

R?MJ The Mystery Hospital Guide

Chapter 1

You'll start the game in a circular reception room. Walk straight ahead and check the phone on the desk. Turn right, walk forward, then check the payphone as well. To the left of the payphone, you'll see a shutter blocking a store. Walk past it then turn around. You should be able to pick up the **Newspaper** if you're coming the other way.

Continue around the circle until you reach the elevators. Face them, then press the "sense" button (X button on PS1). If you don't get the "what's that sound?" prompt, try approaching from the other direction.

Ryo will flip a coin here, which will determine what route of the game you're on. The story is the same, but it swaps what rooms you investigate, leading to different situations. The routes converge again permanently in about 5 minutes.

game autosaves here

Heads

Head up the elevator to the 2nd floor. Turn left, walk through the blasted door into the hallway, then into the room on the right. Examine the statue on the left for the **Director's Key**. Check the desk for the **Encyclopedia Copy**.

You should get a sound prompt in the middle of the room, otherwise try leaving and it should pop up. Use the sense button to trigger a scene. Head back to floor 1, face the elevator, then press the sense button to meet up with the others. You'll be given the **Flashlight**.

Tails

While facing the elevators, turn left and walk forward until you see a shutter on your right propped up by a stretcher. Walk forward and go underneath the door. Enter the room on your left for the Security Room.

Examine the cabinets on the right for a **Flashlight**. Check the computer in front of you and check Network. After, check Security and view Floor 2. Leave, then head back under the shutters to the main circle hallway. Walk up to the elevators, then press the sense button to meet up with the others. You'll be given the **Director's Key** and the **Encyclopedia Copy**.

Routes Rejoin

game autosaves here

While facing the elevators, turn left and walk forward until you see a shutter on your right propped up by a stretcher. Walk underneath for a scene.

Walk forward past the first door on the left, then observe the stretcher for a scene. Turn around and enter the door you passed to enter the Security Room. Face the lockers on the right, then use the Director's Key to unlock one and take the **V/L Checker**. Turn around and examine the stack of papers for the **V/L Checker Manual**. Spin in a circle until a cutscene happens, then leave.

From now on, you'll hear beeps to tell you of the virus concentration in the given spot. One beep means minimal, whereas several beeps is deadly. Try not to linger in bad areas. The game autosaves between major areas, so you won't lose much progress if you die.

Turn right and duck under the shutters. The power should turn back on, so go right back under the shutters again. Head down the hallway past the stretcher, past the intersection then into the left door to the Surgery Room. Walk forward and examine the shelf for the **Influenza Vaccine**. Turn left, then press the sense button when prompted to examine the table. Leave.

(Optional) Take the elevator to the 3rd floor. Walk around the circular nurse station, then enter from behind. Check the left shelf twice for two **S.T. Disinfectants**. These will reduce virus buildup for ten minutes.

Return and take the elevator to the 4th floor. Head inside the nurse station like on the previous floor, then check the left shelves for a scene.

game autosaves here

Take the elevator back to the first floor. Turn right, go back under the shutters, then head to the surgery room in the back left of the hallway for a scene. Ryo will give you an **I.D. Card**. Head to the elevator, then use the I.D. Card to take it to a new floor.

game autosaves here

Chapter 2

Walk forward to the metal doors to trigger a scene.

game autosaves here again for some reason

Step forward to grab the hazmat suit, then proceed down the hallway.

After the conveyor belt, check the container directly in front of you for the **Wraith Bacteria Sample** and the **Dagon Bacteria Sample**. The computer on the right gives you details about the viruses and bacteria stored here. Check the container behind the first container for the **Lamia Virus Sample** and the **Beelzebub Virus Sample**. Head to the next door, but before going through, check the left box for an **Unknown Virus Sample**.

Ignore the computers for now and continue to the next room on the left. Walk to the center of the room, turn left, then check both terminals for **Vaccine (LA-87)**, **Vaccine (BB-99)**, **Antibiotics (WR-223)**, and **Antibiotics (DN-392)**.

Continue to the next room over, then check the computer terminal. Read any of the notes you want. When you leave it, a small compartment holding the **Laser Room Key** should open. Take it, then head back to the beginning of the lab section.

(Optional): You can use the viruses, bacteria, vaccines, and antibiotics on the 3 computers we walked by to test them on various slug creatures. Use this to learn what the symptoms of infection are.

Once back at the entrance, use the laser system key to open the door back to everyone. You'll need to match cures to symptoms on your friends here. Use Antibiotics (DN-392) on Aya, then Vaccine (LA-87) on Tomowo. The scene for failing is pretty great, but it's a lot to redo if you fail.

Use the laser system key again on the laser wall to continue to the next area.

game autosaves here

Change to disc 2!

Chapter 3

Walk around the object in the center of the room, then examine it for a slide puzzle. You have 60 seconds to solve it, but you can try as many times as you want. If you just want an answer, you can use the following. You can think of the boxes as the following:

123
456
789

then the solution is 4, 1, 2, 3, 6, 5, 4, 1, 2, 5, 8, 7, 4, 5, 6, 9.

After the cutscene, turn around then check the 2nd capsule.

game autosaves here

After, turn left, walk forward, then turn right towards the green machine. You should get a senses prompt. Press it for the **Panacea**. Enter the door on your left. Walk forward, then examine the far wall. You should get a sense prompt, use it to continue.

game autosaves here

Chapter 4

Walk forward into the building, then there will 3 paths. Check both paths 45 degrees to the left and right, then return for a cutscene. Check down the right-most path again, then use the panacea.

After the next long cutscene, check the first orange capsule on the right, then the one in the back left. Use the panacea when prompted.

game autosaves here

Walk up to the end of the train station, then face the train. Press the senses button when you hear a sound.

Once on the train, turn around to find the **Gun**, then head back to the front. Examine the controls, then push the lever forward. Turn around and head to the back of the train. Use the gun when prompt for an item. You'll be given two more prompts:

Bad Ending

Use the wrong item twice.

Good Ending

Use the influenza vaccine.