

The 3rd Birthday FAQ/Walkthrough

by defunct32

Updated to v1.00 on Apr 24, 2011

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- GAME TITLE : The 3rd Birthday (U.S. Version)
- DATE OF RELEASE : 29th March 2011
- VERSION (SIZE) : Twisted 1.00 (23.9)
- FAQ © & ASCII ART : defunct32 & FIGWin
- E-MAIL ME : defunct32 (at) hotmail . com

- FAQ START DATE : 19th April 2011
- RESTART DATE : --/--/----
- FAQ END DATE : --/--/----
- SPOILERS? : Not Really

- PLEASE ADJUST THE FOLLOWING UNDER "FORMAT" -

- WRITTEN IN, FOR : Notepad, Windows XP
- FONT ADJUSTMENTS : Courier New, Regular, 10
- WORD WRAP : Unticked, AND MAXIMIZE YOUR NOTEPAD WINDOW!
- SAVE AS FORMAT : .txt, Encoding: ANSI (Please do save as ANSI)

INTRODUCTION

The 3rd entry in the "Parasite Eve" series I love this game for its super addictive gameplay 'n this is one of the recent titles that got me abusing my PSP in a long while. ;)

[MY FAQ STYLE!]

I'm doing this FAQ in a different fashion; honestly speaking T3B does not really need any kind of "hand-to-hand" walkthrough instead I'll jot down effective way to kill all Twisted and High Ones and some very useful hints along the way.

This guide is a work-in-progress and will be constantly and gradually updated as I play along.

P/S: I've a habit/tendency to use 'n for "and" and 'd for "the."

DISCLAIMER; PLEASE READ!

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GUIDE DEVELOPMENT/PROGRESS LOG; FOR MY OWN REFERENCE!

VERSION: TWISTED 1.00

(22.04.2011) Finished the "Tutorial Mission" and working on Episode 1

(19.04.2011) Started work on the Walkthrough and written a big chunk of the guide it's progressing well!

TABLE OF CONTENT

T H E S E A R C H F U N C T I O N :

If you're using Notepad (Windows) then you can make your life easier by using "Ctrl + F" to quickly find what you're looking for. You can either use the code at the end or use the title itself, both ways will bring you to your desired section, 100% guaranteed.

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 THINK YOU KNOW EVERYTHING?
```

- Personae ----- (PE%)
- Basic Battle Mechanics ----- (BM%)
- Tips & Hints ----- (TH%)

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 MORE LIKE STRATEGY THAN "WALKTHOUGH!" :P | _ _ /
```

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| EPISODE 0 - SACRIFICE (00#) |
'-----'
|
|  • Tutorial Mission ----- (0A#)
```


- HYDE BOHR

Your superior and basically someone who gives you mission to do every now and then. He's mega fishy I tell you.

| BASIC BATTLE MECHANICS (BM%) |
'-----'

This guide will assume the "Shooter Type" control scheme!

.-----.
| OVERDIVE SYSTEM | TRIANGLE BUTTON
'-----'

Aya's able to dive into NPCs and control them, these NPCs are mostly known as "vessel" when a vessel dies Aya can quickly overdrive into other unsuspecting victim and save herself from "death." You can even prevent a soldier's death by overdiving into them but you have to be quick to dive otherwise the dying soldier will disappear off the screen.

BENEFITS OF OVERDIVING:

- YOU MAY OBTAIN AN OE CHIP
- YOUR "OE" MAY ACTIVATE (ANTIBODY AND HEALING ARE TWO EXAMPLES)
- SAVE YOURSELF FROM "DEATH" AND SAVE SOLDIERS FROM DEATH ITSELF
- REGISTER NEW WEAPON (PROVIDED THE NPC SOLDIER HAVE A NEW WEAPON)

.-----.
| OVERDIVE KILL (ODK) | HOLD L TO AIM AND PRESS TRIANGLE BUTTON
'-----'

Overdive Kill is only possible when you either:

- EXECUTE A CROSSFIRE
- HIT A TWISTED WEAK SPOT (SNIPER RIFLE IS GOOD)
- KEEP SHOOTING NON-STOP (ASSAULT RIFLE IS GOOD)
- THROW A GRENADE (SOMETIMES THE TWISTED MAY EXPOSED ITSELF TO ODK)

Sometimes when you keep shooting a Twisted its health bar will glow orange this is a sign that it is "weakening" and ODK is possible, a big orange triangle will flash on the exposed Twisted in question and it's your cue to go for the kill w/ ODK. Unleash your inner Shang Tsung!

BENEFITS OF ODK:

- YOU MAY ALSO OBTAIN AN OE CHIP
- THE TWISTED BODY WILL INSTANTLY DISAPPEAR
- MASSIVE DAMAGE
- IT'S FUN TO IMplode 'D TWISTED FROM THE INSIDE (LIKE SHANG TSUNG MK)
- AYA LOOKS LIKE A SKILLED NINJA WHEN SHE BACKFLIP AFTER ODK!
- YOU FEEL LIKE YOU COULD TAKE ON THE WORLD WHEN YOU ODK!

.-----.
| DODGING | X (CROSS) BUTTON
'-----'

Aya can dodge with the X button I usually only dodge two times and won't bother with the third as she will need some time to recover and this leave Aya vulnerable to enemy's attack, double dodging is much faster anyway and definitely more effective IMHO.

.-----.
| AMMO RELOADING | TAP THE SQUARE BUTTON OR KEEP HITTING THE R BUTTON
'-----'

You can reload while you run you do not have to stay stationary to reload, also the handgun at the top is permanent, cannot be change or swap out + it has unlimited ammo, if you upgrade and level it up and bascially never neglect the handgun it will be a powerful weapon... IMHO anyway. I use the handgun to take out the Twisted 'n Wad 'n the level goes up considerably.

.-----.
| GRENADE | CIRCLE BUTTON
'-----'

Grenade is useful if you need to quickly take out an Orb or to blast off a couple of grouped Twisted (Slackers/Wads), it may also stun some Twisted and exposed itself to ODK which allows Aya to let out her inner "MK Shang Tsung" and implode 'em from the inside--FATALITY!

.-----.
| LIBERATION | TRIANGLE + X (CROSS) BUTTON
'-----'

Liberation is like "The 3rd Birthday's" answer to Limit Break, if you find yourself in a fix 'n need a 'quick escape' then Liberation is the way to go, provided, your Liberation bar is at full capacity.

BENEFITS OF LIBERATION:

- AYA BECOMES SUPERSONIC (AUTO-DODGING & SHE'S EQUIPPED W/ ENERGY SHOTS)
- ACTIVATING ODK IS A LOT MORE EASIER DUE TO ENERGY SHOTS
- MASSIVE DAMAGE WHEN ODK-ING AN ENEMY

The only downside to using Liberation is that after the bar depletes Aya is vulnerable for a couple of seconds as she needs to recover this leaves her open to incoming enemy attacks, but I find that if you quickly press X to dodge there is a chance she will dodge right after the bar finishes and thus preventing her from trying to recover. Or it could just be my wild imagination or something? Lol.

| TIPS & HINTS (TH%) |
'-----'

These are tips based on my own experience! They are in no specific order.

.-----.
| LIBERATE YOURSELF |
'-----'

If your Liberation bar is full and you're dying Aya will not die instantly she will instead moans and jerk around on the floor -- YOU can activate your Liberation and save yourself. After the bar finish depleting quickly find a safe spot and stay still to recover lost HP.

.-----.
| RELOAD WHILE RUNNING |
'-----'

You do not have to stay still to reload ammo you can do it while running but not while dodging (X button), just feel like putting this in.

.-----.
| AMMO RECHARGE POINT |
'-----'

I can't tell the difference between Grenade & Ammo Recharge Point? But my point is only go for the Ammo Recharge Point when you've fully exhausted every ammo in your arsenal I think this is basic but it doesn't hurt to put this in here.

.-----.
| ASCENT VS. RETRY |
'-----'

To ascent mean is to give the mission up and return to the CTI HQ.

When you ascent: AYA GETS TO KEEP EVERYTHING FROM EXP POINTS, LEVEL, BP 'N OE CHIPS.

On the other hand if you choose to "Retry" then the game will bring you to the last checkpoint but you will lose whatever you've obtained throughout the whole mission up to the last checkpoint where the game brought you. I always Ascent 'n I only retry when I am super lazy or worst to worst I'll just reload my game data.

...MORE TO COME WHEN I DISCOVER ANYTHING NEW

WALKTHROUGH

(01^)

I am playing this on "Normal" mode. I've already completed this game but I am starting FRESH (not NG+) again to write this walkthrough if you decided to play this on any other level than "Normal" and you're not getting what you're seeing in this walkthrough then most likely it got something to w/ 'd difficulty.

Oh, this is the U.S. version of the game! I just WANT you to know.

| EPISODE 0: SACRIFICE (00#) |

'-----'
Watch the amazing opening and let it take your breath away ... Ahhhh! Like I've mentioned below in a bit that this whole episode is just an intro to familiarize yourself with the controls 'n everything.

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| TUTORIAL MISSION (0A#) |
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-- AREA 1 --

This is a tutorial mission every one from Cray to Blank to Hyde will give you a brief run-down on the controls, your mission and whatnot you can run and fiddle around w/ the controls--familiarize yourself if you don't like the "Shooter Type" setting then you can change the control scheme in the "Config" menu by pressing START, a lot of players preferred the "Action 1" scheme but for convenience's sake I'll just stick w/ the "Shooter."

There'll be a lot of talking and the action won't start for a while use 'd "Navigator" at the top-right hand corner of the screen to see where you're supposed to go.

After the briefing is over a number of Twisted'll pop up, these are the "Slackers" variety.

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| SLACKERS x4 |
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There are four of 'em and they can be easily killed w/ the handgun weapon, they tend to scream or something while "flailing" around their huge arm then come charging towards you. What I usually do is to shoot them and run backwards (analog pad: down) while still aiming and firing, the handgun has *unlimited ammo* and you can reload your by either tapping the SQUARE button or keep tapping R and Aya will reload when the magazine is empty.

[BEST WEAPON ALERT!]: HANDGUN AND SHOTGUN!

They're mostly weak against Shotgun but handgun is fine as well just that it took a little while to bring it down w/ a handgun... what do ya expect? Lol. Though, I just love blasting them w/ the shotgun.

--

[RESTOCK POINT!]

See the 'green swirling thing?' those are "Restock" they may contain Ammo Recharge or Grenades. The one nearby police vehicle is an Ammo Recharge point while the other one on the other end is a "+3 Grenade" go grab 'em both! Proceed in-between the two police vehicles to advance to the next screen

-- AREA 2 --

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.-----.  
| SLACKERS x2 |  
'-----'
```

The moment you step in a Slacker will be there to greet you don't hesitate to aim 'n fire, further up a bit another of its kind will appear, same old thing--aim 'n fire.

[NEW WEAPON ALERT!]: TOS 7.6CM

An NPC here have a new weapon in his hand called the "TOS 7.6CM" in order to register it just overdrive into him by pressing the TRIANGLE button. Any new weapon will be labeled accordingly and will be orange in color! Ensure to keep your eyes peeled or I'll peeled it for you.

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| WAD | [A.K.A. "SPITTER"--HEY! THEY SPIT SALIVA AT YOU!]  
'-----'
```

Wait or walk around and a new type of Twisted will eventually spawn--this one is called "Wad." Its attack is basically just shooting some kind of nasty fluid at you (could be its saliva?) and the effective way to avoid this gross thing is to hide behind barricade or while shooting and aiming keep walking to the left or right, keep on walking and you will avoid the saliva w/ little to no damage or just hide behind object.

[BEST WEAPON ALERT!]: SHOTGUN

I find them to be really weak w/ the Shotgun weapon if you upgrade & equip it w/ the correct components a Shotgun can instantly kill this bugger or make it exposed its weak spot and Aya can rape it inside out, by "rape" I meant "Overdrive Kill" (ODK), thanks!

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.-----.  
| SLACKERS |  
'-----'
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After you're done w/ the Wad our good friend the Slacker will appear next! Bring it down and proceed to the next screen.

-- AREA 3 --

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.-----.  
| WADS + SLACKERS |  
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This is where things get a little exciting as there will be a couple of wave of enemy; all of 'em are Wads. You can Overdrive to the soldier that is standing at the top to get in a better position but it's not necessary, just be wherever you wanna be 'n bring down all of your adversary 'n eventually only ONE Slackers will pop out.

It may seem a little overwhelming w/ all of the Wads spitting at you but you can overdrive to any soldiers who are talking cover and hide behind barricade until the Wads stop spitting then aim n' fire + if you notice that a soldier is in trouble overdrive into him quickly and save his butt from death. I should note that the lesser the number of soldiers that died in a mission the better your ranking at the end will be. Otherwise, there isn't a lot of strategy to provide here other than to keep everyone alive!

Kill that Slacker and proceed to the next stage!

-- AREA 4 --

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.-----.  
| WADS + SLACKERS |  
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[FREE LIBERATION!]

Hyde will urge you to use Liberation if you notice the red/pink bar at the bottom of the screen directly under your "Life" bar starts "flashing" you can release unlimited power (temporary) by pressing the TRIANGLE + CIRCLE buttons together. This bar is like "Final Fantasy's" Limit Break.

Also, in this area/stage your Liberation is automatically fill up b/c the game wants you to experience and acknowledge the benefits of liberation. So, go crazy! ;) and don't worry Aya will auto-dodge any incoming saliva thrown at her. The way she move so smooth just like a Ninja! Don't forget to "Shang Tsung" all the Wads, k.

--

After you're done w/ this the Episode will end w/ an FMV and a brand new Episode'll begin!

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|  
| EPISODE 1: A BRAVE NEW WORLD (01#) |  
'-----'
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Watch the scene and you'll be in the CTI HQ! There is a number of things you can do in here which will be further explained below. There are three bosses in this one single episode, yes, three. The first can be considered a "mini-boss" of sort and the other two will be a huge one!

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____) | | | (____ | BIRTHDAY  
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|  
| CLUB SACRIFICE (1A#) |  
'-----'
```

First things first this is the HQ or base or whatever you wanna call it, this is where you will operate and these are the few basic things you can do by accessing the Main Computer:

<-ONLY THE IMPORTANT FEATURES WILL BE EXPLAINED!->

- [START MISSION] - Tackle your next mission.
- [OVER ENERGY SETTINGS] - Adjust Over Energy settings.
- [WEAPON BANK] - Buy/Change/Customize Weapons.
- [PROTECTIVE GEAR] - Change protective gear.
- [CASE TRAINING] - What? You can level up by revisiting the past!
- [LOAD/SAVE DATE] - Save or load your progress.

[OVER ENERGY SETTINGS]

Sometimes when you overdrive into an enemy (to Overdrive Kill) you may gain an "OE Chip" this also applies to overdiving in an NPC but it's kinda rare - access this section to adjust, manipulate and install the chips onto an DNA board, there are various "Energy" to be had and to be discovered but I won't bother covering them here since another FAQ author has a guide on that I strongly suggest you to refer to that.

[WEAPON BANK]

Buy, change 'n equip your weapon. In order to register or purchase new weapons you have to either:

- Overdrive into an NPC w/ a new weapon!
- Complete a mission
- Of course have ample BP :P

If and when you have a new weapon to fiddle w/ the game'll inform you, no worries.

[PROTECTIVE GEAR]

Allows you to change your wear, currently on Normal difficulty there is only the "Black Leather" and "White Eider" as you fight the Twisted Aya will be ravaged and torn apart! So you have to visit a PC terminal 'n choose to repair it for 30 BP. How does a PC terminal repair a damaged gear? I've no idea. If you want more options beside the available two then you'll need to clear the game on different difficulty.

[CASE TRAINING]

Visit the past 'n relive the moments as it is, battle the Twisted 'n reap for more EXP Points, BP and OE Chips. Remember if you Ascent you'll NOT lose any progress and items you've gained throughout the mission but you will have to start from scratch all over again but if you choose to Retry then the game will bring you back to the last checkpoint but you will lose all that you've earned--EXP, BP and OE Chips. I say go "Ascent" and never Retry!

[COMPENDIUM?]

Right next to the Main Computer is the "Compendium" or whatever that thing is called? Where you can check the CTI Members and some key events, it's a good read if you bother yourself to go through all of it.

[SHOWER SCENE ALERT!]

Supposedly if you at least achieved 3 Feats you can watch Aya shower, or you can just YouTube it or something! And no... I didn't bother to try and achieve anything just for a scene so I cannot vouch if 3 Feats is all it takes to view the steamy scene.

Choose "Start Mission" when you're done customizing and stuff.

-- AREA 1 --

The episode opens with an amazing FMV that takes place in a club, this FMV also shows how Aya actually overdives-her soul basically leaves the vessel and Aya can be seen looking for another host to inhabit and when she found

one she dives into it just like when you press Triangle during normal gameplay. Pretty cool, huh? Lol.

Anyways...

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```

Yes, the first area immediately starts off with a boss battle. According to 'd "compendium" this beast is called Helix. He shouldn't post much of an issue and can be easily dealt with, with the Assault Rifle

...WILL BE UPDATED

MISCELLANEOUS

(02^)

| _____ |
| | | | |
|-----|

...WORK IN PROGRESS

GOODBYE

(03^)

QUESTIONS & ANSWERS (QA+)

Do you have any questions? If you do then please send me an e-mail and I will try my best to answer whatever questions I can. Please look through this space before sending me a question because chances are what you have in mind may have already been answered. Thanks!

- ASK ME QUESTION, PLEASE!

...MORE TO COME

ACKNOWLEDGEMENTS (CREDITS) (RC+)

This guide is made possible thanks to the many contributions by various individuals. If I missed out your name and you believe you have submitted something then please drop me an e-mail here:

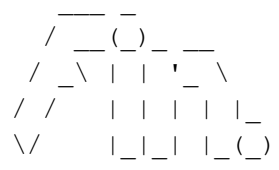
-- defunct32 at hotmail . com --

No spaces and change at to @

GENERAL THANKS AND CREDITS

- The good people @ Square-Enix + HexaDrive for producing this game!
- Everyone @ GameFAQs' board (T3B Board).
- Sony for the PSP which has been amazing so far! I love it!
- You! The amazing readers for utilizing/supporting my guide, stay gorg'us

"I want your love 'n I want your revenge
You & me could write a bad romance!"



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& Pardon My English And Grammar, I'm Asian.

E N D O F D O C U M E N T

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