

# Virus (Import) Walkthrough

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Updated on Feb 23, 2004

VIRuS HYBRID ADVENTURE WALKTHROUGH, COMPLETE VERSION BY ADK :

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UPDATE (02/23/2003) : I'm back on the scene of video games, less active than before but back. If you wish to talk of video games with me or other fans in the future join my forum.

It's too bad to abandon a game because no one knows it. Maybe there is someone in the world who has finished VIRuS for Saturn. I have done it and two years after my first appearance on gamefaqs, i finally made the complete version of this guide.

Virus was my first walkthrough and I'm proud to show you the final version. Why did I write VIRuS and not VIRUS or virus ?

Read this guide and you will understand. I don't like to finish a game like a robot and misunderstand the story so I will try to explain it within this faq.

I suppose that you can read katakanas in the game. If not, i am not sure that you can complete the game, even with this guide.

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1 Review :

Two years have passed since i played this game for the very first time. Even with the time, it stays an excellent game and a real challenge. Virus is a mix of a digital comics and a rpg. It continues also the battle Hudson versus Konami on Sega machines. Let me explain quickly : On the Sega CD there was Snatcher. Hudson made Cobra space adventure. On the Saturn there is Virus and Konami answers by Policenauts. But this time, Hudson wins the battle easily with Virus.

Virus is the story of Serge Shadix. He worked for a team named Blue Metal when one of his teammate, Yannick also known as "Punching", killed everyone except for Serge and Smaili. "Punching" stole the Nuke Bomb and then disappeared without any particular reason. The game begins with the nightmare of Serge. He revives this night, where he lost also his brother Leon. He decides to work for the STAND, a special net team which fights Virus of the internet. In the 22 th century, people has created a net where you can dive to feel good emotions as

in the old world before the wars.

In terms of presentation Virus is full of FMV. They are all impressive. I can add now that the high resolution is missing but even without it the quality stays impressive and has few equivalent on 32 bits supports.

Graphically it was easy to make a lot of excellent pictures. Hudson didn't miss the opportunity. Plus, we can see very cute ladies in the game. The bosses are impressive and original. I like also the polygon dungeons available. They bring originality for a digital comics. I will finish with the FMV dungeons which are excellent visually even if the movements are limited while we explore them.

The animation surprised me. During the dungeon you have a first person view very smooth. In the FMV, it is realistic and during the battle scenes we can feel the same pleasure as in a japanese animation movie. For this part Hudson flies far away of the poor digital comics which are haunting the Saturn and are waiting for a victim just because there is a cute lady inside.

The sound is perfect. I discover that one music was re used in EGG on the DC, and i love the musics of the bosses. There are also special musics we hear when a character comes so we can identify him or her easily.

The controls are simple and reduce to the minimum. Hudson makes us a favor with the menu in english. You won't do a thing by hazard. Cool, isn't it ?

You will find in this game powerful puzzles and mini games. Atlantis has mini games for kids compared to Virus. On the contrary of what you can think, it's not due to the japanese (ok a part of the problem comes of it but a small one to my humble opinion). The game stays hard even with this faq.

The story is rich and interessant, it talks of actual problems with the net. I think that Virus must be in your collection but a good knowledge in japanese is required to understand fully the game.

PRESENTATION : 20/20  
GRAPHICS : 17/20  
ANIMATION : 15/20  
SOUND : 18/20  
CONTROLS : 20/20  
INTEREST : 15/20  
FINAL NOTE : 92 %

ADK, Stand agent.

## 2 How to use this guide/Generalities :

The major problem of this game is the save feature. You can save only when you go on the net or when you rise, never miss a chance to save. When you will playing Adventure 1,2 or 3 be sure to have a complete afternoon cause a save point is rare in them.

The History Net stays at your disposal if you wish to gain money. It stays annoying and that's why i recommend the gameshark code in the tips section.

When in the guide i say "click on this or that" it means usually "use" this item. Sometimes when you look at an item instead of using it you can obtain the same result.

It's up to you to understand that you must click or search a bit for your way, this faq is a complete one, but i won't say it's a exhaustive one. You can find things i haven't found.

Press X to talk to the next person, press Y to use the next thing that can be used in the screen etc...

When i just say "talk", sometimes you need to talk several times to the same person to obtain the result i described in my guide.

There are some points in the game that i can't elude. Sometimes i advance to the next step but i don't know how. In this case i described what i have done.

Keep in mind that the game wasn't translated cause of its diaogues a little "ole ole" as we say in France. You can effectively touch a girl and even a man. The appropriate answer comes in this case. I am sorry to admit it, but to advance in the game you need to do it with some women and some men to advance in the storyline. This game is not for people under 13...

Let's talk of the vocabulary (from the instruction manual) :

Processing Alive :

This process extracts your memory of your brain, translates it into binary files and allows you to leave forever on the net. You don't need your body anymore and usually the dead body is thrown away.

Dive :

It's the process that allows a man or a woman (who doesn't want to abandon his or her body as in the previous process) to join the internet in Virus. You dive in the net, and you rise of it.

Transer :

It's a mega device that allows you to store various informations like your memory or things you have seen on the net. Serge uses it to store the datas related to the virus or small videos. But, This device is mainly used by Serge to keep a contact with his netlove Dona.

ITERID : Increased The Entropy Resulting In Disorganization Effect.

Cardiogrammer :

Used to test the heart reaction to an event on the net. If a "diver" has a problem, it detects it and disconnects him in a second.

Master AI :

Artificial Intelligence that rules a quarter of the net, you will see one in the Justice Network.

Existent Order.

Parity Check.

Nuclear Format :

Format used to reduce to a nucleus an object or an experience. It's used also in the Nuke Bomb, the most powerful bomb on the net.

NOA 9000 :

This serie of computers is in theory cancelled. However the research continues. It allows to transfer everyone on the net by using one computer. In theory you are protected against Virus. Problem, it asks a lot of ressources and things that are not discovered for the moment.

Recallid :

This process allows the user to obtain a metal body immunised against Virus on the net. Unfortunately it's experimental and doesn't work often as we can see in adventure 3.

COLDIAK : Conversion Of Latency Defects Into Adjustable Knots theory.

Cyberparts.

Memory illuminator (yeah a japanese fault of translation in the manual !).

Merry Coke :

This Coke must bring joy to the user, the problem is that this drug transforms progressively people in Virus Monsters. The other major problem is that an infected person gives the virus to a normal one just by meeting him or her.

Replacer.

Blue Metal :

A special commando of the net originally created with the best people in each category. Their missions is to test new weapons and they must go in the front line before everyone.

STAND : Special Team for Alert to Network Destruction.

Net Army : in theory they must protect people... of course it's wrong.

Cyber Jail :

They "store" there some prisoners. It's also the place where you will meet Mac Norton. The warden of the cyberjail is named Jeffrey but you will never see him.

Cyber Net :

A net in the net. You can access to this by using the diving device of the Lemuria Colony. This net was built by Zahinell but is not under his control because all the connections are independant.

Parasite Virus.

Nuremberg Incident :

Japanees have problem to write this word in katakanas. They write it "nurburg". During the test of the NOA 8000, a lot of people died cause of a brutal disconnection. The only survivor is Mac Norton cause he was using his NOA 7000 connection at the same time. He gains immortality but no one knows exactly what he becomes then.

Ein Shock :

A terrorist named Ein (or Ayne i don't know) leads a group to kill a lot of persons. He was arrested. A lot of people though that he was responsible too of the Nuremberg Incident. However no connection was clearly established.

Mars Terraforming Program :

You must know that Zahinell has begun to install himself on Mars. That's why the Lemuria Colony is important. If the success is confirmed on Mars, everyone can go there. A small world is already there to test this project.

Lemuria :

A giant spaceship where all the survivors of the wars on earth lives.

3 Cast of characters :

SERGE SHADIX : (pronounced Saaji by the japanees) : The hero of this game. At the beginning he just wants to help the STAND but as he advances in the story he will be involved more than he wanted.

ERICA CHRISFIELD : Heroine and partner of Serge. She likes him so much and she is very useful at the end of the game.

ASH : He is a scientist who works in the laboratory of the STAND. He also prepares anti virus for each section you visit on the net.

KELLY : She works for the intelligence service of the STAND. She knows all what must be known. She will greatly help you in the avdenture.

MARY : She is useless but you can talk to her for the fun.

MELODY : She is the AI of the Stand. She can go on every section of the net.

SHERRY : A special agent, friend of Erica. She's good looking.

SMAILI : In the past he was Serge's partner in the blue metal team. Now he looks like a pimp master and is quite selfish.

ZAHINELL : He has financed the internet diving project. He also builds a lot of extensions for the net.

SHARON : She is Zahinell's secretary. She's a key character if you wish to meet her boss.

GUERI : He ruled with a strong hand the net army.

DONA : She is Serge's netlove but she works for one of the bad guy in this story.

MAC NORTON : After the Ein Shock and the Nuremberg incident with the NOA 8000, he was the only survivor. He is immortal but he is very mysterious.

MAMA : You will meet this gay in adventure 5. He is very sympathic and also seems to be Jeffrey's boyfriend.

NET MANAGER : She rules the culture net and gives free access to you.

AMEL : You will meet this bunny girl in Fantasy Net. She is not as bad as she wants to say.

SHI TEN KIRK (2 - 10 Kirk) : This fat guy is a small kingpin. You will appreciate his help and he will appreciate your money. His only problem is the drink, it cuts all the transmissions with his brain.

4 Items and Weapons :

Photo disk : Photos kept by Serge to not forget the blue metal team.

MO disk : Contains informations about the mission.

ID Card : The one of Serge will be asked alot.

Bombe : Bottle of oxygen when you dive in a net sea.

Nuke Bomb : The most powerful bomb on the net. Only for the last boss.

Transer : To store informations or videos.

Music Scroll : To play the Piano.

Music Notes : To play the ocarina.

Ocarina : For music in Fantasy Net.

Dona's Piasse : Dona's jewel.

Ring : Given by Mama, has the word BOXSIZE on it.

Reform : To heal HP (exist in 25 or 100).

Excella : To heal AP (exist in 25 or 100).

Bullets : For gun.

Ammos : For shotgun.

Net Bomb : To gain easily a battle against a boss.

Crash Bomb (or Crush i don't know) : To gain a battle against a powerful boss.  
Power Jacket : To enhance Serge with an armor.

Knife : Useless.

Handgun : your gun in the reality.

Blaster : the net version of the gun.

Punching Gun : A powerful blaster.

Shotgun : It can make combo. With some bullets it reaches the power of a bazooka.

Japanese Blade : To kill some special people.

Sniper Rifle : Only to save Dona in adventure 3.

Mini Revolver : you gain it but never use it...

5 Monsters :

History Net : Vomit, Irummy, Tetra Wind.

Fantasy Net : Spits, Tetra Wind.

Underground laboratory corridor : Raining Seed.

Underground laboratory corridor revisited: Blazer.

Fantasy Net revisited : Skuller, Bee A.

6 Bosses :

Note : all the weak points are indicated by the green line, usually.

BLUE METAL : the weak points are in the instruction manual. They are : His first weakness is one of the red balls near his head. Then shoot the brown thing just above it. Last shoot the red ball (head) above the caterpillar.

SIREN : Her first weakness is her real head. Then shoot the fish head. After that, shoot the spike on the fish's head (Above the mouth).

JELL'S FATHER : His first weakness is his head. His second is his neck. His final weakness is his book.

ZAHINELL : His first weakness is his chest. His second weakness is his head. His final weakness is his left shoulder

GUERI : Sorry i only use bombs on him.

DONA : You need 18 bombs and shotgun ammos to shoot her claw in the first phase. In the second phase shoot her right shoulder. Last finish her with your blade.

RED CLAW : I only use bombs on him, but i suppose that his claw is one of the weak point.

HYPER RED CLAW : Same as above.

FINAL RED CLAW : 18 bombs and shotgun bullets for his main cannon.

7 Tips :

The fantastic game shark code for this game :

infinite money:	Master code	:	F6000914C305
	Code	:	B60028000000
			160A456AFFFF

You will probably say it is bad but notice that it's crucial to complete easily

the game  
or you will wait for a very looooooong time.

8 Walkthrough :

ADVENTURE 1 : BLUE METAL :

In the future the world is destroyed. After space exploration, the result is the same. People find peace by diving in the net. Unfortunately, a Virus kills everyone.

The game begins after the nightmare of Serge. Punching has killed everyone. Serge introduces the Stand. The processing alive allows people to live forever on the net.

Look at your jacket then turn left. Look at the table. Use the photo disk. Now you have 3 photo disks that are talking of Blue Metal.

Use photo disk 1 on the device (press C in your inventory). Watch the FMV.

Use photo disk 2. Look at the guy and then at the girl (Helene). you will watch another FMV.

Use photo disk 3. You see all the blue metal team : Punching (you will watch a FMV after you click on him), Smaili the ranger, Helene, You, Leon, Rick, Mash. Exit.

Go to the video monitor. Use it. You meet SCOW. Talk :

The processing alive is used during the Mars Terraforming Project. But it weakens the human body. There are more and more problems as the terraforming process advances. SCOW wants you to go on the lunar base of the Stand. You have a partner, a girl. Don't forget your ID card.

Go to the table to take it. You hear a beep. Go to your door and use the switch. You can't believe it's her and you ask for more informations (quite comical, Serge thinks that she is 15 years old). Talk with Erica then use the second bouton to read the informations about her. You ask her 2 things : 1) STAND and 2) NET. Use the big button to open your door. look at the TV news and you learn of the parasite virus and Zahinell.

Talk to Erica of 1) People, 2) Virus and 3) Net three times each. You take your jacket and your gun before you exit. You will watch another FMV. Look at the two machines. Look again. Mini scene. Talk to Erica then use the machine. You will see a nice FMV. Show your ID card and then go in the Stand HQ.

You meet Melody, the AI of the Stand. Talk. Look at Melody then in your pocket. Press A to see your watch, it's an interphone. Use it, answer YES, NO and YES. You learn that 0110 and 0111 are the phone numbers of the Stand and the Stand Database. Talk until you see a hour on the screen based on your Saturn Internal Clock. You can move now.

Go to the left and enter in the laboratory. You meet Ash. Talk and exit. Go straight to the information office. Look at and talk with the 3 girls. Talk to Mary, then Kelly. Look at your screen and you learn that Stand = 0104. Talk, scene, and talk of 1) STAND, 2) AI, 3) Virus. Call 0104. the menus are :

- 1) Informations
- 2) People
- 3) Subjects
- 4) Phone number
- 5) Next page
- 6) Videophone explanations
- 7) Informations about your current mission.

You must read all the menus and sub menus. Talk until you can exit. Go to the laboratory. Talk and you obtain the Fire Blaster. Talk to Ash again. Look at the monitor. They have detected a virus on the net. You talk of vaccin bullets.

Exit. Go to Melody and she invites you in a simulation. You must fight four virus monsters to complete the test.

#### POLYGON DUNGEON SIMULATION :

- 1) Go to the left for a fight. Go up the stairs and then right for a second. Go to the entrance.
- 2) Go to the right and then go right for a fight. Go to the entrance.
- 3) Go straight then right for the last fight. It's over, answer YES.

Go now to the information office and then to the laboratory office to report. Look at the monitor. You look at a reform 25. Look again at the monitor and you obtain a shield pack.

call 1106, it's a shop : 1) Buy, 2) Sell, 3) Exit.

The list :

Reform 25	90 M
Excella 25	180 M
Vaccin bullets	180 M
Magnum bullets	450 M
Shotgun ammos	900 M
Super ammos	1350 M
Net bomb	2700 M
Net flash	270 M
Unkonwn item	2940 M
Unknown item	810 M
Macrosoft	3080 M
Somy	2030 M
Zahinell	9000 M

Buy bullets and bombs. Talk to Ash of 1) AI, 2) Net 3) AI twice. Go to the information office and talk to Kelly. Look at the monitor. FMV. The blue metal team needs you. They are infected by a virus and you must save them. Talk of 1) Virus, 2) Stand, 3) Net, 4) Vaccin. Then you must talk of Virus again, net again, and virus again. Message of SCOW. Talk of 1) Stand and 3) Net. Talk to Erica, then to Kelly and you can exit. Go to Melody and Jump (the menu appears or you must press L). Go to the History Network.

SAVE.

#### HISTORY NETWORK DUNGEON :

- 1) Turn back and enter the office. Use the analyser (item 2) on the girl. Call 0110.
  - 2) From here you see 3 paths. Go Straight : take a sample of the monster with the analyzer.
  - 3) Go left to a pyramid. Advance. Analyze the black cartridge then the knife. Try to advance but Melody appears and talk. Exit.
  - 4) Go right. Advance and you have 3 choices.
    - A) go Left to room 1 : Scan the bomb (with the analyser) and it becomes a net bomb in your inventory. Exit.
    - B) Go right to room 2 : Look at and use everything. Analyze the data pack and the 2 monsters. Take it and exit. Look at the pack and use the small button, now Exit.
    - C) Straight to room 3 : look at the ball to take it. Analyze the monster and the ammos. Vaccin bullet v2.3b goes in your item box. Exit.
- Go to room 1. Melody gives the coordinate of the virus monster because he is invisible for now. Click on the stairs. FMV.

BOSS : BLUE METAL.



You have killed all your old teammates.

SAVE.

#### ADVENTURE 2 : ZAHINELL :

Report to Ash. Talk to Kelly of 1) Net, 2) Virus. You show the nuke bomb. It's at nuke format. You have a mini video. You must go in the real world to see Zahinell. Talk of 3) flower emblem (violet), 4) People. You learn of the fantasy net. Talk of 5) Zahinell file. Talk again of 5, then call 2100. You see Sharon the secretary of Zahinell. You ask for an appointment. It's time to rise. Talk with Sharon, try to exit then click on Rise. You will see a nice FMV. Now you look at the big Pauline (the motor car behind Erica).

SAVE.

Talk to the girl. Show your ID card. Look at and use everything, talk to her until you can go to the elevator room. Enter. Input 15 to go to the president room. Advance to the secretary room. Show your ID card. Look at, use everything and talk to Sharon until she has enough of you and let you go to the office. When you meet Zahinell, show your ID card. Talk of 1) Net, 2) Virus, 3) NOA 9000. Then a fourth subject appears, use it. Use the four talk options until Zahinell talks. Exit. Go to the elevator and then to the C floor (input 12). You meet Muffy. Talk of 1) People, 2) Virus, 3) Net. Use the green panel to check the memory of the girl. Exit. Go to 6th floor. Show your ID card. Talk of 1) Net, 2) Zahinell. You meet Howard. Look at and use everything. Talk of 3) NOA 9000. Talk of Virus twice. Look at and use everything. Talk of 1) Net and 2) Virus until Howard talk of the holograph project. FMV. Exit. Go back to the Stand HQ.

SAVE.

Use the machine, show your ID card and then dive in the Culture Network.

#### CULTURE NETWORK :

Enter the red book. Talk, look, use and exit.

Enter the blue book. Talk with the girl until she controls your identity (you hear a beep). Look at and use everything. Exit.

Enter the green book. Talk with the girl in the screen (the net manager). Show your ID card and talk of 1) People, 2) Virus, 3) Net. Return to the entrance, click on the painting and click on the picture to make the girl appears. Press L to jump in the Business Network.

#### BUSINESS NETWORK :

Go right and search for the meeting room B. Look at a guy to hear a dialogue.

Go in meeting room A and do the same thing.

Go to present room A. You see a flying object. Click on it with Z or Y. Talk, look and use until you can exit.

Go to present room B. You will watch a cool FMV. Talk to the girl on the right, the model with red hairs, analyze her and exit. Talk to the other model, analyze her and exit. Move to the right and talk to the model on the platform and analyze her. Exit, exit.

Go in the guest room, talk with the guy and his bodyguard. Show your ID card, analyze, look, use and talk . Exit.

Go to the entrance and enter the office. Look at the ball and use it. Now you can access to the office. Go there and talk with the assistant of 1) People, 2) Net, 3) Virus. Show your ID card. You receive a call from Kelly. Call 3769 (the net manager). You obtain the access to Fantasy Net. Talk to the assistant of

the net and you obtain a map of Fantasy Net. Exit.  
Go to the entrance, press L and jump in Fantasy Net.

END OF CD 1.

FANTASY NET :

Amel arrives and talk. Turn left, jump, advance, turn right, jump, advance, jump, advance, turn left, jump. You can exit. Go up the stairs. You need oxygen bottles.

Middle Hole :

Look at the 3 holes. Look at the one of the middle, until you can go in it. FMV. Look at everything. Find the head of the toad in the upper stone to talk to him. Talk of 1) People, 2) File, 3) Virus. Exit.

Go in the Right Hole :

- 1) Go straight then straight. Enter. You see some totems and a tablets. Look, use and analyze the tablet. Exit.
- 2) Advance, turn back and go left this time. Go left again to enter a room with a green fire. Look, use and analyze it in order to take it with you. Exit.
- 3) Advance, turn back and go straight this time. you have 2 choices. Go left first. Talk with the toad. Amel has his shell, bring it to him. Answer YES to accept. Exit.
- 4) If you go straight, you arrive in a new area.

New Area :

- 1) Go straight, straight and left. Enter. You see a lake, use the green flame on it. Talk to the woman. Talk until she gives a musical note. Exit.
- 2) From the entrance of this area go right, turn back and go straight. You find a room with Amel. Look, analyze and use everything. talk to Amel. Answer NO and input 2. She is invincible. Exit of this area and go to the left hole.

Left Hole :

- 1) advance and go right. Enter. Use the green fire on the tree. Use it again. You obtain a musical note. Talk until you can exit.
- 2) Use the other way and enter the room. Answer YES 4 times. The spirit disappears. Use one of the flying stone to discover the anti black spirit scroll. Exit of here and go back to the room of Amel.

New Area :

Beat Amel and you obtain a third musical note. Bring the shell to the toad and he gives you the ocarina. Exit to the middle hole.

Middle Hole :

The big toad gives you the last musical note. You can play the ocarina. Use the note in this order and input them from left to right : 4 3 1 2 (red, pink, blue, purple).  
Talk of everything and you obtain the oxygen bottle. You can dive in the lake up the stairs.

LAKE DUNGEON :

- 1) Use a 16 bottle to reach the titanic like boat. Enter the room. Look and use everything. Use the 17 bottle, you can exit to the next cave (right, turn back, straight, left). Enter in a room to obtain a key hidden in the lake. Press L and jump to fantasy net.
- 2) Use a 11 bottle to reach the first cave (straight then right). Open the locked room with the key to find another one. Jump again.
- 3) Do as in 1 and this time open the door of the boss.

BOSS : SIREN.

The girl is saved now. Talk. The net army arrives. Gueri arrives and introduces himself. He kills the girl. You can't do anything but to look. Talk.

SAVE.

BUSINESS NETWORK :

- 1) You are in the business network now. It's full of monsters. Go to present room A and B for informations (your favourite model is injured). Analyze the AIS in meeting room A.
- 2) Go to meeting room B. Talk to the AIS and you can analyze the other AIS and the man. Talk to the man of 1) Virus, 2) Net, 3) AIS (three times). You learn of the codename Red Claw. Exit.
- 3) Go to Guest room. Talk to the AIS. Look at the ground, it reminds you Punching. Look, analyze and talk to the VIP until all subjects disappear. Scan the bodyguard. Exit.
- 4) Go to the office, talk and exit.

SAVE.

5) Go in meeting room A to meet again Gueri. Now you have 30 minutes to exit of here. Go right first, look at the flying broken machine. Look and use the dead guy to obtain the same one. You must find DNA samples for Ash. You can use this device on :

- A) The model with red hairs in present room B.
- B) The man in meeting room B.
- C) The VIP in guest room.

Each time you will "face" the same mini game. The victim's DNA has a color, you must play with the red, green and blue tubes to obtain the same. Then look at the volume in cc indicated and press a button to input the same volume. Then the person is saved. You must find the good color before the model of the person becomes completely red.

Once you have 3 samples, report to Gueri. Go to the office. Talk to the AIS. Look at his weapon (he talks then). Shoot the head quickly or you will eplay the scene. Look at the dead AIS and in the next FMV Samili appears. You talk with him and then it's over.

SAVE.

ADVENTURE 3 : VIOLET :

Go to the laboratory. Talk to Ash twice, then talk to him of 1) File, 2) Virus, 3) Vaccin. You receive a new weapon. Talk to Ash of the virus until you can exit. Go to the information office. Talk to Kelly of 1) STAND, 2) Virus, 3) Shine ball. You receive the gun of Punching to fight against Red Claw. Talk again of the virus then a new subject appears. Talk of it twice. You have a message of SCOW. Your mission is to find Violet.

Talk to Kelly twice. Scene. Talk of Mac Norton twice. Talk of the virus. Last talk of the shine ball to play a mini game. The answer is random but the goal is to obtain a sinusoidal signal. The message comes from the Lemuria colony and that's exactly where you will go. Talk until you can exit.

SAVE.

FMV. Talk twice to Erica. You go to the elevator. Click on the control panel. Go to the station (input 2). Go straight, left and straight. Show your ID card then look in the hole and use it to identify yourself. You can't use this diveport to go in the net because the guy is repairing it with someone. You must find another diveport. Go left and use the monitor. Ash introduces Mac Norton. Look at the other monitor. Talk, talk to Mac Norton and ask more about 1) Virus (3 times), 2) AI, 3) Shine ball. Then talk of the net and talk until you can exit.

It's time to visit the colony. Go at the entrance. Go left and enter. Go left, left an enter room 1 : talk, use look, exit. Then go right, turn back, go straight and left but the door is locked. If you go right you arrived in a room with a giant bear. You can't pass for the moment. Go back to the entrance and use the stairs. Go left then straight to enter a room. Talk to the girl and she gives a disk. With it, each time you talk to her you can buy item to her. Exit of this section and go back to where you were, near the door of the elevator. >From the elevator door, go right, then left and you see a fork. Go right to talk to a punk and go straight to talk to a man. He gives you the code 5621. It allows you to go to the sector alpha.

Once in the elevator, input 5621 and you arrive in sector alpha. Enter to discover that it is a dance club. Go straight to a woman with a drink in the hand. Her name is Ring. Talk to her. Use your handgun on her. You give it to her. Go to the room with the punk and talk to him. This time the dialogue will be interesting, 1) Net, 2) Virus, 3) Violet. Go to the room with the bear inside, and this time he's gone. You can advance.

Some guys are blocking the way. Go right. Click on the hole. A robot asks for a special disc you haven't in your inventory. Talk to the guy. He gives a paper. Go left and pass the door on the left. Talk to the punk then Sherry arrives. Talk twice with her and pass she gives a new phone number, 4411. Exit. Pass the door straight and give the disc in your inventory to the girl here. She will update it. Exit. Go in the room where you met Sherry and talk. You can dive on the net ... At least. Use your ID card and the new disc to dive in the Relive Network.

RELIVE NETWORK :

You have 4 directions in this polygon dungeon. Go straight to the church and talk. Exit. If you go right, you will easily see it's useless. Go Left. You arrive at the hospital : Talk to the weird nurse of 1) Violet, 2) Virus, 3) Recallid, 4) Net. Then a fifth subjects appears. Use it. Now enter (go right). Advance. You can visit 4 rooms.

ROOM A : Go left and enter. Talk with the doctor of everything. Be sure to look at the chemical compounds.

ROOM B : Go right and talk to the guy. He is waiting for a recallid body, gulp.

Go straight to a corridor.

The door immediatly on your right is useless.

Go left to ROOM C to talk with another weird nurse. Talk of everything.

Go right to ROOM D to talk to an old man. You must talk of the first subject until he begins to talk of the Resort Network (ok it's Network Resort, but i found that the name was inside out after all). Exit of the hospital.

Go to the entrance. Use the way that was in your back. It's a shop.

Use the robot (Dicro), he talks. Then click on the chameleon (Tocage), he talks too. Talk with him. Buy a sniper rifle for 300 M. Talk to Tocage to access to a new shop. You can buy here Reform 100, Punching bullets, Revocks ammos, Ronamine ammos and scare ammos.

Look at the monitor to discover that a password for the Resort Network is free (after you buy something to Tocage). Click on the disc to obtain your access. Look again at the monitor and you see 9009 = netshop blademan support phone. Go right and you see Smaili, talk if you wish and exit.

Go to the church. You can go further deep in the church and meet the Shell's father (Shell is the name of the church of course). Exit to the shop, press L to jump in the resort network.

SAVE.

You will play a mini game : Press Red, Orange, Yellow, Green, Blue, Dark blue. You can access to the Resort Net.

RESORT NETWORK :

The goal here is to visit 2 of the 3 places available. The third is the Blue Oyster but it's useful only in adventure 5. What we do there can be done in adventure 4 but i prefer you wait the fifth adventure, or you will find it very short.

This room is full of invisible stairs and the map when you press start is quite useless. Search for an invisible stairs to go to the bar (go to one of the green square and look at the statue). Once in the bar talk to the junky. Look at the glass, it's a Merry Koke mixture. Analyze it. Go left and talk to the fat man. He has a problem, you will play a mini game to repair him. Once it's done, he will say his true name, Yoprave, but everyone knows him as Shi Ten Kirk (2-10 Kirk on your screen, with 2 in romane letters). If you wish you can talk to the robot at the bar.

Go right twice and use stairs to meet Owner. Talk to him. Now you can exit.

Find an invisble stairs to go to the Beach.

Go to the harbor and use the pipe. You meet a shark named Sam. Talk to him. Now each time you talk to him it will become a shop. You see also the phone number of the Netshop Orgel on the wall (look at the wall of course), it's 4147. You can buy in either shop Excella 100 and Crash Bomb. Exit of here.

Look at a parasol, you see a woman under it. Go to the entrance. Go left. Use the parasol to discover a woman who looks like the red hair model (i think it's her but i have a small doubt cause of the hairs color). Her name is Dona. Look in her hairs to see Dona's piasse. Talk again and again to her. Exit and go to the shop. Sam gives an item to you. Exit. Go to the parasol to see that Dona has disappeared. Look everywhere to find Dona's Piasse. You take it with you. Now you can go forward, then look right and a scene will occur. You must shoot the head of the guy, and it must be the good pixel or you will do it again. Dona is saved. Talk to her until a new subject appears (NOA 9000). Dona talks of Nurburg (understand Nuremberg). You receive a call, press R. It's Melody.

The mechanics have failed in repairing the other diveport and you must go there, else the entire colony will be destroyed. Say bye bye to your netlove. She gives you a transer to find her the next time you will come here. You give back the Piasse and then you disconnect.

SAVE.

Talk to Erica. You must hurry, if you take the time to use the normal way, the explosion will occur few seconds after you arrive. Use the ground twice. You discover a shortcut to the diveport. Talk then click on the belt of the guy. You find a Pragkey. The guy disappears for his own safe and lets you do his job. Look at the right cockpit twice to activate a mini game.

You must use the right piece first to match with the hole, then the left piece and last the middle one (i hope that the order is not random). A red square indicates that a part of a piece go further in the hole. Now use the cockpit you have repaired to see the other mechanic crimson. Use the screen to see a photo of the guy. Look at the screen and the dead body. You hear a beep, use the screen. You must go to the relive net. Look and use the screen and Kelly appears. Go in the left cockpit to dive in the Relive Net. Show your ID card.

Go to the shop. Talk and exit. Go to the hospital, talk of the virus. The nurse says it was Red Claw. Talk of the father. Go to the church. Look everywhere and use everything. You can go forward. Look and use everything. You obtain a crone. Erica talks.

BOSS : RED CLAW (he has 150 HP for the moment).

Look to follow a way. Now you see a holographe. Click on the book and a way appears in a FMV. Pass the first door on the right. Advance. You find a device. Use it to see a photo. You can go right and click on the locked wooden window for a nice FMV. Go left and use the lamp to switch on the light. Look and use the bookshelf to find the music notes. Exit.

Go to the other room. Use the piano. In this mini game you must count the number of points and use the piano's key between 1 and 12 from left to right. Once down the wooden window opens. Go to the first room and use the new stairs. You are stucked. Turn back to see a small device (a holographe projector) on the top of the bookshelf. Go in the room to take it. Press the triangle to see a picture and the right rectangle to see the next one. FMV at the fourth picture you see. Exit of the church.

Go to the hospital and go right. You see a man who is waiting for a recallid body. Look and use everything to remove the sheet. Go forward to find a secret entrance. Go straight and enter. After a corridor you arrive in the underground laboratory.

Go right first. Look then scan the 2 bodies. People here are Darius Rimsky and Patricia Verner. Use the bodies until you can move. Go left, look and use everything. Look at the bodies again and the boss appears.

BOSS : SHELL'S FATHER.

Talk to the book (a bible) twice. You obtain an item. Talk to Erica.

END OC CD 2.

ADVENTURE 4 : PROCESSING ALIVE :

FMV. You are back on the planet. Dive in the net. Use your ID card and go to

the STAND HQ. Go to the laboratory. Talk to Ash when you can. You will see a processing alive FMV. A guy saved the memory then the human died and is transferred by a transfer on the net. Talk of the 3 subjects then to Ash of the Merry Coke. Talk twice to Smaili. Exit.

Go to the information office. Talk to Kelly then use the item. You have the informations about the 2 scientists (Darius and Patricia). They are working for Zahinell. You learn that the production of the NOA serie was stopped by Zahinell because of the Nuremberg Incident. You see a FMV. A NOA 8000 is still operational and Mac Norton uses it. Call 6440 then you have a message of SCOW. Jump to the Justice Network.

SAVE.

Go straight then left and straight. Show your ID card, use the red eye and look at it to identify yourself. Go left twice to enter. FMV. Call 0110. Look at Mac Norton. Talk to him of 1) NOA 9000, 2) Mac Norton, 3) Zahinell Corporation until you can exit. Talk to the woman on the right office (the cyberjail, Jeffrey's office) but you can't pass now. Talk to the AI in the middle office. Call 2100. Press L and Rise.

SAVE.

You must show your ID card and then ask for the elevator. Move to the left and enter. Go to the president room (Input 15). Advance. Show your ID to the secretary. FMV. Talk to zahinell of 1) the Nuremberg Incident, 2) Mac Norton, 3) Virus, 4) NOA 9000. Zahinell says that the NOA serie was cancelled and if you wish to know more, ask to Howard. Go to the elevator and input 6 to go to the computer room.

Advance and enter. Talk to Howard of 1) the Nuremberg Incident, 2) Mac Norton, 3) Virus, 4) NOA 9000. Use the recording in your inventory. FMV. You hear a beep. Press R. Erica turns. You can click on the screen. Talk to Melody. Talk to Howard and Erica. FMV. You must dive in the net. Show your ID card and jump in the Resort Network.

SAVE.

Go to the bar. Talk to shi ten Kirk and help him again. Exit. Go to the robot and talk to a woman at the bar. Go right twice. Talk to Sisco (the secretary of Owner). Exit of here. Go to the beach. Go to the shop and talk to Sam. Exit. Look at the waterfall. You must capture a turtle to go through the waterfall. Once it's done, advance and go straight then right. You meet Dona in her private apartment. Look at her closely after the dialogue sequence. Answer YES when you can.

SAVE.

Go to the information office. Talk to Erica then Kelly. Use the record. Kelly analyzes it. Talk to Kelly and call 4411. Go to the laboratory. Talk twice, Sherry arrives. Use the record on her.

Mini game :

You must highlight 4 numbers that are not the same on the two squares. Unfortunately the numbers are random so you must figure it out by yourself. Press OK. Talk to Sherry and watch a cool FMV.

SAVE.

After a scene, where Kirk helps you, go straight twice. Talk of 1) Virus, 2)

Zahinell, 3) Nuremberg Incident twice. Go straight. Look at everything, take the item on the table.

BOSS : RED CLAW.

Move to the room of Kirk. You paid 100 M a phone number, his own phone number 2109. Talk of 1) Nuremberg Incident, 2) PP vaccin and Nuremberg again. you must make a facial of Sharon, Zahinell's secretary : She has Purple hair, straight eyebrow, red eye, middle long nose, straight mouth.

SAVE.

Go to the information office. Talk to Kelly. Use the record. Talk of 1) PP vaccin, 2) NOA 9000, 3) Virus, 4) Zahinell, 5) Mac Norton, 6) Nuremberg. You have a message of SCOW. Sharon must be saved. She is a key witness. Call 2100. Exit. Jump in the Business Network.

SAVE.

Turn back and go to the office. Talk to learn that Zahinell is here for a meeting. Go to the meeting room B. After a small sequence you enter. Talk, Show your record.

BOSS : ZAHINELL.

After the battle, Erica is injured. Use the second scanner on her to help her. Call 0110. Melody will teleport Erica. Look everywhere until Gueri appears. talk of 1) Virus, 2) Zahinell, 3) Nuremberg, 4) NOA 9000. To complete this chapter press L.

SAVE.

ADVENTURE 5 : NET ARMY :

Talk to Ash. Talk again. FMV. Talk of 1) Virus, 2) NOA 9000, 3) Mac Norton. Leave. Goto the information office. Talk to SCOW. Talk to Kelly of 1) Zahinell, 2) Nuremberg for a mini game. Press 1,6,4,3,2 to reduce the number to 3 persons. Look at all 3 photos. Choose the one with a purple long hair guy. He is responsible for the Ein Shock. Talk of 3) Ein Shock. You will see a photo of the 4 bosses : They are Gueri, Mac Norton, Zahinell and Jeffrey, the warden of the cyberjail in the Justice Net.

Call 6440 then 4411. Call 2109. Kirk helps you if you give 200 M. Answer YES. Exit. Jump in the justice Network.

SAVE.

Go straight then left then straight to the office. Show your ID card, look and use the red eye. Exit, go left, left, and enter. Talk to Mac Norton of 1) Ein Shock, 2), 3) Virus. Talk again of 2) then of 4) NOA 9000, 5) PP vaccin. Once the picture changes call 4411. Use your Net Transer. You receive a SOS from the culture net.

SAVE.

Go to the green book, talk to the Net Manager twice. You hear a noise. Exit to the blue book. Look at the bike. Look and use everything to open it. Dona appears. You must save her. use her body and she disappears. It's a trap.



Mini game :

Press the button on the right and the switch. Melody appears. Look at the scene. Press the switches in this order. Blue, Yellow, Red. The bomb is defused. Talk to Melody. Use the phone call 2100 and answer YES (you give 400 M to go to the Lemuria colony). Go to the painting and press L to Rise.

SAVE.

Talk to the guy. You access to a mini game (use the arrow). Answer NO to not watch the tutorial. Input : Left 6, Up 4, Wait 5, Up 3, Left 1, Wait 1, Left 3, Cut, and press A to execute the commands.

Now go straight to the net machine. Use the screen. Kirk wants 800 M this time. Answer YES. Use the computer , show your ID card. Jump in the Relive Network.

SAVE.

Go to the hospital. Talk to the doctor and look at the chemical compounds again. Talk to the nurse in the one of the old man, and use everything, look at everything too. Go in the room of the old man. Talk to him of everything (if this possibility is not "on" you must talk to everyone, look and use everything again in the hospital). Goto the shop and you can jump in the resort Network.

SAVE.

Go to the bar. Go left. Look at the stairs. You see a penguin. Talk to him. Try to enter the tube but you can't. Use the tree to obtain a fruit. Give it to the penguin and you can enter. Use the tube. Talk to Sisco. Exit, exit. Go right twice. Look and use everything. Exit and Sisco arrives. Talk to her. Call 0110. Now use the bottle 3 times. You must translate CAFE into a code. Input 12101514. Advance. Talk to Owner. He is dying. Look at his glass. It contains Merry Coke. Analyze it. Use the drawer to find some books. Melody arrives. Use the fish to see an item appears. Analyze it. It's a Merry Coke too. Melody appears again. Talk to the woman. She advices to go to the Blue Oyster and talk to Mama. He was the boyfriend of Jeffrey. Jeffrey is the murderer of Owner. Exit and go to the bLue Oyster.

Once inside you can find a room with a guy who asks question, if they are not random, the good answer are NO, YES, YES, YES, NO. You receive a bracelet. Go to the entrance. Go left, straight, turn left, enter. Talk to Mama. "Use" Mama twice. In theory he shows a ring. If you don't want to "use" Mama you can try to give the bracelet to him for the same result... Scan this ring and use it to take it. You must exit to the shop in the beach. It's time to go to the Justice Net.

SAVE.

Now go right then straight. Talk then show ID Card, look and use the scan eye to identify yourself as a STAND agent. Then you will have a call that informs you that Sherry goes to Fantasy Net and find something interesting. She doesn't need help for the moment but be prepared to help her. Call 0110. Go to the office of the cyberjail (left twice) and meet Jeffrey's secretary to learn that he is missing (understand he was killed before he can talk). Show the ring to obtain the disk and the box. The secretary will say that a secret file is in the box but no one except for Jeffrey can open it because he is the only one who knows the code. The only thing she knows is that

the code is related to BOXSIZE..... Oh yes, you remember that Mama gave you a ring with this word on it when you were in the Resort net. Use the box and you will play a mini game : first use the control panel to read BOXSIZE inside out. Now you read 3215 X 08 and you understand the code is 25720. Use the change button and input 25720 to open the box. Look at, use, and analyse the V-File. There will be a FMV and an action scene that reminds me Policenauts. When you escape the net army you will fight with a boss.

BOSS : HYPER RED CLAW.

Use as many netbombs and crashbombs as you can and he will escape.

Talk then close this chapter and save your game.

ADVENTURE 6 : CYBER DRUG :

SCOW is not very happy to learn that the net army is probably full of traitors but even if it is true you must continue to investigate and get the W-word of this story. Eh good news! Erica is back. She is so happy to see you alive. One thing after the other talk to her, show her the disk and the memo. You must find a keyword to enter in the Ein Shock file. You talk and understand that it is VIRuS.

SAJI thinks to the alphabet. Try 239182119. ACCESS DENIED! The Problem is the little "u" so try 239184219 but no. Erica has an idea : it could be the letter of a chemical compound. If you have seen them all in the Relive net in Adventure

3 you are cool if not pray that the game is cool. Try 23534416. OK! FMV. Now you understand what happened in the Ein Shock. When mixing V, I, Ru, S, they created a cyberdrug the Merry coke. When people take it they become virus monsters. The two others persons who knew the truth are Gueri, net army general,

and Mac Norton the one who lives in Justice Net and the same who helped you in adventure past. You can chat a bit with Erica of the Ein Shock and of Virus, then exit. Go and see Ash. He doesn't like the truth but he orders you to destroy permanently the VIRuS drug. Talk of the Ein Shock, Virus and a third subject. Then of the Virus for a scene. You can talk of the Merry Coke. Smaili calls and says he found Hyper Red Claw in the Resort net. He will keep an eye on

it until you come. Just after, you receive a call of Sherry who needs help in Fantasy Net because.....

The transmission was cut by someone. Ash gives you another 16 bottle for your diving suit and a Power Jacket. Go to Fantasy net and save. Then go down, left, up, up, left.

Dive with a first 16 bottle to reach the titanic-like boat. Then dive with the second 16 bottle to reach the cave where you fought Siren and last use the 17 bottle to reach the cave you have never seen. If you go straight you enter a room with an AIS-robot. Call 0110 and Erica explains you that you must find the Japanese datas to become a ... japanese fighter of course. Exit and take the

other door. Turn right and enter. Look at and investigate everything to find the

mini revolver. Exit, turn right and go straight. Enter and look at your right. Look at and investigate everything then analyse the japanese blade and take it. Exit and go to the third room. Look at, use and analyse a book. It tells you that when calling 9009 (the netshop blade) they will fix your skills. Call

9009 and you have the japanese datas. Go and see the AIS. Answer Yes and give him

all your weapons. When he turns back use the japanese blade and cut him. Now go straight and discover Sherry. Don't panic she is not dead. Look at her, analyse her wounds and call 0110 (it costs 5000 M).

When you turn back Gueri is here with your netlove Dona. Look at her and talk with Gueri. FMV. Gueri wants to replace Melody with Dona so he can have the absolute power in the net. He wants at least enclose everyone in the net. You interfere and he becomes a boss.

BOSS : GUERI .

Destroy him with all your Crash Bombs and Net Bombs if necessary. When he loses he installs the program for Dona. Melody sacrifices herself to kill Gueri. You have just the time to call 4147 to buy crashbombs and netbombs for the next boss.

Look at DONA, talk to her and fight with her when she becomes a boss.

BOSS : DONA.

Use the Crash Bombs you have and a ton of shotgun bullets on her claw. She is very long and has two forms. When possible look at her pendant and then use the blade on her to kill her.

Call the shop of your choice and buy 9 crash bombs and 9 net bombs, buy the max of shotgun bullets you can. Smaili calls you. He is very bad : Hyper Red Claw has seen him. Sherry is teleported to STAND HQ and you go to the Relive net. Go to the hospital. Find Smaili in the room on your right. Look at his wounds, talk and call 0110 to teleport him away. Go to the underground laboratory you found in Adventure 3. Look at and then destroy the boss.

BOSS : FINAL RED CLAW .

He is too powerful for you so you use the POWER JACKET.

You can easily destroy him once and for all with your Crash Bombs and Net Bombs.

While he is dying, you see it is Punching (Yannick), as Serge supposed it since adventure 2.

You take the Nuke Bomb. Now look at the central computer and use it.

You will see a playback of Mac Norton's daughter. Then Mac Norton shows his true

netface. This is the last puzzle of this game but it is very difficult and I will try to explain it as good as I can.

Before, I propose a text to explain what I understood in this story. Note that it is not a translation and I don't want to hurt anyone who speak japanese. You are free to read it if you are bored while the 100% non zappable voices are on.

Serge : "Mac Norton !!!"

Serge : "Everything is your fault, cause of you i lost Dona !"

Mac Norton : "AH ! I hope you never reach me, hope you die before seeing me. I didn't want to be a bad scientist, I just want to save my daughter who died so young. I manage to save her soul on the net and need money to install her permanently. I don't care of Zahinell and the net army as well as the people involved."

Serge : "You are ready to continue your experience even if it means death for a lot of people ?"

MCNORTON : "AH AH AH AH AH!!!!!! That's exactly why I wanted to kill you. You are a human. When the Ein Shock happened in the Nuremberg Incident I became immortal on the net and get the absolute power. I wanted to create a chemical product that gives immortality on the net. That's why I made an alliance with Gueri Zahinell and Jeffrey. I used the Merry coke to become immortal but it has bad effects on the people. The others saw in it a cyberdrug, so they decided to use it to enclose people in the net. Unfortunately they died. Now I can continue the research to find a product that preserves my daughter's beauty. I don't want you to forgive me I want you to let me achieved my research..."

Serge : "...And kill innocent people until you reach your goal. I must crush you now !!!!!"

Serge shoots but Mac Norton is invincible.

Mac Norton : "Behold my absolute power ! HUUUUUUUUUM !"

Serge receives the first hit. Look at Mac Norton and twice at a monitor. Erica calls you.

Serge : "Good timing Erica! How did you do that ? Well, what can I do now ?"

Erica : "You must touch a monitor to blind him for a moment and then escape."

FINAL BOSS : MAC NORTON :

Now you know how to escape. Notice that you can resist to 10 or 11 hits. From here I say good luck to you.

You are facing MACNORTON and seeing 5 screens and the central computer. On your left is the shield computer but we will come back to it later. From left to right :

Monitor	1 (LEFT) SHIELD MONITOR
	2 (UP) SYSTEM MONITOR
	3 (DOWN) CONSOLE MONITOR
	4 (UP) CIRCUIT MONITOR
	5 (DOWN) KEYBOARD MONITOR

- 1) First use the Keyboard to switch on all the screens.
- 2) Quickly look at monitor 5 (use all the circuits).
- 3) Try to look at monitor 2, it's impossible.
- 4) Use the keyboard under monitor 5.
- 5) Now you can look at monitor 2 (look and use the two circuits here).
- 6) Look at monitor 3 (look and use the two circuits here).
- 7) You are stucked after checking two monitors, use the keyboard under monitor 5.
- 8) Look at monitor 4 (look and use the two circuits here).
- 9) Look at monitor 1 (look and use the two circuits here).
- 10) Erica appears. She wants you to use the Nuke bomb on the shield computer.
- 11) Use twice the keyboard under monitor 5.
- 12) Look at Monitor 2, use the circuit of the left.
- 13) Look atMonitor 4, you see a circuit highlighten.
- 14) You must use the ground under monitor 1 again and again until a green

message is being displayed. It means you have activate a switch.

15) Look at monitor 2. A circuit shines.

16) Now use monitor 1 and use the circuit left down. The circuit is complete.

17) Look at your left. Try to use it but you cannot because the shield is on.

Erica suggests to deactivate it.

18) Go to Monitor 2, use (or look at) the circuit on the right until the monitor disappears.

19) Look at Monitor 1 and install it on the upper right. it matches !

20) Now look at the right of the screen, in a dark part near the wall : there is a switch. Use it to destroy the shield of the computer.

21) Go left and use the Shield computer. Erica says to use the Nuke Bomb.

22) Use the Nuke Bomb to destroy Mac Norton. Hero!

Notice that Mac Norton will catch you frequently so don't be surprised if you use ten or twelves continues before completing this puzzle. You see a FMV where Mac Norton explodes.

END OF CD 3.

You must use CD 1 to see the end. Use the screen to talk to Erica. Serge thanks Erica for her help. Finally Mac Norton died. Serge has brought back the body of Yannick. They send him in space and he finally rests in peace. Look at the final sequence.

ADK.

9 Credits :

Policenauts is a trademark of Konami.

All names related to VIRuS are a trademark of Hudson.

Thanks to Negate Metatron who wrote the other faq for Virus. He helped me a little in adventure 3 even if he has a lot of faults in his quick walkthrough.

Thanks to Kyapiko who checked this faq.

10 Personal Note :

The complete version of this walkthrough is dedicated to Antoine, ex retailer at Gammy in France. He adviced me to buy this game and he was right. It's an excellent one. He didn't understand the story of this game and that's why i made the complete guide. The last time i have heard of him he went to the Canada. I hope that he is reading or he has read my guide for Virus and that he exactly knows now who is ADK.

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ADK.