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Shadowrun snes hints

This is the walkthrough for Shadowrun (SNES). Tenth Street[] The morgue[] You can examine your chamber to find a matchbox which has "Wastelands Club" written on it. Open the right freezer and take the slap patch within. You can either use it when you're near death, or hang onto it to use later as you'll need it to obtain an item later, but you can buy a patch later in the game. Also notice near the bottom end of the room a scalpel on a tray. It is not easy to spot so use the hand cursor to locate it. Exit your room and the two morgue guys will be surprised to see you alive--surprised enough that they run into the next room, fearing you to be a zombie. Walk out of the building and somebody will be surprised to see you alive. He saw the hitmen kill you. He runs away for fear of being seen with you. Follow him into a dark alley. He will meet a bad end, but quickly go over to his body (past the enemy orc) and pick up and equip his weapon. Quickly kill the orc. Examine the Orc's dead body to find leather armor. Equip it. Go to the northwest and you will be greeted by a dog, but he won't be much help to you right now. Your apartment[] This will be one of the most tedious parts of the game. Even with your weapon and armor, you are very weak. You must go to your apartment because it will be your home base, and there are enemies in a neighboring room which you can repeatedly pick off to build up. Go to the town square, then go to the southeast. Head up northeast from there and you'll come across a big red building. Enter it, then take the nearest door. You'll find an incapacitated or, perhaps more likely, dead body. Examine him and pick up his key, this is actually the key to your apartment. Take the note as well if you like. Exit the building (the other room just has enemies), go to the northeast and then hook around the corner to the northwest. Keep going and you'll arrive at your apartment building. Enter it, find apartment six, and use the key on the door. Listen to the message on the video phone on the wall, open the filing cabinet and take the ¥20, and pick up and use your sunglasses. (You look like a dork with 'em on, don't you?) You must also read the ripped note by the computer to get Sassie's phone number, although you can't use the information now until you have the credstick. Rest on the bed and save the game. Exploring the town[] Now, enter the door just to the right of yours. Inside you'll likely find some enemies. Gun 'em down, take their nuyen, and repeat until you have 3 karma or are dangerously low on health. Go back to your bed and use your karma to boost your body attribute or firearms skill. Keep doing this until you have body and firearms at about 5 or 6; don't worry about boosting anything else as you don't need it right now. Once you have these attributes boosted, you should be safe until you reach the next major leveling-up area. Exit the building and go to the southwest. You should now be in the plaza again. Look at the fence around the fountain: at the north end you will find a place where it can be opened. Open it to allow the dog to escape, and you get its collar. Pick it up, since you'll need it in the later part of the game. Glutman's Office[] Continue to the southwest to the next screen, and enter a large building. This is assumed as Glutman's Office as it is the only thing of interest here. Enter the first door and defeat any enemies. On one desk you will see a small black object, a paperweight. Use your cursor to help find it. Pick it up as it will be useful later. Now enter the second door, go up to the computer, and take the Cyberdeck. Exit the building. Grim Reaper Club[] Speak with the club manager to get an Iced Tea. You can also ask him about hitmen, and you'll learn about the Shadowrunners, deckers and hiring. The Busy Man to the right of the bar can tell you about Heal and Street Doc. In turn, you can use these topics on the Club Manager to learn about the Datajack. Give the Iced Tea to the club Patron and ask about questions relating to tickets, leading to knowledge about Grinder, Maria, The Cage, and the Lone Star. You can also hire Hamfist, an orc decker for 500 Nuyen. Lone Star[] Graveyard[] Back to Morgue Guys[] The Cage[] Old Town[] Caryards[] The fixer has unceremoniously dropped you off at in the caryards, allegedly to protect you. It is controlled by someone called The King. You have basic accommodations on the single bed, a few people to talk to, an arena, and a small area to farm regular enemies for karma. The only merchant is the little boy, who can sell slap patches for 100 nuyen each. You can talk to some people here, and learn about The Matrix, King, and Drake. You need plenty of Nuyen to leave. The fastest way is to enter the arena by the north-east exit. You can quickly raise enough nuyen after a few battles: Gang Member: 300 nuyen and ~3 karma Heavy Dude: 700 nuyen and ~1 karma Heavy Dude: 1000 nuyen and ~2 karma Mage: 2000 nuyen and ~2 karma Mage: 1000 nuyen and ~1 karma Samurai Warrior: 4000 nuyen and ~1 karma Ferocious Orc: 5000 nuyen and ~3 karma. This is practically the last opponent you can fight without farming enemies or upgrading wearpons. Gang Leader: 6000 nuyen and ~3 karma. Extremely dangerous, as he circle-strafes. Troll Decker When you've fought all arena battles you can, you can head to the King and pay him the 4000 nuyen to leave. Alternatively, you can fight him in the arena (you should have at least Body 7 and Firearms 6) and kill him. Once you leave, you can access the monorail and be able to move elsewhere in the city. The platform on the left leads to Downtown, and the right leads to Tenth Street. Talisman Shop and Weapon Shop[] Ed's Patch and Fix[] NOTE: Have a saved game, spend your karma, and have at least 2300 nuyen before continuing. Downtown[] Dr. Maplethorpe[] The Docks[] The Dog Spirit[] Octopus[] Rust Stilletes[] Wastelands Club[] Rat Shaman and Dark Blade[] Kitsune and The Jagged Nails Club[] Rat Shaman's Lair[] Opening Dark Blade's Gate[] Reminder: If you haven't already, make sure you rescued the Shaman in Tenth Street's graveyard to get the magic fetish, and purchased the stake from the shaman in Old Town. After encountering the Jester Spirit, you will need to return to the Jagged Nails club and speak with Kitsune again. If she died as a companion, she'll be in her dance. Ask her about the Jester Spirit, and she'll mention the Dark Blade, and asking her about that will have her mention Vampires. Speak with the club manager on the right, and ask him about the vampires and learn about strobes. Speak with the club manager on the left, and ask for the strobes. Use the vidphone in the club, and call the shaman. Ask about the dark blade, and he'll give you their number. Call the Dark Blade, and ask about the magic fetish - this will have the mage unlock the gate for you. [] After getting through the gate, there is a weapon shop on the right-hand side of the courtyard. There is a new weapon here, the Uzi III SMG, and the normal upgrade to the T-250 Shotgun is also cheaper. Additional weapons will appear in this shop as you approach the end of the game - the best weapon will eventually If you currently have the T-250 Shotgun, there's no need to upgrade as the Uzi III only gives auto-fire capability (where you can hold the button instead of repeatedly pressing it), and a minor accuracy bonus. Both weapons require a strength of 4. When finished with the upgrades, you can sell spare weapons for half-price. Deliver the Magic Fetish[] Speak with the mage in front, and ask him about the magic fetish. He'll direct you to the room on the left. In the left room, Vladimir will talk to you as you approach. Ask him about the Magic Fetish and Jester Spirit. Exit the conversation, open the items menu, and select Magic Fetish from the list - give it to Vladimir. He thanks you for the fetish, and if you ask him about the jester spirit again, he'll mention you can defeat him by saying his true name, Nirwanda, and that the jester is found in Bremerton. He'll then leave through the wall. In the meantime, hack both the computers. The one on the right has account information for 10,000 nuyen, and the lower one has some data that says the vampire is working for the jester, and that his real name wasn't Nirwanda. When you head out, the front mage is hostile, and should be killed. Enter the room on the right, and eliminate the enemies there. There's a Bronze Key on the shelves to the right, and one of the enemies drops a Mesh Jacket. The room at the back is the eatery, and the room connecting to the left is the kitchen where there's additional enemies. The back of the kitchen leads to a locked grate, which is opened by the bronze key. Catacombs[] The crypts are filled with a large quantity of ghouls. Advance to the south-west, and in the second room, head to the south-east until you see stairs. Take them to the chamber. Vampire Chamber[] At the bottom of the stairs, a set of ghouls will charge quickly at the party. You can use a grenade or explosive attacks to clean them out. The last opponent is the Vampire, who is immune to conventional attacks. To stop him, use the Strobe that was given from the Jagged Nails, then use the Stake on him. The first time you use the stake, he'll panic. You can ask about the jester spirit again, but it's still a lie. The second stake is enough - ask him about the jester spirit, and he'll give the correct name, Laughlyn. You can now safely stake the vampire for 5000 nuyen and 4 karma. Bremerton[] The Mermaid[] To get the mermaid scales, there are two topics you need to learn if you haven't already. First, speak with the boat driver near the docks to learn about the Docks, and speak with the bartender in the Wasteland pub to learn about Ice. With both topics known, head to the Wasteland pub and speak with the man underneath the catwalk's stairs. Ask about Ice to purchase a ton for 100 nuyen, and then ask about the docks to have it delivered there. Head to the docks, the mermaid scales will be offloaded on the western docks screen on the empty pier. These scales with the Octopus Ink will grant the Freeze spell. Ruined Ship[] Alternate Dimension[] Drake's Stronghold[] Drake Tower[] Drake Volcano[] Aneki Corporation[] Loose Ends[] Aneki Building[] Source[]

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