

Dead Head Fred

Walk-Through and Strategy Guide



D3PUBLISHER
Support Services Division



**VICIOUS
CYCLE™**

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Story

Hope Falls was a quiet little city located in the heart of New Jersey until a mob boss by the name of Pitt sunk his teeth into it. With the help of Doctor Steiner, the local mad scientist, he built the Pitt Nukular Plant and gained a foothold in the city. During construction of the Plant, many safety standards were ignored, turning the area around the plant into a toxic swamp. Pitt's henchmen, as well as most of the citizens of Hope Falls, took on a few mutations and Pitt quickly had the city wrapped around his finger with his army of thugs! However, not all of Hope Falls would stand by and let this continue. After the former town benefactor, Vinni Rossini, came up missing, his daughter Jeanne hired a local Private Investigator by the name of Fred Neuman to take down Pitt. When Fred got too close to cracking the case, a clever meeting was set up and Pitt had Fred killed and beheaded. Being the twisted crime boss that he is, Pitt ordered the head to be stuffed and delivered to him as a trophy. Pitt sent Fred's head to Doc Steiner to be prepared for the taxidermist, but Steiner was fed up with Pitt's reign of terror over the town. When Steiner received the head, he removed the brain and eyes and saved them. After retrieving the body from Pitt's favorite body stashing place, the Sludge Dump, the Doctor set to work reanimating the poor detective. Upon awakening, Fred's memories were scrambled, but with the help of Steiner, Fred quickly remembered Pitt. Now Fred must embark on a journey not only to retrieve his severed head, but to save Hope Falls from the evil clutches of Ulysses S. Pitt.

Memory Stick Duo™

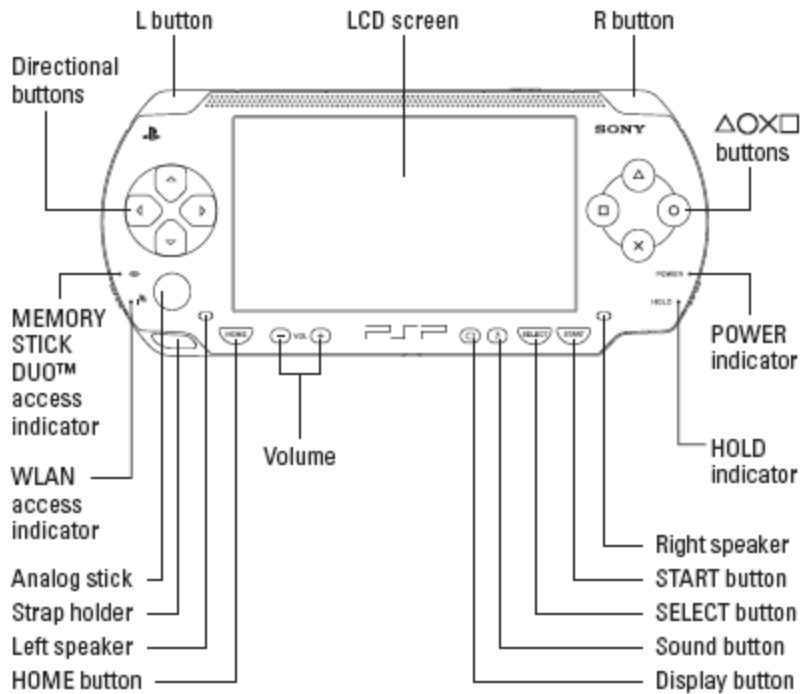
Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP® system. You can load saved game data from the same Memory Stick™ or any Memory Stick Duo™ containing previously saved games.

Game Controls

PSP® (PlayStation® Portable) system configuration

PSP® (PlayStation® Portable) system configuration



Menu	
directional buttons	Select
X button	Confirm Selection
O button	Return to the previous menu

In-Game	
Up directional button	Enter first-person view
Down directional button	Exit first-person view / Center camera
Left directional button	Cycle through juices
Right directional button	Cycle / Use the selected juice
L button	Show the Heads Up Display (H.U.D.)
R button	Block

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In-Game	
analog stick	Move Fred
L button (hold) + analog stick	Change Fred's Head
R button (hold) + analog stick	Look around
R button (hold) + □ button	Focused Rage attack
R button (hold) + O button	Area Rage attack
Δ button	Finishing moves / Counter-attack / Interact
□ button	Initiate Attack
X button	Jump / Follow-up attack
O button	Special ability
Start	Pause

Starting the Game

Main Menu

When the Main Menu appears, choose any of the five options to begin the game.



New Game – This selection will begin a new game.

Continue Game – This will continue the most recently loaded profile already in progress.

Profiles – This selection takes you to the Profile menu which will allow you to create a new profile or delete an unwanted one. You can also view the game area that the profile was last in and the amount of actual gameplay time that you have had control over Fred.

Options – This selection allows you to change basic game options such as music volume, effects volume, subtitles and camera controls.

Credits – This option allows the player to view the game Credits.

Save/Load

A Memory Stick Duo™ or Memory Stick PRO Duo™ is required in order to save game data. At least 416 KB of memory is needed to save a game profile.

Saving - In order to save the game, press the START button to bring up the Pause Menu during the game. Choose “Save” from the list of available options. Press the X button to select this option. The current profile that you are playing on will be saved at the **last checkpoint reached in the game**. Don’t forget to save often and remember that there are some boss battles that you cannot save during!

Loading from the Main Menu - Choosing “Continue” from the Main Menu will load the most

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recently played profile. If you'd like to play a different profile, use the Profile Menu to choose the profile you'd like to load and then choose "Continue". You can also load while in the game by pressing the START button to bring up the Pause Menu. Choose "Load" from the list and press the X button to select this option. Loading during a game will take you back to the most recent save on the current profile.

Game Screen



- 1. Health Meter** – Displays current and maximum health. In this image, Fred is almost out of health.
- 2. Fred's Head Indicator** – Displays your currently equipped head. In this image, Fred is obviously wearing the Jar Head. Directly beneath the image of the head is the Rage Meter. This meter indicates how many Rage Attacks Fred can perform and how much Rage he currently has.
- 3. Backpack Health Indicator** – The light on the back of Fred's Backpack indicates your current health status. It ranges in color from Green to Red. Green means your health is full or close to full. Yellow means your health has been 75% - 30% depleted. Red means your health is low or almost gone. The light starts blinking a White – Red color when Fred is about to die. In this image, Fred has a Red Light on his pack because he is very low on health.
- 4. Special Meter** – Displays how much time is left for a Special Ability or how long until it can be used again. This special meter is used in different ways based on what head is equipped. For instance, using the Stone Idol Head's Ram Attack will use all of the Special Meter and Fred will have to wait until this refills before he can use that ability again. The Corpse Head on the other hand, will show an amount of liquid or air that Fred has sucked up or will show the timer before Fred can use his Hellitosis again.
- 5. Head Selector** – Shows the currently available heads that Fred can use. In this image, all of Fred's heads are available. Your in-game Head Selector may look different because you unlock the different

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heads as you progress through the critical path of the game.

6. Juice Selector – Shows the currently equipped juice that will be used when pressing the Right directional button. Press the right directional button while holding the L button to scroll one way through the list and press the left directional button while holding the L button to scroll the other way through the list. Pressing the right directional button without holding the L button will use the currently selected juice.

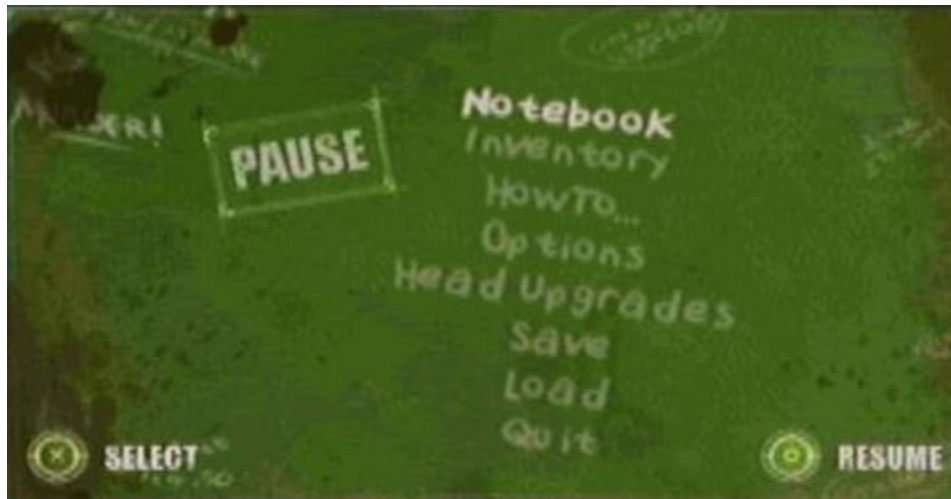
7. Enemy – This is a Zombie, one of the many enemies that stand between you and your head.

8. Item Box – Most enemies drop these item boxes when they are defeated. The items you collect from these boxes will be added to your inventory. The inventory can be found in the Pause menu.

Pro Tip!

The **Item Boxes** enemies drop come in 3 varieties! A light tan box contains regular items that sell for \$5 and are usually ingredients for Mixed Drinks. A darker tan box usually contains items that will sell for \$10 or contain Wallets, Purses, and Billfolds that give you money. The dark tan / reddish boxes contain premium items that you can sell for \$25 or could also contain Wallets, Purses, or Billfolds!

Pause Menu



Notebook – View your currently active and completed missions. This is a great place to go if you need to know where you should go to complete a mission or who the mission needs to be turned in to for your reward. You can have as many missions as you want active at the same time.

Inventory – View the contents of Fred's pockets. Here you can see how many items, worms, fishing weapons, juices, special items, unique items and fish you have gathered.

How To... – View Tutorials for any gameplay feature. This is a great way to see just how things are done in the game. This is an excellent way to refresh yourself on the gameplay mechanics if it's been awhile between play sessions.

Options – Change in-game settings such as Music Volume, Effects Volume, Subtitle options, and Game Controls for the camera. You can also enable or deactivate the Head Hints from this menu.

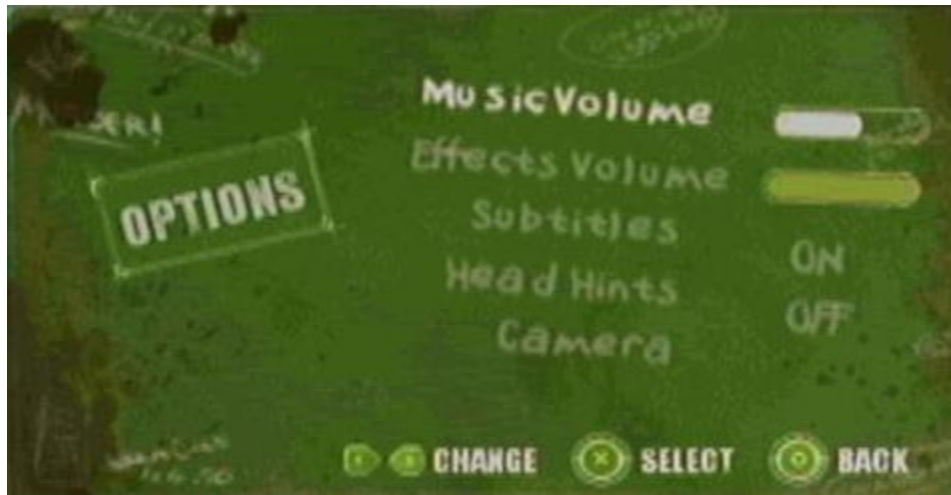
Head Upgrades – Use this menu to view the upgrades for Fred's Heads. You can view available upgrades as well as upgrades that you have already made. In order to actually make the head upgrades, you will need Sam Spade to do this and you will need a Gold Worm for each upgrade you wish to make.

Save – Use this option to save your current game progress. This will save the game at the most recently passed checkpoint.

Load – Use this option to restore your last save game.

Quit – Exits the game to the Main Menu.

Options



Music Volume - Using the directional buttons, you can move the bar left to lower the volume or right to raise the volume of the background music.

Effects Volume - Using the directional buttons, you can move the bar left to lower the volume or right to raise the volume of the sound effects. This also includes the in-game dialog volume.

Subtitles - Changing this setting will enable or disable the subtitles that appear at the bottom of the screen when dialog is being spoken.

Head Hints – Turning these on will show you the necessary head to use in a given puzzle. Keeping them off will show a (?) symbol when they should appear.

Camera - This option will allow you to change some of the camera control options for pitch and heading.

An Overview of the Head Abilities

Head Swapping

To use Fred's Head Swapping ability, press and hold the L button and use the analog stick to select the head that you want to equip. Remember, each head has different abilities, strengths and weaknesses. Some areas cannot be reached without a particular head and some missions cannot be completed without the use of certain heads. Enemies can only be counter-attacked by a specific head and other heads may allow for special contextual actions in certain areas. Look for the head icon to appear in the upper right corner of the screen to tell you which head to use.

Special Abilities

Each head has one or more special abilities such as ranged attacks, decoys, stealth, underwater

breathing and more. Each head description explains the special ability and how to use it (see **The Heads** section below). Normally simply pressing or holding the O button will activate it, but each head is unique and may require different steps to activate certain Special Moves. Some Special Abilities are passive or 'always on' like the Stone Idol Head's ability to traverse underwater. The Special Meter plays various roles depending on what head is equipped, this is also noted in the head descriptions below.

Rage Attacks / Rage Points

Rage Attacks are powerful special attacks that can only be performed by using a Rage Point. Using a Rage Attack is simple, just hold the R button and press either the □ button for a focused attack or the O button for an area attack. To gain Rage Points Fred must defeat enemies in one of two ways. The first and easiest way is to headhunt. Before the enemy can be headhunted it must first be stunned. To stun an enemy simply attack the enemy until the hit sound changes and white particles appear. When this happens the enemy has become stunned. Once the enemy is stunned, approach it and press the Δ button to perform a Headhunt. This gains Fred one Rage Point. The second way to gather Rage Points is to Counter Attack. Counter Attacks are a little bit harder to perform but, when properly executed, will award Fred with two Rage Points (more information about Counter Attacks can be found in the next section). Fred begins with three Rage Point Slots but can gain up to three more by completing certain tasks. These tasks are: defeating the Headless Horseman Boss Fight in Creepy Hollow, finishing Grizzle's Ultimate Arena in Old Hope Falls, and defeating Aztec Eddie during his Boss Fight in Montezuma's Casino.

Weaknesses / Counter Attacks

There are many enemies Fred will encounter throughout the game and all of them have a weakness to one of Fred's heads. This means Fred can do extra damage when attacking specific enemies while equipped with the appropriate head. Enemies can also be countered by the head that they're weak against when the enemy performs a Rage Attack. If Fred is wearing the proper head and is within striking distance of the Rage Attack a Δ button Icon will display at the bottom center of the screen. Press the Δ button while the prompt is on the screen to enter the first phase of the Counter Attack. After the enemy falls into your trap, you will have to repeatedly tap the □ button to fill the Counter Attack Meter at the bottom center of the screen. When the Counter Attack Meter is full, the Δ button Icon will reappear. Pressing it will finish the Counter Attack and kill the enemy, gaining Fred two Rage Points. If Fred takes too long, or if the Rage Meter empties all the way, the enemy will escape the Counter Attack. Successfully performing a counter not only grants Fred the 2 rage points, but also encompasses him with a Red glow. While Fred has this glow about him, he is twice as strong as he normally is.

Pro Tip!

Use Counter Attacks to your advantage when surrounded by enemies! Counter Attack one enemy and then use the additional Rage points and the increased strength to help take out the others.

Head Upgrades

Head Upgrades will provide new special abilities or improvements to current abilities. In order to upgrade a head you must have a Gold Worm for each upgrade you would like to make. Most heads have two unique upgrades. Fred can't upgrade without the expert help of Sam Spade. To upgrade a head, enter any Head Shop, talk to Sam, select the option “I want to upgrade a head”, then select the upgrade you want.

Note: You must have a Gold Worm in your inventory to access this menu.

Pro Tip!

Remember, there are 14 Gold Worms and 14 available upgrades, so don't sell those Gold Worms if you want all the upgrades! When Fred defeats a Boss, he receives a Gold Worm. There are also people willing to trade them for a price, like the Thief in Creepy Hollow, or by completing all missions from a single person.

The Heads

Jar Head



The Jar Head is simply Fred's brain and eyes floating in a large jar. This head was created by Doctor Steiner and has a couple of spiffy abilities. One of the most useful is the Health Regeneration passive ability. Although all of Fred's heads can regenerate health, the Jar Head does it the fastest. Another feature is the Stealth Field Generator, which can let Fred cloak himself to hide from enemies, security cameras, and many other things you may want to avoid. The speed of the normal attacks is fairly quick and smooth to combo, making it useful throughout the game.

Rage Attacks:



The Shocker – This is a focused attack where Fred thrusts his electrified fist into the gut of his target. A direct hit will send a jolt of electricity into the enemy, dealing massive damage. This quick and powerful attack is useful when you are surrounded.

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Arc de Triomphe – A ranged attack that arcs lightning bolts between nearby enemies, this can easily hit multiple enemies but does not have the raw power of The Shocker. Though they won't fall to the ground, the enemies will be stunned for a short time.

Counter Against:



Bone Thugs

and



Stone Idol Golems

Special Ability:

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Stealth – To activate Stealth, hold the O button until the Special Meter is full. The stealth stops when the Special Meter is empty or if Fred disrupts the generator by jumping or falling. The Stealth Field Generator is still in the prototype phase, so there are a few loose wires and it may malfunction but, better than nothing right? When the Stealth Field Generator becomes unstable the color will become brighter and a small electrical arc will appear on the backpack. Hold still and wait until it settles down and returns to normal coloring then you can move again. The Sneak Attack upgrade will allow the Stealth Field Generator to become completely stable.

Passive Ability:

Health Regeneration – Fred cannot regenerate health while he is being damaged. It will take a few seconds after being hit to begin regenerating again. All heads will regenerate a little bit of health very slowly, but the Jar Head can regenerate a much greater amount of health in less time.

Head Upgrades:

Reanimator – Increases the rate at which Fred regenerates his health. A very handy upgrade to have!

Sneak Attack – Allows Fred to do a single mass damage attack while attacking in Stealth, though Fred will come out of Stealth when he attacks. This upgrade also fixes the loose wires in the Stealth Field Generator so it will no longer become unstable, thus increasing the amount of time that Fred can remain in Stealth Mode.

Pro Tip!

When low on health, enter Stealth and move away from the enemies so Fred can regenerate health. Do this as many times as needed since the enemies can't see Fred while he's in Stealth mode. The Reanimator Upgrade is very handy throughout the entire game, allowing for much faster health Regeneration.

Corpse Head



One of the first heads Fred will obtain is the Corpse Head, a stinky noggin with killer breath. This head comes from one of the many Zombies Fred will encounter. While the combo attacks are slow and clumsy, the Corpse Head makes up for it in its many special abilities. The stretchy skin of the head can expand, allowing Fred to suck up and spit out all kinds of liquids and gases for various situations. The normal special attack will cause a cloud of Hellitosis to linger in the air for a few seconds. This causes all living enemies who encounter it to be caught in a fit of coughing.

Rage Attacks:



Brain Eater – This is a focused attack of three vicious bites. It's also one of the strongest attacks in the game and can kill most anything that doesn't block it.

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Mourning Breath – This is an area attack that spreads a quick Hellitosis in a 180 degree radius in front of Fred.

Counter Against:



Executioners

Special Ability:



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Hellitosis Breath – Can be activated by pressing the O button when the Special Meter is full. This will cause living enemies to gag and cough, keeping them from attacking Fred for a short while.

Note: This will not affect non-living enemies such as Zombies, Bone Thugs, and Stone Idol Golems.

Passive Abilities:

Ability to suck up and spit out gasoline into various machines that require gas to activate them.

Ability to suck up, spit out and ignite gas on fire to turn the Corpse Head into a Flamethrower to burn bushes or enemies.

Ability to suck up and spit out water to douse fires.

Ability to suck up and spit out weed killer to kill weeds blocking the path.

Ability to suck up air from air conditioners for temporary flight.

Ability to suck up and spit out blood to douse fires or cause electrical failure.

Head Upgrades:

Super Spray – Allows Fred to knock enemies down with a powerful spray of liquid when he spits at them.

Plague – This upgrades Hellitosis Breath. It causes a damage-over-time effect that can be transferred between enemies and Fred himself! This will not affect non-living enemies such as Zombies, Bone Thugs, and Stone Idol Golems.

Pro Tips:

Plague can be a handy ability but can also affect Fred and cause some damage. When an enemy is affected by Plague, change to a range attack head like the Tiki or Bone Head and stay away from them. Fred's ability to suck up liquids and gases is interrupted by any damage dealt to the player. If you want to suck up liquids or gases, wait until any poison or other damage effects end before trying again.

Pro Tip!

If Fred is on fire in an area where he can suck water up (like Fire Hydrants, Fish Tanks, etc.) he can douse the fire by switching heads. The liquid inside the Corpse Head will leak out when the heads switch and put the fire out.

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Bone Head



With intense power, excellent speed, and smooth combo attacks, the Bone Head is a great choice for up-close and personal fights. Not only is it good for close fighting, its special attack shoots projectile teeth in a shotgun-style attack. This head also allows Fred to utilize the climbable Meat Trail walls.

Rage Attacks:



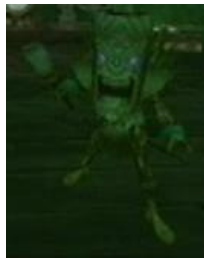
The Dead Head Shred – A ranged attack where Fred yanks out his own ribs (don't worry it doesn't hurt him, he's already dead!) and throws them like knives in a focused line.

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The Death Swirly – An area attack where Fred spins with his claws extended. The player can control what direction Fred moves in while spinning, giving him the ability to take out enemies like a lawnmower.

Counter Against:



Witch Doctors

and



Zombies

Special Ability:

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Spitting Teeth – Shoots a row of razor-sharp teeth at the enemies in a shotgun spread-style formation. Hits are focused up close, but the teeth spread out as they travel farther away. This only uses a small amount of the Special Meter so you can use it many times in a row before needing to let the meter replenish.

Passive Ability:



Fred is able to use his sharp claws to slice cables and ropes as well as climb on Meat Trail walls throughout the game.

Head Upgrades:

Double Dentures – Doubles the amount of teeth you spit with a special attack and still uses only a small amount of the Special Meter to attack.

Blood Bath – This attack upgrade causes an enemy to take damage over time from bleeding. There is a chance to inflict this with every hit.

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Pro Tips!

Instead of using the Double Dentures as a ranged attack, use it up close just before beginning a melee combo to hit with all teeth and deal massive damage. This can kill most enemies with a few well placed hits.

Those Mad Cows in Freak Farms can be pretty annoying. When you hear one moo, quickly run away but send a mouthful of teeth its way to cause it to explode while it is still out of damage range. The spread effect increases your chances of hitting the cow, as it only takes one tooth to make it explode.

The Dead Head Shred is a neat little Rage Attack. If you hit a Witch Doctor or Mutant with all of the bones (without them blocking) they will be in a stunned state and you can easily replenish the used Rage Point by beheading them.

Dummy Head



Never caught without a smile, it's the Dummy Head! You get this slick dome from Elle Cosmo and it comes with some Denizen charming skills. Gone are the days where people on the street scream in terror as Fred walks by. In fact, this head allows Fred to talk to people who can help him through his journey. Using an Attack or Special Attack near scared Denizens will lull them into a relaxed state.

Rage Attacks:

N/A

Counter Against:

Frightened Denizens (not the normal counter, but you can charm them back to a sensible state).

Special Ability:



The Double Finger Guns can sooth any frightened Denizen and it makes Fred look pretty darn hip.

Passive Ability:

Fred is able to mingle in with Denizens and talk with them. He is unable to attack enemies with the

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Dummy Head.

Head Upgrades:

N/A

Pro Tip!

Battle can get frantic, especially when switching heads quickly. If you accidentally switch to the Dummy Head while fighting, move away from the danger zone and switch heads as soon as possible!

Tiki Head



The Tiki Head is a shifty little devil with the ability to confuse enemies to no end. The Tiki Decoy will pull all attention away from Fred, letting him slip by unnoticed. The attack speed is good and the combos are fairly smooth, making the Tiki Head a very well-rounded head. Another great feature about the Tiki Head is the Poison Dart ranged attack, which is able to poison most enemies, inflicting damage over time.

Rage Attacks:



Head Banging – A focused attack of three hits where Fred removes his head and bashes the enemy with it.

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Tijuana Tiki Torture – This is a ranged area attack where Fred shoots many Poison Darts in a 180 degree fan motion in front of him.

Counter Against:



Gladiators

Special Abilities:



The *Tiki Decoy* – When activated, this places a Decoy on the ground to draw attention away from Fred.

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To drop a Tiki Decoy press the O button when not in First Person View.

Poison Darts – When Fred is in First Person View and O button is pressed, he will shoot *Poison Darts*. The Poison Darts do damage over time to the enemies that they hit. The Special Meter depletes much like the Bone Head, only a small amount at a time. This enables Fred to fire numerous darts before running out. Be careful though, undead and non-living enemies are not susceptible to poison.

Passive Ability:



The Tiki Realm: The Tiki Realm is a world between worlds, which can be rather helpful when trying to go from place to place. The only way to enter the Tiki Realm is to interact with Tiki Totems, which are scattered all throughout the game. Each Tiki Totem has a sister totem that it will lead to in the Tiki Realm, granting Fred passage to areas that would be inaccessible otherwise. Remember, Fred can only enter the Tiki Realm when he has the Tiki Head equipped.

Head Upgrades:

Bad Medicine – This is an upgrade for Poison Darts that causes the affected enemy to become confused and attack other enemies.

Decoy's Revenge – Allows the Tiki Decoy to automatically fire darts at enemies who are attacking it. When the Bad Medicine upgrade has been activated, the Tiki Decoy will use the upgraded darts as well, causing confusion from both sides!

Pro Tips!

The Tiki Decoy can be used to distract a group of enemies while Fred singles one out. Enemies will not attack Fred if he doesn't hit them while the Decoy is still up.

Bad Medicine is a really useful upgrade. If Fred needs some time to regenerate or if you just don't feel like hand to hand combat, fire darts at a couple of enemies and let them duke it out themselves!

Scarecrow Head



This head could be better if it only had a brain! The birds that circle Fred aren't just for decoration; they can assist Fred with enemies and simply await the command to do so. Its attacks are fluid and somewhat fast. Its combos are a little slower, but push the enemies away from Fred letting him fire a couple of Crows at the end of combos for some extra damage. Plus, it can fire Crows at enemies from far away for a nice ranged attack.

Rage Attacks:



Caws for Alarm – A ranged attack that shoots four high powered Crows in a focused line. This is a powerful single attack.

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Murder of Crows – A swarm of Crows to circle Fred and spread outwards. This can be very handy when Fred is surrounded.

Counter Against:



Freak Farmers

Special Ability:



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Attack Crows - Pressing the O button will make Fred shoot Crows. You can fire a Crow in both viewing modes, if firing in Third Person View the crows will try to hit a nearby target. Unlike Spitting Teeth and Tiki Darts, the Crows will fly towards the cross hair when firing them in First Person View, allowing for more precise aiming. If Fred is on fire or if the fired Crow passes through fire, it will ignite. Fred can use Flaming Crows to light things on fire from a distance. Fred can have a maximum of three crows circling him at a time. After firing one, it takes a few seconds for the Special Meter to regenerate and replace that crow.

.

Passive Ability:



Fire-proof – Fred does not take damage from fire and can shoot Flaming Crows while on fire.

Head Upgrades:

Salvo – A ranged attack that shoots all three Crows at once. Now the Special Meter empties in one shot, since all the Crows fire at once. Since there is now a volley of birds it can be more difficult to be precise when aiming. The crow regeneration time improves vastly as well. This is a very useful upgrade, three times the damage in one shot doesn't sound too shabby.

Swarm – Summons a few extra birds to attack the enemy causing damage over time when hit with a projectile Crow.

Pro Tips!

The □, □, X combo is very fast and has almost no recovery time at the end, allowing the player to make a steady stream of attacks. This is very effective on Freak Farmers.

The □, X, X combo will fire two Crows at the end without using any of the Special Meter. This is nice when the player needs a projectile right away but is out of Special Meter or when they just want to save Crows.

The Rage attacks are also affected when Fred is on fire. If Fred lights himself ablaze before a Rage Attack, he can do extra damage over time to the enemies hit.

Stone Idol Head



The Stone Idol Head is quite the heavy hitter. Its attacks are powerful and can knock enemies out of Rage Attacks. The downfall of the Stone Idol Head is that it is very slow compared to the other heads in both moving speed and attack speed. It also can't jump as high as other heads. Since it is so heavy it is the only Head able to travel underwater and break weak and cracked walls, making it ideal for finding secret areas in places you have visited already.

Rage Attacks:



Seismic Stomp – This is a focused stomp that sends a shock wave out in front of Fred.

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On the Rocks – An area attack where boulders fall from the sky and crush enemies around Fred.

Counter Against:



Mutants

Special Abilities:



Ground Pound - Pressing the O button will make Fred perform a *Ground Pound* attack with his head, causing all enemies near him to take damage. This can also be used to activate buttons on the ground.

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Ram Attack - Pressing the O button while holding any direction on the analog stick will cause Fred to hurl himself in that direction in a massive *Ram Attack*. This can also activate buttons on doors and walls as well as break weakened walls or rubble.

Passive Abilities:

The Stone Idol Head possesses immunity to drowning, the ability to move heavy objects, the ability to break Metal Boxes, and the ability to withstand strong winds.

Head Upgrades:

Knockdown – This is the upgrade to the Ground Pound and Ram Attack, allowing Fred to knock enemies he hits to the ground. This can be used as a strategy to catch enemies off guard and allow Fred to get a few more hits in on them.

Quake – This upgrades the Ground Pound's radius as well as the damage it deals.

Pro Tips!

While traveling underwater use the Ram Attack Special to speed up the trip. This is also useful if you need to escape an attack from an enemy.

The Stone Idol Head is extremely useful should you fall into water and begin to drown. If you have it available, quickly equip the Stone Idol Head and you will save Fred from a watery grave.

Mutant Head



Last but most certainly not least is the Mutant Head. The attack combos have a lot of recovery time but can be kind of clumsy. The Rage Attacks are both very powerful and the special has a long range. Fred is also immune to radiation with the Mutant Head, allowing him to go through places he could not before. This head gives Fred a sticky Acid Puke which can clog holes in pipes as well as cause damage over time to enemies.

Rage Attacks:



Mind Bullets – Sends a single energy bullet, fired from the mind, into the head of the enemy. It kills most enemies in one hit.

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Telepathic Frenzy – Causes the heads of enemies in Fred's field of vision to explode. This has a slightly lower chance than Mind Bullets to kill in one hit. The further away an enemy is the less damage they will receive.

Counter Against:



Scarecrows

Special Ability:



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Acid Puke – This can be sprayed out onto enemies over a great distance, causing damage over time. This can also clog broken pipes in some areas.

Passive Abilities:

Break toxic boxes, immunity to radiation, able to see Nuke Nuggets.

Head Upgrades:

Nuke Puke – An upgrade for the Acid Puke, causing most enemies who are hit by it to stop attacking and vomit.

Nuke Field – Emits a field of radiation from Fred harming enemies who are nearby.

Pro Tips!

Telepathic Frenzy is a great way to rid yourself of a horde of enemies. Change to this head to use a quick Rage Attack then back to a better suited head to finish the job.

The Mutant Head also allows Fred to move very quickly and is useful if you are caught in a radiation zone with many enemies and low health and need to run to safety.

When Fred performs the □, X, □ combo he will pull out a small Nuke Nugget and hit the enemy with it, damaging the same way vomiting does only with a combo!

Shrunkened Head



The shrunkened head is not selectable in the Head Selector, but it will prompt when you need it most! A Head Hint / (?) will display when Fred has the ability to use it to enter a shrunkened area. There are many places this head can explore that the others can't.

Rage Attacks:

N/A

Counter Against:

N/A

Special Ability:

Fred can perform a roll under low hanging obstacles. He can also perform an uppercut jump if the X button is pressed while rolling.

Passive Ability:

Fred can access rat holes, hollowed logs, and other tiny spaces he normally couldn't fit into.

Head Upgrades:

N/A

Pro Tips!

The roll jump is higher than the normal jump. If there is a ledge you just can't seem to reach, try to roll jump up there.

The Sawmill in Creepy Hollow and the Abandoned Warehouse in Downtown have areas in which the dangers are set very close together. When you find yourself in a tight spot, perform a roll jump to dive past the danger zone.

Fred's suits

Fred is a classy and tasteful guy. He comes from a time (though he can't really remember it) where going to work everyday meant putting on your suit and tie and putting in a hard day at the office... or at the Nukular Plant... or at the Casino. Fred also knows how to cut the rug and lets the Denizens of Hope Falls know it each time he dresses up to hit the local club scene. Fred will need to use his entire wardrobe in order to make it through the twisted streets of Hope Falls since Pitt came to town.

All of the different suits in the game can be acquired from Elle Cosmo at the No Frills Boutique in Uptown Hope Falls. You can change to another suit at any location where there happens to be a wardrobe present. The wardrobes are located in the No Frills Boutique in Uptown, in Fred's Office in Old Hope Falls and in the Changing Room in Pitt Nukular.

Pro Tip!

Changing suits at Fred's Office is very convenient because of the manhole located in the same location.

Fred's PI Suit



This is Fred's starting suit. Coincidentally, this is also the suit that Fred died in and probably the one he is most eager to step out of into some newer and less tattered threads. This suit has no special features except that it keeps Fred clothed and safe from the likes of prying eyes, trying to glance at his headless physique.

The Italian Suit



This is a much nicer version of the PI Suit. This suit is new, not yet tattered and still has that “fresh from the wardrobe” smell. This is the premier outfit for heading to the local club scene at the Bongo Club. In fact, the Bongo Club management won't even let Fred in without this suit. It will run Fred a reasonable \$360 to purchase this suit.

Pro Tip!

Purchase this suit and change into it as soon as possible! This will save you the time of having to come back to purchase it on your way to the Bongo Club. There's nothing wrong with removing a couple of heads on your way to the club, just do it in style!

The High Roller Suit



The High Roller suit is the suavest suit in the mix! With this outfit, Fred is able to lead the staff of the Montezuma's Casino into believing that he is truly a High Roller and worthy of entrance into their High Roller areas of the Casino, reserved only for those dressed the part. With this suit, Fred can gain access to the Championship Featherdome and to the Casino's Private Fishing Hole as well as to the exclusive Casino Bartender that is in the High Roller area of the Casino. This suit will run Fred a mere \$550.

Pro Tip!

Fred can enter the Casino without needing this suit, however, Fred will not be able to gain access to the Executive Lounge without the High Roller suit on. In order to save yourself some back-tracking and some time, change into the High Roller suit prior to entering the Casino, that way Fred is ready for the High Rollers and he looks good too!

The Hazmat Suit



This suit puts the “Rad” in “Radiation!” This is the last suit that Fred needs and he'll need it in order to gain access to the Pitt Nukular Plant. Without this suit, the guards at the plant will send Fred away until he has it, but this is nothing to fret about. Just travel to see Elle Cosmo at the No Frills Boutique and pick up this quaint little number for a hefty \$1750. If you forget to put it on before heading out to the Nukular Plant, don't worry! Pitt has installed a changing room near the entrance to the plant so that employees can dress like they actually have pride in their work.

Pro Tip!

The Hazmat Suit does NOT protect against Radiation! For that special ability you'll still need the Mutant Head equipped. All the Hazmat Suit does is help Fred blend in as one of the normal Nukular Plant employees.

The Enemies

Zombie



Unlike your average slow, stumbling Zombies, the Zombies of Hope Falls have a bit more pep in their step. They are capable of running and will make sure to keep up with Fred. Fortunately their attacks are clumsy and can be dodged fairly easily if Fred isn't surrounded. If they get too close they have the ability to grab onto Fred and munch down on his neck. If this happens, twirl the analog stick in circles until the Zombie is shaken loose.

Weakness:



Bone Head

Captain:

Zombie Captains have all the features and abilities of a normal Zombie, except their eyes glow orange instead of green. On top of having more health, they can also use Hellitosis Breath and inflict Plague.

Pro Tips!

If you ever get surrounded by a horde of Zombies, quickly equip the Bone Head and use the Death Swirly Rage Attack to get some space between you and them!

The Bone Head's Dead Head Shred focused Rage Attack will almost always stun a Zombie.

Bone Thug



Bone Thugs can attack Fred by spitting teeth at him from afar or attacking head-on with their razor-sharp claws.

Weakness:



Jar Head

Captain:

Bone Thug Captains wear a black suit with a black fedora hat. Bone Thug Captains are able to use Blood Bath, so each hit they land has the chance to cause Fred to bleed and take damage over time. They also have the Double Dentures head upgrade which makes their ranged attacks that much more devastating with twice as many teeth coming at you.

Pro Tips!

Bone Thugs can be easily taken down by using the Arc de Triomphe Rage Attack twice in a row. But make sure they are still in range before you waste those precious Rage Points!

Executioner



Executioners are big, burly men in gray pinstriped suits with cowls and huge axes. They have a lot of health and a heavy attack. They are pretty slow on foot and in their attacks, but they can lob the axe-head of their weapon at Fred when he is not within range of a normal attack.

Weakness:



Corpse Head

Captain:

The captains are pretty much the same as normal Executioners, except their suit and cowl are white and they have more health.

Pro Tips!

Fred can't block the head of the axe when its thrown by an Executioner, but he can dodge it!

These guys are also really tough, so to get rid of them quickly, use the Corpse Head's Brain Eater Rage Attack and hope they don't block it!

Be careful! If you use the Jar Head Rage Attacks on Executioners their axehead will become electrically charged and deal extra damage to Fred when it hits.

Witch Doctor



Witch Doctors have large Tiki heads and clubs. When Fred uses a three hit combo, with the exception of □, X, X, the Witch Doctor will anticipate the last hit and will disappear then quickly reappear behind him and attack. This makes them quite difficult to defeat sometimes. They can also shoot poison darts and create decoys that also shoot poison darts.

Weakness:



Bone Head

Captain:

The captains have colorful blue masks that set them apart. They also have more health and deploy a decoy when they disappear while dodging the third combo hit.

Pro Tips!

The poison darts that the Witch Doctors and their decoys fire can be very difficult to avoid, especially in an area with multiple Witch Doctors. If Fred blocks the poison darts, he won't become poisoned. This is very helpful when Fred is low on green worm juice. The decoy will disappear once the Witch Doctor is killed, so destroy them fast!

The □, X, X, combo is the only attack combo that the Which Doctor won't be able to predict, use it to your advantage!

Freak Farmer



Freak Farmers are big and powerful. Their ranged shotgun attack as well as their melee pitchfork attack deals a lot of damage. They move very slowly, so Fred can easily outrun them if needed.

Weakness:



Scarecrow Head

Captain:

The captains have darker colored overalls and a brown hat. They also have more health.

Pro Tip!

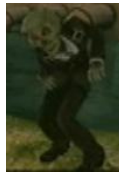
You may find yourself surrounded by a swarm of Mutant Roosters and / or Freak Farmers. To keep from being pecked to death while trying to fight the Freak Farmer, use the Murder of Crows Rage Attack to kill as many as possible. If this attack is not blocked, it will usually kill the Freak Farmer and the Mutant Roosters in one try.

Scarecrow



Scarecrows have good attack power and have a flying spin attack that lets them cover ground very quickly. Their regular melee attacks are also very quick. Fortunately, they walk slowly and have low defense. When Fred is far away they can launch crows as projectiles.

Weakness:



Mutant Head

Captain:

Scarecrow captains wear all black clothing. They have the Swarm upgrade so when their crows hit Fred it will cause damage over time.

Pro Tip!

Scarecrows are weak against the Mutant Head, but you will encounter them before you have that head available. A good substitute is the Bone Head. The Bone Head is very effective against Scarecrows, especially if it is upgraded.

Stone Idol Golem



Stone Idol Golems have an area attack of stomping, a ground pound with their head, and to top it off, pretty high attack power. They are very slow and can be dodged with a quick head most of the time. They can fight in or out of water so remember, you can't use its weakness underwater.

Weakness:



Jar Head

Captain:

Stone Idol Golem captains are darker gray with orange trim. They have a bit more health but not much else.

Pro Tip!

Stone Idol Golems will often attack in pairs. Avoid being caught between two Stone Idol Golems, as they will alternate their stomping attack and knock you to the ground. Get rid of one Stone Idol Golem quickly with The Shocker rage attack and the other will be much easier to defeat.

Gladiator



The Gladiators are some of the toughest enemies. Their shield up they can block most attacks, luckily it can be destroyed by the Stone Idol Head's Ram Attack. These guys are pretty fast and if they get close enough, they'll charge you and knock you to the ground!

Weakness:



Stone Idol Head (can break the shield with Ram Attack)



Tiki Head (can counter the rage attack and does extra damage)

Captain:

Gladiator captains have flaming shields and blades. Along with having more health, they also do some extra damage.

Pro Tips!

Montezuma's Casino is overrun with Gladiators. If there is only one Gladiator attacking you, you can use the Stone Idol Head to break his shield with the Ram Attack and then switch to the Tiki Head to finish the job.

If there are several Gladiators in the same area it is risky to try and defeat them with melee attacks, as they will attempt to swarm you. An easy way to solve this problem is to use the Bad Medicine upgrade and shoot two Gladiators at a time. They will kill each other instead, allowing you to remain away from battle and save your red worm juice. Watch closely, however, as the poison on the darts will wear off quickly. You will need to shoot each Gladiator multiple times before the darts kill them.

Mutant



Mutants can project their acid puke over long distances, deploy their nuke field, and damage Fred up close with great attack power. The acid puke slows Fred down substantially when he is hit by it, making it difficult to run away.

Weakness:



Stone Idol Head

Captain:

Mutant Captains have higher health and wear a large helmet that will come off after a few good hits.

Pro Tips!

When fighting mutants, be careful not to follow them into radioactive areas without equipping the Mutant Head first.

When you are under attack in a radioactive area and cannot switch to the Stone Idol Head, use the Telepathic Frenzy rage attack to keep yourself from being surrounded.

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Mutant Rooster

Mutant Roosters are very aggressive but they have low health. They have weak attacks but hit you many times in a short amount of time. A group can be hard to handle, but one isn't much of a threat.

Pro Tip!

If you have the Double Dentures upgrade on the Bone Head one well placed shot close up can take out a Mutant Rooster.

Mad Cow

They have the lowest health of any enemy in the game, but there is a catch. When a Mad Cow dies it explodes and anything caught in the blast takes a hard hit. They make a loud crazed moo before charging so keep an ear out.

Pro Tips!

Use ranged attacks to explode the Mad Cow before it gets within explosion range.

In Freak Farms, you can run around the Freak Farmers so that the Mad Cow charges into them instead. Be careful not to be caught in the explosion too!

Buggers

These are annoying little pests that live in the Boonies. You know they are around when you can hear a loud buzzing. These bugs come in three flavors: electric, flame, and radiated. They can't inflict any status effects but can be hard to hit. When they stick themselves into the ground, that's the perfect time to attack them, but in most cases, it's easier to just avoid them.

Pro Tip!

The Bone Head's projectile attack will make short work of these if they are up close. When far away, shoot them with a Poison Dart from the Tiki Head or a Crow from the Scarecrow Head. Fred's range attacks can also take out the Bugger's nests, exterminating them completely.

Cement Shoe Zombie

These are underwater zombies; they are pretty slow and easy to dodge, even with the Stone Idol Head. They only have melee attacks and have relatively low attack power.

Pro Tip!

While these guys look like they just want a hug, don't trust them!

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Zombie Crawler

These little ankle-biters can be annoying. They crawl up to Fred slowly and latch onto his leg. Twirling the analog stick in a circle will automatically stomp their head in, or a few kicks to the head will take them out.

Pro Tip!

Once you upgrade the Bone Head one kick will take them out. This works for most heads except the Jar Head.

Boss Battles



Juju Judy

Location: Castle Steiner: Graveyard

Strengths: Fireballs, Resurrecting the Dead, Quick Resurrection of the Fallen

Weakness: Handsome Dead Men

Head Usage: Jar Head

Phase 1: Judy uses Fireballs and Resurrecting the Dead, which raises a Zombie in an attempt to impress Fred. After Fred removes the head of the Zombie, Judy will taunt Fred.

Phase 2: Juju Judy throws two Fireballs back to back and resurrects two Zombies. Removing the heads of those zombies will enter phase 3.

Phase 3: Judy resurrects two more Zombies and uses Quick Resurrection of the

Fallen which raises a Crawler Zombie. Fred has to remove another two heads to finally finish off Juju Judy and her Zombies.

Notes: Juju Judy will keep resurrecting Zombies until Fred has successfully Headhunted five heads.

Headless Horseman

Location: Creepy Hollow: Horseman's Hollow

Strengths: Pumpkin Bombs, Whirl Wind, Summon Duskfall (Horse)

Weakness: Invisibility

Head Usage: Jar Head, Corpse Head

Phase 1: The Headless Horseman attacks by throwing Pumpkin Bombs and by rearing his steed to strike Fred.

Attacking him with the correct rage attacks or with enough combos will cause him to become frustrated and run away to re-think his strategy, but not before he reveals a path through a shrunken log.

Phase 2: The Headless Horseman throws Pumpkin Bombs at Fred when he sees him. He'll also command Duskfall, his faithful steed, to charge Fred. Fred has to use his Stealth Field Generator™ and sneak up on the Horseman. When Fred pops out of Stealth in front of or beside Duskfall, he rears up and the Horseman falls off. Fred then needs to use direct combat to damage the Horseman. Once the Horseman has taken enough direct damage from Fred, he uses his Whirl Wind attack to immobilize Fred and then summons Duskfall. Fred falls out of the Whirl Wind once the Horseman mounts his steed. Fred needs to repeat the stealth and attack steps again to get the Horseman to use his Whirl Wind attack for a second time. Once this happens, the Horseman mounts up and hits Fred with a Pumpkin Bomb, then takes off through the hollow.

Phase 3: Fred follows the Horseman and stumbles upon Dr. Steiner, who's apparently locked in a cage hanging above a leaking Gas Tanker Truck. The Horseman quickly interrupts their meeting and throws a Pumpkin Bomb at one of three oil slicks leading to the Gas Tanker Truck. Fred notices a pond with a



water pump near by and must get water from the water pump to douse the fire that is quickly moving towards the Doc and the Gas Tanker Truck. Fred needs to continually douse the fires that the Horseman creates until the Pond is dried up and reveals the Horseman's Head.



Juju Judy 2

Location: Zombietown: Gin n' Toxic Courtyard

Strengths: Fireballs, Resurrecting the Dead, Soul Shield, Teleport, Soul Barricade, Snake Bite, Snake Whip

Weakness: Handsome Dead Men, Bone Head

Head Usage: Bone Head

Phase 1: Juju Judy will use her Zombie Fetus Jars for a Soul Shield around her body. There are also three Zombies to deal with during this phase. Fred's main objective is to trick Judy into hitting her own Jars with her Fireballs. There are five Jars total that create a pentagram around Judy. Once they are destroyed, her Soul Shield is destroyed too.

Phase 2: Once her Soul Shield is destroyed, Fred can move in for some direct combat. Juju Judy's combat consists of her Snake, Touloulou, doing a Snake Bite or Snake Whip with his tail. Once Fred deals out enough direct damage, Juju Judy teleports herself to a nearby porch and puts up her Soul Barricade, which is a shield surrounding the porch.

Phase 3: Fred can not penetrate the Soul Barricade so he needs to destroy the pillars holding the rickety old porch's roof together. Juju Judy relies mainly on her Zombies and Fireballs to finish off Fred. Once Fred has destroyed the pillars, the roof collapses onto Juju Judy defeating her for good.

Note: Use the zombies to gather rage points to help defeat Juju Judy.



Aztec Eddie

Location: Montezuma's Casino: Montezuma's Arena

Strengths: Giant Stone Golems

Weakness: Dead Head Fred

Ice Golem

Location: Montezuma's Casino:
Montezuma's Arena

Strengths: Ice Breath, Ice Stomp, Claw

Weakness: Fire

Head Usage: Corpse Head

Phase 1: Aztec Eddie gets inside of his Ice Golem and attempts to destroy Fred. The Ice Golem's main tactic is to Freeze Fred so he can Claw at him. The Ice Golem's Ice Breath will freeze Fred in a block of Ice. The Ice Golem's Ice Stomp will send out an icy blast along the ground that will



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freeze Fred in place from the ankle down. Fred needs to get gasoline from the maintenance cart using the Corpse Head and use it to spray the torches on the walls. Fred can then use his Flamethrower ability to blow fiery breath at the Ice Golem's eyes when he's on his belly preparing to use his Ice Breath attack. Two successful hits in the Ice Golem's eyes will shut it down. Eddie then gets out from the rubble and runs over to his next Golem.

Death Golem

Location: Montezuma's Casino: Montezuma's Arena



Strengths: Poison Puddles, Arena Crumble, Poison Spray

Weakness: Poison Spray leaves him vulnerable

Head Usage: Stone Idol Head, Jar Head

Phase 1: When the Death Golem jumps into the arena he will cause two stone heads spewing sand to fall from the walls. The Death Golem sprays Poison Puddles all over the sand. Fred needs to be careful not to touch the puddles or he will become poisoned. Fred needs to use the Stone Idol Head to bash the sand-spewing stone heads so they stop pouring sand. Once this is done, Fred can approach the Death Golem to make him punch at the ground causing the other sand-spewing stone heads to fall. Fred needs to destroy these as well, thus removing the sandy floor. Now the Death Golem is unable to spit Poison Puddles.

Phase 2: The Death Golem next performs his Arena Crumble attack which is a ground pound move that causes the arena ceiling to crumble and send giant pieces falling from above. Fred will have to

dodge these falling pieces of ceiling. After the Death Golem stops pounding the ground, he will perform a Poison Spray that leaves him vulnerable to attack. Fred needs to attack the legs of the Death Golem until enough damage has been done and the Golem falls to his knees. At this point, Eddie falls out of the Death Golem's chest piece and dangles there; easily open for an attack from Fred. Fred needs to expose Eddie and attack him three times in order to destroy the Death Golem and send Eddie to his grave.

Note: Using the Stone Idol Head's ram attack takes the Death Golem down to his knees quicker, but be careful, if you overshoot your target you will have to wait until the Death Golem uses Poison Spray again.

Lefty

Location: Pitt Nukular: Core Room

Strengths: Tommy Gun, Left Hook, Backhand

Weakness: Ranged Attacks

Head Usage: Scarecrow Head, Bone Head, Tiki Head

Phase 1: Lefty keeps his distance and tries to shoot Fred with his Tommy Gun. If Fred gets too close, Lefty either throws a mean Left Hook or a Backhand to send Fred flying. Fred has to use the environment around him to defeat Lefty. There are four hanging crates that Fred can use ranged attacks to knock down when Lefty is underneath them. Also, around the Core Room are Toxic Waste Barrels that Fred can shoot and they will explode. Once Fred has done enough damage, Lefty will be weakened and tired. Fred straps on his Stone Idol Head and ram attacks Lefty straight into the Core.



Goonzilla

Location: Pitt Nukular: Core Room

Strengths: Bite, Claw, Uppercut, Stomp, Charge, Smash

Weakness: Electricity

Head Usage: Mutant Head

Phase 1: When Lefty is sent flying into the Core and lands in a pool full of nuclear waste. Unbeknownst to Fred, he has just created a monster as Lefty transforms into Goonzilla. Goonzilla will charge right for Fred in hopes of destroying him. Fred will have to switch to the Mutant Head just to stay alive as the room has become radioactive. Emergency consoles to stop the nuclear waste from leaking out of the Nukular Plant rise out of the floor and Fred needs to spew his Mutant Puke on these so that they malfunction and retract into the ground. Doing this will stop the leak and the nuclear waste will backup through the core pool below and spread into the room. An electrical coil drops down from the ceiling because of the malfunctioned console. Fred needs to track through the nuclear waste and get Goonzilla to follow, leading him towards the electrical coil. Fred needs to get out of the nuclear waste quickly as Goonzilla is tall enough to hit the coils and cause an electric shock that zaps everything touching the liquid. Fred needs to do this to all four consoles. After the last coil is hit, Goonzilla attempts to ram at Fred but instead he slams through the side of the plant and escapes.



Goonzilla 2

Location: Pitt, Inc.: Parking Lot

Strengths: Bite, Claw, Uppercut, Stomp, Charge, Toxic Barrel Throw

Weakness: Spot Lights

Head Usage: Stone Idol Head, Corpse Head

Phase 1: Goonzilla is at the front doors of Pitt, Inc. in the Parking Lot looking for Pitt. Goonzilla turns around and immediately tries to attack Fred. Fred needs to use the Stone Idol Head and hit the Spot Light Trailer to get the spot lights to shine in Goonzilla's eyes, blinding him momentarily. Fred can then switch to the Corpse Head, run over to an Air Compressor and use it to fly over to one of the two Hazardous Material Trailers parked in the lot. Goonzilla finally

shields his eyes and charges the Spot Light trailer causing the lights to short out. He'll then look for Fred. Being on top of one of the Hazardous Material Trailers causes Goonzilla to charge it, doing damage to the trailer. Fred will have to wait a few seconds until the lights finally stop shorting and then he can repeat the same steps. Fred will have to get Goonzilla to completely destroy each Hazardous Material Trailer, which takes 2 Goonzilla charges each. In the meanwhile, Fred will have to dodge Goonzilla who's hot on his trail, clawing, stomping, biting and even throwing Toxic Waste Barrels at him. Once Goonzilla has destroyed the 2nd Hazardous Material Trailer he becomes dazed and falls to the ground suffering from a concussion.

Note: Goonzilla gets blinded the first time for 20 seconds and then each time after its 4 seconds less than the previous time.



Mega Goonzilla

Location: Pitt Inc.: Rooftop

Strengths: Roaring Blast, Claw Smash, Bone Thugs

Weakness: Getting his hand stuck when doing Claw Smash, Electricity, Fireworks

Head Usage: Stone Idol Head, Jar Head, Tiki Head, Scarecrow Head

Phase 1: When Fred last left Goonzilla, he was lying in a giant puddle of toxic waste from the Tractor Trailers in the parking lot. As Fred valiantly stormed to Pitt's penthouse, Goonzilla began growing much, much larger. While Fred and Pitt are making a deal for Fred's original head, Goonzilla swipes up Fred and throws him on the roof of the Pitt, Inc. building. Fred needs to battle Mega Goonzilla on the rooftop. Mega Goonzilla starts by trying to crush Fred with his Giant Claw. Fred needs to dodge out of the way and damage the claw while it is temporarily stuck in the rooftop. Once Fred has damaged the Giant Claw enough, Mega Goonzilla gets upset and grabs the spire that Pitt stands on.

Phase 2: The spire's electrical panel falls off and the buttons short out. Fred needs to use the electricity from his Jar Head Rage Attacks to send electricity flying through the panel into the coils holding the Pitt, Inc. sign. Every time Mega Goonzilla is hit with a surge of electricity, he lunges back snapping a coil that leads from the spire to the Pitt, Inc. sign. Fred also has to deal with Bone Thugs that have reached the rooftop in hopes of destroying Fred. The Bone Thugs help provide Fred with the necessary rage to utilize the electrical attacks needed. Using the Tiki Head can help here as well; Fred can use

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decoys to keep the Bone Thugs off of him long enough to make a direct attack against the spire. Fred needs to do this three times before Mega Goonzilla finally has enough and slams the spire again.

Phase 3: This time when Mega Goonzilla hits the spire, he causes the electrical panel to go haywire and an electrical fire occurs. Because of the malfunctioning electrical panel, four Fireworks Launchers will raise up from the rooftop at different times. Fred needs to light himself on fire and light the fireworks that are usually set off for Pitt's Birthday Celebration. Once Fred has set off all four fireworks, Mega Goonzilla snaps the spire sending him and Pitt crashing to the streets of Downtown below.

***Note:** Mega Goonzilla will use his Roaring Blast to try and send Fred flying off the roof. The only head immune to this blast is the Stone Idol Head. Also, this blast will put out Fred if he is on fire.*

Pro Tip!

Standing in front of the control panel will block the wind from Fred.

Mutant Worms

Mutant Worms are scattered throughout Hope Falls and can be caught for many useful purposes. Fred can use these worms to make juices at Castle Steiner, catch fish at No Fishing signs, upgrade his fighting rooster, or to sell to make some quick cash. Mutant Worms will be poking out of holes in soft patches of dirt. If you can sneak up on them, press the Δ button to begin the capturing process. Next, instead of holding the \square button, **tap it!** That keeps the bar from turning red and breaking the worm. If the bar begins to turn red while you are capturing the worm, lessen the amount of times you tap until the bar returns to its normal green color. Catching these worms can be a tad difficult, but after catching a few, you'll get the hang of it.

Areas to Find Worms	
Location	#
Boonies - Near the breakable boxes by the overturned bus, after the first house you enter	1
Boonies - After the sunken house, near one of the mutant spawners	1
Creepy Hollow - The Old Dutch Church - Exterior	2
Creepy Hollow - The Headless Horseman Bridge	3
Freak Farms - Tin Town - Behind the Old Farmer's Market (Use the Tiki Totem behind Fred's Farm House to get there)	4
Freak Farms – Fred's Farm House	3
Freak Farms - Harper's Farm House - Out by the Tractor and the dead body	1
Freak Farms - Harper's Farm House - Harper's Corn Field	1
Old Hope Falls – Cheap Street – Dam	1 – 3
Old Hope Falls - Grizzle's Gym - Locker Room	3
Uptown - Rossini Park - Little Hope Pond	1 – 5
Zombietown - Grandma Webb's House	4
Zombietown - The Old Sewers (next to the Gin N Toxic) - Find them after you drain the water from the area	6

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Gold Worm Locator	
Who and Where	What You Have To Do
Featherdome - Montezuma's Casino - Executive Lounge - HIGH ROLLERS ONLY!	Defeat One Feather and become World Champion of the Featherdome and you will receive the Gold Worm
Thief - Creepy Hollow - Thief's Shack	Purchase the Gold Worm for \$970
Morgue Attendant - Downtown - Morgue	Purchase the Gold Worm for \$970
Lessworth - Old Hope Falls - Lessworth's Pawn Shop	Purchase the Gold Worm for \$1250 after trading all 14 Tradeable Items
Juju Judy - Castle Steiner - Castle Steiner Exterior - Mausoleum (Juju Judy Fight 1)	Defeat Juju Judy and receive the Gold Worm
Headless Horseman - Creepy Hollow - Creepy Hollow Lake - Headless Horseman Fight 3	Defeat the Headless Horseman the 3rd time and Rescue Doc Steiner and receive the Gold Worm
Aztec Eddie - Montezuma's Casino - Aztec Eddie Boss Fight	Defeat Aztec Eddie and receive the Gold Worm
Lefty / Goonzilla - Pitt Nukular Plant - Power Plant Core - Lefty / Goonzilla Fight 1	Defeat Lefty / Goonzilla and receive the Gold Worm
Juju Judy - Zombietown - Juju Judy's House (Juju Judy Fight 2)	Defeat Juju Judy again and receive the Gold Worm
Doctor Steiner - Castle Steiner - Lab	Complete the Worm Turns... Again mission and Doc Steiner will reward you with a Gold Worm
Elle Cosmo - Uptown - No Frills Boutique	Complete all 5 of Elle Cosmo's missions and she will reward you with a Gold Worm
Dr. Grimes - Boonies - Dr. Grimes House Interior	Find all 20 Nuke Nuggets and return them to Dr. Grimes and he will reward you with a Gold Worm
Charlie Webb - Zombietown - Charlie Webb's House	Complete the Hurting Those Who Help Themselves mission and Charlie will reward you with a Gold Worm
Grizzle - Old Hope Falls - Grizzle's Gym - Grizzle's Ultimate Arena	Finish the Ultimate Arena and Grizzle will reward you with a Gold Worm

Juices, Drinks and Sushi

There are a lot of different juices, drinks, and sushi in the game, but they all do the same basic things depending on their coloration. Red items will replenish health, Green items will cure poison, White items cause less damage to be taken by Fred, Blue items allow more damage to be dealt by Fred, and Purple items will fill Fred's health meter and have the same effect as all the juice effects combined! To make juices, head to the Lab in Castle Steiner and complete “The Worm Turns” and “The Worm Turns... Again” missions. This will unlock the Worm Juicer. To make sushi, complete the “A Walk in the Park” mission in Uptown, Rossini Park, catch a fish, and talk to Suk Kwan. Drinks can be made at any bar or cafe. Bartenders will take items that drop randomly from enemies and mix them up to make these drinks, so you might want to have a decent stock of ingredients.

Worm Juices	Where?	What?
Red Worm Juice	Random Drops, Worm Holes and from Dr. Steiner's Worm Juicer	Replenishes Health
White Worm Juice	Random Drops, Worm Holes and from Dr. Steiner's Worm Juicer	Reduces damage taken
Blue Worm Juice	Random Drops, Worm Holes and from Dr. Steiner's Worm Juicer	Increases attack damage
Green Worm Juice	Random Drops, Worm Holes and from Dr. Steiner's Worm Juicer	Antidote for poison
Purple Worm Juice	Random Drops, Worm Holes and from Dr. Steiner's Worm Juicer	Fills your health to max, cures poison, reduces damage taken and increases attack damage

Mixed Drinks	Where?	What?
Fuzzy Naval	From Bartenders around Hope Falls Requires: 2 Fuzzy Handcuffs 1 Battle Ship Figurine	Replenishes Health
Montezuma's Revenge	From Bartenders around Hope Falls Requires: 1 Head Hunter Mask 2 Half a Cup of Toilet Water	Antidote for poison
Rusty Trombone	From Bartenders around Hope Falls Requires: 1 Engraved Bed Pan 1 Trombone 3 Tomatoes	Increases attack damage
One-Eyed Monster	From Bartenders around Hope Falls Requires: 1 Glass Eye 1 Monocle 1 Bone	Reduces damage taken

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Bearded Clam	From Bartenders around Hope Falls Requires: 2 Clams 1 Fake Beard	Fills your health to max, cures poison, reduces damage taken and increases attack damage
Donkey Punch	From Bartenders around Hope Falls Requires: 1 Bowl of Mixed Fruit 1 Lucky Horseshoe	Replenishes Health

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Sushi	Where?	What?
Gunboat	From Suk Kwan in Uptown - Rossini Park Requires: 1 Striped Bass	Replenishes Health
Bowel Nigiri	From Suk Kwan in Uptown - Rossini Park Requires: 1 Largemouth Bass	Replenishes Health
Pungent Fantasy	From Suk Kwan in Uptown - Rossini Park Requires: 1 Mullet	Replenishes Health
Fishmonger's Disgraceful Secret	From Suk Kwan in Uptown - Rossini Park Requires: 1 Bichir	Replenishes Health
Poison Spine Roll	From Suk Kwan in Uptown - Rossini Park Requires: 1 Grass Carp	Antidote for poison
Electric Boogaloo	From Suk Kwan in Uptown - Rossini Park Requires: 1 American Eel	Antidote for poison
Mongolian Invasion	From Suk Kwan in Uptown - Rossini Park Requires: 1 Arowana	Antidote for poison
Wassabi Bomb	From Suk Kwan in Uptown - Rossini Park Requires: 1 White Sturgeon	Antidote for poison
Pearl Harbor	From Suk Kwan in Uptown - Rossini Park Requires: 1 Arapaima	Increases attack damage
Spicy Cat Roll	From Suk Kwan in Uptown - Rossini Park Requires: 1 Black Catfish	Increases attack damage
Scab Island	From Suk Kwan in Uptown - Rossini Park Requires: 1 Channel Catfish	Increases attack damage
Kyoto Treaty	From Suk Kwan in Uptown - Rossini Park Requires: 1 Snakehead	Reduces damage taken
Ancestor's Spiteful Curse Rolls	From Suk Kwan in Uptown - Rossini Park Requires: 1 Coelacanth	Reduces damage taken

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Crunchy Monkey Roll	From Suk Kwan in Uptown - Rossini Park Requires: 1 Alligator Gar	Reduces damage taken
Angry Dragon's Revenge	From Suk Kwan in Uptown - Rossini Park Requires: 1 Giant Mekong Catfish	Fills your health to max, cures poison, reduces damage taken and increases attack damage

Mini Games

Dirty Pool

There are many pool tables Fred can play on throughout the game. There are two play styles to choose from: 8 Ball or 9 Ball. You also have the option to bet on the game. Different tables have different wager amounts. The rules follow those of basic billiards.

8-Ball



The game of 8-ball is pretty much what most people would call a typical or normal game of pool. In this game, the idea is to pick a side, either solids or stripes. The decision as to which side you take is determined by who sinks what first. The first player to sink a solid will be solids and vice versa. Now that you have a side determined, you need to sink all of the balls of that type in no particular order, but there is a catch: you must hit your type of ball first! If the cue ball connects with the ball of the wrong type before it connects with your type of ball, it is considered a Table Scratch and your opponent will get “ball-in-hand” which means they can place the cue ball anywhere on the table, facing any direction.

The goal is to sink all of the balls of your type and then sink the 8-ball. The 8-ball must be the last ball sunk or else you lose. Sinking all of the balls of your type and then sinking the 8-ball is how you win.

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Pro Tips!

Learn the controls and then hide them by using the □ button! This will help clear up the screen and give you a better view of the table.

If you're having trouble getting a clear view of your shot, or if you're not sure if it might hit another ball, use the Δ button to switch to the top view and back. The top view can give a pretty good idea of what's in the way of the cue ball.

A light touch is all that you need sometimes. There's a difference between the Touch Shot done by using the X button and just very little power on the meter. Use the Touch Shot when the cue ball is right next to a ball on the edge of a pocket and use just a small amount of power on the meter in order to gently tap a ball into the pocket instead of slamming it home.

9-Ball

The game of 9-ball is slightly more difficult than a game of 8-ball, but that just may be a matter of opinion. In 9-ball the object of the game is to sink the 9-ball, but unfortunately you can't just shoot it into the pocket right away and win. You need to shoot the different billiards balls into the pockets in numerical order starting with the 1-ball. Any other balls that happen to drop into the pockets after the lowest ball has been struck are sunk. You can connect with any ball on the table and sink it so long as you connect with the lowest number ball on the table first. This means that you can win the game right away by knocking the 9-ball into the pocket by hitting it with another ball.

1-ball	Yellow
2-ball	Blue
3-ball	Red
4-ball	Purple
5-ball	Orange
6-ball	Green
7-ball	Reddish Brown
8-ball	Black
9-ball	Yellow Stripe

Pro Tip!

Try to combo off of the lowest ball and knock the 9-ball into the pocket as soon as possible in order to make quick work of your opponent.

Lefty's Revenge Pinball



Lefty's Revenge Pinball is a pinball mini game paying homage to the most prominent of Pitt's hoodlums. This mini game is modeled after Lefty, so watch out for the giant left-side paddle! Lefty's Revenge Pinball is the easier of the two pinball mini games in Dead Head Fred. It has many interactive objects and even a pool mini game inside the pinball mini game. It is a fairly standard game of pinball.

- **Starting Balls – 4**
- **Extra Ball –** Every 250,000 points
- **The Bone Head Captain Heads (3)** – These bumpers are worth 500 points each time that you hit them.
- **The Mutant Captain Heads (3)** – These bumpers are also worth 500 points each time that they are hit.
- **The Triangle-shaped Bumpers near the Paddles** – Each hit scores 500 points.
- **Side Springs** – These are small launchers on either side of the board that will shoot the pinball out quickly when it contacts the bottom of the short chute which holds them. Each time the ball is launched from one of these short chutes, you get 250 points.
- **Yellow Bumper Pads (6)** – There are 3 of these bumper pads on either side of the pinball table. Each one provides 1000 points when hit individually, and clearing out a group of three will award an additional 1000 points and reset the group.
- **The Pipe Passages** – These three channels that the pinball can roll through are located just under the Nukular Plant tower in the background. They are simple channels that the pinball needs to roll through in order to activate them. Rolling through one of the channels grants 500 points while lighting all three channels grants an additional 5000 points.
- **The Goonzilla Letters** – Throughout the pinball table, there are letters spelling out Goonzilla. Allowing the ball to roll over a letter will light up the letter and award 1000 points. These letters are essential to activating the multi-ball.
- **The Mini Bone Head Captain Heads (3)** – These bumpers are on the mini pool table in the upper right corner of the pinball table. Hitting one of these bumpers awards 500 points.
- **The Pool Mini Game** – In the upper right corner of the pinball table is a pool mini game. In order to get up to that table you need to get the pinball into the pipe leading up to the Nukular

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Smoke Stack. If you do this without all of the Goonzilla letters being lit, you'll be taken to the pool mini game and for a short time you will receive a 2X multiplier to any points that you accumulate. The mini game is 9-ball and you need to roll over each ball in order (1 - 9), just like you would in an actual game of 9-ball. Once the 9-ball is sunk the game re-racks and starts over with the 1-ball. Rolling over each ball (1 - 8) awards 1000 points and rolling over the 9-ball will award 8500 points.

- **Multi-ball** – In order to get the multi-ball going, you first need to lock 3 pinballs and then they will be released onto the play area. In order to lock pinballs, you must first spell out Goonzilla using the letters on the pinball table. Do this by highlighting each letter in the word in any order by rolling over the letter with the pinball. Once Goonzilla has been spelled out, you need to get the pinball to the pipe leading to the Nukular Smoke Stack. Getting the pinball to this pipe while Goonzilla is spelled out will lock a pinball. Once you have locked three pinballs, Goonzilla will rise from the table and release the extra pinballs.

Pro Tip!

Be careful with the giant left paddle! Sometimes it has the reach you need and other times it can be a giant pinball blocker!

Dead Head Fred Pinball



Dead Head Fred Pinball is a mini game in honor of our hero, Fred Neuman. This pinball mini game showcases a few of Fred's heads and has the highest potential for Extra Balls and despite it's difficulty, it also has the potential to be the highest scoring of the two pinball mini games, just watch out for those drop-offs on either side of the table!

- **Starting Balls** – 4
- **Extra Ball** – Every 100,000 points
- **Triangle-Shaped Bumpers (4)** – These bumpers award 500 points when they are hit.
- **Fred's Head Bumpers (5)** – These miniature representations of Fred's Heads grant 1000 points each time that they are hit.
- **Yellow Bumper Pads (10)** – These yellow colored bumper pads are sorted in two groups of

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five. Hitting a single bumper will grant 1000 points and clearing out all 10 will reset the bumper group. Knocking down these bumpers is essential to locking pinballs for multi-ball.

- **The Ramp** – Getting a pinball up on the ramp will grant 1000 points. Hitting the Ramp is also essential to acquiring the Jackpot and upping the Jackpot Multiplier.
- **The Tunnel** – This is just above the Scarecrow Head on the table and is simply a small passageway for the pinball to travel through. You rack up 1000 points every time that the pinball passes through this tunnel in either direction.
- **Multi-ball** – In order to activate the multi-ball, you need to lock 5 pinballs. Locking pinballs is done by knocking down all 10 of the yellow bumper pads and then hitting the correct one of Fred's Heads. To lock ball 1, hit the Corpse Head in the middle of the pinball table. To lock the second ball, hit the Mutant Head. The third ball is locked by hitting the Scarecrow Head. The fourth ball is locked by hitting the Stone Idol Head. The final ball can be locked by hitting the Bone Head which will trigger all five of the locked pinballs to release.
- **The Jackpot** – This added prize collects points every time the score would normally be incremented but it is held, safely in the Jackpot. In order to win the Jackpot, first activate multi-ball. While multi-ball is active, get a pinball up on the Ramp. Doing so will add one to the Jackpot Multiplier and will dump all of the points held in the Jackpot into your Score. This can equate to many Extra Balls being given out all at once if you have enough points in the Jackpot. The Jackpot Multiplier will multiply the number of points that are scored during the game and keep them in the Jackpot. This means that with a 2X multiplier, the Jackpot will grow twice as fast as Fred's score each time an object grants points for having a pinball collide with it. Each time that you hit the Ramp while the multi-ball is still active the Jackpot will be emptied into your score and the multiplier will be incremented. Once you lose the multi-ball however, the multiplier will drop back down to 1 and you'll need to activate multi-ball again.

Pro Tip!

Don't let the frustration of losing pinballs down the chutes to the left or right of the table discourage you; it's just a game! Persistence, patience and a little luck can help this table be far more score productive than the other.

Pinball – Controls

Normal View

Paddles	L and R buttons
Plunger / Launcher	Analog Stick
Tilt	Left and Right directional buttons
Pause	Start
Quit	O button

Rotated View

Paddles	X and Δ buttons
Plunger / Launcher	R button
Tilt	Up and Down directional buttons
Pause	Start
Quit	O button

Cockfighting

When Fred is first able to enter a Featherdome he will be able to bet on the fights or he can just watch them. But don't despair, you won't always be at the mercy of someone else's rooster, when Fred finds his farm he will be able to use the rooster cages in his barn. Here Fred can raise his own fighting mutant roosters and strengthen their abilities by feeding them worms. In order to obtain a rooster you must first find a Rooster Egg. Now Fred can enter his own rooster to fight. The more Fred's rooster fights the higher in rank he will become. There are different classes of fighting; Fred's rooster will be unable to enter the higher ranked fights until he has completed the titles from the bottom up. Fred will receive a Gold Worm if his rooster becomes a Super Heavyweight Champion.

Upgrading Your Rooster	
Worm	What It Does
Blue Worm	+5 to Speed
Red Worm	+5 to Strength
Green Worm	+5 to Stamina
White Worm	+2 to Stamina, +5 to Strength
Purple Worm	+3 to all Skills

Fishing

Fishing is a good way to make money when you are tired of fighting. Fred can catch different fish by using a variety of Worms at each No Fishing sign. You can later take the fish to Suk Kwan in the park to be turned into sushi or you can sell the fish. The difficulty of the fish vary depending on the Fishing Rod you have. Some fish may need to be stunned using a fishing weapon, the different sizes only affect the explosion radius. A fishing weapon will go off a second or two after throwing it, if the fish is in the blast radius it will become stunned, lowering the line tension and making it easier to reel in.

Pro Tip:

Fred can make more money if he turns the fish he finds into sushi and sells that instead of just the fish.

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Fishing Supplies - What are they and what do they do?		
Fishing Weapon	Cost	What Does It Do?
M-80	\$20	Stuns fish within 2 meters
Hand Grenade	\$40	Stuns fish within 4 meters
Dynamite	\$60	Stuns fish within 6 meters
Pipe Bomb	\$80	Stuns fish within 8 meters
Satchel Charge	\$100	Stuns fish within 10 meters
Depth Charge	\$120	Stuns fish within 12 meters

Which Worms To Use To Catch A Fish	
Worm Color	Fish it can catch
Red Worm	American Eel - Uptown - Rossini Park - Little Hope Pond Grass Carp - Creepy Hollow - Abandoned Town Arowana - Freak Farms - Fred's Farm House White Sturgeon - Downtown - Montezuma's Casino
Blue Worm	Largemouth Bass - Uptown - Rossini Park - Little Hope Pond Striped Bass - Creepy Hollow - Abandoned Town Mullet - Freak Farms - Fred's Farm House Channel Catfish - Downtown - Montezuma's Casino
White Worm	Coelacanth - Uptown - Rossini Park - Little Hope Pond Snakehead - Creepy Hollow - Abandoned Town Alligator Gar - Freak Farms - Fred's Farm House Alligator Gar - Downtown - Montezuma's Casino
Green Worm	Black Catfish - Uptown - Rossini Park - Little Hope Pond Arapaima - Creepy Hollow - Abandoned Town Black Catfish - Freak Farms - Fred's Farm House Bichir - Downtown - Montezuma's Casino
Purple Worm	Giant Mekong Catfish - Downtown - Montezuma's Casino

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Mini Games					
Location	Pool	DHF Pinball	Lefty's Pinball	Fishing	Featherdome
Castle Steiner	The Study				
Creepy Hollow	Abandoned Town – Pool Hall		Abandoned Town – Pool Hall	Abandoned Town – No Fishing Hole	Abandoned Town – Featherdome
Uptown				Rossini Park – Little Hope Pond	
Old Hope Falls		Paradiso Place – S#!t N Spin			
Zombietown	Lefty's Pool Hall		Lefty's Pool Hall		
Bongo Club					
Downtown		City Hall			
Freak Farms	Tin Town – Pool Hall		Tin Town – Pool Hall	Fred's Farm House	Tin Town – Featherdome
Montezuma's Casino				Grand Entry (Accessed through the Tiki Totem inside of the Executive Lounge)	Executive Lounge – Featherdome
The Boonies	Boonies Town – Pool Hall	Boonies Town – Pool Hall			Boonies Town – Featherdome
Pitt Nukular	Rec Room		Rec Room		
Pitt Inc.					

Area Breakdown

DHF - Area List		
Game Areas	Sub Areas	Activities
Bongo Club	Bathroom	Gather Half Cups of Toilet Water from the Toilet, Ken "The Killer" Kaminaga hides here when his mission is activated from the Police Station, The Running Shine mission is acquired and completed here
	Bongo Club Starlight Stage	When not being held by Pitt, Jeanne Rossini waits here, Tiki Totem (to the Lobby)
	Head Shop	Sam Spade, Head Cases
	Jungle Room	Tiki Totem (to the Lost Diary)
	Lobby	Tiki Totem (appears after arriving in the Bongo Club Starlight Stage room)
	Tiki Bar	Bartender, Tiki Totem (to a breakable box area)
	Tiki Realm	The Entryway Tiki Totem leads to the Bongo Club Starlight Stage, The Tiki Totem on top of the Fountain in the Jungle Room leads to the 2 nd part of the Jungle Room where the Lost Diary is, The Tiki Totem in the Tiki Bar leads to some Breakable boxes
	Volcano Room	
Pitt Inc.	Basement	
	Elevator Hall	Rusty Pocket Watch, Entrance to the Head Shop
	Generator Room	
	Head Shop	Sam Spade, Head Cases, Manhole
	Lobby	Nuke Nugget
	Locker Room	Tiki Totem, Pitt Inc. Generator Pass Key, Items in the Lockers
	Pitt Inc. - Exterior 1	
	Pitt Inc. - Exterior 2 (Lightning Gargoyle Puzzle)	
	Pitt Inc. - Exterior 3 (Shrunk Head Flagpole)	
	Pitt Inc. Parking Lot	
	Pitt Inc. Roof - Goonzilla Fight 3	
	Tiki Realm	

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Castle Steiner	Basement	Nuke Nugget, Toxic Breakable Boxes and the doorway leading into the Pantry.
	Breakable Box Room	You get here from the Tiki Realm
	Castle Steiner Exterior	
	Castle Steiner Exterior - Garage	
	Castle Steiner Exterior - Graveyard - Sam Spade	Sam Spade, the Masoleum for the Glass Keys mission, Manhole
	Castle Steiner Exterior - Mausoleum (Juju Judy Fight 1)	
	Castle Steiner Exterior - Maze	Pulling each switch awards a Worm Juice
	Collapsed Room	Breakable Box, Metal Box
	Conservatory	The combination to the safe in the Castle Steiner – Study, Metal Boxes
	Dining Room	
	Drawing Room	Fill up with water from the Fish Tank and put out those fires!
	Elevator Room	Breakable Boxes
	Explorer's Room	An item box is on the couch, The Heirloom for Dr. Steiner's Heirloom Room mission is in the coffin in the center of the Hidden Room (set the tapestry on fire and ram the wall with the Stone Idol Head)
	Great Hall	Red Juice under the stairs
	Hallway	Entrances to The Library, The Heirloom Room, Steiner's Bedroom and Steiner's Bathroom
	Icarus / Clam Shell Pool Room	
	Kitchen / Meat Locker	Watch out for the electrified water!
	Lab	Dr. Steiner, Manhole, Worm Juicer
	Library / Secret Hallway	Use the ladder to open secret doors
	Order Of The Crystal Noggin Mausoleum	The Glass Skull from the Glass Keys mission
	Pantry	2 Red Worm Juices, Metal Box
	Rotating Room	
	Secret Passage	Fireplace Flame-thrower Switch
	Stairwell	Meat Trail
	Steiner's Bathroom	Glass Key, Uncle Steiner's Will
	Steiner's Bedroom	Ram the headboard of the bed with the Stone Idol Head to gain access to the Study through the Rotating Room
	Study	Pool, Safe
	The Gallery	Activate the Daedalus Statue here
	The Parlor	White Worm Juice
	Tiki Realm	

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Creepy Hollow	Briar Patch (Shrunken Head Log 3)	Mouse Traps, The Lockpick for the mission Finders Keepers
	Broken Bridge (Shrunken Head Log 2)	The Screwdriver for the mission Finders Keepers, 3 other items as well: usually Nose Rings
	Catacombs	The Black Duffel Bag for the mission Finders Keepers, Nuke Nugget, Metal Boxes, Toxic Breakable Boxes
	Church Courtyard	Worm Hole
	Creepy Creek	Nuke Nugget
	Creepy Hollow Lake (Headless Horseman Fight 3)	
	Featherdome	Cockfighting
	Fishing Hole	Fishing
	Gruesome Gorge	The campfire, The Mysterious Package, Entrance to the Rat's Nest, Entrance to the Thief's Shack
	Head Shop	Sam Spade, Head Cases
	Headless Horseman Bridge	Entrance to the Sawmill, 3 Worm Holes
	Horseman Hollow (Headless Horseman Fight 2)	
	Pool Hall	Pool, Lefty's Revenge Pinball
	Rat's Nest (Shrunken Head Log 1)	The Key to the Thief Shack
	Sawmill (Shrunken Head Log 4)	The Gear for the mission Finders Keepers
	The Haunted Clearing (Headless Horseman Fight 1)	
	The Old Dutch Burying Ground	Worm Hole
	The Old Dutch Church	Max "The Axe" hangs out here when his mission is active, The Large Diamond from the Finders Keepers mission
	The Ruins Of Creepy Hollow	The Stethoscope for the mission Finders Keepers, Manhole, Tiki Totem to the Thief Shack, Nuke Nugget, Glass Key, Gas Can (for the hanging items under the graveyard)
	Thief's Shack	Leaf the Thief, Tiki Totem to the Ruins of Creepy Hollow, Item Box
	Tiki Realm	

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Downtown	City Hall	Dead Head Fred Pinball, \$100
	Entrance To Montezuma's Casino	
	Entrance To Pitt Inc.	
	Head Shop	Sam Spade, Head Cases
	Main Street - Entrance	2 Nuke Nuggets, Manhole, Morgue, Police Station, The Apartment, Entrance to Pitt Inc.
	Main Street - Exit	Manhole, Schwing Bicycle (behind the Post Office), The Lazy Cat Burglar, Post Office, City Hall, Warehouse, Entrance to Montezuma's Casino
	Morgue	The Morgue Attendant, Vinnie Rossini, Glass Key, Alien, Dead Farmer, Dr. Steiner's Dead Uncle, Old Mrs. Mesler
	Police Station	The Wanted Board, The Police Officer
	Post Office	Fred's Mailbox, The Post Man
	The Apartment	Pitt's Rooster for the Pitt's Prize mission
	Warehouse (Shrunken Head Pipe)	10 Miniature Singing Fish Placards

Montezuma's Casino	Altar of Elevation	Metal Breakable Boxes
	Aztec Eddie Boss Fight	
	Casino Lobby	Entrance to the Head Shop
	Chasm Room	
	Collapsed Temple Room	Metal Breakable Box in the Water
	Executive Lounge - HIGH ROLLERS ONLY!	Bartender, Entrance to the Featherdome, Tiki Totem to the Fishing Hole
	Featherdome	Cockfighting
	Fishing Hole	Fishing
	Grand Entry	The Little Black Book (by the Fishing Hole)
	Hall Of The Darklight	
	Head Shop	Sam Spade, Head Cases
	Slot Room	
	Temple Of Sacrifice	4 Pearls in the water, Nuke Nugget
	Temple Of Trials	
	Tiki Realm	
	Vault Antechamber	
	Water Gate Control	Metal Breakable Boxes in the water

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Uptown	Back Alley	Items behind the Stone Idol Head breakable boards, Item on the balcony after the Shrunk Head Wire, Tiki Totem
	Cabeza Boulevard	Head Shop, Entrance to Creepy Hollow, Entrance to Cabeza Boulevard Courtyard, Entrance to Park Ave., Billy Manson is here when his mission is active from the Police Station, Manhole
	Cabeza Boulevard Courtyard	Rita's Ring is here when the mission is active, Items behind the Stone Idol Head breakable boards
	Cafe	Bartender, Entrance to Cafe Patio
	Cafe Patio	
	Cafe Patio Playground Area	Stuffed Pet Cat, Item behind the bushes in the corner of the Playground, Gas Can, Item on top of the Swing set
	Emporium Drive	No Frills Boutique, Item on top of the No Frills Boutique, Clarence, Manhole
	Emporium Drive Courtyard	Items behind the Stone Idol Head breakable Boards, Items hanging from the clotheslines, Item in the alcove near the entrance
	Entrance To Rossini Park	
	Fishing Hole	Fishing
	Head Shop	Sam Spade, Head Cases
	Martiner's Apartment	
	No Frills Boutique	Elle Cosmo, Wardrobe, Item on top of Display Case
	Park Avenue	Nuke Nugget, Manhole
	Peligroso Lane	The Frantic Lover, Old Denizen, Item box near the 3 Mutants
	Peligroso Lane Courtyard	Items behind the Stone Idol Head breakable boards
	Rossini Park - Entrance	
	Rossini Park - Gazebo	Jeanne Rossini is here after completing A Walk in the Park
	Rossini Park - Little Hope Pond	1 - 5 Worm Holes, Singing Fish Placard in the Boat House, Item box on top of the Boat House, Items in the trees across the pond, Suk Kwan is here after completing A Walk in the Park, Fishing Hole
	Rossini Park - Picnic Area	
	Rossini Park - Playground	Timmy, Timmy's Shovel is behind the bushes, Tiki Totem after completing Find Timmy's Shovel mission
	The Frantic Lover's Apartment	The Intruder 2000
	The Mansion Off Of Park Avenue	Item Box

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Pitt Nukular	101 A Worm Research Lab	Purple Juice (destroy the malfunctioning centrifuge)
	201 A Rooster Research Lab	Rooster Egg
	201 B Rooster Research Lab	3 Mutant Roosters
	301 A Rat Research Lab	The Magic Bullet, Dr. Coop (in the cage), Animal Lab Key and the Office Lab Key (after rescuing Dr. Coop)
	301 B Rat Research Lab	Lab Worker Cage Key, 3 Purple Worm Juices
	Animal Lab	
	Animal Lab - Shrunk Head Area	Item Box
	Bathroom / Locker Room / Shower	Nuke Nugget, Items in the Lockers, Key to the Lab Area (after defeating the Mutants in the Bathroom)
	Changing Room	Wardrobe
	Control Room	
	Coolant Pipe Hallway	
	Coolant Tank Room	
	Engine Room	Breakable Metal Box
	Fire Sprinkler Hallway	
	Generator Room	
	Hallway	Entrances to the Waiting Room, Kitchen / Cafeteria, and Bathroom / Locker Room / Shower
	Kitchen / Cafeteria	\$65 from the Cash Register, Key to get into the Bathroom / Locker Room / Shower (after defeating the Mutant Roosters in the Cafeteria, which appear after pressing the elevator button down the hallway)
	Lab Hallway - Floor 1	Entrance to 101 A Worm Research Lab, Elevator up to the 2 nd Floor Hallway, 2 Breakable Boxes
	Lab Hallway - Floor 2	Entrances to 201 A Rooster Research Lab, 201 B Rooster Research Lab, Elevator up to the 3 rd Floor Hallway, Elevator down to the 1 st Floor Hallway
	Lab Hallway - Floor 3	Entrances to 301 A Rat Research Lab, 301 B Rat Research Lab, Entrance to the Animal Lab, Elevator to 2 nd Floor Hallway, Nuke Nugget
	Power Plant Core - Lefty / Goonzilla Fight 1	
	Reactor Core Pipe	
	Rec Room	Manhole, Pool, Lefty's Revenge Pinball
	Turbine Room	

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Old Hope Falls	Back Alley	A couple of Item Pickup Boxes
	Cheap Street	The Hobo (he'll trade items out of his bag for cash), Glass Key (underwater), 3 Worm Holes, Head Shop, Lessworth's Pawn Shop, Freddy's Fireworks
	Dark Warehouse	Elle Cosmo's Engagement Ring, The Groceries for the mission Hurting Those Who Help Themselves, Entrances to Cheap Street and Rutger Way
	Entrance To The Bongo Club	
	Fred's Office	Wardrobe, Manhole, Filing Cabinet, Video Player, Benny Salazar (after completing the Collect the Evidence mission)
	Freddy's Fireworks	The Cold Old Man
	Grizzle's Gym - Locker Room	3 Worm Holes
	Grizzle's Gym - Sparring Room	Grizzle, Nuke Nugget
	Grizzle's Ultimate Arena	Grizzle
	Hallway	The Giving Tree, Son of Pam (when his mission is active), Tiki Totem, The Monkey Paw, Entrance to Fred's Office
	Lessworth's Pawn Shop	Marshall Lessworth, Penny Lessworth (after completing A Penny Saved), Alien
	Old Hope Falls Head Shop	Sam Spade, Head Cases
	Paradiso Place	Penny (when A Penny Saved is active but not yet completed), 2 Red Worm Juices, Entrance to the Bongo Club
	Rutger Way	The Gas Station, The Pearl Trader, The Bilgewater Residence
	S#!t N Spin Laundromat	Wash your Washable Rocks here for \$5, collect a Half Cup of Toilet Water and a Tomato from the Toilet, Dead Head Fred Pinball
	Swank Drive	Nuke Nugget, Dark Warehouse
	The Bilgewater Residence	Mrs. Bilgewater
	Tiki Realm	

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Boonies	Boonies Entrance	
	Boonies Town	Manhole, Bijou Bobby hangs out past the manhole when you have the mission active, Pool Hall, Featherdome
	Dr. Grimes' House - Exterior	Manhole, Entrance to Stinky Chuck's City Dump
	Dr. Grimes' House - Interior	Dr. Grimes, One of the bottles of Moonshine for the Runnin' Shine mission
	Dr. Grimes' House - Pitt Nukular	Nuke Nugget
	Fan House / Crane House	Grandma Webb's Note for the Myrtle She Wrote mission, Nuke Nugget
	Generator Cave	
	Goo House	One of the bottles of Moonshine for the Runnin' Shine mission, Spicy Cat Roll
	Halfway House	One of the bottles of Moonshine for the Runnin' Shine mission
	Head Shop	Sam Spade, Head Cases
	Rotating House / Fan Boat Dock	
	Stinky Chuck's City Dump	3 Nuke Nuggets, Kasparov's Key, the three mutants for the Down in the Dumps mission, and Megaton McGill, The Black Falcon
	Pool Hall	Pool, Dead Head Fred Pinball, Bartender
	Featherdome	Cockfighting

Zombietown	Carver's Room	Carver the Bone Thug Captain for the Get Carver Mission
	Charlie Webb's House	Charlie Webb is here after completing the A Letter For My Feller mission from Penny Lessworth
	Gin n' Toxic	Omar Escobar, Benny Salazar is here after completing the 2 nd Juju Judy Fight
	Gin n' Toxic Exterior	Manhole, Meat Trail in the alley behind the Gin n' Toxic leads to the roof of the Gin n' Toxic where there's an Item Box and Mrs. Bilgewater's Brooch
	Grandma Webb's Attic (Shrunken Head Area)	

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Grandma Webb's House	3 Worm Holes, Grandma Webb's Letter for Desperately Seeking Grandma is on the desk behind the ladder that leads to the Attic
Grandma Webb's Street	Stone Idol Head Breakable Wall, Item Box in Grandma Webb's Front Yard
Head Shop	Sam Spade, Head Cases
Juju Judy's House (Juju Judy Fight 2)	Juju Judy
Last House On The Left	3 Zombie Captains for the Last House on the Left mission from Charlie Webb
Lefty's Dirty Pool Hall Courtyard	Manhole, Defeat the 3 Bone Thugs here to complete the Shakedown Breakdown mission acquired from Charlie Webb,
Lefty's Dirty Poolhall	Pool, Lefty's Revenge Pinball, Bartender, Box of Poison is here in the office when Poison on Tap mission is active
Lefty's Dirty Poolhall Swimming Pool Courtyard	Room Number 7, Carver's Room, Tiki Totem in the pool, Cabana Shack, Bone Thugs are here when Zombietown Meeting mission is active
Old Mrs. Mesler's House	Go here to recover Old Mrs. Mesler's Locket for the Locket Man mission
Old Sewers	6 Worm Holes
Room Number 7	Mickey the Rooster for Slip Him A Mickey mission acquired from Benny Salazar
Sewers	Boxing Trophy, Alien, Glass Key
South Road	2 Nuke Nuggets, Items behind Stone Idol Head breakable fences between houses, Breakable Boxes, Meat Trail
The Alley (Shrunken Head Pipe 1)	Rooster Egg, Pearl, Juice
The Toxic Tunnel	Meat Trail
Zombie Courtyard	Meat Trail, Gas Can

Missions

Many of the characters that you meet in the game are able to give Fred missions that need to be accomplished. Fred can complete these missions at his leisure and they can usually be completed in any order. If someone has a mission for Fred, there will be a firefly flying around their head. Green means they have a mission, yellow means you need to complete a mission with them. The player can interact with them by using the Δ button when wearing the Dummy Head. Some Denizens who give out missions don't care if you have the Dummy Head on. You can check on the missions that you already have by using your Notebook from the Pause Menu. If a finished mission still needs to be completed, talk to the mission giver in most cases to complete a mission. Completing missions can mean a number of things for Fred, from reward money or items to unlocking new areas to explore.

Mission	Acquired From	Game Area	How to Complete	Reward
Glass Keys	Sam Spade	Anywhere you meet Sam Spade	Collect the six glass keys from the corpses. Once all of the glass keys are obtained, return to the graveyard in the exterior of Castle Steiner and enter the Mausoleum near where you first met Sam Spade. Open the sarcophagus and defeat the Zombie Captains. You acquire the Glass Skull from one of the defeated Captains. Return this to Sam Spade for your reward. Corpses should be located in the following locations: 1. In Creepy Hollow - Abandoned Town 2. Downtown - Morgue 3. Zombietown - Sewers 4. Freak Farms - Fred's Farm - Corn Maze 5. Old Hope Falls - Dam 6. Castle Steiner - Steiner's Bathroom	4 Green Worms, 4 Red Worms, 4 Blue Worms, 4 White Worms, 1 Purple Worm
Tiki Time	Acquired automatically when entering the Bongo Club.	Bongo Club	Collect 5 heads from the Tiki enemies and return them to Sam Spade at the head shop.	Tiki Head
Runnin' Shine	Sleazy Guy in the Bongo Club Bathroom	Bongo Club - Bathroom	Collect the Moonshine in the Boonies. There are three jars to collect. 1. On the table inside of the Halfway House in the Boonies. 2. On the table inside of the Goo House in the Boonies. 3. On the table inside of Dr. Grimes' House in the Boonies.	One-Eyed Monster, Montezuma's Revenge, Rusty Trombone

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Collect the Evidence	Acquired automatically after speaking with Jeanne Rossini in the Bongo Club.	Bongo Club – Stage Area	You'll need to get to Vinnie in the Morgue first, and then return to Fred's Office in Old Hope Falls to search for clues. Next, you'll need to go to Fred's Farm House in Freak Farms looking for the Video Tape, which of course, isn't there. You'll find a clue however, that takes you to Montezuma's Casino.	Fred's Keychain
Down in the Dumps	Dr. Grimes	Boonies - Dr. Grimes' House	Defeat the 3 mutant captains in the Boonies - Dump and return to Grimes for your reward.	One Purple Worm, Two White Worms
Nuke Nuggets	Dr. Grimes	Boonies - Dr. Grimes' House	Collect 20 Nuke Nuggets from around Hope Falls and return them to Dr. Grimes. They are all over the place! 3 are in the Boonies - Dump, 1 is in the Boonies by the house with the crane, 1 outside Pitt Nuke, 1 in the Pitt Nuke Bathroom, 1 in the basement of Castle Steiner, 1 in the Pitt Inc lobby, 1 in Creepy Hollow on the picnic table in the Abandoned Town, 1 in Creepy Hollow - Creepy Creek - by the Executioner captain on the other side of the river, 1 in Creepy Hollow - Catacombs - by the radioactive area, 1 in Freak Farms - Underground Tunnel 2 (between Fred's Farm House and Tin Town) on the second platform at the top of the meat trail, 1 in Freak Farms - Fred's Farm House - In the cornfield near the Stone Idol Head box, 2 in Downtown - directly behind the manhole in the area with the Morgue and in the corner behind the Police Station and the Bus Stop, 1 in Old Hope Falls - Swank Drive - in the Denizen "Puke Corner", 1 in Old Hope Falls - Grizzle's Gym - in the main room, 1 in Zombietown - South Road (entrance) near the entrance to the sewers - behind a fence, 1 in Zombietown - South Road (entrance) behind the Stone Idol Head Wall, 1 in Uptown - Park Avenue - near the Cabeza Boulevard entrance, 1 in the Bongo Club - Bathroom, 1 in the Casino - Temple of Sacrifice (near the altar).	Gold Worm

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Mutant Head	Acquired automatically when arriving in the Boonies.	Boonies - Entrance	Collect 5 heads from the Mutant enemies and return them to Sam Spade in the head shop for your reward.	Mutant Head
Kasparov's Key	Acquired automatically by speaking with Dr. Grimes for the first time.	Boonies - Outside Dr. Grimes' House	Find Kasparov's body in the Boonies - Dump and collect his key to the Pitt Nukular Plant. Return to Dr. Grimes to complete the mission and gain access to the Pitt Nukular Plant outside Grimes' back door.	Acquiring the mission gives Fred the Dump Key, finishing the mission gives Fred Kasparov's Key.
Escape from Doc Steiner's Castle	Acquired automatically when Dr. Steiner is captured by Pitt and Lefty.	Castle Steiner	Reach the exterior of Castle Steiner	None
Rescue Dr. Steiner	Automatically acquired when entering the Collapsed Room.	Castle Steiner - Collapsed Room	Defeat the Headless Horseman in Creepy Hollow.	Access to Dr. Steiner back at his Castle.
Carpe Corpse Head	Acquired automatically after opening the gate to Castle Steiner and speaking with Sam Spade for a second time.	Castle Steiner - Exterior	Collect five zombie heads during the fight with Juju Judy in the Masoleum. Doing so will give you access to the Corpse Head.	Corpse Head
The Worm Turns Again	Acquired automatically when completing The Worm Turns.	Castle Steiner - Lab	Collect one of each color worm and return them to Doc Steiner in the lab.	Access to the Worm Juicer and a Gold Worm
Area 50-Something	Doc Steiner	Castle Steiner - Lab	Find the three alien tissue samples spread throughout Hope Falls. 1. Old Hope Falls - Lessworth's Pawn Shop - Behind the counter by the alien helmet and the ray gun. 2. Downtown - Morgue, furthest drawer to the left 3. Zombietown - First Sewer Transition	Three Purple Juices
Handyman	Doc Steiner	Castle Steiner - Lab	Go into the Monster Masher and fix it. Return to Doc Steiner to complete the mission and collect your reward.	Three Red Worms and access to the Monster Masher
Heirloom Room	Doc Steiner	Castle Steiner - Lab	Go to the Explorer Room - Secret Room in Castle Steiner and retrieve the Heirloom and return it to Doc Steiner for your reward.	Pitt's Fishing Pole
Staff Infection	Doc Steiner	Castle Steiner - Lab	Defeat all 4 of the mutants in the basement of Castle Steiner. You'll need the mutant head to survive down there!	2 Rooster Eggs
Steiner, In the Study with a Pool Cue	Doc Steiner	Castle Steiner - Lab	Open the Study Door for Doctor Steiner by ramming the headboard of his bed in Steiner's Bedroom.	Two green worms and one white worm

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The Worm Turns	Doc Steiner	Castle Steiner - Lab	Collect 5 Red Worms and return them to Doc Steiner.	None
Finders Keepers	Leaf the Thief	Creepy Hollow - Thief Shack	Find some of the thief's items and return them to him. Items are in the following locations: 1. Gear - Creepy Hollow - Sawmill 2. Screwdriver - Creepy Hollow - Broken Bridge 3. Lock pick - Creepy Hollow - Briar Patch 4. Stethoscope - Creepy Hollow - Abandoned Town 5. Black Duffel Bag - Creepy Hollow - Catacombs 6. Large Diamond - Creepy Hollow - Old Dutch Church	500
Idol Threats	Acquired automatically when arriving at Montezuma's Casino.	Downtown - Montezuma's Casino	Collect 5 heads from the Stone Idol enemies and return them to Sam Spade at the head shop for your reward.	Stone Idol Head
Shut Down the Pitt Nukular Plant	Acquired automatically when completing the Investigate Montezuma's Casino mission.	Downtown - Montezuma's Casino	Get the Hazmat Suit from Elle Cosmo and head to Tin Town through the Underground Tunnels behind Fred's Farm House. Go through Tin Town and the Boonies to get to the Nukular Plant. Once there, the guard will give you the Pitt Nukular Plant Pass Key, provided that you are wearing the Hazmat Suit. Next, you'll need to progress to the coolant tank and drain it. It's in	Pitt Nukular Plant Pass Key
Locket Man	Corpse in the right-most drawer	Downtown - Morgue	Make your way to Old Mrs. Mesler's house in Zombietown and collect Mesler's Locket.	\$125, Mesler's Locket
He Bought the Farm	Corpse in the second drawer from the left	Downtown - Morgue	Collect the mutant Rooster Egg from the corpse in the cemetery near Fred's Farm house in Freak Farms.	Rooster Egg
Where There's a Will...	First Corpse in Morgue	Downtown - Morgue	Find the Will behind the toilet in Steiner's Bathroom. You'll need the Bone Head to climb the meat wall inside the staircase in the Castle Steiner – Great Hall. Proceed down the hallway to the Bathroom. Return the Will to Steiner in his Lab for your reward.	Steiner EZ Cast Fishing Pole
"Megaton McGill"	The Wanted Board	Downtown - Police Station	Defeat "Megaton McGill", a mutant captain, in the Junkyard of the Boonies.	150

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Bijou Bobby	The Wanted Board	Downtown - Police Station	Defeat Bijou Bobby, a mutant, out in the Boonies just past Boonies Town.	175
Billy Manson	The Wanted Board	Downtown - Police Station	Defeat Billy Manson, a bone thug captain, in Uptown - Cabeza Boulevard.	50
Ken "The Killer" Kaminaga	The Wanted Board	Downtown - Police Station	Defeat Ken "The Killer" Kaminaga, a Witch Doctor captain, in the bathroom of the Bongo Club.	100
Lenny	The Wanted Board	Downtown - Police Station	Defeat Lenny, a hillbilly, behind the Farmer's Market in Freak Farms - Tin Town. Use the Tiki Totem behind Fred's Farm House to get there!	125
Max "The Axe"	The Wanted Board	Downtown - Police Station	Defeat Max "The Axe", an executioner captain, in Creepy Hollow, in the statue area in the basement of the Old Dutch Church.	50
Son of Pam	The Wanted Board	Downtown - Police Station	Defeat the Son of Pam, an executioner, in Old Hope Falls, in the small park area behind Fred's Office.	75
Da Bomb	The Post Man	Downtown - Post Office	Deliver the package to Omar Escobar at the Gin N' Toxic in Zombietown.	4 Bowls of Mixed Fruit
Handle With Care	The Post Man	Downtown - Post Office	Deliver the package to Charlie Webb in Zombietown.	1 Lucky Horseshoe and 2 Red Shiny Balls
Tick-Toxin	The Post Man	Downtown - Post Office	Deliver the package to Elle Cosmo at the No Frills Boutique in Uptown - Emporium Drive.	3 Clams and 2 Fake Beards
Miniature Vocalis Bass	The Denizen outside of the warehouse	Downtown - Up the street from Montezuma's Casino	Collect all 10 packages inside of the warehouse using the Shrunk Head and return them to the Denizen.	125
Corpse Bribe	Morgue Attendant	Downtown - Morgue	Interacting with the Morgue Attendant will take \$100 and complete it at the same time.	Access to the back room of the Morgue
Scare Up A Scarecrow Head	Acquired automatically when reaching Freak Farms.	Freak Farms - Entrance	Collect 5 heads from the Scarecrow enemies and return them to Sam Spade at the head shop.	Scarecrow Head
Investigate Montezuma's Casino	Acquired automatically when completing Collect the Evidence.	Freak Farms - Fred's Farm House	Go to Montezuma's Casino and find the video tape. You also need to defeat Aztec Eddie and get his key to the vault.	None
The Key To Harper's Gate	Harper	Freak Farms - Harper's Farm	Defeat the Scarecrow enemy that has killed Harper's Nephew. Interact with the dead Nephew to collect the key. Return the key to Harper to complete the mission and collect your reward.	Harper's Gate Key, Brass Key

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Thin Their Numbers	Harper	Freak Farms - Harper's Farm	Defeat 5 of the Scarecrow enemies in Harper's cornfield. Return to Harper for your reward.	Access to Harper's Underground Tunnels and a Jaw Harp
Hatefield's Harvest	Hatefield	Freak Farms - Midfields - Hatefield's Farm	You will need to do a number of things in order to complete this mission. 1. Steal McCraw's rooster egg in his coop. Interact with the coop to use the shrunk head and enter it. Find the rooster egg and touch it to collect it. 2. Burn down McCraw's Harvest. Use the Scarecrow Head and the fire on the side of one of the buildings in order to light the bundles of hay on fire. Firing Flaming Crows at the bundles is the easiest way. 3. Kill McCraw's rooster, McClaw. Enter McCraw's Barn and kill all of the Roosters to make sure that you get him. When no more roosters come out to attack you, you've got him.	None
McCraw's Revenge	Acquired automatically when completing Hatefield's Harvest	Freak Farms - Midfields - McCraw's Farm	There's a couple of steps to this one as well. 1. Use the gas can and the corpse head to transport gas to the generator behind Hatefield's barn. 2. Collect the Moonshine from inside Hatefield's Barn. 3. Destroy the still out front of Hatefield's Barn.	Access to Fred's Farm House
Coop Killin'	The Concerned Farmer when arriving in Freak Farms - Tin Town.	Freak Farms - Tin Town	Destroy the Chicken Coops in Freak Farms - Tin Town.	\$14 and access to the Save the Chapel mission.
Save the Chapel	The Concerned Farmer	Freak Farms - Tin Town	Defeat the bone thugs inside the church and put out the fires. Then return to the Concerned Farmer to get your reward.	\$6, Tin Town Chapel Key and access to the Boonies through the back of the church.
Total Barf-a-Rama	The female Denizen wandering around.	Freak Farms - Tin Town	Make both other contestants in the Pie-Eating Contest vomit.	25
Who Wants Pie?	The female Denizen wandering around.	Freak Farms - Tin Town	Win the Pie Eating Contest in Tin Town.	\$100 and The Pie-Eating Champion Trophy
Check in with Benny, Part 2	Acquired automatically when turning in the first Check in with Benny mission.	Fred's Office – Old Hope Falls	Travel through the second underground tunnel behind Fred's Farm in order to travel to Tin Town and the Boonies.	None

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Check in With Benny	Acquired automatically after the cut scene in the vault that plays when defeating Aztec Eddie.	Montezuma's Casino - Boss Area	Check in with Benny back at Fred's PI Office in Old Hope Falls.	None
Light My Fire	The Old Man in the Fireworks Factory	Old Hope Falls Cheap Street - Fireworks Factory	Light the stove by any means necessary.	75
Jeanne's New Groove	Acquired automatically when first getting to Fred's Office.	Old Hope Falls Fred's Office	Progress to the Bongo Club and talk to Jeanne Rossini in the Stage Area.	None
Big Buck-Buck-Bucks	Benny Salazar	Old Hope Falls Fred's Office	Progress to a Featherdome and win a Cock Fight either by watching a fight or entering one of your roosters.	A Rusty Trombone and \$15
Pitt's Prize	Benny Salazar	Old Hope Falls Fred's Office	Kill Pitt's Rooster in Downtown.	Two One-Eyed Monsters
Slip Him A Mickey	Benny Salazar	Old Hope Falls Fred's Office	Poison Mickey the Rooster	Two Donkey Punches

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Once More Unto The Brooch	Fred's Filing Cabinet	Old Hope Falls Fred's Office	First go to the Bilgewater residence and speak with Mrs. Bilgewater. She'll tell you to go find her missing Brooch in Zombietown. Defeat the zombie that is on the second floor of the Gin N Toxic to get the brooch. Return to Mrs. Bilgewater, then return to your office where your payment is.	200
Fight of the Living Dead	Grizzle	Old Hope Falls Grizzle's Gym	Defeat all of the zombies in Grizzle's Gym - Locker Room. Return to Grizzle to complete the mission.	An Engraved Bed-Pan and access to the Ultimate Arena.
A Penny Saved	Lessworth	Old Hope Falls Lessworth's Pawn Shop	Defeat all of the Bone Thugs about to pound on Penny in Old Hope Falls - Paradiso Place outside of the cinema and the Bongo Club. Return to Marshall Lessworth for your reward.	Gold Pocket Watch
A Letter for my Feller	Penny	Old Hope Falls Paridiso Place	Travel to Creepy Hollow - Abandoned Town and give the letter to Charlie Webb in the graveyard. Return to Penny, in Lessworth's Pawn Shop to collect your reward.	Cameo Locket
Heart Earned Cash	A Denizen in Peligroso Lane	Peligroso Lane	Enter the denizen's apartment and get the valentine's day gift. Return it to the denizen for your reward. You will need the Mutant head in order to gain access to the apartment.	125
Rage in the Cage	Acquired automatically from the Scientist In The Cage after watching his cinematic.	Pitt Nuke – 301A Rat Research Lab	You will first need to find the mutant leader in order to get the key to the cage. He is in the room on the same level, across the meat trail. Kill the mutant captain inside to get the key. Come back to let the Scientist out of the cage and complete the mission.	Lab Worker Cage Key, Animal Lab Key, Office Key
Kill Ulysses Pitt	Acquired automatically after defeating Goonzilla in the Pitt Nukular Plant.	Pitt Nuke - Reactor Core	Find Ulysses Pitt and kill him. He's at Pitt Inc.	None
Bag The Bonehead	Acquired automatically when progressing to Uptown.	Uptown	Collect 5 heads from the Bone Heads and return them to Sam Spade at the Head Shop.	Bone Head
Face the Face	Acquired automatically when progressing to Uptown.	Uptown	Defeat Faccia Del' Osso in the Back Alley of the No Frills Boutique	None

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Completing all of Elle Cosmo's missions	Elle Cosmo	Uptown - Emporium Drive - No Frills Boutique	Complete all 4 of Elle Cosmo's side missions.	Gold Worm
Execute the Executioners	Clarence, the middle-aged Denizen with the Thinning hair	Uptown - Emporium Drive	Defeat the two executioners in the Emporium Drive Courtyard	40
A Head for Extortion	Acquired automatically from Elle Cosmo after entering the No Frills Boutique	Uptown - Emporium Drive - No Frills Boutique	Defeat the boneheads and their captain in the Back Alley of the No Frills Boutique	Dummy Head
Talk to Jeanne	Acquired automatically when completing A Head for Extortion.	Uptown - Emporium Drive - No Frills Boutique	Gain entrance to the Rossini Park and complete the mission A Walk in the Park. When returning to the Gazebo on your way out, speaking with Jeanne will complete this mission.	None
Lip Service	Elle Cosmo	Uptown - Emporium Drive - No Frills Boutique	Defeat all of the enemies in the Café Patio including the one at the top of the ladder. Defeating all of them will drop the baggie of lips. Bring this back to Elle for your reward.	Nose Ring and \$15
The Eyes Have It	Elle Cosmo	Uptown - Emporium Drive - No Frills Boutique	Defeat the bone head captain in the Peligroso Lane Courtyard and return the eyes to Elle for your reward.	Fake Beard and \$25
Trimming the Fat	Elle Cosmo	Uptown - Emporium Drive - No Frills Boutique	Defeat Jack Strife, the executioner, in the Cabeza Boulevard Courtyard. Return the fat to Elle Cosmo for your reward.	Monocle and \$19
Turning Cheeks	Elle Cosmo	Uptown - Emporium Drive - No Frills Boutique	Defeat all of the enemies in the Playground area behind the Café Patio. Break a lamp on a table to create an open flame and use the gas canister to blow-torch the bushes. Climb the ladder and defeat all of the bone thugs. This will cause one of them to drop the cheeks. Return these to Elle for your reward.	Novelty Teeth and \$12
Find Rita's Ring	Rita, the denizen in front of Rossini Park	Uptown - Park Avenue	Find the ring in the Cabeza Boulevard Courtyard. It is on the upper level and you'll need the Corpse Head to float up to it. Return it to Rita for your reward.	The Rossini Park gate key

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Recover Becky's Locket	The Old Denizen	Uptown - Peligroso Lane	Travel the great distance to the Peligroso Lane Courtyard and defeat the bone thugs and their captain in order to complete the mission. Return to the old Denizen for your reward.	50
Ask Benny	Acquired automatically after talking to Jeanne Rossini	Uptown - Rossini Park - Gazebo	Talk to Benny Salazar in the Gin N' Toxic in Zombietown. To do this, you will first have to defeat Juju Judy and then return to talk to Benny.	Access to Fred's old office.
Fishing Lessons	Acquired automatically after completing A Walk in the Park.	Uptown - Rossini Park - Little Hope Pond	Go Fishing.	Access to the Fishing Holes
Find Timmy's Shovel	Timmy, the child denizen in the sandbox.	Uptown - Rossini Park - Playground	Burn down the bushes and collect the shovel. Turn it in to Timmy to uncover a Tiki Totem in the sand.	Access to the Tiki Totem in Rossini Park.
A Walk in the Park	Acquired automatically when entering Rossini Park.	Uptown - Rossini Park Entrance	Rid Rossini Park of all the executioners.	A Crappy Fishing Pole and fishing lessons from Suk.
Desperately Seeking Grandma	Charlie Webb	Zombietown - Charlie Webb's House	Go to Grandma Webb's house and collect the note on the desk behind the attic ladder. Return to Charlie Webb for your reward.	4 Washable Rocks
Last House to the Left	Charlie Webb	Zombietown - Charlie Webb's House	Kill Krug, Weasel and Junior Stillo, they are zombies in the Last House on the Left, across from Grandma Webb's House. Collect Mari's Peace Sign Necklace and return it to Charlie for your reward.	3 Washable Rocks
Myrtle, She Wrote...	Charlie Webb	Zombietown - Charlie Webb's House	Get Grandma Webb's Note in the Boonies. It is inside the building with the fan out front and the Fan Boat out back right before Dr. Grimes' House Exterior.	Five Washable Rocks
Shakedown Breakdown	Charlie Webb	Zombietown - Charlie Webb's House	Defeat the three bone thugs in the alley in front of Lefty's Pool Hall. Return to Charlie Webb for your reward.	Three washable rocks
Zombietown Meeting	Charlie Webb	Zombietown - Charlie Webb's House	Kill the 3 Bone Thug captains in the area behind Lefty's Dirty Pool Hall.	4 Washable Rocks
Neumann Investigations	Acquired automatically after completing Ask Benny	Zombietown - Gin N Toxic	Go to Fred's office in Old Hope Falls.	Access to Fred's Office
Get Carver	Omar Escobar	Zombietown - Gin N Toxic	Defeat the Bone Thug Captain inside one of the motel rooms out back of Lefty's Pool Hall. Return to Omar at the Gin N Toxic for your reward.	150
Poison on Tap	Omar Escobar	Zombietown - Gin N Toxic	Steal the box of Poison from Lefty's office in Zombietown - Lefty's Pool Hall. Return it to Omar at the Gin N Toxic for your reward.	Bearded Clam and Fuzzy Naval

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Water Torture	Omar Escobar	Zombietown - Gin N Toxic	Drain the swimming pool behind Lefty's into Lefty's Pool Hall. Do this by first entering the bathroom inside of Lefty's office. Interact with the wheel inside to complete the first stage. Then travel outside into the Cabana Shack and interact with the water wheel in there as well. Return to Omar at the Gin N Toxic for your reward.	5x 1/2 Cup of Toilet Water
Hurting Those Who Help Themselves	Charlie Webb	Zombietown - Charlie Webb's House	Find and recover the 5 boxes of groceries in the Abandoned Warehouse in Old Hope Falls. Return them to Charlie Webb for your reward.	Gold Worm

Tradeable Items

There are 14 unique items throughout Hope Falls that certain Denizens are looking for. If you go into the mission list for the Denizen and there is an option to press ☐ button to trade they will tell you what they are looking for. These items are hidden throughout your journey and some can even be sold. If you do sell a tradeable item, you can buy it back at Lessworth's Pawn Shop in Old Hope Falls. Once you've traded all 14 items, Lessworth will sell you a Gold Worm.

Tradeable Items			
Item Wanted	Who Wants It	Where to Find It	Reward
Black Falcon	Sam Spade	The Boonies - Dump; behind the over-turned school bus with a Nuke Nugget	\$200
Engagement Ring	Elle Cosmo	In the corner of the Abandoned Warehouse in Old Hope Falls - Swank Drive	\$150
Singing Fish Placard	Suk Kwan	The Boat House in Uptown – Rossini Park – Little Hope Pond	\$250
Mysterious Package	The Post Man	The Hobo Camp in Creepy Hollow – Gruesome Gorge, near the tractor	\$500
Schwing Bicycle	Charlie Webb	Downtown behind the Post Office	\$650
Boxing Trophy	Grizzle	The sewers of Zombietown	\$600
Little Black Book	Benny Salazar	Montezuma's Casino - No Fishing Hole. Use The Tiki Totem in the executive lounge to get there.	\$300
Monkey Paw	Dr. Grimes	Outside in the playground by Fred's Office in Old Hope Falls, behind the tree	\$550
Magic Bullet	Lessworth	Pitt Nuke – 301A Rat Research Lab, sitting on the desk in the room with the scientist in the cage	\$400
Pearl Necklace	Jeanne Rossini	Trade 10 Pearls to the male Denizen standing across from the Gas Station in Old Hope Falls - Rutger Way.	\$700
Rusty Pocket Watch	Doc Steiner	Pitt Inc, on the second level of the elevator room.	\$100
Lost Diary	Penny	In the Bongo Club - use the Tiki Totem at the top of the fountain in the first area to get to it.	\$450
Stuffed Pet Cat	Omar Escobar	In the park behind the Café Patio in Uptown. Use the Corpse Head and float up to the balcony to collect it.	\$75
Krusty Krullers	The Police Chief	Inside Fred's Chicken Coop in Freak Farms – Fred's Farm House	\$350
\$970	Thief, Morgue Attendant	Cash baby!	Gold Worm

Inventory

Most of the random items that enemies drop are for sale. Some of the items are ingredients used to make drinks or have other uses but the majority are simply for making money. Drinks are a lot more useful to Fred through the game, so making them is a smart idea. It doesn't matter what head Fred has on when it comes to most shop owners. The easiest way to get a bunch of items is fighting enemies that drop them. But if you don't have the right ingredients, don't fret! You can buy all of the mixed drink ingredients from various shop owners.

Random Item Drops
Billfold
Purse
Wallet
Bake Lite Clock Radio
Banjo
Black Crow Statue
Black Rock
Brass Key
Cigarette Lighter
Class Ring
Cowboy Boot
DHF Figure Bone Thug
Golden Idol
Marionette
Nose Ring
Old Shoe
Pearl *
Rooster Egg ‡
Screw Driver
Shiny Red Ball
Tire
Tricycle
Washable Rock §
Bake Lite Ghetto Blaster
Cameo Locket
Compass
DHF Figure Fred
Dirt Demon
Fancy Tile
Gold Pocket Watch
Golf Club
Harpoon
Novelty Teeth
Rosebud Snow Globe
Stuffed Fish

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Tomahawk
Viking Helmet
Bake Lite Cassette Player
Capt. Astro Space Gun
DHF Figure Steiner
Electric Iron
Girl's School Notebook
Gold Spectacles
Jaw Harp
Small Toy Animal
Tacky Brooch
Toy Fire Engine

Items Used for Mixed Drinks
Fuzzy Handcuffs
Battle Ship Figurine
Bowl of Mixed Fruit
Lucky Horseshoe
Small Stuffed Donkey
Head Hunter Mask
Half a cup of Toilet Water
Engraved Bed Pan
Trombone
Tomato
Glass Eye
Monocle
Bone
Clam
Fake Beard

* You can trade 10 Pearls to the Denizen across the street from the Gas Station in Old Hope Falls – Rutger Way for a Pearl Necklace.

‡ Rooster Eggs may be turned into Roosters by placing them in one of Fred's Rooster Cages in Freak Farms – Fred's Farm – Fred's Barn.

§ Washable Rocks may be used at the S#!t N' Spin Laundromat in Old Hope Falls – Paradiso Place by interacting with the rock-tumbling washing machine. Five dollars will wash the rock and reveal an item inside.

Hints by Game Area

In this section we'll go over a few of the common pitfalls that you may encounter in each game area and hopefully you will be able to avoid them and carry on with the game without too much difficulty.

Castle Steiner

The beginning areas of Castle Steiner shouldn't have too many hang-ups since the level is pretty much covered with tutorials. However, there are still a few areas that may give a little bit of aggravation, perhaps more so when it comes to the later levels in the Castle.

The first area that may give you some difficulty is the Kitchen. Use the Corpse Head and interact with the water spout in the Meat Locker in order to fill the head with water. Take this back into the kitchen and spray it on the flames to put them out. Following that, be sure to use the Stone Idol Head's Ram Attack on the refrigerator in order to open it. There is a giant button inside that needs to be pressed in order to open the secret passage way through the Pantry.

In the Secret Passageway and the Gallery, you'll need to use invisibility in order to get past the lasers. Once invisible, head towards the case with the miniature statue inside of it and interact with it by using the Δ button. This will deactivate the alarm and will activate the giant statue in the Great Hall, which in turn creates a way for Fred to escape the castle by using the wind vortex created by the statue.

In the Great Hall, after the Daedalus Statue has been activated, switch to the Corpse Head and float into the Icarus Room by using the vortex in front of the statue. Nothing is required for this except having the Corpse Head equipped and moving into the vortex. Float up onto the balcony and into the next room where you'll need to drop into the Clam with the Stone Idol Head on and you'll fall conveniently into the Conservatory.

In the Conservatory, there are a couple of things to keep in mind. First, you need to use the Weed Killer on the other side of the pond to spray on the weeds that are blocking the exit to the outside. Second, there is a combination to the safe in the Study on the table near the Weed Killer. This paper will be essential when trying to open the safe later in the game. Pick it up as soon as possible so that you don't have to come back searching for it later in the game. Take the Lily Pad jumps slowly and make sure not to fall in the water with a head full of Weed Killer or else you may find yourself needing to swap heads to the Stone Idol Head to keep from drowning and thus lose all of the Weed Killer that you had sucked up. Once you make it across the pond with a head full of Weed Killer, spray it on the weeds in front of the exit door to gain access to the outside of Castle Steiner.

Once on the outside, you need to break into the garage in order to gain access to the mechanism that opens the gate. Break in by using either of the Stone Idol Head's O button attacks. Defeat the zombie inside and then use the Corpse Head to suck up some gasoline and then use the Δ button to empty the fuel into the funnel on the adjacent vehicle. This will activate the mechanism which opens the gate.

While you're outside of Castle Steiner, don't forget about the Hedge Maze around back! There are 4

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levers inside of the Hedge Maze. Pulling each lever changes the maze a little bit and will reward the player with a Red Worm Juice. Pull all four levers for all four worm juices. These will help you out as you travel through the game.

Avoid the Basement area of Castle Steiner until you possess the Mutant Head! This area of the Castle is exceedingly radioactive and you will die without the proper head equipped. Once you have the Mutant Head you can enter the Basement area without fear of dropping dead due to the radiation, instead you have the fear of the Mutants inside for the Staff Infection mission obtained from Doctor Steiner.

Defeating Juju Judy during the first boss fight is actually quite easy; just don't over think the situation. Judy will keep summoning zombies trying to impress Fred and the only thing Fred needs to do in order to defeat her this first time is to keep destroying her zombies by Headhunting them. Collecting the five heads that Sam Spade wants is all that it takes to put her down.

Gaining access to the upper level of the castle is as easy as obtaining the Bone Head. Once you have the Bone Head, you can travel to the upper levels by using the stairwell which is off of the Great Hall. Equip the Bone Head and climb the Meat Trail up to the door at the top of the stairwell. This will put you into the upper hallway which has access to the Explorer's Room, Steiner's Bathroom, Steiner's Bedroom and provides access back to the Library as well.

In the Explorer's Room there is a secret passage behind the Tapestry. To get to this area you will first need to burn down the Tapestry. The easiest way to do this is by lighting Fred on fire and igniting it. The Scarecrow Head is best suited for this because you can fire a flaming crow and you won't take any damage from the flames, but really, any head will do if you don't mind taking a bit of fire damage. Burning the Tapestry down will reveal a cracked wall that can be broken down by using the Stone Idol Head's Ram Attack. Once inside this area, there are a couple of Witch Doctors and a Stone Idol Golem. The Heirloom for the mission "Heirloom Room" is found inside of the coffin. Opening the coffin will reveal the Heirloom and add it to your inventory.

Steiner's Bathroom has a Glass Key on the dead body in Steiner's bathtub and the Deed to Castle Steiner for the mission "Where there's a Will..." is behind the toilet.

Steiner's Bedroom is a pretty easy place with only one thing to do in there and that's to ram the Head Board on Steiner's Bed in order to open the secret passage into the Rotating Room. Doing this will drop Fred into the Rotating Room where he can use the Stone Idol Head to rotate the room around and thus gain access to the Study.

Creepy Hollow

The first area of Creepy Hollow is actually one of the hardest until you know how to get across the gorge. To do this, simply equip the Corpse Head and run straight off the cliff. The wind vortexes will lift Fred up and you can float across onto the other side of the gorge.

The Broken Bridge requires a little bit of skill with the Shrunk Head's rolling uppercut technique.

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You will be traveling along the sides of the walls and there are some gaps and jumps that you can only make by using the Rolling Uppercut. This jump will make it possible to get from one side of the Broken Bridge to the other. Don't forget to pick up the Screwdriver for the mission "Finders Keepers" from the Thief.

The second Shrunk Head log after defeating the Headless Horseman for the first time is a little tricky because of the mouse traps that need to be used in order to navigate the area. The first mouse trap to use is the only one available. Interact with this trap and it will send you flying into the first area of the puzzle. Move to the right and collect the Lock Pick for the mission "Finders Keepers" and then turn around and move to the furthest mouse trap in the opposite direction. There is a random package next to the mouse trap that you want to use. Interacting with this mouse trap will send Fred flying into the next part of the puzzle. Here, run all the way to the right and interact with that mouse trap to send Fred flying to the last area of the puzzle. Collect the random package and exit the area.

The Haunted Ruins of Creepy Hollow have a few things to keep in mind. First, the graveyard area holds the Stethoscope for the mission "Finders Keepers" just lying up against a head stone. Second, there is another Glass Key on the corpse in the area for the mission "Glass Keys" from Sam Spade. Third, the gas can in the tunnel entrance is not for lighting things on fire since there is no fire to ignite it with. Instead, use it to knock the loose items down that are beginning to come out of the graveyard above. Spray the liquid on the two bags stuck in the dirt and you'll get an item for each one. You'll also need to come back to this area at least a couple of times in order to complete the game. The Featherweight Featherdome is located here as is Charlie Webb during the mission "A Letter for My Feller" from Penny Lessworth.

The Headless Horseman Bridge itself isn't too bad, but you need to enter into the Lumber Mill in order to unjam the lever that lowers the bridge. Do this by traveling around back of the mill and then up the ramp out on the water. Once at the top, press the Δ button to enter the mill. Once inside the mill, the first thing that you need to do is to unjam the machinery. Do this by climbing up the first spider web and jumping onto the boards on the right side, like in the Broken Bridge. Follow this board back to the jammed gears and kick the rat loose with a simple X, X, X combo. This will start up the mill machinery and will unjam the lever on the outside of the building. Watch your head in here and don't fall to the floor, it'll kill Fred. Timing the swinging logs at the mid-point of the mill is a crucial point. Making it to the first two swinging logs is not a big deal, but the jump to the third log is a bit trickier. Try waiting until the log Fred is on swings towards the third log and the third log is swinging back towards Fred before you risk a jump. After this point, it's just a matter of keeping your head on long enough to make it out alive on the other side of the mill. Once outside again, pull the now-unjammed lever to lower the bridge. Taking out the executioners here will make it much easier to catch the three worms lingering beneath the overgrowth.

The exterior of the church is pretty straight forward but getting into the catacombs is the only way in. To enter the catacombs, use the well. Get close to the well and interact with it and Fred will enter the catacombs.

Inside the catacombs there is a whole new set of dangers. Aside from the zombies, there are areas of radiation that you will want to avoid until you have the mutant head, areas that can only be accessed by

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the Stone Idol Head Ram Attack and don't forget about the Black Duffel Bag for the mission “Finders Keepers” hidden down one of the off-shoot paths. If you need to, run past as many of the zombies as you'd like.

The Chapel is the next area that may be a problem. There are three regular zombies and one Zombie Captain named Father Flesh. Father Flesh has the church key that you need in order to exit the building. Take the key from him by defeating him. This can be done normally, or you can stun all of the zombies in the area by ringing the church bell using the rope on the wall by the doors. This will stun them all for a limited time. Don't forget to collect the Large Diamond on the table by the pulpit for the mission “Finders Keepers” before you make your exit.

The Horseman's Hollow is the next area that may cause a little bit of difficulty, especially since it is a boss battle. This second phase of the boss battle has a bit of a puzzle to it and will require the use of the Jar Head in order to use the Stealth Field Generator. To defeat the Horseman in this phase you will need to first knock him off of his horse and then proceed to kick the living snot out of him. Knock him off of his horse by using the Stealth Field Generator, sneaking up on him and then either punching the horse or by interacting with the Δ button. Sneak up on the pacing Horseman, scare the living daylights out of his horse and he'll take a tumble. At this point, the Horseman's pretty angry so he'll start attacking you. Punch away at him using the X, \square , \square combo, or unleash your rage attack on him by holding the R button and pressing the \square button. Once you stun him, his pumpkin will turn gray and he will throw it at you, trapping you in a vortex you can't get out of. His horse will reappear and he'll jump on to it. The Horseman will then charge at Fred, but don't worry! The vortex will disappear just before he starts his charge, giving you enough time to find safety behind a tree. Watch out for lobbed pumpkins, and try to watch where the Horseman will reappear next. Stealth up to him, scare his horse and give him another beat down and this time, there is no escape from his vortex. It's ok though, because now he will lead you to the third and final battle.

The third and final battle takes place at Creepy Hollow Lake. Here you get to finally give the Horseman what's coming to him and rescue the damsel in distress that is Doc Steiner. The Horseman has suspended Doc Steiner in a cage above an abandoned Oil Taker that's leaking like crazy. Conveniently, the oil trails lead right to where the Horseman can throw flaming pumpkins at them and set them ablaze. If the fire reaches the tanker, Doc Steiner is toast, literally. Luckily, there's a water pump nearby that when equipped with the Corpse Head, Fred can suck water out of and put out the oil fires. When the battle starts, equip the Corpse head as quickly as possible and make your way over to the pump. Interact with it by pressing and holding the Δ button and fill your dead head with water. By this time the Horseman should have already lit one or more of the oil trails on fire. Spray your water on the trail until the fire goes out by pressing the O button. Keep on spraying that water out until your Corpse head is empty and run back over to the pump and fill it again. You should notice the water in the lake going down each time you fill up with water. This battle will end once that lake is empty. The battle is easily won if you are constantly spraying out water, mindful that the fires need to be put out and that draining the lake is a priority. Fill the Corpse head up about 5 times and you will be victorious.

Uptown Hope Falls

The first area here, Cabeza Boulevard (Cabeza: Spanish for “Head.” Clever, huh?), holds the Head Shop and the Cabeza Boulevard Courtyard. Behead five Bone Heads and report to Sam Spade in the Head Shop to collect the Bone Head. While in the Head Shop you can also upgrade your heads using the Gold Worm you collected from the Horseman. Don't worry about the Courtyard just yet.

The second street that makes up Uptown is Park Avenue. There's not much to do in Park Avenue, but you do learn how to put the Bone Head's razor sharp claws to good use. After defeating, or running around, the Bone Heads in the area make your way to the wall covered in what looks like raw meat. Jump onto the wall and the Bone Head's claws will make Fred stick to it like glue. Climb up the wall and proceed through the door.

The next area is Emporium Drive. Here Elle Cosmo in the No Frills Boutique, will sell you the suits you need to progress through later levels and if you complete all of her missions, reward you with a Gold Worm. But first, you need to get the Dummy Head to be able to talk to the hapless Denizens wandering around Hope Falls. Make your way to the Back Alley behind the No Frills Boutique and defeat Faccia Del' Osso. Return to Elle and she'll reward you with the Dummy Head. Now you have two choices: make your way to the Park or complete Elle's missions for that Gold Worm? If you would like to go straight to Rossini Park, skip the next paragraph.

Elle's missions consist of going through various parts of Uptown and collecting her, um, parts. Her eyes are in the Peligroso Lane Courtyard. While you're there, don't forget to Get Becky's Locket for the Old Man in the same Courtyard. Also don't stray too near the Toxic Waste spill unless you have the Mutant Head. Elle's Lips and Cheeks are in the patios beside and behind the Cafe on Park Ave. To get to the patio behind the Cafe, smash one of the lamps on the tables to get an open flame. Then fill the Corpse Head up with gasoline from the gas container beside the door to Park Ave. Create a flamethrower out of your head by spraying the gas at the open flame and torch the bushes blocking the trellis. Climb up the trellis and make your way to the back patio. Look around for more bushes to burn and don't forget to get Omar Escobar's stuffed kitty from the fire escape via the Shrunk Head wire or the Air Conditioner vent using the Corpse head to fill up with air. Don't forget to get Elle's cheeks! Her Box of Fat is all the way back in the Cabeza Boulevard Courtyard. Defeat the Executioners there for the drop.

Outside Rossini Park in Park Avenue, a lovely little woman named Rita has lost her wedding ring. To get into the Park you need to get that ring back for her. Make your way to the Courtyard in Cabeza Boulevard, use the Corpse Head to suck air from the Air Conditioner Vent and float up to the platforms above the Courtyard. Grab the ring in the item box and return it to Rita in front of Rossini Park. She'll unlock the gate and Fred will be free to gallivant through the park as he pleases.

Once in the park, defeat all the Executioners and make the park safe for Suk Kwan to fish again. If you really want to make him happy, as well as gather some scratch on the side, use the Corpse head in conjunction with the pipe that has bubbles floating out of it to float up to the roof of the Boat House to collect \$145 and the Singing Fish Placard from inside the second floor window of the Boat House. Trade the Fish Placard to Suk to receive a cool \$250. From this point you need to backtrack through

the park to the Gazebo area. Here you have a chat with Jeanne Rossini. Now keep backtracking out of the park and you'll meet Timmy. Timmy's lost his shovel and Timmy needs it back. Make with the flamethrower trick again using a combination of Corpse Head, gas can, and open flame, courtesy of the breakable lamp along the path. With Flamethrower in tow, burn the bushes to get to the cave where Timmy threw his shovel. Timmy will reward you with a Tiki Totem that you can take to the Tiki Totem located above the Back Alley behind the No Frills Boutique. Make your way out of the park and back to Emporium Drive. From there, head down the street and veer left to go to Old Hope Falls.

Old Hope Falls

The entrance street is called Swank Drive. You'll notice a car with gas pouring out of it's tank on your left. Fill the Corpse head with gas out of the tank and run across the street to the generator behind the chain link fence. Spray the gas into the generator and you'll light up the Dark Warehouse. If you proceed into the Warehouse, you can collect the Engagement Ring that Elle Cosmo will trade you \$150 for. It's probably Cubic Zirconium. Be careful not to touch any of the toxic ooze because it's instant death. Use the Shrunk Head to make your way along the shelves attached to the walls and into the back room. There you'll find the Engagement Ring and 5 Bone Heads. Also, this allows you to unlock the door making it easier to complete a Charlie Webb mission later in the game.

From the Warehouse make your way down Swank Drive towards the tunnel that leads to Cheap Street. In Cheap Street you'll find Fred's Office, Grizzle's Gym, Lessworth's Pawn Shop, Freddie's Fireworks Factory, a Head Shop, and the Waterfall area. There are a couple of missions to do here early on.

The Fireworks Factory holds a little cold, old man. He wants you to light his fireplace. So run down the corridor where there is a geyser of flames shooting into a pile of fireworks. Set yourself on fire by running into the flames. While running through the Factory back to the Old Man, be wary of random fireworks lying in the path. It helps to have a stock of Red Juices handy. Make your way back to the old man and interact with his fireplace by pressing the Δ button.

The next readily available mission on Cheap Street is in Lessworth's Pawn Shop. Marshall Lessworth needs you to keep an eye on his boy-crazy daughter Penny. To complete "A Penny Saved," progress to the Cinema on Paradiso Place in Old Hope Falls. There you'll have the opportunity to let off some steam by repelling three groups of Bone Heads trying to get to Penny. The easiest way to complete this mission is to look for the Bone Head going straight for Penny. In all three groups, one Bone Head will be gunning for Penny, take him out first, making sure you don't take Penny out with him. If she dies the mission starts over. After saving Penny, you're able to get a mission from her that leads you back to Creepy Hollow in search of Charlie Webb, Penny's "object of affection." Take the Manhole located next to the waterfall in Paradiso Place back to Creepy Hollow's Abandoned Town. Once there, make your way up to the Cemetery located in the Abandoned Town and there you'll find Charlie Webb. After Charlie runs off screaming, take the Manhole back to Paradiso Place.

In Paradiso Place, you can hit the S#!t N Spin Laundromat if you have some Washable Rocks. Or if you want to relax with a stress inducing game of Dead Head Fred Pinball, it's in there too. To wash rocks, first you need a Washable Rock and at least \$5. Head over to the washing machine and interact with it using the Δ button. After your dirty rock gets clean, you'll end up with either a premium item (worth \$25) or a worm juice. Also situated on Paradiso Place is the Bongo Club. But, first you'll need

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to rescue your partner Benny Salazar from the vile clutches of his cheap scotch. You also need the Italian Suit to make it in here. Just make sure you've changed into it before returning to the Bongo Club's entrance.

On your way to turn in both of the Lessworth's missions, make sure you stop at the Gas Station in Rutger Way. Here, every time you interact with the gas pumps by pressing the Δ button, a car will pull up looking for a fill up. There are two cars parked beside the gas station expelling fuel at an alarming rate. Use the Corpse Head to suck up a head-full of Texas Tea and run over to the awaiting car and fill it up using the Δ button. The grateful Denizen will reward you with a varying amount of cold hard cash. You can do this as many times as you want. Across the street from the Gas Station is the Pearl Necklace maker. If you have ten Pearls, this Old Man will take them and turn them into a beautiful Pearl Necklace you can trade to Jeanne Rossini in the Bongo Club for \$700. The door next to the Old Man leads to the Bilgewater Residence. Inside the Apartment you can get the scoop on where Old Mrs. Bilgewater left her brooch, completing an objective to the mission you can collect from the filing cabinet inside your office.

After you've talked to Benny in Zombietown, he'll want you to report back to the Office on Cheap Street. Inside the Hallway leading to the Office, you'll find the entrance to Grizzle's Gym at the bottom of the stairs. Inside Grizzle's Gym, you'll be able to earn an extra rage point and a Gold Worm from completing Grizzle's Ultimate Arena. It's a lot easier if you have all the heads.

The Hallway to Fred's Office also leads to a playground area where you can take the Tiki Totem to another Tiki Totem behind the Cinema, and collect the Purple Worm Juice located there. The playground area is also where Son of Pam will be hiding when you get the mission from the Police Station in Downtown. The playground also holds a giving tree. This tree has bags of items hanging from it that you can knock down with a projectile, such as the Bone Head's teeth. There are giving trees and item bags all over Hope Falls so be on the lookout for them!

Inside Fred's, and Benny's, Office you'll find a Wardrobe that you can use to change clothes in; a Manhole, making the Office convenient to get to; a Filing Cabinet, with a side mission in it; and a Newsreel Viewer. Once you've rescued Benny, he'll situate himself in the Office and give you missions to complete and some leads. Benny's missions mostly deal with Featherdome losses. Two of his missions deal with the eradication of some unruly mutant roosters. One is in one of the Hotel Rooms behind Lefty's Dirty Pool Hall in Zombietown. The other is in the Apartment in Downtown. His other Featherdome related mission simply states that he wants you to win the first Featherdome match you bet on. You can either bet on a match and win or enter your own mutant rooster and bet on *that* match and win. If you want to use your Mutant Rooster to complete the mission, you have to go to the Featherdome in Tin Town. The Newsreel Viewer becomes important once you've visited Vinni Rossini in Downtown.

Once you've acquired the Stone Idol Head, return to the Waterfall area in Cheap Street. Underwater, near the tunnel, you'll find a Glass Key. The Waterfall contains a grotto that holds ten Pearls. This makes it easier to collect the ten Pearls needed to create a Pearl Necklace to trade to Jeanne Rossini.

Zombietown

South Road is the entrance to Zombietown. Here, you'll find Charlie Webb's house, Old Mrs. Mesler's

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House, a Head Shop and the entrance to the Sewers. To ensure Charlie Webb is home the first time you run through Zombietown, you first must complete the “A Penny Saved” mission acquired from Lessworth in the Pawnshop in Old Hope Falls on Cheap Street. After rescuing Penny, get her “A Letter for my Feller” mission and track her paramour Charlie Webb to the Cemetery in Creepy Hollow's Abandoned Town.

Old Mrs. Mesler's house is probably the biggest jewelry box you've ever seen. It contains her Locket needed to complete the mission “Locket Man,” some enemies, and not much else. You can acquire the Locket Man mission from Old Mrs. Mesler's corpse which is residing comfortably in the Downtown Morgue.

While traveling down South Road, look around for fences. These weren't built very well, and a few good hits should take them out revealing a treasure trove behind them. There is also a breakable wall in the alley beside the Head Shop. To access it, kill all the Zombies that pop up along South Road. Once the breakable wall is visible, you recognize it by the gigantic crack running down the middle of it, equip your Stone Idol Head and Ram Attack it by holding forward on the analog stick and pressing the O button. There's a Nuke Nugget back there which is only visible to the Mutant Head, and some breakable boxes.

To progress to Lefty's Dirty Pool Hall from South Road, you have to head for the sewers! Climb the meat wall across from the Head Shop using the Bone Head and make your way along the scaffolding to the entrance to the Sewers. While up on the scaffolding, take a gander at the breakable boxes on the roof of the building to the right of the scaffolding.

The Sewers can be a little confusing if you get turned around. Down here, there's a Glass Key needed for Sam Spade's “Glass Keys” mission, an Alien Tissue Sample needed for Doc Steiner's “Area 50-Something” mission, and Grizzle's Boxing Trophy that he'll give you \$600 for. The ladder on the same side as the Boxing Trophy leads to the way out and Lefty's Dirty Pool Hall.

Once outside Lefty's Pool Hall, you've got two choices. The first is to continue on your bloody, violent quest for vengeance by going through the Shrunk Head pipe and into the Alley. The second is to enter Lefty's for a friendly game of Pool, or you could play a fun game of Lefty's Revenge Pinball, or you could buy or sell some stuff to the Bartender. Out back at Lefty's is a run-down motel complete with boarded up windows and the requisite dirty swimming pool. At the bottom of the pool lies a Tiki Totem. Omar Escobar, the proprietor of the Gin n' Toxic in Zombietown, will give you a mission called “Water Torture” in which you must drain the pool. You drain the pool by turning two valves. The first is located in the bathroom off the office of Lefty's Pool Hall and the second is located in the Cabana Shack in the back left corner of the swimming pool area. Remember, the Tiki Totems can only be used by Fred if he has the Tiki Head equipped. Omar will also give you a mission called “Get Carver.” Carver is a Bone Head Captain that lives in one of the motel rooms by the Swimming Pool. Benny Salazar also has a mission objective hidden in one of the motel rooms. Benny seeks revenge on Mickey the Rooster. Mickey doesn't get to spend his days lying out by the pool though. Mickey is cooped up all day inside his pen inside one of the motel rooms. Kill Mickey and return to Benny to claim your reward. Charlie Webb has a mission that'll lead you to the back of Lefty's too. Charlie's mission “Zombietown Meeting” will pit you against three Bone Head Captains that are hanging out by

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the pool. Kill them and return to Charlie Webb inside his house for your reward.

After going through the Alley, (did you look around for the item boxes?) you will find yourself in a courtyard whose exit is blocked by a twisted, burning wreck. Run over to the dumpster to the right of the wreck and jump on top of it. Take the ladder up to the fire escape and jump from it to the next fire escape. Run along these platforms and drop down to the fire escape that is suspended over the entrance to the courtyard. Switch to the Bone Head and jump onto the meat wall. Follow the meat wall until it stops above an air conditioner and jump down. Switch to the Corpse Head and fill up with air. Now you can get over those buses. Steer for the buses and float ever so gently over them, landing near the fire hydrant, to once again fill you your Corpse Head with water to put out the fires in the street.

Along this street are some points of interest. The first, on your left, is the breakable wall, breakable only to the Stone Idol Head, though. The second, also on your left, is the Last House on the Left. Inside here are three Zombie Captains that Charlie Webb would like to see taken care of. Get the “Last House on the Left” mission from Charlie Webb inside his house, then go to the Last House on the Left and kill the Zombies, gather the necklace and return to Charlie Webb's house to return the necklace to Charlie Webb. The third point of interest is on the right. This is Grandma Webb's house. In here is the note Grandma Webb left Charlie to tell him that she's out in the Boonies partying with Charlie's Aunt Myrtle. The Note is located on the desk behind the ladder to the Attic that drops down. After grabbing the note, climb up the ladder and make your way to the Shrunk Head pipe that leads to the rest of the Attic. Once inside the Attic, follow the pipes to the right and you'll find the exit that leads you to the Gin n' Toxic Exterior. If you don't want to go through Grandma Webb's House to get to the Gin n' Toxic Exterior, take the tunnel that is out front of Grandma Webb's house. Inside this tunnel you'll need to equip the Bone Head to climb along the meat walls. Be careful not to fall into the toxic waste because it is instant death. Once through the tunnel you'll emerge outside the Gin n' Toxic.

The Exterior of the Gin n' Toxic has a few things to do. Firstly, if you have the “Once More unto the Brooch” mission active from Fred's filing cabinet in his Office, and you've talked to Mrs. Bilgewater in her apartment on Rutger Way in Old Hope Falls, you can go through the alley behind the Gin n' Toxic and, using the Bone Head, climb up the Meat Wall to the second floor of the Gin n' Toxic. There, when you kill the Zombie, he'll drop Bilgewater's Brooch and you can pick it up and return it to the filing cabinet in your Office for a sweet \$200. Second, if you have the Stone Idol Head, you can make your way down into the Old Sewers and go Worm farming. To get to the Worm holes that are submerged in the biggest, bottom-most, flooded room, you have to go over to the control station and turn the valve. Then, equipped with the Stone Idol Head, drop down into the water and walk over to where the logs are blocking the drain. Use the Stone Idol's Ground Pound attack on the logs by pressing the O button. Once the logs are floating, run over to the door in the far-right wall and open the door. The logs will rush out of the room with the water, and the worms will be able to breathe again. A gigantic door will open revealing a room with a ladder that leads to the other Sewers in Zombietown.

When you enter the Gin n' Toxic for the first time, you will have a nice little chat with Omar Escobar, the bartender of the Gin n' Toxic. You will then be whisked away by a surly group of Zombies to the second, and last Juju Judy battle. This battle can get a little rough, so make sure you have a good stock of Red Worm Juices and all your Rage points are full. In the first part of the fight you have to destroy

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the Glass Jars Judy pulls her power from. The problem is that the only way to destroy them is to have Judy destroy them for you. Luckily her fireballs do the trick nicely. The easiest way to get her to destroy them is to use yourself as bait. Stand behind the Jars and block! Blocking is very important here because there will be Zombies attacking you and Judy doesn't have the best aim with her fireballs. After you make Judy destroy all five of her Jars she'll be vulnerable to attack. She will still lob fireballs at you so be careful. Remember Touloulou, Judy's pet snake? He gets into the action too by trying to bite you or whip you with his tail. He attacks when you get close to Judy, so the easiest method to take her down in this form is to switch to the Bone Head and use the Death Swirly rage attack to damage her. To perform the Death Swirly, hold the R button and press the O button. If you really lay into her with the attack, it should only take a couple of Death Swirlies to make her teleport onto her porch and into the third and final phase of the battle. You can't attack Judy directly at this point because she'll be blocked by a force field. Instead, attack the pillars holding up the roof over the porch. The easiest way to take the pillars out is to use the Jar Head's focused Rage attack by holding the R button and pressing the □ button or using the Bone Head's Death Swirly again. If you run out of Rage Points just counter or behead one of the Zombies trying to attack you. Watch out for Judy's fireballs and use two Rage attacks per pillar to demolish them and put Judy to rest.

Now, finally, you can talk to your old partner Benny Salazar. He's inside the Gin n' Toxic drowning his sorrows. After you talk to him, report back to your Office on Cheap Street in Old Hope Falls. There, he'll let you into the building and you will gain access to Grizzle's Gym, Fred's Office, Filing Cabinet, Wardrobe, Newsreel Viewer, Benny's Missions, the Tiki Totem in the playground area, the giving tree, and the Manhole.

The Bongo Club

Ok, so do you have the Italian suit? If not, take \$360 and go to Elle Cosmo in the No Frills Boutique on Emporium Drive in Uptown and buy it. Now put it on and report to the front door of the Bongo Club located on Paradiso Place in Old Hope Falls. Without the Italian suit on, you're not going to be able to get into the club.

To acquire the Tiki Head, the fastest and easiest way to gather the required five is to stand near the Tiki Hut by the Mystic Fire Wall blocking the door to the rest of the Bongo Club. Here, equip the Bone Head and use the focused Rage attack (Hold the R button and press the □ button) on the Witch Doctors that spawn from the Tiki Hut until they are stunned. One Rage attack per Witch Doctor should do the trick. Behead the stunned Witch Doctor and collect five of their head's and go to the Head Shop located in the lobby.

To disable the Mystic Fire Wall blocking your progress, you have to destroy the Tiki Huts. To do this equip the Corpse Head and fill it up with propane from the tank on the side of the gas grill and create a flamethrower by spitting the gas at the fire on the grill. Now take your flame-throwing head over to one of the Tiki Huts. Spit hot fire into the middle of the hut aiming at the spawn point (the little glowing ball in the middle of the hut) until it collapses. Be careful to jump out of the way when the huts collapse because their roof sections do major damage. Take out both Tiki Huts and the Fire Wall will disappear.

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The next area, the Jungle Room, has a couple of more Tiki Huts that you can either destroy using the Corpse Head's flamethrower technique or leave alone. The main focus of this room is to open the door using the lever on top of the bridge. Use the newly acquired Tiki Head to gain access to the Tiki Realm through the Tiki Totem near the door. This will take you to the lever. Pull the lever and open the door. Also in this room you'll notice a little creek. At each end of the creek there are deep pools. In the deep pool near the bridge and the door there are six Pearls just waiting for you to collect them. The other pool has nothing in it. However, the bank to the right of the pool has several Breakable Boxes and this is where Penny's Lost Diary is hidden. You can get to this area via the Tiki Totem at the top of the Fountain in the room where you had to burn down the Tiki Huts to disable the Mystic Fire Wall. Jump on the water spout when it's low enough and it'll raise you high enough up to get to the Tiki Totem. Go through the Tiki Realm and you'll come out in the area that holds Penny's Diary.

After opening the door using the lever at the top of the bridge, next areas you can go to are the Bathroom and the Tiki Bar. In the Bathroom there is a Bathroom Attendant fed up with the quality of drinks in the Tiki Bar. He needs something stronger, so he would like you, if you accept his mission, to go to the Boonies and collect three jugs of Moonshine. The Bathroom is also where Ken "The Killer" Kaminaga will be hanging out when the mission from the Police Station in Downtown is activated.

The Tiki Bar is sparse with activities. There is a Tiki Totem to the left of the bar that takes you to an area with breakable boxes behind a fence in the room where you have to open the door using the lever at the top of the bridge. The Bartender will buy and sell you stuff and make mixed drinks for you. That's about it.

The Volcano Room is the next area you'll be privy to. Sounds kind of ominous, right? It is. The Volcano located in the room will constantly spew out fireballs that have a nasty habit of hunting Fred down. Luckily, most of them have poor aim and only a small percentage actually hit you. There are three Tiki Huts located in here as well. To open the door to progress, burn down the Tiki Huts with your Corpse Head Flamethrower. The easy part is getting the gas. Just run up to the grill equipped with the Corpse Head and fill up with gas. Now comes the hard part. You have to find an open flame to set the gas on fire with. Remember the fireballs shooting from the volcano? There's your open flame. Just wait for a fireball to come crashing down near you and run over to get the pilot light for the flamethrower lit. Destroy all three Tiki Huts and the door to the Bongo Club's Starlight Stage will open.

The Starlight Stage room is where you'll meet Jeanne Rossini for the second time. There is also a Tiki Totem near the entrance of the room that will take you all the way back to the beginning of the Bongo Club, enemy free. This particular Tiki Realm is free of enemies that is.

Downtown Hope Falls

Downtown Hope Falls is split into two sections. The first is rife with activity. There's a Head Shop for all of your head haberdashery needs. Next to the Head Shop is a Manhole for ease of travel.

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A little further down the street is the Apartment where Ulysses S. Pitt keeps his prize Rooster. When you get the mission from Benny to kill the aforementioned Rooster, this apartment is where you need to go.

Turn the corner and on your left will be the Morgue. Talk to the Morgue Attendant and for the scant price of \$100 he'll let you in the autopsy room to spend some time with the stiff. If you're short on cash, you can run up to City Hall in the second part of Downtown and waiting for you in the Mayor's Office will be an item box with \$100. After you pay off the Attendant and gain access to the autopsy room, all sorts of useful items and missions will bloom forth from the flesh of the dead. In here you get to watch Vinni Rossini's murder, care of his severed head. You can also get a Glass Key for Sam Spade's Glass Keys mission. You can also get one of three alien tissue samples for Doc Steiner's Area 50–Something mission. Also, Old Mrs. Mesler, whose house is located next to Charlie Webb's in Zombietown, will give you permission to go raid her rooms for her locket which you get to keep once you've returned it to her lifeless body in the Morgue! There's also a Farmer's body in cold storage that gives you the secret location of a Mutant Rooster egg in the Freak Farms. The last but not least lucky stiff on the table is Doc Steiner's doting Uncle. Old Uncle Steiner left a Will behind the toilet in Doc Steiner's Castle that needs to be returned to Doc Steiner right away. Accept this mission, grab the Will, and return it to Doc Steiner to claim Doc Steiner's EZ Cast Fishing Pole.

Next to the Morgue is the Police Station. Here you can help out the local Law Enforcement by hunting down their most wanted. There are seven criminals to nab spread out all over Hope Falls. Start in Creepy Hollow with Max “The Axe.” He's in the Old Dutch Church's basement. Next, we come to Billy Manson. This Bone Head Captain is walking around Cabeza Boulevard like he owns the place. Third on the list is Son of Pam. This guy is taking a break from executions by having a picnic in the playground behind Fred's Office. The next offender is Ken “The Killer” Kaminaga. This Witch Doctor likes to spend his free time in the Bathroom of the Bongo Club. The next three criminal masterminds are further into the game if it's your first time in Downtown. But if it's not then we have Lenny up next. You have to travel through the Tiki Realm from the Tiki Totem behind Fred's Farmhouse to get behind the Farmer's Market in Tin Town to find Lenny. Most Wanted number six goes to Bijou Bobby. He's biding his time until his next crime in the area between the Manhole and the Head Shop just after Boonies Town in the Boonies. Lastly, “Megaton” McGill will be hiding out in the center alcove in Stinky Chuck's City Dump in the Boonies. Defeat these hardened criminals and return to the Wanted Board in the Police Station to claim your reward(s).

The second section of Downtown Hope Falls is a pretty hip and happening place as well. As you enter the area, turn to the right and you'll find the Post Office. Inside, the Post Man will give you your own Mailbox. In game, you've probably noticed a Closed Envelope Icon appear in the lower left corner of your HUD. This icon is to let you know that you have new unopened Mail awaiting you in your Mailbox in the Post Office. Once the Post Man gives you your Mailbox, you can go through your mail and read the letters you've received. The Post Man also has three packages that need delivered. One goes to Elle Cosmo in the No Frills Boutique in Uptown. One goes to Charlie Webb in his house in Zombietown. The last one goes to Omar Escobar in the Gin n' Toxic. Deliver the packages to their addressees and return to the Post Office for your reward.

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The next area of interest is the Warehouse around the corner to the right of the Post Office. Outside you'll see a man just minding his business. If you go up and talk to him, he'll offer to make you a accomplice in a heist. The problem is you have to do all the work! Accept his mission and make your way to the Shrunk Head pipe that leads to the interior of the Warehouse. Inside you'll find ten Miniature Singin' Bass Placards. They are spread all over the warehouse. The first one is located near the left side of the red Generator on the shelf the Generator is sitting on. Number two is located in a little cubbyhole between two large boxes sitting on the floor. The boxes are sitting on the floor just after the first ooze puddle across the corridor from the shelves with barrels on them. The third is located just past the second one. Follow the path past the boxes and make a right. Jump up onto the pallet and in front of you, you should see a Rat Trap. Jump around the Rat Trap to collect the Placard in the corner. Number four is on the ooze puddle side of the second white box with "This Way Up" printed on it. Numbers five, six, and seven are located on the shelves above the second ooze puddle. Now slide down the pipe and jump into the drain to progress to the second part of the Warehouse. On the other side of the Warehouse, the eighth Singin' Bass is on top of the box in the corner past the third ooze puddle. Numbers nine and ten are under the delivery truck at the very end of the Warehouse. These two are easy to get, just watch out for the Rat Traps! Go through the Shrunk Head pipe and you'll exit into a niche blocked off from the street by a chain link fence. Hop the fence and turn the mission in to the Lazy Cat Burglar to receive \$125.

Freak Farms

After watching the Vinni Rossini Murder in the Morgue, you have to report back to your Office so that Benny can tell you about the Farmhouse in the Freak Farms that you owned. Go to the second section of Downtown and exit the area towards the silo. This takes you into Freak Farms.

The first farm you come to is Harper's Farm. Harper is having some trouble with Scarecrows over-running his fields. It's a good thing the Scarecrow Head is next on your list. Kill the first two Scarecrows in front of his house and barn and Harper will walk around the front of his house to give you a mission. Go and talk to him utilizing the Dummy Head. He'll tell you that he needs the key from his Nephew to unlock the gate so that you can get into his field and scare up some more Scarecrow Heads. After beheading the Scarecrow (you should have three Scarecrow Heads now) terrorizing Harper's Nephew and his tractor, report to Harper's gate to get another mission from Harper. Now he wants you to get rid of five Scarecrows in his field. The first two are easily found, they spawn along the path to the maize maze. That should make the five Heads needed to acquire your Scarecrow Head. The path into the field will split. The next Scarecrow is found by making a right at the split, then a left, then another left and head straight. The Scarecrow should spawn in the clearing in front of you. Number four is easy enough to find. From that clearing where the third one was, head up towards the billboard and then hang a left. The Scarecrow will spawn in the clearing in front of you. Ok, one more to go! From the clearing you're in (where number four was) backtrack all the way to the edge of the corn maze. Aim for the tall dead tree, it'll help steer you. Once at the edge, make a left then another quick left. There should be a clearing with a Scarecrow in it in front of you. Now, the easiest way out is to make your way to the corner of the corn maze near the billboard. Then make a right. Follow the path all the way down until you hit the edge of the corn. Make a right then a quick left and you should be on the path where the first two Scarecrows were waiting for you. Follow the path out and talk to

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Harper again. He'll reward you, but the real reward waits in the Head Shop. Go get that Scarecrow Head! Once out of the Head Shop run over to where Harper is waiting by the door to the Underground Tunnels. Equip the Scarecrow Head and get ready to run your butt off. Inside the Tunnels lives a monster made of Darkness, and it doesn't like uninvited guests. With the Scarecrow Head equipped run over to the torch and set yourself alight. This will keep the Darkness monster away. As you run through the tunnel, pausing long enough to relight yourself on fire with the torches, watch the ground. There's a rather large hole that will swallow you up if you're not careful. Watching the ground for when it's coming up is the easiest way to avoid it. Jump over the hole and make your way to the door.

The farm on the other side of the door belongs to the Hatefields. You've stepped into a particularly bad day on the old Hatefield Farm. Their feud with the McCraws, who live one field over, is in full swing, and not just because of their trebuchets. The Hatefields need you to help them with their feud and so it's your mission to comply. On your way to the McCraw's farm be careful of the land mines placed in a row across the Midfields. There are two ways to get around these. The first and most time consuming, but safest, is to use the Scarecrow Head's Attack Crows attack (press the O button) to shoot the mines and destroy them without having to get close to them. The second and more dangerous, but quicker method is to make your way along the right side of the Midfields and let the one mine on that side of the area explode in your face. You'll take damage but not a great deal of it. The other problem with this method is that it puts you next to a Freak Farmer who is ready to blow anything away with his shotgun.

At the McCraw's Farm the first thing you need to do is to get into the Rooster Coop by way of the Shrunk Head entrance. Inside the Rooster Coop, on a shelf very high off the ground, sits a Mutant Rooster Egg. Your first objective is to get that egg. Make your way through the Coop until you see a wire attached to the low shelf on the right side of the Coop. Perform a Rolling Uppercut by holding forward on the analog stick, pressing the O button then the X button, and jump up to the shelf where the wire is attached. Run along the wire until you get to the shelf, grab the egg and exit the Coop. The next objective is to take out the four bundles of corn stalks situated around the McCraw's Farm. The bundles look like a bunch of dried corn stalks tied together and are free standing around the farm. There's a fire burning bright on the side of the McCraw homestead that you can use to take out the crops. Equip the Scarecrow Head and stand in the fire. If you go into first person view, by pressing the Up directional button, it'll make it easier to shoot flaming crows at the crops. The first one is near the entrance to McCraw's Farm beside the barn. The next one is next to the fence near the door to the McCraw's Barn. The third one is on the right side of the Rooster Coop near the pickup truck. The last one is to the left of the Freak Farmer spawn point. The spawn point is to the left of the Rooster Coop where you stole the Rooster Egg from. The next thing you have to do to appease the Hatefields is to break into the McCraw's barn and kill their prize Rooster. There's a Freak Farmer in there and as soon as you enter the door he, and three Mutant Roosters will be on the attack. You can take everyone out with a Murder of Crows Rage attack from the trusty Scarecrow Head (hold the R button and press the O button). Travel back outside the barn and get ready to exact revenge on those Hatefields, McCraw style.

The McCraws aren't too happy about what you've done to their farm and livelihood in the name of Hatefield. In exchange for not killing you themselves, they'd like you to go to the Hatefields and do just about the same to their farm. Make your back through the Midfields (mind the mines!) and to the

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Hatefield's Farm. You have to get inside the barn to collect some world famous Hatefield Moonshine. Unfortunately the door to the barn is locked until the lights get turned on. There's a generator on the backside of the barn that just needs a Corpse Head full of gas to get started. Equip the Corpse Head and progress to the gas can lying innocently to the right of the Hatefield's house. Fill the Corpse Head up with the gasoline, watch out for Freak Farmers and Mad Cows spawning right behind you, and run back over to the generator. Fill up the generator and the lights will turn on and the door will unlock. Go inside the barn and skirt by the Freak Farmer and Mutant Rooster and proceed to the back of the barn. In the back of the barn between two bales of hay, a lowly little jug of Moonshine will be sitting on the floor. You have to press the Δ button to pick up the Moonshine. Make your way back outside and your next objective is to destroy the Hatefield's Still. Since the Still is full of pure alcohol, catching it on fire will make it explode, destroying it and the Hatefield's dreams of supplying Hope Falls with rotgut. With the Scarecrow Head equipped, head on back behind the Hatefield's House to the garbage fire burning there. Light yourself on fire by standing in the fire and run up to the front of the house. The Still is to the left of the barn door, up against the barn. It looks like a tall silver tank with some copper tubing running out of it into a jug on a table. Shoot a flaming crow at the Still and wait for the explosion.

After helping the Feuding Farmers destroy each other's farms they send you on a little trip to your own farm. Fred's farm has a myriad of activities. You can go fishing at the No Fishing Hole and you can raise a Mutant Rooster of your own in one of the pens in Fred's Barn. You can complete the "He Bought the Farm" mission, if you activated it from the corpse in the Morgue in Downtown. The dead farmer is in the Graveyard through the path to the left of the No Fishing Hole. You'll get a Mutant Rooster egg from the corpse in the Graveyard. You can get another Mutant Rooster egg from the Rooster Coop behind your house. Beside the egg in the Coop is an item box that contains the Krusty Krullers the Police Chief in the Police Station in Downtown will give you \$350 for. Beside the Rooster Coop and behind Fred's House is a Tiki Totem that will take you behind the Farmer's Market in Tin Town. There you can catch Worms and if you have the mission "Lenny" active from the Wanted Board in the Police Station in Downtown, Lenny will be there for you to bring to justice. The Pumpkin Chunker in Fred's Farm will take you back to the Midfields between the Hatefields and McCraws. The path beside the Pumpkin Chunker leads to the UFO Crash site where one of the Glass Keys for Sam Spade's Glass keys mission rests. Back inside Fred's house is a Manhole that, at this point, you need to take to Downtown, outside Montezuma's Casino.

Montezuma's Casino

There's no time to gamble inside Montezuma's Casino because you'll be constantly chased by enemies. The Lobby has a door that will constantly spawn Stone Idols until you remove five of their heads. Take the five recently body-free heads over to the Head Shop and collect your very own Stone Idol Head. Make your way back out into the Lobby and head over to the big circular door. Use the Stone Idol Head's Ram Attack (forward on the analog stick, press the O button) on the button in the middle of the door. The door will slide open to the Grand Entry Room.

The Grand Entry Room, at this point, is really your first introduction to the Gladiators that are sprinkled liberally throughout the rest of the Casino. These guys are tough, and once they start to

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attack, they won't let up. The best way to take care of them is to use the Stone Idol Head's Ram Attack to break their shield. Then quickly switch to the Tiki Head and place a Decoy by pressing the O button. Run away from them as they attack the Decoy and then go into first person view while still equipped with the Tiki Head and shoot poison darts at them. Regular poison darts work well, but the poison darts with the Bad Medicine upgrade work the best. Keep shooting darts into them until they topple over. If you kill one and accidentally fall off the path into the water, the enemies you've killed will respawn automatically, so stay dry! Make your way around the corner and down the bridge until you get to the door that leads to the Slot Room.

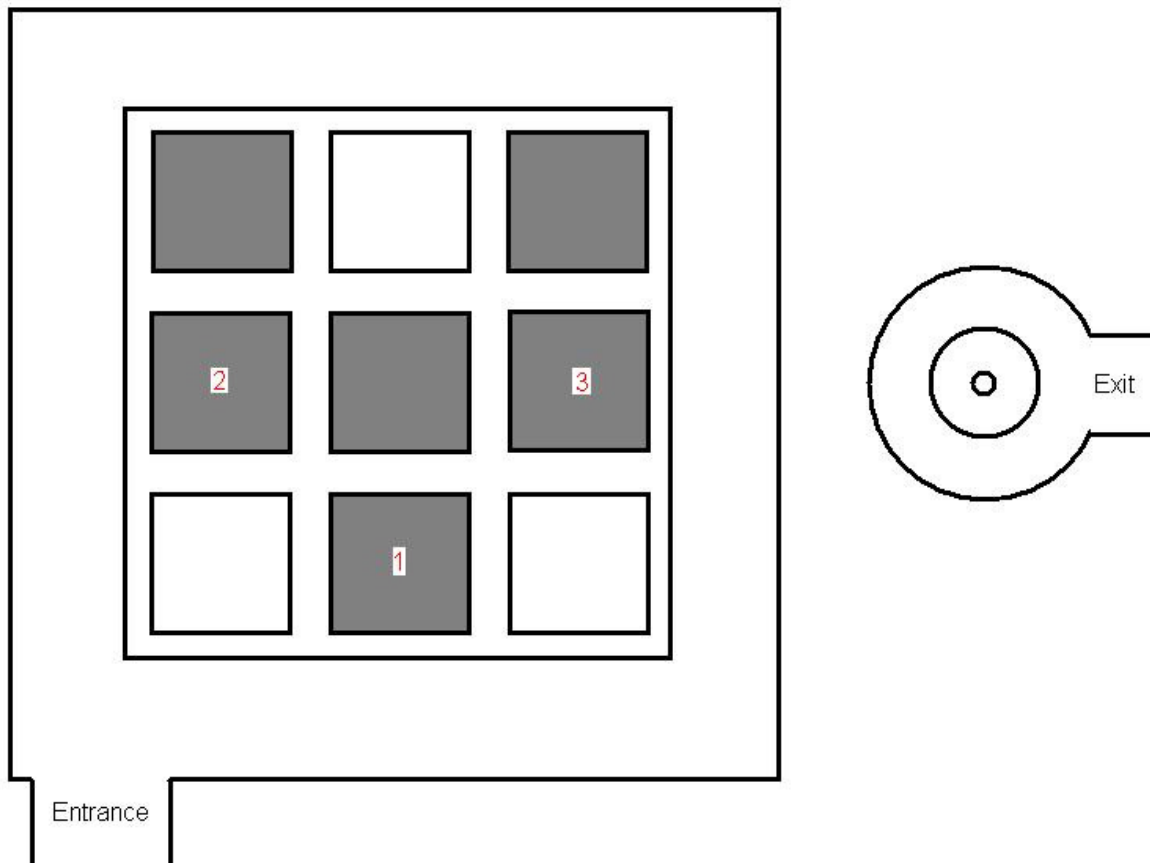
In the slot room there are four Gladiators. You can fight these guys and collect the items they drop or run by them to the bottom of the stairs and go out the door into the Water Gate Control Room.

The Water Gate Control is at the end of the bridge, but first you have to get by the four Gladiators positioned along the platforms before the switch to open the Water Gates. You can run by these Gladiators but when you reach the platform where the switch is, they will have all followed you there. At the switch use the Stone Idol Head's Ground Pound attack (O button) on the button in the middle of the circular switch. After Ground Pounding the switch, jump off of the platform into the water below. To the right of the platform you just jumped off of, there are four breakable boxes. Continue running along the room towards the ladder. Go past the ladder and turn the corner to the left. Just before the transition to the Grand Entry Room there are three breakable boxes.

Now you're back in the Grand Entry Room, only underwater. In here you need to make your way towards the staircase that leads up out of the water. To the left of the staircase is a corridor that ends in a tunnel that leads to the Hall of the Darklight. This is your next destination.

You start out in the hall of the Darklight underwater. Progress forward and veer to the right to access the stairs that lead out of the water. Once you get out of the water you'll be faced with four Witch Doctors placed along the path that spirals up along the wall. Follow this path, making sure to jump over the gaps, into the next room that holds the first Darklight puzzle. This puzzle is easy to solve once you get the hang of it. You need to turn all the dark squares in the tic-tac-toe looking puzzle to light squares by hitting certain ones with the Stone Idol Head's Ground Pound (O button). Provided below is a diagram with the order in which you need to Ground Pound the squares to solve the puzzle:

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When you Ground Pound the squares, they will flip over, trying to throw you off into the water and your death below. As soon as you Ground Pound one of the squares, run off of it to safety. Wait for the squares to stop flipping and then move onto the next one. Once the Darklight Puzzle is solved, a rotating bridge will rotate towards you. Move along the bridge and into the center of it where there is another Ground Pound switch. Ground Pound the button in the middle of the switch and wait for the rotating bridge to rotate to the other side. Follow the hallway along until you get to the room with the Door that leads to the Hall of Trials. As soon as you enter this room, just past the long table, a Mystic Fire Wall will pop up blocking both your progression through the door and your ability to backtrack. Along with the Mystic Fire Wall, a Witch Doctor and a Stone Idol will spawn. Take out the Witch Doctor first by using the Bone Head's focused Rage Attack (hold the R button and press the O button) and then beheading him. You can't attack the Stone Idol Head until the Witch Doctor is dead because he is protected by a Mystic Shield seemingly cast by the Witch Doctor. Once both these enemies are defeated, the Mystic Fire Wall will retract, letting you access the door to the Hall of Trials.