

Fear Effect Failure FAQ

by Split Infinity

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SPLIT INFINITY PRESENTS

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Version: Hana, released on 16th February 2008
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01.) LEGAL INFORMATION - G0100
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02.) TABLE OF CONTENTS - G0200

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If you need to find something quickly, press and hold CTRL (Control), then press F button. This will bring up 'Find and Replace' box. In it type the word you're looking for and you should be taken to it immediately. This is much faster than scrolling thru entire guide.
For your convenience I've inserted special search codes near every section to help you easily hop on to that section by using search code provided. Each search code will appear only twice in whole guide - thus getting stray hits will be impossible.

SECTION NUMBER AND NAME	CODE	WHAT IS IT ABOUT?
01.) Legal information	G0100	Copyright protection and legal info.
02.) Table of Contents	G0200	Sections of this guide.
03.) Latest Updates	G0300	Read what was added in last update.
04.) Introduction	G0400	Just some small rambling from me...
05.) Failure Guide	G0500	Your objective is to get killed.

06.) Past Revisions	G0600	History of this guide resides here...
07.) Credits	G0700	All who contributed... Thank you.
08.) Contact Info	G0800	Find out how to reach me.

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03.) LATEST UPDATES - G0300
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- Version Hana (16th February 2008)
Any user submitted contributions will no longer be added to this guide.

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04.) INTRODUCTION - G0400
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Hello! I am Damir Kolar and I welcome you to my Fear Effect guide. Why did I decide to write something like this? Well, I already created a similar guide like this one for Perfect Dark (Mission Failure FAQ) - and since you can screw up in this game at many different places (you just don't know where all such places are), I decided to write a document containing info on where such sequences can be viewed. Well, enough babbling. Take a look at where are all the places that grant you a special sequence if you die.

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05.) FAILURE GUIDE - G0500
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NOTE 1: Instant death sequence will be referred to as failure sequence.

NOTE 2: I'll be listing them in exact order as you find them thru the game. I will NOT split them up in separate sections for each character. Let's start.

NOTE 3: Failure sequence will be abbreviated as FS.

DISC 1

HANA

FS1 - Before killing the third guard by turning the valve on steam pipe, try climbing down the ladder on guard's side. He'll shoot you and Hana will fall off ladder screaming to her death.

FS2 - Once you turn on the electricity, walk on electric floor to speed up your heart bypass.

FS3 - During the shootout shoot Jin for Kaboom!

FS3 (alternative) - Let the 6 minute bomb timer run and see if you can make it back to the helicopter.

FS4 - Keep fiddling with the bomb until timer runs out and Kaboom! Hmm, room will suddenly have rough sketches of Jin and Hana.

GLAS

FS5 - Fail to run away on the ladder / Fail to climb the ladder fast enough and an explosion from heli's greeting rocket will send you to meet your maker.

FS6 - When climbing over the big container, some paparazzi will try to photograph you. As you take position, you'll be shredded apart by the big mean machine gun. So much for the fans...

FS7 - Once the second heli is defeated, don't run away. Instead face your pursuers who will change your face description.

DISC 2

GLAS

FS8 - There'll be a bridge that zombies will continually ignite on fire. When walking over the bridge, set yourself on fire.

DEKE

FS9 - When you get in the train, you'll have to face a big bastard, who's hiding himself behind some explosives. Cool! So shoot the explosives to instantly kill the guy.

FS10 - Once you gain access to the railings after releasing the ladder, try to be Tarzan and jump... down, that is.

FS11 - While fighting two goons on top of the train walk near... ummm, I mean over the edge of the train to fall down. Splootch!

FS12 - Clear the top of the train. Once train approaches broken bridge, there'll be a beautiful scenery, which will make you want to fly.

DISC 3

DEKE

FS13 - When crossing glass tiles, step on one of many fake ones to take a shortcut to the lower basement.

GLAS

FS14 - When going through kitchen, be seen, shoot your weapon or stand up to be swiss cheesed.

FS15 - While fighting around the woman (there's an enemy under the bed), shoot her to give yourself more fighting space.

HANA

FS16 - Once you engage in battle against the madam, allow Wee Ming to engage in one-on-one with one of many enemies.

DISC 4

HANA

FS17 - After changing clothes about five times already, I think it'd be a good time for Hana to take a bath. Just walk casually into the water from one of the sinking stones.

GLAS

FS18 - Hmmm, Indiana Jones puzzle... Just walk whenever you're ready. Oh look, a holy grail is *under* here...

FS19 - When you obtain Stone Sword (dang, I thought I'd obtain holy grail), you'll see that the true path is now revealed. Hmm, I wonder what's down there. Go and take a look.

FS20 - I knew that over half my body contains water, but I never figured this would mean *that* many (get killed in boss battle against Deke).

DISC 2

HANA

FS21 - (When given option, select Glas) You're the man, Glas... shooting an innocent woman...

FS22 - Oh no! King of Hell got me. Nooo! It's time to go berserk... maybe when this is over, we'll have a chance to create a better world.

GLAS

FS23 - (When given option, select Hana) Haha, got ya there... nyah nyah... I pull the trigger faster than you...? Glas...? Glas! Nooooo!

FS24 - Get killed by last boss to see a sequence with Wee Ming.

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06.) PAST REVISIONS - G0600
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- Version 1.01 (August 30th, 2002)
- # Just an addendum of two more sites that host this guide.

- Version 1.0 (June 23rd, 2001)
- # Initial release.

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07.) CREDITS - G0700
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1. Companies
 - Eidos: they created this game
 - Sony: for making PSX

 2. Internet sites
 - GameFAQs [www.gamefaqs.com]: for hosting my FAQ
 - IGN [faqs.ign.com]: for hosting my FAQ
 - Neoseeker [www.neoseeker.com]: for hosting my FAQ

 3. People
- Emptiness.

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08.) CONTACT INFO - G0800
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Send your comments, ideas for improvements, additional info, correction of mistakes I may have made, and anything else via e-mail at:

lifearmor (at) gmail (dot) com

- I need to put down a few guidelines.
- as a subject of e-mail please include Fear Effect
 - please make your e-mail be readable, ie do not send me e-mails that are

written badly or in some strange gibberish

- don't ask me to send you updated versions of my guide, because I won't
- **make sure** to check if your question is already answered within these pages; I may reply to one of your questions, but if you'll persevere in asking more questions which are answered in my guide, I'll simply direct you to my guide
- I accept e-mails in English, German, Croatian and Slovenian language
- I will answer the e-mails in English, Croatian or Slovenian language; I can read and understand German well, but my writing skills of German have rusted, therefore I will answer such e-mails in English
- when crediting contributors, I won't disclose their e-mails
- finally, treat me as you'd like me to treat you

2. Damir Kolar's Contributor page

<http://www.gamefaqs.com/features/recognition/6434.html>

3. Damir Kolar's homepage

<http://kolardamir.com>

<http://splitinfinity.50megs.com>

Yours truly,
Damir Kolar

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