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Welcome, one and all. I, Syonyx, will be your guide through Juggernaut, a graphical first-person adventure game. In terms of gameplay, Juggernaut is similar to the Myst series, in case that's a useful reference point for you. It's just a tad more creepy and satanic, though (hence the Mature rating). In Juggernaut, your girlfriend is being taken over by a demonic force, and you must enter her mind to try and free her before it's too late.

I would advise most players to make their own way through the game as much as possible, referring to this guide only when you feel you are truly stuck or getting really frustrated, unless you're really only interested in speeding through the game, having other more pressing games to get to. I wouldn't fault you for that, since Juggernaut is fairly dated and obscure, and requires a fair amount of patience to get through on your own. If you are just looking for a little tip if you find yourself stuck, rather than looking through the walkthrough, in which I might not be doing things in the exact same order that you are, you might try checking out the item guide. There, you can search for the names of items that you haven't found yet and where to get them, then go off on your own once more. Since the game is pretty much driven by locating and using items, this is an easy way to locate what you're missing when you find yourself stuck.

On a side note, what is a juggernaut? Unfortunately for X-Men fans, this game has nothing to do with the 'Crimson Bands of Cyttorak'-powered behemoth of Marvel Comics fame, though that would make for a fun game too. Rather, it harkens to the original definition of juggernaut, an overwhelming, advancing force that seems to crush everything in its path (as per dictionary.com). In this case, it refers to the evil force that has taken over your girlfriend, and which you must battle through esoteric means. It's an ominous word, to say the least.

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2. PLAYING THE GAME

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|----------|---------------------------------------------|--------------------------|
| CONTROLS | D-pad: Move / move cursor.                  | L1: Open/close map       |
| -----    | X: Select / examine                         | R1: Open/close inventory |
|          | O: Advance dialogue                         |                          |
|          | Triangle: Exit menus / cancel action cursor |                          |

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GAMEPLAY

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Juggernaut is a graphical, first-person adventure, where you take the role of a young man traveling through a construct of your girlfriend's mind in an attempt to free her from the demonic influence that is taking her over. I sure hope you get some after all this. Anyway, in first-person perspective, you move about, examine objects, pick up and use items, and solve puzzles to accomplish your objective.

MOVEMENT CURSOR: This icon at the bottom of the screen shows you the current directions (forward, back, left, right) that you can move in. Generally, forward makes you walk forward, left and right turn you in that direction (up to 90 degrees), and down makes you turn around where you're standing. Once you start playing the game, however, you'll quickly realize that exactly what each command makes you do depends on the needs of the room that you're in. Please also note that pressing forward when you're already up against something will

instead activate the action cursor, allowing you to examine objects in your field of vision more closely.

**ACTION CURSOR:** This round targeting reticule appears when you press forward while standing in front of something that you can look at more closely. When it appears, move it about the screen onto objects that might be of interest. If there is something to examine or pick up, the reticule will spin in place. Press X when this happens to either read about the object of interest or pick it up, if that is possible. Press Y to return to the movement cursor when you're done.

**BODIES:** In the mansion, where you'll spend most of your time, you will have to switch between different body types to get through different areas. The 3 types are:

- Soul: In this form, you exist as a floating orb at eye-level. You cannot open doors or pick up or use objects, but you can pass through small holes in the walls.
- Adult Body: In this form, you can enter full-size doors and use items to your heart's content.
- Juvenile Body: With this form, you wander about at knee-height. You can go through the tiny doors you will find, but you cannot reach the handles of large doors. You are still able to pick up and use objects.

To switch between the different forms, you must find Soul Exchangers. These machines can insert or remove your soul from either a large body or a juvenile body, depending on the machine. You may make these changes as often as is necessary.

**INVENTORY MENU:** Press R1 to open this menu at any time. You will see items in your inventory; press left or right to scroll through them. Press X when the desired item is in the center of your view and you will get the following options:

- Examine: Look more closely at the item to learn more about it.
- Use: Use the item on the current screen. If you cannot use that item there, you will be told so right away.
- Combine: Join the item with another in your inventory to create a new useful item. Only useable with certain items.

The most important item in your possession is the pendant from your girlfriend. You can use this at any time to save your game.

**MAP:** Press L1 to open a simple overhead map of the current area or floor that you are on, then press L1 again to close it. Your current position and the direction that you're facing will be indicated by an arrow. Also, there are 3 types of doorways shown on the various maps:

- Green line: Adult-sized door. Can only pass through with an adult body.
- Yellow line: Juvenile-sized door. Can only use with the juvenile body.
- Red dot: Soul hole. Can only pass through as a disembodied soul.

Use the map frequently to keep track of your location and spot places you haven't been to yet.

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**SAVING THE GAME** I mentioned this under inventory above, but it's worth mentioning again. To save your game at any time, open the inventory menu (R1) and choose the Pendant. Use it to open the save game screen, and choose a location to save. You must have a memory card with at least 1 free block of space in memory card slot 1 in order to save your game. You can make up to 4 different save files per memory card, each taking up 1



mean, a guy just turned into a birdcage with a watch in it, for goodness' sake).

Go up to the tower and note the '33' on the door. Enter it and go up to the record player. Open your inventory and examine the RECORD you're carrying; it says '78' for the front side and '33' for the back. Place the RECORD on side B in the record player and listen carefully to the short tune. Now, as you approach each door in this tower, it will play a bar from the record and list 'first bar', 'second bar', etc. You have to go through the series of doors that plays the bars of the song in the correct order. This is confusing at first, since both doors from the starting room play the right bar, but after that, one of them doesn't lead to any doors that play the correct second bar. Anyway, the correct path, starting from the room with the record player is: Red door, Green door, Red door, Green door. This brings you to another pocket watch. Examine it, then set the time to 6 o'clock by pressing X with the cursor over '6'. Exit out of there and you'll be given the option to quickly back right out to the first room. Just turn to the door opposite the record player and leave.

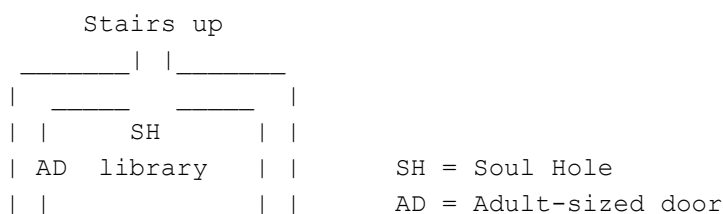
Return to the central tower and go up to the top room again. Remove the PAINTING from the easel and place it on the other easel, opposite the first one. This opens up a new path on the other side of the forest. Go there and enter the new tower with '78' on the door. Inside, place the RECORD on side A at the record player and listen carefully. Supposedly, it says "Dog, god , evil, live", but it kind of sounds like "Doc, doc, elu, leff". Anyway, again, the doors will give a sound bite and a bar, and you have to go through the series of doors that match the record. From the starting room, the correct order is: Red door, Brown door, Blue door, Brown door. Inside, examine the pocket watch and set it to 6 o'clock again.

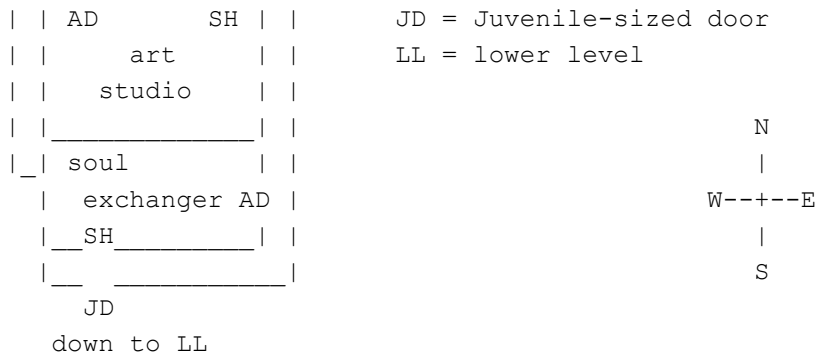
Once both watches are correctly set, there will be a little FMV, and you will find yourself on the dock back at the beach. Go forward, and examine the edge of the dock on the left side. Move forward onto the footprints, and you go to the giant floating rock.

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3.3 Mansion Exterior  
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Go forward until you reach the man with the lamp. Move forward and talk to him. Choose "No, I don't" to receive the DOG CARD. Turn around and back away from him a bit, turn right and go around to the West side of the mansion. Look to your right to see a man sitting at a table. Use the DOG CARD on him to have it transformed to the GOD CARD. Now go to the East side of the mansion to find another man at a table there. Use the GOD CARD on him to receive the EVIL CARD. Go back to the first man and use this card to have it changed to the LIVE CARD. Finally, go around to the back of the mansion and see the man standing there. Use the LIVE CARD on him to receive a choice: Choose "Yes" to gain entry to the mansion, albeit via hideous means.

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3.4 Mansion 1st Floor  
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Examine the painting if you like, then turn around to receive a message from the Priest. Being disembodied, you can't open doors or pick up objects. Move to the opposite corner, where there's a hole in the wall. Zoom through it. Keep going straight and go through the hole in the bookshelf. Once you're in the hall, turn right and keep going forward to reach a dead end. Turn right and go through the soul hole here to find the first Soul Exchanger machine. Examine the body in it to use the machine, and elect to inhabit the Adult Body.

Now corporeal, head out the door on the side of this room, turn left and go ahead past the stairs to reach the door to the library (you should start using the map frequently to orient yourself by pressing L1). \*\*\*Before entering, go straight to the wall at the end of the hall. Your pendant will glow and you'll receive a message from Sarah. This spot must be important. Examine the wall to see the following design:

+ --> O

That's it for here. Go back to the door along the side of this hall and enter it.

LIBRARY

Maneuver to behind the desk and examine the book on it. Take note of the picture inside: The skull has once stake straight through it's forehead, and another entering through the left temple. Go right to the doors and enter the left one (not the one you came in through). You're back in the starting room.

PAINTING STUDIO

Move around until you're between the shelves and the table. Look at the shelves and pick up the YELLOW PAINT. The Priest gives you a hint about what you'll need to do with it. Turn around fully and look at the table. Move the action cursor around and select the RED PASTEL to pick it up. Make your way to the door and leave, then go through the next door just on your left to return to the hallway.

### 3.5 Finding the Microcosm Hub

Now, before you go upstairs, in the interests of expediency, go back to the Soul Exchanger and switch back to the soul. Float out the hole in the back and go around the hallway to the stairs, then go up to the second floor. Go right when faced with the double doors and move along the hallway, past the next door on your right, to reach a T-junction. Go left and half-way along the wall, then turn left and go through the soul hole to find a Juvenile Body in another Soul Exchanger. Inhabit the Juvenile Body, then leave the room via the small

door. Go down the hall back to the stairs and down to the first floor.

Circle around the hallway to the South end, then go through the small door in the South wall. This will take you down to Lower Level 1. Here, there are 2 Soul Exchangers on the West side. Enter the small door to your left, release the Juvenile Body, then go out via the Soul Hole and go through another into the next Soul Exchanger room on your left. Get the Adult Body, leave this room, then go through the double-doors just ahead. Go through the tunnel until you feel warm air, then go ahead down the stairs to the second lower level.

Half-way down the tunnel, turn right and climb the ladder there. This puts you in the Microcosm hub, as the Priest informs you. Enter the first door straight ahead of you at the top of the ladder.

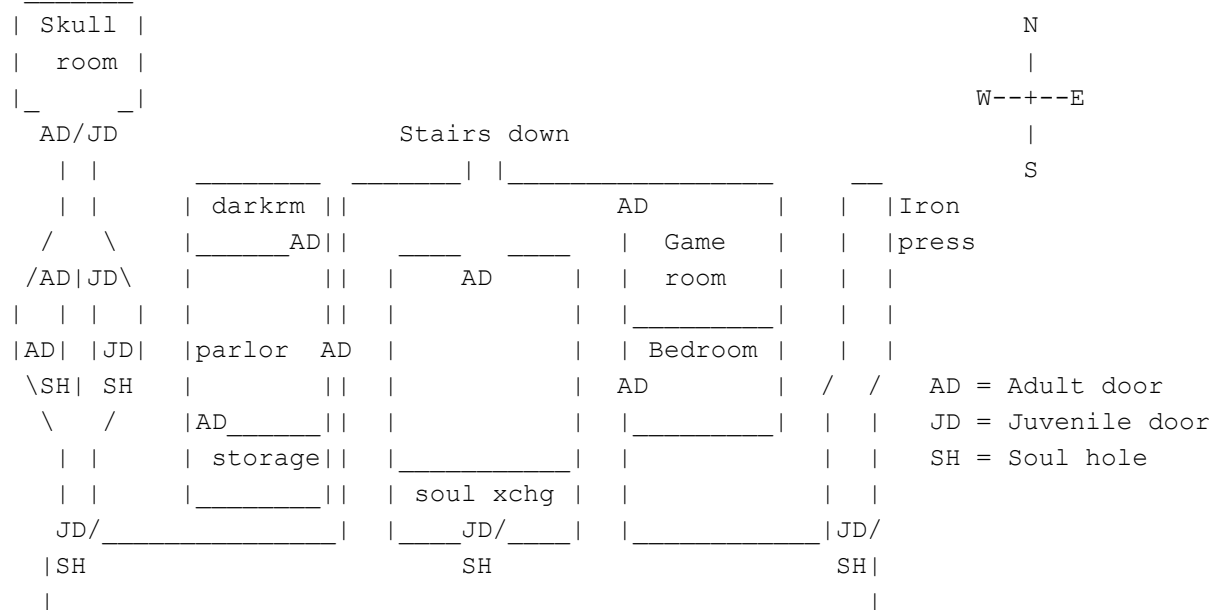
| DRESSING ROOM |

Go forward, then left, then up to the wall. From there, turn right to face the dresser. Examine the top drawer to open it, then take the PICTURE inside. Next, go up to the wall on the opposite side of the room, then turn right and examine the wardrobe to open it. Take the PIECE OF IRON on the shelf. Leave this room. You'll return later, but there's a lot to do first.

Go back down the ladder, go ahead down the tunnel the way you came, and go back to the Soul Exchanger to release the Adult Body. Fly out and go back into the other Soul Exchanger room to get the Juvenile Body once more. With it, leave and go right, through the small door you came in here from, and back up to the first floor.

Now, with the PICTURE and PIECE OF IRON in your possession, and in control of the Juvenile Body, go back up to the second floor.

3.6 Mansion 2nd Floor



As the Juvenile Body, make your way to the South hallway, and go to the East end. Enter the small door there to descend into a narrow hallway (you're actually on the first floor here since you descended some stairs, but the only entrance to this area is on the second floor so I'll count it as part of

there).

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| CRUMBLING HALLWAY/IRON PRESS |  
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Go straight to the end of the hall. At the half-way mark, you can examine things on the sides, but you can't do anything with them yet. Go to the iron press and use the PIECE OF IRON to place it inside. Next, examine the control board below the drawer and press the top red button to make the KEY. Turn around and leave this hallway.

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Now it's time to get the Adult Body and rock this floor. Return to the Soul Exchanger nearest you and dump the Juvenile Body, then float down to the first floor as a soul and get the Adult Body in the first-floor Soul Exchanger room. Go back up the stairs to the second floor.

Go straight ahead through the double doors to enter the dining room.

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| DINING ROOM |  
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Head to the rear right corner and examine the door. It's locked, so use the IRON KEY to open it. Inside, take the BLUE PAINT from the shelf. That's it. Exit back to the main hall. You'll be back in here shortly, though.

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Now, once you exit the dining room, turn left and go down the West side of the corridor. Enter the only door along the West wall.

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| PARLOR |  
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Move to the left side of the room and examine the small table in the corner. There are 2 items of interest on here. On the right, examine the paper clippings to read: "Dm7". Also, listen carefully to the tape recorder a couple of times. Now turn left and examine the lock on the door. It is a panel with the letters C,D,E,F,G,A,B,C, and an Enter button. You have to press the correct combination of keys to open the door. Each button produces a different sound effect. The correct order reproduces the sequence of sounds heard on the tape recorder. The easier way to figure it out, though, is to know that the notes D,F,A,C make up the D-minor-seventh chord (it helps to be musically knowledgeable). So press D, F, A, then C, and hit Enter to unlock the door. Enter the door, and pick up the MIRROR. Leave this side room.

Head toward the door on the opposite side of the room. This one is also locked. Look on the table beside it and examine the photo album. Once it's open, use the PICTURE to fill the missing spot. The page will flip and you'll see the numbers 5,3,8 on the backs of the pictures. Turn to the door and examine the combination lock, then set it to 5,3,8 and press Enter to unlock it. Enter the darkroom and pick up the FILM from the table. Leave the darkroom and go back out to the main hallway.

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Now you need to switch back to the Juvenile Body again, so go down to the first floor, escape from the Adult Body, float back up, and go get the Juvenile Body from the middle room along the South hallway. With the small body, go back to the East corner and re-enter the hallway where you found the iron press.

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| CRUMBLING HALLWAY/IRON PRESS (2nd time) |  
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With the juvenile body, head into the small door and go half-way up the hallway. Turn left and examine the mirror stand. Place the MIRROR in it, and



out of the reflection you receive FILM.

Continue to the end of this hallway. Place the IRON KEY back into the iron press, and examine the panel below the drawer. Press the Green button to turn the key into the IRON CRANK. Now you can leave this hallway for good.

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Sadly, you now have to change bodies yet again. Dump the Juvenile Body where you found it, then go down to the first floor and obtain the Adult Body once more. Come back up to the second floor and enter the double doors to return to the dining room.

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| DINING ROOM (2nd time) |

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Head to the rear left corner of the room, and you'll feel a draft. Examine the wall here to push it in. If you look to the right of the recessed wall now, you'll see a red electric eye. If you try to go in, it'll close the wall and push you out. Instead, now go to the right side of the table in the main room and examine the candle holder sitting on it. Move the candles, then press the button underneath them. Return to the trick wall, push it in again, cancel the action indicator and move into the space it was hiding. You turn around and see a ladder. Climb up it to reach the 3rd floor.

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| WATER TANK (3RD FLOOR) |

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Up top, go right, then left around the tank. Enter the door at the end of the hall. Inside, move ahead to the hole, then use the IRON CRANK to drain the water. Look right and climb the ladder to enter the empty tank. At both ends of the tank, examine the mud on the ground to find the COIN and the KNIFE. On picking up the latter, the Priest appears to tell you what you need to do with it. Climb out of the tank and return to the ladder to get back to the dining room. Go back out into the main hall.

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Next, go down the East side of the hall (turn right on exiting the dining room). There are 2 doors here. Enter the first one in the corner.

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| GAME ROOM |

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Turn right and go past the pool table. Examine the arcade machine. You need to do 2 things to get it to work: Place the RED PASTEL in its right hand, and insert the COIN in the slot. This will put it to work coloring in a diagram. Examine the diagram carefully. I suggest that you write it down somewhere, but I'll provide you with it later in this guide when you need to use it. You can now leave this room. You might want to check out the chess table at the end of the bar on your way out, though.

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Now turn left and enter the next door along the East wall.

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| BEDROOM |

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Move up to the bed, then turn right and examine the photo on the nightstand. It depicts the mansion as you saw it from outside previously, and as such, is part of your past. As per the Priest's instructions, slash it with your KNIFE. You may now leave.

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It's switcheroo time once more. Go back to the first floor and shed the Adult

Body, then float back upstairs and get the Juvenile Body on the second floor. This time, head to the West corner along the South hall and enter the small door there. This takes you down to a hallway with Soul Exchangers for both Juvenile and Adult bodies and another hallway beyond it.

| SKULL ROOM |

Approach the door at the end. There is a skeleton on either side of the door, with the bodies fallen away from the skulls, which are staked to the wall. Examine the skulls until you are given the option to rotate them. Rotate each one 3 times, then enter the door (do not press the button, it resets the room and the skulls) to find a dining table. There's nothing here for you as an adult, so back to the soul exchanger, release the body, then go through the soul hole and into the other room just beside the one you came out of. There is another soul exchanger in here that gives you a juvenile body. Get the juvenile body, then go through the upper door in this room to go back up to the skulls. Enter the door (again, do not press the button), then examine underneath the table to find FILM.

Leave and go switch back to the Adult Body, then go back up to the skulls. Rotate each skull one more time. You'll hear the next room creaking again if you did it right. Enter the room to find a painting. Approach it, and slash it with the KNIFE to release your past. There's still one more picture to go. Leave this hallway.

Return to the Adult Soul Exchanger and release your soul. Get the Juvenile Body next door and use this to return to the second floor main hallway. Still in the Juvenile Body, go back to the first floor, all the way to the South hallway there. Go through the small door in the South wall, across from the soul hole.

3.7 Mansion Lower Level

Turn right to look at the double doors, and the Priest will appear to give you a clue. Open the doors as the Juvenile Body to reveal a secret panel, with a hole. Use the IRON CRANK here to change the room ahead. Turn around, enter the left Soul Exchanger room and exit from the Juvenile Body, then go to the other Soul Exchanger room right next door and get the Adult Body. Go out and open the double doors to find out what is different inside. Go ahead until you find a vault in the wall. Open it to receive FILM. Turn around fully and exit this room.

Switch back to the Juvenile Body. Return to the secret lower panel and use the IRON CRANK in the hole again. Switch back to the Adult Body and go through the double doors again, this time to find a painting. Slash it with the KNIFE. Now that you've slashed all 3 pictures of your past, you are shown in a vision what has changed in the mansion. Switch to the Juvenile body once more so that you can go back up to the first floor.

Unfortunately, you have to go all the way to the second floor Soul Exchanger room to lose the Juvenile Body, then float back to the first floor and get the Adult Body. Still on the first floor, enter the library again, then the painting studio, and examine the painting that you were facing when you first appeared in the mansion. You reach into it and pull out the AX. Go back outside and enter the Soul Exchanger, then float back up to the second floor and get the Juvenile Body. Finally, go back down and through the South door on the first floor to return to the lower level.

As the Juvenile Body, open the panel in the double doors and use the IRON CRANK one last time to re-set the room to the configuration that lets you climb down to the second lower level. Switch to the Adult Body, go through the double doors and down, then climb up the ladder along the tunnel to return to the Microcosm Hub.

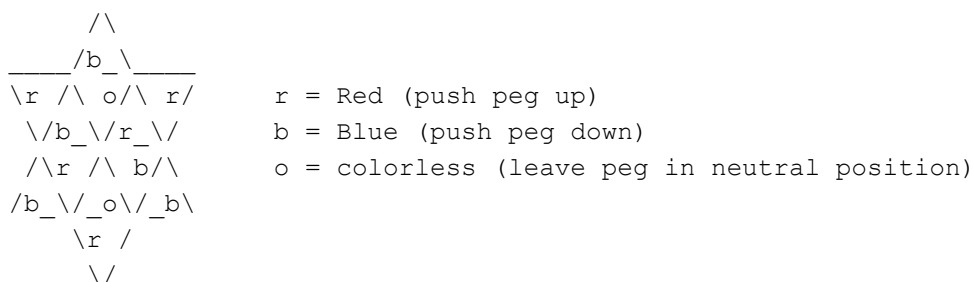
To keep with the order of Microcosms listed here, go through the door on the East side first. We'll do them from there in counter-clockwise order.

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3.8 Microcosm Hub - Black & White Room (North)  
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You find yourself in a colorless room. The only features of interest are the door with the pentagram and peg pattern, and the sign beside it that reads:

"Red Knobs [up]  
Blue Knobs [down]"

To solve this puzzle, you have to recall the drawing made by the arcade machine in the game room on the second floor of the mansion. I suggested earlier that you write it down, but since I'm feeling helpful I'll include the diagram here.



Examine the board on the door and move the pegs so that they correspond with the diagram (keep clicking on each peg to cycle through the different positions). Once you do this, the door opens and you move on in. Change to Disc 2 to continue. There are doors on the left and the right. Let's do the left one first.

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3.8.1 Killing Island (jungle island)  
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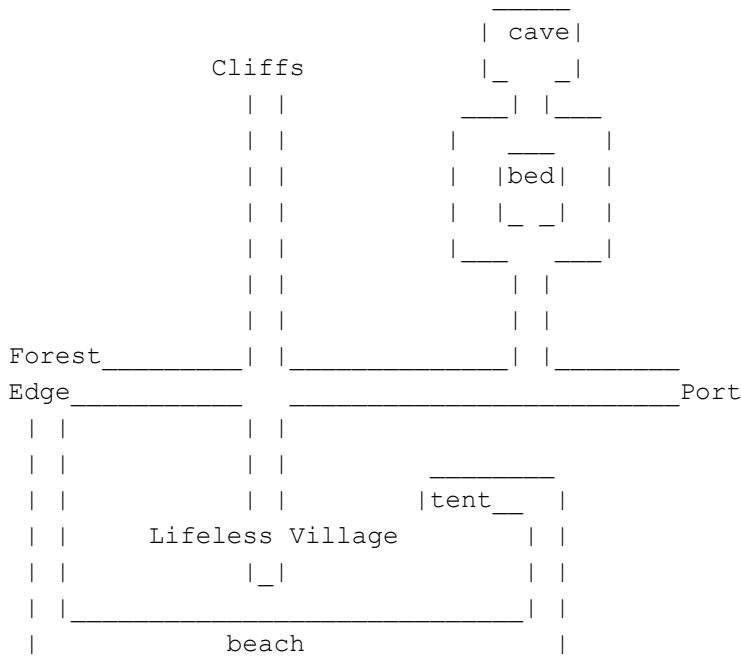
"Tragedies occur on an isolated island, where Evil exists everywhere."

From the start, turn around and go out of the bedroom, then out of the hut entirely. Go left and climb down the ladder by the hut entrance, then try to go down the road. You won't go any further because you hear another gunshot, so climb back up the ladder and circle left around the raised platform. Climb down the ladder at the back and enter the cave. Examine both the girl and the lamp on the ground in front of her. Examine the girl again and then the next day will come.

You start off out in the forest. Turn right and go to the crossroads. Head North to reach some cliffs; examine the tip of the cliffs in the distance. Turn around and go back to the crossroads, then go South to the village. Go straight to the edge and look over the side down to the beach. You must also look to either side from the village entrance and examine the dead bodies. Go back up to the crossroads and travel West to the forest edge, and examine the foliage dead ahead. Return to the raised hut. As you approach it, a short

vision is triggered (if it isn't, you missed looking at something, so head back out and try again). Go to the cave behind the hut and talk to the girl.

After the girl speaks, examine the lamp once more to go over your memories. Head back out to the West edge of the forest and examine the single tree on the left. This opens up a new path, so go forward along it to reach the beach. Turn left and examine the skeletons. Turn back right and continue along the new path to the end. Turn left and walk up to the small camp. After a FMV and a conversation, turn to walk away from the soldier. You automatically return to the beach. Go back up to the forest and walk East all the way to the port at the end. Examine the children and read through the denouement. Eventually you'll be given the OLD GUN. Use it when asked to finish the story.



Go straight across to the other door to start the next vignette.

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3.8.2 Endorphin Rush (prison island)
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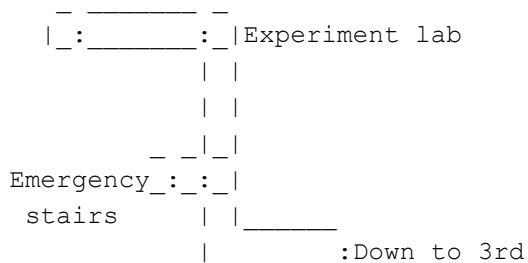
"Repeated experiments with no ethics are performed in a huge prison."

You are given the FAKE ID CARD right at the start of the mission. Head up into the facility. Examine the lever beside the gate and pull it. At the next door, look right and examine the ID scanner, then use the FAKE ID CARD to gain entry. After talking to the security guard, turn right and advance to the elevator. Turn right to examine the ID scanner and use your card again to go up to the second floor.

Go ahead to the crossroads and take a right, then go straight up to the end of the hall. Turn right again and go to the end, then enter the bathroom on your left. Examine the scientist to take the WHITE UNIFORM. Use it right away to put it on, then leave and go back down the long hall to the first crossroads you came to upon leaving the elevator. Enter the door marked 'HYMN' at the end of the hall. Examine the scientist on the right, and the head of the man on the table. After the lead scientist talks to you, look to the left and use the switch by examining the white box on the table. Ha ha, you're complicit in torture... Anyway, go forward after leaving the room and turn left, then enter the door marked 'EDELWEISS'. Examine the feet of the man on the table, then the back of the second scientist from the left. When prompted for the Child Finger S, select the instrument on the right. Obviously, the other device is the Big Bear Hand. After you select it, you will leave the room.



FOURTH FLOOR



Now that you have cleared both vignettes in this Microcosm, you see a twisted door partially straightening out. Return to Disc 1 to continue. You find yourself back in the black & white room. Exit to the main hub. Let's go to the next door on the right.

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 3.9 Microcosm Hub - Art Gallery (West)
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Look at the paintings if you want to, I'm not sure what they mean. Head around the partition to the back of the room and face the door. When you try to enter it, you read the note "Wet Paint". Go back outside this door and face it again (inside the room, there's a case of film that you can pick up, but it's an extraneous item, i.e. you don't need it). Since there wasn't really any wet paint on the door, how about we add some? If you use either the yellow or blue paint on the door, you will then be able to pick up another bucket of that color inside the room. But remember what the priest said when you first got the yellow paint? You have to make it green. In the inventory menu, combine the yellow and blue paint to make the GREEN PAINT. Use this on the door to create the entrance to the microcosm. Switch to Disc 3 to continue.

There are doors to the left and straight ahead. Let's do the one to the left first.

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 3.9.1 Warrior Tribe (jungle island)
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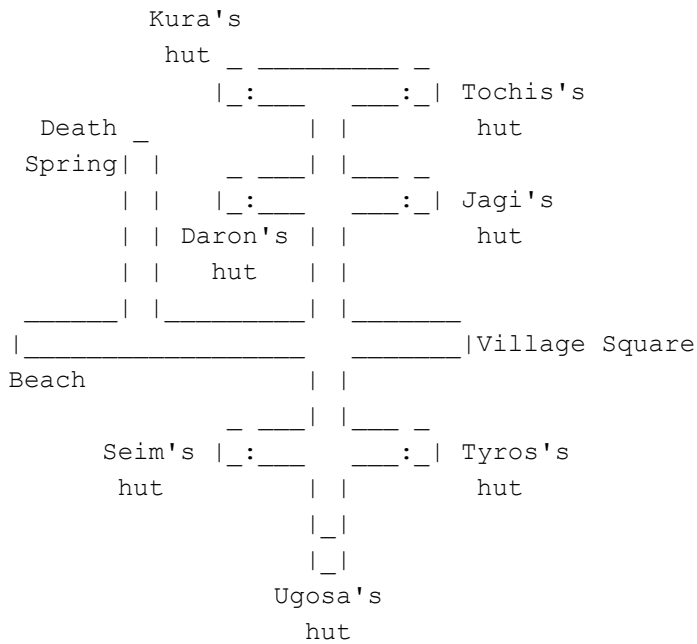
"Mysterious island, don't be deceived by the illusions and try to see the truth."

After the prologue, talk to the chief to start the fight. Once you find yourself in your hut, turn around and go outside. Take the first left and go to Seim's hut. Talk to Seim and examine his pot, then go back outside. Go straight across to Tyros' hut and talk to him. Head up into the rest of the village and go left to Daron's hut. Talk to the chief and something strange will happen. Leave the hut and go straight across to Jagi's hut and talk to him for another weird vision. You can also go up and speak to Kura and Tochis in their respective huts. When you're done, go back and talk to Seim again.

The next morning, head up and right to the village meeting place. Talk to the chief and you'll be asked to go find Tochis. Head North to his hut and enter it. Go back to the village square to report what you found. When Tyros joins you, return to Tochis's hut again. Once there, talk to Tyros. Next, go to the village square again to look for Kura. In Kura's hut, talk to the villagers. Leave them in the hut and go to Seim's hut to talk to him once more.

When you find yourself back in your hut, go to Death Spring by heading West then North from the crossroads nearest the village meeting place. Once the path turns white, go to Chief Daron's hut and talk to the villagers gathered

there. Return to the white path at Death Spring. Just keep watching and reading as the very strange story plays out to the end.



After the story ends, head up and turn right to find the other door in this area.

~~~~~  
3.9.2 Prison of Death (prison island)
~~~~~

"Inside a towering building in the middle of the night, blood splashes and screams echo. Evil laughs scornfully..."

Talk to the man on the docks, then turn around and head into the facility. Go through the gates to the first locked door. Look right at the ID scanner and use the ID CARD there to gain entry. Inside the hall, examine the white line along the wall. Turn right, go to the elevator, then turn left and examine the window in the wall again. Turn back to the elevator and use the ID CARD again on the scanner on the right side.

On the second floor, go ahead around the corner to the crossroads. Go left through the door, then turn left and look at the door. It is marked 'TOYBOX'. Turn around and go through the other door in this hall to find the computer room. Examine the notepaper on the left side by the mug. Next, examine the computer below the panel. This controls the door locks. Having read the report and looked at the door opposite this room, you now have the names of 3 sectors: DUSK, DAWN, and TOYBOX. Enter each of these words into the computer and hit enter (use backspace, or BS, to erase each one once you've cancelled the locks) to open the doors.

Once they're all unlocked, leave this room and enter the 'Toybox' room ahead of you. Examine the GUN to pick it up. Leave and go across the main hallway to the other pair of doors. Enter the left one and turn left when facing the operating table. Pick up the TRANQUILIZER DART on the crates, then head back outside. Go out to the main hall and turn right. To prepare for what's ahead, open your inventory menu and combine the TRANQUILIZER DART with the GUN. Head up and turn the corner to spot a guard by the elevator. To shoot him, move the targeting cursor over his chest and hold X until you fire. You automatically retrieve the MEMO PAD from his body.

Your ID card won't work on this elevator right now, so turn around and return









Head into the virtual world of the Core Station by clicking on World Network. In this scenario, you can ignore the Shopping and Culture branches, as there isn't anything useful there. First off, go to Public Services, then choose Medical to visit the virtual hospital. Enter Internal Medicine and speak to the first doctor on the left, Maniella (the other two are with patients and cannot be accessed). After the consultation, you receive the ADDRESS OF GREEK CROSS HOSPITAL. Exit the doctor selection screen and choose the new option here, System Control. Click on the man's face to ask about the chart system. Exit back to the first screen.

Check your mail box and click on New Mail to receive the LIST OF MURDERED PATIENTS. Now choose Net-Tel and use the ADDRESS OF GREEK CROSS HOSPITAL to phone them up. Talk to the nice lady and ask her to check if your chart is there like it should be. Now, examine the items in your inventory. The description of the list you received will give you a clue what to do next. However, you need another tool before you will be able to get useful information. Check your Mail Box again to get the HACKING PROGRAM.

Next, go back into Public Services through Core Station and visit the Police database. Use the HACKING PROGRAM here to gain entry to the files, then use the LIST OF MURDERED PATIENTS to cross-reference with them. Keep clicking on the windows until you read about Lucifer Planning. Click the top box to get the ADDRESS OF LUCIFER PLANNING, and also click the lower box. Leave Core Station.

Go to Net-Tel and use the ADDRESS OF LUCIFER PLANNING. Talk to the lady and choose whichever options you want. Once you get kicked out, go to your Mail Box and click New Mail again to receive the SEARCH ENGINE. Return to Net-Tel and dial up Lucifer Planning again. Talk to the lady once more and make any selections, but this time at the end your connection will stay open. Once you get to the organizational chart, click wherever the action icon spins until you decide to investigate N. Atas (read it backwards). Click on the box to receive the ADDRESS OF N. ATAS.

Back at the Net-Tel main screen, use the ADDRESS OF N. ATAS to call him up, then use the SEARCH ENGINE on the next screen. Examine the man twice to strike up a conversation. Once you get the action cursor back, examine him again. When 3 boxes appear on-screen, click on each to continue. Finally, when all seems lost, use the SEARCH ENGINE again. Click to connect on Area 3, then D-block, then File 1 (Data Conversion Program) followed by File 5 (Data Search/Medical Records). When N. Atas' chart pops up, click on File 1 again to link his program to himself.

```

                                INFORMATION
                                |
MEDICAL ---- PUBLIC SERVICES ---- POLICE
                                |
                                |
CULTURE ---- CORE STATION ---- SHOPPING ---FOOD (Closed)
(Closed)MUSIC---                |                ---ELECTRICS
ART---                          |                ---AUTOMOTIVE (Closed)
                                |                ---REAL ESTATE
                                |
MAIL BOX ---- WORLD NETWORK ---- NET-TEL
```

Now that you have cleared both vignettes in this Microcosm, you see the twisted door finally straightening out completely. Return to Disc 1 to continue. You find yourself back in the dressing room. Exit to the main hub. Climb down the

ladder and go to the end of the tunnel. Ready for the final showdown?

-----  
3.11 Microcosm Hub - Projector Room (East)  
-----

There are actually 5 projectors in this room; one on the table, and 4 in boxes mounted on the walls on both sides of the room. Each will project a film of a door. You need all projectors showing this in order to make the door real enough to step through. Each box on the wall has the letter H, E, L, P written on it, but one of these letters is in red on each box. Examine each box and note which letter is in red.

Now, open your inventory menu and choose 'Examine' for each film reel that you're carrying. In doing so, you'll find that they are engraved with the same letters as the boxes on the walls, and their listings in the inventory menu will change to reflect these letters (there was an extra roll of film in the back room in the Art Studio that has no such letter. It is a decoy). So as you examine the boxes and note which letter is in red, next use the FILM with the same letter to place it in the box (if you put the wrong film in the boxes, the image gets all screwed up when you play the projector, but you can remove the film from the box and try again). When they're all in place, go to the projector and use the switch beside it to start things rolling.

In this Microcosm, there is a door on the right and a cyber helmet straight ahead. Go right and enter the door first.

-----  
3.11.1 Eyes of Memory (forest)  
-----

"In the dim forest people are treated like dolls. Insanely evil."

Go forward, then turn left and examine the doll on the grave. Go up the path to the intersection, then go left to the house there. Knock on the door, then cancel the action cursor and go inside. Go up to the painting and examine it, then enter the door on the left. Look to the left and examine the body there, then turn back to the right and go ahead to the desk. Open the drawer to find a KEY. Leave the room and enter the other one just ahead to examine another body. Leave this house. Go straight across to the next house and enter it. Turn right and look at the photos on the counter. Go to the back of the room and look left to find another body.

Go North to the end of the forest and go right to the house. Use the KEY to get inside. Go straight to the back room and examine Grandma in the bed. Provided that you've looked at all the dead people in the other houses, you briefly go over what you've seen. Leave Grandma and exit this house, then go straight across the path to the dead end opposite. Examine the body there, then turn around and go back to Grandma in her bed. Talk to her again, then put your hands on her eyes as she instructed (move the action cursor over the eyes). It seems that you can see a person's memories by touching their eyes.

Go back to the murdered man at the dead end of the forest and touch his eyes. This reveals a new path by the grave back near the start of the forest. Go back there and walk through the forest along the new path. Half-way along it, there's a clearing with furniture on either side. Turn left and go to the china cabinets, and examine the bowl on the second shelf in the right one. Turn around and cross to the tables and touch the eye in the bowl on the middle one. Continue West through the forest to reach the graveyard.



try to order 85 of these items, you will gain access to secret shops. In the Diet Shop, you actually can't order the orange item, as it's 'only for members'. Next up is the Idol Shop. Order 85 Plastic Orange trading cards (enter 85 then click on 'OK') to enter the Password Shop. Order the POLICE PASSWORD to add it to your inventory. Also go to the Pizza Shop and order 85 of the Tropical Orange pizza to enter the secret Software Shop. There, buy the MIMI V6.2 tapping program. You can also try to order the orange item in the Software Shop, but they don't have current hacks right now.

Go to Public Services and enter the Police database. At the main screen, use the POLICE PASSWORD to gain access to their files. Once you're in the Top Secret area, click to read them. Exit out of Police and enter Information. Watch the new News broadcast, then go back to the Cafe. Talk to the folks there to learn what happened to Camia. After that, enter the Software Shop and order 85 of the Orange Harvest program. Purchase the INFORMATION PASSWORD (it's the left picture). With this, return to Information under Public Services and use the INFORMATION PASSWORD. In the file menu, you can watch all of the broadcasts that have been made. File 5, however, is new. It is the statement sent to the police by the perpetrator. Exit to the main Information screen and use your MIMI V6.2 program to find the DOCTOR'S ADDRESS.

Go back to the main Core Station screen and use the DOCTOR'S ADDRESS. This brings you to a new area. First, click on Doctor to read all about him. Read each subsection here, but especially Death to learn what you have to do. Next, click on Camera and examine each of the 14 images. You'll notice that for each painting title, one of the letters is in red. Note these letters in connection with the camera numbers. The complete list is here:

| Camera   Letter | Camera   Letter           |
|-----------------|---------------------------|
| -----           | -----                     |
| 1   O           | 8   L                     |
| 2   D           | 9   W                     |
| 3   Y           | 10   O                    |
| 4   B           | 11   Statue outside house |
| 5   R           | 12   House                |
| 6   O           | 13   Corpse at computer   |
| 7   M           | 14   Computer screen      |

Next, go to '?', and choose the first option (?#1) to see the number: 4810623915711. However, if you watch as the number appears, you'll note that a couple of times, 2 digits appear as once, so properly the number should be read:

4, 8, 10, 6, 2, 3, 9, 1, 5, 7, 11.

When you select ?#2, you see the statue of the demon with the numerals 'XI' on it's head, and the word Satan with the 'S' in red. This is number 11, which gives you the letter S in the same way as for cameras 1 through 10. Now that you've seen all this, you can translate the string of numbers into letters. Doing so gives you the code: 'Bloodyworms'. Go to the option '!' and punch in this password, then click on Enter to terminate the program.

```

                                INFORMATION
                                |
MEDICAL ---- PUBLIC SERVICES ---- POLICE
                                |
                                |
                                CULTURE ---- CORE STATION ---- SHOPPING ---FOOD
MUSIC---                                |    ---ELECTRICS (Closed)
(Closed) ART---                          |    ---AUTOMOTIVE
                                |    ---REAL ESTATE (Closed)
                                |

```

|  
FREE AREA ---CAFE  
---DIET  
---IDOL  
---SOFTWARE  
---PIZZA

And with the last of the Microcosms cleared, the twisted doors straighten out and you automatically go through them. Switch to Disc 3 to get on with the endgame.

~~~~~  
3.12 Final Encounter
~~~~~

Walk ahead through the field to reach a grave. Examine it twice to zoom in, then use the PENDANT to have everything go to hell.

Go ahead to the center and turn to either side, then walk out and examine the ground. On one side, you find the COIN, and on the other you find the CROSS. Go back to the middle and up the side opposite where you started from to find the GARLIC on the ground there. Once you have all 3 items, return to the center of the pillars. Now things get interesting.

For this fight, recall the image burned into the wall on the first floor of the mansion: + -> O. This means that you should first use the CROSS, then the COIN. Any other combination of items or order just gets you killed. Finally, pick the COIN back up from the goo and use it again. Talk to Sarah whenever you get the chance. When you get a dialogue choice, pick "Let's make a deal" (not the obvious choice, in my opinion). Next, choose "Don't show me your face!" and "I won't be deceived". Examine the hilt of the SWORD to pick it up. Use it a moment later when the action cursor appears to slay the demon.

Watch the WORST END CREDITS SEQUENCE EVER, then pick up the CHESS PIECE. Save your game!!!

~~~~~  
3.13 New Game +
~~~~~

Didn't see this one coming, did you? Or maybe you did, since there were still a couple of pieces of unfinished business in the mansion. Anyway, insert Disc 1 into the Playstation and load the save file that you created after the end credits to start this mode.

Walk up through the gate and enter the house. Inside, turn right and enter the side room. In the mansion, turn around and go into the library, then immediately left into the hall. Turn right and go to the stairs, then up to the second floor. Turn left and advance to the first door and enter the Game Room. Go ahead to the edge of the bar and examine the chess board set up there. Use the CHESS PIECE to start a little game. The board starts as follows:

```
  _ _ _ _  
  | |BG|WB|WG|  
4 |__|__|__|__|   BK = brown knight  
  | | | |WB|     BR = brown rook  
3 |__|__|__|__|   BG = brown king  
  | |WK| | |     WK = white knight  
2 |__|__|__|__|   WB = white bishop  
  |BK| | |BR|     WG = white king
```

1 |\_\_|\_\_|\_\_|\_\_|  
a b c d

Now, if you know any chess at all, you'll know that this is a very abbreviated game, and not well-played either. To get through the game, you must move your knight from square 1a to 2c. This forces the white bishop to capture you, allowing your rook to capture the white king. Game over.

Leave the game room and enter the double-doors at the top of the stairs. Face the left side of the dining hall and head to the back corner. Examine the wall to push it in, revealing a hidden space. Step inside and climb up the ladder to the third floor. At the top of the ladder, turn right, advance, turn right again and go ahead to the door. Enter it and cross to the far side of the room. In the powder room, open the book. Switch to Disc 2 and watch through to the end.

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~~~~~  
4. ITEM LIST
~~~~~  
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You can use this list as an easy way to get yourself un-stuck in the game. Just scroll down and look for an item that you haven't got yet and where to find it, or look for an item that you do have and where to use it, and that'll give you some info to get you moving again.

| ITEM NAME       | FOUND WHERE                                         | USED WHERE                                                   |
|-----------------|-----------------------------------------------------|--------------------------------------------------------------|
| (MANSION ITEMS) |                                                     |                                                              |
| Pendant         | Have at start of game                               | Anywhere to save game.                                       |
| Painting        | Beach area, E side of forest                        | Top of tower, place on each easel in turn.                   |
| Record          | Beach area, W side of forest                        | Use in record player in side buildings in beach/forest area. |
| Dog Card        | Outside of mansion, front.                          | West side of mansion to receive God Card.                    |
| God Card        | Exchanged for Dog Card on West side of mansion.     | East side of mansion to receive Evil Card.                   |
| Evil Card       | Exchanged for God Card on East side of mansion.     | West side of mansion to receive Live Card.                   |
| Live Card       | Exchanged for Evil Card on West side of mansion.    | Give to man at rear of mansion to gain entry.                |
| Yellow Paint    | Painting Studio, 1st floor, on shelf.               | Combine with Blue Paint.                                     |
| Red Pastel      | Painting Studio, 1st floor, on table.               | Put in clown's hand in Parlor.                               |
| Picture         | Dressing room, in Microcosm Hub, in dresser drawer. | Add to photo album in parlor to get door combination.        |



|               |                                                            |                                                                 |
|---------------|------------------------------------------------------------|-----------------------------------------------------------------|
| Piece of Iron | Dressing room, in Mircrocosm<br>Hub, in wardrobe.          | Use in iron press to make Key.                                  |
| Iron Key      | Made from Piece of Iron in<br>iron press.                  | Unlocks door in Dining Room.                                    |
| Mirror        | Side room off Parlor                                       | Use in hall leading to iron<br>press, then in dressing room.    |
| Iron Crank    | Made in iron press from<br>either ore or key.              | Use to drain water tank and to<br>change room on Lower Level 1. |
| Coin          | Inside drained tank on 3rd<br>floor.                       | Activates arcade machine in<br>Game Room.                       |
| Knife         | Inside drained tank on 3rd<br>floor.                       | Slash pictures in Bedroom,<br>rotating Skull Room, and LL1.     |
| Film "L"      | In iron press hallway, from<br>reflection of high door.    | Use in projector room.                                          |
| Film "E"      | In darkroom, off of parlor.                                | Use in projector room.                                          |
| Film "P"      | Underneath dining table in<br>rotating skull room.         | Use in projector room.                                          |
| Film "H"      | In lower level 1 room after<br>1 turn with crank.          | Use in projector room.                                          |
| Ax            | In painting in starting room<br>after slashing 3 pictures. | Chop wall in dressing room to<br>reveal door.                   |
| Green Paint   | Combine Yellow Paint and<br>Blue Paint                     | Use on rear door in Art<br>Gallery.                             |
| Film          | On shelf in back room in<br>Art Gallery.                   | No use.                                                         |

(MICROCOSM ITEMS)

|                                |                                                          |                                                          |
|--------------------------------|----------------------------------------------------------|----------------------------------------------------------|
| Address of<br>Grk. Cross H.    | Insurance investigation,<br>after seeing doctor.         | Use in Net-Tel to phone the<br>hospital.                 |
| List of Murd-<br>ered Patients | Via e-mail during<br>insurance investigation.            | Use in Police database once you<br>have access to files. |
| Hacking<br>Program             | Via e-mail during<br>insurance investigation.            | Use in Police database to gain<br>access to files.       |
| Address of<br>L. Planning      | Insurance investigation,<br>after accessing police info. | Use in Net-Tel to phone the<br>corporation.              |
| Search Engine                  | Via e-mail after trying to<br>access Lucifer Planning.   | Use when accessing N. Atas via<br>Net-Tel.               |
| Address of<br>N. Atas          | After accessing L. Planning<br>organizational chart.     | Use in Net-Tel to phone him up.                          |
| Old Gun                        | Given to you by children at                              | Shoot the children at the port.                          |

|                         |                                                         |                                                             |
|-------------------------|---------------------------------------------------------|-------------------------------------------------------------|
|                         | port on Killing Island.                                 |                                                             |
| Fake ID Card            | Given to you at start of<br>  appropriate mission.      | Use on scanners beside doors<br>  to gain entry.            |
| White Uniform           | Take from scientist in<br>  restroom.                   | Wear it to enter experiment<br>  rooms.                     |
| Electronic<br>Key       | Take from guard in<br>  Edelweiss room                  | Use to access higher-security<br>  doors and elevators.     |
| Guard Uniform           | Given in computer room.<br>                             | Wear it to patrol hallways<br>  free of opposition.         |
| ID Card                 | Given at start of mission.                              | Use to access electronic doors.                             |
| Gun                     | Found in Toybox room.<br>                               | Combine with Tranquilizer Darts<br>  to stun prison guards. |
| Tranquilizer<br>Darts   | Found in Dusk room.<br>                                 | Combine with Gun to stun prison<br>  guards.                |
| Black Memo<br>Pad       | Taken off guard on second<br>  floor of prison.         | Examine to find ID passcodes<br>  for floors 1-3.           |
| Red Memo<br>Pad         | Taken off guards on third<br>  floor of prison.         | Examine to find ID passcode for<br>  fifth floor.           |
| Key                     | Found in drawer in house of<br>  murdered people.       | Use to unlock Grandma's house.<br>                          |
| Police<br>Password      | Order 85 Plastic Orange<br>  at the Idol Shop.          | Use to gain access to police<br>  files.                    |
| Mimi v6.2               | Order 85 Tropical Orange<br>  pizzas at the Pizza Shop. | Use to trace sender of message<br>  to Information Center.  |
| Information<br>Password | Order 85 Orange Harvest at<br>  the Software Shop.      | Use to gain access to news<br>  files.                      |
| Doctor's<br>Address     | Found by hacking Information<br>  Center.               | Use in Core Station to locate<br>  the Doctor.              |

(ENDGAME ITEMS)

|             |                         |                                 |
|-------------|-------------------------|---------------------------------|
| Cross       | Found on floor.         | Use first when fighting demon.  |
| Coin        | Found on floor.         | Use second when fighting demon. |
| Garlic      | Found on floor.         | No use.                         |
| Sword       | Picked up off of floor. | Use to slay demon.              |
| Chess Piece | Pick up from dresser.   | Use to play chess.              |

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~~ CONTACT INFO ~~

If anyone wishes to send me a note, either with kudos, comments, or constructive criticism, please feel free to do so at:

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Also, please check out my entire body of video game guides, mostly for semi-obscure Playstation games, at:

<http://www.gamefaqs.com/features/recognition/35729.html>

That's it from me. I hope this guide was useful to you in getting through the game, or at least provided a modicum of entertainment. I had fun playing the game and writing it at least, so it couldn't have been a total loss.

Cheers until next time,

Syonyx 2005.

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