairs and to the flaming branches. Once at the flaming branches, use the Paper Gate on it, and you'll open the gate near where you just got the Paper Gate. After doing this, red ninjas will attack you. Kill them, then go back down the stairs and to where you got the Paper Gate. When you get to the area where you got the Paper Gate, keep following the path to find the open gate. Now go through it.

Once through the gate, go forward a bit to find the Paper Assault Rifle. Keep going ahead, and speak to Chen who's chained up. After the cut-scene, you'll have the Doll. Run back to the stairs, but keep on running past them, onto the next screen. Kill any enemies that get in your way, then continue following the path until you reach an opening in the cliff on your right. You should see a girl running into it. Go inside.

Once inside, give the Doll to the girl crying. After the cut-scene, go over to the nearby dresser to the right to encounter a puzzle:

(5)  
(00) | (18)  
  
(88) (35)

This puzzle represents Hana's age. To solve it, this is how to solve it:

1st Time: |||||, |

2nd Time: |, ||||

3rd Time: ||||, |||

4th Time: |, |, |||||, ||||

If you did it right, then you should all the different stages of Hana's life after each time. When you solve this puzzle, you'll see a short cut-scene, and you'll get the Stone Scroll. Now go back past the stairs, and speak with the chained-Chen again.

After the short cut-scene, kill the 3 demons. Now you have the Tree Branch. Return back to the flaming branches near the huts. Use the Tree Branch on the flaming branches. Now use the Tree Branch to light all three torches scattered around the area. There's one near the left-most hut, one at the foot of the stairs, and the last one is just beyond the flaming branches, to the left. After lighting all three, the white stone door near the top of the stairs will open. Go through it.

After the cut-scene, you'll get the Stone Tree Half and Paper Gate Key. Kill the 3 red ninjas that attack you, then go back to the flaming branches and burn the Paper Gate Key. Once you burn it, the Gate Key will appear in a hut. It's in the hut nearest to the flaming branches. Get it, kill the demon inside, then go back down the stairs, go to the left of the stairs, and run past the area where you met the little girl.

Keep going forward, and you'll encounter a giant white gate. Use the Gate Key to enter it. After the cut-scene, you'll take control of Glas.

Once you start out with Glas, save your game. Now go forward and follow the ghost of Deke. Follow it to the giant double-doors with the Japanese writing on it. Kill the 2 demons on the other side. Run through the next door. Kill the giant red dog in here, then go through the next door. In here you'll get the Moon Key. Take it, then go back to where you followed the ghost of Deke, but continue forward until you pass the dragon statue. Use the Moon Key on the door near here. Follow Deke's ghost again, and you'll have to fight 3 demons. Keep going forward, and talk to the red dragon.

Keep going forward, save your game, then climb down the vines. At the bottom, follow Deke's ghost and kill the two dogs. Go forward to find the Sun Key. Run forward and go up the vines. Follow Deke's ghost and kill the demons on the way. At the end of the path, you will find a blue dragon. Talk to him, then go over to the vines, save your game, then climb down them. Examine the mirror next to the vines at the bottom. The pattern goes like this:

Mountains, heaven, water, water, earth, water, fire, heaven, earth.

Here are the symbols for each:

```

                == ==
Water -----> =====
                =====

                =====
Mountain -----> == ==
                == ==

                =====
Fire -----> == ==
                =====

                == ==
Heaven -----> == ==
                == ==

                =====
Earth -----> =====
                =====

```

That is the order that you'll have to cross the nearby falling stones. Run forward, but stop when you reach the area with a bunch of blocks on the ground with symbols on them (or when the camera moves above you). Here is how to cross them:

```

You          |         |         |         |   X   |   X   | Other side
|            |         |         |         |         |         |
|            |         |         |         |         |         |
|            |         |         |   X   |   X   |         |
|            |         |         |         |         |         |
|            |         |         |   X   |         |         |
|            |         |         |         |         |         |
|            |         |         |         |         |         |
|            |         |   X   |   X   |         |         |

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[5.] Disc 2: Furnace Room / End Battle

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Run forward, save your game next to the furnace, then use the Paper Doll on the furnace to activate it. You must place the three Stones in different places in the room. On the furnace, there are symbols above each stone:

These symbols are spread across the room, lit up by fire. You must find the symbols that match the stone, and place that stone on that symbol. Once all three stones are in place, you'll watch a long cut-scene, and you'll have some choices, as well as diferent Final Bosses:

\*\*\*\*\*  
\*\*\*SPOILERS!!!!\*\*\*  
\*\*\*\*\*

HANA:

+---=+

If you chose Hana, she'll shoot Glas, then face the King of Hell himself. This boss battle is harder than Glas's. Kill the four bats surrounding him, and make sure to keep away from the electricity. After you've killed the 4 bats, pick up the Paper Money and burn it using one of the nearby torches. This is the only way to hurt him. Do this about 3 times, and you will have defeated the King of Hell.

GLAS:

+---=+

If you choose to go with Glas, he'll kill Hana, and turn his attention to Wee Ling. She'll turn into a demon form, with two smaller ones surrounding her. Kill these ones first, then duck and cover, and shoot at her as much as you can. She's not that hard to beat, so you shouldn't worry.

BOTH (GLAS AND HANA):

+---=+---=+---=+---=+

If you played on Hard Mode, you'll also get this option. Hana and Glas will work together on this boss, which is the same as Hana's Boss: The King of Hell. Kill the four bats surrounding him, and make sure to keep away from the electricity. After you've killed the 4 bats, pick up the Paper Money and burn it using one of the nearby torches. This is the only way to hurt him. Do this about 3 times, and you will have defeated the King of Hell.

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7. Tips & Strategies

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\* Use the Evade button to avoid fire at any time. Rolling will often cause you to save health.

\* Use the Crouch technique to sneak up on guards and bad guys. If you get



close enough, your cross hairs will turn red, and you will have a one-shot kill

- \* Try to take cover whenever possible to save ammo and health.
- \* Save your game whenever you can. Saving doesn't affect your ending, so you should save whenever you can. You never know when you could die...
- \* When lost, try to run against things to see if you can perform an action. Whenever you can do something to an object, an Action will pop up on the screen ( [Use], [Take] ). This will help you 90% of the time.
- \* You will need to use the cell phone to save your game. Whenever it rings, just go to the inventory screen and use the cell phone.

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## 8. Characters

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Hana Tsu-Vachel

+----+----+----+----+

Age : 24  
Height : 5'7"  
Weight : 118 lbs.  
Born : Shan Xi Province, ROC  
Specialty : Covert Ops Profile

Raised and trained in the Province Military Theater, Hana is an expert Covert Operative who specializes in infiltration. She is fluent in the many varied dialects of the Chinese Republic. A world-class marksman and driver, Hana is part French and part Chinese. Her orphan upbringing conditioned Hana to be distant to those that she does not know, and to be careful of whom she will trust. Hana and Glas have worked together before, when Hana was doing freelance work for the French Government. A beautiful woman, Hana lives life with passion and takes life without reservation.

Royce Glas

+----+----+----+----+

Age : 34  
Height : 6'  
Weight : 198 lbs.  
Born : Pacifica, California, USA  
Specialty : Mercenary Profile

Glas is ex-military. He is a highly decorated vet of a number of conflicts that are officially denied by the US government. Currently a gun for hire, Glas operates on the edge of the law and will kill in defense of himself or of his mission without hesitation. Although he is driven by his own sense of honor, he also takes on dangerous assignments because he needs the money. Respected by his team, Glas is fearless, stoic and cunning. He

is not your classic burnout, but he's close. He can easily adapt to situational changes. Those who have underestimated him usually find themselves resting peacefully under the topsoil.

Jakob "Deke" Decourt

+----+----+----+----+

Age : 37  
Height : 6'5"  
Weight : 219 lbs.  
Born : Christchurch, New Australia  
Specialty : Assassin, Explosives Profile

Deke walks the fine line between aggressive and psychotic. A large, brooding man, Deke is attractive to women, but not a pretty boy. Deke enjoys his work immensely, through he remains haunted by the demons of the numerous men and women he has killed. A long-time friend of Glas, Deke is an expert in explosives and weapons. Working with Deke is like making a deal with the devil: he's extremely effective, but he leaves a wide wake of carnage and bloodshed. Unlike Glas, Deke is not professionally trained. Instead, he honed his talents during the many range wars that until recently plagued New Australia.

Wee Ming Lam

+----+----+----+----+

Age : Unknown (17 Estimated)  
Height : 5'5"  
Weight : Unknown  
Born : Unknown  
Specialty : Unknown Profile

Wee Ming is the enigmatic daughter of Mr. Lam. Having led a sheltered, privileged existence, little is known of Wee Ming. It is rumored by Mr. Lam's bodyguards that she has such an ethereal beauty they are required to turn away from Wee Ming when she enters a room, lest they be tempted by her charms. Wee Ming's incursion into the Shan Xi Protectorate is the catalyst for our team's adventure. She holds the key to the excitement, mystery and terror that follows.

.....

## 9. Codes

.....

Input these codes at the Credits screen, in the options menu.

- Infinite Ammunition - Gives you 999 units of each ammo type.  
L1, Triangle, Up, Down, Circle, Circle,  
Triangle, Square, Left, Triangle
- Infinite Health/No Fear - Player never takes a death and/or damage throughout the game, except by damage polys.

L1, Triangle Up, Down, Circle, Circle,  
Triangle, Square, Right, Square

- Infinite Weapons - Opens all weapons for that particular level possible for the character.

L1, Triangle, Up, Down, Circle, Circle,  
Triangle, Square, Up, Circle

- 1-Hit Death with Firearms - Player kills all foes with a one-hit death from any firearm.

L1, Triangle, Up, Down, Circle, Circle,  
Triangle, Square, Down, R1

- 1-Hit Death with Melee Weapons - Player can only give a one-hit death with the smack-jack, knife, or brass knuckle.

L1, Triangle, Up, Down, Circle, Circle,  
Triangle, Square, Down, L1

- Target Practice Mode - All enemy detection is turned off.

L1, Triangle, Up, Down, Circle, Circle,  
Left, Left, L1, L2

- Pump Up the Ammo Mode - All ammo gives a factor of x10 more ammo.

L1, Triangle, Up, Down, Circle, Circle,  
Left, Left, L1, L2

- Rate of Fire Increase - All of the PC's weapons shoot super fast.

L1, Triangle, Up, Down, Circle, Circle,  
Up, Up, Up, Down

- Instant Puzzle Solve Mode - Stuck at a certain puzzle? Type in this code to bypass the need for a solution.

L1, Triangle, Up, Down, Circle, Circle,  
Down, Down, Down, Up

- Suicide Mode - All NPCs have higher health and/or rate of fire, but PC has infinite ammo to extend combat gameplay.

Down, Down, Down, Triangle, Down, Down,  
Down, Square, Left, Right

GAMESHARK CODES:

+====+====+====+

	INF. AMMO	80077810 0001
	INF. HEALTH	80077810 0002
	1 - HIT DEATH	80077810 0004
	X2 AMMO	80077810 0008
	STOP TIME	D0025808 0008
		8002850A 2400
	STOP COUNTDOWN TIMER	D00AFA2C 18F0
		800AFA2E 2400

From Cheat Codes Central:

Infinite Health	80077810 0002
Infinite Ammo	80077810 0001
Infinite Health & Ammo	80077810 0003
Infinite Health, Ammo, & Instant Death	80077810 0007
Infinite Health, x2 Ammo, & Instant Death	80077810 000E
Instant Death with All Firearms	80077810 0004
x2 Ammo	80077810 0008
No Fear	D0047D88 0068 80047D8A 2400
Stop Time	D0028508 0008 8002850A 2400
Stop Countdown Timer	D00AFA2C 18F0 800AFA2E 2400

Hana weapon codes:

Have Duel .90 Pistols	8008DF10 0002 8008DF12 6363
Have SMG	8008DF14 0002 8008DF16 6363
Have Shot Pistol	8008DF18 0002 8008DF1A 6363
Have Assault Rifle	8008DF1C 0001 8008DF1E 0063
Have Shotgun	8008DF24 0001 8008DF26 0063
Have HK V Assault Rifle	8008DF28 0001 8008DF2A 0063

Glas weapon codes:

--	--

Have .90 Pistol	8008DF94 0002
	8008DF96 6363
Have SMG	8008DF98 0002
	8008DF9A 6363
Have Shot Pistol	8008DF9C 0002
	8008DF9E 6363
Have Assault Rifle	8008DFA0 0001
	8008DFA2 0063
Have Shotgun	8008DFA8 0001
	8008DFAA 0063
Have MK V Assault Rifle	8008DFAC 0001
	8008DFAE 0063

Deke weapon codes:

Have .90 Pistol	8008E018 0002
	8008E01A 6363
Have SMG	8008E01C 0002
	8008E01E 6363
Have Shot Pistol	8008E020 0002
	8008E022 6363
Have Assault Rifle	8008E024 0001
	8008E026 0063
Have Shotgun	8008E02C 0001
	8008E02E 0063
Have MK V Assault Rifle	8008E030 0001
	8008E032 0063

Hana Item Codes Disc 1 (GS 2.2 or Higher Needed)

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

Have Stone Scroll	E008DF5A 0000
	3008DF5A 0001
Have Stone Willow	E008DF5B 0000
	3008DF5B 0001
Have Stone Eye	E008DF5C 0000
	3008DF5C 0001
Have Flash Disc	E008DF64 0000

	3008DF64 0001
Have Gate Key	E008DF65 0000
	3008DF65 0001
Have Sign Key	E008DF66 0000
	3008DF66 0001
Have Red Keycard	E008DF67 0000
	3008DF67 0001
Have Blue Keycard	E008DF68 0000
	3008DF68 0001
Have Locker Key	E008DF69 0000
	3008DF69 0001
Have Fuse	E008DF6A 0000
	3008DF6A 0001
Have Pipe	E008DF6B 0000
	3008DF6B 0001
Have Wire Cutters	E008DF6C 0000
	3008DF6C 0001
Have Explosives	E008DF6D 0000
	3008DF6D 0001

Glas Item Codes Disc 1 (GS 2.2 or Higher Needed)

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

Have Stone Scroll	E008DFDE 0000
	3008DFDE 0001
Have Stone Willow	E008DFDF 0000
	3008DFDF 0001
Have Stone Eye	E008DFE0 0000
	3008DFE0 0001
Have Flash Disc	E008DFE8 0000
	3008DFE8 0001
Have Gate Key	E008DFE9 0000
	3008DFE9 0001
Have Sign Key	E008DFEA 0000
	3008DFEA 0001
Have Red Keycard	E008DFEB 0000
	3008DFEB 0001
Have Blue Keycard	E008DFEC 0000
	3008DFEC 0001

Have Locker Key	E008DFED 0000
	3008DFED 0001
Have Fuse	E008DFEE 0000
	3008DFEE 0001
Have Pipe	E008DFEF 0000
	3008DFEF 0001
Have Wire Cutters	E008DFF0 0000
	3008DFF0 0001
Have Explosives	E008DFE1 0000
	3008DFF1 0001

Hana Item Codes Disc 2 (GS 2.2 or Higher Needed)

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

Have Stone Scroll	E008DF5A 0000
	3008DF5A 0001
Have Stone Willow	E008DF5B 0000
	3008DF5B 0001
Have Stone Eye	E008DF5C 0000
	3008DF5C 0001
Have Wet Towel	E008DF64 0000
	3008DF64 0001
Have Flask of Water	E008DF65 0000
	3008DF65 0001
Have Train Key	E008DF66 0000
	3008DF66 0001
Have PO Mon Key	E008DF69 0000
	3008DF69 0001
Have Truck Key	E008DF6A 0000
	3008DF6A 0001
Have Ladder	E008DF6B 0000
Access Card	3008DF6B 0001
Have X1 Mon Key	E008DF6C 0000
	3008DF6C 0001

Glas Item Codes Disc 2 (GS 2.2 or Higher Needed)

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

Have Stone Scroll	E008DFDE 0000
	3008DFDE 0001
Have Stone Willow	E008DFDF 0000
	3008DFDF 0001
Have Stone Eye	E008DFE0 0000
	3008DFE0 0001
Have Wet Towel	E008DFE8 0000
	3008DFE8 0001
Have Flask of Water	E008DFE9 0000
	3008DFE9 0001
Have Train Key	E008DFEA 0000
	3008DFEA 0001
Have PO Mon Key	E008DFED 0000
	3008DFED 0001
Have Truck Key	E008DFEE 0000
	3008DFEE 0001
Have Ladder	E008DFEF 0000
Access Card	3008DFEF 0001
Have X1 Mon Key	E008DFF0 0000
	3008DFF0 0001

Deke Item Codes Disc 2 (GS 2.2 or Higher Needed)

+====+====+====+====+====+====+====+====+====+====+

Have Stone Scroll	E008E062 0000
	3008E062 0001
Have Stone Willow	E008E063 0000
	3008E063 0001
Have Stone Eye	E008E064 0000
	3008E064 0001
Have Wet Towel	E008E06C 0000
	3008E06C 0001
Have Flask of Water	E008E06D 0000
	3008E06D 0001
Have Train Key	E008E06E 0000
	3008E06E 0001
Have PO Mon Key	E008E071 0000



	3008E071 0001
Have Truck Key	E008E072 0000
	3008E072 0001
Have Ladder	E008E073 0000
Access Card	3008E073 0001
Have X1 Mon Key	E008E074 0000
	3008E074 0001

Glas Item Codes Disc 3 (GS 2.2 or Higher Needed)

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

Have Stone Scroll	E008DFDE 0000
	3008DFDE 0001
Have Stone Willow	E008DFDF 0000
	3008DFDF 0001
Have Stone Eye	E008DFE0 0000
	3008DFE0 0001
Have Coin	E008DFE8 0000
	3008DFE8 0001
Have Sunflower	E008DFE9 0000
	3008DFE9 0001
Have Mach Gun 'O Love	E008DFEA 0000
	3008DFEA 0001
Have Pistol Whipper	E008DFEB 0000
	3008DFEB 0001
Have Flowers	E008DFEC 0000
	3008DFEC 0001
Have Cooking Oil	E008DFED 0000
	3008DFED 0001
Have Office Key	E008DFEE 0000
	3008DFEE 0001
Have Lounge Key	E008DFEF 0000
	3008DFEF 0001
Have Wire Cutters	E008DFF0 0000
	3008DFF0 0001
Have Elevator Key	E008DFF1 0000
	3008DFF1 0001
Have Storeroom Key	E008DFF2 0000
	3008DFF2 0001

Have A New Desire	E008DFF3 0000
	3008DFF3 0001
Have Wrench	E008DFF4 0000
	3008DFF4 0001
Have Meat Locker Key	E008DFF5 0000
	3008DFF5 0001
Have White Vase	E008DFF6 0000
	3008DFF6 0001
Have Black Vase	E008DFF7 0000
	3008DFF7 0001
Have Red Vase	E008DFF8 0000
	3008DFF8 0001
Have Paper Madam Chen	E008DFF9 0000
	3008DFF9 0001
Have Madam Room Key	E008DFFA 0000
	3008DFFA 0001

Hana Item Codes Disc 3 (GS 2.2 or Higher Needed)

+====+====+====+====+====+====+====+====+====+====+====+

Have Stone Scroll	E008DF5A 0000
	3008DF5A 0001
Have Stone Willow	E008DF5B 0000
	3008DF5B 0001
Have Stone Eye	E008DF5C 0000
	3008DF5C 0001
Have Coin	E008DF64 0000
	3008DF64 0001
Have Sunflower	E008DF65 0000
	3008DF65 0001
Have Mach Gun 'O Love	E008DF66 0000
	3008DF67 0001
Have Pistol Whipper	E008DF68 0000
	3008DF68 0001
Have Flowers	E008DF69 0000
	3008DF69 0001
Have Cooking Oil	E008DF6A 0000
	3008DF6A 0001

Have Office Key	E008DF6B 0000
	3008DF6B 0001
Have Lounge Key	E008DF6C 0000
	3008DF6C 0001
Have Wire Cutters	E008DF6D 0000
	3008DF6D 0001
Have Elevator Key	E008DF6E 0000
	3008DF6E 0001
Have Storeroom Key	E008DF6F 0000
	3008DF6F 0001
Have A New Desire	E008DF70 0000
	3008DF70 0001
Have Wrench	E008DF71 0000
	3008DF71 0001
Have Meat Locker Key	E008DF72 0000
	3008DF72 0001
Have White Vase	E008DF73 0000
	3008DF73 0001
Have Black Vase	E008DF74 0000
	3008DF74 0001
Have Red Vase	E008DF75 0000
	3008DF75 0001
Have Paper Madam Chen	E008DF76 0000
	3008DF76 0001
Have Madam Room Key	E008DF77 0000
	3008DF77 0001

Deke Item Codes Disc 3 (GS 2.2 or Higher Needed)

+====+====+====+====+====+====+====+====+====+====+

Have Stone Scroll	E008E062 0000
	3008E062 0001
Have Stone Willow	E008E063 0000
	3008E063 0001
Have Stone Eye	E008E064 0000
	3008E064 0001
Have Coin	E008DF6C 0000
	3008DF6C 0001
Have Sunflower	E008DF6D 0000



Have Stone Scroll	E008DF5A 0000
	3008DF5A 0001
Have Stone Willow	E008DF5B 0000
	3008DF5B 0001
Have Stone Eye	E008DF5C 0000
	3008DF5C 0001
Have Paper Gate	E008DF64 0000
	3008DF64 0001
Have Paper Gate Key	E008DF65 0000
	3008DF65 0001
Have Tree Branch	E008DF66 0000
	3008DF66 0001
Have Paper Pistol	E008DF67 0000
	3008DF67 0001
Have Paper Shotgun	E008DF68 0000
	3008DF68 0001
Have Paper SMG	E008DF69 0000
	3008DF69 0001
Have Paper Assault Rifle	E008DF6A 0000
	3008DF6A 0001
Have Pistol Ammo	E008DF6B 0000
	3008DF6B 0001
Have Shotgun Ammo	E008DF6C 0000
	3008DF6C 0001
Have SMG Ammo	E008DF6D 0000
	3008DF6D 0001
Have Assault Rifle Ammo	E008DF6E 0000
	3008DF6E 0001
Have Doll	E008DF6F 0000
	3008DF6F 0001
Have Stone Scroll	E008DF70 0000
	3008DF70 0001
Have Tree Branch	E008DF71 0000
	3008DF71 0001
Have Gate Key	E008DF72 0000
	3008DF72 0001
Have Stone Eye	E008DF73 0000
	3008DF73 0001

Have Stone Tree Half	E008DF74 0000
	3008DF74 0001
Have Stone Tree Whole	E008DF75 0000
	3008DF75 0001
Have Crank	E008DF76 0000
	3008DF76 0001

Glas Item Codes Disc 4 (GS 2.2 or Higher Needed)

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

Have Stone Scroll	E008DFDE 0000
	3008DFDE 0001
Have Stone Willow	E008DFDF 0000
	3008DFDF 0001
Have Stone Eye	E008DFE0 0000
	3008DFE0 0001
Have Paper Gate	E008DFE8 0000
	3008DFE8 0001
Have Paper Gate Key	E008DFE9 0000
	3008DFE9 0001
Have Tree Branch	E008DFEA 0000
	3008DFEA 0001
Have Paper Pistol	E008DFEB 0000
	3008DFEB 0001
Have Paper Shotgun	E008DFEC 0000
	3008DFEC 0001
Have Paper SMG	E008DFED 0000
	3008DFED 0001
Have Paper Assault Rifle	E008DFEE 0000
	3008DFEE 0001
Have Pistol Ammo	E008DFEF 0000
	3008DFEF 0001
Have Shotgun Ammo	E008DFF0 0000
	3008DFF0 0001
Have SMG Ammo	E008DFF1 0000
	3008DFF1 0001
Have Assault Rifle Ammo	E008DFF2 0000
	3008DFF2 0001
Have Doll	E008DFF3 0000



Brassknuckles:  
Rate of Fire: Slow  
Damage: Low  
Overall: \*\*\*

Firearms:  
+---+---+

.90 PISTOL:  
Rate of Fire: Medium  
Damage: Medium  
Overall: \*\*\*\*

ASSAULT RIFLE:  
Rate of Fire: Fast  
Damage: High  
Overall: \*\*\*\*\*

HK V ASSAULT RIFLE:  
Rate of Fire: Fast  
Damage: High  
Overall: \*\*\*\*\*

SHOT PISTOL:  
Rate of Fire: Medium/Fast  
Damage: High  
Overall: \*\*\*\*\*

SMG UZI:  
Rate of Fire: Very Fast  
Damage: Medium/High  
Overall: \*\*\*\*\*

SHOTGUN:  
Rate of Fire: Slow  
Damage: High  
Overall: \*\*\*\*

.....

11. CREDITS

.....

CJayC- For accepting all of my FAQs, and for creating the best web site on the net!

Expert Gamer- For the codes

Fear Effect Game Manual- For the character info



Me- For making this FAQ! :p

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## 12. CONTACT INFO

.....

Shameless Self-Promotion: Other FAQs by me:

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### PLAYSTATION:

- Ape Escape
- Brave Fencer Musashi
- Crash Team Racing
- Gran Turismo 2
- Hot Shots Golf 2
- Medal Of Honor
- NBA Live 2000
- Need for Speed: High Stakes
- Tony Hawk's Pro Skater
- R4: Ridge Racer Type 4
- Rollcage
- Syphon Filter 2

### NINTENDO 64:

- NBA Live 2000
- Mario Party 2

### DREAMCAST:

- Carrier
- Crazy Taxi
- Hydro Thunder
- MDK 2
- Sega GT: Homologation Special
- Sega Rally 2
- Sega Swirl
- Resident Evil Code: Veronica

.....

My website: [http://www.geocities.com/i\\_am\\_nemesis\\_99](http://www.geocities.com/i_am_nemesis_99)

E-Mail Address: [nemesis@flipmode.com](mailto:nemesis@flipmode.com)

### E-MAIL RULES:

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#### Types I WILL accept:

- Small questions that are NOT answered in the FAQ
- Comments
- Any types of contributions that can be HELPFUL to others
- Corrections for this FAQ
- Any mail asking if you can use this FAQ on your website. Read the Legal Stuff section for all the details.

Types I will NOT accept:

- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive criticism
- Any questions that are already answered in this FAQ

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Brett

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```

Franklin

One final word:

"Don't Do Drugs!"

~End of Document~