

# Phantasy Star Portable 2 (Import) Walkthrough

by DeviF0xx

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Phantasy Star Portable 2  
[Japanese Version]

For Sony PlayStation Portable

STORY MODE WALKTHROUGH by DeviF0xx [devif0xx@devimension.com]

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Dedicated to my dear friends, Jessica and Christine, who seem to think that being able to "read scribbles and chicken scratch" is a silly thing to learn how to do. And to Cody from Alabamaaaaa~ ... I know I have their support.

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Alright, let's get this out of the way first. This is just an FAQ to get you through the Story Mode of PSP2. This isn't an FAQ for the entire game. That's what Wikis are for, and this is no Wiki.

I will be using Japanese text occassionally in this walkthrough, so in order to properly see it, you will need to have Asian Language Character Support on your computer installed, and to view this page in the proper encoded format. While I'm using "Unicode (UTF-8)" format, some sites might change it to "Shift\_JIS" format. You can change the encoding of this page in browsers like FireFox and Internet Explorer by going to "View" >>> "Character Encoding", and selecting the correct encoding format.

If you plan to cite this FAQ, I don't mind if you do it or not, but please give credit where credit is due. I'd be very appreciative of it.

I don't expect you to be 100% fluent in the Japanese language, but at the very least I do expect you to have a minimal--albeit vague--grasp of the language; just enough to be able to navigate the menus and action buttons and the ilk, or to be able to do remedial tasks such as buying Monomates and Moon Atomizers from the local shopping district. Most importantly to be able to select missions from the Mission Counter.

If you have trouble navigating menus in the game, please reference this page that will translate them into English for you:

[http://bumped.org/psublog/  
phantasy-star-portable-2-english-menu-translations/](http://bumped.org/psublog/phantasy-star-portable-2-english-menu-translations/)

Also, if you're truly interested, please feel free to visit and contribute to the English-speaking Wiki at:

[http://psp2.psupedia.info/Main\\_Page](http://psp2.psupedia.info/Main_Page)

Or if you can understand Japanese on some level, there's the Japanese Wiki at:

<http://pspo2.wikiwiki.jp/>

=====  
WRITING STYLE OF THIS FAQ  
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I'm going to be giving a basic overview of all 10 Story Chapters, plus the additional 3 extra chapters of PSP2's Story Mode. During the Multiple Choice sequences, I will help you make sure that you get the answer right by not only providing which answers you should choose but if they're the one [UP] or [DOWN] in the multiple choice window. This guide is covering the multiple choice sequences that ARE REPEATABLE. Meaning, while there are multiple choice sequences that do appear in cutscenes in the city between missions, for the most part I'm going over the ones that appear in CUTSCENES THAT HAPPEN DURING THE MISSIONS.

Much like its predecessor, PSP2 only has one of two choices for each multiple-choice instance that occurs in the game. As a result, selecting the right answer becomes easier and easier.

Another thing I will do in this FAQ is write a basic overview of what must be done to complete the mission in order to get an "S" Rank, and the parameters necessary to do so in both Normal and Hard modes. I will supplement each chapter with some light strategic advice as well.

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THE BENEFITS OF COMPLETING STORY MODE  
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With each successive chapter completed on both Normal and Hard modes more goodies become available in the shops and missions:

- \* More Furniture / Room Goods become available in the Style Shop.
- \* More Music Discs become available to purchase for the Juke Box in your MyRoom.
- \* Certain Items / Weapons / Line Shields / Units are only awarded by Story Mode Missions.
- \* Increased selection in Clothing Wardrobe availability in the Style Shop.
- \* More Free Missions become available.
- \* Because More Free Missions become available, by Proxy, more Weapons / Armor becomes available.

\* Partner Cards of all characters [Except your Partner Machine] are only in story mode.

\* Achievements that involve finishing Story Mode require you to obviously play Story Mode.

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THE IMPORTANT, NEED-TO-KNOW BASICS  
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As I mentioned earlier, I'm only covering the Multiple Choice sequences that occur DURING (not BETWEEN) Missions for the most part.

During cutscenes, you should remember this:

\* To hastily skip ahead through a cutscene and go straight to the next part, hold down the START button on your PSP. Don't worry. If there's a multiple-choice question in the cutscene, you will jump straight to the multiple choice part.

\* If you missed anything in the cutscene and are actually trying to follow along with the story unfolding in the cutscene, you can just as easily hit the Triangle button on your PSP to bring up the text for you to read.

Aside from these simple factoids about the functionality of features in story mode, there are a couple of other things to remember as well:

\* Like all traditional RPGs, when you're stumped and don't know where to go, talk to everyone in in the city, especially NPCs that have a spinning white and orange chat bubble floating above their heads, as they have something particularly significant to say to advance the story further.

\* The typical formula to advance the story is similar to PSP1. You can't simply do a Story Mission and advance to the next one. You need to break it up by doing something in the town in between. Be it a Free Mission, going to your MyRoom, the Cafe, the Little Wing Office. The MyShip, etc. Every time you beat a Story Mission, more FMs (Free Missions) are unlocked. You can tell because a little jingle of music will play, and a notification window with the words "FM (Name of the Mission in Japanese)" will be unlocked. To simplify, the flow of gameplay in Story Mode should be "Story Mission >> Talking/Do an FM/Go to Room/Little Wing Office/Cafe >> Next Story Mission Available >> Repeat the Cycle".

\* This game has Multiple Endings. Unlike PSP1, once you clear the game once, you can freely go back and pick and choose what ever story mission you wish to play. So if you get the bad ending in Story Mode, you can go back and do the multiple-choice questions again during a mission to turn it into a better potential ending. There are THREE endings total. The Bad, Normal, and True Endings. Clearing each ending will reward you a different visual unit to equip to your line shield. The Bad Ending earns you Black Wings. The Normal Ending earns you White Wings. And the True ending earns

you Red Wings. There is a secret "Story Points Counter" that tallies up the number of good responses that you make in Story mode. This also counts towards a potential good ending. Another thing that plays a factor on the ending is whether or not you get an "S" Rank for the Mission. Generally, for most of the story missions (not all), the typical criterion for obtaining "S" rank is to finish the Mission as fast as you possibly can (Usually within 10 to 25 minutes, depending on which mission), and to do so without dying. If you die with a Scape Doll, you are still eligable for an "S" Rank. The Multiple Choice portions do NOT affect whether or not you get an S Rank for the misson, they only affect the Ending of the game itself. So don't worry.

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STORY MODE MISSIONS

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////////////////////////////////////// CHAPTER 01 ////////////////////////////////////\*\_\*\_\*+

--- ACT 1-1 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ UP ] \* 少女に声をかける
- [ DOWN ] \* たしかにひどい
- [ DOWN ] \* ここに来たことがあるの？
- [ UP ] \* 信じる
- [ UP ] \* 大丈夫

:::MISSION OVERVIEW:::

>>>>>>>>

This is the opening Mission. You will meet your main partner character who will be with you for the majority of the game, Emilia Percival. For the opening mission, you are locked in the ruins and must find a way to get out. This is basically a Tutorial Mission. You learn how to fight against enemies, and must use the new player trick, the "Escape Roll" (Double tap the Circle Button and roll out of the way) to leap over fences and grab gate keys to unlock gates. A pretty standard hack 'n' slash mission. Just kill enemies and make your way to the boss. You might pick up a scape doll, which comes in the form of a red glowing box, like all rare items. Pick it up, but bear in mind you can only hold one at a time.

<><>::PARAMETERS FOR GETTING S-RANK:<><>

Finish the mission as fast as you can. In Normal Mode it's pretty easy to do, but in Hard Mode, you more than likely have to finish under 10 minutes or so. If this is your first time, take your time playing the mission and familiarize yourself with the game's controls. If you've played PSP1 or PSU, you'll take to the controls like a duck to water. And most items have symbols next to them in their Japanese names, so it's pretty

easy to figure out what does what.

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////////////////////////////////////// CHAPTER 02 ////////////////////////////////////\*\_\*\*\_\*\*+

----- ACT 2-1 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ DOWN ] \* 任せて
- [ UP ] \* 依頼を成功させよう
- [ UP ] \* わかった
- [ UP ] \* 全然わからない
- [ DOWN ] \* 村が気になる

:::MISSION OVERVIEW:::

>>>>>>>>

Meeting up with Tonnio and Rina on planet Moatoob, make your way through the jungle towards the Karsh clan's village. Just fight your way through enemies and make your way towards the end of the level. You are also required to use a new technique to get through. The Goggles from PSU and PSP1 have been directly integrated into your character. Hold down [L Trigger] and press any direction on the [D Pad] to enter First Person / Goggles Scanner view mode. You will need to use this to examine walls, rock formations, and parts of the environment that you can crash through.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

What route you take on getting to the end of the level definitely plays a factor on whether or not you get S rank. The path to the end of the level is randomized. However... there are constant occurrences to let you know you're going along the right path. Just look for these things when taking the correct route:

\* The first thing you'll see are flames blocking a path. Dodge roll past the flames, and keep going! Don't go down any other path!

\* When you reach a stone wall blocking your path, switch to goggle view mode with [L Trigger + Directional Pad] to locate the weak point in the wall, and strike away at it!

\* You will eventually come to a fork in the road. One way will be clear, and the other way will have black flames blocking it. Do NOT go down the path with the black flames. Stay on the clear road.

\* In the next zone after the one you avoided the black flames in, there will be another fork in the road, with a big stone wall in the middle, like the one you broke earlier.

Use your goggles to examine it, then break it down to reveal an orange arrow sign pointing towards one of the paths. Whichever path it's pointing at is the one that you SHOULD NOT go down!! Go down the opposite way of whichever the arrow is pointing.

\* Later on, you'll come to a fairly large cave-like room with multiple paths. Each pathway is marked by a large flower growing out of the ground. The flowers are Red and Purple colored. All but one flower will be Red. Go down the path that's marked with the Purple flower. The Purple flower is the correct route.

If you follow these guidelines, S-Rank will be your's!

>>>>>>>>

----- ACT 2-2 -----

:::MULTIPLE CHOICE QUESTIONS:::

[ DOWN ] \* エミリアを助け起こす

:::MISSION OVERVIEW:::

>>>>>>>>

Another hack 'n' slash adventure on your way to the Karsh clan's village. Not much else to say here.

<><>::PARAMETERS FOR GETTING S-RANK:<><>

Time. Time's the only parameter here. Just clear the mission and defeat everything as speedily as you can.

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////////////////////////////////////// CHAPTER 03 ////////////////////////////////////\*\_\*\_\*+

----- ACT 3-1 -----

:::MULTIPLE CHOICE QUESTIONS:::

[ UP ] \* そんなことはない

[ UP ] \* その通りだ

[ UP ] \* わかった

:::MISSION OVERVIEW:::

>>>>>>>>

There are 10 Astark monsters running loose in the area. You're basically on a Search & Destroy Mission to wipe them all out. Other than that, just clear out all the enemies in the mission as you can.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

Score at least 80 kills against the monsters. Kill everything, basically.

>>>>>>>>>

----- ACT 3-2 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ UP ] \* クラウチに怒られる
- [ UP ] \* よくがんばったと思う

:::MISSION OVERVIEW:::

>>>>>>>>>

Destroy the robotic machinery and make your way towards the boss. You'll have to flip switches to freeze water-covered floors to walk across. As for the boss, the easiest way to defeat it is to stick to attacking its legs. Don't walk under it unless you're well-defended, or else you're likely to get smashed.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

Once again, the fastest time gets the glory. Clear the mission with utmost haste.

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//////////////////////////////////// CHAPTER 04 //////////////////////////////////\*\*\_\*\_\*+

----- ACT 4-1 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ UP ] \* 行きます
- TAKING YUUTO'S ROUTE >>
- [ UP ] \* わからない
  - [ UP ] \* ユートのお姉さんみたいだった

:::MISSION OVERVIEW:::

>>>>>>>>>

Make your way through the mission and slice 'n' dice your way through to the end. There'll come a point where you'll have an option to follow a path either with Emilia or Yuuto. I personally followed Yuuto's path. In my opinion, it ultimately doesn't matter, though.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

Time, once again, is what you need to shave off to get the S-Rank here.

>>>>>>>>

----- ACT 4-2 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ UP ] \* 二人とも落ち着いて
- [ UP ] \* 一人では無理だ

:::MISSION OVERVIEW:::

>>>>>>>>

The objective of this mission is to defend the machinery consoles that are in the room you're currently in. A gauge will be displayed to show you how much damage the consoles have taken. If the gauge reaches zero, the console is destroyed. You must keep the consoles from being completely destroyed to the best of your ability. There are also switches near the consoles you can press that will cause a force-field or a fence to pop up and hold the monsters at bay for a little while, just long enough for you to take out any other monsters around you. Use this to your advantage.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

As you probably guessed, if you successfully kept all of the electronic equipment from being destroyed by the monsters, you'll get an S-Rank. If they get damaged, it's okay. Just as long as they don't get destroyed is what matters.

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//////////////////////////////////// CHAPTER 05 //////////////////////////////////\*\*\_\*\*+

----- ACT 5-1 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ UP ] \* よろしく頼む
- [ UP ] \* すごい子だよ
- [ UP ] \* そうかもしれない

:::MISSION OVERVIEW:::

>>>>>>>>

In an icy tundra, you'll have to keep on your toes here and



try not to get frozen. Icicle traps will stab you from up out of the floor, and giant snowball avalanches will roll down to try and crush you! Just make your way through and fight to the end to the next area.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

Time. Time. Time. Just dodge the snow and ice traps, crash through your enemies and make your way towards the goal.

>>>>>>>>

----- ACT 5-2 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ UP ] \* 夢なんかじゃない
- [ DOWN ] \* 一人では無理だ

:::MISSION OVERVIEW:::

>>>>>>>>

We're deep in the caves now. There's SEED forms starting to pop up, and both GUARDIANS and LITTLE WING guild members are caught in the mix! Don't worry about defeating the guild members! You're supposed to do that, actually. Fight your way through to the boss at the end.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

Defeat all 23 LITTLE WING / GUARDIANS Members. Throughout the mission you will encounter large boxes with red "X" markings on each side. If you strike the box with your weapon, the box will move! There's a reason for this. In some of the hallways throughout the mission, there are some spots that might seem like a dead end and are blocked by a large rock wall. You must nudge a box down a hallway carefully and slam it into the large rock wall to reveal a secret area where more Guild Members are hiding. Check every nook and cranny and fight your way through everyone.

>>>>>>>>

////////////////////////////////////// CHAPTER 06 ////////////////////////////////////\*\_\*\_\*+

----- ACT 6-1 -----

:::MISSION OVERVIEW:::

>>>>>>>>

There aren't any multi-choice questions for this mission, so you can rest easy, somewhat. However, it's time to take a trip down Memory Lane! You will be entering a VR (Virtual

Reality) simulation into the original "FOREST 1" zone from Phantasy Star Online! Just carefully navigate your way through the mission and avoid all the tricky traps.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

Score the maximum 1,000 points! You score points by killing the enemies. Just a head's up. There's going to be some instances where a timer will pop up and begin to count down with roughly about one minute of time (maybe more or less) on the clock. In order to get a full score count (which is necessary for S-Rank), you need to go all-out and kill everything within the time limit. So, in essence, once again this is a "Kill All Enemies" + "Do it in a low amount of time" Mission.

>>>>>>>>

----- ACT 6-2 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ UP ] \* ルミアをたしなめる
- [ UP ] \* エミリアの言うとおりで

:::MISSION OVERVIEW:::

>>>>>>>>

The VR Simulation continues. On from the FOREST, into the CAVE zone from Phantasy Star Online. Keep avoiding traps and solving basic puzzles as you make your way to the boss at the end, which happens to be a familiar boss...

<><>::PARAMETERS FOR GETTING S-RANK::<><>

The same as Act 6-1. Score 1,000 points. Done so in the same manner as Mission 6-1. Just act fast, as always.

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////////////////////////////////////// CHAPTER 07 ////////////////////////////////////\*\_\*\_\*+

----- ACT 7-1 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ UP ] \* どういたしまして
- [ UP ] \* ユートを信じる
- [ UP ] \* 人が足りない?
- [ DOWN ] \* 道はわかるのか?

:::MISSION OVERVIEW:::

>>>>>>>>

You and Yuuto meet up with GUARDIANS Members. The four of you must navigate past traps on Parum and make your way to the abandoned plant. SEED forms are all over the place, fight your way through them to the end.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

Use your goggles to identify rubble you can break through. Your goal for S-Rank is to destroy all 57 SEED forms, and you'll have to investigate every nook and cranny to do so. There is even a point where you'll have to break through some rubble, run across stairs to another area to retrieve a Password. Then you must take this password and use it on a console next to a door with lasers in an "X" shape over it to get to the SEED forms hiding inside.

>>>>>>>>

----- ACT 7-2 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ UP ] \* たしかに聞こえた
- [ UP ] \* 大声でエミリアを呼ぶ
- [ UP ] \* エミリアッ!
- [ DOWN ] \* 迎えに来た

:::MISSION OVERVIEW:::

>>>>>>>>

Investigate the SEED in Ryukros with Lou, Maya, and Yuuto. Clear the three rooms and have everyone stand on the floor switches simultaneously to unlock the door and bring down the force-field to fight the enemies ahead.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

Time is the parameter for "S" Rank here, but it's a total pain to get it in Hard Mode unless you put out a lot of damage and are over level 160+ or so. For Hard Mode, you need to clear this mission in under 10 minutes. What I did to shave time off the clock in Hard Mode was the first thing I did was touch the force-field wall at the start of the mission. Lou will mention something to the effect that everyone needs to find switches to bring the door down. It's because of this that you triggered an event which allows you to leave a partner character behind to stand on a switch while you go after the other switches. You need to touch the door first before you're able to do this anyway.

>>>>>>>>

----- ACT 8-1 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ UP ] \* わかる
- [ UP ] \* 言いすぎじゃない？
- [ UP ] \* 大丈夫！？
- [ UP ] \* 強くなったな、ユート

:::MISSION OVERVIEW:::

>>>>>>>>

With the help of Yuuto and Crouch, you must guide Emilia through the jungle and research information consoles that are scattered throughout the area. However, you must also use the NPC Command ability to tell Emilia to "Wait right here." and to "Come, follow me". You do so by selecting the command at the top of the NPC command list with the SELECT button during the mission. You must make Emilia wait while you investigate ahead and clear traps, defeat monsters, and ensure her safety. If Emilia dies, the mission is an automatic fail. Basically, this is basically a classic "Protect the NPC" Mission. Towards the end in the zone before the boss, Emilia will be trapped behind a fence while she researches a console. Meanwhile, wave after wave of enemies will come to try and attack her, including the electric steamroller traps from previous missions you encountered. Except this time you need to destroy them. There will be a boss fight with twin bosses at the end, so be prepared for that.

<><>::PARAMETERS FOR GETTING S-RANK:<><>

Use your goggles, research every last spot to research at throughout the mission until you reach 100% by the time you reach the boss. The 100% completion is what earns you the S-Rank here.

>>>>>>>>

----- ACT 8-2 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ UP ] \* 諦めるな

:::MISSION OVERVIEW:::

>>>>>>>>

Dive into the Relics again and fight your way through to the end. Take a note however that there is a point where you will encounter four colored switches on the floor at two

points. The consoles scattered throughout the level will tell you what the solution is in Japanese, but for the record, the answer is:

The first set:

Green >> Red >> Blue >> Yellow

The second set:

Green >> Blue >> Yellow >> Red

After that, just make your way to the boss at the end.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

Low time completion.

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////////////////////////////////////// CHAPTER 09 ////////////////////////////////////\*\_\*\_\*+

----- ACT 9-1 -----

:::MISSION OVERVIEW:::

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There aren't any multiple-choice questions here. However, just like Chapter 4, this is another "Defend the Cargo" Mission. You're on the linear line train in an effort to defend the cargo being carried on the train. The robotic machinery is attacking again, and its your Job to advance up the train's cars and defend the cargo.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

From here on out, all the paraneters for S-Rank is just "Low time completion".

>>>>>>>>

----- ACT 9-2 -----

:::MULTIPLE CHOICE QUESTIONS:::

- [ DOWN ] \* 指導が足りませんでした
- [ UP ] \* 何をバカな

:::MISSION OVERVIEW:::

>>>>>>>>

Avoid more traps and navigate your way through the area. Fight off more robotic machinery and make your way to the boss at the end.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

On Normal or Hard Mode, this is tough, no matter what. I'd bring a Scape Doll if I were you. You have to fight against Shizuru. And let me tell you, he's a little beast! He hits in an successive flurry of attacks and casts Megid too. He can K.O. you quick if you aren't careful!

>>>>>>>>

////////////////////////////////////// CHAPTER 10 //////////////////////////////////\* \*\_\*+

----- ACT 10-1 -----

:::MISSION OVERVIEW:::

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You're approaching the last fight... No time to mess around. Gotta pull out all the stops. Just solve the puzzles, defeat enemies, make your way through, hit switches and so on. Your goal is to reach the big castle in the center and get ready to fight the boss.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

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Finish the stage and kill Dark Falz quickly. Another time-based one.

----- ACT 10-2 -----

:::MISSION OVERVIEW:::

>>>>>>>>

Inside the castle now. Make your way through each successive room, and avoid traps along the way. Shizuru is waiting to fight you again at the end. But this time instead of just one, you're fighting THREE clones of him.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

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Time. Again. However, I should warn you, he's just as hard, if not harder as he was in the previous chapter, due to the fact that there are now THREE Shizurus running about. Just do your best, dodge him a lot, use your best combos, don't Nano Blast as a Beast because you can't heal yourself (Unless you

use the Invincibility one).

ACT 10-3

:::MISSION OVERVIEW:::

>>>>>>>>

The final fight with Kamhern. This fight is in two stages. The second being Olga Angelus. On Normal and Hard mode, this guy is a total monster. It's a good thing he only has two phases. It is strongly suggested that you bring two of your best weapons; one Light element, one Dark element. Two of your best Armors; one Light Element, one Dark Element. And a Rifle. No matter what. I don't care if you're a Hunter or a Force. Bring a Rifle and make sure you can equip it.

For the first phase of the battle, equip a Light-Based Weapon and a Dark-Based Armor and just wail away on him. Be sure to defend yourself when necessary and to keep your HP up. He'll go down eventually.

Phase two is where the REAL fight begins and things start to heat up.

Quickly switch off to using a Darkness-based Weapon and a Light-based Armor, due to the fact that Olga Angelus completely switches elemental alignments. Olga Angelus has a wide array of attacks, and it's best to know which one does what:

- \* Olga Angelus will stare at you and his line-of-sight will follow you wherever you run. He will then Karate-chop you for a nice sizeable chunk of damage, sending a shockwave through the floor with an additional effect of Confusion. A well-timed dodge roll will save you, though.
- \* Olga Angelus will send out two rotating pillars that will spin around you and each member of your party individually. They will eventually cycle down in a spiral and explode when they come in contact with your body. An Area-Affecting attack such as Blade Destruction or something like that will take them out with ease, though.
- \* Olga Angelus sinks through the floor and will send spear-shaped pillars stabbing you from below the floor one party member at a time. Can be easily avoided if you just keep running.
- \* Olga Angelus stands in the middle of the battlefield and calls forth a black miasma swamp radiating from his body and spreading across the floor. This Miasma will drain your health extremely fast and kill you in about 4 seconds--if that. When

he does this move, switch off to your rifle and stand as far as you possibly can on the edge of the battlefield and shoot away at Olga Angelus from a distance. When he's near death, he'll nearly stop doing the previous three moves I just mentioned and start to do this move and the next two I'm about to discuss. It's when he does this move, though, that he's at his most vulnerable.

\* Olga Angelus will back away far out of range of the battlefield, and spread his wings. Two runic circles will appear behind his wings and begin to fire a hailing flurry of purple energy bullets that will kill you just as fast as the black miasma. If not, faster. To avoid this, stand as far as you can off of the side of the battlefield. Watch on the radar where Olga's positioned so you know where to stand to be the furthest out of reach from this linear attack. Don't bother trying to shoot him with a rifle; he's well out of range.

\* The camera pans to face Olga as he raises his arms high into the sky with a glowing sphere of light in his hands. This is his "Nuke the entire screen and kill everybody" move. Instead of looking at him, look at the radar quickly and position your character's arrow so you know you're facing Olga as he's doing this. While you're facing him, hold down the "R Trigger" to shield yourself for dear life! That's the only way to survive this attack! Be prepared to use Dimates and Trimates to recover after this.

If you follow these strategies, you're likely to win the battle against the final boss of story mode.

<><>::PARAMETERS FOR GETTING S-RANK::<><>

Time-based again. Just give yourself a decent pace, and make your way through. If you die, it's perfectly fine to retry without doing the entire chapter all over again. You can still get an S-Rank from finishing this Mission by directly starting from this Act.

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Remember, this game has three endings. And you can repeat story missions now to go for a better ending. Do your best!

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SIDE STORY MISSIONS

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\*\*\* Work in Progress \*\*\*

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CONTACT INFORMATION

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Written by Ron Moore. Any questions, comments, and feedback, please direct to [devifoxx@devimension.com](mailto:devifoxx@devimension.com)  
Thank you very much.

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