

WHAT IS GOING TO BE ADDED IN THE NEXT VERSION (1.1):

- 1-The corresponding block in the movie preview to the movie described in here.
- 2-The whole plot from intro to end game
- 3-Exact enemy location
- 4-Bestiary and Boss Guide
- 5-Hardest puzzles quikie-FAQ
- 6-GameShark Codes

If you wish to modify this FAQ:

If you discover something I missed or a better way to do something, please e-mail me at death_tyrant@angelfire.com. I check my e-mail every 3 days or so. I will check out your suggestion and modify the FAQ accordingly. I will also give you credit, but only if you want me to. If you say nothing, I will assume you want your name up here.

AND DON'T TELL ME MY ASCII ART BITES! I KNOW IT BITES!

How to read this FAQ:

Search is what the game calls "Interact" It is the X button on the default controls. Telekinesis is what the game calls "Search" It is the Triangle When I say "Left, The Left, Your Left, etc" I AM REFERRING TO RION'S LEFT UNLESS I SPECIFICALLY SAY OTHERWISE. All of the directions should be right if you followed the walkthrough from the beginning. If you went off on your own, and want one problem solved, the directions may be a bit confusing. I will add a mini-faq later for specific problems using your TV as a guide. FMV stands for Full Motion Video. These are the things you get to see in the movie preview and that you can skip by pressing X or Start.

The names of the rooms are entirely made up. I don't name rooms twice, so when you have to backtrack, the directions for different rooms will be under the last visited room. For example, you start in room A. A key for a door in room A is in room B. In the walkthru for room B will be directions involving being in room A.

General hints.

How to use Nalcon effectively:

Nalcon works best when paired with skip. Charge up the Nalcon to Almost full and repededly tap X to release multiple small bursts of Nalcon. Use this tactic when fighting monsters such as Arabesque and Robots. A Level 1 fully charged Nalcon blast will kill medical staff and knock most monsters on the floor. No enemy is immune to Nalcon. It is your most basic weapon, master this quickly.

How to use Red effectively:

Red is best used when fighting a single opponent with a lot of life. Red must be at least 3/4 charged to get the most effecient damage out of it. Anything less is just wasting your supply. Red leaves opponents standing, so while they are ablaze, it gives you more than enough time to charge up more red and attack them again. Red is most effective on Rabbits and Riflemen and roughly does twice as much damage as Nalcon. Robots and Rainheart are immune to red. Birdman recieves little damage from red but it is a good set up for a Nalcon blast.

How to use D-Felon effectively:

When charging D-Felon, all the monsters in the vicinity wretch in pain. However, this constantly drains the D-Felon gauge. The reason it does this is because D-Felon needs to be fully charged to work. The best time to use D-Felon are when fighting groups of 3 or more monsters at a time. I think there was only one point in the game when there were more than 3 monsters in a room but you didn't have D-Felon at that part. It works especially well on monsters that have ranged attacks such as Robots. Beguile the monsters into a cluster and run up to them and begin charging. This halts their progress and lets you charge. When you release the D-Felon, the natural reflex is to begin charging again to cheese them. If you do this, you will get roughly 3 shots per vial. Run away from the fallen monsters, then charge them when they get up. This way you will out as much D-Felon as you do Nalcon. The effect released by D-Felon during charging does not damage. Unfortunately, you do not have D-Felon for very long and it's effectiveness against bosses is limited. If you reach Level 3 however, D-Felon will work very well against bosses. Only Dorothy is immune to D-Felon

How to use Short effectively:

Make sure you have some Delmeter before you short.

If you are in a large room, attract as much attention as possible.

Get behind an enemy and then short. On some tough enemies, you will

have to get a little closer for Short to work. Use it against the

first boss to avoid a rather difficult fight. Birdman, Rainheart, Rita,

Cain, and Dorothy are all immune to Short.

Drugs:

If you can't take a certain drug because your medicine pouch is full, do not worry about it. Backtracking to find all the drugs you missed will cause an

unnecessary short. The only drugs worth backtracking for are Delmeter and

Skip. There is plenty of everything else.

Help me! I...

Keep running out of Delmeter and I Short and die!

Run more often. Ignore enemies that you do not need to kill. Avoid rooms

I did not mention in my Walkthru. Search less. Ignore as much enemies as

possible when you have full AP. Do not take Delmeter before the end of a

stage unless you are fighting a boss and your AP is full.

Got lost.

Hit the circle button to activate a map. Go back to where you started from and follow my walkthru 100%. Don't unlock doors you aren't going to go into immediately. Try to remember rooms by landmarks instead of directions.

Keep getting killed by these monsters.

Save before you fight them. Short before you fight them. Use Skip.

Try a different PPEC. Attack them from behind. Use Recovery Capsules.

Pull out a GameShark (tsk tsk). Stay down when they knock you down (you are invincible when lying on the floor). Walk instead of run to surprise them (you will only find enemies with their back turned on Stage A).

Can't find something you said was there in the walkthru.

Get glasses. Search everything in the room. Check your inventory. Use telekinesis on where you need the item to get a better picture.

Suck.

Can't help ya there. Use a GameShark to give yourself a "Handicap" until

you feel more comfortable with the game. However, I used a GameShark to help me write certain parts of this walkthrough and I encountered a bug where the codes make the game think certain things have happened or that you have items that you really don't so you can't get them. So you can't pop in a few codes and have a breeze through the whole game. You won't even make it to Birdman.

Still don't have the solution to my problem.

I realize some of the walkthrough may be unclear.

Email me at death_tyrant@angelfire.com. Tell me what room the problem is in, what you think the problem is, the last FMV you saw, and what you want to do.

I will help you as best as I can. I will also make an attempt to clarify the trouble area in the walkthrough so other people don't have the same problem.

Questions for me:

1.How long did it take you to beat this game? The very first time, 7 hours. But then I was also writing this FAQ the same time. I can clear the game now in 2 hours without dying.

2.What was the hardest fight for you? Rita. She spends most of her time being invulnerable so I couldn't use my hit-the-boss-before-they-attack-to-stop-their-attack strategy.

3.How many times did you fight each boss? The first time, I fought Lem once. Birdman three times. Rainheart 5 times. I lost count on Rita. Cain 3 times. Dorothy 4 times.

4.Did you cheat? No. I beat the game fairly. After I got to disc 2, I decided to use cheat codes to beat the game, starting from Disc 1 and write a walkthrough. I was stuck on a part in Disc 2. However, Cheat codes halted the game for me before the end of Disc 1 and I just forced myself to use my brain and play out my "unenhanced" game.

5.Did you like the ending? Do the words "HELL NO" mean anything?

6.What do you like and dislike the most about this game? I give this game overall, an 8. The voice talents were horrible. The ending was horrible. The characters were way too mature for their age and the whole beginning of the game was just not believable. Stage D wasn't any more believable either. The game play and the idea behind the plot was very well thought out. I had the most fun on stages B and C. Some of the puzzles were hard but not impossible. The AP kept me on my toes most of the game. Wondering what was going to happen next was probably the reason I lost a bunch of sleep over it. I would say if there is a way to cross Resident Evil with Tomb Raider, Galerians would be it. It is fun just to mess around in to show your friends. They all seemed to like the head explodie part. In short, I'll definitely buy Galerians 2.

7.How can I contact you? I am AngelDeathTyrant on AIM. My e-mail address is death_tyrant@angelfire.com. Don't ask me if I have ICQ, don't ask for my UIN, and don't try to search for me on ICQ. I have half of all the ICQ users on my ignore list.

8.Do you have a webpage? I did. It was a NIN page. I tore it down however because I am a multi-lingual programmer and I just felt that my webpage was a serious display of slack on my part. In human terms, I thought I could do better than the crap I uploaded to Angelfire.

-----MAJOR SPOILER HERE-----

-----COMPLETE WALKTHRU-----

Stage A

Michaelangelo Memorial Hospital

Location: Drug Administration Lab

Notes: You start here

2xFMV

Items: Medical Staff Notes, Liquid Explosives, Delemeter

Enemies: None

Walkthru: You get a movie for starting a new game

Turn left and look for the medical staff notes

Proceed back to the right and use your telekinetics on the door

After the movie, open the door to proceed

Location: Monitor room

Notes: Nine Inch Nails-Terrible Lie can be heard in the background

and will be heard throughout the game

FMV

Items: Security Card, Recovery Capsule

Enemies: 1xMedical Staff

Walkthru: Kill the guard, turn left to find the security card

Search the terminal to the left of the security card to find

the recovery capsule

Go through the other door

Location: 14F Goddess Hall

Notes: None

Items: None

Enemies: 3xMedical Staff

Walkthru: Kill the medical staff and find the door.

Location: Security Gate

Notes: None

Items: None

Enemies: None

Walkthru: Use the security card from the Monitor room on the panel to

unlock the gate. Proceed

Location: Security Checkpoint

Notes: FMV

Items: Recovery Capsule

Enemies: 1xSecurity Guard

Walkthru: Kill the guard then press the button to permanently unlock the door

Search the odd mess to the right of the button for the Recovery

Capsule. Proceed through the door on the right

Location: Security Control Room

Notes: FMV

Items: Freezer Room Key

Enemies: 1xSecurity Guard

Walkthru: Kill the guard. Search the panel with the red light for the key

Press the button to unlock the door in the Security Checkpoint

Search the mirror to activate the FMV

Proceed through the door on the left

Location: Medical Supply Closet

Notes: You CAN skip this room, but you can't afford to.

Items: Beeject, 2xRecovery Capsule, Delemeter, Nalcon

Enemies: None

Walkthru: Climb the ladder to get the Beeject

Search the boxes against the left wall for the Nalcon

Search the room for any of the other items

Backtrack to Security Checkpoint

Enter the door to your right (it was previously locked)

Location: 14F Hall A

Notes: Turn right, walk straight until you hit a wall, open the door on your right to find a save spot

Items: None

Enemies: 3xSecurity Guard

Walkthru: Kill all the Guards, then walk to the opposite end of the hall and open the door there.

Location: 14F Hall B

Notes: Do not run or you will wake the guards, kill them asleep

Items: None

Enemies: 3xSecurity Guard

Walkthru: Kill the first guard as soon as you see him

Wait for the patrolling guard to turn his back, then kill him

Follow the path to another guard and kill him

When you reach the end of the hall, enter the door on your left

Location: Machine Chair Lab

Notes: FMV

Items: Delemeter, PPEC Storage Key

Enemies: 2xMedical Staff

Walkthru: Kill both medical staff as they are working, do not get too close or they will attack

Search the right terminal for the key

Search the left terminal for the Delemeter

Use telekinetics on the front of the chair for the FMV

enter the door on the right

Location: Psycho Chair

Notes: You may want to copy down the code on the wall

FMV

Items: Nalcon

Enemies: None

Walkthru: Search the front of the chair for Nalcon

Use telekinetics on the chair for the FMV

Search the wall with the stuff on it for a code

Backtrack to 14F Hall B

Use the Freezer Room Key on the door to the left

Location: Freezer

Notes: 2xFMV

Items: Fuse, Nalcon, 2xRecovery Capsule

Enemies: None

Walkthru: Search the red dot on the round thing in the center for a FMV

Search around the round thing for a fuse box and remove the fuse

Do not attempt to pass through the cold air or you will take damage

Return back to where the red dot was and look for a contraption

leaning against the wall and use it to stop the cold air

To the left and right of the fuse box are Recovery Capsules
To the left of the machine that stopped the cold air is Nalcon
Return to 14F Hall B
Walk down to the door on the left and use the fuse on it
Open it, this leads to the Drug Administration Lab
Search for the cylindrical object in a corner of the room
Use the PPEC Storage Key on it
Retrieve the Liquid Explosives and the Delemeter
Return to 14F Hall B from the door you just came through
There may/not be a Rifleman here that wasn't here before, careful.
Find the Red wall that says "14F"
Use Liquid Explosives on it, then telekinetics and you get the
second FMV. Search the stairs to go down them.

Location: 13F Goddess Hall A

Notes: As soon as you enter the 13th floor, stay where you are as a
patrolling guard will pass by you and you can attack him without
being noticed

Items: None

Enemies: 2xSecurity Guard

Walkthru: Kill the guards and walk to the far left. Open the door.

Location: Lem Television room

Notes: FMV, Save point in the left door of the 2 doors that are close
together

Items: None

Enemies: May appear later in game

Walkthru: Walk up to the TVs for the FMV

Press the button on the little pillar in front of the TVs

---OPTIONAL---

Look for the 2 doors close together

Enter the one on the right and you will be in a bathroom

Search the ashtray for a Newspaper, this adds to the plot but
it is insignificant to the game.

Look for a door in the far corner and enter it.

Location: G Project Briefing

Notes: None

Items: G Project Report, Red, Recovery Capsule

Enemies: 3xMedical Staff

Walkthru: Kill the staff. Search the end of the table away from the screen
for the Recovery Capsule.

Search the little post to the left of the screen for the Red.

Activate the screen for the G Project Report.

Enter the door to the right of the screen.

Location: Fetus Incubator

Notes: FMV

Items: Special PPEC Office Key, Delemeter

Enemies: None

Walkthru: As soon as you enter, search the left for the Delemeter

Walk to the far end and search the thing there for the key.

From the spot where you took the key, the second fetus down on the
left is shining a little. Search it for the FMV.

Backtrack ALLLLL the way to 14F Hall A

Search for the door marked "Special PPEC Office" and use the key
there. Go in!

Location: Special PPEC Office

Notes: The code for the security card is 9607932

Items: Nalcon, Red, Delemeter

Enemies: 3xMedical Staff

Walkthru: Kill the staff. Immediately to your right is Nalcon
To the end of the room in the cylinder is Red
Next to that, the boxes have Delemeter
Find the little computer thing and use the security card on it
Input the code and go back to 13F Goddess Hall A
Use the security card on the door close to the stairs.

Location: 13F Corridor

Notes: You never need to go through that door again. So don't waste time.

Items: None

Enemies: 2xRifleman

Walkthru: ---OPTIONAL---

Dont kill the guards, go straight into the door to the left.
I call this place the Jackpot.
Inside you will find 2xRecovery Capsule, 2xDelemeter, Skip, Nalcon,
red, and a second encounter with Lilia in your mind.
I strongly suggest you visit this room

NOW kill the Riflemen and follow the corridor to another door and
go in.

Location: Factory

Notes: FMV

Items: Recovery Capsule

Enemies: 1xWhite Robot

Walkthru: Try to be shorting before you enter this room.
As you walk into this room a FMV will start showing you a robot
activating. If you are shorting, no problem. If you have full AP,
try not to be too close when you short as it sometimes takes a
little while for the short to affect these guys. Also, try not to
be too far as they will shoot you atleast 5 times before you kill
them. If you are not shorting, run or use Nalcon to kill the robot
and not Red. If you are also not shorting you may want to use Skip.
The recovery Capsule is in the apparatus to the right.
After the robot is dead, go down the stairs.

Location: 12F Foyer

Notes: Save Spot in the door closest to the stairs in the spot with 3 doors
that are next to each other.

Items: None

Enemies: 2xSecurity Guard

Walkthru: Kill the security guards first. Hang a left and go to the area with
3 doors. Enter the door on the left.

Location: Computer Room

Notes: I have a dense hatred for this room.

Items: Control Room Key, Red, Pictures of your parents.

Enemies: None

Walkthru: As you enter, you will hear an alarm. The lights shut off and the
door locks. Walk behind the first row of computers and look for the
Control Room Key. Walk towards the back wall an you will see 3 red
lights. Search the lights IN THIS ORDER: (respective to the camera)
Right, Left, Center. If you did this right, all the lamps will turn
blue, if you did it wrong, all the lamps will turn red and you have
to start over. When you get it right, the projector will turn on.
Face the projector and search it for pictures of your parents.
To the left, behind the computers is some Red.

Now you can flip the switch to unlock the door.
Go back to 12F Foyer and immediately turn right to go to the other door.

Location: Goddess Room

Notes: FMV

Items: None

Enemies: 3xRabbit in bandages

Walkthru: Don't go to the control room just yet. Instead look for another unlocked door and go through that one.

Location: 12F Hall

Notes: None

Items: None

Enemies: None

Walkthru: ---OPTIONAL---

Turn immediately to the left and go through the door.

Inside you will see pictures of 4 two-headed animals.

You can use your telekinesis to show you where the stone of each one is. And besides that, it looks really cool.

This is a short hall, go to the other end and into the next room.

Location: Staff Bar

Notes: None

Items: Recovery Capsule, Nalcon, Test Lab Key.

Enemies: 3xMedical Staff

Walkthru: Kill the medical Staff, Go to the end of the room.

The 2 gray boxes on either side have the Nalcon and the Recovery Capsule. The big thing in the middle has the Test Lab Key.

Go back to the Goddess room and up the stairs.

You may find 3 White robots in the Goddess Room. If you do, don't bother to fight them unless you are shorting, its such a waste of Nalcon.

Location: 13F Goddess Hall B

Notes: Yes I know it says 6F but its on the map of 13F

And I know the stairs say 13F too, but you went 2 levels down from 14. Don't question, just accept.

Items: Red

Enemies: 2xRabbit in bandages

Walkthru: Kill the wabbit, kill the wabbit!

Go to the end of the hall with the thing and search it for red.

Go to the opposite end and into the door.

Location: Test Data Area

Notes: None

Items: Recovery Capsule, Nalcon, Delemeter, Rion's Test Data, Research Lab Key

Enemies: 2xMedical Staff

Walkthru: The key is on the Right as soon as you walk in. If you want, you can grab the key and leave without wasting any Nalcon or AP.

Nalcon is in the boxes behind the TVs

The TVs themselves are Rion's Test Data (which you can take)

Recovery Capsule is in the shelves on the side wall

Delemeter is in the bed.

Go back to The Goddess Room and into the Control Room using the key.

Location: Control Room

Notes: None

Items: Nalcon, Red
Enemies: 2xSecurity Guard
Walkthru: Kill the guards. Now look at the terminals.
The 2 on the left have Buttons that work, the 2 on the right have the Nalcon and the Red but their buttons don't do anything.
Go into the Resarch Lab.

Location: Research Lab

Notes: None

Items: Two-Headed Monkey, Nalcon, Recovery Capsule, Delemetor, Skip

Enemies: 3xMedical Staff

Walkthru: Kill the staff (or not) but DO NOT LEAVE WITHOUT THE MONKEY
Go back to the Goddess Room and into the Test Lab with your key.

Location: Test Lab

Notes: You can use telekinesis on the front of the chair, but I haven't figured out what it is good for.

Items: Two-Headed Snake

Enemies: 3xMedical Staff

Walkthru: Get the Snake, and get out.
From the Goddess Room, go through the red door. That is the Armory.

Location: Armory

Notes: None

Items: Two-Headed Wolf, Skip

Enemies: 2xWhite Robot

Walkthru: Ignore the Robots, even if you have full AP and have just been dying to see some head explodie. Get the Wolf, its behind the wall to the left. Personally, I think the Skip is worth the risk 2. It's in the boxes opposite the Wolf. Now, go back to the 12F Foyer and into the first door you saw when you first came down here, it's unlocked now.

Location: Clinic Cheif's Office

Notes: You can unlock the door here to get to the Pedestel Room

Items: Two-Headed Eagle, Clinic Cheif Lem's Notes

Enemies: None

Walkthru: Get the Eagle first, then search the desk against the wall for Lem's Notes.

---OPTIONAL---

Look around for a door leading outside. If you go outside, there is a Third encounter with Lilia in your mind, and a Recovery Capsule.

Go to 12F Foyer, Hang a sharp left and go through the door to the Pedestel Room.

Location: Pedestel Room

Notes: The order should be, Snake-Eagle-Wolf-Monkey, FMV

Items: None

Enemies: None

Walkthru: Place the Stones in the pedestels in the correct order and a door will appear in a FMV. Hop in. I hope you are shorting.

Location: Long Corridor.

Notes: Don't stop running

Items: None

Enemies: 1xWhite Robot

Walkthru: Run the lenght of the corridor to another door. Ignore the robot.

Location: Interrogation Room.

Notes: FMV

Items: Skip

Enemies: 3xWhite Robot

Walkthru: DON'T SHORT YET!!! The shelves next to the computers have the skip. Search the thing in the middle for a REALLY cool FMV. Go through the door closest to the computers. Ignore the robots.

Location: Stairs to elevator

Notes: Ahh, some peace and quiet

Items: None

Enemies: None

Walkthru: If you want to get out of here asap, go up the stairs and through the door. Skip to "Elevator Room". Otherwise, go around the stairs to another door.

Location: Arabesque Incubator

Notes: If you use telekinesis on the incubators, you get attacked by 2xArabesque

Items: Recovery Capsule, Red

Enemies: None

Walkthru: Get the items, if you have full AP, DON'T short to kill The 2xArabesque. Just ignore them and leave. Now go up the stairs

Location: Antichamber

Notes: Save spot if you walk a little forward

Items: None

Enemies: None

Walkthru: Save and go in the door.

Location: Elevator Room

Notes: 2xFMV, Boss Fight

Items: None

Enemies: Clinic Cheif Dr.Lem

Walkthru: Look for the elevator and telekinesis it. Now go over to the mess of wires and search it twice, you will get a FMV and Lem will attack you. YES!!! NOW YOU CAN SHORT!!! This battle should last for about 2 seconds. Don't use any Recovery Capsules or Delemeter, after he is dead, just search his body and you will get another FMV and Stage A is complete!

Stage B

Your House

Location: Outside Front Door

Notes: FMV, You start here

Items: None

Enemies: None

Walkthru: Don't bother with the door, go around to the right and open the gate

Location: Back Yard

Notes: FMV

Items: Recovery Capsule, Backdoor Key, 9 Ball

Enemies: None

Walkthru: Go into the little shack and search the car for the key. Search the wall opposite the car for the Recovery Capsule Behind the pond is the backdoor, open it and go in.

Location: Dining Room

Notes: FMV

Items: Recovery Capsule

Enemies: None

Walkthru: Apparently, your mom was cooking some Recovery Capsule cuz its on the stove One if the doors is missing a knob, go through the other one.

Location: 1F Hall A

Notes: None

Items: None

Enemies: None

Walkthru: Turn left and go into the green door.

Location: Bathroom A

Notes: FMV

Items: Your Mother's Ring

Enemies: None

Walkthru: You get a flashback FMV here.

Use Telekinesis on the sink to get the ring.

Go back

Go left into a bigger hall

Make another left and go into the door.

Location: Bathroom B

Notes: None

Items: Second Floor Key

Enemies: None

Walkthru: Push the button, search the tub for the key. Go back.

Go to the other end of the hall and enter the door to your left

Location: 1F Hall B

Notes: None

Items: None

Enemies: None Yet

Walkthru: Duh

Location: 1F Hall C

Notes: Save room at the end of the hall.

Items: None

Enemies: 1xRabbit in suit

Walkthru: Watch out, these guys hit you with Nalcon

Kill him and go into the first door to your left.

Location: Living Room

Notes: 2xFMV

Items: Recovery Capsule, Red

Enemies: None

Walkthru: WALK towards the center for the FMV, if you run, you may miss it. Go to the fireplace and search it for the second FMV

The shelves to the left of the fireplace have the Recovery Capsule, The shelves on the wall opposite the fireplace have red. Leave.

Continue in the direction you were headed before.

This time the door will be on the right, go in.

Location: Bar

Notes: Most important room in the house

Items: Nalcon, Recovery Capsule, Delemeter, Door Knob

Enemies: None yet

Walkthru: Get the doorknob behind the bar.

Nalcon on the bar. Delemeter is in the thing between the two windows. The Recovery Capsule is in the chair in the far corner. Leave.

Backtrack to Dining room. As you enter, you will be hit with another FMV flashback. If you used telekinesis on the refridgerator before, now the picture you get will change. Use the knob on the door that was missing the knob and go in.

Location: Entrance Chamber

Notes: None

Items: None

Enemies: 2xRabbit in suit

Walkthru: After you kill the Rabbits, unlock the front door. Go upstairs.

Location: 2F Catwalk

Notes: None

Items: None

Enemies: None

Walkthru: Unlock the door with the Second Floor Key and go in.

Location: 2F Hall A

Notes: None

Items: None

Enemies: 3xRabbit in bandages

Walkthru: Kill the rabbits and walk right. Go into the green door.

Location: Office

Notes: FMV

Items: Delemeter, Nalcon, Bedroom Key

Enemies: None

Walkthru: Walk in to get the FMV. Search the desk twice to get the key. Nalcon is in the back wall, Delemeter is on the wall opposite of the desk. Go back.

Turn left and keep walking. Enter the brown door.

Location: 2F Hall B

Notes: Search the hole to jump it.

Items: None

Enemies: None

Walkthru: Jump the hole, go through the door.

Location: 2F Hall C

Notes: None

Items: None

Enemies: 2xRabbit in bandages

Walkthru: Turn right, enter the first door.

Location: Your Room

Notes: FMV

Items: Delemeter, Red

Enemies: None

Walkthru: Telekinesis the bed for the FMV.

Delemetor is on the window next to your bed.
Red is in the mess of toys near the window. go back.

Continue the way you were headed, Skip over the greed door,
there is nothing special there.

---OPTIONAL---

Go into the red door. It is the balcony. You can see the backyard
from here. There is also a Recovery Capsule in the other side
of the balcony.

Or skip the red door and go into the green door. Unlock it
with the bedroom key.

Location: Your Parents' Bedroom

Notes: I wanna kill the people at crave for this room

Items: Recovery Capsule, Letter from your mother, Father's Ring,
Mother's Ring

Enemies: None

Walkthru: Use Your Mother's Ring on the jewelry box to get Your
Father's Ring.

Search the dresser against the wall for the letter.

The shelves next to the door for the Recovery Capsule.
Get out.

---OPTIONAL---

Go a little further to a final door. Enter it for a FMV.

Backtrack to 2F Hall A. Go left to a door and go in.

Location: Library

Notes: I hate this part

Items: New Replicative Computer Theory

Enemies: None

Walkthru: Search the first bookshelf on the left for the item.

Then walk over to the window. (Respective to the camera)

On the left, insert your Father's ring. On the right,
use telekinesis. Then go ALLLLLLL the way back to Your
Parents' Bedroom. Get Your Mother's Ring. Go ALL the
way back to the Library. Use it in the right slot.

A door will slide open. Go in.

Location: Private Study

Notes: FMV

Items: 3 Ball

Enemies: None

Walkthru: Search the little device for the FMV, get the 3 Ball.

Backtrack to the Bar and place the 3 Ball with the rest.

Backtrack to the Back Yard and use telekinesis on the front
of the pond for a FMV of you pulling a car out of it.

Search it for the 9 Ball. Backtrack to the Bar and place
the 9 Ball with the rest. Some stairs will appear. Go down.

Location: Computer Room

Notes: FMV

Items: Dr. Pascalle's Diary, Shed Key

Enemies: None

Walkthru: Search the little green light to scare away the dark.

Search the desk twice to get the Diary and the Key.

The FMV will start automatically here.

As you leave into the Bar, Birdman will attack you.

Just hit him with a little peck of Nalcon to get him out.
Backtrack to Outside the front door.
Birdman will attack again in 1F Hall A. Same strategy.
When you are outside, go around to the right side of the house.
Pass through the gate.

Location: Playground

Notes: 2xFMV

Items: Recovery Capsule

Enemies: None yet

Walkthru: Get the Recovery Capsule NOW. It is on the Bench.
Use the Shed Key to open up the shed, then go in.

Location: Shed

Notes: None

Items: Ragged Doll

Enemies: None

Walkthru: Get the doll, and leave. As soon as you enter the Playground, a FMV will commence. Then you will fight Birdman. This is a very hard battle if you don't know what you are doing. Use nothing except Nalcon. I had 4 Vials plus an already full Nalcon gauge when I got to this part, it was way more than enough. I suggest using a skip to get to level 2 as well. If you lose the extra level though, don't worry about it. Shorting won't work on him, so be sure to keep an eye on your AP. At first, he will appear, and disappear right away in different spots. Sometimes he will shoot a ball of energy at you. Just aim at him and blast him with as much Nalcon as possible, but keep avoiding his attacks as the top priority. After a while, he will split into 3. The FIRST ONE is ALWAYS the REAL Birdman. Ignore the other 2, but dodge their attacks. If you get hit, stay down until there are no enemies visible. After a while, all 3 will appear at once, and fly up into the air. When this happens, run into a corner, he is about to blast Nalcon everywhere. He will then start over again with the 3-way split. Eventually, he will abandon the 3-way split and really get aggressive. You'll know because, there will only be one of him on the screen. This is his last form of attack he uses. If you begin charging the Nalcon before he appears, he will appear behind you (you will hear a laugh) and blast you with this force field type attack. His projectiles also begin to home in on you. You may want to use a mix of Red and Nalcon at this point. Blast him with Red, and while he is shaking off the flames, blast him with Nalcon. After he dies, you get another FMV.

Stage B and Disc 1 are CLEAR!

Stage C

Babylon Hotel

Location: Lobby

Notes: The only save point in the stage is in the door next to the elevator
FMV, You start here

Items: None

Enemies: None

Walkthru: You get the FMV for starting the stage
Talk to the desk clerk and he will give you a room
Before going to the room however, visit the second floor.

Location: 2F Hall

Notes: For some reason, the clock is important
FMV

Items: None

Enemies: None

Walkthru: Search a room once to see the number, then again to enter.
Visit 203 and then 206. Try to remember their location.
Now go to the 3rd Floor.

Location: 3F

Notes: None

Items: None

Enemies: None Yet

Walkthru: Before you go to your room, visit 304 and 303.
After the guy kicks you out of 303, immediately go back in.
After he kicks you out the second time, go to your room-302.

Location: 302

Notes: FMV

Items: None

Enemies: None

Walkthru: As you enter, you get an FMV. Go to the bathroom and
search the mirror. Now go to 306. When he kicks
you out, go back in.

Location: 306

Notes: FMV. Use Telekinesis on everything in the hotel from now on.

Items: Delemetor, Recovery Capsule

Enemies: None

Walkthru: Talk to him. Turn left and walk a little forward to a new screen.
On the left is the Delemetor, on the right is the Recovery Capsule.
Go back to the lobby, walk behind the counter. Go right and go in.

Location: Employee Lounge

Notes: None

Items: Recovery Capsule

Enemies: None

Walkthru: Don't flip the circuit breaker just yet.
However, the recovery capsule is to the left of it.
Go back out and the guy from 306 should be there.
After you talk to him go to 204.

Location: 204

Notes: If anybody reads music, the knock goes like this
Okay, its very badly written, just use your imagination.

```
  _   _   _   _   _  
  | / | | | / |  
  0   0 0 0 0
```

If you can't read that (most likely) keep talking to him.
He will repeat the knock each time you talk to him.
There is also 2xFMV

Items: Appolinar, Skip, Nalcon, Red, D-Felon (WOOHOO!!)

Enemies: None

Walkthru: For now, just take the Skip and the Appolinar (but save it)
If you can only afford one, and you have no Skip, take that.
If you only have one slot free and you have Skip, get Appolinar.
If you don't have any room, trust me you will be back here.
Talk to him until he tells you to go to 201. When you
try to leave, he will give you the D-Felon. If you have no
free room, you will inject it immediately. Otherwise, you need

to do it manually. That is the second FMV. When charging up the D-Felon, all the enemies in the room wretch in pain. Much like when you are shorting before their heads explode. D-Felon also attacks everyone in the room. However, supply is very limited, it must be fully charged to work, and its effectiveness on bosses is minimal. Before going to 201, visit 203, 206, 303, 304 again. Now you should have almost all of the FMVs. Now go to the lobby and check the door next to the save room. Whoa! The guy from 306 is dead now! Hurry to 201. When you get to 201 keep searching the door, you will eventually get in.

Location: 201

Notes: FMV

Items: 2xRecovery Capsule, Delemeter

Enemies: None

Walkthru: Recovery capsules are on the left and right when you enter.
Delemeter is on the bed. Talk to him, now go to 304.

Location: 304

Notes: 3xFMV

Items: Nalcon, Recovery Capsule

Enemies: None

Walkthru: After you leave, go back in immediately. Talk to her.
In the far corners of the room are the Nalcon and Recovery Capsule.
When you leave, the bellboy will be standing there. He will tell you to go to 301. Go to 301.

Location: 301

Notes: none

Items: Letter from Lilia

Enemies: 2xRabbit in suit

Walkthru: Kill them (its harder than you think because of the limited space)
Search the desk for the Letter from Lilia. Now the chase begins.
Go back to 304 and look around. Darn, shes dead. Go to 303.

Location: 303

Notes: 3xFMV

Items: None

Enemies: None

Walkthru: Talk to him, go to 205.

Location: 205

Notes: None

Items: Nalcon

Enemies: None

Walkthru: Pick up the phone. Search the desk for nalcon, go back to 303.
Holy crap! He's dead too. Go to 206

Location: 206

Notes: None

Items: 2xRecovery Capsule

Enemies: None

Walkthru: Talk to him, search his room for the Recovery Capsules.
Now go to room 202.

Location: 202

Notes: None

Items: None

Enemies: 1xRabbit in suit

Walkthru: Kill it. Now go back to 206. Hey now! Jesus is dead too!

Go to 203.

Location: 203

Notes: None

Items: None

Enemies: None

Walkthru: Talk to him, now go to 305.

Location: 305

Notes: 2xFMV

Items: None

Enemies: 3xRabbit in suit

Walkthru: Kill them, now go back to room 203.

What a surprise, he is dead too!

Get out and go back to the clock. A FMV will start.

Follow Rainheart to 3F (or maybe save first)

As you get to 3F you see him teleport into 305.

Go in and after the FMV finishes, the battle with Rainheart starts!

Rainheart has 4 attacks. A Push, a serious beating,

a fireblast, and a zombie summon. Under no circumstance

do you use Red on him. I don't care if you are out of Nalcon

and have a millimeter of D-Felon you were saving to impress

your friends with. DON'T USE RED ON RAINHEART!!! To summon

the zombies, he gets in the air. While he is in the air he is

immune to attacks. To kill the zombies, trick them into attacking

you. Their attack is to fall on you, when they fall, they die. If

they miss you live and they die. OR you can let Rainheart do his

fireblast. His fireblast will set his own zombies on fire and kill

them. He will usually appear directly behind you towards the end

of the battle and push you or beat the hell out of you.

The best time to hit him with Nalcon is when he is about to

do his fireblast. Not only is he immobile for several seconds

when charging for his fireblast but hitting him also

stops his fireblast. After you kill him, the FMV will start.

Go to room 204 to pick up any drugs you left there. DAMN! He's

dead too! Well at least you don't have to pay for

the PPECs now. Go to the lobby and find the only living

human in the building. It is the guy from room 201.

He removed the warning tape just so you could go down

into the boiler. First, save. Then flip the circuit

breaker in the Employee lounge. The save terminal won't work now.

I thought that was really cheesy. Go down into the Boiler Room.

Location: Boiler Room

Notes: The Arabesque here appear only if you turned off the power in the hotel.

Items: None

Enemies: 2xArabesque

Walkthru: The Arabesque here are a little harder than the ones from the hospital because there is less space. The elevator here only works if you turned off the power in the hotel so there really is no way of avoiding the Arabesque. Go up the elevator to the abandoned restaurant.

Location: Kitchen

Notes: None

Items: None

Enemies: None

Walkthru: Be warned. If you go into the bathroom, there will be an Arabesque when you return. Straight ahead is the

bathroom. To the right is the dining area.
Personally, I'd go straight into the bathroom.

Location: Bathroom

Notes: None

Items: Red, Skip, Recovery Capsule

Enemies: None

Walkthru: Red is in the wall to your right, Skip is in the toilet.

Recovery Capsule is in the far wall.

As you go to the Dining Area, you will encounter an Arabesque.

Just ignore it.

Location: Dining Area

Notes: 2xFMV

Items: None

Enemies: Rita

Walkthru: As you walk in, you get a FMV and Rita attacks you.

Rita is a really hard boss. Unlike Birdman and Rainheart, Rita spends most of her time floating on a table, immune to your attacks. So you will only get to attack her 10% of the time you are fighting her. Skip really helps here. This is a good boss to unload all your Red on. If you want to get cocky, after you hit her with Red, hit her with a small amount of Nalcon. Rita has 3 attacks. She floats up on a table and flies at you, hitting you with the leg of the table. She also picks up a combination of 4 tables and/or chairs and throws them at you one at a time. Towards the end of the battle, she will combine those 2 attacks. Her final attack is floating on a table, as well as picking up a combination of 4 tables and/or chairs and throwing them all at once. After they land she will crash her table into you. If you manage to be standing when she lands, you will have enough time to aim and hit her with red. This fight is a really long fight. The first time I fought her, I actually shorted during the middle of the fight even though I took some Delemeter before I came here! When you win, you get a REALLY long FMV.

Stage C and Disc 2 are CLEAR!

Stage D

Mushroom Tower

Location: First Floor

Notes: 2xFMV, You start here, I don't care what floor the save spot says, if I say you are on the first floor, then you are on the first floor!

Items: 2xD-Felon, 2xRed, 2xRecovery Capsule

Enemies: 2xRabbit in bandages

Walkthru: You get the FMV for starting.

You should already be facing the left side of the screen when you start. Walk towards the weird mouth chute to a cutscene. Lilia disappears here and the 2xRabbit in bandages come in. After you whoop them, there is another cutscene. The drugs are in the little white spots you see against the walls. They all have 2 of the same drug. Use telekinesis on the one of the mouths. It will show a sequence of lights followed by a cutscene. Switch to Lilia. These will be the save spots you will be using throughout the tower. I suggest you save often. Rion's AP does not rise when you are Lilia. To trigger a light, stand over it and search. Now I don't care what the lights were on the chute, trigger the lights clockwise starting from the white one at the top. The order should be: White,

Green, Blue, Purple, Red. You'll know if you get it right cuz of the FMV. Walk in the center and search. Go back to Rion. Look for the chute with the yellow light coming out of it. Go in like a door.

Location: Second Floor

Notes: 2xFMV

Items: None

Enemies: 3xYellow Robot

Walkthru: FMV for entering.

Remember those white robots? Imagine a white robot painted yellow with twice as much health and shoots twice as fast and does twice as much damage and has a shoulder charge attack. You will now be forced to take on 3 of them at once. Notice however, YOU DO NOT NEED TO SHORT. The fight is easy if you can get a few tricks. Don't attack them yet. Run around in circles alot to avoid being shot. Try to get them to bunch up close together. Once they do, switch to D-Felon. Hit them all with D-Felon, run a few steps back and charge up Nalcon. Blast the first person up. Repeat untill they are all dead. You have to be pretty close to them for the D-Felon to work. If you hear that little sound they make when charging for a shot, don't charge the D-Felon. They are immune to that nice effect the D-Felon puts out while they are shooting at you. After you beat them, you get a cutscene. Telekinesis any chute and trigger the following lights. Purple, Light Blue, Green, Red, Dark Blue. After you light the first 2, the second FMV will start. Warp up, switch to Rion, find the chute with the light, go to the third floor. The drugs are against the walls if ya want 'em.

Location: Third Floor

Notes: 1xFMV

Items: None

Enemies: 3xArabesque

Walkthru: Zap the Arabesque with D-Felon. Telekinesis any chute, switch to Lilia. Activate sequence: Dark Blue, Red, White, Light Blue, Green. Get the hang of it? Next floor.

Location: Fourth Floor

Notes: 1xFMV

Items: None

Enemies: 3xFour-legged Arabesque

Walkthru: Waste all your D-Felon here, or use your Appolinar if you have run out. If you are out of everything, use Nalcon or just wait to short. These guys take forever to kill, but are pretty pathetic on the damage area. That first fight with the robots was the hardest. Activate: Red, Blue, Green, White, Purple. You will get the FMV. Do a drug run, stay away from the D-Felon. No more than 2 Delemeter. Try to have at least 3 Nalcon. Proceed as you would to the next level.

Location: Hand Of God.

Notes: No turning back now. 2xFMV. Directly in front of you is a save room. But it won't be there forever. Save now.

At this point, I had 2xRecovery Capsule, 4xNalcon, 1xRed, 2xDelmeter I got stuck with 1xAppolinar and 2xD-Felon that I couldn't use.

Items: 2xNalcon, 2xDelmeter, 2xRed, 2xRecovery Capsule

Enemies: None.

Walkthru: SAVE SAVE SAVE SAVE SAVE. Then after you save, SAVE AGAIN.

go back out and turn right. Search the white spot. Then Telekinesis it. You get one FMV. Then you fight Cain. I liked this fight, because the first time I fought him, I never got hit. Speed

is the key to victory here. He has 4 different attacks. Nalcon 2, Nalcon 2 with lightning, Red 2, and Red 2 with lightning. Waste him with Nalcon, save your Red. He will start out shooting 3 streams of Nalcon 2 at you. He then disappears and conveniently appears in front of you just waiting to eat your Nalcon. After you hit him a few times, he will begin firing 3 streams of Nalcon 2 all at once. Don't attack him while he is doing this. After he reverts back to original attack, pelt him some more. When he gets weak enough, he will begin attacking you with Nalcon 2 with lightning. If you are far away from him, the lightning will hit you. Your only hope is to be close to him and dodge his Nalcon 2, (not as easy as it sounds) but don't attack him when he is doing this. When he gets weak, he will begin Red 2. The trick to not getting hit here is to stand perfectly still. When he appears, begin charging, let loose first chance you get. When he gets weak, he will begin Red 2 with lightning. You are gonna have to get quicker with the Nalcon. Hit him early to avoid him shooting off the lightning. There is no dodging this attack. After you win, you get the second FMV. Restock on drugs, go back into the save room.

Location: Dorothy

Notes: 3xFMV, Damn, what happened to the save room?

Items: Come on, its the end of the game.

Enemies: Dorothy

Walkthru: FMV for entering. Try not to think of Dorothy as the computer, think of her as those 3 floating eyeballs. Dorothy has 4 attacks. A quake attack which does no damage but stuns you for about a fourth of a second. A lightning strike which puts out a warning. When you see a white spotlight appear under you, it means she is gettin ready to fry you. A Laser which always starts from the left swings to the right, then back to the left again. Avoid this attack at all costs. Last but not least, an eyeball counter. Start out with Nalcon. When you hit one of the eyes, it will fly at you. Run to avoid it. It is pretty easy to avoid but I can't even begin to say how many times I got quaked, lightnined and eyeballed in that order. Since the quake and lightning stun you, they don't knock you out leaving you open to some pretty nasty combos. She won't start using the laser untill you knock out the first eye. Now stay as low as possible on the right side of the platform. Avoiding attacks is first priority and avoiding the laser is more important than driving your dad to the hospital during the middle of a stroke, aneurisim, seizure, heart attack, and Appendicitis. I found that if you go as far front as possible the laser can't hit you, but it makes it hard to avoid everything else. Once you get down to one eye or have gone through 3 different Nalcons, switch over to red and waste away. When she has one eye left, the only difference is that she attacks faster. When you beat her, you get the finale FMV and the credits which count as a FMV. Wait for the credits to be over and save a clear game. Now you can replay! Woohoo!

Stage D and Disc 3 are clear!

Finale Spoiler:

Dorothy says she realizes she was wrong. She promises to treat Rion better and begs him for mercy. Rion and Lilia upload the virus anyway. While Dorothy is dying, Rion shorts. A huge chunk of the Mushroom tower explodes, Rion dies in Lilia's arms-accepting that he is a Galerian, but Lilia still

believes that he is the real Rion.

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