

Shadowrun FAQ/Walkthrough

by The Admiral

Updated to v2.1 on Sep 1, 2009

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|                 SHADOWRUN         |
|                 SNES Edition      |
|                                     |
|                 FAQ/WALKTHROUGH   |
|                 Version 2.1 (September 1, 2009) |
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INTRODUCTION

In well over a decade since its original release, Shadowrun remains a unique title in the RPG genre. The game was one of the first set in the cyberpunk universe, a dark, futuristic world where large corporations and highly complex computer networks reign supreme. Shadowrun also excels at blending seemingly opposing elements together into a single cohesive experience: action and RPG, magic and technology, real world and fantasy, problem solving and gun fighting. Shadowrun is certainly not an easy game, and the one thing most SNES veterans recall about Shadowrun, aside from its creative vision, is its difficulty. That's where this guide comes in.

This FAQ/Walkthrough was originally released in 2002 as a Technical Guide. It provided an encyclopedia of information on everything from equipment stats to the karma system to enemies to magic spells. It was the first guide to look into all these elements of the game and decipher how they work, on a quantifiable level. Nearly all of the information in that guide was completely original and had never been published anywhere else before, either in a commercial guide, internet walkthrough, or any other source.

In the years since I wrote that guide, I have remained disappointed with the information I see in other walkthroughs and websites. Important facts and strategies are often ineffective or outright incorrect. A player can read four walkthroughs and see four different explanations for what the same statistic or skill do (none of which happen to be correct). The goal of this guide was to change that. I set out to provide a comprehensive source of information for players of all caliber, whether a first timer or long-time veteran. The text has been divided into several sections to minimize the spoilers one will encounter, as discovering things on one's own is often the richest part of the game. Hopefully this guide will serve as a useful companion in your Shadowrun journey, helping to enrich your gaming experience along the way.

NOTE ON SHADOWRUN VERSIONS

There are currently two versions of Shadowrun that have been released in the United States. The main differences are in the dialogue, and it is almost impossible to distinguish between the two while playing. The best way to tell the two apart is to talk to the tired customer in the Grim Reaper Club (the one who takes the Iced Tea). When asked about Grinder, in one version he says "Morgue Guys" and in the other version he says "Chop Shop" guys. These two terms will be used to distinguish the versions -- "Morgue Guys" and "Chop

Shop." The main difference is that the ChopShop version has more explicit dialogue, with several more graphic and sexual comments than in the Morgue Guys version. Aside from this, there are very few game play differences, but any ones I have found are carefully noted. If you come across any that you do not think are mentioned here, please email me: Admiral1018@yahoo.com.

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D I S C L A I M E R

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To jump to any section of this guide quickly, click the Edit option on the toolbar, then go to Find and type in the index number listed in the right column. You can also press Ctrl+F to bring up the search box in most browsers and text editors.

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This FAQ is divided into 4 sections to help you most easily find the information you're seeking. This will hopefully save you time and help you avoid reading any unnecessary spoilers. The four sections are explained below:

- 1.) GETTING STARTED: This section lists the background information about the story, the basics of gameplay and controls, overview of stats and Shadowrunners, and some general strategies. This section is intended for those new to the game, but may be useful to veterans picking up the title for another play through (especially the stats and general strategies). This section contains no spoilers.
- 2.) FREQUENTLY ASKED QUESTIONS: The answers to some of the more common stumbling points are contained here. This section is divided by region and is intended to answer specific questions without spoiling other parts of the game. If you are stuck on something, see if your question is answered here first.
- 3.) WALKTHROUGH: As its name implies, this is a detailed walkthrough of the game. Any question you have about this game will likely be answered in this section. It may be more detailed than some players would like, so the essential information for each section -- items, keywords, enemy stats, and any relevant maps -- is listed at the front. The walkthrough does contain some plot spoilers for situations as they occur, so please keep this in mind before reading.
- 4.) APPENDIX: This is a reference section that contains lists of stats, weapons, armor, items, cyberware, keywords, enemies, and much more.

This section is much more technical than the walkthrough - specific formulas and calculations will be given for stats, skills, weapons, etc. This information should be very useful to a veteran player seeking to master the game and understand how everything works. The appendix is also a great way to find a quick description or the location of something you may have missed along the way without skimming the entire walkthrough. This section does contain spoilers for some items, so please be warned in advance.

GETTING STARTED

The following section includes some of the basics of the game, which should be read by anyone playing Shadowrun for the first time. The areas covered include a rudimentary background of the story, a complete controls listing, an overview of the menu screen, a description of stats, and an overview of Shadowrunners. If you have read through the manual carefully or have played Shadowrun before, you may wish to skip this section.

1. STORY

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The game is quite sparse on background details. To set the stage for what is to come, you receive the following introduction:

THE YEAR IS 2050

And the Megaplexes are
monsters casting long
shadows.

When you become a
shadowrunner, that's where
you live...

in the cracks between the
giant corporate structures.

The megacorps are powerful
in a time when power means
information...

...computer information
flowing into the global network
called the MATRIX.

Yes, this was probably butchered a bit in translation as many SNES games were at the time. Essentially, the future world is dominated by giant companies that hope to regulate the information flow online... Shadowrun was clearly ahead of its time. Within this future world, underground mercenaries named Shadowrunners are hired to level the playing field a bit. Or un-level it, as some cases may call for.

There is an additional piece to the prologue that you can view by leaving the game at the starting screen for a while. You can see your character gunned down by a squad of hit men, only to be revived seconds later by a shape-shifting fox. Everything more about the story is up to you to uncover.

One thing to note is that this game precedes the Matrix movies by quite a few years. That's right, the virtual world created here was devised long before it ever hit the silver screen. Keep this in mind before your "cheesy rip-off" detector goes off when playing.

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2. C O N T R O L S

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Shadowrun's controls are relatively straight forward. You navigate a character from an overhead view and interact with most objects using a hand icon. There is also a separate set of controls used inside the matrix. The following section lists the controls for both of these areas.

DIRECTIONAL PAD (UP/DOWN/LEFT/RIGHT)

- Moves Jake vertically and horizontally on the screen.
- If a the hand icon, spell icon, or target are activated, it will move those while Jake remains still.
- Moves one square (the Matrix)

Y-BUTTON

- Takes you directly to the item menu.
- Not used (the Matrix).

X-BUTTON

- Used to cast spells. Brings up the spell icon. Once the target is selected, press the X-button again.
- Logs out of the Matrix, returning you to the real world (the Matrix).

B-BUTTON

- Brings up the hand icon. Pressing the B-button again when pointing to an object will bring up a list of actions if the item can be interacted with.
- When an action is selected, press the B-button again to execute.
- When talking to people, press the B-button to select an action or keyword.
- Issues the Combat.exe command, which allows you to attack objects (the Matrix).

A-BUTTON

- Used to shoot. Press the A-button to bring up the cross-hair. Press the A-button again (repeatedly) to shoot the selected target.
- Used to back up or cancel a command on the menu or dialogue screens.
- Issues the Transfer.exe command, which allows you to transfer/download data (the Matrix).

R-BUTTON

- This is a generic "Use" button. Press this while you are pointing at something with the hand icon. It will allow you to pick up an item or open a door with a single click, rather than needing two clicks with the B-button.
- When talking to people, this button moves to the next page of keywords. Sort of like a Page Down key.
- When on an item or inventory screen, the button moves to the next page. Again, like a Page Down key.
- Not used (the Matrix).

- SKILLS: Shows the current levels of your different skills. This screen is for display only.
- CYBER: Shows any cyberware that Jake has. You start with a head computer and datajack. This screen is for display only.

ATTRIBUTES: Shows the current value of Jake's attributes. The numbers next to Body and Magic show current and maximum HP and MP. See the next section for more on attributes and these stats.

KARMA AND NUYEN: Karma is used to raise Jake's statistics and nuyen is the currency in the game. More on each in the next section.

MAGIC, WEAPON, AND ARMOR: This shows the items Jake currently has equipped, along with the selected spell. The (X) and (A) next to Spell and Weapon indicate that you press those buttons to use the selected item. The number before Jake's armor indicates Jake's current defense.

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 4. O V E R V I E W O F S T A T S SROG
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Attributes and skills are the basic statistics in the game. They affect everything from your hit points to proficiency with weapons to powers in the Matrix. Attributes and skills can be raised by going to sleep and using the karma points you earn from killing enemies. The karma needed to raise an attribute or skill to the next level is equal to your current level in that attribute or skill. For example, your Firearms skill is at level 3. To raise it to the next level (level 4), you need 3 karma.

The following section gives a basic (spoiler-free) description of the basic stats, attributes, and skills in the game. There is a full section in the Appendix that goes into much more detail, including specific formulas and calculations (includes some spoilers). If this is your first time playing the game, the overview below should be sufficient.

BASIC STATS
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HIT POINTS Hit Points are Jake's life and are also referred to as Stamina
 (HP) in the game. Whenever HP are reduced to zero, Jake dies. You
 can raise maximum HP by raising the Body attribute. HP can be
 restored by sleeping, using spells, or using curative items.
 The highest number of HP you can have is 200.

MAGIC POINTS Magic Points are the energy Jake needs to cast spells (also
 (MP) referred to as Spell Points in the game). Each spell uses a
 certain amount of MP when cast. Jake can only cast spells if he
 has enough MP to do so. You can raise maximum MP by raising the
 Magic attribute. MP are only restored by sleeping. The highest
 number of MP you can have is 200.

KARMA Karma is the equivalent of skill points in some RPGs. You
 earn karma points by defeating enemies, and karma can be used to
 raise your attributes and skills when you are asleep. While
 karma is only displayed as a whole value, the game tracks it
 in 1/8 increments. You will not receive a message that you
 have earned karma until reaching the next whole number, so it
 can often appear as though karma is earned randomly. For more
 on karma, see the "Attributes and Skills" section of the

Appendix

NUYEN Nuyen is the game's currency. It can be earned by killing enemies and in a number of other ways.

ATTRIBUTES

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Attributes are Jake's physical characteristics and abilities. The status of each one is displayed on the main menu.

BODY Body determines the amount of hit points that Jake has. Each point in Body adds 10 maximum HP. Early in the game, this is one of the most important statistics and should be raised when you can. This attribute can be raised to level 20.

MAGIC Magic determines the amount of magic points that Jake has. Each point in Magic adds 10 maximum MP, like with Body. Jake needs to learn a spell before he can put any points into Magic. This attribute can be raised to level 20.

STRENGTH Strength determines Jake's ability to wield weapons and armor. Jake can use most pistols and light armor with his starting Strength, but will need to raise this attribute to equip some of the heavier pieces. This attribute can be raised to level 6.

CHARISMA Charisma affects how many Shadowrunners Jake can have in his party at any one time. At its starting level, Jake can only recruit one Shadowrunner at a time. At level 6, Jake can recruit three Shadowrunners at once. This attribute can be raised to level 6.

SKILLS

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Skills are specific tools or abilities that Jake can learn and master. The status of each skill is available by going to the main menu and clicking on Skills.

FIREARMS Firearms determines Jake's accuracy with guns. The higher this skill, the more often Jake will hit. Accuracy is also affected by the gun Jake is using, but this skill boosts accuracy using any weapon. This is one of the most important skills early in the game, so try to boost it as soon as you can. Also, contrary to some sources, this skill has no influence on the damage you can do. This skill can be raised to level 16, but you will achieve a 100% hit rate with any weapon once the skill is at level 7. Any additional points into it are wasted (note that you may still do zero damage to armored enemies, so it will *appear* like your shots are missing. This is not the case, however.).

COMPUTER Computer governs Jake's powers in the Matrix. As this skill increases, the accuracy with which Jake can defeat guardian ICs will increase. Being able to defeat ICs more quickly will significantly reduce the damage you sustain on trips into the Matrix. This skill can be raised to level 6.

NEGOTIATION Negotiation allows Jake to haggle over the price of Shadowrunners and pay less to hire them. The higher this skill,

the greater the discount. You do not start with the Negotiation skill; you must learn it somewhere in the game. This skill can be raised to level 6.

LEADERSHIP Leadership determines how long Shadowrunners will remain with you after they are hired. Normally, Shadowrunners will leave you after a certain number of "battles." The higher this skill, the greater the number of battles that the Shadowrunner will stay. You do not start with the Leadership skill; you must learn it somewhere in the game. This skill can be raised to level 6.

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5. WHAT ' S A SHADOWRUNNER ? SR0H

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Shadowrunners, after which this game is named, are mercenaries that can be hired to complete any number of tasks. All the Shadowrunners you come across in the game will have very different skills, uses, and abilities.

You are never required to hire a Shadowrunner, but doing so may help you in certain situations. However, a lot of Shadowrunners talk a big game but stink it up on the field. Some are worth hiring and some are not.

To hire a Shadowrunner, you need to Ask About *Hiring*. When this keyword is mentioned, the Shadowrunner will indicate his/her price and confirm the hiring.

Typically, Shadowrunners fall into one of three categories:

1. **MERCENARY:** Generally the best all around offensive Shadowrunners. Mercenaries typically have the best weapons and armor, along with good HP. It is important to consider the attack, defense, firing rate, and Body level of a Mercenary when hiring.
2. **MAGE:** Mages come with an assortment of spells, which have varying degrees of usefulness. It is important to consider spell selection, spell level, and MP when hiring a Mage. To use a spell, you will need to manually select the mage and determine what will be cast. Mages usually have mediocre to poor offensive and defensive abilities. You will find that it is much harder to keep a mage alive than it is with the other Shadowrunner classes, so greater attention and micro-management will be required. While some mages use guns, others attack with tiny, powerball-like projectiles that consume no MP. These projectiles are generally very weak and hit infrequently.
3. **DECKER:** Deckers are capable of hacking into the Matrix. All deckers come equipped with cyberdecks in their inventories. These Shadowrunners can aid you in accessing computers while your datajack is still broken. It is very important to consider the Computer skill when hiring, as this determines the decker's effectiveness in the Matrix. Deckers are also characterized by average offense, defense, and HP, through there are exceptions.

The decision for who to hire and when to do so is up to you. Some players enjoy using Shadowrunners and hire often. Others have played through the game many times without ever hiring. A complete listing and evaluation of all Shadowrunners is available in the Appendix. Be warned that the descriptions do contain some spoilers.

5. GENERAL STRATEGIES

This section gives a list of 10 valuable tips that will greatly aid you in the trip through Shadowrun. They contain no spoilers or any specific clues that will ruin the game's challenge. It makes sense for everyone to read them before tackling this game. If you need more detailed help in any specific area, refer to the FAQ and Walkthrough sections, following this one.

1. EXPLORE THE WORLD

The Shadowrun universe is loaded with small details that can be easily overlooked. Sometimes important items are left casually on a random office desk or hidden subtly on a bookshelf. Explore all areas, keep your eyes open, and frequently examine things with the cursor. If something has a label when you point to it, it might be worth a bit more of your time.

2. ASK A LOT OF QUESTIONS

One of the most important ways to advance in the game is to "Ask About" certain keywords when you speak with people. This will often teach you new keywords or even trigger some important event. To avoid having to go through your entire list each time, try to match keywords with the "type" of person you are speaking to. For example, a person who seems like a hacker will probably respond better to computer-oriented terms than to magical or spiritual terms. Also, as a rule of thumb, random pedestrians that have generic labels like "Seems Busy" are probably not that important. They may help enhance the background of the game, but don't expect many responses to keywords. Conversely, patrons at bars and clubs, especially club owners, are often much more useful.

3. TAKE NOW, QUESTION LATER

There are a lot of items in this game that do not have any apparent use when you first acquire them. This is especially the case in the first area. Don't get frustrated if something seems puzzling. Instead, just pick up the item and store it for later. Almost all items have some use, although it may take a while to figure out what the purpose is.

4. USE KARMA WISELY

Karma is used to raise your various attributes, skills, and (later in the game) magic spells. Not all statistics are equally useful, however. Early in the game, you should focus your karma almost exclusively on raising Body and Firearms. Later, focus your attention on the Computer skill and Magic attribute. As far as magic spells go, max out Heal and Invisibility as soon as you can. Raise the other spells based on preference, but don't feel that they are all immediate priorities. If you have a choice between raising a secondary spell or raising the Magic attribute, choose Magic every time. Charisma, Leadership, and Negotiation are primarily Shadowrunner skills. You only need to raise them if you plan to hire a companion.

5. UPGRADE EQUIPMENT WHENEVER YOU CAN

Equipment is the most important component in determining your offensive output and likelihood of survival. It is imperative that you not only upgrade, but also that you make the RIGHT upgrade choices. When given the choice between numerous weapons, the most expensive one will often be the best buy. If you cannot afford the top shelf weapon, save the game and then experiment with each gun you can afford. Alternatively, you can check the damage and accuracy of each gun in the Appendix of this guide. In addition to guns, armor makes a big difference in enhancing your chances of survival. The choices are far more limited than they are with weaponry, so buy what is available whenever you can.

Finally, cyberware is also very useful. You should buy the Boosted Reflexes and Dermal Plating as soon as they are offered to you.

6. MAKE THE MOST OF YOUR MONEY

As with karma, you do not always get the same bang-for-your-buck when spending money. Unlike many RPGs, money is much more difficult to accumulate in Shadowrun. Therefore, it is imperative that you spend your earnings wisely. One common waste of money is hiring Shadowrunners early in the game. The game is not sufficiently difficult that they make a difference at that point, so save instead. Another mistake is purchasing mediocre weapons and equipment. As mentioned in the last section, it is often better to simply save for a better weapon than buy an inferior but affordable one. As a final tip, if you are really short on money, try fighting in the arena in the second area. You can make a considerable amount of nuyen, but some of the fights can be very difficult.

7. BECOME THE KING OF THE MATRIX

The last third of the game involves numerous trips into the Matrix. Before attempting any of them, raise your Computer skill to level 6. This minimizes your damage and improves your attacking skills in the virtual world. Once inside, don't waste time and life walking all over the place. Take direct paths to the CPU or datastore you need to reach. If you receive a warning of an enemy IC, always attack the square in front of you (the B-button) to be safe. Most importantly, jack out when your life gets low (press the X-button). Dying in the Matrix is something you have complete control over, and it should never happen if you use some caution.

8. EARN MONEY THE NEW FASHIONED WAY - STEAL IT ELECTRONICALLY

When you gain the ability to access computers, try to do so at every chance you get. Many computers allow you to hack into electronic bank accounts and transfer money into your own reserves. Electronic pilfering becomes the best way to earn money in the latter portions of the game.

9. LEARN TO MASTER MAGIC

Jake has a large arsenal of spells available to him, but not all are equally useful. Ineffective casting of spells will do nothing more than drain valuable MP and waste time. The most useful spell you can learn is Heal. It should be your default spell during most of the game. After Heal, Invisibility is arguably the next most valuable spell. It lets you attack enemies undetected and makes it possible to survive many of the hardest areas in the game. The remaining spells all have occasional uses, but none of them are as valuable as Heal or Invisibility, so use sparingly. Offensive spells, in particular, are often not worth the MP -- the damage they do can be equaled with a few blasts from your gun.

10. MOST OF ALL, BE PATIENT

Shadowrun is not the kind of game that spells out every next move for you. It is often up to you to experiment in order to find the right next steps. This will take a good deal of trial and error and can be frustrating if you're not patient. When really lost, the best advice is to speak with people. Visit all the nearby clubs and hangouts and ask all the patrons about the various keywords on your list. Revisit these places frequently, as messages occasionally change and new patrons do show up from time to time. Take the time to explore all areas of the game and you can be fairly sure that no important items have been missed. Lastly, return to various places that previously seemed like dead-ends, particularly after an important event or conversation. A lot of times you will find fortuitous outcomes, like a gate being left open for you.

F R E Q U E N T L Y A S K E D Q U E S T I O N S

The following section is meant to provide assistance on specific areas of the game that may be troublesome. Many of the answers below only hint at the right method or direction, stopping short of completely giving you the full solution. If you have read through the General Tips section above and are still stuck at some point, you can refer to the specific area below. If these answers are still not enough to solve your problem, refer to the Walkthrough section following this one. Note that heavy reliance on the solutions in the following section may still spoil much of the fun in this game, particularly if it is your first time through.

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1. T E N T H S T R E E T

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Q: How do I save the game?

A: You can save the game (and restore health) any time you find a bed. The first place to do this is in Jake's apartment, which is located down the alley to the right of the morgue. You will need to find the key to his apartment first.

Q: What do I do with the Iced Tea?

A: Since you can't drink it yourself and it's very refreshing, maybe someone who's tired might benefit from it. Maybe such a person is in the same bar?

Q: How can I enter the computer I found in one of the offices?

A: Short answer: you can't right now. Jake has a faulty datajack, as you will discover if you try. Return when it has been fixed. Another possibility is to hire a Shadowrunner to access the computer for you...

Q: Where do I find the tickets?

A: As the patron in the Grim Reaper club tells you, Grinder was going to give him the tickets before being killed by Lone Star (the police). After being killed, the morgue guys carried away Grinder's body. Visit the Shady business man in the building south of the Grim Reaper club. He will sell you a police badge (Lonestar Badge) when you ask him about *Lone Star*. Equip the badge along with the Shades from Jake's apartment. Now, return to the morgue and ask the bottom guy about *Grinder*.

Q: Where do I get the Credstick?

A: Follow the same instructions as above. The Credstick is in the filing cabinet next to the one with the tickets.

Q: I found the injured Indian Shaman but already used the slap patch. What should I do?

A: Don't fret. You can get more slap patches later and return then. The Indian Shaman does not give you anything now that you can use anyway, so it does not matter.

Q: I am in The Cage but don't see anything special. What should I do?

A: Go all the way to left and see if a man in a green suit is sitting on the couch. If he is, talk to him. If not, you need to make a few calls. First, call Jake's girlfriend (Sassie) whose phone number is on the ripped note in his apartment. Ask her about *Calls* and she will give you the *Glutman* keyword and Glutman's number. Next, call Glutman's office and ask about *Glutman*. The secretary will say that he went to *the Cage*. Glutman will now be sitting on the couch, waiting for you.

Q: How do I get the Zip Gun?

A: You get the Zip Gun if you talk to Glutman and do not have any weapon in your inventory. To achieve this, you must either sell the Beretta to the shady business man or give it to a hired Shadowrunner. Be warned that the Zip Gun is less accurate than the Beretta (with the same attack power), so it is a downgrade.

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2. O L D T O W N

SR00B
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Q: How do I get out of the caryards?

A: All exits go through the King. You can either meet his demands by paying him or you can fight him in the arena. To fight him, ask the arena owner about *King*.

Q: The arena fighters are kicking my butt. What should I do?

A: Put more karma points into Body and Firearms. You can also purchase slap patches from the boy with the yo-yo (ask about *Heal*) for some quick healing. Eventually, the fights will become too difficult to win without upgraded weaponry.

Q: I am at the weapon shop. What should I buy?

A: The Shotgun and Mesh Jacket, in that order. It does not make good financial sense to purchase a different weapon. If you are short on nuyen, try to earn more money in the arena.

Q: I am at the Talismans shop. What should I buy?

A: Nothing right now. Save your nuyen and return later. You do not actually need to buy any of these items until you first visit the Dark Blade mansion.

Q: How do I learn the Negotiation skill?

A: You learn this skill by asking the arena owner about *Negotiation*. You can ask him any time prior to killing all the arena fighters. To learn the *Negotiation* keyword, ask the business man in the Tenth Street area (who sells the Lonestar Badge) about *Hiring*.

Q: The street doc activated a cortex bomb and the game says I have 30 hours to disarm it. What should I do?

A: You need to find a better street doc. Head to the monorail station and take the express to Daley Station. Somewhere in this area (Downtown) you will find a street doc who can help you. You might want to save after activating the cortex bomb in case you don't find the new street doc fast enough. Or, better yet, hold off on activating the cortex bomb until you've found that street doc's office.

Q: I got off the train and have wandered around for a while. What should I do first?

A: Being that you were attacked by someone mentioning the Rust Stilettoes as soon as you entered the station, finding them might be a good bet. A good source for info is always the local bars and clubs, so start there.

Q: What does the cyberware in Dr. Maplethorpe's office do? Should I buy it?

A: On your first visit you can buy Boosted Reflexes and Skill Software. The Boosted Reflexes increase your rate of fire and significantly improve your fighting abilities. It is one of the best bargains in the game, so buy it as soon as you can. The Skill Software teaches you the Leadership skill, which increases the time a hired Shadowrunner will stay with you. Only buy this upgrade if you intend to hire frequently or you have the extra money. Later, the Dermal Plating becomes available. This upgrade boosts your armor rating and is invaluable. Get it as soon as you can.

Q: I defeated the Octopus at the Docks and it left a Pool of Ink. What do I do with that?

A: You need something to hold the ink, like a bottle. Maybe even a bottle that's the same color...

Q: I am at the Wastelands Club and have met many Shadowrunners. Who should I hire?

A: Well, there are two answers to this. The first answer is "no one." You never NEED to hire a Shadowrunner, and, often times, it is a waste of money. If you do intend to hire, the best mercenary available is Norbert.

Q: I just defeated the Rust Stilettoes. Where do I go now?

A: Now that you have impressed the locals by vanquishing the troublesome gang, head over the elite Jagged Nails club and see if they noticed.

Q: I am at the Dog Spirit and he has asked for an item of a man, creature, and the earth. What does he need?

A: Item of a man is the Magic Fetish (Tenth Street Cemetery). Item of a creature is the Dog Collar (Tenth Street fountain). Item of the earth is the Leaves (given by Kitsune).

Q: Where is the Rat Shaman's hideout?

A: Head southeast from Daley Station into the marketplace. There are two exits on the southeastern side of the screen. The small one on the left leads to his lair.

Q: How do I open the gate?

A: Probably the most asked question in the game. After defeating the Rat Shaman, return to Kistune. Ask her about *Jester Spirit* and she teaches you *Dark Blade*. Call or visit the Talisman's Shop and ask about *Dark Blade*. She will give you a phone number. Dial the number and ask Johan about *Magic Fetish*. He will show an interest and open the gate.

Q: I heard there is a weapon shop here. Where is it?

A: Walk all the way to the right of the main door in the courtyard and you will find it.

Q: How do I defeat the Vampire?

A: The Vampire is invincible to your normal weaponry. You need to take a note from the movies and stab him with a wooden stake (bought at the Talismans shop). To get that close to him, however, you need to daze him with the Strobes. The Strobes can be acquired in the Jagged Nails club. Ask the left-side bartender about *Dark Blade* to learn *Vampires*, then ask the right-side bartender about *Vampires* to learn *Strobes*. Finally, ask the left-side bartender about *Strobes* and he will lend them to you.

=====

5. BREMERTON

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SR00E

Q: I want to go to Bremerton, but the boat driver says there are mermaids in the water. How do I get rid of them?

A: You need something to cool the water. Didn't the bartender of the Wastelands club mention that he was expecting an Ice delivery?

Q: How do I open the rusted doors on the ship?

A: The top door on the far left side of the second deck is the only one that can be opened. Use the crowbar.

Q: How do I get past the green slimes?

A: The green slimes cannot be killed by normal weapons. You need some toxic Dissolver (Green Bottle), which can be found somewhere else on the ship.

Q: How do I kill the four orcs in the safe room?

A: These orcs are invincible to your weapons for some reason. You need some creativity. Go to the top of the stairway on the previous screen and push the button. This closes the airlock. Now, go to the top of the stairway on the screen above this and push the button again. This flushes the chamber and creates so much pressure that the foes are killed.

Q: How do I open the safe?

A: You will need a time bomb. The time bomb has two components: the explosives and the detonator. The explosives were dropped by an orc on the docks. The detonator is found somewhere else on the ship.

Q: How do I defeat the Jester Spirit?

A: Blast him with your gun until he gives the "You are no match for the Jester" message. Once he says this, you can click on him and speak with him. During the conversation, be sure to ask about his real name.

=====

6. D R A K E T O W E R

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SR00F

Q: How come I can't find the Dermal Plating at Dr. Maplethorpe's office?

A: This is another one of the most commonly asked questions. The Dermal Plating (along with Assault Rifle and Partial Body Suit) is usually made available after Bremerton. If you have defeated the Jester and they are still not for sale, you did not take the portal out of Bremerton. Odds are you just backtracked and went through the ship. If this was the case, return to Bremerton, revisit the Jester's room, and wait near the stage until a portal descends. Pass through it and all those items will be for sale.

Q: How do I activate the elevator in the lobby?

A: You need to hack into the computer. To get past the node, you will need the password that was found in the Rust Stilettos hideout. Make sure you Examine that password -- just having it in your inventory is not enough.

Q: I am getting killed very quickly. What should I do?

A: Drake Tower is hard. The best way to survive is to cast the Invisibility spell. Short of this, heal yourself very liberally and try to move so that you are not under fire from all four enemies at once.

Q: How do I activate the elevators to go to higher floors?

A: You will need to reprogram the computers on each floor. Your hacking skills will be tested for sure.

Q: I got to the roof and found the helicopter pilot. What do I now?

A: He needs a destination. You should ask him about *Volcano*. If you don't have this word, you need to visit Bremerton first.

=====

7. V O L C A N O

=====

SR00G

Q: How do I defeat Drake?

A: Drake is extremely tough. The first thing you should do is use the Jester Spirit item to reduce his HP. After this, the most effective strategy is to cast Freeze on Drake and blast him while he is immobile. Be sure not to let him thaw out before recasting, as his attack is brutal. You can also use the Armor spell to eliminate damage, but you will still be stun-locked by Drake's attack.

=====

8. A N E K I T O W E R

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SR00H

Q: How do I hire Akimi?

A: You need to first find and Examine the DF_DS-AKIMI file from the Volcano. This gives you her number. Call Akimi on any video phone after this and hire as normal.

Q: Where is the Aneki building?

A: The Aneki building is the tower right before Dr. Maplethorpe's office. Head northeast from the marketplace to find it.

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9. E N D I N G

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SR00I

Q: The ending mentions Shadowrun II. How do I find this game?

A: Unfortunately, you can't. This was wishful thinking on the programmers' part. No such game was ever created.

W A L K T H R O U G H

This begins the complete walkthrough portion of this FAQ. The walkthrough is divided into 7 sections, each of which covers a major part of the game. Before each subsection, a list of items, keywords, and enemies will be displayed.

A couple of formatting notes. All keywords mentioned in the guide will be surrounded by asterisks (*) to set them apart. All keywords and items will be in CAPS the first time they are discovered.

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S E C T I O N 1 - T E N T H S T R E E T

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SR01

As you saw in the game's introduction (leave the game running for a while at the title screen), a man in black coat gets gunned down by four gang members. As his body lies on the pavement, a fox approaches him, turns into a woman, and casts a spell on him. Seconds later, the fox runs off and two morticians walk towards the body... They're rather efficient in 2050 I suppose. Anyway, none of this is expected to make much sense right now. The main take away is that someone was shot, and, as we will learn shortly, revived by a magic spell at the last second before dying. Now begins your journey through Shadowrun.

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SECTION 1 CONTENTS

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- 1. Awakens the Corpse.....SR01A
 - 2. Exploring Tenth Street.....SR01B
 - 3. Maria and the Tickets.....SR01C
- =====

=====

1. AWAKENS THE CORPSE

=====

SR01A

Items: Torn Note, Scalpel, Slap Patch

Keywords: Dog, Firearms, Hitman

Enemies:

| | Hit Points ===== | Attack ===== | Defense ===== | EXP* ===== | Nuyen ===== |
|-----|---------------------|-----------------|------------------|---------------|----------------|
| Orc | 8 | 3 | 0 | 1 | None |

*1 Karma point equals 8 Experience (EXP) points

The game opens with your character literally falling off a morgue slab knowing only that his head hurts and that he has no idea who he is or what last happened. For a while the game will play as a mystery, and you will need to piece together clues about both your character's identity and the mission that nearly resulted in his death. Be warned in advance that many clues, messages, and items will remain cryptic at first.

=====

EXAMINE THE MORGUE

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Start by taking some time to explore the morgue and your own inventory. The only item you start with is a Matchbox. Examining it will reveal the "Wastelands Club" logo, but this won't make sense for a while. Move the cursor over and examine the Slab. The name on it reads "Armitage J." (J is short for Jake, your character's name). A TORN PAPER also falls out. You can pick up this item and add it to your inventory. Examining it reveals "Warehouse No. 5," which is also meaningless right now.

A quick note about interacting with items. You can save time in this game by using the R- and L-buttons instead of always pressing B, then choosing an option. R can be used to pick up items and open doors with a single click. L can be used to examine something. The R button in particular will save a lot of time when moving between areas and collecting dropped nuyen (money) a bit later.

Back to the morgue, you can pick a SCALPEL from the tray below the second table. The Scalpel cannot be equipped as a weapon, so just hold onto it for now. To the left side of the screen, open the top fridge and you can pick up a SLAP PATCH. The Slap Patch can be used to recover 10 HP, but you should save it until the end of this area.

After picking up these items, open the door and watch the morticians run off screaming at the sight of walking corpse. You would think they might act, say, a little more professional (especially since one commented that you didn't even look dead), but no such luck. If you hover the cursor over the rest of the room, you will spot a couple of locked filing cabinets that will have to wait until later. Time to leave the room and begin exploring.

Outside the morgue is a hallway with another locked door. As with many locations in the game, this door can never be opened. It is purely for show to add the semblance of a larger world. Keep this in mind in the future to avoid frustration.

=====

GET ARMED

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Outside the building, a thug runs up to you and expresses amazement that you're still alive. His opening dialogue teaches you the *HITMAN* keyword, which is in bold text as all keywords are. As with all conversations, you should choose to Talk to him, which will teach you the *FIREARMS* keyword. You should then Ask About both of these words (as a rule of thumb, always ask a character about any new keyword they teach you). The thug's advice to you is to get armed, and

it's some good advice.

You now have your choice of places to explore. However, you are in a lot of danger without a weapon given that there are hitmen after you. The first thing to do is follow the thug who recognized you (he runs off to the SW). There will be plenty of time to look around shortly. Continue to follow him SW on the next screen too.

As you walk down a dark alley, you will hear a gunshot and a scream. Apparently our friend took a wrong turn and was just gunned down. Walk towards his corpse and an orc will begin shooting at you. You will notice that past the Orc there is a BERETTA PISTOL on top of the dead body. Make a race for it and pick up the gun. Note that if you walk to the far right curb after the dumpster but before the body, you will probably get out of the Orc's line of fire and save some health. To equip the gun, press start, select Weapons, and Use the Beretta Pistol.

The Beretta has an attack power of 3 and an accuracy rating of 1. While there is a more detailed explanation of these stats in the "Weapons and Armor" section of the Appendix, attack power is basically the maximum damage the weapon can do and accuracy rating (out of 6) reflects how often the weapon will hit. One point of accuracy rating is equivalent to one points in the Firearms skill. Overall, the Beretta is not a great weapon, but it's the best you can get for the time being.

Now, time to waste the Orc. You will need to be fast and target him quickly. Press the A button to bring up the crosshair and move it over the Orc until you see a green box in the bottom right corner of the screen. Blast away as fast as you can. Keep in mind that this isn't a modern day first-person shooter, so the damage isn't any better if you aim for headshots versus body shots. It's best to just aim for whatever is easiest to target.

Once the Orc is dead, examine his body. You will find the LEATHER JACKET. Equip it by going to the Armor menu and choosing Use. This is now your first piece of armor. It will reduce the damage you take by 1, which is very helpful.

=====
LITTLE DOGGIE
=====

Walk to the end of the alley and a small dog will approach you from the darkness. Yes, there are talking dogs in Seattle in 2050. If you Talk to him, he will teach you the *DOG* keyword and tell you to seek out his shrine. Again, this will make sense later. If you forget to Talk and don't get the Dog keyword, leave the screen and reenter. This dog will appear again. Once you have the keyword, this dog will no longer appear when you return.

You will also notice a billboard that boasts about a new generation cyberdeck that comes in keyboard size. This adds some nice emersion, but is not directly useful.

Now that you're packing heat, it's time to explore Tenth Street.

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2. EXPLORING TENTH STREET SR01B
=====
Items: Cyberdeck, Dog Collar, Iced Tea, Memo, Paperweight, Ripped Note,
Shades, (Sassie's Telephone Number}
Keywords: Datajack, Decker, Grinder, Healing, Hiring, Lone Star, Maria,

=====

Shadowrun is rather non-linear, so there is no real hint as to where to go next. To avoid some time and aggravation, the first goal will be finding Jake's apartment and establishing a place to recover health and save the game. Head back to the first screen where you exited the morgue building. You will notice a large gate surrounding a fountain and a little dog inside. If you go to the topmost part of the fence, you can open the broken gate and let the dog loose. Unlike the dog in the dark alley, this one does not talk, but it does bark a lot and drop the DOG COLLAR. This is another item that has no use now, but pick it up for later.

You will also see numerous pedestrians and businessmen walking around the town square and sitting on the benches. None of these people are of any use and most are quite nasty. If you are frustrated, feel free to unload and kill them all. These NPCs (non-playable characters) can be killed without any penalty.

Head towards the SE side of the screen and follow the street to the next screen. Enter the first building you come to. You will see an L-shaped hallway with two doors. In the first room, there is a fat man lying on the floor who seems to be injured and unresponsive. His label when you place the cursor on him is "Seems Familiar." Wonder if his "injury" is related to the same hitmen trying to kill Jake? If you examine him, you will reveal a DOOR KEY in his pocket. The key reads "6" when examined, and you should pick it up. On the desk you will see a MEMO that reads "Armitage to perform courier run to Matrix Systems. 70-30 Split." Again, a clue to piecing together your past, but nothing that should make sense yet. You can pick up the Memo but do not need to.

The second doorway in this building is a small restaurant that houses enemies (Heavy Dudes and Mages). This is one of many "enemy areas" in the game that has respawning foes every time you return to the screen. These are good places to build karma, but you're better off avoiding fighting at this point until you've had a chance to save the game.

Exit the building and continue walking NE. You will come to the Tenth Street Monorail Station, which is currently closed for repairs. Occasionally, there will be a Hitman on the roof of this building that wears a trench coat and top hat. He drops 30-60 nuyen when killed and is a pretty good source of money. However, avoid fighting for now until you've raised your stats a bit. Proceed into the alley on the top of the screen.

Follow the next screen around the bend and enter the apartment building. There are eight doors in this hallway (all of which have numbers when examined). The one you should look for is the third on the right. This is apartment 6, which corresponds to the 6 on the Door Key you found. Use the Door Key on the door to unlock it and head on in.

This is Jake's apartment and is quite sparse - apparently he does not need much to survive, including any sort of kitchen, bathroom, or toilet. You will see a bed at the bottom of the screen, an end table on the right, a desk and filing cabinet near the top, and a blinking video phone on the left. Start by picking up the SHADES on the end table above the bed. Go to the item screen and Use these, which will change Jake's picture on the menu. The Shades also provide you with some level of disguise.

Go to the filing cabinet, open it, and Examine it to find 20 nuyen (nuyen is the currency in the Shadowrun world. It's a made up term, but is probably a derivation of "new yen," a play on the Japanese currency). On the desk next to the filing cabinet you will find the RIPPED NOTE. The important thing is to examine the Note, which has a phone number for a woman named Sassie. You can

pick up the Note, but this is not necessary; you will remember the number automatically once it has been examined.

If you check the video phone, there is a threatening message from Drake telling Jake to cancel his run and turn over the files. While you can check messages, you cannot use the phone to place calls yet; it will ask you insert a Credstick first (which you obtain a little later). Rather odd that Jake would have a pay phone in his apartment, but maybe these have replaced monthly billing plans in the future.

Head down to the bed and Use it. Jake will go to sleep (restores HP) and you will be given the choices to Save Game (you should do so) or Use Karma. Using Karma is the game's equivalent to "leveling-up," more or less. You can use karma to increase attributes and skills (and later, magic spells) in various categories. The stat to increase first is Firearms, which improves the accuracy of your weapon and lets you hit more frequently. A few points will make a very noticeable difference, so put any karma you may have earned into this.

Now that you have a base for recovering and saving whenever you want, it's time to power-up a bit and explore the rest of the area.

POWER-UP LOCATION

The two doors before Jake's apartment lead to an office that houses respawning enemies. This is a great place to earn karma and nuyen. Enter the apartment from the bottom door, as this gives a clear shot of all enemies without having to move around. It's useful to pick off the Mages first as they have a stronger attack but less than the Heavy Dudes. Each enemy here gives you 2 EXP Points, which is twice as much as most of the street enemies. EXP Points are not displayed on the status screen, but 8 EXP equals 1 karma point. Therefore, you will receive a karma point for every four enemies you kill. You can also make quite a bit of nuyen here, although picking it up increases the time it takes you to earn karma.

The first 6 karma points you earn should go into the Firearms skill. Boost this skill up to level 4 and you will greatly increase your killing rate. Next, increase your Body attribute to level 4. None of the other skills are of any value in this area, so there is no need to raise them. Alternate between raising Firearms and Body with any additional karma points.

The goal should be to leave the Tenth Street area with Body and Firearms at level 5 or higher. You can probably do all the fighting you need to in 10-15 minutes in this area if you want. If you're picking up nuyen as you kill, you should have at least 500 by the time you are done.

=====
GLUTMAN'S BUILDING AND GRIM REAPER CLUB
=====

Now it's time to gather some information, and there's no better place to do it than your friendly neighborhood Grim Reaper Club. Head back past the town square and head toward the exit on the SW side corner of the screen. On the way to the Grim Reaper Club, you can pick up a few items. You should now be on a street that heads NW and has a couple of building entrances on the north side (location E and F on the map). Enter the first building (Glutman's Building), which contains two doors on the right side. The first door leads to an enemy area, but you will notice a PAPERWEIGHT on the desk in the center of the room. This item is useless now but will be required later.

The second room holds a rather dim-witted secretary who tells you her boss is out. She does not respond to any keywords you will have yet, so don't waste your time. The real jewel is in the back of the room. Laying on the office desk is a CYBERDECK, which is your ticket to accessing the Matrix. You will be able to access (or log into) most computers in the game that have "Computer" labels when you hold the cursor over them. As luck would have it, the computer in this office has such a label and can be accessed. You can attempt to do so by going to the item menu, choosing the cyberdeck, and trying to use it on the computer. Doing so now will bring you to a login screen, but you will quickly get an error saying that something is wrong with your datajack (datajack is the connection on Jake's head that allows him to "enter" the Matrix. Much more on this later). You will need to either fix your datajack (this happens later) or come back with someone who has a working datajack (a Shadowrunner). For now, exit the building and continue to the end of the street.

Enter the building with a neon "Club" sign on the outside. This is the Grim Reaper Club, the Tenth Street townie bar. The man at the entrance is a street doc (someone who repairs cyberware) and he teaches you the *STREET DOC* and *HEALING* keywords. Talk to the bartender and he will recognize you, offering to serve up your favorite drink. Apparently Jake is a regular here. After a few moments, he serves up an ICED TEA drink on the counter. The Grim Reaper Club may not strike you as the place someone would order an iced tea, but I'll chalk this one up to Nintendo's censorship. Also, despite being your favorite, you cannot actually drink it. The item screen only has the option to Give it to someone, so just hold on for now.

Take this time to talk to the bartender again. He teaches you a few important keywords, including *SHADOWRUNNER*, *DECKER*, *DATAJACK*, and *HIRING*. This last keyword, *Hiring*, is the most important. This is the word you will use whenever you approach a Shadowrunner who you'd like to hire. Most will never join you (or offer their services) without it.

At the table in the middle of the bar is a tired patron who does not seem up for conversing with you. That the game lets you Examine him is probably a clue that he's important somehow. Odds are that he'd enjoy a nice drink, maybe the Iced Tea you just received. Give him the Iced Tea and try talking again. He is appreciative and now opens up a bit. Apparently, he is bummed out because he lost tickets to the Maria Mercurial concert when a scalper named Grinder was killed by Lone Star (the police). It is important to get the *TICKETS*, *GRINDER*, and *LONE STAR* keywords from him, as these are all needed to advance the plot.

As an interesting aside, this man will have different dialogue depending on which version of the game you are playing. When you ask him about *Grinder*, he will either say that he was taken away by the "Morgue Guys" or the "Chop Shop" guys. There are not many gameplay differences between the two versions, but the "Chop Shop" version has slightly more explicit dialogue in a few places (will be discussed in those sections).

The remaining patrons in the bar include an irritable Jamaican on the phone (you cannot speak with him now) and an orc named Hamfist. Hamfist is a Shadowrunner who will join for 500 nuyen. He identifies himself as a decker, which is a type of shadowrunner that can log into computers and access the matrix. He's surprisingly knowledgeable and responds to many of your keywords. There's no reason to hire him right now, but see the "Hiring Hamfist" section below for some interesting uses.

If you exit the Grim Reaper club and proceed to the next screen, you can complete your tour of Tenth Street. There is a Graveyard on the left and a club at the very end called "The Cage," as one of the street patrons will tell

you. He will also give you a little more color on Grinder being shot by the cops and let you know that Maria is performing at the club.

=====
3. MARIA AND THE TICKETS SR01C
=====

Items: Credstick, Ghoul Bone, Lonestar Badge, Magic Fetish, Tickets,
(Glutman's Telephone Number)

Keywords: Calls, Ghouls, Glutman, Negotiation, The Cage

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|---------------|------------|--------|---------|-------|-------|
| | ===== | ===== | ===== | ===== | ===== |
| Hitman (Hole) | 10 | 5 | 0 | 1 | None |
| Hitman (Roof) | 10 | 4 | 0 | 1 | 30-60 |
| Heavy Dude | 10-12 | 4 | 0 | 2 | 10-20 |
| Mage | 5-7 | 5 | 0 | 2 | 10-20 |
| Peephole | 3 | 3 | 0 | 1 | None |
| Scary Ghoul | 4-40 | 4 | 0 | 2 | None |
| Sniper | 3 | 2 | 0 | 1 | 10-20 |

*1 Karma point equals 8 Experience (EXP) points

At this point the game does not provide incredible guidance on where to go next. You have some clues on Grinder being killed by Lone Star, the tickets, some concert, etc., but no real purpose that should make the next step apparent. For now, all you can do is follow-up on some of these clues and see which ones play out.

=====
LET'S PLAY COPS AND MORGUE GUYS
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It's safe to assume that we want to find the tickets and enter the club where Maria is playing. We know the deceased Grinder possessed them, so the morgue is not a bad place to look. If you head back to the morgue, the morticians will no longer run from Jake (assuming he's wearing the Shades). Definitely not the brightest bulbs... If you ask the bottommost mortician about Grinder, he tells you that he can only open the file for "family or a badge."

Head back to the street where the Grim Reaper Club is. Enter the building below the club but above the Glutman building. The first room is an enemy area, but the second contains a shady businessman. This character holds quite a few goodies. If you ask him about *Firearms*, he will offer to sell you Grenades for 100 nuyen. Grenades are not worth it, so pass him up on his offer (more about this in the "Weapons and Armor" section of the Appendix). If you ask him about *Lone Star*, and he will sell you the LONESTAR BADGE for 150 nuyen. Take him up on his offer and Use the badge. You are now a police officer! Well, sort of.

You can also sell the businessman your Beretta Pistol or Leather Jacket. Go to the Weapons or Armor screen and Give the desired item to the businessman. He will then propose a price that you can accept or refuse. You can do this to make some easy money (Leather Jacket fetches 1000 nuyen; Beretta fetches 200), but these items are far more valuable on your body.

One last thing to do before leaving is ask the businessman about *Hiring*. He will then teach you the *NEGOTIATION* keyword, which comes in useful later. He

is the only person in the game who teaches this keyword.

With the badge equipped, head back to the morgue. Speak with the bottommost mortician and ask him about *Grinder*. He will offer to pull Grinder's file and belongings from the cabinets. After you accept, he opens the two cabinets and then tells you to dig out the file. Examine the nearest filing cabinet and you will find the CREDSTICK, which can be used to place calls at the video phone. Examine the next filing cabinet and you will find the TICKETS. You can now use these Tickets to enter The Cage and see the Maria Mercurial concert.

With your newly acquired Credstick, it's time to make a couple of phone calls. The closest working video phone is in Jake's apartment, so head back there. This will also give you a chance to save and use karma before finishing the stage. When in Jake's apartment, Use the Credstick on the video phone and a number list will open. Assuming you read the Ripped Note on the desk, only Sassie's number should be available. Give her a try.

Well, Jake does have good taste in women. Unfortunately for him, Sassie has moved on and trashed all his belongings after she heard he was dead. Talk to her and she will give you the *CALLS* keyword. Ask her about *Calls* and she will tell you about *GLUTMAN* along with giving you his number. Interestingly, as soon as she tells you this, the Calls keyword will disappear from your list forever. No worries, as you won't be needing it again.

Say goodbye to the ex and call Glutman. His secretary picks up and says that the boss is out. This is same woman you encountered earlier in the office where you picked up the cyberdeck. You can actually have this identical conversation with her in person if you want, but this makes it easier. Ask her about *Glutman* and she tells you that he is at *THE CAGE* on the edge of town. This comment is very important, as Glutman will not appear at The Cage unless his secretary has said this first. Hang up and head to the other end of town.

=====
HIRING HAMFIST
=====

Before getting into Hamfist in particular, a little aside about Shadowrunners. Yes, the game is named after them. In case you have not figured it out, Shadowrunners are a type of mercenary who are paid to handle certain tasks or missions. There are many throughout the game, and Jake himself was (is) a Shadowrunner.

In the game world, Shadowrunners are divided into three classes: mercenaries, deckers, and mages. Mercenaries are soldiers. They are designed for physical combat and often sport superior firepower and armor. Deckers are specialized Shadowrunners who carry cyberdecks and can access the Matrix. Their fighting abilities are usually worse than mercenaries. Mages are the least hearty of the three types, but they wield magic spells. Some mages specialize in offensive spells, some defense and support, and some both.

In practical terms, it is never necessary to hire a Shadowrunner. This game can be easily beaten without them. This is due mainly to the fact that Shadowrunners are almost always inferior to Jake in terms skills and survivability. Some Shadowrunners (particularly the mages) are pretty horrible and will die in even moderate fighting situations. A complete ranking and evaluation of all Shadowrunners can be found in the "Shadowrunner" section in the Appendix.

This brings us to Hamfist. Tenth Street is certainly easy enough to complete that he will never make a difference as far as battles go. However, Hamfist does have some interesting uses:

1. Being a decker, Hamfist has a working datajack and can access the Matrix. Particularly, he can enter the computer in Glutman's office. Once you are in the office, Examine Hamfist, go to his items, and use his cyberdeck on the computer. There is some risk of him dying in the Matrix, so make sure his health is full when attempting this. Successfully entering the computer will allow you to steal 1,000 nuyen from Glutman's account, basically paying for the cost of Hamfist and netting you 500 nuyen. You can still access this computer later, but you will need to wait until about the half way point in the game.
2. Hamfist makes an excellent graveyard companion, resulting in a very quick way to earn karma. Simply take him to the Graveyard and run around. This will lure numerous Ghouls that Hamfist will pick off. Ghouls typically leave him alone and only target Jake, so he's relatively safe. You can earn about 2-3 karma per minute this way. Note that there is a limit to the number of ghouls you can fight in any one trip and they do become harder as you make more visits to the Graveyard (see the next section for more on this).
3. More of a novelty, you can Give the Beretta Pistol to Hamfist and he will keep it for you. You can then pick it up later by rehiring him, as he will keep it in his inventory. What's the point of this? Well, it's the only way to finish the game with BOTH the Beretta Pistol and Zip Gun (for more on the Zip Gun, see three sections below). This is a strategy for those "perfectionist" and "100%" players who just have to have every item in the game. There's no benefit to doing it otherwise.

=====
GRAVE DIGGING
=====

On the screen past the Grim Reaper club, you can find the entrance to a Graveyard. The graveyard holds four crypts and numerous Scary Ghouls who rise from the earth to attack you. While they may seem infinite, there are only nine ghouls in the graveyard and they always spawn from the same points. These ghouls do reset each time you exit and reenter the screen, however. The damage you inflict on a ghoul will remain if it enters the ground and reemerges later. If a ghoul does enter the ground, it will always reappear from its original spawning point.

One interesting thing to note about ghouls is that they become harder as you fight them. All ghouls start with 4 maximum HP, but they receive 2 additional maximum HP every time you kill one and it later respawns from the same point. Their HP will increase up to a maximum of 40 (which make them very difficult to kill). This increase is PERMANENT. While this may be a bug, if it is intentional it is probably designed to prevent rapid karma earning by hunting in the graveyard. You can still earn karma quite easily (especially using the Hamfist trick described above), but your progress slows a lot after about 7-8 trips.

You will notice that each crypt's doors are sealed shut, but you can pry them open by using the Scalpel. The three rightmost crypts contain coffins. When examined, the coffins will contain either Ghouls or nuyen. If you receive a message of "Nothing special here," keep examining until you find something. If a coffin does hold nuyen, you will receive three bills worth 10-20 nuyen each (or 30-60 in total).

While in the graveyard, you will find that someone is yelling for help. Enter the leftmost crypt and you will discover an injured shaman. You can heal him by using the Slap Patch from the morgue. Don't worry if you've already used

the Slap Patch -- more are available later and you can return here. Once healed, the shaman will talk to you. He teaches you the *SHAMAN* and *MAGIC FETISH* keywords. He will also give you the MAGIC FETISH (item) once you Talk to him. Note that when examined, the Magic Fetish says "engraved on the item is a bat." This is a subtle clue at its use later, but the item is meaningless for the time being.

After healing the shaman, one of the next ghouls you kill will drop the GHOUL BONE. As with the Magic Fetish, hold onto this until later.

=====
THE CAGE
=====

With everything else completed, head to the end of the street and enter The Cage. In the entranceway you will see a massive bouncer (who's dumb as rocks) and a video phone to your left. The video phone is useful if you haven't called Sassie or Glutman's secretary yet, but this is probably not an issue if you've been following this walkthrough.

The bouncer lets you know that you need tickets to pass, and he has no intention of moving without them. Select this item and Give it to him. Once the bouncer has stepped aside, you can enter the club. Doesn't seem nearly as crowded as one might think from all the hype. After all, there are only twice as many people in the club as there are members of the band. Still, most people don't have much to say. Both the waitress and bartender do respond when asked about *Glutman*, noting that he's sitting by the band and has run up quite a tab. Interestingly, they both say the same thing even if you have not called Glutman's secretary and he is not at the club yet.

There's also an odd man on the left side who talks about "Ghoul busting." He says that he once met a Shadowrunner who claimed he could handle them. The Shadowrunner he's probably talking about is Jangadance, the Jamaican who is on the phone at the Grim Reaper club. Once you learn the *GHOUL* keyword, Jangadance will be off the phone and can be hired, however, he charges you 1,500 nuyen and is quite useless. Ignore this guy for now and talk to the man just above him, sitting on the couch.

You have finally found Glutman, who seems quite amused to see Jake based on his picture. He expresses his surprise that Jake is still alive given the value of the tech he is carrying in his head. When you Talk to him, he offers to hide you somewhere that you will be safe. Once the conversation has ended, Jake is blindfolded and taken somewhere. The area ends at this point.

=====
WHAT'S A ZIP GUN?
=====

You could very easily have beaten this game many times and never even heard of the Zip Gun. The reason is that you need to do something quite counterintuitive to ever get it. The Zip Gun is always given to you by Glutman if you talk to him in The Cage and do not have any other gun in your inventory. The game does this so you cannot get stuck in the next stage (caryards) with no way out. The Zip Gun has the same attack power as the Beretta (3) but has a lower accuracy rating (0 vs. 1 for the Beretta), making it a worse weapon. The difference in accuracy can be quite significant at this point in the game. You need an extra point in Firearms to make up the Zip Gun's lack of accuracy. With the Firearms skill at level 1, you will miss almost every time with the Zip Gun.

So how does one get the Zip Gun? It's impossible to miss the Beretta, since you need to kill at least some enemies to earn enough nuyen for the Lonestar

Badge. However, once you have the Beretta, you can get rid of it either by 1) giving it to Hamfist the Shadowrunner, or 2) selling it to the Business Man (who also sells the Lonestar Badge). If you ever wish to get the Beretta again, you will need to give it to Hamfist (this trick is for the perfectionists who want every item in the game).

Since the Zip Gun is essentially a poor man's Beretta, there is no reason to try to obtain it. It is primarily there as insurance to protect a curious (or careless) player.

=====

S E C T I O N 2 - O L D T O W N SR02

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With a blindfold covering his eyes and two mysterious escorts at his side, Jake is taken to the caryards. Just as automobiles come here to die, so does the existence of most denizens. People come here to disappear, never to be seen again. The towering body of the King ensures that no one enters and no one exits... at least not without his say so. Beyond the King lies the old abandoned buildings and deserted streets of Old Town, formerly the heart of commerce in Seattle. It certainly has not aged well. However, all that is important now is escaping the caryards and finding some more clues about your mission.

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SECTION 2 CONTENTS

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1. The Caryards and Arena.....SR02A

2. Exploring Old Town.....SR02B

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1. THE CARYARDS AND ARENA SR02A

=====

Items: Slap Patch, (Negotiation Skill)

Keywords: Caryards, Datajack, Decker, Drake, King, Nuyen, The Matrix

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|------------|------------|--------|---------|-------|-------|
| | ===== | ===== | ===== | ===== | ===== |
| Heavy Dude | 15-17 | 5 | 0 | 2 | 10-20 |
| Mage (W-G) | 5-7 | 5 | 0 | 2 | 10-20 |

Arena Fights below

*1 Karma point equals 8 Experience (EXP) points

=====

ONCE YOU GET IN, YOU DON'T GET OUT

=====

Jake comes to his senses in a giant junkyard laden with cars and other debris. The spot he wakes in has a white sleeping bag on the ground, which can be used just as a bed to save and recover health. Going down one screen, you see various people walking and lounging about. A woman informs you that this is the *CARYARDS* and that the place is controlled by the *KING*. There are

various other inhabitants that give useful information. Some are former Shadowrunners and reminisce about their glory days. A couple of the more interesting residents recognize Jake and tell you that Glutman was able to sneak you in. Another informs you about *DRAKE*, the mysterious voice who left a message in Jake's apartment. Others discuss *THE MATRIX* and the conflict occurring within cyberspace. Note that this game was created before either the Matrix movies or even the emergence of the internet, so its level of prescience is actually quite remarkable.

At the entrance to the caryards is the King himself. He offers to let you out for 4,000 nuyen, which is quite a hefty sum (and a lot more than you will have). One of the other caryard inhabitants had mentioned that you could fight the King, so maybe this is a possibility instead of having to pay.

One other interesting character to note is the little boy near the King who plays with the yo-yo. If you ask him about *Heal* he will offer to sell you Slap Patches for 100 nuyen. Slap Patches, like the one you found in the last stage, restore 10 HP. If you accidentally used the one you previously found, here is one way to replace it. Slap patches are the only way to recover HP in mid-battle at this point in the game, and you can hold up to 6 slap patches at once.

To the right of the main caryards screen is the arena. The arena owner offers you the chance to fight for nuyen. This is one of the best places in the game to make money, but the fights are not easy. It is recommended that you have at least level 5 in Body and Firearms before fighting.

POWER-UP LOCATION

If you need to power-up a little before an arena fight, there is an enemy area south of the main caryards screen that houses Heavy Dudes and Mages. It's a good idea to target the Mages first, as they are easier to kill. The Heavy Dudes have received a slight attack power boost since Tenth Street and now have the same attack as the Mages -- and a lot more HP. There are a couple of shops outside the Caryards, so you will want to pick up nuyen and save as much as you can. You will want at least 20,000 nuyen to buy the best equipment (most of this will come from the arena), so every bit helps.

This is not the best place for powering-up, but it's relatively close to a bed and, quite frankly, it's all you have without leaving the caryards. You should again focus your karma on boosting Body and Firearms. You will receive a 100% accuracy rate with all weapons once Firearms reaches level 7, so there is no need to raise it beyond that level. You should also raise Strength to level 4, as this lets you use all of the weapons you can buy a little later in the stage. Computer and Charisma are completely useless while in the caryards, so don't focus on them if you're trying to save time. If you learn the Negotiation skill from the Arena Owner, you may wish to boost it, as it lowers the price the King charges you to leave the caryards... however, paying the King at all is an inferior choice to fighting him.

=====
THE GIFT OF NEGOTIATION
=====

Believe it or not, the disheveled arena owner actually teaches Jake a new skill. Speak with the owner and ask him about *Negotiation*. He will offer to teach you the skill for 1,000 nuyen. After two sentences of conversation, Jake now knows all he needs to know and the skill is added to his set.

The Negotiation skill allows you to haggle over the prices for hiring

Shadowrunners. The discount you receive increases as you place more points into this skill (specific discounts are listed for each Shadowrunner in the "Shadowrunners" section of the Appendix). This is not a bad skill to have if you plan to hire Shadowrunners regularly, as the savings will quickly pay for the price of the skill, assuming you raise it to the maximum level first. If you never hire Shadowrunners, the skill is pretty useless.

The Negotiation skill also lowers the price the King charges to leave the caryards from 4,000 nuyen to 2,000 (you need to raise the skill to at least level 2 to receive the discount). If you intend to pay the King, you should certainly invest in this skill.

One other note about this skill is that you must learn it before all the arena fighters have been defeated. Once you beat them all, the owner will no longer be there to share his knowledge and teach you the skill.

=====
TWO MEN ENTER, ONE MAN LEAVES
=====

Think cyberpunk American Gladiators. The arena features one-on-one battles and is a great way to earn nuyen. The initial fighters are rather weak, but difficulty increases quickly. You earn a good deal of karma from the fights, so put whatever you can into Body and Firearms.

You won't always die when losing a fight in the arena. The arena owner will try to stop the fight once you have 5 HP or less. If you are receiving damage too quickly (as is the case starting in fight 6), you will probably be killed before he can throw in the towel on your behalf.

The arena fights go sequentially as listed below, except for the King battle. That fight can occur at any time by asking the arena owner about *King*.

```
o-----o
| ARENA FIGHTING GUIDE |
o-----o
|
| 1. GANG MEMBER (1)
| -----
| HP: 25           EXP: 22
| ATP: 6           Nuyen: 300
| DEF: 0
|
| The Gang Member fights for with a knife and has no ranged attack. The Gang
| Member isn't very fast and doesn't attack too often, so don't expect much
| of a challenge. With Body and Firearms values of 5, you can simply target
| the Gang Member and quickly attack until he dies. You can avoid damage all
| together if you run around the burning barrel near the arena entrance.
| Eventually the Gang Member will get "stuck" and you can blast him without
| worry. You get a good deal of karma from this fight, and that should go
| into boosting Body or Firearms, whichever skill is lower.
|
|
| 2. HEAVY DUDE (1)
| -----
| HP: 15           EXP: 8
| ATP: 2           Nuyen: 700
| DEF: 0
|
| This fight is probably easier than the first. Despite his initial trash
```

| talking, the Heavy Dude spends most of his time running around and
| occasionally shoots at you. He only has a measly 15 HP and an attack power
| of 2, making him no more dangerous than most normal enemies. If you were
| able to win the previous fight, you should be able to handle this one
| without any problem.

| 3. HEAVY DUDE (2)

| -----
| HP: 20 EXP: 20
| ATP: 4 Nuyen: 1,000
| DEF: 0

| This Heavy Dude is similar in movement and pattern to the previous one
| (not a surprise since he claims you killed his brother). This fight is a
| little more difficult since the Heavy Dude now has 20 HP, faster movement,
| double the attack power, and a more accurate shot. You can minimize your
| damage by running directly left to the arena corner as soon as the fight
| starts. The Heavy Dude will eventually wander over there, but he will fire
| less often and spend most of his time running around. While it may be a
| little difficult to keep target lock, you should not have to worry much
| about getting hit. There's the likely chance that, if the Heavy Dude
| disappears from the screen for more than 10 seconds, he's "frozen." To see
| if this is the case, edge to the right slowly until you see him partially
| on the screen. You can proceed to pick him off as he simply stands
| motionless. Do not move too far over or he will be "reanimated" and resume
| attacking. This is probably somewhat of a glitch, but it can be exploited
| in several of the fights. From here on, it will be referred to as the
| "arena corner trick." Regardless of the approach you use, the fight should
| still be manageable with Body and Firearms at about level 5 or 6.

| 4. MAGE (1)

| -----
| HP: 30 EXP: 12
| ATP: 4 Nuyen: 2,000
| DEF: 0

| The Mage's movement patterns are fairly similar to the Heavy Dude's, but he
| moves less and shoots more. He has fairly good accuracy and his shots
| always come in bunches of 4. However, his patterns are predictable so
| there is seldom a chance that you will lose target. He is also susceptible
| to the arena corner trick (discussed in fight 3), but it does not work as
| reliably on him. You don't need any better stats or equipment than you did
| in the previous fight.

| 5. MAGE (2)

| -----
| HP: 36 EXP: 13
| ATP: 5 Nuyen: 3,000
| DEF: 0

| This Mage's attack patterns and movements are nearly identical to the
| previous fight, but he has more HP (36). His attack power is high enough
| to pack a little sting, so you could be in trouble if enough high
| damage shots land. You can win this fight with the level 5 Body and
| Firearms, but it's probably best to get both in the 6 or 7 range.

6. SAMURAI WARRIOR

HP: 40 EXP: 9
ATP: 9 (gun); 4 (knife) Nuyen: 4,000
DEF: 0

The Samurai Warrior is the first genuinely challenging fight. He has the capability to hit for very high damage with his automatic weapon, which can be pretty devastating. There are two things working in your favor in this fight. The first is the Samurai Warrior's relatively poor accuracy. He hits hard, but not nearly as often as the previous fighters. Secondly, when you get up close, the Samurai Warrior will try to attack you with a knife instead of his gun, which does pretty measly damage.

The best strategy is to stay as close as possible and fire away while he slashes you with the knife. As soon as the fight begins, move right next into him and begin blasting away. He does move quickly after he's done slashing to get into firing range again, so be ready to move and stay with him. You should still be able to win this fight with the Beretta Pistol and Leather Armor. Try to get Body and Firearms values to at least level 7 first.

7. FEROCIOUS ORC

HP: 50 EXP: 26
ATP: 4 Nuyen: 5,000
DEF: 0

The Ferocious Orc is probably a little easier than the Samurai Warrior, but he can still cause some trouble. He has a pretty high HP total (50) but does average damage with his attack. His main attack pattern consists of firing off 6 shots at a time, then moving around rather quickly. If you can avoid getting stunned by his shots, you should be able to win while still using the Beretta Pistol. While the arena corner trick does not work on him, he does have some aversion to the right arena corner (note, the right corner this time, not the left). If you walk straight to the right when the fight starts (right past him) he will run left and never really come over to attack. He will, however, briefly pop onto the top part of the screen, at which point you can get off a shot or two. You can move slightly left of the burning barrel on that side before you get too close that he resumes shooting at you. This is a slow method of killing him, but it is very safe.

If you don't like this tactic, you should still move away from the center arena, as the Orc will move more and fire less often that way. When the Orc is nearly dead, he will yell out another taunting message, so you can use this to gauge his remaining life. If this fight is giving you trouble, you may want to stock up on Slap Patches from the boy near the caryards entrance. Still, the Orc fight should be manageable if you pump Body to 8 and Firearms up to 7.

8. GANG LEADER

HP: 30 EXP: 25
ATP: 10 Nuyen: 6,000
DEF: 0

The Gang Leader is one of the toughest opponents that you will face in the

arena. His difficulty is a combination of his very powerful attack and incredible agility; he circles you relentlessly, causing you to frequently lose target. His shots also have the annoying effect of stun-locking you. These two things can combine for a quick death. This fight is the first one that is virtually impossible to win without upgrading your weaponry. To have any chance, you will probably need to upgrade to at least the Shotgun and Mesh Jacket. A Body value of 9 or 10 is also about the bare minimum. You can hold off on this fight until you learn the Heal spell, if you'd like, which will make it much easier.

One of the better strategies is to walk into the Arena corner at the far left side of the screen. Leave a small space between Jake and the wall when you do this. The Gang Leader will follow and still try to circle you, but the arc of his movement is much smaller now, meaning you won't lose target as quickly. There is also a decent chance that the Gang Leader will try to move between you and the wall and get stuck. In this case, just fire as quickly as you can and the Gang Leader will be finished off quite easily.

9. TROLL DECKER

| | |
|---------|--------------|
| HP: 40 | EXP: 36 |
| ATP: 14 | Nuyen: 7,000 |
| DEF: 0 | |

Clearly the hardest fight in the arena. The Troll Decker has an incredible firing rate that unleashes waves of double-digit damage. You will likely need at least the Shotgun and Mesh Jacket to have a chance at winning this one. It may be better to wait until after learning the Heal spell if you're having an especially hard time. In that case, make sure you watch your HP and heal once you get to 50 HP or less, since you can lose this amount in one volley quite easily.

It is possible with some patience to beat the Troll Decker before you leave Old Town. You will want to raise Body to at least level 10. The Troll Decker will occasionally halt firing to move around, and this is the key to killing him. Move just below the center of the Arena as soon as the battle begins. The Troll Decker is programmed to stand as close to the middle as it can while maintaining a minimum distance from you. Because of this, it will often stop to move out, then back in between rounds. If you are lucky, there will be enough time to kill him. Your speed with the crosshair will actually make a big difference in this fight -- you will want to begin damaging him about the same time he begins damaging you. Given the random nature of the damage you deal and receive, some times it will just not be possible to survive - reset and try again. This strategy does involve some luck, but it is a great way to earn a lot of nuyen early on.

One clever strategy that several readers have pointed out is to use Grenades (bought at the weapon shop). As soon as the fight starts, target the Troll and select the grenade. Do this as quickly as you can and you can possibly get all 6 off before the Troll Decker has moved. Depending on the Grenade damage, this can be enough to safely kill the Troll. This trick is definitely worth trying if you're having a hard time and want to clear the arena before leaving Old Town.

10. (REPLICATING) MAGE

| HP: 50 EXP: 40
| ATP: 3 (gun); 7 (p-ball) Nuyen: 8,000
| DEF: 4 (main); 3 (clones)

| The Replicating Mage creates clones of himself to attack you. This
| increase the damage you take while trying to throw off your targeting of
| the real Mage. The clones will die shortly after you start attacking them,
| but the only way to inflict damage is to attack the real Mage. The Mage
| can have as many as four clones present at one time, and this fight can be
| rather tricky if you are being attacked by multiple targets at once. Both
| the stun-lock and sprite slowdown will make it hard to do anything. The
| easy way around this is to move to the far left corner of the screen once
| there are several clones in the arena. For whatever reason, the clones
| will remain behind while the real Mage follows. Alone, the Mage is quite
| easy. His attack is not that powerful and he doesn't fire at a very fast
| rate. Another giveaway of the real Mage's identity is that he is the only
| one who can use the Powerball spell. Any time you see this, target that
| Mage and fire. This fight will probably take a while because the Mage has
| a fairly high defense. His defense is so high, in fact, that you will need
| at least the Ruger Warhawk or stronger to damage him. If you were able to
| defeat the Troll Decker, your weapons and abilities are more than adequate
| for this fight.

| THE KING

| -----

| HP: 45 EXP: 31
| ATP: 5 Nuyen: 3,000
| DEF: 1

| You will need to fight the King if you want to leave the caryards without
| paying. If you do happen to pay, however, you can still come back and
| fight the King later. You enter this fight by asking the Arena Owner about
| *King*. Also, unlike the other fights, there is no chance that the Arena
| Owner will call this fight before you die.

| The King is probably a little easier than the Samurai Warrior, but he still
| provides a decent challenge with starting weaponry. Try to get both
| Firearms and Body up to about 7. When you enter the fight, move to the
| left side, but stand directly in front of the right-hand post by the
| entrance. While you are in this area, the King will be thrown out of sync
| and will waste time moving back and forth into the Arena circle. If you
| move too far the left or towards the center, this trick won't work. With
| the King's timing off, he fires far less often and is a pretty easy target.
| Occasionally he will become "frozen," as happens with the arena corner
| glitch (discussed in fight 3). If he remains off the screen for more
| than 10 seconds, slowly edge right until just enough of him appears so
| that you can target him. Proceed to blast away and he should be dead in
| no time. If this fight is giving you trouble, buy a few Slap Patches from
| the boy in the caryards (ask about *Heal*). They should extend your life
| enough to achieve victory.

o-----o

=====
LEAVING THE CARYARDS
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Once you've had enough of the caryards and have either gotten bored of fighting
in the arena or have starting getting your ass handed to you, it's time to
leave. There are two ways out and both go through the King. You can:

I: Talisman Shop

Free at last! Old Town is not very large, consisting of a primary street and a few attractions along the way. The first stop after the caryards entrance is the Old Town Monorail station. This can take you back to Tenth Street or ahead to the next area (Daley Station). Don't leave just yet, though, as there is a bit more to see. The most important sites are the Weapons and Talisman shops at the far end of the street. Head to the very end first and ignore the bar and side road along the way for now.

=====
VIVYAN'S WEAPON SHOP
=====

Follow the main street to the very end and you will find the weapon shop on the right. The shop is owned by a crazy dwarf named Vivyan who has a bad habit of setting his hair on fire. Exactly the kind of guy you want controlling a weapons arsenal. Crazy or not, he does offer some good buys. Below is a list of his wares.

| WEAPONS | Required Strength | Attack Power | Accuracy Rating | Price |
|--------------------------|-------------------|--------------|-----------------|--------|
| Colt American L36 Pistol | 1 | 3 | 1 | 500 |
| Fichetti Light Pistol | 1 | 4 | 1 | 2,000 |
| Ares Viper Heavy Pistol | 2 | 4 | 2 | 4,000 |
| Ruger Warhawk Pistol | 3 | 6 | 2 | 9,000 |
| Defiance T-250 Shotgun | 4 | 8 | 2 | 15,000 |
| Grenade | 1 | 13 | N/A | 100 |

| ARMOR | Required Strength | Defense Rating | Price |
|-------------|-------------------|----------------|-------|
| Mesh Jacket | 2 | 2 | 5,000 |

Quick summary of the stats above. Required Strength is the level your Strength attribute needs to be in order for you to wield the item. Attack Power is the maximum damage the weapon can do. The damage numbers you see over the enemy's head will be random values between 1 and this maximum (less enemy defense, of course). Obviously, higher is better. Accuracy Rating is a relative stat that measures how precisely the weapons will hit. This stat is out of 6. To put it in perspective, each point in Accuracy Rating is equal to one point in the Firearms skill, or a 12.5% increase in accuracy.

If it's not obvious from the stats, the Shotgun is head and shoulders above all the other weapons. Although its price tag is steep, this is the weapon you should buy. If you have been fighting in the arena, you should have enough money saved to afford it. If not, it's advised that you return and fight some more (you should be able to win the first 7 fights with the Beretta). If you really can't afford the Shotgun, the Warhawk Pistol is a decent alternative. None of the other weapons will make a big difference and are a waste of money.

After (and only after) buying the Shotgun, you should invest in the Mesh Jacket. Its defensive power is twice as strong as the Leather Jacket, and it should ward off a lot of damage from random street enemies. In fact, you will now be invincible to the attacks of the snipers and peepholes in Old Town. If you cannot afford the Mesh Jacket now, use your new weaponry to win another arena fight or two, then return.

With the Shotgun and Mesh Jacket, return to the arena and test out your new gear. With a Body stat at level 9 or 10, it is possible to win all the remaining arena fights.

=====
TALISMANS SHOP
=====

Talismans are magic wards and enchanted items. Two of these items are required to learn magic spells; the other has a special purpose that will be uncovered later in the game. The one thing they all share in common is that none of them have any use right now. The available inventory is below, but you should save your money for now and return later when you need the items.

```
o-----o
| TALISMANS                                     |
|                                               |
| Shop Name           Inventory Name         Price |
| -----            -
| Sharp Wooden Stake   Stake                 2,500 |
| Blue and Purple Bottle  Potion Bottles     3,000 |
| Black Potion Bottle   Black Bottle         6,000 |
o-----o
```

Before leaving, talk to the store owner. She teaches you the *TALISMANS* keyword. Ask about this and you will learn *SHAMAN* as well as learn the TALISMANS SHOP PHONE NUMBER. Having this phone number will save you some time a little later in the game. After this visit, head back in the direction of the caryards.

=====
SPUTNIK CLUB
=====

The Sputnik Club is the local Old Town bar. The bar houses a few Shadowrunners but not much else of interest. In case you don't have it, the man near the entrance can teach you the *Hiring* keyword when asked about *Shadowrunner*. One of the elves at the bar also lets you know that his datajack was fixed by a man named Ed around the corner.

There are a couple of Shadowrunners available for hire here. The Orc near the bottom (Orifice) and the guy dressed like the Indian from the Village People (Dances with Clams). Dances is a mage but is probably the worst Shadowrunner in the game, so save your nuyen. Orifice is a slightly better version of Hamfist from the previous section. Neither are really needed at this point, and your nuyen is better saved for upcoming equipment.

=====
ED'S PATCH'N'FIX
=====

Take the advice of one of the Sputnik patrons and head north along the road to find the street doc. Turn right off the main street and proceed down the alley into his shop. Ed greets you and asks if there is anything you want him to look at. You need to ask him about *Datajack*. If you did not learn this keyword already, the nearest place to learn it is from the kid in the middle of the caryards who is sitting against a barrel.

Ed offers to give you an *EXAMINATION* for 500 nuyen to see what's wrong with your datajack. ***DO NOT AGREE TO THE EXAMINATION UNLESS YOU HAVE 2,000 NUYEN*** As you will soon see, during the examination, Ed activates a *CORTEX BOMB* inside Jake's head. The Cortex Bomb will detonate in 30 game hours (30

minutes of real time), essentially blowing up Jake's head and ending your quest in a hurry. You will receive updates each minute telling you how much time remains before the bomb explodes. If you don't have 2,000 nuyen yet (which you will need shortly to diffuse the bomb), come back here later. You can proceed to the next stage without making this visit yet.

After enabling the cortex bomb, speak with Ed again. Oddly, he somehow knows your name now. Ask him about *Cortex Bomb* and he will give you the 500 nuyen back that you paid for the examination. You can also ask about *Street Doc* and he will recommend a colleague named Dr. Maplethorpe who might be able to help. If you're really pissed off at Ed, you can go ahead and kill him at this point. There is no benefit or penalty to doing so, but make sure you get your refund first.

This walkthrough will assume you activated the Cortex Bomb. At this point, head back down the street and into the Monorail Station. Board the monorail on the left side and you're on your way to Daley Station.

=====

S E C T I O N 3 - D O W N T O W N SR03

=====

Finally, some signs of life. Downtown is the bustling heart of commerce in Seattle. Surrounding Daley Station are towers that house the powerful multinational corporations who seek to dominate the Matrix and the world. The Downtown area is massive compared to the previous sections, and there is plenty for Jake to explore. Many of the mysteries of his mission are about to be explained.

=====

SECTION 3 CONTENTS

=====

- 1. Get This Thing Out of My Head!.....SR03A
- 2. Exploring Downtown.....SR03B
- 3. The Docks.....SR03C
- 4. Rust Stiletos.....SR03D

=====

=====

1. GET THIS THING OUT OF MY HEAD! SR03A

=====

Items: Iron Key

Keywords: Cyberware, Head Computer, Matrix Systems, Rust Stiletos

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|---------------|------------|--------|---------|-------|--------|
| | ===== | ===== | ===== | ===== | ===== |
| Ferocious Orc | 15 | 4 | 0 | 6 | 70-100 |
| Ferocious Orc | 15 | 4 | 0 | 6 | 30-60 |
| Gang Member | 20-35 | 6/4 | 2 | 2 | 30-60 |
| Gang Member | 20-35 | 6/5 | 3 | 4 | 70-100 |
| Hitman (Hole) | 20 | 5 | 0 | 1 | None |
| Hitman (Bush) | 13 | 5 | 2 | 1 | None |
| Hitman (Roof) | 10 | 4 | 0 | 1 | 30-60 |
| Peephole | 15 | 5 | 0 | 1 | None |

*1 Karma point equals 8 Experience (EXP) points

Ah, some real freedom. Daley Station marks the point where the game effectively takes off your training wheels and really begins. The world is now much larger and far less linear than it has been up to this point. Before exploring the numerous downtown sites, focus first on diffusing the cortex bomb.

=====
WARM WELCOME
=====

As soon as you enter in the main concourse at Daley Station, two Ferocious Orcs begin blasting you. You can avoid some damage by running down the stairs and to the right, which causes one of the Orcs to lose sight of you. Once killed, the orc on the right engages in a last dying conversation. If you Talk to him, he tells you that the *RUST STILETTOS* always finish a job. He also drops the IRON KEY.

After proceeding down the stairs, you are greeted by a dog. This is the talking variety, and it tells you that you best seek out the Dog soon. These clues still should not make a whole lot of sense.

=====
THE GREAT DR. MAPLETHORPE
=====

Head SE through the main concourse and into the city marketplace. You will see a lot of businessmen and numerous stands with meat and produce for sale. Nobody says anything interesting, so avoid the pedestrians and head NE across the street. Continue crossing the street onto the next screen (avoid the cars) and head SE once you get to the curb. Do NOT go up the stairs of the building after the crosswalk, as there is a small hit squad up there that can easily destroy you.

Wrap around the corner and enter the office building on the next screen. You are met by a receptionist who wants to know the reason for your visit. Ask her about *Cortex Bomb* and she will offer to let you see the doctor for 2,000 nuyen. There's no other choice at this point, so fork over the money and head on in.

Dr. Maplethorpe (who again knows your name) asks what he can do for you. Ask him about *Cortex Bomb* and he will go ahead and disarm the explosive. Once it's disabled, he informs you that he sells *CYBERWARE*, which is equipment that augments Jake's abilities. If you probe Maplethorpe a bit, he reveals that Jake's head computer, which apparently houses some valuable data, was created by *MATRIX SYSTEMS*. Also of interest, Maplethorpe will sell you Slap Patches for 100 nuyen when asked about *Heal*.

Now, the goodies. On tables at the bottom of the screen, you can purchase cyberware. Right now, Maplethorpe will be selling SKILL SOFTWARE and BOOSTED REFLEXES. Skill Software costs 3,000 nuyen and teaches you the Leadership skill. Leadership allows you to better command Shadowrunners so that they remain with you for a longer period of time. The Boosted Reflexes are the real winner, however. They boost Jake's firing rate and let you deal damage at a much faster rate with any weapon. Probably the best investment you can make in the game. Unfortunately, the Boosted Reflexes cost 15,000 nuyen. Unless you cleared out the arena, you probably don't have this much money. Save up for a bit and come back as soon as you do. This should be the very next purchase after you've bought the Shotgun and Mesh Jacket in Old Town.

=====
JAKE, THE HACKER
=====

With Jake's head computer and datajack now working properly, you can access various computers to enter the Matrix. If a computer has a label when you place the cursor over it, it is likely accessible. To enter, Use the cyberdeck on the computer. The cyberdeck is found in Glutman's office in the first area in case you do not currently have it.

The Matrix takes place in overhead view. When Jake logs in, an avatar of himself is placed inside the virtual world. The avatar uses Jake's health, which is represented by the first bar on the bottom left corner of the screen. The bar below that represents Jake's active memory (sort of like RAM), which stores the data you retrieve on each trip into the Matrix. The data is processed and purged when you exit, so this bar resets each time you enter. You add data to Jake's memory by pressing the A-button when at a directory or datastore. You can exit the Matrix at any time by pressing the X-button. You should make sure to do this if your life is low, as it is possible to be killed inside the Matrix.

There are two types of matrix levels:

1. Data levels
2. CPU levels

Data levels are virtual information warehouses. You will often obtain a data file once you have transferred the information inside. Many times, you will also earn nuyen from the hacked account, as all money exists electronically. Stealing money through the Matrix is actually one of the best ways to earn it.

CPU levels are often much larger and more difficult than pure data levels. This level will have a main CPU that can be reprogrammed or destroyed in order to affect some object in the outside world. For example, destroying or reprogramming a CPU may allow you to access an elevator or disable a security alert. Destroying the CPU also eliminates all local ICs. CPU levels sometimes have data stores (and accounts with nuyen) that you can also pilfer.

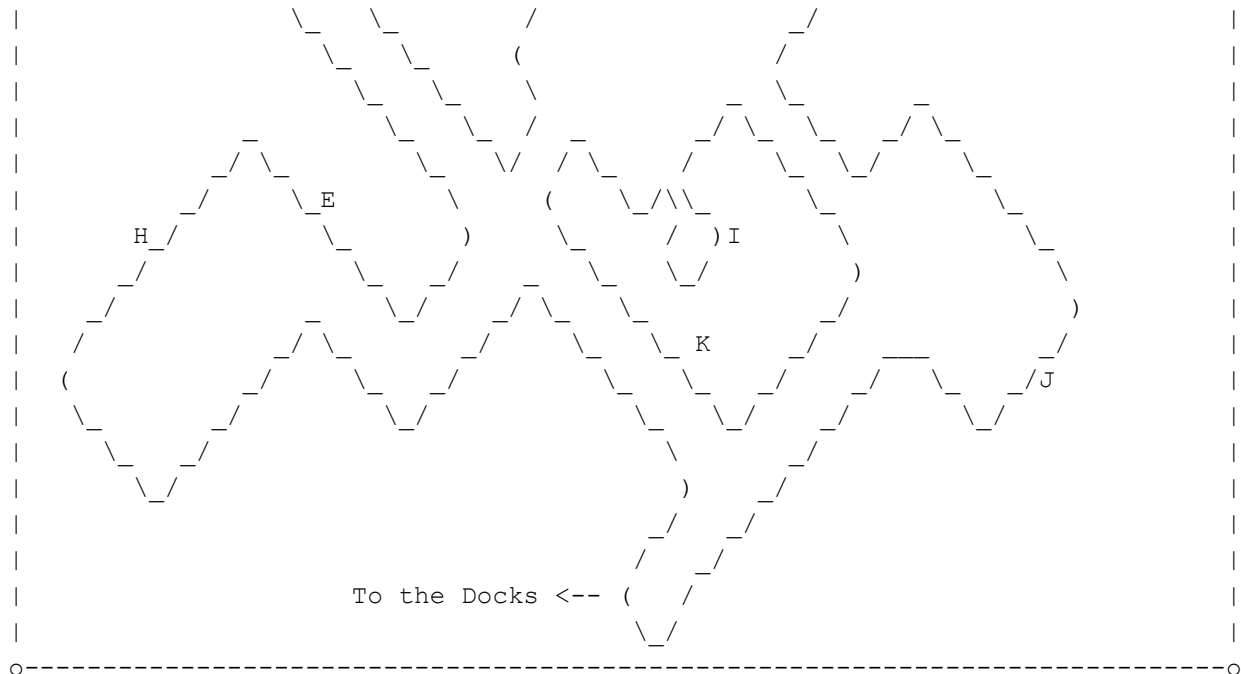
To protect the data and CPUs, the Matrix implements ICs (Intrusion Countermeasure Electronics), which are invisible guardians that sit on various tiles. On each tile, your cyberdeck will relay a message at the top of the screen telling you how many ICs reside on the eights squares around Jake. You have no indication as to which tile the ICs are on, so maneuvering through them requires some guesswork. If you run into an IC, you will lose a substantial amount of life. You can, however, attempt to combat and destroy the ICs. To do so, press the B-button whenever you receive a message alerting you to ICs and you will attack the square directly in front you.

When try to attack, one of three things can happen:

1. There will be no IC in front of you, so nothing happens (1 HP life loss)
2. You destroy the IC successfully
3. You attack the IC, but are not able to destroy it (larger life loss)

Before entering the Matrix, you should boost your Computer skill to level 6. A higher computer skill increases the chances of successfully killing an IC when attacking. It is quite invaluable and does not take long to max.

=====
OK COMPUTER
=====



LOCATIONS

-
- A: Monorail
- B: Daley Station
- C: Downtown Marketplace
- D: Dr. Maplethorpe's Office
- E: Hotel (save game)
- F: Wastelands Club
- G: Rust Stiletto's Hideout
- H: Jagged Nails Club
- I: Sewers
- J: Dark Blade Mansion
- K: Drake Tower
- L: Aneki Building

=====

3. THE DOCKS

SR03C

Items: DF_MT-AI, Pool of Ink (for Black Bottle)

Keywords: Docks

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|---------------|------------|--------|---------|-------|-------|
| | ===== | ===== | ===== | ===== | ===== |
| Hitman (Roof) | 10 | 4 | 0 | 1 | 30-60 |
| Mage (V-G) | 5-7 | 5 | 0 | 1 | 30-60 |
| Mage (V-PB) | 15 | 7 | 3 | 1-2 | 30-60 |
| Mage (W-PB) | 5 | 7 | 2 | 1 | 30-60 |
| Mage (W-PB) | 15 | 7 | 3 | 1 | 30-60 |
| Mage (W-PB) | 15-22 | 7 | 0 | 1 | 30-60 |
| Massive Orc | 5-22 | 4 | 3 | 3 | 30-60 |
| Massive Orc | 15-19 | 4 | 3 | 2 | 30-60 |
| Massive Orc | 15-22 | 3 | 2 | 3 | 30-60 |
| Peephole | 15 | 5 | 0 | 1 | None |
| Octopus | 90 | 3 | 3 | 26 | 2,000 |

*1 Karma point equals 8 Experience (EXP) points

You do not need to proceed to the Docks at this point, but it is a good place to earn karma and nuyen. It was also mentioned by Dr. Maplethorpe as the location of Matrix Systems. If you would just like to advance the plot, you can skip to the next section and return to the Docks later.

The Docks can be found at the southernmost part of Downtown. From the main concourse, take the SW exit. From here, turn and follow the road SE. You will pass through an intersection and walk by a large office building entrance (says Drake on the side). Ignore the distractions for now and keep walking until the street ends and you can proceed NE or SW. Take the SW road and you will arrive at the Docks.

A word of warning: the enemies on the docks can be quite difficult. Some cannot be killed with the Beretta pistol, as their defense is too high. If you have not upgraded your weapons yet, be sure to do so before tackling this area.

The Docks are divided into 3 main screens and a boat harbor. The second and third screens house numerous Hitmen, Orcs, and Mages. If you go SW from the first second screen, you will come to a small pier with a Boat Driver. He teaches you the *DOCKS* keyword but is not useful for anything else yet. You can also enter a door on the second screen that leads to a small office. The office has a computer you can access with your newly repaired datajack. You will earn 2,000 nuyen for your efforts, along with a file called DF_MT-AI. This is a Matrix System file that reads:

"Anti-AI program finally complete. Courier is to deliver it to Pushkin. Cortex bomb will be implanted to protect the data. All other copies destroyed. Raitsov."

This provides some background on Jake's mission and begins to finally put some pieces together.

=====
THE DOG SPIRIT
=====

Proceed to the third docks screen. You will immediately see two doors on the right. The first is locked and can never be opened. The second leads to a small warehouse and the elusive Dog Spirit. This is the entity the various dogs have urged you to seek, and you will be visiting this site many times. At this point, all he will tell you is to find items of a man, creature, and the earth. This is cryptic, but you cannot get one of the items until later, so simply continue on your way.

=====
OCTOPUS
=====

The final door at the end of the third screen leads to a large warehouse. In the NW corner of the room, you will find a woman standing beside a pool of water. If you talk to her from a distance, she claims to be Sassie, Jake's ex-girlfriend, and pleads for you to come close. Once you get within a short distance, she transforms into an Octopus.

The Octopus is the area mini-boss, but it is not too difficult. Simply walk south until the Octopus is just off the screen and has stopped firing. Now, inch slowly back up and the Octopus should be in view, but will not attack. Proceed to blast away. Keep in mind that the Octopus has a high HP total, so this battle may take a minute or two.

Your reward is an impressive 2,000 nuyen and the POOL OF INK. The Ink is

collected by using the Black Bottle on it (which was for sale at the Talismans Shop in Old Town). The Ink remains indefinitely, so you can return later if you don't have the bottle. It is not recommended that you buy the Black Bottle unless you have already purchased the Boosted Reflexes.

The previous incident is rather peculiar from a story perspective. How could this foe know who Jake's girlfriend is? A common theory is that Drake (who left you the nasty apartment message) was able to trace Jake back to Sassie (and probably killed her). He then was able to have a shape shifter take Sassie's form as a ruse to trap Jake. After all, the note that was in the morgue with Jake references Warehouse No. 5, which is this building. Another theory is that Sassie was an enemy all along and had dated Jake as a way of infiltrating his mission. This theory seems less credible than the previous one, however. Regardless, the Octopus knew Jake would eventually show up as he looked around for information on Matrix Systems. The game never definitively clears up this event, so it remains open to speculation.

Once the Octopus is defeated, head back towards Daley Station.

=====
HOW AM I DOING?
=====

Now is a good time to evaluate your current statistics and inventory, as the fighting ahead will become much more difficult. The Docks make a good place to earn some karma if you are significantly off from any of these levels. Here are some ranges for what your attributes, skills, and equipment should look like:

Attributes:

Body: 9 or higher
Magic: 0
Strength: 4 or higher
Charisma: 3 (raising this is optional; it is the least important statistic)

Skills:

Firearms: 7 (raising this beyond 7 does not improve accuracy)
Computer: 6
Negotiation: 6 (you should max this skill if you have it)
Leadership: 0 (also optional)

Weapon: T-250 Shotgun
Armor: Mesh Jacket

Upgrades:

Boosted Reflexes: Add to the wish list if you can't afford it yet; this should be the next thing you buy.

Skill Software: Only buy this after getting the reflexes. It can be ignored if you do not plan to hire any Shadowrunners.

=====
4. RUST STILETTOS SR03D
=====

Items: Crowbar, Password
Keywords: Akimi, Ice, Raitsov, Steelflight

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|---------------|------------|--------|---------|-------|-------|
| | ===== | ===== | ===== | ===== | ===== |
| Ferocious Orc | 15 | 5 | 2 | 2 | 30-60 |

| | | | | | |
|---------------|-------|-----|---|----|--------|
| Ferocious Orc | 10-24 | 4 | 0 | 9 | 30-60 |
| Ferocious Orc | 10-24 | 4 | 3 | 9 | 30-60 |
| Gang Member | 20-35 | 6/2 | 0 | 2 | 30-60 |
| Gang Member | 35 | 5 | 2 | 7 | 70-100 |
| Gang Leader | 30 | 5 | 2 | 18 | None |
| Heavy Dude | 10-24 | 4 | 0 | 9 | 30-60 |
| Heavy Dude | 20 | 2 | 0 | 5 | 30-60 |
| Heavy Dude | 20 | 2 | 0 | 10 | 30-60 |
| Heavy Dude | 20 | 4 | 0 | 10 | 30-60 |
| Heavy Dude | 40 | 4 | 0 | 11 | 70-100 |

*1 Karma point equals 8 Experience (EXP) points

With the Docks having uncovered an assassination attempt and few scattered clues, turn your attention to the Rust Stilettos, who tried to kill you when you first entered Daley Station. Given their vow to finish you off, perhaps they are somehow connected to what just happened?

=====

WASTELANDS CLUB

=====

The best place to pick up additional information on what to do next is the Wastelands Club. From the Daley Station main concourse, take the SW exit, then follow the street NW. At the top of the next screen should be the entrance to the Wastelands Club. Recall that Jake woke up in the morgue with a matchbox that had a Wastelands Club logo in his pocket, so he has definitely been here previously. Just before entering the club, you can find a grenade on the street that says "the pin has been pulled" when you examine it. Hmm... Is this something that would sound like a good idea to pick up in real life? Ignore the grenade and head inside.

As it turns out, someone knew Jake was coming. As soon as you enter, a Ferocious Orc begins attacking. It is the same as the ones who ambushed you at Daley Station. After dispatching it, head down the stairs and into the bar.

The Wastelands Club is the premier hangout for mercenary Shadowrunners -- the game's best hired guns can all be found here. A quick summary of who you can recruit below:

Frogtongue: He is the large orc who stands just below the band. He is the second best offensive Shadowrunner, behind Norbert. However, he is more well rounded and has a defense powerful enough to stand up to most enemies. He also remains with you for a long time when hired. He seems to know about *Rust Stilettos* when you question him.

Anders: Anders is the Mercenary sitting at the bar. He is the weakest of the mercenaries at this club, but his price tag is also much lower. There is no compelling reason to ever hire him. Anders does seem to be well connected in the Shadowrunner community. When asked that word, he references *AKIMI* and *STEELFLIGHT*, the premier mage and decker in the game.

Norbert: Norbert is the red-haired dwarf at the bottom of the bar. If you need added firepower, he's your man. Norbert is the best mercenary in the game.

Jetboy: Jetboy is a decker and is sitting next to Anders at the bar. He is quite terrible in almost all regards, but he does have a very

special use (described in "The Amazing Jetboy" below). He has also heard of Matrix Systems before and mentions *RAITSOV*, whose name appeared in the data file pulled from the computer by the docks.

A few of the Shadowrunners, as well as the bartender, indicate that the Rust Stilettos are nearby. Also, note that the bartender is waiting for a shipment of *ICE*. This may seem kind of superfluous now, but it does have some use a bit later.

=====
THE HANGOUT
=====

Exit the Wasteland Club and head NE. As soon as you enter the next screen, a heavy dude lets you know you're on Rust Stiletto territory. Take out the gang member behind him first (who is hurling firebombs), as his attack always hits and is quite powerful. Head back and take care of the Heavy Dude guarding the door. The door is locked, but the Iron Key that one of the Rust Stiletto members dropped earlier will open it.

=====
FRONT ROOM
=====

The Rust Stilettos hideout is an abandoned restaurant, and there are several tables and cooking appliances scattered throughout. The front room is divided into four smaller rooms, each with an enemy. There are two Ferocious Orcs and two Gang Members, with the latter being the more dangerous of the two. You can soften the damage from Gang Members by going right up to them. They will then switch to a melee attack, which will not harm you if you have the Mesh Jacket equipped. You can use the cover of the walls to hide yourself from all but one enemy at a time. Individually, they are rather easy.

Once the four starting enemies are defeated, two Orcs will emerge from the back room. These enemies have a much higher defense than their fellow members, and it will take a weapon with an attack power of at least 4 to harm them (i.e. the Beretta will not work, so you will need to use a stronger weapon). Once defeated, one of the Orcs drops the CROWBAR.

If you have less than 70 HP after these fights, you should leave and heal before moving into the next room.

=====
BACK ROOM
=====

The back room is where the challenge begins. You are immediately attacked by five different enemies at once. The damage will begin piling on in a hurry, so you'll need to think fast. The first enemy to target is the Gang Member who approaches you and attacks with a knife. He is the most dangerous foe in this room and his attack hits so frequently that it can often keep you stunned. By the way, don't hesitate to run away if your life is too low. Any enemies you kill will stay dead, so just return after healing and tackle them again. Once the Gang Member is down, target the Gang Leader in the back. Upon dying, he exclaims a final taunt, letting you know that *Drake* is going to find you. He also drops the PASSWORD. Once the dialogue is over and the battle resumes, the Heavy Dudes should be pretty easy. You should kill them in counter-clockwise order starting with the topmost one. This ensures you kill the Heavy Dudes with the lowest HP first, thereby minimizing the damage you take.

Once the room is clear and you have a chance to catch your breath, be sure to Examine the Password. This reveals the code DRAKE0065 (no need to remember that). You do not necessarily need to pick up the Password, but you do need to

examine it for Jake to learn the code. At this point, it should be obvious that Drake is behind the assassination attempt on your life and has been trying to thwart your mission. Keep on the look out for clues about him.

=====
THE AMAZING JETBOY
=====

Yes, the useless Jetboy does have some value after all. If you have Jetboy with you when the Gang Leader is killed, he will find 2,000 nuyen. That's quite a score, and it will more than cover the cost of hiring him. However, Jetboy is very fragile, so, if you want to bring him here, clear out all the enemies except the Gang Leader and then return. Once he finds the nuyen, Jetboy resumes his uselessness.

=====
FOR THE ADVENTUROUS
=====

The Password you just received grants you entry into the Drake Tower. Normally you would not scale the tower until after Bremerton, as the enemies are extremely tough. However, there are a few benefits to doing so earlier. First, many of the computers within Drake's Tower allow you to access bank accounts and steal a large amount of nuyen. This should more than pay for anything you might want to buy that is available at this point. Secondly, once you reach the roof of the Tower, the Fully Concealable Jacket (defense of 4) becomes available at the Dark Blade mansion weapons shop. This armor can be very useful in the mansion and in Bremerton.

However, the task of climbing the entire tower is immense without any of the higher level spells. Definitely learn the Heal spell first (see next section) and consider taking along a Shadowrunner who has the Armor spell (Jangadance or Dances with Clams) or the Invisibility spell (Dances with Clams or Kitsune). The rest of this walkthrough will assume you did NOT go to Drake's Tower until after Bremerton.

S E C T I O N 4 - R A T S H A M A N A N D D A R K B L A D E SR04

After the downfall of the Rust Stiletto, tales of Jake's heroics spread throughout the Downtown area. Apparently, the gang had caused significant headaches for many people. With some newly established street cred, it's time to continue exploring.

=====
SECTION 4 CONTENTS
=====
1. Kitsune and the Jagged Nails Club..SR04A
2. Rat Shaman's Lair.....SR04B
3. Dark Blade Mansion.....SR04C
=====

=====
1. KITSUNE AND THE JAGGED NAILS CLUB SR04A
=====

Items: Leaves, (Dr. Maplethorpe's number)
Keywords: Anders, Kitsune

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|---------------|------------|--------|---------|-------|--------|
| | ===== | ===== | ===== | ===== | ===== |
| Gang Member | 20-35 | 6/4 | 2 | 2 | 30-60 |
| Gang Member | 20-35 | 6/5 | 3 | 4 | 70-100 |
| Hitman (Hole) | 20 | 5 | 0 | 1 | None |
| Hitman (Bush) | 13 | 5 | 2 | 1 | None |
| Hitman (Roof) | 10 | 4 | 0 | 1 | 30-60 |
| Peephole | 15 | 5 | 0 | 1 | None |

*1 Karma point equals 8 Experience (EXP) points

Defeating the Rust Stiletto has made quite a name for Jake among the elite Shadowrunner groups. If you explored earlier, you may have run into a crowded club where the bouncer told you to improve your reputation a bit if you wanted to come in. Your latest victory may have been just the thing.

The Jagged Nails club can be found by heading SW from the marketplace. Proceed SW through the intersection, then turn NW and head onto the next screen. You should pass by the hotel on your right and come to the club entrance. Talk to the bouncer on the left, who has heard of your recent deeds, and he will let you enter for 50 nuyen.

=====
WHAT A FOX! NO, REALLY!
=====

You would think the club would be a little more crowded based on all the hoopla... There are as many bartenders as patrons. This actually works in your favor here as it makes it less confusing to get information. The bartender on the right (Cecil) tells you that *KITSUNE* is performing on stage and uses this club as a cover to pick up on good jobs. The two other men at the bar are Shadowrunners. Steelflight, on the left, is the best decker and probably best overall Shadowrunner in the game. He is very pricey, however. Next to him is Spatter, who is somewhat of a mercenary-mage hybrid. Spatter is fairly average overall, so there's no compelling reason to hire him.

One interesting thing to do is ask Cecil about *STREET DOC*. He asks for 100 nuyen to find the number. What he does next depends on your version of the game. In the "Chop Shop" version, he says "never mind, she's too good for you anyway." He does keep your 100 nuyen, however. In the "morgue guys" version, he gives you the phone number for Dr. Maplethorpe. Dialing that number puts you in touch with his secretary, but there's no real use for her. She will tell you the location of the office, so maybe that was the intent of adding it here.

The target of your visit is Kitsune, who is performing on stage. To speak with her, stand next to the video phone and try to target her. You may miss a few times or get "too far away" errors, but keep trying until you get the option to Talk. Once selected, she will teleport down to the floor and speak with you.

Kitsune reveals herself as the shape-shifting fox who revived Jake after he was gunned down at the beginning of the game. You can hire her as a Shadowrunner, but she is quite difficult to keep alive -- save your nuyen. Ask her about *Dog* and she will give you the LEAVES. She also mentions that the Dog will guide you in your destiny, so now is a good time to revisit him.

Another point about game versions: Kitsune's dialogue is more sexually explicit in the "Chop Shop" version. For example, when asked about *Kitsune* she says "never snuggled down with a fox? Wanna try?" Some of her other responses are

similarly flirtatious. This language was toned down in the "morgue guys" version, likely at Nintendo's request.

=====
THE DOG SPIRIT REVISITED
=====

Exit the Jagged Nails club and head SW down to the Docks again. Enter the Dog Spirit's warehouse (second door on the third screen). If the Dog Spirit still gives you the message about bringing three items, you missed a pick-up along the way. The items he is referring to are:

Man: Magic Fetish
Creature: Dog Collar
Earth: Leaves

The Leaves were just picked up from Kitsune at the Jagged Nails club. The Dog Collar is found by releasing the dog from the fountain area in front of the morgue in Tenth Street. The Magic Fetish is picked up by healing the injured shaman in the Tenth Street cemetery.

Once you have these items, he will teach you the HEAL spell (this also sets your Magic attribute to level 1, so it can now be raised). This will open the dialogue box. Talk to him and he will ask you to destroy the *RAT* Shaman, who dwells at a place where souls rest. The Dog Spirit will not speak with you again until this foe is defeated.

Before proceeding, you should take some time boost your newly acquired Heal spell and Magic attribute. You should raise Heal to level 3-4 and the Magic attribute to level 5-6. This can be quite time consuming, as there are not many good places to power-up at this point in the game. The area around the docks is probably the best that you can do. The second screen, in particular, usually has at least 2 enemies. The Orcs are your best bet, as they give either 2 or 3 experience points each time. In fact, you may want to just move between the harbor screen and second screen and only target the Orcs and Mage that appear near the bottom. This allows you to earn karma very quickly (2-3 points per minute), assuming you don't pick up the nuyen.

=====
2. RAT SHAMAN'S LAIR SR04B
=====

Items: None
Keywords: Jester Spirit

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|----------------------|------------|--------|---------|-------|-------|
| | ===== | ===== | ===== | ===== | ===== |
| Ghoul | 31-41 | 4 | 0 | 2 | None |
| Giant Rat (P-Bites) | 15 | 3 | 1 | 5 | None |
| Giant Rat (G-Bites) | 15 | 3 | 1 | 5 | None |
| Giant Rat (P-Shoots) | 12 | 5 | 2 | 6 | None |
| Giant Rat (G-Shoots) | 12 | 5 | 2 | 6 | None |
| Rat Shaman | 70 | 6 | 4 | 20 | 3,000 |

*1 Karma point equals 8 Experience (EXP) points

The Rat Shaman's Lair is hidden at a place where souls rest. The location is obviously a graveyard. If you did some exploring in the Downtown area, you

probably passed by a graveyard just behind the Drake building (and just south of the marketplace). Head back to the marketplace, which is the area to the southeast of the Daley Station concourse. Head to the southernmost part of the marketplace. To the left of the main exit, you will spot a small walkway. Follow it and you will come out at a bronze gate leading into a graveyard. The gate, which was closed before, has now been mysteriously opened.

=====
THE LAIR
=====

The Rat Shaman lives in sewers underneath the Downtown area. This residence is filthy and infested with Giant Rats. There are two types of rats here: ones that bite and ones that shoot small pellets. The latter are much more dangerous. With both types of rats, you should enter each screen slowly and only alert one at a time. Battling numerous rats at once, especially the shooting rats, is very dangerous. Be ready to make quick use of the Heal spell if your life gets low (which will probably happen at least a couple of times).

The lair is composed of five rooms. You enter into the first room from the cemetery. From here, there is a NW route, which leads to screen 2 and a dead-end, as well as a NE route. The NE route leads to screen 3, which has exits to the NW (leads to screen 4 and another dead-end) and SE. This last SE exit leads to the Rat Shaman's room.

While you only need to pass through two screens before reaching the Rat Shaman, you should clear them all out since the rats are an excellent source of karma. The first screen and beginning of the second screen house the easier "biting" rats. All other rats will shoot at you, so be careful.

=====
THE RAT SHAMAN
=====

The Rat Shaman fight can be pretty tricky if you aren't well prepared. By this point, you should have at least upgraded your weapon and armor to the Shotgun and Mesh Jacket. Once you enter the Rat Shaman's room, don't move in too far. Make sure you edge forward slightly until you trigger the Giant Rats, then finish them off before proceeding. Stay against the left side wall and you can avoid activating the Shaman. If you are careful, you may even be able to sneak up on the rats and target them before they activate. This is ideal. Try to take care of all the Giant Rats in this way, as they will stun you while trying to attack the Rat Shaman.

Once the rats are gone, it's time to deal with the Rat Shaman. You will notice that he moves in a fixed square pattern his platform. He moves quickly, so there is a chance you will lose target. Try to position yourself so that his entire path of motion is on the screen, but stand as far back as you can (the bottommost staircase makes a good position). His powerball spells take time to travel, so the closer you are, the faster you will take damage. Just maintain target lock and fire as quickly as you can. He will cast Freeze on you occasionally, but there is nothing you can do. The Rat Shaman is also vulnerable to Grenades, but you will need to time them (throw just after he stops moving). With Body at level 10 or so, along with the Heal spell, you should be fine.

If you are having a lot of trouble, you can try hiring a cheap Shadowrunner to use as a meat shield, absorbing blows from the Rat Shaman and giving you a chance to attack. The two best ones for this job are Orifice and Hamfist. Don't hire them until after you have cleared out the other sewer sections, however, as they will have a lot of trouble surviving the Giant Rats.

When the Rat Shaman is killed, a spirit emerges from his body and reveals himself to be the *JESTER SPIRIT*. He says that Jake must learn his true name before seeing him next. After he disappears, check the Rat Shaman's body and you will find 3,000 nuyen. If you have not yet purchased the Boosted Reflexes, put this money towards that.

=====
THE LOYAL KITSUNE
=====

If you have Kistune in your party after the Rat Shaman dies, she starts a conversation with you and offers to stick around. At this point, she will remain with you permanently instead of leaving after a set number of battles like other Shadowrunners do. This permanent accompaniment only lasts so long as Kitsune remains alive. If killed while with you, Kitsune will return to the Jagged Nails club. If hired again, she will only stay with you for a set number of battles, as normal.

Keeping Kitsune alive can be quite a challenge. If you do have any long term plans, at least give her the Leather Jacket (if you didn't sell it). The one point in defense will actually make a big difference.

=====
BACK TO THE DOG
=====

Exit the sewers and head back to the Dog Spirit at the Docks. He is very pleased that you have defeated his mortal enemy and agrees to help you. He lets you know that if you recite the Spirit's true name, you can bind him to your will. Unfortunately, he offers no other help on what to do next.

After the conversation, the Dog Spirit will teach you the POWERBALL spell if you have the Paperweight and Ghoul Bone (both can be picked up in Tenth Street). The Powerball is a quick projectile that several of the enemies use against you (like the mages by the Docks). It is not a very useful spell given its MP cost (specifics on damage and MP cost are in the "Magic" section of the Appendix). If you have any desire to use it at all, raise it a few levels first. At level 1, the Powerball is not even as strong as the Shotgun.

=====
3. DARK BLADE MANSION SR04C
=====

Items: DF_DB-Jester, Strobes, (Dark Blade Phone Number)

Keywords: Bremerton, Dark Blade, Laughlyn, Nirwanda, Strobes, Vampires

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|-----------------|------------|--------|---------|-------|--------|
| | ===== | ===== | ===== | ===== | ===== |
| Cruel Man | 30 | 4 | 2 | 11 | 70-100 |
| Ghoul | 15 | 8 | 3 | 5 | None |
| Ghoul | 20 | 8 | 0 | 3 | None |
| Mage | 60 | 4 | 3 | 10 | 70-100 |
| Samurai Warrior | 30 | 4 | 3 | 9 | 70-100 |
| Vampire | N/A | 8 | N/A | 32 | 5,000 |

*1 Karma point equals 8 Experience (EXP) points

It's time to collect some information on the Jester Spirit. The Dog Spirit is not very helpful, but maybe Kitsune can offer some advice. As a rule of thumb,

the Dog Spirit and Kitsune are both good places to turn to if you can't figure out what to do next.

=====
OPENING THE GATE
=====

Gaining access to the Dark Blade mansion is probably one of the most confusing parts of the game. Head back to the Jagged Nails club and speak with Kitsune. Ask her about *Jester Spirit* and she speculates that someone at *DARK BLADE* knows its location. Oddly, if you ask Kitsune about Dark Blade now she has no response. However, if you hire her and ask her while she is in your party, she teaches you the *VAMPIRES* keyword. You can also learn the *Vampires* keyword by asking the bartender (on the left side) about *Dark Blade*.

Once you have learned those two words, ask the other bartender (Cecil, on the right side) about *Vampires*. He tells you about a time a vampire was in the club and the *STROBES* sent him into convulsions. He says the old strobe lights are still around somewhere. Ask the other bartender (left side) about *Strobes* and he will offer to lend them to you. You will now have the STROBES in your inventory.

Now things get a little confusing. The gates to the Dark Blade mansion (located SE of the marketplace) are still closed. The person you need to seek out next is the owner of the Talismans Shop in Old Town. This is probably the only reason you can learn the shop's phone number. If you have the phone number, you can call from the video phone in the Jagged Nails club (also a clue). If you do not have it, OR if you did not buy the Stake from that shop previously, head back to Old Town. The conversation is the same with the Talismans Shop owner whether in person or over the phone.

When speaking with the Shaman, ask about *Dark Blade* and you are given the DARK BLADE PHONE NUMBER, along with a warning that the leader is evil. Dial the new phone number and Johan will answer. Remember the Magic Fetish you picked up earlier, with the bat engraving? The bat is a clue that it is connected the vampires that presumably occupy the Dark Blade mansion. Ask Johan about *Magic Fetish* and he tells you to stop by. The gate will now be opened when you visit.

Very confusing. In case you are still lost, the table below may help.

| PERSON | LOCATION | ASK ABOUT | LEARN/RECEIVE |
|----------------------|----------------|-----------------|-----------------------|
| ----- | ----- | ----- | ----- |
| Kitsune | Jagged Nails | *Jester Spirit* | *Dark Blade* |
| Club Manager (left) | Jagged Nails | *Dark Blade* | *Vampires* |
| Club Manager (right) | Jagged Nails | *Vampires* | *Strobes* |
| Club Manager (left) | Jagged Nails | *Strobes* | Strobes (item) |
| Indian Shaman | Talismans Shop | *Dark Blade* | Dark Blade Phone No. |
| Johan (Dark Blade) | Video Phone | *Magic Fetish* | Opens Dark Blade gate |

Once the gate is opened, head over to the Dark Blade mansion. You can find it by heading SE from Daley Station and SE again from the marketplace.

=====
HIDDEN WEAPON SHOP
=====

While not really hidden, some players have a difficult time finding this weapon shop. To get there, head to the far right side of the Dark Blade courtyard, past the front door. Head down the small alley and you will have found it.

Unfortunately, most weapons are not available during this first visit. The two notable pieces of equipment are the Shotgun and Uzi. The Shotgun is the same as the one available in Old Town, except is only costs 12,000 nuyen here. The Uzi is a new weapon, but it is quite pricey at 30,000 nuyen. See the next section for more on buying the Uzi.

You should return to this weapon shop frequently, particularly if you defeat a boss enemy or clear a major section. The shop owner will replace many of the currently unavailable items.

=====
THE GREAT UZI DEBATE
=====

There has been a lot of debate over the years about whether or not the Uzi is worth the upgrade. First, the stats. The Uzi has an attack power of 8 (same as the Shotgun) and an accuracy rating of 3 (one higher than the Shotgun). As a guideline, one point in a weapon's accuracy is equal to a single point in the Firearms skill. The Uzi also has the benefit of having an automatic trigger. This means that it will fire at maximum rate by holding down the A-button. All other guns have manual triggers that require you to repeatedly tap the A-button.

Cost aside, the Uzi is a clearly superior weapon to the Shotgun. While the maximum damage is the same, you should kill enemies faster due to more shots hitting (accuracy) and firing at a quicker rate (automatic trigger). It is technically possible to match the firing rate of the Uzi using other weapons if you have a turbo controller. Short of that, it's impossible to get in as many shots by tapping the A-button. Therefore, the Uzi should wrack up damage a lot quicker than the Shotgun.

The crux of the debate is over the price tag of the Uzi: is it worth 30,000 nuyen? Well, that may depend at least partly on your financial situation. If you have 30,000 nuyen but have not yet purchased the Boosted Reflexes, it is definitely NOT worth it -- upgrade the reflexes instead. If you are well short of 30,000 and would need to spend a long time earning money, it's probably NOT worth it once again. And, if you're already past the Bremerton stage, it's probably NOT worth it either.

The Uzi is a very hard sell at 30,000 nuyen. The only time the upgrade would make sense is if you've decked out all your other gear and have the nuyen to spare, which is unlikely at this point if you've been progressing through the game normally. However, if you do have the money and you want to make the game a bit easier, splurge on the Uzi. It will make a nice difference in the next two areas. Once better weapons are available later, sell the Uzi back. You will still recoup 15,000 nuyen of your original purchase. The Uzi is best thought of as a luxury purchase; a "nice to have" rather than an "absolutely must have."

=====
DELIVER THE FETISH
=====

There is a mage at the entrance of the Dark Blade mansion who you can talk to. He is uninterested in any word except *Magic Fetish*. If you try to go to another room without mentioning that to him, he will alert security and you will be attacked. He will do the same if you shoot him before mentioning the Magic Fetish. Once you mention the fetish, he asks you to go to the room on the left where Vladimir is expecting you (very subtle name reference there...). Note that if you have a Shadowrunner in your party, s/he will immediately begin attacking the mage. This automatically alerts security in the rest of the

mansion.

In the next room, you can give the Magic Fetish to Vladimir if you choose. You can also keep the fetish and just start blasting Vlad, which will cause him to turn into a vampire and flee.

So, why would you ever give up the fetish when you can just waste these freaks from the outset? Well, one advantage is that you can have a friendly conversation with Vladimir after handing over the magic item. When asked about *Jester Spirit*, he will teach you the *BREMERTON* keyword. This keyword is a trigger that allows you to access the next area. If you do not get the keyword now, you will need to wait until the end of the mansion. The one reason you may want to go ahead to Bremerton (other than curiosity) is that you get the items to learn three new spells while you are there, which may come in handy in this stage. Still, this is probably not needed. It's up to you if you want to "aid the enemy" by turning over the fetish. Your choice makes little difference in the long term, as the Magic Fetish has no further use.

The computers in this room can also be hacked. The top computer allows you to break into the Dark Blade bank account. You only need to transfer data from the top datastore to gain access. Once you log out, you will have found 10,000 nuyen. Very nice find. The bottom computer holds the DF_DB-JESTER file. You only need to transfer data from the rightmost datastore to obtain it. This file explains the collaboration between Vladimir and the Jester, as well as hinting that Nirwanda is not the Jester's real name. Keep this in mind.

Once you exit the screen with Vladimir, the fun begins. Enemies now attack you in all rooms. Each room has a mix of Samurai Warriors and Cruel Men. The Samurai Warriors are more dangerous, so take them out first. In the room to the right of the main hall, you can find a MESH JACKET on the dead body of one of the Samurai Warriors. This item is identical to the one you can buy in Old Town statistically, except that no weapon shop will repurchase it. This is odd, but you can still make money by equipping the tainted Jacket and selling the one you bought. This has no adverse effect.

In that same room you can find a BRONZE KEY on the bookcase. Pick this up, as it will be needed shortly. Head back to the main hallway, then straight ahead through the NE door. Turn left in the next room and you will come to the kitchen. After dispatching the enemies, head to the top of the screen, then follow the right-hand wall behind the brick separation. This will take you to a locked bronze gate, which can be opened using the Bronze Key you recently picked up.

=====
CATACOMBS
=====

The kitchen stairs lead to the catacombs, a festering dungeon of unending Ghouls. The Ghouls emerge from the ground repeatedly and run quickly to attack you. They have a very high attack, so do whatever it takes to avoid getting overwhelmed. You can use these Ghouls to your advantage (see next section), but they are very deadly foes. Proceed SW to the end of the hallway. In the next room, head SE. You will have the option of going into a room on the right or heading down a stairwell. The room on the right just leads to a dead end (and lots of Ghouls), so head down the stairs.

ULTIMATE POWER-UP LOCATION

The catacombs are possibly the best power-up location in the game. You can earn massive amounts of karma here in a very quick time due to the limitless

supply of Ghouls. The key is positioning yourself not to take damage. The safest place to stand is behind one of the coffins near the bottom of the screen. Stand directly behind the southernmost tip of the coffin and the Ghouls should not be able to reach you. The coffins will block their way. From here, you can safely pick off the Ghouls at a quick rate. It's possible to earn 8-10 karma or more per minute.

Some players have strategies that involve putting a rubber band on the controller and continuously killing Ghouls for hours without having to sit in front of the screen. This is a possible strategy, but it's risky, as a stray Ghoul can wander down and make short work of you. It would suck to lose a hundred or so karma this way. You can achieve a similar effect by hiring Shadowrunners. You probably need a party of two or three, but having an entourage of Shadowrunners will allow you to earn karma without doing anything. Well, except monitoring them to make sure a Ghoul does not slip by. If you are going to go this route, I recommend Hamfist, Orifice, and Norbert. These are not the best three Shadowrunners, but this party is very cost effective and gets the job done nicely.

You should put most of the karma you earn into Magic, which seems to take ages to raise. If you can get Body and Magic in the 10-13 range, you should be in excellent position to handle the next couple of stages.

=====
VAMPIRE CHAMBER
=====

As soon as you enter the Vampire room, run slightly back up the stairs and flush against the wall. This will prevent the 4 Ghouls from running right up to you. You are relatively safe from here, so pick off the Ghouls as quickly as you can. Once defeated, run into the room before the Vampire tries to walk up the stairs towards you.

No matter what weapon you use, the Vampire cannot be damaged. The key to defeating him is to recall the story that the bartender told you in the Jagged Nails club. Pull out the Strobes and let them shine. The Vampire will become dazed and will stop attacking you. Interestingly, once the Vampire is blinded, any Ghouls on the screen will disappear (you do not get karma for killing them if this happens).

Now is the chance to relive all the Dracula movies and drive the stake right into his chest. Once stabbed, Vladimir becomes cooperative in a hurry. Ask him about *Jester Spirit* and he tells you the true name is *NIRWANDA* and he is located at *Bremerton*. Since you know he's lying, let him have it with the Stake again. This time, when asked about *Jester Spirit*, he tells you the name is *LAUGHLYN*. Now, you can spare the Vampire's life, but what would be the point? Nail him with the Stake for a third time and he'll be done. The chap leaves 5,000 nuyen when killed.

With a new enemy and the keyword to defeat him, it's time to find Bremerton.

=====
S E C T I O N 5 - B R E M E R T O N SR05
=====

With his location uncovered and his true name revealed, it's time to hunt down the Jester Spirit in Bremerton. As both enemy of the Dog Spirit and puppet master of many of the attacks on Jake, this is a foe that needs to be handled.

In case you are curious, Bremerton is a real place west of Seattle in Washington state. There is a large naval shipyard in south Bremerton along the Puget Sound. There is also a Seattle-Bremerton Ferry that takes people from one place to the other. The game borrowed some of these points when designing the next stage.

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SECTION 5 CONTENTS
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1. The Little Mermaid Redux.....SR05A
2. The Ruined Ship at Bremerton.....SR05B
3. Alternate Dimension.....SR05C
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=====
1. THE LITTLE MERMAID REDUXSR05A
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Items: Explosives, Mermaid Scales
 Keywords: Mermaids

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|---------------|------------|--------|---------|-------|--------|
| | ===== | ===== | ===== | ===== | ===== |
| Hitman (Roof) | 10 | 4 | 0 | 1 | 30-60 |
| Mage (V-G) | 5-7 | 5 | 0 | 1 | 30-60 |
| Mage (V-PB) | 15 | 7 | 3 | 1 | 30-60 |
| Mage (V-PB) | 15 | 7 | 3 | 2 | 30-60 |
| Massive Orc | 5-22 | 4 | 3 | 3 | 30-60 |
| Massive Orc | 15-19 | 4 | 3 | 2 | 30-60 |
| Massive Orc | 15-22 | 3 | 2 | 3 | 30-60 |
| Massive Orc | 40 | 6 | 3 | 3 | 70-100 |
| Octopus | 90 | 3 | 3 | 26 | 2,000 |
| Peephole | 15 | 5 | 0 | 1 | None |

*1 Karma point equals 8 Experience (EXP) points

A few notes before going on. If you have not purchased the remaining items in the Talismans Shop in Old Town, you should do so now. After buying the Potion Bottles, revisit the fountain outside the morgue in Tenth Street and Use the Bottle to collect clean water. The Black Bottle can be used to collect the Pool of Ink left by the Octopus in the far warehouse on the Docks.

Once that's taken care of, head back to the Docks to see if the Boat Driver can take you to Bremerton. You will find, as soon as you enter the harbor, that a Massive Orc now seems determined to stand in your way. He is slightly harder than the normal enemies on the Docks and drops EXPLOSIVES when killed. Be sure to pick them up, as they will be needed ahead.

When you finally talk to the Boat Driver about *Bremerton*, he explains that he cannot take you because *MERMAIDS* are attacking passing ships. When further grilled about *Mermaids*, he explains that their appearance has to do with warm run-off waters from the sewers. These are clearly not your friendly cartoon Mermaids. You will need to find a way to remove these hostile beasts from the city waters. Maybe if you can somehow cool things off the Mermaids will swim away?

=====

COOL THE WATERS

=====

If you remember, the club manager of the Wastelands Club was expecting a large delivery of Ice. Maybe this is just the thing. Return to the bar and talk to the manager. He lets you know that the delivery came in and that the "chiller" is over the in the corner. Sure enough, there is a new character standing under the stairs on the far left. Ask him about *Ice* and he will offer to sell you a ton for 100 nuyen. Once you agree, he prompts for a location. Ask him about the *Docks* and he will agree to drop it there.

Head back over to the Docks. With the water now cool, the Mermaids have left the area. Head over the third screen where the entrance to the Dog Spirit warehouse is. Go towards to small dock at the bottom of the screen and you will now find the MERMAID SCALES, which were left when our marine friends departed. If you also have the Black Bottle filled with Octopus Ink, visit the Dog Spirit again and you will learn the FREEZE spell.

=====

CAP'N JACK

=====

Head back to Captain Jack (name is fitting given the look on his face, isn't it?). He now eagerly offers his boating services. For 1,000 nuyen, he will take you to Bremerton. With no other alternative, pay the fare and get sailing.

=====
2. THE RUINED SHIP AT BREMERTON SR05B
=====

Items: Broken Bottle, Dog Tags, Detonator (and Time Bomb), Green Bottle, Safe Key, Toxic Water (for Potion Bottle)

Keywords: None

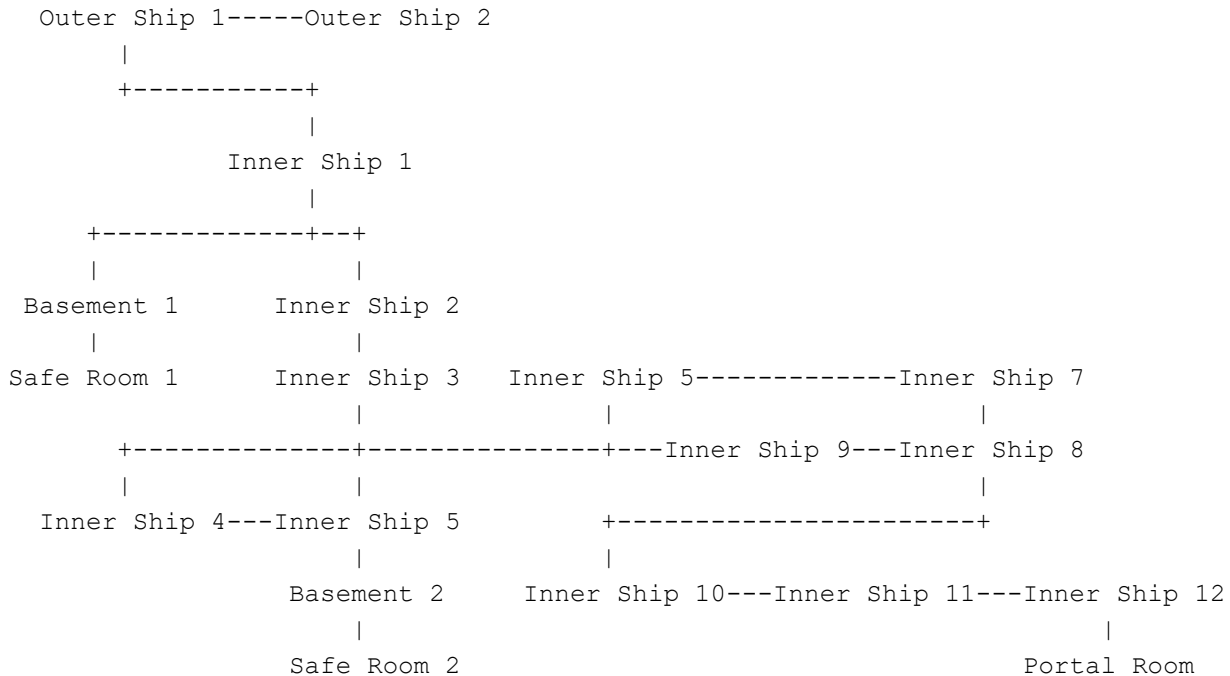
Enemies:

Table with 6 columns: Name, Hit Points, Attack, Defense, EXP*, Nuyen. Lists various enemies like Doggie, Ferocious Orc, Gang Member, etc.

*1 Karma point equals 8 Experience (EXP) points

The old ship at Bremerton crashed ashore and has remained out of service for years. It has been taken up by gang members and other nasty foes that see it as a perfect hideout. The ship will sport some of the hardest enemies you have encountered yet. In addition, the ship has numerous rooms and can be very confusing to navigate. A full scale map is unwieldy for this level, but the diagram below attempts to clear things up a bit.

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=====
MAP OF THE OLD SHIP AT BREMERTON
=====
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Head right from the entrance onto the second screen, defeating the Gang Leader and Gang Members along the way. You will pass by several doors that are rusted shut. None of these can be opened, so just ignore them. At the end of the second screen is a staircase that brings you to the upper deck. Loop back around and head towards the first screen again. When you arrive, you will be attacked by a Gang Member and a Doggie. Don't be deceived, the Doggie is quite vicious. You will need to put him down with a few bullets. When killed, the dog will drop the DOG TAGS. With this item, you can now learn the SUMMON SPIRIT spell when you return to the Dog Spirit. There is no need to see him quite yet, so keep proceeding for now.

When you get to the very last door on the upper deck, use the Crowbar on it. For some reason, this door can be pried open, allowing you access to the inner ship. The next portions will reference the diagram above for specific locations.

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=====
INSIDE THE SHIP
=====
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There are numerous rooms within the old ship, which can make it quite confusing to find your way around. The first room contains a couple of Red Poison Oozes. There is a switch on the opposite wall from the entrance that opens the door below. Take the lower exit into the next room, which has a door at the bottom and a stairway leading back to the previous room. For now, take the stairway up and pass through the room you entered in. You should come out on a stairway that corresponds to Basement 1 on the diagram above.

Basement 1 contains three screens of stairways heading downward. You will face

a nice mix of Massive and Ferocious Orcs, all of which become slightly more difficult on each descending screen. Still, you should be able to handle them fairly easily at this point. The last room contains a single Ferocious Orc and a safe. Be sure to pick up the nuyen after killing to Orc, because it will be covering the SAFE KEY that this foe drops. As common sense might tell you, use the Safe Key on the safe. You will find a DETONATOR and a BROKEN BOTTLE. The Detonator combines with the Explosives to form a single item called TIME BOMB. The Broken Bottle is a useless item. Once you have the Time Bomb, head back up the stairs into Inner Ship 2.

From the second screen with the staircase, take the bottom exit this time. This takes you out into a room that forks in three directions. Proceed down the middle fork. You will come out in a room with a Gray Poison Ooze blocking the way. Once defeated, the Ooze turns into TOXIC WATER. Use the Potion Bottles that you bought in the Talismans Shop on the Toxic Water and you can collect this item. At this point, you can return to the Dog Spirit and learn the INVISIBILITY spell. The Invisibility spell can be very useful in this level, so it's not a bad idea to backtrack now and pick it up.

=====
THE SECOND BASEMENT
=====

Once you are ready, head down the stairways in the second basement. You will find a tough assortment of Orcs as before, with a few Mages mixed in. If you go to the room at the very bottom, a handful of powerful Orcs will immediately begin blasting you and will send you reeling back into the previous room. These Orcs are invincible, so save yourself the HP and don't even enter the room. To kill them, you will need to use some creativity.

If you looked closely, you may have spotted a couple of switches at the tops of the stairways on the second and third screens. Press the switch on the third screen first. This shuts the airlock that leads into the bottom room with the Orcs. Now, go back up one screen and press the second switch. This opens the water hatch and increases the pressure in the safe room. The loud screams of pain should tell you that the plan worked. Flip the switch again once maximum pressure has been reached and head back down. Flip the switch on the third screen to open the airlock and head on in.

You will see the bodies of the Orcs on the floor and will now be able to access the safe. The safe is locked and will not be opened with the Safe Key, so you will have to blow the door open. Use the Time Bomb on the safe and then stand clear (you can receive up to 20 damage if you are too close).

Inside the safe you will find a GREEN BOTTLE that contains toxic dissolver. Head up the stairs and back into the room that had the three forks.

=====
PORTAL ROOM
=====

From the room with the three forks, take the doorway on your top right. Head up and around, through the small L-shaped room, and down into a small, T-shaped room. Head through the bottom exit. You will arrive in a longer room that splits off at the bottom and to the right. The bottom path (where the Gang Leader is) is a dead-end, so head right. In case you are a little confused, this room is called Inner Ship 10 on the map above.

Pass through another small L-shaped room into a larger room. You will notice two pools of Slimy Toxic Waste blocking the door and far hallway. They are immune to your weapons but are killed instantly if you use the Green Bottle on them. Once defeated, you can proceed safely.

The top wall of the room has three switches on it. The rightmost switch opens the door leading to the next room. The two switches on the left side control the mines in the next room. Press the leftmost switch only (the center switch will cancel out the effects of the left switch). This switch will cause all mines to blow and save you some life. Proceed ahead and enter the portal.

=====

3. ALTERNATE DIMENSION

=====

SR05C

Items: Jester Spirit

Keywords: Volcano

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|---------------|------------|--------|---------|-------|-------|
| | ===== | ===== | ===== | ===== | ===== |
| Bubbles | 15 | 5 | 0 | 5 | None |
| Ghoul | 20 | 6 | 0 | 4 | None |
| Naga | 30 | 15 | 4 | 32 | None |
| Jester Spirit | 20,40 | 15 | 2 | 56 | None |

*1 Karma point equals 8 Experience (EXP) points

Wow, so this is where the Jester Spirit resides? Sort of like a dream world, but anything is possible in Seattle in 2050. Shortly after you enter, you will discover a large Naga in the pool in the center of the room. The Naga is very difficult and has high HP and attack. It can kill you pretty easily if you stand there and duke it out. You can run (and miss the karma) or you can cast the Invisibility spell (on Jake) or Freeze spell (on the Naga). Both spells should make the battle quite easy, assuming you've raised their levels.

Move past the Ghouls and onto the next room through the top exit. In the next room, you can defeat the large Bubble piles but not the smaller ones that are planted on the tiles. You will need to time your movement to avoid being hit by those. Finally, you arrive in the Jester Spirit's room.

=====

THE JESTER SPIRIT

=====

The Jester Spirit is the most difficult opponent you have faced so far. His attack consists of hurling a blue ball of fire at you, which rises into flame pillars once it hits the ground. Each hit can do upwards of 15 damage and can hit multiple times, so try to move away as soon as you can. Start by positioning yourself at the top of the screen, against the ledge of the Jester's platform. This position has the benefit of allowing you constant sight (so you don't lose target lock) as well as keeping you out of way of the flame pillars from the fireballs (helps avoid multiple damage from the same fireball). The Jester Spirit is vulnerable only by attacking the mask.

Unbeknownst to most people, the Jester Spirit has three "phases" during this fight. During the first phase, the Jester lobbs blue fireballs around the room without any specific target. You can probably manage to maneuver around them and avoid damage. Once the Jester has sustained 20 HP of damage, he switches to the second phase. Now, the blue fireballs will target you directly. During this phase, it is very hard to avoid damage without moving constantly. You can try dodging until he has depleted all the balls in hands, at which time he takes a few moments to replenish before resuming his attack. However, dodging

=====
Items: None
Keywords: None

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|---------------|------------|--------|---------|-------|--------|
| | ===== | ===== | ===== | ===== | ===== |
| Gang Member | 20-35 | 6/4 | 2 | 2 | 30-60 |
| Gang Member | 20-35 | 6/5 | 3 | 4 | 70-100 |
| Hitman (Hole) | 20 | 5 | 0 | 1 | None |
| Hitman (Bush) | 13 | 5 | 2 | 1 | None |
| Hitman (Roof) | 10 | 4 | 0 | 1 | 30-60 |
| Peephole | 15 | 5 | 0 | 1 | None |

*1 Karma point equals 8 Experience (EXP) points

Before confronting the nefarious Drake, now is a great time to upgrade your gear and do some serious powering-up. The following must-have items are now available for purchase:

| Item | Location | Price |
|---------------------|--------------------------|--------|
| ---- | ----- | ----- |
| Dermal Plating | Dr. Maplethorpe's Office | 6,000 |
| HK227 Assault Rifle | Dark Blade Weapon Shop | 24,000 |
| Partial Body Suit | Dark Blade Weapon Shop | 20,000 |

If you have not yet purchased the Boosted Reflexes from Dr. Maplethorpe, do so before buying any of the items above. If you have, the priority list for these new items is the order in which they are listed.

The Dermal Plating adds two points of defense to ANY armor you have equipped (even no armor) and is probably the single best value in the entire game at 6,000 nuyen.

Next on the list is the Assault Rifle. By now, the Shotgun is a little underpowered due to the improved defenses of the enemies. The Assault Rifle has an attack power of 12 (compared to the Shotgun/Uzi's attack power of 8), meaning you will do 50% more damage with it. This makes a VERY noticeable difference, especially in the upcoming stages. For the first time, you will begin seeing double-digit damage when attacking enemies.

Finally, we have the Partial Body Suit. This armor has a defense of 5 and is an excellent bargain for 20,000 nuyen. With the Dermal Plating, you will now have a combined defense of 7. This is enough to make you invulnerable to roughly 80% of the enemies in the game, including almost all random enemies on the streets. For the psychological satisfaction of near immortality, this upgrade is excellent.

So what do you do if you're a little short on nuyen? See the next section below.

INFINITE MONEY TRICK

At this point in the game, money has become increasingly difficult to earn in quantities that allow you to buy the available items. Fighting basic enemies like you did in the beginning is no longer a possibility. If you are short now, the first couple of things to check are:

1. Have you defeated all the enemies in the arena? You should be able to do so easily by now.
2. Have you hacked all the computers you could so far? These are the ones at Glutman's office, the vacant office by the docks, and the office in the Dark Blade mansion.

If you have tapped those sources and still need money, there is a wonderful trick that can help fill your credstick. Once you passed through the portal in Bremerton, the Vampire in the Dark Blade mansion was resurrected. Return to the Dark Blade mansion and kill the Vampire as you did before. Have the same dialogue with him as you did previously so you learn the *Bremerton* and *Laughlyn* keywords. When killed, he will give you 5,000 nuyen. Return to Bremerton and make your way through the ship, into the alternate dimension, and back to the Jester's Room. Pass through the portal that descends and the Vampire will revive again, repeating the cycle! Do this as many times as you want for 5,000 nuyen each time.

Although this trick has become a staple of Shadowrun strategy over the years, it's probably a bug... or at least was not something that the programmers intended for you to do. The reason this tricks work is because the Vampire's appearance is based on which keywords you have learned. If you don't know the *Laughlyn* keyword, the Vampire will always be there. Once you know it, he disappears. Sort of lazy programming, but who am I to complain? This relates to Bremerton because the portal in the Jester's room erases six keywords from your list when you pass through, one of which is *Laughlyn*. Regardless of why it works, be happy that it does. There are no easy ways to earn this sort of nuyen without hacking.

=====
KARMA CHAMELEON
=====

If you've been slacking on raising your attributes, skills, and spell levels, now is the time to make things right. The game has been easy enough to this point that you could get away with low stats, but enemies get a lot harder from here on. Here is a basic guideline of where your stats should be. If you are below any of these points, spend some time and raise them:

Attributes

| | |
|-----------|--------------|
| Body: | 13 or higher |
| Magic: | 13 or higher |
| Strength: | 6 |
| Charisma: | Optional |

Skills

| | |
|--------------|-------------|
| Firearms: | 7 or higher |
| Computer: | 6 |
| Negotiation: | Optional |
| Leadership: | Optional |

Spells

| | |
|----------------|----------|
| Heal: | 6 |
| Powerball: | Optional |
| Freeze: | 6 |
| Summon Spirit: | Optional |
| Invisibility: | 6 |

If you're off in any of these categories, it's most likely Body and Magic. However, both are important in the upcoming levels. You will need the extra life and will be using a lot more Magic (especially Heal and Invisibility).

Boosting these stats now can save you several trips back to heal.

The ideal place to earn karma is in the catacombs of the Dark Blade mansion. As outlined earlier in the walkthrough, stand behind one of the coffins on the bottom of the screen. You should position yourself exactly below the bottommost part of the coffin. From here you can pick off the Ghouls, which will come at you continuously. This task will be even easier if you make the purchases recommended above.

Once you feel comfortable with your stats and magic levels, it's time to take on Drake.

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2. DRAKE TOWER SR06B

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Items: DF_DR 1-4, DF_DR 2-4, DF_DR 3-4, DF_DR 4-4, DF_DR-MATRIX,
DF_DR-VOLCANO, (Drake's phone number)

Keywords: None

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|------------|------------|--------|---------|-------|--------|
| | ===== | ===== | ===== | ===== | ===== |
| Mage | 30 | 4 | 4 | 11 | 70-100 |
| Mage | 20-30 | 11/6 | 2 | 3-5 | 70-100 |
| Samurai | 20-30 | 9 | 3 | 4-7 | 70-100 |
| Sentry Gun | 40 | 10 | 3 | 6 | None |

*1 Karma point equals 8 Experience (EXP) points

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LOBBY

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The entrance to Drake Tower is occupied by a single Mage, who should not be that difficult. You will quickly discover that the elevators are not working. The only way to reactivate them is by hacking into the computer at the reception desk. It is important that you have examined the Password that was dropped in the Rust Stiletto's hideout. This password will allow you to bypass the node blocking your path.

Once inside the Matrix, head right for the CPU and either reprogram it (A-button) or attack it (B-button); both will activate the elevator. Head into the elevator that opens on the left and be prepared for an intense fight.

=====

SECOND FLOOR

=====

As soon as you exit the elevator, four Samurai Warriors begin blasting you. It's possible to be dead before you even really know what hit you. You have about a split second heads up, but you can use this time to cast Invisibility. This causes the enemies to stop firing at you, and you can go ahead and pick them off without fear of reprisal (unless you take too long and the spell wears off). Is this a little cheap? Maybe, but there are not many better options. You can get stun-locked like crazy as you try to move around, or you can take advantage of magic.

Once the enemies are dead, there are two computers on the floor that you can access. As will be the case with most floors, there is usually a data computer

that holds a file (or file fragment) and possibly nuyen and a CPU computer that controls the elevator to the next level.

The data computer can be found in the top cube on the far right side against the wall. You will notice a node blocking your path when you come to the first line. As will be the case in many computers from now on, the password to bypass this node is located in one of the datastores on the same level. Take the south line and transfer data from each of the stores. While you don't actually need to do this for all of them (only one has the password; the rest are trash data), it is easier to do so as a rule of thumb so you never miss anything important, like bank accounts. Once the lines are open, take the line to the section on the right and transfer the data. You will have found a file called DF_DR 1-4 (a file fragment that cannot be accessed) along with 8,000 nuyen from Drake's account.

The CPU computer can be found near the bottom of the floor, just to the right of the couch. It will have a similar structure as the data computer, requiring an intra-level password to access the CPU. Once the CPU has been reprogrammed or destroyed, the elevator will be activated. Elevators to higher floors are always on the left, so take that one.

=====
THIRD FLOOR
=====

The third floor enemies are similar to the second, except that one Samurai Warrior has been replaced by a mage. Use Invisibility again and take care of business.

This floor has three computers. The data computer is the first one on the second row against the left side wall. You will notice a node blocking the lines as soon as you enter. Simply attack the directory (yellow arrow) and the node will be removed. Once you have retrieved the data, you find a file named DF-DR 2-4.

The CPU computer is the first one directly below the right-side elevator. Once again, reprogram or destroy the CPU to open the way to the fourth floor.

Finally, there is another computer against the right-side wall. It is the third one down from the top. This computer has three relatively difficult sections, but none of the data seems to be anything more than trash. You should save your health and ignore this machine; just take the elevator to the next floor.

=====
FOURTH FLOOR
=====

You are greeted by another four Samurai Warriors. Dispense as usual. Once dead, the data computer is located directly SW from the right-side elevator. It is in its own cube and will yield the DF_DR 3-4 file once hacked.

The CPU computer sits on its own in the far right corner. By now, some of the Matrix levels should start to look familiar, as this Tower reuses many of them. As a useful way to save life, the ICs are always at the same spots. This can benefit you a lot if you remember those locations. Activate the elevator and head up to the fifth floor.

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ET TU, SPATTER?
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If you have the Shadowrunner, Spatter, in your party when you reach the fourth

floor, he will suddenly betray you and start attacking. At this point, whether you kill him or leave the floor, he will disappear from the game forever and cannot be hired again. Real bummer, as Spatter's Armor spell is quite useful in this part of the game. Still, it's best to kill him off before this floor or not bring him here at all.

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FIFTH FLOOR
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Three Samurai Warriors and a Mage again. Once killed, the CPU computer is directly below the right-side elevator. In addition to granting passage to the next floor, one of the datastores holds the password to clear a node on the next level. For this reason, make sure you collect all the data.

The data computer is on the right side of the screen and is the second computer down in the second row from the windows. Hacking this computer will produce the DF_DR 4-4 file. Assuming you collected the other fragment data files, these four pieces will combine to form two files called DF_DR-MATRIX and DF_DR-VOLCANO. The Volcano file reads "If I am forced to leave the hideout in order to deal with your incompetence, you will all suffer greatly. Report directly to me! Volcano-233-435. Drake." This adds DRAKE'S PHONE NUMBER to your directory.

In addition to the file, you also pick up 10,000 nuyen if you accessed the right datastore. Quite a nice little score. With the nuyen in hand, take the elevator to the next floor.

=====
SIXTH FLOOR
=====

The final floor has another three Samurai Warriors and one Mage. The enemies in Drake's Tower do get slightly harder as you head up (they get a few more HP each on every floor), but they should still be manageable with the Invisibility spell.

Not so coincidentally, there is a video phone by the elevator bay. You can use it to call Drake with the number you just received. You will finally get to see his picture and listen to him threaten you. Drake does not respond to any keywords, so talking to him is more for amusement than necessity.

The sixth floor only has one computer, which is located in the office on the far right. From the looks of it, this was probably Drake's office.

=====
ROOF
=====

The roof contains a couple of large sentry guns that begin blasting you as soon as you show up. As with all the other fights, cast Invisibility and they go down easily.

On the right side of the roof is a helicopter and pilot. The pilot quickly sees that you mean business and asks you to name your destination. You need to ask him about *Volcano* and he will fly you to Drake's hideout.

Before leaving, it probably makes sense for you to head over to the hotel to heal and save the game. Odds are you expended a lot of MP within the tower, and you will want to be fully healed when you enter the Volcano. Also, if you have not completely upgraded your weapons, armor, or cyberware, use the nuyen you recently hacked to make these purchases.

Although probably a point of trivia, the Fully Concealable Jacket becomes available for sale at the Dark Blade weapon shop now that you're reached the roof. This item has a defense of 3 and is weaker than the Partial Body Suit that is already available, so just ignore it.

=====

3. DRAKE VOLCANO

=====

SR06C

Items: DF_DS-AI END, DF_DS-AKIMI, DF_DS-FAILURE, DF_DS-TARGET,
Password, Serpent Scales, (Akimi's Phone Number)

Keywords: Aneki

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|------------------------|------------|--------|---------|-------|---------|
| | ===== | ===== | ===== | ===== | ===== |
| Naga | 40-60 | 15 | 0 | 29 | None |
| Naga (Gold) | 80 | 15 | 0 | 50 | None |
| Scientist (Sentry Gun) | 30-49 | 7 | 3 | 6 | None |
| Scientist (Grenades) | 20-35 | 8 | 0 | 1 | None |
| Troll Decker | 44 | 4 | 2 | 5 | 150-200 |
| Troll Decker | 44 | 6 | 2 | 5 | 150-200 |
| Troll Decker | 45 | 8 | 2 | 5 | 150-200 |
| Troll Decker | 40 | 9 | 2 | 5 | 150-200 |
| Troll Decker | 55-60 | 11 | 2 | 5 | 150-200 |
| Drake | 250 | 20/6 | 5 | 90 | None |

*1 Karma point equals 8 Experience (EXP) points

=====

JAKE VERSUS THE VOLCANO

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Nothing like a quiet day at the volcano... The helicopter drops Jake off at the helipad just outside the complex. The Volcano consists of a series of five levels with increasingly more difficult enemies as you descend further into the ground. Your fighting and hacking skills will be tested like never before, as the Drake Volcano is very difficult. Drake's soldier of choice is the Troll Decker, a large, hearty warrior packing tremendous firepower and a lot of HP. There are also numerous scientists here (some scared and some crazy) working on research projects. They will cause trouble, mainly in the form of sounding the security alarm or manning sentry guns.

One other thing to note is that Jake cannot hack into all the computers that have a label. You will need to examine each machine. Ones with a DCG logo can be entered; many others are inaccessible. The Matrix sections are much tougher here than all the ones previously, so make sure you have at least 80 or so HP before entering.

Enter the complex and take the elevator down to Sub-level 1.

=====

SUB-LEVEL 1

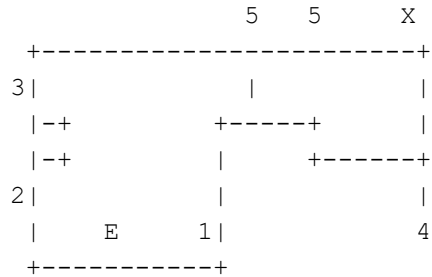
=====

Each sub-level is comprised of a series of hallways and inner labs. The floors are not very large, but some parts can be a little confusing due to all the rooms. The first sub-level is relatively easy. If you have the Dermal Plating and Partial Body Suit, your defense should be high enough so that the Troll Deckers cannot hurt you. Don't get used to this, as they become more dangerous

very soon.

Below is a map of this level. I have oriented the map a bit differently from the game's perspective to make this a bit clearer. Hallways are indicated by hyphens (-) and doorways are indicated by numbers.

SUB-LEVEL 1 MAP



E: Entrance (from sub-level 0)

1: Scientist (alerts security)

2: Scientist (alerts security)

3: Scientist (alerts security)

4: Scientist (alerts security)

Computer: Reprogram elevator and find DF_DS-FAILURE

5: Computer: Disables security alert

X: Exit (to sub-level 2)

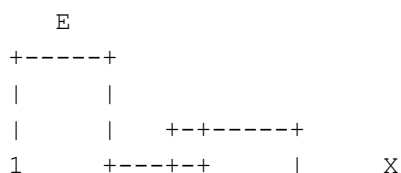
You can either spend a lot of time on this floor exploring numerous empty rooms where scientists will alert security, or you can go right for the CPU computer and leave quickly. If you do stumble into a room with a scientist, he will signal the alert and Troll Deckers will fill most hallway segments. This gets very annoying. This floor has a computer that can be used to disable the alert in room 5.

From the elevator bay, head right and follow the walkway over one screen until you come to an intersection. Head down and enter the room (room 4 on the map). Hack the computer and reprogram or destroy the CPU. If you transfer data from the datastores, you will find a file called DF_DS-FAILURE, which reads: "The Rust Stiletto's gang have failed to fulfill their instructions to destroy Jake Armitage. Other arrangements must be made. Drake Towers." This ties the plot events up a little but is not useful for much else.

Once the elevator is reprogrammed, proceed down to Sub-level 2.

=====
SUB-LEVEL 2
=====

SUB-LEVEL 2 MAP



```

-| +-----
2-| |
  | |
  +---+

```

- E: Entrance (from sub-level 1)
- 1: Computer: Trash data
- 2: Computer: Reprogram elevator
- X: Exit (to sub-level 3)

The second floor is shorter and more straight-forward than the first, as there are not looping sections to cause confusion. You can ignore the room to the left of the elevator, as the computer in that room only contains trash data. On the first screen to your right, a loony scientist will alert security and hurl a bunch of grenades in the air, likely killing himself in the process. This floor does not have a computer to deactivate the alert, so will just have to deal with it. Follow the path and enter the door on the third screen. The computer in this room can be used to reprogram the elevator. Exit and keep following the path. Just before the elevator, you will encounter a scientist operating a sentry gun. This gun can take down your HP in a hurry, so it's a good idea to cast Invisibility and pick its operator off harmlessly. Once the scientist operating the sentry gun is defeated, head down to the next sub-level.

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=====
SUB-LEVEL 3
=====

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SUB-LEVEL 3 MAP
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```

```

          X
          |
          6
        +-6.6-+
          | 6 |
    E     | 5 |
          | +---+
          |   |
    1|2....2-|
          |   |
        +-----+
          3|
          4

```

- E: Entrance (from sub-level 2)
- 1: Nothing
- 2: Nothing
- 3: Nothing
- 4: Computer: 25,000 nuyen and DF_DS-AI END
- 5: Computer: 12,000 nuyen and DF_DS-TARGET
 Computer: 5,000 nuyen
 Computer: DF_DS-AKIMI
- 6: Computer: Reprogram elevator
- X: Exit (to sub-level 4)

The third floor is slightly more confusing than the previous one, but it does have a good amount of nuyen up for grabs. In the first room, defeat the Troll

Decker and take the door on the right. You can pass through a room with a scared scientist and come out on the other side of the floor. This allows you to bypass a crazy, grenade wielding scientist who alerts security. Take the walkway down and you will come to a small corner with two adjacent doors. Head through the bottom one and you will find a computer with 25,000 nuyen and the DF_DS-AI END file. This file discusses the AI computer being developed by Aneki to control the Matrix. Aneki is also not too thrilled with Drake's inability to handle Jake.

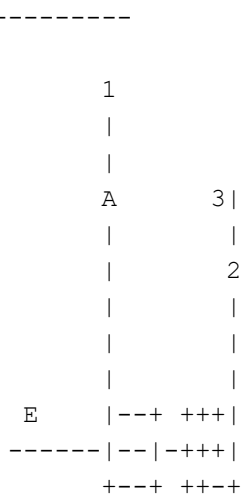
Head back out the door to the walkway and up to the next screen. You will now be at a U-shaped hallway with a door in the middle and one on each side (rooms 5 and 6 above). Take the middle door into a room with four computers. The topmost computer is inaccessible. The computer below this has 12,000 nuyen and the DF_DS-TARGET file. The computer to the right of that one has 5,000 nuyen. Finally, the bottommost computer has the DF_DS-AKIMI file. The Target file explains that the termination of Jake has been moved to priority number one. The Akimi file discusses the dangers posed by the Mage, Akimi, and gives you AKIMI'S PHONE NUMBER. Akimi is the most powerful mage Shadowrunner in the game, and this number allows you to recruit her services once you exit.

Take the top door into another room with two computers. The computer closest to the entrance can be accessed, and this is the one that reprograms the elevator to the next floor. Head through the top door again. Two sentry guns will be blocking your way this time, yet the Invisibility spell will prevail once more.

Take the elevator down the fourth and final floor, which will be in a state of "maximum security" alert as soon as you arrive.

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SUB-LEVEL 4
=====
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SUB-LEVEL 4 MAP



- E: Entrance (from sub-level 3)
- A: Gold Naga (and Serpent Scales)
- 1: Nothing
- 2: Drake's Room
- 3: Pushkin

The final level is very difficult but fairly straight forward. After exiting the elevator, the right side of the floor open up and contains three Sentry Guns and a Troll Decker. This combination spells instant stun lock and quick

death without the Invisibility spell. If, for some dire reason, you were out of MP and still wanted to clear this room, inch ahead from the elevator hallway slowly so that you can see the first Sentry Gun. You can take this one out without getting into sight of the other two yet. Once killed, head into the room and then walk south along the wall. You can now take out the Troll Decker one-on-one. Finally, walk slowly upwards and eliminate the remaining two guns one at a time. You will still lose a fair amount of HP doing it this way, but it does make it possible.

This main room contains a doorway on the right and a hallway at the top. Take the hallway for now. The next two screens are very long and each contains a Naga. Nagas can inflict a lot of damage (their attack is 15) and have a fair amount of HP. Try to move close enough so that you are not losing your targeting as they move. The Nagas are also susceptible to Freeze if their movement is giving you trouble. The third screen has a Gold Naga. After it is killed, this Naga drops the SERPENT SCALES, the final item needed to learn the ARMOR spell. However, you may not want to pick the scales up just yet...

ULTIMATE POWER-UP LOCATION

If you do not pick up the Serpent Scales, the Gold Naga will return every time you revisit the screen. Some players claim this is the best spot in the game to earn karma, as you receive about 6-7 karma each time you kill the Gold Naga. If this is your game plan, it is better off if you wait until after defeating Drake than attempting to do it now. For one, it can be very magic consuming and there is no easy way to recover other than to go all the way back through Drake Tower. Secondly, if you return later, you can come back with better weaponry, which makes the Naga a lot easier. Note that once you pick up the Serpent Scales, you can never fight the Gold Naga again.

There is a great bug that can work in your favor to make fighting the Gold Naga incredibly easy. If you re-renter the screen from the back, behind the Gold Naga, there is a chance you can catch the foe "off guard" before the game activates it and has a chance to load its HP correctly. When this happens, the Gold Naga dies in a single shot. It can be hard for Jake to time this, but Shadowrunners will seem to pull it off every time. This makes earning the final amounts of karma SIGNIFICANTLY easier. If you go this route with a Shadowrunner, Frogtongue is a great choice given his relatively high defense and cost effectiveness.

Whether you take the Serpent Scales now or not, head back down into the main room. You will be forced to defeat the three Sentry Guns again. Once killed, take the door on the right into a large room with intersecting walkways and three Troll Deckers. You will notice that these Troll Deckers are much more powerful than the ones on previous floors, so try to split them up and only take on one or two at a time. As always, Invisibility also works well.

Head right and take the walkway up. The next screen has a couple of crazy, grenade-throwing scientists. They go down quickly and can also be ignored entirely if you prefer. The door at the end of the hallway leads to your arch-nemesis, the all powerful Drake. Make sure to restore your HP before entering. Also, if you do not have at least enough MP to cast Freeze 2-3 times, you should strongly consider leaving the volcano to recover. The odds of survival are extremely slim.

=====
THE ALMIGHTY DRAKE
=====

As soon as you enter Drake's room, ice chunks begin falling from the ceiling and inflicting damage. You should quickly use the Jester Spirit. This will temporarily halt Drake and allow you time to move into position. You should head right in from of him and select the Freeze spell. The Jester Spirit will remove a large chunk (almost 3/4) of his HP, making the fight a lot easier. You are not required to use the Jester Spirit, but Drake can be extremely difficult otherwise.

Drake is massive and can only be harmed by targeting the head. Try to cast Freeze as soon as you can, otherwise you face the wrath of his fire breath. There is no kidding around when it comes to this attack. Drake's fire breath can technically hit for 160 HP per round, which will likely kill you instantly. Not to mention, you are completely stunned while getting hit so Heal and other spells will not work. It would be VERY frustrating to die here, so be careful. As soon as you see the Freeze spell begin to fade, cast it again. Do not let Drake thaw out and get a breath attack off. In case you were wondering, Invisibility does not work here, as Drake still manages to see (and attack) you.

Another way to handle Drake is to pick up the Serpent Scales, leave the volcano, get the Armor spell from the Dog Spirit, and cast that as soon as you enter. The Armor spell will be strong enough to prevent any damage, but it does not prevent the perpetual stun lock. There is a chance that the spell will wear off and you will not be able to recast fast enough. This danger is generally avoided if you use the Freeze strategy instead.

After quite the battle, Drake will be defeated. The screen should flash and renew with Drake's body in gray. Interestingly, if you attack Drake's corpse, the game will give you the warning that you "should not attack others who mean you no harm." Are you kidding? You will eventually lose karma if you keep blasting Drake. What a joke.

Head into the final room on the left and you will come across a scientist named Pushkin. Pushkin explains that he was being kept hostage because Drake knew a courier with the Anti-AI program was seeking him out. In case you have not yet figured it out, Jake is the courier. If you ask about *Drake*, he will mention that *ANEKI* has developed the AI computer and has been behind the entire plan. To move things along, you need to ask him about *Head Computer*. Pushkin now realizes that Jake is the courier and gives him a final mission: release the Anti-AI program into the Aneki AI computer. Pushkin gives you the PASSWORD you need to enter the Aneki building.

Once the conversation ends, you are automatically placed on the helicopter back to the roof of Drake Tower.

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SECTION 7 - ANEKI AND THE END GAME SR07
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With the fall of Drake, the sinister plot by Aneki to control all of cyberspace has begun to crumble. With the AI Computer now in sights, it's time for Jake to complete his final run. It's time to witness the fall of Aneki and to return security to the Matrix.

=====
SECTION 7 CONTENTS
=====
1. Loose Ends.....SR07A

=====

1. LOOSE ENDS

SR07A

Items: None

Keywords: None

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|---------------|------------|--------|---------|-------|--------|
| | ===== | ===== | ===== | ===== | ===== |
| Gang Member | 20-35 | 6/4 | 2 | 2 | 30-60 |
| Gang Member | 20-35 | 6/5 | 3 | 4 | 70-100 |
| Hitman (Hole) | 20 | 5 | 0 | 1 | None |
| Hitman (Bush) | 13 | 5 | 2 | 1 | None |
| Hitman (Roof) | 10 | 4 | 0 | 1 | 30-60 |
| Peephole | 15 | 5 | 0 | 1 | None |

*1 Karma point equals 8 Experience (EXP) points

=====

FINAL POWER-UP

=====

The time has come for one last equipment upgrade. The following two items will now be for sale:

| Item | Location | Price |
|--------------------|------------------------|--------|
| ---- | ----- | ----- |
| AS7 Assault Cannon | Dark Blade Weapon Shop | 40,000 |
| Full Body Suit | Dark Blade Weapon Shop | 30,000 |

The AS7 Assault Cannon is the best upgrade you will make in this game. It packs an eye-popping attack power of 20 and an accuracy rating of 6 (the most accurate a weapon can be). Double-digit damage will now become routine, and almost nothing will survive more than a few attacks. This gun is so much more powerful than anything else that it's almost scary. Do whatever you need to get the 40,000 nuyen -- it's worth every penny.

The Full Body Suit is a nice upgrade, but not nearly as noticeable as the Assault Cannon. This armor will add a point in defense over the Partial Body Suit. When combined with the Dermal Plating, your defense will be 8. This is more than enough for complete invulnerability on the streets. The extra point of defense will be more useful in the Aneki Building, as a one point reduction on damage adds up fast when the numbers above your head start piling up.

If you need nuyen for either item, be sure to sell back old equipment. You can recoup around half of the original purchase price, which makes a big difference. You can also hold off a bit until the Aneki Building, as several computers in there have a lot of nuyen for the taking.

If you have not received the Armor spell yet, visit the Dog Spirit one last time. The Armor spell boosts Jake's defense to extreme levels so that no one in the game can touch him. You can cast it numerous times to add additional revolving plates, but that is just a waste of MP; one plate will suffice. This is a fairly useful spell, but, unfortunately, it comes so late in the game that there are not many opportunities where it can really help you. Besides,

Invisibility is a superior choice in nearly all situations. By now, you should have every spell in the game (there are six).

Finally, it's time to finish boosting your stats. You should certainly max out the following (max levels in parenthesis):

Strength (6)
Firearms (7 or higher)
Computer (6)
Heal (6)
Invisibility (6)

You should also boost Body and Magic as high as you can. They both top out at level 20, and those last 5 levels can be very time consuming to reach. Realistically, anything over 14 or 15 should be good enough. If you have to choose between the two, opt to boost Magic. It becomes far more useful than the extra HP.

If you're looking for a place to earn karma, the best choices are either the catacombs at the Dark Blade mansion or the Gold Naga at Drake Volcano (assuming you did not get the Serpent Scales yet). The Gold Naga at the Volcano is probably the faster of the two, but it has the drawbacks of being more dangerous and being no where close to a recovery spot. If you want to heal and use the karma, you need to back track all the way through the Volcano and Drake Tower.

If you opt for the Dark Blade catacombs, the Ghouls should be a breeze at this point. In fact, if you upgraded to the Full Body Suit, you cannot be damaged by them. Along with the Assault Cannon, you can wrack up karma very quickly without any danger of dying. You can even automate the process by hiring a trio of Shadowrunners. If this is your plan, hire the best offensive Shadowrunners you can afford (Steelflight, Norbert, and Frogtongue are ideal). Go behind one of the coffins at the bottom of the screen and position Jake so that he is standing in front of all the Shadowrunners on the right side of the coffin; all the Shadowrunners should be well behind it. In this scenario, Jake acts as a shield to protect the others and eliminates any danger that they come under attack. Watch for a little while to make sure your formation is sound. At this point, you can leave the game running and you will earn karma while you are away. Come back in a couple hours and you should have a few hundred points, more than enough to max everything.

=====
AKIMI THE GREAT
=====

The final Shadowrunner is the great mage, Akimi. To hire her, you must have obtained the DF_DS-AKIMI file from the volcano and examined it to get her phone number. Call Akimi and she will negotiate the hiring process on the phone. Once you have paid her, she will show up in Daley Station on the first inbound train.

Akimi is clearly the most powerful Mage in the game, but her spells and MP are still likely inferior to yours at this point. She is extremely fragile and will not survive any parts of the upcoming fights without the Armor or Invisibility spell cast immediately. About the only use Akimi has is providing you with a MP reserve. Since it's likely that you will run out of MP in the Aneki building, Akimi makes it possible to complete the entire stage without leaving. Still, this is marginally useful at best. It also assumes that your micromanagement skills are good enough to cast a protection spell on her before the enemies take her down. You can certainly pass on Akimi and never be any worse off for it.

Items: DF_AN-ANTI-AI, DF_AN-PAYMENT

Keywords: None

Enemies:

| | Hit Points | Attack | Defense | EXP* | Nuyen |
|-----------------|------------|--------|---------|-------|---------|
| | ===== | ===== | ===== | ===== | ===== |
| Mage | 30 | 4 | 4 | 9 | 70-100 |
| Ferocious Orc | 128 | 5 | 0 | 11 | 70-100 |
| Ferocious Orc | 44-46 | 12 | 3 | 2-8 | 150-200 |
| Mage | 27-36 | 7/12 | 4 | 3-9 | 150-200 |
| Massive Orc | 30-50 | 12 | 3 | 2-8 | 150-200 |
| Samurai Warrior | 30-47 | 12 | 4 | 4-11 | 150-200 |
| Troll Decker | 25-60 | 14 | 0 | 16 | 150-200 |

*1 Karma point equals 8 Experience (EXP) points

The Aneki building is just to the right of the marketplace. It is the building you have passed several times on the way to Dr. Maplethorpe's office.

As you climb the stairs and approach the building, a Mage quickly warns you to step away. You may have accidentally run into him earlier. If you ignore his warning, three Ferocious Orcs make their way out from the entrance and start blasting you. If you upgraded your armor, you will be invulnerable to their attacks. The Orcs do have an annoying amount of HP, however, so killing them will still take a little while.

Once defeated, head inside and hack the lobby computer. The entry node should disappear as soon as you log in. Presumably, Pushkin told you the password when you rescued him.

As a point of trivia, many curious players have noticed a small, yellow dot in the far right corner of the Aneki lobby screen. This dot says "computer" when you mouse over it, but cannot be reached. While the subject of many rumors, this is likely just a bug. Even if you use a cheat code to move close enough to access the computer, it is "inaccessible."

=====

SECOND FLOOR

=====

A few notes about this building layout first. Each level is divided into three sections -- left side, right side, and elevator bay. In all sections, the CPU computers to access the next floors are on the left side and the data computers are on the right side. Generally speaking, the CPU computers are very difficult and should not be hacked unless you have at least 100 HP at the time. Both sides contain a mix of Orcs, Mages, and Samurai Warriors to slow your progress. This guide covers the right side of each floor first.

The right side of the second floor has four enemies. They all have an attack of 12 and are capable of dealing rapid fire damage. You can get by without casting Invisibility if you take it slowly. Try not to fight all four at once and the damage will be minimized. The bottommost computer in the room can be hacked. Make sure to transfer data from all the datastores, as one of them will disable a node on the next level. You will find the DF_AN-PAYMENT file in

this computer, which confirms the business agreement between Drake and Aneki.

The left side is a bit trickier. There are five enemies that all begin attacking as soon as you enter. It makes sense to cast Invisibility here if you don't want to risk the damage. The computer you can hack is the second one down on the right wall. This is, by far, the hardest Matrix section yet. You need to retrieve several passwords just to clear the nodes blocking the CPU.

=====
THIRD FLOOR
=====

Things get a little tougher on the third floor. As in each successive floor, enemies get more HP. However, on this floor, a Troll Decker will emerge from the down elevator if you wait in the elevator bay for too long

The right side has four enemies that can be defeated the same way you did on the previous floor. You can hack the computer in the top left corner, although it is completely optional. Doing so will net you 22,500 nuyen and the DF_AN-ANTI-AI file. This file talks about the upgraded security on the sixth floor that will halt Jake's progress. Funny thing is, this building has no sixth floor (unless it's referring to the roof). This is possibly a typo that should have read as the fifth floor. Regardless, it's nothing to worry about.

The left side has five enemies again, but they are more spread out this time. This allows you to pick them off one or two at a time and not have to cast Invisibility. The CPU computer is against the top wall in the middle of the screen. This computer is unusual in that there are numerous CPUs in the final section. Destroy the first one you encounter to clear the area of ICs, then proceed to reprogram or destroy all the remaining CPUs.

=====
FOURTH FLOOR
=====

A Troll Decker will once again emerge from the down elevator if you stick around too long, so head into one of the sides before it arrives.

The right side is relatively easy this time as there are only three enemies. The data computer is the second one against the right wall. Your hacking reward this time 25,000 nuyen.

The left side is a bit more difficult, as you come under fire almost immediately from four enemies. It's not a bad idea to use Invisibility here. Once the foes are dispatched, access the CPU computer against the middle of the top wall. The Matrix is surprisingly easy on this computer. Once hacked, take this time to do an assessment of your health and MP. If you have less than 50 MP and your health is low, it's a good idea to leave and recover before tackling the final floor.

=====
FIFTH FLOOR
=====

All stops have been pulled out on this floor. The right side room has five enemies and is fairly difficult. It's a good idea here to use Invisibility. The computer against the right wall can be hacked for an incredible 75,000 nuyen! However, too little too late. There is only one room left in the game, so all the nuyen in the world at this point is not worth a whole lot.

The left room is your last stop. Aneki has sent Otto, the bad boy Troll Decker to dispense of you. Fortunately, Otto is more bark than bite. Cast Invisibility and clear the room as you would any other.

- Seem familiar office
- Vacant office

Jake's Apartment Building

- Vacant Office
- Jake's apartment

Business Man's Office Building

- Vacant Office
- Business Man's office

Grim Reaper Club

Graveyard

- Crypts 1-3
- Injured Shaman Crypt

The Cage

Tenth Street Station

=====

OLD TOWN

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Caryards

- Sleeping Bag
- Dead-end
- Arena

Streets

Old Town Station

Sputnik Club

Alley

- Ed's Patch' N' Fix

Vivyan's Weapon Shop

Talisman Shop

=====

DOWNTOWN

=====

Daley Station

- Main concourse
- Marketplace

Streets

Dr. Maplethorpe's Office

- Reception Area
- Examination room

Wastelands Club

Rust Stiletto

- Entrance
- Front room
- Back room

Docks (detailed map below)

- Docks 1-3
- Boat Harbor
- Dog Spirit Warehouse
- Vacant Office
- Octopus Warehouse

Hotel

- Hotel Room

Jagged Nails Club

Rat Shaman's Lair (detailed map below)

- (Graveyard) Entrance
- Sewers 1-4
- Rat Shaman's room

Dark Blade (detailed map below)

- Courtyard
- Weapon Shop
- Foyer
- Conference room (right from foyer)
- Office (left from Foyer)
- Dining room (straight from Foyer)
- Kitchen
- Catacombs 1-3
- Vampire room

Bremerton (detailed map below)

- Outer Ship 1-2
- Inner Ship 1-11
- Basement 1 (left of first inner ship room)
 - Stairways 1-3
 - Safe room (Safe Key/Detonator)
- Basement 2 (Airlock)
 - Stairways 1-3
 - Safe Room (Toxic Dissolver)
- Portal Room
- Other Dimension
 - Chambers 1-2
 - Jester Spirit Room

Drake Building

- Lobby
- Floors 2-6
- Roof

Volcano

- Landing Pad
- Level 1
- Sub-levels 1-4
- Drake Room

Aneki Building

- Entrance
- Lobby

- Floors 2L-5L (Left side)
- Floors 2R-5R (Right side)
- Floors 2E-5E (Elevators)
- Roof

=====

DETAILED MAPS

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The following section provides detailed descriptions of the sub-locations for particular areas of the game. These names will be used throughout this guide when referring to item or enemy locations.

=====

DOCKS

=====

Docks 1: This is the entrance to the docks with the small stairway leading down from the city. There is also a small bench before the stairway on this screen.

Docks 2: The screen comes after Docks 1, and connects to the Boat Harbor, Vacant Office, and Docks 3. The screen has 2 Hitman, 2 Massive Orcs, and 2 Mages.

Docks 3: The last docks section. It connects from Docks 2, and has a door at the far end leading to the Octopus Warehouse. This screen also has the door leading into the Dog Spirit Warehouse, and will have the Mermaid Scales after you dump the ice.

=====

RAT SHAMAN'S LAIR

=====

Sewers 1: This is the first section of the sewers, which connects to the Graveyard entrance on the left side, Sewers 2 on the top, and Sewers 3 on the right.

Sewers 2: This screen branches off of Sewers 1, and is a dead end.

Sewers 3: Sewers 3 is the second's main sewer section. It connects to Sewers 1 on the left, Sewers 4 on the top, and Rat Shaman's Lair on the bottom right.

Sewers 4: This screen branches off of Sewers 3, and is a dead end.

Rat Shaman's Lair: This is the final room in the sewers where you encounter the Rat Shaman.

=====

DARK BLADE

=====

Foyer: This is the main area you see once you enter into the Dark Blade mansion. On your first visit, the Mage will be standing on the left hand side by the doorway. The Foyer connects to three separate rooms: the Office on the left, the Dining Room up top, and the Conference Room on the right.

Conference Room: This is a large meeting room with a U-shaped table and several bookshelves along the walls. You will find the Bronze Key in one

of those shelves.

Office: This room has two computers and several small tables. It is also where you will meet Vladimir if you ask the Mage in the front about *Magic Fetish*.

Dining Room: A large hall with several dining tables. This room connects to the Foyer on its bottom side and to the Kitchen on its left.

Kitchen: The kitchen contains stoves, sinks, and a couple of rows of counters. The right side of the screen has a small passageway, which leads to the Catacombs. You will need the Bronze Key to open this gate leading down.

Catacombs 1: The first catacombs area. It is set up with a main walkway and indented passages with coffins on both sides. This room connects to the Kitchen via stairway at the right, and to Catacombs 2 at the left.

Catacombs 2: This is the smallest of the three catacombs, and connects to all the other dungeon rooms. The exit at the top right leads back to Catacombs 1. The bottom right exit leads to Catacombs 2. The bottom stairway goes down into the vampire room.

Catacombs 3: This screen is shaped similar to Catacombs 1 and is a dead end.

Vampire Room: The final dungeon which connects to Catacombs 3 via a short stairway. This room contains the vampire and a pack of 4 ghouls that will charge you upon entering. The room itself is littered with skulls, and has chains hanging from the ceiling.

=====
BREMERTON (SHIP)
=====

Outer Ship 1: This is the first screen you reach after taking the boat from the docks. Note that it contains two levels -- an upper and a lower; you enter this screen from the lower level. Both levels contain exits leading to Outer Ship 2 on the right side. The upper level has a rusted door on the far left, which, when opened with a Crowbar, leads to Inner Ship 1. The upper level also contain the Doggie that drops the Dog Tags.

Outer Ship 2: The seconds section is shaped like a U, with exits on the upper and lower levels of the left side leading to Outer Ship 1. On the far right side is a stairway which connects the upper and lower levels. Heading back left once on the upper level will lead back to the first screen.

Inner Ship 1: The first area of the ship you enter. There are two red Poison Oozes on this screen. The door on the bottom right leads to Inner Ship 2, and is opened using the switch on the wall. The catwalk on the top left leads to Basement 1, and can not be reached from this screen.

Inner Ship 2: This is a somewhat rectangular screen with stairs leading up to a catwalk and with multiple exits. The exit on the middle left leads to Inner Ship 1. Taking the catwalk and exiting from the top left leads to a separate part Inner Ship 1. The exit on the far right leads to Inner Ship 3.

- Inner Ship 3: This is the largest room in the ship and is characterized by three large forks that come off the main passageway from Inner Ship 2. The leftmost fork leads to Inner Ship 4. The center fork leads to Inner Ship 5. The rightmost fork has 2 exits. The top-middle exit leads to Inner Ship 6, and the rightmost exit leads to Inner Ship 8.
- Inner Ship 4: Small, square shaped room. It contains a red Poison Ooze and connects to Inner Ship 3 at the top and Inner Ship 5 on the right.
- Inner Ship 5: Small, rectangular shaped room. This room contains the gray Poison Ooze which turns into the Toxic Water when defeated. The top exit leads to Inner Ship 3, the center-left exit leads to Inner Ship 4, and the bottom-left exit leads to Basement 2.
- Inner Ship 6: This a very narrow, long room, which contains a Gang Member. It connects on the bottom to Inner Ship 3, and on the top right to Inner Ship 7.
- Inner Ship 7: A very tiny, L-shaped room. There is nothing in this room. It just serves as a connector between Inner Ship 6 (on the left) and Inner Ship 8.
- Inner Ship 8: Inner Ship 8 is shaped like a sideways-T. The top-left exit leads to Inner Ship 7, the center-left exit leads to Inner Ship 9, and the right side exit leads to Inner Ship 10.
- Inner Ship 9: A small room connecting Inner Ship 3 (left) to Inner Ship 8 (right). This room contains an annoying Slimy Toxic Waste, which makes it extremely annoying, if not close to impossible, to pass through this way.
- Inner Ship 10: This is a large room that splits in two directions after following the small passageway from Inner Ship 9. This room contains a Gang Member and a Gang Leader that stand along the center paths. The center passage lads to a dead end, and the right side door, which requires flipping a switch to open, leads to Inner Ship 11.
- Inner Ship 11: Another small, L-shaped room. You will notice it is on a catwalk overhanging a small pool of water. There are no enemies or anything else of significance in this room. The left-side exit leads to Inner Ship 10, and the right-side one leads to Inner Ship 12.
- Inner Ship 12: A large room containing two Slimy Toxic Wastes. It is impossible to get past them without first using the Toxic Dissolver (Green Bottle) on them. There are a series of switches on the top wall. The rightmost one opens the door leading to the Portal room, on the right. The other two switches control hiding and detonating the mines in the Portal room. The other exit, on the left-most side of the room, leads back to Inner Ship 11.
- Basement 1: The first Basement consists of series of 3 downward stairways and a Safe room. The first Stairway of Basement 1 connects to Inner Ship 1. The Safe Room at the bottom contains a Ferocious Orc, who drops the Safe Key when killed. Inside the Safe, you

will find a Detonator and a Broken Bottle.

Basement 2: The second Basements looks identical to the first, with the first stairway connecting to Inner Ship 5. The Safe Room at the bottom contains a party of 2 Massive Orc and 2 Ferocious Orcs, which are invincible. To get past them, you'll need to flip the airlock and water pressure switches. Flip the airlock switch first, found above the top exit of Stairway 3. Then, flip the water pressure switch found above the top exit of Stairway 2. After hearing a scream, flip both switches back and go to the Safe Room.

To open the Safe, you'll need to use the Time Bomb, which is constructed after you have the Explosives and Detonator items. Inside the safe you'll find a Green Bottle, which contains Toxic Dissolver.

Portal Room: A small room containing a series of mines. The switches in Inner Ship 12 control making these mines visible and prematurely detonating them (so that they don't cause damage). The door on the left leads to Inner Ship 12, while the portal leads to Chamber 1 of the Other Dimension.

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2. A T T R I B U T E S & S K I L L S SR1B

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This section lists the mechanics behind the basic stats, attributes, and skills that Jake possesses. You can raise both attributes and skills by resting in a bed and using karma. Not all attributes and skills are available at first, and the methods of obtaining each are listed.

=====

BASIC STATS

=====

Hit Points (HP) - (also referred to as Stamina)

This is Jake's life in the game. Hit Points are displayed on the menu screen as Current HP / Maximum HP. Jake's Hit Points are determined by the Body attribute, and his maximum HP are always equal to $[\text{Body} * 10]$, with 200 being the highest HP value. HP are restored by sleeping, casting the Heal spell, using a Slap Patch, or after certain fixed events in the game.

Magic Points (MP) - (also referred to as Spell Points)

Magic Points are used to cast spells, which are described in more detail in the "Spells" section below. Magic Points are displayed on the menu screen as Current MP / Maximum MP. Jake's MP are determined by the Magic stat, and the maximum MP are equal to $[\text{Magic} * 10]$, with 200 being the highest MP value. Jake will not have any MP until he learns the Heal spell, after which he gains the ability to raise his MP by increasing Magic.

(Experience)

Experience is an invisible stat the game uses to determine your karma level.

Nearly all enemies have a fixed experience total that they give when defeated (the exceptions are the enemies in the Drake and Aneki Towers, which have varying experience totals). A chart of these experience values is listed in the "Enemies" section of this Appendix. The maximum experience that Jake can have in the game is 65535.

Karma

Karma is used to raise Jake's abilities, skills, and magic spell levels. The formula for determining Jake's karma is as follows:

$$\text{Karma} = \text{Experience} / 8$$

Jake gains one point of karma for every 8 experience points, with this total always rounded down. Your karma total is updated as soon as you have enough experience, not when the game box appears telling you that you have earned a karma point. If you leave the current screen before all the enemies are dead, you will still receive any karma your experience merits, despite not seeing the karma message box appear.

Jake can only use his karma when he sleeps in a bed. The maximum karma value in the game is 8191.

Nuyen

This is currency used in the Shadowrun world. It's needed to purchase weapons, armor, items, stay at inns, or hire Shadowrunners. Enemies typically drop nuyen when defeated, with few exceptions. Fighting bosses or battling in the Arena are generally the best sources for large amounts of nuyen. The maximum nuyen value in the game is 4,294,967,295 (!).

===== ATTRIBUTES =====

Body

Starting value: 3
Maximum value: 20
Karma to max: 187

The Body attribute controls Jake's maximum HP total, which will always be equal to [Body * 10]. Early in the game, this is one of the most important stats to raise. Increasing your Body total to 5 or 6 early on will greatly extend your life in the first two sections of the game. You should ideally max out the Body attribute by the end of the game, with the minimum being 14-15.

Magic

Starting value: 1
Maximum value: 20
Karma to max: 190

The Magic attribute controls Jake's maximum MP total, which will always be equal to [Magic * 10]. Jake doesn't get this stat until after learning the Heal spell, at which point it starts at level 1. The importance of raising

this stat depends on how heavily you plan on using magic. If you seldom use more than the Heal spell, there is no need to take this attribute beyond levels 10-12. If, however, you frequently use it for several of the combat spells - Invisibility, Freeze, or Armor - it's worth it to raise this spell closer to level 15. If you also plan on using the offensive spells - Powerball and Summon Spirit - you'll almost certainly need this stat at 20.

Strength

Starting value: 3
Maximum value: 6
Karma to max: 12

Strength determines the type of weapons and armor that Jake (and the Shadowrunners) can use. The exact strength values for each are listed in the table in the "Weapons and Armor" section. Strength will rarely be a problem for Jake, since he can make it through nearly all of the game by raising it just one level to 4, for a mere 3 karma. Strength is much more important when hiring Shadowrunners if you plan on upgrading their weapons and armor. Still, you should make sure to plan the purchase decisions for both Jake and the party around Strength, and see to it that Jake always has the necessary amount.

Charisma

Starting value: 3
Maximum value: 6
Karma to max: 12

Charisma determines the number of Shadowrunners you can have with you at one point. The number you can hire is equal to $\lfloor \text{Charisma} / 2 \rfloor$, rounded down. The exact values for each level are shown in the chart below.

| Charisma | Number of Shadowrunners |
|----------|----------------------------|
| ===== | ===== |
| 3 | 1 |
| 4-5 | 2 |
| 6 | 3 |

You probably don't need to raise this attribute beyond 4, since there is seldom a case where you will want more than 2 Shadowrunners at a time. Shadowrunners also have basic Charisma values when you hire them, but this value does nothing.

=====

SKILLS

=====

Computer

Starting value: 1
Maximum value: 6
Karma to max: 15

The Computer skill enhances your performance in the Matrix. Specifically, the Computer stat:

- Only determines your accuracy when attacking ICs
- Does not have any effect on the damage you receive when walking into ICs
- Does not have any effect on the damage you receive when attacks fail against ICs
- Does not have any effect on the damage you inflict when attacking an empty square (this is always 1 HP)

The Computer stat works as follows:

$$\text{IC Attack Accuracy \%} = \text{Computer} / 7$$

In other words, each level of Computer increasing your chances of killing an IC by about 14%. Since this stat maxes at 6, you can never achieve a 100% accuracy rate -- the best you can ever do is 86%. If you use PAR or GG to cheat the stat to 7, you will hit 100% of the time. If you cheat to set it to zero, you will never hit an IC.

The IC's have different levels of attack power in the different Matrix sections that you enter. There are eight different types of ICs, with the difference between each being its attack power (see "The Matrix and ICs" section for more).

The Computer skill becomes one of the most valuable skills later in the game. During the Drake Volcano and Aneki Tower, the Matrix ICs begin causing considerably more damage than any enemy fighting. The Computer skill isn't that difficult to boost, but it is absolutely vital in helping your chances of survival. Be sure to get this skill up to 6 before entering the Drake Tower.

Firearms

Starting value: 1
 Maximum value: 16
 Karma to max: 120

The Firearms skill determines the accuracy of your gun shots. Basically, it combines with the inherent accuracy of the weapon to determine how often you hit or miss a target. When a shot misses, you will hear the firing sound and see the usual shot animation, but nothing will appear over the target. You may also notice the visual shot queue (small red shot marks) hit some place other than the target. Keep in mind the effects are similar if either your shot misses or it hits but does zero damage, so it's not always easy to determine how accurate your weapon is. It isn't necessary to raise Firearms over 7, as your accuracy will be perfect using any weapon at this level.

Specifically, your hit rate is equal to the following:

$$\text{Hit Rate} = [1 + (\text{Firearms} + \text{Weapon Accuracy})] / 8$$

The Weapon Accuracy is different for each weapon, and those values are listed in the next section. Simply put, your base accuracy is 12.5% and your hit rate increases by 12.5% for each point in Firearms (or each point of Weapon Accuracy). At level 7, you can achieve a 100% hit rate with any weapon in the game.

Early on in the game, Firearms is arguably the best skill. It will significantly increase the accuracy of your starting weapons, which significantly raises your damage per time rate. Try to get this skill up to level 5 or 6 before the caryards, and you shouldn't run into too much trouble at all. After this, do not waste points in the skill beyond level 7. You will

save considerable time by using that karma in other areas.

Leadership

Starting value: 1
Maximum value: 6
Karma to max: 15

The Leadership skill determines how long any hired Shadowrunners will stay with you. You learn this skill by purchasing the Skill Software for 3,000 nuyen from Dr. Maplethorpe in the Downtown area. The time duration of a Shadowrunner's stay is measured by the number of battles you enter, which is defined as each time the battle music starts and then stops. Shadowrunners all have a base amount of battles that they will accompany you for (denoted by the Shadowrunner multipliers, X and Y below), which is the same each time you hire them. Each point in Leadership increases the number of battles a Shadowrunner will stay by 10% to 12.5%, depending on the specific runner. The exact formula is as follows:

$$\text{Number of Battles} = (10 * X) + (Y * \text{Leadership})$$

In most cases, X is the same value as Y. However, any Shadowrunner who has an X value of 4 or 5 will use a Y value of 5 or 6, respectively, for the variables in the above equation. In all other cases, the values of X and Y are the same. A listing of Shadowrunner multipliers is given in the "Shadowrunner" information section below. If a number is listed alone, it is the value for both X and Y. If there are two numbers, the first is X and the second is Y.

The overall usefulness of the Leadership skill depends on how regularly you use Shadowrunners. If you do a lot of hiring, this skill pays for itself after a few runs, assuming you've boosted it to level 6. More importantly, you are saved the inconvenience or danger of having a Shadowrunner leave you at an undesirable time. If you have the extra nuyen and even a slight desire to hire, you should probably invest in this skill.

Negotiation

Starting value: 1
Maximum value: 6
Karma to max: 15

Negotiation affects the price you pay when hiring Shadowrunners. It also affects the price in a few other instances, like how much you are charged by the King to leave the caryards. You learn this skill by asking the Arena Owner about *Negotiation* at any time before all the fighters, including the King, have been defeated. The Negotiation keyword is taught by the Business Man in Tenth Street who sells the Lone Star Badge, when asked about *Hiring*. The cost of learning this skill is 1,000 Nuyen.

Each Shadowrunner has 3 sets of fixed base prices that appear depending on the range that your Negotiation skill falls into. The price range corresponding to Negotiation goes as follows:

| Negotiation | Price Level |
|-------------|-------------|
| ===== | ===== |
| 0-2 | Level 1 |
| 3-4 | Level 2 |
| 5-6 | Level 3 |

Price levels 1 to 3 don't mean anything in themselves, except that 1 is always the most expensive and 3 is the cheapest. The change from level to level doesn't follow a pattern or formula; it's specific to each Shadowrunner. A full listing of prices can be found in the "Shadowrunner" section below.

The value of Negotiation is average at best. The savings you see with many Shadowrunners will probably not cover the price of this skill unless you hire 3-4 times. However, for some of the more expensive Shadowrunners, you can save quite a bit. If you hire Shadowrunners frequently, it can't hurt to learn this skill. It's never necessary to raise it beyond level 5, as the discount at level 6 is always the same.

(Armed Combat)

This is a Shadowrunner only skill, meaning that Jake can neither learn it, nor will it have any effect if he is taught it through cheating. This skill is supposed to represent the accuracy of non-gun weapons. However, it is just for show. This skill does nothing, regardless of its levels.

(Unarmed Combat)

This is a Shadowrunner only skill, meaning that Jake can neither learn it, nor will it have any effect if he is taught it through cheating. This skill is supposed to represent the accuracy of melee attacks, like the slashing attack you observe on the Gang Members. Note that only Anders has this skill. However, it is still just for show. This skill does nothing, regardless of its levels.

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3. WEAPONS & ARMOR SR1C

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=====

DAMAGE FORMULA

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The amount of damage inflicted on a target is a function of both attack power and defense. The game performs two calculations each time a physical attack is made:

- 1.) A calculation to see if the attack results in a "hit" or "miss," then;
- 2.) If the attack is a "hit," the game determines the damage the hit inflicts, represented by the small numbers that appear over the target.

If either the attack misses or the damage is zero, nothing will appear over the target, meaning it's impossible to distinguish between these two occurrences.

Once it is determined that an attack will hit, the following damage calculation is performed. The damage equation uses the attacker's attack power, the target's defense, and a random variable ("Random"). "Random" is a random integer that the game draws, under the following constraints:

$$\text{Random: } 0 < \text{Random} \leq \text{Attack Power}$$

This means that the random number can be any integer between 1 and the weapon's

attack power. So, if you're using the Beretta Pistol, which has an Attack Power of 3, Random can be 1, 2, or 3. The range increases as the attack power increases. The game uses this variable to calculate the damage that the target receives, using the following equation:

$$\text{Damage} = \text{Random} - \text{Defense}$$

The damage you can inflict on a target is simply the random number drawn less the target's defense. In keeping with the last example, let's say we're using the Beretta Pistol to attack a target with a defense of 1. Since the random variable will be 1, 2, or 3, the damage totals can be either 0, 1, or 2. You would notice all of these damage totals occurring with equal probability when attacking an enemy. Once an enemy's defense gets to be 3 or higher, you cannot damage it using the Beretta Pistol.

There are a few interesting things about this damage equation. The first is that the minimum damage value never changes. You can see a damage of 1 using any weapon in the game, and there is nothing that can raise this minimum. The second point is that it becomes quite easy to figure out the average damage using any weapon on any target. This is always equal to the following:

$$\text{Average Damage} = 1/2 * (\text{Attack Power} + 1) - \text{Defense}$$

There are a few important points that come from this:

- 1.) There are some enemies in the game that cannot be damaged at all by certain weapons. When you notice your damage dropping or your shots missing very often, it's time to upgrade your gun. The first time you will be required to do this is when facing the Rust Stiletto, as you can't kill several of the members with your starting weaponry.
- 2.) Since an attack that actually hits is just as likely to do 1 damage as it is to do max damage, it's important to make every shot count. You can increase your damage potential considerably by raising the Firearms stat and by purchasing the Boosted Reflexes.
- 3.) The damage equation works the same way when enemies attack you. This should point out the benefit of upgrading your defense whenever you can. With the Full Body Suit and Dermal Plating, the vast majority of enemies in the game will be unable to damage you at all.

=====
WEAPON TERMS
=====

Weapon Name: This is the full name of the weapon as it appears in the instruction manual. The game often uses shortened versions of these names.

Required Strength: This is the minimum amount of Strength that Jake needs to use the weapon. Strength requirements less than 3 are meaningless to Jake, as his strength will never be lower than 3. These totals are useful when you consider upgrading the Shadowrunners' weaponry.

Attack Power: This is the value used to determine the damage done by the equipped weapon. It is not visible during the game. The numbers themselves are used in the damage calculation shown just before this section. Obviously, the higher the attack power number, the

greater the damage.

Accuracy Rating: This value, like the Firearms skill, determines how likely your shots are to hit the target. The range for accuracy goes from 0 (worst) to 6 (best), and each point is equivalent to a point in the Firearms skill. This value is also not visible during the game.

Weapon Type: There are three types of guns in the game: light, heavy, and automatic. You can distinguish between the three based on the sound that they make when fired. Automatic weapons have the unique property of being able to fire by simply holding down the firing button; the other types require that the firing button is constantly tapped. Unless you are using a turbo controller, automatic weapons will generally be able to fire more quickly than either light or heavy ones.

Price: This is the listed price of each weapon at the weapon shop. The location(s) of each weapon is given in the description section after the table. If the weapon is available in more than one place, both prices are indicated. The notations for the weapon shops are: OT (Old Town Weapon Shop) and DB (Dark Blade Weapon Shop). If a price appears in brackets [], that is the sell price, meaning the weapon cannot be purchased.

(Physical Weapon): You might notice that the physical appearance of Jake's gun changes depending on which weapon he has equipped. The game determines the physical weapon based on the weapon's attack power, and there are two types: a small pistol and large gun. Any weapons with an attack power of 0 to 6 will be displayed as a small pistol (Zip Gun, Beretta, Colt L36, Fichetti, Warhawk). Any weapons with an attack power of 7 or higher will show up as the large gun (Shotgun, Uzi, Assault Rifle, Assault Cannon).

(Firing Rate): All weapons have the same maximum firing rate. The specific times are listed under the "Boosted Reflexes" part of the "Cyberware" section below. As noted, automatic weapons have the property of being able to fire at maximum rate through only holding down the firing button. It is hard to reach the maximum for non-automatic weaponry without a turbo controller, but it is possible.

=====
WEAPONS CHART
=====

| Weapon Name | Required Strength | Attack Power | Accuracy Rating | Weapon Type | Price (Nuyen) |
|--------------------------|-------------------|--------------|-----------------|-------------|---------------|
| Zip Gun | 1 | 3 | 0 | Light | ---- |
| Beretta 101T Pistol | 1 | 3 | 1 | Light | [200] |
| Colt American L36 Pistol | 1 | 3 | 1 | Light | 500 (OT) |
| Fichetti Light Pistol | 1 | 4 | 1 | Light | 2,000 (OT) |
| Ares Viper Heavy Pistol | 2 | 4 | 2 | Heavy | 4,000 (OT) |

| | | | | | |
|------------------------|---|----|-----|-------|-------------|
| | | | | | 3,000 (DB) |
| Ruger Warhawk Pistol | 3 | 6 | 2 | Heavy | 9,000 (OT) |
| Defiance T-250 Shotgun | 4 | 8 | 2 | Heavy | 15,000 (OT) |
| | | | | | 12,000 (DB) |
| Uzi III SMG | 4 | 8 | 3 | Auto | 30,000 (DB) |
| HK227 Assault Rifle | 5 | 10 | 2 | Heavy | 24,000 (DB) |
| AS7 Assault Cannon | 5 | 20 | 6 | Heavy | 40,000 (DB) |
| Grenade | 1 | 13 | --- | ----- | See below |

Zip Gun

You are given this gun if you are unequipped and don't have a weapon in your inventory when being brought to the Caryards by Glutman. It's a poor substitute for the Beretta 101T due to its lower accuracy rating.

Beretta 101T Pistol

You can find this pistol by following the Decker who approaches you as soon as you leave the morgue. After hearing a scream, walk forward and the gun will be laying on the ground near his body. This is the best gun that you can get until Old Town, and should be good enough to carry you through a few Arena fights. You can prolong its usefulness by raising the Firearms skill, which will have a noticeable impact on the frequency with which you hit enemies.

Colt American L36 Pistol

This gun can be purchased from the Weapon Shop in Old Town. Its stats are identical to the Beretta, so buying this gun is a waste, unless you are upgrading from the Zip Gun and don't have enough nuyen for anything better.

Fichetti Light Pistol

The Fichetti can be purchased from the Weapon Shop in Old Town. It's a slight step up from the Beretta, but nothing that will really speed up your killing rate. You're better off saving the 2,000 Nuyen for something more useful.

Ares Viper Heavy Pistol

This gun can be purchased from the Weapon Shops in both Old Town and Dark Blade. The damage is still not much of a step up from the Beretta, but you will notice your shots hitting more often. Still, there probably isn't a time when this gun is ever worth buying.

Ruger Warhawk Pistol

The Ruger Warhawk can be purchased from the Weapon Shop in Old Town. The Warhawk is probably the first gun with which you will notice a significant

improvement over the Beretta. It is twice as powerful as your starting weaponry and has a good hit rate. It's also fairly cost effective, and will be a good substitute if you're really in need of an upgrade but can't afford the Shotgun.

Defiance T-250 Shotgun

The Shotgun can be purchased from the Weapon Shops in both Old Town and Dark Blade. This gun is a noticeable step up from anything else available in Old Town and will greatly increase your killing rate. You could probably get by most of the game without having to upgrade from the Shotgun again. It's more affordable if you wait to buy it at Dark Blade, but, by that time, you've missed out on most of the opportunities where its power would come in useful. You should try to save up enough so that this gun is your first upgrade.

Uzi III SMG

The Uzi III can be purchased from the Weapon Shop at Dark Blade Mansion. There is a good deal of debate about the usefulness of this gun. Its damage level is the same as the Shotgun and its accuracy is higher, but the main advantage it has is the automatic trigger. While all guns have the same maximum firing rate, unless you are using a turbo controller, it's probably not possible to fire the other weapons at the same speed as the Uzi. In this case, it is capable of dealing out damage at a much faster rate than any weapon before it. However, this is a very hard sell at 30,000 Nuyen. Your money would be much better spent on the Boosted Reflexes with the Shotgun. The accuracy difference can be made up with a single point in Firearms.

HK227 Assault Rifle

The Assault Rifle can be purchased from the Weapon Shop at Dark Blade Mansion, but it is only available after you have defeated the Jester Spirit. The Assault Rifle isn't a bad deal at 24,000 Nuyen, as it is a step up in damage from anything available before it. By the time it's available, you'll likely be facing foes with decent armor ratings, so the added damage should be quite noticeable. You probably could get by without this gun, but, if you have the nuyen at the time, it's a good purchase.

AS7 Assault Cannon

This gun can be purchased from the Weapon Shop at Dark Blade Mansion, but it is only available after you have defeated Drake. The Assault Cannon is, by far, the best weapon in the game. Its damage and accuracy are roughly double even the next best guns, and most enemies won't survive more than 1-2 shots from it. It's unfortunate that this gun comes as late in the game as it does, but you should still save up and purchase it as soon as it becomes available. The damage potential is simply unparalleled.

Grenades

These are purchased from several different places: Business Man in Tenth Street Area (100 nuyen), the Old Town Weapon Shop (100 nuyen), or the Dark Blade Weapon Shop (80 nuyen). The maximum number of grenades you can hold at a single point is 6. Grenades aren't equipped, as other guns are; they are used individually like items. When you use a grenade, the game pauses while you

select a target. You can only throw the grenade at an object that has a name label at the bottom. Grenades also do splash damage to nearby targets, including Jake. Grenades have a 100% accuracy rating, but some enemies are immune to them, including most bosses and many of the Arena fighters.

Despite the low cost and decent attack power, Grenades aren't extremely useful. They are ineffective on most bosses, and the small carrying limit impedes their usage against regular enemies. Grenades are also useless on enemies that move around quickly, as the target will be outside the explosion area by the time the grenade arrives. They are also useless against melee enemies that attack Jake from close up, as using a grenade in this situation will damage you as well. About the only point in the game where grenades might have some use would be in the Rust Stilettos stage. Even then, the benefit is only marginal.

=====
ARMOR TERMS
=====

Armor Name: This is the full name of the armor as it appears in the instruction manual. The game often uses shortened versions of these names.

Required Strength: This is the minimum amount of Strength that Jake needs to use the armor. Strength requirements less than 3 are pretty meaningless to Jake, as his strength will never be lower than 3. These totals are useful when you consider upgrading the Shadowrunners' armor.

Defense Rating: This value determines the protection that each piece of armor affords you. The defense values are used in the damage calculation listed in the top part of this section. Basically, each point in defense reduces the maximum damage you can receive by one point. If your defense exceeds the enemy's attack power, you will not suffer any damage. Note that the required strength levels are always the same as the defense rating of the armor.

Price: This is the listed price for each armor at the weapon shop. The location(s) of each armor is given in the description section after the table. If the armor is available in more than one place, both prices are indicated. The notations for the weapon shops are: OT (Old Town Weapon Shop) and DB (Dark Blade Weapon Shop). If a price appears in brackets [], that is the sell price, meaning the armor cannot be purchased.

=====
ARMOR CHART
=====

| Armor Name | Required Strength | Defense Rating | Price (in Nuyen) |
|------------------|-------------------|----------------|------------------|
| Leather Jacket | 1 | 1 | [1000] |
| Mesh Jacket | 2 | 2 | 5,000 (OT) |
| Bulletproof Vest | 3 | 3 | 8,000 (DB) |

| | | | |
|--------------------------|-------|-------|-------------|
| Fully Concealable Jacket | 4 | 4 | 13,000 (DB) |
| ----- | ----- | ----- | ----- |
| Partial Body Suit | 5 | 5 | 20,000 (DB) |
| ----- | ----- | ----- | ----- |
| Full Body Suit | 6 | 6 | 30,000 (DB) |
| o-----o | | | |

Leather Jacket

You find this armor by searching the Orc at the beginning of the game, on the same screen you find the Beretta Pistol. Its defensive power isn't impressive, but you don't really have any other options at that point. It does help to lessen the damage taken from most enemies in the first stage, however, which will prolong your life while your Body attribute is still fairly low.

Mesh Jacket

You can purchase this at the Old Town Weapon Shop or find it in the Conference room at the Dark Blade mansion. There is no difference at all between the two armors, despite the fact that the Weapon Shops refuse to buy the found version. By the time it's first available to you, it's a noticeable improvement over the Leather Jacket. It will reduce almost all damage from Peepholes and the basic enemies to 1 or 2, with no damage occurring half the time. The Mesh Jacket will be the best armor available for the first 2/3 of the game.

Bulletproof Vest

This armor is sold at the Dark Blade Weapon Shop, but, despite it having its own case and a price, it is never available. This could be a bug, or it could just be that this armor isn't meant to be purchased.

Fully Concealable Jacket

This armor is sold at the Dark Blade Weapon Shop, but it isn't available until the first time you have reached the roof of Drake Tower. This is somewhat counter-intuitive, as you wouldn't normally clear the Drake building until after defeating the Jester Spirit, at which time a better armor is available anyway. So, if you want the extraprotection during the trip to the Rat Shaman and into Bremerton, you'll need to scale the Drake Tower first, which is no small task since you haven't learned Invisibility yet. That being the case, you can probably live without this armor upgrade.

Partial Body Suit

This armor is sold at the Dark Blade Weapon Shop, but it isn't available until after you have defeated the Jester Spirit. By that time, it is a much needed upgrade. Combine this with the Dermal Plating that becomes available at the same time and Jake will take next to no damage from most enemies in the game.

Full Body Suit

This armor is sold at the Dark Blade Weapon Shop, but it isn't available until after you have defeated Drake. It adds an extra point of defense, which will help make Jake next to invincible against nearly all the game's enemies.

Despite that, it isn't too big of a step up from the Partial Body Suit. Still, at that point in the game, you should probably purchase it if you have the nuyen, buy only after you have upgraded your weaponry.

=====
4. C Y B E R W A R E
=====

SR1D

The following section lists the available cyberware in the game. Cyberware is equipment and/or programming that helps augment Jake's natural abilities. All cyberware is either purchased from Dr. Maplethorpe or given to you at the start of the game. Any triggers that are required for certain pieces to be available or function are also listed.

HEAD COMPUTER

=====

Price: None

Availability: Start with it

The Head Computer allows Jake to download and process information from the Matrix. At the start of the game, Jake's Head Computer is protected with a Cortex Bomb, which prohibits the transfer of information either into or out of the Matrix. Jake will need to have the Cortex Bomb disarmed by a Street Doc before he can log into computers. Aside from this point, the Head Computer does not play a direct role.

DATAJACK

=====

Price: None

Availability: Start with it

The Datajack is the physical connector in Jake's head that allows him to enter the Matrix. Until Jake has the Cortex Bomb disarmed from his Head Computer, he cannot use the Datajack to log into computers. Once the bomb is removed, Jake need only select his cyberdeck and connect this to a computer terminal to access the Matrix; the cyberdeck is automatically linked into Jake's Datajack. Aside from this indirect role, the Datajack has no purpose in the game.

SKILL SOFTWARE

=====

Price: 3,000 Nuyen

Availability: The first time you visit Dr. Maplethorpe

The Skill Software teaches Jake the Leadership ability, which extends the amount of time a hired Shadowrunner will remain in your party. The exact specifics of the Leadership ability are described in the "Attributes and Skills" section above.

The price of Skill Software is fairly steep, so it doesn't make much sense to invest in it unless you really plan on using Shadowrunners fairly often. If you do hire frequently, however, this item will greatly extend the life of each runner and pay for itself after a few hires, once the Leadership skill is boosted.

BOOSTED REFLEXES

=====

Price: 15,000 Nuyen

Availability: The first time you visit Dr. Maplethorpe

Boosted Reflexes (which are displayed as Wired Reflexes on your cyberware screen) increase Jake's firing rate. Note that the maximum firing rate of all guns is the same both before and after purchasing this item. The exact firing rates are as follows:

| Cyberware Status: | Weapon Firing Rate |
|---------------------------|--------------------|
| ===== | ===== |
| Without Boosted Reflexes: | 1.8 shots / second |
| With Boosted Reflexes: | 2.6 shots / second |

Note that Boosted Reflexes only affect firing rate, and not damage or accuracy. Also, note that the above times are maximums. They are possible using either an automatic weapon (Uzi III) or a turbo controller, but may be slower if you are firing manually.

The Boosted Reflexes are one of the best deals in the game, and should be purchased as soon as possible. The ability to deal damage nearly 45% quicker is one of the greatest ways to improve your offense, and will be noticeable with any gun you use.

DERMAL PLATING

=====

Price: 6,000 Nuyen

Availability: After defeating the Jester Spirit

The Dermal Plating (which is displayed as Dermal Armor on your cyberware screen) provides Jake with added defense over whatever protection his current armor gives him. Specifically, the Dermal Plating adds 2 points to Jake's Defense. So, for example, if Jake is equipped with the Mesh Jacket, his defense will jump from 2 to 4 once the Dermal Plating is purchased.

The Dermal Plating is another worthwhile purchase. Two points of added defense for just 6,000 nuyen is a clear bargain. With this piece of cyberware equipped, Jake will likely take zero damage from most of the street enemies in the game. It also helps give you much needed protection when scaling the Drake Tower and fighting through the Volcano.

5. M A G I C

SR1E

=====

The following section lists all the spells in the game, their effects, and any special properties that they possess. The required items mentioned are the ones that you will need to take to the Dog Spirit in order to learn the given spell. You cannot learn any spells until you have learned the Heal spell first, regardless of whether or not you have the needed items.

For spells which do damage, the damage calculation performed is the same as the one weapons described in the previous. Offensive magic has a 100% accuracy rating but is still reduced by armor. For spells that have time durations, all times mentioned are accurate to within 0.2 seconds. The game doesn't actually use real time in determining spell lengths -- it uses frames. Therefore, all

the time durations are approximations.

HEAL

=====

Required Items: Dog Collar, Magic Fetish, Leaves

This is the first spell you get in the game, regardless of whether you have the items for any subsequent spells. Learning Heal also gives you the Magic attribute. The effects of the Heal spell are straight-forward: it restores the HP of you or your allies when used. It heals for a fixed amount each time, and the healing power goes up with each spell level. The chart below shows the healing effects and MP usage at every level:

```
o-----o
| Spell | MP   | HP   |
| Level | Usage | Restored |
|=====|=====|=====|
|  1   |  5   |  15  |
|  2   |  6   |  30  |
|  3   |  7   |  45  |
|  4   |  8   |  60  |
|  5   |  9   |  75  |
|  6   | 10   |  90  |
|=====|
|HP Restored = 15 * Spell Level|
|MP Usage = 4 + Spell Level   |
o-----o
```

Heal is one of the most valuable spells in the game. Its usefulness scales very quickly, so you should try to pump up the spell level as soon as possible. Keep in mind when using this spell that it takes a short time to cast and restore your HP, at which point Jake can still take damage from enemies. To prevent the possibility of being stun-locked and killed before this spell heals you, try to cast this spell before your HP fall below 20% of their maximum.

POWERBALL

=====

Required Items: Paperweight, Ghoul Bone

The Powerball spell fires a magical orb that targets a single enemy. The Powerball hits its target every time, with the potential to also damage any targets within the explosion area. The damage calculation for the Powerball is exactly the same as the calculation for physical damage in the previous section, meaning the target's defense will reduce the damage. If Jake is close enough to the target, he can also suffer damage.

The Powerball does a different amount of damage when used either up-close or from afar. Up-close is defined as near enough that the explosion also hits Jake, with everything else being from afar. The stats for Powerball go as follows:

```
o-----o
| Spell | MP   | "Far" | "Near" |
| Level | Usage | Damage | Damage |
|=====|=====|=====|=====|
|  1   |  5   |  6   |  12  |
|  2   |  6   | 12   |  12  |
|  3   |  7   | 18   |  12  |
```

| | | | |
|------------------------------|----|----|----|
| 4 | 8 | 24 | 12 |
| 5 | 9 | 30 | 12 |
| 6 | 10 | 36 | 12 |
| ===== | | | |
| Far Damage = 6 * Spell Level | | | |
| Near Damage = 12 | | | |
| MP Usage = 4 + Spell Level | | | |
| o-----o | | | |

Whether it's due to a bug or not, the near damage is the same at all levels, and actually exceeds the far damage at level 1.

The Powerball spell has the potential to do significant damage at higher levels. Its attack power far exceeds even the Assault Cannon, and it is possible to inflict heavy damage on highly armored bosses, like Drake. Unfortunately, Powerball has a few serious drawbacks that make it nearly useless in the game. The spell is prone to the same random effects as physical damage, meaning a level 6 Powerball is just as likely to hit for 1 damage as it is to hit for 36 damage. The damage at lower levels is less than several guns, meaning the spell is quite useless then. Even at higher levels, the spell takes away too many MP and fires too slowly to be used against normal enemies. On bosses, spells like Invisibility and Freeze are much more efficient. Overall, Powerball is probably the least useful spell in the game.

INVISIBILITY
=====

Required Items: Potion Bottles (filled with Clean and Dirty Water)

The Invisibility spell prevents enemies from either seeing or attacking you. Jake can still suffer damage while invisible, but it is rare since nothing will actively target him. If you have any Shadowrunners, you will need to separately cast this spell on each one. Increasing the spell level of Invisibility raises the time duration that the spell lasts. The chart below shows the times and MP consumption at each spell level:

| | | | |
|---------------------------------|-------|------------|--|
| o-----o | | | |
| Spell | MP | Time | |
| Level | Usage | Duration | |
| ===== | | | |
| 1 | 5 | 5 seconds | |
| 2 | 6 | 10 seconds | |
| 3 | 7 | 15 seconds | |
| 4 | 8 | 20 seconds | |
| 5 | 9 | 25 seconds | |
| 6 | 10 | 30 seconds | |
| ===== | | | |
| Time Duration = 5 * Spell Level | | | |
| MP Usage = 4 + Spell Level | | | |
| o-----o | | | |

Invisibility is one of the most valuable spells in the game, and its usefulness goes up noticeably with each added spell level. Its ideal use is in areas where Jake is being rapidly attacked by several targets, like the floors in both the Drake and Aneki buildings. It's also a great spell to cast when you are being constantly stun-locked by the enemies, as can happen when facing the Sentry Guns and Troll Deckers. There is a limit to the usefulness of this spell, however. Some enemies will still be able to see and/or indirectly damage Jake, with the main example being the Drake fight. Regardless, Invisibility is still one of the most indispensable spells in the game.

FREEZE

=====

Required Items: Black Bottle (filled with Octopus Ink), Mermaid Scales

The Freeze spell encases a block of ice around a single target, completely halting that target's actions. While frozen, the target is still susceptible to physical and magical damage. Increasing the spell level of Freeze extends the time duration that the target stays frozen. You will notice that the ice block begins to flash exactly 2 seconds before it wears off, signally the end of the spell's effects. You can have no more than 4 frozen targets on the screen at one time. The stats for Freeze go as follows:

```
o-----o
| Spell |   MP   |   Time   |
| Level | Usage  | Duration  |
|=====|
|   1   |    5   | 5 seconds |
|   2   |    6   | 10 seconds|
|   3   |    7   | 15 seconds|
|   4   |    8   | 20 seconds|
|   5   |    9   | 25 seconds|
|   6   |   10   | 30 seconds|
|=====|
|Time Duration = 5 * Spell Level |
|MP Usage = 4 + Spell Level      |
o-----o
```

Freeze is a great spell in limited roles, but not effective enough to be used routinely. It's probably the single best spell to cast on Drake, and has uses on tough, single enemies that you encounter (like the Troll Deckers or the later Arena fights). However, the ability to freeze a single target is not all that useful in most parts. Freeze doesn't do all that much when confronted with a large group of enemies, which happens quite commonly. This spell is worth getting and raising to level 6, but there are definitely better choices for most situations in the game.

SUMMON SPIRIT

=====

Required Items: Dog Tags, Dog Collar

When cast, Summon Spirit will unleash a small dog spirit to quickly strike all enemies. The damage each hit does is analogous to Powerball, and it is calculated using the same damage formula that is described in the "Weapons & Armor" section above. Summon Spirit attacks will never miss, and the caster does not need to select a specific target to use the spell. The chart below lists the damage and MP consumption for this spell:

```
o-----o
| Spell |   MP   |   Damage   |
| Level | Usage  | (all enemies) |
|=====|=====|=====|
|   1   |   10   |    6       |
|   2   |   12   |   12       |
|   3   |   14   |   18       |
|   4   |   16   |   24       |
|   5   |   18   |   30       |
|   6   |   20   |   36       |
```

```

|=====|
|Damage = 6 * Spell Level      |
|MP Usage = 2 * (4 + Spell Level) |
o-----o

```

Along with Powerball, this is one of the two offensive spells in the game. Summon Spirit has a few advantages, namely that it can hit multiple enemies and doesn't need to be targeted, but it also suffers from several drawbacks. Most annoyingly, this spell has a noticeable casting delay once you've elected to attack. This more than cancels out any time that's saved by not having to target an enemy. Additionally, the MP consumption of this spell is so outrageously high that it deters using it at any level. Summon Spirit can be useful in Drake Tower or other areas with high density of enemies, but other spells like Invisibility are much better choices.

ARMOR

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Required Items: Mermaid Scales, Serpent Scales

The Armor spell places a rotating shield around your character when cast, which adds 30 points to your defense for a short time. You can have up to 4 rotating shields at any one point, for a total of +120 defense. Since nothing in the game has an attack power of more than 30, casting the armor spell once is "effective" invincibility. There isn't any added benefit from having more than one shield active at a time, as the protection is redundant. Raising Armor's spell level increases the duration of time that the invincibility will last. The stats for Armor are listed below:

```

o-----o
| Spell | MP   | Time   |
| Level | Usage | Duration |
|=====|
|  1   |  5   | 5 seconds |
|  2   |  6   | 10 seconds |
|  3   |  7   | 15 seconds |
|  4   |  8   | 20 seconds |
|  5   |  9   | 25 seconds |
|  6   | 10   | 30 seconds |
|=====|
|Time Duration = 5 * Spell Level |
|MP Usage = 4 + Spell Level      |
o-----o

```

On the surface, Armor seems like it should a great spell. Granted, the ability to eliminate all damage is very good, but this spell has no major advantages over Invisibility. Additionally, when using this spell in an area with many enemies, you will still be stun-locked by attacks, meaning it's very difficult to return fire, move around, or perform any other actions. Again, Invisibility avoids this problem. You also get the Armor spell much too late in the game for it to be of any real use in most situations. This spell isn't a bad one, but its job is performed better by Invisibility.

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6.  I T E M S                                     SR1F
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The following section contains a full list of all the items in the game, the

location in which the item is found, a description of the item's usage, and anything else noteworthy about the specific item. Note that the locations mentioned come from the Locations Chart at the beginning of the Appendix.

- Black Bottle** Purchased at the Old Town Talismans Shop for 6,000 nuyen. The Black Bottle is used to hold the pool of ink, which is left after you defeat the Octopus in the Octopus Warehouse at the docks. The Black Bottle filled with ink is one of the required items for learning the Freeze spell.
- Broken Bottle** Found in the safe of Basement 1 in Bremerton, which is opened using the Safe Key. The Broken Bottle is a shattered bottle of toxic dissolver. It is a junk item and does nothing. Note that this item will show up as "Green Bottle" before you pick it up.
- Bronze Key** Found in bookshelf against the top wall of the Dark Blade Conference Room. This key unlocks the Bronze Gate leading into the Dark Blade catacombs. The Bronze Key disappears from your inventory the first time you go to the Drake Volcano.
- Credstick** Found in the filing cabinets of the Morgue once the Mortician has unlocked them. The Credstick lets you use Video Phones. Just select this item and choose to use it on a Video Phone once the hand icon appears. Using the Credstick does not consume any nuyen, unlike the name suggests.
- Crowbar** Dropped by one of the Ferocious Orcs that enters through the doorway in the front room of the Rust Stilettos hang out. The Crowbar's sole use is to open the rusted door on the top level of Outer Ship 1 in Bremerton. The correct door is the one farthest to the left side of the upper level. The Crowbar does not open any other (rusted) doors besides that one. The Crowbar disappears from your inventory the first time you go to the Drake Volcano.
- Cyberdeck** Found at the computer console in Glutman's office in Tenth Street. Cyberdecks are the keyboard-like tools used to jack into the Matrix. To enter a computer, select the Cyberdeck, then point to a computer using the hand icon. Note that not all computers are accessible; the ones that Jake can enter have a "Computer" label box appear when you hover the hand icon over them. Even then, the computer console needs to be a valid type for Jake to be able to access it. Until Jake has the Cortex Bomb in his head removed, he will get an error message when trying to log into the Matrix.
- If you hire a Decker Shadowrunner, put the hand icon over him and choose to Examine. Now, go to his item menu and select the cyberdeck. When the hand appears, point to the computer the same way you would when using Jake's. You will have control over the Decker once inside the Matrix, and the HP and Computer values used will belong to the Shadowrunner.
- Detonator** Found in the safe of Basement 1 in Bremerton, which is opened using the Safe Key. The Detonator is one of the two

components needed to construct the Time Bomb. Once you have both the Detonator and Explosives in your inventory, the two items will automatically turn into the Time Bomb.

- DF_AN-ANTI-AI Obtained from hacking into the computer on Floor 2R of the Aneki Building. The file describes the preparations made by Aneki to secure the Anti-AI program. The file reads: "The security on the sixth floor has been upgraded. The AI is now heavily guarded. Armitage will meet his end attempting such foolishness. The Matrix is ours to control! Aneki."
- DF_AN-PAYMENT Obtained from hacking into the computer on Floor 2R of the Aneki Building. This file describes the payment arrangements between Drake and Aneki for securing the Matrix AI program. The file reads: "Withhold payment of 10,000,000 nuyen to Drake's Account until we can be assured of the AI's safety. They have served little protection when there is so much at stake! Aneki."
- DF_BADNEWS Obtained from hacking into the Computer in Glutman's office. This file describes the plan to deliver the Anti-AI program within Jake's head computer and the suspicion that he did not survive Drake's hit men. The file reads: "No sight of your courier. Word on the street is that he got to Matrix Systems just before they were permanently shut down. Drake then sent a hit squad after him. Glutman."
- DF_DR 1-4 Obtained from hacking into the computer on the far right side of the Drake Tower, 2nd floor. This is a file fragment. Once you have all four DF_DR fragment files, they turn into the DF_DR-MATRIX and DF_DR-VOLCANO files.
- DF_DR 2-4 Obtained from hacking into the computer of the left side of the floor or Drake Tower, 3rd floor. This is a file fragment. Once you have all four DF_DR fragment files, they turn into the DF_DR-MATRIX and DF_DR-VOLCANO files.
- DF_DR 3-4 Obtained from hacking into the computer in the cubicle in the center left side of the office of Drake Tower, 4th floor. This is a file fragment. Once you have all four DF_DR fragment files, they turn into the DF_DR-MATRIX and DF_DR-VOLCANO files.
- DF_DR 4-4 Obtained from hacking into the computer on the far right side of Drake Tower, 5th floor. This is a file fragment. Once you have all four DF_DR fragment files, they turn into the DF_DR-MATRIX and DF_DR-VOLCANO files.
- DF_DB-JESTER Obtained by hacking into the computer on the left side of the Dark Blade Office. This file describes Vladimir's secret plans to use the Jester Spirit and his recourse in case Jester Spirit resists. The file reads: "After meeting with Jester, he agreed to aid us in our plans. He is unaware that if he resists, I know his true name to not be Nirwanda and therefore can bind him to my will. Vladimir."
- DF_DR-MATRIX Appears in your inventory once you have all four DF_DR files. This is a memo sent by Aneki with confirmation of the Anti-AI program and orders to destroy the courier. The file reads: "Matrix Systems have created a program which

could threaten our AI computer. There is also a courier who could still have the program intact in his head computer. Destroy them both! Aneki."

- DF_DR-VOLCANO Appears in your inventory once you have all four DF_DR files. This file discusses Drake's annoyance with his hit men and gives the phone number for reaching him at the Volcano. The file reads: "If I am forced to leave the hideout in order to deal with your incompetence, you will all suffer greatly! Report directly to me. Volcano-233-435. Drake."
- DF_DS-AI END Obtained from hacking into the computer near the bottom of the Center room on Sublevel 3 of the Drake Volcano. This is a memo sent to Drake detailing the completion of the AI computer and Aneki's frustration with Drake's inability to kill Jake. The file reads: "AI computer is nearing completion. Soon we will control the Matrix. Your failure to remove Armitage suggests you are not worthy to command it with us! Aneki."
- DF_DS-AKIMI Obtained from hacking into the computer near the top door of the Center room on Sublevel 3 of the Drake Volcano. This file discusses the danger of Jake teaming up with the Mage, Akimi, and also lists Akimi's phone number. The file reads: "The mage Akimi could pose a threat to the security of the AI. Armitage must not contact her at any lengths. We know only of her net address 748-347. She must be dealt with! Drake."
- DF_DS-FAILURE Obtained from hacking into the computer in the bottom room of Sublevel 1 in the Drake Volcano. This file talks about the Rust Stilettos failure to kill Jake, along with the need for further measures. The file reads: "The Rust Stilettos have failed to fulfill their instructions to destroy Jake Armitage. Other arrangements must be made. Drake Towers."
- DF_DS-PUSHKIN Obtained from hacking into the computer in the bottom room of Sublevel 2 of the Drake Volcano. This memo describes the capture of Pushkin by Drake, and the hopes that he has information about the Anti-AI program. The file reads "Professor Pushkin was delivered alive this morning. He does not possess the ANTI-AI! He is to be detained until we are sure he knows nothing. Drake"
- DF_DS-TARGET Obtained from hacking into the computer near the middle-right of the Center room on Sublevel 3 of the Drake Volcano. This is a memo detailing the heightened importance of killing Jake Armitage. The file reads: "The following target is moved to PRIORITY ONE termination : Jake Armitage. One attempt has already failed! Do not fail me again! Drake."
- DF_MT-AI Obtained from hacking into the computer found in the Vacant Office on the Docks 2 screen. This file was created by Matrix Systems and it details the completion of the Anti-AI program, as well as the course of action for protecting it. The file reads: "Anti-AI program finally complete. Courier is to deliver it to Pushkin. Cortex bomb will be implanted to protect the data. All other copies destroyed. Pushkin."

| | |
|---------------|---|
| Dog Collar | Dropped by the Dog encaged in the fence around the Fountain in the Town Square of Tenth Street. Once the gate is opened, the Dog will run out, bark, and drop the Dog Collar. The Dog Collar is required in order to learn the Heal and Summon Spirit spells. It has no direct use aside from that. |
| Dog Tags | Dropped when you kill the Doggie on the upper deck of Outer Ship 1 at Bremerton. This item is required in order to learn the Summon Spirit spell. It has no direct use aside from that. |
| Door Key | Found by examining the injured man in the first office of the "Seems Familiar" building. Once examined, the key will appear on top of the man and can be picked up. This is the key to Jake's apartment. It opens the third door on the right side of the hallway in his building. Once used, Jake's apartment door remains unlocked for the duration of the game. |
| Explosives | Once the ice has been dumped into the water around the Docks, a Massive Orc will appear on the Boat Harbor screen. Kill him and he will drop the Explosives. The Explosives are one of the two components need to construct the Time Bomb. Once you have both the Detonator and Explosives in your inventory, the two items will automatically turn into the Time Bomb. |
| Ghoul Bone | Dropped randomly by a Scary Ghoul after healing the Injured Shaman in the Tenth Street Crypts. The Ghoul Bone is required in order to learn the Powerball spell. It has no direct use aside from that. |
| Green Bottle | Found in the safe of Basement 2 in Bremerton. Use the Time Bomb to open that safe. The Green Bottle contains Toxic Dissolver, and will kill the two Slimy Toxic Waste enemies guarding the door in Inner Ship 12. Note that it does not kill the other Slimy Toxic Waste found in Inner Ship 9. |
| Iced Tea | Given to you the first time you "Talk" to the bartender in the Grim Reaper club. Give this to the tired Club Patron sitting at the table in the Grim Reaper club. After he has finished the Iced Tea, you can talk to him to learn the following keywords: *Tickets*, *Maria*, *Grinder*, and *Lone Star*. |
| Iron Key | Dropped by the Ferocious Orc who attacks you the first time you enter the Daley Station concourse (one on the right). The Iron key is used to open the door leading into the Front Door of the Rust Stiletto's hang out. |
| Jester Spirit | This item is left after you defeat the Jester Spirit and learn the *Volcano* keyword. The Jester Spirit item summons the Jester Spirit to unleash a potent offensive attack on your enemies. This item only works on Drake, and reduces his HP a fixed percentage until a specific minimum. The percentage of HP taken away vary at different levels of Drake's current HP, but, generally, the higher Drake's HP, the more damage this item will do. |

For example, using the Jester Spirit when Drake has the maximum 250 HP will reduce that total to 70. Using the item when Drake has 100 HP will reduce that total to 40. Using the item when Drake's HP are 30 or less will have no effect on his HP. The best strategy, therefore, is to use this item as soon as you enter the room. Using it also pauses Drake's movement, giving you time to get into position without being attacked.

| | |
|----------------|--|
| Leaves | Given to you by Kitsune the first time you ask her about *Dog*. This item is required in order to learn the Heal spell. It has no direct use aside from that. |
| Lonestar Badge | Purchased from the Business Man in the Business Man building in Tenth Street for 150 nuyen. He offers to sell it when asked about *Lone Star*. This item is a police badge that causes others to believe you are an officer when worn. It's only use is when speaking to the Morgue guys. When wearing the Lonestar badge, they will open the filing cabinets when asked about *Grinder*. Note that you must also have the Shades equipped at this point, otherwise the Morgue guys run away as soon as you are spotted. |
| Magic Fetish | Given to you by the Injured Shaman once you learn the *Magic Fetish* word from Talking to him. You must first heal him by using a Slap Patch. This item is required in order to learn the Heal spell. In addition, this item can be given to Vladimir when you enter the Dark Blade mansion the first time. Doing this, however, is not required. The Magic Fetish has no other use at after that point, so it doesn't matter if you chose to hand it over or not. |
| Matchbox | Jake has this item in his inventory at the start of the game. The Matchbox has the "Wastelands Club" logo, as seen when examined. This is meant to provide a cryptic clue as to Jake's last whereabouts before he ends up in the Morgue. Aside from this small point, the Matchbox has no direct use. |
| Memo | Found on the desk in the office of the "Seems Familiar" man. The memo reads: "Armitage to perform courier run to Matrix Systems. 70-30 split." This is supposed to be a clue about Jake's whereabouts before ending up in the Morgue. This item has no direct use aside from that, and it isn't even necessary to pick it up. |
| Mermaid Scales | Found on the small dock on the bottom portion of the Docks 2 screen, after the Ice has been dumped by the Docks. The Mermaid Scales are required in order to learn the Freeze and Armor spells. Aside from that, they have no direct use. |
| Paperweight | Found in the vacant office in the Glutman building. It is sitting on the desk in the center of the room. The Paperweight is required in order to learn the Powerball spell. It has no direct use aside from that. |
| Password | Dropped by the Gang Leader of the Rust Stilettoes when killed. The password -- "Drake0065" -- is needed to access the elevator computer in the lobby of the Drake building. Knowing the password removes the first node as Jake enters the Matrix. Note that you need to Examine this item in |

order to actually learn the password. The password disappears from your inventory when you first go to the Drake Volcano.

| | |
|----------------|--|
| Password | Obtained from Professor Pushkin in the Drake Volcano after you ask him about *Head Computer*. The password -- "Aneki001" -- is needed to access the elevator computer in the lobby of the Aneki building. Knowing the password removes the first node as Jake enters the Matrix. |
| Potion Bottles | Purchased at the Old Town Talismans Shop for 3,000 nuyen. The Potion Bottles contains a set of two bottles -- one blue and one purple. This item is used to hold both clean and dirty water. The clean water is found in the fountain in the Town Square of the Tenth Street stage. Use the Potion Bottles item, then select the fountain with the hand icon. The dirty water is found after killing the Poison Ooze in Inner Ship 5 at Bremerton. Use the Potion Bottles on the "Toxic Water" which is left behind. Once both bottles are filled, Jake can learn the Invisibility spell by visiting the Dog Spirit. |
| Ripped Note | Found on the desk in Jake's apartment. This paper has Sassie's phone number (Jake's ex-girlfriend). You can learn the number simply by examining the note while on Jake's desk. It is not necessary to pick up the Ripped Note. |
| Safe Key | Dropped by the Ferocious Orc in Basement 1 of Bremerton when killed. The Safe Key opens the safe in the same room in which it's found -- the Safe Room in Basement 1 of Bremerton. |
| Scalpel | Found on one of the trays in the Morgue. The scalpel is used to open the sealed crypt doors in the Tenth Street Graveyard. It will open all four of the crypts. |
| Serpent Scales | Dropped by the (Gold) Naga when killed, found at the end of the long passage on Sublevel 4 of the Drake Volcano. This item is required in order to learn the Armor spell. It has no direct use aside from this. |
| Shades | Found on the small end table in Jake's apartment. Equipping these changes the picture of Jake on the main menu screen. The main purpose of this is so Jake isn't recognized when entering the Morgue. Without them, the two morticians will always run screaming when Jake approaches. Once equipped, the Shades cannot be removed. |
| Slap Patch | One is found in the Morgue. They are also sold by the small boy in the caryards and by Dr. Maplethorpe when you ask either about *Heal*. In both cases, the price is 100 nuyen. The Slap Patch restores 10 HP when used. Jake can hold a maximum of 6. A Slap Patch is also required to heal the injured Shaman in the Crypts. |
| Stake | Purchased at the Old Town Talismans Shop for 2,500 nuyen. The Stake is used to kill the Vampire in the basement of the Dark Blade mansion. In order to use the Stake, Jake must first blind the Vampire by using the Strobes. The Vampire's dialogue changes after each time it is stabbed with the |

Stake and spoken to, until it is killed.

Strobes Given to you by the bartender (left side) in the Jagged Nails club when asked about *Strobes*. To get the *Strobes* keyword, ask other bartender about *Vampires*. The Strobes will blind the Vampire so that you can stab it with the Stake. Before using the Strobes, the Vampire is invincible. If in your inventory when you go to the Drake Volcano, the Strobes will disappear.

Tickets Found in one of the filing cabinets of the Morgue once the mortician has unlocked them. The Tickets are needed to enter The Cage. Give them to the bouncer at the entrance and he will let you enter.

Time Bomb Appears in your inventory once you have both the Explosives and the Detonator. The Time Bomb is used to blow open the safe in Basement 2 of Bremerton. The Time Bomb will harm Jake if he's standing too close, dealing a maximum damage of 20. The Time Bomb disappears from your inventory after it is used.

Torn Paper Falls out of the slab Jake is lying on at the start of the game if he Examines the slab. The Torn Paper says "Warehouse No. 5" on it, which is supposed to be another clue into Jake's chain of events before the start of the game.

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7. S H A D O W R U N N E R S

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SR1G

This section lists all the Shadowrunners in the game, with a full listing of stats, hiring information, and an individual evaluation for each. Note that there are several skills which apply strictly to hiring Shadowrunners: Charisma (number of runners at a single time), Leadership (length of time a runner remains), and Negotiation (price paid for a runner). To see Shadowrunners stats at any time, simply select the hand icon and choose to examine the Shadowrunner. Unlike Jake, these stats cannot be upgraded over time, no matter how many battles the Shadowrunner fights. Note that the terms Shadowrunner and runner are used interchangeably.

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SHADOWRUNNER TERMS

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Description: This is the name that will appear when you select the Shadowrunner using the hand icon. Note that this name sometimes changes after the runner is hired. All names listed are pre-hiring.

Type: There are three main types of Shadowrunners: mercenaries, deckers, and mages. The designations go as follows. If a Shadowrunner uses any spells, it is a mage. If the Shadowrunner possesses a cyberdeck, it is a decker. If a Shadowrunner isn't a decker or mage, it is a mercenary.

Attributes: Each Shadowrunner has the same four basic attributes that Jake does -- Body, Magic, Strength, and Charisma. Each attribute functions the same way it does as described in the "Attributes & Skills" section, with the exception of Charisma, which does nothing on a Shadowrunner.

Skills: Each Shadowrunner is capable of using any skill that Jake can, along with two additional ones -- Armed Combat and Unarmed Combat. Only two of the six possible skills -- Computer and Firearms -- have any effect in the game. Leadership, Negotiation, Armed Combat, and Unarmed Combat are all useless.

Equipment: This is the weapons and armor that the Shadowrunner comes with. Note that while the name of the weapons and armor may match the ones available to you, the characteristics are different. This is why some Shadowrunners have an automatic firing attack with a Shotgun, or a much poorer defense than their armor would imply.

Upgrading your Shadowrunners' equipment is one of the most interesting parts of hiring. Doing so, particularly with the runners' armor, can greatly extend the life and effectiveness of your Shadowrunners. To do so, select the desired weapon and chose to Give it to the Shadowrunner of choice. The runner will thank you, and you can equip it by examining the Shadowrunner and going to the weapon or armor screens, the way you would for Jake.

You should make sure to consider the strength of each runner in advance when thinking about the hiring decision. The requirements are the same for each runner as they are for Jake. If a Shadowrunner is killed, it will still retain whatever weapons and armor you gave it when alive. Note that you can never sell (or select) the Shadowrunners' basic weapons and armor. If you remove the new equipment you give them, they will automatically re-equip their starting weapons and armor.

Spells: Any Mage Shadowrunner will come with a set of spells at fixed levels. Each spell is listed below, along with the spell level. The MP consumption and spell effects are the same as when Jake uses the spells. To select a spell to use, examine the Shadowrunner and go to the Magic menu. This will list all available spells. Now, select a target and the Mage will cast the spell.

Other: If the Shadowrunner is a decker, it will have a datajack and cyberdeck. Those two items are listed in this section.

Location: Each Shadowrunner has a particular place it hangs out before being hired. It will also return to this place when killed or after leaving, with one exception (noted below).

**Offense/
Defense** Attack Power and Defense mean the same for the runners as they do for Jake. Accuracy is a statistic (out of 6) that determines how often shots hit. Firing Rate is measured in shots per second, and it is the maximum (and constant) firing speed for each runner. It is interesting to note that each runner has slightly different firing speeds, all accurate to within 0.2 seconds. The final stat is weapon type, which is one of the following: Light Pistol, Heavy Gun, Automatic, and Magical. Note that the weapon

types have nothing to do with the listed weapon or attack power.

Price: The price of each Shadowrunner varies, and depends both on the particular Shadowrunner and the Negotiation stat. Each individual Shadowrunner has three prices, and they all are listed below, along with the corresponding level of Negotiation needed.

Duration: Shadowrunners stay with you for a fixed period of battles. A battle occurs each time the battle music starts. Once it has been through its battle limit, the Shadowrunner will leave when you enter the next screen. The formula for determining how long a runner will remain is determined by Leadership and the specific Shadowrunner. The exact equation is listed above, under Leadership is the "Attributes and Skills" section. The base duration is the number of battles with zero Leadership, and max duration is the value with a Leadership of 6. Any values in between can be figured using the Shadowrunner Multipliers and the formula in the Leadership section.

Evaluation: Based on all the Shadowrunners' attributes, along with the relative availability of other runners, these are the author's notes and opinions on hiring each runner.

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SHADOWRUNNERS
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The following is a list of all Shadowrunners, including all the vital hiring information, statistics, and evaluations. The Shadowrunners are more or less listed in the order of appearance.

HAMFIST
=====

Description: Orc
Type: Decker

| Attributes | Skills | Equipment | Spells | Other |
|-------------|-----------------|---------------|--------|-----------|
| Body: 3 | Firearms: 1 | T-250 Shotgun | None | Cyberdeck |
| Magic: 0 | Armed Combat: 1 | Mesh Jacket | | Datajack |
| Strength: 4 | Computer: 3 | | | |
| Charisma: 4 | | | | |

Hiring Information

Location: Grim Reaper Club

Attack Power: 5
Accuracy: 2
Defense Rate: 1
Firing Rate: 0.60 shots / second
Weapon Type: Heavy Gun

Price (Negotiation 0-2): 500 Nuyen
Price (Negotiation 3-4): 400 Nuyen

Price (Negotiation 5-6): 300 Nuyen

SR Multiplier: 2

Base Duration: 20 Battles

Max. Duration: 32 Battles

Evaluation

For the price, Hamfist is a very good Shadowrunner. He has the firepower and defense of a mercenary, with the added bonus of being a decker. The main problem with Hamfist is that there is never really a time where it makes sense to hire him other than for a couple of niche tasks. During the first stage, the enemies are not difficult enough to warrant hiring a runner, not to mention that 500 nuyen is rather steep at that point. After the first stage, there are better Shadowrunners available than Hamfist at reasonable prices.

If you do choose to hire Hamfist, a good place to use him is in the Cemetery near the Cage. As you walk around, Hamfist will automatically kill most of the Ghouls that emerge. You can basically sit back and let the karma come your way, at least until his tenure is up. You might need to get involved if more than one Ghoul emerges, but it's hands off for the most part.

Another advantage to hiring Hamfist would be that he can break into the Computer in Glutman's office before you leave Tenth Street, earning you a quick 1,000 nuyen early on. This can be a nice addition at that stage in the game, even given that it only nets out to 500 nuyen when you consider Hamfist's hiring cost.

JANGADANCE

=====

Description: Jamaican

Type: Mage

| Attributes | Skills | Equipment | Spells | Other |
|-------------|-----------------|-----------------|--------------|-------|
| Body: 3 | Firearms: 1 | Fichetti Pistol | Powerball: 2 | None |
| Magic: 4 | Armed Combat: 1 | Mesh Jacket | Heal: 2 | |
| Strength: 3 | Leadership: 1 | | Armor: 1 | |
| Charisma: 3 | Negotiation: 2 | | | |
| | | | | |

Hiring Information

Location: Grim Reaper Club

Attack Power: 4

Accuracy: 1

Defense Rate: 2

Firing Rate: 0.67 shots / second

Weapon Type: Heavy Gun

Price (Negotiation 0-2): 1500 Nuyen

Price (Negotiation 3-4): 1200 Nuyen

Price (Negotiation 5-6): 800 Nuyen

SR Multiplier: 3

Base Duration: 30 Battles
Max. Duration: 48 Battles

Evaluation

Jangadance will be on the phone in the Grim Reaper bar until you learn the *Ghouls* keyword from the punk in the Cage. At pretty much any stage in the game, Jangadance is useless. He is overpriced, underpowered, and has a limited selection of magic. The best time to hire him would probably be for the Rust Stilettos stage, where his Heal and Armor spells would come in useful. Still, you will likely spend most of his already limited MP casting Heal spell on Jangadance himself, as his defense is average and Body stat is very poor. About the only positive is that Jangadance will stay with you for a decent amount of time, but the likely scenario is that he will be killed (or you will want him killed) long before that.

ORIFICE

Description: Large Orc
Type: Mercenary

| Attributes | Skills | Equipment | Spells | Other |
|-------------|-----------------|---------------|--------|-------|
| Body: 4 | Firearms: 4 | T-250 Shotgun | None | None |
| Magic: 0 | Armed Combat: 3 | Mesh Jacket | | |
| Strength: 4 | | | | |
| Charisma: 1 | | | | |

Hiring Information

Location: Sputnik Club

Attack Power: 6
Accuracy: 3
Defense Rate: 1
Firing Rate: 0.53 shots / second
Weapon Type: Automatic

Price (Negotiation 0-2): 500 Nuyen
Price (Negotiation 3-4): 400 Nuyen
Price (Negotiation 5-6): 300 Nuyen

SR Multiplier: 1
Base Duration: 10 Battles
Max. Duration: 16 Battles

Evaluation

Orifice is basically a stronger version of Hamfist, minus the decker skills but with a slightly better attack. For the price, Orifice is a pretty good deal. His biggest drawback, by far, is the short amount of time he remains with you. In all likelihood, he will leave your party well before you get to the point where having him would be useful.

Despite this, Orifice does have some limited use when hired for short jobs as a meat shield. For example, bringing Orifice along after clearing out the Sewers will make your fight against the Rat Shaman very easy. Orifice will likely be killed during the fight, but he will take the attention off of Jake and even inflict some decent damage before he dies. The same strategy would work for clearing out the back room of the Rust Stilettos hideout. You might be able to take him along for other short jobs like this, but his use is quite limited.

DANCES WITH CLAMS

=====

Description: Magic User

Type: Mage

| Attributes | Skills | Equipment | Spells | Other |
|-------------|----------------|-----------|--------------|-------|
| Body: 3 | Leadership: 3 | None | Powerball: 3 | None |
| Magic: 5 | Negotiation: 1 | | Heal: 1 | |
| Strength: 4 | | | Invis: 5 | |
| Charisma: 1 | | | Armor: 1 | |
| | | | S. Spirit: 3 | |

Hiring Information

Location: Sputnik Club

Attack Power: 3

Accuracy: 1

Defense Rate: 0

Firing Rate: 0.50 shots / second

Weapon Type: Magical

Price (Negotiation 0-2): 2000 Nuyen

Price (Negotiation 3-4): 1700 Nuyen

Price (Negotiation 5-6): 1000 Nuyen

SR Multiplier: 1

Base Duration: 10 Battles

Max. Duration: 16 Battles

Evaluation

Dances with Clams is another magic user that you can certainly live without. For the price, he is ridiculously underpowered. His basic damage potential is too poor for words. His defense and HP are also so low that he will be lucky to survive one-on-one battles with Peepholes. On top of this, Dances with Clams only stays with you for a very small period of time, meaning any money spent hiring him will likely be wasted before you can get any use out of him. On the positive side, his price does decrease quite dramatically as your Negotiation skill increases.

Dances with Clams does has a few strong points, namely his high level Invisibility spell and his decent strength rating. You could conceivably give Dances with Clams the Fully Concealable Jacket, which would raise his defense enough to help him survive many of the places you could take him. You could also hire him for short periods and just use him for his Invisibility spell.

This might come in handy in the Rust Stilettos hideout, as being invisible will make you impervious to damage. Still, this is a stretch, as much better Shadowrunners are available by that time. Dances with Clams' MP are not high enough to cast that spell more than 5 times, and this is only if he makes it there alive (or doesn't leave first). Save the nuyen and pass on Dances with Clams, as he is probably the worst Shadowrunner in the game.

JETBOY

=====

Description: Decker

Type: Decker

| Attributes | Skills | Equipment | Spells | Other |
|-------------|-----------------|----------------|--------|-----------|
| Body: 3 | Firearms: 2 | Beretta Pistol | None | Cyberdeck |
| Magic: 0 | Armed Combat: 1 | Mesh Jacket | | Datajack |
| Strength: 3 | Computer: 3 | | | |
| Charisma: 1 | | | | |

Hiring Information

Location: Wastelands Club

Attack Power: 3

Accuracy: 1

Defense Rate: 1

Firing Rate: 0.50 shots / second

Weapon Type: Light Pistol

Price (Negotiation 0-2): 1000 Nuyen

Price (Negotiation 3-4): 900 Nuyen

Price (Negotiation 5-6): 800 Nuyen

SR Multiplier: 4, 5

Base Duration: 40 Battles

Max. Duration: 70 Battles

Evaluation

Jetboy is a decker with average hacking skills and poor offensive and defensive abilities. There really isn't any point where it makes sense to use Jetboy. None of the Computers you can enter in the first 2/3 of the game are hard enough that Jake will need a runner, and, if used in any of the later stages, Jetboy will be killed in the Matrix. This, of course, is assuming he even makes it that far. About the only highlight is the length of time that Jetboy stays with you, but, again, it's more likely that he will be killed before then. In nearly every regard, Hamfist is a better decker.

Jetboy does have one interesting use that may justify hiring him. If you take him to the Rust Stilettos hideout and he is still alive when the Gang Leader is killed, he will find 2,000 nuyen. No other Shadowrunner will do this. This is a very nice find that more than covers the cost of hiring him. If you do go this route, be sure to kill all other enemies except the Gang Leader before returning with Jetboy. This will minimize the chance that he is killed by other enemies before you can take down the Gang Leader.

NORBERT

=====

Description: Dwarf

Type: Mercenary

| Attributes | Skills | Equipment | Spells | Other |
|-------------|-------------|-------------|--------|-------|
| Body: 6 | Firearms: 8 | Uzi III | None | None |
| Magic: 0 | | Mesh Jacket | | |
| Strength: 5 | | | | |
| Charisma: 2 | | | | |

Hiring Information

Location: Wastelands Club

Attack Power: 6

Accuracy: 3

Defense Rate: 1

Firing Rate: 1.77 shots / second

Weapon Type: Automatic

Price (Negotiation 0-2): 2000 Nuyen

Price (Negotiation 3-4): 1800 Nuyen

Price (Negotiation 5-6): 1500 Nuyen

SR Multiplier: 4, 5

Base Duration: 40 Battles

Max. Duration: 70 Battles

Evaluation

Norbert is the tops among the trio of mercenaries for hire at the Wastelands Club. His damage, accuracy, and firing rate are all tops among mercenaries. Norbert has a decent Body rating and below average defense, placing him in the middle of the group as far as survivability goes. His price tag is a bit steeper than the others, but he will stay around for an incredibly long time, allowing you to keep him through several whole sections of the game.

One other point to note about Norbert is that his strength is at level 5, which allows him to use all but the most powerful equipment. If you give Norbert the Assault Rifle and Partial Body Suit, he should be able to survive almost any part of the game and will quickly become the most powerful Shadowrunner. Overall, if you are going to hire a Shadowrunner for added offense, you can't go wrong with Norbert. His usefulness increases even more if added to a team of Shadowrunners.

FROGTONGUE

=====

Description: Orc

Type: Mercenary

| Attributes | Skills | Equipment | Spells | Other |
|-------------|-----------------|------------------|--------|-------|
| Body: 7 | Firearms: 8 | Assault Rifle | None | None |
| Magic: 0 | Armed Combat: 5 | Bulletproof Vest | | |
| Strength: 5 | | | | |
| Charisma: 1 | | | | |

Hiring Information

Location: Wastelands Club

Attack Power: 6
Accuracy: 2
Defense Rate: 3
Firing Rate: 0.93 shots/second
Weapon Type: Heavy Gun

Price (Negotiation 0-2): 1500 Nuyen
Price (Negotiation 3-4): 1200 Nuyen
Price (Negotiation 5-6): 1000 Nuyen

SR Multiplier: 3
Base Duration: 30 Battles
Max. Duration: 48 Battles

Evaluation

The three best Mercenaries in the game are all found at the Wastelands Club, and Frogtongue ranks very highly among them. Overall, he is one of the best Shadowrunners you can hire, both in terms of offense and defense. He is strong enough to inflict heavy damage on even armored opponents, he has an above average firing rate, and his defense and Body are high enough that he can survive any area that doesn't involve heavy, concentrated fire (like in the two towers or the back room of the Rust Stiletto's hangout). Frogtongue will also stay with you for a while, so keep him healed to get the most out of him. In addition, his strength stat of 5 allows him to use the Assault Rifle and Partial Body suit, both of which would greatly enhance his abilities. If you are going to hire a Shadowrunner, you can't go wrong with Frogtongue.

ANDERS

Description: Mercenary
Type: Mercenary

| Attributes | Skills | Equipment | Spells | Other |
|-------------|-------------------|-------------|--------|-------|
| Body: 5 | Firearms: 10 | Uzi III | None | None |
| Magic: 0 | Unarmed Combat: 6 | Mesh Jacket | | |
| Strength: 5 | Armed Combat: 6 | | | |
| Charisma: 1 | | | | |

Hiring Information

Location: Wastelands Club

Attack Power: 5
Accuracy: 2
Defense Rate: 1
Firing Rate: 0.73 shots / second
Weapon Type: Automatic

Price (Negotiation 0-2): 1000 Nuyen
Price (Negotiation 3-4): 900 Nuyen
Price (Negotiation 5-6): 800 Nuyen

SR Multiplier: 2
Base Duration: 20 Battles
Max. Duration: 32 Battles

Evaluation

Anders's main focus is offense, but he is the least powerful of the Wastelands' mercenaries. Given his weaponry and list of skills, Anders does not fire nearly as fast as you might like, meaning his damage potential is less than it otherwise could be. Anders is quite cheap, but he doesn't stay with you for very long. His Body rating and Defense are also average, which might make battles too close for comfort at times.

If you are going to hire him late into the game, you might benefit from upgrading his armor, which will increase his usefulness quite a bit. Like Frog tongue, Anders is not good in areas where there is heavily concentrated firepower. Try to avoid using him in those situations, and he should last for quite a while. While probably not the best choice for a single runner, Anders makes a decent supporting addition to a team of Shadowrunners if that is your hiring strategy.

KITSUNE

=====

Description: Kitsune
Type: Mage

| Attributes | Skills | Equipment | Spells | Other |
|-------------|----------------|-----------|--------------|-------|
| Body: 5 | Leadership: 1 | None | Powerball: 4 | None |
| Magic: 17 | Negotiation: 3 | | Heal: 6 | |
| Strength: 1 | | | Invis: 2 | |
| Charisma: 7 | | | S. Spirit: 5 | |
| | | | | |

Hiring Information

Location: Jagged Nails

Attack Power: 3
Accuracy: 0
Defense Rate: 0
Firing Rate: 0.47 shots / second
Weapon Type: Magical

Price (Negotiation 0-2): 3000 Nuyen
Price (Negotiation 3-4): 2700 Nuyen
Price (Negotiation 5-6): 2400 Nuyen

SR Multiplier: 3
Base Duration: 30 Battles
Max. Duration: 48 Battles*

Evaluation

Kitsune is a flirt and a decent magic user. She actually has a fairly useful array of spells, with particular attention to her level 6 Heal spell. Kitsune's MP are also high enough to allow her active usage of these spells, which is a nice change from the previous Mages you've encountered. While she stays with you for a good amount of time, Kitsune's price tag is very high. Also, once you get past her spells, her other abilities are all quite poor. Her basic offense and defense are terrible, and her HP total is too low to survive most heavy fighting. Still, there are many Shadowrunner players that swear by Kitsune and find her incredibly useful. While she may have value for veterans who can take strategic advantage of her spells, I would not recommend using her if you are a beginner.

(*) If you have Kitsune in your party when you defeat the Rat Shaman, she will say she likes you and will not leave you unless killed. If she dies and is rehired after that, she goes back to following the normal schedule of fixed battles before leaving. Keeping her alive is more of a challenge than anything else, and most of her high MP will be spent casting Heal on herself. If you do have any ideas about using her, the first thing to do is give her your Leather Armor. Even this light protection will have noticeable results. Aside from this, there aren't many other ways to extend the survivability of Kitsune. These factors, coupled with a high price tag, mean that Kitsune is another Shadowrunner you are likely better off without.

STEELFLIGHT

=====
Description: Decker
Type: Decker

| Attributes | Skills | Equipment | Spells | Other |
|-------------|-------------|------------------|--------|-----------|
| Body: 10 | Firearms: 4 | Warhawk Pistol | None | Cyberdeck |
| Magic: 0 | Computer: 6 | Bulletproof Vest | | Datajack |
| Strength: 4 | | | | |
| Charisma: 2 | | | | |
| | | | | |

Hiring Information

Location: Jagged Nails

Attack Power: 9
Accuracy: 4
Defense Rate: 4
Firing Rate: 1.73 shots / second
Weapon Type: Light Pistol

Price (Negotiation 0-2): 5000 Nuyen

Price (Negotiation 3-4): 4500 Nuyen

Price (Negotiation 5-6): 4000 Nuyen

SR Multiplier: 4, 5

Base Duration: 40 Battles

Max. Duration: 70 Battles

Evaluation

Steelflight is probably the best Shadowrunner available in the game. Though quite expensive, Steelflight has the highest computer skill level, excellent offense, and terrific defense. He is well equipped to not only crack into the Matrix, but also to survive long enough to make it to the computer consoles (and even take out most enemies along the way). Of all Shadowrunners, Steelflight sports the highest attack power, defense, and HP, and the second highest firing speed. Steelflight also stays around for a very long time, so, with the proper healing, it is possible to keep him with you for the nearly the remainder of the game once hired.

Steelflight is actually far more useful as a mercenary than he is as a decker. Jake can accomplish nearly the same level of performance in the Matrix, without the added challenge of keeping a Shadowrunner alive. Steelflight is pretty useless in both the Drake Tower and Aneki Building, as he won't survive the firefight without draining a considerable amount of MP from Jake. Even if you do manage to keep him alive, there are still problems when using him as a hacker. The Matrix sections in the Drake building are easy enough to do alone, and the ones in the Aneki building are so hard that Steelflight will likely be killed or require several trips to complete the same section. The stage where Steelflight would be useful is probably the Drake Volcano, especially if you want to exploit the Gold Naga experience trick (see "Good Spots to Earn Karma" section). Steelflight is probably the best overall runner, so be sure to target him if you have the nuyen.

SPATTER

=====

Description: Mage

Type: Mage

| Attributes | Skills | Equipment | Spells | Other |
|-------------|----------------|----------------|--------------|-------|
| Body: 6 | Firearms: 4 | Warhawk Pistol | Powerball: 5 | None |
| Magic: 8 | Negotiation: 2 | Mesh Jacket | Heal: 3 | |
| Strength: 4 | | | Armor: 4 | |
| Charisma: 1 | | | | |
| | | | | |

Hiring Information

Location: Jagged Nails

Attack Power: 6

Accuracy: 1

Defense Rate: 1

Firing Rate: 0.83 shots / second

Weapon Type: Light Pistol

Price (Negotiation 0-2): 2000 Nuyen

Price (Negotiation 3-4): 1800 Nuyen

Price (Negotiation 5-6): 1500 Nuyen

SR Multiplier: 4, 5

Base Duration: 40 Battles*

Max. Duration: 70 Battles*

Evaluation

Spatter is an average to above-average Shadowrunner in nearly all categories. Unlike most other mages, Spatter actually has pretty good attacking power and firing speed. You can even upgrade his weaponry for better performance. Spatter's HP and MP are average, as are his spells. He has a good balance of healing, offensive, and defensive choices, all at decent levels. Spatter would have a difficult time surviving as your lone Shadowrunner, but wouldn't be bad if you wanted a firepower-heavy party with some magic thrown in. His Armor spell can be especially useful in deadly situations.

(*) If you have Spatter in your party when you reach the fourth floor of Drake Tower, he will suddenly betray you and start attacking. At this point, whether you kill him or leave the floor, he will disappear from the game forever and cannot be hired again. This means that you can never use Spatter above the third floor of the Drake Tower or in the Drake Volcano, which would both be useful areas to have a Mage with the Armor spell. This factor, when combined with his average abilities and the availability of cheaper offensive Shadowrunners, means that you're probably better off passing on him.

AKIMI

=====

Description: Akimi

Type: Mage

| Attributes | Skills | Equipment | Spells | Other |
|-------------|----------------|-----------|--------------|-------|
| Body: 7 | Leadership: 4 | None | Powerball: 5 | None |
| Magic: 20 | Negotiation: 3 | | Heal: 4 | |
| Strength: 1 | | | Invis: 5 | |
| Charisma: 6 | | | Armor: 2 | |
| | | | S. Spirit: 4 | |
| | | | Freeze: 3 | |
| | | | | |

Hiring Information

Location: Hired by calling; meet at Daley Station

Attack Power: 3

Accuracy: 0

Defense Rate: 0

Firing Rate: 0.63 shots / second

Weapon Type: Magic

Price (Negotiation 0-2): 10,000 Nuyen

Price (Negotiation 3-4): 9,000 Nuyen
Price (Negotiation 5-6): 8,000 Nuyen

SR Multiplier: 5, 6
Base Duration: 50 Battles
Max. Duration: 86 Battles

Evaluation

Akimi is the premier mage in the game. She knows every spell in the game, and all are at fairly good levels. Her most attractive quality, however, is her high MP total. It allows her the freedom to cast spells regularly, which can be very useful in most situations. There is a significant drop-off in abilities after her magic, as Akimi has a poor offense and defensive. She also has an outrageously high price tag. While she will stay with you longer than any other Shadowrunner, she is available so close to the end of the game that this isn't particularly useful.

Given when Akimi becomes available, about the only situation you could use her in would be the Aneki Building. In that case, she would be most useful casting the Invisibility spell on Jake and herself, allowing you to save Jake's MP for healing after trips into the Matrix. Having Akimi with you will almost ensure you can complete the building in one trip without running out of MP. Even in this scenario, however, Akimi is far from essential. By the end of the game, Jake's spells will probably all be more powerful than Akimi's anyway. Since she doesn't contribute much offensively, her only real benefit is saving Jake a some MP. This is hardly critical, as you can leave and rest at anytime. Akimi's price tag is also outrageous, and you probably won't have that type of nuyen surplus if you've upgraded all of Jake's weaponry and cyberware. Still, if you do have the money and wouldn't mind saving some time, you might want to hire Akimi for the convenience factor. Her usefulness is quite limited aside from this.

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SHADOWRUNNER RANKING REPORT

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The following is a table ranking the relative ability of each Shadowrunner. Grades for each category are given on a scale from A (best) to F (worst). The four categories that are ranked are:

- Offense: The overall offensive abilities of the Shadowrunner, which include Attack Power, Firing Rate, and Accuracy. The higher the offensive grade, the greater the killing potential across equal periods of time. This category does not take into account the value of any offensive magic.
- Survivability: This category measures the Shadowrunner's potential for staying alive, and it includes both Defense and HP values. This category does not take into account healing or defensive magic.
- Magic: For those characters that possess magic, the quality of it and ability to use it effectively (MP total) is assessed. Since not all characters have magic, this category is treated almost like a bonus when computing the overall evaluation.
- Value: The Value category assesses the usefulness of the runner given

the cost and amount of time that the Shadowrunner will remain with you. The cost factor is weighted to take into account your likely funds when each Shadowrunner becomes available.

Overall: This is a final grade assigned to each Shadowrunner based on the rankings in the four categories. The table below lists the runners, sorted by overall ranking. The Magic category was factored in as a bonus, and a slight advantage was also given to Deckers over Mercenaries. In cases with equal overall grades, the better Shadowrunner is listed first. Note that this ranking is still only the author's opinion, but it is based objectively on the above criteria and will hopefully make the future hiring decisions a little easier.

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o-----o
|  Name  |  Offense  |  Survivability  |  Magic  |  Value  |  Overall  |
|=====|=====|=====|=====|=====|=====|
| Steelflight |  A+  |  A  |  ---  |  B  |  A  |
|-----|-----|-----|-----|-----|-----|
| Norbert  |  A  |  B+  |  ---  |  A-  |  A-  |
|-----|-----|-----|-----|-----|-----|
| Frogtongue |  A-  |  A-  |  ---  |  B+  |  A-  |
|-----|-----|-----|-----|-----|-----|
| Spatter  |  B+  |  B  |  B+  |  A-  |  B+  |
|-----|-----|-----|-----|-----|-----|
| Anders   |  B+  |  B  |  ---  |  B  |  B  |
|-----|-----|-----|-----|-----|-----|
| Hamfist  |  B  |  C  |  ---  |  A-  |  B-  |
|-----|-----|-----|-----|-----|-----|
| Orifice  |  B  |  C+  |  ---  |  B  |  B-  |
|-----|-----|-----|-----|-----|-----|
| Jangadance |  B-  |  C  |  C  |  C  |  C+  |
|-----|-----|-----|-----|-----|-----|
| Akimi    |  D+  |  C-  |  A  |  D  |  C+  |
|-----|-----|-----|-----|-----|-----|
| Kitsune  |  D  |  C-  |  A-  |  C-  |  C  |
|-----|-----|-----|-----|-----|-----|
| Jet Boy  |  D+  |  C+  |  ---  |  B  |  C  |
|-----|-----|-----|-----|-----|-----|
| Dances with |  D  |  D  |  B-  |  D  |  C-  |
| Clams    |      |      |      |      |      |
|-----|-----|-----|-----|-----|
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8.  K E Y W O R D S SR1H
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The following section contains a listing of all the keywords in the game and a complete dialogue map of the keywords every character and NPC in the game use and reply to.

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KEYWORD LIST
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The following is an alphabetized listing of all the possible keywords that can appear on Jake's keyword list. Note that the three words with an asterisks (*)

- Arena, Norbert, and Scalper -- are never taught you by anyone in the game. Of these three words, only Scalper and Norbert get a response when used, as is indicated in the Dialogue Map. A listing of where to learn each word is given in the Keyword Index section, and a complete description of who uses and responds to each word is found in the Dialogue Map section, both below.

| | | | |
|-------------|---------------|----------------|----------------|
| Akimi | Dog | King | Rat |
| Anders | Drake | Kitsune | Rust Stilettos |
| Aneki | Examination | Laughlyn | Scalper* |
| Arena* | Firearms | Lone Star | Shadowrunners |
| Bremerton | Ghouls | Magic Fetish | Shaman |
| Calls | Glutman | Maria | Steelflight |
| Caryards | Grinder | Matrix Systems | Street Doc |
| Cortex Bomb | Head Computer | Mermaids | Strobes |
| Cyberware | Heal | Negotiation | Talismans |
| Dark Blade | Hiring | Nirwanda | The Cage |
| Datajack | Hitmen | Norbert* | The Matrix |
| Decker | Ice | Nuyen | Tickets |
| Docks | Jester Spirit | Raitsov | Vampires |
| | | | Volcano |

=====
 KEYWORD INDEX
 =====

The following is an index of where each keyword can be learned. Some of the people listed only mention the keywords after certain events have triggered their dialogue. For a complete list of triggers and a listing of who responds to each word when used, refer to the following section, entitled "Dialogue Map." The following terms are used in this section:

- Keyword: The specific keyword that can be learned.
- Person: This is the name of the character when clicked over using the hand icon. For some named characters and Shadowrunners, the names are listed in parenthesis.
- Location: The general location/area that the person appears in.
- Trigger: The keywords or action needed to trigger the keyword. Actions are written in parenthesis and are usually just Approach (message you get when you first meet the person) or Talk (dialogue when choosing the Talk command).

| Keyword | Person | Location | Trigger |
|---------|-------------------------|-----------------|---------------|
| Akimi | Mercenary (Anders) | Wastelands Club | Shadowrunners |
| Anders | Decker (Steelflight) | Jagged Nails | Shadowrunners |
| Aneki | Scientist (Pushkin) | Drake Volcano | Drake |

| | | | |
|---------------|---|---|---|
| Arena | None | None | None |
| Bremerton | Vladimir Vampire | Dark Blade Office Vampire Room (DB) | Jester Spirit Jester Spirit |
| Calls | Sassie | Video Phone | (Talk) |
| Caryards | Gang Member Heavy Dude | Caryards Caryards | (Approach) (Talk) |
| Cortex Bomb | Street Doc (Ed) | Ed's Patch 'N Fix | (Approach)* after exam |
| Cyberware | Street Doc (Dr. M) | Dr. Maplethorpe's Office | (message after diffusing the Cortex Bomb) |
| Dark Blade | Kitsune | Jagged Nails | Jester Spirit |
| Datajack | Club Manager Street Kid | Grim Reaper Club Caryards | Decker Decker |
| Decker | Club Manager Street Kid Customer | Grim Reaper Club Caryards Sputnik | Shadowrunners (Approach) (Approach) |
| Docks | Boat Driver | Docks (Boat Harbor) | (Approach) |
| Dog | Dog | Dark Alley | (Talk) |
| Drake | Heavy Dude Gang Leader | Caryards Rust Stilettos (Back) | (Approach) (Approach) |
| Examination | Street Doc (Ed) | Ed's Patch 'N Fix | Datajack |
| Firearms | Decker Club Manager Club Manager | Streets (10th Street) Grim Reaper Club The Cage | (Talk) Shadowrunners Shadowrunners |
| Ghouls | Heavy Dude | The Cage | (Talk) |
| Glutman | Sassie | Video Phone | Calls |
| Grinder | Club Patron | Grim Reaper | Tickets |
| Head Computer | Street Doc (Dr. M) Scientist (Pushkin) | Dr. Maplethorpe's Office Drake Volcano | (Approach) Raitsov |
| Heal | A Busy Man | Grim Reaper Club | (Talk) |
| Hiring | Club Manager Business Man Happy Customer | Grim Reaper Club Business Man's Office Sputnik | Shadowrunners Shadowrunners Shadowrunners |
| Hitmen | Decker | 10th Street (Streets) | (Approach) |
| Ice | Club Manager | Wastelands Club | (Talk) |

| | | | |
|----------------|------------------------------|---|--------------------------------|
| Jester Spirit | Rat Shaman | Rat Shaman's Lair | (Approach) |
| King | Gang Member Street Scrum | Caryards Caryards | (any keyword) (Talk) |
| Kitsune | Club Manager | Jagged Nails (right) | (Talk) |
| Laughlyn | Vampire | Vampire Room (DB) | Jester Spirit |
| Lone Star | Club Patron Heavy Dude | Grim Reaper Club Streets (10th Street) | Grinder (Talk) |
| Magic Fetish | Indian Shaman | Crypts (10th Street) | (Talk) |
| Maria | Club Patron Orc | Grim Reaper Club Grim Reaper Club | Tickets Grinder |
| Matrix Systems | Street Doc (Dr. M) | Dr. Maplethorpe's Office | (Approach) / (Talk) |
| Mermaids | Boat Driver | Docks (Boat Harbor) | Bremerton |
| Negotiation | Business Man | Business Man's Office | Hiring |
| Nirwanda | Vladimir Vampire | Dark Blade Office Vampire Room (DB) | Jester Spirit Jester Spirit |
| Norbert | None | None | None |
| Nuyen | Street Scum | Caryards | King |
| Raitsov | Decker (Jet Boy) | Wastelands Club | Matrix Systems |
| Rat | Dog Spirit | Dog Spirit Warehouse | (Talk) |
| Rust Stiletto | Orc | Daley Station | (Talk) |
| Scalper | None | None | None |
| Shadowrunners | Club Manager Business Man | Grim Reaper Club Business Man's Office | (Talk) (Talk) |
| Shaman | Indian Shaman | Crypts (10th Street) | (Approach) |
| Steelflight | Mercenary (Anders) | Wastelands Club | Shadowrunners |
| Street Doc | A Busy Man Customer | Grim Reaper Club Sputnik | Heal (Approach) |
| Strobes | Club Manager | Jagged Nails (right) | Vampires |
| Talismans | Indian Shaman | Talismans Shop | (Approach) |
| The Cage | Secretary Loyal Citizen | Glutman's Office Streets (10th Street) | Glutman Maria |
| The Matrix | Street Kid | Caryards | (Talk) |

| | | | |
|----------|---------------|---------------------|------------|
| Tickets | Club Patron | Grim Reaper Club | (Talk) |
| | Orc (Hamfist) | Grim Reaper Club | (Grinder) |
| Vampires | Club Manager | Wastelands | Dark Blade |
| | Club Manager | Jagged Nails (left) | Dark Blade |
| | Kitsune | Jagged Nails | Dark Blade |
| Volcano | Jester Spirit | Jester Spirit Room | Drake |

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DIALOGUE MAP

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This section contains a listing of the keywords that every character and NPC in the game responds to, organized by region and sub-organized by the order in which you will likely encounter the NPC. The following terms are used in organizing this section:

Person: This is the label of the character when clicked over using the hand icon. For some named characters and Shadowrunners, the names are listed in parenthesis. If a character has a number next his name, this means that the character has different chains of dialogue when spoken to at different times. These specific times are described in the Description box.

Description: The description box attempts to give a description of where the character is located and what dialogue or features distinguish him/her.

Responds To: This box lists the keywords that a character responds to when you use the Ask About command. If an asterisks (*) is next to the word, this means some special action aside from just the dialogue occurs when you ask about this word. If using a keyword results in another keyword being given, both words are listed in the "Words Given" box. If "None" is listed, then the character does not have special responses to any keywords.

Words Given: This last column lists all the keywords you are given when speaking with the character. The new word you get is the first one listed; the word you must use to hear the new keyword is listed in parenthesis next to it. Seeing an (A) next to a word means you are given this keyword word as soon as you approach the character. Seeing a (T) next to a word means this word is taught when you Talk to that character. If the word "None" is listed, then the character does not teach you any new keywords.

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TENTH STREET

=====

| Person | Description | Responds To | Words Given |
|--------|--------------------------|-------------|-------------|
| Decker | Town Square: This is the | Hitmen | Hitmen (A) |

| | | | |
|--------------------------|--|--|--|
| | man who approaches you outside the morgue | | Firearm (T) |
| A Busy Man | Town Square: "Get a job" | None | None |
| A Busy Man | Town Square: "I'm busy" | None | None |
| A Busy Man | Town Square: "What do you want punk?" | None | None |
| A Busy Man | Town Square: "I ain't got nothing" | None | None |
| A Busy Man | Town Square: "New Luddite" | None | None |
| Dog (hmmm...) | Dark Alley | None | Dog (T) |
| Business Man | Business Man Office: He's in the last room on the left. Sells grenades and Lone Star badge | Firearms* Lone Star* Negotiation | Shadowrunner (T) Negotiation (Hiring) Hiring (Shadowrunners) |
| Mortician (Left) (1) | Morgue: The mortician on the left, after you have the Shades but not badge | None | None |
| Mortician (Right) (1) | Morgue: The mortician on the right, after you have the Shades but not badge | Grinder Scalper Tickets | None |
| Mortician (Left) (2) | Morgue: The mortician on the left after you have Shades and the Lonestar Badge | None | None |
| Mortician (Right) (2) | Morgue: The mortician on the right after you have Shades and the Lonestar Badge. He opens cabinets asked about *Grinder* | Grinder* Scalper Tickets | None |
| Mortician (Left) (3) | Morgue: The mortician on the left after the filing cabinet has been unlocked | None | None |
| Mortician (Right) (3) | Morgue: The mortician on the right after the filing cabinet has been unlocked | None | None |
| Secretary | Glutman's Office: Stands behind the desk. You can also call her on a video phone | The Cage | The Cage (Glutman) |
| Sassie (on phone) | Video Phone: Call her using the number found in Jake's apartment. Gives | None | Calls (T) Glutman* (Calls) |

| | | | |
|---------------|--|--------------------------------|-----------------------------|
| | Glutman's phone number | | |
| Indian Shaman | Graveyard: Injured in the leftmost crypt. He disappears once you Talk to him | Dog Ghouls Magic Fetish Shaman | Shaman (A) Magic Fetish (T) |
| Loyal Citizen | Streets: She is walking outside The Cage | The Cage Tickets | The Cage (Maria) |
| Heavy Dude | Streets: He is walking outside The Cage | Lone Star | Lone Star (T) |

Notes

After learning the Glutman keyword, you lose the Calls keyword.

GRIM REAPER CLUB

| Person | Description | Responds To | Words Given |
|-----------------|--|--|---|
| Club Manager(1) | Grim Reaper Club: This is the bartender before serving the Iced Tea | Firearm | Shadowrunners (Hitmen) Firearm (Shadowrunner) |
| Club Manager(2) | Grim Reaper Club: This is the bartender after serving the Iced Tea | Datajack Hiring | Shadowrunner (T) Decker (Shadowrunners) Hiring (Shadowrunners) Datajack (Deckers) |
| Club Patron(1) | Grim Reaper Club: The tired man before giving him the Iced Tea | None | None |
| Club Patron(2) | Grim Reaper Club: The tired man after giving him the Iced tea | Maria | Tickets (T) Grinder (Grinder) Grinder (Tickets) Lone Star (Grinder) Maria (Tickets) |
| A Busy Man | Grim Reaper Club: The old man by the entrance | Datajack Shadowrunners Street Doc | Heal (T) Street Doc (Heal) |
| Orc (Hamfist) | Grim Reaper Club: The large Orc standing in the back; a Shadowrunner | Dark Blade Decker Drake Ghouls Glutman Hiring* Shadowrunners | Maria (Grinder) Tickets (Grinder) |
| Hamfist | Hired: Dialogue when spoken to after hiring | Dark Blade Drake | None |

| | | | |
|---------------------------|---|---|--|
| | | Ghouls | |
| | | Glutman | |
| | | Shadowrunners | |
| Jamaican(1) (Janga...) | Grim Reaper Club: The Jamaican using the video phone. Cannot talk to him until you return from Old Town | Ghouls Hiring* Jester Spirit Shadowrunners | |
| Jamaican(2) (Janga...) | Hired: Dialogue when spoken to after hiring | Ghouls Jester Spirit Shadowrunners | |

=====
THE CAGE
=====

| Person | Description | Responds To | Words Given |
|----------------------------------|---|---------------------------|-----------------------------|
| Bouncer (1) | The Cage: Bouncer at the entrance before using the Tickets | Tickets | None |
| Bouncer (2) | The Cage: Bouncer at the entrance after using the Tickets | None | None |
| A Waitress | The Cage: Waitress that walks between tables | Glutman | None |
| A Busy Man | The Cage: Guy sitting in upper right side of the club | None | None |
| Club Manager | The Cage: Bartender | Glutman Maria | Firearms (Shadowrunners) |
| Well Dressed... | The Cage: Woman on the dance floor (Sassie) | None | None |
| Dancing Hippie | The Cage: Man on the dance floor | None | None |
| Heavy Dude | The Cage: Man standing on the bottom left | Ghouls Hiring Maria | Ghouls (T) |
| Shady Character* (Glutman) | The Cage: Man sitting against the left wall just below the band | Firearms Glutman | None |

Notes

Glutmans's opening dialogue changes slightly depending on whether or not you're carrying the Beretta Pistol.

After being taken to the Caryards, you lose the following six keywords from your word list: Hitmen, Grinder, Lone Star, Maria, The Cage, Tickets.

=====
 Caryards
 =====

| Person | Description | Responds To | Words Given |
|-----------------|--|---------------------------------------|---|
| Gang Member | Caryards: Woman standing by the Sleeping Bag room | None | Caryards (A) King (All) |
| Street Kid | Caryards: Sitting against a barrel in the middle of the caryards | Shadowrunners The Matrix | Decker (A) The Matrix (T) Datajack (Decker) |
| Heavy Dude | Caryards: Guy running back and forth | Drake Nuyen | Drake (A) Caryards (T) |
| Street Scum | Caryards: Leaning against a car near the top of the caryards, bottom | Caryards | King (T) Nuyen (King) |
| Street Dweller | Caryards: Leaning against a car near the top of the caryards, top | King | None |
| Little Boy | Caryards: Boy near the bottom of the caryards. Sells Slap Patches for 100 nuyen | Caryards Heal* King Nuyen | None |
| The King | Caryards: Entrance to caryards. He lets you leave for 4,000 nuyen | Caryards Firearms King Nuyen | None |
| Arena Owner (1) | Arena: when you normally enter the Arena. Asking about Negotiation lets you learn that skill. Asking about King lets you fight the King. | King* Negotiation* (all else)* | None |
| Arena Owner (2) | Arena: after you have defeated an opponent. Asking about Negotiation lets you learn that skill. Asking about King lets you fight the King. | King* Negotiation* (all else)* | None |
| Arena Owner (3) | Arena: after you have defeated the King. Asking about Negotiation lets you learn that skill. | King Negotiation* | None |

| | | | |
|-----------|--------------------------|--------------|------|
| Arena | Arena: after you have | King | None |
| Owner (4) | defeated all opponents | Negotiation* | |
| | Asking about Negotiation | | |
| | lets you learn that | | |
| | skill (last chance). | | |

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=====
 OLD TOWN
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| Person | Description | Responds To | Words Given |
|-----------------------|---|---|---------------------------------------|
| Street Kid | Streets: Guy leaning against the light post just outside caryards | None | None |
| Gang Member | Streets: Female gang member near bottom of the main street | None | None |
| Gang Member | Streets: Female gang member near top of the main street | None | None |
| Dwarf (Gunshop owner) | Weapon Shop: Behind the counter | Firearms Norbert | None |
| She's choosing... | Weapon Shop: Female customer | Firearms | None |
| Indian Shaman | Talisman Shop: Behind the counter. Gives both Talisman and Dark Blade phone numbers | Dark Blade* Heal Magic Fetish Shaman Talismans* Vampires | Talismans (A) Shaman (Talismans) |
| Street Doc (Ed) (1) | Ed's Patch' N' Fix: The first time you speak with him. Looks at your datajack when asked that word or examination | Examination* | Examination* (Datajack) |
| Street Doc (Ed) (2) | Ed's Patch' N' Fix: Right after he activates the cortex bomb or you return before it's disarmed | Cortex Bomb Examination Street Doc | Cortex Bomb (A) |
| Street Doc (Ed) (3) | Ed's Patch' N' Fix: After you have disarmed the cortex bomb | Cortex Bomb Examination Street Doc | None |

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=====
 SPUTNIK CLUB

=====

| Person | Description | Responds To | Words Given |
|--------------------------------|--|---|------------------------|
| Club Manager | Sputnik: Bartender | None | None |
| Happy Customer | Sputnik: First customer sitting at the bar | None | Hiring (Shadowrunners) |
| Orc | Sputnik: Second customer sitting at the bar | Firearms Street Doc | None |
| Customer (right) | Sputnik: Third customer sitting at the bar | Decker The Matrix | Decker (A) |
| Customer (left) | Sputnik: Fourth customer sitting at the bar | Decker Street Doc | Street Doc (A) |
| Magic User (Dances with Clams) | Sputnik: Last customer at the bar; also a Shadowrunner | Hiring* Magic Fetish Shadowrunners Talismans | None |
| Dances with Clams | Hired: Dialogue when spoken to after hiring | None | None |
| Large Orc (Orifice) | Sputnik: Sitting at the table near the bottom of the bar; a Shadowrunner | Firearms Hiring* | None |
| Orifice | Hired: Dialogue when spoken to after hiring | Cortex Bomb Firearms | None |

Notes

After leaving Old Town via the train, the following words are removed from the keyword list: Caryards, King, and Glutman. Also, if you have the Examination keyword and you have already had an examination, this word will disappear also. If you have not had an examination yet, it will remain.

=====

DOWNTOWN

=====

| Person | Description | Responds To | Words Given |
|------------|--|-------------|-------------------|
| Street Kid | Daley Station: Sitting against the pillar on the right side of the station | None | None |
| Orc | Daley Station Concourse: Orc on the right that attacks you the first time you arrive | None | Rust Stiletto (T) |

| | | | |
|-----------------|--|---|-----------------------------------|
| Dog | Daley Station Concourse: | None | None |
| | Dog that meets you the first time you arrive | | |
| A Busy Man | Outdoor Market: "nothing besides a wife and two kids" | None | None |
| A Busy Man | Outdoor Market: "get yourself a job" | None | None |
| A Busy Man | Streets: "what do you want punk" | None | None |
| A Busy Man | Streets: "New Luddite" | None | None |
| Hotel Manager | Hotel: Behind the counter | None | None |
| Heavy Dude | Rust Stilettos Entrance: Kid who talks to you as soon as you enter | Rust Stilettos | None |
| Gang Leader | Rust Stilettos Back Room: Defeated Gang Leader | None | Drake (A) |
| Dog Spirit (1) | Dog Spirit Warehouse: Dialogue before fighting Rat Shaman | None | Rat (T) |
| Rat Shaman | Rat Shaman's Lair: Dialogue when spoken to after defeat | Jester Spirit | Jester Spirit (A) |
| Dog Spirit (2) | Dog Spirit Warehouse: Dialogue after fighting Rat Shaman | Aneki Dark Blade Dog Drake Jester Spirit Raitsov | None |
| Boat Driver (1) | Boat Harbor: before Ice is dumped | Docks | Docks (A) Mermaids (Bremerton) |
| Boat Driver (2) | Boat Harbor: after Ice is dumped; rents boat for 1000 nuyen | Bremerton* | None |

=====

DR. MAPLETHORPE'S OFFICE

=====

| Person | Description | Responds To | Words Given |
|-----------|--|---|-------------|
| Secretary | Dr. Maplethorpe's Office, Reception area. Behind desk. Let's you see Doc | Cortex Bomb* Cyberware* Examination | None |

| | | | |
|-------------|---------------------------|----------------|--------------------|
| | for 2,000 nuyen when you | Street Doc | |
| | ask about Cortex Bomb, | | |
| | for free when you ask | | |
| | about Cyberware | | |
| ----- | | | |
| Secretary | Video Phone: Secretary | Cyberware | None |
| | for Dr. Maplethorpe | Street Doc | |
| | | | |
| ----- | | | |
| Dr. | Dr. Maplethorpe's Office, | Cortex Bomb* | None |
| Maplethorpe | Examination Room; before | Heal* | |
| (1) | disarming Cortex Bomb. | Street Doc | |
| | Disarms bomb when asked | | |
| | asked about Cortex Bomb. | | |
| | Also sells slap patches | | |
| | for 100 nuyen | | |
| ----- | | | |
| Dr. | Dr. Maplethorpe's Office, | Cyberware | Cyberware (A*) |
| Maplethorpe | Examination Room; right | Head Computer | Head Computer (A) |
| (2) | after bomb is disarmed. | Heal* | Matrix Systems (T) |
| | Sells slap patches for | Matrix Systems | |
| | 100 nuyen; gives message | | |
| | with *Cyberware* keyword | | |
| ----- | | | |
| Dr. | Dr. Maplethorpe's Office, | Cyberware | Matrix Systems (A) |
| Maplethorpe | Examination Room; each | Heal* | |
| (3) | time you visit after the | | |
| | cortex bomb is disarmed. | | |
| | Sells slap patches for | | |
| | 100 nuyen. | | |
| ----- | | | |

Notes

After having the cortex bomb diffused in Dr. Maplethorpe's office, you lose the Cortex Bomb keyword.

=====

WASTELANDS CLUB

=====

| | | | |
|---------|--------------------------|---------------|-----------------------|
| ----- | | | |
| Person | Description | Responds To | Words Given |
| ===== | | | |
| Club | Wastelands: Behind bar; | Hiring | Ice (T) |
| Manager | before Ice delivery | Hitmen | Vampires (Dark Blade) |
| | | Ice | |
| | | Rust Stiletto | |
| | | Shadowrunners | |
| ----- | | | |
| Club | Video Phone: Manager of | Shadowrunners | None |
| Manager | Wastelands Club on phone | | |
| ----- | | | |
| Club | Wastelands: Behind bar; | Ice | Ice (T) |
| Manager | after Ice delivery | | |
| ----- | | | |
| Orc | Wastelands: Upper left | Dark Blade | None |
| | corner; a Shadowrunner | Drake | |

| | | | |
|--------------------|---|--|--|
| | | Hiring* | |
| | | Rat | |
| | | Rust Stilettos | |
| | | Shadowrunners | |
| ----- | | | |
| Frogtongue | Hired: Dialogue when spoken to after hiring | Dark Blade Drake Rat Rust Stilettos | None |
| ----- | | | |
| Mercenary (Anders) | Wastelands: Top customer at the bar; Shadowrunner | Akimi Anders Hiring* Steelflight | Akimi (Shadowrunners) Steelflight (Shadowrunners) |
| ----- | | | |
| Anders | Hired: Dialogue when spoken to after hiring | Akimi Anders Shadowrunners Steelflight | None |
| ----- | | | |
| Decker (Jet Boy) | Wastelands: Bottom customer at the bar; a Shadowrunner | Drake Hiring* Raitsov Rust Stilettos Shadowrunners | Raitsov (Matrix Systems) |
| ----- | | | |
| Jet Boy | Hired: Dialogue when spoken to after hiring | Drake Raitsov Rust Stilettos | Raitsov (Matrix Systems) |
| ----- | | | |
| Dwarf (Norbert) | Wastelands: Standing up against the post beneath the entrance; a Shadowrunner | Hiring* Norbert Shadowrunners | None |
| ----- | | | |
| Norbert | Hired: Dialogue when spoken to after hiring | Norbert Shadowrunners | None |
| ----- | | | |
| A Busy Man (1) | Wastelands Club: standing below staircase; sells Ice for 100 nuyen | Ice* Mermaids | None |
| ----- | | | |
| A Busy Man (2) | Wastelands Club: standing below staircase; dialogue after you have purchased Ice. Ask about Docks to make him dump it there | Docks* Bremerton | None |
| ----- | | | |

=====

JAGGED NAILS CLUB

=====

| Person | Description | Responds To | Words Given |
|---------------|--|---------------|-------------|
| Cruel Man (1) | Entrance to Jagged Nails: bouncer, on left side, | Shadowrunners | None |

| | | | |
|----------------------------|--|---|--|
| | before Rust Stilettos are defeated | | |
| Cruel Man (1) | Entrance to Jagged Nails: bouncer, on left side, after Rust Stilettos are defeated; charges 50 nuyen to enter | Hiring Shadowrunners | None |
| Club Manager (Cecil) | Jagged Nails: bartender on right side bar; gives Dr. Maplethorpe's phone number for 100 nuyen | Kitsune Shadowrunners Street Doc* Strobes | Kitsune (T) Strobes (Vampires) |
| Club Manager | Jagged Nails: bartender on left side bar; gives Strobe lights when asked | Strobes* | Vampires (Dark Blade) |
| Decker | Jagged Nails: Top man at the bar; a Shadowrunner | Akimi Anders Hiring* Steelflight Street Doc The Matrix | Anders (Shadowrunners) |
| Steelflight | Hired: Dialogue when spoken to after hiring | Akimi Anders Steelflight Street Doc The Matrix | None |
| Mage (Spatter) | Jagged Nails: Bottom man at the bar; Shadowrunner | Hiring* Shadowrunners | None |
| Spatter | Hired: Dialogue when spoken to after hiring | None | None |
| Kitsune (1) | Jagged Nails: On stage. Dialogue the first time you talk to her; she gives Leaves when asked about Dog; a Shadowrunner | Dog* Hiring* Kitsune Magic Fetish Shadowrunners | Dark Blade (Jester Spirit) |
| Kitsune | Hired: Dialogue when spoken to after hiring | Dog Kitsune Magic Fetish | Vampires (Dark Blade) Dark Blade (Jester Spirit) |
| Kitsune (2) | Jagged Nails: Any time in the club after the first; a Shadowrunner | Dog Hiring* Kitsune Magic Fetish Shadowrunners | Dark Blade (Jester Spirit) |
| Kitsune (3) | Sewers: Dialogue after defeating Rat Shaman if Kitsune is in your party | Dog Kitsune Shadowrunners | Vampires (Dark Blade) Dark Blade (Jester Spirit) |

Notes

After getting the Strobes from the bartender in the Jagged Nails club, you lose the Strobes keyword.

=====
 DARK BLADE MANSION
 =====

| Person | Description | Responds To | Words Given |
|----------------|--|---|---|
| Dark Blade | Video Phone: Dialogue when calling Dark Blade; asking about Magic Fetish opens the gates | Dark Blade Magic Fetish | None |
| Shopkeeper (1) | Dark Blade Weapon Shop: behind counter | Dark Blade Firearms Shadowrunners | None |
| Shopkeeper (2) | Dark Blade Weapon Shop: Dialogue after selling a weapon | Dark Blade Firearms Shadowrunners | None |
| Mage | Dark Blade Foyer: Greets you the first time you enter Dark Blade mansion; asking about Magic Fetish let's you go peacefully | Dark Blade Magic Fetish | None |
| Vladimir (1) | Dark Blade Office: before Magic Fetish is given | Jester Spirit Magic Fetish | None |
| Vladimir (2) | Dark Blade Office: after Magic Fetish is given | None | Bremerton (Jester Spirit) Nirwanda (Jester Spirit) |
| Vampire (1) | Vampire Room: After stake is used first time | None | Bremerton (Jester Spirit) Nirwanda (Jester Spirit) |
| Vampire (2) | Vampire Room: After stake is used second time | None | Bremerton (Jester Spirit) Laughlyn (Jester Spirit) |

=====
 BREMERTON / DRAKE TOWER / DRAKE VOLCANO / ANEKI BUILDING
 =====

| Person | Description | Responds To | Words Given |
|--------|---------------------------|---------------|-------------|
| Jester | Jester Spirit Room: After | Jester Spirit | None |

| | | | |
|------------|---------------------------|----------------|-----------------|
| Spirit (1) | taking away HP, before | Nirwanda | |
| | saying name | Laughlyn* | |
| ----- | ----- | ----- | ----- |
| Jester | Jester Spirit Room: After | Aneki | Volcano (Drake) |
| Spirit (2) | asking about *Laughlyn* | Bremerton | |
| | | Dark Blade | |
| | | Dog | |
| | | Jester Spirit | |
| | | Laughlyn | |
| | | Volcano | |
| ----- | ----- | ----- | ----- |
| Drake | Video Phone: Dialogue | None | None |
| | when calling Drake | | |
| ----- | ----- | ----- | ----- |
| Helicopter | Drake Tower Roof: | Aneki | None |
| Pilot (1) | Dialogue when at the | Bremerton | |
| | Towers; flies you to | Drake | |
| | Volcano | Volcano* | |
| ----- | ----- | ----- | ----- |
| Helicopter | Drake Volcano, Landing | Drake* | None |
| Pilot (2) | Pad: Dialogue when at the | | |
| | Volcano; flies you back | | |
| | to Drake Tower | | |
| ----- | ----- | ----- | ----- |
| Scientist | Drake Volcano: In the | Head Computer* | Aneki (Drake) |
| (Pushkin) | room next to Drake's; | | Head Computer |
| | takes you back to Drake | | (Raitsov) |
| | Tower | | |
| ----- | ----- | ----- | ----- |
| Mage | Aneki Building: Entrance | None | None |
| ----- | ----- | ----- | ----- |
| Akimi | Video Phone: Dialogue | Akimi | None |
| | when calling Akimi; a | Drake | |
| | Shadowrunner | Hiring* | |
| | | Jester Spirit | |
| | | Shadowrunners | |
| ----- | ----- | ----- | ----- |
| Akimi | Hired: Dialogue when | Akimi | None |
| | spoken to after hiring | Drake | |
| | | Jester Spirit | |

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Notes

After defeating the Jester Spirit, you lose the following keywords: Bremerton, Docks, Ice, Laughlyn, Nirwanda, Rust Stilettos.

9. ENEMIES

SR1I

The following section provides a complete listing off all the enemies in each section of the game, along with information about their HP, experience given, and nuyen dropped. Each enemy with different fixed HP values is considered a "unique" enemy and is listed separately. This begins to occur very frequently in the later section of Downtown. The following terms are used in this section:

Enemy Name: This is name you will see when placing the hand icon or crosshair over an enemy. Note that despite very different stats and appearances, many enemies in the game share the same names.

Location Found: This is the location where the given enemy can be found. All of the locations mentioned correspond to the Locations Chart at the beginning of the Appendix. Note that some enemies found in large, general areas, like the Streets, are all the same. In other cases, unique enemies only exist in very specific places. These things are both noted in the Locations column.

Hit Points: This is the HP that enemy has. Some enemies have specific, fixed HP totals, while others have HP ranges. Generally, enemies that appear randomly are more likely to have varying HP totals. This is not always the case, however. All bosses and Arena fighters have fixed totals.

Attack (ATP) This is the enemy's attack power. It works similar to Jake's and represents the maximum damage that the enemy can do. As with your own attack power, actual damage per shot will be evenly distributed between 1 and the maximum (less Jake's defense).

Defense (DEF) This is the enemy's defense rating or armor value. It also works similar to Jake's. It will reduce damage by the value listed for each landed shot. For example, if Jake is using the Beretta Pistol (which has Attack Power of 3) and the enemy has a Defense of 1, the maximum damage you can ever do is 2. The damage numbers you see over the enemy's head will be 2, 1, or nothing (0 or missed shot). If the enemy's Defense exceeds the your weapon's attack power, you cannot damage that enemy.

EXP Points: Each enemy in the game has a certain amount of experience (EXP) points it gives when defeated, which is used in determining karma. To recap again: $Karma = Experience / 8$. You can think of the experience totals listed as eighths of karma, if this makes it simpler. Once you have gotten 8 points of experience, the game gives you one point of karma. A more detailed description can be found in the "Attributes & Skills" section above. Note that, with the exception of the enemies in the Drake and Aneki Towers, all enemies have a fixed value of experience that they give.

Nuyen: Most enemies drop nuyen when defeated. The amount of nuyen dropped by all non-boss enemies always falls into a specific range. Generally, there are four separate ranges:

| Nuyen Range | Nuyen Total |
|--------------|----------------|
| ===== Low | ===== 10-20 |
| Medium | 30-60 |
| High | 70-100 |
| Very High | 150-200 |

There are no enemies that ever drop between 100 and 150 nuyen. The nuyen values for every enemy are listed in the charts.

Other Notes: Anything special about a certain enemy -- from a specific action to an item that is dropped -- is mentioned here. See any corresponding notes below the table.

=====
TENTH STREET
=====

Enemies are listed on order of likely appearance.

| Enemy Name | Location(s) Found | Hit Points | ATP | DEF | Experience Points | Nuyen |
|-------------------------|--|------------|-----|-----|-------------------|-------|
| Orc (note a) | Dark Alley | 8 | 3 | 0 | 1 | None |
| Peephole | Streets | 3 | 3 | 0 | 1 | None |
| Sniper | Streets | 3 | 2 | 0 | 1 | 10-20 |
| Hitman (Hole) | Streets | 10 | 5 | 0 | 1 | None |
| Hitman (Roof) | Streets | 10 | 4 | 0 | 1 | 30-60 |
| Mage (W-G) | Glutman's Office Building Seems Familiar Building Business Man's Building Jake's Apartment Building | 5-7 | 5 | 0 | 2 | 10-20 |
| Heavy Dude | Glutman's Office Building Seems Familiar Building Business Man's Building Jake's Apartment Building | 10-12 | 4 | 0 | 2 | 10-20 |
| Heavy Dude (2) (note b) | Seems Familiar Building | 15-19 | 4 | 0 | 2 | 30-60 |
| Scary Ghoul (note c) | Graveyard Crypts | 4-40 | 4 | 0 | 2 | None |

Notes

a) Drops Leather Jacket when killed.

b) This is a buffed up Heavy Dude and only exists in this one room in the entire Tenth Street stage. The rewards for killing his foe are no better than for the easier ones, so he should be avoided.

c.) The Ghouls' HP totals increase each time you kill one, then leave the screen and re-enter. Their HP starts at 4 and increases in 2 HP increments until 40, which is the maximum. Note also that the first Ghoul killed after healing the Indian Shaman will drop a Ghoul Bone.

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OLD TOWN

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See below the table for tactics on beating each gang member.

| Enemy Name | Location(s) Found | Hit Points | ATP | DEF | Experience Points | Nuyen |
|--------------------|-------------------|------------|-----|-----|-------------------|-------|
| Heavy Dude | Caryards Dead End | 15-17 | 5 | 0 | 2 | 10-20 |
| Mage (W-G) | Caryards Dead End | 5-7 | 5 | 0 | 2 | 10-20 |
| Gang Member | Arena Fight 1 | 25 | 6 | 0 | 22 | 300 |
| Heavy Dude (1) | Arena Fight 2 | 15 | 2 | 0 | 8 | 700 |
| Heavy Dude (2) | Arena Fight 3 | 20 | 4 | 0 | 20 | 1000 |
| Mage (1) | Arena Fight 4 | 30 | 9 | 0 | 12 | 2000 |
| Mage (2) | Arena Fight 5 | 36 | 5 | 0 | 13 | 3000 |
| Samurai Warrior | Arena Fight 6 | 40 | 9/4 | 0 | 9 | 4000 |
| Ferocious Orc | Arena Fight 7 | 50 | 4 | 0 | 26 | 5000 |
| Gang Leader | Arena Fight 8 | 30 | 10 | 0 | 25 | 6000 |
| Troll Decker | Arena Fight 9 | 40 | 14 | 0 | 36 | 7000 |
| (Replicating) Mage | Arena Fight 10 | 50 | 3/7 | 4/3 | 40 | 8000 |
| The King | Arena | 45 | 5 | 1 | 31 | 3000 |
| Peephole | Streets Alley | 3 | 1 | 1 | 1 | None |
| Sniper | Streets | 3 | 2 | 0 | 1 | 10-20 |
| Hitman (Roof) | Alley | 10 | 5 | 0 | 1 | 30-60 |

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DOWNTOWN

=====

The downtown section is by far the largest in the game, so several of the major sections are split up to make the charts easier to use.

| Enemy Name | Location(s) Found | Hit Points | ATP | DEF | Experience Points | Nuyen |
|------------|-------------------|------------|-----|-----|-------------------|-------|
|------------|-------------------|------------|-----|-----|-------------------|-------|

| | | | | | | |
|---------------------------|----------------------------|-------|-----|---|---|--------|
| Ferocious Orc (note a) | Daley Station | 15 | 4 | 0 | 6 | 70-100 |
| Ferocious Orc | Daley Station | 15 | 4 | 0 | 6 | 30-60 |
| Peephole | Streets Docks 1 | 15 | 5 | 0 | 1 | None |
| Hitman (Hole) | Streets | 20 | 5 | 0 | 1 | None |
| Hitman (Bush) | Streets | 13 | 5 | 2 | 1 | None |
| Hitman (Roof) | Streets Docks 1,2 | 10 | 4 | 0 | 1 | 30-60 |
| Gang Member | Dark Blade Gate (left) | 20-35 | 6/4 | 2 | 2 | 30-60 |
| Gang Member | Dark Blade Gate (right) | 20-35 | 6/5 | 3 | 4 | 70-100 |
| Ferocious Orc | Wastelands, entrance | 15 | 5 | 2 | 2 | 30-60 |

Notes

a) Drops Iron Key when killed.

=====
DOCKS
=====

| Enemy Name | Location(s) Found | Hit Points | ATP | DEF | Experience Points | Nuyen |
|---------------|-------------------------------|---------------|-----|-----|----------------------|-------|
| Mage (V-G) | Docks 2 | 5-7 | 5 | 0 | 1 | 30-60 |
| Massive Orc | Docks 2, Octopus Warehouse | 15-22 | 4 | 3 | 3 | 30-60 |
| Massive Orc | Docks 2,3 | 15-22 | 3 | 2 | 3 | 30-60 |
| Mage (V-PB) | Docks 3 | 15 | 7 | 3 | 1 | 30-60 |
| Mage (V-PB) | Docks 3 | 15 | 7 | 3 | 2 | 30-60 |
| Massive Orc | Docks 3 | 15-19 | 4 | 3 | 2 | 30-60 |
| Mage (W-PB) | Docks: Office | 5 | 7 | 2 | 1 | 30-60 |
| Mage (W-PB) | Docks: Office | 15 | 7 | 3 | 1 | 30-60 |
| Mage (W-PB) | Docks: Octopus Warehouse | 15-22 | 7 | 0 | 1 | 30-60 |
| Octopus | Docks: Octopus | 90 | 3 | 3 | 26 | 2000 |

| | | | | | |
|-------------|-------------|----------|--|---|--------|
| (note a) | Warehouse | 4 (ooze) | | | |
| Massive Orc | Docks: Boat | 40 | | 3 | 70-100 |
| (note b) | Harbor | | | | |

Notes

- a) Leaves a pool of ink when killed.
- b) Drops Explosives when killed.

=====
RUST STILETTOS
=====

| Enemy Name | Location(s) Found | Hit Points | ATP | DEF | Experience Points | Nuyen |
|------------------------|---------------------------------|------------|-----|-----|-------------------|--------|
| Heavy Dude (note a) | Rust Stilettos, entrance | 20 | 2 | 0 | 5 | 30-60 |
| Gang Member | Rust Stilettos, entrance | 20-35 | 6/2 | 0 | 2 | 30-60 |
| Heavy Dude | Rust Stilettos, entrance | 20 | 4 | 0 | 10 | 30-60 |
| Gang Member | Rust Stilettos, front room | 20-35 | 6/2 | 0 | 2 | 30-60 |
| Ferocious Orc | Rust Stilettos, front room | 10-24 | 4 | 0 | 9 | 30-60 |
| Ferocious Orc (note b) | Rust Stilettos, enter from door | 10-24 | 4 | 3 | 9 | 30-60 |
| Heavy Dude | Rust Stilettos, back room | 10-24 | 4 | 0 | 9 | 30-60 |
| Heavy Dude | Rust Stilettos, back room | 20 | 2 | 0 | 10 | 30-60 |
| Heavy Dude | Rust Stilettos, back room | 40 | 4 | 0 | 11 | 70-100 |
| Gang Member | Rust Stilettos, back room | 35 | 5 | 2 | 7 | 70-100 |
| Gang Leader (note c) | Rust Stilettos, back room | 30 | 5 | 2 | 18 | None |

Notes

- a) Greets you when you first approach (then tries to kill you).
- b) Drops the Crowbar when killed.

c.) Drops the Password when killed.

=====
RAT SHAMAN'S LAIR
=====

| Enemy Name | Location(s) Found | Hit Points | ATP | DEF | Experience Points | Nuyen |
|-----------------------------|-----------------------------|------------|-----|-----|-------------------|-------|
| Ghoul (note a) | Rat Shaman's Lair, entrance | 31-41 | 4 | 0 | 2 | None |
| Giant Rat (Pink, Bites) | Sewers Rat Shaman Room | 15 | 3 | 1 | 5 | None |
| Giant Rat (Gray, Bites) | Sewers Rat Shaman Room | 15 | 3 | 1 | 5 | None |
| Giant Rat (Pink, Shoots) | Sewers Rat Shaman Room | 12 | 5 | 2 | 6 | None |
| Giant Rat (Gray, Shoots) | Sewers Rat Shaman Room | 12 | 5 | 2 | 6 | None |
| Rat Shaman (see below) | Rat Shaman Room | 70 | 6 | 4 | 20 | 3000 |

Notes

a) The Ghoul starts with 31 HP and has its HP maximum increase by 2 each time you kill one and leave the screen. This will happen until the Ghoul has 41 HP, at which point this will be its total for the rest of the game.

=====
DARK BLADE MANSION
=====

| Enemy Name | Location(s) Found | Hit Points | ATP | DEF | Experience Points | Nuyen |
|--------------------------------|--|------------|-----|-----|-------------------|--------|
| Mage (note a) | Dark Blade Foyer | 60 | 4 | 3 | 10 | 70-100 |
| Cruel Man | DB: Office DB: Conference room DB: Kitchen | 30 | 4 | 2 | 11 | 70-100 |
| Samurai Warrior | DB: Office DB: Kitchen | 30 | 4 | 3 | 9 | 70-100 |
| Samurai Warrior (note b) | DB: Conference room | 30 | 4 | 3 | 9 | 70-100 |

| | | | | | | |
|---------|---------------|-----|---|-----|----|------|
| Ghoul | Catacombs 1-3 | 20 | 8 | 0 | 3 | None |
| Ghoul | Vampire Room | 15 | 8 | 3 | 5 | None |
| Vampire | Vampire Room | N/A | 8 | N/A | 32 | 5000 |

Notes

a) Talks to you when you enter the mansion.

b) Drops Mesh Jacket when killed.

=====

BREMERTON

=====

| Enemy Name | Location(s) Found | Hit Points | ATP | DEF | Experience Points | Nuyen |
|-------------------|--|------------|-----|-----|-------------------|--------|
| Gang Leader | Outer Ship 1,2 | 20 | 4 | 0 | 10 | 30-60 |
| Gang Member | Outer Ship 1 | 30 | 6/2 | 0 | 2 | 70-100 |
| Gang Member | Outer Ship 2 Inner Ship 6 Inner Ship 11 | 35 | 6/2 | 0 | 7 | 70-100 |
| Gang Member | Outer Ship 2 | 33 | 5 | 2 | 2 | 70-100 |
| Gang Member | Outer Ship 2 | 22 | 6/2 | 0 | 2 | 70-100 |
| Doggie (note a) | Outer Ship 1 | 20 | 5 | 0 | 0 | None |
| Poison Ooze (Red) | Inner Ship 1 Inner Ship 4 | 0 | 6 | 0 | 0 | None |
| Massive Orc | B1: Stairway 1 B2: Stairway 2 | 15-19 | 3 | 2 | 2 | 30-60 |
| Massive Orc | B1: Stairway 1 B1: Stairway 3 B2: Stairway 2 Inner Ship 3 | 15-22 | 4 | 3 | 3 | 30-60 |
| Ferocious Orc | B1: Stairway 2 | 15-22 | 4 | 3 | 3 | 30-60 |
| Heavy Dude | B1: Stairway 1 B1: Stairway 2 | 20-29 | 3 | 2 | 4 | 70-100 |
| Massive Orc | B1: Stairway 3 | 20-29 | 5 | 4 | 4 | 70-100 |
| Ferocious Orc | B1: Stairway 3 | 20-29 | 5 | 4 | 4 | 70-100 |
| Ferocious Orc | B1: Safe Room | 30 | 3 | 3 | 20 | 70-100 |

| | | | | | | | |
|--------------------------------|----------------------------------|-------|----|-----|------|-------|--|
| (note b) | | | | | | | |
| Gang Leader | Inner Ship 11 | 30 | 5 | 0 | 3 | 30-60 | |
| Poison Ooze (Gray) (note c) | Inner Ship 5 | 30 | 3 | 3 | None | None | |
| Slimy Toxic Waste | Inner Ship 9 Inner Ship 12 | N/A | 4 | N/A | None | None | |
| Mage (W-PB) | B2: Stairway 1 B2: Stairway 3 | 5 | 7 | 2 | 1 | 30-60 | |
| Mage (W-PB) | B2: Stairway 2 B2: Stairway 3 | 15 | 7 | 3 | 1 | 30-60 | |
| Massive Orc | B2: Safe Room | N/A | 5 | N/A | None | None | |
| Ferocious Orc | B2: Safe Room | N/A | 5 | N/A | None | None | |
| Naga | Other Dimension: Chamber 1 | 30 | 15 | 4 | 32 | None | |
| Ghoul | Other Dimension: Chamber 1 | 20 | 6 | 0 | 4 | None | |
| Bubbles | Other Dimension: Chamber 2 | 15 | 5 | 0 | 5 | None | |
| Jester Spirit (note d) | Jester Spirit Room | 20,40 | 15 | 2 | 56 | None | |

NOTES

a) Drops Dog Tags when killed.

b) Drops Safe Key when killed.

c) Leaves Toxic Water when killed.

d) The Jester Spirit's HP will reset to 40 after he's sustained 20 damage. At this time, his attack will also change to target Jake more specifically. Once this the next 40 HP have been depleted, the Jester Spirit will utter a taunting message, meaning you can Talk to him.

DRAKE TOWER

| Enemy Name | Location(s) Found | Hit Points | ATP | DEF | Experience Points | Nuyen |
|--------------------|----------------------------|---------------|-----|-----|----------------------|--------|
| Mage | Drake Tower: | 30 | 4 | 4 | 11 | 70-100 |
| Samurai Warrior | Drake Tower: Floors 2,3 | 20 | 9 | 3 | 4-7 | 70-100 |

| | | | | | | |
|--------------------|----------------------------|----|------|---|-----|--------|
| Samurai Warrior | Drake Tower: Floors 2,3 | 22 | 9 | 3 | 4-7 | 70-100 |
| Samurai Warrior | Drake Tower: Floor 2 | 24 | 9 | 3 | 4-7 | 70-100 |
| Mage | Drake Tower: Floor 3 | 20 | 11/6 | 2 | 3-5 | 70-100 |
| Samurai Warrior | Drake Tower: Floors 4,5 | 23 | 9 | 3 | 4-7 | 70-100 |
| Samurai Warrior | Drake Tower: Floor 4 | 25 | 9 | 3 | 4-7 | 70-100 |
| Samurai Warrior | Drake Tower: Floor 4 | 25 | 9 | 3 | 4-7 | 70-100 |
| Samurai Warrior | Drake Tower: Floors 4,5 | 26 | 9 | 3 | 4-7 | 70-100 |
| Samurai Warrior | Drake Tower: Floor 5 | 28 | 9 | 3 | 4-7 | 70-100 |
| Mage | Drake Tower: Floor 5 | 22 | 11/6 | 2 | 3-5 | 70-100 |
| Samurai Warrior | Drake Tower: Floor 6 | 30 | 9 | 3 | 4-7 | 70-100 |
| Mage | Drake Tower: Floor 6 | 30 | 11/6 | 2 | 3-5 | 70-100 |
| Sentry Gun | Drake Tower: Roof | 40 | 10 | 3 | 6 | None |

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=====
DRAKE VOLCANO
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o-----o

| Enemy Name | Location(s) Found | Hit Points | ATP | DEF | Experience Points | Nuyen |
|---------------------------|---------------------------|---------------|-----|-----|----------------------|-------|
| Scientist (Scared) | Volcano: Sublevels 1-4 | 0 | N/A | 0 | None | None |
| Scientist (Sentry Gun) | Volcano: Sublevels 2-4 | 30-49 | 7 | 3 | 6 | None |
| Scientist (Grenades) | Volcano: Sublevel 3 | 20 | 9 | 0 | 1 | None |
| Scientist (Grenades) | Volcano: Sublevel 4 | 25 | 9 | 0 | 1 | None |
| Scientist (Grenades) | Volcano: Sublevel 4 | 35 | 9 | 0 | 1 | None |

| | | | | | | |
|-------------------------|--------------------------|-----|------|---|------|---------|
| Scientist (Standing) | Volcano: Sublevel 4 | 10 | N/A | 0 | None | None |
| Troll Decker | Volcano: Sublevel 1 | 44 | 4 | 2 | 5 | 150-200 |
| Troll Decker | Volcano: Sublevel 1-2 | 44 | 6 | 2 | 5 | 150-200 |
| Troll Decker | Volcano: Sublevel 3 | 45 | 8 | 2 | 5 | 150-200 |
| Troll Decker | Volcano: Sublevel 4 | 40 | 9 | 2 | 5 | 150-200 |
| Troll Decker | Volcano: Sublevel 4 | 55 | 11 | 2 | 5 | 150-200 |
| Troll Decker | Volcano: Sublevel 4 | 60 | 11 | 2 | 5 | 150-200 |
| Naga | Volcano: Sublevel 4 | 40 | 15 | 0 | 29 | None |
| Naga | Volcano: Sublevel 4 | 60 | 15 | 0 | 36 | None |
| Naga (Gold) (note a) | Volcano: Sublevel 4 | 80 | 15 | 0 | 50 | None |
| Drake | Volcano: Sublevel 4 | 250 | 20/6 | 5 | 90 | None |

NOTES

a) Drops Serpent Scales when killed.

=====
ANEKI BUILDING
=====

| Enemy Name | Location(s) Found | Hit Points | ATP | DEF | Experience Points | Nuyen |
|--------------------|-----------------------------|---------------|-----|-----|----------------------|---------|
| Mage (note a) | Aneki: Entrance | 30 | 4 | 4 | 9 | 70-100 |
| Ferocious Orc | Aneki: Entrance | 128 | 5 | 0 | 11 | 70-100 |
| Samurai Warrior | Aneki: Floor 2L Floor 2R | 30 | 12 | 4 | 4-11 | 150-200 |
| Ferocious Orc | Aneki: Floor 2L Floor 5R | 44 | 12 | 3 | 2-8 | 150-200 |

| | | | | | | |
|-----------------|-----------------------------|----|------|---|------|---------|
| Ferocious Orc | Aneki: Floor 2L | 45 | 12 | 3 | 2-8 | 150-200 |
| Massive Orc | Aneki: Floor 2L | 40 | 12 | 3 | 2-8 | 150-200 |
| Samurai Warrior | Aneki: Floor 2R Floor 3R | 33 | 12 | 4 | 4-11 | 150-200 |
| Massive Orc | Aneki: Floor 2R | 46 | 12 | 3 | 2-8 | 150-200 |
| Mage | Aneki: Floor 2R | 27 | 7/12 | 4 | 3-9 | 150-200 |
| Samurai Warrior | Aneki: Floor 3L | 28 | 12 | 4 | 4-11 | 150-200 |
| Massive Orc | Aneki: Floor 3L | 30 | 12 | 3 | 2-8 | 150-200 |
| Massive Orc | Aneki: Floor 3L | 39 | 12 | 3 | 2-8 | 150-200 |
| Massive Orc | Aneki: Floor 3L Floor 4R | 40 | 12 | 3 | 2-8 | 150-200 |
| Mage | Aneki: Floor 3L | 28 | 7/12 | 4 | 3-9 | 150-200 |
| Samurai Warrior | Aneki: Floor 3R Floor 4R | 34 | 12 | 4 | 4-11 | 150-200 |
| Massive Orc | Aneki: Floor 3R | 44 | 12 | 3 | 2-8 | 150-200 |
| Mage | Aneki: Floor 3R | 27 | 7/12 | 3 | 3-9 | 150-200 |
| Troll Decker | Aneki: Floor 3E | 25 | 14 | 0 | 16 | 150-200 |
| Troll Decker | Aneki: Floor 4E | 58 | 14 | 0 | 16 | 150-200 |
| Samurai Warrior | Aneki: Floor 4L Floor 5R | 40 | 12 | 4 | 4-11 | 150-200 |
| Ferocious Orc | Aneki: Floor 4L Floor 5R | 46 | 12 | 3 | 2-8 | 150-200 |
| Massive Orc | Aneki: Floor 4L | 50 | 12 | 3 | 2-8 | 150-200 |
| Mage | Aneki: Floor 4R Floor 5R | 36 | 7/12 | 4 | 3-9 | 150-200 |
| Samurai Warrior | Aneki: Floor 5L | 46 | 12 | 4 | 4-11 | 150-200 |
| Samurai Warrior | Aneki: Floor 5L | 47 | 12 | 4 | 4-11 | 150-200 |
| Mage | Aneki: Floor 5L | 30 | 7/12 | 4 | 3-9 | 150-200 |
| Troll Decker | Aneki: Floor 5L | 60 | 14 | 0 | 16 | 150-200 |
| Mage | Aneki: Floor 5R | 32 | 7/12 | 4 | 3-9 | 150-200 |

NOTES

a) Warns you when you approach.

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10. THE MATRIX AND ICS

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SR1J

Once you have repaired Jake's datajack or hired a decker Shadowrunner, you can access various computers to enter the Matrix. If a computer has a label when you place the cursor over it, it is usually accessible (except in the later portions of the game, notably the Volcano). To enter, Use the cyberdeck on the computer. The cyberdeck is found in Glutman's office in the first area in case you do not currently have it. You can access a Shadowrunner's cyberdeck by examining him and going to his items screen.

The Matrix takes place in overhead view. When you in, an avatar of the person is placed inside the virtual world. The avatar uses the character's health, which is represented by the first bar on the bottom left corner of the screen. The bar below that represents the character's active memory (sort of like RAM), which stores the data you retrieve on each trip into the Matrix. The data is processed and purged when you exit, so this bar resets each time you enter. You add data to the character's memory by pressing the A-button when at a directory or datastore. You can exit the Matrix at any time by pressing the X-button. You should make sure to do this if your life is low, as it is possible to be killed inside the Matrix.

=====

MATRIX LEVELS

=====

There are two types of matrix levels:

1. Data levels
2. CPU levels

Data levels are virtual information warehouses. You will often obtain a data file once you have transferred the information inside. Many times, you will also earn nuyen from the hacked account, as all money exists electronically. Stealing money through the Matrix is actually one of the best ways to earn it.

CPU levels are often much larger and more difficult than pure data levels. This level will have a main CPU that can be reprogrammed (A-button) or destroyed (B-button) in order to affect some object in the outside world. For example, destroying or reprogramming a CPU may allow you to access an elevator or disable a security alert. Destroying the CPU also eliminates all local ICs. As far as the effects on the physical world, it never matters whether you reprogram or destroy a CPU, only that you do one of those actions. CPU levels sometimes have data stores (and accounts with nuyen) that you can also pilfer.

=====

GUARDIAN ICS

=====

To protect the data and CPUs, the Matrix implements ICs (Intrusion Countermeasure Electronics), which are invisible guardians that sit on various tiles. On each tile, your cyberdeck will relay a message at the top of the screen telling you how many ICs reside on the eights squares around Jake. You have no indication as to which tile the ICs are on, so maneuvering through them requires some guesswork. If you run into an IC, you will lose a substantial amount of life. You can, however, attempt to combat and destroy the ICs. To do so, press the B-button whenever you receive a message alerting you to ICs

and you will attack the square directly in front you.

When try to attack, one of three things can happen:

1. There will be no IC in front of you, so nothing happens (1 HP life loss)
2. You destroy the IC successfully
3. You attack the IC, but are not able to destroy it (larger life loss)

Some other facts on ICs:

- The game has eight different types of ICs, and the only difference between each IC type is its maximum damage.
- The eight IC types have the following maximum damage: 6, 12, 18, 24, 30, 36, 42, 48.
- If you walk into an IC or your attack fails, you will suffer damage that is equal to some random number between 1 and the IC's maximum damage.
- Nothing in the game (armor, Computer stat) can reduce IC damage.
- Your accuracy in attacking the ICs is the same regardless of which type it is, and this is determined by your Computer stat.
- There is no way to tell within the game which type of IC you are fighting, and some levels have multiple types. Typically, the further you are in the game, the stronger the type of IC.

Before entering the Matrix, you should boost your Computer skill to level 6. It is quite invaluable and does not take long to max.

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11. P H O N E N U M B E R S SR1K

=====

Below is a listing of all the Phone Numbers that Jake can store in his phone directory, along with how to obtain each.

| Person / Location ===== | Directory Listing ===== | Phone Number ===== |
|-------------------------------|-------------------------------|--------------------------|
| Sassie | Sassie | 702-826 |
| Glutman's Office | Glutman | 934-782 |
| Talisman Shop | Talis. | 416-822 |
| Wastelands Club* | Wast. | 652-711 |
| Dark Blade Mansion | Dblade | 826-611 |
| Akimi | Akimi | 748-347 |
| Dr. Maplethorpe's Office | Dr. M | 261-688 |
| Drake | Drake | 233-435 |

Sassie You can find her number written on the Ripped Note on the desk in Jake's apartment. When called, Sassie will pick up. Once you have learned the *Glutman* keyword from her, Sassie will no longer answer her phone.

Glutman's Office You are given this number from Sassie when you ask her about *Calls*. The number leads to a conversation with Glutman's secretary. You need to ask her about *Glutman* for him to be waiting at The Cage, which is essential for progressing the plot. Talking to the secretary in person yields the same conversation, so it is never necessary to

DOG FOOD This item was originally part of the quest in obtaining the Dog items - the Dog Collar and Dog Tags. The exact purpose is unknown, since all the event scripting that went along with it was removed. It is a good guess, however, that it was used to lure on or both of the dogs in order to get the two dog items. If enabled and used in the game, it will cause a crash.

MOBILE TV PHONE This item is a cellular video phone that allows you to make calls from anywhere, without needing to use the Credstick. This mobile phone was originally dropped by one of the gang members in the back room of the Rust Stilettos hangout. When used, it simply brings up the phone directory screen, the same way as it does when Jake makes a call from a video phone. Perhaps this item made the game a little too easy, because, for whatever reason, it was removed. This item still works perfectly fine if enabled in the game.

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13. C O M P U T E R S Y O U C A N H A C K F O R N U Y E N SR1M

=====

Below are the locations of all the computers in the game that can be hacked for nuyen. Note that you must either repair Jake's datajack or hire a decker Shadowrunner before you can enter these computers.

| Location | Nuyen |
|--------------------------------------|--------|
| ----- | ----- |
| Glutman's Office (Tenth Street) | 1,000 |
| Vacant Office on Docks | 2,000 |
| Dark Blade Office | 10,000 |
| Drake Tower (second floor) | 8,000 |
| Drake Tower (fifth floor) | 10,000 |
| Volcano (sub-level 3) | 25,000 |
| Volcano (sub-level 3) | 12,000 |
| Volcano (sub-level 3) | 5,000 |
| Aneki Building (third floor, right) | 10,000 |
| | 12,500 |
| Aneki Building (fourth floor, right) | 25,000 |
| Aneki Building (fifth floor, right) | 50,000 |
| | 20,000 |

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14. G O O D S P O T S T O E A R N K A R M A SR1N

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1. VACANT OFFICE NEXT TO JAKE'S APARTMENT (TENTH STREET)
Quality: **

The two doors before Jake's apartment lead to an office that houses respawning enemies. Enter the apartment from the bottom door, as this gives a clear shot of all enemies without having to move around. It's useful to pick off the Mages first as they have a stronger attack than the Heavy Dudes and less HP. Each enemy here gives you 2 EXP Points. This is a great location to earn karma early on, but can also be used later in the game. Return here when you have the Shotgun and Mesh Jacket and the enemies will go down like flies.

2. TENTH STREET CEMETERY

Quality: ***

The cemetery at Tenth Street spawns numerous Ghouls that can be killed for 2 EXP each. This is great place to hang around for a while. Unfortunately, each time you kill a Ghoul and reenter the screen, its HP has PERMANENTLY increased by 2. So while the Ghouls are initially very easy to kill, they become quite difficult after 7 or 8 trips. You should still spend some time here, as this is easy karma for a while, but leave once the Ghouls start becoming a pain to take down.

3. DEAD-END AT THE CARYARDS

Quality: *

If you need to power-up a little before an arena fight, there is an enemy area south of the main caryards screen that houses Heavy Dudes and Mages. It's a good idea to target the Mages first, as they are easier to kill. This is not the best place for powering-up, but it's relatively close to a bed and, quite frankly, it's all you have without leaving the caryards. Once you can leave the caryards, however, the office next to Jake's apartment in Tenth Street is superior to this one.

4. THE DOCKS (DOWNTOWN)

Quality: **

The Docks in the downtown area house numerous enemies that make for a decent mid-game spot to earn money and karma. The best enemies to fight (though also the hardest) are the Orcs. There two that can appear at the bottom of the second screen, so moving between that screen and the boat harbor screen (where the Boat Driver is) is a pretty good way to earn karma. Not ideal, but the best you can do at the time.

5. DARK BLADE CATACOMBS

Quality: *****

The catacombs beneath the Dark Blade mansion are possibly the best power-up location in the game. You can earn massive amounts of karma here in a very quick time due to the limitless supply of Ghouls. The key is positioning yourself not to take damage. The safest place is to stand at behind one of the coffins near the bottom of the screen. Stand directly behind the southernmost tip of the coffin and the Ghouls should not be able to reach you. The coffins will block their way. From here, you can safely pick off the Ghouls. It is possible to earn 8-10 karma or more per minute.

Some players have strategies that involve putting a rubber band on the controller and continuously killing Ghouls for hours without having to sit

in front of the screen. This is a possible strategy, but it's risky, as a stray Ghoul can wander down and make short work of you. It would suck to lose a hundred or so karma this way. You can achieve a similar effect by hiring Shadowrunners. You probably need a party of two or three, but having an entourage of Shadowrunners will allow you to earn karma without doing anything. Well, except monitoring them to make sure a Ghoul does not slip by.

If you return here near the end of the game with the final upgrades to your armor, the Ghouls can no longer harm you. This place becomes and ever better power-up location at that points for reaching the final stat levels.

6. DRAKE VOLCANO

Quality: *****

This trick involves the Gold Naga on the sub-level 4 of the Volcano. If you do not pick up the Serpent Scales, the Gold Naga will return every time you revisit the screen. The Gold Naga will give you 6-7 karma each time you kill it, making this the fastest place in the game to earn karma. If you intend to earn karma from this foe, it is better off if you wait until after defeating Drake than attempting to do it on your first visit. For one, it can be very magic consuming and there is no easy way to recover other than to go all the way back through Drake Tower. Secondly, if you return later you can come back with better weaponry, which makes the Naga a lot easier. Note that once you pick up the Serpent Scales, you can never fight the Gold Naga again.

There is a great bug that can work in your favor to make fighting the Gold Naga incredibly easy. If you re-renter the screen from the back, behind the Gold Naga, there is a chance you can catch the foe "off guard" before the game activates it and has a chance to load its HP correctly. When this happens, the Gold Naga dies in a single shot. It can be hard for Jake to time this, but Shadowrunners will seem to pull it off every time. This makes earning the final amounts of karma significantly easier. If you go this route with a Shadowrunner, Frog tongue is a great choice given his relatively high defense and cost effectiveness.

If you want to exploit the HP loading glitch, this spot is by far the fastest to level. If you don't, I personally prefer the Catacombs above for a few reasons:

1. The catacombs are quicker to reach and much closer to a save/recovery point.
2. The Ghouls at the catacombs are less dangerous than the Naga.
3. The Naga's movements often cause you to lose target lock, which gets annoying.
4. At the end of the game, you can hire a trio of Shadowrunners for the Catacombs and let them earn karma for you while you are away. No such luck with the Naga.

Still, you cannot go wrong at either spot. The choice is yours.

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15. I N F I N I T E N U Y E N T R I C K SR10

=====

You can earn an infinite amount of nuyen from the Vampire at the Dark Blade

mansion. Each time you pass through the portal in Bremerton, the Vampire is resurrected. Return to the Dark Blade mansion and kill him as you did the first time. When defeated, the Vampire will give you 5,000 nuyen again! Now, return to Bremerton and make your way through the ship, into the alternate dimension, and back to the Jester's Room. Pass through the portal that descends and the Vampire will revive again, repeating the cycle!

There are numerous bugs that players have reported that are associated with this trick. Most of them revolve around the fact that the game removes the Strobes from your inventory once you go to the Drake Volcano for the first time. Whether it's a version difference or a bug, there are some times when you can retrieve the Strobes from the Jagged Nails Club again and some times when you can't, meaning you cannot execute the trick. There is no known work around for this or any real clarity on the cause. If you have any information, please email me.

In all cases, you should still be able to pull off this trick an infinite number of times before you head to the Volcano for the first time, which is when it is most useful anyway. Make sure you've fully upgraded all your gear by then and you should be well set for the rest of the game.

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R E V I S I O N   H I S T O R Y                               SR0J
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Version 0.99 - October 20, 2002 (Technical Walkthrough)

- Preview Version

Version 1.0 - October 24, 2002 (Technical Walkthrough)

- Initial Release

Version 1.1 - November 14, 2002 (Technical Walkthrough)

- Added attack power, defense, firing rate, and weapon type data for all Shadowrunners
- Added a Shadowrunner Ranking table, which compares the relative abilities of each Shadowrunner
- Changed several of the Shadowrunner evaluations
- Added a Keyword Index
- Added boss strategies for the Rat Shaman and Vampire
- Corrected several keywords and responses in the Dialogue Map
- Filled in some missing sections from Dialogue Map
- Fixed table formatting; the guide should now display properly when viewed in any browser
- Minor spelling and formatting corrections

Version 2.0 - January 31, 2007

- The guide was converted into a full FAQ/Walkthrough. Numerous changes and reorganization occurred. Some are mentioned below
- Added complete walkthrough for all sections of the game
- Added Frequently Asked Questions section
- Added attack and defense stats for all enemies
- Added accuracy stats for Shadowrunners
- Reformatted many sections for improved readability
- Broke phone numbers and hidden items into own sections
- Added sections for finding nuyen from computers, locations to earn karma, and the infinite nuyen trick
- Minor spelling and formatting corrections

Version 2.1 - September 1, 2009

- Added the accuracy formula to the Firearms section of the Appendix
- Added clarification on how the Computer stat works in the Appendix
- Added section called "The Matrix and ICs" to Appendix
- Changed multiple references regarding the maximum Firearms stat needed for 100% accuracy throughout the walkthrough
- Added a strategy about using Grenades during the Troll Decker arena fight
- Clarified glitch associated with Infinite Nuyen Trick
- Edited and adjusted some Shadowrunner evaluations
- Divided Dialogue Map in Keywords section into sub-areas for easier navigation
- Fixed erroneous reference to "Glutman" as "Grinder" in the FAQ section
- Added a question about how to learn Negotiation skill to the FAQ section
- Lowered recommended stats in many sections, as they were overkill
- Renamed "Hidden Items" section to "Dummy Items" to avoid confusion
- Minor spelling and formatting corrections

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C R E D I T S

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- Vegetaman, for filling me on changing the Shadowrunner equipment, method for getting the Zip Gun, trick for easily killing the Gold Naga, and helping me uncover the purposes of armed and unarmed combat. You've been invaluable in putting this guide together and supported the guide from the beginning.
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=====END OF GUIDE=====