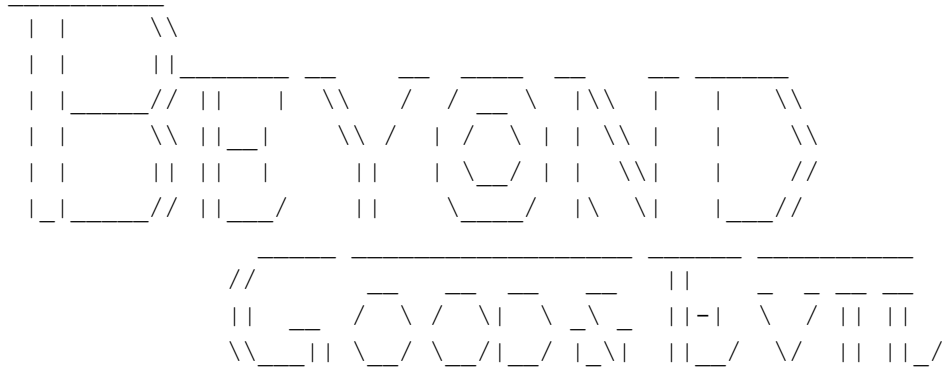


Beyond Good & Evil FAQ/Walkthrough

by CyricZ

Updated to v1.1 on May 23, 2005

This walkthrough was originally written for Beyond Good & Evil on the GC, but the walkthrough is still applicable to the PC version of the game.



Beyond Good & Evil (GCN Version)

A FAQ/Walkthrough by CyricZ

Version 1.1

E-mail: cyricz42 at yahoo.com

Table of Contents

1. Introduction
2. FAQ
3. Basics
 - 3A. Controls
 - 3B. Menus/Displays
4. Hillys: Planet on the Go
 - 4A. Jade: Freelance Photographer (Combat, Camera, Creeping)
 - 4B. A Tourist's Guide to Hillys (Locales)
 - 4C. Humorous Sidekicks (Supporting Cast)
 - 4D. Incredible Technology (Items)
 - 4E. Futuristic Craft (Vehicles)
 - 4F. Dangerous Foes (Enemies)
5. Walkthrough
 - 5A. Another Day on Hillys (Opening)
 - 5B. Pitch Black Mining (Black Isle)
 - 5C. Like Mos Eisley, Without the Scum and Villainy (The City)
 - 5D. Nutripils Are Made From People! (Factory)
 - 5E. Racing Your Way to the Top (Interim)
 - 5F. Do You Smell Something? (Slaughterhouse)
 - 5G. Earning Your Wings (Interim)
 - 5H. Fly Me To the Moon (Finale)
6. Game Lists
 - 6A. MDisks
 - 6B. Pearls
 - 6C. Animals
 - 6D. PA-1s
 - 6E. Meca Impulsers
 - 6F. MDisk #13: A Mini-Walkthrough

- 7. Standard Guide Stuff
 - 7A. Legal
 - 7B. E-mail Guidelines
 - 7C. Credits
 - 7D. Version Updates
 - 7E. The Final Word

1. INTRODUCTION

Hello, and welcome to my FAQ for Beyond Good & Evil, the version for the Nintendo GameCube. In this fantastic game from UbiSoft, you take control of photographer-for-hire, Jade, on the planet Hillys, as she uses her investigative integrity to root out the conspiracy and corruption that's plaguing Hillys. Through camera-work, sneaking around, and kick-butt martial arts, you'll discover the secret of all of Hillys' problems.

2. FAQ

Q: What is Beyond Good & Evil?

A: This game is a new story-driven action game from UbiSoft.

Q: How many Memory Card blocks does this game require?

A: The back of the box says 20 blocks. However, most of your pictures are saved throughout the game, and these have to be stored in your Card, which takes up a lot of blocks. At the end of the game, with no extra pictures in my photo album, but all other necessary and secondary pictures taken, I ended up with 55 blocks taken up, and that was with just one of the three save files used.

Q: What is the rating of this game?

A: This game has been rated T by the ESRB for Violence and Comic Mischief.

Q: Can you give me a four-digit code for this locked door?

A: Unfortunately, no. The four-digit codes are different every single time you play the game.

Q: What's the deal with Carlson & Peeters?

A: It's the Hillyan army's code of operation, its Bible, if you will...

Q: What happens if I run out of energy?

A: If you or one of your teammates die at all, you'll be replaced not too far back in the area you died in, with half your full complement of hearts. You won't need to worry about saving to preserve having to stay alive.

Q: I have all the animals on Hillys yet I'm still short one! Where is it?

A: In space.

Q: How do I get MDisk #13?

A: You have to go online at beyondgoodandevil.com. Go to "The Darkroom" and register. From there, you can use your Internet Code as listed in your save file. Go to the mini-walkthrough I have at the bottom of this guide.

Q: I swear I'm entering this code right! What could be wrong?

A: All the symbols are pretty cut and dry, save one. The "H" in this game has two horizontal lines. It makes it look cooler, but it also makes it look a lot like an "M". If your code doesn't work, check for anything that looks like an "M" and see if it's actually an "H"...

3. BASICS

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3A. Controls =

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Jade Controls:

Control Stick: Moves Jade in any direction with respect to the game's camera.

Titling the stick further will cause her to move faster, up to a slow jog.

A Button: Main action button. Will perform whatever tasked shown under its icon in the upper-left corner of the main screen. Actions include, but are not limited to, swinging your Daï-jo in combat, pushing buttons, activating vending machines, kicking consoles, and talking to other characters.

B Button: Evasive manuever. Without her Daï-jo in hand, Jade will perform a diving roll that can get her over most low obstacles.

X Button: Use Item. In the upper-left corner of the main screen is your currently selected inventory item. Pressing X will use that item, if there's a word next to it describing what you'll do with it (for instance, "Eat" next to a "Starkos" when you're injured, or "Put" next to an MDisk when you're near a player).

Y Button: Companion action button. In the upper-right corner of the main screen is the Y Button icon. Pressing this will let your teammate perform whatever task is shown on that icon. In battle, this can be an attack that will damage or stun your enemies. When not in battle, this can use your teammate to press switches for you.

L Button: Crouch. Use this to present a smaller profile and make yourself less likely to be seen. You can walk around like this, as well as roll to quickly get under low obstacles.

R Button: Run. Hold down this while moving to run at a sprint.

Z Button: Look Mode. After pressing Z, use the Control Stick to look around. If you have your camera, you may use the C-Stick to zoom in and out, and the A Button to take a photo. If you have a projectile weapon, press X to fire it from this situation.

C Stick: Use this to control the game's camera around Jade. Left and Right rotates in those directions, and Up and Down pitches in those directions.

Control Pad: Left or Right on the pad will allow you scroll through your inventory.

START Button: Pauses the game and brings up the Pause Menu.

Vehicle Controls

Control Stick: Moves your vehicle in any direction.

A Button: Fires your blaster weapon, or docks your vehicle, if it's near a suitable location.

B Button: Activates Jump Jets once you purchase them.

X Button: Use Item, just like with Jade. There are special items specific to your vehicles.

Y Button: Enters Compass Mode. You'll get a view from inside your craft, and you'll also see a compass on the bottom of the screen. Certain landmarks are programmed into your compass and will point you in their directions.

L Button: Applies the brakes to your craft.

R Button: Applies acceleration to your craft.

Z Button: Look Mode, same as with Jade.

C Stick: Controls the camera, same as with Jade.

Control Pad: Scrolls through your inventory, same as with Jade.

START Button: Pauses the game and brings up the Pause Menu.

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3B. Menus/Displays =
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After you fire up the game, you'll immediately get the language option. In the American version of this game, the options are English and Spanish. If you make a mistake and select the wrong language, you have to Reset the game to fix it.

Start Menu

New Game: Begin a game from the start.

Load Game: Check your Memory Card for saved games.

Options: Brings up the Options Menu.

Credits: See the people who made the game.

Options Menu

In this menu, use the Control Stick to move the cursor, and the X Button to change the option. Press A to accept the changes and exit, or B to decline the changes.

Rumble: Toggle the controller's rumble on or off

Volume: Use the Control Stick to adjust the game's volume.

Subtitles: Toggle the voice subtitles on or off. I find this useful when picking up on stuff that might have been missed with voice overlap.

Mode: Switch the sound between Mono, Stereo, and Surround.

In-Game Display

In the upper-left corner of the screen is Jade's status, or the status of the vehicle she's currently piloting. Coming out horizontally from the portrait is either Jade's current and maximum life (represented by hearts), or the vehicle's current and maximum hull strength (represented by wrenches). Below the portrait are A and X button icons, and words depicting what they will do in the current situation.

In the upper-right corner is your teammate's status, also represented by hearts. If your teammate goes down, it's game over. Below the teammate's portrait is a Y button icon, depicting what action he can perform.

Pause Menu

This is an odd menu to operate. In order to select something, you need to hold down the Control Stick in the direction of the object on the circular panel, and select with A, or get info on it with X. Pressing B bumps you back a page, and pressing START drops you out of Pause.

In the center of the screen is Jade's status (or the status of the vehicle you're currently piloting).

In the upper-left portion of the circle are your current characters and vehicles. Pressing A while pointing to one will bring up their status and inventory. If you're too far away from a character or vehicle, you won't be able to connect.

In the right half portion of the circle is that character/vehicle's inventory. You can get info on most items here. Pressing A on anyone's SAC will open it up and give you access to their stored items. Pressing A on Jade's camera will open up her album, where you can view old pictures taken. Pressing A on food items or PA-1's will "pick them up", whereby you can move them over to a character and press A. Moving them to the character who's carrying the item will automatically make them use it. Moving them to another character will give them that item for storage.

In the lower-left portion of the circle are the functions. The first function is viewing your e-mails you've received over the course of the game (when you get mail, you'll get an automatic alert to press START to read it). The second function is your objectives and maps (more on that in a moment). The third function is the Options Menu, the same one available at the main menu.

Objectives & Maps Screen

From this screen you can view the map for the current area. Use the C Stick to switch to different floors, and Z Button to zoom in. While zoomed, you can move the stick around to view the floor more closely.

On the left side are your objectives and detectors. If you have any specific objectives, highlight them with the Control Stick to see where they are on the map (represented by red exclamation points). Press A to view a few more details about them. As for detectors, highlight the detector to see where they are on the map (don't forget checking different floors with the C Stick), and press A while highlighted to see how many of the object are in the area, and how many on the current floor. You must buy Animal and Pearl Detectors from Ming-Tzu before you can use them, but you always have an MDisk Reader detector.

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4. HILLYS: PLANET ON THE GO
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The vast majority of the game takes place on the planet Hillys. While a well-settled planet, with a well-established government, Hillys is still largely untamed. With the constant attacks from the mysterious and malicious alien species, the DomZ, Hillyans really aren't in the mood to explore much.

Hillys is largely a water planet, so the earliest settlers learned to develop aquatic craft quickly, which became the primary mode of travel for those too

poor to afford flight craft.

Before the DomZ attack, Hillys maintained a good standing army, which were quite overwhelmed when the DomZ struck. Shortly thereafter, General Kehck formed the Alpha Section special forces unit, specifically designed to counter the threat. They routinely report advancements against the threat, despite the increase in attacks lately.

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4A. Jade: Freelance Photographer =
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Raised by her "uncle" Pey'j, Jade is quite the lady. Inquisitive, yet not intrusive. Witty, yet not wise-cracking. Sexy, yet not trampy. Fierce in battle, yet a lamb around her "kids". Jade is the perfect heroine role-model, and the star of this story.

Unlike many beings on Hillys, Jade and Pey'j chose to live outside the city and took up residence in a lighthouse some distance away. There, they maintain a modest orphanage, where they look after kids who were left with no one after the DomZ took their parents.

To pay the bills, Jade has put her inquisitive nature into photography, and operates as a freelance. To keep herself in good condition, she routinely practices martial arts, and is deadly with her weapon of choice, the Dai-jo.

She'll require those and many skills in this adventure, which will turn her very world upside-down.

Movements

Basic controls are described in their section above. Getting around in this game is pretty simple. If there's a gap in your path, simply running up to it will automatically make you jump towards the opposite end. Even if the other ledge is a few feet higher, you can usually grab onto the opposite ledge with no problem.

Sometimes your exploits will take you to places that are veritable obstacle courses. For those, you can utilize your B Button evasive maneuvers. A normal tap of B can vault you over any low-standing obstacles, while crouching using L can get you under any that are shoulder-height. Also, you can use B while crouching to roll low and get through high obstacles quickly.

Jade can also edge herself along thin ledges and through tight squeezes if necessary. This is done automatically, and there isn't any risk of falling.

Interaction

Most interaction is done through switches, which are marked rather obviously with a hand-print. These will tend to do something good, so always be on a look-out for them. There are, however, some special switches, that will only operate with the proper key. Usually, you'll find the key in the same area that you found the locked switch.

There are also a few situations that will require you to push objects around. Simply move into them to start pushing. These can give you footholds when

you need them or uncover secrets.

In addition to switches that require keys, there are also those that require four-character code. Activating them will access a code menu, where you can input any of the 26 English letters or ten numerals. There is never any guesswork involved. In some situations, you can find the code to a door in a hidden place. In others (specifically in dangerous areas), the codes are represented in a barcode format. Take a picture of these and mail them to the Governor of Hillys, who, if you've done what she asked beforehand, will get her team of hackers on the case to get you the proper code.

Combat

This will be one of the first things you'll have to do. Combat in this game is relatively simple. You will only pull out your Dai-jo when faced with enemies. Press A and hold the Control Stick to attack in that direction. Press B to quickly dodge in the direction you're holding the stick. Experiment with your A Button and Control Stick combinations to attack multiple enemies or with different maneuvers. It's all pretty basic, so there's no need to fuss with specifics.

Holding down A while not moving will result in Jade charging her Dai-jo. Releasing A once fully-charged will send her into a vertical spinning move that can discourage all around you. In addition, there is an upgrade available in Ming-Tzu's shop which can power-up your attack. Once in the air, rapidly press A to launch a barrage of energy shots at your foes.

Also, once you find the Gyrodisk Launcher, ranged combat is added to your capabilities. Go into Look mode with Z, take careful aim, and press X to fire your small, yet painful, disks at your enemies. These can also be used to activate switches from long-range.

There's one last staff technique. When you use your teammate's floor slam attack, enemies may get popped up into the air. When that happens, press A next to an enemy to enter Targeting Mode, which creates a circle in front of you. Use the Control Stick to aim and press A again to knock your enemy for a loop, preferably into something.

Camera

Once you pick up your Camera in the beginning of the game, the world of futuristic photography is open to you. Press Z to bring up your Camera. Use the Control Stick to look around through the lens, and the C Stick to zoom in and out. Press A to take a photo.

When looking through your lens, you may see circles pop up. These represent things you can get information on through your camera. The circles will start out red, then turn green when a good shot is possible. To make a good shot, you need to be zoomed close enough your object so that it's entirely in your view, and so that it fills as much of the frame as possible.

There are three major objects you can focus on with your Camera:

- 1) Animals. Your first assignment is to take inventory of all wildlife on Hillys. Take a picture of any critter, sentient or non-sentient, friendly or predatory, docile or vicious. When you do so, you'll send them to the

Science Center automatically, and receive pay for those pictures. This is your major source of income in the game. Also, for every group of eight animals you capture, you'll get a present. Your first present is a valuable Digital Zoom, which allows you to assume a lot closer to your subjects. After that, you'll get a Pearl for every eight animals, until the last eight, which will net you an MDisk with all animals documented.

2) Objectives. As you get assignments, you'll have to get pictures of a specific subject. These operate just like animals as far as the circle from red to green goes. Once you get these pictures, you'll automatically e-mail them to your contact.

3) Maps. In certain unknown areas, you can find maps on the wall. Take a picture of these and you'll convert them into a full map of the area.

In addition, you can also focus on many inconsequential items. You can use this if you're trying to look for out-of-the-way switches, or other things sensitive to interaction. You'll only get small dim circles to indicate their location, as taking a photo isn't necessary at all.

Stealth

Your exploits will take you to a few sensitive and occupied areas, which can prove to be very dangerous. You'll know you've entered one of these areas when Jade, instead of her usual standing around, will be in a hunched over "alert" position.

The basic idea of these areas is "don't be seen". The best way to do this is crouch by holding L and moving around that way. You'll have a low profile, and will also move silently.

The only thing that can spot you in these areas are your enemies in the Alpha Sections. They face in one of the four major directions and have about a 90 degree radius of view in front of them. Some enemies stand perfectly still. Others rotate regularly in place. Still others have patrol routes. Normally, their visors will be green, when in passive mode. When they spot something, they will walk towards what they saw and scan the area. If they don't find anything, they'll resume what they were doing.

If they do find you, however, they'll go into Alert Mode. You'll engage them in combat. I describe Alpha Section Soldiers later on in the Enemies section as to how they fight, but suffice to say you'll have a challenge on your hands. At this point, you have two options: run or fight. If you choose to fight, you'll have to destroy all soldiers in the area before you can move on. If you choose to run, you must find a spot where you can hide from them. This proves tougher than it first seems, because Alert Mode will result in a lockdown of the immediate area. In early sneaking areas, you'll have drainage pipes you can hide in, so that's available.

Sometimes, going into Alert Mode means instant death. This happens when there are Turrets in the area. These cannot see on their own, but, if you go into Alert Mode, they'll immediately fire a lethal bolt at the nearest threat, which is you. Make sure you know the situation before launching on an attack.

There are also another option besides standard fighting. The Soldiers all have a weak spot on their backs, in the form of their green breathing tanks. If you can get close and press A to kick them there, they'll be incapacitated

as they struggle to breathe. Another kick will destroy them. This can also be done with the Gyrodisk Launcher. Beware, though, as other soldiers will notice their comrades having trouble and will come to their aid.

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4B. A Tourist's Guide to Hillys =
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The following section details several facts about locations on Hillys, as well as several miscellaneous facts.

Currency

The currency of Hillys is Materia, a valuable mineral mined out of the ground. Most citizens (Jade included) have an Easy Unit Card connected with the Bank of Hillys that keeps tabs on how much money they have. Shopping is a simple matter of presenting your card to the vendor, or to the vending machine you're using, then selecting what you wish to be.

There are several means with which to acquire more Materia. Your primary method is by photographing animals. Each animal is worth a different amount of cash, from 100 to 3000. Unfortunately, these are all only one-shot deals.

Other methods include defeating enemies, smashing up shiny blue rocks (pure deposits of Materia), winning bets in games, smashing up floating boxes in the ocean, or kicking open boxes that have crystals in them. Bottom line is to never overlook opportunities to get more. All Crystals are worth 5 Units.

There's also a secondary currency of Hillys, in the form of Pearls. These perfectly round gems are exceedingly valuable, and there are only 88 of them available to you in the game. You use these Pearls to purchase special vehicle-related items at Mammago's Garage.

MDisk Readers

There are many Readers situated throughout Hillys. You'll need to use these to scan the several MDisk you'll find throughout your adventure, including the most important one you start your adventure with: Game Save. Be sure to save your game at Readers when you want to stop the game. Don't worry about saving before dangerous areas, as dying will just put you back a room or two, or back to the beginning of your combat.

Home (The Lighthouse)

Jade and her uncle Pey'j's place of residence is an old lighthouse converted into living space. It's here that she takes care of any kids that become orphaned due to the DomZ attacks. Like all structures in populated Hillys, it has its own shielding system. The actual lighthouse has most of the living space, while a cavern below has been converted into Pey'j's workshop and the hangar for their hovercraft.

Mammago's Garage

Yo mon! If you mama don't go, you go to Mammago's! This independently-run garage is the favored stop for anyone looking to repair or refurbish their vehicles. You can purchase repair PODs for your craft here, as well as Meca Impulsers to make them stronger with your Materia. However, to purchase new parts for your craft, you'll need to pay with Pearls.

The City

This is the place where most of the Hillyans live. Access is through gates at the north and south end of the city. From there, there are two main places to go. You can go west to enter the first two of four city races, or you can go east to enter the Pedestrian District. In the PedDis, you can find many different people and places:

Newsshop: For a small fee, you can receive all the news as it happens.

Nouri's Stand: Nouri sells several basic trinkets for your consumption at his stand.

Akuda Bar: This is where all the seedy folk hang out. Here you can play some games of skill or chat with your friends.

Ming-Tzu's Shop: Ming-Tzu sells several unique and useful items in his shop that could greatly benefit. His prices don't come cheap, though.

Alpha Section HQ: The Alpha Section controls much of the PedDis. With the proper connections, you can sneak into some of their areas and reclaim things that rightfully belong to the people.

Black Isle

This volcanic island housed one of the largest mines on Hillys, until it was abandoned. This is the site of your first mission.

The Factory

This factory produces Nutripils, which feed the armies of Hillys. It's also the site of your second mission.

The Slaughterhouse

The site of your third mission, this grim complex processes all the animal harvest on Hillys. To detract from its gruesome nature (or maybe add to it), the third and fourth race courses on Hillys are held in this area. This is the site of your third mission.

Other Points of Interest

Be sure to check your map for places your hovercraft can go (that don't have solid barrier lines). You can find several caverns that could have booty in them.

Some of these caverns are home to Looters. These villains steal some of your

cash, then try to make off with it. Chase them down to their lairs, then take them out to reclaim your money, as well as maybe something more.

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4C. Humorous Sidekicks =
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Your teammates are much like you. They also have health meters made out of hearts. Generally, they keep out of major trouble, so you don't always have to be looking out for them. However, in the tension of combat, they can be overwhelmed just like you. To that end, it's best to try to keep them alive by lending them food and PA-1's.

Pey'j

Your "uncle" Pey'j has been watching over you for twenty years, ever since you were separated from your parents. This porcine being is a genius mechanic, and a good friend to have on your travels. He starts with his own SAC, just like you, and later on, you'll be able to use his Jet-Boots and a Claw Hammer.

His special attack is to jet up with his boots and slam down on the ground. You can use this to get around, or to stun the enemies in the area. Once he gets the Claw Hammer, he can also open up wire grates for you.

Double H

You'll rescue this guy from trouble partway through the game, and he'll tag along for much of the rest of it. Torture has left his mind scrambled, and since he was left in Army uniform and with the standard issue volume of Carlson-Peeters military code, he's got the notion of the oblivious army hero stuck in his head.

In combat, Double H can hold himself pretty well. Instead of Pey'j's drop-slam, Double H uses his T-Hammer to slam the ground. Also, in his armor, he can bust down heavy steel bars.

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4D. Incredible Technology =
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You'll use many kooky and super-futuristic items in your quest. Here are the more common items you'll use in your adventure that can be stored in the first item:

SAC

This portable U-Store-It is the future's answer to the question "How do you carry so much stuff?" Your Synthetical Atomic Compressor will take any item and digitize it for later use. While everyone in the game has their own basic work-horse SAC, Jade has one of those new-fangled ones with its own AI, named Secundo, who periodically provides insight on certain matters.

Starkos

Price: 150 Units

Effect: Eating this synthetic bread will restore one heart of health.

K-Bups

Price: 300 Units

Effect: Eating this box of synthetic fruit will fully restore your health.

I suggest stocking up on tons of these once you get several hearts.

PA-1

Price: 1500 Units

Effect: Grabbing one of these Physiological Accelerators will add an extra heart to your max total. Be sure to share at least a couple of these with your comrades.

POD

Price: 150 Units

Effect: This mini-robot (Pocket Optimizer Drone) will restore one wrench of hull strength to your vehicle.

Set of PODs

Price: 300 Units

Effect: This set of robots will completely restore your hull strength to the current vehicle.

Meca Impulser

Price: 1500 Units

Effect: This module will add an extra wrench onto the maximum total for your vehicle.

Boost

Price: 150 Units

Effect: Using this nitro canister will momentarily triple your speed. These are most effectively used during races.

Detectors

Price: 1000 Units (Animal)

3000 Units (Pearl)

Effect: Buying the Animal and Pearl Detectors from Ming-Tzu will make collecting each a lot easier. They'll show up on your map when you highlight the detectors.

Strengthened Super Attack

Price: 2000 Units

Effect: When in the air during your Super Attack, rapidly press A to fling out energy shots.

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4E. Futuristic Craft =

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Your vehicles have their own SACs, and any items you get that can be used for them will automatically be transferred next time you board. Even when switching vehicles, the items will still be properly transferred.

Hovercraft

Your heap isn't pretty, but it can carry you around the waterways, as well as hoist you up on a few beaches. There are several parts required for it to be able to full explore the area. You can buy them at Mammago's Garage.

Speedcraft Motor - 1 Pearl: This is a replacement for your old broken motor. Using R, you can speed up.

Neutralizing Cannon - 5 Pearls: This powerful cannon will allow you lock-on to three separate targets. Hold down A to start locking-on, then release to fire. This can be used to take out targets above the water.

Jump Jets - 15 Pearls: These illegal modifications to your craft will allow you to jump several feet into the air. These can be used to bypass the laser cordons surrounding the main area of Hillys.

Spaceship

Once you find this old, but reliable cruiser, the skies will be open to you, as soon as you can find the first item below. This ship can connect with your hovercraft. Pressing B while skimming the waves will drop the craft, allowing you to dock. You'll have the Neutralizing Cannon already installed.

Flight Stabilizer - 20 Pearls: Use this to match with the one you find in the workshop, and you can lift-off and explore Hillys from the air.

Space Engine - 30 Pearls: Once you install this, you can break the atmosphere and head to the stars.

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4F. Dangerous Foes =

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Here are the enemies you'll be up against in your quest. There are also some bosses that I'll get to in the walkthrough.

DomZ Sarcophagus

These insidious foes are used to kidnap, incapacitate, and transport captives. They are also capable of defending themselves with their arms. A few swats will take care of them, though.

DomZ Sea Serpent

You'll face more than one of these guys while in your hovercraft. All you have to do is hammer it with your blaster or Neutralizing Cannon and pieces of it will start breaking off one by one. As you chase them, however, they'll drop mines behind them, so watch for the red lights coming out of them and blast the mines if they get too close. Keep blasing the serpent until it's down to its last segment.

Crochax

Nasty buggers first spotted in the Black Isle mines. Repeated swats will take them out. Watch out when they light up, because that means they're about to charge. If they get you, it'll hurt. If they get your partner, smack them to get them off.

Jellies

These bright blue jellies aren't a major enemy. Just swat them a few times.

Hard Jellies

The mutant variety isn't much worse than the original. It takes a few more hits and gives up a few more Materia.

Palinurus

These squat reptilian creatures are cave-bound, generally. They have two claws to attack with. They can block your standard hits, so a good tactic is to have your teammate slam the ground, which tosses them in the air for Targeting Mode. At that point, you can knock them for a loop.

Alpha Sections Filter Drone

These aren't really enemies, so much as obstacles. If you enter a restricted area, they'll tow you out of there. To get rid of them, buy the Neutralizing Cannon from Mammago's Garage. Lock-on and one shot will blow them out of the sky, allowing you to proceed.

Vorax

They're really almost exactly like a Crochax, except they come into the ocean at night. You can also find one in the Factory, in the entryway.

Giant Rat

More of a nuisance than anything else. They can still hurt you. Give them a kick to take them out.

Alpha Sections Spider Drones

These are small drones that crawl around on the floor and leap up, glowing red, to attack you. A couple of blows will destroy them, but they tend to attack in swarms.

Alpha Sections Cyclopius

These automated turrets try to shoot you down with constant laserfire. Repeated hits will destroy them. Oftentimes, your objective is to try to knock them through an electric barrier, which destroys both them and the barrier.

Alpha Sections Guardian

These robots are mainly workers to maintain systems. Of course, if those systems get threatened, they'll be forced to defend them. The bots can roll up into balls and flash red. When they do that, they're invulnerable. So, you can smash them around, but I suggest using your teammate to slam the ground to knock them up into Targeting Mode. Knock them into each other or into electrical fields to remove the threat entirely.

Alpha Sections Soldiers

When fighting Alpha Sections Soldiers, they'll fight with their T-Hammers and energy shields. When they take a swing, dodge and strike. Try to get their breathing tank to incapacitate them completely. If fighting multiple Soldiers, the ones not directly fighting you will toss mines to disrupt you.

Alpha Sections Small Mines

These little things light up when you get close, but hammering them with blasterfire will bust them quickly enough.

Alpha Sections Large Mines

These are black modules floating in the water, surrounded by a red ring. You

cannot destroy them with your blaster nor with your Neutralizing Cannon. The only way to destroy them is to either run into them or finding a nearby metal crate. Shoot the crate and knock it into the mine to destroy it.

Alpha Sections Surveillance Robots

These buggers fly around, and are recognized by their green fuel tanks on either side. Those aren't really your targets, as you can hit any part of them to damage them. They fire blaster shots at you. Wait for them to stop, then fire a Gyrodisk to damage them. Four hits will derail them.

Trilobites

Slugs with yellow eyes. These guys aren't a huge threat. Just pay attention to which one's attacking you.

5. WALKTHROUGH

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5A. Another Day on Hillys =

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Opening

We begin with a news report of the war concerning Hillys and the DomZ. Soon, we see Jade and Fehn, one of her charges, practicing meditation. Suddenly, the sky turns green and meteors start plummeting to the ground. Jade runs to the lighthouse and starts up the shield, but it seems her account has run out. While she tries to figure out what to do, a large meteor crashes in front of the lighthouse, swallowing up her kids. Several DomZ Sarcophagi emerge from the hole, each holding one of the children. Jade grabs a burning stick from the ground.

Now, you must destroy each of the Sarcophagi as they come at you. You shouldn't have too much trouble here. If you get too hurt, just eat one of the two Starkoses you're carrying. Don't be concerned once the game starts slowing down. It's purely for cinematic effect. Just keep fighting until all the Sarcophagi are kaput.

Once they're all dead, you'll be grabbed by a tentacle and sucked down the hole. Your uncle Pey'j will show up in the nick of time and toss you your Dai-jo.

BOSS: DOMZ LIGHTHOUSE MONSTER

Free yourself from the little cage using a Super Attack (charge up A and release). Once free, run up and strike the Monster in the eye. It will create a cage around itself. The Monster attacks in three stages. The first stage is a constant laser beam from its eye that you'll have to avoid. The second stage is a pair of Sarcophagi, that are easier now that you have the Dai-jo, and the third stage is lights that come up from the ground and become grasping hands. If Pey'j gets caught by a hand, smack it to free him. Anyway, whenever you get an opening, use a Super Attack to remove the cage

and keep smacking it in the eye. It will eventually go down and you'll get PEARL #1.

After the fight, the Alpha Section will show up and you can hop into the beam of light to get outside. There'll be a cutscene here.

Long story short, you've been given a new job. The Director of the Hillys Science Center wants photos of every species on the planet. She'll pay good money for them to get the power back up to the shield and the rest of the place.

The Lighthouse

You're on the ground floor of the lighthouse right now. Grab your CAMERA and you'll receive a quick tutorial. Take a picture of the ADALIA OCTOPUNCTATA right in front of you for your first animal. Raid the ground floor for a bunch of Starkoses. While you're here, take a picture of Pablo (HOMO SAPIENS). This will boost your account to 350, which will automatically be transferred to Optima to get the juice back, and the shield online. Now, you can safely go outside without getting munched on by Vorax (we'll get a picture of one of them later on). Kick the barrel between the stove and the fridge and you'll let loose a fly (MUSCA SAPROPHAGIA).

For now, go upstairs and get a picture of one of the goat kids (CAPRA SAPIENS), as well as the dog (CANIS CANIS). Also, open the door to the bathroom and grab PA-1 #1. Head upstairs to the roof. You'll see a little otter waddling around the upper part of the shield, but you can't get a close enough shot. Instead, just take a picture of a seagull while up here (LARUS ALBUS), and head back down. If you want, talk to your dog and try to take the Box of K-Bups he has. He'll go outside to play a little game of tag. Use B to dive and catch him to get the K-Bups.

Now that you're outside, get a shot of that armadillo nearby (PRIODONTES CAMPESTRIS). Wait around outside until nighttime, then head down to the tree and take a picture of the fireflies nearby (LAMPYRIS CAMPESTRIS). Head over to the nearby drone that Pey'j pointed out earlier. Follow the drone into the hangar, then further into Pey'j's Workshop. It will drop off an MDisk. While you're at it, you can get a less than flattering shot of Pey'j (SUS SAPIENS). Grab the MDisk and toss it into the nearby Reader to view the mission. Looks pretty shady, eh?

Secundo will fire up the screen, and you can view the Alpha Section propaganda over and over if you wish, or you can just head out to the hangar. Pick up the PODs and Boosts on the bench, and take a shot of the fish in the water (DIPNEUSTES TRILINEATUS). This will give you your eighth animal and the Digital Zoom. You can go up top, activate the shield, and go to the roof and take a picture of the otter up there now (LUTRA ERECTA) and then head back down to the hangar and help Pey'j push the generator in line with the other one to start up your hovercraft and get movin'. Hop in and use the Control Stick to guide it out of the hangar.

Mammago Garage

You're now in the ocean of Hillys. The Mammago Garage is more or less straight ahead of you. Use the Y Button to bring up the compass to get your proper bearing and coast towards it. Your motor will die before you get

there, but the Mammago boys will tow you in.

Nice music, eh? Take a picture of any one of the Mammago boys (RHINOCEROS SAPIENS). Now, head to the next room behind the door. You can browse if you wish, but what you really need is the SPEEDCRAFT MOTOR in the first room. Spend your Pearl on it, and it will be installed. I suggest not buying any Meca Impulsers yet. You'll need the money for other stuff. Just for future reference, Mammago's is where you'll find MECA IMPULSER #1 and #2. Once the motor's installed, hop in and head out.

MINI-BOSS: DOMZ SEA SERPENT 1

Yup. As soon as you float outside, the DomZ launch another attack. Your main adversary here is that Sea Serpent floating around. First, take a picture of him (TERATOSAURUS IMPERATOR), then start hammering him with your hovercraft's blaster (A Button). Use the R Button to use the accelerator to keep up with him, but watch out as he drops mines behind him. Blast them if they get too close. Once the Sea Serpent is pwned, he'll drop PEARL #2.

Now that your motor's fixed, the nearby seas are open to you. Before we head to Black Isle, let's take a tiny diversion, shall we? Look towards the city, then a little to the left. See that beach? Ride up it and into the cave on the left.

Looters' Cavern 1

Head a ways inside this cave and you'll find your first gang of Looters. Yeah, I know it looks like a cop car. The Looters will nab 100 of your Units and take off. Your objective now is to tail them all the way through the cavern. The way these caverns work is that there are several security doors. When you pass an area with a yellow spark, you'll activate it, and the spark will travel all the way to a distant security door, where it will slowly close. You need to get through that door before that happens. Once you're through all doors, you'll be in the Looters' Lair, then you can blast the Looters all you want. Once their ship is destroyed, they'll dump out a bunch of Materia, as well as PEARL #3.

Now, head out of the Cavern, and head to the east of Mammago Garage, and up onto the beach. In the back, you'll find another cave.

Vorax's Lair (Prelude)

Cruise in, and land at the dock nearby (using A Button). Hop out and head up to the landing. Take a photo of the nearby frogs (BUFO ERECTUS). Also, open the nearby desk and grab PA-1 #2. Now, that's all you can do in this area, so head back outside.

Through the City

Head out of the Cavern and back to the sea. Now, make your way towards the City, which you have to go through in order to get to Black Isle. You can't take the other canal, as an Alpha Section Filter Drone is nearby to remove you

from the "dangerous" area.

Inside the city, your objective is to go straight ahead. If you want, however, you can take a left turn and try your hand at the Hovercraft Races. The way the Races work is simple. Be in first after three laps. If you come in first, you'll get 1000 Units and a Pearl. If you get a new record, you'll get an extra 500 Units. If you place in one of the top four spots, you'll be able to race in the next race, so you have to start with #1. When racing simply watch out for little pads in the water to give yourself a boost. That's about all there is to winning. Winning both races will get you PEARL #8 and PEARL #9.

Once you're done here, head out the north side of the City. Black Isle's ahead and to your right. If you missed out on a picture of the Sea Serpent, head into a little cavern off to the left of Black Isle to find some bones that count. At any rate, coast into Black Isle to begin your mission.

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5B. Pitch Black Mining =
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Dock your hovercraft, then walk up to Mr. Shady-man. He'll explain that he wants a picture of two DomZ Pterolimax hidden in the back of the mine. Time for some spelunking. Head down the path and you'll find a bunch of beetles and an armadillo, both of which you should have already. Head towards the gate in the back. Stand on one of the arrow pads, then press Y to get Pey'j to stand on the other to open the gate. Proceed through the gate to head down the shaft.

Ancient Mine (pt. 1)

In front of you is a fly that you can snap a picture of if you didn't get him back at the lighthouse. Head over to the broken ladder, where Pey'j will move. Talk to him and he'll show you his new invention, the Jet-Boots. Use them by pressing Y and he'll almost make the ladder. In actuality, there is a use for them. Go over to the two nearby buttons. Stand on one, then press Y and Pey'j will slam the other. You'll be launched to the ledge.

Now, walk around the path to the two raised ramps. Press A near the rotator switch on the wall and you'll climb up and spin it, dropping both ramps. Head down the right ramp, and you'll soon see a map. Take a picture of it to scan it into your camera. Looking at the map, you can see there's mostly just one floor to this place. If you missed the fireflies at the Lighthosue, there are more in this area.

Follow the path down to the weird red jelly thing (LYCOPERDON FUGIFERUS). Have Pey'j slam the ground. This will toss the pod into the air. Now, press A and you'll enter Targeting Mode. Center the target on one of the stacks of explosives and press A again to let the pod fly. Destroy the explosives on the right to knock the way open to some items, and on the left to open the way forwards.

In front of you now is an anemone (ANEMONIA MUTABILIS). After getting the picture, smack it a few times to make it retreat. Grab the Materia it leaves behind and move on. Follow the path and you'll see a wire fence. You can't get past that without some tool, so head on to the right. There's another red fungus here. First, knock it into the Materia deposits for some quick cash. Then, move the explosives along the track, and knock a pod into them.

They'll knock the distant ramp down. Climb the ramp.

Yowie! That's a Crochax! They're nasty buggers. Just keep smacking him to take him out. When it opens its maw, it'll light up. After that, it'll try to grab you. Hit it before that happens. Oh, and it's dangerous, but (CROCHAX VELOX) it's an animal, so get a shot when you get an opening. Once it's dead, move on to the mine cart. Push the cart over to the far end, then go over to the corner. Turn the switch there to drop the coal chute. Climb onto the cart, and then onto chute and enter.

Secondary Shaft

You and Pey'j will now be going up against a series of Jellies (CYANEA URTICA) and Hard Jellies (PELAGIA PACHYDERMIS). Also, there's a tentacle on the wall to photograph (ALICIA SPLENDENS), but it won't attack. Defeat all the enemies here, including a few more Crochax. At the end of the path, step on the two buttons just like before and enter the door.

In this next room, kick open each of the lockers for a few items, including the most important, CUTTING PLIERS for Pey'j. Also, you can use the MDisk Reader here, as well as raid the vending machine. To get out, stand next to the wire fence and press Y to get Pey'j on the job. Follow the path, then, at the map, turn left. There are two animals here. The sponge on the floor (SPONGUS GLUANTEUS), and the mollusk further in on the wall (HELIX RUPESTRIS). To get the snail, walk around on the sponge to get its attention, then quickly snap the pic. It has to be all the way out of its shell.

Head back out and climb up the shaft to go back to the Jelly room. Now, head all the way back to the coal chute area.

Ancient Mine (pt. 2)

Head back down to the original wire fence you saw, and have Pey'j knock it down. Raid the vending machine, particularly of PA-1 #3. You may want to give this one to Pey'j. To your right is a ledge that only Jade can edge along. Continue up the ramp to the red fungus. Pey'j can still slam from there, so knock the pod into the Materia deposit. Move on up and push the explosives along the track so that you can see them from the pod, then knock the pod into them, lowering the ramp. Pey'j will climb up, but then be set upon by three Crochax. Take them all out.

After they're all history, go back down the ramp that you just lowered. There's a small shaft behind it that doesn't really lead anywhere, but pull out the camera at the end and you'll see some amoeba sticking their heads out from behind rocks (AMOEBEA POLYPODIA). After you're done there, use the buttons near the door the same way you used them before.

On the other side of the door, press the switch to open the door and let Pey'j through. Also, while you're here, climb up on the box in the corner and kick the power box. This will deactivate the lights and cause a blue floating organism to leave its nest (PLANARIA RUPESTRIS). Once that's filed, have Pey'j cut down the wire fence and head down the passage.

Main Shaft

As soon as you enter the area, bring up your Camera and scan the area in front of you for a floating mollusk (NAUTILUS FLUOREUS). It makes a regular circuit around the area. Head down the path. Oops. Squashed some eggs. The mamas aren't too happy. Fight off these Palinuruses (PALINURUS RUPESTRIS). To help, have Pey'j slam the ground, which will knock them into the air so you can target them. Once the first two are down, head forward and take out several more. If you're skilled, you can try knocking them into the Materia deposits on the walls for some cash, as well as the ramp. If you hit the ramp, you can jump over to a ledge with an MDisk Player and a Materia deposit. Anyway, once you're done, hit the nearby rotator switch to lower a platform. Climb up and take whatever you need from the vending machine.

Proceed through this passage, swatting away the anemones. When you get to the one on the floor, swat it until it closes, then have Pey'j pound it to get it low enough to climb on. Continue on and cross the odd-looking bridge to reach the central island. Pey'j will point out your targets over to your right. Get your camera ready and zoom in on them. Take the shot when both are sticking their heads up. Once you get a good shot, press A to send it to Mr. De Castellac.

Uh-oh. Your bridge disappeared. Hmm... Your subject reveals itself to be more than it appears...

BOSS: PTEROLIMAX

First, take a picture (PTEROLIMAX GIGANTEA). It will begin by spinning around in one of the holes and spewing a ball of energy at you. Avoid the ball and have Pey'j stomp on it. That will lower it in the hole, allowing you to smack it a few times. Once you've got it mad. It will start releasing Jellies, so get them out of your way. After another round of hits, it will start sending out Crochax. Then, after another round, it will fly out and try to breathe toxic junk on you from above. Run around the perimeter of the island to avoid the junk. Keep dealing hits using the tactic described and it will eventually die. When dead, it'll drop PEARL #10.

Back to the Surface

After the fight, "Mr. De Castellac" will show up. There really is no man with that name. The "driver" is actually a man named Hahn, a representative of the IRIS Network. He spins a story that the Alpha Sections are nothing more than puppets for the DomZ. He'll give you a ride back to your hovercraft and an opportunity to help in the fight against the DomZ. You need to go to the Akuda Bar in the City and talk to "Peepers". He'll also give your pay for the assignment: 3000 Units.

Now, that you're back in daylight, don't be too hasty to leave. Head back in the direction of the mine, only take a right, towards the pond, and hop into the machine. Pass through it and you'll find some little lizards (ASTACUS ERECTUS). Have Pey'j knock down the wire fence and grab the few items lying around. Pass through the fence, but don't drop out of the tunnel yet. Look across the room and you'll see a purple slug crawling around (PAPILIO PILOSUS). Hop down out of the hole and grab PA-1 #4 up here. Now, you can leave Black Isle.

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5C. Like Mos Eisley, Without the Scum and Villainy =
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Head back to the City. Once inside the Main Canal, take a left (east) to enter the Pedestrian District

The Pedestrian District

You'll automatically dock and disembark. The PedDis is a little confusing. First, you can walk down and hear some people jib-jabber. There's also a soldier nearby. Past him is the way to the newsstand, where you can subscribe to the local news for 50 Units each publication. Past that, there is a ramp that leads up to the Akuda Bar, and a ramp that leads down to the town square. The town square has Nouri's Stand, where you can buy several items. We'll get to that soon.

You have a few photo ops out here in the city. First, head over to the newsstand and take a photo of the eagle guy (AQUILUS SAPIENS). Then, head into the nearby unmarked door. You can't get very far, but you can snap a shot of the green bugs crawling around the floor (ARACHNIS VIRIDIS). Walking around the streets, you should be able to find a walrus man (WALRUS SAPIENS).

Okay, first, let's do what you came here to do. Go into the Akuda Bar.

The Akuda Bar

Talk to Mo the bovine bartender about a fabulous treasure, and take his picture (TAURUS SAPIENS). Also get a shot of either Francis or Rufus the shark guys (CARCHARODON SAPIENS). Talk to Francis, who's at the Paddle Game table. He'll want to know if you're up to the challenge for the Paddle Game.

The Paddle Game takes some getting used to. How it's played is that each side has four paddles, and you get a cursor around one at a time. Use the Control Stick to aim and press A to toss the paddle in that direction. The winner is the person with no paddles in their side. It's not easy, so play several practice games until you think you're ready to play for money, or for Francis' lucky pearl. He plays no harder depending on the situation. A tactic I like to use is to try to knock a paddle into another to get as many through the hole as possible. Also, if on the right side, don't try to make a shot through the hole, just knock it to the left side. Bet the 1000 and beat him to get PEARL #5.

Now, head upstairs. Open up Room #1 and talk to the goat man here to get a Ticket with a code on it. You don't need it now, but you will later. Room #2 is code-locked. Step over to the guy at the shell game and look out over the balcony towards the pair hunched over in the corner. Note the code on the ticket in front of them. Zoom in on that ticket to see the code, then punch it into the lock on Room #2. The door will open and you take the items inside, along with PEARL #6.

Now, talk to the guy running the Shell Game. Yes, that's Peepers. You can play the game for money, or you can just give him the password. When he gets the password, you'll automatically play the game. Guess right and you'll get the code for Room #3. Punch it in. Now, go in the room and push against the locker to enter the secret room of the IRIS Network.

They'll welcome you, set the stage, and give you your first mission. You are to infiltrate the Nutripils Factory on the edge of town. Once there, you're to gain evidence of the situation that's taking place there.

While you're here, pick up the MDisk Nino leaves for you, and get a picture of Mei (FELIS SAPIENS). Anyone find it odd how they just let you take pictures of their secret place? Oh, well. You also got a City Pass from Hahn. You're all set in the Bar, so head back outside. On the way out, Hahn requests that Jade use a code-name for her articles. She doesn't hesitate in telling them to use "Shauni" as her code-name.

Shopping

Now that you've got access to most of the city, it's time to put all those Units you've been saving up to good use. First, go down to Nouri's Stand and buy PA-1 #5. Now, go past the guards in the square (who won't stop you now that you have a City Pass) and enter Ming-Tzu's shop. Take a picture of his eel (KOI KUMONRYU), then talk to him to start your buying spree. I suggest starting with PA-1 #6, then the two Detectors, then PEARL #15, then your Super Strengthened Attack. You can hold off on MECA IMPULSER #3 for a bit, especially if you want to go back to Nouri's and buy PEARL #14 for 3000. If you have money left over, buy the remaining stuff, as well as some boxes of K-Bups from Nouri.

Also, say the password to Ming-Tzu and he'll open up the back storeroom. Take IRIS Editions 511 and 512 with you. Also, talk to Ming-Tzu and have him sign you up for IRIS Flash. You can go to the nearby Reader and look at the two issues of IRIS you just got. Well, you're all set here.

Transit

Now for some fun. Head outside and to an unmarked door off to your left. Enter and you'll find a locker with a POD, and a crate with Materia in it. Now, push the locker out of the way to open a passage. Crouch through it to enter the "protected district".

Crawl under the first beams, then roll (with B) over the next set, then roll again over the set after that. You're now in a processing area with lots of conveyor belts. The objective is to get on the belts and look for safe ledges to jump from. Head down the passage to your right, then ride down the first belt. Jump to the next one running parallel, then to the one below running perpendicular. Run against this third belt to reach the next ledge, then hop off to solid ground.

You're now in the main room. Here's how it breaks down.

Belt #1: Go with it a short ways to the nearby ledge.

Belt #2: Go with it (watch out for canisters) to the ledge.

Belt #3: Go with it, rolling over the first beams, and ducking under the next set. The ledge is shortly after it.

Belt #4: Go with it, duck, then roll. Ledge is on your right.

Belt #5: Go with it, duck, roll, pass that ledge, then duck again. Ledge is on your right.

Belt #6: Go with it, roll, duck, roll, ledge is on your right.

Belt #7: Go against it. Run down, and duck to the side ledges to let the

canisters pass. Drop down from the last ledge.

Belt #8: Go against it. Go to the ledge right next to you and wait for a canister to pass, then do a ducking roll, then a normal roll to the next ledge on your left.

Belt #9: Go with it, roll over the beams on the right.

Now, to reap your rewards, which are a couple boxes of Materia, and PEARL #16. Hop on the belt to get carried back to the beginning, where Pey'j has been patiently waiting.

Okay. That's all there is to do in the city. Let's head back out the south gate to Mammago's Garage. Buy the Neutralizing Cannon from them with five of your hard-won Pearls. Now, you can target enemies above the water-line by locking onto them.

As soon as you leave the Garage, there'll be another DomZ attack. This time by DomZ Fighters. You can either just weather this storm or try locking onto them with your new Cannon. Don't fire on the civilian ships, though. At any rate, soon the attack will cease.

Now, go back to the Vorax Lair, which is east of the Garage.

Vorax's Lair (revisited)

Land and have Pey'j knock down the wire fence. As you pass through, Pey'j will mention the Pearl Crochax fleeing the scene. Chase after him. Soon as you enter the main cave, you'll be set upon by a bunch of Palinuruses. Have Pey'j knock them for a loop, then toss them into the ramps to knock them down. You can also try tossing them into the Materia deposits, but it's tough. Anyway, cross the ramp, and you'll face off against some Jellies and Hard Jellies. Once they're all kaput, use the red fungus to knock into the ramps and the Materia deposits. Cross the left set of ramps and use another red fungus on the ramps ahead of you. Once they're down, go back the other way to the right ramps, all the way to the three Crochax. The last one has PEARL #12 in its clutches, so liberate it. Now, you can leave.

More Ocean Exploring

Now that you have the Neutralizing Cannon, you can head up the eastern canal. Use it to take out the Filter Drone hovering over the area. Now, you can freely head up the beach to the east, and into the cave.

This cave is Looters' Cavern 2. This one has a lot more lasers than the last one, including a few that move. Remember you can always try again if you fail, it'll just cost you another 100 Units every time. Completion will give you PEARL #18.

Now, head north. Take out another Filter Drone, then enter the large gate on the west wall. Land your craft, and get a shot of the slugs on the ground (MACROPODIA OMNIVORA). You can't do anything else here for now, so it's back to the surface.

Now, head in the direction of Black Isle. Look past it, past the laser cordon. There's a whale leaping out of the water. Try to get a good shot as it's breaking the surface. Snap as soon as you get a green (MEGAPTERA PURPUREA). Also, check the sky around the Factory for a flying manta ray

(MANTA CYANEA).

Okay, now, it's time to head to the Factory. Use the Neutralizing Cannon to bust down the Filter Drone in front of it, and enter through the back door (yes, this is the back door).

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5D. Nutripils Are Made From People! =
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First, land and take out your Camera. Grab a shot of the Vorax floating around (VORAX NOCTURNUS). Next, climb up and take it out, along with the Crochax in the area. Ignore the steel bars, and climb up to the other door, with red barcode light. Take a picture of that code and send it to the governor, who'll give you the code for the door. Open it up and enter.

Lower Levels

Have Pey'j weaken the grate so you can bust it open with a kick. Take a picture of the Giant Rats wandering around (RATTUS GIGANTEA), then start making them extinct by kicking them. Roll over the red beams, then duck under the next set, then roll over the third set. Push the nearby button to deactivate the beams so Pey'j can join you. Now, the two of you need to push the nearby box into the little gulley, then into the electric beam so you can climb over them.

As you enter, you'll notice evidence of a Reaper in the area. Take a look at the elevator and ask Pey'j if he can get it running. He'll fix most of it, but it still needs electricity and a fuse. You may be tempted to go straight to the Electrical Room, but you won't get far just yet. The place you need to go first is the Laboratory, which is to the right of the elevator.

You'll end up in the West Wing. Pey'j will mention the service elevator, but don't bother yet. Instead, walk all the way around the middle to the other door, leading to the actual Laboratory. In here, take the two stasis tubes and push them to either side of the electric field to divert the current. Pass through, and take out the Rats on the floor. Try to avoid getting squeamish at the dead cow. Take a close look at its nose. The tiny worm on it is another animal (AEDES RAYMANIS). Open the cabinet at the far end of the room to get PEARL #19.

Now, head back to the West Wing. Open the Service Elevator. Eep! Take out all the Spider Drones, trying to hit the ones that are currently attacking you. Once they're all out of commission, hop in the elevator and press Y to have Pey'j work it for you. Ride up to the top and walk across the catwalk to the electric barrier. When you arrive a Cyclopius will attack. Avoid its beam and try to knock it into the electric barrier, where both will be destroyed. Head through the door straight ahead of you.

The door will slam shut behind you, and you'll witness a frightening scene. You'll see a man in an army outfit being tortured by what appears to be a DomZ device. Take a picture of him and publish it. Then, take a picture of the red barcode on the locker to get the code from the Governor. Use it to open the locker and get the GYRODISK LAUNCHER. Press Z to go into Aiming Mode and fire at the DomZ device to release the prisoner. It's Double H, but he doesn't recognize his own code-name. He does seem determined to help, though. Start by grabbing PEARL #21 from the torture device.

Now, Double H is clad in thick Hillyan Army Armor. Go over to the steel bars and press Y and he'll barrel them down, but get a little carried away with it. Go outside the bars and you'll find him hanging. Don't worry. He'll be fine. Edge along the wall and cross the gap over to the Reader, then go to the right of the Reader and you'll be back in the Elevator Room. Head over to the middle of the room.

Uh-oh...

BOSS: REAPER

Take a picture (CYCLOPEUS PALUSTRIS). Start by smacking him around a bit. He'll retreat to a higher vantage point. Pull out your Gyrodisk Launcher and shoot it in the eye. If you're not quick enough, it'll fire energy bolts, so watch it. If you get him in the eye, it'll drop down back to your level. Try for another shot in the eye. He'll throw his arms up to block himself. At that point, rush him and attack with your Dai-jo. Repeat this process until it falls back into the water and dies. It will give up PEARL #22. To get to the Pearl, go back to the Factory Entrance from here and hop into your hovercraft. Guide your craft to the right of the two tunnels to get to the spot where the Reaper fell.

Lower Levels (pt. 2)

From the Elevator Room, head down to the Electrical Closet. In the first room, time your movements to avoid the current from the swinging wires. Once you pass the wires, you'll reach a room with a map on the wall, and a vending machine, which you should ransack. As Pey'j observes, you need to move the fan to make contact with the door switch, so hit the blade of the fan with a Gyrodisk to turn it to the other side. Once contact is made, press the switch to enter the fuse room.

Once you enter the room, circle round the other side and try to grab the Triangle Key, but the key will get sucked into the Guardian it's sitting on. Now, these Guardians can be broken down with several hits, but what I suggest doing is telling Pey'j to body-slam. The Guardian will pop up and you can knock it around, may I suggest, to the electrical field? Once they both go boom, you can take PA-1 #7. Also, grab the TRIANGULAR KEY that the Guardian drops.

As you approach the triangular lock, five more Guardians will pop up and attack. Knock them into each other to destroy them quickly, then bust up the last one however you want. Once the house is clean, hit the triangle button. This will stop the current for a few seconds. Take both FUSES here, the one on this side and on the far side. Make your way back to the Elevator Room.

Now, place the Fuse to the right of the door. Now, you need power. For that, just look above. There's a wire suspended over the electric field to the right. Hit the connector that's weakened to get power. Now, hit the switch to start it up. Hit the switch one more time to get it moving. Now, hop on and ride up to the upper levels.

The Upper Levels

You'll reach the top of the elevator. Pey'j will hand you an MDisk. Now, to open the next door, stand in front of a button, and press Y to have Pey'j push the other one. You have to press both at roughly the same time, so do that so the door opens. Once you enter the room, you'll be set upon by a gaggle of DomZ Sarcophagi. Since you didn't get a chance the first time, take a picture of them now (SARCOPHAGUS DOMZII). Defeat all the Sarcophagi. Now, take all the PA-1's you've given to Pey'j. Trust me on this one. Also, take most of the food you've given him, too.

Now, climb up the machinery on the back of the room. At the top, kick open the grate and climb through the ducts. You'll reach the X-Ray Verification room. This is the location of your FIRST PHOTO. Look down at the cases as they pass over the X-Ray machine. Take a picture of the machine as it shows the contents of one of the cases. Now, take the other exit from this room. You'll end up on some ducts. Drop down to the nearby pipe. An animal subject just ducked out of sight. Step away and wait a couple of seconds and it'll come back. Get close to him and take the picture of the white rat (RATTUS ALBUS). Now, head back to Pey'j.

Uh-oh. Bad. Very bad. Pey'j has been captured. Fortunately, there's a new tall box here in the Upper Hall. Push it over to the door with the little window in it. Hop up on the box and look through the window. Toss a disk at the switch on the right side of the room to open this door. You can use the MDisk Reader to read the "For Jade" disk that Pey'j handed you. Sniffle... Kick open the nearby grate to gain access to the vents.

Shipping Room

You'll soon find yourself crawling around sewers. Double H will get your attention and mention guards all over the area. Time to go into sneak mode, now. The first section is just a simple traipse through the vents. Just don't make noise and you'll be fine. When you're crawling under the guards, just kick the rats out of your way and don't get bit. Keep moving and eventually, you'll emerge from the vents.

Now, edge along the ledge to the next area. This series of rooms requires you to avoid contact, or being seen at all costs. Here's how they break down, room by room:

Room #1: The two guards here will not turn or move, so just stay away from them and you'll be fine. Proceed to the next room.

Room #2: The guard ahead of you will not move. The guard to the right is patrolling back and forth. Stick close to the low wall, and move past when his back is turned.

Room #3: The guard walks back and forth, but only goes past the exit for a short time. I suggest sneaking up to him and kicking him in his breathing tank, which will incapacitate him.

Room #4: No sneaking here. It's just Double H. You have to hit the buttons to remove the flames in succession, because they don't stay down long. Once Double H is across, have him push the button he's near to remove the beams.

Room #5: One guard that doesn't move, yet he's facing in your direction of approach the whole time. Climb up on the nearby box and onto the platform above him, then drop down the other side.

Room #6: Two guards. One rotates in place. The other is stationary. If you want PA-1 #8, then sneak behind them when both are facing the same way, and go under the pipe. The cabinet in the room contains the items. Otherwise, continue on to the next area.

X-Ray Verification

Room #1: In this large room, you must hide behind the shipping crate as it moves. Stay so that it's between you and the guard on the other side of the belt. Once you make it to where the belt is higher, you can break cover and head into the area with a bunch of crates. Don't bother proceeding, as you'll only run into a guard and a code-locked door you can't open.

Closet: Take out all the Rats in the room. Raid the vending machine. Open the cabinet. Empty, eh? Put one of the Starkoses you just got on the cabinet. Now, take out your camera. Moving? Take a picture when you get green (BLABERA GREGARIA). Now, if you want, you can climb up the boxes next to the cabinet and use a Gyrodisk to open the vent. This will get you back to the Upper Hall. The way forward, however, is to head back into the other room of the closet, bear right, and climb up the boxes leading to...

Nutripils Vat

Room #1: The guard is facing your direction, and he doesn't patrol or turn. Solution? Hit the switch on the big vat. That will get his attention. Go around the vat the other way and past his position.

Room #2: No sneaking required here. Push the switch and you'll get an MDisk called "Surveillance Camera". Also, open up the cabinet. Take Pey'j's Jet-Boots and anything else inside. Move to the right of the cabinet to find two Cyclopiuses. Knock one into the electrical field nearby, and the other into the field further back. Go into the field further back.

Computer Room

In this room, take the MDisk in the storage unit (Hillyan Army Database), and you can view both disks you recently picked up in the Reader. Once finished there, you can head back down to the Vat room and take the other exit, to...

Routing

Room #1: Can't go right due to lasers. Can't go left due to square lock. Can only go forward. Roll and duck past beams. Next, hit the switch. The far door will open, and beams will activate. Quickly get past red beams and through the door.

Room #2: Sneaking time. Duck under the beams and stay ducked. When the one guard turns his back, duck-roll for the red-lined vent. Pass through, then climb up to the guard's level. Stay low, and either kick him to silence him, or just dash straight for the blue elevator.

Room #3: Two guards on a patrol around the room. They stay relatively close, so get behind the back one and tail them around the room until you get to the door.

Room #4: This is a box-on-belt room like back in X-Ray Verification. Stay along the box as it moves. As soon as you're past the blue beams, grab onto the box. A crane will come and grab it and carry you over to another belt. Get off the box and run along the belt.

Control Room

Room #1: Duck under the blue beams and the electric field. Hop off near the Reader. Edge along the ledge under the window. Well, that ain't a pretty sight. Unfortunately, you can't get a shot from here. Keep moving along the ledge. At the end, fire a disk at the switch above the field to move a platform over to you. Get on and hit it again, then duck under the field. Move on through the hole in the wall.

Room #2: The guard here rotates to the left, then to the right. Just time your movements so you can get by him and through the glass door. Now, Double H will call out to you (boy, does he get around). He'll tell you to take your picture. Line up a good shot, say cheese, and capture PHOTO TWO, the picture of the unhelmeted Alpha Sections. Continue on the path in front of you.

Room #3: This part has two guards marching mirror patrols. Get moving as they start marching away from you, up the ramp, and through the door. Follow the passage.

Room #4: In this room is one guard on a circle patrol. You'll need to avoid the blue beams by ducking and rolling. Try not to make too much noise.

Room #5: Crawl down behind the railing all the way down the ramp. There are two guards here. One is on a circle patrol, and the other looks in front and behind him. Follow the circling one, while avoiding the about-facing one, and make your way to the cabinet. Pick up the SQUARE KEY. Now, you can leave by just going past the about-facing guard.

The Last Rooms

You're back in Routing now. The square lock in front of you should be familiar. Open the door and proceed to X-Ray Verification. Use the Reader if you wish. Now, sneak around the corner, avoiding the guard, and get a picture of the barcode. Use the code on the door and you'll enter the last area: the Loading Dock. Take out your Camera and you'll automatically focus on the Alpha Sections commander and Pey'j as he's loaded up. Suddenly, a large DomZ creature shows up. The commander stutteringly reports the threats neutralized. You are seen. The commander is punished for his failure, and the DomZ creature spits out a pod, which you avoid. The shuttles take off for the Slaughterhouse. You have a more immediate problem...

BOSS: DOMZ ROBOT

The pod creature has adapted itself to a nearby cage and two grabber arms, which it's using as legs. Smash one of the legs and Double H will show up, ready to work as a team. Press Y and he'll attack one of the legs. If the two of you attack both legs at the same time, the creature will fall and the pod will be exposed. Hit it with a Gyrodisk to damage it. Keep doing this, avoiding the laser beam and homing shots. Four disks to the pod will destroy it, and you'll get PEARL #20.

Leaving the Factory

Leave by the now open door. Take PA-1 #9 from the cabinet. Follow the path to the elevator, then down to the West Wing. Drop down from the catwalk and proceed back up to the Elevator Room, then back to the Factory Entrance.

Take out the Vorax and Crochax that have returned. Have Double H knock down the bars blocking the way. Take everything from the vending machine. Hope you brought that second fuse with you, because it goes right there. If you didn't, you have to go all the way back to the Electrical Closet and get it. Anyway, put it back and suddenly Double H will suffer the after-effects of being infected by the DomZ. You need to take him back to IRIS, and you have 4:30 to do so, so get moving.

Once you get back to IRIS, Double H will be saved. You'll be thanked for your efforts, and given your next assignment at the Slaughterhouse. The people of Hillys have shown their support for IRIS and have been donating Pearls. Enter the secret compartment to get PEARLS #23-27.

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5E. Racing Your Way to the Top =
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Your next mission is to get to the Slaughterhouse through the races. If you haven't already go to Races 1 and 2 in the City and place in the top four to qualify for Race 3. Before you get moving there, there are a few things to do.

City Cleanup

First, head to the fountain square. There's a Square Key door near here. If you haven't already, go talk to the goat-man in Room #1 in the Akuda Bar. He'll give you the code to the cabinet inside, which has PEARL #13.

Next, go to Ming-Tzu's and get the latest addition of IRIS, 513. Yeah, you made it, but it's nice to see the results of your handiwork, eh? Also, buy any items from Ming-Tzu that you didn't get a chance to earlier. If you haven't done so already, buy PEARL #46 from Nouri and PEARL #47 from Ming-Tzu. Now, go to the Akuda Bar area, and look for a Triangle Door across from its entrance.

Alpha Sections Underground Quarters

You found another obstacle course under the city. Move the box with Double H's help and crawl through the opening.

Room #1: This one's tall.

Floor #1: Duck under the blue beams, then hang from the ladder. Wait until the red beams subside before dropping.

Floor #2: Hang from the ladder and wait for the beams to move out of the way before dropping.

Floor #3: Hang from the ladder and drop.

Floor #4: Carefully crawl around the edge of the room. Make sure you're behind one of the boxes when the red beams pass or you'll get zapped.

Floor #5: As you edge along the pipes, time your movements to avoid the disappearing red beams.

Floor #6: Edge around the left. There will be red beams in front of you, and a red beam following you around. You'll have time, but it'll be tight.

Floor #7-9: Watch when you drop and roll over the red beams if necessary.

Bottom: Walk around the ceiling to the opening. Avoid the blue beams and drop down to the floor.

Room #2: Guards here, as well as M5 Turrets. If you get spotted, you die.

No pressure, though. Just follow closely behind the two rotating guards and climb up the vent when you get to the other side. Crawl through this vent to the end. Take a disk shot through the broken window at the switch, then back up and shoot another disk at the switch through the larger opening. Drop down this opening. Congratulations. You got PEARLS #67-69. Don't pat yourself on the back yet, though. You still have to get out.

Room #3: Relatively easy. There's one patrolling guard. Follow him around while crawling. Once you reach the switch, wait for him to walk away a bit, then hit it. Crawl through the now open door.

Room #4: This room's just one big lift to get out. There's a guard on your left as you enter (but it'll be right once the perspective switches). Now, you have to ride up and avoid the guards stationed along the walls. There are lights on the walls to precede a guard station, so hide behind the boxes accordingly. The order is: Right (the very first guard), Left, Right, Right, Back (and this guard hops on the lift, so hide behind the back box), then Right. Once you reach the top, either let the guard go or kick him for good measure, then crawl into the duct and you'll land in an unmarked house. Deactivate the lasers, take the two Boxes of K-Bups, and get out of there.

Alpha Sections Warehouse

Now, head over to near the entrance of the PedDis. Do some poking around and you'll find a steel-barred door. Have Double H knock it down and enter. Proceed over to the elevator and have Double H press the button to lower you.

Room #1: There is one guard here. Once you enter the main room, you can go over to the part of the floor where there's no railing, drop down, then climb up to the cabinet for some PODs. To move forward, simply roll from cover to cover as the guard has his back turned, then through the door.

Room #2: There's both a guard and some Searchlight Drones positioned. If either spot you, you're toast for the M5 Turrets. Fortunately, the drones don't sweep over your actual cover, so just time your movements to avoid them. Move around the guard and enter the door.

Room #3: This room has a pressure plate that opens the door. When you step off, it will slowly close. Make your way around the room, avoiding the roving laser, as well as the blue beam, and through the door before it closes.

Room #4: Grab PEARL #42 and the Materia hanging around. Now, cross this section that was just like the last room, only with two roving lasers instead of one.

Room #5: Once you're through grab PEARL #43 and PEARL #44, as well as the Materia. Head through the door to the lift.

Escape: Now, just deactivate the grid and we're outta here. WHOOOOA! Maybe this wasn't done as cleanly as you'd hoped. Run for all your worth away from your pursuit. Be sure to watch for turns in the path, and jump over low beams. When it seems you can't go forward any more, move in a counter-clockwise fashion as the path goes over your original one.

Eventually, you'll reach some boxes. Climb up them and you'll escape.

Now, we can leave the city. Go out the south channel.

Jumping for Joy

Head straight to Mammago's Garage and buy their JUMP JETS for 15 Pearls. With these, you can press B to jump. Head back into the city. There are some laser cordons running around in the Main Canal. Hop over them and look for a crate back here in these cramped canals. Blast it open to get

PEARL #65.

Alpha Section Underground Quarters (pt. 2)

Now, enter the west gate in the channel that runs around the city. We went here before for an animal. Now, we're going to finish it up. Open the door with the square lock and you'll see a Pearl Crochax. Follow him. Knock the Guardian into one of the electric fields, then press the switch to drop another Guardian and bash him into the other field. Go right, and knock the Cyclopius into the field here. Also, open the cabinet and grab MECA IMPULSER #4. Continue on and push the switch to drop a Guardian to knock into the field. Knock the Cyclopius into the next field, then keep creating Guardians to knock into the last two fields. At the end are three Pearl Crochax. Wrestle their treasures from them to get PEARLS #39-41. You may now leave.

The South Sea

Now that you have your Jump Jets, you're free to hop over the laser barriers to the south and explore the waters down there. First thing's first. Head to the northwest of the lighthouse to find a giant flying manta ray (MANTA MAGNIFICENS) and south of the lighthouse to find a big blue whale (MEGAPTERA BOREALIS). Also on nearby islands (one near the laser cordon, and the other off to the southwest) are Looters' Caverns 3 and 4. These Looters courses are tough and require you to use your Jump Jets effectively. Stay sharp and keep practicing and you can have PEARLS #49 and #51, respectively.

The Slaughterhouse Circuit

Now that we've done all there is to do up to this point, it's time to head to the Slaughterhouse Races (your Compass will point you to it). Before you actually tackle your mission, if you want, you can just perform Races 3 and 4 as normal. Getting first place in those races will net you PEARLS #71 and #72.

However, the point here is to go to Race 3. About halfway around the track, after a hard left turn, Double H will mention the passage. Just after a boost pad on the left wall is a series of red beams. Get some speed, hop over them, and you've left behind the tranquil world of hovercraft racing...

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5F. Do You Smell Something? =
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Your mission here, besides looking for Pey'j, is to obtain further evidence of Alpha Section activity. Once you reach the main complex, you'll find you'll have three locations to get to, and that you can take them in any order. First, let's get inside.

Slaughterhouse Road

You'll leap out of the racetrack onto a metal path, which will lead you to the Slaughterhouse. While on this path, you'll be under fire from an Alpha Sections Giant Spiderbot. You'll have to avoid explosions, lasers, and flame jets as you race along this causeway. If you hit a ramp that lifts you up, hit B to get extra lift, which will definitely carry you any serious obstacles.

Slaughterhouse Quarter

You'll hop off the road and into water. Swimming around in the water are several eels (ANGUILLA BIFIDA). There's an Alpha Sections Torpedo Launcher above you. If you get caught in its searchlight, it will toss a torpedo that you'll have to shake. Now, if you explore the area a bit, you'll find, underneath an overhang, a passage blocked by a Large Mine. Go back and find a metal crate. These only get knocked around when you shoot them, so shoot it all the way around into the mine blocking your passage. Alternatively, you could get a torpedo to chase you and try to get it to run into the mine, which is a lot more exciting. Anyway, after you pass the mine, you'll find another box behind it. Shoot that ahead and you'll run it into another mine. From here, you can dock nearby. Raid the Vending Machine there, and use the Reader if you wish. Head towards the gate, and you'll be set upon by several DomZ Sarcophagi. Waste them all, then get between the gate's doors and start pushing to open them. Once they're open, hop back into your hovercraft, hop up to the spot where the Reader is using your Jump Jets, then coast on through the gate.

Exterior Moats

Shoot the crate out of your way and make your way past these rotating Laser Turrets. The high lasers you can coast under, but the low lasers you have to jump over. Once past this mess, you'll get swept away by a fan. Use its momentum to jump over the small minefield in front of you, then head up the nearby ramp. At the top, you'll find fans that can push you off, so keep pushing in towards them and avoiding the mines dotted around the area. Avoid the updraft, then move to the next pool, and in-between the two fans, to the open passage. Head through and you'll drop down in a new pool.

The object here is to push three boxes into the large mines blocking your way. The first one is right in front of you. To get to the others, head through one of the two passages right next to each other (they go the same way). Then, in the next room, go up the ramp. At the top, shoot the box off the ledge. Then, before dropping off, maneuver around the outside and shoot the other box off, then shoot them both into the mines. Hop over the smaller mines and move on.

Slaughterhouse Entrance

This is pretty simple. First, note the black slug in the corner wreckage (TRILOBITES SALTANS), then dock where the frogs are hopping around. Aim a Gyrodisk up into the green room to hit a switch to open the gate.

Surveillance Room

Your adventure begins here. First, dock near the gate and climb up the structures to your left. Double H won't be able to follow. Once you reach the top, you'll find a Surveillance Robot attacking. Avoid its blaster shots, then fire Gyrodisks at it. Four shots will bust it open. Once that's toast, raid the nearby vending machine.

Now, you have to open the way for Double H, and it's a bit roundabout. First, you should note that there's a switch on the far end of this room. If you want a closer look, cross the floor with the lasers (crouch under them), and to the right of the Reader, you'll find the switch. This opens the main gate, but if you just pressed it here, you wouldn't have enough time to run back and move your craft under it. Instead, go back to the side you were originally on, and go to the corner so that you can see the switch from behind the notched wheel. Fire a Gyrodisk so that it passes the notched wheel and hits the switch, then drop down to the structures below, book it to the hovercraft, then under the gate. Now, you can land on the other side and Double H can follow you up.

At this point, your mission can split into one of three paths. You can do them in any order, and they all lead to one of your photos. There's one right here, so we'll do it first.

Path #1: Surveillance Room

Dock and climb up to the area we were in before. There's a door next to that Reader, but it's busted. You'll have to take the long way there. To the left of the Reader are pipes you can climb up on. Climb up, as high as you can, then move to the right. Hop onto the huge gate you just opened. Have Double H push the button, and the gate will rise with you on it. On this side is the path ahead, but if you want another animal, go to the other side of the gate, and climb up to the Ventilation room. Take out all the Rats, and use a Gyrodisk on a switch above the flame to get rid of it, then take the shot of the red jelly that's left behind (IGNIS IGNIFERA). Head back to the Surveillance Room and have Double H hit the gate again. Cross the gate and hop up the other side. Drop down and climb through the broken window.

Path #1: Trolley Entrance

Drop down to the floor and tango with this shielded Cyclopius. You'll have to avoid its beam until its shield drops, then knock it into the electric field. Now, there's are bars nearby, so it's time to get Double H over here. Head through the electric field and open the nearby cabinet to get MECA IMPULSER #5. Now, proceed to the left and drop down into the next room. Take a picture of the map on the wall and head out the door, back to the Surveillance Room. Go over to Double H to get his attention, and go back to the Trolley Entrance room. He'll help you push the box so you can climb back up to the place you fought the Cyclopius. Have him bash down the bars.

Now, head up the ramp and engage the Alpha Sections guard. Have Double H tangle with him while you get him in the tank from behind. Now, there's an animal in this area. See those bubbles? Fire a Gyrodisk at the direction of the bubbles and your quarry will hop over to the next pile of stuff. Your time to take a picture is when it's hopping in between them. It's probably the toughest shot, but it's doable (TIMOREA SAPONIFERA). It's best to start moving the camera in the direction it's going to hop just after firing the

disk. Once done there, hit the switch to get the trolley over to your side. Hop inside and hit the switch inside to get moving.

Path #1: Central Hall

Raid the vending machine. Also, have Double H press the switch on the machine and get ready to capture the green amoeba as it hops between the pipes (AMOEBEA SALTANS). Now, walk down to the lower room and you'll face three Guardians. Knock each one into one of the electrical fields. If you mess up, just press the nearby switch to drop down three more. Anyway, one of the Guardians will drop a TRIANGULAR KEY. Give this one to Double H. Behind the double electrical field is a Reader and PEARL #52. Behind the other field is your exit, which requires two Traingle Keys. Have Double H press one and you'll press the other.

Now, in this next hallway, remember that Double H has laser-proof armor. Get close to the beams and press Y and he'll head for the switch at the far end. Once he presses it, roll over the blue beams. Do the same thing after rounding the corner, and the next one. At the end, you'll reach the observation point. You can take your photo from here, but it's much more fun to take out the bad guys first, especially since you have Double H to help you. Once they're dead, you can raid the lockers. Anyway, for your shot, look out through the window at the spaceship, to see people being loaded into a cruiser. Take a shot of one of those people for PHOTO #1. Now, head all the way back to the Surveillance Room, hop on the hovercraft and head further into the Slaughterhouse.

Path #2: Interior Moats

Take a left as you enter, and then your first right. The camera will point out a landing spot to you. Climb up the right side of the area, using your accelerator and jump jets. Dock once you reach the top and enter.

Path #2: North Wing

Room #1: In front of you is a pipe you can squeeze by. Turn left.

Room #2: Look out in front of you and fire a disk at the switch to move the platform and take out the guard. Get on the platform and hit the switch again, the avoid the electric fields.

Room #3: Four guards and an M5 Turret here. The mist on the floor is your cover. Make sure you know which way each guard is facing before making a move over clear territory.

Room #4: Kick the power box before the beams, then get around the beams and grab the FUSE. Place it next to the elevator to get it moving.

Room #5: There are two Cyclopiuses here. Knock them into each electric field. One field guards a cabinet with food. The other is the way forward. Before going that way, instead head to the nearby catwalks to find a door without a field. Sneak past the guards, mines, and the Surveillance Module here to reach PA-1 #10. After that, head back to the other room and pass the other field you destroyed. To the left is a Pearl behind some beams, and to the right is your way forward. Avoid the mines.

Room #6: This is a tough room. Wait for the guard nearest you to start walking away, then follow him. The other moving guard should be moving away by the time you get to the end, so hide behind him. Duck into the hole

as the first guard starts moving back, then get PEARL #70 in the hidden room. You can leave by deactivating the red beams. Now, go back around and do the same thing, only this time follow the second moving guard all the way and duck out of the way at the end. Go through the door on the right to move ahead.

Room #7: In the left half of this room, push the box out of the way of the hole. You need a FUSE in the right half of this room, and to get it, kick the power box in this half, then scoot through the hole, and over the beams to grab it. This will deactivate the electric field in front of the elevator. Press the switch inside to move on.

Room #8: The guard doesn't move, so carefully move up the ramp, avoiding the mines, and sneak behind him. Silence him, then enter the door behind. Take all the stuff in this room, including PA-1 #11. Head back out and down the ramp and through the door.

Room #9: Crawl through the hole in the wall. When you reach the next area, wait until the guard steps on the platform near the switch, then fire at the switch, which will move the guard into the field. Zzap. Hop on the platform, hit the switch and duck under the field, then move on.

Room #10: Two guards circling, and another at the far end about-facing. You know the drill. Follow one around the circle, and avoid being seen by the about-facer at the end. Put the Fuse you have into the slot.

You're now back in Room #1. Double H will be here (having taken the short way). Head down the path here.

Path #2: Central Hall

Hop up and face the three Alpha Section Soldiers here. After they're gone, go up the ramp and zoom in and take PHOTO #2, which are the Hillyans being loaded onto a conveyor belt, with their heads sticking out of the cases.

Head back to the North Wing, deactivate the lasers and head back to the moats.

Path #3: Interior Moats

Head to the northwest corner of the map in here. There are Large Mines blocking the way in, so shoot some boxes into them. Try your best to get through the field of small mines inside, then dock, and raid the vending machine. Head inside.

Path #3: East Wing

Room #1: Have Double H smash down the bars, and he'll also get a guard. Go around to the left and climb up the ladder (if you want, you can have Double H deactivate the field nearby and access the Reader). Kick open the vent and move forward.

Room #2: Wait until the guard is facing away, then disk him in the back. Hit the switch with a disk so you can get through the door quickly.

Room #3: Open the cabinet for some Boosts. Continue along the path.

Room #4: You're on a catwalk above a decent-sized room. The way down is further ahead. Hop down when the nearest guard has his back turned, then make your way around to the right side of the room. Use the tanks as cover as you avoid the next two guards to get through the door.

Room #5: Hang a right. Push the box onto the elevator. Push the button to ride it down. Now, kick the power box and grab the FUSE. The reason you used the box was so that you can climb out now. Do so. Now, if you don't want a Pearl, run up the ramps, use the Fuse, and head on to Room #8. Otherwise, hop into the blue light-a-vator.

Room #6: You have one circling patroller and one about-facer. Follow the patroller when the other's facing away, then head through the other door.

Room #7: PEARL #48 awaits. Through the other door is rotating guard. Pass him and hit the button to lower the red beams. Then, insert the Fuse and hit the button. Crawl through the hole.

Room #8: Cranes in this room. Grab onto a box they put in the middle of the room. When the next crane grabs it, it'll go over a belt. Drop off when it starts shaking you, then explore this lower area for stuff, including PA-1 #12. Now, leave by removing the red beams. From here, just crawl out of the ducts, and hang a right to leave the crane room. Head through the door.

Room #9: Kick the box to deactivate the current, then drop down to find Double H. Move carefully past the minefield, then down to find some slugs who don't really like you in their territory. Fend them off. Once they're all toast, climb up the pipes near the Power Box. Have Double H whack it, then keep climbing.

Room #10: Two guys standing still, while there's another pacing behind them. Follow the pacer, then duck into the shadows about halfway. Wait for him to go back past the other way, then move on.

Path #3: Central Hall

As you step into the main area, fire a disk at the guard to sabotage his breathing tank and eliminate him as a threat. Deactivate the lasers and move on. There's another guard up ahead. Slap him with a disk, too. After that, you'll come upon an area with two guards. Toss a disk at one of them. The other will notice the problem and come to help his buddy. Hit that one, too and they'll both be out of commission. Now, hop over the blue beams and finish them off. Take the FUSE here, and aim your camera out in the distance, at the DomZ Sarcophagi encased in the glass. Take PHOTO #3 and send it to IRIS to publish your story. Now, roll back over the beams and place your Fuse in the nearby slot. Deactivate the lasers, hop on the lift, and activate it to ride back to the East Wing. From there, you can go back to the Interior Moats.

All Done?

Once you've taken all three photos, head back to the Surveillance Room. Instead of messing around with the gate, just head around to the left and you can bust through a mesh screen. Head back to the Slaughterhouse Entrance, and take a picture of the barcode. Enter the code to open the gate. Head back to the Exterior Moats, and hang a left to the tunnel with lights. This will take you back to the races. Now, it's time to head back to IRIS and regroup.

=====
5G. Earning Your Wings =
=====

As soon as you hit the surface of Hillys, you'll get the alert for another DomZ attack.

MINI-BOSS: DOMZ SEA SERPENT #2

This Sea Serpent doesn't keep to the water like the first one. It will hover above it as well. Well, it's a good thing you have the Neutralizing Cannon. Keep locking on and firing at it. It will run past the laser cordons, so make sure you hop them. Really, the lasers are a greater danger than the Serpent. Once you turn the Serpent into chum, you'll get PEARL #50.

Regrouping

Head back to the City, to the IRIS Network's Den. You'll finally meet the Governor of Hillys face-to-face. She'll give you a STAR KEY. While you're all talking, you'll get a very interesting transmission on the Den's radio. Your mission now is to get to the moon. For that, you'll need a spaceship. After the talking's done, head into the back room and collect PEARLS #53-64.

Before you leave the Akuda Bar, talk to Francis and get ready to engage him in some serious playing. If you win the bet, you can get PEARL #45. Go to Ming-Tzu's and buy PEARL #66 from him, and pick up IRIS 514 from the back room.

Now, it's time for ten more Pearls.

Alpha Sections HQ

Go to the star switch in the fountain area and deactivate the lasers. Hit the switch to bring down the elevator, then hop in and have Double H hit the switch to send you up.

All right. There are M5 Turrets and guards EVERYWHERE, so listen up:

Outside Part #1: Scoot around the front with impunity, under the overhang and along the wall. Then, head behind the guard and climb up the ladder to the next level. Wait for the patroller to turn and head away, then follow him until you reach the shadowy corner. Wait for him to pass back, then hop up onto the ladder behind him. Grab the next level but don't climb up until the nearest guard is walking away from you. Scoot behind him and under the pipe. Wait for the next guard to walk away, then get past him. Climb up the ladder, then crawl across the pipes to the far wall. This is, for lack of a better term, the "continue" spot, where you'll go back to if you die from here on.

Outside Part #2: Wait until the rotating guard is turned away, then hop down to the roof then, hop over to hang from the ledge. Wait again until he's turned away, then climb up and move around behind him. Climb up the boxes in the back and up to the nearby building.

Outside Part #3: Now you're edging along the outside of a building. The guard inside is circling around the room, and he CAN see you through the windows if you let him, so wait until he's looking away before moving. Go all the way around the outside of the house, then duck in through the doorway. Avoid the guard, and press the switch to open the door.

East District

Grab PEARLS #29-38 here. Leave by the door with the square switch. Use the roll to hop over the pipes and go to the next room.

Uh-oh. General Kehck doesn't look too pleased to see you. RUN!!!

Run down towards the screen, then left, then towards the screen onto the rooftops (feel like The Matrix?) Don't mind the slowdown, just keep moving. Follow the rooftops, leap the gap, then run across some more, avoiding more laserfire. When the rooftops end, head up away from the camera. Roll over a collapsed pipe and you'll leap out towards Double H and the way out of this mess.

Well, that was fun, wasn't it?

Baby Beluga

Now, it's time to find your spaceship. If you haven't already, look at the "For Jade" MDisk you were given by Pey'j before he got captured. Now, look at Pey'j's Jet-Boots in the inventory with X. Use the C-Stick to rotate them. Codes? Go back to the Lighthouse. Now, you'll need to find two consoles to put those codes into. One console is upstairs in the kids' sleeping room behind a bulletin board. The other is down in the hangar, behind another bulletin board. Put the left shoe's code in the console upstairs, and the right shoe's code in the one in the hangar. This reveals a button in front of the lower console. Press it. Ooooo... Pretty. Head up to the desk and grab the MDisk, which has the Beluga Check-Up on it, as well as the FLIGHT STABILIZER. You can place one of the stabilizers in one of the wings of the ship, but you'll need to find another. The boys at Mammago can help with that. Head out to the Garage and pick up the other FLIGHT STABILIZER for 20 Pearls.

Heading back to the Lighthouse, you'll see something rather disturbing. Quickly land and dock. Run up to the lighthouse and begin searching. Go upstairs and into the kids' room, where the first console is. After the cutscene, re-type in the code on the console, then head outside.

Surveillance Robots have been deployed to stop you. You have to take them all out using your Gyrodisks. Once all four are down, head back down to the hangar and hit the button again to open the way to the ship once more. Place the second stabilizer and hop in.

Now, the way this ship works is very similar to the hovercraft, only you can go up and down, too. B is used to connect from the hovercraft to the ship, or to drop it off if you're in the water. You still have the blaster and the Neutralizing Cannon, and you're going to need them, seeing how as soon as you leave in the ship, there's another attack.

MINI-BOSS: DOMZ SEA SERPENT #3

Now you can attack these flying monstrosities on your own terms. Tail the Serpent, hammering it with Cannon and blaster shots. Watch for the spread laser attack it uses to fend you off. Once you sink this slug, you'll get PEARL #73.

Volcano's Treasure

Even though you have the power of flight, there aren't too many extra places to go. However, there's one place you may remember hearing about. Head to Black Isle, into the volcano crater. Dip into the water and press B to drop off the hovercraft, then head inside.

Dock the hovercraft, then open up the nearby cabinet for MECA IMPULSER #6. Also, on the wall is the last animal on Hillys (AURELIA MAGNIFICENS). Yes, your Animal Detector now shows nothing, even though you're short an animal. He's out in space. Anyway, to the task at hand. Head through and climb up the shaft. When you see the ramps, hop across to the left and edge around. Go up to the red fungus and press Y for Double H. Knock the pod into the ramps so he can join you.

Proceed into the main cave. You'll face your first three Pearl Crochax here, PEARLS #77-79. Once they're kaput, go left and face another for PEARL #74. At the end of this run is a red fungus. Knock the pod into the distant ramps, then make your way back, taking out two more for PEARLS #75 and #76. Now, take the right path and knock your way past the amoebae, then you'll go against four more for PEARLS #80-83. Move on, down the ramps, and to the final area, where you'll face the final five Crochax for PEARLS #84-88.

You should at least have 30 Pearls in hand by now. If not, look in the Pearl list section later on. In any case, getting all 88 Pearls will automatically give you MDisk #14, the Pearl Game. You can leave the Volcano now.

Power to the Engines, Mr. Scott

Cruise on back to the Mammago Garage and land your ship there. Buy their Stellar Motor for 30 Pearls. Now, hop back on, and get ready to head to the outer limits. Fly up to the ceiling until you get the prompt to press X, then do so.

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5H. Fly Me To the Moon =
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I feel so insignificant. 'Course, I ALWAYS feel insignificant...

Your final animal is before you. Yes, in that big block of space ice. Hammer it repeatedly with blasterfire, avoid the ice chunks, and you'll free the space whale (MEGAPTERA ANAEROBIA). If you got them all, you'll get MDisk #8, which is the publication of all the animal pictures you've snapped. Anyway, fly straight to the moon once you're done.

Selene

There's only one structure here. Fly towards the transmitter and up its docking bay.

Transmitter Entrance

There are a few things to do, but for now, just ransack the vending machine, including PA-1 #13, and use the Reader if you wish. Head for the nearby two-button elevator. Command Double H to stand on a button while you stand on the other and we'll head down into danger. DANGER, I say!

DomZ Base

Room #1: Follow the light beam. At the end, look to the left for a little green glow, and pick up the MIRROR. Go back and to the right a bit to find a pedestal to put it on. It will rise up once you do that. Now, go to the mirror that the light's bouncing off of, press A next to it, and rotate it until it hits the new mirror. Now, go to the new mirror, and rotate it to the left until it hits a sensor back near the elevator. Grab the MIRROR in the little pocket you opened, then go back to the second mirror pole and rotate it back to the right until it hits the sensor nearby to open the way forward.

Room #2: Place the loose mirror on the pedestal right in front of you. Now, you can either rotate it to the right a short way, or go further to a nearby sensor, if you want some Materia. Otherwise, aim the light beam down the passageway until you get a *ting* sound and follow the beam.

Room #3: You can't manually turn these mirrors, but the panels on each side suggest turning them with your Gyrodisks. Stand behind each mirror and hit them on the right panel (to turn them left) until they hit another mirror. The last mirror will point the beam down a long passage.

Cloister

Run to the end of this long hallway. Ah, there's Pey'j. You now have to lower all the walls surrounding him using the light. Take the first mirror and point it to the left so it hits the mirror directly to its left, then continue so on around the outer ring. Once you make a complete ring, the outer wall will disappear. Now, just move the first mirror (the first one that gets hit by the light beam) to the right until it hits another sensor. You'll automatically hit them all and lower the second wall. Now, move it to the right a little more again and you'll lower the third wall. Have Double H break Pey'j's pod.

Time to move on. Beyond this scene is a Reader, and a map on the wall. That wall also has a gap on the left side, so slide past it. Hop into the blue light-a-vator to ride up. To your left is Materia. To your right is a couple of Alpha Sections soldiers. You can try to sneak past them, or just waste them. Anyway, head down the next blue light-a-vator and you'll reach an odd square structure. Walk around the right side to find an entrance.

The Great Crypt

There's a small light-a-vator maze, but it's no big deal. At the first fork in the road, just keep going straight, and you'll be on the fast track to the green light-a-vator. Ride it down and you'll reach a vantage point. Interesting sight, and even more interesting dialogue. Take your picture, and retrace your steps back to the Cloister, then head back towards the transmitter.

He's Alive?

Just as you pass back into the DomZ Base, you'll get a message. Once the cutscene's over, head back through the DomZ Base all the way back up to the Transmitter Entrance. Once you reach the ship, look to the right for a switch. Don't bother hitting it, but climb up above it. Have Double H hit it to bring a box over to you. Then, have him hit it again to bring you over on top of the Beluga. Now, look out over to the transmitter door for a switch. Fire a disk at it to get a box over to you. Then fire again and quickly hop onto the box. Find the rotator switch over on this side to lower the ramp. Now, call your teammates over and have them stand on the buttons. Go through the open door and dodge past the laser cannon. It's only a threat to you, just so you know. Enter the nearby tram car.

Radio Transmitter Room

Take a picture of the barcode and send it to the governor. Use the code. Watch the cutscene. Uh-oh. Time to get movin'. Run back to the tram car, then back down the hallway to the ship. Make sure your guys are following you, and not getting hung up anywhere. Once you board the ship, the Transmitter will blow, and General Kehck will want a piece of you...

BOSS: ALPHA SECTIONS GIANT SPIDERBOT

You'll be caught in a tractor beam and pulled along while the Spiderbot guns for you. What you have to do is destroy any blinking lights that pop up on the ship. This battle is taken in several stages.

Stage #1: Eight blinking lights. Kehck doesn't fight back.

Stage #2: The bot fires a composite beam that shoots out in several directions, then contracts. Shoot the three lights on the beam aperture.

Stage #3: Constant twin lasers are fired from all four legs. Destroy the three blinking lights on each of the legs.

Stage #4: Composite beam again, plus he releases two mines every few seconds. Avoid the mines and hit the three lights on the beam aperture.

Stage #5: An electric field is created between two of the legs. Avoid it and fire at the four lights. Go around the outside of the legs to reach the other side of the bot.

Stage #6: Composite beam + mines again. Shoot at the four lights, not the center.

Stage #7: Electric field again, plus laser beams. Hit each set of three lights to stop the beams.

Stage #8: Four mines at once, now, plus eight laser beams, plus the composite beam. Owie. Fire at the three lights on the beam aperture to sink Kehck.

You've brought him to the ground, but you still need to disengage the tractor beam. Now, I'm assuming that what the game WANTS you to do is drop into the water, and use the torpedos being fired upon you to get rid of the mines in your way, but it's far simpler just to blast them from the ship, so do that, then drop to the water.

Proceed inside. Watch out for the electric wire hanging down. When you reach the next room, take out the three Alpha Sections Soldiers here. Once

they're toast, ride up the blue light-a-vator. You'll find what's left of Kehck and the switch to turn off the tractor beam. Head back down. Be sure to SAVE YOUR GAME at the Reader here, because you won't get another chance.

Now, hop back into the craft, then ride up into the Beluga.

Rise Hillyans

Now, they'll send a whole bunch of Alpha Sections Fighters after you. There's a ton, but you only need to down about fifteen before the cavalry shows up in the form of Hillyan Fighters. They'll keep them busy, so land on the pad in front of the DomZ Base. Get everyone on the triple elevator to drop down to The Great Crypt.

FINAL BOSS: DOMZ PRIEST

Like Kehck before him, the battle with the Priest plays out in several stages:

Stage #1: A whole bunch of Sarcophagi. Fortunately, you can pwn them in one hit now.

Stage #2: The Priest fires a laser, and then several homing shots. Fire disks at him between attacks. Three disks will end this stage.

Stage #3: The Priest now creates a wall of Materia, and creates Pey'j clones to attack you. Hit Y so Double H can knock them into the air, then knock the clones into each of Materia wall. The clones will turn into Sarcophagi when they hit, so you'll have to clean that up. When you get an opening, aim a clone through a hole in the wall and hit the Priest.

Stage #4: Double H gets scooped up now. The platform rises until it's tiny. Now, what you have to do here is wait for the Priest to appear and quickly attack in that direction. Don't go in any other direction other than the way he is, or he'll bite you. Go on like this for a bit. When the Priest appears above you, move in the direction to the side of his tail (either way) to avoid his attack. Once you hit him enough times (it's not that many in succession), this stage will be over.

Stage #5: Now, the Priest will create clones of Double H. You fight them just as you fight Alpha Sections Soldiers, only the clones take one hit, and then they turn into Sarcophagi. Take them all out, avoiding the Priest's incoming fire.

Stage #6: Now it gets interesting. Your perceptions are weakened, and your controls are now reversed. Fight off the Sarcophagi here to get used to the situation.

Stage #7: This is the same thing as Stage #4, with the Simon Says routine, only controls are reversed, so if he's to your left, you hit right, and so on. You still have to avoid his above attack by dodging to the side. After about nine of these in succession, the Priest will give up the ghost.

Congratulations! You've saved Hillys from the threat of the DomZ! Now, the question remains. Will there be a sequel? It sure looks like the story could continue from the looks of the ending, not to mention the fact that we haven't been fully explained as to what Jade is (not that we HAVE to be, mind you).

And now, some white space...

This white space was brought to you by a grant from the Not-Spoiling Last Boss Foundation. Now, you're quite free to read these info sections ahead.

6. GAME LISTS

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6A. MDisks =

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The following are the MDisks available in the game, and how to get them.

1. Game Save - You start with this. It's used to save the game.
2. Mr. De Castellac - You'll find this down in Pey'j's Workshop after chasing the drone down there.
3. The Pearl and the Currents - This is found in the IRIS Network HQ.
4. For Jade - This is given to you by Pey'j automatically in the Factory.
5. Surveillance Camera - In the Factory, in the upper levels room called "Nutripils Vat", you'll find this in a recorder.
6. Hillyan Army Database - In the Factory, in the upper levels room called "Computer Room", you'll find this in storage.
7. Beluga Checkup - You'll find this on Pey'j's secret desk after entering the codes and revealing the Beluga.
8. Animal Species - You'll automatically receive this after snapping a picture of the fifty-sixth and final animal.
9. IRIS 511 - Say the password to Ming-Tzu to get into the back storeroom to find this.
10. IRIS 512 - Same as 511.
11. IRIS 513 - Same as above, only you can only get this after the Factory.
12. IRIS 514 - Same as above, only you can only get this after the Slaughterhouse.
13. Disk Game - See the section at the bottom of the guide for info on how to get this secret disk. The short story is that you have to go online to

get the code.

14. Pearl Game - Get this for collecting all the Pearls on Hillys. The rules are simple. Use the Control Stick for the left pearl and the C-Stick for the right pearl. Avoid any obstacles for as long as you can.

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6B. Pearls =
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The following are each of the Pearls, in numerical order, and how to get them.

1. DomZ Lighthouse Monster - You get this at the beginning of the game, after defeating said monster.
2. DomZ Sea Serpent - You'll find this after your first fight with a Sea Serpent.
3. Looters' Booty - This is the prize for completing Looters' Cavern 1, which is on the beach just to the left of the City's south entrance.
4. Science Center: Film of Animals 2 - You get this after snapping a picture of your sixteenth animal.
5. Victory in the Disk Game - Beat Francis at his own game at the Akuda Bar.
6. Rufus' Booty - In the Akuda Bar, go up to the second floor balcony, then zoom over to Rufus and Seven's table. Get a good look at the code on the table, then punch it in on the lock on Room #2.
7. Science Center: Film of Animals 3 - You get this after snapping a picture of your twenty-fourth animal.
8. Race 1 Victory - Place first in Race 1, in the western part of the City.
9. Race 2 Victory - Place first in Race 2, in the western part of the City.
10. DomZ Pterolimax - Reward for defeating the Pterolimax in the Black Isle Mines.
11. Science Center: Film of Animals 4 - You get this after snapping a picture of your thirty-second animal.
12. Pearl Crochax - This is found in the Vorax's Lair, just east of the Mammago Garage. You'll need Cutting Pliers to get through the wire fence.
13. Taken Back from the Alpha Sections - Once you get the Square Key from the Factory, go back to fountain square and open the square-locked door in the City. There's a locked cabinet in this shed with the Pearl. To get the code, go to Room #1 in the Akuda Bar and speak to the goat-man there.
14. Bought from Nouri - This is the first Pearl you can buy from Nouri for 3000 Units.
15. Bought from Ming-Tzu - This is the first Pearl you buy from Ming-Tzu for 3999 Units.
16. Taken Back from the Alpha Sections - This is the prize for completing the obstacle course in the City, which is behind a door near Ming-Tzu's Shop. You'll need a City Pass to get there.

17. Science Center: Film of Animals 5 - You get this after snapping a picture of your fortieth animal.
18. Looters' Booty - This is the prize for completing Looters' Cavern 2, which is on the beach in the east canal around the city. You need the Neutralizing Cannon to access the area.
19. Taken Back from the Alpha Sections - This Pearl is in the Factory, in the lower levels, specifically in the cold storage room in the laboratory.
20. DomZ Robot at the Factory - The boss at the end of the Factory.
21. DomZ Torture Machine - Found in the Factory, after freeing Double H from the Torture Machine.
22. Reaper - Found in the Factory after defeating the Reaper. Go down to the water to retrieve it.
- 23.
24. Hillyans' Donations (Collected from IRIS) -
25. These five Pearls are your reward after the Factory mission. You can
26. pick them up at IRIS.
- 27.
28. Science Center: Film of Animals 6 - You get this after snapping a picture of your forty-eighth animal.
- 29.
- 30.
- 31.
32. Taken Back from the Alpha Sections -
33. These ten Pearls are in the Alpha Sections HQ, which you can get to from
34. the City by using the Star Key you get from the Governor after the
35. Slaughterhouse mission.
- 36.
- 37.
- 38.
39. Taken Back from the Alpha Sections -
40. These three Pearls are held by Crochax in the Alpha Section Underground
41. Quarters in the eastern canal near the City.
42. Alpha Section HQ -
43. These three Pearls are found behind the barred door in the City, near
44. the entrance to the PedDis, after sneaking through the Warehouse.
45. Victory in the Disk Game - After the Slaughterhouse mission, challenge Francis in the Akuda Bar for his new pearl. He's tougher this time.
46. Bought from Nouri - After leaving the City and coming back after joining IRIS, Nouri will have another Pearl up for sale.
47. Bought from Ming-Tzu - After leaving the City and coming back after joining IRIS, Ming-Tzu will have another Pearl up for sale.
48. Taken Back from the Alpha Sections - In the Slaughterhouse in the East Wing. This is near the blue light-a-vator.
49. Looters' Booty - This is the prize for completing Looters' Cavern 3,

which is on the south side of the southern laser cordon, to the east of the Lighthouse. You need Jump Jets.

50. DomZ Sea Serpent - You'll find this after your second fight with a Sea Serpent, which is after the Slaughterhouse mission.
51. Looters' Booty - This is the prize for completing Looters' Cavern 4, which is in the southwest portion of the map, to the west of the Slaughterhouse entrance. You need Jump Jets.
52. Taken Back from the Alpha Sections - In the Slaughterhouse, go through the Trolley Entrance to get to the Central Hall. Knock the Guardian robots into the dual electrical field and find this Pearl behind it.
- 53.
- 54.
- 55.
- 56.
57. Hillyans' Donations (Collected from IRIS) -
58. You'll find these twelve Pearls in the back room of the Iris Den after
59. the Slaughterhouse mission.
- 60.
- 61.
- 62.
- 63.
- 64.
65. Taken Back from the Alpha Sections - After getting the Jump Jets. Go to the Main Canal in the city and find some laser cordons to jump over. Navigate this cramped canal to find a crate with the Pearl in it.
66. Bought from Ming-Tzu - You can buy this at Ming-Tzu's shop after the Slaughterhouse mission for 3999 Pearls.
67. Taken Back from the Alpha Sections -
68. These three Pearls are behind the Triangle door in the City, near the
69. Akuda Bar. There's an obstacle course to get to them, though.
70. Taken Back from the Alpha Sections - This Pearl is in the Slaughterhouse, in the North Wing. It's visible through a doorway covered by red beams. To get to it, use the hole from the room opposite it. Don't get caught by the guards.
71. Race 3 Victory - Place first in Race 3, out by the Slaughterhouse.
72. Race 4 Victory - Place first in Race 4, out by the Slaughterhouse.
73. DomZ Sea Serpent - You'll find this after your third fight with a Sea Serpent, which is after you get the Beluga to fly.
- 74.
- 75.
- 76.
- 77.
- 78.
- 79.
80. Volcano Crochax -
81. After getting the Beluga off the ground, go to the Black Isle volcano
82. crater and land in it. Take out all the Crochax here for a total of
83. fifteen Pearls.

84.
85.
86.
87.
88.

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6C. Animals =
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The following are each of the animals you need to document, and how to find them. I've arranged them roughly in the order you should be able to find them. For most of them, you'll need the Digital Zoom. Just get shots of the first eight guys to get the Zoom quickly.

1. Adalia Octopunctata

Looks Like: A flying beetle

Found: There's one flying around the inside of the lighthouse. Easy pickings. It should be your first photo.

Pay: 150 Units

2. Homo Sapiens

Looks Like: A human

Found: Several of your kids, as well as several city dwellers.

Pay: 200 Units

3. Capra Sapiens

Looks Like: A goat person

Found: Two of your kids. Look for the horns.

Pay: 350 Units

4. Canis Canis

Looks Like: A white shaggy dog

Found: The lighthouse, usually asleep upstairs.

Pay: 100 Units

5. Larus Albus

Looks Like: A seagull

Found: The lighthouse, as well as a lot of places out in the ocean.

Pay: 400 Units

6. Priodontes Campestris

Looks Like: An orange armadillo

Found: The lighthouse, outside in the field. Don't get too close or it will burrow.

Pay: 150 Units

7. Sus Sapiens

Looks Like: Uncle Pey'j

Found: Well, he generally tags along with you for a while...

Pay: 600 Units

8. Musca Saprofagia

Looks Like: A green fly

Found: Kick the barrel near the fridge in the Lighthouse to scare up one.

There are also several in the mines.

Pay: 150 Units

9. Lampyris Campestris

Looks Like: A firefly

Found: At nighttime, you can find them hanging out by the tree near the Lighthouse. They also float around the mines.

Pay: 300 Units

10. Dipneustus Trilineatus

Looks Like: A thin fish

Found: In the hangar of the lighthouse.

Pay: 400 Units

11. Lutra Erecta

Looks Like: A wobbly otter

Found: On the roof of the lighthouse. Activate the shield to get a good view, and you need the Digital Zoom.

Pay: 1000 Units

12. Rhinoceros Sapiens

Looks Like: A rhino person

Found: They're the Mammago Boys, mon!

Pay: 300 Units

13. Teratosaurus Imperator

Looks Like: A DomZ Sea Serpent

Found: You'll fight a few of these through the course of the game. If you keep forgetting to take a picture, go to a small cave to the left of Black Isle to find some bones of one, which are just as good.

Pay: 2000 Units

14. Rascax Caeruleus

Looks Like: A blue dolphin-type fish

Found: You can find blue scorpion fish most anywhere in the water. Pey'j will point them out when you first see them. They're friendly, so don't worry about missing any photo ops.

Pay: 300 Units

15. Bufo Erectus

Looks Like: A green frog

Found: Several places, but you can start with the Vorax Lair, just to the east of Mammago Garage.

Pay: 450 Units

16. Lycoperdon Fugiferus

Looks Like: A fungus with a red blob that pops up when your teammate slams the ground.

Found: A few places, but the first time to find them is in the Black Isle mines.

Pay: 400 Units

17. Anemonia Mutabilis

Looks Like: A purple anemone with bright blue fronds.

Found: Black Isle mines

Pay: 500 Units

18. Crochax Velox

Looks Like: A winged-worm with nasty teeth.

Found: Many caves, but first in the Black Isle mines.

Pay: 1000 Units

19. Cyanea Urtica

Looks Like: A bright blue jellyfish.

Found: Black Isle mines, in the Secondary Shaft.

Pay: 700 Units

20. Pelagia Pachydermis

Looks Like: A darker jellyfish with spikes and skin.

Found: Black Isle mines, in the Secondary Shaft.

Pay: 800 Units

21. Alicia Splendens

Looks Like: A large tentacle with bright blue fronds.

Found: Black Isle mines, in the Secondary Shaft.

Pay: 300 Units

22. Spongus Gluanteus

Looks Like: A bunch of blue goop on the floor.

Found: Black Isle mines. From the Secondary Shaft, go to where you get the Cutting Pliers. On the way out, turn left at the map on the wall. It's on the floor.

Pay: 500 Units

23. Helix Rupestris

Looks Like: A red creature inside a spiral shell.

Found: The same place as the Spongus Gluanteus (above). It's on the back wall. To get it out of its shell, walk around on the sponge for a bit, then quickly snap up the camera to get the shot. It must be all the way out of its shell, not just the eyes.

Pay: 500 Units

24. Amoeba Polypodia

Looks Like: A small blue amoeba

Found: Black Isle mines, in the Ancient Mine. After taking out the three Crochax threatening Pey'j, go down the ramp you just lowered. Behind it is a small shaft leading to the little guys. Get a pic as they poke their heads out.

Pay: 750 Units

25. Planaria Rupestris

Looks Like: A blue floating organism.

Found: Black Isle mines, in the Ancient Mine. After taking out the three Crochax threatening Pey'j, you'll be launched to the other side of a door. On a box in the corner is a power box. Kick it and the creature will come out and float around.

Pay: 500 Units

26. Nautilus Fluoreus

Looks Like: A mollusk in a spiral shell floating around.

Found: Black Isle mines, in the Main Shaft. It leisurely floats around the first area with its kids.

Pay: 500 Units

27. Palinurus Rupestris

Looks Like: A short, rotund, reptilian biped with two claws.

Found: Several caves, but first in the Black Isle mines, in the Main Shaft.

You'll know them, as you just crushed their eggs...

Pay: 900 Units

28. Pterolimax Gigantea

Looks Like: The boss of the Black Isle mines.

Found: At the end of the Black Isle mines.

Pay: 3000 Units

29. Astacus Erectus

Looks Like: A small brown lizard.

Found: The Black Isle mines, on the surface. Hop into the machine near the pond.

Pay: 400 Units

30. Papilio Pilosus

Looks Like: A purple slug.

Found: The Black Isle mines. In the area with the Astacus Erectus, knock down the wire fence behind them. Follow the tunnel, and, at the end, look out across the room to see it crawling around.

Pay: 300 Units

31. Aquilus Sapiens

Looks Like: An eagle person.

Found: The City. He's the guys at the newsstand.

Pay: 300 Units

32. Arachnis Viridis

Looks Like: A green crawling bug.

Found: The City. Head into the unmarked door near the newsstand. Look beyond the red lasers.

Pay: 350 Units

33: Walrus Sapiens

Looks Like: A walrus person.

Found: The City, walking around the Pedestrian District, also Ming-Tzu.

Pay: 300 Units

34: Taurus Sapiens

Looks Like: A cow person.

Found: The City, tending the bar at the Akuda Bar.

Pay: 350 Units

35: Carcharodon Sapiens

Looks Like: A shark person.

Found: The City, in the Akuda Bar, either the one playing the Paddle Game, or Rufus over at the table.

Pay: 400 Units

36: Felis Sapiens

Looks Like: A cat person.

Found: The City, in the IRIS Network HQ, is where Mei spends most of her time.

Pay: 400 Units

37: Koi Kumonryu

Looks Like: A small eel.

Found: The City, in Ming-Tzu's Shop, swimming around in his fishtank.

Pay: 300 Units

38. Macropodia Omnivora

Looks Like: A small pink slug.

Found: The Alpha Sections Underground Quarters. Use the entrance from the eastern canal. You need the Neutralizing Cannon to bust down the Filter Drones and enter the area.

Pay: 400 Units

39. Megaptera Purpurea

Looks Like: A red whale.

Found: Past the northern laser cordon past Black Isle. Get a shot as it breaks the surface. It appears only after you join IRIS.

Pay: 2200 Units

40. Manta Cyanea

Looks Like: A flying manta ray.

Found: Flying around the Factory. It appears only after you join IRIS.

Pay: 700 Units

41. Vorax Nocturnus

Looks Like: A floating fish-like being.

Found: In the entryway to the Factory.

Pay: 500 Units

42. Rattus Giganteus

Looks Like: A brown rat.

Found: In the Factory, all over the place.

Pay: 200 Units

43. Aedes Raymanis

Looks Like: A tiny worm.

Found: In the Factory, in the Laboratory room, on the nose of a dead cow.

Pay: 800 Units

44. Cyclopeus Palustris

Looks Like: A bipedal, one-eyed, very ill-tempered green thing.

Found: In the Factory, after rescuing Double H, you'll find this guy, more commonly known as a Reaper.

Pay: 3500 Units

45. Sarcophagus DomZii

Looks Like: A floating green being with two arms and a blue center.

Found: The first time you can get a picture of these guys is in the Factory, once you reach the Upper Hall.

Pay: 900 Units

46. Rattus Albus

Looks Like: A white rat.

Found: In the Factory, in the upper levels. While you're crawling around on the pipes in the beginning part, you'll see him behind one of the grates. He'll spook easily, so wait until he comes and sneak up on him.

Pay: 750 Units

47. Blabera Gregaria

Looks Like: Tiny bugs.

Found: In the Factory, in the Closet on the upper levels. Open the cabinet. Place a food item in the cabinet and take a picture once you get a green circle, as it gets carried away.

Pay: 700 Units

48. Manta Magnificens

Looks Like: A really big red manta.

Found: In the west ocean, to the northwest of the lighthouse. Once you get the Jump Jets you can find it.

Pay: 850 Units

49. Megaptera Borealis

Looks Like: A big blue whale.

Found: In the south ocean, just swimming around. You'll need the Jump Jets

to get close enough, though.
Pay: 2000 Units

50. Anguilla Bifida

Looks Like: A thin black eel.

Found: In the Slaughterhouse Quarter, underneath the Torpedo Launcher.

Pay: 600 Units

51. Trilobites Saltans

Looks Like: A slug with yellow eyes

Found: In the Slaughterhouse Entrance area, crawling around in the corner in front of the huge gate. You'll also fight a bunch of them in the East Wing.

Pay: 1100 Units

52. Ignis Ignifera

Looks Like: A red jelly-blob.

Found: In the Slaughterhouse Ventilation Room. Go to the Surveillance Room, and ride the huge gate up with Double H's help. Go to the other side you climb up on to reach the room. Kill all the Rats in your way and Gyrodisk the switch above the flame to uncover him.

Pay: 700 Units

53. Timorea Saponifera

Looks Like: A blue bug trailing bubbles.

Found: In the Slaughterhouse Trolley Entrance. You can't miss the blue bubbles, but it's tough to get a good shot. Step back, fire a disk at the pile of stuff it's hiding behind. It'll hop over to the other pile. You need to take the picture as it's travelling from one pile to the other. It's best to move the camera into its "traffic lane" just after firing the disk.

Pay: 800 Units

54. Amoeba Saltans

Looks Like: A green blob

Found: In the Slaughterhouse Central Hall, accessed from the Trolley. Just as you step off the trolley, you can push the switch in front of you. The amoeba will hop from one pipe to the other. Have Double H push the switch so that you can get in a good position to take the shot.

Pay: 500 Units

55. Aurelia Magnificens

Looks Like: A blue blob on the wall

Found: Volcano's Treasure, which you can get to after getting the Beluga to fly. Once you land and dock your hovercraft, the bugger should be very easy to find.

Pay: 500 Units

56. Megaptera Anaerobia

Looks Like: A big space whale

Found: In outer space. Halfway between Hillys and the moon, shoot the big chunk of space ice repeatedly to free the whale.

Pay: 800 Units

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6D. PA-1s =
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Here's a list of all the PA-1s I've found, roughly in the order you should be able to find them:

1. Lighthouse - In the upstairs bathroom.
2. Vorax Lair - This area is east of the Mammago Garage. You'll find it in the cabinet in the entry landing area.
3. Black Isle Main Shaft - In the vending machine, just after your second wire fence (although it's the first one you see).
4. Black Isle Surface - After getting the Cutting Pliers, you can cut the fence up here (it's through a machine next to a pond). Drop down to the cabinet below.
5. The City - Bought from Nouri's Stand for 1500 Units.
6. The City - Bought from Ming-Tzu's Shop for 1500 Units.
7. The Factory - In the Electrical Closet, near the big power generator, behind the electrical field (knock a Guardian into it).
8. The Factory - In Room #6 of the Shipping Room (sneaking area). There are two guards. One who stands still and one who rotates. Slip by both of them and under a pipe, or just fight them. The PA-1 is in a cabinet behind the stationary one.
9. The Factory - Just after fighting the DomZ Robot at the end of the Factory.
10. The Slaughterhouse - In the North Wing. There's a room with two Cyclopiuses. There's also a door not guarded by an electric field. This door leads to an area where you can sneak by guards, mines, and modules to reach the PA-1.
11. The Slaughterhouse - In the North Wing. Soon after riding down an elevator (you recently got a Fuse), you'll find a guard at the top of a ramp with mines on it. Behind that guard is the door to the room with the PA-1.
12. The Slaughterhouse - In the East Wing. You'll find a room with cranes moving boxes. Grab onto a box to be carried into an area with the PA-1.
13. Selene - On the moon, once you get inside the Transmitter Base, you'll find this in a nearby vending machine.

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 6E. Meca Impulsers =
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Here's a list of all the Meca Impulsers I've found, roughly in the order you should be able to find them:

1. Mammago Garage - In the first vending machine.
2. Mammago Garage - In the second vending machine.
3. The City - Ming-Tzu's Shop
4. Alpha Section Underground Quarters - This one is accessible once you get the Square Key. Enter the gate on the west side of the channel that runs around the outside of the city. The Impulser is in a cabinet here.
5. Slaughterhouse - This is in the Trolley Entrance room, which is just off the Surveillance Room. You either need Double H to push a box so you can get to it, or climb up through the broken window above the busted door. It's in a cabinet in that room.
6. Volcano's Treasure - After getting the Beluga to fly, go into Black Isle's crater. There's a cabinet with the Impulser just inside.

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 6F. MDisk #13: A Mini-Walkthrough =
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Okay. Here's how it goes. First of all, you need to have a pretty high "score". You're scored based on time, pearls, animals, etc. You shouldn't even attempt this until your score is high enough. I'd say you're in good shape once you beat Francis a second time at his Disk Game.

Now, go to <http://www.beyondgoodevil.com/us>. On the main site, click on

"Access the Darkroom". You'll need to register for ubi.com at this point, if you haven't done so already. It's free, and you can choose for them not to send you stuff. Once that's done, go to the Darkroom proper. Now, you need to enter your Internet Code. To find this out, go to the game on your system and go to the Load Screen. You'll see the Internet Code on the bottom of the screen. Enter this sixteen-character code. You'll get your score and ranking, and if you're high enough, click on "Mission", and you'll be given your secret IRIS Network mission. You can enter your e-mail if you want to just be able to access the mission at any time, or just click on "Start the Mission".

What you have to do is hack into an account by guessing the password. You have to guess the letters in the password. It's just like Hangman. Type in a letter, and if it's right, it will appear in the dashes on the password. If it's wrong, the "hacker tracing program" will begin. If you get four wrong, you're done and will have to start over by clicking on the mission start link again. If you get it right, though, the other window will change and will show you a four-character code.

Here is a list of all the possible passwords, arranged by their number of spaces (thanks go out to Jesper Rasmussen):

LVL4:

N E W S
P E Y J
J A D E
D O M Z
Z O O M

LVL5:

M U S C A
H E L I X
V O R A X
A N C E L
A K U D A
A L P H A

LVL6:

R A Y M A N
C A M E R A
G U E R R E
S E C R E T
H I L L Y S
P R E U V E

LVL7:

D O U B L E H
S E C T I O N
A Q U I L U S
P A P I L I O
A N I M A U X
U B I S O F T
T I M O R E A
D E F E N S E
C R O C H A X

LVL8:

A N G U I L L A
A N E M O N I A
N A U T I L U S

L E N T I L L E
D A R K R O O M
R E P O R T E R

LVL9:

C R E A T U R E S
R E B E L L I O N
C Y C L O P E U S

LVL11:

I N F O R M A T I O N

LVL12:

C O N S P I R A T I O N
G O U V E R N E M E N T
P H O T O G R A P H I E

This four-character code is used in the Akuda Bar, on the cabinet next to the Disk Game. This will give you MDisk #13 - The Disk Game.

This just isn't the normal game. Oh no no no. There are Options now:

Variable Power: Turn this on and you can set how hard you wish to throw your disk by how long you hold down the A Button.

Pallet Swap: Turn this on and there will be a blue cursor around the nearest disk you're pointing at. Press X and you'll swap to that disk.

Player 1: Set Player 1 as a human or computer with variable difficulty.

Player 2: Same as Player 1.

So, have fun with it. The game keeps track of how long a round lasts so you can time yourself.

7. STANDARD GUIDE STUFF

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7A. Legal =
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This FAQ was made 100% by me, and is Copyright © 2004 Scott "CyrizZ" Zdankiewicz. You may not take it in whole or in part and claim it as your own. You may not alter it in any way, even if you ask me first, and that includes putting it in HTML format. Please don't post this on your site unless you have express consent by me. I've put a lot of time into this. Give me some credit...

Currently, the following sites have permission to post my FAQ:

www.gamefaqs.com
www.gamewinners.com
www.ign.com
www.cheatcc.com

I'm not going to allow people with small personal sites to post this FAQ. They may post the link on GameFAQs with all the Prince of Persia guides, but, trying to keep updates, well, updated, I'll only allow large committed sites that I trust.

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7B. E-mail Guidelines =
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If you wish to e-mail me, be sure to follow these guidelines...

- Make ABSOLUTELY sure I haven't already answered your question in the guide.
- Make sure it has something to do with Beyond Good & Evil. I don't want spam, chain letters, offers for friendship. Compliment me on the FAQ all you want, though...
- Make sure you say Beyond Good & Evil at one point in your e-mail. I have more than one FAQ, and asking a generic question such as "How do I beat the last boss?" doesn't tell me much.
- Spell correctly and use proper grammar, please. If I can't understand your e-mail, it'll go to the junk pile...

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7C. Credits =
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CJayC, Al Amaloo, and IGN for having this on their sites.

Ubisoft for this awesome story-driven game.

Jill Rebryna and Alex Garcia, for some info on animalia that I didn't pick up.

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7D. Version Updates =
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Version 1.0 - 1/15/04 - Well, from start to finish, there you have it. Unless people find PA-1's that I haven't, or Meca Impuslers, I'd say that's about a wrap.

Version 1.1 - 5/23/05 - Hi! Missed me? Some new locations of animals (earlier, easier), and some other minor adjustments.

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7E. The Final Word =
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CAAAAAARLSOOOOOON AND PEEEEEEETEEEEERS!!!