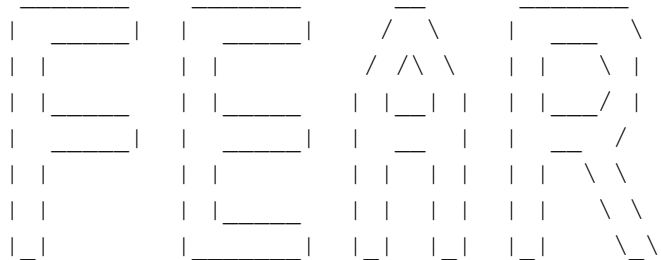


Fear Effect 2: Retro Helix FAQ/Walkthrough

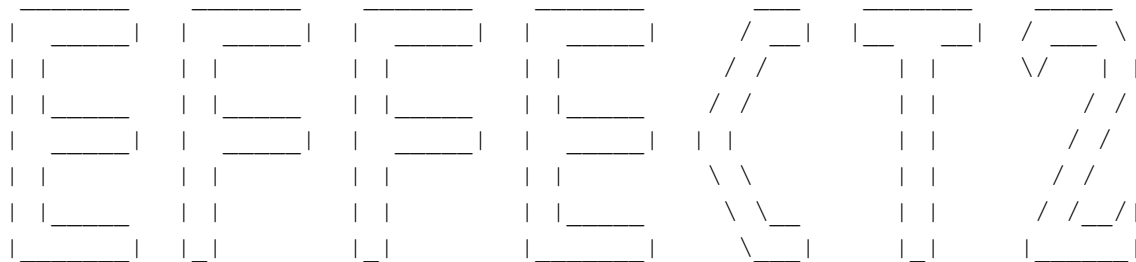
by B1aCkHaZ3

Updated on Mar 22, 2001

LAST REVISED: MARCH 22, 2001 (Current Size - 95.4 KB)



FEAR EFFECT 2: RETRO HELIX
Full Walkthrough and FAQ
Version - FINAL
For the Sony PlayStation
Written and Compiled By
...B1aCkHaZ3...
blackhaz3@ignmail.com



** ̄-----̄ **

** | FEAR TAKES OVER | **

** | | **

** | Fear Effect 2: Retro Helix is the prequel to last year's | **

** | sleeper hit, Fear Effect. Hana and the boys are back | **

** | with, introducing, Rain for another go around in the world | **

** | where money, girls, and murder is everything. We love it. | **

** | | **

** | In this walkthrough, we'll help you get through all the | **

** | mind-bending puzzles the game has to offer and how to get | **

** | the best ending. So just sit back and enjoy the story. | **

** | I warn you, there are some spoilers in this walkthrough. So | **

** | just don't read them if you don't want to. | **

** | | **

** | This FAQ must be viewed through a viewer with fixed text | **

** | size or else you'll just see garbled text. I recommend Wordpad | **

** | or Netscape. Either one is fine. | **

** ̄-----̄ **

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#####

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=====
----- [Version History] -----
=====

+ Version 1 [March 2, 2001]

This is my first walkthrough. So, don't laugh or anything. I'm just now getting used to mastering ASCII stuff. Perhaps, as time passes, I'll get better.

+ Version 1.5 [March 3, 2001]

OoOps! I forgot to add WEAPONS. How silly of me...Also added walkthrough for WING CHUNE and WING CHUNE PARTY.

+ Version 2 [March 5, 2001]

Added "Gameshark Codes" section to the table of content. Damn! How can I forget?! Also added walkthrough for 80th and 86th floor and while as Deke. OK...Don't know when the next update will be.

+ Version 2.9 [March 7, 2001]

Whoa, I added a crapload of stuff in just two days! Hehe. I'm doing good.

+ Version 3 [March 8, 2001]

Added Parts 6-8 of the walk through. I'll probably work on the other sections tomorrow. This file is getting big...don't know if GameFAQs.com would accept it. HEHE.

+ Version 3.2 [March 9, 2001]

Wow, I can't believe I finished the walkthrough! Well, FE2 is kinda short. But what I'm surprised about is that this file is like 80KB and growing. I'm like, what the hell did I put?! Well, for this version, I only added cheats and Gamershark codes. Nothing special.

+ Version FINAL [March 10, 2001]

Yep, this is really the FINAL version. I did everything I had in the content. Well, I hope this is the final version...

+ Version FINAL ..really! [March 11, 2001]

Nope. The other FINAL wasn't the REAL FINAL. I added the FE3 wishlist and fixed some spelling a grammar. File size - 90 KB

+ UPDATE [March 16, 2001]

I received an e-mail telling me that I had some mistakes in the mail. Me? Mistakes? Well, nobody's perfect. Special thanks goes out to Kazier3000 for the correction. There might be more. Keep them coming. I appreciate it. :)

I also spotted some spelling mistakes that I didn't catch before. And I cleaned up the layout a bit. Nothing drastic.

+ UPDATE [March 21, 2001]

Another e-mail from a gamer. But it's not a correction... thank God. Special thanks goes out to MGS2000. Sent in a huge wishlist. He's some great ideas. Read it! And this guy looves MGS, I bet. ^_^

I'm bored. Been a while since I did anything constructive. I just bought Onimusha. That game's pretty challenging. Maybe I'll do a FAQ on it.

+ UPDATE [March 22, 2001]

A certain somebody wants their name off the guide. I'm removing it. NO problemo.

=====
----- [Copyright / Disclaimer] -----
=====

+ This walkthrough is solely intended for the public use on the WWW. You may not reproduce, transmit, or rewrite it in anyway or manner without special permissions from the author. To obtain those permissions, you must send an email with "FE2 FAQ - PERMISSION" in the subject to blackhaz3@ingmail.com If this legal document is portrayed in any comercial use, you are therefore stricthen under the code of law--and will be punished. In full contrast, this document portrayed in the website found (www.gamefaqs.com) is to be used and only used by the public itself and cannot be sold. Revisions of this FAQ are only to be done with notice of the author before hand and may be done so as long as the name of the author of the document appears in due credit. This FAQ may not appear in any promotional CD or magazine. This FAQ is not to be used in a password-protected area nor in a high-security area. IT IS ONLY TO BE USED IN A PUBLIC AREA! This FAQ may not be plagiarized. You will only damage the author and also yourself in terms of the law, whether the punishment is civil or criminal. Above all, GIVE CREDIT WHERE CREDIT IS

characters will perform and react differently in relation to their fear. When they are in stressful situations or is close to an enemy, their fear meter will kick in. If the fear meter is red, they can be killed with a single hit. There are no powerups in the game. Your fear will be back to green when you perform good in battles or just solved a puzzle. To keep your characters' fear in good condition, avoid incoming fire and kill anything that moves. One-shot kills [stealth] helps also.

+ CLASSIC VS. 3D

When you first start the game, you must choose between classic control and 3D control scheme. For all the Resident Evil veterans [myself], you should stick to classic. Forward moves you forwards, backward moves you backwards, left and right allows you to turn, and so forth. As for the 3D control scheme, think Final Fantasy and Metal Gear Solid. Whichever direction moves you in relation to the screen. Which can cause some unwanted confusions.

+ YOU DON'T HAVE TO GET EVERYTHING!

Thankfully this is not an RPG where exploring everywhere and checking everything is necessary. Sometimes there are doors and paths you can ignore to save time and, erm, health. Ignoring things doesn't effect the ending you'll get. Your decision near the end of the game does.

+ LEARN TO EVADE!

There is at least one boss in the game where evade helps...A LOT! Simultaneously press L2 and any direction. You can use this to dodge bullets or any slow-moving projectiles that come in your way.

+ STEALTH KILLS [other people]

To quickly and quietly take out an enemy, press and hold R2 to crouch, then move towards the enemy. As soon as your sight goes red, press X to quietly take them out. This works well with melee as well as guns. Be ready for other enemies because once they hear the sound of your gun or their friend dropping, they'll close in on you.

+ THE MENU SYSTEM

The menu system of this game is rather annoying, forcing you to go through all your weapons or items in real-time before making a selection. This gets tricky especially when you're under attack or a countdown is in place. Don't worry. It's not impossible. Your best bet is to always stay loaded with your best weapon with the most ammo. Remember, [] gets you your weapons while () is for your items. Then hit [] to go forward, () to go backwards.

+ AMMO GALORE

At times, ammo is rather plentiful in this game. Don't be afraid to waste your enemies in tough situations. But this doesn't mean you should go around shooting everything in sight.

+ ALWAYS SAVE!

Always save your game! When you just walked around for hours, solved a myriad of puzzles, doesn't it suck you died and have to restart all over? Yes. Save at every opportunity! When the cell phone rings, just hit (),

choose your cell phone and hit /_\..

+ STAY LOADED

This is probably the most important tip people will give you. Stay loaded all the time. When encountering enemies, shoot them for a couple of rounds then hit [] and then /_\. to quickly reload your gun. In the of the Arc Taser, you should wait until it recharges after every use.

+ THE ARC TASER IS YOUR FRIEND

When encountering a group of enemies. It helps to use your Arc Taser to wipe them out all at once. It can hit multiple targets! :) So, a flame thrower is not wise.

=====
----- [Characters Profiles] -----
=====

| | | |
|-----------------|-------------------------|--|
| ----- | | Hana is desired by many, yet belonging |
| Hana Tsu-Vachel | | to none. She is part French, part Chi- |
| ----- | | nese and is fluent in 6 different lan- |
| Age: | 22 | guages. Rumor has it that she is |
| Height: | 5'10" | trained by the Triad in their "Black |
| Weight: | 120 lbs | Inns" Shan Xi. Her specialty lies in |
| Born: | Hong Kong Province, ROC | the dealings of love as well as death. |
| | | She was an orphan at an early age. |

| | | |
|------------|---------------------------|--|
| ----- | | Royce Glas was once a commander or the |
| Royce Glas | | US Military Forces. Once, a highly |
| ----- | | decorated officer of the US Govern- |
| Age: | 28 | ment, Glas belonged to a branch so se- |
| Height: | 6'2" | cret that even the CIA is not aware of |
| Weight: | 190 lbs. | its existence. After his fallout with |
| Born: | Pacifica, California, USA | the administration, Glas became a hun- |
| | | ted man by the ones he once served. |

| | | |
|----------------------|-----------------------------|--|
| ----- | | Deke walks a fine line between aggres- |
| Jakob "Deke" Decourt | | sive and psychotic. A large, stocky |
| ----- | | man with distinctive features, Deke is |
| Age: | 32 | attractive to women. Being a cold- |
| Height: | 6' | blooded killer by hear, Deke enjoys |
| Weight: | 235 lbs. | his work immenselyfor it gives him a |
| Born: | Christchurch, New Australia | sense of power and pleasure. Current- |
| | | ly he is under employment in E. Asia. |

| | | |
|-----------|-----------------------------|--|
| ----- | | Rain is a puzzle wrapped in an enigma. |
| Rain Quin | | During a routine visit to her parents' |
| ----- | | grave at the Jing Sum Temple, Hana |
| Age: | Unknown (believed to be 21) | stumbled across Rain lying unconscious |
| Height: | 5'10" | in the back garden beneath a mural of |
| Weight: | 104 lbs. | the Eight Immortals. For unknown rea- |
| Born: | Unknown | sons, Hana felt compelled to help. She |
| | | brought Rain home and attentively nur- |

Ignore the silver door you see in here. Descend the ladder to the next room. There is a savepoint just below the ladder. Save your game. Enter the door to your left. In here, there will be metal slabs that will crush you if you're not careful. Yes, a mad dash really helps.

The next room is just a long hallway. There is a guard robot here. Take it out. Take the UZI by the canister. Head down the hallway and enter the next door. This room is just full of blood. Be careful not to shoot the humans by mistake. Just aim at the robots. Once they have been taken care of, enter the door with the redstrip. More robots, you know what to do. Enter the door on the right. In here, use the FLASH DISC on the computer. You now have 2 minutes to solve your first puzzle. It's easy.

=====
Puzzle: FLASH DISC / DIGITAL NUMBERS
=====

The combination sequence you will need to enter revolves around eight keys. Each key is a segment that ultimately goes into a digital number. You'll to enter the right sequence that will need to spell "80" and "86" on the read out to the left. In other words, just enter the following.

80th Floor Buttons - 4, 3, 2, B, D, C

86th Floor Buttons - 4, 3, 2, B, D, A

You're still playing as Rain. Head back out to the bloody room and take the brown door this time. In this room, there will be a save point at the end. Save your game. Just ignore the human. There is a door to the right. Ignore it. Take the one on the left. Be ready for a bot that will drop down on you. Kill it. Walk down the hall. Again, ignore the two doors. There's a broken fixer (got killed by rats? hehe). Enter the door on the far wall. In this room, there are two computers. Access the one on the right. Yep, another puzzle. Easiness, gamers. Easiness.

=====
Puzzle: RIGHT COMPUTER
=====

In this puzzle, you will need to decipher the combination of letters and numbers in relations to the key and sequence of letters on the keypad. You'll also need to choose the right color row in accordance to the color cursor. So, do these in order...

Key: B - 5, C - 4, D - 3, E - 2, F - 1

Blue Cursor (Row 2): 3, 1, 4, 5, 2, right switch

Yellow Cursor (Row 3): 4, 5, 1, 2, 3, right switch

Red Cursor (Row 1): 2, 3, 4, 5, 1, right switch

Head over to the left computer. Yes, another puzzle.

=====
Puzzle: LEFT COMPUTER
=====

Here you will need to input the numbers in the blank spaces that make up the difference between the numbers above and below them. So, just enter these.

Your job is to find Rain. Climb the ladder next to the frightened man. No, don't even try to bodily damage him. Grab the MACHINE COG. Use the GREEN KEYCARD to exit the room. Watch out for robots. Head back out to the first area (where you headed left to get access to the generator). Take the right door this time. Climb down the ladder (the water is drained). Kill the bot and get the FIXER HEAD KEY. Continue up the ramp. Enter the door and you'll be where Rain was. Save your game. Go pass the room with the sliding metal slabs. Enter the bloody room. Go through the wall with red markings and enter the small computer room. Kill the bot in here and get VIDEOTAPE B it drops. Walk to the back of that room and use the tapes. Watch both of them. VIDEOTAPE B reveals to code to the room, which is "92572".

Go through the brown door and go to the door Rain ignored. You can save in this room. Enter the code "92572" at the rusted brown door. This room is a split-level one. Don't try to go down, you'll get killed. Go through the top level and kill any fixers that get in the way. Get the UZI. Go through the door at the end and use the BLASTING CAPS on the furnace. An FMV will kick in. You only have a couple of seconds before the fixers storm the place. Hide in the little indentation on the top of the screen. Head back out and kill the fixers that you meet. NOW you can head down. Kill more fixers and get the FIXER CHIP. Head back out to the bloody room.

Kill any fixer that get in your way. Now, just walk around the wall until see the USE icon. You can't miss it. Use the MACHINE COG and an FMV will begin. You'll have to backtrack all the way back to the beginning. It's not fun when you have to go through the sliding slabs...BACKWARDS! Good luck to you. I got killed once. It's not impossible. Anyways, all the way to the beginning. Kill the new fixer and get the FIXER BATTERY.

Now with all four fixer parts in your possession, head to the room with the downed fixer. Use the FIXER HEAD KEY on it. You'll be confronted with...a puzzle? No, it's not a puzzle. Just match up the parts with their slot and you'll be fine. Now, the fixer will get up (don't worry, it won't attack). It'll start repairing the door. After that, arm yourself and enter the fixed door. There is a worker and a save point in here. SAVE YOUR GAME!!!

Descend the ladder and walk towards Rain...on the tentacle machine :) Push /_ to trigger Scanner. You'll now have to fight him.

```
#####  
Boss: SCANNER [ again ]  
#####
```

This just takes trial and error, really. Lure him towards the electrified waterfall and he will try to get a swing at you. Run towards the center and hit L1. Hit him hard. He'll get toasted! Repeat this 3 times until he is well done.

After the fight, release her from her "situation". She'll tell you that you have diffuse some bombs. And if that's not bad enough, you only have two minutes to do it! Go back to the ladder and go up. Save if you want. Head out the door. Now, round the corner until you find two doors that are confusingly close together. Take the one on the right. There is a worker in here. Ignore him and diffuse your first bomb by going up to it and pressing /_\. Leave the room and go through the other door. There is a fixer in here. Kill it and diffuse your last bomb. Now that's been done, return to Rain. She "needs" you.

Scanner will get up and he doesn't look happy. Now, RUN from the explosion!
Round the corner and run straight until you meet up with Rain. Press /_\ as fast as you can; like there's no tomorrow.

It's on to Disc 2 from here...

```
-----
#####
          #####
          ##### [ Part Two (Disc 2) ] #####
          #####
          #####
#####
```

WING CHUNE GARDEN

```
=====
General Area Tip: Stealth kills can be your friend...
=====
```

```
~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*
*           As Rain           ~
~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*
```

After the saucy cinema, you'll have control of Rain. Save your game at the save point and leave the room. Equip a gun and stealth kill the guard standing there if desired. Advance until you see a new screen with tapestries and a guard standing by the water. Kill him and reload. Just stand there and wait. There will be more guards running towards you. Kill them. Take note of the waterfall in the corner. Continue until you see a big ramp, killing more guards on the way. Walk up the ramp and you'll be in an area that looks like a maze. In here, sneak around and stealth kill as many guards as possible. Just unload on them if your cover is blown. You need to find a water valve to shut it off. This is so that you can make your way up the waterfall. Next you need to find two pink floor switches. One will reveal tapestries and guards. The other one will reveal a way down to get Jin's package. At the one with the guards, use the SNIPER SCOPE and Rain will automatically take out the guys. Once that's done go to the second pink floor switch. Shoot the tapestries and Rain will drop down and get Jin's package. A cinema kicks in, you play as Hana.

```
~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*
*           As Hana           ~
~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*
```

It's time to crash the party! No, not yet. Not right now. There are three things you must remember when you're at this party. 1) NEVER draw your weapon. Whether it's melee or gun, you can't equip your weapon. 2) Avoid the guys in suits. Once they get near you, it's game over. 3) Enjoy the party! Mingle with the partygoers as much as possible. With that said, let's explore the building. Ascend the escalators and save in the women's restroom. Head back out and find the big ramp that leads to the third floor. Go to the right and you'll talk to a man. He wants err, Hana to go and do stuff with him. Of course, Hana has more class than that to go with a man. Isn't that right, Hana? "Right!" Anyways, after that. Just walk around for a minute and go back to him. Press /_\ when the USE icon appears. It's Big Tom again! This time, he'll ask you go with him again. He'll also tell you about the VIP area. Apparently, Jin's bracelet won't work. >_< Take the DRINK from him and ascend the ramp. Up here, head on to the right of the red carpet. This triggers yet another cinema. You'll meet Choa Zhou [sp?]. He will give you the GOLD BRACELET and a BELL. Watch the rest of the FMV, it gives a few hints to the story. Head over to the two guys on the red carpet. Use the GOLD BRACELET. You now have access to the VIP area. Run to the right, avoiding the guys in black tuxedos. Find the man with a white

~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

You have 30 seconds to go to the panel near the door. Arm yourself with a gun. This is one of those times where I don't like Fear Effect's real-time menu system. Examine the panel and press /_\ . Now, back away and shoot it. "Take that, you piece of things." Turn around and pick up the DISPERSION CANISTER. Head out the room and be ready to take out a guard with a stealth kill. Pick up the SECURITY KEYCARD she drops. Save your game and enter the door to the left using the SECURITY KEYCARD. Kill more guards. Head down the hallway and use the SECURITY KEYCARD on the door at the end. Examine the fuse box. Moving it to different spots will provide power to the area pictured on the right. Remove the fuse and put on the top spot. OK. From now on, the Arc Taser is your friend. Equip it, you'll be using it on enemies found on this level. Head back to the save point and use the SECURITY KEYCARD to open the door to the right. Kill the two eye-bots in here with the Arc Taser. Just stand there and wait for your taser to recharge so it'll be at 200. Head in the door at the end. Kill two more bots in here. Pick some rocket shells in here. Let the Taser recharge each time before you advance. Use the BLASTING CAPS on the door to the left. Kill enemies in here. Avoid the explosions that ensues. You can pick up some really nice weapons in this room. Head back out and enter the room on the right. More enemies. Kill them. Use the HAIR SAMPLE on the big, white machine pictured on the fuse box. You'll receive the GENETIC ID CARD. Head back to the fuse box, killing more enemies as necessary.

Move the fuse to the bottom slot. Go back to the save point and save your game. Go back to the hallway, this time use the SECURITY KEYCARD on the door on the left. You will be in a red hallway. Kill the guards in here. Use the GENETIC ID CARD on the door at the end. In this hallway, carefully inch down it. A USE icon will appear. Use the DISPERSION CANISTER to reveal the lasers that you must avoid to get across. Be careful! This part killed me so many times, it's not even funny. Go to the end and Hana will be stuck. It's Rain to save the day!

~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

* As Rain ~
~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

It's your job to take care of the guards so that Hana can get through. Just exit the room and use the computer at the corner in the next. It's time to have fun with the robots! Err, no. Not those robots. Although... OK! Anyways, after an FMV, your control will switch over to Hana.

~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

* As Hana ~
~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

Always have your taser armed and at full charge. Enter the next room. In here, there will be two downed robots. Ignore them and get to the save point and save your game. Enter the door next to the one you just came in from. Use the ELP on the heavy door (the one with the radioactive sign). Hana will automatically get the CENTRIFUGE TUBES. Use them at the cabinet-looking thing pictured on the fuse box. You'll receive PURIFIED TUBES.

Backtrack to the fuse box. Be careful in the room with lasers. Now, move the fuse to the middle slot. Go back to the room at the beginning (the one with the DISPERSION CANISTER). Kill some guards in here. Use the PURIFIED TUBES on the big machine in the back. You'll get NUCLEUS BLOT T, CELL BLOT C, BLOOD BLOT A, and GLAND BLOT G. Turn around and use Blood Blot A on the red computer behind you. Go back to the fuse box and move the fuse to the top

This boss is surprisingly easy. Kronos must think we're little kids. The strategy here is to crouch and hit him with the plasma wrist. Since most of his shots will miss you, you should be OK. After a couple of hits, he'll be gone. Bye, yellow meanie.

It's on to Disc 4 from here...

[Part Four (Disc 4)] #####
#####

DESERTED CITY AND DIG SITE

=====
General Area Tip: Kill zombies, avoid the ghosts.
=====

An FMV will kick in. Rain and Hana will escape on the water jet. Apparently, Hana is not too happy about the deal with Jin. She'll tell this Hana and leaves for a new dealer. Rain will stay behind. Yeah, she'll stay behind. But first, let's play as our newly introduced character!

\$\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*
* As Deke \$
\$\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*

You'll start off on a freighter. Deke will kill a man from behind. Get the GENETIC MARKER and leave. An FMV will start and as soon as it ends, run away from the explosion. After that, watch yet another FMV. This one is where Deke is making a deal with a man that Hana is fixing to visit. Just watch. About at the end, you'll see Rain [?]. It doesn't make sense now; it will later.

Eventually you will have control of Deke again. You will be put on a level with a plethora of zombies. Kill them, kill them all! Get the MACHINE KEY, the GL150, and the assault rifle. Head to the wooden door and kill more zombies. Head toward the screen and enter the metallic door. You're now in a storage shed. Grab the DIESEL FUEL on the counter and head back out. Go left from here. You should reach a big, red machine. Use the DIESEL FUEL on the tank next to the ladder. Climb the ladder. Use the MACHINE KEY up here. This will trigger a cinema. Deke kills the man.

Once you have control of him, shoot more zombies. Make your way to the back left corner. Grab the RL480. Go through the door just off the screen. Once in here, there will be an inaccessible door. Keep moving forward. In here, you have to shoot the wall to advance. Just move in a push >< when a targeting icon appears. Shoot more zombies. Pick up the ELEVATOR LOCK KEY it drops. Go to the elevator and use the ELEVATOR LOCK KEY. Do some more zombie killin'. You'll come up to a dead end. There is a gold door to the left, a big one in the center, and a red door to the right. Go through the gold door. Grab the ANCIENT RED CRANK. Leave the room. Now head for the one on the right. Use the ANCIENT RED CRANK on the dragon's tail. Grab the GOLD CRANK and use it for the gold room. Now, you have access to the door in the center. Save at the savepoint in here. Kill more zombies. Head down the ramp and examine the door at the end. You'll be locked in a room with ghosts you can't kill. Just avoid them and make a mad dash to the door in the lower right corner. Watch the FMV and you'll have control of Hana soon.

You'll be transported back. Quickly equip one of your best weapons. Head back the panel with symbols and use the BUTTERFLY COIN. Kill the warriors that get in your way.

Press the butterfly, press the moon, press the bottom button, and run to the room with the cube. Again, you have 30 seconds to do it. Unlock the door opposite of the ladder. Kill the warriors that come alive in here and head in the door to the topleft. In here, there's a save point. Save your game. Just walk the planks. No just kidding. Head in the door topleft of the screen. Beware of more warriors. Get the DIG KEY. Exit the door and use DIG KEY on the door to the right. More statue warriors. Kill them and get the WOOD PLANKS. Advance through the wooden path and you'll end up at a gap and a door. Use the WOOD PLANKS here. After that, enter the door and say hi to ghosty. Listen to him. He provides valuable clues on your next mission.

It's la la land again. Talk to the couple standing by the stairsteps and they'll give you the ASTRONOMY KEY. Ascend the stairs and use the ASTRONOMY KEY on the door. You'll be in a room with two blinds. One of them open and one of them closed. Just go to both of them and press /_. Head on outside and you'll meet a girl in red slippers. Follow it to the well. Press /_ to trigger an FMV. Now, you have the girl's REMAINS. Go back in the house again close one blind and open the other one. Exit the house and it's daytime. Give the couple the REMAINS. Get the LILY COIN and you'll be transported. Quickly your weapon and kill the statue warrior. Head back the 5-icon panel, killing anything that gets in your way.

At the panel, press the butterfly, lily, and moon, and the bottom button. Another door will unlock. You have 40 seconds to get to it. Quickly enter the door in the circular room. Kill more warriors and open the door at the end. You'll come up to a smaller circular room. Fight the boss.

#####

Boss: REVOLVING WARRIORS

#####

What? You think Kronos would let you go this far without a challenge? In this bossfight, stand on either the left or right side of the room. Dodge the incoming fire by using the evade command. When it fires to the left, you dodge to the right. Can you say duh duh? When the wheel stops with a picture of a man with a bull's head, open fire on it. The assault rifle is the best. After it dies, a whole will open up.

You're still as Hana. Go through the whole and you'll meet ghosty again. Listen to him carefully. "Love is blind, but then again, so is justice." You're in la la land again. This is your final mission...for this level that is. Talk to the jar on the left, no..it's a CLAY POT. Now move towards the camera and hit the drum beside the statue on the left. Watch the FMV. Dumb pot won't talk. Try to leave by the double door and the girl will plead for help. Now, use the BANDAGES to cover the eyes of the guardian statues. Use the CLAY POT at the town judge and receive the BULL COIN. Mission completed.

Go back to the panel. Kill some more warriors in the way. So, it's not a goat after all. DOH! It's a bull...This time press all five icons and the button on the bottom. The cube will descend, revealing a way down. Go to the room with the cube and examine the newly exposed passage. Kill the statue warriors. Go down for another boss fight.

#####

get some of the water. Step on the yellow tile and go to the gold area. Use the SALT WATER GOURD to create a way across. Follow this diagram for this puzzle...

=====
Puzzle: GOLD AREA / ELEMENTAL CHALLENGE
=====

```
|@here | | | @ Indicates where you need to go and press /_\  
| | | | ==, || Indicates a path you go across.  
| Left |==| Right | *C Indicates the center  
| | | | !!Remember, you can only walk on it when it's gold!  
|__||__|| | |__||__||  
| || |*C| || | Here's the path you need to take:  
| | | | |  
| Lower | | Lower | Lower left, lower right, center, right, center,  
| Left |==| Right | right, center, right, and left corner.  
|_____|_|_|_|  
|START| QUICKLY PRESS /_\  
=====
```

With the new items in your possession, go back to the room where you first grabbed the two bridge tiles (the room with the blue and yellow pads). Use the waterwheel in this room. Be careful of more monsters. This will desalt the water. Go back to the pier and fill the EMPTY GOURD and GOBLET with FRESH WATER. Go back to the fire area and stand on the gray tile. Use the goblet and a specific flame will turn blue for a milisecond. Walk in that flame, grab the FIRE CRYSTAL and get out. Turn around and go to the back table. The furnace is now on. Use the EMPTY GOBLET in front of it to melt it. Use the BROKEN DIGGING TOOL on the furnace to repair it. Return to where you dug the ROCK SALT. Use the DIGGING TOOL to dig a hole and use all three of the collected crystals on the hole. Use the FRESH WATER GOURD. A tree will grow. Grab the DIAMOND and go back to the place where you met the woman. The monsters are restless. A mad dash helps. You'll probably die. Try, and try again. Save and use the DIAMOND on the door that the woman pointed to. Switch over to Glas.

```
*****  
* As Glas $  
*****
```

Save your game. Kill the two idiots in the corner. Grab the GATE KEY one of them drops. Also, there's a SS2000 in the corner. Arm yourself with an EMP and use the GATE KEY on the door. Charge up the EMP and release. This shorts out the mech that was coming to get you...temporarily. Enter the new door and take out the guys with a shotgun. Try to walk to the deadend and examine the door. You can't access it. Go back and 'lo and behold there's the mech! Quickly shoot the fuel drums. Glas will climb up the ladder. Stealth kill the dude in the corner. Grab the flame thrower. Kill one more soldier on the same roof. Arm the Arc Taser. Use the GRAPPLING HOOK to get to the next building. Kill 3 more soldiers. Jump over to the next building. And here's a plethora of fans. Only one of them stops in a pattern. Ever so carefully inch your way to that fan. When it stops, press /_\
Inside are some C4s and a save point. Save. Go outside and get in the mech. Destroy the other one. Run from the helicopter. After that, climb up the building. Roll to dodge its bullets and get in the turret to destroy it for good.

Kill the soldiers and get the UTILITY KEY. Use it on the hatch to climb

| | | | | | | | | |
|---|---|---|---|---|---|---|---|----------------------------|
| | | | | | | | | 3, 4, etc. You will need |
| | | | | | | | | to backtrack. After the |
| * | 2 | * | * | | | | 7 | last number, step on |
| | | | | | | | | "FINISH". Next up is Glas. |
| | | | | | | | | |
| 6 | | | * | | * | * | * | |
| | | | | | | | | |
| | | | 1 | * | * | 5 | | |
| | | | | | | | | |

START

```

*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$
*      As Glas      $
*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$

```

Use the PAPER DOLL on the portal. Another immortal. Make your choice between your brother and your father. It doesn't matter on which one you make. After that comes another boss fight. You have to fight demons. Use your heaviest firepower.

```

~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*
*      As Hana      ~
~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

```

Use the MIRROR on the portal. If you hurt or kill any of the workers in the aqueduct, you'll have a boss fight. I told you not to kill any of them! If you listened, you can just walk on ahead without having to fight him.

```

#####
      Boss: IMMORTAL / WORKERS IN AQUEDUCT
#####

```

Your guns can't hurt him since he's an immortal. Switch to melee and hit him when you have a chance. Get to any of the side to dodge his lightning bolts. A couple of hits will do.

```

*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$
*      As Glas      $
*$*$*$*$*$*$*$*$*$*$*$*$*$*$*$

```

Use the BRAVERY MEDAL on the portal. Another immortal. You have to fight a boss fight. Ready? Hope you saved often. It make take a couple of tries.

```

#####
      Boss: YOURSELF / GLAS
#####

```

Immediately equip the flamethrower. Run around the beam and when you get behind Evil Glas, fry him!

```

~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*
*      As Hana      ~
~*~*~*~*~*~*~*~*~*~*~*~*~*~*~*

```


+ Gaming SITES

Daily Radar - http://www.dailyradar.com/reviews/game_review_1286.html
Gamepro.com - <http://www.gamepro.com/sony/psx/games/reviews/11582.shtml>
Gamespot.com - <http://www.zdnet.com/gamespot/stories/reviews/0,10867,2687897,00.html>
IGN PSX - <http://psx.ign.com/reviews/14541.html>
Gameshark.com - http://www.gameshark.com/articles/index.jsp?content_id=4850

=====
----- [Cheats and Secrets] -----
=====

+ Unlock Art Gallery - Enter these codes at the main menu to unlock the art gallery. A sound will confirm the correct entry.

Disc 1 - left, right, up (2x), down, circle
Disc 2 - up (2x), R1(3x), square
Disc 3 - L1, R2, L1, R2, L1, square

+ Cheat Mode - Successfully complete the game at least once and enter the at the panel on the left-hand side wall (the room where Rain leaves and Hana is controlled for the first time) for the indicated effects.

All Weapons - enter "11692" as the code
Unlimited Ammo - enter "61166" as the code
Big Head Mode - enter "10397" as the code

=====
----- [GameShark Codes] -----
=====

+ No, these aren't all the codes. There are a whole bunch of them. Just go here: http://www.gameshark.com/game_resource/codes/index.jsp?title_id=2717
I didn't want to have to waste time to do all those... ;)

+ Infinite Fear [health] D00495ec0068
 800495ee2400

=====
----- [Fear Effect 3 Wishlist] -----
=====

+ Nope, this is not a real game. It could be, if Kronos wants it to be. The list just contains some of the things I want FE3 to have. If there ever is one, and I highly suspect, there is. I[we] think it should include these.

- NO MORE real-time menu
- On the PS2
- have vehicles you can drive in
- even smarter enemies [I'm sorry, but the strategy game AI is just dumb]
- bring Rain into the story

+ That's it. I can only come up with these. If you have a wishlist of your own, please feel free to e-mail it to me. I'll put your name for the credit...or pet name--anything that you prefer.

+ A LONG LIST SENT IN BY MGS2000 [metalgearsolid_2000@yahoo.com]

----- [Things That Need To Stay] -----

- Motion FX3D technology with Seamless integration of gameplay and in-game cinematics.
- Computer generated sequences.
- No load time even after death sequence.
- Intense story driven action and environmental puzzles.
- New and improved real-time inventory system.
- Fourth playable character: Rain

----- [Things That Need To Improve] -----

- Full screen gameplay! (no more MTV or 1/2 of screen)
- Smarter enemies even in Normal Mode! (Like FE 1 enemies)
- 2-player mode--even in story mode!(Is it possible???)
- Difference story, different paths or distribution for the game! Not only in ending. (Different movie depend on difference paths or distribution.)
- The real-time item management, which is cumbersome especially in tight situations. Weapons select in battle is too slow, we need to type button by button. Moreover, we can't pause the game to select different weapon. By the time a desired weapon is selected, you would've been long dead.
- Remain the last Fear Effect 1 enemies' voice acting.Because the first FE voice & sound was strong & solid. For example, the Hong Kong Mandarin or Cantonese voice speak like "Hey Guy! don't move" "What are you doing!" So in Mandarin or Cartonese voice acting like "Mai Yuk!" "Joo mee ah..!"

The enemies will say "Mai Yuk!" or "Hey you! Don't move!" after they have seen Hana,Deke & Glas sneak inside the building. Here is the best voice acting in PlayStation I have ever heard before!
- Control Vehicle or helicopter gameplay! Drive vehicle with gunshooting gameplay!Just like METAL GEAR SOLID in the last battle with vehicle drive & shooting gameplay! (If there have 2 players mode, one can drive the vehicle the other can use their weapon to shoot!)
- Sniper gameplay. Zoom in & out for sniper gun's crosshair. I have never seen any of snipeing gameplay in FE. Sadly!!!
- The hidden features&secrets that unlock with replay not only is unlimited ammo, health or game art gallery...We need something fresh.
- Frustrating gameplay even in active motion FMV background! (No choke or slow down situation!)
- Don't take so many camera angle (Not suitable for 3D control! Especially,

the analog control) Make it more in 2D gameplay with 3D FMV background like Metal Gear Solid.

- Include the HE grenade. I haven't seen any in the FE series. It's a very important weapon.
- Finally, take more LOGICAL story!!!! Meaning, no more supernatural, Chinese ghosts!

=====
----- [Credits / Acknowledgements / Special Thanks] -----
=====

- + My mom. For not bugging me when I'm in front of the computer. :)
- + God for keeping me alive and well everyday.
- + Kaizer3000 for correcting me on the guide. I appreciate it.
- + MGS2000 for the long wishlist. Some great ideas!
- + Gamewinners.com for all the codes I needed.
- + Gameshark.com for the solutions to some of the puzzles.
- + Gamepro.com for all the gaming mags you've been feeding me.
- + DailyRadar for such an awesome gaming website.
- + IGN PSX and IGN PS2 Dave, get your lazy ass up and reply to some letters.
- + Eidos Interactive Ltd. For the free FE1 and for publishing such an awesome game. You guys are great.
- + Kronos Digital Entertainment for putting all the blood and sweat into developing this game.
- + GameFAQs.com for all the guides on your site.
- + If I forgot anybody, please e-mail me so I can put your name on this list. Apology in advance! :)

=====
----- [Contact Information] -----
=====

- + I worked hard on this FAQ. It would be nice to receive a letter or something thanking me. Or if I did something illegal, hatemails are always welcome. You can contact me with the following e-mail addresses:
 - blackhaz3@ignmail.com
 - SuperAverageGuy@aol.com

AOL, you guys suck. But I'm sorta stuck with you.

=====
----- [Final Words] -----
=====

+ AUTHOR'S COMMENTS

