

# Undercover: AD 2025 Kei Guide

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UNDERCOVER A.D. 2025 KEI - Pulse Interactive -  
Walkthrough by ADK, Final version :

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

Woa ! ADK's third strike. I play that game because everyone destroy it. And you know what ? Everyone was wrong... The only thing i have to say is that IGN is in the wrong way and the poor guy who played that game for IGN didn't understand anything to Undercover. I must admit that I laugh so much by reading his test but my god, he didn't say the truth. Read this walkthrough and you will discover everything you want to know about the game :

Final version : When i wrote this guide i simply forget a part of the walkthrough in adventure 2. Now i install it and the guide is complete. Curious that no one e mail me about this. Oh, i know, no one play this game. Too bad for them.

Summary :

- 1 Review of Undercover
- 2 Cast of characters
- 3 Ennemy and boss
- 4 Weapons in the game
- 5 Take the control, the hold-up system
- 6 Walkthrough
- 7 Conclusion about the game and FAQs

1 Review of Undercover :

First of all, stop to compare that game with "Veronica" - Undercover is a "detective adventure" and not a "horror adventure" - At least, I kill in that game more terrorists than zombies in Veronica. The action is completely different and the story is real. No zombies, no virus, no umbrella, OK ? In addition of that Claire is ugly, I don't like her and in Veronica, I like only Chris's part because it's in the spirit of the first resident evil. Brief, Undercover is the story of Kei, young police officer. One day, she and her boyfriend Bei (or Nei I don't know) were called to stop terrorists in the "seti hotel". Bei seems to be Kei's instructor and partner. The terrorists have killed the mayor and most of the hostage so it's time to go. If I talk of presentation the FMV in the game are wonderful and smooth but there are only 6 or 7 in the game and they are not overscan. The cutscenes are here to develop the story. The characters have a good design in it but they are not as good as in D2. In term of graphics, Undercover is colorful. Yes, the first hotel is quite ugly for a dreamcast but we can see some brightness effects and the rest of the game is exactly like I said and various. I can add that the game area is enormous and

there's no map. Kei and the foes have a good design and I must admit it's a pleasure to play a beautiful woman and not a missed boy like Claire. The animation is strange. There are good things and bad things - goods are the two views : Doom-Like and Resident-Like. There are a lot of scrollings : there is one 3D scrolling ultra-smooth and speed in level 2 and lot of camera movements. Bad ones : the scrolling advances but is not completely smooth except for certains scenes (and in fact 60% of these). This is not a real 3D universe. It's like in "Shining the Holy Arc" precalculated direction when we turn, of course for a Dreamcast it's not good even if the rotation are quick but for the action of the game it's crucial. Understand that if the scrolling was completely smooth all Kei's movements will be useless. Kei has the same control as Lara Croft and of course for a "Resident Fan" it's difficult to play. The sound creates a very good atmosphere even if it is not in cd tracks. Voices are excellent and sound effects are "real".

This is the hard point, the gameplay : don't expect the same as Resident Evil. You will not arrive in a room and massacre everyone. The ennemies are intelligent : they run, they hide, they walk and they heal themselves. In each situation, you must use all Kei's skills like "rolling movement" or "horizontal step" to kill them. You must change the view frequently to choose the best attack system. Do you see a relation with Resident Evil ? No, No and NO ! The hold-up system is original. As you notice, clips and kits are not very numerous. You must steal them to the ennemy. Original ? Yes ! Yes and YES ! At the beginning, it's difficult because with 4 or 5 hits, Kei died. But you can save where you want. The drawback is that it takes 45 seconds to 1 minute. Yes, it's true.

Euh, I remember that IGN said the game cannot shot in a straight line and Kei missed her shot without any reason : it's wrong. For the first, it's because the pointer of the gun is higher than the foe and not on the foe. But when the foe has the same color as the pointer, I think it's justified. For the second, it's wrong, Kei uses her gun perfectly and i miss no one in 13 hours of play. Is the game difficult ? No, it takes 13 hours, the same number I have for Veronica. But we can end up the game in 4 hours when we know the good way.

Undercover is not a bad game. It's a little challenge and it seems that no one like that. At least most of Dreamcast games have a lack of challenge (excepting for "EGG" and "Seventh Mansion") If the difficulty fears you, don't play videogames. Anyway, I think with this walktrough that everyone will want to finish that game (if you buy it, of course !). And I know it's more reassuring to know that someone can help you when you are stucked. Unfortunately, the game will not be translated except if someone of SEGA of America read this. This game is better than "Carrier" and "Carrier" has its American translation. Too bad !

At least, everyone have "Veronica", so don't hesitate, buy it right now ! You will not play a true cop story everyday !

Presentation : 14/20  
Graphics : 17/20  
Animation : 15/20  
Sound : 14/20  
Controls : 15/20  
Final Note : 89%

2 Cast of Characters :

CAT : I call it Kitty sometimes. A strange cat will always follow Kei. It has a bionical interphone so Kei can communicate with cops.

Kei : Heroine of the game. She is beautiful and has a lot of skills. She has a secret. She lost her memory and want to recover it. Did she meet Lon Wei before ?

Bei : Kei's partner and boyfriend. He died in level 1. He is stupid and has a lack of courage.

Samy : A young girl who wants to kill Lon Wei. Lon killed her mother in the past.

Police Chief : He helped so much Kei but in fact, he is corrupted by Lon Wei.

Crazy Joe : This typical Kunio Boy is invincible. He cannot be killed by a gun. Be smart when you meet him. He protects the bitch of Lon Wei.

Fuû May : This Yakuza has the mission to find bitches for Kirinov and Lon Wei.

Kirinov : A russian Kingpin. Hard to meet, he will help you and will use you to kill

Lon Wei. Is he friend or foe ?

Lon Wei : The bad guy of this story. He wants to torture Kei's soul but why ?

3 Ennemy and Boss :

Classical Terrorists : They have a gun or a knife and a biker helm. They are slow but hide them quite good.

Junkies : With a knife or a gun, they are stupid. They have always good items on them.

The professionals : Always with a nice tuxedo and black glasses, they are heavily armed and never alone.

The SWATS : They appear at the end of the game. Strong and heavily armed, they are the nightmare alive.

1st boss : Office Man : He rules "the dock bay hotel". He has a big knife but don't move. Shoot him at the good time.

2nd boss : Crazy Joe : Read the walktrough and you will laugh so much.

3rd boss : Dalpé : With 2 knives, he can kill Kei in one combo. 2 SPAS-12 bullets and he died.

4th boss : Fuû May : You have only your bludgeon to kill her. Avoid her hit then hit her. She is very difficult sometimes.

5th boss : Lon Wei's Bodyguard : Do you know City Hunter ? The fight will be the same. Use the Valentine.

6th boss : Crazy Joe : Be smart and prepare to laugh.

7th boss : Kirinov : Very powerful, he fears the Uzi. No technique, hit him quickly and in a single round.

8th boss : Lon Wei : A very good fight, very fun and long. Use your Uzi.

9th boss : Lon Wei's Boat : Use your SPAS-12 to destroy the engine or you will die. If you run out of bullets use the Valentine.

4 Weapons in the game :

CZ-75 : Good gun but slow. It has only 13 bullets in a clip.

Bludgeon : Very useful against all enemies except for the SWAT.

Guerock 17 : A custom version of CZ-75. Speedest, it has 17 bullets in a clip.

Uzi : Two clips in the gun, rapid and silent.

Valentine : The gun of Bei. Very useful against SWATS (3 shots only)

SPAS-12 : 12 bullets in a clip for this powerful shotgun. Only for close range fights,  
for the SWATS (1 shot) and Dalpé. Can make combo on Junkies.

Knife : You will see it two minutes. It's for Samy.

It's seems that Kei can obtain a seventh weapon but I don't find it.

5 Take the control, the hold-up system and the CAT system :

A button = Action like in all games (except the Resident series).

B button = Duck or cancel.

X button = Kei takes her weapon.

Y button = Switch between the views.

START button = menu

- > Choose your weapon
- > Item
- > CAT : game hint
- > System
  - > Save
  - > Load
  - > Memo -> Time of play
    - > Numbers of kills (ennemies)
    - > Numbers of hold-up
    - > Healing items
  - > Quit the game
- > Options
  - > There is menu for camera views, message speed, sound volume and perhaps the difficulty but not sure.

I'm

- > Exit of menu

R button = Shoot.

L button + left or right = Horizontal step, good to hide.

L button + down = You turn and are ready to shoot (quick turn movement)

B + up = Rolling movement : very good to avoid bullets or surprise a foe.

The hold-up system :

- If you press R, you shoot. An ennemy reacts like that :

You surprised him in one shot

- > close range, he died
- > long range, he puts his hands up (too late to make a hold-up)
- > he said "save my life" or cry, you can make a hold-up

You shoot normally

- > 1 shot : wounded
- > 2 or 3 : he lost his weapon or said "save my life" or cry, you can make a hold-up.

- To make a hold-up, press R button to the middle in close range but without shooting (Kei just shows her gun). Train with an empty weapon. During a hold-up, the gun floats in air and the guy will be afraid of you. He will give you a kit or a clip for you to spare his life.

- If a guy has a knife, make a hold-up, he will be afraid, cool isn't it ?

- Items for hold-up are random.

The CAT system :

It gives hints and direction to finish the game. Of course in Japanese. If you read Katakanas, it can help you to complete the game (how do you imagine I end up the game ?).

I think that's all for controls. Try different ways before saving the game to economise

bullets and healing kits.

Don't forget to save after you kill a boss. And now, let's finish the game !

6:Walkthrough.

Adventure 1 : Terrorists at Seti Hotel

4H30 A.M. Kei goes out of the shower, Bei wakes up. They arrive in the hotel. Police chief orders you to kill every terrorists and save the survivor(s).

1F :

Room 3003 : (1st person view) 1 guy Hold-Up Result (HDR) : 1 clip. Enter the bathroom : 1 guy HDR : nothing. Got a "card key". Exit.

Room 3004 : Enter by using the card key. 1 guy HDR : nothing. You find a kit and a clip.

Room 3002 : Enter by using the card key. 2 guys HDR : 1 clip. Got 1 VIP card. (1st person view) When you exit, you must kill 3 guys in the corridor. HDR : 1 kit.

Room 3001 : Use the VIP card. Enter the second door. Duck, (1st person view) point toward the first guy and shoot. Duck, roll til the arm-chair, up and shoot. HDR : 1 clip. Got a clip and a kit on the table (random)

Exit : 1 guy. HDR : 1 clip.

Pass the other door. 3 guys. HDR : impossible. Make an horizontal step, duck, shoot until they died.

You will meet a guy and convince him to open stairs access. Bei will stay with him. Collect a kit near the bed in the drawer.

Stairs: B1 : 1 guy. HDR : 1 kit.

2F : 1 guy. HDR : nothing.

3F : 1 guy. HDR : nothing.

Go to 2F.

2F:

In the corridor, 1 guy. HDR : nothing. 1 clip on the phone. Enter the room by rolling and kill 2 guys. HDR : 1 clip + 1 kit. Got a kit and a clip on the ground, exit.

Near this room is a door, pass it...

Kei will want to drink (for a cop...) but she has a surprise !

3 guys. HDR : nothing (duck, shoot, duck, shoot in 1st person view) pass the door and duck.

3 guys. HDR : nothing, duck and pass the door.

3 guys. HDR : 1 clip, got a clip on the ground. Pass the door.

Enter room 1 : got a kit, exit.

Enter room 2 : Bei has a bomb. You must abandon him. Exit, exit, exit. Turn right and find a child, the only survivor. Kei orders the cat to direct him to a safe exit. Cat is smart, isn't it ?

Go to 3F: the roof.

Roof 1F : 4 guys. HDR : 1 clip + 1 kit.

Roof 2F : 3 guys. HDR : 1 kit.

Roof 3F : You see Lon Wei killing a man, he wants to kill you but your friends arrive. He escapes.

FMV : Kei uses the Jetcopter to escape but Lon destroys the hotel and Bei of course.

There will be a long cut scene where Kei asks to investigate in Bay Area, where Kirinov lives (associate of Lon Wei). In addition, she will understand why she has a coin with CATOPE wrote on it. That coin was found near her after she lost he memory.

FMV : Kei arrives in Bay Area.

Adventure 2 : Bay Area.

Go directly to the "Dock Bay Hotel". When you enter Office Man will give you a room key. Take the elevator and open room 304. You must find a kit in the toilets, an access card for the parking and a lamp that you can fix on your head. Exit of the hotel and go near the device of the elevator. Use your card to enter and use the other device to go to 4F. Notice that you can move during the elevator ascension (on the contrary of Veronica for example). Talk to the man in front of ASUKA Bar. He wants a "pass" to meet CRAZY JOE but someone stole it to him. There are 2 kits on the ground near the parking behind the bar. Now go to 1F. You must find Bay Area 4. You will see Samy. Continue the way and duck when you see ennemies. There are 3 guys (HDR : 1 kit). Find first the Guerrock 17 in an

attaché case, then kill the junky with a gun and make fear to the other (Remember, push R to the middle so Kei will just show her gun). NB: Junkies here are infinite so don't spent too much bullets. Also if a junky is killed a new one arrived, let them live after a hold up and no one will come. If you use your gun another Junky can arrive because he hearded the noise, so be smart in this area. Use the hole you see, go straight, turn right, kill a guy and enter in the new hole you see. Samy is here. She prays for her mother. When you arrived she escaped. Collect the key on your left. Exit and continue the way until you find a door for that key.(HDR : 1 kit). In the room you enter push all the boxes by using A button. You must push to the max all the boxes. Now find a switch and use

the secret hole to go down to SEWER AREA A. Use your lamp to lighten up the sewer. Run in the sewer and kill everyone (HDR: 1 kit). You must find another ladder. Climb it. In this new room push all the boxes to find a Uzi and Uzi clips.

Now you have just to go all the way back. CRUEL HEIN ? When you arrive in a safe place with no ennemies, save the game. Now try to find Bay Area 2. Use the stairs (no cinematic, cool), you are near the Popoforce Bar. Enter in the bar and

the bartender gives you the Popoforce Badge. Now bring it to the man in the parking in 4F. You must follow him secretly. Cops call usually that a shadowing (Claire has never followed a zombie to see where he goes. Do you ever think that you can compare this game with Veronica ?). Be careful, if he sees you, he'll run.

Duck and hide yourself until he enters the dock. Save before following him. Now enter. Make fear to 2 guys here and pass the door. There are no ennemies for the moment. Search for another door. Cutscene : Kirinov will arrive soon. Crazy Joe

must find some bitches so Kirinov can send them to Lon as a gift. A guy has seen you. Escape by ducking under the decor. Don't kill anyone they are infinite.

Pass

the door and kill 2 guys (HDR: 1 kit) and exit. Save. Go to the Dock Bay Hotel and inside visit again room 304. Kill 2 guys and collect a memo. Now go to 1F of the hotel and enter in the office. Use the door on your right. Use the computer and

enter BLACK, Press A to valid. A secret passageway appears. Enter in it.

Cutscene : Office man blocks the way. Collect a key and kill him. He gives a "black ball item. Duck, exit and open the door. Kill the junky you see (HDR : nothing), find the professional because he guards 3 keys (yellow, blue, red in this order). Use the blue key to open the door. Search for a switch on the wall in front of you. Go to the sewer area B. Switch on your lamp, here you must find a green control panel. Near it is the SPAS 12. Use the red key in the big hole (key 3, second choice). Go to the new way. Duck to find a clip and use the stairs. Kill one guy and climb the ladder. There are 2 guys here. Use the yellow key (key 1), kill 2 guys in this corridor. Pass the second door, you meet Crazy Joe. Avoid him and wait he walks in the center of the room. Run to the device and activate it. A box falls on him. Very fun, and guess what ? he is alive. Pass the other door with the key you find. Push all the boxes until you meet Dalpé. Kill him and collect the Russian card and a kit. Push a box to find the exit. Kill again 2 guys and use the stairs. Pass the door, kill 2 junkies and go down. There are 3 guys down. You collect a kit, 2 clips and HDR : 1 kit. Use the same key and exit. There are 4 guys here (HDR : 1 kit). Pass the door on your right.

Look at the unique 3D super scroll and beware of the car. Jump on the left to avoid the car. Now push the box you see. This is Fuû's area. We will come back to it later. Exit. Now pass the door and go to the Russian club. A guy asks you the card, give it. Inside a guy asks you the badge, give to him the popoforce badge. You meet Kirinov. It seems that he knows you. He will give you a car. You will find inside a file about Lon. In the parking talk to the cop and go to 1F. Take your car to run away. You see that Fuû is back at Bay area.

Cutscene : Cops have arrested Samy. You give the file then exit. A cop gives you the Valentine. There is a spy who can help you in Watertown. You must know the code 256512.

Adventure 3 : Bitch at Bay Area.

Go to Fuû's area. Enter by the second door. Talk to the first bitch, then to the second. Fuû will go out. You must find her if you want to become a bitch (you have no choice...). Enter the first door. Duck, roll straight then right then left. There are 2 guys (HDR: 2 clips). Then continue, you find 4 guys (HDR : 1 kit) and pass the door. There are again 2 guys (HDR : 1 clip). Save. Pass the door. Cutscene : Fuû knows exactly who is Kei and she will never see Lon again. Fuû wants Lon for herself. Use your bludgeon to kill Fuû. Collect a Wig and Fuû's emblem. Kojak, euh Kirinov will talk with a professional then open gate 1. Kill the guy and pass the door. With the wig, Joe didn't recognize you and you go on the boat.

FMV

Scene : Samy and Kitty are on the boat. (don't laugh, Kitty is important)

Adventure 4 : Watertown the forbidden city.

FMV

Scene : Samy was captured.

Pass the door.

HERE IS A DESCRIPTION OF THE AREA /

Corridor 1 : nothing, Dock 1: you find 1 clip and 1 kit. Use the switch on the left or on the right to move the track to another Dock.

Corridor 2 : nothing, Dock 2: 3 guys + 2 clips.

Corridor 3 : 1 clip, Dock 3: 1 clip + 1 guy.  
Corridor 4 : You need a card, 1 guy, Dock 4: Dragonplace.  
Corridor 5 : 1 guy + 1 clip, Dock 5: Restaurant Boat.  
Corridor 6 : door 1: 1 guy + 1 coin, door 2: Casino, Dock 6: 3 guys + 1 clip + 1 kit.

HERE IS THE WAY TO PROCEED /

Go to Deck 1 and collect items. Go to Dock 3 and collect items. Go to dock 4 and talk to

the guy. Show him Fuû's emblem. Go to Dock 3 and collect the gun. Kill 2 guys (HDR: 1 clip). Go to Dock 6 and collect the coin. Then go to the Casino. Play at the third table. Choose 25 6 5 12. Now go to the Restaurant Boat. Talk to the spy. Then he'll be killed. Escape of the boat quickly. Collect all the items in all corridor and dock. don't forget to make some Hold up. Go to dock 4 and kill 4 guys. Enter in Dragonplace.

Corridor 1: 1 guy + 1 kit, corridor 2: take the Lon file, corridor 3: 1 guy, corridor 4: stairs.

You arrive in a BIG ROOM. Find the clip on the ground and notice a blue door. In this room find a drink distributor and push it. Collect the clip in the secret way and listen near the door. Exit. Kill 4 guys and use the third door in this room.

New Dock : 4 guys (HDR: 2 clips) + 1 kit + Clip. Pass a door and next corridor. New room with 3 guys, new corridor and new room : 3 guys + 1 kit + CZ 75. Exit, kill 1 guy and go to dock 1. Use Corridor 1 and pass the door. Kill the guy and enter the door on your right. You'll see Kirinov passing a door. Pass the first door and collect the Valentine. Pass the third door of this corridor. There are a Warehouse and an ESCAPE ROOM with a kit inside. Now Pass the same door as Kirinov. In this room there are 1 guy, the Uzi and Uzi clips. pass the only door that

opens, follow the corridor kill 1 guy, pass a door and push a box to open a new way. Use this way (1 guy) and pass a door. Visit jail 1 and 3 to collect a kit and a clip. Now visit jail 2, pass the wall and watch the scene.

Now you play the cat. Kitty must find Samy. She is in the room where you found the Valentine. Go there and Samy asks for a knife. Kitty must go to the warehouse and collect it. Bring the knife to Samy and she will escape. Samy is free. Kitty must advance. Use R and Samy comes, Use B and Samy hides from a danger. To pass a door Samy and the Cat must be both in front of it. Bring Samy to

Kei. Scene: Samy uses a bomb. Now you are Kei. Go to the elevator in the room where you find the Uzi. Samy activates it. Take it. First room : 2 kits + 1 clip. Second room is a big corridor but there's nothing. In the third room you watch a scene. Go back to Dragonplace and pass now the blue door in the BIG ROOM. After the scene, use your Valentine to fight with Lon's bodyguard. Don't forget to take

the kit. After the fight, collect uzi clips. Scene : Samy gives you an access card. Use it to arrive in the final zone of the game.

FINAL ZONE :

Room 1 : Duck roll and kill th swat. Unlock the door. Pass the door without killing the other swat. Advance and kill everyone until you find a control room. Go downstairs, kill 3 swats. Use the computer and enter CATOPE. Scene : You remember now. You were in love with Lon but you were also a cop. You couldn't shot but Lon do it for you. Now you want to kill him. Go up and kill 3 swats. use the elevator. In this corridor find another stairs, kill 2 guys and push a box to find a clip. Climb the second stairs. You arrive in a room with an electric force

field. Push a box, kill a guy, duck, roll and deactivate the field. Now go back to the field and kill the swat. Pass the first normally, roll to pass the second and third barrier. Pass the door. Collect the kit. Now go to the device on the other side of the bridge. Crazy Joe appears. Use the device and he falls. Kill 2 swats. Use the device to reach gate 2. Climb the stairs and kill 4 swats. Pass a big green door. There will be a long cutscene. Now exit to gate 4. You find Samy. Use the other elevator. You meet with Kirinov. Kill him. Now go to the ESCAPE

ROOM and jump in the boat. FMV. It's time to fight Lon and his boat.

Don't forget to collect the clip and the kit in your boat.

FMV.

Congratulations you beat the game.

NB: I forget to say where SPAS 12 is in adventure 4 but don't worry it's not hidden. You will find it on your way in an attaché case.

7 : Conclusion about the game and FAQs :

I obtain a rank B. I'm sure that a rank A is when you complete the game in less than 4 hours.

1) do you speak english, i don't understand anything ?

Yes i speak. if you want a private advice e mail me at [advanced\\_knight@yahoo.fr](mailto:advanced_knight@yahoo.fr).

2)can you make a french faq, i have some problem to understand english ?

Yes, if i receive more than 2 or 3 asks i can make it and send it to Gamefaqs.

3)Do you like Code Veronica ?

Huh? It's a faq for undercov...Ok. I like Veronica but i was bored during Claire's part of the game. The problem is that the gameplay hasn't very change.

I want an ananalogic control, more views, more bosses, real riddles like in Nanastu no Hikan or Blue Stinger.

4)I haven't found a clip on the ground/the hold up don't give the same item.

Search for it carefully and don't forget that the hold up is random.

That's all about Undercover. Enjoy the game and don't believe those who says it's a bad game.

ADK, Under the Cover,  
It's time to sleep.

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