

Parasite Eve Text Dump

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Parasite Eve Script Dump

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I just want to say thank you to Kruci for releasing Parasite Eve Translation Tools, which allowed me to obtain this full script dump in the first place. A neverending thank you to them.

Dialogue numbers are left in hex values, because it'd be a major pain to change them. Hope this doesn't impact your experience too much.

Be warned that, being a full script dump, there are MAJOR SPOILERS FOR THE ENTIRE GAME. You have been warned! The dump is also out of order. I've kept them arranged by bank.

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###Dialogue###

-BANK 1: CARNEGIE HALL & MAYA TRANSPLANT DISCUSSION- [BNK01]

> Dialogue 00
Kiss me...

Son of God.

> Dialogue 01
Found "[Item]".

> Dialogue 02
Drop an item here?
Yes
No

> Dialogue 03
Your inventory is full.

Will you replace an item?
Yes
No

> Dialogue 04
Your inventory is full.

> Dialogue 05
Put item in treasure box?

> Dialogue 06
Will you save your progress?
Yes
No

> Dialogue 07
Will you watch this event?
Watch
Skip

> Dialogue 08
Man: We made it, just in time!

> Dialogue 09
Man: What's wrong?... You're the
one who wanted to come to the
opera.

> Dialogue 0A
Aya: ...I dunno... I just...
You're right... I'll try to have
more fun.

> Dialogue 0B
Name: Aya Brea
Age: 25
Occupation: NYPD officer

> Dialogue 0C
Name: Aya Brea
Age: 25
Occupation: NYPD officer

> Dialogue 0D
Man: Aren't you glad you decided to
go out with me?

I even had my dad get the best
seats for us tonight!

So lighten up! We're gonna have a
great time! You'll see!

> Dialogue 0E

Man: C'mon, we'd better go inside.

> Dialogue 0F

Doorman: Please take your seats.
The show's about to start...

> Dialogue 10

Doorman: Enjoy the show.

> Dialogue 11

Man: Let's get to our seats. They've
already started the first act.

> Dialogue 12

Aya: Already...?!

> Dialogue 13

Man: Please... Ladies first.

> Dialogue 14

Prince: Father, please give me
permission to marry Eva.

> Dialogue 15

King: I FORBID IT!

> Dialogue 16

You know well what will happen if
you do!

> Dialogue 17

Those who succumb to her beauty ALL
die in horrible ways!

> Dialogue 18

Prince: You don't understand!

> Dialogue 19

SHE is the one that has suffered
after the deaths.

> Dialogue 1A

King: SHE is EVIL!

> Dialogue 1B

Guard! Grab HER!

> Dialogue 1C

And... BURN her at the stake!

> Dialogue 1D

Prince: Father!

> Dialogue 1E

If you are sentencing her to
death...

> Dialogue 1F

...then I ask you to take my life
along with hers...

> Dialogue 20

Eva: Edward...

> Dialogue 21

Aya: !!

> Dialogue 22

Man: Jesus!! I... don't wanna...!
Oh my god...!! I... I...

> Dialogue 23

Aya: Go! Get outta here!! NOW!!

> Dialogue 24

Aya: What...?! What can burn
someone like this?!

> Dialogue 25

Aya: They're... They're
burned to the bone...!

> Dialogue 26

Aya: Freeze!
NYPD!

> Dialogue 27

Actress: Hmph... You're the only
one who seems to be fine...

> Dialogue 28

Aya: What?

> Dialogue 29

Actress: You should be awakening
soon...

> Dialogue 2A

Aya: Wha... What are you
talking about?!

> Dialogue 2B

Actress: Listen... Your cells are
trying to communicate...

> Dialogue 2C

Actress: They're... calling out...

> Dialogue 2D

Battle VS Evel

> Dialogue 2E

Actress: Hahaha...

> Dialogue 2F

Aya: What's happening...?

My body!... It's...! It's getting
hot!!

> Dialogue 30

Actress: ... Just as I thought...

> Dialogue 31

Aya: What... is this? What
did you DO TO ME?!

> Dialogue 32

Actress: Our bodies are
communicating with each other...

> Dialogue 33

Aya: ...WHAT?! Communicating
what? What do you want?!

> Dialogue 34

Actress: The more you use that
power, the more you will become
like... me...

> Dialogue 35

Aya: Power...? What power?!
Who ARE you...?!

> Dialogue 36

Actress: Eve...

> Dialogue 37

Aya: Eve?...

> Dialogue 38

Eve: I'm surprised you don't know
me, Aya... You should know
me well...

> Dialogue 39

Aya: What?...

> Dialogue 3A

Aya: Wha...?! What is this?!

> Dialogue 3B

Aya: ...What was that?...

> Dialogue 3C

Aya: W, wait! Where are you
going?! I'm not through with you
yet!

> Dialogue 3D

...No heartbeat...

> Dialogue 3E

Aya: Wait! I'm a cop! I'm

with the NYPD!!

> Dialogue 3F

Cop: What?!

> Dialogue 40

Aya: Hold on! I'm going to
take out my badge... Don't shoot.

> Dialogue 41

Cop: ...Hey... why don't you have
ANY injuries...?

> Dialogue 42

Aya: Don't ask me. That's
something I wanna know.

> Dialogue 43

Cop: Everyone's gotten burned... a
lot of them... probably won't make
it...

> Dialogue 44

Cop: Could you take a look inside?
We can't even get near the door.

> Dialogue 45

Aya: It's not like they asked
me if I didn't want to get burned,
you know...

> Dialogue 46

Cop: I'm beggin' ya, please... I'll
supply some ammo and... have a
medical kit ready.

> Dialogue 47

Aya: You'd better.

> Dialogue 48

Paramedic: I wonder if it's that
thing called... um...
spon... spontaneous combustion?

Who knows, huh?! Heh heh! Ya think
we'll be on TV?!

Paramedic: Hope this becomes a TV
movie or somethin'...! Lemme patch
you up.

> Dialogue 49

Cop: Hey! I've got the same gun!
I've got bullets for that if ya
want...

> Dialogue 4A

Got "Normal Bullets"

> Dialogue 4B

Cop: Sorry, but I'm out. And I can't
give you the ones I have in my gun.

> Dialogue 4C

Cop: Hey, hey! That's a little too
much isn't it?

> Dialogue 4D

Aya: ...I know she's down
there...

> Dialogue 4E

Aya: Sounds like my backup's
arrived.

> Dialogue 4F

Jump down
Forget it

> Dialogue 50

Aya: ...Are you alone? It's
dangerous here... You should go...

> Dialogue 51

Aya: That girl...!
It couldn't be...

> Dialogue 52

Aya: Let's see... there are
iron rings on the side...

I can use them to climb out.

Climb
Forget it

> Dialogue 53

Aya: Jesus! Did "Eve" do that
to the rat...?! What is going on
HERE?!

> Dialogue 54

Aya: That's odd... this wall
looks like it's about to crumble...

> Dialogue 55

Man: Ahhhh! Here! Take it! Take
everything! It's all on the
counter!

> Dialogue 56

Aya: Don't scare me! I'm with
the NYPD...

> Dialogue 57

Man: You're the one that scared ME,
lady! I was just getting ready.

...You know, only STAFF are allowed in here...

> Dialogue 58

Aya: There was an incident here. You'll have to evacuate.

> Dialogue 59

Man: WHAT?!

You're KIDDING, right?! Hey, I'm not dying here tonight! SEE YA...!

> Dialogue 5A

Arghhhhhhh!!!!

> Dialogue 5B

Aya: It's that clown... from the dressing room...

> Dialogue 5C

Uu... Urgh...

> Dialogue 5D

Aya: You're still alive! Hold on! Let me call the paramedics!

> Dialogue 5E

Actress: M... Melissa...

she's a... monster...

> Dialogue 5F

Aya: Don't try to talk now. Melissa?... Melissa... You mean the main actress!

> Dialogue 60

Actress: She probably got to Suzanne... too. You'll have to stop... her...

> Dialogue 61

Aya: No...! Please! Wake up! Hang in there...!

> Dialogue 62

Actress:

> Dialogue 63

Aya: A diary...?

> Dialogue 64

- November 3 /Mon/ -

The Christmas show is set. This has been my dream!

The main actress has a solo concert at the theater in Central Park.

I took all that medication to get here. I HAVE to get the lead part!

I'll even sell my soul to the devil if I have to.

> Dialogue 65

- November 17 /Mon/ -

The cast was announced and Suzanne and I are double cast.

I want to play the part alone, but everyone knows she's good...

> Dialogue 66

- November 21 /Fri/ -

I think I'm overdoing it.

My body is getting hotter than ever for some reason. I'd better take more medicine.

> Dialogue 67

- December 6 /Sat/ -

I collapsed today.

I lost consciousness after my body got hot.

I don't care if I die. I just want to get through this show.

> Dialogue 68

- December 10 /Wed/ -

I passed out again...

They told me to go to the doctor and get some rest.

If this continues, Suzanne will definitely take my part.

I need to get better. I'd better take a lot of medication tonight.

> Dialogue 69

- December 11 /Th/ -

Suzanne was burned in an apartment fire.

Is it because I wanted the part so bad? God, forgive me...

> Dialogue 6A

- December 17 /Wed/ -

It looks like I'll be the lead.

I'd better take more medication and work it.

> Dialogue 6B

- December 23 /Tu/ -

Opening night. Everything went smoothly.

Tomorrow is Christmas Eve.

We should have the biggest crowd of the season.

And... I have the solo concert the next day at the park.

But I'm not feeling well. I'd better shape up if I want to get through this.

I'd better take more medication.

> Dialogue 6C

Aya: For what...? Why is she taking so much...?! She must have a drug problem...

...Another key...?

> Dialogue 6D

Got "Rehearsal Room Key"

> Dialogue 6E

Parrot: "Merry! Merry! Christmas!... Goodbye!"

> Dialogue 6F

Aya: ?!... Oh, it's only a rat...

> Dialogue 70

Aya: Aaaaahhh!

> Dialogue 71

Parrot: "Hot! Hot! Help! Help!"

> Dialogue 72

Aya: I'd better notify the department about what's happened here...

> Dialogue 73

Aya: What's this key...?

> Dialogue 74

Got "Dressing Room Key"

> Dialogue 75

It's locked...

> Dialogue 76

Unlocked the door.

> Dialogue 77

Unlocked the door.

> Dialogue 78

Melissa: I'm... Melissa... I'm...
NO...! I'm... I...

> Dialogue 79

Melissa: I am... I... am...
"Eve"....!

> Dialogue 7A

Melissa: Aaah...! I'm... I'm...
getting HOT!!

> Dialogue 7B

Eve: Nucleic domination has finally
come to an end once and for all.

> Dialogue 7C

Aya: What?!

> Dialogue 7D

Eve: Once again...

> Dialogue 7E

the day for the mitochondria to be
free has finally arrived!!

> Dialogue 7F

Eve: Looks like you still need some
time, girl...

> Dialogue 80

Eve: ...until your mitochondria is
completely FREE...

> Dialogue 81

Aya: Mitochondria? What're
you SAYING?! I don't understand
YOU!

> Dialogue 82

Aya: ...What?

Where is this? Is that...?
Is that the little girl I saw...?,
No, it's...

> Dialogue 83

Aya: ...That doctor?... Wait!

> Dialogue 84

Eve: Hahaha...

> Dialogue 85

Aya: Mitochondria... to be
free?...

> Dialogue 86

Aya: Where'd she go...?

Jump in
Forget it

> Dialogue 87

Reporter: We're live in front of
Carnegie Hall which has become
a scene of complete chaos!

> Dialogue 88

Reporter: Miss! You are the sole
survivor of this horrible ordeal,
CORRECT?!

> Dialogue 89

Aya: ...I...

> Dialogue 8A

Reporter: Until now, this
combustion theory has been

acknowledged only by occult
enthusiasts...

> Dialogue 8B

Aya: Please... just... leave
me alone...

> Dialogue 8C

Reporter: This incident happened to
take place on... Christmas Eve, of
all nights!!

I would like to represent the
citizens of the city and interview
you exclusively...

> Dialogue 8D

Reporter: Are you CRAZY?!! ...Jim!
Did you get this on tape...?!

> Dialogue 8E

Man: Scram, buddy!

> Dialogue 8F

Aya: Daniel...

> Dialogue 90

Daniel: Sorry I'm late, Aya.

> Dialogue 91

Cop: HEY! You can't just come
bargin' in here! You ain't gettin'
no special treatment!

> Dialogue 92

Cop: Saw ya on TV!! You're from the
17th precinct, aren't you...?
You're the one that survived...

> Dialogue 93

Cop: I tell ya, my holidays are
ruined 'cuz of this!

They'd better give me extra
vacation days for this! What're
YOU doin' here?!

> Dialogue 94

Aya: ...This man!

I... know him... I think...

> Dialogue 95

Aya: ...?

> Dialogue 96

Aya: This is...

> Dialogue 97

Aya: The hospital?

> Dialogue 98

Daniel: Your mother and your sister
were donors.

> Dialogue 99

Aya: What...? Really...?
I never knew that...

> Dialogue 9A

Maeda: Your mother's organs
couldn't be transplanted after
the accident...

So Maya's kidney was trans-
planted into the young Eve...

No, I'm sorry, the young "Melissa".
She had kidney failure...

> Dialogue 9B

Aya: Then Eve's kidney...
is really Maya's kidney...?

> Dialogue 9C

Daniel: The intern that was present
at the operation was... You
guessed it...

> Dialogue 9D

Daniel: Hans Klamp... Our main man,
Klamp, wanted to become a doctor...

> Dialogue 9E

Maeda: The doctors that were present during the operation were all suprised and...

they all screamed that the kidney was hot...!

> Dialogue 9F

Ben: C'mon, Aya! Here, take my hand!

> Dialogue A0

Aya: Thank you, Ben.

> Dialogue A1

Daniel: I... I'm not too good with these social events...

> Dialogue A2

Ben: Nah, not me! I love these things!

> Dialogue A3

Aya: We have to make up for Christmas Eve.

> Dialogue A4

Maeda: This is my first time, so... I'm... mmm... I'm nervous...

> Dialogue A5

Ben: That's 'cuz you're with Aya and she's all dressed up and pretty.

> Dialogue A6

Maeda: What?! No!, NO! That's not it! Of course not!

> Dialogue A7

Aya: It's starting. Shall we?

> Dialogue A8

Maeda: Mmmm... yes... D, Daniel and Ben are late, aren't they?

> Dialogue A9

Aya: They'd better hurry. It's going to start any minute now...

> Dialogue AA

Maeda: Uh... the restroom must be really crowded. Yes, that's probably it.

> Dialogue AB

Aya: ...What's wrong? You seem tense...

> Dialogue AC

Maeda: ...Uh... er... um... yes, of course...

> Dialogue AD

Aya: What?

> Dialogue AE

Maeda: Oh, uh... Well, since I'm going back to Japan tomorrow I might as...

> Dialogue AF

Ben: Move, Maeda! Yeah! All right! Made it on time! I'm sitting next to Aya!

> Dialogue B0

Daniel: Sorry we're late.

> Dialogue B1

Audience in back: Um... Would you mind sitting? We can't see...

> Dialogue B2

Audience: You're not supposed to stand up once it starts!

> Dialogue B3

Daniel: Sorry...

> Dialogue B4

Ben: Get with it, guys!

> Dialogue B5

FMV 35

Ending

> Dialogue B6

Menu processed!!

> Dialogue B7

0

> Dialogue B8

1

> Dialogue B9

2

> Dialogue BA

3

> Dialogue BB

4

> Dialogue BC

5

> Dialogue BD

6

> Dialogue BE

7

> Dialogue BF

8

> Dialogue C0

9

> Dialogue C1

10

> Dialogue C2

11

> Dialogue C3

12

> Dialogue C4

13

> Dialogue C5

14

> Dialogue C6

15

> Dialogue C7

FMV 2

Opening

> Dialogue C8

FMV 3

Evel Awakens, Combustion

> Dialogue C9

FMV 4

Rat Transformation

> Dialogue CA

FMV 5

Eve 2 Transformation

> Dialogue CB

FMV 35

Ending

> Dialogue CC

Aya: A phone! I'd better
notify the department about the
situation here...

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-BANK 2: CHINATOWN- [BNK02]

> Dialogue 00

Kiss me...



Son of God.

> Dialogue 01  
Found "[Item]".

> Dialogue 02  
Drop an item here?  
Yes  
No

> Dialogue 03  
Will you save your progress?  
Yes  
No

> Dialogue 04  
Will you watch this event?  
X Watch  
O Skip

> Dialogue 05  
Your inventory is full.  
  
Would you like to exchange items?  
Yes  
No

> Dialogue 06  
Your inventory is full.

> Dialogue 07  
Put item in treasure box?

> Dialogue 08  
Door locked.

> Dialogue 09  
Need key.

> Dialogue 0A  
You have found a key.

> Dialogue 0B  
Maeda: Aya, it's here!

> Dialogue 0C  
Aya: .....??

> Dialogue 0D  
Maeda: It looks like  
rotten meat...

> Dialogue 0E  
Aya: I'm going down to have  
a look. Notify Daniel for me!

> Dialogue 0F  
Maeda: Y, yes... Wait! ...Here,  
take this....

> Dialogue 10

Maeda: It's a good luck charm...

> Dialogue 11

Aya: With all this stuff,  
I have no room to carry the  
good luck charm...

> Dialogue 12

Maeda: Careful, now!

> Dialogue 13

You jumped from an invalid  
map. Check your script

> Dialogue 14

Choose a location to jump to  
Sewer2  
Subway  
Museum

> Dialogue 15

Maeda: No, you MUST have this  
in your possession. You'll need all  
the luck you can get.

> Dialogue 16

Maeda: Here, discard something from  
your inventory and there will be  
room for it.

> Dialogue 17

Maeda: Maybe Eve is with the slime?

> Dialogue 18

Maeda: Thank goodness you are safe!

> Dialogue 19

Maeda: What was that loud noise?  
It sounded like a... um...

> Dialogue 1A

Maeda: ...a "giant toilet"?

> Dialogue 1B

Maeda: This is all so...

> Dialogue 1C

Maeda: ... "messy"?

> Dialogue 1D

Discard which type of item?  
Weapons/Armor  
Other

~~~~~

-BANK 3: CHINATOWN SEWERS & GRAND CENTRAL STATION- [BNK03]

> Dialogue 00

Kiss me...
Son of God.

> Dialogue 01
Found "[Item]".

> Dialogue 02
Drop an item here?
Yes
No

> Dialogue 03
Your inventory is full.

Would you like to exchange items?
Yes
No

> Dialogue 04
Your inventory is full.

> Dialogue 05
Put item in treasure box?

> Dialogue 06
Will you save your progress?
Yes
No

> Dialogue 07
Will you watch this event?
Watch
Skip

> Dialogue 08
Aya: This is...

> Dialogue 09
Aya: I think this is...

> Dialogue 0A
Aya: It's the audience from
Central Park.

> Dialogue 0B
Aya: The slime's going
towards...

> Dialogue 0C
Aya: The museum!!

> Dialogue 0D
Aya: I could move the slime
in the reservoir by using this
control panel...

> Dialogue 0E
Activate
Pump1
Pump2

> Dialogue 0F
The master power is on...
 Leave it ON
 Turn it OFF

> Dialogue 10
Map jump to
 Warehouse
 Museum

> Dialogue 11
Aya: The water is too high to
 cross.

> Dialogue 12
You need a key.

> Dialogue 13
Aya: That's going to make one
 hell of a train wreck.

> Dialogue 14
Aya: I have to get the slime
 out of the reservoir before it
 infects the whole city.

> Dialogue 15
Aya: The main power should
 be on...

> Dialogue 16
Aya: The main power should
 be off...

> Dialogue 17
Aya: There's not enough
 power.

> Dialogue 18
The master power is off...
 Turn it ON
 Leave it OFF

> Dialogue 19
Out of order.

> Dialogue 1A
You need a quarter.

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-BANK 4: AMERICAN MUSEUM OF NATURAL HISTORY (SAFE)- [BNK04]

> Dialogue 00

> Dialogue 01  
Found "[Item]".

> Dialogue 02  
Drop an item here?  
Yes  
No

> Dialogue 03  
Your inventory is full.

Will you replace an item?  
Yes  
No

> Dialogue 04  
Your inventory is full.

> Dialogue 05  
Put item in treasure box?

> Dialogue 06  
Will you save your progress?  
Yes  
No

> Dialogue 07  
Will you watch this event?  
Watch  
Skip

> Dialogue 08  
Got "Item 1"

> Dialogue 09  
Got "Item 2"

> Dialogue 0A  
Got "Item 3"

> Dialogue 0B  
TEST00

> Dialogue 0C  
TEST01

> Dialogue 0D  
TEST02

> Dialogue 0E  
TEST03

> Dialogue 0F  
TEST04

> Dialogue 10  
TEST05

> Dialogue 11  
TEST06

> Dialogue 12  
TEST07

> Dialogue 13

TEST08

> Dialogue 14

TEST09

> Dialogue 15

TEST10

> Dialogue 16

Under Development

> Dialogue 17

> Dialogue 18

Daniel: It's been awhile since I've  
visited the museum...

> Dialogue 19

Daniel: Dinosaur exhibit... Loved  
these things when I was a kid...!

> Dialogue 1A

Daniel: ...Hmm...

Looks like it's closed today...

> Dialogue 1B

Daniel: ...Well, let's see what that  
security guard can do for us...

> Dialogue 1C

Daniel: Hey there! How ya doin'?

> Dialogue 1D

Guard: Doin' okay... Pretty cold  
day, though... How 'bout yourself?

> Dialogue 1E

Daniel: We're with the NYPD. We're  
lookin' for a Dr. Klamp. He works  
here, doesn't he?

> Dialogue 1F

Guard: Sure does. As a matter of  
fact, he's up there in his room  
right now.

> Dialogue 20

Guard: Did he do somethin'?

> Dialogue 21

Daniel: Nah, we just wanna talk to  
him. That's all.

> Dialogue 22

Aya: Thank you. It shouldn't  
take long.

> Dialogue 23

Daniel: ...Place is pretty creepy  
without any people...

> Dialogue 24

Guard: You'll find him in the  
research lab on the second floor.

> Dialogue 25

Guard: He's been pretty busy for the  
past few weeks... Doesn't come out...  
ever...

> Dialogue 26

Guard: Just go on up the steps. He  
should be there.

> Dialogue 27

Guard: Lemme get the door.

> Dialogue 28

Guard: Oh, by the way, could you  
sign in? It's policy. Lets us keep  
track of who comes in.

> Dialogue 29

Guard: Could ya sign in? It's policy  
around here.

> Dialogue 2A

Daniel: Thanks, Aya!

> Dialogue 2B

Aya: Gee, Daniel, you sure  
you don't wanna run down here and  
do it yourself?

> Dialogue 2C

Guard: Notebook's on the counter.  
Thanks.

> Dialogue 2D

Aya: Just my name?

> Dialogue 2E

Guard: Yup. That should be enough,  
unless you want to leave your  
number too...

> Dialogue 2F

Daniel: Thanks.

> Dialogue 30

Guard: ...Hey, just between us...  
the doctor's a bit... you know...  
just be careful.

> Dialogue 31

Guard: Just hope this place doesn't  
explode or anything one of these  
days, you know?

> Dialogue 32

Guard: Well, I'm about to head on  
outta here...

Hope you two get the information  
you need...

> Dialogue 33

Daniel: Hey... What's wrong...?

> Dialogue 34

Daniel: C'mon! Stop that!

> Dialogue 35

Daniel: Hey, Aya!

> Dialogue 36

Daniel: Over here!

> Dialogue 37

Daniel: ...

Think he's in there...?

> Dialogue 38

Daniel: Hey, it's open... Let's  
check it out.

> Dialogue 39

Daniel: Excuse me... Hello...?  
...Hey...!

> Dialogue 3A

Dr. Klamp!

> Dialogue 3B

Daniel: ...Dr. Klamp!!

> Dialogue 3C

Klamp: I hear you.

> Dialogue 3D

Aya: We're with the NYPD.  
We'd like to ask you a few  
questions...

> Dialogue 3E

Aya: Professor, we're looking  
for clues concerning the incident  
which occurred...

> Dialogue 3F

Klamp: Are you accusing me?

> Dialogue 40

Klamp: .....!!

> Dialogue 41

Aya: What...! This AGAIN...!  
What is THIS...?!



> Dialogue 42

Daniel: What's wrong? Are you OK,  
Aya?

> Dialogue 43

Aya: Y, yeah...

> Dialogue 44

Daniel: We'd like to ask you about  
the mitochondria research you've  
been doing...

> Dialogue 45

Klamp: ...NYPD, huh? Why're you  
interested in MY work?

> Dialogue 46

Aya: The suspect mentioned  
that the mitochondria would be set  
"FREE". Now, do you...

> Dialogue 47

Daniel: That "suspect" ignited  
people without laying a finger on  
them...

Then it transformed into some kind  
of creature and ran off.

> Dialogue 48

Aya: Since she mentioned  
mitochondria, we were hoping you  
could supply us with some info.

> Dialogue 49

Klamp: Haha... You two have  
absolutely NO idea what the true  
mitochondria is like...

> Dialogue 4A

DO YOU?!

> Dialogue 4B

Klamp: The mitochondria... possesses  
its own unique genetic code.

> Dialogue 4C

Aya: Its own...? Are you  
saying it's a separate organism...?

> Dialogue 4D

Klamp: Precisely.

> Dialogue 4E

Daniel: ...Kinda like a  
parasite or somethin', huh?

> Dialogue 4F

Klamp: PARASITE?! That's an interesting way of describing this most fascinating creature!

WE cannot LIVE without the mitochondria...! Do you understand?!

The mitochondria creates energy for us! Without it, we're NOTHING!

> Dialogue 50

WE are HERE because the mitochondria ALLOWS us to be here...

> Dialogue 51

Klamp: Our brain, for example...

The brain functions due to the interaction between axons and dendrites.

> Dialogue 52

Klamp: This interaction is possible due to the energy the mitochondria provides.

Did you know the mitochondria is capable of discharging 200,000 V of electricity?

This not only pertains to electrical discharge, but also applies to heat energy as well.

> Dialogue 53

Aya: Heat?

Daniel: Then the combustions from last night were...!!

> Dialogue 54

Klamp: .....

> Dialogue 55

Klamp: ...For a human to burn and melt, 1600 degrees of heat must be generated.

There are several hundred mitochondria present within a single cell...

If all the mitochondria in the body began functioning at the same time...

a tremendous amount of energy would be generated and released.

Melting a human into a puddle of

fluid would be a simple task with so much energy...

> Dialogue 56

Aya: So you're saying that the "mitochondria" ignited these people?!

> Dialogue 57

Daniel: Professor, you may be right in that we need the mitochondria to live...

But in the end, we're just USING them for energy... right?

> Dialogue 58

Klamp: Haha... You have NO idea. The mitochondria has control over an organism's growth.

> Dialogue 59

Take this hand, for example. Before we're born, the hand is merely a glob of flesh.

But when cells between the fingers deteriorate, that's when the fingers first form.

When the cells which make up the body aren't needed anymore, it receives a signal to die.

> Dialogue 5A

Klamp: This signal is initiated by the mitochondria.

When it is relayed, the genetic information in the nucleus is cut off and in essence, dies.

> Dialogue 5B

Klamp: The same can be said for "aging". The mitochondria mutates 10 times faster than cells.

Of course, this also applies to mutant forms of mitochondria as well.

When too many mutant mitochondria multiply, energy production level decreases...

The decrease in energy production is associated with the "aging" process.

> Dialogue 5C

Klamp: So? Are you still stupid enough to say that WE are the higher species?

> Dialogue 5D

Daniel: But you're NOT saying that the mitochondria is doing all this "CONSCIOUSLY", right?!

> Dialogue 5E

Klamp: When I said that the mitochondria could mutate 10 times faster than normal cells,

I also meant that they could evolve at a rate 10 times faster...

> Dialogue 5F

Klamp: Since the beginning of creation, the mitochondria has been evolving at this rate.

It's no surprise if they possess a power beyond our cognition. No surprise at all...

> Dialogue 60

Daniel: ...

> Dialogue 61

Klamp: Let me tell you something.

> Dialogue 62

There was a scientist who tried to determine the mutation rate of the mitochondria.

With this, the scientist wanted to establish a connection with human ancestry.

In 1987, it was announced that the root of all humans can be traced to

...a single woman in Africa. This finding was announced around the world.

And with this, the mitochondrial theory spread like wildfire...

...You know what they call the root of it all...?

"Mitochondria Eve". Splendid name... just incredible...!

> Dialogue 63

Aya: ...EVE?!

> Dialogue 64

Aya: The suspect in  
yesterday's case called herself  
EVE...!

> Dialogue 65

Klamp: ....?! WHAT?!

> Dialogue 66

Daniel: Hey! If you know anything  
you better not be holding back on us!

> Dialogue 67

Klamp: ...SHE called herself...  
Eve...?

Sorry, but I've told you what I  
know... I'd like to return to my  
studies now...

I believe you know the way out.

> Dialogue 68

Daniel: HEY! You better explain  
WHAT THE HELL is going on HERE!!!

> Dialogue 69

Aya: Daniel... forget it...  
Let's just go...

> Dialogue 6A

Daniel: Goddamit...!

> Dialogue 6B

Daniel: DAMN!

> Dialogue 6C

Aya: I could've sworn I've  
seen this man... somewhere...

> Dialogue 6D

Map jump point  
Jump  
Forget it

> Dialogue 6E

In progress

> Dialogue 6F

Guard: Still workin'.

> Dialogue 70

Aya: Can't just leave him.

> Dialogue 71

> Dialogue 72

> Dialogue 73

Maeda: So THIS is the American  
Museum of Natural History! It's...  
just as I imagined...!

> Dialogue 74

Maeda: I can find a research  
facility in this building?

> Dialogue 75

Daniel: Yeah. Hopefully, we won't  
run into the jerk who runs it.

Since he's been evacuated, it should  
be empty...

> Dialogue 76

Daniel: Looks like someone forgot to  
lock up...!

> Dialogue 77

Daniel: The lab's on the second  
floor. See ya up there.

> Dialogue 78

Maeda: What is this...?

> Dialogue 79

Aya: Oh...! It's a prize  
exchange machine.

You can exchange these for medals  
when you get a correct answer on  
the quiz machines.

I used to play this with my sister  
all the time...

> Dialogue 7A

Daniel: This is it...  
Everything you need should be in  
this room...

> Dialogue 7B

Maeda: Hmmm.... for a lab in a  
museum, it does have fairly  
extensive equipment.

> Dialogue 7C

Daniel: So, whaddya wanna test?

> Dialogue 7D

Maeda: Yes, yes... Of course...  
Let me see...

> Dialogue 7E

Maeda: I was able to extract a  
gel-like substance from  
Aya's clothing.

> Dialogue 7F

Aya: Gel...? Is it from Eve?

> Dialogue 80

Maeda: Yes... It appears to be a remnant of Eve's cells...

> Dialogue 81

Maeda: At the cellular level, her power cannot be as strong as Aya said previously.

> Dialogue 82

Maeda: Ow...!!

> Dialogue 83

Daniel: Hey, what're you doing?

> Dialogue 84

Maeda: I just want to conduct this experiment to see whether or not...

> Dialogue 85

Maeda: Hmm... Yes... yes... this is... exactly as I...

It's just as I thought... Go ahead, take a look.

> Dialogue 86

Aya: .....

What is it...?

> Dialogue 87

FMV 11

> Dialogue 88

Aya: Your cells are completely surrounded... by THEM...

> Dialogue 89

Maeda: As you can see, the mitochondria, er, EVE has taken over the nucleus.

> Dialogue 8A

In a similar manner, the beasts that attacked you probably experienced the same thing.

> Dialogue 8B

Daniel: Does the mitochondria really have the power to control the nucleus?

> Dialogue 8C

Maeda: No, the "normal" mitochondria never has such power.

> Dialogue 8D

But Eve's mitochondria has gone through tremendous evolutionary changes.

> Dialogue 8E

Maeda: This is what I think happened to Eve's mitochondria...

> Dialogue 8F

Maeda: Normally, mitochondria require oxygen when they generate energy called ATP.

> Dialogue 90

So at this time, the mitochondria requests oxygen from the nucleus.

Without the energy supply from the mitochondria, the nucleus cannot function.

So in essence, the two organelles constantly rely on each other. But in this case...

> Dialogue 91

It seems that Eve developed the power to reverse this symbiotic relationship.

Evolution, or even mutation seems likely in this case...

> Dialogue 92

Daniel: Reversed the cycle?!

> Dialogue 93

Maeda: Look at this... even with a limited number of cells, her cells have this much power.

> Dialogue 94

Can you imagine how much power Eve has within her WHOLE body...?!

> Dialogue 95

Aya: Maeda.

> Dialogue 96

Maeda: Y, yes?!

> Dialogue 97

Aya: Could you test my cells?

> Dialogue 98

Maeda: Yes... of course, but...

> Dialogue 99

Aya: I want to know...

I want to know why I have the power



to fight her...

I want to know where I stand with  
her!!

> Dialogue 9A  
Daniel: Aya...

> Dialogue 9B  
Aya: Please, Maeda! I NEED to  
know WHY!

> Dialogue 9C  
Maeda: ...Yes... Of course...

> Dialogue 9D  
Aya: Thanks, Maeda.

> Dialogue 9E  
Maeda: Could you step over here,  
please?

> Dialogue 9F  
Maeda: I'll need your arm...

> Dialogue A0  
Aya: Like this? Here.

> Dialogue A1  
Maeda: Yes, yes...

> Dialogue A2  
Aya: Ow...!

> Dialogue A3  
Maeda: Let me just set this  
up here...

> Dialogue A4  
Maeda: ....!

> Dialogue A5  
Maeda: I think you'd better see for  
yourself...

> Dialogue A6  
Aya: What is it? Is something  
wrong?

> Dialogue A7  
FMV 12

> Dialogue A8  
Maeda: Do you realize what is  
happening?

> Dialogue A9  
Your mitochondria are supplying  
more energy to the nuclei of your  
cells...

> Dialogue AA

It's almost as if they are  
protecting the nuclei from Eve's  
mitochondria...

> Dialogue AB

Daniel: Why does Aya's  
mitochondria have this kind of  
power?

> Dialogue AC

Maeda: I don't know... I just...

> Dialogue AD

Maeda: Are you familiar with  
Richard Dawkins theory of the  
'Selfish Gene'?

> Dialogue AE

In simple terms, it states that  
  
'genes act in a manner to preserve  
and ensure survival of the species.'

> Dialogue AF

Daniel: Hey man, I don't read those  
scientific journals... What're you  
tryin' to say?

> Dialogue B0

Maeda: Depending on how you look at  
it, you can say that Eve is...

trying to destroy all mitochondria  
except her own.

> Dialogue B1

Maeda: In response to that,  
Aya's mitochondria has  
developed the power to rebel...

> Dialogue B2

Daniel: Why only Aya's?

Shouldn't it be the same for us as  
well? We should also have that  
power based on...

> Dialogue B3

Maeda: That seems to follow the  
natural order of things, but I'm  
sorry, I don't know why...

> Dialogue B4

Aya: !  
Daniel: !?

> Dialogue B5

Aya: ...Professor?!

> Dialogue B6

Klamp: ...What're you doing in my lab?! This is breaking and entering!

> Dialogue B7

Daniel: Why haven't you evacuated the city yet?!

> Dialogue B8

Klamp: I'm asking WHY you people are IN MY LAB...!!

> Dialogue B9

Daniel: We... we're just...

> Dialogue BA

Aya: We've received orders to evacuate this city.

Professor, you really should...

> Dialogue BB

Klamp: I tell you... COPS are the ones corrupting this fine city...!

> Dialogue BC

Daniel: Wanna repeat that, buddy?

> Dialogue BD

Maeda: I'm... I'm sorry..! It was my fault, you see... I asked them to bring me here...

> Dialogue BE

Klamp: Who the hell are YOU?

> Dialogue BF

Maeda: Oh... I... I'm Kunihiko Maeda and I'm a scientist from Japan...

> Dialogue C0

Klamp: ...You were using my electronic microscope...

> Dialogue C1

Klamp: Wha...?! What is this?! Where did you get this... specimen?!

> Dialogue C2

Klamp: YOU! Where did you get these... CELLS?

> Dialogue C3

Maeda: Th... those are....

> Dialogue C4

I... I... I don't know...

> Dialogue C5

Klamp: Do you take me for a FOOL?!

> Dialogue C6

Klamp: With cells like these...

They MUST affect the body's natural state...!

> Dialogue C7

Maeda: Err... um... uh...

> Dialogue C8

Klamp: Oh, shut up! I'll just ask...  
...Officer Brea...!

> Dialogue C9

Klamp: Your cells contain a  
tremendous amount of energy...

> Dialogue CA

Do you feel any... bodily changes?

> Dialogue CB

Aya: I...

> Dialogue CC

Klamp: You should feel... somewhat...  
hot...? No?

> Dialogue CD

Speak up, officer... I can't  
hear you...

> Dialogue CE

Have you lost consciousness anytime  
recently?

> Dialogue CF

Klamp: Outstanding mutation...

> Dialogue D0

Klamp: By the way, your...

> Dialogue D1

Daniel: Hey!

> Dialogue D2

Daniel: Hey!! What the hell is THIS?!  
Why's my boy's name HERE?!

> Dialogue D3

Daniel: ...Lorraine!! Lorraine's on  
here too! KLAMP!!!! You TELL ME...!!

> Dialogue D4

Daniel: ...WHAT?!

> Dialogue D5

Daniel: YOU...!!

> Dialogue D6

Daniel: You tell me what that list is  
for!!! TELL ME, you hear?!!!

> Dialogue D7

Klamp: Let go of me...

> Dialogue D8

Klamp: I don't have to tell you...  
anything.

> Dialogue D9

Aya: Daniel, calm down...

> Dialogue DA

Daniel: ....!!

> Dialogue DB

Aya: Daniel!

> Dialogue DC

Daniel: ...DAMN!!

> Dialogue DD

Klamp: Get outta here!!

> Dialogue DE

Daniel: ...

> Dialogue DF

Klamp: NOW!!!!

> Dialogue E0

Daniel: You son of a...!!!

> Dialogue E1

Aya: Sorry to disturb you.

But we do have to officially warn  
you of the evacuation. Please  
remember that...

> Dialogue E2

Klamp: Officer Brea... Do you enjoy  
having that barbarian for a partner?

> Dialogue E3

Klamp: And... YOU... you're more  
capable than I thought...

> Dialogue E4

Maeda: ...Oh... uh.. no...  
thank you... er... bye...

> Dialogue E5

Klamp: ...It's too late now... it's  
too late to do anything now...

> Dialogue E6

Sewer

Museum 1  
Museum 2  
Museum 3  
Cruiser

????????????????????????????????????????????????????????????????????????????????????

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-BANK 5: AMERICAN MUSEUM OF NATURAL HISTORY (DUNGEON)- [BNK05]

> Dialogue 00

> Dialogue 01  
Found "[Item]".

> Dialogue 02  
Drop an item here?  
Yes  
No

> Dialogue 03  
  
Your inventory is full.

Will you replace an item?  
Yes  
No

> Dialogue 04  
Your inventory is full.

> Dialogue 05  
Put item in treasure box?

> Dialogue 06  
Will you save your progress?  
Yes  
No

> Dialogue 07  
Will you watch this event?  
Watch  
Skip

> Dialogue 08  
Got "Item 1"

> Dialogue 09  
Got "Item 2"

> Dialogue 0A  
Got "Item 3"

> Dialogue 0B  
TEST00

> Dialogue 0C  
TEST01

> Dialogue 0D  
TEST02

> Dialogue 0E  
TEST03

> Dialogue 0F  
TEST04

> Dialogue 10  
TEST05

> Dialogue 11  
TEST06

> Dialogue 12  
TEST07

> Dialogue 13  
TEST08

> Dialogue 14  
TEST09

> Dialogue 15  
TEST10

> Dialogue 16  
Under Development

> Dialogue 17

> Dialogue 18  
Aya: ...? Who's that?!  
Who's there...?!

> Dialogue 19  
Aya: It's locked...

> Dialogue 1A  
Aya: I can't get through here.

> Dialogue 1B  
Aya: With the gates closed,  
I won't be able to get through  
here...

> Dialogue 1C  
Aya: It's not working... But  
I'm sure it'll start up again if I  
deactivate the alarm...

> Dialogue 1D  
Aya: Looks like there's a  
room with alarm controls on the  
2nd floor...

> Dialogue 1E  
Aya: I'll probably be able to  
deactivate the alarm from that  
room...

> Dialogue 1F

Aya: I'll be able to de-  
activate the alarm from that room  
up there...

> Dialogue 20

Aya: ...How the hell did  
those dinosaurs get here?!

> Dialogue 21

Aya: T-REX!!

> Dialogue 22

Aya: ...NO! ...NO! There's  
just... NO WAY I can fight this...!

> Dialogue 23

Aya: ....But they're...  
supposedly... dumb... so, maybe  
if I...

> Dialogue 24

Aya: If I hide HERE...!  
Hide  
Forget it

> Dialogue 25

Aya: ...Oh no... the bell...!

> Dialogue 26

Aya: .....! Damn...!

> Dialogue 27

Aya: ...!

> Dialogue 28

Aya: I deactivated the  
alarm but it's not opening...

I'll need a key for this one...

> Dialogue 29

Used Klamp Key.

> Dialogue 2A

Aya: I can go up or down...  
Go up to the 3rd floor  
Go down to the 1st floor  
Forget it

> Dialogue 2B

Aya: I can only go up.  
Go up to the 2nd floor  
Forget it

> Dialogue 2C

Aya: I can go down a floor.  
Go to the 2nd floor.  
Forget it



> Dialogue 2D

Aya: Hey! ...Did someone just  
lock the door...?

> Dialogue 2E

Aya: It won't open...

He must've locked it...

> Dialogue 2F

Aya: I can get out  
through here...

Go through window.

Forget it

> Dialogue 30

Aya: If I slip...  
I'm a goner...

> Dialogue 31

Aya: Let's see....

> Dialogue 32

Aya: It looks like I can only  
get in from there...

> Dialogue 33

Aya: What should I do...?  
Go down  
Forget it

> Dialogue 34

Aya: ...Phew...  
Made it...!

> Dialogue 35

Aya: Let's see...  
Where's the alarm...?

> Dialogue 36

Aya: Oh, there it is.

> Dialogue 37

Aya: Here it is... and it's  
been activated...

Deactivate

Forget it

> Dialogue 38

Aya: The alarm's off now.

> Dialogue 39

Aya: I'll keep the lights the  
way they are...

> Dialogue 3A

Aya: ...I hope it's working.

Now I should be able to go where I  
couldn't before.

> Dialogue 3B

Aya: ...HEY!! Wait a minute!!

> Dialogue 3C

Aya: Eve!!

Where... is she..?!!

That room... where is that?

> Dialogue 3D

Aya: ...She's on the  
4th floor...

> Dialogue 3E

Aya: ....!! What in....!!

> Dialogue 3F

Aya: ...I can't believe it!  
So THAT'S how she controls  
inanimate objects....!!

> Dialogue 40

Aya: And of ALL THINGS!!!!  
She's CRAZY!!!

> Dialogue 41

Aya: Professor Klamp?!

> Dialogue 42

Aya: Professor Klamp!  
Don't move!! Put your hands in the  
air where I can see 'em!

> Dialogue 43

Aya: ...Maeda?!

> Dialogue 44

Maeda: ...Yes... there was something  
I wanted to see...

Erm... eh... and I... there's  
something I wanted to give you...

> Dialogue 45

Maeda: ...H, hi Aya...  
Yes, t, there was something I really  
needed to test...

> Dialogue 46

Maeda: ...Err... May I put my arms  
down now?

> Dialogue 47

Aya: Did you come back  
here... alone...?

> Dialogue 48

Maeda: ...Mmm... no, Daniel came  
with me part of the way.

> Dialogue 49

Aya: Well... where is he...?

> Dialogue 4A

Maeda: Err... yes... he went  
to look for something at the  
hospital...

...he should be on his way here...

> Dialogue 4B

Aya: Oh...

> Dialogue 4C

Maeda: ...There haven't been any  
combustions recently, so I... er...

> Dialogue 4D

Maeda: I came across some findings...  
mmm... yes...

> Dialogue 4E

Maeda: First of all, there was  
blood serum with Maya's  
name labeled on it in the freezer.

> Dialogue 4F

Aya: ...My sister's name...  
...And...?

> Dialogue 50

Maeda: Well... the research code for  
it was called EVE...

> Dialogue 51

Aya: EVE?!  
Then EVE really IS...

> Dialogue 52

Maeda: It appears to have been made  
up of liver cells. He was culturing  
them in the past.

> Dialogue 53

Aya: What do you mean?  
What for...?

> Dialogue 54

Maeda: ...I don't know... There  
isn't any data left.

But it seems Dr. Klamp has been  
culturing them for years.

> Dialogue 55

Maeda: Recently, it appears he  
was conducting research on

artificial sperm...

...For Eve, of course...

> Dialogue 56

Aya: ...For Eve...?

> Dialogue 57

Maeda: Err... yes... he wanted to exclude the mitochondria from the sperm and create new sperm...

Sperm with no parasites...

Sperm with only the nucleus...

> Dialogue 58

Aya: Sperm without...  
the mitochondria...?

> Dialogue 59

Maeda: Yes. He took the sperm that he created here and moved it to the hospital...

There, he would artificially inseminate those who would volunteer for the experiment.

> Dialogue 5A

Aya: ...Then...  
what was that HLA list for...?

> Dialogue 5B

Aya: !!

> Dialogue 5C

Aya: ...Professor Klamp?!

> Dialogue 5D

Klamp: You ordinary beings will never, NEVER comprehend MY level of research...

> Dialogue 5E

Aya: Professor, I'm placing you under arrest as the ring leader of this operation.

> Dialogue 5F

Aya: What you did...!

This isn't something you can get away with, do you understand?!

> Dialogue 60

Aya: You have the right to remain silent, what you...

> Dialogue 61

Klamp: Hahahaha...

You are pathetic, Brea!

> Dialogue 62

Why put yourself in the human domain by reciting meaningless laws...

> Dialogue 63

They're MEANINGLESS, DO YOU UNDERSTAND?!

> Dialogue 64

Hahahaha....  
I guess you haven't told your little friends, yet...

> Dialogue 65

Your... mitochondria... has special powers, doesn't IT...  
Aya...?

> Dialogue 66

Hahahahaha! But sadly... you still have the form of a human being, don't you?

> Dialogue 67

Aya: You can say all you want, but I'm just here to arrest you, Professor Klamp.

> Dialogue 68

Klamp: ...I'm not letting you interfere with Eve, you HEAR?!  
DO YOU UNDERSTAND?!

> Dialogue 69

Maeda: Aya! LOOK OUT!!

> Dialogue 6A

Aya: Daniel... Thanks...  
I... I didn't see the scalpel...

> Dialogue 6B

Daniel: Just in time.

> Dialogue 6C

...Why didn't you SHOOT?! You could've been killed!

> Dialogue 6D

Aya: ...I know...

> Dialogue 6E

Aya: ...It... just didn't seem real... it felt more like...

> Dialogue 6F

Klamp: Ugh...

> Dialogue 70

Daniel: He's conscious again...

> Dialogue 71

Klamp: ...Dollis to the rescue,  
eh...?

> Dialogue 72

Klamp: Officer Dollis... Why didn't  
YOU shoot me?

> Dialogue 73

Daniel: What?

> Dialogue 74

Klamp: I know you hate me...

> Dialogue 75

Daniel: ...Whaddy wanna say, huh?!

> Dialogue 76

OF COURSE I HATE YOU!  
Because of YOU, Lorraine's...!!

> Dialogue 77

Klamp: ...Lorraine...? Hmm...  
so I see that your boy managed  
to escape...

> Dialogue 78

Daniel: You...!!! ...I should've  
killed you WAY BACK! Someday,  
you're gonna pay for this!!!

> Dialogue 79

Klamp: Hahahaha...  
We'll see... we'll see...

> Dialogue 7A

Aya: ...What are you planning  
to do, Professor?...

> Dialogue 7B

Klamp: Hahaha. You'll LOVE THIS!  
I'm waiting for the birth of the  
Ultimate Being...

> Dialogue 7C

Klamp: The mitochondria is passed  
on from the mother, but you see...

traces from the father can also be  
found in minute quantities...

> Dialogue 7D

Klamp: According to Eve, her sister  
in Japan was unable to attain her  
ultimate goal because...

the father's side of the

mitochondria caused a rebellion.

> Dialogue 7E

Klamp: For Eve to succeed this time,  
I created sperm without the male  
mitochondria DNA...

> Dialogue 7F

Klamp: ...The creation was a  
success... Eve is now pregnant with  
Melissa's body...

> Dialogue 80

Aya: Pregnant?!

> Dialogue 81

Maeda: How can that be... possible?

> Dialogue 82

Maeda: ...NO!! ...T,this can't be  
allowed!! If the mitochondria is  
the base for this creature...

it is bound to self-evolve!

> Dialogue 83

Maeda: If that is the case, it  
will begin evolving to adapt  
itself to the environment

as soon as it is born...

This quality ensures that it  
indeed, is the "Ultimate Being."

Once it is born... there's no  
turning back...

> Dialogue 84

Daniel: ...What?!

> Dialogue 85

Daniel: Damn!! Aya, we gotta  
kill EVE!! Let's go!

> Dialogue 86

Klamp: Hahahaha....  
You humans are so weak...  
so stupid...

> Dialogue 87

Klamp: You may have been able to  
barge in here and do things YOUR  
way until now...

BUT things are going to change. I  
won't let you interfere with Eve  
any more...

> Dialogue 88

Klamp: ...Eve, can you hear me?

You don't have to wait... any...  
more... I'm ready...

> Dialogue 89

Daniel: What...? What the hell  
are you talkin' about?!

> Dialogue 8A

Aya: Daniel, Maeda!! Run!!  
She's gonna blow the  
whole place up!

> Dialogue 8B

Daniel: Holy...!!!

> Dialogue 8C

Klamp: ...So I see... Your  
mitochondrial power doesn't allow  
you to burn...

> Dialogue 8D

Klamp: ...Why...? Why... stay here  
and try to save me...?

> Dialogue 8E

Aya: First of all, I'm a cop  
and it's my job... And after all,  
I am human...

> Dialogue 8F

Klamp: Hahaha...

Like I said, humans... are ...  
...pathetic...

> Dialogue 90

Klamp: ...The... pocket... there's  
a key...in...

> Dialogue 91

Aya: !!

> Dialogue 92

Aya: ...Uurgh...

> Dialogue 93

Aya: My body feels like...  
it's going to BURN UP!!!

> Dialogue 94

Aya: NO...!!

> Dialogue 95

Aya: ...  
Eve is on the top floor!

> Dialogue 96

Maeda: Anyway... I asked Wayne to  
make this back at the station!  
Please use it!



> Dialogue 97

Aya: What is it...?

> Dialogue 98

Maeda: Yes, er... I'll have to explain later...

But I believe this will have some effect against Eve and the creatures she controls...

> Dialogue 99

Aya: Thank you. I guess I'll have to wait and see what it does...

> Dialogue 9A

Aya: Eve!!

> Dialogue 9B

Eve: It's a wonder you made it this far...

> Dialogue 9C

Eve: Hmph... So are you going to congratulate me on this birth...?

> Dialogue 9D

Aya: What're you planning to do, Eve?!

> Dialogue 9E

Eve: Hmmmm... Perhaps YOU can help me answer that, Aya.

WHY DO humans give birth...?

Hmmmm...?

> Dialogue 9F

Aya: Maya...

> Dialogue A0

Maeda: Aya!

> Dialogue A1

Daniel: Are you OK, Aya?!

> Dialogue A2

Aya: Daniel, Maeda... You both made it out okay...?

> Dialogue A3

Daniel: Yeah, we barely made it though... Did you see that ugly mama...?!

> Dialogue A4

Aya: That... That was everyone from Central Park...

> Dialogue A5

Daniel: WHAT?! Then you're saying  
that Lorraine's a part of that  
thing TOO?!

> Dialogue A6

Aya: ...I'm sorry, Daniel...

> Dialogue A7

Daniel: .....

> Dialogue A8

Maeda: Er... Yes... It has become  
apparent as to what medication  
Melissa had been taking...

> Dialogue A9

Aya: What was she on?!

> Dialogue AA

Maeda: She was being administered...  
immunosuppressants.

> Dialogue AB

Aya: Immunosuppressants...?  
For what? Why?

> Dialogue AC

1F  
2F  
3F  
4F  
Cancel

> Dialogue AD

Aya: ...It won't open.

> Dialogue AE

Aya: ...There's someone in  
there...!

> Dialogue AF

Daniel: ...It's locked...

> Dialogue B0

Maeda: Err... uh... Dr. Klamp has  
already evacuated, right...?

> Dialogue B1

Aya: I hope he has...  
Wouldn't want Daniel to go through  
the roof again...!

> Dialogue B2

Daniel: Right, let's head back.

> Dialogue B3

Klamp event  
Get Key

> Dialogue B4

Eve Battle  
FMV

> Dialogue B5

Aya: Hey...!

> Dialogue B6

Aya: Wait... What was that  
noise...?!

> Dialogue B7

Aya: !!

> Dialogue B8

Aya: This is...

> Dialogue B9

Aya: ...Someone obviously  
doesn't want me to get through  
this area...

> Dialogue BA

Aya: ...What the...?!

> Dialogue BB

Aya: Eve's on the other side!

> Dialogue BC

Aya: Because of you,  
innocent people were killed!

> Dialogue BD

Aya: Even Dr. Klamp...

> Dialogue BE

Aya: !!

> Dialogue BF

What was the nutritional source  
of the first organism that lived  
3.9 billion years ago?  
Oxygen from the ocean  
Nitrogen oxides from volcanoes  
Self-conducted photosynthesis

> Dialogue C0

25 million years ago, oxygen  
increased in the air. Why?  
Photosynthesis by bacteria  
Halley's comet dropped a meteor  
Reaction between gas and H<sub>2</sub>O

> Dialogue C1

By taking mitochondria- which  
uses oxygen as its nutritional  
source- into the body and  
living with it symbiotically,  
the bacteria has acquired a  
tremendous amount of energy.

What was the consequence?  
Aging  
Slow cell reproduction rate  
Cell destruction due to overload

> Dialogue C2

In 1987, Cann & Wilson released a theory stating that humans were derived from Mitochondria Eve. Which organism is thought to be Mitochondria Eve?

- Chimpanzee in Indonesia
- Female monkey in Galapagos
- An African female

> Dialogue C3

The mitochondria creates ATP -adenosine triphosphate- within the cell. How much energy is this equivalent to?  
3.7 kcal per gram  
200,000 V per cubic cm  
1/6 horsepower per adult male

> Dialogue C4

The name of the organelle that appeared in the first organism:  
Mitochondria  
Adenosine diphosphate  
Chloroplast

> Dialogue C5

How many animals are hiding?  
3  
4  
5  
6  
7  
8  
9

> Dialogue C6

Prize Exchange Machine  
Please select prizes  
1 Medal & 1 Medicine 3  
2 Medals & 1 Magazine 3  
7 Medals & 1 Trading Card  
Cancel

> Dialogue C7

Aya: These aren't ordinary prizes...

> Dialogue C8

Aya: What's this...?

~~~~~

> Dialogue 00

> Dialogue 01
Found "[Item]".

> Dialogue 02
Drop an item here?
Yes
No

> Dialogue 03
Your inventory is full.

Would you like to exchange items?
Yes
No

> Dialogue 04

Your inventory is full.

> Dialogue 05

Set "[Item]".

> Dialogue 06
Will you save your progress?
Yes
No

> Dialogue 07
Will you watch this event?
Watch
Skip

> Dialogue 08
Daniel: What the hell happened
here!?

> Dialogue 09
Aya: Eve...!?

> Dialogue 0A
Maeda: Sh, she's here?

> Dialogue 0B
Aya: I'll go look around.
You two stay here.

> Dialogue 0C
Daniel: Hell, no! I'm not gonna
sit around and wait for this thing
to kill my family!

> Dialogue 0D
Aya: Daniel!

> Dialogue 0E
Maeda: W, wait, Aya!

> Dialogue 0F

Maeda: Here, take this...

> Dialogue 10

Aya: What's this...?

> Dialogue 11

Maeda: It's a good luck charm from
Japan. It's the best I can do...

> Dialogue 12

Aya: Thank you. I'll take it.

> Dialogue 13

Maeda: I see, you can't hold any
more... I'll wait here then.
Please be careful!

> Dialogue 14

Maeda: P, please be careful! I will
wait for you here.

> Dialogue 15

Aya: Still alive...

> Dialogue 16

Cop:

> Dialogue 17

Wayne: Aaaaaaagh!

> Dialogue 18

Aya: Wait! It's me!

> Dialogue 19

Wayne: Aya! This...freak of a
dog... came, and it... It got
Torres!

> Dialogue 1A

Torres: ...Hey, Aya. Guess...
I screwed up, eh?...

> Dialogue 1B

Wayne: Why...? Why didn't ya shoot,
man!?

> Dialogue 1C

Torres: Haven't used a gun since...

> Dialogue 1D

Wayne: Since your daughter was shot?
Torres, you can't blame guns for
that!

> Dialogue 1E

Torres: I...suppose... You're...
right.

Wayne... You take good care of
this place, now...

> Dialogue 1F

Aya: Torres!

> Dialogue 20

Wayne: Noooo!!

> Dialogue 21

Wayne: Wait a minute, Aya...

> Dialogue 22

Wayne: I know your hands are full,
but leave something here and take
this instead...

> Dialogue 23

Wayne: Leave something here and
take this instead. This means...
a lot...

> Dialogue 24

Wayne: What're you leaving?
Weapons/Armor
Item

> Dialogue 25

Aya: This gun... It's...

> Dialogue 26

Wayne: It's Torres' gun...

Hasn't used it in ages, but he
always kept it in shape.

Torres wasn't just good at gun
tune ups... He was a real good
shot, too.

But ever since the day his
daughter was killed by a gun
accidentally going off...

He stopped shooting altogether,
and he came to this department to
keep guns in check..

> Dialogue 27

Wayne: Aya! I know you can
handle this gun! Take this...

And nail that monster for Torres!

> Dialogue 28

Wayne: Lost my key to storage
somewhere... If you find it, take
whatever you need from there.

> Dialogue 29

Wayne: Nail this monster for
Torres, Aya!

> Dialogue 2A

Wayne: If you wanna leave somethin'
here, I'll hold it.

> Dialogue 2B

Store equipment
Store item
Discard junk
Cancel

> Dialogue 2C

Aya: Warner!

> Dialogue 2D

Warner: Aya... Man, Eve
really caught us off guard...

Most of our men were out...

> Dialogue 2E

Aya: I'm getting help!
Hang on!

> Dialogue 2F

Warner: No worries... I'll be all
right. You go after Ben...!

> Dialogue 30

Warner: Here, take my clip.

> Dialogue 31

Aya: Are you OK?
Where's the Captain?

> Dialogue 32

Cop: He...went...to look for Ben...

> Dialogue 33

Aya: No! Hold on! Please!!

> Dialogue 34

He is dead.

> Dialogue 35

Warner: Ben should be with Cathy...
Aya, they need your help...!

> Dialogue 36

Cathy: Aya...

> Dialogue 37

Cathy: I... I'm sorry... Ben's...
gone...

> Dialogue 38

Aya: Where!?

> Dialogue 39

Cathy: I...don't know... Sheeva
went berserk, and... Ben went
after her...

> Dialogue 3A

Aya: What!?

> Dialogue 3B

Cathy: I'm... I'm OK. Please find
Ben...

> Dialogue 3C

Cathy: Here... Use this...

> Dialogue 3D

Aya: Is...this...

Sheeva!?

> Dialogue 3E

Nix: Aya! We'll hold them
off here, you go downstairs!

> Dialogue 3F

Nix: Go on downstairs! Hurry!

> Dialogue 40

Nix: Aya, you gotta go after
Ben! He went upstairs chasing
Sheeva...

> Dialogue 41

Aya: Come on, we need to
take care of that wound...!

> Dialogue 42

Nix: I'm all right! Just...go after
Ben!

> Dialogue 43

Nix: Hurry! Before it's too late...

> Dialogue 44

Aya: Hold on!

> Dialogue 45

Cop: C...Can't...make it... Got me
...p, pretty...good...

T...Take this...

> Dialogue 46

Cop: Ben's...up...stairs...

> Dialogue 47

Inmate's memo "I finally got the
tools to get me out of this
hellhole!"

I'm gonna see my wife and cat again!"

> Dialogue 48

Ben: Sheeva!

> Dialogue 49

Ben: Stop! Come back here!

> Dialogue 4A

Ben: Sheeva! Don't go that way!

> Dialogue 4B

Ben: Sheeva, wait!

> Dialogue 4C

Ben: Sheeva... What's happened to you...?

> Dialogue 4D

Cop: I'm...not gonna make it...
Take the stuff in my locker.

> Dialogue 4E

Aya: What...?

> Dialogue 4F

Aya: You're the one that got Torres...!

> Dialogue 50

Aya: I...was too late... How could this happen!?

> Dialogue 51

Aya: Eve... I'm NOT gonna let you get away with this!

> Dialogue 52

Aya: It's the same stuff from the kennel...

> Dialogue 53

Ben: Sheeva? Are you OK...?

> Dialogue 54

Baker: Ben! Get away from her!

> Dialogue 55

Ben: Hey!

> Dialogue 56

Ben: Let go! Sheeva's sick!

> Dialogue 57

Aya: Ben!?

> Dialogue 58

Ben: Stop! Don't hurt Sheeva!

> Dialogue 59

Baker: She isn't Sheeva! Eve's
turned her into a monster!

> Dialogue 5A

Ben: A... Monster...!?

> Dialogue 5B

Baker: Close your eyes, Ben!

> Dialogue 5C

Baker: You're not touching him!

> Dialogue 5D

Baker: Dammit! I'm out...!

> Dialogue 5E

Ben: AAAAAAAAAaaaaaaaaaaahh!!

> Dialogue 5F

Baker: Aya...!

> Dialogue 60

Ben: Aya! Uncle Baker's hurt!

> Dialogue 61

Aya: ...Sheeva!?

> Dialogue 62

Ben: It's not Sheeva! Sheeva's
already dead!

Aya, please! Don't let her
turn into a monster!

> Dialogue 63

Aya: Come on! I'm the one you
want!

> Dialogue 64

Lab Tech: Aaaaah!

> Dialogue 65

Lab Tech: Please, help me! I
stepped outside and those...
Things were all over...!

> Dialogue 66

Aya: You'll be safer here.
Don't leave this room!

> Dialogue 67

Lab Tech: Okay...

> Dialogue 68

Lab Tech: Hey, you're hurt! I think
I have enough supplies to treat
you just once...

Would you like some first aid?

Yes

No

> Dialogue 69

Lab Tech: I'm sorry, I don't have
any more supplies here to treat
your wounds.

> Dialogue 6A

There are 3 targets!

> Dialogue 6B

Aya: Ben! Captain!

> Dialogue 6C

Baker: Aya...

> Dialogue 6D

Ben: Please, help Uncle Baker!

> Dialogue 6E

Daniel: Ben!

> Dialogue 6F

Ben: Daddy!

> Dialogue 70

Daniel: Ben, are you OK?

> Dialogue 71

Daniel: You idiot!

> Dialogue 72

Ben: Uncle Baker was protecting me!

> Dialogue 73

Daniel: Captain... Thank you...

> Dialogue 74

Baker: Remember when... Ben was
younger? We used to all play at
your place...

> Dialogue 75

Daniel: Sir...

> Dialogue 76

Baker: Cut that out... "Baker" is
fine... Like the old times.

> Dialogue 77

Ben: Sheeva...

> Dialogue 78

Aya: Ben...

> Dialogue 79

Ben:

> Dialogue 7A

Ben: Aya... Whoever did this
to Sheeva...

...You'll get 'em, right...?

> Dialogue 7B

Aya: ...Yeah. Yeah, I will...

> Dialogue 7C

Daniel: Ah, ahem...ah, people...

> Dialogue 7D

Aya: C'mon, Daniel. You're in
charge now.

> Dialogue 7E

Daniel: Yeah, well... I'm not used
to this sorta thing...

> Dialogue 7F

Warner: You're doin' great, boss!

> Dialogue 80

Daniel: But why did Eve decide to
attack the precinct...?

> Dialogue 81

Aya: To get rid of us...?

> Dialogue 82

Cop: Maybe that Japanese guy knows
something about it.

> Dialogue 83

Daniel: You're right. Where'd he
go, anyway?

> Dialogue 84

Daniel: I bet he's snooping around
the criminal ID lab on the third floor.

> Dialogue 85

Warner: I'll be fine. Besides, I
promised Nix at the hospital that
I'd settle scores with Eve.

> Dialogue 86

Cop: We'll start fixing up the
office.

> Dialogue 87

Maeda: Hmmmm... Not bad for a
police lab...

> Dialogue 88

Aya: Thought you'd be here.

> Dialogue 89

Maeda: How did you guess?

This kind of place makes me think more clearly.

> Dialogue 8A

Daniel: Hey Maeda, why did Eve attack the precinct?

> Dialogue 8B

Aya: What I want to know is why Eve didn't show herself this time...

I felt her presence here, but as soon as we arrived, she was gone.

> Dialogue 8C

Maeda: It could be a distraction.

> Dialogue 8D

Daniel: Distraction? What for!?

> Dialogue 8E

Maeda: Is there a sperm bank or a hospital that conducts artificial insemination nearby?

> Dialogue 8F

Daniel: A sperm bank!?

> Dialogue 90

Maeda: Well, I don't think Eve's body will last much longer.

Right now, the mitochondria are just parasites in her body...

> Dialogue 91

Daniel: So she's trying to create this Ultimate Being, like she did in Japan?

> Dialogue 92

Maeda: I'm afraid so...

> Dialogue 93

Daniel: So if we can stop her from getting there, she'll die eventually!

> Dialogue 94

I think a doctor at St. Francis hospital specialized in artificial insemination...

> Dialogue 95

Aya: Let's go, Maeda!

> Dialogue 96

Daniel: Hey, what about me?

> Dialogue 97

Aya: You're captain for now,
remember? You gotta look after the
precinct!

> Dialogue 98

Daniel: Oh, alright... Here, take
this, then.

> Dialogue 99

-DAY 4-

CONCEPTION

> Dialogue 9A

Restricted

Do Not Enter

Captain Dollis

> Dialogue 9B

Door locked.

> Dialogue 9C

Unlocked the door.

> Dialogue 9D

AUTHORIZED PERSONNEL ONLY

Weapons Department

> Dialogue 9E

Found weapons storage key.

> Dialogue 9F

Too many items!

> Dialogue A0

Cancel

Get Potions

Get Bullets

Get Status Item

Get Tool etc

Get Tune up Item

> Dialogue A1

Wayne: Don't you worry, Aya.

I'll be looking after this place
for Torres!

You leave all equipment tweaks to
me. We're playin' it MY way now...
No permit needed!

But it'd be nice if you could
bring me some gun trading cards if
you see them lyin' around...

Hey, I may not come close to
being as good as ol' Torres, but
you can trust my work!

So... What'll it be?

> Dialogue A2

Wayne: Aya, you take Eve
down... Do it for Torres, alright?

> Dialogue A3

Wayne: Yo! You need somethin',
Aya?

> Dialogue A4

Tune up weapon
Store equipment
Store item
Discard junk
Rare T Card collection
Cancel

> Dialogue A5

Wayne: Sorry babe, gotta have a
permit or a T Card if you wanna
tune up your gear.

> Dialogue A6

Wayne: Mamma mia! This one's a
one-of-a-kind T Card! You're a
babe, Aya!

> Dialogue A7

Wayne: What equipment do you wanna
tune up?

> Dialogue A8

Wayne: Here ya go... Nothin' to it!

> Dialogue A9

Wayne: For a T Card that rare, I'll
give you one more tune-up!

Want another tweak?

Yes
No

> Dialogue AA

Wayne: What are you talkin' about?
You got no junk with you right
now!

> Dialogue AB

Wayne: This junk is actually real
good for parts.

> Dialogue AC

Wayne: I got quite a bit of junk
parts now...

I could probably whip up a whole
gun from them! So what's your
favorite, Aya?

> Dialogue AD

Handgun
Shotgun
Machine Gun
Rifle
Grenade Launcher
Rocket Launcher
Leave it to Wayne

> Dialogue AE

Wayne: Ha-ha! Now, THIS is a good gun. You can count on this one!

> Dialogue AF

Wayne: Um, heh heh... Sorry
Aya, I, kinda screwed up.

> Dialogue B0

Wayne: Anything else?

Yes

No

> Dialogue B1

Wayne: You come back any time now,
Aya!

> Dialogue B2

Wayne: Oo!

Now THAT's good armor!

How 'bout putting a name on that?

Somethin' real cool...

> Dialogue B3

Put name on armor?

Yes

No

> Dialogue B4

Wayne: Mamma mia!

Now THAT's a good gun!

Say, how 'bout carving a name on

that sidearm?

> Dialogue B5

Put name on weapon?

Yes

No

> Dialogue B6

Wayne: Oo!

Now THAT's good armor!

It'll erase the old name, but how

'bout putting a real cool name on

that armor?

> Dialogue B7

Wayne: Now, that's another gem of a

gun... You oughta open your own
gun shop!

How 'bout it... It'll erase the
old name, but you wanna carve a
new name on your weapon?

> Dialogue B8

Wayne: Um, heh heh, I don't really
have one yet...

> Dialogue B9

Wayne: Lemme show you my pride and
joy!

Well, they're all the ones that
YOU brought me...

> Dialogue BA

GSP Trading Card

> Dialogue BB

P38 Trading Card

> Dialogue BC

B-Hawk Trading Card

> Dialogue BD

Kasul Trading Card

> Dialogue BE

PPKS Trading Card

> Dialogue BF

M1 Trading Card

> Dialogue C0

MK5 Trading Card

> Dialogue C1

MP44 Trading Card

> Dialogue C2

BAR Trading Card

> Dialogue C3

MG42 Trading Card

> Dialogue C4

M29 Trading Card

> Dialogue C5

M73 Trading Card

> Dialogue C6

Type38 Trading Card

> Dialogue C7

Type3 Trading Card

> Dialogue C8
Eagle Trading Card

> Dialogue C9
Wayne: I see a lot of good guns in
my work, but great guns are hard
to come by...

So, figured I could at least
collect trading cards. Can't
afford real guns anyway...

If you ever find any, bring 'em
over here, willya?

> Dialogue CA
Wayne: Heh, heh... Thanks to you
Aya, my collection's getting
pretty big!

> Dialogue CB
Wayne: Here... I'll give ya my tool
kit in return.

You can tune up your equipment as
often as you want. No more need
for regular tools!

> Dialogue CC
Wayne: Not too many gun freaks with
this many rare trading cards!

Still would be nice to collect
real guns, though!

> Dialogue CD
Wayne: This here's MY special tool
kit.

With this, you can tune up your
equipment without losing any of it!

~~~~~

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-BANK 7: ST. FRANCIS HOSPITAL- [BNK07]

> Dialogue 00  
Kiss me...  
Son of God.

> Dialogue 01  
Found "[Item]".

> Dialogue 02  
Drop an item here?  
Yes  
No

> Dialogue 03  
Your inventory is full.

Would you like to exchange items?

Yes

No

> Dialogue 04

Your inventory is full.

> Dialogue 05

Put item in treasure box?

> Dialogue 06

Will you save your progress?

Yes

No

> Dialogue 07

Will you watch this event?

X Watch

O Skip

> Dialogue 08

Insert a fuse in the fuse box?

Yes

No

> Dialogue 09

Toggle power on

Repair wires

Cancel

> Dialogue 0A

Toggle power off

Repair wires

Cancel

> Dialogue 0B

Door locked.

> Dialogue 0C

Need key.

> Dialogue 0D

Need fuse.

> Dialogue 0E

Need cardkey.

> Dialogue 0F

You have found a key.

> Dialogue 10

You have found a fuse.

> Dialogue 11

You have found a cardkey.

> Dialogue 12

Aya: .....?

> Dialogue 13

Aya: Where...?

> Dialogue 14

Aya: Hospital...?

> Dialogue 15

Maeda: Here it is...

> Dialogue 16

Aya: This hospital...

> Dialogue 17

Maeda: It's hot... It looks like Eve  
is in there.

> Dialogue 18

Aya: You wait here!

> Dialogue 19

Maeda: Aya!

> Dialogue 1A

Maeda: Take this...

> Dialogue 1B

Maeda: It's a bell to keep away bad  
spirits. Just... hold on to this,  
okay?

> Dialogue 1C

Aya: Thank you. I'll keep it.

> Dialogue 1D

Aya: This hospital... I've seen  
this hospital before...  
in my dreams...

> Dialogue 1E

Aya: It's HERE!

> Dialogue 1F

Aya: I was here...what was I  
doing here?...

> Dialogue 20

FMV13.5

Eve cuts elevator cables.

> Dialogue 21

Eve: Night, night...

Don't let the bed bugs bite.

> Dialogue 22

Eve: Hope you enjoy your stay.

> Dialogue 23

Aya: So much for using the  
stairs.

> Dialogue 24

Aya: Are you okay?

> Dialogue 25

Doctor: Yes, thank you.

> Dialogue 26

Aya: Yes.

> Dialogue 27

Nurse: Whew! I thought I was done  
for. Thanks.

> Dialogue 28

Aya: Glad to help, but you  
could help me even more by telling

me where the doors next to the  
elevators lead.

> Dialogue 29

Nurse: Umm... to the storage areas  
of the hospital...that's where we  
keep oxygen tanks and our

main supply of liquid nitrogen.

> Dialogue 2A

Aya: What do you use liquid  
nitrogen for?

> Dialogue 2B

Nurse: I don't know. Here...

> Dialogue 2C

Nurse: ...take this GREEN card key  
and find out yourself. I'm not  
staying to see what happens next.

> Dialogue 2D

Aya: Thank you.

> Dialogue 2E

Aya: Can you tell me why the  
hospital uses liquid nitrogen?

> Dialogue 2F

Doctor: Well, for many different  
things. You can use it to freeze  
off warts and such, but its main

use is for research. It keeps the  
sperm bank from spoiling...

> Dialogue 30

Aya: Sperm bank?!?!

Oh, my God... How do I turn it off?

> Dialogue 31

Doctor: Well, there is a valve that

you can turn off in the storage area. Why?

> Dialogue 32

Aya: Sorry, I don't have time to explain.

> Dialogue 33

Aya: By the way... which floor is the research lab located on?

> Dialogue 34

Doctor: The 13th.

> Dialogue 35

Aya: Artificial sperm development staff... Hans... Hans Klamp?! Dr. Klamp!?

> Dialogue 36

Aya: The HLA list. Ben's and Lorraine's names are on here too...

It's the same list that was on Dr. Klamp's computer.

> Dialogue 37

Aya: What's he trying to do?!

> Dialogue 38

Aya: These are...the patient records.

> Dialogue 39

Aya: Mariko Brea...  
It's my mother's record...  
December 23, 1977- taken in with

Maya Brea after an accident.  
Pronounced dead after cardiac arrest.

Maya Brea, the daughter...

> Dialogue 3A

Aya: The next page is missing.  
It's somewhere else...

> Dialogue 3B

Aya: Melissa Pearce!  
It's got to be that Melissa!

December 23, 1977- emergency hospitalization.

Operation successful.

After 6 months of hospitalization, released.

Needs medication from hospital.

> Dialogue 3C

Aya: Melissa and Maya were brought in to the hospital on the same day...and operated on

...No... it can't be...!

> Dialogue 3D

Eve: So, you've found this place...

> Dialogue 3E

Aya: You're going to use the sperm to give birth to the Ultimate Being...!

> Dialogue 3F

Eve: You're a bright one! The first rebellion took place some years ago on a far off eastern island.

There, my sister committed a fatal error...

I'm higher in the evolution chain than my sister. I will never commit the same mistake...

> Dialogue 40

Aya: You're not my...

> Dialogue 41

Eve: Finally caught on, huh...?

> Dialogue 42

Aya: ...No...!

> Dialogue 43

Eve: You feeble organisms depend on machines to do all the work...!

> Dialogue 44

Aya: Stop!

> Dialogue 45

FMV15

Eve explodes jets.

> Dialogue 46

Eve: You've just witnessed the limitations of humans...

> Dialogue 47

Aya: Please! NO more!!

> Dialogue 48

Eve: What if I don't want to?

> Dialogue 49



Eve: It's a shame we couldn't understand each other.

> Dialogue 4A

Aya: The jet!!!... It's going to crash into the roof. I've got to get out of here!

> Dialogue 4B

FMV16A

Jet crashes and Aya lives.

> Dialogue 4C

FMV16B

Jet crashes and Aya dies.

> Dialogue 4D

Maeda: Aya!

> Dialogue 4E

Autopsy Room:

Door locked.

> Dialogue 4F

You have found the key to the Autopsy Room.

> Dialogue 50

You need the BLUE cardkey.

> Dialogue 51

You have found the BLUE cardkey.

> Dialogue 52

You need the GREEN cardkey.

> Dialogue 53

You have found the GREEN cardkey.

> Dialogue 54

Choose a location to jump to  
ChinaTown  
Warehouse

> Dialogue 55

The wires are already repaired.

> Dialogue 56

OPEN/CLOSE

Door to Research Kennel

> Dialogue 57

Aya: ?

> Dialogue 58

You do not have any fuses to insert into the fuse box.

> Dialogue 59

Aya: The basement.

> Dialogue 5A

Aya: The lobby.

> Dialogue 5B

Aya: The 13th floor.

> Dialogue 5C

Aya: The rooftop and  
helicopter pad.

> Dialogue 5D

Maeda: Thank goodness you are safe!

> Dialogue 5E

Maeda: Eve must have come here to  
find the sperm bank.

> Dialogue 5F

Maeda: You see? I told you the  
charms I gave you would bring you  
luck.

> Dialogue 60

Maeda: Did you find Eve and  
stop her?

> Dialogue 61

Maeda: Why THIS sperm bank?

> Dialogue 62

Eve: Going down?

> Dialogue 63

Aya: Oh no...  
The elevator cables!

> Dialogue 64

Aya: The power!

> Dialogue 65

Aya: Eve's trying to trap me  
down here.

> Dialogue 66

Aya: There's something on  
this corpse...

> Dialogue 67

Aya: What's this light?

"Elevator Out Of Order  
When Flashing."

> Dialogue 68

Aya: I've got to get off the  
roof... FAST!

> Dialogue 69

Nurse: Everyone's either dead or evacuated. I think I'll choose the latter.

> Dialogue 6A

Patient: I don't know about you two, but I'm getting out of here!

> Dialogue 6B

Doctor: Mrs. Nusebaum!  
What about your medication?

> Dialogue 6C

Patient: It's no use to me if I'm dead!

> Dialogue 6D

Doctor: However, a nurse is trapped in the other room. Could you help her out?

> Dialogue 6E

Doctor: I'm going to look around to see if anyone needs medical attention.

> Dialogue 6F

Daniel: Over here Maeda!

> Dialogue 70

Aya: We don't have any time!  
Eve got away with a sperm sample.

> Dialogue 71

Aya: I have to stop Eve before more people die.

> Dialogue 72

Toggle power on  
Cancel

> Dialogue 73

Toggle power off  
Cancel

> Dialogue 74

The elevator is broken.

> Dialogue 75

Select Floor  
Basement  
Lobby  
13th Floor

> Dialogue 76

Aya: Oh no... an empty container from the sperm bank...

> Dialogue 77

Aya: This elevator has a lock  
instead of buttons.

> Dialogue 78

Aya: What is this?

> Dialogue 79

Aya: Maya? Or was it just  
my reflection?

> Dialogue 7A

Aya: Come back here you little  
brat! When I catch you I'm going  
to spank your bottom off!

> Dialogue 7B

Aya: Maya wait! It's me!!!

> Dialogue 7C

Aya: Why are you dressed in  
those clothes? You must be cold.

> Dialogue 7D

Aya: Maya wait!  
Don't leave me!

...alone...

> Dialogue 7E

Aya: Maya... and... me?

> Dialogue 7F

Aya: This room...! I've seen  
it before!

> Dialogue 80

Aya: I'm... getting hot!

> Dialogue 81

Aya: I... know I've been here  
before... But why...?

What was I doing here?

> Dialogue 82

She's cut the main power line!

> Dialogue 83

Aya: Oh, great! One elevator  
is broken, and without power the  
other one is useless.

> Dialogue 84

Aya: Oh no, the main circuit  
breaker is torn apart and some  
fuses are missing.

> Dialogue 85

Aya: Hmm... this elevator is  
still not working. That blinking  
red light near the circuit breaker

must mean there is still a fuse  
missing.

> Dialogue 86

Aya: It seems this key is  
no longer useful. I'll discard it.

> Dialogue 87

Door unlocked.

> Dialogue 88

Aya: Whew! The fuse box is  
finally repaired.

> Dialogue 89

Aya: Oh no!!! The brake!!!

????????????????????????????????????????????????????????????????????????????????????

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-BANK 8: NAVY CRUISER (APPROACHING EVE) & DELIVERING DNA BULLETS- [BNK08]

> Dialogue 00

> Dialogue 01

Will you watch this event?

Watch

Skip

> Dialogue 02

Admiral: Fighter jets, prepare to  
launch! Head towards Central Park!

> Dialogue 03

Remember, NO unnecessary attacks!  
Target the enemy in the air and  
be alert!

> Dialogue 04

Captain: Manhattan's practically  
deserted! Why don't they just...!

> Dialogue 05

Admiral: No, Lynch. We haven't  
received orders from the President  
to attack yet.

> Dialogue 06

At this point, we need to look for  
the missing people from the park  
and warn the city.

> Dialogue 07

Roger!

Commencing operation, sir!

> Dialogue 08

Captain: Finally! The time has come  
to put our power to the test!

> Dialogue 09

Admiral: Don't be impudent, Lynch!  
It shouldn't have come to this...

> Dialogue 0A

Captain: Y, yes sir! F, forgive me,  
Admiral...

> Dialogue 0B

Admiral: Calling all fighter jets!  
We have just received permission  
to attack!

> Dialogue 0C

Commence operation!  
Head for the Statue of Liberty!

> Dialogue 0D

As planned, helicopter team 1 will  
prepare for plan 2.

> Dialogue 0E

Team 2 will search and the rest  
will do their best to impede  
further advancement.

> Dialogue 0F

Admiral: Welcome aboard the Navy's  
pride and joy, the Nimitz.

> Dialogue 10

Admiral: I'm Williams, I command  
this ship. Sorry to have you come  
on such short notice.

> Dialogue 11

Daniel: Hey! You better not put  
Aya in danger here!

> Dialogue 12

Captain: You!  
Who do you think you are, talking  
to the Admiral that way!

> Dialogue 13

Williams: It's quite all right,  
Lynch... After all, he is right...

> Dialogue 14

Maeda: What...? What do you mean?

> Dialogue 15

Williams: You're the only one that  
can't be ignited by her...

> Dialogue 16

I'm asking you to get in our chopper  
and nuke the creature.

> Dialogue 17

Daniel: Hold on! Aya can't  
fly a helicopter!

> Dialogue 18

Lynch: Not to worry. The chopper's  
been set to auto. She won't have  
any problems.

> Dialogue 19

Maeda: S, so she just needs to fire  
from a distance, where she can't  
be ignited...?

> Dialogue 1A

Lynch: Unfortunately the weapon  
needs to be fired at close range  
in order to work.

> Dialogue 1B

...And we cannot move in that  
close since WE will be ignited...

> Dialogue 1C

Aya: Well...

> Dialogue 1D

Aya: ...I'll do it...!

> Dialogue 1E

Daniel: Aya!  
NO WAY! You're not goin' UP THERE!!

> Dialogue 1F

Williams: Our fate lies in your  
hands, Aya...

> Dialogue 20

Aya: OK? Daniel?...

> Dialogue 21

Daniel: That... thing, that's not  
Lorraine.

> Dialogue 22

...Do it for Lorraine too, Aya!

> Dialogue 23

Maeda: W, wait!  
Aya, please take this.

> Dialogue 24

Daniel: Come off it, man! We don't  
have time for that right now!!

> Dialogue 25

Maeda: Yes, of course... er...

Aya, please be careful up  
there, OK?

> Dialogue 26

Aya: Of course! I'll be fine...

> Dialogue 27

Aya: ...Maya.

> Dialogue 28

"The creature is within view!  
Switch to formation 2!"

> Dialogue 29

Aya: What?!

What's happening here?!

> Dialogue 2A

"From the last battle, we were able  
to anticipate this attack. We're  
positioned this way for a reason."

> Dialogue 2B

Aya: What do you mean?!

> Dialogue 2C

"We will act as your shield so  
that YOU will live to attack the  
creature."

> Dialogue 2D

Aya: What?! NO!

I'm not doing this without your...!

> Dialogue 2E

"We're entering firing range!  
Prepare to attack!"

> Dialogue 2F

Aya: ...All right...! Please, move  
away from me... NOW!

> Dialogue 30

"We cannot abandon our duty.  
Besides, we are already within  
range."

> Dialogue 31

Aya: This is insane...!

Since Christmas Eve, I've put a  
curse on my own body...

> Dialogue 32

Why me...?

Why is this happening to ME?

I... I don't understand...

> Dialogue 33

Aya: But...

I don't care anymore...!



'Cuz Eve... I'm the one that can  
destroy you, once and for ALL!!

> Dialogue 34

Aya: Maya...

I'll end this and let you rest  
peacefully...!

> Dialogue 35

Lynch: We did it!

> Dialogue 36

Williams: Well done! That was  
magnificent! Return to base,  
Aya.

> Dialogue 37

Aya: No... It's not over yet!

> Dialogue 38

Daniel: Aya, come back! NOW!

> Dialogue 39

Williams: It is too dangerous to  
continue. Return to base at once.  
We will plan...

> Dialogue 3A

Aya: ...But...

Will you save your progress?

Yes

No

> Dialogue 3B

Maeda: Yes... Aya...

Please... I need to give you...

> Dialogue 3C

Williams: Forget it. She's signed  
off already...

> Dialogue 3D

FMV 14

Fighter jets take off

> Dialogue 3E

FMV 21

Navy scramble!

> Dialogue 3F

FMV 24A

Helicopter standby

> Dialogue 40

FMV 24B

Helicopter take off

> Dialogue 41

FMV 24B3  
Heli Formation change

> Dialogue 42  
FMV 24C  
Helicopters approach

> Dialogue 43  
FMV 24E  
Last guard shot down

> Dialogue 44  
FMV 24F  
End of Ultimate Being

> Dialogue 45  
FMV 25  
Eve 4 appears  
from slime

> Dialogue 46  
FMV 26  
Parachute fall

> Dialogue 47  
Daniel: Damn! There's no end to this!

> Dialogue 48  
Maeda: If only we could get this  
to Aya!

> Dialogue 49  
Daniel: What're those?...

> Dialogue 4A  
Maeda: They're bullets with  
Aya's cells in them.

> Dialogue 4B  
Daniel: So that's what you were  
trying to give her!

> Dialogue 4C  
Maeda: But...  
I think it's too late now...  
There's nothing we can do...

> Dialogue 4D  
Daniel: Stupid!! Give 'em to ME!!!

> Dialogue 4E  
FMV 31  
Daniel descends

> Dialogue 4F  
Daniel: Aya! Use THESE!

> Dialogue 50  
Are you sure?

Will you still save?

Yes

No way

~~~~~

-BANK 9: WHARF- [BNK09]

> Dialogue 00

> Dialogue 01

Daniel: It's finally over...

> Dialogue 02

Aya:

I don't understand... Why do
"I" have this... "power"...?

> Dialogue 03

Maeda: It's because... Maya is
inside of you, too, Aya...

> Dialogue 04

Aya: What?...

> Dialogue 05

Daniel: When your mother and your
sister died, they transplanted a
part of your sister into you.

> Dialogue 06

Aya: Into me?

> Dialogue 07

Daniel: Yeah...

When you were seven. You probably
don't remember any of it... but...

You were born with a defect in your
right eye. And so Maya's cornea was
transplanted into your right eye...

> Dialogue 08

Aya: My right eye?!

Then, what I saw when I touched
Eve was...

> Dialogue 09

Maeda: It's said that when you have
an extreme experience...

what you see then is branded onto
the cornea... But this hasn't been
scientifically proven.

> Dialogue 0A

Aya: That was... Maya's last memory? That was the last thing she ever saw...?

> Dialogue 0B

Maeda: As for the mitochondria that was in Aya's body...

I think it underwent a different evolutionary change than Eve...

By living symbiotically with Aya's mitochondria,

it still possessed Eve's power. From there, it evolved to the point where it could

...live symbiotically with the human nucleus...

> Dialogue 0C

Aya: Me and... Maya... our... mitochondrial power...

> Dialogue 0D

Maeda: Starting with the incident in Japan and now with this...

I wonder if this is a message to all mankind...

> Dialogue 0E

Daniel: Message? What kind of message...?

> Dialogue 0F

Maeda: How can I explain...? If the earth is a single human being,

we humans that invade the earth become like viruses out of control.

We, in essence, are upsetting the natural balance of the body.

This is definitely... utter destruction.

> Dialogue 10

Daniel: No... we're... we're not that weak...

> Dialogue 11

Maeda: You see... humans are, in essence... parasites...

You can say that we are parasites and the world is our host.

> Dialogue 12

Aya:

> Dialogue 13

Daniel: Look! The sun's coming up!

> Dialogue 14

FMV 34

Sunrise

~~~~~

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-BANK 10: DEBUG TEXT- [BNK10]

> Dialogue 00

Kiss me...

Son of God.

> Dialogue 01

ENEMY DAMAGE FRONT

> Dialogue 02

ENEMY DAMAGE BACK

> Dialogue 03

ENEMY IDLE1

> Dialogue 04

ENEMY IDLE2

> Dialogue 05

ENEMY MOVE1

> Dialogue 06

ENEMY MOVE2

> Dialogue 07

ENEMY POSE1

> Dialogue 08

ENEMY FIRE1

> Dialogue 09

ENEMY POSEFIRE1

> Dialogue 0A

ENEMY POSEFIRE2

> Dialogue 0B

ENEMY FIRE2

> Dialogue 0C

ENEMY POSEFIRE2

> Dialogue 0D

ENEMY POSE3

> Dialogue 0E

ENEMY FIRE3

> Dialogue 0F  
ENEMY POSEFIRE3

> Dialogue 10  
ENEMY POSE4

> Dialogue 11  
ENEMY FIRE4

> Dialogue 12  
ENEMY POSEFIRE4

> Dialogue 13  
ENEMY POSE5

> Dialogue 14  
ENEMY FIRE5

> Dialogue 15  
ENEMY POSEFIRE5

> Dialogue 16  
ENEMY SPECIAL1

> Dialogue 17  
ENEMY SPECIAL2

> Dialogue 18  
ENEMY SPECIAL3

> Dialogue 19  
Thanks for the audition!  
Come again-ahem, cough.

> Dialogue 1A  
Next Audition  
Come out mutant Rat

> Dialogue 1B  
Next Audition  
Your turn, Froggy...

> Dialogue 1C  
Next Audition  
Let's go Parrot!

> Dialogue 1D  
Next Audition  
Your turn, Nice Eve.

> Dialogue 1E  
Next Audition  
Your turn, Bad-hairday Eve

> Dialogue 1F  
Next Audition  
Hungry? Come on Mr. Gator

> Dialogue 20  
Next Audition

Your turn, sly Snake

> Dialogue 21

Next Audition

Fly in Crow

> Dialogue 22

Next Audition

Monkeyman, come on

> Dialogue 23

Next Audition

Big, white, furry...

> Dialogue 24

Next Audition

Eve, audition time

> Dialogue 25

Next Audition

Flappem'in Batty!

> Dialogue 26

Bogus stuff

> Dialogue 27

DUMMY

> Dialogue 28

TEST

~~~~~

-BANK 11: SEWERS BENEATH CARNEGIE HALL- [BNK11]

> Dialogue 00

> Dialogue 01

Found "[Item]".

> Dialogue 02

Drop an item here?

Yes

No

> Dialogue 03

Your inventory is full.

Will you replace an item?

Yes

No

> Dialogue 04

Your inventory is full.

> Dialogue 05

Put item in treasure box?

> Dialogue 06

Will you save your progress?

Yes

No

> Dialogue 07

Will you watch this event?

X Watch

O Skip

> Dialogue 08

There are 2 targets!

> Dialogue 09

Aya: Eve is... over there?

... But why? How can you tell...?

> Dialogue 0A

Aya: ?! You're the little girl

I saw at the theater...! Are you

lost...?!

> Dialogue 0B

Aya: ...Wait! Little girl...!

Don't... go...!

> Dialogue 0C

Aya:! How the hell did

Eve get to the other side?!

The gate's completely locked!!

> Dialogue 0D

Aya: ...There's a switch and

an emergency phone...

Press the switch.

Use the phone.

Cancel

> Dialogue 0E

Aya: EVE!!

> Dialogue 0F

Aya:

HOLD IT RIGHT THERE!

> Dialogue 10

Aya: ...My body... My body's

getting... hot AGAIN!!!

> Dialogue 11

Eve: Hahaha... Aya's ready to

take me on just by herself.

Well, even if you did have more
people with you, they'd just BURN,
right?!

> Dialogue 12

Eve: Everyone else... but YOU...

YOU are...

> Dialogue 13

Aya: TELL ME, Eve...! Why...?

> Dialogue 14

Aya: Why me? Why am I the
only one...?

> Dialogue 15

Eve: You'll find out. Eventually...

> Dialogue 16

Eve: Even if you don't understand...
don't worry, your mitochondria will

...They've always known...

> Dialogue 17

Eve: I'm going to give you some
time... some time to think and
some time to evolve...

> Dialogue 18

Eve: And the day shall arrive when
YOU will ...AWAKEN...

> Dialogue 19

Aya: ...

When "I" will awaken...? Just tell
me what you want, EVE!!

~~~~~

---

-BANK 12: CAR CONVERSATIONS & DEBUG ROOM TEXT- [BNK12]

> Dialogue 00

> Dialogue 01

Will you watch this event?  
Watch  
Skip

> Dialogue 02

Daniel: Aya, you OK? That was  
really SOMETHING that happened  
back there...

> Dialogue 03

Aya: Yes... Oh, but my date...

> Dialogue 04

Daniel: Heard from a cop that your  
boyfriend ran outta there like a  
wuss! Haha!...

Er... sorry your date didn't go  
well, ahem...

> Dialogue 05

Aya: It's not like that!

I had him escort me 'cuz he kept  
pestering me for a date.

> Dialogue 06

Daniel: Yeah, but of all places...  
the OPERA?! There's a story! Ha!

So why the opera, huh? Is that the  
"in" thing right now?

> Dialogue 07

Aya: Saw the ad in the paper.

I dunno... just caught my eye...

> Dialogue 08

Daniel: Don't tell me you were on  
to this case?!

Haha... so you finally got some cop  
instinct in ya, huh?

> Dialogue 09

Aya: ...Instinct...?

> Dialogue 0A

Aya: Daniel... shouldn't you  
be with your son?

It's Christmas Eve...

> Dialogue 0B

Daniel: He knows his dad's a cop...  
My boy understands...

ANYWAY... to change the subject...  
I heard things from people who were  
there...

but this is ONE HELL of an  
incident, huh?!...

> Dialogue 0C

Aya: ...Mitochondria...  
mitochondria?...

Symbiosis...?

When was I in the hospital...?

> Dialogue 0D

Daniel: ...Hey, Aya...  
You asleep? Oh well...

Don't blame ya... after what you've  
been through tonight...

> Dialogue 0E

It all started with this incident.  
6 days that were to become  
a nightmare for all...

People will eventually forget  
and go on with their lives.

But I will never forget it.  
It was pure terror...but

at the same time...  
it was also 6 days filled  
with familiar memories...

Day 2

F U S I O N

> Dialogue 0F

Daniel: We're going to the Museum  
of Natural History. Dr. Hans  
Klamp'll be there.

> Dialogue 10

Aya: Dr. Klamp... What's his  
area of research?

> Dialogue 11

Daniel: Well, according to the  
papers, he's working on a new  
theory...

mitochondria something, but it  
seems to cover the whole genetic  
spectrum...

> Dialogue 12

Aya: That's odd...  
To have a Ph.D and be working in  
a museum...

> Dialogue 13

Daniel: Well, he's pretty anti-  
social and doesn't like to waste  
time outside research.

> Dialogue 14

Aya: Oh, GREAT... We're gonna  
have a grand time with this one...

> Dialogue 15

Daniel: Yeah, yeah... I know where  
you're going with this. Just be  
careful this time, huh?

> Dialogue 16

Aya: ...Are you referring to  
the press conference...?

> Dialogue 17

Daniel: Yeah.

> Dialogue 18

Aya: Daniel, why do you kiss  
the chief's butt?

You two joined the force at the  
same time, didn't you?

> Dialogue 19

Daniel: Yeah... But that was YEARS  
ago... Now, he's my boss.

> Dialogue 1A

Daniel: What the hell is wrong with  
that guy?! ...I can't stand him!

> Dialogue 1B

Aya: .....

Aya: That man... I've seen  
him... before. But I can't  
remember... where.

> Dialogue 1C

Daniel: It's Daniel.  
...What?! OK, we'll be right there!

> Dialogue 1D

Daniel: Aya, looks like we  
got a break in the case!

> Dialogue 1E

Aya: What?!

> Dialogue 1F

Daniel: We gotta get back to the  
station, Aya! Hang on!  
I'm kickin' this into turbo!

> Dialogue 20

Daniel: What the hell does Melissa,  
er, no, Eve want from us?!

> Dialogue 21

Aya: Well, it looks like she  
wants to gather people in one big  
area...

> Dialogue 22

Daniel: Damn! That thing's got my  
boy involved...! She's gonna pay  
for this!!

> Dialogue 23

Aya: Let's hurry!

> Dialogue 24

Daniel: ...Just hang in there, Ben!  
I'm comin' for you...

> Dialogue 25

Daniel: So, where to?

> Dialogue 26

Maeda: Is there any place with a  
research facility?

> Dialogue 27

Daniel: Research facility?

> Dialogue 28

Maeda: I'd like to conduct an  
experiment... and test something.  
It might be relevant.

> Dialogue 29

Aya: How about the facility  
in the museum where Klamp is at?

They had really extensive equipment  
there.

> Dialogue 2A

Daniel: No WAY, man. Anywhere but  
there!

> Dialogue 2B

Aya: He should have been  
evacuated by now... it should be  
okay.

> Dialogue 2C

Maeda: Err... yes... That sounds  
good. Daniel, is that okay?

> Dialogue 2D

Daniel: ...I'm expecting a big tip  
for this!

> Dialogue 2E

Daniel: Damn him! One of these  
days...!

> Dialogue 2F

Aya: What was that list...?

> Dialogue 30

Maeda: It was an HLA type listing...

It's a list to see whether organs  
will be rejected when transplanted.

> Dialogue 31

Daniel: Why the hell are Ben and  
Lorraine on the list?!

> Dialogue 32

Maeda: It was a list of people with  
matching HLA types, so...

> Dialogue 33

Daniel: Damn! I'm gonna get him!

I'm goin' back to the station and  
gettin' the...

> Dialogue 34

Aya: What's wrong? You're  
awfully quiet...

> Dialogue 35

Maeda: Uh...oh, uh... Er, I wonder  
why Daniel didn't come with us.

> Dialogue 36

Aya: He said he's gonna get  
the dirt on Klamp.

He also wants to be with Ben.

> Dialogue 37

Maeda: Oh, yes, of course!

> Dialogue 38

Aya: Maeda...

> Dialogue 39

Maeda: Y, yes?!

> Dialogue 3A

Aya: That creature that was  
born in Japan... What happened  
to it?

> Dialogue 3B

Maeda: It died. Along with the scientist  
that was its father...

> Dialogue 3C

Aya: How did... a monster like  
that die?...

> Dialogue 3D

Maeda: There was a rebellion.

The mitochondria passed from the  
father didn't connect with the ones  
passed from Eve.

It began to deteriorate and the  
father held onto the dissolving  
flesh and they died.

> Dialogue 3E

Aya: Even though it's a  
monster...

I guess it's still your child...

> Dialogue 3F

Maeda: Thank you for saving me,  
Daniel!

> Dialogue 40

Daniel: You can study all you want,  
but you gotta brush up on other  
things too, man!

No girl's gonna want to be with  
you if you're gonna be like that!

> Dialogue 41

Maeda: W, what?! Please! I, I...

> Dialogue 42

Aya: Daniel, is everything  
OK back at the station?

> Dialogue 43

Daniel: That's the thing. I found  
out several things about Klamp,  
but...

> Dialogue 44

In the past, a doctor from that  
hospital was fired for giving out  
a patient list.

> Dialogue 45

Aya: A list...? You mean like  
the one with the HLA listing...?

> Dialogue 46

Daniel: These guys have access to  
just about everything.

> Dialogue 47

Daniel: I've got other info too.

This is what I heard from Warner,  
who was onto Melissa.

> Dialogue 48

She was seen going into the  
museum late at night on several  
occasions!

> Dialogue 49

Aya: Eve...? She was going  
into the museum?!

> Dialogue 4A

Maeda: We NEED to go there! We MUST  
get there before the being is born!

> Dialogue 4B

Daniel: Calm down. We're there,  
buddy...

> Dialogue 4C

Aya: .....

...Maya...

> Dialogue 4D

Daniel: Here's the story...

Melissa had a transplant when she was a kid.

> Dialogue 4E

Aya: Transplant?

What kind of transplant?

> Dialogue 4F

Maeda: Yes. It seems that she got one of your sister's kidneys...

after Maya died in an accident.

> Dialogue 50

Aya: A kidney transplant?

So Melissa got... Maya's kidney...?

> Dialogue 51

Aya: Then... Eve is...

> Dialogue 52

Maeda: It's hard for me to say, but the original was present in Maya.

Eve killed the host brain, cultured the kidney and obtained her own physical body.

> Dialogue 53

Aya: ...Then that's what happened to Melissa...

> Dialogue 54

Maeda: In her case, the immunosuppressant drugs served to act as a catalyst.

> Dialogue 55

In Japan, Eve targeted a girl who had undergone a transplant...

...A kidney transplant, to be exact, and she was taking the same immunosuppressant drugs.

> Dialogue 56

This was all so that Eve would have a "uterus" to plant the fertilized egg...



> Dialogue 57

In order to transplant organs, it is necessary for the HLA type to match.

> Dialogue 58

It lives symbiotically with other cells. So it's necessary to take immunosuppressants...

...to control the immunity and avoid rejection.

> Dialogue 59

Daniel: While being controlled by Eve, Melissa felt her body change.

But she finally got the lead part in the opera.

If she had gone to a doctor, she would've been told to give up the part.

> Dialogue 5A

So in order to avoid rejection, she kept taking the drugs... and after taking so much...

> Dialogue 5B

Maeda: She was so weak that Eve was able to take over her physical body...

> Dialogue 5C

And that's how she transformed into... "Mitochondria Eve".

> Dialogue 5D

Aya: So then...

Maya is...

Maya's the original Eve...

> Dialogue 5E

Maeda: In reality, it's Maya's mitochondria...

> Dialogue 5F

Aya: .....

> Dialogue 60

Daniel: What?! Are you sure?!

> Dialogue 61

Daniel: The Navy's made their move!

> Dialogue 62

Aya: WHAT?!

> Dialogue 63

Maeda: We can't allow this! We'll be repeating what happened yesterday with the jets!

> Dialogue 64

Daniel: No! Lorraine...  
Lorraine can't be a part of that  
THING!!

> Dialogue 65

Maeda: The huge creature... or no,  
those CELLS! That must be where  
Eve's giving birth!

> Dialogue 66

Aya: Where she's giving  
birth?!

> Dialogue 67

Maeda: Yes... the huge creature will  
act as a barrier to protect the  
Ultimate Being...

> Dialogue 68

Daniel: Lorraine!

> Dialogue 69

Aya: !!  
The helicopter's coming!

> Dialogue 6A

Maeda: Everyone duck!!! Cover your  
heads and...

> Dialogue 6B

Soldier: Officer Brea of the NYPD,  
correct?

Ma'am!

It is my duty to accompany you to  
the aircraft carrier!

> Dialogue 6C

Daniel: Accompany her...? To the  
WHAT...?!

> Dialogue 6D

Over radio: It's extremely dangerous  
if you enter within close range.

Attack from a distance with heat  
bombs!

> Dialogue 6E

Menu processed!!

> Dialogue 6F

test

> Dialogue 70

> Dialogue 71

0

> Dialogue 72

1

> Dialogue 73

2

> Dialogue 74

3

> Dialogue 75

4

> Dialogue 76

5

> Dialogue 77

6

> Dialogue 78

7

> Dialogue 79

8

> Dialogue 7A

9

> Dialogue 7B

10

> Dialogue 7C

11

> Dialogue 7D

12

> Dialogue 7E

13

> Dialogue 7F

14

> Dialogue 80

15

> Dialogue 81

16

> Dialogue 82

17

> Dialogue 83

18

> Dialogue 84

19

> Dialogue 85

20

> Dialogue 86

21

> Dialogue 87

22

> Dialogue 88

23

> Dialogue 89

24

> Dialogue 8A

25

> Dialogue 8B

26

> Dialogue 8C

27

> Dialogue 8D

28

> Dialogue 8E

29

> Dialogue 8F

30

> Dialogue 90

31

> Dialogue 91

32

> Dialogue 92

33

> Dialogue 93

34

> Dialogue 94

35

> Dialogue 95

36

> Dialogue 96

37

> Dialogue 97

38

> Dialogue 98  
39

> Dialogue 99  
40

> Dialogue 9A  
41

> Dialogue 9B  
42

> Dialogue 9C  
43

> Dialogue 9D  
44

> Dialogue 9E  
45

> Dialogue 9F  
46

> Dialogue A0  
47

> Dialogue A1  
48

> Dialogue A2  
49

> Dialogue A3  
Cancel  
Next page  
Opening  
Under Theatre  
Sewer 1  
Theatre Exterior  
NYPD -Day1-

> Dialogue A4  
Cancel  
Next Page  
Museum -Day1-  
NYPD -Meeting-  
Central Park  
NYPD -After CP-  
Police Barricade

> Dialogue A5  
Cancel  
Next Page  
Soho  
Museum -Day2-  
NYPD Battle  
Hospital  
NYPD EVE Meeting

> Dialogue A6  
Cancel  
Next Page  
Chinatown  
Warehouse  
Sewer 2  
Subway  
Brooklyn Bridge

> Dialogue A7  
Cancel  
Next Page  
Museum Final  
Street  
Aircraft Carrier  
Helicopter  
Statue of Liberty

> Dialogue A8  
Cancel  
Cruiser  
Port  
Theatre Epilogue  
Chrysler 1F  
Chrysler 71F  
Chrysler 77F

> Dialogue A9  
Cancel  
Battle OFF  
Battle ON  
Get weapon & armor  
Event skip

> Dialogue AA  
Copcar Event  
Cancel  
Next Page  
Theatre-NYPD  
NYPD- Museum1  
Museum1-NYPD  
NYPD-Central Park  
Soho-Museum2

> Dialogue AB  
Cancel  
Museum2-NYPD Btl  
NYPD- Hospital  
Hospital-NYPD  
Museum3-Big Blobby  
NAVY Attack!

> Dialogue AC  
FMV 23A  
Navy vs Giant Creature1

> Dialogue AD  
FMV 23B  
Navy vs Giant Creature2

> Dialogue AE  
Music Test  
Cancel  
Next Page  
Battle NORMAL  
Battle BOSS  
Battle EVE

> Dialogue AF  
Cancel  
Next Page  
Map BGM 1  
Map BGM 2  
Map BGM 3  
Map BGM 4

> Dialogue B0  
Cancel  
Next Page  
Map NYC  
Map Sewer  
Map Battle Ever  
Special Chrysler  
Special Opening

> Dialogue B1  
Cancel  
Next Page  
Theme AYA  
Theme MITO  
Subtheme AYA  
Subtheme EVE  
Subtheme MITO

> Dialogue B2  
Cancel  
Next Page  
Event Aya Eve  
Event 1  
Event OPERA  
Event ARIA  
Event DIARY

> Dialogue B3  
Cancel  
Next Page  
EVENT MEMORY 1  
EVENT MEMORY 2  
EVENT MEMORY 3

> Dialogue B4  
Cancel  
Map GIGANTIC  
Map HELICOPTER  
Map CRUISER

> Dialogue B5  
Cancel  
Get Poisons

Get Bullets  
Get Status Item  
Get Tools, etc.  
Get Tune up Items

> Dialogue B6

Will you save your progress?  
Yes  
No

> Dialogue B7

Cancel  
Next Page  
Get 10F Key  
Get 20F Key  
Get 30F Key  
Get 40F Key  
Get 50F Key

> Dialogue B8

Cancel  
Get 60F Key  
Get 70F Key

> Dialogue B9

Cancel  
Gun 1  
Gun 2  
Gun 3 & Armor  
Armor & Items  
Items

????????????????????????????????????????????????????????????????????????????????????????????????????????????????????????????????????

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-BANK 13: NYPD PRECINCT #17 (SAFE) & WEAPONS DEPT. (TORRES IN CHARGE)- [BNK13]

> Dialogue 00

> Dialogue 01

Found "[Item]".

> Dialogue 02

Drop an item here?  
Yes  
No

> Dialogue 03

Your inventory is full.

Would you like to exchange items?  
Yes  
No

> Dialogue 04

Your inventory is full.

> Dialogue 05



Set "[Item]".

> Dialogue 06

Will you save your progress?

Yes

No

> Dialogue 07

Will you watch this event?

Watch

Skip

> Dialogue 08

-Day 2-

FUSION

> Dialogue 09

Daniel: Hey, you OK? You oughta be resting.

> Dialogue 0A

Aya: Wish I could, but I'm the only one who knows what happened last night.

> Dialogue 0B

Daniel: I've been gathering some info on Melissa. She's got no relatives...

And no close friends. She was sick often-always on some kind of medication.

The people at the opera said they were amazed she could even stand on stage.

Her apartment burned down right after the incident, so we have no info on her medication.

> Dialogue 0C

Nix: So what's this spontaneous combustion stuff all about?

> Dialogue 0D

Aya: It wasn't exactly spontaneous. People were actually set on fire.

> Dialogue 0E

Warner: Oh, come on! What, like one of those ESP things?

> Dialogue 0F

Aya: That's the best way to describe it for now.

> Dialogue 10

Warner: ESP, huh? Well I'm not  
buyin' it.

> Dialogue 11

Nix: But if you're right, how are  
WE supposed to deal with something  
like that?

> Dialogue 12

Daniel: I believe her. After all,  
Aya's the only witness so  
far.

But if you're gonna take on a  
suspect like that, you'd better ask  
Baker for a better sidearm.

> Dialogue 13

Daniel: I'm buying your  
story, Aya.

> Dialogue 14

Baker: I read your report... Still  
hard to believe, but we can't deny  
all those deaths.

We're going to go all out to solve  
this case. Make sure you're well  
equipped.

Go down to the weapons department  
and give this permit to Torres.  
He'll help you out.

> Dialogue 15

Baker: As you already know, you'll  
need this permit to modify your  
equipment.

Take this to Torres down at the  
weapons department and gather up  
your gear.

> Dialogue 16

Baker: Aya, you've got  
too much to carry around...

Leave something here. I'll keep it  
in weapons storage.

> Dialogue 17

Leave equipment  
Leave item

> Dialogue 18

Cathy: The weapons department?

You didn't hit your head last night,

did you? It's right downstairs!

> Dialogue 19

Wayne: Heeey there, good-lookin'!

> Dialogue 1A

Aya: Cut the crap, Wayne.

Where's Torres?

> Dialogue 1B

Wayne: That baldy? Who knows. So  
what'll it be...

Shotgun? Rocket launcher?

> Dialogue 1C

WAYNE!

> Dialogue 1D

Wayne: Y, yes, sir!

> Dialogue 1E

Torres: Idiots like you are the  
reason why guns won't disappear  
from this country!

Get your ass back to weapons  
storage! You're far from ready to  
be handling guns in here!

> Dialogue 1F

Wayne: OK, OK... Sheesh...

> Dialogue 20

Aya: Torres, I need some  
equipment...

> Dialogue 21

Torres: For last night's case?  
Heard it was quite a mess.

But as long as cops rely on guns,  
criminals will too.

> Dialogue 22

It's a vicious cycle. I hate to hand  
a weapon to a young cop like you...

But I hear this isn't your ordinary  
crook. Guess I can't send you off  
empty-handed.

> Dialogue 23

Torres: Say, you can't carry any  
more equipment.

Wayne!

Take some of her things and put  
them in storage.

> Dialogue 24

Wayne: Yeh, yeh...

> Dialogue 25

Torres: You have something to say,  
officer!?

> Dialogue 26

Wayne: N, no, SIR!

> Dialogue 27

Wayne: So you wanna leave somethin'  
here?

> Dialogue 28

Wayne: Hey, no offense, but I don't  
think you can carry that much  
stuff...

> Dialogue 29

Torres: Here... This is the most  
powerful gun I can allow you to  
have.

> Dialogue 2A

Wayne: Psst! Don't tell Torres, but  
you can use your "Tool" to tune up  
your guns!

You can rearrange equipment  
parameters and added effects to  
tweak your equipment.

> Dialogue 2B

Wayne: I can show ya some cool  
tune-up techniques!

> Dialogue 2C

Wayne: Ya got it? Trust me, you can  
never have too much firepower.

Of course, can't use 'em without  
bullets, so you better make sure  
you always have your club.

Just in case, ya know?

> Dialogue 2D

Wayne: Now, why don't ya leave the  
stuff you don't need with me?

> Dialogue 2E

Torres: Do you have an equipment  
modification permit with you?

> Dialogue 2F

Torres: Captain Baker already  
notified me. Show me your  
modification permit again.

> Dialogue 30

Want to tune up your gun here?

Yes

No

> Dialogue 31

Torres: Which gun?

> Dialogue 32

Torres: All right... Just wait here.

> Dialogue 33

Torres: I can't tune up your  
equipment without a permit.

No exceptions.

> Dialogue 34

Torres: All set.

> Dialogue 35

Torres: But just remember, 'Cops own  
guns for protection. Don't let the  
guns own you!'

> Dialogue 36

Torres: Come back with a modification  
permit if you need to tune up your  
equipment.

> Dialogue 37

Wayne: Ya wanna leave somethin'  
here?

> Dialogue 38

Store equipment

Store item

Discard junk

Cancel

> Dialogue 39

Wayne: Lemme take your junk. It's  
actually really good for parts.

> Dialogue 3A

Wayne: What are you talkin' about?

You got no junk with you right now!

> Dialogue 3B

Aya: Hey there. You lost?

> Dialogue 3C

Boy: ...Ahh

> Dialogue 3D

Daniel: Ben!?

> Dialogue 3E

Ben: Daddy!

> Dialogue 3F

Aya: So this is Ben.

> Dialogue 40

Daniel: Ben, this is Aya.

Now, what are you doing here?

> Dialogue 41

Ben: Here...

> Dialogue 42

Daniel: Tickets? Oh... yeah.

The concert...

Sorry son, daddy's real busy today.

I promise I'll make up for...

> Dialogue 43

Ben: ...FINE!

> Dialogue 44

Daniel: Ben!

> Dialogue 45

Daniel: Guess every kid needs a  
mother...

> Dialogue 46

Aya: That's not true! I was  
raised by my father too, after my  
mother died.

I'll always be grateful for him.

> Dialogue 47

Daniel: Yeah, well, HIS mother's  
still alive...

> Dialogue 48

Aya: Oh...

> Dialogue 49

Cathy: You met Daniel's son, Ben?  
Daniel divorced his wife last year.

This was before you were assigned  
here.

> Dialogue 4A

Cathy: He kept saying every boy  
needs a father...

So he fought for Ben's custody  
with Lorraine... his ex-wife.

> Dialogue 4B

Cathy: Well, he won, but... being a  
cop, I doubt if he has time to  
spend with him.

> Dialogue 4C

Cathy: Oh yeah, Captain Baker was looking for you.

> Dialogue 4D

Aya: Sir.

> Dialogue 4E

Aya: You were looking for me?

> Dialogue 4F

Baker: Yes. We're having a press conference now, and I want you there too.

> Dialogue 50

Aya: Me?

> Dialogue 51

Baker: That's right. You'll be on national television as the sole survivor of that incident.

> Dialogue 52

Aya: I see.

> Dialogue 53

Baker: But you only answer when I ask you.

The media is just looking for anything to grill us about.

They may even turn you into a suspect. So you let me do the talking. Understood?

> Dialogue 54

Aya: Yes, sir...

> Dialogue 55

Baker: OK then. Let's go meet the press.

> Dialogue 56

Baker: It's in the conference room at the end of the hallway.

> Dialogue 57

Cop: Damn that Baker! How'm I supposed to clean this room by myself in half an hour?

> Dialogue 58

Reporter: So you are saying this could be the work of a terrorist?

> Dialogue 59

Baker: That is what we currently speculate.

> Dialogue 5A

Reporter: How about accounts of  
officers and firemen at the scene  
bursting into flames?

> Dialogue 5B

Aya: That was...

> Dialogue 5C

Baker: That was due to a rare,  
highly flammable chemical which was  
used to start the fire.

> Dialogue 5D

Reporter: Another question.

> Dialogue 5E

Reporter: Then how did Detective  
Brea survive without so much as a  
minor burn?

> Dialogue 5F

Baker: That is a result of her quick  
thinking and training as an officer...

> Dialogue 60

Reporter: I'm asking HER the  
question!

> Dialogue 61

Baker: She...

> Dialogue 62

Aya: She said that my  
mitochondria were a mutation.

> Dialogue 63

Baker: Aya!

> Dialogue 64

Reporter: Your...mitochondria?

Who said this?

> Dialogue 65

Aya: Melissa... No, she said  
she was Eve.

> Dialogue 66

Reporter: But according to a report,  
Melissa Pearce was killed in the  
fire!

> Dialogue 67

Aya: Melissa did die. Her  
body had been taken over by this...  
Eve.

> Dialogue 68

Reporter: What's this Eve!? Some



kind of an alien!?

> Dialogue 69

Baker: People, please! She is very tired, and we are still investigating...

> Dialogue 6A

Baker: That will be all for today!

> Dialogue 6B

Baker: Aya, I thought I told you not to say anything!

> Dialogue 6C

Aya: I'm telling the truth, sir.

> Dialogue 6D

Baker: That is NOT the point! Who's going to believe you!?

You'll only stir up the media and cause people to panic!

> Dialogue 6E

Daniel: Sir, she was only...

> Dialogue 6F

Baker: Baker here... Who?... What does he want?

Well, put him through then.

> Dialogue 70

Baker: This is Captain Baker... What? Meet?... You'll have to speak up! Yes... What?

Yes... All right.

> Dialogue 71

Baker: Some Japanese scientist, I think. Couldn't understand his English too well.

He was raving about some mito-something... Says he's coming over here.

> Dialogue 72

Daniel: Might-O?

> Dialogue 73

Aya: Is it... Mitochondria?

> Dialogue 74

Nix: You mean, that thing in the cell that makes energy from oxygen?

> Dialogue 75

Daniel: Might have heard about that  
in school...

> Dialogue 76

Aya: That's what Eve had  
said...

> Dialogue 77

Aya: That it's time for the  
mitochondria to be set free...

> Dialogue 78

Nix: Hey, I just read that some  
researcher at the museum wrote a  
new theory on them.

> Dialogue 79

Daniel: Sir, I'm taking Aya  
to go talk to this researcher.

> Dialogue 7A

Baker: Go. Better get there before  
the media. It may explain that  
phone call, too.

> Dialogue 7B

Baker: What are you waiting for?  
Get on it!

> Dialogue 7C

Nix: That researcher may be a good  
lead for us.

> Dialogue 7D

Daniel: Yes, sir.  
C'mon, Aya!

> Dialogue 7E

Daniel: I'll bring the car around.  
Meet me at the front.

> Dialogue 7F

Warner: Mitochondria, eh...? What's  
that got to do with last night's  
case?

> Dialogue 80

Baker: Melissa's solo concert was  
scheduled for today.

> Dialogue 81

Baker: She had disappeared after  
last night's incident and the  
concert was canceled,

but people are still gathering at  
the stage. We must NOT let another  
massacre happen again!

> Dialogue 82

Baker: The concert is at the Central  
Park amphitheater.

> Dialogue 83

Daniel: Central Park!?

> Dialogue 84

Aya: What is it, Daniel?

> Dialogue 85

Daniel: Ben and Lorraine... They're  
at that concert!

> Dialogue 86

Aya: WHAT!?

> Dialogue 87

Daniel: Aya, Let's GO!

> Dialogue 88

Baker: Daniel! We're not through yet!

> Dialogue 89

Daniel: Screw you, Baker! My son's  
in danger!

> Dialogue 8A

Baker: Daniel...

> Dialogue 8B

Baker: Aya.

> Dialogue 8C

Baker: Watch his back...!

> Dialogue 8D

Baker: Leave something here and take  
this equipment modification permit.

I'll keep whatever you leave at the  
weapons department.

> Dialogue 8E

Aya: Yes, sir!

> Dialogue 8F

Wayne: When are you gonna let ME  
tune up the guns...?

I didn't ask to be assigned here  
to watch over the warehouse all  
day, ya know...

> Dialogue 90

Torres: As long as you see guns as  
toys, you'll never touch them!

> Dialogue 91

Wayne: Hey, I KNOW I can make a

stronger gun than you!

> Dialogue 92

Torres: Guns aren't supposed to be stronger, you numbskull!

They're supposed to be safer!

> Dialogue 93

Wayne: Fine, ya geezer!

> Dialogue 94

Torres: Sorry, Aya... Didn't mean to make a scene...

But that goes for you, too. You can never be too careful with a gun!

> Dialogue 95

Wayne: Man, I could do it SO much better...!

I can turn that gun into a CANNON, easy!

> Dialogue 96

Baker: Casualties were much worse this time.

We can NOT put the lives of citizens in jeopardy any longer.

> Dialogue 97

Baker: We have orders to evacuate all citizens out of Manhattan.

Fortunately, most people are out of the city for Christmas.

> Dialogue 98

Warner: What do we do, sir?

> Dialogue 99

Baker: We will stay and assist in neutralizing Eve.

> Dialogue 9A

Nix: Shouldn't we leave it to the army?

> Dialogue 9B

Baker: WE'RE the ones that are supposed to be protecting the city!

> Dialogue 9C

Daniel: Any word from Aya?

> Dialogue 9D

Daniel: Dammit, where could she be!

> Dialogue 9E

Baker: Daniel, I need you to help  
evacuate the citizens.

> Dialogue 9F

Daniel: She's our only hope against  
this thing now!

I'm going to go look for her!

> Dialogue A0

Nix: Shouldn't we stop him, sir?

> Dialogue A1

Baker: He's lost Lorraine...He'll  
find Aya. You two help with  
the evacuation.

> Dialogue A2

Ben: Daddy!

> Dialogue A3

Daniel: Ben, I'm sorry... I have to  
go find Aya.

> Dialogue A4

Ben: Where'd she go?

> Dialogue A5

Daniel: I dunno, but she's the only  
one that can fight the thing that  
hurt your mommy.

> Dialogue A6

Daniel: Cath, look after the kid,  
willya?

> Dialogue A7

Cathy: I will, don't worry.

> Dialogue A8

Ben: Daddy...!

> Dialogue A9

Cathy: C'mon, sport. You like dogs?  
I'll introduce you to the best  
police dog in town.

> Dialogue AA

Cathy: This is Sheeva.

> Dialogue AB

Ben: Heh, heh... Hey, that tickles!

> Dialogue AC

Cop: Hey, I think she likes ya!

> Dialogue AD

Maeda: Aya! Detective Warner

has some new information.

> Dialogue AE

Maeda: Let's go find out what he's found.

> Dialogue AF

Warner: Some time ago, a doctor at that hospital was fired for selling off patient records.

> Dialogue B0

Warner: AND, Melissa was seen going into the museum late at night several times!

> Dialogue B1

Aya: Eve!?

> Dialogue B2

Daniel: Klamp... That bastard! I KNEW he was a part of this!

> Dialogue B3

Daniel: We'll split up here and search the entire city. Eve and Klamp must be meeting soon!

> Dialogue B4

Maeda: We must hurry! It'll be too late once the Ultimate Being is born!

> Dialogue B5

Warner: I'll go snoop around some more for any info.

> Dialogue B6

Daniel: Brought you a walkie-talkie so we can keep in touch.

> Dialogue B7

Daniel: I'm counting on you too, Mr. Scientist!

> Dialogue B8

Maeda: Whoa!

> Dialogue B9

Daniel: We'll all split up and look for Eve. You find any trace of her, you call for backup.

> Dialogue BA

Aya: Weren't you going to stay here, Daniel?

> Dialogue BB

Daniel: And push papers all day? You're kiddin' me!

> Dialogue BC

Maeda: W, what will we do?

> Dialogue BD

Aya: Let us know if anything  
comes up!

> Dialogue BE

Maeda: Uh, yes, OK, I got it...

> Dialogue BF

-Day 5-

EVOLUTION

> Dialogue C0

Eddie: What a case to have on  
Christmas, huh?

> Dialogue C1

Door is locked.

> Dialogue C2

Opened lock.

> Dialogue C3

Cop: Aya, you'd better put on  
your vest too. Can't be too  
careful...

> Dialogue C4

Cop: Hehehe... At last, it's mine!

> Dialogue C5

AUTHORIZED PERSONNEL ONLY

Weapons Department

> Dialogue C6

Nix: Hey, we have an emergency  
meeting in the conference room.

> Dialogue C7

Cathy: The whole place is going  
nuts. Wonder what's happened...

> Dialogue C8

Daniel: Let's go folks, we're  
starting the meeting.

> Dialogue C9

Wayne: You sure bring in a lot of  
neat stuff...

Hey, if ya ever see gun trading  
cards around, bring 'em here.  
I'm really into those...

> Dialogue CA

Torres: Trading cards? Fitting for a

simpleton like you.

> Dialogue CB

Wayne: Freakin' geezer...!

> Dialogue CC

Torres: Come on now, enough  
chatting... Back to work!

Aya, aren't you in the middle  
of a case?

Now go on, outta here and catch the  
idiots. Hopefully without using  
your gun...

> Dialogue CD

Baker: Come back later.

> Dialogue CE

Cop: Sorry, only authorized  
personnel are allowed past here.

> Dialogue CF

Cop: That's the rule, ma'am. Sorry.

> Dialogue D0

Cathy: At Central Park? I sure hope  
it's not a repeat of last night...

> Dialogue D1

Eddie: Hey Aya, any news on  
the case?

Hope you bag this creep soon...  
I'd hate to bump into him on the  
street!

> Dialogue D2

Eddie: On Christmas, of all times...!  
What's the matter with this town?

Man, I gotta get outta here...  
Start up a ranch in the quiet  
countryside...

> Dialogue D3

Cop: I love to just watch them...  
I always come here after my shift  
to relax.

> Dialogue D4

Cop: Wish I could give her a nice  
Christmas dinner...

> Dialogue D5

Cop: This one's retiring after this  
year... He sure does deserve a break.

> Dialogue D6



"Revitalize your K-9!"

RUPTA

Premium Police Dog Food

> Dialogue D7

Ben: Heh, heh... Sheeva, you're tickling me!

> Dialogue D8

Aya: You take good care of Ben, Sheeva.

> Dialogue D9

Cathy: I heard that the Captain saved Ben's life.

Sheeva was his partner when he was a rookie. Must've been hard for him to shoot her...

> Dialogue DA

Cathy: Can I show this boy the dog?

> Dialogue DB

Cop: Sure, let me open the fence.

> Dialogue DC

Cop: Hey, you got a visitor.

> Dialogue DD

Cop A: We are currently searching for Eve all over Manhattan.

> Dialogue DE

Cop B: She killed my buddies. I'm gonna get her...!

> Dialogue DF

Cop C: Man, I KNEW I shoulda worked at dad's store instead of being a cop...!

> Dialogue E0

This box is for special purpose only.

Don't use this unless directed to do so.

Cancel

Get Potions

Get Bullets

Get Status Item

Get Tool etc

Get Tune up Item

~~~~~

> Dialogue 00

Kiss me...

Son of God.

> Dialogue 01

Found "[Item]".

> Dialogue 02

Drop an item here?

Yes

No

> Dialogue 03

Your inventory is full.

Would you like to exchange items?

Yes

No

> Dialogue 04

Your inventory is full.

> Dialogue 05

Put item in treasure box?

> Dialogue 06

Will you save your progress?

Yes

No

> Dialogue 07

Will you watch this event?

Watch

Skip

> Dialogue 08

Daniel: There been a disturbance
reported in Central Park.

> Dialogue 09

Aya: The reports say there
is an energy field around
Central Park.

> Dialogue 0A

Daniel: Ben is at the park. I got a
bad feeling about this.

> Dialogue 0B

Aya: Then stop driving like
an old man and step on it.

> Dialogue 0C

Daniel: Be-e-n!

> Dialogue 0D

Aya: Daniel, stop.

> Dialogue 0E

Daniel: I got to get my boy, rookie.

> Dialogue 0F

Daniel: Whoa!

> Dialogue 10

Aya: Sometimes you got to
look before you leap, old timer.

> Dialogue 11

Daniel: This is Eve's combustion
thing?!

> Dialogue 12

Aya: It's not the same, this
is some kind of energy wall.

> Dialogue 13

Daniel: To keep people out?

> Dialogue 14

Aya: Or keep them in.

> Dialogue 15

Daniel: I got to get my family out
of there.

> Dialogue 16

Daniel: Aya...don't.

> Dialogue 17

Aya: I'll probably regret
this but I got no plans to be dinner
at Eve's barbecue.

> Dialogue 18

Daniel: Thanks, Aya... Find
Ben for me.

> Dialogue 19

Baker: Aya, stop. I'll have
your badge for this.

> Dialogue 1A

Aya: Daniel, I'll find
Lorraine too!

> Dialogue 1B

Aya: Whew, that was close.

> Dialogue 1C

Daniel: Aya! Ben's...

> Dialogue 1D

Aya: Don't worry, I'll find
him. I won't come back until I do.

> Dialogue 1E

Warner: They went up in flames...
What's going on in there?!

> Dialogue 1F

Warner: Harry rushed in there without listening to Daniel and...

> Dialogue 20

You need a key.

> Dialogue 21

There are many types of rainforest snakes. Some are poisonous, but most are not.

> Dialogue 22

The giant worms of South America are very important to the rainforests' ecosystem.

> Dialogue 23

Look for the brown monkey, one of our many playful rainforest friends!

> Dialogue 24

Eve: The holiday season brings joy to us all...

> Dialogue 25

Eve: ...and this Christmas will be the most special of all.

Aaaarrgh....

> Dialogue 26

Eve: Special because I will no longer be under the control of a host,

as I have since the dawn of time.

Humans are weak-mitochondria can self evolve.

Mitochondria must now take over the nucleus.

> Dialogue 27

Aya: Oh my God.

> Dialogue 28

Aya: Ben what happened?

> Dialogue 29

Ben: When I got close to the stage, I felt...sick...I told mom I wanted to go home.

I went to the bathroom. When I came back...she was gone... Everyone was gone.

> Dialogue 2A

Aya: Ben, we have to get out

of here, It's not safe.

> Dialogue 2B

Ben: I'm not leaving without mom.

> Dialogue 2C

Aya: I'll find your mom. Run,
go find your father.

> Dialogue 2D

Eve: You again. But you are too late.

You will not ruin my plans as you
did last night.

> Dialogue 2E

Eve: You cannot get away. I feel you.
I know where you are.

> Dialogue 2F

Eve: You cannot win, submit.

> Dialogue 30

Eve: These animals will gladly play
with you.

> Dialogue 31

Aya: You're insane.

> Dialogue 32

Eve: Possibly, I have given the
mitochondria in these creatures

the genetic ability to take over
the nucleus.

> Dialogue 33

Aya: Ben stand behind me.

> Dialogue 34

Eve: You humans make strange
sacrifices I will never understand.

> Dialogue 35

Eve: Give it up!

> Dialogue 36

Eve: You are just a pesky insect.

> Dialogue 37

Eve: Looks like we'll have to get
rid of you... forever!

> Dialogue 38

Aya: Ben, when I walk toward
Eve, you run to that opening in the
energy wall.

> Dialogue 39

Eve: Your genes are stronger than

I thought.

> Dialogue 3A

Eve: Come my dear, let's go for a ride. Hahaha!

> Dialogue 3B

Aya: Let's roll, you freak.

> Dialogue 3C

Eve: Why? Why be on the humans' side?

> Dialogue 3D

Aya: Why not? I'm a human.

> Dialogue 3E

Eve: Why are you going with them and not ME?!

> Dialogue 3F

Aya: What?...

> Dialogue 40

Eve: It seems you still don't know who I am.

> Dialogue 41

Eve: Well, if you don't know, your mitochondria will...

That's why you were drawn to the opera.

> Dialogue 42

Aya: What are you talking about?

> Dialogue 43

Eve: Here, let me explain...
Directly...

> Dialogue 44

Aya: Stop it!!

> Dialogue 45

Eve: If we join forces, all the other mitochondria in the world will...

> Dialogue 46

Aya: S... Stop!

> Dialogue 47

Daniel: Aya! Aya!!
Answer me!

> Dialogue 48

Ben: Daddy!

> Dialogue 49

Daniel: Ben...!! Weren't you going to the concert?

> Dialogue 4A

Ben: ...I came here with mom, but... she... she was all weird.

> Dialogue 4B

Daniel: What do you mean, Ben?!

> Dialogue 4C

Ben: I came with mom so the 3 of us could be together....

> Dialogue 4D

Daniel: So that's why you came to get me...

> Dialogue 4E

Ben: Mom went to the stage but... she freaked out...

> Dialogue 4F

Daniel: What do you mean, mom freaked out?!

> Dialogue 50

Ben: I got near the stage and started to feel sick. I wanted to go home...

Mom wasn't herself, dad... She left and everyone else went too!

> Dialogue 51

Daniel: Lorraine...

> Dialogue 52

on

> Dialogue 53

off

> Dialogue 54

on 1

> Dialogue 55

off 1

> Dialogue 56

on 2

> Dialogue 57

off 2

> Dialogue 58

on 3

> Dialogue 59

off 3

> Dialogue 5A
on 4

> Dialogue 5B
off 4

> Dialogue 5C
on 5

> Dialogue 5D
off 5

> Dialogue 5E
Aya: Eve was here...

> Dialogue 5F
Aya: ...! Ben... Loriane...
They could be in this crowd.

> Dialogue 60
Aya: Why?! Why are you doing
this?

> Dialogue 61
Aya: Stop!

> Dialogue 62
Daniel: I don't care if I burn...

> Dialogue 63
Aya: I'll go...

> Dialogue 64
Daniel: Ben's my son. He's the only
family I've got.

> Dialogue 65
Daniel: Dammit, I can't do anything.

> Dialogue 66
Aya: Leave it to me.

> Dialogue 67
Daniel: Well... but... but..!

> Dialogue 68
Aya: I'll get them out safe,
I promise.

Besides, Ben needs you. You won't
do him any good if you are dead.

> Dialogue 69
Daniel: ...Alright. I'm counting on
you, Aya.

> Dialogue 6A
Aya: I know...

> Dialogue 6B

Aya: All of the animals
have escaped...!

> Dialogue 6C

Aya: I have to get backstage
and stop her.

> Dialogue 6D

Cop: There is no sign of Eve, but
the animals from the zoo are still
on the loose.

> Dialogue 6E

Aya: He's dead...

~~~~~

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-BANK 15: UNUSED (CENTRAL PARK REPEATS?)- [BNK15]

(Note - All the times Aya's name is referenced, the variable is NOT called upon. Meaning if these were somehow to be activated, Aya's name would always read as "Aya" here, regardless of what the player named her.)

> Dialogue 00

Kiss me...  
Son of God.

> Dialogue 01

Eve: You cannot win, submit.

> Dialogue 02

Eve: These animals will  
gladly play with you.

> Dialogue 03

Aya: You're insane.

> Dialogue 04

Eve: Possibly, I have given the  
mitochondria in these creatures

the genetic ability  
to take over the nucleus.

> Dialogue 05

Aya: Ben stand behind me.

> Dialogue 06

Eve: You humans make strange  
sacrifices I will never  
understand.

> Dialogue 07

Eve: Persistent bitch!

> Dialogue 08

Eve: You are just a pesky insect.

> Dialogue 09

Eve: Looks like we'll have  
to get rid of you...forever!



Your inventory is full.

> Dialogue 05

Put item in treasure box?

> Dialogue 06

Will you save your progress?

Yes

No

> Dialogue 07

Will you watch this event?

X Watch

O Skip

> Dialogue 08

Cop A: How many times do I gotta  
tell ya!! We've blocked this off!

You won't even find a cat on this  
street!

> Dialogue 09

Japanese man: I told you, I've  
already contacted the police about  
this matter!

> Dialogue 0A

Cop A: What?!

> Dialogue 0B

Japanese man: ...Er... uh... I'm not  
getting anywhere with my English...

> Dialogue 0C

Cop B: Hey, you Chinese?

> Dialogue 0D

Japanese man: N, no! I'm Japanese!

> Dialogue 0E

Cop B: Nanda, nihonjin desuka?

> Dialogue 0F

Japanese man: OH, YES! Can you speak  
Japanese?

> Dialogue 10

Cop B: Chotto dake ne. Daredesuka?

> Dialogue 11

Japanese man: I am Kunihiko Maeda.  
Er... Japanese... er.... aaa...

> Dialogue 12

Cop A: Hey, if ya can't speak the  
language, go back to your country!  
Heh... he...!!

> Dialogue 13

Cop A: U! Argh!

> Dialogue 14

Cop C: Calm down. Take it easy, man.  
It's bad for your heart.

> Dialogue 15

Cop A: Uu! Argh! I'm getting...  
I'm... I'm ...HOT!!! HELP!!

> Dialogue 16

Cop A: ARGHHHHHHHH!!!!

> Dialogue 17

Maeda: I guess it's now or never...

> Dialogue 18

Maeda: Spontaneous human combustion.  
I believe that's correct...

> Dialogue 19

Maeda: Oh...! You're finally awake!

> Dialogue 1A

Aya: ...Who are you?

> Dialogue 1B

Maeda: I'm... Kunihiko Maeda.  
I'm a scientist from Japan.

> Dialogue 1C

"He found you."

> Dialogue 1D

Aya: Daniel!

> Dialogue 1E

Daniel: There's no one out there  
but cops... It's a ghost town.

> Dialogue 1F

Never seen anything like it.  
Pretty creepy, if ya ask me...

> Dialogue 20

Aya: Where's Eve?! What  
happened to the people in  
Central Park?

> Dialogue 21

Daniel: Ben was okay... but...

> Dialogue 22

the rest of the audience... Well,  
they just... disappeared.

> Dialogue 23

Aya: .....

> Dialogue 24

Maeda: Disappeared? You mean they weren't ignited?

> Dialogue 25

Aya: They all melted into slime... and became... one big mass...

> Dialogue 26

Daniel: .....

> Dialogue 27

Maeda: That's something new...  
Nothing like that happened in Japan

> Dialogue 28

Aya: Japan?

> Dialogue 29

Maeda: A similar incident occurred several years ago in Japan.

Although it wasn't as grandiose in scale as this one.

> Dialogue 2A

Aya: What?!

> Dialogue 2B

Daniel: Hey! Give us the details!

> Dialogue 2C

Maeda: It all started when a scientist's wife was involved in a car accident.

> Dialogue 2D

The scientist tried to culture her liver cells in order to keep her alive.

> Dialogue 2E

Maeda: The scientist named those cells... Eve...

> Dialogue 2F

Aya: Eve?!

> Dialogue 30

Maeda: The liver cells multiplied and her mitochondria eventually took over her physical body.

> Dialogue 31

Aya: ....!!

> Dialogue 32

Maeda: After acquiring the scientist's sperm, Eve tried to give birth to an ultimate being.

> Dialogue 33

Aya: Ultimate Being...?

What kind of "being"...?

> Dialogue 34

Maeda: "She", the being who mutated from the liver cells, couldn't maintain her body for long.

> Dialogue 35

By the way, before the car accident occurred, the wife had registered to have her organs donated.

> Dialogue 36

Maeda: So after the accident, her kidneys were transplanted into a young girl...

> Dialogue 37

And Eve implanted a fertilized egg in the young girl who gave birth to ...an Ultimate Being.

> Dialogue 38

I was extremely interested in this and went to his lab so that I could continue research.

> Dialogue 39

Maeda: After hearing about this incident, I had to fly over here.

> Dialogue 3A

Daniel: What the hell is going on HERE?!

> Dialogue 3B

Maeda: I wish I could explain more.

> Dialogue 3C

Daniel: ...Aya, are you OK?

> Dialogue 3D

Aya: Yeah... I'm fine...

> Dialogue 3E

Daniel: I thought that monster had gotten a hold of you! Thought it was too late...

> Dialogue 3F

Aya: When I felt Eve... something inside of me felt like it was being...

> Dialogue 40

Maeda: You felt you were about to be ignited, correct?

> Dialogue 41

Daniel: No, she's... Well, she's  
the only one that isn't affected.

> Dialogue 42

Maeda: What?!

> Dialogue 43

Maeda: I... I... don't understand.

> Dialogue 44

Aya: I... I think I may be  
a monster... Like HER!

> Dialogue 45

Daniel: What?! What are you saying,  
Aya?!

> Dialogue 46

Aya: I don't know. What if...  
What if I end up killing you?!

> Dialogue 47

Daniel: Aw, shut up! You know  
that's not...

> Dialogue 48

Aya: Please, Daniel! I don't  
know! I just don't know anymore!

> Dialogue 49

Please go away! Just... Just stay  
away from me!!

> Dialogue 4A

Daniel: Aya...

> Dialogue 4B

Aya: Please...

> Dialogue 4C

Maeda: Yes. I understand your point.

> Dialogue 4D

Daniel: H, hey! Where do you think  
YOU'RE going?!

> Dialogue 4E

Aya: Even if I am a monster,  
I don't EVER want to kill you,  
Daniel... please...!

> Dialogue 4F

I... I could never forgive myself  
if I killed... you...

> Dialogue 50

Daniel: Aya... You're no  
monster.

> Dialogue 51

Daniel: You're my best partner,  
Aya Brea! I'll be by your  
side... always, Aya....

> Dialogue 52

Aya: When I touched Eve...

That feeling...

Was it Maya?...

But Maya died in the car crash  
with mom...

> Dialogue 53

No, it just couldn't be...!

> Dialogue 54

Day 3

S E L E C T I O N

> Dialogue 55

Maeda: ...That was a long night...!  
Sleep well?

> Dialogue 56

Aya: You were here ALL  
night?! I told you to go away!

You could've died, you know!

> Dialogue 57

Maeda: Scientists can't believe  
anything without proof. It's...  
it's just one of those things.

> Dialogue 58

And besides,...

> Dialogue 59

Aya: What...

> Dialogue 5A

Maeda: Oh, nothing...

> Dialogue 5B

Aya: Daniel?!

> Dialogue 5C

Daniel: No traffic! This is the way  
it oughta be around here!

> Dialogue 5D

Aya: Daniel...

> Dialogue 5E

Daniel: So, what're we sittin'  
around for?! We've got work to do!



> Dialogue 5F

Aya: Daniel... thanks...

> Dialogue 60

Daniel: All right! We're gonna need  
some bigger weapons.

> Dialogue 61

There's a gun shop over there.  
Let's stock up!

> Dialogue 62

Daniel: Hey! Let's lose the long  
face! C'mon, Aya!

> Dialogue 63

Let's go! We gotta stock up!

> Dialogue 64

Daniel: We're stocked! C'mon! Get  
in the car!

> Dialogue 65

Daniel: Hey! You're supposed to be  
up in the front with me!

> Dialogue 66

Daniel: We set, Aya?

Yes

No

> Dialogue 67

Daniel: Road rules don't apply here  
anymore.

> Dialogue 68

We can take the shortest route  
through Manhattan!

> Dialogue 69

Maeda: I believe there is a pharmacy  
over there.

> Dialogue 6A

Maeda: Is there a place nearby with  
a good research facility? I'd like  
to test something...

> Dialogue 6B

Daniel: This is it. We'll help  
ourselves to some ammo.

> Dialogue 6C

Maeda: They weren't kidding when  
they said they sell guns here in  
America, were they...

> Dialogue 6D

Aya: It's locked.

> Dialogue 6E

Daniel: Outta the way, Aya.

> Dialogue 6F

Aya: Daniel, no...

> Dialogue 70

Daniel: Sorry, but it's the only way.

> Dialogue 71

Maeda: Are... are you really a cop?

> Dialogue 72

Aya: We think so. But we  
don't have scientific proof, if  
that's what you're asking.

> Dialogue 73

Daniel: We're in a time of need,  
here! C'mon, let's get our stuff!

> Dialogue 74

Maeda: Hmm... I certainly hope these  
will help us out...

> Dialogue 75

Daniel: If it's Eve we're dealing  
with, all the ammo in the world  
may not even help us.

> Dialogue 76

Ergh... Torres'll kill me for  
saying stuff like that...

> Dialogue 77

Daniel: Go ahead and pick your  
favorite accessories, ladies!

> Dialogue 78

Maeda: This is just too much.

> Dialogue 79

Maeda: I believe that's a pharmacy  
over there.

> Dialogue 7A

Aya: The door's broken...

> Dialogue 7B

Maeda: So many types of medication,  
and they all seem strong, too...

> Dialogue 7C

Daniel: Hmph! Just the smell of this  
place gives me the creeps!

> Dialogue 7D

Maeda: Shall we go now? I'd like to  
conduct some minor tests...

> Dialogue 7E  
Daniel: If we're stocked, let's move  
on outta here!

> Dialogue 7F  
Daniel: What's up with him?! All of  
a sudden, he's a happy camper...

> Dialogue 80  
I won't ever understand those  
scientist types...

> Dialogue 81  
Maeda: Yes... yes... I wish I could  
take all these back to Japan...

> Dialogue 82  
Daniel: This is it, Aya!

> Dialogue 83  
Aya: What... What is this...?

> Dialogue 84  
Maeda: Mmm... yes... it resembles  
rotten meat...

> Dialogue 85  
Aya: I'm going down. Notify  
Daniel for me!

> Dialogue 86  
Maeda: All right! Please, be  
careful...!

~~~~~

-BANK 17: PIER NO. 3 WAREHOUSE- [BNK17]

> Dialogue 00

> Dialogue 01
Found "[Item]".

> Dialogue 02
Drop an item here?
Yes
No

> Dialogue 03
Your inventory is full.

Will you replace an item?
Yes
No

> Dialogue 04
Your inventory is full.

> Dialogue 05
Put item in treasure box?

> Dialogue 06
Will you save your progress?
Yes
No

> Dialogue 07
Will you watch this event?
Watch
Skip

> Dialogue 08
Got Warehouse Key.

> Dialogue 09
It's locked...

> Dialogue 0A
Lock opened.

> Dialogue 0B
Cop: Officer Brea!!

> Dialogue 0C
Ah... uh... Eve is in there.
Why don't you check it out, huh...?

> Dialogue 0D
Cop: I'll... go call for some backup,
okay? S... So YOU go check it out!!

> Dialogue 0E
Cop: Elle! C'mon, we're gettin'
outta here!

> Dialogue 0F
GAME OVER

~~~~~

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-BANK 18: STATUE OF LIBERTY- [BNK18]

> Dialogue 00

> Dialogue 01  
Eve: So it WAS you...

> Dialogue 02  
Aya: Maya...

> Dialogue 03  
Eve: Hmph... That must be the name  
of my host... Lemme guess... your  
SISTER?

> Dialogue 04

You HAVE the ability to EVOLVE! Why take the side of a DOOMED species?!

> Dialogue 05

Aya: Humans aren't doomed.

If my mitochondria has the ability to evolve...

> Dialogue 06

...it'll evolve to get rid of YOU!

> Dialogue 07

Eve: Hahaha... LOVE that sense of humor of yours, girl...

> Dialogue 08

Why is it that humans kill?

> Dialogue 09

Humans kill other creatures and they even kill their own kind...

> Dialogue 0A

Aya: We have OUR reasons.

And YOU sure are a good enough reason for us to KILL!

> Dialogue 0B

Eve: Hahaha... All organisms have something called a "territory".

This territory is guarded from natural enemies.

> Dialogue 0C

But until now, humans had no such "natural enemy".

THAT is what has allowed them to prosper to this point.

> Dialogue 0D

You beings must think of your prosperity as "history".

...But you're WRONG!!

> Dialogue 0E

We mitochondria have lived within the human being...

and have ALLOWED you to prosper...

> Dialogue 0F

Aya: ...What?

> Dialogue 10

Eve: Hahaha... WE mitochondria have MADE you create the perfect environment for us.

Humans have come to rely on civilization and have lost touch with innate physical abilities.

> Dialogue 11

Can't you see that it's the perfect scenario?

> Dialogue 12

Aya: What...? Then you're saying that...

> Dialogue 13

Humans were kept alive for the mitochondria's sake?!

> Dialogue 14

Eve: Hmph... you humans just served as transportation vehicles for us.

> Dialogue 15

Aya: ...What do you mean?

> Dialogue 16

Eve: Vehicles to transport us to the time the mitochondria would become free again...

> Dialogue 17

Eve: ...Hahaha... But you see, the "vehicle" is no longer needed anymore...

> Dialogue 18

From now on, the mitochondria will become human beings and will RULE this earth!

> Dialogue 19

Eve: Hahaha... I'll give you points for trying...

> Dialogue 1A

But enough of this nonsense!

> Dialogue 1B

Watch... and learn what EVOLUTION REALLY means...!

> Dialogue 1C

Eve: I... I don't understand.

N, NO!! YOU can't be OUR ..natural enemy?! NO!!!

> Dialogue 1D

Aya: There must've been some mitochondria...

> Dialogue 1E  
that underwent a different type of  
evolution. Think about it, Eve.

> Dialogue 1F  
EPILOGUE

S Y M B I O S I S

> Dialogue 20  
Will you watch this event?  
Yes  
Skip

~~~~~

-BANK 19: NAVY CRUISER (AFTER EVE'S DEATH) - [BNK19]

> Dialogue 00

> Dialogue 01
Found "[Item]".

> Dialogue 02
Drop an item here?
Yes
No

> Dialogue 03
Your inventory is full.

Will you replace an item?
Yes
No

> Dialogue 04
Your inventory is full.

> Dialogue 05
Put item in treasure box?

> Dialogue 06
Will you save your progress?
Yes
No

> Dialogue 07
Will you watch this event?
Watch
Skip

> Dialogue 08
Daniel: Aya, c'mon!

> Dialogue 09
Maeda: Aya...! What's
wrong...?

> Dialogue 0A

Daniel: Ha! You were great,
Aya!! Shows that only MY
partner can pull it off, eh?

> Dialogue 0B

Maeda: Yes. Aya, I'm relieved
that you made it back safely.

> Dialogue 0C

Daniel: Why the hell did Eve have to
bring all this to the Statue of
Liberty?

> Dialogue 0D

Maeda: Because of the ocean and what
it symbolizes...

The sea is the mother of all
creation. This is where she wanted
to give birth...

> Dialogue 0E

Naval Officer: Everyone else has
been guided inside, Miss.

> Dialogue 0F

Naval Officer: Admiral Williams is
on his way here!

> Dialogue 10

Daniel: ...Lorraine...

> Dialogue 11

Daniel: ...If you don't mind, I'd
like to have some time to myself.

> Dialogue 12

Wayne: Yo, Aya!

> Dialogue 13

Wayne: I knew it! I knew YOU could
do it!

> Dialogue 14

When I heard that you blew that
thing to bits, I HAD to come over
here!

Everyone's sayin' that you're the
NO.1 cop in NY right now!!!

> Dialogue 15

Wayne: Hey, what's wrong?! You
killed that thing...!
Aren't you happy...?

I guess you're in shock or
somethin' huh...? Yeah... uh
you're probably tired, too...

I'll take the things that're in your way... So you rest up now, you hear?

> Dialogue 16

Wayne: So you gonna hand me your excess baggage or what?

> Dialogue 17

Hold equipment
Hold Items
Cancel

> Dialogue 18

Wayne: Anything else?

Yes
No

> Dialogue 19

Wayne: It's great being on this cruiser, eh? Gotta tell my mom 'bout this.

> Dialogue 1A

Maeda: Y, yes... Thank you...

> Dialogue 1B

Wayne: No need for this anymore. You take it. Keep it as a souvenir, huh?

> Dialogue 1C

Maeda: Aya...! Wayne came all the way from the precinct to see you.

> Dialogue 1D

Maeda: Uh... I'll be outside. The smell of oil makes me... um... rather queasy.

> Dialogue 1E

Daniel: Some Christmas, huh?

> Dialogue 1F

Aya: Tell me about it.

> Dialogue 20

Williams: Sorry we're late.

> Dialogue 21

Lynch: We could not approach the creature without absolute confirmation of its death.

> Dialogue 22

Williams: Your help was greatly appreciated. Please, rest inside.

> Dialogue 23

Lynch: As citizens of the
United States...

> Dialogue 24

Aya: ...!

> Dialogue 25

Aya: ?! What's going on?!

> Dialogue 26

Maeda: N, no! It can't be...!

> Dialogue 27

Daniel: W, what...? What is it?!
You're scarin' me...!!

> Dialogue 28

Maeda: That huge creature that the
mitochondria was creating was...

> Dialogue 29

Maeda: It couldn't have been the
uterus for the Ultimate Being?!
NO!!!!

> Dialogue 2A

Daniel: ...?!
WHAT THE HELL IS THAT?!

> Dialogue 2B

Aya: ...You've got to
be kidding...

> Dialogue 2C

Maeda: ...THAT is the Ultimate Being.
We... didn't make it in time...

> Dialogue 2D

Daniel: ...What're these explosions?!

> Dialogue 2E

Maeda: The mitochondrial energy must
be out of control...

...to the point where it is
causing these explosions...!

> Dialogue 2F

Pilot: We will escape by helicopter.
Please follow me!

> Dialogue 30

Daniel: Guess all we can do for now
is RUN!!!

> Dialogue 31

Aya: I... I have to take care
of this.

> Dialogue 32

Daniel: Aya!!, NO!!!

> Dialogue 33

Aya: Don't worry about me.
I'll be back!

> Dialogue 34

Pilot: Please hurry!

> Dialogue 35

Daniel: Shut up, man!

> Dialogue 36

Maeda: Aya, please take...

> Dialogue 37

Daniel: Cut it out with the voodoo
stuff already, huh?! We can't be
wastin' time!!

> Dialogue 38

Maeda: No, Daniel, please! This is
different! It's not the voodoo
stuff...

> Dialogue 39

Pilot: HURRY, PLEASE!

> Dialogue 3A

Aya: You two should go! NOW!!

> Dialogue 3B

Daniel: Aya! You're comin'
back no matter what, you hear?!

> Dialogue 3C

Aya: It's you or me... Who's
gonna be the one to make it
through...

> Dialogue 3D

That's the question!

> Dialogue 3E

Aya: ...Is, is it growing?!
What's happening?!

> Dialogue 3F

Aya: WHAT...?!
It's STILL GROWING!!

> Dialogue 40

Aya: This...?!
This is the mature being?!

> Dialogue 41

Aya: It's STILL GROWING!!
No wait! Is it still EVOLVING?!

> Dialogue 42

Aya: ...I know you want to
continue living...

After all, you were just born.
But...

> Dialogue 43

Aya: I want to live too!
Like all other human beings!!

> Dialogue 44

Aya: Daniel!

> Dialogue 45

Aya: This is from Maeda...?

> Dialogue 46

Aya: Daniel!

> Dialogue 47

Aya: ...OH MY GOD!!

> Dialogue 48

Aya: There's gotta be
something on the cruiser to
get rid of THIS!!

> Dialogue 49

Communication Systems
Malfunction

> Dialogue 4A

Aya: The engine room!

> Dialogue 4B

Aya: If the boiler pressure
shoots up...

I can blow the ship to bits...!

> Dialogue 4C

Aya: Do y'know where we are?

> Dialogue 4D

Aya: We're in Hell's Kitchen!

> Dialogue 4E

Authorized Personnel Only

> Dialogue 4F

GAME OVER

> Dialogue 50

Aya: ...I can't make it in
time from here!

> Dialogue 51

TEST SD

> Dialogue 52

Naval Officer: Well done! I have
received some supplies from
Admiral Williams.

Please make use of whatever
items you need!

> Dialogue 53

Medicine 3
Medicine 4
Cure-M
Cure-P
Cure-D
Cure-C
Ammo

> Dialogue 54

Naval Officer: Sorry, but
I don't have anymore.

> Dialogue 55

Naval Officer: I don't think you can
carry anymore...

> Dialogue 56

Wayne: Hey! As a souvenir for
blowin' Eve away, I'll engrave your
name on any weapon!

Choose a weapon and armor.

~~~~~

---

-BANK 20: CHRYLSEER BUILDING- [BNK20]

> Dialogue 00

> Dialogue 01

Found "[Item]".

> Dialogue 02

Drop an item here?  
Yes  
No

> Dialogue 03

Your inventory is full.

Will you replace an item?

Yes  
No

> Dialogue 04

Your inventory is full.

> Dialogue 05

Put item in treasure box?

> Dialogue 06  
Will you save your progress?  
Yes  
No

> Dialogue 07  
Will you watch this event?  
Watch  
Skip

> Dialogue 08  
Aya: I guess I need a key...

> Dialogue 09  
Directional Button UP or  
Left Stick up to go up  
Directional Button DOWN or  
Left Stick down to go down  
X SELECT  
O Cancel

> Dialogue 0A  
The monster ran away.

> Dialogue 0B  
1st floor.

> Dialogue 0C  
2nd floor.

> Dialogue 0D  
3rd floor.

> Dialogue 0E  
4th floor.

> Dialogue 0F  
5th floor.

> Dialogue 10  
6th floor.

> Dialogue 11  
7th floor.

> Dialogue 12  
8th floor.

> Dialogue 13  
9th floor.

> Dialogue 14  
10th floor.

> Dialogue 15  
11th floor.

> Dialogue 16  
12th floor.

> Dialogue 17  
13th floor.

> Dialogue 18  
14th floor.

> Dialogue 19  
15th floor.

> Dialogue 1A  
16th floor.

> Dialogue 1B  
17th floor.

> Dialogue 1C  
18th floor.

> Dialogue 1D  
19th floor.

> Dialogue 1E  
20th floor.

> Dialogue 1F  
21st floor.

> Dialogue 20  
22nd floor.

> Dialogue 21  
23rd floor.

> Dialogue 22  
24th floor.

> Dialogue 23  
25th floor.

> Dialogue 24  
26th floor.

> Dialogue 25  
27th floor.

> Dialogue 26  
28th floor.

> Dialogue 27  
29th floor.

> Dialogue 28  
30th floor.

> Dialogue 29  
31st floor.

> Dialogue 2A  
32nd floor.

> Dialogue 2B  
33rd floor.

> Dialogue 2C  
34th floor.

> Dialogue 2D  
35th floor.

> Dialogue 2E  
36th floor.

> Dialogue 2F  
37th floor.

> Dialogue 30  
38th floor.

> Dialogue 31  
39th floor.

> Dialogue 32  
40th floor.

> Dialogue 33  
41st floor.

> Dialogue 34  
42nd floor.

> Dialogue 35  
43rd floor.

> Dialogue 36  
44th floor.

> Dialogue 37  
45th floor.

> Dialogue 38  
46th floor.

> Dialogue 39  
47th floor.

> Dialogue 3A  
48th floor.

> Dialogue 3B  
49th floor.

> Dialogue 3C  
50th floor.

> Dialogue 3D  
51st floor.

> Dialogue 3E  
52nd floor.



> Dialogue 3F  
53rd floor.

> Dialogue 40  
54th floor.

> Dialogue 41  
55th floor.

> Dialogue 42  
56th floor.

> Dialogue 43  
57th floor.

> Dialogue 44  
58th floor.

> Dialogue 45  
59th floor.

> Dialogue 46  
60th floor.

> Dialogue 47  
61st floor.

> Dialogue 48  
62nd floor.

> Dialogue 49  
63rd floor.

> Dialogue 4A  
64th floor.

> Dialogue 4B  
65th floor.

> Dialogue 4C  
66th floor.

> Dialogue 4D  
67th floor.

> Dialogue 4E  
68th floor.

> Dialogue 4F  
69th floor.

> Dialogue 50  
70th floor.

> Dialogue 51  
Cancel  
Next Page  
Get 10F Key  
Get 20F Key

Get 30F Key  
Get 40F Key  
Get 50F Key

> Dialogue 52  
Cancel  
Get 60F Key  
Get 70F Key

> Dialogue 53  
Aya: My... my eye's!!

> Dialogue 54  
Little girl: No...  
I really AM here. What you're  
seeing isn't an illusion...

> Dialogue 55  
Aya: M, Maya?

> Dialogue 56  
Little girl: .....

> Dialogue 57  
Aya: You're Maya, aren't you?

> Dialogue 58  
Little girl: Hahaha...

You're wrong again...

I'm the original Eve.

> Dialogue 59  
Aya: ORIGINAL? EVE? What do  
you mean?!

> Dialogue 5A  
Eve: The mitochondria of Melissa was  
transplanted from this young body.

Hans Klamp gave my cornea to you,  
and after giving the kidney to  
Melissa...

he continued to culture my liver  
cells in order to study the  
original... me...

As Melissa's body was giving birth  
to the Ultimate Being, I made my  
nest here...

Just in case Melissa or the Ultimate  
Being failed... at least the  
purebred would survive.

> Dialogue 5B  
Aya: Then your body's...

> Dialogue 5C

Eve: This body belongs to your  
sister... it's been cultured from  
the real thing.

> Dialogue 5D

Aya: NO! That's not TRUE!

> Dialogue 5E

Eve: Haha...  
Wanna chat with your sister?

> Dialogue 5F

Aya: Wha...?

> Dialogue 60

Maya: Who...

Who are you?

> Dialogue 61

Aya: .....  
Maya, it's me... do you...

> Dialogue 62

Maya: How do you know my  
name?

> Dialogue 63

Where's mom and dad?

Where's Aya...?

> Dialogue 64

Aya: Are... you really Maya?

> Dialogue 65

Maya: I... I was in the car  
with mom and... and then  
my body got really hot...

> Dialogue 66

Wh, where am I?!

I HAVE to go HOME!!

I HAVE TO! Aya's waiting  
for me...

> Dialogue 67

Aya: I'm HERE, Maya!

> Dialogue 68

Maya: It's...! It's getting HOT  
again!!

> Dialogue 69

Aya: Maya!

> Dialogue 6A

Aya: Maya!!  
Answer me!!

> Dialogue 6B  
Eve: Hmph...  
Sorry to break up the reunion.

> Dialogue 6C  
Aya: Eve?!

> Dialogue 6D  
Eve: Did you have a nice time  
reminiscing?

> Dialogue 6E  
Aya: Eve...!

> Dialogue 6F  
Eve: Hmph...  
You challenging me? A purebred?

Just remember...

The body belongs to your sister...

> Dialogue 70  
Aya: Maya...

> Dialogue 71  
Aya: It's getting hot again!  
No, not again!

> Dialogue 72  
Aya: Urgh!

> Dialogue 73  
"I have awakened."

> Dialogue 74  
Aya: What?  
What's this voice...?  
It's coming from within my body!

> Dialogue 75  
"The time has finally arrived."

> Dialogue 76  
Aya: No... you CAN'T BE!!

> Dialogue 77  
Hahaha...

> Dialogue 78  
Aya: ...E... EVE?!

> Dialogue 79  
Eve: Until a while ago, Maya's  
body had the most evolutionary  
form of mitochondria.

But now... Your mitochondria  
has surpassed Maya's...

I am now the highest form of  
mitochondria ever present!

> Dialogue 7A

Aya: They're competing...?!

> Dialogue 7B

Eve: That's what evolution is all  
about. Survival of the fittest,  
eh...?

Humans are the same.

All knowledge and technology...  
You see, it's all about competition.

In war, you use that knowledge and  
technology to determine who will  
survive.

It's the same in the animal kingdom  
where they tear their prey apart...

> Dialogue 7C

Aya: S, stop it!

> Dialogue 7D

Eve: Impossible... we have survived  
war. The time has come for us to be  
released.

> Dialogue 7E

"S, stop..."

> Dialogue 7F

Aya: ?!

> Dialogue 80

"Don't interfere..."

> Dialogue 81

Eve: What?!

Are there others, too?!

Other than you and I?!

NO!!

> Dialogue 82

Aya: Maya?!

>

Dialogue 83

Maya: This place belongs to me  
and Aya!

> Dialogue 84

Eve: Urgh!

> Dialogue 85

Maya: You're not going to  
interfere!!  
I won't let YOU!!

> Dialogue 86

Eve: N, NO!!!

Maya: I...

Eve: The evolution of your  
nucleus is...

Maya: ...go home...  
I have to go...

Eve: is above... I had no...  
Maya: I need to go home...

Eve: so it seems...  
Maya: She's waiting...

Eve: I'm... losing consciousness.  
Maya: Aya is waiting! She's  
waiting for me!!

> Dialogue 87

Aya: My body... It's back to  
normal... before Eve ever came  
along...

Before I came to have all that  
power...

> Dialogue 88

Aya: .....

Maya...

I've been waiting... I've always  
been waiting for you to come home  
with mom...

And I've always been looking for  
the other "me"...

> Dialogue 89

Aya: ...But you've always been  
with me, haven't you...?

ALWAYS... All this time...

> Dialogue 8A

Aya: Let's go home, Maya.  
Let's go back for good...

> Dialogue 8B

Damn! A monster!

~~~~~

###System###

-BANK 1: DISC CHANGE TEXT- [BNKs1]

> Dialogue 00

> Dialogue 01

 Insert DISC 1

> Dialogue 02

 Insert DISC 2

> Dialogue 03

 Checking DISC...

> Dialogue 04

 Checking DISC...

> Dialogue 05

 Wrong DISC

~~~~~

---

-BANK 2: MENU HELP- [BNKs2]

Use

Move

Discard

Reload

[Item/equipment] will be discarded

OK

Cancel

There are no empty slots

OK

EXP

NEXT

DAY

Item

.

Select weapon

Select Ammo Crate

[Item] was stolen

Stole [Item]

You have too many items

Doesn't have anything!

Slot 1

Slot 2

Level

Max HP

Bonus

Level Up!

[Parasite Energy] will be used

Until next level

[Equipment]'s effect will be lost

Item number has exceeded the limit

Aya

Items

Storage

Warehouse

Obtained a weapon

Obtained armor

Obtained an item

Total

Parasite powers have evolved

Enter Name

Sound

Cursor

Window

Position



MAX

max

Mono

Stereo

X

Default

Memory

Completed

Default

R

G

B

X

No Armor

NEW GAME

CONTINUE

Failed to Format

Failed to Save

Failed to Load

Save Again

Formatting

Unused File

No Save Data for Parasite Eve

No Empty Block

Overwrite data?

Saving

Loading

Memory Card in Slot 1

Memory Card in Slot 2

[Slot #] is not formatted

Format memory card?

[Slot #] unusable until formatted

Checking Memory Card

Do not insert or remove Memory Card

Memory Card has not been inserted

Select Slot

Do not insert or remove

Memory Card from either slot

Format complete

File saved

File loaded

Data is unreadable

Erase at memory card management screen

Select Clear Data

Select a Save File

for Clear Data

No

Select File to Load

Select File to Save

Item Storage

Weapons Storage

X

Clear Data

Add slot?

Slot is full

Effect already exists

[Effect] will be moved, and

[Effect] will be moved

Parameter

[Equipment] will be lost

Is this OK?

Select tool you would like to use

Tool

Super

Yes

No

Equip

+

-

Changed to [Equipment]

X

ABCDE abcde

FGHIJ fghij

KLMNO klmno

PQRST pqrst

UVWXY uvwxy

Z z

01234 56789

\*&., ?!/

Used File

bugbug

~~~~~

-BANK 3: INVENTORY- [BNKs3]

Ammo +6

Ammo +15

Ammo +30

DNA Bullets

Rocket

Medicine 1

Medicine 2

Medicine 3

Medicine 4

Full Recover

Super Junk

Duper Junk

Cure-P

Cure-D

Cure-C

Cure-M

Full Cure

Revive

Defense +1

Junk

Trading Card

Tool

Super Tool

Item24

Item25

Ammo Crate

Rocket Crate

Maeda Crate

Offense +1

Offense +2

Offense +3

Offense +4

Range +1

Range +2

Range +3

Range +4

Bullet Cap +1

Bullet Cap +2

Bullet Cap +3

Bullet Cap +4

Defense +1

Defense +2

Defense +3

Defense +4

CR Evade +1

CR Evade +2

CR Evade +3

CR Evade +4

PE +1

PE +2

PE +3

PE +4

Tool Kit

Super Tool Kit

Mod Permit

Chrysler Key1

Chrysler Key2

Chrysler Key3

Chrysler Key4

Chrysler Key5

Chrysler Key6

Chrysler Key7

Club 1

Club 2

Club 3

Club 4

Club 5

M84F

M9

M9-2

M9-3

M8000

M96

M96R

P220

P220-2

P228

P226

P229

M1911A1

M1911A2

M1911A3

M1911A4

M1911A5

P8

USP

USP-2

USP-3

Mark 23

G19

G23

G22

G20

M712

PPK

AM44

Maeda's Gun

PPSh41

SP1C

USP-TU

AK-47

DE50AE7

DebugSMG

M870

M870-2

M500

M500-2

Maverick

S12

M10B

M11

M10

MP5K

MP5PDW

MP5A5

MP5SD6

Micro UZ

Mini UZ

Full UZ

P90

M16A1

M16A2

SG550

SAR

G3A3

Type64

XM177E2

PSG-1

FA-MAS

MAG

M203

M203-2

M203-3

M203-4

M203-5

M203-6

M79

M79-2

M79-3

M79-4

M79-5

M79-6

HK40

AT4

AT4-1

LAW80

Maeda's Gun

M92F

Dress

N Vest

N Protector

N Jacket

N Suit

N Armor

Kv Vest 1

Kv Protector

Kv Jacket

Kv Suit 1

Kv Armor 1

Sp Vest 1

Sp Vest 2

Sp Protector

Sp Jacket

Sp Suit 1

Sp Suit 2

Sp Armor 1

Sp Armor 2

Sv Vest 1

Sv Vest 2

Sv Protector

Sv Jacket

Sv Suit 1

Sv Suit 2

Sv Armor 1

Sv Armor 2

Cr Vest 1

Cr Vest 2

Cr Protector

Cr Jacket

Cr Suit 1

Cr Suit 2

Cr Armor 1

Cr Armor 2

B Vest 1

B Vest 2

B Protector

B Jacket 1

B Jacket 2

B Suit 1

B Suit 2

B Armor

Cm Vest 1

Cm Vest 2

Cm Protector

Cm Jacket

Cm Suit 1

Cm Armor 1

Cm Armor 2

Cm Suit 2

Theater Key

Rehearse Key

Zoo Key

Narita

Mayoke

Hamaya

Fuse 1

Fuse 2

Fuse 3

Autopsy Key

Blue Cardkey

Green Cardkey

Pump Key

Klamp Key

Storage Key

Locker Key

Weapon Memo

Medal

Elevator Key

Gate Key

Warehouse Key

GSP T Card

P38 T Card

Bhawk T Card

Kasul T Card

PPKS T Card

M1 T Card

MK5 T Card

MP44 T Card

BAR T Card

MG42 T Card

M29 T Card

M73 T Card

Type38 T Card

Type3 T Card

Eagle T Card

Heal 1

Heal 2

Heal 3

Detox

Medic

Barrier

Energy Shot

Scan

Slow

Haste

Confuse

Gene Heal

Preraise

mito14

mito15

mito16

mito17

mito18

Full Recover

Liberate

~~~~~

---

-BANK 4: INVENTORY DESCRIPTIONS- [BNKs4]

Bullets

Bullets

Bullets

Maeda's Bullets

For Rocket Launcher

Restores 45 HP

Restores 90 HP

Restores 180 HP

Restores 400 HP

Restores All HP

Helps Item

Helps Item

Cures & Prevents Poison

Cures & Prevents Darkness

Cures & Prevents Confusion

Cures & Prevents Stiffness

Cures All Negative Status

Restores Life When You Die

Increases Defense Power by 1

Broken Item

Normal Trading Card

Moves Equipped Parameter or Effect

Moves Equipped Parameter or Effect

Helps Item

Helps Item

Bullet Crate

Rocket Crate

Maeda's Bullet Crate

Item Increases Attack Power by 1

Item Increases Attack Power by 2

Item Increases Attack Power by 3

Item Increases Attack Power by 4

Increases Attack Range by 1

Increases Attack Range by 2

Increases Attack Range by 3

Increases Attack Range by 4

Increases Bullet Capacity by 1

Increases Bullet Capacity by 2

Increases Bullet Capacity by 3

Increases Bullet Capacity by 4

Increases Defense Power by 1

Increases Defense Power by 2

Increases Defense Power by 3

Increases Defense Power by 4

Increases Critical Evasion % by 1

Increases Critical Evasion % by 2

Increases Critical Evasion % by 3

Increases Critical Evasion % by 4

Increases PE Defense by 1

Increases PE Defense by 2

Increases PE Defense by 3

Increases PE Defense by 4

Moves Equipped Parameter or Effect

Moves Equipped Parameter or Effect

Permit from Baker

Elevator Key to 10th Fl. CB

Elevator Key to 20th Fl. CB

Elevator Key to 30th FL CB

Elevator Key to 40th FL CB

Elevator Key to 50th FL CB

Elevator Key to 60th FL CB

Elevator Key to 70th FL CB

Melee Weapon

Melee Weapon

Melee Weapon

Melee Weapon

Melee Weapon

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Handgun

Machine Gun

Handgun

Handgun

Rifle

Handgun

Machine Gun

Shotgun

Shotgun

Shotgun

Shotgun

Shotgun

Shotgun

Shotgun

Machine Gun

Machine Gun

Machine Gun

Machine Gun

Machine Gun

Machine Gun

Machine Gun

Machine Gun

Machine Gun

Machine Gun

Rifle

Rifle

Rifle

Rifle

Rifle

Rifle

Rifle

Rifle

Rifle

Rifle

Grenade Launcher

Grenade Launcher

Grenade Launcher

Grenade Launcher

Grenade Launcher

Grenade Launcher

Grenade Launcher

Grenade Launcher

Grenade Launcher

Grenade Launcher

Grenade Launcher

Grenade Launcher

Grenade Launcher



Rocket Launcher

Rocket Launcher

Rocket Launcher

Maeda's Gun With Bullets

Handgun

Formal Dress

Normal Armor

Normal Armor

Normal Armor

Normal Armor

Normal Armor

Light & Durable Armor

Light & Durable Armor

Light & Durable Armor

Light & Durable Armor

Light & Durable Armor

Light & Very Durable Armor

Light & Very Durable Armor

Light & Very Durable Armor

Light & Very Durable Armor

Light & Very Durable Armor

Light & Very Durable Armor

Light & Very Durable Armor

Light & Very Durable Armor

Pockets to Carry More Items

Pockets to Carry More Items

Pockets to Carry More Items

Pockets to Carry More Items

Pockets to Carry More Items

Pockets to Carry More Items

Pockets to Carry More Items

Pockets to Carry More Items

Light but Tough Armor

Light but Tough Armor

Light but Tough Armor

Light but Tough Armor

Light but Tough Armor

Light but Tough Armor

Light but Tough Armor

Light but Tough Armor

Strong Against Status Attacks

Strong Against Status Attacks

Strong Against Status Attacks

Strong Against Status Attacks

Strong Against Status Attacks

Strong Against Status Attacks

Strong Against Status Attacks

Strong Against Status Attacks

HI Defense & Strong Against S.A.

HI Defense & Strong Against S.A.

HI Defense & Strong Against S.A.

HI Defense & Strong Against S.A.

HI Defense & Strong Against S.A.

HI Defense & Strong Against S.A.

HI Defense & Strong Against S.A.

HI Defense & Strong Against S.A.

Dressing Room Key

Rehearsal Room Key

Central Park Key

Good Luck Charm

Helpful Good Luck Charm

Special Good Luck Charm

Fuse

Fuse

Fuse

St. Francis Hospital Key

Blue Magnetic Cardkey

Green Magnetic Cardkey

Pumping Station Key

Klamp Key

NYPD Weapons Storage Key

NYPD Locker Key

Weapon Memo

Shiny Medal

Elevator Key

Subway Gate Key

Port Storage Key

Gun Trading Card

Gun Trading Card

Gun Trading Card

Gun Trading Card

Gun Trading Card

Gun Trading Card

Gun Trading Card

Gun Trading Card

Gun Trading Card

Gun Trading Card

Gun Trading Card

Gun Trading Card

Gun Trading Card

Gun Trading Card

Gun Trading Card

Restores 30 HP

Restores 60 HP

Restores 280 HP

Removes Effects of Poison

Removes All Negative Status Effects

Uses PE to Absorb Damage

Channel Energy Into Bullet

Analyzes Enemy's HP and Weaknesses

Slows Enemy AT Recharge

Speeds Up Movement and AT Recharge

Confuses Targeted Enemy

Uses PE to Slowly Recover HP

Revives When HP Reaches 0

Error

Error

Error

Error

Error

Restores All HP & Removes Status

Liberates Mitochondrial Control

????????????????????????????????????????????????????????????????????????????????????????????

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-BANK 5: MISCELLANEOUS SYSTEM TEXT- [BNKs5]

Rate of Fire: 2

Rate of Fire: 3

Rate of Fire: 5

Rate of Fire: 7

Rate of Fire: 10

Random Rate of Fire: 1.5

Burst: Spray Multiple Targets

Attack All Enemies w/Rate of Fire

Add Heat Effect to Bullets

Add Frost Effect to Bullets

Add Cyanide to Bullets

Add Acid Effect to Bullets

Add Tranquilizer to Bullets

Counterattack Enemy

Quickdraw: First Attack

Steal Items, but Halves Attack Power

Steal During Attack

Critical Percentage Increases

Enter 2 Commands

Enter 3 Commands

Resist Poison

Resist Stiffness

Resist Darkness

Decreases Items Stolen

Resist Confusion

Uses Medicine When HP is Low

Use Cures to Remove Status

Increases Item Capacity by 1

Increases Item Capacity by 2

Increases Item Capacity by 4

Increases Max HP

Increases Attack Power

Active Time Recharges Slower

PE Light: PE Burden Decreases

Decreases Attack Power

dummy

dummy

dummy

dummy

dummy

Use Item

Use P.E.

Change Weapon

Change Armor

Escape from Battle

Set User Preferences

Arrange Items

Tune Up Weapon/Armor

Distribute Bonus Points

Select Sound Mode

Select Cursor Mode

Change Window Color

Change Display Position

Order-Weapon, Armor, Item

Order-Armor, Item, Weapon

Order-Item, Weapon, Armor

Speed Up Active Time

Increase Item Capacity

Set to Monaural Sound

Set to Stereo Sound

Set to Wide

Set Cursor to Default Position

Remember Cursor Position

Adjust Red Color

Adjust Green Color

Adjust Blue Color

Set Changed Value

Set to Initial Color

Confirm with X

Arrange by Attack Power

Arrange by Range

Arrange by Bullet Capacity

Arrange by Defense Power

Arrange by PE Defense Power

Arrange by Critical Evasion %

Item Order-Medicines, Other

Item Order-Other, Medicines

Order- Weapons, Armor

Order- Armor, Weapons

Obtain All Items

Select Item Individually

Exit Menu

Add Parameter Values

Attack Power

Attack Range

Bullet Capacity

Defense Power

PE Defense Power

Critical Evasion Rate %

Theater

Sewer

N.Y.P.D.

Central Park

Soho

Hospital

Chinatown

Sewer 2

Subway

Museum

Warehouse

Carrier

Liberty

Cruiser

Clear Data

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-BANK 6: LOCATION NAMES & PRE-DAY 2 NARRATION- [BNKs6]

> Dialogue 00

.

> Dialogue 01

Carnegie Hall

> Dialogue 02

New York City
Police Department
17th Precinct

> Dialogue 03

American Museum
of
Natural History

> Dialogue 04

Central Park

> Dialogue 05

Soho

> Dialogue 06

St. Francis Hospital

> Dialogue 07

Chinatown

> Dialogue 08

> Dialogue 09

Subway

> Dialogue 0A

Chrysler Building

> Dialogue 0B

It all started with this incident.
6 days that were to become
a nightmare for all...

> Dialogue 0C

People will eventually forget
and go on with their lives.

> Dialogue 0D

But I will never forget it.
It was pure terror...but

> Dialogue 0E

it was also 6 days filled
with familiar memories...

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-BANK 7: SCAN TEXT & ESCAPE MESSAGES- [BNKs7]

HP ???/?

HP #/#

Susceptible to poison

Susceptible to acid

Easily tranquilized

Sensitive to heat

Sensitive to cold

Objects easily stolen

Gets confused easily

Failed to escape

Can't escape!

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