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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 in the global network called the MATRIX.  
Become strong... that's how you survive, in Shadowrun!

Created/Maintained by  [Cless Alvein](#),  [Ezboarder](#) and  [Rhaka](#).

Shadowrun ♦ 1993

Dataeast USA, Inc.





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Armor

Armor	Rating	Description	Location
Leather Jacket	3/10	A worn leather jacket, it protects you somewhat. Better than nothing.	City, Section 1, Dark Alley. Found after killing Orc Assassin.
Mesh Jacket	7.5/10	Much better than the Leather Jacket, it contains a wire mesh inside of the coat.	City, Section 3, Dark Blade. Found after killing a Samurai Warrior.
Partial Bodysuit	8.5/10	A bodysuit covering only part of your body, but it covers the most vital parts.	City, Section 3, Dark Blade Gun Club Cost: 20000 Nuyen
Full Bodysuit	10/10	This is the best armor in the game, being able to cover your whole body.	City, Section 3, Dark Blade Gun Club Cost: 30000 Nuyen



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## Characters

Character	Picture	Description	How to get him/her
Jake		Jake's brain was burned when a group of people ganged up on him and, thinking they killed him, left him to the morgue. Using Jake, you wander around, figuring out his mission and bits of his past...	You start out as Jake, as he is the main character and you can never lose him, unless you die, of course, but then it's game over.
Kitsune		A powerful magic caster, Kitsune helps you in your quest and believes in the power of Dog, although she is more of a cat-girl :) She has various attacking and defending spells as well as a very large magic point number. She has fairly low HP, though. Kitsune never parts with you once you've hired her, unlike the other shadowrunners who have a time limit, unless she dies.	Jagged Nails, she's on the topmost part. She's dancing, and you have to talk to her and she'll come down, and perhaps join you.
Steelflight		A decker and a good fighter, Steelflight is excellent with a gun. He can help you a lot, he has a lot of hit points, but unfortunately he cannot use magic.	Jagged Nails, talk to the seemingly red-haired person at the right, and ask about hiring to get him.
Spatter		Spatter is relatively low on hit points, like Kitsune. He possesses some magic, but is still not as good as Kitsune. Why hire this guy when you can get Kitsune, who is a lot better?	Jagged Nails, talk to the mage on the right, right beside Steelflight.
Frogtongue		He is one of the better fighters, with a solid amount of hit points. He is a good ally to have along.	Standing in a corner to the left in <a href="#">Wastelands</a> .
Jetboy		Do not hire Jetboy. He only has 30 Hit Points. He has a low attack, and has no magic whatsoever. If you're looking for a cheap damage absorber, hire him, but otherwise, don't.	<a href="#">Wastelands</a> , to the right, standing with Anders.
Norbert		A hyperactive dwarf, Norbert holds his reputation as a competent fighter, with 60 hit points and packing a Uzi gun. He is a good ally to have in the game.	<a href="#">Wastelands</a> , underneath <a href="#">Jetboy</a> .
Anders		Anders is like a stronger version of Jetboy. He's still not very strong, but he's okay at damaging and has relatively high hit points for such a cheap cost.	<a href="#">Wastelands</a> , to the right, beside Jetboy.
Dance With Clams		An okay mage, possessing very low hit points and not that much mana either. You probably won't want to hire him in the later parts of the game. He sells not that cheap either, for 1000 Nuyen	<a href="#">Bar in City, Section 2</a> .
Orifice		A very cheap medium fighter, he can come in handy for the low price of only 300 Nuyen.	<a href="#">Bar in City, Section 2</a> .
Jangadance		An okay mage, having low hit points and not too many spells. But, he's one who you'd hire early on, so don't be disappointed too much in the later parts of the game.	<a href="#">Club in City, Section 1</a> .
Hamfist		A cheap and low hit point fighter, early on he can help you tremendously, especially with his low cost of 300 Nuyen.	<a href="#">Club in City, Section 1</a> .
Akumi		With 200 MP, 70 HP and every spell at her disposal, she is the best mage of the game. Akumi even has her very own sprite! *gasp!* She isn't as fun to have around as Kitsune tough. After all, Kitsune is a foxgirl ^-^. Akumi joins pretty late in the game. To get her, you have to get her number first. It's in a data file obtained somewhere in the Aneki building. Then, call her. She costs a whopping 10000 Nuyen, but she's worth it. She'll meet you at Daley station.	Daley Station





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## Controls

### Field Screen Controls

Button	Effect	Description
Directional	Move/Targeting	Press the four directional to move around on the screen. When selecting an item or targeting an enemy, press this to move the hand icon or the target icon.
A	Select/Confirm/Fire	Press this button to confirm a selection, select an item, or fire upon an enemy once you've aimed.
B	Use Weapon	Press this button to use an equipped weapon and go into targeting mode. Press again to get out of it.
X	Use Magic	Press this button to use an equipped magic.
Y	Quick Menu	Press this to call up a small menu where you can use items and see your basic statistics.
L	Page Up/Command	Use this to scroll up a list or to execute the command that has a "L" marking beside it.
R	Page Down/Command	Use this to scroll down a list or to execute the command that has a "R" marking beside it.
Select	Party Stats/Exit	Use this while in a conversation to terminate the conversation or to see the party statistics while on the field screen.
Start	Menu	Press this to call up the main menu where you can see stats, equip weapons, magics, armor, cyber, etc.

### Matrix Screen Controls

Button	Effect	Description
Directional	Move/Turn	Moves and turns yourself inside the Matrix. A chute will carry you automatically forward, and green squares are just one block
A	Select/Execute Transfer.exe	Press this button to confirm a selection or transfer a file
B	Execute Combat.exe	Executes a command called Combat.exe for the square directly in front of you, and has a high chance of getting rid of a square that has an attacking IC in it. If the square has no attacking IC, then you take a slight amount of damage. If the square has an attacking IC and Combat.exe fails, you take slightly more damage. An IC that resists Combat.exe will most likely not if you do it again.
X	Jack out	Press this button to exit the Matrix networks.
Y	Enter Password	If you know the password to bypass a security channel, use this button to unlock the passageway.
L	No Command Associated	This button does nothing.
R	No Command Associated	This button does nothing.
Select	No Command Associated	This button does nothing.
Start	No Command Associated	This button does nothing.





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## Cyber Enhancements

All Cyber Enhancements are acquired from Dr. Maplethorpe. Talk to him once in a while to check up on new Enhancements.

Enhancement	Description	Cost
Head Computer	A head computer that allows you to store information obtained in the matrix.	Start with it
Datajack	Allows you to patch in to the matrix network along with your <b>Cyberdeck</b>	Start with it
Boosted Reflexes	Enemies halt a second before actually shooting, giving you time to swing your curser over to them.	15000 Nuyen
Skill Software	Additional skill in Leadership.	3000
Dermal Armor	Chest plating that gives you extra protection against enemy fire.	8000 Nuyen





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**Downloads**

Download	Size	Author/Description
<a href="#">Zsnes</a>	450 KB	A Super Nintendo emulator. Needed to play Shadowrun. It's 1337.
<a href="#">Direct X</a>	11861 KB	Direct X. Latest version required to use Zsnes. If you use Windows, that is.
<a href="#">Shadowrun.mid</a>	11.2 KB	Short 2-minute Midi music, from Shadowrun directly.
<a href="#">Savestate of the ending</a>	267 KB	A savestate of the ending, if you want to see it for whatever strange obscure reason. Just hack into the mainframe and make your way to the end to see the ending.





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## Enemies

The enemies in this list re-appear throughout the game, a bit stronger than before. They usually drop more items then, and sometimes have a different color. The basic strategy for each enemy is the same tough.

Name	Difficulty	Obtain	Description/Strategy
Bubbles	Easy	Nothing	Stay at a safe distance, and shoot it a bit. After a while, it will stop spitting out bubbles.
Cruel Man	Medium	50-100 Nuyen	Just a souped up mage. Nothing you'll lose any sleep over.
Dog	Easy	Dog tags	Roll over... sit... no wait... play <b>*BANG!*</b> dead. Good boy. (1 shot = no more Taco Bell Dog)
Drake	Easy	11 karma	Ridiculously easy for a final boss. But because it's the final boss and all, he can still dish out some damage. When you enter the room, immediately cast armor on you and (if you have one) your shadowrunner. Then run up to Drake, and use the Jester Spirit. It starts spitting at Drake, rendering him immobile. Then get out your summon spirit, and use it at its head. Don't stop to look after your shadowrunner. Just keep on using summon spirit. After a few seconds, he'll die. And your armor should still be intact (if it's lvl 6). God, what a pushover. My pet lizard is more difficult! (And I don't even have one!)
Ferocious Orc	Easy-Medium	50-100 Nuyen	Just shoot. They have high HP though, but you can handle them. Or I don't want to have anything to do with you. Ever.
Gang Leader	Hard	Nothing	If you're lucky, you'll last a few seconds. Use that time to shoot him, and try your hardest to keep the trigger on him. He's a speedy little dev0l.
Gang Member	Medium	70-100 Nuyen	Take these out first. The molotovs can really smart, and the melee attack is fast. Fortunately they don't move much, so just make them eat lead!
Giant Rat	Easy	Nothing	Aw, come on! It's a rat for goodness sake! How hard CAN it be? Just shoot it until it dies.
Ghoul	Easy	Nothing, but they give good karma.	Try to shoot it from the second it appears. It moves in for melee attacks, and dissapears after a few seconds.
Jester Spirit	Medium-Hard	Jester Spirit, 7 Karma.	Shadowrunners are a nuisance here. Run up to his platform, and cast invisibility on yourself (and your shadowrunners). Then just shoot the mask, and keep replenishing invisibility when it runs out. When it says something to you, switch to talking, and call it Laughlyn. Sticks and stones my ass.
Heavy dude	Easy-Medium	10-30 nuyen	Shoot it from afar.
Hitman	Medium	30-50 Nuyen	Run around and shoot it.
Mage	Easy	10-20 Nuyen	Just stand there and pop a cap in his ass. Goes down fast. Some use the powerball spell tough. Which hurts. A lot.
Massive Orc	Medium-Hard	40-100 Nuyen	Big, stupid, and terminally unwashed. These things take a long time to take down, and do some nice damage to you. Not that much of a problem, unless in groups. Just shoot the bastards.
Naga	Easy	4 Karma	Stay at a distance, and powerball it. It dies ridiculously fast. Shooting it in the face also helps.
Octopus	Medium	2000 Nuyen, Pool of ink	You shouldn't have too much trouble with this guy. He has a lot of HP though. If you have Kitsune, summon the spirit! And let a fighter shadowrunner (gotta love the dwarf) shoot it. While you do your thing, and blast it to pieces with your sawed off shotgun! Yeah!
Orc Assasin	Only one enemy. Ridiculously easy.	Leather armor	Pick up the gun, and pump him full of lead. If you die, you really suck :p
Peephole	<b>VERY</b> easy	Nothing.	Just shoot the bastard. 1 or 2 shots usually kill.
Poison Ooze	*coughwusscough*	Nothing	Shoot it once. It's dead. Go you.



Rat Shaman	Hard	3000 Nuyen	If Kitsune is in your party (which she should be, or you're a moron) heal her with Jake while she keeps on summoning dog spirit. When/if her mp runs out, switch to shooting. And alas, the shaman is no more...
Samurai Warrior	Hard	100-200 Nuyen	Shoot at it. A lot. Don't bother running. Have slap patches ready.
Scientist	Easy	100-150 Nuyen	There are 3 kinds of Scientists: The kind which do nothing, they die after 1 shot. The kind which throw bombs, they can dish out some fair damage, but die after 3-4 shots. And the kind which operate Sentry Guns. This last kind can take a lot of shots to go down, and dish out a lot of damage with their Sentry Guns. Overall tough, all scientists are easy.
Sentry Gun	Hard	Nothing	Can YOU say "lawnmower"? Good grief, Sentry Guns can dish out hella much damage in no time at all. And they are indestructable! The only way to shut them down is to kill the scientist which operates it. The best strategy is to cast invisibility on yourself, sneak up on the scientist, and kill him, because the Sentry Guns turn around to face you when you're not invisible so it's hard to get a good shot at the scientist...
Slimey Toxic Waste	Easy	Nothing	Do not fight it. Capture it in your green bottle. It's immune to damage.
Sniper	Easy-Medium	20-50 Nuyen	Like a hitman. Only not.
The King	Medium	Nothing	At first, he'll run around shooting you. Retaliate with hot lead. Eventually, he'll run off the screen and you'll lose your targeting bead on him. Once he runs off, don't follow directly, or he'll ambush you. Instead, run to the top of the arena. Next, slowly creep right along the top until you can just see the King appear from the right edge of the screen. Once you see enough of him, target him and open fire. The reason this is so easy, is because when he is on the edge of the screen, he won't return fire. So all you need to do is stay alive until he runs. Hail to the King indeed.
Troll Decker	Hard	15-180 Nuyen	Get powerball. Train it until level 6. Immediately start powerballing him. Pray you'll survive long enough to get 3-4 hits in. He's hella tough.
Vampire!	Easy	5000 Nuyen	He throws a few bats around and makes a fool out of himself. Use the strobe at close range, then the stake at him 3x. He'll die, and give you 5000 Nuyen. Just make sure you question him about the Jester Spirit first though.





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## Game Genie Codes

Thanks to [GameGenie.com](#) for the codes!

Code	Effect
6DAE-4FA7 And FFAE-44D7	Everything costs nothing.
CEEF-4DDD	Karma is not taken away for distribution to Skills, Magic and Attributes. (Get 20 Karma and upgrade away ^.^)
CE6D-47A4	Don't subtract karma for shooting people that you can't kill otherwise anyway. (Useful?)
8E69-3DA4	Infinite MP.
D4BC-4404	Start with 2 strength and charisma.
D0BC-4404	Start with 4 strength and charisma.
D9BC-4404	Start with 5 strength and charisma.
D1BC-4404	Start with 6 strength and charisma.
74B8-4DA4	Start with 50 HP.
10B8-4DA4	Start with 100 HP.
F0E1-1FDD	Going up 1 body point adds 20 HP, instead of 10.
F3E1-1FDD	Going up 1 body point adds 30 HP, instead of 10.
DFBC-17AF, DEB8-1D0F, 7AB8-1D6F, 6EB8-1DDF and 53B8-1DAF	Adds 65000 Nuyen.
D6BC-17AF + DEB8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Add around 524,000 Nuyen.
10BC-17AF, DDB8-1D0F, 7AB8-1D6F, 6EB8-1DDF and 53B8-1DAF	Get 100 HP bar.
A6BC-17AF, DDB8-1D0F, 7AB8-1D6F, 6EB8-1DDF and 53B8-1DAF	Get 200 HP bar.
DCBC-17AF, EAB8-1D0F, 78B8-1D6F, 6EB8-1DDF, 53B8-1DAF	Get 100 MP bar.
FBBC-17AF, EAB8-1D0F, 78B8-1D6F, 6EB8-1DDF and 53B8-1DAF	Get 250 MP bar.
D1BC-17AF, E2B8-1D0F, 78B8-1D6F, 6EB8-1DDF and 53B8-1DAF	Set strength to 6.
D1BC-17AF + EEB8-1D0F + 78B8-1D6F + 6EB8-1DDF + 53B8-1DAF	Set charisma to 6.
9DBC-17AF + FFB8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Set Karma to 10. (Current Karma must be under 32)
D1BC-17AF + F4B8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Add 192 karma. (Current Karma must be under 32)
D1BC-17AF + D5B8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Learn level 6 Powerball spell.
D1BC-17AF + D6B8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Learn level 6 Heal spell.
D1BC-17AF + DBB8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Learn level 6 Invisibility spell.
D1BC-17AF + DCB8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Learn level 6 Armor spell.
D1BC-17AF + D8B8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Learn level 6 Summon Spirit spell.
D1BC-17AF + DAB8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Learn level 6 Freeze spell.
D9BC-17AF + DFB8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Learn level 5 Firearms skill.
DEBC-17AF + DFB8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Learn level 15 Firearms skill.



D1BC-17AF + D0B8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Learn level 6 Computer skill.
D1BC-17AF + D9B8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Learn level 6 Leadership skill.
D1BC-17AF + D7B8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Learn level 6 Armed Combat skill.
D1BC-17AF + D4B8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8-1DAF	Learn level 6 Unarmed Combat skill.
D1BC-17AF + D1B8-1D0F + 7AB8-1D6F + 6EB8-1DDF + 53B8- 1DAF	Learn level 6 Negotiation skill.

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## Items

Here are all of the items in the game, and some info about them. The data won't be listed as of now, since they only tell bits of the story, and you stumble over them (semi-)automatically. We aim to have as little spoilers as possible!

Item	Effect	Description	Location
Matchbox	None	The matchbox has a "WASTELANDS club" logo on the back.	Jake starts with it.
Scalpel	Pries open shut doors	It's a very sharp instrument.	City, Section 1, Morgue
Slap Patch	Heals Shaman(Special Event); Heals party members by 10 HP	This is a healing patch.	City, Section 1, Morgue
Dog Collar	Together with magic fetish and enchanted leaves (3 items from Dog's followers: Earth, man and creature) gives you the Heal spell when Dog's spirit appears	Shiny Dog Collar.	City, Section 1, Main
Door Key	Opens the door to apartment 6	There is a number on the key. It reads: 6	City, Section 1, Small Apartment
Memo	Gives you information to your past	The memo reads = Armitage to perform courier run to Matrix systems. 70-30 split.	City, Section 1, Small Apartment
Ripped Note	Gives you Sassie's number	Sassie 702-826.	City, Section 1, Jake's apartment
Shades	Prevents most people recognizing you. And it makes you look badass.	Dark sun-glasses.	City, Section 1, Jake's apartment
Iced Tea	A drink to get a tired patron talking	The iced tea is chilled.	City, Section 1, Grim Reaper Club
Lone Star Badge	A badge that give you some authority and access to files you wouldn't otherwise get; sold for 150 Nuyen	Lone Star Agent Number 8492BT	City, Section 1, Businessman's Apartment
Credstick	Allows you to use the phones throughout the game	Universal Cash Credstick	Get it from the cabinet after you talk to the doctors again wearing your sunglasses
Tickets	Allows you to access Maria's concert	The tickets to the Maria Mercurial concert!	Get it from the cabinet after you talk to the doctors again wearing your sunglasses
Paperweight	One of the components needed to gain the spell Powerball; when it comes together with Ghoule Bone (two items that have not rested in the Earth) when Dog's spirit appears	Meteoric iron paperweight	Get it from an apartment in City, Section 1
Ghoule Bone	One of the components needed to gain the spell Powerball; when it comes together with Paperweight (two items that have not rested in the Earth) when Dog's spirit appears	A bone of the living dead	City, Section 1, Cemetery
Magic Fetish	Together with enchanted leaves and dog collar (3 items from Dog's followers: Earth, man and creature) gives you the Heal spell when Dog's spirit appears	Engraved on the amulet is a bat	The Shaman you rescue in a crypt in the Graveyard gives to you
Iron Key	Used to open the door to the Rust Stiletos Club	It's a small key	Found right after you get off the subway to City, Section 3 for the first time
Enchanted Leaves	Together with magic fetish and dog collar (3 items from Dog's followers: Earth, man and creature) gives you the Heal spell when Dog's spirit appears	They are bright green leaves	City, Section 3, Jagged Nails, Kitsune



Pool of Ink	Scoop it up with your Black Bottle, a spell component for the Freeze spell	It's black ink.	Get it in the warehouse where you beat the giant Octopus
Strobes	Used to blind Vladimir in the Crypts	N/A	City, Section 1, Jagged Nails, Bartender
Stake	Used to kill Vladimir in the Crypts	A sharp wooden stake	N/A
Black Bottle	Used to take the Ink after killing the Octopus in Section 3; one of the components for Freeze	This bottle contains incubus ink	City, Section 2, Magic Shop (6000 Nuyen)
Potion Bottles	Used to gain a sample of toxic and clean water which are needed for Invisibility	Blue: This bottle contains water Purple: This bottle contains toxic water	City, Section 2, Magic Shop (3000 Nuyen)
Green Bottle	Used to bottle the slime pools on the Bremerton	Empty: Full: This bottle contains toxic dissolver	Bremerton
Toxic Water	Together with clean water (2 items of water from a clean and un-clean source), gives you Invisibility when Dog's spirit appears.	N/A	Bremerton
Crowbar	Used to open various doors that are rusted shut	Rusted Steel Crowbar	Rust Stiletto Club, get it after killing one of the two Ferocious Orcs that come out by the northeast interior door
Password	The password for Drake Building	On the paper is a code-DRAKE0065	Rust Stiletto Club, get it after killing the gang leader
Dog Tags	Together with dog collar (2 items of Dog's pack), gives you the Summon Spirit spell when Dog appears	An ID tag for a dog	Bremerton
Safe Key	Opens the safe	It's a small key	Bremerton
Explosives	Makes a large explosion	Looks dangerous	Bremerton
Detonator	Together with Explosives makes Time Bomb	Put it together with explosives	Bremerton
Time Bomb	Together with Detonator makes Time Bomb	A dangerous bomb.	Bremerton
Jester Spirit	Use him to defeat Drake	Jester Spirit Insignia	Bremerton
Serpent Scales	A spell component for Armor	Slippery Serpent Scales	Drake Volcano




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## Magic

Magic	Picture	Description	Components Needed
Heal		A magic that heals you or your companion for a large amount of HP.	<a href="#">Enchanted Leaves</a> , <a href="#">Magic Fetish</a> and <a href="#">Dog Collar</a>
Powerball		A bolt of energy is fired, damaging your enemy.	<a href="#">Paperweight</a> and <a href="#">Ghoul Bone</a>
Summon Spirit		A spirit is summoned to aid your party in combat.	<a href="#">Dog Tags</a> and <a href="#">Dog Collar</a>
Freeze		The enemy is encased in a block of ice, being unable to move.	<a href="#">Octopus Ink</a> and <a href="#">Mermaid Scales</a>
Invisibility		You're made invisible to your enemies.	<a href="#">Fountain Water</a> and <a href="#">Toxic Water</a>
Armor		This magic raises your defense against attacks.	<a href="#">Serpent Scales</a> and <a href="#">Mermaid Scales</a>





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## Stats

Throughout the game, you'll kill enemies. When you kill a bunch of enemies, you sometimes get **Karma**. **Karma** is used to make Jake stronger. You can use karma when you go sleep. Select the "use karma" option. You'll get a screen with the words "Attribute" "Skills" and later on, "Magic" on it. For this example, choose "Attribute." You should now see a few choices. Put a point into one. It doesn't matter which one. Look, it went up to 2! That means you just made yourself stronger in that particular stat. **HOWEVER** it will now take more **Karma** to raise that. You will now need 2 **Karma** to get it to the next level. The number behind the stat is how much Karma it takes to level it up, and at what level it is. Following is a list of all upgradable stats:

Name	Group	Maximum level	Obtained where?	Effect
Body	Attribute	20	Start of the game	Every point put into Body gives you 10 hp. This is one of the most important stats.
Magic	Attribute	20	First time you talk to H'oochin-ikwa, in the warehouse	Every point put into Magic gives you 10 mp. This is one of the most important stats in the game, if you want to make Jake a magician.
Strength	Attribute	6	Start of the game	You need a high Strength to equip certain stuff. For instance, someone with 1 Strength can only equip the leather jacket, not the full body suit.
Charisma	Attribute	6	Start of the game	Charisma affects the Leadership and Negotiation skills. I'm not exactly sure how, but a high Charisma score makes you succeed more often, and lower the price more. The number of Shadowrunners you can hire also depends on your Charisma score.
Firearms	Skills	16	Start of the game	Firearms affects your accuracy and damage with, ehm, firearms. This is quite an important skill, because you won't get magic until the second half of the game.
Computer	Skills	6	Start of the game	Computers affects your hacking ability. This isn't really important, but some computers require you to have Computers on a certain level before you can hack them. I think it affects combat.exe with the IC's as well. (Pushing B while in front of an IC in an attempt to destroy it.)
Leadership	Skills	6	Bought from doctor Maplethorne	Leadership affects how long your shadowrunners will stay with you. A handy moneysaver.
Negotiation	Skills	6	Bought from Arena guy	Negotiation affects how much Shadowrunners will cost you. Each shadowrunner has a "base price" and a high Negotiation lowers that base price. Also a handy moneysaver.
Powerball	Magic	6	<a href="#">See Powerball spell</a>	Powerball affects how much damage the Powerball spell does, and how much mp it costs. The more points you put into it, the more damage Powerball will do, but the more mp it will cost too!
Heal	Magic	6	<a href="#">See Heal spell</a>	Heal affects how much hp the Heal spell heals, and how much mp it costs. The more points you put into it, the more hp Heal will heal, but the more mp it will cost too!
Invisibility	Magic	6	<a href="#">See Invisibility spell</a>	Invisibility affects how long Invisibility lasts, and how much mp it costs. The more points you put into it, the longer Invisibility will last, but the more mp it will cost too!
Armor	Magic	6	<a href="#">See Armor spell</a>	Armor affects how long Armor, and how much mp it costs. The more points you put into it, the longer Armor will last, but the more mp it will cost too!
Summon Spirit	Magic	6	<a href="#">See Summon Spirit spell</a>	Summon Spirit affects how much damage Summon Spirit does, and how much mp it costs. The more points you put into it, the more damage Summon Spirit will do, but the more mp it will cost too!
Freeze	Magic	6	<a href="#">See Freeze spell</a>	Freeze affects how long Freeze lasts, and how much mp it costs. The more points you put into it, the longer Freeze will last, but the more mp it will cost too!





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## Walkthrough

This Walkthrough is by [Cless Alvein](#) and [Ezboarder](#), and may not be distributed without the permission of the owners

### City, Section 1, Morgue

You start out in a morgue, in Section 1 of a city. You see some doctors carry you and put you in a drawer, taking you for dead. You climb out sluggishly, and realize you don't remember a thing. Examine the drawer for a piece of paper if you wish, but it's not necessary. Look on an operating table near the bottom and take the **Scalpel** that's on it. Open both of the refridgerators to your left and get a **Slap Patch** that's in it. Remember one thing, do NOT use this **Slap Patch** unless you really need it, as it will get you information later on that you might not be able to get otherwise.

### City, Section 1, Main

Go out of the morgue and you'll see a red-haired punk. He'll start talking to you. In the conversation, you'll learn about **Hitmen** and **Firearms**. Then, finish the conversation and follow him to the next screen.

### City, Section 1, Southwest

Keep following him down the stairs.

### City, Section 1, Dark Alley

You will be shot at by a **Orc Assassin**, run and get a **Beretta Pistol**. After you get it, equip it and use it on the **Orc Assassin**. You should kill him without too much difficulty and after the **Orc Assassin** dies, he'll leave behind a **Leather Jacket**. Equip this also.

Go to the end of the alleyway and you'll see a pair of glowing eyes. Go near it and a dog will come out. You'll learn about **Dog**. Now get out of the alley.

### City, Section 1, Main

Near the center of the Main Section of the city, there will be a fence, and a dog in it trying to get out. Open the gate to the fence, located at the northern end of the fence, and the dog will bound out, dropping a **Dog Collar**. Pick it up and head Southeast.

### City, Section 1, Southeast

Enter the apartment that you see when you enter this section.

### City, Section 1, Small Apartment

Enter the first door and you'll see a man lying on the ground. Examine his body and Jake will see that he is familiar. Get the **apartment Key** and read/get the **Memo** for further story.

### City, Section 1, Southeast

Go back to the Main Section.

### City, Section 1, Main



There is a little alleyway that goes north-east. Go through it.

### **City, Section 1, Northeast**

Go in the first apartment you arrive at. This is the apartment that you lived in.

### **City, Section 1, Your Apartment**

Examine the key. You'll see that it has a reference to apartment 6. Examine the room doors until you see room 6. Go to the menu and use the key on the door. It will be opened. Open the filing cabinets for some Nuyen and also **Sassie's Number**. You will see a pair of **Shades** on a small counter. Get it and use it. You will notice a videophone at the northwest part of the house. Listen to the message recorded on it. Then, use the bed to take a nap.

The Save and Exit options should be obvious about what they do. Now, throughout the part getting here you may have fought a few guys, and a message that says "1 Karma" may have appeared. What is Karma you ask? Karma is really another word for Experience Points. When sleeping you may use Karma and distribute Karma points to attributes, magic, or skills. Each time a skill goes up by a level through distribution of Karma points, it gets stronger, and takes 1 more point to reach the next level. Some skills, like Firearm or Computers can only go up to level 6, while others, like Body, can go on much further. Note that you can use your Karma while sleeping.

Now that that's done, your HP is back to full and you can return back here anytime to replenish HP. Exit the room for now.

### **City, Section 1, Your Apartment**

Exit the apartment.

### **City, Section 1, Northeast**

Go back to the main section through the narrow alleyway to the southwest.

### **City, Section 1, Main**

Go back to that Southwest section that the punk lead you to before, just one screen over.

### **City, Section 1, Southwest**

Here, instead of heading down the Dark Alley, go north and then east, to reach the Northern end of the city.

### **City, Section 1, North**

Here, there is an opening to The Cage.

### **City, Section 1, The Cage**

Talk to the immense bouncer. He will tell you that you can't get in without a **Ticket**. Exit The Cage.

### **City, Section 1, Southwest**

Head back west until you see the bar at the left. Enter the bar.

### **City, Section 1, Grim Reaper Club**

Talk to the bartender and he'll give you your usual, although you don't really know what it is, for now. He gives you some **Iced Tea**. Take it. If you ask him about **Hitmen**, he'll give you some information about **Shadowrunners**. He'll also fill you in on **Deckers** and **Hiring**. Now end the conversation, and talk to the busy man to the right of the bartender. He tells you all about **Heal** and **Street Doc**. Now, go back to the bartender and you'll learn **Datajack**.



Now, go to the tired man at the southern end of the bar. He'll keep saying he's tired. Give him the **Iced Tea**. He'll then give you information on **Grinder** and **Maria** if you ask him about **Tickets**. Interrogate further about Grinder and you'll obtain knowledge of **Lone Star**.

Now you've done everything at the Grim Reaper Club. Go out.

### **City, Section 1, Southwest**

Go down and south until you come to just before where the stairs leading to the Dark Alley is. There should an apartment there. Go in it.

### **City, Section 1, Businessman's Apartment**

The Businessman is in the second door of this building. Go in and talk to him about **Hiring** and he will tell you about **Negotiation**. If you talk about **Lone Star** the businessman will say that he's got a fake ID badge available for sale for 150 Nuyen. If you ask about **Firearms** he will sell you **Grenades** for 100 Nuyen each. I suggest you stock up some **Grenades**, but you have to buy the **Lone Star Badge** for 150 Nuyen. Put the **Lone Star Badge** on, and exit the apartment.

### **City, Section 1, Southwest**

Head back to the Morgue.

### **City, Section 1, Main**

Go into the Morgue.

### **City, Section 1, Morgue**

Hehheh. Stupid people. They apparently don't recognize you after you've put on some dark sunglasses. Anyway, talk to the one that's not busy and ask about **Grinder**. He'll then promptly unlock the filing cabinets for you. Open and examine both, you'll obtain a **Credstick** and **Tickets**. Now get out of the Morgue.

### **City, Section 1, Main**

Head Southwest.

### **City, Section 1, Southwest**

Surprise, surprise! You're in the Southwest section of the city after going southwest! Anyway, go into the building with the thin brown door, the one you see as soon as you enter the screen. The big tall building. Enter it, and go in the first door you see. Pick up a **Paperweight** here on one of the tables. After you get the **Paperweight** go out of the building.

### **City, Section 1, North**

The gate to the Cemetery is just north, so keep going until you see some iron gates. Open then and go in.

### **City, Section 1, Cemetery**

In the cemetery there are some **Ghouls** that give you good Karma. I suggest you put some Karma into Firearm and Body points before moving on. Sleep at your apartment if need to. Anyway, pry open crypt doors using the **Scalpel** that you picked up earlier in the Morgue. In one of these crypts you will find an Indian Shaman, who is in great pain, and cannot speak unless you apply the **Slap Patch** on him. Now aren't you glad that you saved that **Slap Patch** instead of using it?

Talk to him and learn about **Shaman**. You'll also learn about **Magic Fetish** and obtain some. After he vanishes, go back out of the cemetery. Before you do that, though, there will be a **Ghoul Bone** near the gate. Pick that up before you leave.



## City, Section 1, North

Go north and on into The Cage.

## City, Section 1, The Cage

Now that you have a **Credstick**, call Sassie, whose number you obtained on that piece of paper. Sassie will tell you about **Calls**. Ask her about it, and you'll get **Glutman's Number**. Call him, and talk to the secretary, to learn about **Cage**, and how Glutman's always there.

Since you're already at the cage, give the **Tickets** to the bouncer and go on in. You'll see the red-haired punk that you met earlier. He'll tell you about **Ghouls**. Then, find Shady Character, and talk to him. This will be Glutman. He'll take you away into The Yard.

## City, Section 2, Caryards

Talk to various people for information about Caryards, **Matrix**, **King**, and **Drake**.

There is a little kid at the south of the Caryards who will sell you **Slap Patches** if you ask about **Heal**

To the southeast, there will this be a bit of empty space. Take this opportunity to level up your stats and skills.

Warning: **This is a path you do not have to take. Instead of fighting you can always buy yourself out of this picklement.**

Remember that you can save at the bed, as well as regain your health and use Karma. Now to the northeast of the Caryards is an arena, where a chubby man will ask you if you want to fight. Say yes and you will be taken to the arena for your first match. Also remember, you can stop after you've finished a fight and go to the bed, recover/buy more **Slap Patches** and continue where you left off. There is no rush.

Round 1:

### **Gang Member**

Difficulty: 3/10

Round 2:

### **Heavy Dude**

Difficulty: 4/10

Round 3:

### **Heavy Dude**

Difficulty: 4/10

Round 4:

### **Mage**

Difficulty: 5/10

Round 5:

### **Mage**

Difficulty: 5/10

Round 6:

### **Samurai Warrior**

Difficulty: 8/10

The reason the Samurai is so tough; he's the first enemy you encounter with an automatic weapon.

Round 7:

### **Ferocious Orc**

Difficulty: 7/10

He looks really tough, but he rarely ever does more damage than a **Heavy Dude** or a **Mage**.

Round 8:

### **Gang Leader**



Difficulty: 10/10

This is easily the most difficult fighter in the Arena. He's extremely fast, but when he's close to you, he starts circle-strafting you, therefore, you lose your targeting on him. If that wasn't bad enough, he's also packing a machine gun!

Round 9:

### **Troll Decker**

Difficulty: 9/10

Round 10 and above:

### **Mage**

Difficulty: 8/10

If you've been able to fight up to the **Ferocious Orc**, then **The King** shouldn't be a problem. Ask about **King** at your next fight and the guy will allow you to challenge **The King**. If you can't beat **The King**, improve on your body and Firearm skills until you can. He shouldn't be too hard. After you beat him you will be free to leave. Before you do, ask the Arena Manager about **Negotiation** and he will teach you it for 1000 Nuyen. This will help you make better deals. Try to train your Negotiation to a high level, at least 3.

**HOWEVER**, there is a second option. You can save up Nuyen until you pay **The King** what he wants, and leave the Caryards that way. You can buy Negotiation, train it, THEN talk to **The King**. It will make getting out take less money. However, killing **The King** is more profitable in terms of Nuyen and Karma points.

## **City, Section 2, Street**

When you exit the Caryards, just hustle all the way down the street until you are blocked by two shops. Go into the one that's right in front of you.

## **City, Section 2, Magic Shop**

Talk to the Shaman behind the counter. Ask about **Talisman** and the Shaman will give you his phone number in case you have problems with something. Before leaving though, buy a **Stake** for 2000 Nuyen. It will save you a trip back here later on, once you have a sidekick. Exit and enter the other shop.

## **City, Section 2, Gun Shop**

Neither the dwarf, or the woman browsing have anything worth saying, so just check out all of the cases of guns. Most of the guns in there are either worse, or the exact same as the **Beretta**, so don't waste your money on those. If you have about 16000-20000 Nuyen, buy the **Shotgun**. If you're just below that, go back to that small area next to the Caryards. If you're way below, like 3000 or 4000 Nuyen below, just buy the **Ruger**. It's a little weaker than the **Shotgun**, but the enemies become extremely difficult and powerful from here on in, so you'll need all the firepower you can get. Once you have a gun, leave the shop and walk back down the street. This time, duck down that side alley you saw coming this way.

**Note:** If you are forced into buying the **Ruger** pistol, do not go back and buy the **Shotgun** once you have 15000 Nuyen. Guns only sell for half the money you paid for them, so you would be losing money if you upgraded every chance you got.

## **City, Section 2, Side Alley**

Kill that **Hitman** overhead. Any **Hitman** will give you 30-50 Nuyen. This one doesn't regenerate though. Give him some air holes, then be on your merry way down the alley. Go up the stairs to see the doctor.

## **City, Section 2, Street Doc**

**CAUTION:** Before going to this street doc, make sure to have at least 2300 Nuyen.

As soon as you walk in, the doctor will give you a little spiel about his business. Talk to him and ask about **Examination**. Pay him the 500 Nuyen. All is not well though. Apparently, someone attached a **Cortex Bomb** to your computer, to most likely protect something. In 30 hours, Jake's head will pop like a balloon! But wait, the street doc recommends a doctor named Maplethorpe, over in Section 3. If anyone can remove the bomb, it's him. He's expensive though, like 2000 Nuyen expensive, which you may have a tough time with, considering there are few enemies in Section 3 that will drop money. Don't despair though. Run to the Eco-Rail system as fast as you can.



## City, Section 2, Eco-Rail

Just run straight up. Stand on the red mat, and you'll automatically enter the rail-car. You can skip the cut-scene if you want.

## City, Section 3, Eco-Rail

If you took the right rail-car, you'll end up in Daley Station. As soon as you exit from the loading dock, two **Ferocious Orcs** decide to kill you. Kill the one near you, the the farther one. When you kill the farthest one, he drops the **Iron Key** and says something about watching your back because the Rust Stilettos always finish a job. (Note: Don't be scared of the Rust Stilettos. It's not a special enemy, just a really stupid gang. :P)

Grab the **Iron Key**, then run down the stairs. Oh look, another Dog Acolyte, who doesn't tell you much. After his little opener, all he does is grrr, woof and bark. He'll run once you finish speaking. Follow him out of the station.

## City, Section 3, Street

Run down the street until you reach an intersection. Go north and you'll be in a large plaza. Keep going north until you cross a road with moving cars (note that the cars do damage to you). Once you are across, run east, taking out the **Snipers** lurking in the grass. You should reach another large building with another plaza in front. Just run into the building. Many **Hitmen** and **Snipers** are looking to kill you, which they will if you stay and fight.

## City, Section 3, Dr. Maplethorpe's

Once you enter. Talk to the secretary who will ask for your 2000 Nuyen. Once you enter, talk about **Cortex Bomb**. He'll then remove. Learn about **Head Computer** and **Matrix Systems** . If you have enough money, purchase the skill software containing **Leadership** for 3000 Nuyen, then train it up to level 5 or 6. Go back the way you came and hop the Eco-Rail to Section 1.

## City, Section 1, Glutman's Office

Run over to Glutman's office. Just ignore the secretary and go for the computer. Jack in with your **Cyberdeck**. Be warned that in the Blue Area, there are little things named IC's that will damage you. A hint for starting out would be to go right, then up. Carefully make your way through. Once you reach the two databases, download the files, then get out. Read the message, pocket your 1000 Nuyen and make your way back to Sector 3.

## City, Section 3, Street

Run the opposite way you did to go to Dr. Maplethorpe's. Kill any hitmen, then run into the nearby club, the Wastelands.

## City, Section 3, Wasteland

Kill the orc who comes running in on the catwalk. Proceed along the catwalk, walk down to the dance floor and talk to the bartender. Learn about **Ice** . Your next stop is the alley that's just north of the Wasteland club, home of the Rust Stilettos. If you have the money, invite along one of the three deckers, **Norbert**, **Anders** or **Frogtongue**. It doesn't really matter which one. If you think you can do it alone and want to save your money for Leadership, or don't have enough (:P), go for it.

## City, Section 3, Rust Stiletto Hideout

Battle your way through the alley, until you reach a dead-end, with a sliding door. Use the **Iron Key** on the door and enter the hideout. As soon as you enter, shoot the **Gang Member** you can see. After you kill him, get into vision of the **Ferocious Orc** and kill him. Enter that room and kill the other **Ferocious Orc**. Watch out though. A Gang Member is hiding in the back corner. Kill him and the back door will pop open, with two **Ferocious Orcs** entering, then the door closes. Kill the orcs, then pick up the **Crowbar**, all of the money and enter the next room. If you're going to survive this last room, you're gonna need full health and a whole load of **Slap Patches**. As soon as you enter, target the gang leader in the upper-left corner. He packs a machine gun and does a lot of damage. Once you kill him, he'll blab on about how "Drake will get you," and "You're dead Armitage!" Ignore it, and kill the



**Gang Member** who should be clubbing you to death. Once you kill the **Gang Member**, the rest is easy. Although, it is highly recommended you use a **Slap Patch** on yourself once you have below 25 HP. Damage will come fast. Don't bother healing your partner. He'll be able to take care of himself. If you run out of **Slap Patches**, run to Section 2 for a snooze. The enemies in any part of the hideout will not regenerate. At this point, Heightened Reflexes becomes available from Dr. Maplethorpe.

### City, Section 3, Street

Leave the hideout area. Once you reach that familiar 4-way intersection, head south, the west and you'll see two people having their way blocked. Talk to a **Cruel Man** and he'll ask you if you want in. Pay him the 50 Nuyen and enter the Jagged Nails, yet another club.

### City, Section 3, Jagged Nails

Enter the Jagged Nails and talk it up with the locals and ignore the two deckers standing near the back. Learn about **Kitsune**. Get next to wall and try to talk to **Kitsune** when she comes close. She'll teleport to the other side. Talk to her again. Ask about **Dog**. She'll give you some **Enchanted Leaves**. Ask her if she'll work for you. She's steep, at 3000 Nuyen, but an excellent person to watch your back. If you don't have enough for her and/or Leadership, I would recommend **Kitsune** first, because you'll need someone to watch your back soon. So save up, if you don't have enough. Once you've done this, run back to the 4-way intersection. Head east, then south, to the docks.

### City, Section 3, Docks

Explore the docks and warehouses. Beware though; the **Mages** here use **Powerball**. First, head south to find a boat driver and learn more about the **Docks**. Once you're done chatting with him, explore the warehouses. The one nearest the dock entrance holds an entrance to the Matrix, with 2000 Nuyen inside. The farthest one leads to a fight with an **Octopus**, who drops a **Pool of Ink** (needed for the spell **Freeze**), 3 Karma and another 2000 Nuyen. The middle warehouse is empty, until you enter the ring in the middle. The spirit of **Dog** appears. It asks you to show your loyalty to **Dog** by killing the **Rat Shaman**, who lives in the sewers under the Section 3 cemetery. Once you know your mission, he'll depart. You should too.

### City, Section 3, Cemetary & Sewers

From the marketplace next to the Eco-Rail station, head south down a road all paved. You come into a back alley, which brings you to the entrance of a cemetery. Ignore the **Ghouls** and run through the opening in the wall, which leads to the sewers. There isn't much here except **Rats**. From the entrance, just head straight north, to the far end. In the next room, some **Rats** will throw things at you. Kill them first. Run to the end, then turn right, through to the next room. This is where the **Rat Shaman** is. First, kill off his **Rat** friends, staying out of his magic range. Once they're all dead, go after the Big Cheese himself 8P. He attacks using the **Powerball** and **Freeze** spells. You shouldn't need to heal, unless he casts **Freeze** on you a lot. Once he's dead, a mask will rise from the body. You learn about **Jester Spirit**. Once you're done, leave the sewers and head to the **Dog** Warehouse at the Docks for your reward: The **Powerball** spell. You can also talk to **Dog** and learn more about the **Jester Spirit**.

### City, Section 3, Jagged Nails

You'll have to come back here to get into the Dark Blade club. If **Kitsune** happened to die in the sewers or any other place, she'll be back, dancing. Talk to her and ask her about the **Jester Spirit**. She'll mention **Dark Blade**. Head over to the Club Manager at the large desk and ask about **Dark Blade**. He'll then tell you about **Vampire**. Next head over to the other Club Manager, behind the small desk. Ask him about **Vampire** and he'll tell you about **Strobes**. Go back to the first Club Manager. Ask him about **Strobes** and he'll give you them to use. Head to the phone and call the Shaman. Ask him about **Dark Blade** and he gives you their phone number, so you can learn their intentions before meeting them. Hang up and call the number of the Dark Blade. You'll speak to a man named Johan. Ask him about your **Magic Fetish**. He tells you to drop by the club and that the gate will be open.

**Note:** If **Kitsune** did die with you, don't bother re-hiring her. It's a waste of money, especially since things are going to become more expensive.

### City, Section 3, Dark Blade

From the market area, go south down a paved road with a sidewalk. Run down the street and you should end up in front of a fenced off area. Run through there and follow the path to enter the club. Talk to the **Mage** and tell about the **Magic Fetish** and he'll give you Vladimir's location. Head to where Vladimir is and ask him about the **Jester Spirit**. He asks for the **Magic Fetish**. Give it to him and he'll tell you about **Nirwanda** and **Bremerton**. Now explore the club. You can jack into the computers in Vladimir's room for 10000 Nuyen and a data file. The



right area has a **Mesh Jacket** you can get off of a **Samurai Warrior**, as well as a **Bronze Key** you'll need. The center area holds the entrance to a crypt. Before entering the crypt, go back and hire a Decker. Any will do, as the Decker's main function will be to draw the ghouls away from yourself. Or you could be a coward and run through the crypt, like me 8P. To reach the end of the crypt, go down some stairs tucked into a coffin alcove. Don't go off the stairs though. Snipe the **Ghouls**, who won't go up the stairs. Once they're all dead, use the Strobe that you were lent by the Club Manager. Vladimir will be blinded. Use the **Stake** on him while you have the opportunity. He'll then beg of you to leave him alone. Ask about the **Jester Spirit** and he'll tell you **Nirwanda** and **Bremerton** again. He's a really bad liar, suffice to say. Use the **Stake** again. He'll admit that the spirit's actual name is **Laughlyn**. He tells you to go away. Now you can pretend you're Buffy Summers and use the **Stake** a third time, killing him and bagging yourself 5000 Nuyen. Dermal Armor will become available from Doc Maplethorpe once Vladimir is dead.

## City, Section 2, Magic Shop

You'll need 9000 Nuyen for this. Buy the **Black Bottle** and the **Blue & Black Potion Bottles** for 6000 and 3000 Nuyen, respectively.

## City, Section 1, Main

Head to the fountain in the middle of this area and use your **Potion Bottles** on it. They should fill up with water. Head to the Docks in Section 3 and kill the **Octopus** if you haven't already. Scoop up the **Ink** left behind into your **Black Bottle**.

## City, Section 3, Wastelands

Walk across the catwalk and down the stairs. Talk to the man right under the catwalk. He'll tell you to bug off. Instead, ask about **Ice** and buy a ton of it for a measly 100 Nuyen. Once the deal is sealed, he asks where he should deliver. Tell him the **Docks**.

## City, Section 3, Docks

Go down to the boat launch and grab the **Mermaid Scales**. Go talk to your friend Dog in the warehouse and he'll grant you the **Freeze** spell, which paralyzes your enemies by encasing them in a giant block of ice. Go back to the boat launch and kill the orc that is there. He's tough, but don't give up. Once he succumbs, grab the **Explosives**. Ask the boatman about **Bremerton**. Pay him the 1000 Nuyen he wants and hop in the boat.

## City, Section 3, Bremerton

Since you can't go south at all, go northeast. Ignore all of the doors (they're all rusted shut) and kill anyone who gets in your way. Once you reach the dead end, head up the stairs and run back the way you came. Kill the **Dog** at the far end for some **Dog Tags**, a spell component. Use the **Crowbar** on the door at the end. Once you enter kill the two slime pools oozing around. Hit the switch on the upper level and head through the open door. In the next room, head up the stairwell and through the corridor.

Kill all of the people in the stairwells leading down. Grab the **Safe Key**. At the bottom, open the Safe and grab the **Detonator**. Your Explosives and **Detonator** will combine to create a time bomb. Head back up the stairwell and through to the next room, a 3-way intersection.

Go down and kill the black ooze inhabiting the room. Use the **Potion Bottles** in your storage to pick up some **Toxic Water**. Descend down the stairs. Don't hit that first switch yet. Run down the stairs. Trip the second switch. Run back and hit the first switch. Immediately after you trip the first switch, switch it back to off. Run down and re-open the airlock. Enter the room at the bottom. Notice the four dead bodies? =) Use the time bomb on the safe and run into the far corner. Grab the **Green Bottle** and head back to the 3-way intersection. Note that before proceeding further, head back to the Dog Warehouse. You then have access to two new spells, **Summon Spirit** and **Invisibility**.

Back on the Bremerton, head up from the 3-way intersection. From there, head the only way left to go, which is to the right, or aft, of the ship. Go through the first corridor, following it to a T-shaped corridor. Just run straight across. In the next room, trip the switch near the closed door to unlock it. You should be in a catwalk room above water, with two **Slimey Toxic Wastes**. You can't damage them with your bullets. What you do is get as close to them as possible (they won't attack) and capture each one in your **Green Bottle**. Once the slimes have been captured, head over to the three switches on the wall and trip the first and third switches, to open the door and set off the mines in the next room. Enter the portal at the end, to reach the Extra-Dimensional Zone.

## Extra-Dimensional Zone



First thing in, go to the pool in the center and kill the **Naga** for 4 Karma. Then just run through the rooms. In the room before you meet the **Jester Spirit**, shoot the large **Bubbles**, to keep them from firing bubbles, which harm you.

The **Jester Spirit** himself is much easier than you might think. Run up to his platform and immediately cast Invisibility on yourself. Keep shooting his mask, replenishing your Invisibility when it runs out. Once he taunts you by saying "*Hah! You were a fool to think you could challenge the **Jester Spirit!***", switch out of your gun and select the option to Talk. Ask about **Nirwanda**, then ask about **Laughlyn**. He'll concede his defeat and float down to you. Talk to him again. Ask about **Drake** and learn about **Volcano**. Talk him about **Volcano**, then exit. Select him a third time to pick him up. A portal floats down, which brings you back to the boat launch.

## Drake Towers

Before you enter the Drake Towers, it is almost a necessity to have every spell except for **Armour**, Dermal Armour, **Mesh Jacket**, at least a **Ruger Pistol** and Heightened Reflexes from Dr. Maplethorpe. As soon as you step off the elevator onto each floor, cast **Invisibility**. Shoot everyone quickly and grab all the money. Use your action hand and run it over the screen, checking for computers you can use your **Cyberdeck** on. You'll find locks on the elevators, data files pertaining to the story and Nuyen.

**First Floor:** All you'll find is a computer. Jack in and open up the elevator. Head on up to the second floor.

**Second Floor:** Immediately cast **Invisibility** and start shooting the **Samurai Warriors**. After all three are dead, you'll find one computer you can jack into at the far end of the the floor, for a data file and 8000 Nuyen. The second computer with the elevator lock can be found near the vertex of the L-shaped room. You'll find the elevator lock. Head on up to the third floor. Note that on every floor, the left elevator goes up and the right elevator goes down.

**Third Floor:** There are three computers. One right across from the elevators has all of its routes blocked off, one near the vertex of the L has some trash data and the elevator lock and the last computer near the top of the room has trash data.

**Fourth Floor:** The two computers contain a data file and an elevator lock each. The computer with the elevator lock is in the lone computer at the top of the room and the computer with the data file is directly across from the "down" elevator.

**Fifth Floor:** You'll find two computers, one containing a Level 6 Node and the elevator lock, with the other holding 10000 Nuyen and two data files, one of which has Drake's phone number. Call to see what happens ^\_^. The computer with the elevator lock is located in the upper corner of the area with no wall near the the room's vertex and the computer with the Nuyen is located at the top of the room.

**Sixth Floor:** There is one solitary computer, holding just the elevator lock. The computer is at the top of the room near some couches. Note that you need to de-activate the Level 6 Node to reach the elevator lock.

**Roof:** Destroy the sentry guns. Head over to the helicopter and ask the pilot about **Volcano**. Head on over.

## Volcano

Before entering the Volcano, make sure you have everything you didn't have before the Drake Towers, as well as an **Assault Rifle**. You can find an **Assault Rifle** at the Dark Blade Gun Shop, which is located in a small alleyway on the same property as the Dark Blade Club. Sell your **Shotgun** to be able to afford the thing, then you are ready to tackle the Volcano.

**Quick Tips:** There's a lot of computers in here, many of which contain money. It's worth taking notes on which computers are worth going for and which aren't. There are also secret routes you could use to avoid the troll decker sentries.

**Sub Level 00:** Nobody here but us pipes. Just head over to the elevator.

**Sub Level 01:** There are two computers on this floor, both of which are located fairly closely together. The computer with the elevator lock is located in a room with two exits in the northern end of the complex. The computer is on the right side of the room.

Once you are out of the computer with the elevator un-locked, you have probably noticed that there's no elevator. It's actually the door that's locked by the IC program that has the "Sub Level 01" sign next to it. The computer that has the IC program has the panel logo of D-G-C on it. This is found south of the elevator door.

**Sub Level 02:** There is one computer to note on this level that contains an elevator lock. When you first set foot in the level, do not head to the door on the left, just head down the catwalk on the right. In the next section, shoot the **Scientist** immediately. If you walk towards him, he'll toss out a whole bunch of grenades. In the next section, the first door you see contains the elevator lock. Modify the program and find the elevator, which is guarded by a **Sentry Gun**. Kill the **Scientist** (you can't hurt the gun itself) and board the elevator.



**Sub Level 03:** There are five computers on this floor. Two computers contain both a data file and Nuyen, one with only a data file, one with only Nuyen and the elevator lock. Three of the five computers are all located in the same room. From the first room, go through the right door, then up past the **Sentry Gun**, in a room with two yellow-clad **Scientists**. North of that is the computer with the elevator lock and the last computer can be found when you go south at the intersection where you went north the first time.

**Sub Level 04(Maximum Security):** Cast **Invisibility** as soon as you step on the floor. Once it's cast, go right and kill the **Scientists** at the **Sentry Guns** first, then kill the **Troll Decker** and the remaining **Scientist**. Instead of going through the double doors, head down left and kill the first two **Nagas**. The last **Naga** has a spell component, **Serpent Scales**. However, until you pick the Scales up, the **Naga** with them will keep re-appearing. You can use this trick for lots of karma. Once you have the Scales, go back to the Dog warehouse and chat with the spirit. Then you have **Armor**. Go back to the Volcano and through those doors on Sub Level 04.

**Catwalks:** Cast **Invisibility** to limit damage you'll take before facing **Drake**. Kill the **Troll Deckers** in the first room and move on. In the second room, shoot the **Scientists** lobbing grenades at you. Before going through the door at the end, equip the **Armor** spell.

**Drake's Room:** As soon as you enter, cast **Armor** to deflect falling **Freezes**. Get close to **Drake**, then use your **Jester Spirit**. The **Jester Spirit** will blow bubbles, rendering **Drake** immobile. Thankfully you aren't so take this time to blast **Drake** as much as possible. Once the **Jester Spirit** wears off, cast **Armor** or **Freeze** to avoid damage. **Drake** should be dead in no time. Enter the room next door.

You'll find a red-clad professor who says his name is Pushkin. He was kept here and was meant to receive a head computer from a man named Raitsov. Tell him about **Head Computer** and he'll exclaim that you were the courier. I won't spoil story lines for you though ;-). End the conversation and you'll be back at the roof of Drake Towers. Now it's time to combat the Aneki Building.

## Aneki Building

This is it, you're down the homestretch. As soon as you have 70000 Nuyen, head to the Dark Blade gun shop and purchase a **Full Bodysuit** and the **Assault Cannon**. Until then, make do and get ready for the final area. Note that on each floor, use the same procedure as the Drake Tower: **Invisibility**, then fire. There's also lots of computers filled with cash and two computers have data files.

Before you enter, a man will ask you for a pass. Ignore him and run for the building. Or shoot everything that moves and laugh.

**Floor 1:** Just log into the computer and get the elevator un-locked.

**Floor 2:** There are two computers on this floor. One has a datafile and a Level 3 node, the other contains the elevator lock. The computer with the datafile is located to the right of the elevators, up against the far wall, near the bottom corner. The other computer is to the left of the elevators.

**Floor 3:** Two more computers on this floor. One contains 12500 Nuyen, 25000 Nuyen and a datafile, the other contains the elevator lock. The computer with the Nuyen is in the right block, in the top left corner next to a drawing board. The computer with the elevator lock is located in the left block, on the top right corner of a glass partition splitting the top part in half.

**Floor 4:** Yet again, there is two more computers on this floor. One with 25000 Nuyen is in the right block on the right middle side. The computer with the elevator lock is in the left block, in a small cubicle in the top left corner. The computer is the one on the right.

**Floor 5:** This is the last floor. Two more computers are up here. One contains a whopping total of 80000 Nuyen and the other contains your goal, the AI computer. The computer with the 80000 Nuyen is in the right block, on the right middle side. The AI computer is in the left block and it is the large machine on the left middle side. Modify the two gray blocks and jack out. Congratulations, you've kept the Matrix safe. Sit back and watch the credits to find out what happens for yourself.





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## Weapons

Weapon	Rating	Description	Location
Beretta Pistol	4/10	It's the only weapon you have for awhile. You can't do too much damage with it, but you'll have to live with it.	City, Section One, Dark Alley. Found beside the dead man around the Orc Assassin.
Ruger Heavy Pistol	5.5/10	Better than the pistol, yet not as powerful as the shotgun. A good option if you're low on cash.	City, Section Two, Gun Shop. Cost: 9000 Nuyen.
Colt L36 Pistol	5/10	A bit more powerful than the Beretta, if you can't afford much better stuff but want a slightly bigger gun, this is a good choice.	City, Section Two, Gun Shop. Cost: 500 Nuyen.
Fichetti L. Pistol	5.5/10	Small and quick, this gun can do some good damage if you press the A button a lot.	City, Section Two, Gun Shop. Cost: 2000 Nuyen.
T-250 Shotgun	8.5/10	Excellent gun with a very high maximum damage, it can also fire at a good rate, but what's so good about this is the damage it does per shot.	City, Section Two, Gun Shop. Cost: 12000 Nuyen.
Viper H. Pistol	7.5/10	This gun does medium damage throughout, but is very quick, so if your can press buttons quickly, this gun can be very worthwhile.	City, Section Two, Gun Shop. Cost: 3000 Nuyen.
Warhawk H. Pistol	6/10	With this gun, you do SOME damage per almost every shot. But what brings this gun down is that the low damage it usually does, even if it is very accurate.	City, Section Two, Gun Shop. Cost: 9000 Nuyen.
Uzi III SMG	7/10	Very quick gun for extra damage against those assassins and peepholes. Not so good against running people out in the open, but excellent if there's just too many guys hiding in holes shooting at you.	City, Section Two, Dark Blade Gun Shop. Cost: 30000 Nuyen.
Grenades	6/10	Grenades when thrown can do excellent splash damage and are particularly effective against melee attack monsters, as you can probably blow them up a bit before they reach you. The only thing that holds them back is that they don't always do much damage.	City, Section Two, Gun Shop. City, Section One, Businessman Cost: Varied cost; 80-150 Nuyen each, up to 6.
H.K 277 Assault Rifle	8.5/10	Steep pricing, but well worth it. Useful right up until the Aneki Building, where then it is only about as effective as a Shotgun was in the Drake Towers.	City, Section Three, Dark Blade Gun Shop. Cost: 24000 Nuyen
Assault Cannon	10/10	The best gun in the game, it becomes available once you rescue Pushkin in the Volcano.	City, Section Three, Dark Blade Gun Shop. Cost: 40000 Nuyen