

Fear Effect 2: Retro Helix Puzzle Answers FAQ

by Shinji

Updated to v1.4 on Mar 10, 2001

FEAR EFFECT 2 : RETRO HELIX

PUZZLE ANSWERS GUIDE

Version 1.0- Feburary 26 2001- The Beginning
Version 1.1- Feburary 27 2001- Updated the part on Disk 1 (Part 2)
Version 1.2- March 2 2001- Updated the part on Disk 4, 3, 4(Part 2)
Version 1.3- March 5 2001- Finished the most of FAQ.
Version 1.4- March 10 2001- Finished the FAQ.

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1 - INTRO:

First and foremost, I would like to state that this is NOT a walkthrough. It's merely mean to help people who are stucked with puzzles in the game and cannot solve them. The names of the puzzles are not offical. I made them up myself. The bracketed name is the character whom you are controlling at that time of the game. The answers/solutions are provided in order of occurance of the puzzle in the game. I hope that my FAQ will help such people in one way or another. Have fun!

2 - ANSWERS/SOLUTIONS TO PUZZLES

Disk 1

PC PUZZLE TO OPEN THE REQUIRED FLOORS. (RAIN)

Use the Flash Disk first. This will startup the PC. 8 keys are seen. You'll need to press 6 buttons in an order such that the sixth number pressed will be the number formed on the left side of the read out. Here's the solution:

80th floor :4,3,2,B,D,C
86th floor :4,3,2,B,D,A

ROOM WITH 2 COMPUTERS: RIGHT COMPUTER (RAIN)

Your aim is to decode the pattern of rows of letters on the right with the set of digits on the left. The legend can be seen on the upper right corner of the screen. Remember to press the right switch whenever you finish a row. In other words just match the number with the letters. Anyway, here's the answer:

Row 3: 4, 5, 1, 2, 3
Row 2: 3, 1, 4, 5, 2
Row 1: 2, 3, 4, 5, 1

ROOM WITH 2 COMPUTERS: LEFT COMPUTER (RAIN)

EASY! Just make the top number into the bottom one. Simple Mathematics.
Answer (from left to right): 2, 5, 10, 13, -1

RELEASE OF HOT STEAM PUZZLE (HANA)

I do not know how to explain this one. A friend of mine gave me the answer. Here it is anyway (from left to right):
5 bars, 4 bars, 3 bars, 2 bars

PASSWORD FOR DOOR LOCKED WITH NUMBER CODE. (HANA)

Another simple one. Just view Video B. Key in the following number to gain access: 92572

Disk 2

GEOMETRIC PUZZLE (RAIN)

Use the d-pad to manipulate the shape, either left(L), right(R), down(D), up(U), or center(C). The answers are:

Shape 1: D, U, D, U, D, U, D, U
Shape 2: U, D, U, D, U, D, U, D
Shape 3: U, U, U, U, D, U, U, U
Shape 4: D, D, U, D, D, D, U, D

Shape 5: D, L, D, L, D, L, D, L

Shape 6: D, R, U, L, D, U, D, U

CIRCUIT BOARD PUZZLE (RAIN)

Drop the voltage to 00.00 while making a complete loop circuit. You're to use the provided pieces on the bottom of the screen. Please note that you DO NOT have to use all of the provided spaces on the board. The answer is as follows:

Legend: Yellow Straight = S, Red T = RT, and Yellow Curve = C

The number in the bracket indicates the number of times you have to flip the piece (with the O button.)

Row 1: Blank, C(x3), Blank

Row 2: C(x2), S, C, Blank

Row 3: S, RT(x1), S, S

Row 4: Blank, C(x2), S(x1)

Row 5: Blank, Blank, C(x1), S, C(x1), C

Hit OK after this.

COLOURED FUSE PUZZLE (RAIN)

IMPORTANT NOTE: Make sure you remove the fuses from the top and bottom of the holders before exchanging the rods. Do the exchanging in this order:

exchange yellow with green -> exchange yellow with white -> exchange blue with purple -> exchange red with blue

Disk 1 (Part 2)

KEYCODE FOR 9-MONITOR SCREEN (RAIN)

The keycode can be obtained from the last door down the hallway. Well, here it is anyway: 836745

"CONVEYOR BELT" PUZZLE (RAIN)

Your aim is to guide the green dot to the red dot. I cannot give an answer for this one. But I can help you a tip : Use only the outer paths then quickly move the green dot to the inside of the "maze". It takes a little patience.

KEYCODE FOR THE LAST DOOR DOWN THE RIGHT HALLWAY. (RAIN)

The code can be obtained from Screen 9 of the 9-monitor screen in the video room. The code is 4615207

ALIGNMENT OF LETTERS AND NUMBERS ON PC SCREEN. (RAIN)

Pay attention to Screen 6 of the 9-monitor screen in the video room. Yep, that's the answer. Here's what I discovered though:

4 should be in the 3rd block down.
2 should be in the 5th block down.
B should be in the 6th block down.
3 should be in the 2nd block down.
D should be in the 6th block down.
A should be in the 4th block down.

DNA CODE PUZZLE (HANA)

I took this one from the FAQ on Gameshark.com. Hope they don't mind. Use the DNA code disc on the computer in the back of the room. You will now have 12 DNA strands to match up with the DNA structure sequence in the top screen. On the top screen, there are 12 black slots, and there are 12 DNA blocks. Each color matches up to its partner. The top empty spaces will be lettered here left to right, while the 12 DNA strands will be numbered as follows:

Color Rules:

Red = Yellow
Yellow = Red
Blue = Green
Green = Blue

Structure

d g j
a b c e f h i k l

Strands

1 2 3 4 5 6
7 8 9 10 11 12

The proper sequence is:

- a. 1 (flipped)
- b. 7
- c. 10
- d. 9 (flipped)
- e. 8
- f. 3
- g. 7 (flipped)
- h. 4
- i. 6
- j. 12
- k. 2
- l. 12

>From what I know, there are NO puzzles on this disk. HURRAY!

Disk 3

FIVE ICON WALL PUZZLE (HANA)

Here's the sequence that you should press after receiving the respective coins:

After getting the moon and sun coin:

moon -> sun

After getting the butterfly coin:

butterfly -> moon

After getting the lily coin:

butterfly -> lily -> moon

After getting the bull coin:

sun -> butterfly -> moon -> lily -> bull

"CHINESE CHESS" PUZZLE (HANA)

I cannot give you any specific help on this one, but I can give you some tips:

- Stay near your flag back, and let his troops come to you.
- Always make sure you have at least 1 10/10 guard left. Why? Because they have maximum movement! To make this possible, use one 20/20 guard on 2 of his 10/10 ones.
- Make sure that you have at least one guard left to protect your flag.
- Another way is to split into two groups so that the chess master will be confused
- You gotta have lots of luck. LOTS OF IT!

COLOURED CHESS SET PUZZLE (HANA)

Your aim is to get all the coloured pieces into there respective coloured slots. (Billiards, anyone?) You can download the solution here:

http://www.gameshark.com/static/guides/fear_effect_2/puzzle.mpg

Disk 4 (Part 2)

GETTING PASS THE RIVER OF LIQUID OF GOLD (HANA)

You must get to the top left corner to retrieve the crystal. You can only walk on the platforms which are bright yellow/gold in colour. If you don't, then you'll get a limited edition gold Hana figurine mailed to your home. ^_^ Well, here's the answer. Just stand on the stated platforms:

Lower Left -> Lower Right -> Center -> Upper Right -> Center -> Upper Right -> Center ->Upper Right -> Upper Left

Disk 2

 MATCHING OF COLOURS (HANA)

I cannot help you here as the puzzle is random. Yup, just like those from Bio Hazard 3. I can however tell you what to do. You are supposed to match the colours in the order that light up in. You'll need to copy down the sequence to make things easier.

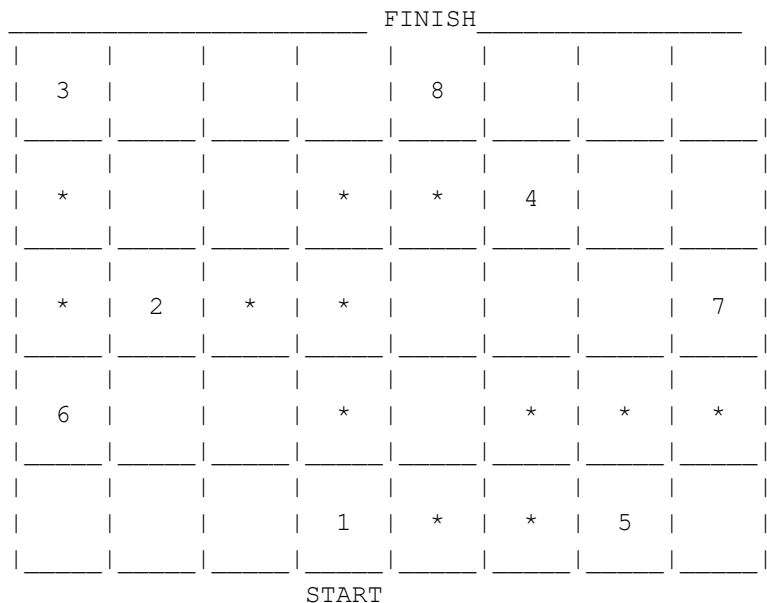
 BOARD GAME WITH AN IMMORTAL (GLAS)

Things you're supposed to do:

- Reach the end before he does.
- If he lands on your spot, you go back 6 places. This works vice versa.
- To reach the end, you need to get an exact number.

 THE FLOOR TILES

Special thanks to TheOuterHeaven (TheOuterHeaven@aol.com)



Numbers and *'s indicate areas that you can walk on. If you step

on any tile that is not marked, you will get hurt. To solve the puzzle, step on the tiles marked in order (1, 2, 3, etc.) You will need to backtrack. Step on "FINISH" once you stepped on the last tile (#8).

Extra Clue: The answer is written on the walls (In Chinese that is.).

YOUR FATHER OR YOUR BROTHER (HANA)

Special thanks to Aspen Matthews (fathomforever@hotmail.com)

Both choices will send you to the same arena to battle a creature. So regardless of what choice you make, you'll still need to beat up the same creature.

THE TEST OF YOUR STRENGTH/WILLPOWER (HANA)

This test will only occur if you killed those yellow-suit zombie-looking people in the sewers at the beginning of the game. You can only use your melee attacks as no weapon can hurt him. Good Luck!

YOU ARE YOUR WORST ENEMY (HANA)

You now have to face your worst enemy-yourself. No shortcuts as usual. Just try to get to her/its back and attack from there.

HANA'S TOUGHEST CHOICE (HANA. DUH!)

You now have to choose between Hana's parents or Rain. If you chose your parents, you'll have to fight to monsters. If you chose Rain, you'll be allowed to proceed with the game.

TILES ONCE AGAIN (HANA)

Use the peace near the floor. You'll then need to walk across the tiles. Random once again. Sorry that I cannot offer any help here.

Disk 3 (Part 2)

THE FINAL BATTLE (HANA)

You'll now have to choose between Rain or Mist. (Don't you just hate it when you have to make so many choices?) Well anyway, the left person is Mist and the right person is Rain. I'm sorry to say this but I'll not proceed any further as I do not want to ruin the best part of the game. Have fun seeing the outcomes of each of the two choices.

3 - HICCUPS A.K.A FUNNY STUFF THAT I FOUND OUT ABOUT MY GUIDE

By from the GameFAQs Message Board:

-Why doesn't Chow just say that Blue=Green and Red=Yellow? (The DNA puzzle)

Answer: Er...Didn't I include that in already? By the way, my name is Edwin not Chow. Chow's my surname. No one calls me that way. You can call me Edwin or Shinji (my nickname). Sorry to emphasize on that. ^_^

4 - LAST WORDS

Finally finished the FAQ. (With exception for some parts.) I welcome anyone who can correct my mistakes (if any) or tell me if I left out anything. But please do not e-mail me asking me for the actual walkthrough of the game, gameshark codes or secrets. Such mails will be deleted.

5 - CREDITS

- GameFAQs <<www.gameFAQs.com>> OF COURSE!
 - Vgstrategies <<<http://vgstrategies.about.com>>>
 - Aspen Matthews <<fathomforever@hotmail.com>>
 - And all those who helped out at the GameFAQs message board. Thanx a million.
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