

# Parasite Eve II FAQ/Walkthrough

by White Rabbit

Updated to v2.0 on Aug 24, 2020

## INFORMATION

### Overview / FAQ



### OVERVIEW

#### About Me:

My name is Stefan Billy, I live in Vienna - Austria. I am a 2D Artist by profession. If you want to support me, you can visit my art portfolio under [www.stefanbilly.com](http://www.stefanbilly.com) and share it with your friends.

I'm also operating a really dumb webmanga series - [www.prettyboyandfishygirl.com](http://www.prettyboyandfishygirl.com) - which is also on youtube (click the "Animation" button). If you enjoy it, it'd help a great deal if you like/ subscribe and spread the word!

If you have questions, requests or want to inform me about alternative strategies, or mistakes I have made, please contact me. You can either write me a message on GameFAQs directly, or via e-mail - [contact\(at\)stefanbilly\(dot\)com](mailto:contact(at)stefanbilly(dot)com).

#### Contents of this Document:

An indepth analysis of every single encounter in the game, how and when to use weapons, spells and items. Furthermore, it contains multiple databases including stats, strategies and overall tips for equipment, items, spells and encounters. There isn't a lot more I could think off that would need coverage, other than maybe playing through higher difficulty modes. However, I also have written a Scavenger Mode Walkthrough, not to mention that the tips and techniques you can absorb from this guide should be a great resource to get through any difficulty, provided you bring the skill (which I can't really help you with).

#### What this Walkthrough actually means:

Over the past few years, a LOT of knowledge has been gathered in understanding this game, which hasn't been documented in a Walkthrough, or at all. Therefore, by releasing this Walkthrough, I am actually sharing and revealing tons of new information. By representing the source of those informations, I politely ask you to respect the effort and time that went into analysing the game, as well as writing the information down in an accessible way. I don't mind at all, if you spread knowledge, that you've found within my guide, although it would make me very happy, if you refer to this Walkthrough as a source for it. If you disagree with something, find mistakes or are just frustrated with something, I want to suggest to contact me and inform me about it, rather than dismissing the effort, put into this guide as a whole.

#### About Parasite Eve 2 and how to approach it:

The game came out in early 2000, which means it comes with authentic old-school survival horror elements, which of course, are rather controversial. Such things as fixed camera angles, tank controls, slow movement and limited inventory space are all present in this game. However, if you give it a chance, you might actually realize how much thought and reason went into all of those aspects, as well as the game as a whole. Another interesting feature of this game is, that it combines survival horror with aspects of roleplaying games. It isn't the only title, that combines those 2 genres by the way. If you're curious, check the FAQ for more informations.

Parasite Eve 2 is, to put it mildly, a very misunderstood title. Fans of the 1st entry often feel alienated by the changes, that may not always make sense to someone who isn't familiar with SH elements. On the other hand, fans of the SH genre are often alienated by the RPG elements of the title. The common argument however is, that combining those 2 genres doesn't work. But you see, there is already one big issue in this entire approach. You come with expectations of either an RPG or an SHG, therefore you'll adapt to a certain gameplay style, only to end up wondering why things are, as they are.

What Parasite Eve 2 really did, at least in my opinion, was to change a formula that had one big issue. Which of course is how combat is handled. I honestly prefer engaging with enemies, rather than running away from them. One could argue that the enemies become more frightening, if you treat them with enough respect to avoid them. This however, only really makes sense if you can't dispatch of them easily in the first place. You see, if you just wasted your ammo instead of preserving it, you wouldn't get very far, but also wouldn't feel powerless against the enemies you fought so far. This ruins the immersion for me, at least for this very aspect to the genre. Enemies feel more like a nuisance than scary. The only way to prevent the player from constantly running away, is, to make killing enemies more rewarding than punishing. And I think that's where most people see the 2 genres clashing. And the solution is quite simple: Reward killing enemies with the bare minimum. The

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stronger the weapons you waste are, the more you'll suffer later on. But if you keep running away, you'll be undergeared (and underleveled) as well. And this is exactly what the title tries to get across. Hence why you lose BP if you flee combat. I guess the main reason why this didn't click with many people, was the imbalance between reward and punishment of actions.

I think, that the starting difficulty should have been closer to "Scavenger Mode". This automatically forces you into thinking more about how to approach enemies. Also, you don't feel as overwhelmed by a ton of weapons and ammunition, without any explanation whatsoever on their efficiency and when to use them, when in fact, none of them are required at all. But overall, I think Squaresoft had their fanbase in mind when making the title, probably assuming their players aren't very experienced with the SH genre, therefore deciding to tone it down a bit. It's unfortunate, that they also decided to make harder difficulties only accessible as unlockables, rather than from the start.

What really carries the title though, at least for me, are the outstanding atmosphere, the storytelling and mysteries surrounding the plot. Only by flavor text alone (clicking stuff), you can find out so many interesting details and little stories, that you could easily miss out on, if you didn't care. And you can pretty much click everything that looks like... something. Also, considering this was a late PS title, the graphics are outstanding for its time.

Overall, I think Parasite Eve 2 is a game with a lot of potential, a lot of fun can be had when playing it, and not just for the gameplay aspect. But to realize all of that, you'll need to spend some time with it, which is something most people aren't willing to sacrifice nowadays.

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## FAQ

### ***Are there any other titles like Parasite Eve 2?***

In terms of genre, the ones that I can think of are "The Evil Within" 1 and 2, the "Onimusha" Series, "Dino Crisis 2" and "Galerians 2". All those titles combine elements of SHGs and RPGs. If you like "spooky" action - RPGs, chances are that you'll also find a lot of enjoyment in playing Castlevania - Symphony of the Night (as well as the other Metroidvania entries to the series). Of course, just for the sake of it, the obvious, "pure" SH titles you should know about anyways, are the Silent Hill and Resident Evil series. But if we're reducing it to the aspect of SH in any form or shape, the list of suggestions would be endless.

### ***I heard that Parasite Eve is fundamentally different to Parasite Eve 2. Do I have to play through the first installment before, in order to understand what's going on in the sequel?***

Honestly, I think if you enjoy Parasite Eve 2, you're more likely to enjoy Parasite Eve as well, than vice versa. I highly recommend checking them out both. Other than that however, no, it's not necessary. Of course, there are a lot of references and links to the first Parasite Eve, but it's not a "to be continued" story, that is told in episodes or anything. However, if you want to know more about the series' lore, the first installment sure will help you out. But I don't think it's necessary to play them in any particular order. Just to give you an idea, Parasite Eve wasn't even released in Europe, where I live. Instead, we got Parasite Eve 2. So, many people played this game before, without ever playing the first game.

### ***Are there any sequels/ remakes (planned)?***

As for existing sequels, we did get a "Parasite Eve 3", more or less, with the PSP title "the 3rd Birthday". However, the game is even more different to its predecessors than Parasite Eve 2 was from Parasite Eve. Also, SquareEnix was too cheap to renew the rights to the series ("Parasite Eve" is based off a Japanese novel), so "3rd Birthday" makes no references to anything related to Mitochondria mutations or powers whatsoever.

As of 2019, there are no remakes existing or planned. There was a glimmer of hope, when an advertisement wallpaper for Parasite Eve appeared within the Final Fantasy VII remake trailer, but so far, nothing has come off it. Also a while ago SquareEnix trademarked Parasite Eve in Europe. Why they did so, nobody knows. However, we on the board speculated, that it was because they planned to include either Parasite Eve 2, or the previously unreleased Parasite Eve as a digital release and/ or to be included on the PS Classic. Of course, nothing came of it.

But that doesn't mean we will never see a remake or even another sequel. If SquareEnix has success with the remake of "Final Fantasy VII", and also if they look at the enormous success of the re - envisioned "Resident Evil 2 (2019)", it's not too unrealistic to speculate. Parasite Eve was, after all, a very popular title on the original Playstation. However, I doubt that Parasite Eve 2 gets a remake. Sadly, because personally, I think it'd benefit a lot more from being remade or re - envisioned. However, if Parasite Eve is remade one day, who's to say that SquareEnix will stop there?

### ***How long does it take to beat the game?***

This is very hard to answer, because it depends enormously on your playing style. If you want to take your time and solve riddles by yourself, or ignore some of them entirely, what routes you take throughout the game, and most importantly, whether or not you kill as many enemies as possible or not. Speedrunners can beat it in under 1h15min, without abusing gamebreaking glitches/ skips. However, it's also unlikely you'd want to skim through the game on your first playthrough, which is why I'd say you'll need ~10+ hours. The game also offers a very rich "New Game Plus" feature, with tons of unlockable stuff and difficulties.

### ***I enjoy horror games, but I hate jumpscares. Does this game involve them?***

The short answer is: yes. But they are not nearly as bad as in many other titles. In my opinion, there are only 2 "real" jumpscares, that will likely catch you off guard. One is inside the "Loft" in Dryfield - after picking up the Jerry Can. The other one happens by running through the Corridor after the "Breeding Room" inside the Shelter.

Other than that, it's usually just being ambushed by enemies that you didn't expect. But this is more like an "Oh sh\*\*!" moment, as it would be in any other game when an enemy appears out of nowhere.

### ***I love Parasite Eve 2. Should I consider speedrunning it?***

There is a scene that runs Parasite Eve 2, but it is extremely small. Ideally, you'd be able to help sparking some interest in running this game by contributing your own speedrunning experiences and by interacting with other people who ran it before.

Otherwise, I personally don't think it's very fun to speedrun Parasite Eve 2. Playstation games in general are horribly clunky. And if you have a lot of delayed menus and movements, on top of loading intervals, the difficulty quickly shifts from "challenging gameplay" to "tiring and frustrating button timing". Don't get me wrong. I did speedrun other games before. I know that learning pixel perfect moves is part of the fun, but there is a big difference, depending on pacing and visual indications.

On the other hand however, I highly recommend some challenge runs. I suggest starting off with something as simple as a "Tonfa Baton and P.E. only" run. Then slowly work yourself up in difficulty. One great thing about those challenges is, that the game saves a statistic, which shows what weapons and spells you've used in previous playthroughs, and to what percentage in relation to other weapons/ spells. Seeing only the Tonfa Baton pop up in the weapon statistic, next to a "100%" is a very satisfying feeling.

I've also created a challenge myself. It is called "Tonfa Monk Run". For this challenge, you need to unlock Monk Robe, while also only using the Tonfa Baton and spells. The catch here is, that you have to keep your experience as low as possible, to get the "worst" Rank (which unlocks the "Monk Robe"). Therefore, the best you can hope for, when it comes to spells, is Pyrokinesis 3, and Necrosis 2. But a little warning ahead, this makes some bossfights, especially the Final Boss, extremely hard. A Nightmare Mode Tonfa run is easier.

#### ***What are "Supportless" and "Deadly" mode? How do I unlock them?***

Depending on region, difficulties have different names. "Scavenger Mode" and "Supportless Mode" are the same thing. "Deadly Mode" and "Nightmare Mode" too, are the same thing. It's just that "Scavenger" and "Nightmare" are the more commonly associated terms with those difficulties.

The game consists of multiple difficulties to choose from, but not until you've beaten the game at least once. "Replay Mode" and "Bounty Mode" become available after beating the game once, "Scavenger Mode" on the other hand, requires you to accumulate an Experience of more than 69000 EXP. You could do this in your first playthrough, or a later playthrough, which is easier, but also takes longer. "Nightmare Mode" is unlocked, simply by beating "Scavenger Mode".

#### ***What are the rewards for beating higher difficulties?***

Higher BP and EXP Bonuses, which also affects your Rank and ultimately, your reward. Also note, that you can unlock Nightmare Mode only by beating Scavenger Mode before.

#### ***What is the easiest way to get an S rank at the end of the game?***

Beating it on Scavenger Mode and Nightmare Mode. Furthermore, you can never get a rank twice. Instead, if you Rank within the same range as before, your Rank will upgarde automatically to the next highest one. Which means, if you play through the game multiple times, you'll get an S Rank eventually.

#### ***What are the unlockable rewards?***

A list of rewards can be found in the "New Game Plus" section of the Walkthrough.

#### ***Where can I find them?***

Unlockables are only accessible in Replay Mode. They become available as purchasables in shops.

#### ***Can I use Items that I've unlocked outside of Replay Mode?***

No, unfortunately not. However, there are gameshark/ emulator codes available, that allow you to import pretty much any item into any difficulty. For that matter, the NTSC version is probably better suited, since more people experimented with it in regards to finding codes. If you want to learn more however, I recommend asking "Kuro-chan\_101" on the board instead of me.

#### ***Can't I replay Normal difficulty after beating the game once?***

For some weird reason, it becomes inaccessible in New Game Plus. If you want to play through it again, you'll have to start a new gamefile instead.

#### ***Is it still possible to beat the game if I wasted all my BP, Healing Items and ammunition?***

Yes. Without a doubt. It is even possible to beat the game using only a Tonfa Baton and Pyrokinesis. Of course, how easy that'd be is a different question. However, with the tips and help provided in my Walkthrough, you should have a way better chance to succeed without restarting from scratch. Also don't worry, you won't need the Tonfa Baton.

#### ***How do I get the Good Ending?***

This depends on 3 things. First off, you have to return to Dryfield after the Glutton Bossfight. This includes solving the most cryptic puzzle in the game. In Dryfield, you will need to rescue Pierce. The next important thing is, to enter the POD Service Gantry, after Eve gets abducted, but before you leave the Shelter to meet with the military. In here, check the telephone twice to find a note, written by Pierce. Read it by analysing it in your Key Items. Then use the telephone. Aya will then inform Jody about Baldwin's involvement into the matter, which will save her life. The final trigger is after returning to the Shelter. Enter the Golem Freezer to find Pierce there. Speak to him multiple times.

Rescuing Flint is not mandatory for the Good Ending. And yes, this is a bug, because even if he dies, Aya will still treat him as if he had survived in the ending sequence. Also saving the soldier "Ironheart" is not mandatory. He will find his way back outside without Flints help. The only thing this affects, are some updates to the military store.

#### ***How can I save Flint?***

In order to save the doggo, you need to take Burner's HP down by 3026 within the first 3 minutes of the fight. If you see a cutscene, where its face is bleeding, instead of it killing Flint (d'uh), you know you succeeded.

#### ***Why are there sometimes grey blocks instead of text? How do I remove them?***

Those grey blocks are spoiler warnings. You unveil the text by highlighting the grey block. Try it out in the answer to the question above.

#### ***What's the best weapon in the game? And how do I get it?***

The question is a bit trivial, because it depends on the situation you're in. Furthermore, the best weapons become available only at the very end of the game. Therefore, they're only "the best" for that part of the game, but not the 99% before that. But you can use them as well, by unlocking them (which requires at least one "legit" playthrough before).

For overall versatility and availability, I'd consider the M4A1 with the [Hammer] and [Pyke] attachments to be the most useful weapons during a normal playthrough.

Both add-ons are extremely powerful for the time you can receive them, and neither of them uses up BP consuming ammunition, since Battery and Fuel are free recharges. The [Hammer] can be bought from the BP machine inside the Shelter, the [Pyke] can be bought from Mr. Douglas, if you return to Dryfield on CD2

But if you don't care about any of that, here's a straight "most devastating stuff" answer:

The best 2 weapons in the game are "cheat" weapons. Well, at least one of them could be considered non-cheat, because it is available in Scavenger Mode (see next question). Those are the "Gunblade" and "Hypervelocity".

The "legitimate" best weapons in the game are the "MM1" - which is the best Grenade Launcher, the "M249", which is the best Rifle, the "AS12", which is the best Shotgun (and "R. Slug" being the best ammunition type for it), and finally the "Mongoose" (combined with the "44 Maeda SP" ammunition), which is the only available Magnum in the game.

Both the MM1 and M249 can be bought near the end of the game from the military shop, provided you saved Jody (see the question "How do I get the Good Ending?"). The Mongoose instead, will be handed to Aya near the end of the game, if you did not save Jody - she will be replaced by Rupert, talk to him twice to get the Mongoose and the powerful "44 Maeda SP" ammunition for it. The AS12 becomes accessible as early as you return to Dryfield on CD2. If you don't, it won't be available until the end of the game, by buying it from the military shop. R. Slug won't become available for purchase in any case, until the military shop. But some of it can be found before and is extremely valuable for that matter.

#### ***How can I unlock the Gunblade during Scavenger Mode?***

First off, you'll need to buy a Medicine Wheel from Jody's shop. This can be done only before or directly after the Akropolis Tower mission. Therefore, it's impossible to buy it with the amount of BP you have at this point, unless you beat Nightmare Mode before. The BP bonus in this mode is high enough to give you the required boost to buy it.

With the Medicine Wheel attached, you will get it as a "Bonus Item" drop from the 2nd encounter with No.9 in Dryfield.

#### ***Why does my Gunblade do crappy damage?***

In order to use the Gunblade correctly, you first need to understand the concept behind it. The Gunblade is a "Final Fantasy VIII" cameo appearance. The idea is to shoot while slicing. Doing so is supposed to make the blade vibrate, to increase the damage it does. Better Shotgun ammo will increase this damage, although it really doesn't matter too much. That damage can range beyond 2000...

In other words, slice and immediately press and hold the button set for the secondary gun function (which is shooting, in this case). If you don't get the timing right, it's a lot easier than in Final Fantasy 8. All you have to do is press and hold the button after initiating the attack, and before the blade hits the opponent.

#### ***Why can't I see how much defense an Armor provides?***

Because there is no defensive stat involved. What you get is what you see. The worth of Armor is based on HP/ MP bonus, the 2 bonus effects it comes with and the number of attachments.

#### ***How do I unlock the Monk Robe?***

To get the Monk Robe, you need an "L" Rank, the "worst" possible Rank. Which means, accumulate less than ~14.500 EXP. This is, in actuality, very hard to achieve, because it requires running away from every enemy encounter and even letting Burner escape. You'll be very underleveled and underequipped when facing off against the harder Bosses of the game. The only other way to receive the Monk Robe, is, to get every other Rank before that, by playing through the game 13 times.

#### ***Why did you write everything so overly detailed?***

Honestly, I could've written so, so much more. But I had to draw a line between "interesting curiosity" and "I just want to beat the freakin' game!". I also tried to keep everything as clear and easy to navigate as possible. That is why there are different types of highlighting, depending on content. I hope that you are able to quickly develop an understanding for my system.

Passage blocks within purple windows are indepth informations, usually on how to spend your EXP and how to beat enemies and bosses.

Bold words usually refer to obtainable or important items. Also, if they are colored, it usually means these objects are categorized. Fe. Blue = handguns, Dark Red = Rifles, Green = Recovery Items, and so on.

Marked Items refer to equipment, as we find it.

Italic text includes lore, or otherwise interesting content, that isn't particularly important to a reader who wants to just beat the game.

#### ***Why did you write this Walkthrough?***

Because Parasite Eve 2 is one of my favorite games. But unlike my other favorites, it's a rather quick playthrough. Over the years, I've developed so much knowledge and understanding for this game, that I wanted to document it in some form. Also, it gave me a reason to replay the game. Finally, of course I only considered doing so, because any previously written Walkthrough came out many, many years ago. Since then, a lot of new information and knowledge has been developed. I wanted to update this section with what we've gathered throughout the years. Also please don't misunderstand, the other Walkthroughs on this page are very helpful and insightful. It's just that back then, the game wasn't nearly as well understood. Also, we all created those documents of our own free will, out of love for the title, since we don't get any money for writing them.

#### ***My question hasn't been covered.***

I'm sure you'll find your answer within the guide, but if you don't, please contact me - [contact\(at\)stefanbilly.com](mailto:contact(at)stefanbilly.com) and I will include your question to this list. Thank you!

## **Controls / Tips and Tricks**

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This section covers informations on the game's controls, as well as some special tips. I highly recommend picking up on some of them, since they can make your experience with PE2 a whole lot easier!

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## CONTROLLING AYA

Controls can be changed in the Options Menu ("Key Config"). Keep in mind though, I will assume you're using the standart ("Type A") scheme here, as well as playing the original PlayStation version of the game.

### Menu

(□) **CANCEL**

(O) **CANCEL**

(X) **CONFIRM**

(Δ) **ANALYSE** - Use this command to analyse items and view informations on them. - "?" Items change into recognized Items. This is very important!

(R1) **SCROLL DOWN** - For quick menu navigation.

(L1) **SCROLL UP** - For quick menu navigation.

### Outside of Combat

(□) **DRAW WEAPON** - This will make Aya recognize an enemy within her sight. Doing so initiates Combat Mode. - Be aware, Combat Mode also starts if an enemy notices Aya!

(O) **RUN** - Hold button down to RUN. This command switches to "Walk", if you changed "Movement" in options. - Keep in mind that enemies are less likely to take note of Aya, if she WALKS. Extremely useful for sleeping enemies!

(X) **EXAMINE** - Examining stuff often holds valuable informations or even allows Aya to find Items. So click everything and anything!

(Δ) **PE MENU** - You can only use "Heal" outside of combat.

(START) - **MENU ACCESS**

(SELECT) - **MAP SCREEN**

### During Combat

(□) **DRAW WEAPON / SWITCH TARGETS**

- If the enemy starts combat, you still need to draw your weapon before being able to shoot! - Aya auto-targets enemies. You can switch target by pressing it again. - Targeting automatically rotates Aya into the direction facing the enemy. We call this an "Aim - Turn" and it can be very effective!

(O) **CANCEL** - Release target. This can be useful, if you want to dodge, because it prevents Aya from auto-turning towards the enemy! - This also interrupts longer animations, like casting a spell. Do this if you notice that you won't make it in time! Very useful!

(X) **EXAMINE** - Usually not recommended during combat.

(Δ) **PE MENU** - This brings up the PE Menu, which PAUSES the game.

(R1) **USE WEAPON** - Basically shoots your gun (or hits, if you're using a melee weapon). - HOLD to keep shooting. - If your magazine empties, press and HOLD the button again to RELOAD and immediately start shooting again! - You can reload at any time if you attached the matching ammunition (more on attachments below - check "Armor"). - Obviously you can't reload if you're out of ammo. Always make sure you bring enough!

(R2) **USE SUB WEAPON**

- Most weapons have a secondary function. For your basic M83R for example, it is shooting a single bullet, instead of 3. But other weapons hold possibly more useful functions. Check the Tips and Tricks section for more information regarding sub weapons.

(START) **ATTACHMENT WINDOW** - PAUSES the game. - Shows all attached Items. - Here you can reload (if ammunition was attached), consume Recovery Items and use Combat Items. - More info on Attachments below ("Armor")!

(SELECT) **PAUSE** - You can switch Vibration On / Off

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## INVENTORY

The Menu command "Use" will open up 3 windows:

### Weapon

You always want to make sure that you've equipped a weapon, as well as **loaded some ammunition!** I can't tell how many times I forgot to load my guns before entering combat, it is very important to burn this into your mind!

### Item

Basically a list of all the Items that you've brought along. Since you're limited to a total of 20 Items (fortunately, "Key Items" are an exception to this rule, you don't need to worry about them), using Storages is extremely important. Always check if what you take with you is really needed!

## Armor

Possibly the most important window to understand. Every piece of Armor comes with "Attachments". The number can vary, depending on the equipped Armor. Consuming Belt Pouches will increase the number of attachments for the currently equipped Armor (Limit is 10 Attachments). Belt Pouches are limited however, so don't waste them on mediocre gear!

As for the attachments: - Any **Combat Item** (Pepper Spray, Combat Light, Flare) has to be attached in order to use it during combat. - Same with **Recovery Items**. If you want to heal HP, MP or negative status effects during combat, you need to have the respective Items attached! - Attaching **Weapons** allows switching them in mid-combat! Make absolutely sure that any attached weapon is LOADED or it won't shoot! The actively equipped weapon pretty much functions like an additional attachment slot as well. - Additionally, you can also attach **Ammunition** itself. This will allow you to reload at any given time. Make sure to attach ammunition for a weapon that you're using a lot. Obviously, the Grenade Pistol doesn't need this, because it needs to reload after every shot anyways. - Some Items add bonus effects when being attached! The GPS adds a radar during combat, which is extremely useful! There are also Items that prevent negative status effects (Lipstick, MD Player and Hunter Goggles). Also later you'll find "**Occult Items**", attaching them will give you extremely useful bonus effects!

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## TIPS AND TRICKS

### Tank Control Tricks

Tank controls can be hard to learn, but even when mastered, are still less responsive than normal directional movement. However, there are some tricks to making controlling Aya a bit easier.

For example, there is the "Aim - Turn". Whenever Aya targets an enemy, she will automatically turn towards it. This can be used for quick 180 degree rotations. In general, you'll never need to face an enemy manually. Targeting is always quicker and more precise.

Another convenient technique is "Reverse - Parking". Whenever we know that an ambush is going to take place in a certain spot, we can turn around and move into said spot backwards. This way, as soon as the enemies appear, you can quickly run back where you came from without having to turn around first.

### Sneaking

By Walking instead of Running, enemies will be less likely to notice Aya (unless they look directly at her). This works best on sleeping enemies, but also on enemies who have turned their back to her. In many situations, enemies sleep and will only wake up when Aya runs or starts shooting. Walking allows us to get into a good position for killing them. Best case scenario - they don't even know what happened to them before it's over.

Important Note: As soon as combat starts, you can't walk anymore. I should however also mention that it's technically possible to keep walking even after combat has been initiated, by exploiting your tank: As long as Aya is using her reverse gear (moving backwards), she will still walk! This is a bit awkward, but has one small advantage, which is access to the GPS, because it only shows up during combat, which can be a problem if you plan on aligning yourself with the enemies, that you are planning to ambush.

Also noteworthy, is that there is a gun with a Silencer in the game. This weapon is called the "**P229**", and in many situations, it allows shooting a target without getting other enemies around you to immediately notice Aya as well. This works for most enemies. An exception to this rule is of course, whenever you've been spot already, ambushed by enemies, or if enemies alarm each other (like Scavengers tend to do, for example).

### Quick Firing and Reloading

All weapons are shot automatically, as long as you hold down the firing (R1) button. By doing so, Aya shoots as quickly as the game allows. Also, when your magazine empties, instead of mashing the R1 button to reload and quickly start firing again, simply release the button, then press and HOLD it again. Doing so will make Aya reload and in the process, start shooting again once the reloading animation has been executed. Again, this is the fastest way to start fire again.

### Sub Weapons

The R2 Trigger activates a weapons secondary function, if it has one. Many of these are very useful. For example, the **MP5A5** and **P229** come with a Flashlight sub-weapon. Using it can stun and even knock over some enemy types. It also kills moths instantly. The Flashlight can turn a lot of otherwise tough encounters into a breeze! Then, there are various attachable Sub Weapons for the **M4A1**. Most of them are not only extremely useful, but in the long run, could be the most overall useful weapons of your playthrough entirely. I highly recommend keeping an eye out for the **[Hammer]** and **[Pyke]**. Both of them are extremely powerful tools. The Hammer can knock over and stun enemies, which means they become pretty helpless if you keep using it. The Pyke on the other hand, is a flamethrower that keeps burning until you release the R2 trigger, or run out of Fuel. This happens rather quickly, but since Fuel is free, and the damage is quite formidable, it can quickly turn into one of your favorite weapons.

### Economic MP Healing

Unlike HP, MP can't be healed by a spell. But before you waste your MP Boosts and Colas, consider the alternative solutions too: One possible method for recovering MP is by killing enemies. Many encounter types reward plenty of MP after the fight, and aren't too tough, if posing any challenge at all (frightened and injured targets, or if approached correctly, sleeping enemies).

Another, arguably more popular method for healing MP, is to learn new PEs. Every time you spend EXP to either level up a spell, or learn a new one, not only will your max MP increase, but also completely recover. Therefore, it's a good idea to save up EXP to use them only when you're low on MP or really need a certain spell.

**Important Note:** You can't learn or level spells during combat.

### Loaded Weapons

When you attach a weapon instead of equipping it, make sure you also load it with ammunition. This doesn't just load ammunition, but also link the ammunition type with it. This means, the game understands what you actually want Aya to load during combat. Or in other words, you won't be able to use the weapon during combat, unless it was loaded/ linked to ammunition before.

Also, if instead of reloading when the magazine is emptied, you switch to a different weapon mid-combat, Aya will NOT automatically reload the one you've switched out. This means, next time you switch to it during combat, you have to reload before being able to use said weapon! You can still reload in this scenario however, because while not loaded, the ammunition is still linked to it.

### Don't waste your Resources

Limited Items and Ammunition, as well as BP in general, are valuable. Don't throw away Items, store them for later. Also don't waste them when you don't actually need them. Never use limited, powerful ammunition (like [R. Slug], for example) unless you can't defeat your enemies without it. And of course, don't spend all your BP as soon as you get them. Especially later in the game, holding on to them will be highly rewarded once you get access to the final BP shops.

### Don't skip too many Encounters

Unlike other SH games, you don't want to run away from enemies here. You want to kill them. Yes, saving up on precious resources is a must, but you have access to unlimited [P.B.] ammunition, or the reasonably cheap [Rifle] ammunition. As long as you're not overly wasteful with your resources, killing enemies instead of avoiding them is always the more rewarding option. If you neglect killing enemies, you'll quickly run into troubles of being underleveled and also undergeared.

### Analyse your Enemies

Pay attention to your enemies. How do they behave, how do they react to Aya's actions, can this be exploited, do they have weak points, are they vulnerable to certain elements or weapons, etc. In the long run, this can help you enormously with more common enemy types. I highly recommend checking out the "Enemy Tactics" of this Document for that matter.

### Saving System

Fortunately, you can save as much as you want, but in order to do so, you'll need access to a telephone. It's always a good idea to clear all enemies in your path, in order to get back easily without any risk, whenever you want to save and/ or replenish on resources.

### Don't get stressed out

Tank controls can be alienating to most people. And in stressful situations, we tend to get blackouts. Usually, this happens because stress tries to get our brain to focus on our basics (things that we've learned to do by reflex or instinct). If this happens to you, pause the game, clear your head and remember, then go on. This might seem stupid at first, but you see, the game's combat is rather slow-paced, and controls aren't that comfortable. The developers KNOW that, the situations you run into are in consideration of this fact. But the game also tries to stress you out on purpose. Watching Aya reload and getting nervous because the enemy gets closer and closer, not seeing your enemy because of the camera angle, those things are old-school SH elements, they exist on purpose, not because of bad game design. It's just that modern game design is centered around completely different ideas.

## New Game Plus

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### AFTER BEATING THE GAME

You will receive a Rank, depending on accumulated experience points throughout the game. This combines both, unused and spent EXP. You'll unlock access to one or more Bonus Item(s), depending on your Rank. Those unlocked Items however, can only be bought in Replay Mode.

On top of that, the game also saves your BP ("Bounty Points"). This score is further enhanced by bonuses from various collectible Key Items and normal Items, as well as certain actions that affect the Ending. Depending on difficulty, EXP and BP Scores are then multiplied.

In your next playthrough, you will start out with a percentage of this EXP and BP. How much this is, again, depends on difficulty, and is higher on easier modes. Only on Nightmare Mode, you start with zero EXP and BP, no matter what.

Finally, all previously unlocked P.E. is now available to buy from the store in Replay Mode.

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### RANK SYSTEM

Your final Rank depends on accumulated EXP. It doesn't matter if you previously spent it on P.E. or not. However, you can "cheat" in more EXP than you accumulated, by leveling up P.E. by using Items instead of EXP. Those level ups still add the EXP, they would have otherwise cost you, to the total.

Also, your Rank will increase by 1, if you get the same Rank a 2nd time. Therefore, if you play through the game multiple times, you'll get an S Rank eventually, without acquiring the necessary EXP score. Furthermore, your Rank will get a bonus increase by 1, if you play through Bounty Mode, 2 for Scavenger Mode and 3 for Nightmare Mode.

If you've already unlocked every Rank above the you receive, including that very Rank itself, instead you will be rewarded with the next lowest one. So, for example, if you already got Ranks S, A, B, C and D, and on your next playthrough, you end up with the score for a "D" again, you will receive an "E" instead.

Here is a list of all possible Ranks, their required score and the rewards involved:

#### LEGEND:

**Bold** = Weapons, Armor and occult Items; *Italic* = Weapon attachments and Ammunition

Normal = Items

Rank	EXP Req.	Reward
S Rank	400.001	<b>Gunblade</b> , Ringer's Solution, Eau de Toilette
A Rank	200.001	<b>Hypervelocity</b> , Hunter's Goggles, MP Boost 2
B Rank	75.001	<b>MM1</b> , <i>[Airburst]</i> , Recovery 3
C Rank	72.001	<b>M249</b> , <i>[44 Maeda SP]</i> , Cola
D Rank	69.001	<b>Mongoose</b> , <i>[44 Magnum]</i> , <b>Skull Crystal</b>
E Rank	66.001	<b>AS12</b> , <i>[R.Slug]</i> , <i>[Firefly]</i>
F Rank	62.001	<b>Aya Special</b> , [9mm Spartan], <b>Ofuda</b>

G Rank	57.001	[ <i>Javelin</i> ], <b>Holy Water</b> , MD Player
H Rank	51.001	<b>Tactical Armor</b> , [ <i>Pyke</i> ], Lipstick
I Rank	44.001	[ <i>Hammer</i> ], Belt Pouch, MP Boost 1
J Rank	16.001	[ <i>M203</i> ], [ <i>9mm Hydra</i> ], Protein Capsule
K Rank	14.501	[ <i>M9</i> ], [ <i>Rifle Clip Holder</i> ], Flare
L Rank	0	<b>Monk Robe</b> , <b>Medicine Wheel</b> , Recovery 2
*X Rank	-	300.000 Bonus BP when starting a new game

- To obtain Rank "X", you need to get every other Rank before that. Which means, you need to play through the game 14 times in order to get it.

## BP ENDGAME BONUS

The endgame BP is based on current unspent BP, certain actions taken, as well as Items in your Inventory. This stat determines your starting BP on your next playthrough. This list shows every Item, that adds to your BP total (Ammunition doesn't add a BP reward):

WEAPONS	BP REWARD
M93R	1000
P08	340
P08 (Snail Magazine)	500
P229	940
M950	2875
MP5A5	3490
MP5A5 (+1 SMG Clip Holder)	5500
MP5A5 (+2 SMG Clip Holders)	7500
PA3	500
SP12	1990
AS12	6250
Gunblade	5000
M4A1	1225
M4A1 (+1 Rifle Clip Holder)	2500
M4A1 (+2 Rifle Clip Holders)	3750
M4A1 Hammer	3000
M4A1 Bayonet	2000
M4A1 Grenade	2250
M4A1 Pyke	4000
M4A1 Javelin	4500
M249	7900
Grenade Pistol	840
MM1	11750
Mongoose	1425
Hypervelocity	10000
Tonfa Baton	500

WEAPON ATTACHMENTS (UNATTACHED)	BP REWARD
SMG Clip Holder	1990
Rifle Clip Holder	900
Snail Magazine	500
Hammer	1860
Pyke	2590
Javelin	3750
M203	1065
M9	980

ARMOR	BP REWARD
Assault Suit	500



Tactical Armor	6400
Combat Armor	1625
PASGT Vest	1490
Tactical Vest	1060
EOD Suit	2290
Turtle Vest	840
NBC Suit	1990
Psy Suit	2290
Chicken Plate	500
Aya Special	4000
Monk Robe	1500

ITEMS (PASSIVE ATTACHMENTS)	BP REWARD
Skull Crystal	2500
Ofuda	2500
Holy Water	2500
Medicine Wheel	13900
GPS	500
Hunter Goggles	500
MD Player	500
Lipstick	2500

ITEMS (USE)	BP
Recovery 1	50
Recovery 2	90
Recovery 3	175
MP Boost 1	160
MP Boost 2	290
Cola	60
Ringer's Solution	100
Stim	40
Penicillin	40
Eau de Toilette	95
Combat Light	30
Pepper Spray	50
Flare	75
Protein Capsule	5000
Belt Pouch	5000

KEY ITEMS	BP REWARD
Armory Cardkey (Black Card)	10000
Mendel (Sept. Issue)	10000
Bowman's Card	30000
Yoshida's Card	15000
Teddy Bear	10000
Aeris (Sept. Issue)	5000


ROUTE REWARDS	BP REWARDS
Saving Pierce	30000
Saving Flint and the Soldier	30000

- \*\*Notes:**
- The Leather Jacket, while technically giving 500 BP at the end, can't actually be kept by the player (it will be removed automatically after the Akropolis Tower Mission);

- The Shoulder Holster (1290 BP reward) seems to be bugged and doesn't appear to add endgame BP;

## REPLAY MODE STORE

All unlocked rewards can be bought in shops during Replay Mode. Here is a full list of available Items and their BP prizes:

New Game + Store (everything unlocked)	
	
Weapons	
Mongoose	6980 BP
PA3	1000 BP
AS12	12500 BP
Gunblade	10000 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
M203	2130 BP
Hammer	3720 BP
Pyke	5180 BP
Javelin	7500 BP
M249	15800 BP
MM1	23500 BP
Hypervelocity	20000 BP
Ammunition	
50x [9mm Hydra]	50 BP
50x [9mm Spartan]	80 BP
50x [44 Magnum]	100 BP
50x [44 Maeda SP]	800 BP
10x [Buckshot]	60 BP
10x [Firefly]	90 BP
10x [R.Slug]	120 BP
80x [5.56 Rifle]	100 BP
4x [Airburst]	450 BP
Batteries/ Fuel	Free
Armor	
Turtle Vest	1680 BP
Combat Armor	3250 BP
Tactical Armor	12800 BP
Aya Special	8000 BP
Monk Robe	3000 BP
Belt Pouch	10000 BP
Items	

Recovery 1	100 BP
Recovery 2	180 BP
Recovery 3	350 BP
MP Boost 1	320 BP
MP Boost 2	580 BP
Cola	120 BP
Ringer's Solution	200 BP
Protein Capsule	10000 BP
Penicillin	80 BP
Stim	80 BP
Eau de Toilette	190 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Hunter Goggles	1000 BP
Lipstick	5000 BP
MD Player	1000 BP
Skull Crystal	5000 BP
Medicine Wheel	27800 BP
Holy Water	5000 BP
Ofuda	5000 BP
Pyrokinesis	3000 BP
Combustion	4000 BP
Inferno	5000 BP
Necrosis	3000 BP
Plasma	4000 BP
Apobiosis	5000 BP
Metabolism	3000 BP
Healing	4000 BP
Lifedrain	5000 BP
Antibody	3000 BP
Energyspot	4000 BP
Energyball	5000 BP

## DIFFICULTY MODES

### NORMAL MODE

*"I can't be replayed for some weird reason!"*

Mission Level:	OOO	Normal
Condition:	OOOOO	Good
Enemy Level:	OOO	Normal
Supply Level:	OOO	Normal
HP:	100	
MP:	30	
EXP Starting Bonus:	-	of Final Score
BP Starting Bonus:	-	of Final Score
P.E. EXP Cost:	100%	of Normal Mode
Final Score Bonus:	None	

### REPLAY MODE

*"Collect bonus items each time you clear the game in replay mode!"*

Mission Level:	OO	Easy
----------------	----	------

Condition:	OOOOO	Good
Enemy Level:	OO	Easy
Supply Level:	OOOO	Rich
HP:	100	
MP:	30	
EXP Starting Bonus:	10%	of Final Score
BP Starting Bonus:	10%	of Final Score
P.E. EXP Cost:	40%	of Normal Mode
Final Score Bonus:	None	

### BOUNTY MODE

*"Find the hidden GOLEM soldiers and strive for a BP high score!"*

Mission Level:	OOO	Normal
Condition:	OOOOO	Good
Enemy Level:	OOOO	Strong
Supply Level:	OOO	Normal
HP:	100	
MP:	30	
EXP Starting Bonus:	5%	of Final Score
BP Starting Bonus:	5%	of Final Score
P.E. EXP Cost:	80%	of Normal Mode
Final Score Bonus:	x 3	Rank +1

### SCAVENGER MODE

**How to unlock: Beat the game and receive more than 69000 EXP.**

*"Shops are bare, and pickings are slim. Use your wits, not your ammo!"*

Mission Level: OOOO (Hard) Condition: OOOO (Exhausted) Enemy Level: OOO (Normal) Supply Level: O (Very Poor)

Mission Level:	OOOO	Hard
Condition:	OOOO	Exhausted
Enemy Level:	OOO	Normal
Supply Level:	O	Very Poor
HP:	100	
MP:	10	
EXP Starting Bonus:	1%	of Final Score
BP Starting Bonus:	1%	of Final Score
P.E. EXP Cost:	80%	of Normal Mode
Final Score Bonus:	x 5	Rank +2

### NIGHTMARE MODE

**How to unlock: Beat Scavenger Mode.**

*"You start off sick and things get worse in this most difficult mode."*

Mission Level: OOOOO (Very Hard) Condition: O (Sick) Enemy Level: OOOOO (Very Strong) Supply Level: OO (Poor)

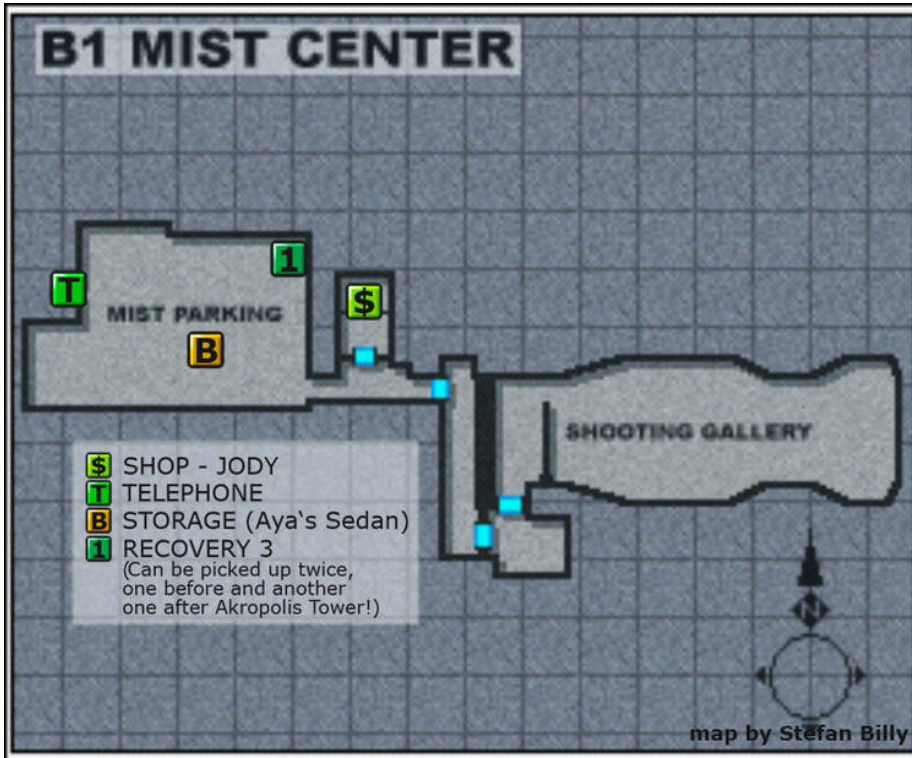
Mission Level:	OOOOO	Very Hard
Condition:	O	Sick
Enemy Level:	OOOOO	Very Strong
Supply Level:	OO	Poor
HP:	50	
MP:	30	
EXP Starting Bonus:	-	of Final Score
BP Starting Bonus:	-	of Final Score

P.E. EXP Cost:	80%	of Normal Mode
Final Score Bonus:	x 10	Rank +3

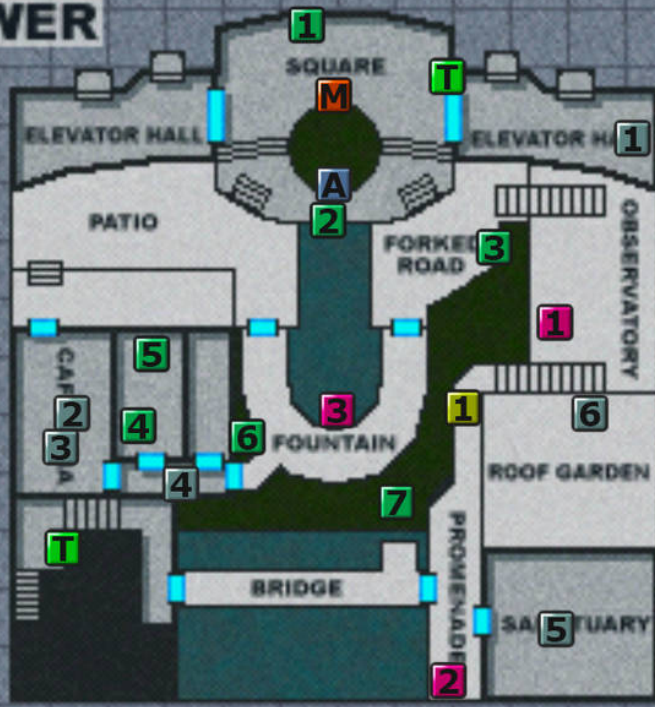
## Treasure Chart Maps

This section covers all Maps in the game, as well as all Item locations.

Please note that Enemy Drops are **not** included. Please refer to the [100% Kill List](#) (click for link) for informations regarding Enemy Drops



# TOWER



- T** TELEPHONE
- M** MAP DATA
- A** P.B. SUPPLY BOX

- 1** PARTHENON KEY (Cafeteria Key)
- 2** MENDEL SEPT. ISSUE (Scientific Journal)
- 3** METALLIC IMPLANT
- 4** BLUE KEY
- 5** RED KEY
- 6** ARMORY CARDKEY (Black Card)  
(Check door twice.)

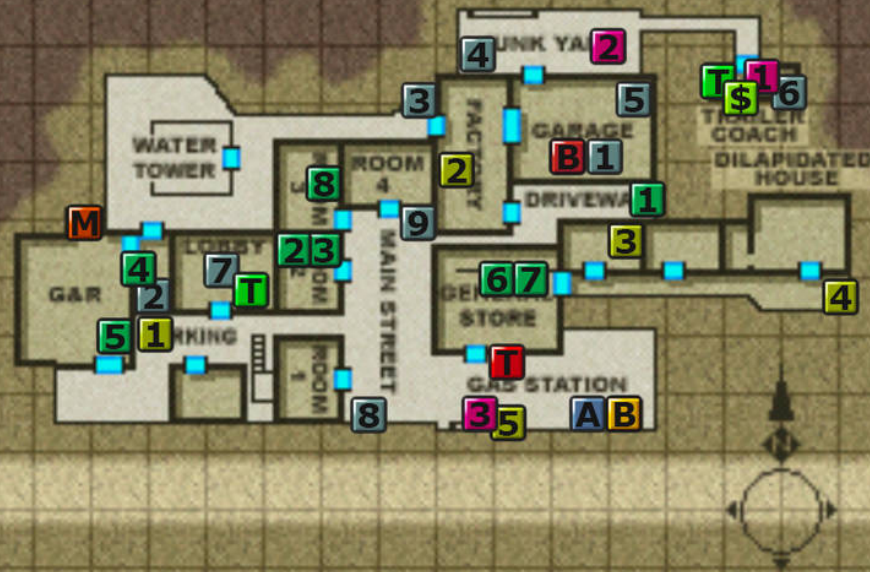
- 1** RECOVERY 1
- 2** RECOVERY 2
- 3** PENICILLIN
- 4** RECOVERY 1
- 5** STIM
- 6** MP BOOST 2
- 7** PROTEIN CAPSULE  
(Check dead tree in Fountain.)

- 1** 4x GRENADE

- 1** TACTICAL VEST (Body Armor)
- 2** MP5A5 (Submachine Gun)
- 3** GRENADE PISTOL (Grenade Launcher)  
(Drain Fountain with Red Key.)

map by Stefan Billy

# 1F DRYFIELD



**T** TELEPHONE      **\$** SHOP - MR. DOUGLAS

**T** TELEPHONE  
(Unavailable after nightfall!)

**B** STORAGE (Aya's Sedan)

**B** STORAGE (Truck)  
(Moves to Mines on CD2.)

**M** MAP DATA

**A** P.B. SUPPLY BOX

**1** RECOVERY 1

**2** PENICILLIN

**3** RECOVERY 1

**4** RECOVERY 1

**5** COLA

**6** COLA

**7** RECOVERY 3

**8** MP BOOST 2

**1** M950  
(Only if Burner dies.)

**2** CHICKEN PLATE  
(Only if Burner flees.)

**3** TACTICAL VEST  
(Pierce SQ)

**1** 10x BUCKSHOT

**2** 10x R. SLUG

**3** BELT POUCH

**4** 10x FIREFLY

**5** LIPSTICK

(Pierce SQ)

**1** MOTEL KEY NO. 6

**2** BOTTLECAP MAGNET (Magnet)

**3** FACTORY KEY

**4** WIRE ROPE (Rope)

**5** MONKEY WRENCH

**6** LOBBY KEY

**7** BRONCO MASTERKEY (Key found in the Lobby)

**8** TRUCK KEY

**9** ICE BAG

(Pierce SQ)

map by Stefan Billy

## 2F DRYFIELD

WATER TANK



- T** TELEPHONE
- B** STORAGE (Aya's Room)
- 1** RECOVERY 1
- 2** COLA (Pierce SQ)
- 3** MP BOOST 2 (Pierce SQ)
- 1** BELT POUCH
- 1** HOLY WATER (Safe Code: 4487)
- 2** OFUDA (Pierce SQ)
- 1** SALOON KEY (Key taken from corpse)
- 2** JERRY CAN (Gasoline)

map by Stefan Billy

## B1 DRYFIELD



- 1** PROTEIN CAPSULE (Light needs to be ON.)
- 1** FLARE
- 1** SNAIL MAGAZINE (Requires P08)

map by Stefan Billy



# EAST MINE

- T** TELEPHONE
- B** STORAGE (Moved from Dryfield)
- A** P.B. SUPPLY BOX
- 1** OAK BOARD (Board)
- 2** JUMPER PLUG (Plug)



map by Stefan Billy

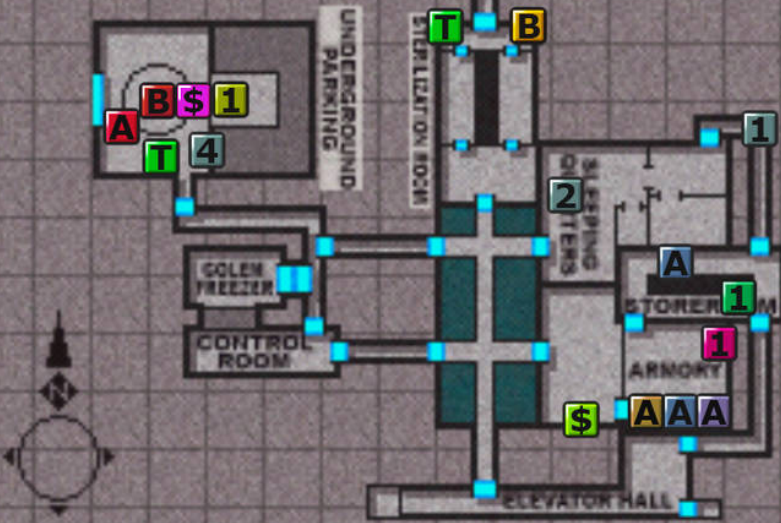
# WEST MINE

- 1** P229
- 1** JUMPER PLUG (Plug)



map by Stefan Billy

# B1 SHELTER



- T** TELEPHONE
- B** STORAGE (Shelter B1 Box)
- \$** SHOP - ARMORY
- B** MEGA STORAGE (Aya's Sedan, Aya's Room, Truck)  
(After saving Soldier)
- \$** SHOP - MILITARY  
(After saving Soldier)
- A** MEGA SUPPLY - P.B., Hydra, Buckshot,  
Rifle (only if Jody is saved), Grenade (only if Jody is saved)  
(After saving Soldier)
- A** P.B. SUPPLY BOX
- A** HYDRA SUPPLY BOX  
(req. Black Card)
- A** BUCKSHOT SUPPLY BOX  
(req. Black Card)
- 1** RINGER'S SOLUTION
- 1** SP12 (req. Black Card)
- 1** BELT POUCH  
(press R, B and Y buttons)
- 1** BOWMAN'S CARD (Card)
- 2** AERIS SEPT. ISSUE (Computer Magazine)  
(only after reading B2 Lab whiteboard)
- 3** MICRO DEVICE (Metallic Implant)  
(Pierce's Route only)
- 4** ELECTRIC CAR KEY (Car Key)
- 5** PIERCE'S MEMO (Message)  
(Pierce's Route only)

map by Stefan Billy

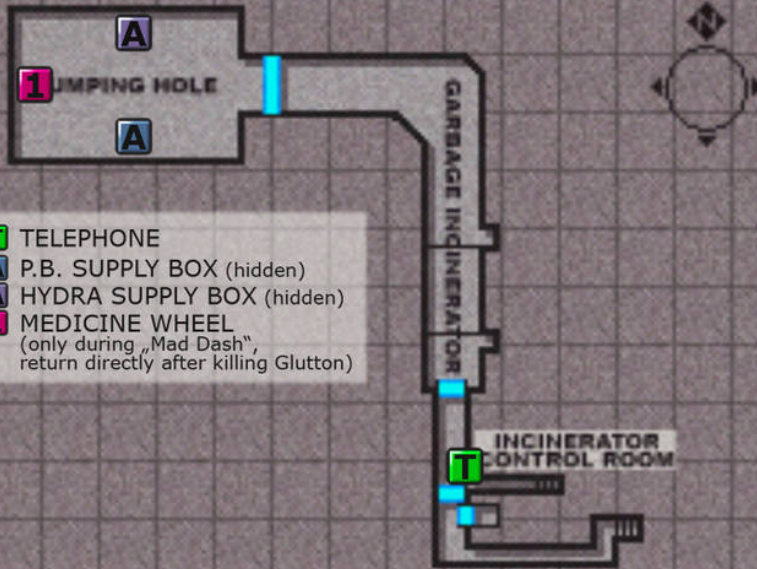
# B2 SHELTER



- T** TELEPHONE
- B** STORAGE (Shelter B2 Box)
- A** P.B. SUPPLY BOX
- 1** COLA
- 2** STIM
- 3** RINGER'S SOLUTION
- 4** EAU DE TOILETTE
- 1** YOSHIDA'S CARD (Card)  
(Kyle's Route only)

map by Stefan Billy

# B3 SHELTER

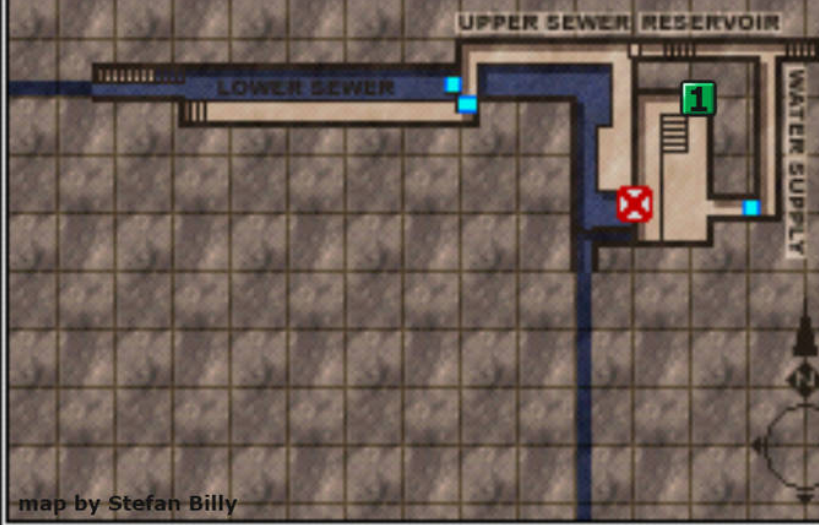


- T** TELEPHONE
- A** P.B. SUPPLY BOX (hidden)
- A** HYDRA SUPPLY BOX (hidden)
- 1** MEDICINE WHEEL  
(only during "Mad Dash",  
return directly after killing Glutton)

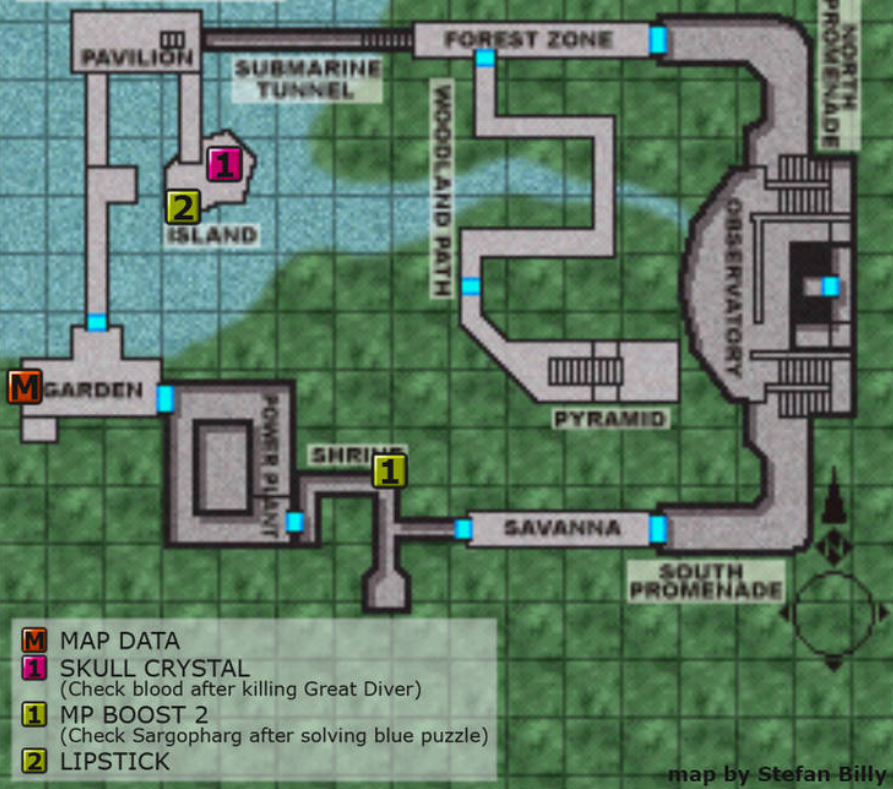
map by Stefan Billy

# B4 SHELTER

1 MP BOOST 2



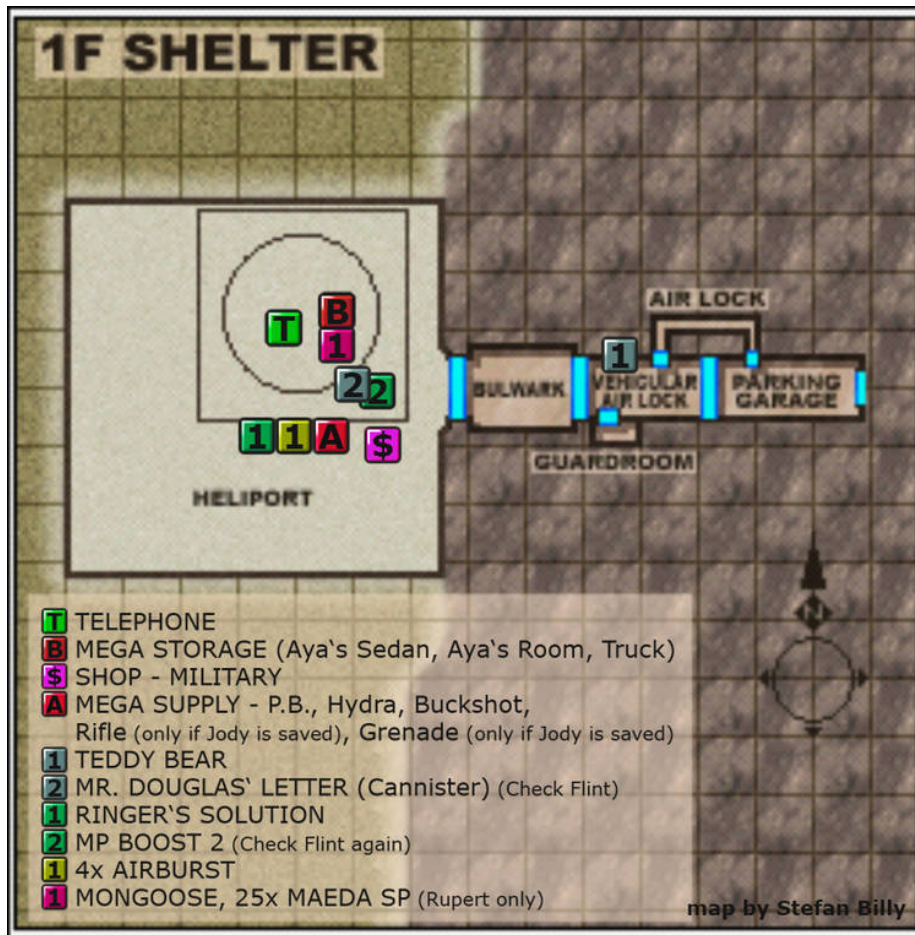
# NEO ARK



# B6 SHELTER

- T** TELEPHONE
- 1** MD PLAYER
- 1** RINGER'S SOLUTION
- 2** PROTEIN CAPSULE





## Shop List

### NORMAL MODE / BOUNTY MODE

#### Jodie's Weapon Store



#### Weapons

PA3	1000 BP
M4A1 Rifle	2450 BP

#### Ammunition

10x [Buckshot]	60 BP
80x [5.56 Rifle]	100 BP
Batteries/ Fuel	Free

#### Armor

Turtle Vest	1680 BP
Combat Armor	3250 BP

#### Items

Recovery 1	100 BP
MP Boost 1	320 BP

Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP

### Mr. Douglas' Trailer



### Weapons

P08	680 BP
PA3	1000 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
Grenade Pistol	1680 BP

### Ammunition

50x [9mm P.B.]	30 BP
10x [Buckshot]	60 BP
80x [5.56 Rifle]	100 BP
4x [Grenade]	280 BP
4x [Riot]	80 BP
Batteries/ Fuel	Free

### Armor

Shoulder Holster	2580 BP
PASGT Vest	2980 BP

### Items

Recovery 1	100 BP
MP Boost 1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP

### BP Machine



### Weapons

P229	1880 BP
PA3	1000 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
Hammer	3720 BP
Grenade Pistol	1680 BP
<b>Ammunition</b>	
50x [9mm P.B.]	30 BP
10x [Buckshot]	60 BP
80x [5.56 Rifle]	100 BP
4x [Grenade]	280 BP
4x [Riot]	80 BP
Batteries/ Fuel	Free
<b>Armor</b>	
Combat Armor	3250 BP
NBC Suit	3980 BP
Psy Suit	4580 BP
<b>Items</b>	
Recovery 1	100 BP
Recovery 2	180 BP
MP Boost 1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP

**Mr. Douglas' Trailer (updated after revisiting Dryfield)**



**Weapons**

P08	680 BP
MP5A5	6980 BP
PA3	1000 BP
AS12	12500 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
M203	2130 BP
Pyke	5180 BP
Grenade Pistol	1680 BP



<b>Ammunition</b>	
50x [9mm P.B.]	30 BP
50x [9mm Hydra]	50 BP
10x [Buckshot]	60 BP
10x [Firefly]	90 BP
80x [5.56 Rifle]	100 BP
4x [Grenade]	280 BP
4x [Riot]	80 BP
Batteries/ Fuel	Free
<b>Armor</b>	
Shoulder Holster	2580 BP
PASGT Vest	2980 BP
EOD Suit	4580 BP
<b>Items</b>	
Recovery 1	100 BP
MP Boost 1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP

### Military Shop



### Weapons

MP5A5	6980 BP
SMG Rifle Clip Holder	3980 BP
PA3	1000 BP
AS12	12500 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
M203	2130 BP
Hammer	3720 BP
Pyke	5180 BP
*Javelin	7500 BP
Grenade Pistol	1680 BP

### Ammunition

50x [9mm Spartan]	80 BP
*50x [44 Magnum]	100 BP
10x [Firefly]	90 BP
10x [R.Slug]	120 BP
*80x [5.56 Rifle]	100 BP

*4x [Grenade]	280 BP
4x [Airburst]	280 BP
4x [Riot]	80 BP
Batteries/ Fuel	Free
<b>Armor</b>	
*Turtle Vest	1680 BP
PASGT Vest	2980 BP
Combat Armor	3250 BP
Tactical Armor	12800 BP
*Aya Special	8000 BP
<b>Items</b>	
Recovery 1	100 BP
Recovery 2	180 BP
Recovery 3	350 BP
MP Boost 1	320 BP
*MP Boost 2	580 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP

Items marked in \*Magenta are only available, if Jodie was rescued.

Items marked in \*Green are Rupert only.

**Military Shop (after rescuing Soldier with Flint's help)**




<b>Weapons</b>	
MP5A5	6980 BP
SMG Rifle Clip Holder	3980 BP
PA3	1000 BP
AS12	12500 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
M203	2130 BP
Hammer	3720 BP
Pyke	5180 BP
Javelin	7500 BP
*M249	15800 BP
Grenade Pistol	1680 BP
*MM1	23500 BP
<b>Ammunition</b>	

50x [9mm Spartan]	80 BP
*50x [44 Magnum]	100 BP
10x [Firefly]	90 BP
10x [R.Slug]	120 BP
*80x [5.56 Rifle]	100 BP
*4x [Grenade]	280 BP
4x [Airburst]	280 BP
4x [Riot]	80 BP
Batteries/ Fuel	Free
<b>Armor</b>	
*Turtle Vest	1680 BP
PASGT Vest	2980 BP
Combat Armor	3250 BP
Tactical Armor	12800 BP
*Aya Special	8000 BP
<b>Items</b>	
Recovery 1	100 BP
Recovery 2	180 BP
Recovery 3	350 BP
MP Boost 1	320 BP
*MP Boost 2	580 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP

Items marked in \*Magenta are only available, if Jodie was rescued.

Items marked in \*Green are Rupert only.

## SCAVENGER MODE / NIGHTMARE MODE

<b>Jodie's Weapon Store</b>	
	
<b>Weapons</b>	
MM1	23500 BP
<b>Ammunition</b>	
4x [Riot]	80 BP
<b>Armor</b>	
Shoulder Holster	2580 BP
Belt Pouch	10000 BP
<b>Items</b>	

Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP
Medicine Wheel	27800 BP

### Mr. Douglas' Trailer



#### Weapons

P08	680 BP
Grenade Pistol	1680 BP

#### Ammunition

50x [9mm P.B.]	30 BP
4x [Riot]	80 BP

#### Armor

Shoulder Holster	2580 BP
PASGT Vest	2980 BP
Belt Pouch	10000 BP

#### Items

Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP

### BP Machine



#### Weapons

PA3	1000 BP
Grenade Pistol	1680 BP

#### Ammunition

50x [9mm P.B.]	30 BP
10x [Buckshot]	60 BP
80x [5.56 Rifle]	100 BP

4x [Riot]	80 BP
<b>Armor</b>	
Combat Armor	3250 BP
Belt Pouch	10000 BP
<b>Items</b>	
Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP

**Mr. Douglas' Trailer (updated after revisiting Dryfield)**



<b>Weapons</b>	
P08	680 BP
M4A1 Rifle	2450 BP
M9	980 BP
Grenade Pistol	1680 BP
<b>Ammunition</b>	
50x [9mm P.B.]	30 BP
80x [5.56 Rifle]	100 BP
4x [Riot]	80 BP
<b>Armor</b>	
Shoulder Holster	2580 BP
PASGT Vest	2980 BP
Belt Pouch	10000 BP
<b>Items</b>	
Protein Capsule	100 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP

## Military Shop



### Weapons

*MP5A5	6980 BP
PA3	1000 BP
M4A1 Rifle	2450 BP
M9	980 BP
Grenade Pistol	1680 BP

### Ammunition

*80x [5.56 Rifle]	100 BP
4x [Riot]	80 BP
*Batteries/ Fuel	Free

### Armor

Shoulder Holster	2580 BP
Turtle Vest	1680 BP
PASGT Vest	2980 BP
Combat Armor	3250 BP
Belt Pouch	10000 BP

### Items

Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP

Items marked in \*Orange are only available after rescuing Soldier "Ironheart" with Flint's help.

Items marked in \*Green are Rupert only.

## REPLAY MODE

### Replay Mode Stores (everything unlocked)



<b>Weapons</b>	
Mongoose	6980 BP
PA3	1000 BP
AS12	12500 BP
Gunblade	10000 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
M203	2130 BP
Hammer	3720 BP
Pyke	5180 BP
Javelin	7500 BP
M249	15800 BP
MM1	23500 BP
Hypervelocity	20000 BP
<b>Ammunition</b>	
50x [9mm Hydra]	50 BP
50x [9mm Spartan]	80 BP
50x [44 Magnum]	100 BP
50x [44 Maeda SP]	800 BP
10x [Buckshot]	60 BP
10x [Firefly]	90 BP
10x [R.Slug]	120 BP
80x [5.56 Rifle]	100 BP
4x [Airburst]	450 BP
Batteries/ Fuel	Free
<b>Armor</b>	
Turtle Vest	1680 BP
Combat Armor	3250 BP
Tactical Armor	12800 BP
Aya Special	8000 BP
Monk Robe	3000 BP
Belt Pouch	10000 BP
<b>Items</b>	
Recovery 1	100 BP
Recovery 2	180 BP
Recovery 3	350 BP
MP Boost 1	320 BP
MP Boost 2	580 BP
Cola	120 BP
Ringer's Solution	200 BP
Protein Capsule	10000 BP
Penicillin	80 BP
Stim	80 BP
Eau de Toilette	190 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Hunter Goggles	1000 BP
Lipstick	5000 BP
MD Player	1000 BP
Skull Crystal	5000 BP

Medicine Wheel	27800 BP
Holy Water	5000 BP
Ofuda	5000 BP
Pyrokinesis	3000 BP
Combustion	4000 BP
Inferno	5000 BP
Necrosis	3000 BP
Plasma	4000 BP
Apobiosis	5000 BP
Metabolism	3000 BP
Healing	4000 BP
Lifedrain	5000 BP
Antibody	3000 BP
Energyspot	4000 BP
Energyball	5000 BP

## Enemy Encyclopedia

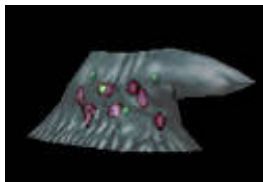
This section covers every Enemy and Boss in the game, their stats and strategies involved in fighting them.

### NMCS

#### Amoeba

HP: 80 EXP: 12 BP: 86 MP: 8

They're only susceptible to elemental damage, especially Necrosis. Alternatively, you can also use the [Hammer] or [Firefly] ammunition (and for some reason also the Tonfa Baton, but yeah...). The main danger here is, that they will Silence Aya if she gets hit (= touched by). This is a problem, because spells are the best way to deal with them. On the plus side, they leave tons of MP for you and Necrosis handles them in a single blow. Also they're really, really slow. The danger here lies with their ability to hide - they're almost invisibly small and only become big when Aya gets too close, in order to ambush her. However, they're also "activating" if Aya casts a spell. The [Hammer] provides an acceptable alternative, in case you're silenced. Other than that, they shouldn't pose any serious threat and can even be used as natural sources to replenish MP.



#### Amoeba (Red)

HP: 280 EXP: 16 BP: 420 MP: 30

This variation has more HP and inflicts Berserk instead of Silence (which imho isn't nearly as bad as Silence, given the situation). Other than that, you can still kill them with a single cast of Necrosis. Also take note of the high BP bonus (as well as MP).



#### Bass

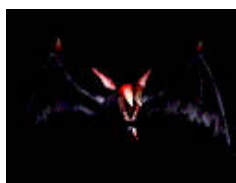
HP: 1 EXP: 6 BP: 36 MP: 1

Depending on your actions, this encounter can be very unfair towards Aya, or towards the Fishes. "How" you might ask? By raising the bridge, leaving them dry! Check the console at the entrance. A code is required - remember the letter in the Cafeteria's security room? This is where it pays off to know the solution. If you couldn't figure it out by yourself, or forgot it the number, highlight this box (or de-activate spoilers) - the code is **561**.



#### Bat

HP: 1 EXP: 5 BP: 18 MP: 1





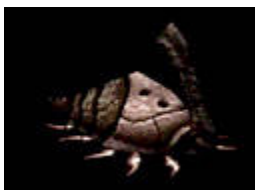
Bats always appear in big groups, either happy - flapping around, ambushing Aya, or sleeping in a group. Usually, when being surprised by them, it's hard to avoid damage, but on lower difficulties, the damage is too low to be troubling. Shoo them away by mashing directional buttons, if they get to you. Necrosis and Plasma (at max level) are both viable techniques to kill an entire swarm all at once. But most of the time, juggling between (re-)aiming and shooting [P.B.] bullets does the job as well.

### Beetle

HP: 280 EXP: 15 BP: 53 MP: 1

Beetles are only causing trouble in big groups and also in higher difficulties. They tend to become aggressive when standing either close enough (which means running into them) or attacking. However, they merely attack by running into Aya, and not only are they rather slow, they also won't change direction once they started running. Again, the problem with these is, that they often appear in very large groups, making it hard to dodge them. Effective attacks are those that knock them on their backs, leaving them stunned for a while, and also increasing your damage when attacking them. The [Hammer] can do so, but you need to stand quite close. [Buckshot] too can knock them over and has a bigger range than the Hammer. However, it also takes longer to reload. I think it's mostly useful if they're close together. Plasma on L.3 is very effective too, if not the best way of dealing with them, especially for knocking over bigger groups that aren't that close to each other. [Riot] ammunition also knocks them over, but requires reloading after every shot, thus making it a bit dangerous.

In general, if Aya becomes swarmed, try to create some distance or chances are, continuously taking damage prevents you from reloading and casting (taking damage resets those actions).



### Caterpillar

HP: 80 EXP: 6 BP: 28 MP:1

Like most smaller enemy types, Caterpillars always appear in groups. Also, they love to ambush Aya by ninja-ing down ropes. In Normal and Replay Mode, they are just another nuisance. In Scavenger and Nightmare, they are very dangerous. Caterpillars only attack by jumping at Aya. This can be prevented entirely, by never standing still. As soon as Aya remains in the same spot for too long, they start attacking. A viable technique to kill them, is to use Fire against them (Pyrokinesis, Combustion, or [Firefly] ammunition). This causes "Burnings", which kills them over time. On top of that, they tend to ignite each other. On higher difficulties, you'll often want to ignite and spread a fire before taking shelter, or running in circles, until they die.



### Maggot

HP: 160 EXP: 16 BP: 68 MP:1

Maggots are almost identical to Caterpillars. However, they have a bit higher HP and deal a bit more damage. Also, rarely they'll also spit some poison that blinds Aya, which can be a problem, considering they need to be aimed at in order to hit them.

Other than that, they're still very susceptible to fire. Therefore, the same tactics can be applied to them as well. Which is, to hunt them down using either [Firefly], Pyrokinesis or Combustion. In higher difficulties, you'll want to incinerate them and ideally get them to touch each other to set each other afire, then just wait it out. Also, as long as you don't stand still in one spot, they won't attack Aya.



### Moth

HP: 1 EXP: 2 BP: 18 MP: 1

Another nuisance. Moth ignore Aya unless she attacks them (or runs into them). As soon as one of them dies, all Moth within the area will start kamikaze towards Aya. This means that they kill themselves by flying into her, dealing damage. Worse than this is the status effect "Darkness" (prevents targeting for a while), which is caused if Aya gets hit. Also never kill them when standing below or very close, because their dying dust might hit you. Moths only have 1 HP btw.



### Rat

HP: 18 EXP: 4 BP: 22 MP: 1

Mostly just a nuisance. Rats usually ignore Aya, but if she gets too close, sometimes one or two might be attracted to her and start biting her, which causes damage and Poison (depletes HP over time, heals after a while or when combat ends). But overall they're pretty harmless and can be taken care off from a distance.



### Scorpion

HP: 68 EXP: 20 BP: 8 MP:1

Scorpions always appear in groups, and tend to attack Aya if she gets too close, or if they were planning to ambush her in the first place. You can shake them off by running away, and keep running away. Eventually, they will lose interest and turn around. Note, that this is very hard to achieve in small spaces.



As for their attacks, they only have one, which of course, is stinging. You can tell when they're about to use their stingers by reading their behaviour. Before attacking, they slightly lunge their stingers, which can be hard to tell sometimes, especially when being surrounded by multiple Scorpions. Add to this, that Aya gets poisoned, when stung. Unless you're wearing the Assault Suit, which protects from Poison.

Note that Scorpions will also leave green slime behind as they die (unless you're using a Shotgun). Touching it causes damage and inflicts poison. This can be very annoying and also dangerous to deal with in higher difficulties, where it also stays a lot longer before disappearing.

An effective method of dealing with Scorpions is the use of [Buckshot] ammunition. This will deal spread damage, to hit multiple Scorpions at the same time. Also, it prevents them from leaving poisonous goo behind!

Also, Combustion and Plasma - even at level 1 - are very effective area spells to get rid of them quickly.

Also important to note would be, to never ever use a Flashlight or Combat Light against them, because it will lure all of them towards Aya, which isn't the best idea.

## ANMCS

### Brain Stinger

HP: 400 EXP: 105 BP: 152 MP: 8

Stingers are unique ANMCS, as they can cast spells. Occasionally, they also just... well, physically attack by stinging - which causes Silence to Aya. In any case, their spells have a loading time, which can be interfered with by multiple means. However, if they're too far away, it might be impossible to reach them before they release it. This can be quite annoying, as their variation of P.E. can inflict Darkness, Silence, Paralysis and Poison. Their P.E. comes in form of an energy sphere, which not only is cast over distance, but even auto-follows Aya, making it very hard to dodge. On top of that, they are also capable of curing themselves, or even other ANMCS by 100HP. However, they have one big weakness, which is poison. If you cast Necrosis on them, the effect of poison will keep knocking them over. This prevents them from casting, and renders them completely harmless, as long as poison remains in effect. Alternatively, if they are far away and Necrosis can't be cast and made effective in time, the [Hammer] can also knock them over. Alternatively, you can also hide behind them, because they take a while to turn around and can't hold in their cast once the animation started (which makes them shoot even if they know that it'll miss).



### Chaser (Goat)

HP: 200 EXP: 75 BP: 50 MP:4 Goat Chasers have one mission: ramming you. Therefore, it's important to learn dodging their attacks. And in order to do so, you need to pay close attention to their behaviour. As soon as they bow down, it indicates that they will charge at you. During their initiation phase, they will keep target of Aya's position. But once they start running towards her, their course is set to a straight line.

One problem of the targeting system comes with the fact, that Aya always turns towards her enemy automatically. If the auto-turning is a problem, you can temporary cancel targeting with (Circle). Also, obviously, try to create some distance between you and them, to have a higher chance of success.



Also note, they aren't too bright. Which means, they can run into walls. If they run dead center towards it, they will fall over, which gives you some more time to attack.

So, what sets them off? Basically, they will attack at random intervals. But they also attack if you shoot them, or cast offensive spells. Therefore, spells with higher casting time are dangerous. Same goes to reloading times. Never reload until after you've dodged an attack.

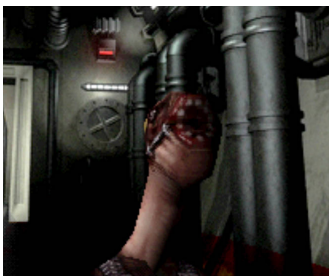
Also, Pyrokinesis is always effective. At level 2, this spell deals enough "sudden damage" to knock them over. Also, later on you'll receive some other means to stun them.

In any case, you'll fight tons of these, and often in groups. That is why I recommend using this first encounter to get accustomed to their behaviour, and learn to co-exist with them. Until we exterminate their entire species, of course.

### Diver

HP: 240 EXP: 70 BP: 88 MP:3

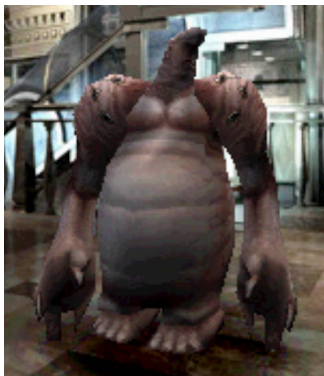
Divers mostly appear in water. They will constantly dive down and re-appear somewhere else. Occasionally however, they stay to charge an electric sphere, which of course, is shot towards Aya. But those can be dodged rather easily. In most instances however, it doesn't have to come this far. They are very susceptible to Fire (note, they're immune to lightning, so other than a bit of damage, the Hammer has no effect). Therefore, [Firefly] ammunition is ideal to deal with them. Alternatively, Pyrokinesis - especially at L.3, and Combustion if you can capture multiple Divers at once, do the job. Note that Pyrokinesis can do the job in a single cast, if it is at L.3! Later on, we'll also find "stranded" Divers. They're rather harmless in this state, but don't touch them because they can still electrocute Aya.



### Fatty

HP: 280 EXP: 152 BP: 102 MP: 5

Fatties behave different, depending on what difficulty you play in. In Normal/ Replay Mode, you can take care of them from a closer range. They will try to slap you with their arms, which can expand to a certain range. Also, occasionally, they will try to poison Aya by shooting acid, but this usually misses, unless you're standing in a very unlucky spot/ distance to them. In Scavenger/ Nightmare Mode, their arm range is significantly longer, and they tend to shoot acid when you're very close to them, with their backs turned towards Aya.



Overall, just kill them from a distance, before they can reach you. In narrow rooms, feel free to use Pyrokinesis on them, which can knock them over. This is, because it counts as high "sudden damage" (the damage number appears sudden, instead of being accumulated from multiple bullets/ combos). Reliably, critical hits also knock them over. Therefore, the P08 and P229 are both extremely effective on them, especially on the highest difficulty modes. Finally, Necrosis is also a nice choice because it prevents them from moving, although that shouldn't be too much of an issue until higher difficulties.

### Fatty (Mossback)

HP: 450 EXP: 204 BP: 152 MP: 6

This is a stronger variation of the Fatty. They have a new spell, which they will use if Aya stands too close, which spills black clouds that deal damage and cause Blindness. Otherwise, they're not much harder to take care off. The [M9] is actually surprisingly effective (as the gimmicky tool it is), but not recommended to even be bought in the first place. I recommend sticking to traditional methods, unless you lack some leeway, in which case the [Hammer] (which knocks them over) or [Pyke], as well as Pyrokinesis come in handy. Alternatively, the P229 can knock them over with critical hits as well. Finally, [Firefly] can deal tons of damage to them as well. Finally, Necrosis is also a nice choice because it prevents them from moving, although that shouldn't be too much of an issue until higher difficulties.



### Scavenger

HP: 85 EXP: 10 BP: 62 MP: 2

Scavenger always appear in groups. They're more dangerous than other "small prey". They can bite, either chowing on Aya's legs (shaking them off by mashing directional buttons works), or they jump - attack her. The latter one is very hard to dodge, which is why they can be very annoying to fight, especially in small places.



So, how are we going to deal with them? First off, they're very easy to stun. Combat Lights and Flashlights both work, Flares obviously work too, but are wasted on them. Furthermore, [Buckshot] is effective, even if it's just the PA3 - it knocks them over and deals spread damage. Also [Riot] can be very effective, if they're crammed together, as it stuns them shortly. But reloading the Grenade Pistol takes a while, so if you miss one or more of them, it's a problem.

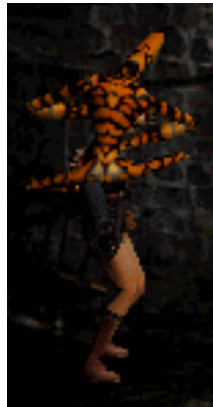
As for spells, Plasma is very effective, even if you need to cast it twice to kill them (or more on higher difficulties). But Combustion can take them out quickly as well (note however, Combustion uses up more MP than a double cast of Plasma!)

Ultimately, they fear light, so in some areas, where lights are turned ON, they just shake in fear and wait for you to kill them, without any resistance. Which means free EXP, BP and MP, that's always welcome.

### Stalker

HP: 180 EXP: 106 BP: 36 MP: 6

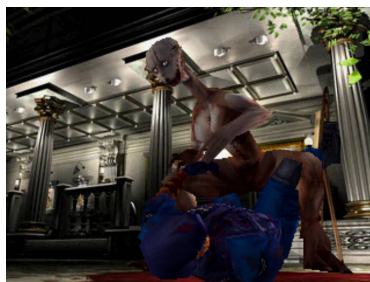
We faced off against the "great" version before. Those are still very annoying, and very, very dangerous in Scavenger and Nightmare Mode. Stalkers are able to become invisible, and often ambush once you either get close, or killed its friends. [Firefly] and fire-spells in general are very effective on them. A great weapon are also [Riot]s, because the stun time is quite long, but consider switching weapons after stunning them, so you save some ammunition. However, the M4A1 is able to kill them before they can attack. The thing with their attack is, that its animation is canceled, whenever they take damage. But if you stand too close, they might break free just long enough to hit Aya. If you're unlucky, they might try jumping at Aya and bite her (like in the Screenshot). To shake it off, mash the D-Pad.



### Stranger (Grey)

HP: 160 EXP: 42 BP: 48 MP: 4

These guys try to dodge bullets by sidestepping. Also, they can bite Aya, if they're standing close, so make sure to keep your distance! If you're experienced with tank controls, you can try to run to their backside, because once they're close to Aya, their attacking animation will initiate, giving you plenty of time to circle to their backside and attack from there. Back Attacks are their weak-spot, you will always deal higher damage and knock them over from this position. Especially Pyrokinesis can deal a lot of damage from here, and also knocks them over. As do critical hits.



### Stranger (Dashing)

HP: 180 EXP: 42 BP: 82 MP: 4

This variation can run really fast. This makes reloading very dangerous. Fortunately, you can knock them over with the Flashlight from the MP5A5 (or with a Combat Light). Doing so makes it much easier to handle them.



### Stranger (Odd)

HP: 180 EXP: 34 BP: 34 MP: 3

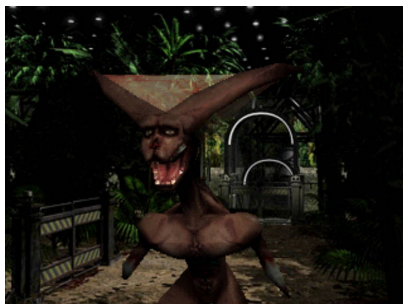
This variation of the Stranger is a lot slower. It can bite and hold on to Aya, if you're standing too close. If it starts gnawing, mash directional buttons to release yourself as quickly as possible. Other than that, their back is their weak spot again. Also, very easy to knock over by critical hits and higher sudden damage.



### Stranger (Horned)

HP: 420 EXP: 115 BP: 200 MP: 5

This is the most dangerous variation of the Stranger ANMC. Now there is a twist to these encounters: There is always a certain number of them in total in an area. And whenever the camera changes (= when Aya goes too far into one direction), there is a good chance that one will ambush. Obviously, we do not want this to happen more than once at a time, so don't wander off once encounter is triggered. Also note, that in Scavenger Mode, the chance of an ambush is significantly higher. Furthermore, in some areas it seems as if the ambush can take place at any given time. but I haven't yet figured out if it just happens because the trigger areas are generously set in some transitional locations, or if there is a small chance of it happening.



Luckily for us, we are well equipped at this point in the game, and can defend against them exceptionally well. Both the [Hammer] and Plasma can knock them over, which buys plenty of time to shoot a few times. But don't let them stand up again, or chances are that they'll flee by jumping back into the forest (unless you accidentally trigger more than one encounter, then having at least one of them flee is welcome). A good combination is to use the [Hammer], then shoot twice before using the [Hammer] again and so on.

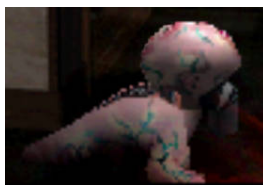
(In higher difficulties, Energyshot is very effective, since we don't have access to the [Hammer] there. In Scavenger Mode, Energyball at least at L.2 is highly recommended to kill them ASAP. Also, if you learn the technique to dodge their bite, the [M9] is possibly the best way to kill them, seriously.)

As for attacks, they have 2: One is the classic bite, which isn't too hard to dodge, once you learned the pattern. The other is a kick from afar. This only happens if Aya stands too far away from the Stranger. It is also a lot harder to dodge. Finally, they can flee combat. This happens if they fall over. Just run around until they re-appear. Also of interest might be, that combat usually ends between each of these encounters, while having them run will make it go on until that very Stranger was killed. This can - in theory - be used to chain multiple Horned Strangers within a single encounter, to save on a buff. But that's about all you can do with this knowledge.

### Suckler

HP: 1 EXP: 6 BP: 20 MP: 3

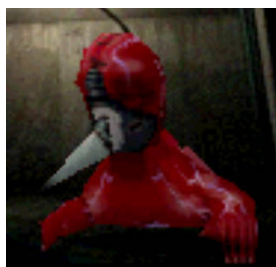
Creepy, exploding babies. They will try to get close to Aya, before eventually exploding, which of course, deals damage. They also explode if you shoot them, so try to kill them before they get too close, or create some distance before killing them. Also, they only have 1 HP, so don't waste precious ammunition types on them.



### Suckler (Blood)

HP: 1 EXP: 8 BP: 28 MP: 4

This variant of the Suckler isn't too different. It can peck and attach to Aya. Also it can crawl quite fast when it notices her. Other than that, it still has just 1 HP. Try to kill it from a distance.



### Suckler (Mind)

HP: 50 EXP: 12 BP: 36 MP: 2

Mindsucklers always hang from the ceiling, and wake up as soon as Aya gets close, or makes noise (or attacks them, obviously). Once they are awake, they'll fly towards Aya and try to sting her. This can be very hard to avoid, which is why we usually try to shoot them down beforehand. Now, they won't die immediately, but instead lose their ability to fly. Which makes them quite harmless. However, Aya has a habit of targeting the closest target, which usually is a Mindsuckler that you've already shot down, instead of the immediate danger (which would be the other flyers). Therefore, it's often easier to use spells that hit multiple targets, such as Necrosis and Plasma.



One more thing: Combat Lights can stun them, which makes them very effective. However, don't use it immediately, it only works once their eyes are opened (=not sleeping on the ceiling anymore). Flares are even more effective, but also are way more valuable.

## FAILED ANMCS

### Creeping Stranger (Failed Stranger)

HP: 250 EXP: 15 BP: 48 MP: 1

Those weirdos make baby noises and seem to be quite tanky at first. Fortunately, they're extremely slow and also very susceptible to spread damage. [Buckshot] and Plasma both deal over 500 damage to them, unless you take them from behind, which usually results in 0 damage. If they touch Aya, they induce Berserk and also deal damage to her. Other than that, they're really not that harmful.



### Mad Chaser (Failed Chaser)

HP: 110 EXP: 20 BP: 40 MP: 1

These are failed Horse Chasers. I find them kinda funny. Also, they laugh if you shoot them, so you only make them happy. They can rob towards Aya and catapult themselves against her, but are otherwise rather pathetic. Also, it seems as if they hardly attack as long as you hit them, because like I said, they love that.



### Skull Stalker (Failed Stalker)

HP: 1 EXP: 2 BP: 32 MP: 1

Just a head (...). It becomes visible if Aya gets close. And it explodes if she steps on it. In other words, they're the most harmless enemies since the Bass in Akropolis Tower.



### Slouch (Failed Fatty)

HP: 120 EXP: 12 BP: 36 MP: 1

This is a failed Fatty, and also the most dangerous of the failed ANMC types. While it doesn't move itself, it can slingshot its arm quite far, and also is capable of shooting acid very far as well. Overall, I recommend killing them from a distance, if that's possible.



### Sucklerceph (Failed Suckler)

HP: 70 EXP: 6 BP: 12 MP: 3

They are like normal Sucklers, trying to reach Aya and explode, but roll instead of crawling. Also, they have a lot more HP. I recommend taking them out before they can reach Aya, Plasma L.3 is very helpful in that regard.



## SHELTER DEFENSE

### Golem (Pawn, Blade)

HP: 425 EXP: 125 BP: 100 MP: 5

This is the first type of Golem, that you'll run into, other than No.9. Pawn Golems wear green armor, which makes it easy to recognize them as such. Furthermore, there is a distinction between "Blade" and "Shooter". This one, the Blade type, carries a distinctive, blue glowing katar, or blade weapon around the right arm.

So what can they do? Not much. They will constantly try to hit Aya by charging at her, followed by swinging the blade. This can be extremely hard to dodge, but fortunately, no such requirements need to be met in Normal mode, because we have the needed arsenal of weapons to prevent it from happening.

First off, there is [R.Slug] ammunition. I'd recommend saving it for tougher Golems, or groups of Golems. [R.Slug] not only deals very high damage, especially to Pawn Golems, but also knocks them back for a very short time, as well as canceling any possible Golem attacks.

Then, more "economic", would be to use Plasma or the [Hammer] to cause a very short stun. Juggling between [Hammer] and shooting the M4A1 is slower than using R.Slug, but especially against a single Golem, it's advisable to save R.Slug ammunition.

Lastly, spells that work are Pyrokinesis (but you need multiple casts) and also very effective against groups - Apobiosis, as it paralyzes them for a decent amount of time.

Furthermore, one oddity about Golems is, that once they've taken a certain amount of damage, they will fall to the ground. Even if they're not dead yet, they won't stand up again. Therefore, if you face off against multiple Golems, I'd recommend shooting Golems that are lying on the ground only after taking care of the others as well, and don't waste any precious ammunition on them as well. Golem corpses also remain lying dead on the ground, unlike ANMCs, as their bodies won't just melt away.

So, how can we take care of a Blade Golem without being hit, if we don't have access to these great weapons? Especially on higher difficulties, where on top of that, we can die within 2 hits? The easiest way of dodging requires learning a technique. It's very advisable to do so, because it works against all types of Golems, other than "Knights" (although there is another way of dodging "Shooter" melee attacks as well). The trick is, to stand very close to them - like head to head. As soon as you see them leap, dodge by running to their backside, but around their UNARMED bodyhalf, which means around their left side. If you run around where they have their Blade / Glove, you literally just run into the attack. Now it's time to shoot them with possibly the P229 until they turn around and leap again. This of course, can take way longer, which is why - if we get a chance to - also try to defeat them by other, quicker means. One such occasion would be, whenever you have face multiple Golems, with one of them at least being a "Shooter", to lure them into killing their friends. But more on that in the respective Golem Tactics sections.

Finally, in [Scavenger and Nightmare Mode](#), Energyball L.3 is extremely helpful as well. It is, after all, the highest damage dealing spell, if you're using it against a single target. Therefore, it is stronger than any of the weapons we can find.



### Golem (Pawn, Shooter)

HP: 425 EXP: 125 BP: 100 MP: 5

They're probably the least dangerous type of Golem. And the frequency and intervals of their shooting makes them actually really helpful, if you want to lure them into killing their comrades. Unlike Rook Shooters, they shoot 6 Grenades at once instead of 2x 3. Also, their Grenades inflict Darkness instead of Paralysis. Other than that, they can still use a melee attack, if you are standing too close to them. This can be dodged in a similar way to the blade attacks. A much simpler method however is, to simply backstep, to get out of reach.

Also, since they don't wear a protective backpack, you can still stun them by using Plasma or the [Hammer].



### Golem (Rook, Blade)

HP: 482 HP Shield: 250 HP Backpack: 40 EXP: 250 BP: 400 MP: 8

Rook Blade Golems behave very similar to Pawn Blade Golems, when it comes to using their blade for attacking. Therefore, dodging as well works in a very similar way. However, Rooks in general have a secondary offensive skill, which is to cast Silence. They only do this, if Aya is standing in a certain distance to them. This can be recognized by a very distinctive sound effect, while a purple sphere will appear on top of them, continuously shrinking, until it vanishes, at which point Aya is Silenced (unless a protection from Metabolism, Armor with Silence Resist, or a Lipstick is in place). What makes this attack even more annoying however, is that Rooks wear a shield, which they will raise while casting. They also do this while dashing at Aya. Therefore, shooting them during this time period won't deal any damage to them directly. However, there is much more to this, which I'll talk about in a second.



So, what makes Rooks so much more dangerous? The answer to that, is their defensive stats. First off, they have an extremely high defense against offensive P.E.s. - on higher difficulties, even a L.3 Energyball can't take them down. Furthermore, they have special resistance against Shotgun Shells (which doesn't change the fact, that [R.Slug] is still the easiest way of taking them down). However, most notably of all, they won't even flinch after receiving a hit from an [R.Slug] Shell, or even if we try to shock them with the [Hammer].

However, there is a reason behind their powerful resistance against spells and stuns: **their Backpacks!** And yes, as revealed by the stats above, the Backpack can be broken. By doing so, their resistances are nullified, which gives us a HUGE tactical advantage in combat. The hard part however is destroying said Backpack. The only way of doing so, is attacking the Rook from BEHIND while they're casting Silence. Oddly enough, the Backpack will not receive any damage outside of their guard - stance, even if you attack them from behind. The problem with this of course is, that they only even try casting Silence if Aya is standing far away. Which means, you have to be very quick. Yet still, this process can be learned and probably is easier than dodging their blade attack continuously. Just create some distance and be prepared to dash behind them as soon as they start casting, then shoot the Backpack with the P229 or M4A1 (we don't want to waste [R.Slug], because that'd contradict the sole purpose of this approach). If the Backpack is destroyed successfully, their spell is interrupted and they'll shortly become paralysed (also you can see electricity currents, signifying that the Backpack broke down). Something to note here: The backpack is repaired after a while, so don't wait too long after breaking it!

At this point, taking them down is no harder than dealing with any Pawn Golem. However, there is one more interesting curiosity about Rooks, which is related to the Shield. As you can see, when attacking a guarding Rook (either during casting Silence, or for "Shooter Golems", while throwing Grenades), they'll receive "0" damage. This is misleading, because while the Golem itself won't take any damage, the Shield sure does. On top of that, the Shield also has no resistances (which means offensive P.E. and Shotgun Shells deal full damage). The Shield WILL break after receiving 250 damage (which can't be seen, since we don't have any indication for how much damage it took). At this point, any damage while guarding goes to the Backpack instead. Yet, I don't think it's worth the effort. Instead, learning to destroy the Backpack directly is probably the better approach.

Finally, if the chance arises, it's also possible to take a Rook down by luring another "Shooter" into throwing their Grenades at them. This can be very dangerous however, because on top of positioning yourself in a way that leads said Grenades where you want them to go, you also need to dodge the Rook's attacks - which is especially hard if its a "Blade" Variation. However, they receive tons of damage if you pull it off, so it still should be considered, as in some situations, they are aligned perfectly for this strategy to work.

So, in conclusion, for Scavenger and Nightmare Mode respectively, trying to destroy the Backpack is probably the best approach for dealing with a Rook. However, if you already got Energyball L.3 (which again, I don't recommend learning during your first playthrough/ Normal Mode), as well as some spare MP, you could use that instead. 2 casts of Energyball, or 4 to 5 of the spheres it creates, should take a Rook down. Which also means, you could effectively take out 2 Rooks in the same area with a total of 3 casts of Energyball L.3.

Whew... What an analysis that was!

### Golem (Rook, Shooter)

HP: 482 HP Shield: 250 HP Backpack: 40 EXP: 250 BP: 400 MP: 8

Rook Shooters use a ranged weapon instead of a blade, but are also capable of striking Aya, if she stands too close to them. This melee attack can be dodged as well, in a similar style to how we can dodge blade attacks. However, a much simpler approach is, to simply step back and out of their reach, because unlike Blade Golems, they won't dash after Aya before swinging at her.

Their main weapon however is a Grenade Pistol, which uses a red sensor light, similar to Turrets. They will shoot 2 batches of 3 Grenades at Aya. If you get hit, you'll also become Paralysed. It is possible to lure Shooters





into hurting and killing their companions. This is a very viable, although risky tactic. What's very annoying about Rook Shooters however, is that they'll raise their Shields whenever they attempt to shoot Aya. This makes destroying the Shield much more viable as compared to Rook Bladers. I'll copy the information on how to destroy a Rook's Shield and Backpack:

*So, what makes Rooks so much more dangerous? The answer to that, is their defensive stats. First off, they have an extremely high defense against offensive P.E.s. - on higher difficulties, even a L.3 Energyball can't take them down. Furthermore, they have special resistance against Shotgun Shells (which doesn't change the fact, that [R.Slug] is still the easiest way of taking them down). However, most notably of all, they won't even flinch after receiving a hit from an [R.Slug] Shell, or even if we try to shock them with the [Hammer].*

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*Finally, if the chance arises, it's also possible to take a Rook down by luring another "Shooter" into throwing their Grenades at them. This can be very dangerous however, because on top of positioning yourself in a way that leads said Grenades where you want them to go, you also need to dodge the Rook's attacks - which is especially hard if it's a "Blade" Variation. However, they receive tons of damage if you pull it off, so it still should be considered, as in some situations, they are aligned perfectly for this strategy to work.*

*So, in conclusion, for Scavenger and Nightmare Mode respectively, trying to destroy the Backpack is probably the best approach for dealing with a Rook. However, if you already got Energyball L.3 (which again, I don't recommend learning during your first playthrough/ Normal Mode), as well as some spare MP, you could use that instead. 2 casts of Energyball, or 4 to 5 of the spheres it creates, should take a Rook down. Which also means, you could effectively take out 2 Rooks in the same area with a total of 3 casts of Energyball L.3.*

### Golem (Knight)

HP: 600 EXP: 300 BP: 1000 MP: 6

Knight and Bishop Golems are 'officially' the strongest Golems, considering their stats. However, given the situation they appear in, as well as the rather foolproof (annoying, but foolproof) strategy, involving them, I'd consider them less problematic than Rooks. Also, they're less aggressive and a bit slower in reacting as compared to Bishop Golems. Which however also means, that sometimes you'll have to wait forever until they appear.

Anyways, what's the deal here? Knight Golems ALWAYS ambush Aya, there is no other way of encountering them. They do so either by teleporting in and grabbing her from behind, or jump attacking (see below).

If they grab Aya, Mash the D-Pad rapidly to free yourself. If you're quick enough, not only will you prevent being Poisoned, but also paralyse the Knight Golem for a small amount of time, giving you some room to shoot him. Now, this will continue until he dies. He will keep grabbing Aya from behind. Unless she is turned against a wall with her back. In which case, he changes strategy. This is what the game intends us to do. And to succeed from here on out, we'll need to turn up the volume and pay close attention:



The Golem will keep teleporting into Aya's field of vision, but it's usually a trap. You can recognize, if it's the Golem or not, by telling it visually, as well as from the sound effects. Visually, the Fakes are slightly transparent. More helpful however is the soundeffect. If the real Golem appears, you hear a buzzing sound. If this happens, IMMEDIATELY aim and shoot. If you fail to do so in time, he will hit Aya, which poisons her. Also, if you attack a fake, it leads to a similar outcome.

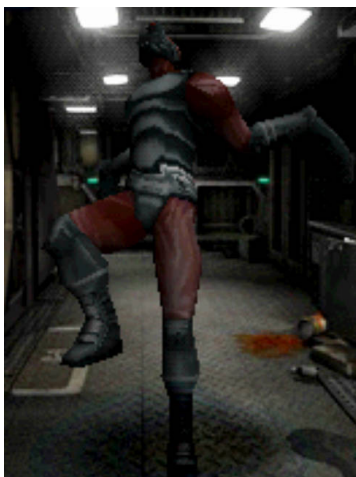
But WAIT. There is more to this fight. You see, Knight Golems have another attack, which is to dash/jump at Aya from a distance. This can be very hard to dodge. It can be recognized by their red beam of light (similar to Rook Shooter Golems or Turrets). However, they can only do this, if they have enough space. Which means, preferably you'll want to look for a wall to press against, that doesn't leave enough room for them to dash in a straight line from any direction.

Finally, if you're impatient and not in the mood to play their sick game, you can also deal with them using [R.Slug]. Alternatively (although a bit risky), a L.2 or 3 Energyball can be used to kill them on higher difficulties as well.

### Golem (Bishop)

HP: 800 EXP: 400 BP: 2500 MP: 7

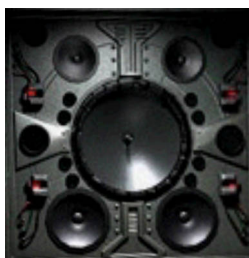
The Bishop Golem is the highest form of Golem. Technically, they behave identically to a Knight Golem, but have more HP, are more aggressive overall (attack more frequently) and give better stat rewards and at least in Nightmare Mode, seem to get faster, the lower their HP drops (this hasn't been confirmed however, it is merely an observation I think that I make, but could also be, that I grow more bored with every damn Doppelganger appearing in front of me). Also, if you can't release Aya in time, when being grabbed, he will inflict Confuse. Being hit on the other hand causes Paralysis. Therefore it's advisable to cast Metabolism. Otherwise however, they won't pose much more of a threat than a Knight Golem does. They do however, give very high EXP and BP.



### Speaker

HP: 200 EXP: 150 BP: 0 MP: 0

This new type of "enemy" constantly drains MP. However, it doesn't attack and can't be destroyed. As a small bonus, destroying those inside the Puppet Stinger Room will throw it off-guard for some reason.



### Turret (Watcher)

HP: 70 EXP: 15 BP: 0 MP: 0

This new type of "enemy" is - based on its mechanic nature - completely invulnerable to Parasite Energy. Well, unless you count Energy Shot. Metabolism and Energy Shot are recommended. "Red" Turrets - as indicated by the red stream of light, they point at you - are the least dangerous type, as they "only" deal a small amount of damage, compared to Machine Gun Turrets, can be dodged a lot easier, and also don't inflict negative status effects if hit by them.

"Blue" Turrets and "Yellow" Turrets on the other hand, WILL inflict statuses, such as Paralysis and Confuse - although it seems as if some Yellow Turrets won't affect you at all (I don't know if this is a bug or intended). I highly recommend casting Metabolism pre-emptively before engaging with them. The common idea to dodging here, is by running until the laser stops following - immediately after this, it will shoot, and if Aya is still positioned inside the laser line, she will take damage.

Machine Gun Turrets ("White" Turrets) however, are way harder to dodge. They keep shooting and will do so quickly. Once they shoot, even if hit, keep running, because Aya will keep getting hit otherwise. Run until the fire stops. Only then, start shooting again. The M4A1 is very effective on Turrets. On groups of Turrets, spread damage can be effective as well, this includes [Buckshot] and [Airburst].

Finally, Turrets are not very fond of ANMCs and other living stuff, which means, they will shoot at them too. This can be effective in many situations.



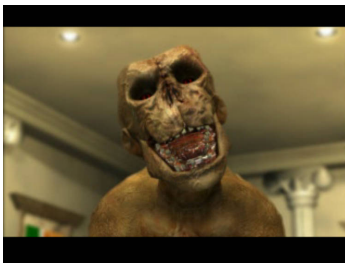
## GREATER ENEMIES

### Great Stranger

HP: 300 EXP: 300 BP: 200 MP: 30

Basically the same as before, just bigger and stronger. Also it moves faster, the more damage it takes, indicated by the color of its flesh.

A good strategy would be to immediately take shelter behind the table to Aya's left, so it can't reach her. If it succeeds in finding a way around the table, better run behind a different table. More often than not it will just hunt you, circling around the table after you (which is kinda hilarious to watch, tbh). Other than that, keep shooting your [P.B.] Ammunition, also you can cast Pyrokinesis until your MP are used up (don't worry, they'll recover after the fight) and eventually it should die. Really not too much of a hassle.



You'll receive a **Recovery 2** after the fight.

### Great Stalker

HP: 450 EXP: 500 BP: 200 MP: 15

There are 2 types of "Great Stalkers", this one here is vulnerable to Necrosis. Therefore, I recommend using it.

The Guerilla Tactic:

This is almost mandatory for Scavenger and Nightmare Mode. As soon as the fight starts, use either the Grenade Pistol with [Riot], or a Pepper Spray to stun it (this is only to avoid damage, if you don't mind taking a hit, there's no need for either approach). Now quickly cast Necrosis and run away, around the corner and into the niche with a door leading to the Cellar (don't enter or it counts as fleeing). From this position, the Great Stalker can't harm Aya. But Aya also can't target it. You can still see its silhouette wandering around. I recommend using this place to reload [Riot] and just wait until Necrosis wears off. Then go back outside and either stun it with another [Riot] before using Necrosis again (waiting for it to die in the same niche), or just spam Pyrokinesis (it shouldn't have much HP left at this point). Note - you can also kill it from within this save zone by shooting untargeted bullets and spells, but this is a lot harder and might be wasteful as well.

The Brave Tactic:

Not recommended in higher difficulties. Start off by shooting it with either a [Riot] or Pepper Spray. Then continue spamming Pyrokinesis L.2 (at least) until it dies. You can try creating some distance, but more often than not, your opponent is quick in closing the gap.



A well deserved and great reward in form of a **Protein Capsule** and **10x [R.Slug]** are dropped after the fight.

### Ivory Stalker

HP: 1000 EXP: 600 BP: 300 MP: 15

This one is slightly different to the one we found in the well. The main difference is, that this one can't be poisoned with Necrosis.

Also, this time we can't hide. Fortunately however,

it is very susceptible to fire and light. We can take care of this one simply by juggling between the P229's Flashlight and shots of [Hydra] or Pyrokinesis (I recommend emptying MP on it). Note: Whenever it falls from the ceiling, it is upside down, and needs to turn back around before it can attack again. This gives you a LOT more time to shoot. If it turns around however, create some space to make it return to the ceiling. Otherwise, stunning it with the Flashlight only helps for about 2 shots before it needs another stun. In any case, even if you spam the Flashlight, this should be easy. Also, we mainly saved up on the Flashlight for this encounter, so unless you're already too short to sustain this fight, don't worry about wasting away too much.



On a sidenote, at the other end of the Corridor is an elevator platform. It seems as if the Ivory Stalker has some troubles entering it, because of the missing roof. However, Aya also has troubles with aiming from there. Also, even on ground, it sometimes seems to have troubles getting in there, due to collision interferences. But in no way is this a reliable hideout.

You'll receive another **Belt Pouch**, as well as **50x [9mm Spartan]**.

### Proto Generator

HP (Life Support System): 250 HP (Proto Generator): 250 EXP: 200 BP: 100 MP: 100

This is a unique type of enemy, which can't attack Aya. Which means, if you followed my advice before and deactivated the Turrets, there is no way for you to receive damage at all. The Generator Device in the corner protects the ANMC from damage. Therefore you need to take it out beforehand. After destroying the Turrets and Generator Device, take the Proto Generator out of its misery.



You'll receive **Recovery 3** and **MP Boost 2** with the Medicine Wheel, as well as a total of 290 EXP, 100 BP and 100 MP for everything together.

### Beta Generator

HP (Life Support System): 250 HP (Beta Generator: 500 EXP: 400 BP: 200 MP: 100

Same deal as with the Proto Generator. Just take out the Turrets and the Generator Device, then kill the ANMC.



Obtain free 490EXP, 200BP and 100MP in total, as well as **MP Boost 2** and a valuable **Ringer's Solution** with the Medicine Wheel.

### Great Diver (Tlaloc)

HP: 2000 EXP: 400 BP: 1000 MP: 15

With the [Pyke], this fight is a joke. You can literally just stand there and shoot the [Pyke]. Its attack won't even reach Aya because of the continuous damage it takes from [Pyke] prevents it from bending forward. It should take more than 1500 damage before diving down. Just wait for it to come back up and take it out.



Without the [Pyke], it's still very simple.

Pyrokinesis at L.3 deals massive damage too. Also, Necrosis at L.3 can take its HP down quite a bit for the time you can't hit it, but it's not even required. You can still "tough" through by just accepting some hits while spamming Pyrokinesis, or try to dodge. On Normal difficulty, dodging isn't too hard, just run in a circle as soon as you see the electricity coming out of its mouth. Unlike smaller Divers, it won't shoot single spheres of energy, but a stream, which follows behind Aya. In higher difficulties, this is a lot harder to dodge, because the Greater Diver is faster and also shoots for way longer.

In total, this encounter nets you 750EXP, 1440BP and 30MP. As well as an **MP Boost 2** and a **Protein Capsule** if you have the Medicine Wheel. But we're not done here! A soup of blood will appear in the pool. Check it to receive your actual reward for this sidequest - the **Skull Crystal!**

## BOSSSES

### NO.9

HP: 1600 EXP: 500 BP: 800 MP:30

As soon as combat starts, either waste your MP on multiple casts of Pyrokinesis (which also pushes him back a bit), or use Energyspot if you have it, then start shooting. He will move towards Aya. Pay attention to his animation, as soon as he stops, he is about to jump attack Aya. Use the Pepper Spray to stun him beforehand. Then reload and empty your magazine. As soon as he regains conscious, run around the corner and past the electricity box. You can empty another magazine on No.9 safely now (make sure you don't accidentally target and shoot the electric box before we can use it), then reload.



Now beside his blade attacks, he will shoot grenades as well, but his aim is really bad. If they do hit you, they can cause Paralysis (next to Confuse, the most dangerous status disease), which can be cured with a Penicillin (use it immediately, otherwise the exhaustion will kick in). The great thing about Penicillin and also Stim is, that it also prevents statuses for the entirety of a fight, once it's been used up. Which means, additional grenades can't cause status inflictions to you anymore.

Also, pay attention to your ammunition. Once [Hydra] runs out, you have to switch to [P.B.] manually!

Now there's some timing needed for this: There are 3 of those electric boxes in total. Each of them can be targeted and shot at. Shooting it will bust a cable, which as a result deals quite some damage to No.9. However, the cable

loses charge pretty soon after ripping. That's where timing comes into play: As soon as No.9 charges towards Aya, shoot the box. If timed well, it will deal around 150 damage and shortly stun him, giving you time to shoot as well. Now run to the corner, shoot some more before he closes in. This btw is usually where I run out of ammo and have to switch



to [P.B.]. Now repeat the same process with the 2nd box, and also the 3rd one, in case he's still not defeated by that point. Mind you, the last box can be shot a second time to release gas, which deals TONS of damage. Also note that he can cut the cables himself if he attacks while passing by, but it's not a good idea to rely on it.

### NO.9 (Unprepared)

HP: 1600 EXP: 500 BP: 800 MP:30

Immediately start shooting at him (cast Energyspot if you invoked it before). He will move towards Aya. Pay attention to his animation, as soon as he stops, he is about to jump attack Aya. Use the Pepper Spray to stun him beforehand. Then shoot some more. Once he recovers, cast Pyrokinesis to push him back a bit. Now shoot him a bit before he gets closer again.

Juggle between Pyrokinesis and bullets until your MP are used up. But also pay attention to your reserve ammo, you WILL need it for the traps (save at least 4 bullets :P). In any case, use up your MP, you want to squeeze in as much damage as possible. If you're really low on ammo to begin with, heal your MP with MP Boost 1 and spam some more Pyrokinesis.



Now beside his blade attacks, he will shoot grenades as well, but his aim is really bad. If they do hit you, they cause Paralysis (an extremely dangerous status disease), which can be cured with a Penicillin (use it immediately, otherwise the exhaustion will kick in). The great thing about Penicillin and also Stim is, that it also prevents statuses for the entirety of a fight, once it's been used up. Which means, additional grenades can't cause status inflictions to you anymore.

Now there's some timing needed for this: There are 3 of those electric boxes in total. Each of them can be targeted and shot at. Shooting it will bust a cable, which as a result deals quite some damage to No.9. However, the cable loses charge rather soon after ripping. That's where timing comes into play: As soon as No.9 charges towards Aya, shoot the box. If timed well, it will deal around 150 damage and shortly stun him, giving you time to shoot as well. Now repeat this process 2 more times for the other 2 boxes. Mind you, the last box can be shot twice. Doing so the 2nd time around will deal massive damage. If you're really low on ammo, avoid wasting it on No.9 and instead save it for those boxes. You can destroy the cables on the boxes with the Tonfa Baton as well, but it's a lot more dangerous, and can hit Aya instead of No.9, if your timing and positioning are off. Also note that he can cut the cables himself if he attacks while passing by, but it's not a good idea to rely on it. If you've managed to hit him with

every box, he should (hopefully) give up at this point. If he still doesn't give up, consider using your spare MP Boost(s) to spam some more Pyrokinesis.



### NO.9 (2nd Encounter)

HP: 1100 EXP: 800 BP: 300 MP: 50

This time is very different from Akropolis Tower. No.9 has very high defense and also protects himself from spell damage as well. However, he also moves extremely slow and only attacks with a very long lunge - animation time.

You should run to the corner to the right (screen-wise) as you enter, and from there, start shooting. Note that whenever he does attack, he won't be able to protect from spells. Use this time to cast Pyrokinesis L.2 to deal a LOT of damage. Now run to the corner across the room (diagonally) - don't worry, he won't attack unless you took too long. From this corner, continue shooting and cast Pyrokinesis whenever he attacks. If you switch between those 2 corners after 2 hits every time, he will never reach Aya



Note that later on, he starts to misinform us by starting but not executing attacks, therefore it's wise to wait until you see him lunge forward, before casting, or you'll waste MP!

In any case, this battle can be over very quickly if you manage to use Pyrokinesis the right way. If you don't want to waste any MP Boosts on him, rely on your M93R after depleting your MP. But also keep in mind that you'll have to restart before this Bossfight if you die in the next section.

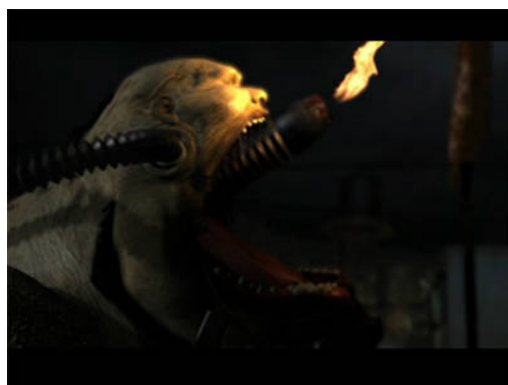
Trivia: It's actually possible to hurt No.9 with a "free" Pyrokinesis. If Aya stands close to him, there is a chance that he might grab Aya. If Aya faces towards No.9, rapidly mashing the D-Pad will make her cast Pyrokinesis. Not only will No.9 release her without any damage to Aya, but he will suffer the spell's damage without spending any MP. Unfortunately, as of now I haven't been able to find a somewhat safe technique to manipulate No.9 into grabbing Aya instead of stabbing her. Therefore, unless for curiosity's sake, I wouldn't recommend trying this, because it's a rather risky thing to do in an otherwise pretty straight forward battle.

### BOSS TACTICS: BURNER

HP: 4650 EXP: 2000 (1000 if it runs) BP: 1000 (0 if it runs) MP: 100 (0 if it runs)

*This boss has such an awesome presentation, and it intrigues me until this day, with that massive jaw of his... It makes me wish this game was remade, using this boss to its full potential.*

In any case, what we want to achieve here, is to save Mr. Douglas' dog, Flint. In order to do so, we need to deal a certain amount of damage to Burner within the first 3 minutes. **3026 HP** to be exact, out of his total of **4650 HP**. If you fail in doing so, not only will Burner take Flint's life, it also flees from battle, which means, no juicy BP and EXP bonus for Aya. Also, after the fight, depending on your performance, Mr. Douglas' will either give Aya the "**M950**" - one beast of a gun (Burner dies), or the "**Chicken Plate**" (Burner runs) - a decent Armor that prevents Aya from dying by a hit that would normally exceed her current HP once. Both are replacable later on, btw.



As for his moveset, these are his attacks:

- **Fist Attack:** He raises his fist (and even his feet) to smash the Balcony. This will never reach you if you stay close to the corner.
- **Flamethrower:** Indicated by the small flame coming from his cannon before actually spitting it on you. To avoid this, run along the Balcony path. This can be quite hard to dodge, you need to run in a

perfect, straight line. Also, don't re-align Aya while she is running, just hold "up". As soon as he stops, run back to the corner.

- **Fist Swipe:** He swipes his arm across the Balcony. Also never reaches you, if you remain in the corner, but is very hard to avoid if you're, let's say, on the other end of the Balcony (where Room 5 is located).
- **Grab:** He grabs Aya, then squeezes her, burns her and eventually throws her against the wall. And yes, this deals a lot of damage. To minimize HP loss, wiggle by mashing the buttons on the D-Pad (like when Bats attack Aya, or other mobs try to bite her). But also hit the shoot-button a lot, because Aya can attack while being squeezed and burned. As soon as he smashes Aya against the wall, run back to the corner immediately, or he might get you with the "Fist Swiping" attack.

At the beginning of the fight, immediately run north, towards the corner between the Loft and Aya's Room. Like stated above, only the Flamethrower attack can hit Aya from here (as well as the Grab, as soon as you reach Phase 2). Once you reach the corner, cast **Necrosis** on him. Now while shooting him, also keep an eye out for the poison damage - as soon as Burner stops flashing purple and orange, he'll recover from poison, recast Necrosis!

Keep this up over everything else you do, Necrosis is the best damage dealer throughout this fight! Obviously, use your free time to shoot him and dodge the flames, as well as keeping an eye on your HP and MP.

The time window is still very generous, and especially with Necrosis, you shouldn't worry about time. Another great effect of Necrosis is, that every time the damage kicks in, it also automatically cancels whatever attack the Burner currently performs. To my knowledge, this is also the **ONLY** way to prevent the grab attack from happening (which only occurs during the 2nd phase). Unfortunately, it is impossible to rely on the damage, even if you're a veteran of the game. Also, if the Grab happens immediately at the beginning of phase 2, which is often the case, you're out of luck.

As soon as you see a cutscene of him holding his now very messed up and bloody face, you're in the clear - this indicates that Flint is save . No matter how long you take to kill it, from this point on, the dog is going to be okay .

Unfortunately however, this marks "**Phase 2**", which means, a new and terrifying attack is being added, which is said "Grab". Other than that, keep spamming Necrosis, if you're lucky, you might be able to cancel the Grab from happening. Otherwise, the sooner you get it down, the better your chances of surviving.

---

You'll receive a **Protein Capsule**, as well as **4x [Airburst]** after the fight. [Airburst] deals spread damage, much like [Riot] does, but without the stun, and also with a little less damage than [Grenades]. I recommend holding on to them, they can come in handy in another Boss Fight.

## BLIZZARD CHASER

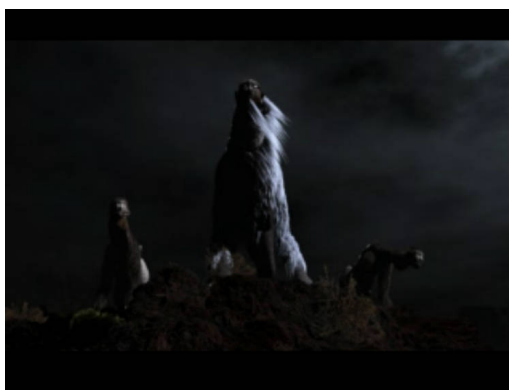
Phase 1:

HP: 500 EXP: 300 BP: 200 MP:10

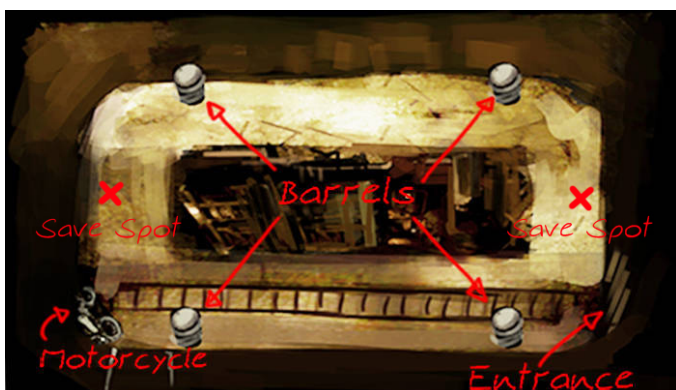
Phase 2:

HP: 2500 EXP: 500 BP: 300 MP:30

This is possibly the hardest fight in the game so far, but once you learn the environment and the mechanics behind the fight, it's really not that bad.



First, let's look at the map layout:



So, we have a path that loops and 4 barrels, each standing close to one of the 4 corners. I will get to those barrels in a second. First, let's analyze the behaviour of our foe.

Blizzard Chaser Moveset:

- **Walking:** If you ever stop hearing the Bosses panting for a longer period of time, it implies that it cooled down. This is your golden ticket, because at this point, the Chaser will slowly circle the area, never attacking unless it spots Aya, which means either shooting it, or standing too close to it (especially in front of it). Using the GPS helps here too, but don't get confused, since barrels show up as yellow dots too. The great thing about this is, that Necrosis still works on it without enraging it. You can sneak up on it from behind, just enough so Necrosis can hit it, and then just wait for it to die - carefully following behind it with a respectful distance.
- **Running:** Indicates that it's enraged, and therefore treats Aya as encountered and WILL attack her. As long as you hear it panting, you're in immediate danger.
- **Skydive:** Technically, the Blizzard Chaser can, from ANY location, disappear into thin air and relocate itself on top of Aya. Which means, unless you're moving, it will land on top of her, which of course, deals damage and also knocks her over. To know when this happens, listen carefully. This attack is indicated by 2 things: The stopping panting, followed by an immediate moaning, that sounds a bit like a goat making a very deep "bah~" or "boeh". It's a bit subtle, but very recognizable once you hear it. Fortunately, not only is it easy to dodge by running in generous circles, you can also lure it to a barrel, just by standing close to one. But more on this later.
- **Fetch:** This is the more dangerous attack, and also a lot harder to dodge and react to within time. An easy way of dodging this attack, is by standing in either Save Spot as indicated by the Map above and the Screenshot (at mid point close to either the western or eastern wall of the map). Those are blind spots, where it won't be able to create enough space to hit us (it will try though) - note if you stand too close to the inner side of this area, it might actually succeed in landing a hit. The Chaser will still try attacking with "Fetch". This is perfect because it gives us plenty of time to inflict Necrosis or deal damage.

**Important Note:** Skydive can still hit you in this area!

If you feel like trying an alternative approach: The GPS can be helpful here (again, be wary of the barrels, they appear on the GPS too). Basically, you need some awareness of the Blizzard Chaser's position, because if it stands across from Aya, it can fetch-attack from a distance. The only way I know of, that can avoid this attack with a 100% success - rate, is by running INTO the Blizzard Chaser. To understand this, you need to know how the game handles hit detection. Basically, the only area of the attack where Aya can receive damage, is in the spot where the Chaser lands. Which is usually around Aya's initial position. Therefore, you won't get hit if you touch the Goat at any other time. Finally, the "intended" way of stopping this attack is by using a hard hitter, like anything the Grenade Pistol can fire, or a cast of Plasma. But this requires extremely good timing.



Now finally for the barrels:

Those barrels can be targeted and shot at, functioning much like the cables in the first No.9 encounter. Which means, they deal tons of damage if you incinerate them when the Blizzard Chaser is standing next to them. However, unlike the electric boxes, these barrels have 30 HP each, therefore the only way to instantly destroy them, is by using a stronger weapon like [Riot] or [Airburst]. The advantage in doing so, is that its bursting effect also increases the chances of actually hitting them. Thing is, you only want to get them to explode when the Boss is near. Unfortunately, a lot of the time, it just blocks your aim and takes damage instead of the barrels. [Airburst] and [Riot] instead should cover enough range to hit both, the Blizzard Chaser and the barrels. Another way of dealing with said barrels is, by depleting their HP with either of your Handguns beforehand, so you don't need too many shots to ignite them when the time comes. However, be careful because especially with the M950, it's easy to accidentally destroy them. I recommend not going far beyond 20 HP of damage.

**Important Note:** Before you go insane on them evil barrels, keep in mind, that this fight isn't going to be over as soon as you might think. Because at "half time" the Boss will go full rage - and we want to keep this time as short as possible, by saving some barrels for this situation.

Strategy:

I suggest you try casting Necrosis on it, when you get the chance. This is usually after it attacks Aya. If you manage to dodge, you should have enough time to cast. Also, relocate Aya to the eastern or western area to avoid getting hit by its "Fetch". Here, consider casting Antibody on yourself (the sparkling tells you if the buff is still going). Again, if the Blizzard Chaser ever stops running, consider the above mentioned strategy. You can also use the time while waiting for it to die, by shooting away some HP from the barrels (like 20 HP or so), if you don't want to use the Grenade Pistol.

After you've dealt enough damage, some cutscenes will lead us to another fight... You'll also receive the outstanding **P229** at this point, but can't access it until after the fight.



This time around, it's more enraged than before, and also a bit faster. Therefore, I recommend trying to hit it by destroying the barrels, whenever it stands close to them. I suggest switching to the Grenade Pistol now, and keep patient enough to ignite them only when it's positioned close.

Alternatively again, if it ever cools down and starts walking, you can perform the same trick using Necrosis again. However, this time, it won't die from Necrosis, and you'll have to recast it once or twice. Otherwise, nothing changes.

If you're having troubles with timing on the Barrels, try the strategy with the Save Spots instead, and only move whenever you here the indicator for the "Skydive". Then just shoot/ cast spells whenever it's close. It will take a lot longer but better save than sorry I guess?

---

After the fight, you'll receive **Recovery 2** and **4x [Grenade]**.

## GLUTTON

Phase 1:

HP: 3000 EXP: 500 BP: 200 MP:100

Phase 2:

HP: 3000 EXP: 700 BP: 200 MP:100

This greedy fellow has a big moveset, but fortunately for us, hardly ever will it use anything beside "Suck" and "Trash Drop" on lower difficulties. Tbh I never actually saw the Tongue Attack happen on Normal Mode, but I can't confirm if it just happens rarely or doesn't exist. In any case, you're really unlucky if it uses any of the more obscure attacks, since they can be hard to react to in time, especially because the animations are hard to separate.



Other than that, you can only deal damage when it uses "Suck" or "Tongue Slap".

- Suck: It will start sucking, and Aya is slowly pulled towards it. If you get sucked up, it's game over. Very easy to dodge, and also, don't fear it too much, because after a few seconds, its sucking power decreases, and even when you stand right in front of it at this point, it won't suck you in. This is important because we want to deal a certain amount of damage to prevent certain events.
- Trash Drop: This happens right after the sucking. Trash will drop from above and Aya needs to dodge. The shadows on the ground indicate where it drops, making it very easy to avoid this attack.
- Green Poison Breathe: This can be avoided by standing far enough away from it, or really close to one corner of it. In phase 1, it hardly uses this attack.
- Mad Chaser spawn: This only happens if you land a critical hit into the right shoulder, so by using the M950, you're save, because it can't land criticals. Anyways, this spawns a small failed ANMC. If Glutton sucks this up, it recovers 100 HP. Also, it will shoot it back at you, dealing very high damage (but at least it looks hilarious). Note: If you're in for every single BP you can get, you could - in theory - trigger them on purpose, it works up to 8 times in total. This also works for phase 2. Note that it's not necessary for 100% kills to do so.
- Orange Bubbles: This happens usually only if it's already really close to the wall, but still is a rather rare attack. It will shoot orange bubbles out of the left shoulder. Run to dodge it. It's hard to tell when it does this, but it will bend its left shoulder back and its right one forward slightly before attacking.
- Tongue Slap: This supposedly happens when standing close to it, but I've also seen it happen from a distance. I only ever saw it doing this in Nightmare Mode. This also is the only attack beside "Suck" when Aya can deal damage.

---

Phase 1:

As soon as the battle starts, make an immediate U-turn, run to where the screen transitions (about where the cables are lying on the ground) and cast Energyspot on yourself. Now make an aim - turn and start shooting at its mouth. Don't stop until its mouth closes, from your original position, Glutton shouldn't be able to get you sucked in, even if it looks as if it gets too close, I believe this is because the sucking animation exceeds the time span in which it can actually swallow Aya. Also consider spamming Pyrokinesis, as it's very effective.

Now immediately reload so we have a full magazine again. It will drop garbage now, dodge this by avoiding standing underneath the shadows. Now, position yourself again EXACTLY at the border of the screen (where the camera perspective changes), and wait for it to start sucking again. From your position, again, it won't be able to suck you in before closing its mouth. By shooting from beginning to end, you should easily deal over 800HP dmg.

Now, after dealing approximately 1000HP damage, it starts moving forward a bit. Other than that, nothing changes. Still, position yourself at the border of the screen as an indicator and shoot away. Do this 2 more times max. and it will die. In case, it manages to step further even more, position yourself a

few steps in front of the door.

Also, especially in higher difficulties, it seems as if chances increase for the more obscure attacks to happen when it gets too close to the wall (it will never move more than twice, so don't worry about it moving even further). Again, in Normal Mode, those are a lot more unlikely but still try to kill it as quickly as possible to avoid any unnecessary troubles.

---

After the fight is over, you'll receive **Recovery 3**, **80x [5.56 Rifle]** and **4x [Grenade]**.

---

#### Phase 2:

Now go through the door to trigger another cutscene. This time, you have a choice: either kill Glutton or lure it into a trap. The only difference is the drops you get - killing it nets you an additional Eau de Toilette and 4x [Airburst], personally I don't think this is worth the effort.

Eau de Toilette, in case you're wondering, induces Berserk on Aya. Berserk removes the ability to cast Water and Earth type spells, also it uses up HP instead of MP when casting (twice the amount in fact) and increases damage. Please note, that this isn't an "offense is the best defense" item. Overall, I only recommend using Eau de Toilette in speedrunning or challenge runs.

Anyways, the easy way out is to run straight away from it until you reach a pit with a switch in the corner. Step on said switch and wait until the platform is raised. Glutton will reach up with Aya, but as long as you remain in that niche, there is not a single attack it can use to damage her. Just don't get sucked in (push against the sucking). After you can cross over, you need to lure Glutton onto the platform. To do so, you need to deal a bit more damage (approximately another 1000HP). After that, it will move forward and always stop when standing on the platform. Now push the other switch and watch it die in a cruesome way.

Just as cruesome is the animation you see if you deal with it before it gets trapped. I recommend trapping it for your first time, and maybe when running Replay Mode, kill it to see how the death animations differ.

---

Your loot are another **Recovery 3** and an **MP Boost 2**. If you killed it without the trap, you also get **Eau de Toilette** and **4x [Airburst]**. Also don't forget to press the floor panel to raise the platform, in case you defeated Glutton without using it.

#### PUPPET STINGER (with Grenades)

HP: 4000 EXP: 1000 BP: 500 MP: 100

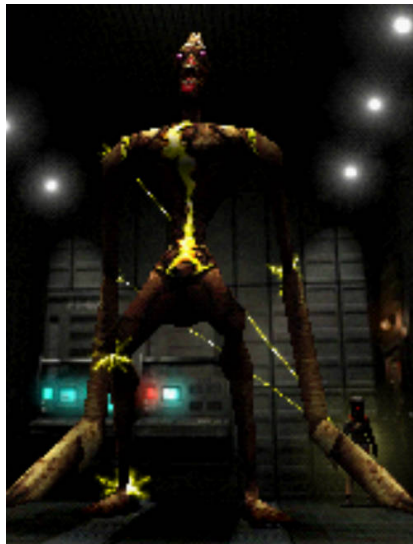
Immediately cast Energyshot on yourself, follow this up by destroying the 2 Speakers (one on each side). By doing so, you'll throw the Puppet Stinger off guard. Which means, if you're quick, you can destroy them without having him cast a single time.

What we'll do next, is to get very close to the Boss, right in front of the girl. If you get too close, a Force Field knocks Aya over. But this won't deal any damage, so it's not a big deal (and can be heavily exploited). Now cast Plasma (make sure it hits the girl!), which disrupts the shield and also cancels any skill the Puppet Stinger currently tries casting.

Also note, if the Puppet Stinger gets to casting a spell, the status effects can be devastating. Paralysis especially is a troublesome spell. But also Blind can be a big issue, since Aya can't lock-on to the Puppet Stinger any more, making it impossible to deal damage to it, due to the elevated hit-box. Therefore, always cast Metabolism if necessary.

In any case, standing close enough to it, start emptying the [Pyke]'s Fuel. This deals enough damage to continuously throw him off guard, thus canceling the spells it attempts to cast. When Fuel runs out, you'll want to switch to the Grenade Pistol.

Now just keep shooting [Grenades] until it falls. Sidenote: The easiest method of quick reloading is, to release the button after shooting, and then hold it down again (rather than mashing). Doing so lets Aya reload as quickly as possible after the last shot.



---

You'll receive **MP Boost 2** and **Eau de Toilette**, as well as a valuable **Ringer's Solution** if you had the Medicine Wheel attached.

---

Also in case you're curious about the exploit, or the Puppet Stinger's attacks, read the section below.

## PUPPET STINGER (without Grenades)

HP: 4000 EXP: 1000 BP: 500 MP: 100

Immediately cast Energyspot on yourself, follow this up by destroying the 2 Speakers (one on each side). By doing so, you'll throw the Puppet Stinger off guard. Which means, if you're quick, you can destroy them without having him cast a single time.

What we'll do next, is to get very close to the Boss, right in front of the girl. If you get too close, a Force Field knocks Aya over. But this won't deal any damage, so it's not a big deal (and can be heavily exploited). Now cast Plasma (make sure it hits the girl!), which disrupts the shield and also cancels any skill the Puppet Stinger currently tries casting.

Also note, if the Puppet Stinger gets to casting a spell, the status effects can be devastating. Paralysis especially is a troublesome spell. But also Blind can be a big issue, since Aya can't lock-on to the Puppet Stinger any more, making it impossible to deal damage to it, due to the elevated hit-box. Therefore, always cast Metabolism if necessary.

Anyways, from now on, try canceling every spell by casting Plasma, then shoot until it starts casting again.

Now there's also a nice exploit - if you're running out of MP, or can't cast Plasma in time - Whenever you run INTO the creature, Aya will fall over, without taking any damage. The great thing about this is, that as long as the animation plays (Aya falling and standing up again), she stays invincible, which means, she can avoid the damage from the spells.

Note that this is still requiring a bit of timing, especially because every spell has different casting times, and need to be recognized based on how it sounds.

Now for its attacks:

There are 3 indicators for the type of attack he is going to use: Color, Visual Casting Effect, sound and casting time.

Purple (short): Either 2 or 3 beams of light are cast across the room. Those 2 are the only spells that won't hit us if we stay in the corner next to the Bowman Creature.

Purple (long): Casts a single beam that follows Aya and inflicts paralyze. This is really annoying as it's hard to tell when it comes. Cast Metabolism if it hits you.

Red (with small glowing lights, quick repeating "pew pew pew" sound effect): Shoots spheres that auto-follow Aya. Wait until the soundeffect is over and the spheres are being released, run into him EXACTLY at this moment to avoid receiving damage.

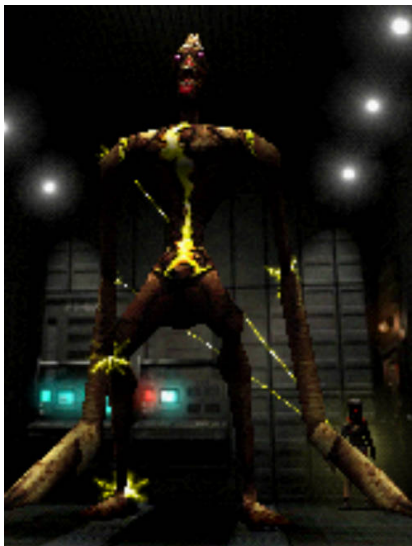
Red (pitch increasing sound, as if charged up, long casting time): This is the most dangerous attack, but also the one which allows us to break through his defense, without using Plasma on the girl. It causes a massive explosion, which deals very high damage. But instead of avoiding it, by Plasma or exploit, quickly shoot Pyrokinesis multiple times. Not only will this deal double damage (no shield up), but also cancels the attack completely, if you manage to hit it 2 - 3 times. The M950 can cancel the attack too, unless you need to reload in the process. Note that this is the only time it is susceptible to spells. You can try casting Necrosis during this time as well, if you're quick enough. But the girl will heal it away rather quickly.

Also note that the girl can heal the Puppet Stinger at any time. She will do this especially to remove the effects of Necrosis.

Also word of advice - DON'T pause/ activate the shortcut window during a spell cast, or it might throw off the sound effects, making it hard to estimate when to dodge.

Also note that Handguns have a range - penalty (unlike the M4A1), which means, they deal a lot more damage in close range, so don't be afraid of standing close to the Puppet Stinger.

In any case, keep Energyspot up and use the M950 with [Hydra] ammo. Switch to the M4A1 if you run out of bullets. Or use the P229 [Spartan]. It will still deal more damage than the M4A1.



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You'll receive **MP Boost 2** and **Eau de Toilette**, as well as a valuable **Ringer's Solution** if you had the Medicine Wheel attached.

## **BRAHMAN REACTOR**

CORE HP: 3500 EXP: 300 BP: 500

HEAD HP: 1500 EXP: 100 BP: 500

NECK HP: 700 EXP: 100 BP: 500

ARMS (each) HP: 700 + 1000 EXP: 1000 BP: 5000

TENTACLES (each) HP: 500 + 700 EXP: 800 BP: 3000

LOWER REAR HP: 1500 EXP: 700 BP: 2000

LOWER FRONT HP: 1500  
EXP: 200 BP: 500

TOTAL EXP: 5000 BP: 20000  
MP: 200



So, as you immediately notice, the arena is a path, that circles around the Boss. It has higher and lower platforms (this is actually important).

Furthermore, as you probably have seen already too, this monstrosity has tons of body parts, that can be blown off.

This of course, has multiple advantages. First off, obviously, you'll accumulate a LOT of EXP and BP. Therefore, it's also very important to do so, if you want to unlock Scavenger Mode. Another reason however, is, that it will lower the maximum HP in its 2nd Form. And finally, it also slows it down, which makes dodging its extremely dangerous Core Blast easier, not to mention that you don't have to dodge all the other attacks going on around you. But if you want to get it over with, the "Core" is the only mandatory body part to destroy.

So, what attacks/ behaviour do we have to expect? That depends on the body part...

- **Head:** It casts a red beam, which can be a bit hard to dodge, you'll have to keep running into a direction to do so;
- **Neck:** Appears after destroying the Head. This body part will constantly charge up to release an explosive beam, covering the entire map on a horizontal level. The only way to dodge this, is by standing on the lowest tier platforms. Very annoying, but it only casts this if you're in front or to the sides of it;
- **Shoulders:** If you try to reach the rear end, they often cast poison (causes Poison and sometimes Darkness). This is indicated by a slight vibration in its shoulders, and can be dodged by looking where the holes in the shoulders are directed to (usually just stop instead of running into it);
- **Arms:** They lunge out before trying to slap you. You can dodge this by creating enough distance;
- **Lower Body (Front):** Casts white poison that Paralyzes you. You can avoid it by standing on a higher platform, but this is usually very hard to predict and often ends your chances of hitting the rear, as it tries turning constantly. I'd suggest accepting the damage but watching your HP. Also, either use 1 of 2 Penicilins (provided you brought them), or maintain Metabolism. Note that it's very hard to even target this area. You'll either need to use spells like Inferno, or stand on a low platform. This can be very frustrating especially if the Core has already opened. However, destroying it seems to slow its movement down quite a bit;
- **Lower Body (Back):** This is a weird red tail looking thing, which can cast white poison clouds as well. It's easier to hit than the lower front however;
- **Tentacles:** They cast the same poison, but also tend to try to slap you. Once you've dealt enough damage to them, they'll split in 2, before being removed, you will have to be quick because they can grow back until both spawns are gone;

If you just want to get it over with, you have to deal some damage to random body parts, before it reveals the Core (which is the actual main target).

Otherwise, I still suggest spamming Inferno and/ or Combustion to destroy as much as possible. But before doing so, I recommend trying to reach its rear side, because otherwise, most of his backside won't actually receive damage (despite Inferno L.3 supposedly being able to cover the entire arena). Also use a Ringer's Solution/ MP Boost 2 whenever you run out of MP. Once only the Head or Neck, Lower Front and Lower Rear are left, consider casting Energyshot and switching to shooting those parts individually instead of wasting more MP. Also prevent standing still for too long, and also standing in front of it.

Once it reveals the Core, you'll be introduced to it by a short cutscene. This part can only be harmed whenever it opens to fire the large Core Blast. This attack is extremely dangerous, and also the main reason for why people consider this Boss to be the hardest challenge in Parasite Eve 2.

- Core: After it opens, it will start charging up a massive beam of light. Without Holy Water and Antibody, this can deal around 120 HP of damage, which means, you should maintain a higher amount of HP at all times. The thing is, that you have a very narrow time limit to dodge this attack, by running along the platforms, before the Boss and its blast can catch up. Even the slightest misstep or failing to react in time can result in a Game Over here. And unfortunately, you'll have to dodge a LOT of those blasts, because the Core has tons of HP and can't be hit unless it opens up.

Now there's 3 ways of handling this. The "intended" and the 2 "cheesy" techniques.

- Intended: First and foremost, consider maintaining Antibody to lower the damage (however, 2 hits will likely kill you anyways). Keep running along the tracks. While doing so, also target the Core as it opens, without stopping to run. As soon as you see the Core Blast attack stop, let Aya turn before shooting. If you're quick here, you can shoot 2 Grenades with the MM1 (if you use it, of course).
- Cheesing with Armor: If you're using the EOD Suit or Chicken Plate, you'll survive the blow, as long as you have more than 1HP left. As long as you heal a bit after every attack (using Healing, don't waste Ringer's Solutions!), just to get above 1HP, you'll always survive the next blow!
- Cheesing with Spells: Just cast Apobiosis once the Core opens (also note that Pepper Sprays work as well, but waste a valuable Item Space). Apobiosis not only paralyses the Core for a while, so you can get more hits in, but on top of that, it even closes once the paralysing effect wears off, rather than shooting. If you keep doing this, you don't actually have to worry about the Core Blast at all.

As for effectiveness of Weapons (Boss only!!):

1. MM1 with[Grenades] - Deals tons of damage as well. However, reloading is dangerous and should only be done if you know you have enough time for doing so;
2. Mongoose with [44 Maeda SP] - It can arguably outdamage the MM1 with critical hits. Unfortunately, we don't have a lot of bullets, which is the main reason to put it in 2. place. I wouldn't waste it on anything but the Core itself. I also think that it's a great weapon against the 2nd phase of the Final Boss, because it can Poison it;
3. M249 - It can accumulate quite an impressive number of damage, if you keep shooting;
4. AS12 with [R.Slug] - It has a very small range, which gives it a huge penalty here, but thanks to the naturally high damage and shooting speed, as well as the enduring ammunition, it can still keep a steady damage throughout the fight;
5. M4A1 [Javelin] - It's a bit slower than the AS12 and also I think it's better to save it for the 2nd phase;
6. Grenade Pistol with [Grenades] - Despite seeming like a last resort, it actually isn't too inefficient. Yes, you need to reload between shots, but at least it's quicker than reloading with the MM1. Also, the amount of carriable [Grenades] can carry you powering through the entire fight;
7. MP5A5 +2 SMG CLIP Holders with [Spartan] - Not quite as strong as the M249 and also runs out of ammunition even faster, but still very effective;

After the fight, you'll receive another welcome **Ringer's Solution**, as well as **10x [R.Slug]** and **4x [Grenade]**. And if you brought the Medicine Wheel against my recommendation, you'll get **50x [Spartan]** too.

## NEO - MITOCHONDRIA EVE

HP: 12000 (400 per copy) EXP: 5000 (300 per copy) BP: 10000 (1000 per copy) MP: 100 (25 per copy)

As soon as the battle begins, **IMMEDIATELY run off the bridge** - she will try slapping you. Never return to the bridge, instead, stay close to the edge of it for the most time. Then, **use the Stim and the Penicillin**. Now cast Energyspot. Then start shooting your strongest weapons, which ideally is either the M249, MM1, Mongoose or the [Javelin]. You can also resort to the MP5A5 or M950, if you brought it along and don't have anything of the previously mentioned. If you have Life Drain, it's very effective as well, especially later on into the battle, when she starts using her more dangerous techniques.

As for her attacks:

- "Slap" - Stand too close to Eve and she slaps you. She likes to do this especially when you stand in front of her on the bridge. Her slaps can cause status disorders aswell;
- "Crash Landing" - You recognize this, if she leaps up to dive down in the middle of the bridge, creating a shockwave. Therefore, this is very easy to dodge. But she hardly does it, unless you stand on the bridge (at least close enough to get hit by the shockwave). Yet, I'd recommend for this reason, to stand at the bridge's border, a few steps in, to lure her into doing this attack more often. 2 Reasons: It's the easiest attack to dodge, and **her defense is cut in half** when she reappears from a portal on the bridge, after the attack, which is a great time for strong P.E. attacks like Life Drain;
- "Dimension Dive" - she starts a headon spin dash, which can be dodged very similar to Horse Chasers, but with less time to dodge. Often, she keeps creating portals to continue dashing in and out of, trying to hurt Aya. Which means, even after her initial attack, it's recommended to keep running until you see her re-appear on the bridge again, from a floor portal.

*Interestingly, it's also possible to cancel this attack, by dealing enough damage during the attacking animation. This also cuts her body in half, which looks cool, and she will waste some time*

regenerating it at some point. This however, is very hard to do and I still haven't figured it out completely. Also note that much like after her "Crash Landing", she will teleport in on the bridge, during this time her defense is cut in half, which is the best time to cast Life Drain;

- "Combustion" - You can recognize this, if the entire screen becomes clouded in heat-waves. Her Combustion is rather cool, it heals Aya's MP (as in, causing her Mitochondria to overreact), just to cause massive burning damage, which can't be dodged. The only way to prevent this, is by skill canceling (aka, enough damage to her before the attack is being executed). Since she does nothing else during this time, heals your MP a bit, and on top of that can be cut in half (skill canceling), it's rather welcome (and hey, some free MP);

After you've dealt a certain amount of damage to her, she also will start using her more devastating attacks:

- "Energyball" - Her variation is a lot more evil than Aya's. Her 3 spheres auto-follow Aya, making it nearly impossible to dodge. On top of that, it causes negative status disorders (most problematic are Paralyse, Silence and Confusion). But if you did use the Penicilin and Stim, as I told you to, you're protected from all status disorders for the entire battle. Also I don't know if you can "skill cancel" this attack, she does it too infrequently to experiment on the timing;
- "Doppelganger" - She creates a semi-transparent Doppelganger of herself. Those are really annoying, because they keep following Aya, just to slap her, which causes nasty status disorders (again, Penicilin and Stim). Luckily, Doppelgangers have a lot less HP and about 1/2 of Eve's defense. Life Drain can easily take them out in a single hit. Which means, you can and should take care of them ASAP. Also note, that each Doppelganger adds 300 Bonus EXP at the end, so if you feel like you need it to unlock Scavenger Mode (or beat the game just being short of a reasonably close amount of EXP), consider killing some of her clones instead of making it a short fight;

Other than that, there isn't really much more to say about the fight. You know what she can do, and you know what you can do.

## 100% Kill List

This is a 100% Kill Check - List of all Enemies and Bosses, including their locations, time of appearance and drops.

Legend:

### SCENARIO

Area / Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops

### AKROPOLIS TOWER

Trigger Point: Reaching Patio			
Patio	1x Grey Stranger	-	-

Trigger Point: Receiving Cafeteria Key			
Cafeteria	Great Stranger	Recovery 2	(MD Player)

Trigger Point: Defeating Great Stranger			
Patio	2x Grey Stranger	Pepper Spray	-

Trigger Point: Using Phone			
Fork	1x Grey Stranger	-	-
Patio	3x Rat, 3x Moth	-	-
Kitchen	1x Odd Stranger	-	-
Café Hallway	8x Rat	-	-

Trigger Point: Activating Escalator			
Observatory	2x Grey Stranger	-	-
Promenade	2x Fatty	Recovery 1	-

Trigger Point: Scene inside Church			
Roof Garden	4x Caterpillar	MP Boost 1	Recovery 1
Promenade	4x Rat, 3x Moth	-	-

Bridge	3x Bass	-	-
Fire Escape	1x (x_x) Grey Stranger	Recovery 2	MP Boost 1
Observatory	2x Fatty	50x [Hydra]	50x [Spartan]
Fork	1x Grey Stranger, 3x Rat	Penicillin	-
Patio	2x Dashing Stranger, 3x Moth	50x [Hydra]	50x [Spartan]
Kitchen	2x Odd Stranger	-	-
Café Hallway	1x Odd Stranger, 4x Rat	-	-
<b>Heliport</b>	<b>No.9</b>	-	-

<b>Trigger Point: Draining Fountain</b>			
Fountain	2x Fatty	4x [Grenade]	4x [Airburst]
Fork	4x Caterpillar	Recovery 1	-
Observatory	Bat Swarm	50x [Hydra]	50x [Spartan]
Promenade	6x Moth, 4x Caterpillar	-	-
Roof Garden	3x Moth, 4x Caterpillar	-	-

#### DRYFIELD - DAY

<b>Trigger Point: Reaching Dryfield</b>			
Main Street	1x Goat Chaser	50x [Hydra]	50x [Spartan]
Room 2	2x Odd Stranger	-	-
Public Toilet	1x Dashing Stranger	MP Boost 1	Lipstick
Driveway	Bat Swarm	Combat Light	-

<b>Trigger Point: Meeting Mr. Douglas</b>			
Main Street	6x Scorpion	Penicillin	-
Room 1	2x Suckler	Flare	-
Parking	2x Goat Chaser	-	-
Balcony	3x Odd Stranger	-	-
Water Tower	8x Goat Chaser	Recovery 2	MP Boost 1

<b>Trigger Point: Meeting Kyle</b>			
Water Tower	5x Scorpion	-	-
Back Alley	1x Goat Chaser	MP Boost 1	-
Bar Storage	3x Mindsuckler	Combat Light	-
Bar	5x Mindsuckler	-	-
Parking	1x Goat Chaser, 6x Scorpion	50x [Hydra]	50x [Spartan]
Main Street	2x Goat Chaser	-	-
Garage	5x Mindsuckler	-	-
Balcony	6x Scorpion	-	-

<b>Trigger Point: Trailer Conversation</b>			
Junkyard	4x Scorpion	-	-
Garage	3x Mindsuckler	-	-
Back Alley	7x Scorpion	-	-
Water Tower	7x Scorpion	-	-
Bar Storage	2x Mindsuckler, 5x Rat	-	-
Public Toilet	7x Suckler	-	-
Room 1	1x Odd Stranger, 4x Suckler	-	-
Room 2	2x Mindsuckler, 4x Suckler	-	-
Water Hole	Bat Swarm	-	-
<b>Underpass</b>	<b>Great Stalker</b>	<b>Protein Capsule, 10x [R.Slug]</b>	<b>10x [Firefly]</b>
Cellar	2 Rats, 8 Bats	-	-
General Store	5x Bloodsuckler	Flare	-

Backstreet	2x Goat Chaser	-	-
Boutique	1x Mindsuckler, 2x Suckler	-	-
<b>Dilapidated</b>	<b>No.9</b>	-	<b>Gunblade</b>

#### DRYFIELD - NIGHT

Trigger Point: Waking Up			
Backstreet	6x Scorpion	-	-
Small House	2x Scorpion	-	-
Boutique	4x Moth	-	-
Gas Station	12x Scavenger	Recovery 2	MP Boost 1
Main Street	1x Goat Chaser, 6x Moth	-	-
Room 1	3x Scavenger, 2x Bloodsuckler	-	-
Room 2	6x Bloodsuckler	-	-
Balcony	5x Scavenger	-	-
Parking	4x Scavenger	Combat Light	Flare
Public Toilet	6x Bloodsuckler	Recovery 2	-
Bar	2x Bloodsuckler	MP Boost 2	-
Bar Storage	2x Scavenger, 5x Rat	-	-
Water Tower	3x Scavenger, 6x Moth	-	-
Back Alley	Bat Swarm	-	-
Driveway	Bat Swarm	-	-
Water Hole	1x Stalker	10x [Firefly]	10x [R.Slug]
Underpass	5x Scavenger	-	-
Cellar	5x Scavenger	-	-
Garage	4x Scavenger	-	-
Junkyard	2x Stalker	10x [Firefly]	10x [R.Slug]

Trigger Point: Receiving Lobby Key			
Garage	3x Stalker	-	-

Trigger Point: Receiving Bronco Masterkey			
Room 3	4x Bloodsuckler, 1x Odd Stranger	-	-
Room 4	2x Odd Stranger	-	-
Room 5	3x Moth, 2x Odd Stranger	-	-
Gas Station	2x Stalker	-	-
General Store	3x Scavenger	-	-
Back Alley	2x Goat Chaser, 5x Moth	-	-
Dilapidated House	4x Scavenger, 2x Bloodsuckler	-	-
Junkyard	3x Stalker	-	-
Balcony	2x Stalker	-	-

Trigger Point: Picking up Jerry Can			
Loft	3x Stalker	Recovery 3	MP Boost 2

Trigger Point: Giving Mr. Douglas the Gasoline			
Driveway	Bat Swarm	-	-
Gas Station	2x Goat Chaser	-	-
Parking	2x Goat Chaser, 3x Moth	-	-
Public Toilet	Rat Swarm, 5x Moth	-	-
Bar Storage	Rat Swarm, 2x Moth, 1x Bloodsuckler	-	-



Water Tower	3x Stalker	-	-
Back Alley	1x Goat Chaser, 11x Moth	Recovery 2	-
Water Hole	2x Fatty	50x [Hydra]	50x [Spartan]
Underpass	3x Fatty	Recovery 2	MP Boost 2
Cellar	Bat Swarm, Rat Swarm	-	-
Boutique	5x Scavenger	-	-
Small House	6x Bloodsuckler	-	-
Loft	4x Scavenger, 1x Stalker	-	-

<b>Trigger Point: Going to Bed</b>			
<b>Balcony</b>	<b>Burner</b>	<b>Proteine Capsule, 4x [Airburst]</b>	<b>Pyke</b>

<b>Trigger Point: Beating Burner</b>			
Loft	7x Scavenger	10x [Firefly]	10x [R.Slug]
Bar	1x Bloodsuckler, 3x Scavenger	-	-
Parking	1x Goat Chaser, 5x Scorpion	Flare	-
Room 1	3x Scorpion, 3x Moth	-	-
Room 2	4x Bloodsuckler, 3x Scorpion	-	-
Room 3	3x Bloodsuckler, 3x Scavenger	50x [Hydra]	50x [Spartan]
Room 4	4x Bloodsuckler, 3x Moth	-	-
Room 5	5x Scavenger	4x [Riot]	4x [Grenade]
General Store	4x Scorpion, 4x Moth	-	-
Backstreet	5x Mindsuckler, 1x Goat Chaser	50x [Hydra]	50x [Spartan]
Dilapidated House	2x Bloodsuckler, 5x Scorpion	-	-
Junkyard	2x Goat Chaser, 2x Mindsuckler	Flare	-

## EXPLORING THE SHELTER

<b>Trigger Point: Reaching the Mines</b>			
Mine Entrance	11x Goat Chaser	Recovery 3, 50x [Hydra], 80x [Rifle]	50x [Spartan]
Tunnel Entrance	2x Goat Chaser, 6x Moth	-	-
Tunnel	5x Scavenger	10x [Firefly]	10x [R.Slug]
Gorge	Bat Swarm	MP Boost 1	-
<b>Cavern</b>	<b>Blizzard Chaser</b>	<b>P229, Recovery 2, 4x [Grenade]</b>	<b>M203</b>

<b>Trigger Point: Killing Blizzard Chaser</b>			
Gorge	Bat Swarm	-	-
Tunnel	3x Scorpion 4x Mindsuckler	-	-
Tunnel Entrance	6x Scorpion, 6x Moth	-	-
Forked Tunnel	4x Scavenger	-	-
Mine Entrance	4x Scavenger	-	-

<b>Trigger Point: Reaching the Shelter</b>			
<b>Secret Tunnel</b>	<b>Ivory Stalker</b>	<b>Belt Pouch, 50x [Spartan]</b>	<b>Mp Boost 2</b>
B1 Southern Corridor	6x Rat, 2x Red Turret	-	-
B1 Storage Room	2x Odd Stranger, 3x Rat	-	-
B1 Northern Corridor	3x Amoeba, 2x Red Turret	Stim	-
B1 Sleeping Quarters	1x Stranger, 4x Rat	-	-
B1 Main Corridor	2x Fatty, 3x White Turret	-	-
B1 Control Room Corridor	2x Amoeba, 2x Blue Turret	-	-
B1 Control Room	3x Amoeba, 2x Yellow Turret, 2x Red Turret	-	-

B2 Northern Elevator Hall	3x White Turret, 1x Fatty	-	-
B2 Septic Tank	2x Diver	10x [Firefly]	-
B2 Main Corridor	3x Diver	-	-
EV Elevator	2x Blue Turret, 2x Yellow Turret	-	-
Breeding Room	4x Maggot	-	-

<b>Trigger Point: Meeting Bowman</b>			
B2 Breeding Room	3x Maggot, 2x Amoeba	-	-
B2 Main Corridor	3x Diver	80x [Rifle]	50x [Spartan]
B2 Septic Tank	2x Diver	Recovery 2	-

<b>Trigger Point: Using the Dust Chute</b>			
Dumping Heap	Glutton	Recovery 3, 80x [Rifle], 4x [Grenade]	4x [Airburst]
Garbage Incinerator	Glutton	Recovery 3, MP Boost 2 (Eau de Toilette, 4x [Airburst])*	50x [Spartan]

- Eau de Toilette and 4x [Airburst] only drop if Glutton is killed without using the trash compactor.

<b>Trigger Point: Picking up Medicine Wheel</b>			
Dumping Heap	6x Mad Chaser, 6x Slouch, 8x Sucklerceph	Proteine Capsule, 80x [Rifle]	4x [Airburst]
Garbage Incinerator	7x Mad Chaser, 4x Slouch, 12x Sucklerceph	50x [Spartan], 10x [Firefly]	Belt Pouch

## DEEP SHELTER

<b>Trigger Point: Escaping the Garbage Incinerator</b>			
Lower Sewer	2x Mad Chaser	-	-
Upper Sewer	2x Sucklerceph, 2x Slouch	-	-
Reservoir	1x Diver	-	-

<b>Trigger Point: Draining the Sewer</b>			
Water Supply	1x Diver	-	-
Upper Sewer	1x Diver	-	-
Lower Sewer	1x Diver	-	-

<b>Trigger Point: Returning to Dryfield</b>			
Garage	3x Stalker	-	-
Underpass	7x Mindsuckler	-	-
Cellar	Bat Swarm, 2x Stalker	-	-
Gas Station	3x Mindsuckler, 1x Stalker	-	-
Boutique	6x Moth, 3x Scorpion	-	-
Warehouse	3x Scorpion, 2x Scavenger	-	-
Main Street	1x Goat Chaser, 6x Moth	-	-
Room 3	4x Blood Suckler, 1x Odd Stranger	-	-
Balcony	5x Mindsuckler	-	-
Room 5	2x Odd Stranger, 3x Moth	-	-
Public Toilet	5x Scavenger	-	-
Bar Storage	3x Scavenger, 4x Bloodsuckler	-	-
Water Tower	1x Mad Chaser	Belt Pouch	Eau de Toilette
Water Tank	3x Mindsuckler	50x [Hydra]	50x [Spartan]
Loft	6x Scavenger	-	-

<b>Trigger Point: Returning to Sewers</b>			
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Upper Sewer	2x Diver, 1x Mossback Fatty	10x [Firefly]	-
B3 Elevator Hall	2x Mad Chaser	-	-

<b>Trigger Point: Returning to Shelter</b>			
B1 Southern Elevator Hall	3x Stalker	-	-
B1 Main Corridor	3x Stalker	-	-
B1 Northern Elevator Hall	2x Fatty	-	-
B1 Control Room Corridor	1x Fatty, 2x Blue Turret	-	-
B1 Southern Corridor	2x Fatty, 3x Amoeba	-	-
B1 Storeroom	6x Amoeba, 1x Red Amoeba	-	-
B1 Northern Corridor	1x Brain Stinger	-	-
B1 Sleeping Quarters	6x Amoeba, 2x Red Amoeba	-	-
Cavern	2x Stalker	-	-
Gorge	6x Mindsuckler	-	-
Tunnel	3x Scorpion, Bat Swarm	-	-
Tunnel Entrance	3x Stalker	-	-
Forked Tunnel	8x Moth, 2x Scorpion	-	-
Mine Entrance	4x Mindsuckler, 3x Scorpion	-	-
B2 Southern Elevator Hall	7x Maggot	-	-
B2 Main Corridor	1x Mossback Fatty, 1x Diver	10x [Firefly]	-
B2 Septic Tank	1x Mossback Fatty, 1x Diver	-	-
B2 Northern Elevator Hall	1x Fatty, 3x Maggot	10x [Firefly]	-
B2 Southern Corridor	4x Amoeba, 2x Blue Turret, 2x Yellow Turret	-	-
B2 Operating Room	3x Creeping Stranger, 1x Skull Stalker, 2x Slouch	-	-
B2 Northern Corridor	3x Creeping Stranger, 2x Slouch	-	-
B2 Breeding Room	2x Mad Chaser, 1x Sucklerceph, 1x Slouch	-	-

<b>Trigger Point: Receiving Phone Call</b>			
B2 Southern Elevator Hall	3x Mossback Fatty	10x [Firefly]	10x [R.Slug]
Secret Passage	2x Brain Stinger	-	-
B1 Northern Corridor	3x Sucklerceph, 2x Slouch, 3x Skull Stalker	-	-

<b>Trigger Point: Reaching POD Service Gantry</b>			
B1 Northern Elevator Hall	2x Mossback Fatty	80x [Rifle]	-
B1 Main Corridor	2x Brain Stinger	-	-
B1 Golem Freezer Corridor	1x Brain Stinger, 6x Turret	-	-
B1 Golem Freezer Exterior	5x Turret	-	-
B1 Sleeping Quarters	2x Mad Chaser, 2x Creeping Stranger	-	-
B1 Storage Room	2x Brain Stinger	-	-
B1 Southern Corridor	3x Maggot, 4x Amoeba, 1x Red Amoeba	-	-
B1 Southern Elevator Hall	2x Brain Stinger	-	-
B3 Elevator Hall	2x Amoeba, 1x Mossback Fatty	-	-
Lower Sewer	2x Diver, 1x Creeping Stranger, 1x Skull Stalker	-	-
Upper Sewer	2x Diver, 2x Red Amoeba	Eau de Toilette	-
B2 Southern Corridor	2x Mossback Fatty, 1x Creeping Stranger	Protein Capsule	-
B2 Operating Room	7x Maggot	-	-
B2 Breeding Room	1x Skull Stalker, 2x Mad Chaser, 1x Creeping Stranger	-	-
B2 Northern Corridor	3x Slouch, 1x Fatty	-	-
B2 Septic Tank	1x Diver	-	-
B2 Northern Elevator Hall	1x Brain Stinger	-	-

**NEO ARK**

<b>Trigger Point: Entering Neo Ark</b>			
Savanna	2x Goat Chaser, 5x Scorpion	Recovery 2	MP Boost 2

<b>Trigger Point: Aligning Yellow Symbols</b>			
Shrine	3x Beetle	MP Boost 2	-

<b>Trigger Point: Access Power Plant (South)</b>			
Power Plant	1x Proto Generator, 1x Generator Device, 2x White Turret, 3x Yellow Turret, 1x Blue Turret	Recovery 3	MP Boost 2

<b>Trigger Point: Killing Proto Generator</b>			
Savanna	7x Beetles	-	-
Forest Zone	1x Horned Stranger	Recovery 3	MP Boost 2
Woodland Path	3x Horned Stranger	-	-
Pyramid	9x Beetle	-	-
Pavilion	3x Diver	-	-
Bridge	3x Diver	-	-
Garden	10x Beetle	-	-

<b>Trigger Point: Reading the Stone Stela outside of Power Plant (North)</b>			
Bridge	2x Diver, 3x Beetle	-	-
Forest Zone	3x Horned Stranger	-	-

<b>Trigger Point: Access to Island Lever</b>			
Savanna	1x Goat Chaser, 5x Maggot	-	-
Power Plant	8x Beetle	-	-
Island	3x Diver	-	-
Submarine Gallery	5x Diver, 1x Great Diver	MP Boost 2	Protein Capsule

<b>Trigger Point: Access to Power Plant (North)</b>			
Pyramid	6x Maggot	-	-
Woodland Path	2x Horned Stranger	-	-
Forest Zone	2x Horned Stranger	-	-
Pavilion	3x Diver	-	-
Bridge	1x Mossback Fatty, 1x Diver	-	-
Garden	1x Mossback Fatty, 8x Beetle	-	-
Power Plant	1x Beta Generator, 1x Generator Device, 2x Yellow Turret, 2x Blue Turret, 2x Red Turret	MP Boost 2	Ringer's Solution

<b>Trigger Point: Killing Beta Generator</b>			
Pavilion	1x Mossback Fatty, 1x Diver	-	-
Submarine Tunnel	3x Red Amoeba	Eau de Toilette	-
Forest Zone	10x Beetle	-	-
Woodland Path	4x Horned Stranger	-	-
Pyramid	5x Beetle, 4x Maggot	-	-
Island	2x Mossback Fatty	-	-
Submarine Gallery	3x Diver	Ringer's Solution	-
Shrine	4x Scorpion, 4x Beetle	-	-
EV Elevator	2x Speaker, 2x Yellow Turret, 2x Blue Turret, 1x Red Turret		
B6 Corridor	3x Speaker, 1x Mossback Fatty	MP Boost 2	Recovery 3

## INVASION

Area: Neo Ark			
Bridge	3x (x_x) Diver	-	-
Pavilion	4x (x_x) Diver	-	-
Forest Zone	1x Pawn Blade Golem, 2x (x_x) Horned Stranger	50x [Spartan]	-
Woodland Path	4x (x_x) Horned Stranger	-	-
Pyramid	2x Pawn Blade Golem, 1x (x_x) Horned Stranger	50x [Spartan]	80x [Rifle]
Island	3x (x_x) Diver	-	-
Submarine Gallery	1x (x_x) Diver	-	-
North Promenade	3x Pawn Blade Golem	50x [Spartan]	80x [Rifle]
South Promenade	2x Pawn Shooter Golem	4x [Riot]	4x [Grenade]
Savanna	1x Pawn Blade Golem, 1x Pawn Shooter Golem	4x [Riot]	50x [Spartan]
Shrine	2x Green Blade Golem	50x [Spartan]	80x [Rifle]
Power Plant	4x Scorpion, 6x Beetle	-	-

Area: Shelter B2			
B2 Main Corridor	2x Red Turret, 1x Rook Blade Golem	80x [Rifle]	-
B2 South Elevator Hall	4x Yellow Turret, 1x Rook Shooter Golem	4x [Airburst]	-
B2 Southern Corridor	3x Caterpillar, 1x Amoeba	Belt Pouch	-
B2 Operating Room	3x Slouch, 3x Amoeba, 1x Sucklerceph	-	-
B2 Northern Corridor	2x Creeping Stranger, 2x Mad Chaser, 1x Skull Stranger	-	-
B2 Breeding Room	2x Maggot, 4x Beetle	-	-
B2 Septic Tank	2x (x_x) Diver, 2x White Turret	-	-
B2 Northern Elevator Hall	2x White Turret, 1x Rook Blade Golem	80x [Rifle]	-

Area: Shelter B1			
B1 Southern Elevator Hall	1x Rook Blade Golem, 1x Pawn Shooter Golem	4x [Riot]	80x [Rifle]
B1 Southern Corridor	1x Pawn Blade Golem, 2x White Turret	50x [Spartan]	-
B1 Storage Room	1x Pawn Shooter Golem, 1x Pawn Blade Golem	4x [Riot]	50x [Spartan]
B1 Northern Corridor	1x Rook Shooter Golem, 4x Red Turret	4x [Airburst]	-
B1 Sleeping Quarters	1x Knight Golem	Penicilin	MP Boost 2
B1 Main Corridor	1x Rook Shoter Golem, 1x Pawn Shooter Golem	4x [Riot]	4x [Airburst]
B1 Northern Elevator Hall	1x Rook Blade Golem, 3x Red Turret	4x [Airburst]	-
B1 Control Room Corridor	1x Pawn Blade Golem, 2x White Turret	50x [Spartan]	-
B1 Control Room	4x Red Turret, 2x Blue Turret	-	-
B1 Golem Freezer Corridor	1x Rook Blade Golem, 4x Red Turret, 2x Yellow Turret	80x [Rifle]	-
B1 Golem Freezer Exterior	1x Knight Golem	Penicilin	MP Boost 2

Area: Mine			
Secret Passage	3x Stalker	-	-
Cavern	2x Brainstinger	-	-
Gorge	Bat Swarm	-	-

Area: Shelter B3			
B3 Elevator Hall	2x Brainstinger	-	-
B3 Lower Sewer	2x Diver, 1x Mossback Fatty	-	-
B3 Upper Sewer	1x Brainstinger, 1x Diver	-	-
Reservoir	2x Diver	-	-
Water Supply	2x Diver	-	-

Area: Dryfield			
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Waterhole	3x Stalker	-	-
Driveway	4x Mindsuckler, 3x Scorpion	-	-
Junkyard	3x Mindsuckler, 1x Stalker	-	-
Back Alley	5x Mindsuckler, 5x Scorpion	4x [Airburst]	-
Water Tower	2x Stalker, 4x Scorpion	-	-
Parking	Bat Swarm	-	-
Room 1	3x Scavenger	-	-
Room 2	2x Scavenger, 4x Moth	-	-
General Store	2x Scavenger, 3x Rat	-	-
Backstreet	Bat Swarm	-	-
Dilapidated House	5x Scavenger	-	-

<b>Area: Shelter 1F</b>			
Air Lock	Knight Golem	10x [R.Slug]	Ringer's Solution
Vehicular Airlock	1x Pawn Blade Golem, 1x Rook Shooter Golem	4x [Airburst]	50x [Spartan]
Bulwark	1x Rook Blade Golem, 1x Rook Shooter Golem	4x [Airburst]	80x [Rifle]

## FINAL SHOWDOWN

<b>Trigger Point: Military Arrival</b>			
B1 Northern Elevator Hall	6x White Turret	-	-
B2 Northern Elevator Hall	3x Red Turret, 1x Pawn Shooter Golem	4x [Riot]	-
B2 Northern Corridor	2x Blue Turret, 2x Pawn Blade Golem	50x [Spartan]	80x [Rifle]
B2 Septic Tank	2x White Turret, 1x Pawn Blade Golem	50x [Spartan]	-
B2 Main Corridor	2x Yellow Turret, 1x Rook Shooter Golem	4x [Airburst]	-
B2 Southern Elevator Hall	2x Yellow Turret, 2x Rook Shooter Golem	4x [Airburst]	4x [Grenade]
B2 Southern Corridor	2x Yellow Turret, 2x Blue Turret, 1x Rook Blade Golem	80x [Rifle]	[Javelin]
B2 Breeding Room	1x Bishop Golem	Proteine Capsule	-

<b>Area: Neo Ark</b>			
South Promenade	2x Pawn Blade Golem, 1x Rook Shooter Golem	80x [Rifle]	50x [Spartan]
Savanna	1x Pawn Shooter Golem, 1x Rook Shooter Golem	4x [Airburst]	4x [Riot]
Shrine	1x Bishop Golem	Proteine Capsule	-
Power Plant (south)	6x Beetle	-	-
North Promenade	2x Pawn Shooter Golem	4x [Airburst]	4x [Grenade]
Forest Zone	1x Pawn Blade Golem, 1x Pawn Shooter Golem	4x [Riot]	50x [Spartan]
Pavilion	1x Rook Shooter Golem	4x [Airburst]	-
Island	1x Rook Shooter Golem	4x [Airburst]	-
Submarine Gallery	1x Diver	-	-
Pyramid	1x Rook Shooter Golem, 1x Rook Blade Golem	4x [Airburst]	80x [Rifle]
Bridge	2x Rook Blade Golem	80x[Rifle]	50x [Spartan]
Power Plant (north)	2x Red Turret, 2x Yellow Turret, 1x Rook Shooter Golem	4x [Airburst]	-

<b>Trigger Point: Entering POD</b>			
B2 Northern Elevator Hall	1x Bishop Golem	Ringer's Solution	-
<b>B2 POD</b>	<b>Brahman Reactor</b>	<b>Ringer's Solution, 10x [R.Slug], 4x [Grenade]</b>	<b>50x [Spartan]</b>

<b>Trigger Point: Activating the Bridge</b>			
<b>B2 POD</b>	<b>Neo - Mitochondria Eve</b>	-	-

## INVENTORY

### Weapons

This section covers all Weapons, their stats and tips for using them.

## LEGEND

### Weapon Name

Weight: affects Aya's speed; Range - Primary / Secondary: affects damage potential over distance; Rate Primary / Secondary: affects fire speed; Capacity Primary / Secondary: bullets per magazine; Primary: main function of the gun; Secondary: secondary function; Critical Chance: affects chances of dealing critical damage (1/x = 1 in X hits); Damage: affected by distance, enemy vulnerability and ammunition type;

**Note:** For Shop availability and prices on Weapons, please refer to the [Shop List!](#)

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## HANDGUNS

### M93R

Weight: 117 Range: 50 Rate: 110 Capacity: 20 Primary: Triple Shot  
Secondary: Single Shot  
Critical Chance: 1/5 Damage: 5 - 11 (9mm) / 7 - 17 (Hydra) / 10 - 23 (Spartan)

Aya's main Weapon. It's the most balanced 9mm Weapon, out of all guns. This also means, other Handguns are more effective against specific encounters, but carrying all of them would waste your Inventory space. Overall, it does the job, but you will hardly use it after getting access to better alternatives.

### P08

Weight: 100 Range: 70 Rate: 80 Capacity: 7 / 32 (Snail Magazine Attachment) Primary: Single Shot  
Critical Chance: 1/3 Damage: 7 - 11 (9mm) / 11 - 17 (Hydra) / 15 - 23 (Spartan)

My favourite Weapon in the game. While it's not necessary to use it in a Normal playthrough, it is completely invaluable for Scavenger Mode and Nightmare Mode. Basically, the secret to this gun is its high critical rate, and its ability to knock over many types of ANMCs with critical hits. Also with the Snail Magazine, this weapon uses ammunition sparingly, and if this wasn't great enough, it can kill many enemies on those higher difficulties without requiring a reload. It's also a given for many bosses. Even in Normal Mode, it's not a bad idea to replace the M93R with the P08 or P229, to get more use out of your [Hydra] and [Spartan] rounds.

### P229

Weight: 92 Range: 120 / 4 Rate: 90 / 3 Capacity: 12 Primary: Single Shot  
Secondary: Flashlight  
Critical Chance: 6/15 Damage: 7 - 11 (9mm) / 11 - 17 (Hydra) / 15 - 23 (Spartan)

This is a pretty good replacement Weapon for the P08, once it becomes available. It has a smaller magazine, but the higher range and Flashlight function more than balance this out. The Flashlight, btw, is very useful on many enemy types, as it stuns or knocks them over, as well as instantly killing Butterflies (don't use it on Scorpions though, it will only lure them towards Aya).

On top of that, it comes equipped with a Silencer. This is very useful in many situation, when you don't want enemies to notice your presence! Keep in mind though, walking does NOT work as soon as combat is initiated!

### MP5A5

Weight: 288 (+18 / +36 with SMG Clip Holder Attachment) Range: 55 / 5 Rate: 80 / 2 Capacity: 30 (+60 / +90 with SMG Clip Holder Attachment) Primary: Auto - Fire  
Secondary: Flashlight  
Critical Chance: 0 Damage: 3- 8 (9mm) / 5 - 12 (Hydra) / 7 - 16 (Spartan)

This is the king of Handguns. It has the highest rate of fire of all 9mm Weapons, which allows the highest damage output in total. The bad news however, is that it eats through bullets like there's no tomorrow, which is why it shouldn't be combined with (Spartan) ammunition.

The weapon also comes attached with a Flashlight, which is extremely useful, as it stuns or knocks over many enemies, and instantly kills those annoying Butterflies. It also can be used to lure Scorpions, but that's not necessarily a good idea.

### M950

Weight: 227 Range: 40 Rate: 90 Capacity: 100 Primary: Auto - Fire  
Critical Chance: 0 Damage: 3- 8 (9mm) / 5 - 12 (Hydra) / 7 - 16 (Spartan)

Note: This Weapon is only available as a reward from Mr. Douglas, if you beat the Burner before it kills Flint. If the MP5A5 is the king of Handguns, this would be the queen. It has a much bigger magazine, but also a slower rate of fire. Like the MP5A5, it wastes bullets extremely fast. Overall I think the MP5A5 is better, considering the added Flashlight and faster rate of fire.

### SMG CLIP HOLDER (MP5A5 Attachment)

Weight: 18 (306 / 324 with SMG Clip Holder Attachment) Range: 55 / 5 Rate: 80 / 2 Capacity: 30 Primary: Auto - Fire  
Secondary: Flashlight  
Critical Chance: 0 Damage: 3- 8 (9mm) / 5 - 12 (Hydra) / 7 - 16 (Spartan)

It's possible to install up to 2 of these to the MP5A5. This increases the magazine size to up to 90, which is almost as big as the M950. Add to that the high rate of fire and Flashlight and the M950 is completely outclassed.

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## SHOTGUNS

### PA3

Weight: 270 Range: 30 Rate: 2 Capacity: 3 Primary: Single Shot  
Critical Chance: 0 Damage: 31 - 57 (Buckshot) / 55 - 99 (Firefly) / 71 - 128 (R.Slug)

The first Shotgun you come across. It can be bought from Jody and Mr. Douglas, and with [Buckshot]'s spread damage, it is very useful against Scorpions and Scavengers (Rabbits). Overall however, I don't think it is needed, especially because we'll find a better Shotgun later on, considering we don't forget to pick up the Black Card in the Akropolis Tower Mission.

[Buckshot] deals spread damage, making it useful on groups of smaller fry, but is very weak overall. [Firefly] deals added fire damage and can cause Burn to some enemies. This is great ammunition against Worms and Divers (Nessy). [R.Slug] is ridiculously powerful, as it can knock over or stun most of enemies, including Golems .

## SP12

Weight: 420 Range: 40 Rate: 24 Capacity: 7 Primary: Single Shot  
Critical Chance: 0 Damage: 31 - 57 (Buckshot) / 55 - 99 (Firefly) / 71 - 128 (R.Slug)

We can get this Shotgun for free in the Shelter, if we didn't forget to pick up the Black Card in the Akropolis Tower Mission. It's a decent weapon, as it can knock over enemies, making it a valuable choice against a variety of enemies, including Chasers (Goats), Scorpions and Scavengers (Rabbits).

[Buckshot] deals spread damage, making it useful on groups of smaller fry, but is very weak overall. [Firefly] deals added fire damage and can cause Burn to some enemies. This is great ammunition against Worms and Divers (Nessy). [R.Slug] is ridiculously powerful, as it can knock over or stun most of enemies, including Golems .

## AS12

Weight: 550 Range: 50 Rate: 36 Capacity: 12 Primary: Single Shot  
Critical Chance: 0 Damage: 31 - 57 (Buckshot) / 55 - 99 (Firefly) / 71 - 128 (R.Slug)

This is the strongest Shotgun (unless you count the Gunblade), and should be your Weapon choice when using [R.Slug] ammunition. One of the most useful Weapons in the game!

[Buckshot] deals spread damage, making it useful on groups of smaller fry, but is very weak overall. [Firefly] deals added fire damage and can cause Burn to some enemies. This is great ammunition against Worms and Divers (Nessy). [R.Slug] is ridiculously powerful, as it can knock over or stun most of enemies, including Golems .

## Gunblade

Weight: 579 Range: 2 / 100 Rate: 2 / 36 Capacity: 12 Primary: Blade Attack  
Secondary: Shotgun / High Frequency Blade (in combination with Blade Attack) Critical Chance: 1/5 Damage Blade: 79 / 94 Damage Shotgun: 31 - 57 (Buckshot) / 55 - 99 (Firefly) / 71 - 128 (R.Slug) Damage High Frequency Blade: 1195 - 1422 (Buckshot) / 1593 - 1896 (Firefly) / 1992 - 2370 (R.Slug)

This Weapon becomes available in Replay Mode, if you get an S rank, or in Scavenger Mode, if your previous playthrough accumulated enough BP (which means, beating Nightmare Mode) to buy the Medicine Wheel from Jody in order to get the Gunblade dropped from the 2nd encounter with No.9 .

The trick to this Weapon is, to trigger the Shotgun in the right moment, while slashing the blade. The idea behind this function is, that the vibration within the blade (or "ultra-high frequency"), caused by the bullet, increases the damage it deals. Of course, this wouldn't work in RL, but who cares. And yes, it's a tribute to Final Fantasy 8.

Note that the Primary function is slicing the blade, whereas the Secondary function is to shoot. In order to deal "High Frequency" damage, simply press and hold the button for your secondary function after initiating the slice (but before it hits the enemy).

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## RIFLES

### M4A1

Weight: 254 (+20 / +40 with Rifle Clip Holder Attachment) Range: 500 Rate: 85 Capacity: 30 (+30 / +60 with Rifle Clip Holder Attachment) Primary: Triple Shot  
Secondary: Single Shot / Attachment Function  
Critical Chance: 1/5 (0 with Hammer, Pyke or M203 Attachments) Damage: 15 - 17 (13 - 15 with Hammer, Pyke or M203 Attachments)

A perfect replacement for the M93R, and also likely your most used Weapon when playing through the game for the first time, making it an extremely effective tool. Also, there are tons of Attachments available to it, which are covered below. Note that you can also attach 2 Rifle Clip Holders instead of any other Attachment. Those will increase your magazine each, reducing dangerous reloading times.

### M249

Weight: 685 Range: 400 Rate: 100 Capacity: 200 Primary: Auto - Fire  
Critical Chance: 0 Damage: 6 - 15

This weapon is a beast. It's without a doubt one of the most powerful guns in the game (other than Gunblade and Hypervelocity Gun, but those 2 are only available as "cheats"). Unfortunately though, as you can imagine, a machine gun eats through bullets extremely fast. Luckily, if we get our hands on it, we also receive an unlimited [Rifle] supply box. Unfortunately, we won't get either until the very end of the game, and even then only if certain conditions have been met.

### Rifle Clip Holder (M4A1 Attachment)

Weight: 20 (274 / 294 with M4A1) Range: 500 Rate: 85 Capacity: 30 Primary: M4A1 Triple Shot  
Secondary: Single Shot  
Critical Chance: 1/5 Damage: 47 - 56



It's possible to install up to 2 Rifle Clip Holders. What it does, of course, is increasing your magazine by 30 rounds, or 60 when using 2. This actually wouldn't be a bad deal, but considering how rarely you need to reload the M4A1 anyways, and how many way more useful attachment there are, I don't think it's actually a worthwhile investment.

### **M9 Bayonet (M4A1 Attachment)**

Weight: 30 (284 with M4A1) Range: 2 Rate: 3 Primary: M4A1 Triple Shot  
Secondary: Melee Attack  
Critical Chance: 1/5 Damage: 47 - 56

Basically, a more fun alternative to the Tonfa Baton. It actually can be used effectively against certain types of enemies, thanks to the high knock over chance it provides. In Scavenger Mode, this is a very decent choice actually. In a Normal playthrough, only use it if you're getting bored, or as a mental backup for the possibility of running out of ammo.

### **M203 Grenade Launcher (M4A1 Attachment)**

Weight: 136 (390 with M4A1) Range: 250 Rate: 1 Capacity: 1 Primary: M4A1 Triple Shot  
Secondary: Grenade Launcher  
Critical Chance: 0 Damage: 35 - 42 (Riot) / 131 - 156 (Airburst) / 161 - 192 (Grenade)

I advice you to skip this attachment, as it's inferior to other Grenade Launchers. One could argue that it doesn't waste Inventory space and can be used simultaneously with the M4A1, but there are way better and stronger Attachments available.

### **Hammer (M4A1 Attachment)**

Weight: 85 (339 with M4A1) Range: 2 Rate: 4 Capacity: 40 (Battery) Primary: M4A1 Triple Shot  
Secondary: Stun Charge  
Critical Chance: 0 Damage: 47 - 56

A great Attachment. It stuns enemies, making it extremely useful for Chasers (Goats) and Golems. It also has the potential to reach multiple enemies. On top of that, Battery can be reloaded for free. Highly recommended!

### **Pyke (M4A1 Attachment)**

Weight: 183 (437 with M4A1) Range: 6 Rate: 2 Capacity: 30 (Fuel) Primary: M4A1 Triple Shot  
Secondary: Flamethrower  
Critical Chance: 0 Damage: 20 - 24

The Pyke deals extremely high fire - based damage, which is pretty much a death sentence to all enemies in the game. It's so powerful that it can even devastate many Bosses as well. Also, the Fuel it uses can be recharged for free. Unfortunately, it also wastes said Fuel extremely fast, which means you'll have to backtrack a lot if you're using it too frequently.

### **Javelin (M4A1 Attachment)**

Weight: 234 (488 with M4A1) Range: 420 Rate: 2 Capacity: 60 (Battery) Primary: M4A1 Triple Shot  
Secondary: Laser Beam  
Critical Chance: 0 Damage: 17 - 21

Possibly the best Attachment for the M4A1. It deals very high damage, doesn't consume too much Battery, and has an extremely high range. Highly recommended for stronger enemies or Bosses!

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## **GRENADE LAUNCHERS**

### **Grenade Pistol**

Weight: 260 Range: 350 Rate: 1 Capacity: 1 Primary: Grenade Launcher  
Critical Chance: 0 Damage: 41 - 49 (Riot) / 153 - 183 (Airburst) / 188 - 224 (Grenade)

Despite being your standard Grenade Pistol, it's still better than the M203. There is only one more Grenade Launcher, which would be the MM1. And it won't be accessible until the end of the game. For this very reason, I highly recommend buying the Grenade Pistol because you'll probably get some good use out of it. Even though [Grenades] are expensive, you shouldn't underestimate [Riot] or [Airburst] ammunition. [Riot] deals spread damage, which isn't very high, but stuns many opponent types that could be otherwise really annoying to deal with. [Airburst], although slightly less versatile, deals spread damage as well, and a lot more of it. And of course, [Grenades] are a great choice to overkill pretty much anything. In some Bossfights, you'll really benefit from this weapon, as I'll point out during the Walkthrough. In others however, its slow and tanky style might actually be more of a hinderance than an advantage.

### **MM1**

Weight: 900 Range: 350 Rate: 12 Capacity: 12 Primary: Grenade Launcher  
Critical Chance: 0 Damage: 41 - 49 (Riot) / 153 - 183 (Airburst) / 188 - 224 (Grenade)

This is the best Grenade Launcher in the game, for the simple reason that it holds a magazine of up to 12 Grenades. In contrast, the Grenade Pistol had you reload for every single [Grenade]. However, this still doesn't mean you can shoot like a machine gun with it. Also, reloading after emptying a magazine takes forever. That aside, it's still probably one of the strongest Weapons in the game, pretty much competing with the M249 and Mongoose.

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## **OTHER**

### **Tonfa Baton**

Weight: 69 Range: 1 Rate: 5 Primary: Melee Attack  
Critical Chance: 1/5 Damage: 10-11

Unless you run a challenge, there is no point to this weapon. By the time you get access to Aya's Sedan (Chest), you should dump it, as it takes away valuable Inventory space.

### Mongoose

Weight: 168 Range: 60 Rate: 70 Capacity: 6 Primary: Single Shot  
Critical Chance: 6/15 Damage: 31 - 47 (44 Magnum) / 55 - 83 (44 Maeda SP)

This as well, can be considered as one of the strongest weapons in the game, especially if paired with the [44 Maeda SP] ammunition. It has an extremely high critical rate on top of the already very high damage. And to top it off, [44 Maeda SP] actually poisons you enemies, with the poison damage being higher than it would be with Necrosis. Unfortunately, we can only get it, if certain conditions have been met, or actually not met. And this means, it's either Mongoose or M249, MM1 and free ammunition for these 2. Even then, the Mongoose is still on par with, if not better than the alternatives.

### Hypervelocity

Weight: 881 Range: 1000 Rate: 7 Capacity: 100 (Battery) Primary: Railgun  
Critical Chance: 0 Damage: 2000 - 2380

This ridiculous thing needs forever to cast its shoot, only to instantly kill anything in sight. Obviously, much like the Gunblade, it takes away any real challenge from the game. And on top of that, it's inaccessible in any mode other than Replay, provided that you've unlocked it.

## Armor

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This section covers every piece of Armor, their stats and tips for using them, alphabetically sorted.

### LEGEND

HP: Determines how much your max HP increase; MP: Determines how much your max MP increase; Attachments: Determines how many quick access slots your armor has attached;

Special Features:

- HP Recovery: Recovers HP after a fight;
- MP Recovery: Recovers additional MP after a fight;
- Motion Detector: Built in GPS (you can detach yours!);
- Quick Fire: Can switch between targets more quickly;
- Opponent HP Display: Displays enemy HP;
- MP Generation: Recovers MP when being hit;
- Resist Poison/ Paralysis/ Silence: Protects against the respective status abnormality (Note: there is no Armor with protection against Confusion and Berserker. However, there is an Attachment Item called "MD Player" that covers protection against both of these disorders!);
- Resist Impact: Survive an otherwise deadly blow with 1HP (this works as long as you have more than 1 HP left!);

**Note:** For Shop availability and prices on Armor, please refer to the [Shop List!](#)

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### Assault Suit

HP: - MP: +10 Attachments: 5 Special Features: Resist Poison

Despite being the standart Armor, Aya comes equipped with, this is a pretty decent armor. It adds 10 MP, which is very useful in Scavenger Mode, as well as adding protection against Poison, which comes in handy when fighting those pesky Scorpions.

### Aya Special

HP: +30 MP: +50 Attachments: 7 Special Features: Quick Fire, MP Recovery

Only available at the very end of the game, if you followed 'Pierce' Route . It's still one of the best Armors in the game though. Especially if you're spamming P.E.s a lot.

### Chicken Plate

HP: +60 MP: - Attachments: 5 Special Features: Resist Impact, HP Recovery

This is a great piece of equipment, because it adds a LOT of HP, and "Resist Impact" means, Aya survives an otherwise deadly blow with 1 HP. Unfortunately, we only get to use the Chicken Plate if we let Flint die , and that's a bitter pill to swallow. Plus, saving Flint means we get the M950 instead, which is quite useful aswell, let alone the added 1000exp for killing Burner . Not to mention, that we only get access to the best 2 weapons at the end of the game, if Flint survives . Also, there is another Armor with "Resist Impact", that is on par with, if not better than the Chicken Plate.

### Combat Armor

HP: +40 MP: +10 Attachments: 5 Special Features: Motion Detector, Resist Silence;

If you put this and the PASGT Vest side by side, It's a question of total HP/MP versus HP recovery. However, the Combat Armor becomes available much later into the game, and also, very soon after we can purchase it, we can get a free Tactical Vest, making the Combat Armor obsolete anyways.

## **EOD Suit**

HP: +100 MP: - Attachments: 5 Special Features: Resist Impact, Resist Paralysis;

"Resist Impact" means, Aya survives an otherwise deadly blow with 1 HP. Added to that are a 100 max HP, making the EOD Suit quite tanky. Also, Paralysis is one of the worst statuses in the game. Unfortunately however, this otherwise quite interesting Armor comes at a bad time, since we'll receive a free Tactical Vest shortly after. On the other hand however, Resist Impact is very, very useful against the Final Boss, so keep this Armor in the back of your head.

## **Leather Jacket**

HP: +10 MP: - Attachments: 3 Special Features: Resist Paralysis

You start with this being equipped during the Akropolis Tower Mission. As soon as you can replace it with the Tactical Vest, throw it away to save some Inventory space.

## **Monk Robe**

HP: - MP: +100 Attachments: 10 Special Features: MP Generation, MP Recovery

Only available as an unlockable during Replay Mode. It's pretty difficult to get, because you need to lowest possible EXP score (instead of aiming for the highest one, as you'd normally do). This means, avoiding every encounter in the game and fighting Bosses with the bare minimum. Beyond that however, it's a very nice Armor and without a doubt, the greatest P.E. based one there is. Not only does it boost MP Recovery after fights, it also heals them automatically, if you take damage. Then of course, there is also the added 100 bonus MP in total. And let's not forget the 10 Attachment Bags it comes with.

## **NBC Suit**

HP: +20 MP: +20 Attachments: 6 Special Features: Resist Poison, Resist Paralysis

The only thing, this Armor really has going for it, are the status resistances it comes with. But other than that, 6 Attachments isn't anything outstanding at this point, plus there are other nasty statuses out there (granted, Paralysis might be the worst), all of which can be prevented with Metabolism anyways.

## **PASGT Vest**

HP: +20 MP: - Attachments: 6 Special Features: Resist Poison, HP Recovery;

Highly recommended, because of the high number of Attachments, as well as the added HP Recovery (basically, replenishes HP after every battle).

## **Psy Suit**

HP: - MP: +50 Attachments: 4 Special Features: Opponent HP Display, Resist Poison

Despite its flaws, this is a favourite Armor of mine. Unfortunately, it isn't available in higher difficulties. The small number of attachments, zero HP and 50 MP speak for themselves - this is supposed to be used as a P.E. user. More importantly however, this piece of equipment actually shows you the enemies HP. So, if you want some fun, or actually even if you have enough Belt Pouches and don't worry too much about your max HP, this Armor might be a solid choice.

## **Shoulder Holster**

HP: - MP: +20 Attachments: 4 Special Features: Quick Fire

Can be received as a reward for the 5th training mission (can also be bought from Jody in Scavenger and Nightmare Mode). This is a decent piece of equipment in Scavenger Mode, because especially in the beginning, you'll crave for some higher max MP. For any other mode, I don't think it's worth getting it, because you can find a free Tactical Vest during the Akropolis Tower mission, and even later when Aya goes to Dryfield, the standard Armor she comes with (Assault Suit) is arguably more useful - it has 10 MP less than the Shoulder Holster, however it also comes with 5 Attachments and "Resist Poison", which is quite handy for fighting Scorpions.

Note: If you buy the Armor from Jody (available in Scavenger and Nightmare Mode), you will win a Belt Pouch from training mission 5 instead. Depending on your BP situation, this might be worth considering, since Belt Pouches are a lot more expensive than the Shoulder Holster, not to mention that you might want to upgrade your Shoulder Holster with it.

## **Tactical Armor**

HP: +60 MP: +30 Attachments: 8 Special Features: Motion Detector, Opponent HP Display

Only available in easier modes. It's without a doubt one of the best pieces of equipment in the game. Unfortunately, it comes at such a late point, that we hardly need it anymore. HP Display is very nice to have, but not too important after we managed to play through the entire game without one (unless you've been using the Psy Suit). The built in GPS is great too, because we can leave ours behind, which means one more slot in our Inventory and Attachments. Unfortunately though, it doesn't come with HP Recovery (unlike the Tactical Vest).

## **Tactical Vest**

HP: +50 MP: +10 Attachments: 7 Special Features: Quick Fire, HP Recovery

In Scavenger Mode and Nightmare Mode, this is the best armor we can get (unless you count the Chicken Plate). For any other mode, it's still a decent piece of equipment, as it comes for free! You can receive it twice, actually, but the first time around, it's taken from you again. The second time around, it isn't. Highly recommended until better options become available.

## **Turtle Vest**

HP: +5 MP: +20 Attachments: 3 Special Features: MP Recovery, Resist Paralysis

This is the first Armor you come across, which has an added MP Recovery function. However, you replenish MP after battle anyways, and there are better alternatives available. Overall, I'd only consider using it if you're spamming Spells more than using Weapons.

## Items

---

Here, you will find information on all available Items.

**Recovery 1, 2 and 3** Using them during combat heals slightly less HP, so if you want to recover, but don't need to do so immediately, keep this in mind. Recovery 1 heals 50HP / 45HP during combat; Recovery 2 heals 100HP / 90HP during combat; Recovery 3 fully heals HP / 150HP during combat;

**MP Boost 1 and 2** Again, they heal less MP when used during combat. MP Boost 1 heals 30MP / 25MP during combat; MP Boost 2 fully heals MP / 100MP during combat;

**Cola** Recovers 80MP and 20HP. This makes it a lot more worthwhile than MP Boost 1!

**Ringer's Solution** Fully recovers HP and MP, even during combat. Therefore, this is by far the most valuable healing item in the game! I highly recommend saving these for the final boss.

**Penicillin** Cures Darkness, Paralysis and Poison. Much like Metabolism, this can be used pre-emptively as well, to maintain protection against these respective status inflictions. They have a huge advantage over Metabolism, because they don't have a casting delay and the effects last for the entirety of the encounter, whereas Metabolism lasts only for a few seconds. However, they also take up inventory space/ attachments, and at the end of the day, this is what counts the most. Therefore, the only time in the game where I consider them useful, is the Final Boss. In any other situation, Metabolism should be good enough.

**Stim** Cures and protects against Silence, Berserker and Confusion. Similar to Penicillin, it can be used instantly and lasts for the entirety of the battle. Overall, I'd value this higher than Penicillin, considering that it can be used against Silence and Berserker, but other than that, I still never bring them along because it's possible to prevent these situations. Also note that Berserker can be used to your advantage, as it increases the damage you deal to your enemy. Again, I recommend keeping at least 1 Stim for the Final Boss only.

**Eau De Toilette** This is mainly used if you want to instill Berserker. The Berserker status increases the damage dealt by Aya, and also treats spells like they were 1 level higher than they are (which means, if they are at level 3 anyways, it won't make a difference). On the downside, she can't cast Water and Earth based spells anymore, and spells consume HP instead of MP (with twice the cost it would normally take on MP), and she loses 2 HP every time she starts shooting (not per bullet, which means, it's more useful on automatic weapons). Note, that this is not an "offense is the best defense" item, I wouldn't recommend to use this unless you know how to dodge the attacks of your enemy, or are attempting a Speedrun or Challenge.

**Protein Capsule** Completely heals HP, but more importantly, increases max. HP by 5. A lot of people like to keep them as healing items, other people (like me) like to use them instantly. It's really up to you, just keep in mind that Recoveries are still plentiful in existence and can be bought as well, whereas a higher max. HP makes surviving stronger attacks more likely.

**Lipstick** Can be used to fully heal and increase max. MP by 1, but more importantly protects Aya from Silence, if attached (so don't use it). I will remind you to attach it, once we need it. Also note, that unlike Proteine Capsules, Lipstick can only be consumed outside of combat.

Aya Brea  
HP: 100  
MP: 250



**MD Player** Attaching this resists Confusion and Berserker. Might be worthwhile to consider, if you have a free Attachment slot.

**Hunter Goggles** You can get this by beating Training Mission Level 3. Attaching them protects against blindness.

**Combat Light** Very similar to Flashlight. Combat Light works in a cone-like way in front of Aya, and can knock down, or stun some enemies for a very short period of time. Also it only works if your enemies are not sleeping (eyes closed), or turned away from Aya. Overall, I wouldn't consider them too useful, but they can be effective in a few situations, which I will point out during the Walkthrough.

**Flare** Flares have a long casting time, but stun all enemies within the area for a very long duration. This means, they are extremely powerful! I know, they take away Inventory space and Attachments, and they can't be used more than once, but believe me when I say, they WILL save your life on many occasions, and turn hard battles into easy ones. Make absolutely sure you hold on to them (unfortunately, they can't be bought until CD2) for tough encounters!

**Pepper Spray** This only works in a small range in front of Aya, so stand close to the target when using it! Other than that, they work on almost every enemy and boss in the game, and the stun lasts for quite some time (20+ seconds on some enemies). In fact, using Pepper Sprays can put an enemy to a complete halt, allowing you to pulverise them without much effort. Unfortunately, they are used up after just one use.

**Belt Pouch** Increases the amount of Attachments on your armor (limit is 10). We will find some of them throughout the game, but they are limited in total, which is why I wouldn't waste all of them. Keep at least 2-3 for later.

**Holy Water** When attached, it reduces the damage Aya receives by 25%. Therefore, I recommend attaching it as soon as we find it, and keep it that way for the remainder of the game.

Location: Inside the safe (enter the code 4487 to open it) - Loft / Dryfield.

**Medicine Wheel** When attached, various enemies will start to drop bonus items. This is a very valuable item as well, and I suggest to keep it attached as well.

Location: After beating the Trash-Sucker boss, run back to the 1st room and check where the big trash pile was before (where the boss emerged from), for a box with said item inside.

**Ofuda** When attached, this increases your offensive P.Energy powers by 50%. Therefore, again, keep this attached at all times, once you get it.

Location: After rescuing Pierce at the Water Tower / Dryfield, and bringing him a pack of ice for a total of 3 times.

**Skull Crystal** When attached, this increases your weapon's damage by 25%. Again, keep this attached from the moment you find it.

Location: After beating the (optional) Nussy Leader in the Submarine Gallery / Neo Ark, check the blood-filled pool for this item.

## Parasite Energy

Detailed explanation on all P.E. spells. Look here if you want to know what spells to learn first and when to use them.

### PYROKINESIS

	Level 1	Level 2	Level 3
<b>EXP Cost:</b>	-	1250	3000
<b>MP Cost:</b>	8	7	6
<b>ATP Loss:</b>	22	22	22
<b>MAX MP+:</b>	-	1	2

Shoots a fireball at the target. It shoots 3 times instead of 1 at level 3.

This and Necrosis are the most useful spells in the game. Pyrokinesis is especially helpful if you need to deal with an enemy very quick, either because there isn't enough space to dodge, or because you have to deal with multiple enemies at once. It knocks over many types of enemies (for example, Goat Chasers), which buys you valuable time and unlike Necrosis, it deals high damage immediately - which is helpful on enemies with lower max. HP. Also, it can light Stalkers, Caterpillars and Maggots on fire and can be shot through 'some' walls (which btw, works for all offensive spells).

### COMBUSTION

	Level 1	Level 2	Level 3
<b>EXP Cost:</b>	750	1750	4000
<b>MP Cost:</b>	14	14	14
<b>ATP Loss:</b>	50	40	28
<b>MAX MP+:</b>	1	1	2

Another fire - based attack. Unlike Pyrokinesis, this one covers a big area in front of Aya, making it mostly effective against groups, like Scorpions, Caterpillars and Maggots, especially because once they start burning, they'll light their comrades on fire as well. In general, use it when you feel overwhelmed by groups of enemies. However, in my opinion, Plasma at L.3 is overall more effective.

### INFERNO

	Level 1	Level 2	Level 3
<b>EXP Cost:</b>	3000	4000	5000
<b>MP Cost:</b>	30	30	30
<b>ATP Loss:</b>	50	40	28
<b>MAX MP+:</b>	1	2	4

Deals very high damage within a wide area. At L.3, it covers the entire room. The problem with Inferno is its high MP cost. That said, it IS a devastating spell though. Also note that it covers the entire area at L. 3, effectively getting rid of any and all enemies. So if you don't have to worry about MP, go nuts. Also, it is extremely effective on the first phase of the Final Boss, so we'll level it up eventually.

### NECROSIS

	Level 1	Level 2	Level 3
<b>EXP Cost:</b>	500	1250	3000
<b>MP Cost:</b>	7	7	7

<b>ATP Loss:</b>	38	30	22
<b>MAX MP+:</b>	1	1	2

Shoots in a straight line, poisons most types of enemies. You absolutely need this spell in Scavenger Mode and Nightmare Mode, but even in lower difficulties, it's a given against some Bosses and enemies, because it deals extremely high damage over time (on Burner, it deals more damage than you could do otherwise by normal means) . On top of that, it cancels out a lot of moves on many enemies. It stops camouflage on Stalkers, knocks over Brain Stingers (Bowman) (which makes them unable to attack you with their spells), instantly kills Blobs, can hit multiple targets in a straight line, through 'some' walls and indicates enemy position, when they're out of sight, thanks to the damage numbers appearing on screen. Which means yes - Necrosis is awesome.

#### PLASMA

	Level 1	Level 2	Level 3
<b>EXP Cost:</b>	750	1750	4000
<b>MP Cost:</b>	6	5	4
<b>ATP Loss:</b>	18	18	18
<b>MAX MP+:</b>	1	1	2

Covers a spherical area around Aya, which has a very short stunning effect on enemies and knocks some types of enemies over (Goat Chasers, again). However, especially when it's not on max. level, the range is too small for it to be useful in stressful situations, like when being swarmed by Mindsucklers and co. But when strengthened, Plasma becomes very effective. At level 3, feel free to cast it multiple times if it doesn't kill all enemies, that surround you (which is likely on higher difficulties), as it becomes very MP friendly by then. Also highly recommended for the Puppet Stinger bossfight.

#### APOBIOSIS

	Level 1	Level 2	Level 3
<b>EXP Cost:</b>	3000	4000	5000
<b>MP Cost:</b>	18	18	18
<b>ATP Loss:</b>	38	38	38
<b>MAX MP+:</b>	1	2	4

This works very similar to Flares, and therefore becomes a great replacement for them later on. It covers a large area (at L.3 the complete room), dealing decent damage, but most notably, stuns enemies for a very long period of time. Unfortunately, you'll need to spend a lot of EXP before you can use it, and there are many other important spells to level before this one. Until then, we'll stick with Flares. I do however, highly recommend getting it at least to level 1 for the Brahman Reactor bossfight .

#### METABOLISM

	Level 1	Level 2	Level 3
<b>EXP Cost:</b>	500	1250	3000
<b>MP Cost:</b>	7	5	3
<b>ATP Loss:</b>	36	18	18
<b>MAX MP+:</b>	1	1	2

Used to remove and prevent negative status effects. It stays active for a while, which means it can be used pre-emptively against certain types of enemies, that are able to inflict bad statuses. Level 1 should be enough for that matter, but in the long run, level 2 might be great as well, as it cuts the casting time enormously.

#### HEALING

	Level 1	Level 2	Level 3
<b>EXP Cost:</b>	750	1750	4000
<b>MP Cost:</b>	12	12	12
<b>ATP Loss:</b>	42	30	18
<b>MAX MP+:</b>	1	1	2

It's great for saving up on healing items, especially if you want to save some Inventory space. However, during combat situations, I still prefer relying on Recoveries, because they won't need to be cast, and because they don't use up MP. Also Healing at L.1 has a very bad HP recovery. Naturally, I wouldn't bother with Healing, as long as you have access to Recovery Items.

#### LIFE DRAIN

	Level 1	Level 2	Level 3
<b>EXP Cost:</b>	3000	4000	5000
<b>MP Cost:</b>	20	18	18
<b>ATP Loss:</b>	38	30	22
<b>MAX MP+:</b>	1	1	2

Another large area attack, that absorbs HP on top of dealing high damage (which means it also heals Aya). Unfortunately, it has a very high MP cost and in order to get it, you'd need to level Metabolism and Healing to 3 first, and that'd be a waste of EXP. If at all, I'd consider getting Life Drain only at the very end of the game, because it's very effective against the Final Boss .

#### ANTIBODY

	Level 1	Level 2	Level 3
<b>EXP Cost:</b>	500	1250	3000
<b>MP Cost:</b>	6	5	4
<b>ATP Loss:</b>	36	28	18
<b>MAX MP+:</b>	2	2	4

Temporary increase of defense. If you feel like you're taking too much damage, you might want to consider leveling it. Overall however, I don't think it's necessary, especially when using my guide :P.

#### ENERGYSHOT

	Level 1	Level 2	Level 3
<b>EXP Cost:</b>	750	1750	4000
<b>MP Cost:</b>	10	9	8
<b>ATP Loss:</b>	36	28	18
<b>MAX MP+:</b>	2	2	4

Temporary increase in Weapon - based damage. At Level 1 it allows dealing 20% higher damage, at Level 3 it's at 30%. The main purpose of leveling it however, is with the increased spell duration. It can be helpful against Bosses, once you receive the harder hitting weapons. Until then however, casting other offensive spells like Pyrokinesis or Necrosis instead, pays off a whole lot more than Energyshot.

#### ENERGYBALL

	Level 1	Level 2	Level 3
<b>EXP Cost:</b>	3000	4000	5000
<b>MP Cost:</b>	15	15	15
<b>ATP Loss:</b>	36	28	18
<b>MAX MP+:</b>	2	4	8

Creates balls of energy (d'uh), which then surround you and deal damage to opponents when they get close. Note, that this is - at level 3 - the single most damage dealing spell in the entire game. Against Golems and Horned Strangers, this is a godsent spell on higher difficulties. On top of that, look at the bonus MP you receive for leveling it. Honestly, the only disadvantage to this spell is, that you have to level Antibody and Energyshot to 3 before even getting access to it. Unfortunately, this actually is a very good reason to skip it on lower difficulties. Especially because we have access to much stronger weapons there, which makes Energyball rather unnecessary.

## WALKTHROUGH CD1

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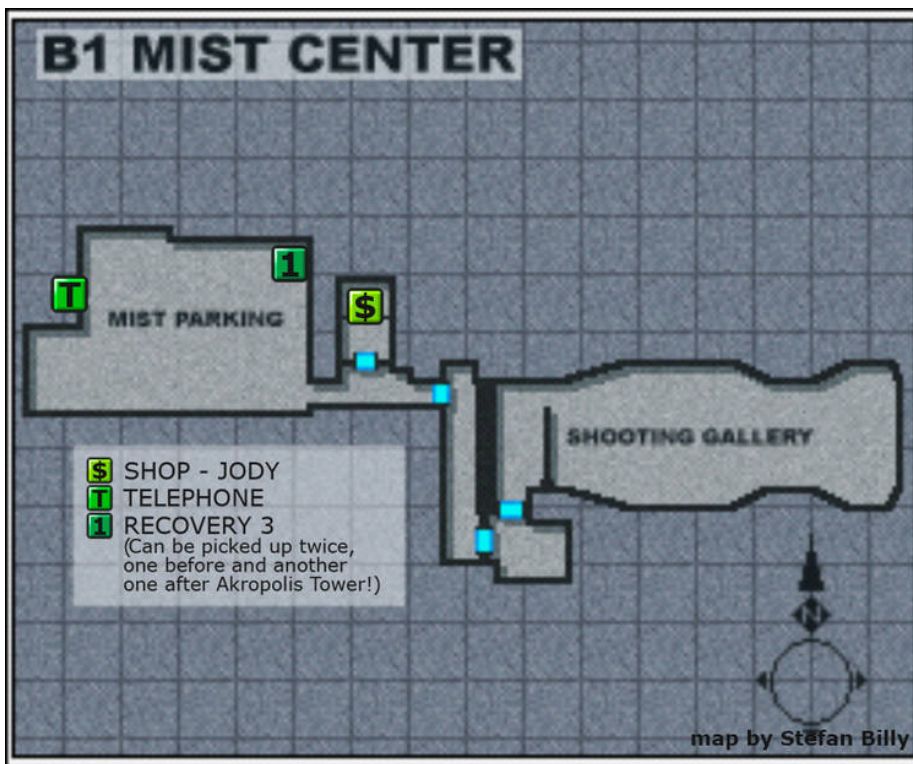
### Akropolis Tower

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This is a complete Walkthrough of the game Parasite Eve 2, with detailed informations and very advanced strategies.

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#### M.I.S.T. - HEADQUARTERS



The game starts here, with Aya training at the shooting gallery. Obviously, since the first title, she has become more confident and developed her shooting skills. At the same time, it seems that she has lost her "special" abilities...

You can decide to "continue" the training or "stop". The shooting range has some useful rewards and BP to win, if you get a high enough score that is. Nonetheless it might be a good idea to get accustomed to the controls. Overall however, I wouldn't consider the rewards worthwhile, even on higher difficulties it's very annoying and leaves a bitter taste in your mouth, making the controls seem worse than they actually are. In case you still want to win those items, here is a list:

Note: In order to collect your rewards, you need to visit Jody in the Armory, after winning the respective Items.

Level 1: **50x [Hydra]** ammunition

A slightly better ammunition type than [P.B.]. If nothing else, consider winning this.

Level 2: **Ringer's Solution** This is the best healing item in the game, recovering both HP and MP to 100%. It can't be bought, we find multiple of them throughout the game though, and before we get to a decent amount of max HP/MP, it would be wasted anyways.

Level 3: **Hunter's Goggles** The only "unique" Item to be won here. Hunter's Goggles prevent "Darkness", if being attached. Darkness temporary prevents auto-targeting, which can be a nuisance, but isn't necessarily one of the worse negative status effects. Also, it can be prevented and cured easily. Which is why I wouldn't recommend using the Goggles, they only use up Inventory space, which is extremely valuable in this game.

Level 4: **Lipstick** This Item has 2 uses: When attached, it prevents silence. Outside of combat, it can be used to heal MP completely, and increase the max MP by 1 (which isn't a lot). By the time Silence becomes a real problem, we find Lipsticks. So this one isn't needed, unless you want 1 more MP.

Level 5: **Shoulder Holster** When playing the "Scavenger" difficulty, this makes a decent piece of equipment, because you start with extremely low max MP. For your first playthrough however, it's probably not worth the hassle, since your other Armors are arguably more useful.



All won Items can be picked up from Jodie at her Shop!

Note: if you consider yourself a completionist, you only get one more chance to do the training. However, also keep in mind that the game's completion value lies within multiple playthroughs and nothing you get here can be carried over to New Game Plus.

Whenever you're done, leave and talk to Pierce. Before entering the Garage, pay a visit to Jodie's store, where you can buy Weapons, Ammunition, Armor and Items in exchange for BP. BP is the currency of this game and it's received after killing enemies. You only start with 200 BP, which means you shouldn't bother buying anything right now. Leave and enter the Garage. Here, up in the corner to the northwest, you can find the Item "**Recovery 3**" (click the medicine stash). Recovery 3 is the best HP recovery item you can find, so make sure to hold on to it and only use it if lower level healing items are either unavailable, or not strong enough to get back to max HP.



## Jodie's Weapon Store



### Weapons

PA3	1000 BP
M4A1 Rifle	2450 BP

### Ammunition

10x [Buckshot]	60 BP
80x [5.56 Rifle]	100 BP
Batteries/ Fuel	Free

### Armor

Turtle Vest	1680 BP
Combat Armor	3250 BP

### Items

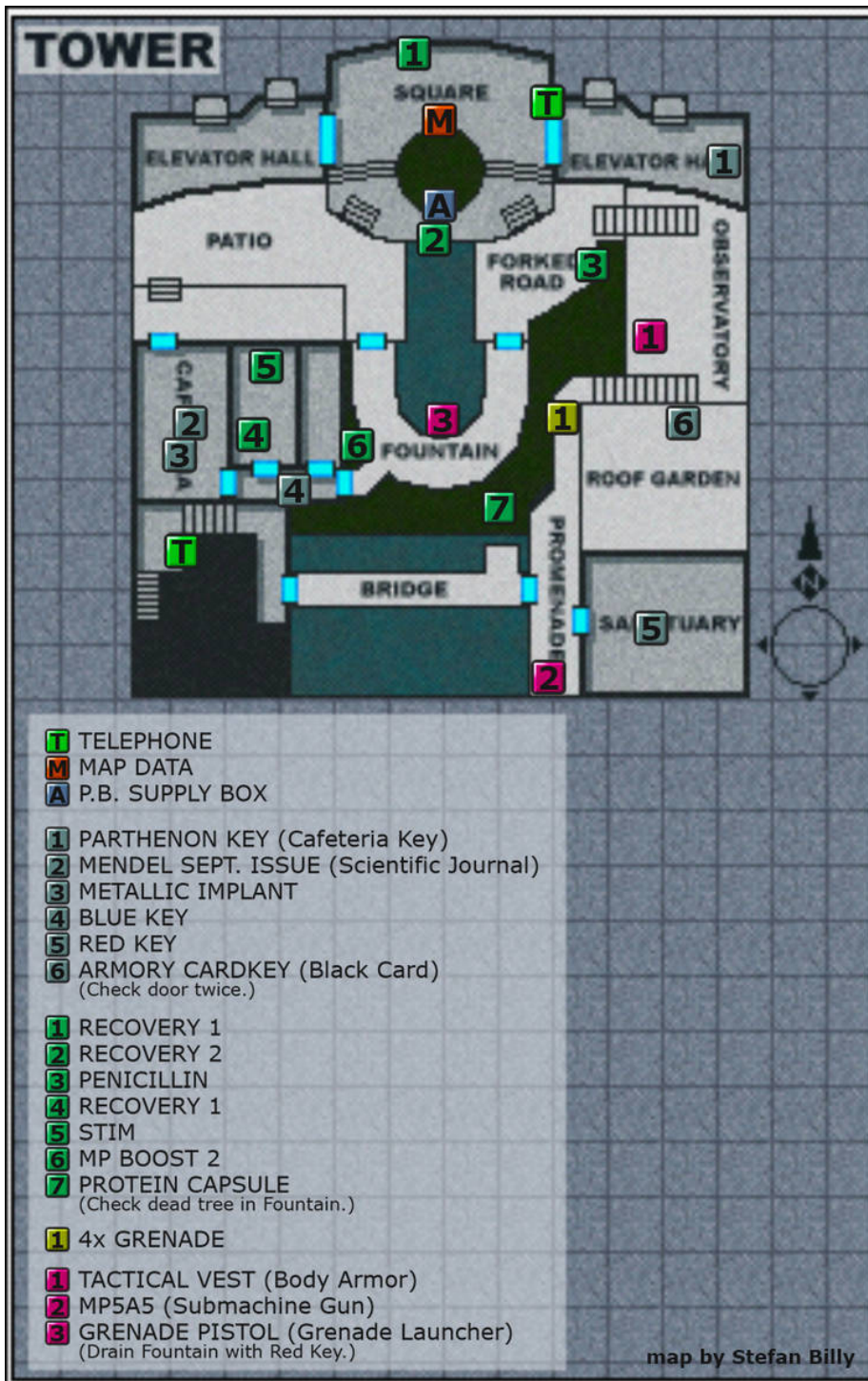
Recovery 1	100 BP
MP Boost 1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP

Once you're ready, talk to Pierce to initiate your first mission.

## AKROPOLIS - TOWER



*The scenery is painted by chaos, as Aya approaches the building. Police and even SWAT are both overwhelmed and perplexed by the situation. Nobody seems to understand what's going on. So here we are, time to hunt the monsters!*



Once you've entered, move through the doors to reach the main square.

*A massacre has taken place. The phone rings, as soon as Aya approaches it, some weirdo runs off. The hell was that?*

Anyways, pick up the phone to talk to your superiour. Note that telephones are your only source for saving the game. But on the plus side, you can save as often as you want. Afterwards, go back a few steps. Check the **Map Board** behind the statue to update your own Map with the depicted layout informations. From now on I'll mention directions based on the Map's layout. You can access the Map by pressing Select. Also, to the north (map-wise), are some dead soldiers. One of them, close to the "Magnum" Billboard, has a **Recovery 1**. If you didn't receive it immediately, try examining the corpses multiple times, as there's a lot of flavour text added to this scenery aswell.

When done, move through the eastern door right next to the phone. The only surviving soldier tells Aya about a women in the café. He hands her the **Cafeteria Key**. Leave this hallway and go south, down the first set of stairs.



Here, below the statue, you'll find an Ammunition Stash. This box holds an unlimited supply of [P.B.] ammunition, so keep that in mind! Also, the corpse to the south has a **Recovery 2**. Make sure to pick it up.

### INVENTORY SYSTEM

Now, before we continue, in case you don't know how Attachments work, read on, otherwise skip this paragraph.

Under the "USE" section of the menu, you have 3 windows. The upper left determines the currently equipped weapon, as well as the ammunition attached to this weapon. The window to the right is your Inventory. It has a total of 20 slots, which is very limited. That's why we need to plan ahead a lot in the future. At least, the game separates Items from "Key Items" (which aren't limited), so you don't have to worry about bringing keys and stuff. Also, you can analyze Items with (Triangle). This also identifies "?" Items.

Finally, the window to the lower left is the "Attachment" window. Here you can drag items to, in order to "attach them". This means that they become available during combat. "Combat Mode" triggers automatically if either Aya locates the enemy by targeting it (pressing Square), or the enemy takes note of Aya's presence. During combat, pressing pause will access the attachment window instead of the usual menu. That is why you will want to put your Recovery Items in here. Also, some items like the GPS are considered "passiv effective". Which means, they contribute to Aya's situation only when being attached. In this very case, the radar to the upper right appears thanks to the GPS.

More importantly however: Always attach your ammunition aswell. This has one big advantage, which is, that you can reload your Weapon manually. Otherwise, you can only reload by wasting your magazine. More often than not, you can benefit from manual reloading, based on what your enemy does. Finally - and this might be the most important info - ALWAYS have your equipped Gun loaded. Whenever you switch weapons, make absolutely sure it is loaded with ammunition. Otherwise, you enter combat barehanded!

Step down the stairs to the west and run south, to meet your very first encounter....

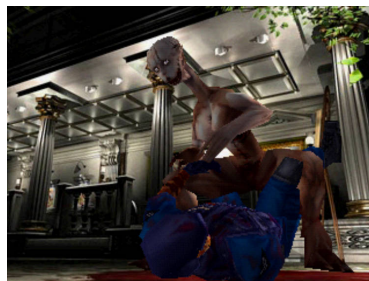
This creature, feasting off the poor soldier, is called a "Grey Stranger". Don't be afraid to move closer to get it on screen again. It won't notice Aya unless you get too close.

### PATIO - 1 STRANGER

#### Enemy Tactics: Grey Stranger

HP: 160 EXP: 42 BP: 48 MP: 4

These guys try to dodge bullets by sidestepping. Also, they can bite Aya, if they're standing close, so make sure to keep your distance! If you're experienced with tank controls, you can try to run to their backside, because once they're close to Aya, their attacking animation will initiate, giving you plenty of time to circle to their backside and attack from there. Back Attacks are their weak-spot, you will always deal higher damage and knock them over from this position. Especially Pyrokinesis can deal a lot of damage from here, and also knocks them over. As do critical hits.



This one here however can be taken care of rather quickly. It has its back turned to Aya, which means, if standing close enough to it, it will take more damage and fall over when being hit. Make sure you target it (Square) before you start shooting (R1). Keep shooting and it should die before reaching you.

*Unfortunately, you're too late, the soldier dies. In his last words, he warns Aya "They're not what they seem..."*

Enter the café and approach the single lonely girl sitting at the table to initiate an awesome cutscene and trigger your next fight.

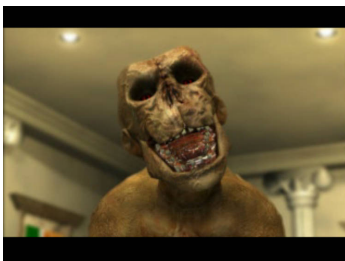
## CAFETERIA - GREAT STRANGER

### **Greater Enemy Tactics: Great Stranger**

HP: 300 EXP: 300 BP: 200 MP: 30

Basically the same as before, just bigger and stronger. Also it moves faster, the more damage it takes, indicated by the color of its flesh.

A good strategy would be to immediately take shelter behind the table to Aya's left, so it can't reach her. If it succeeds in finding a way around the table, better run behind a different table. More often than not it will just hunt you, circling around the table after you (which is kinda hilarious to watch, tbh). Other than that, keep shooting your [P.B.] Ammunition, also you can cast Pyrokinesis until your MP are used up (don't worry, they'll recover after the fight) and eventually it should die. Really not too much of a hassle.



You'll receive a **Recovery 2** after the fight. Before anything else, make sure to pick up the "**Scientific Journal**" on the table, as this adds some bonus BP reward at the end of the game. Then approach the corpse for a "**Metallic Implant**".

Another cutscene follows. Luckily Rupert rescues Aya before she gets bitten from behind. Time to inform your boss about the situation, which means, back to the phone! But wait, just as you leave, more Grey Strangers ambush. This time there are 2 of them!

## PATIO - 2 GREY STRANGERS

Make sure you keep your distance, especially when reloading. You can switch between the targets by pressing Square. Also note that after the fight is over, Aya will recover 8MP, which means you can cast Pyrokinesis at least once and still get back to full MP after the fight is over. Therefore I suggest you do so to quickly get rid of one of them. If you want to be overly cautious, you can try and use the terrace to your advantage, by luring them up one at a time, however this is probably more effort than taking them on face to face.

Note: They drop a "**Pepper Spray**". This is a one - use only Item. And it needs to be attached in order to use it in combat. Still, it is a lot more useful than you might think. I suggest keeping it for your first Boss Fight.

## SQUARE

Run back up to the Square and use the phone to talk to Baldwin and also SAVE your game. Also consider reloading your [P.B.] ammo! Then, return towards the Café.

Note: If you open the Map screen, you might notice that the Patio area is covered in red color. Whenever this is the case, it indicates that new enemies have appeared there. However, also take note that this isn't always a reliable source of information. In some occasions, enemies can ambush you in seemingly safe rooms. If you don't like surprises, stick to this guide.



## PATIO - 3 RATS, 3 MOTH

### **Enemy Tactics: Rat**

HP: 18 EXP: 4 BP: 22 MP: 1

Mostly just a nuisance. Rats usually ignore Aya, but if she gets too close, sometimes one or two might be attracted to her and start biting her, which causes damage and Poison (depletes HP over time, heals after a while or when combat ends). But overall they're pretty harmless and can be taken care off from a distance.



### **Enemy Tactics: Moth**

HP: 1 EXP: 2 BP: 18 MP: 1

Another nuisance. Moth ignore Aya unless she attacks them (or runs into them). As soon as one of them dies, all Moth within the area will start kamikaze towards Aya. This means that they kill themselves by flying into her, dealing damage. Worse than this is the status effect "Darkness" (prevents targeting for a while), which is caused if Aya gets hit. Also never kill them when standing below or very close, because their dying dust might hit you. Moths only have 1 HP btw.



So, nothing special here, just kill everything with your gun. The R2 trigger can be used to shoot single bullets btw (as a secondary function of the M93R, other guns have different functions). You can try to deal with the Moth by shooting single bullets to preserve ammo, although not needed for now, since we have access to unlimited [P.B.] ammo.

## CAFETERIA - ODD STRANGER

This fellow is stuck behind the table, which means it's an easy kill, as it can't reach Aya. I will add the strategy for Odd Strangers once we meet them face to face. Continue through the next door.

### CAFETERIA HALLWAY - 8 RATS

Just shoot them from the entrance, by toggling between Aiming (Square) and Shooting (R1).

Now enter the first door you come across on the hallway, to enter the kitchen. This is where the Odd Stranger was. Loot the SWAT corpse's **Recovery 1**. To the back of the room is a fridge, containing a "**Stim**". This item can be used during combat only and heals status diseases "Silence", "Berserker" and "Confusion". We won't need to attach it for now.

Return to the hallway and continue on. There's a Key Box, approach it to find a "**Blue Key**"! Next, enter the door adjacent to the kitchen.

*In here, you can also approach the screen. Press "+" twice to increase brightness, then zap through the channels via the buttons below. Aya will notice Rupert and - wait - there's another SWAT member who survived! What's that he's doing there?*

Anyways, after doing this, approach the console to Aya's right, use the Blue Key on the left Key Slot to open the escalator.

Note: There's a letter stuck to the left wall, including a simple number puzzle. Solving it helps you very soon, I will add the solution once we need it, in case you can't find it out by yourself.

Now take the only door left in the Hallway (east), to get to the Fountain Area. Check the trashcan near where you've entered for an **MP Boost 2**. Hold on to it for now. Next, there's a hidden secret path located to the south. Check the red-colored tree TWICE, in order for Aya to notice the hidden walkway. In here, you can find your first "**Protein Capsule**". This useful Item increases your maximum HP by 5. But on top of that, it also heals your HP completely. Unless you're already low on HP, I suggest you hold on to it for now, there's a convenient situation where we can use this coming up very soon.

Now return to the Square by unlocking the left Gate to the Patio. SAVE and RELOAD ammo. This time, take the eastern stairs to reach the "Forked Road".



### FORKED ROAD - 1 GREY STRANGER

Again, this one has its back turned towards Aya. Shoot its back and it will die quickly. Also keep in mind that you can sneak up on enemies by using the WALK function. This only works BEFORE combat initiates (screen flashes white, heartbeat sound can be heard). Combat starts whenever Aya notices the enemy (= aim at it), or vice versa.

Now examine this corpse twice to get "**Penicillin**". This is another combat attachment, which cures Darkness, Paralysis and Poison. Darkness and Poison are the only negative effects you can receive in this area, from Moth and Rats respectively. "Fatties" can poison as well, but it's equally unlikely. Which means, it's probably not needed. Take the escalator.

### OBSERVATORY - 2 GREY STRANGERS

Immediately target the Stranger in front of you and cast Pyrokinesis. It should have its back turned towards Aya, which means it will either die from the attack, or almost die, in which case a few bullets quickly take care of it. Then, the other Stranger shouldn't be a problem as well. Note: you can theoretically hide behind the bench from being attacked, but that's kinda over the top.

Now loot the corpse on one of the benches off his Body Armor to get the very useful **Tactical Vest**. This Armor has 7 Attachments, which is a lot more than your current Armor has. Also, it increases maximum HP by 50 and maximum MP by 10. Immediately change your Armor and throw the Leather Jacket away, it only wastes Inventory space and there's no advantage in keeping it. Before continuing, make sure to re-attach your stuff. Especially the GPS and [P.B.] bullets. Fill the rest with Recoveries, if you want to.

Also, this is the time to consume the Protein Capsule, because while the Tactical Vest increases Aya's max HP, it doesn't heal the difference. Otherwise, if you've used it up already, consume a Recovery 1 instead. In any case, continue onwards.

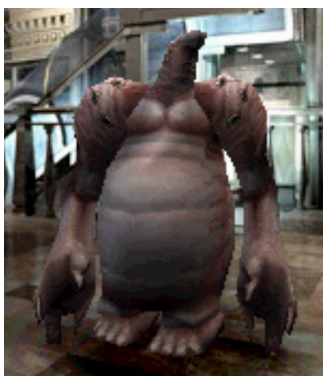


### PROMENADE - 2 FATTIES

#### **Enemy Tactics: Fatty**

HP: 280 EXP: 152 BP: 102 MP: 5

Fatties behave different, depending on what difficulty you play in. In Normal/ Replay Mode, you can take care of them from a closer range. They will try to slap you with their arms, which can expand to a certain range. Also, occasionally, they will try to poison Aya by shooting acid, but this usually misses, unless you're standing in a very unlucky spot/ distance to them. In Scavenger/ Nightmare Mode, their arm range is significantly longer, and they tend to shoot acid when you're very close to them, with their backs turned towards Aya.



Overall, just kill them from a distance, before they can reach you. In narrow rooms, feel free to use Pyrokinesis on them, which can knock them over. This is, because it counts as high "sudden damage" (the damage number appears sudden, instead of being accumulated from multiple bullets/ combos).

Reliably, critical hits also knock them over. Therefore, the P08 and P229 are both extremely effective on them, especially on the highest difficulty modes. Finally, Necrosis is also a nice choice because it prevents them from moving, although that shouldn't be too much of an issue until higher difficulties.

*Fatties are quite chill on lower difficulties. They don't even care for Aya, unless she gets close, or attacks them. Which is why I suggest you to observe them, just for fun. Look how they stretch, pure relaxation :P. Later on, we'll encounter some of them in shallow water. This adds some funny animation, where they play by splashing it.*

Before starting to shoot, run towards them and stop exactly where the screen transitions to a different perspective. Otherwise chances are your bullets will miss. Now empty your magazine on it, reload and empty another one. It should die before reaching you. If you're getting nervous, you can cast Pyrokinesis, but it shouldn't be necessary. Now the same strategy works for Fatty number 2 - go forward until the screen transitions again, then start shooting and it should die before it reaches you.

Aya will hear shots coming from the Church. Before you enter, examine the corpse to get an **MP5A5!** This is an extremely powerful, if not the most powerful Handgun in the game. On top of that, it has the extremely useful Flashlight function attached automatically! Immediately switch the M93R out for it, and don't forget to **LOAD IT!** Note that the MP5A5 wastes tons of bullets, and we're a stretch from the ammunition box, so going back and reloading now might be helpful (soon new enemies appear).

Note: You can also switch Weapons during combat, if the respective Weapon is attached.

(You probably notice at this point, you're receiving some very powerful Items here. Thing is, this is more of a "tutorial mission". Unfortunately, you won't keep all Items you find here. Mind you, this is the only time in the game something is taken away from you.)



Finally, still at the Promenade, there's a white wooden stash near the escalator. Examine it to receive some **[Grenades]**. We can't (and shouldn't) use them yet though.

One more thing: You might have noticed by now, that you've accumulated enough experience points to learn some new Spells.

#### PARASITE ENERGY STRATEGY

Parasite Energy, or P.E. for short, are Spells, you can learn and upgrade in exchange for experience points. For a detailed analysis of the Spells, their stats and what they do, look up the **\*Parasite Energy\*** (click for the link) section of this guide.

At this point in the game, I wouldn't recommend to learn any Spells. Whenever you learn or upgrade a Spell, your max MP is increased slightly, and - more importantly - healed completely. Therefore, invoking/ strengthening PEs is a viable method of recovering MP, instead of using up MP healing Items.

Also keep in mind that you won't be able to max out all Spells in your first playthrough. Therefore, I recommend to follow my grand strategy on learning spells at certain points through the game.

If you must, consider training **Pyrokinesis to L.2** or invoking **Combustion**. Healing might be tempting as well, but it's quite ineffective at level 1, and we should have plenty Recovery Items.

Now finally enter the Church for another cutscene.

*Rupert is being attacked by a weird looking, big, masked guy. As he notices Aya, he quickly bolts, showing off his super - human abilities. Also, isn't it strange that we don't receive any backup? An entire SWAT team is killed, yet your branch can't spare more than 2 agents...*



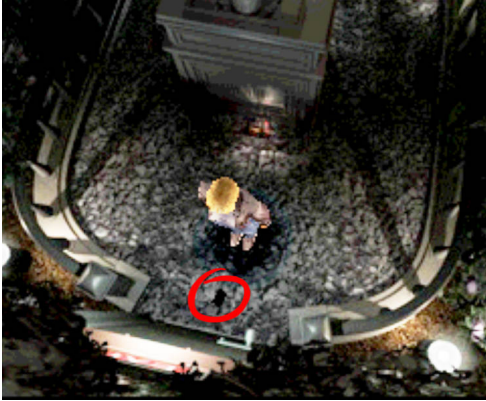
Before anything else, make sure to pick up the **Red Key** from the ground! Next up, take the semi - hidden door, located to the north of the room (map -wise).

#### ROOF GARDEN - 4 CATERPILLARS

*The SWAT member is still there, seems like he's planting a bomb to destroy evidence!*

After spying on the soldier, go behind the statue, where he hid the bomb.

Now this is VERY IMPORTANT: On the ground, in front of the door, the soldier used to escape, lies a Card. You have to check TWICE to receive it. First time around, Aya examines the locked door. The second time however, she will notice and pick up the **BLACK CARD!**



#### BLACK CARD INFO

Much later into the game, this card will grant you access to a secret room, holding a lot of great Ammunition Stashes, as well as a powerful Weapon. On top of that, said room can be used as a shortcut. So make absolutely sure you pick up the Black Card now! If you miss it, you won't get a second chance!



**Watch Out!** Before you leave, you'll be ambushed by the Caterpillar - Gang.

#### Enemy Tactics: Caterpillar

HP: 80 EXP: 6 BP: 28 MP:1

Like most smaller enemy types, Caterpillars always appear in groups. Also, they love to ambush Aya by ninja-ing down ropes. In Normal and Replay Mode, they are just another nuisance. In Scavenger and Nightmare, they are very dangerous. Caterpillars only attack by jumping at Aya. This can be prevented entirely, by never standing still. As soon as Aya remains in the same spot for too long, they start attacking. A viable technique to kill them, is to use Fire against them (Pyrokinesis, Combustion, or [Firefly] ammunition). This causes "Burnings", which kills them over time. On top of that, they tend to ignite each other. On higher difficulties, you'll often want to ignite and spread a fire before taking shelter, or running in circles, until they die.



Immediately turn around and take shelter behind the fence. Shoot the closest Caterpillar with the MP5A5. Once it's dead, kill the others by shooting over the fence. If they followed you, hide behind the statue and try to kill them one by one. They also drop **MP Boost 1**.

Now leave this area and go back outside to the Promenade.

#### PROMENADE - 4 RATS, 3 MOTH

Some more easy kills. Note: You can kill the Moth by using the Flashlight (R2) on your MP5A5.

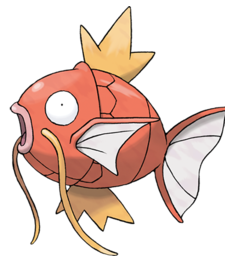
That big weirdo from before broke the gate to your left, which makes it accessible now for us as well. This is a good time to go there, because a save point is nearby. Because, when you open up the Map, you might notice how everything became infested by enemies again.

#### BRIDGE - 3 BASSES

#### Enemy Tactics: Bass

HP: 1 EXP: 6 BP: 36 MP:1

This is the only time you'll encounter Fish as an enemy. Depending on your actions, this encounter can be very unfair towards Aya, or towards the Fishes. "How" you might ask? By raising the bridge, leaving them dry! Check the console at the entrance. A code is required - remember the letter in the Cafeteria's security room? This is where it pays off to know the solution. If you couldn't figure it out by yourself, or forgot it the number, highlight this box (or de-activate spoilers) - the code is **561** .



Enter the Code from the Cafeteria security room - 561 . As the bridge raises, the fishes flap helplessly atop. Don't waste ammo, just step on them to kill them. \*Splat splat splat\*, done ^^.

#### FIRE ESCAPE - 1 (X\_X) STRANGER

Approach the door for a short cutscene. Seems like that big guy just injured a Stranger by smashing it against the door. Take it out of its misery for **Recovery 2** and some EXP/BP. Also make note of another ticking bomb.

Go up the stairs to find another phone. **SAVE** your game. Now, before going any further, decide if you feel prepared enough for your first Boss Fight, which means, using either the MP5A5 or M93R with whatever [P.B.] ammunition you have left, though I highly advice against it. At least, go back to reload and also pick up some [Hydra] ammunition from enemies along the way. In case you want a real challenge, or don't want to follow my advice, but for some weird reason still want my strategic advice against the Boss, I've added a section at the end, called "Unprepared Time", for how to beat it without going back.

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## PATH SPLIT - RETURNING FOR SOME GOODIES

### OBSERVATORY - 2 FATTIES

Go back to the Observatory, to face off against 2 more Fatties. I suggest you kill the one closest to the camera first. The other one, close to the bench with the corpse, will ignore you, unless you step in. The MP5A5 makes quick process of them. If you're low on ammo, consider casting Pyrokinesis or using the M93R instead.

Note: They drop **50x[Hydra]** ammunition. This can be used with either Handgun and is slightly better than [P.B.]. Keep it for now.

### FORKED ROAD - 1 GREY STRANGER, 3 RATS

I suggest you kill the Stranger first. You can use the Flashlight (R2) on your MP5A5 to stun it. This is effective, if you need to reload or if it gets too close. But be wary of them Rats. Sometimes, one gets interested in Aya. If you see Rats running towards you, create some distance. **Penicillin** is dropped here.

If you start running into Inventory Problems, I suggest ditching the Stim - We have zero use for this right now. Also throw away the Leather Jacket, if you still carry it around. Furthermore, you can use up Recovery 1, if your HP is damaged, or the Protein Capsule, if you still held on to it.

Back at the Square, you can finally replenish [P.B.] ammunition and SAVE.

Now once again, you can decide either to face off against the Boss, or collect some more Items, as well as receiving some more EXP and BP. You can find a Grenade Pistol, if you don't skip the next section. However, it's not necessary for the next Boss to use it. Also, it's going to be taken away from you after this chapter ends, in exchange for some bonus BP. So, it's up to you Skip to "Preperation Time", if you don't want this chapter to drag on a bit longer.

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## PATH SPLIT - MORE GOODIES

### PATIO - 2 DASHING STRANGERS, 3 MOTH

#### **Enemy Tactics: Dashing Stranger**

HP: 180 EXP: 42 BP: 82 MP: 4

This variation can run really fast. This makes reloading very dangerous. Fortunately, you can knock them over with the Flashlight from the MP5A5 (or with a Combat Light). Doing so makes it much easier to handle them.



Kill the Moth with the Flashlight, then start shooting the Strangers. Again, use the Flashlight to stun them (once they're turned into Aya's direction), whenever you need to reload or they get too close. As a matter of fact, the Flashlight makes them pretty helpless.

Another **50x[Hydra]** is dropped here.

### CAFETERIA - 2 ODD STRANGERS

Seems like they're cooking something up, better kill them (sorry...). Again, they can't reach you from this location.

### CAFETERIA HALLWAY - 1 ODD STRANGER, 4 RATS

Some more easy kills, but since this is the first "threatening" Odd Stranger, here's the Enemy Profile:

#### **Enemy Tactics: Odd Stranger**

HP: 180 EXP: 34 BP: 34 MP:3

This variation of the Stranger is a lot slower. It can bite and hold on to Aya, if you're standing to close. If it starts gnawing, mash directional buttons to release yourself as quickly as possible. Other than that, their back is their weak spot again. Also, very easy to knock over by critical hits and higher sudden damage.



Re-enter the Security Room. Remember the second key - hole? This time use the Red Key. This will drain the Fountain, which simultaneously makes 2 Fatties appear in said area. They love water, now they're sad.

### FOUNTAIN - 2 FATTIES



You'll have to step in a bit, the perspective is a bit awkward here and you won't be able to hit the first Fatty from the entrance position. The 2nd Fatty is out of screen borders, standing in the southern corner of the area. These 2 are more dangerous. Their arms can reach you from this distance. Therefore, I suggest killing them quickly, by combining Pyrokinesis with the MP5A5. Once you've killed the first one, the other one is easier, kill it from where the first Fatty stood.

Also note, these 2 drop 4 more valuable **[Grenades]**. Now before leaving, check the blood splatter on the fountain, to locate a dead soldier inside. This one carries a **Grenade Pistol**. Make sure to pick it up. Also, double check if you actually receive it. If your Inventory was full beforehand, Aya will leave it.

Also make sure you pick up the Protein Capsule and MP Boost 2 if you haven't yet.

Return to the Square using the LEFT GATE again. Reload ammunition and SAVE. There's an ambush encounter in "Forked Road" ahead.

#### FORKED ROAD - 4 CATERPILLARS

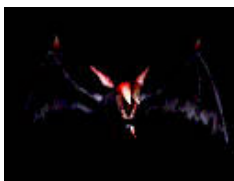
It's the Caterpillar Gang again, out for revenge! Make sure to keep your distance, when shooting them. Or you can try to burn them with Pyrokinesis or Combustion.

**Recovery 1** is being dropped by them. Another ambush encounter takes place at the Observatory...

#### OBSERVATORY - BAT SWARM

##### **Enemy Tactics: Bat**

HP: 1 EXP: 5 BP: 18 MP:1



Bats always appear in big groups, either happy - flapping around, ambushing Aya, or sleeping in a group. Usually, when being surprised by them, it's hard to avoid damage, but on lower difficulties, the damage is too low to be troubling. Shoo them away by mashing directional buttons, if they get to you. Necrosis and Plasma (at max level) are both viable techniques to kill an entire swarm all at once. But most of the time, juggling between (re-)aiming and shooting [P.B.] bullets does the job as well.

As soon as combat is being initiated, immediately hold "up" to run towards the escalator across to the other side, then make an AIM - turn (pressing Square to target will turn Aya around by 180 degrees much quicker than manually turning would) and start shooting. Also re-aim if you missed some bats. **50x [Hydra]** is dropped here.

#### PROMENADE - 4 CATERPILLARS, 6 MOTH

Run towards them, stop where the camera perspective shifts (don't worry, they're sleeping). Kill them with the MP5A5 or Combustion. Also take out both Moth groups with the Flashlight. Now, if you want to annihilate everything, there's one last optional area with enemies, which is at Roof Garden.

#### ROOF GARDEN - 3 MOTH, 4 CATERPILLARS

Run towards the statue. As soon as you do so, the gang ambushes once again... They just won't give up... Hide behind the fence to deal with them. Also take out the Moth with the Flashlight (mind you, as long as you don't attack them, or run into them, they ignore you).

Now that we're done, go back to the Square to reload ammunition. Finally, run back to the Fire Escape and SAVE your game. Again, if you haven't been here yet, the code for the bridge is 561 ! It's time to prepare for our first Boss Fight!

## HELIPORT

### **PREPARATION TIME**

Equip a weapon of your liking. I'd suggest using the MP5A5, loaded with [Hydra] ammunition. You can also use the Grenade Pistol, but it's a bit sluggish and wasted on the traps you can damage your opponent with (more on this in the upcoming section). Grenades will be very expensive later on, mind you, so holding on to them might be a better decision in the long run. However, they also deal very impressive damage. If you want to use the Grenade Pistol, make sure you LOAD the Grenades (you don't need to attach them, you just need the gun to be loaded).

In any case, I'd suggest equipping the MP5A5, loaded with [Hydra]. In addition to this, make sure both [P.B.] and [Hydra] bullets are attached to your Vest. Alongside the GPS, you should have 4 more slots for other attachments left. I highly recommend adding a Penicillin, in case you're hit by his Paralysis - inflicting grenades (he has terrible aim though, but it's also hard to tell where they explode). You can add the Pepper Spray to stun him once as well. Then, fill the rest with Recovery 2 and 3.

If you didn't spend any EXP on spells yet, some people like to use Energyspot L.1 in this fight, since casting it will temporarily increase your Weapon's damage. However, I don't think we need it, plus we can benefit a lot more from different spells in the upcoming segments of the game. Pyrokinesis L.2 is - in my opinion - a better investment, because it will be very useful in the upcoming segments, as well as being effective in this fight, since it allows us to push him back slightly. In any case, reviving a spell now will heal your MP, so keep that in mind as well. If you want to prepare for later, Pyrokinesis L.2 and/ or Necrosis L.1 are both solid choices.

Make sure you're fully recovered, loaded, and also have saved your game.

## HELIPORT - NO.9

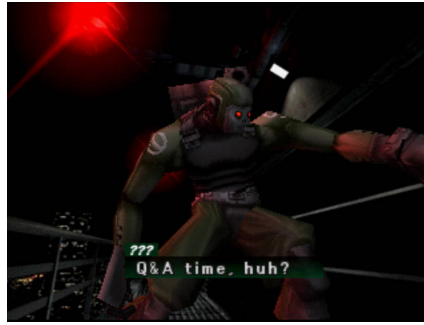
Now run around the Heliport passage to reach a lift, which isn't accessible. Seems like someone is up there already... Run back to the beginning (mind you, you don't actually have to run the entire path to check on the lift. Just running to the first corner and back triggers the fight as well)...

*Suddenly, the masked man jumps down from above. And yes, looks like he's insane.*

### BOSS TACTICS: NO.9

HP: 1600 EXP: 500 BP: 800 MP:30

As soon as combat starts, either waste your MP on multiple casts of Pyrokinesis (which also pushes him back a bit), or use Energyspot if you have it, then start shooting. He will move towards Aya. Pay attention to his animation, as soon as he stops, he is about to jump attack Aya. Use the Pepper Spray to stun him beforehand. Then reload and empty your magazine. As soon as he regains conscious, run around the corner and past the electricity box. You can empty another magazine on No.9 safely now (make sure you don't accidentally target and shoot the electric box before we can use it), then reload.



Now beside his blade attacks, he will shoot grenades as well, but his aim is really bad. If they do hit you, they can cause Paralysis (next to Confuse, the most dangerous status disease), which can be cured with a Penicillin (use it immediately, otherwise the exhaustion will kick in). The great thing about Penicillin and also Stim is, that it also prevents statuses for the entirety of a fight, once it's been used up. Which means, additional grenades can't cause status inflictions to you anymore.

Also, pay attention to your ammunition. Once [Hydra] runs out, you have to switch to [P.B.] manually!

Now there's some timing needed for this: There are 3 of those electric boxes in total. Each of them can be targeted and shot at. Shooting it will bust a cable, which as a result deals quite some damage to No.9. However, the cable loses charge pretty soon after ripping. That's where timing comes into play: As soon as No.9 charges towards Aya, shoot the box.



If timed well, it will deal around 150 damage and shortly stun him, giving you time to shoot as well. Now run to the corner, shoot some more before he closes in. This btw is usually where I run out of ammo and have to switch to [P.B.]. Now repeat the same process with the 2nd box, and also the 3rd one, in case he's still not defeated by that point. Mind you, the last box can be shot a second time to release gas, which deals TONS of damage. Also note that he can cut the cables himself if he attacks while passing by, but it's not a good idea to rely on it.

### UNPREPARED TIME

This section is only for the minority, that didn't bother running back for ammo. In this case, equip the M93R, loaded with [P.B.]. Have GPS, [P.B.] ammo, both MP Boost 1 and 2, Penicillin and a Recovery 2 attached. If you want to/ have some space left, you can also attach the Pepper Spray to stun him. And maybe the Tonfa Baton, if you're feeling brave/ have really low ammo. Also make sure you're completely healed. Get Pyrokinesis L.2 if you can, otherwise get Energyspot L.1.

## HELIPORT - NO.9

Now run up to the Heliport and around the corner, then go back again to trigger the Boss fight.

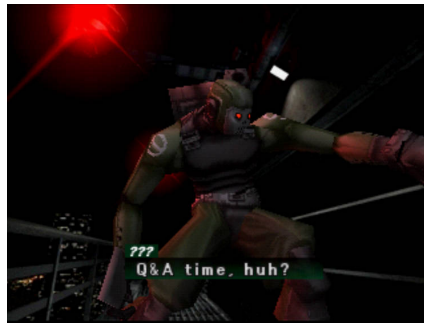
### BOSS TACTICS: NO.9 (Unprepared)

HP: 1600 EXP: 500 BP: 800 MP:30

Immediately start shooting at him (cast Energyspot if you invoked it before). He will move towards Aya. Pay attention to his animation, as soon as he stops, he is about to jump attack Aya. Use the Pepper Spray to stun him beforehand. Then shoot some more. Once he recovers, cast Pyrokinesis to push him back a bit. Now shoot him a bit before he gets closer again. Juggle between Pyrokinesis and bullets until your MP are used up. But also pay attention to your reserve ammo, you WILL need it for the traps (save at least 4 bullets :P). In any case, use up your MP, you want to squeeze in as much damage as possible.

If you're really low on ammo to begin with, heal your MP with MP Boost 1 and spam some more Pyrokinesis.

Now beside his blade attacks, he will shoot grenades as well, but his aim is really bad. If they do hit you, they cause Paralysis (an extremely dangerous status disease), which can be cured with a Penicillin (use it immediately, otherwise the exhaustion will kick in). The great thing about Penicillin and also Stim is, that it also prevents statuses for the entirety of a fight, once it's been used up. Which means, additional grenades can't cause status inflictions to you anymore.



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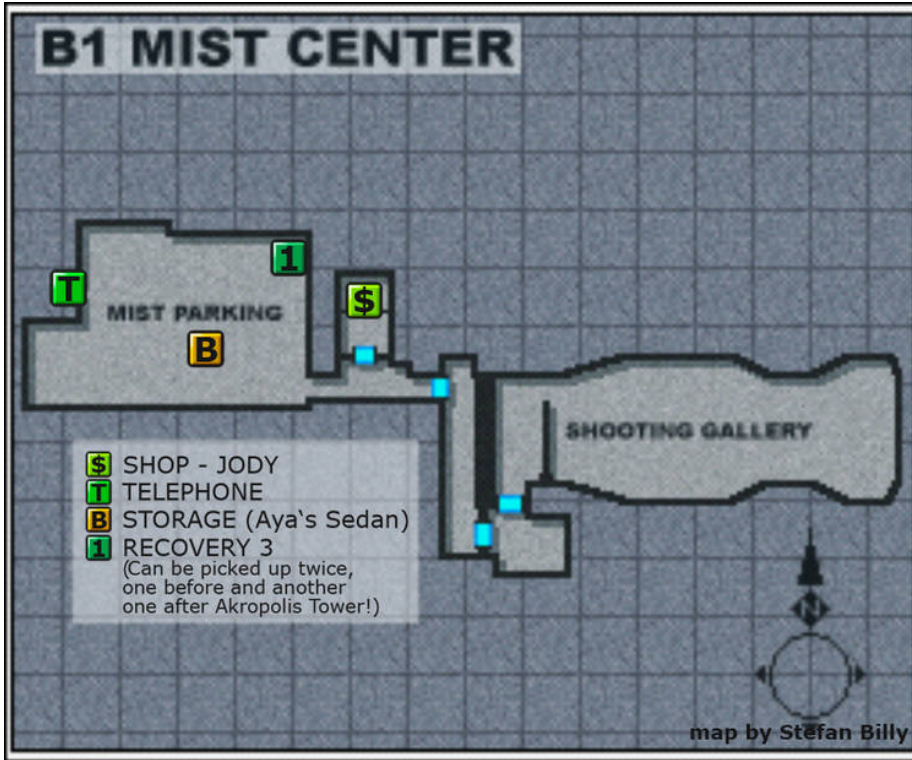
If timed well, it will deal around 150 damage and shortly stun him, giving you time to shoot as well. Now repeat this process 2 more times for the other 2 boxes. Mind you, the last box can be shot twice. Doing so the 2nd time around will deal massive damage. If you're really low on ammo, avoid wasting it on No.9 and instead save it for those boxes. You can destroy the cables on the boxes with the Tonfa Baton as well, but it's a lot more dangerous, and can hit Aya instead of No.9, if your timing and positioning are off. Also note that he can cut the cables himself if he attacks while passing by, but it's not a good idea to rely on it. If you've managed to hit him with every box, he should (hopefully) give up at this point. If he still doesn't give up, consider using your spare MP Boost(s) to spam some more Pyrokinesis.

*Angered, No.9 admits defeat. Now use the elevator to reach the platform, where you'll see No.9 escaping by jumping off the building. Soon after, Rupert appears. As the bombs detonate, a Chopper appears just in time to rescue the 2 of you.*



## **M.I.S.T. - HEADQUARTERS**

*Look at all 4 Key Items, in order to proceed. Some more cutscenes follow. Looks like we're going to the Mojave Desert!*



First however, there's still some things we can do here. Mind you, this is the last time you get access to the M.I.S.T. Station. Once you leave, you won't be able to come back! Also there's a Phone in the Garage you can use to SAVE your game.

#### AYA'S SEDAN

Now, this is important. The trunk of Aya's car functions as Item Stash and you probably already know that we're going to rely a lot on this. Throughout the game you'll find multiple places where Items can be dropped. Don't worry, none of them become inaccessible. However, some are going to be cut-off for a while, but I will inform you beforehand.

In any case, don't be shocked when looking at your Inventory. Most of your Items are safely stored inside the Sedan.

The only exceptions to this are:

- the Tactical Vest - the MP5A5 - the Grenade Pistol

Everything else, including ammunition, are kept. Also consider stashing the Tonfa Baton, we won't need it.

Also take note of an Item, called "**Belt Pouch**". When used up, it increases the currently equipped Armor's Attachments by 1. There is a limited number of Belt Pouches available throughout the game. Therefore, I advice against wasting them every time you find a new one. For now, the 5 Attachments in our current Armor are more than enough.



#### Replacement Items

You'll automatically find these "Replacement Items" in your Sedan for Equipment found in the Akropolis Mission:

- A **Belt Pouch** for the Tactical Vest;
- A **Ringer's Solution** for the MP5A5;
- A **Protein Capsule** for the Grenade Pistol;

Visit Jodie's Weaponry - this time around, we have enough BP to actually buy something:

Jodie's Weapon Store	
<b>Weapons</b>	
PA3	1000 BP
M4A1 Rifle	2450 BP
<b>Ammunition</b>	
10x [Buckshot]	60 BP
80x [5.56 Rifle]	100 BP
Batteries/ Fuel	Free
<b>Armor</b>	
Turtle Vest	1680 BP
Combat Armor	3250 BP
<b>Items</b>	
Recovery 1	100 BP
MP Boost 1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP

Before anything else, let me tell you this: Everything you do, has consequences. And unfortunately, especially with these decisions, you don't really know what you bargain with until it's too late. All I can do, is turn a lottery into an actual decision, by telling you what everything does, and when to use it. Eventually don't worry too much about your decisions though. There are always solutions and alternatives in this game, especially on lower difficulties.

That said, I highly recommend the **M4A1 + [5.56 Rifle]**. It's much better than the M93R. Of course, the difference being that [P.B.] ammunition is free, whereas [5.56 Rifle] is not. The **PA3** is a decent choice as well. Shotgun ammo is very powerful. [Buckshot] can be used to deal spread damage, [Firefly] deals fire - based damage, and [R.Slug] just devastates any opponent. However, the PA3 is also a very sluggish Weapon and the worst Shotgun in the game, so keep that in mind.

As for Armor, we already come equipped with our new **Assault Suit**, which isn't too bad. It adds 10MP and has 5 Attachments. Also, it protects Aya from Poison (which is a status disease, that we will be confronted with in the next few chapters).

The available Armor isn't too bad as well.

The **Turtle Vest** adds 5HP and 20MP, as well as protection from Paralysis and additional MP Recovery after every battle. However, the big drawback is, that it only has 3 Attachments. Mainly consider this armor, if you're planning to spam Spells over Weapon use.

The **Combat Armor** is a bit tankier, adding 50HP and 10MP. It also grants protection from Silence (which isn't needed until MUCH later in the game) and comes with a built - in GPS. Which means, we can stash ours away in Aya's car, saving both an Inventory and an Attachment Slot. That on top of the 5 Attachments, this Armor comes equipped with. Unfortunately, it has a very high BP price. Buying this means you can't afford the M4A1.

Note, that you can't buy those Armors again until CD2. At which point, neither of them is useful.

Also, soon you'll be able to buy a different Armor (PASGT Vest), which I think is more useful than those 2 available right now, which is why I'd suggest to stick with the Assault Suit for now, and just buy the M4A1 and 800x [5.56 Rifle] ammunition.

And I want to remind you, this is your last chance to participate at the Shooting Gallery!

Here are the prices again (talk to Jodie to receive them):

Note: In order to collect your rewards, you need to visit Jody in the Armory, after winning the respective Items.

Level 1: **50x [Hydra]** ammunition

A slightly better ammunition type than [P.B.]. If nothing else, consider winning this.

Level 2: **Ringer's Solution** This is the best healing item in the game, recovering both HP and MP to 100%. It can't be bought, we find multiple of them throughout the game though, and before we get to a decent amount of max HP/MP, it would be wasted anyways.

Level 3: **Hunter's Goggles** The only "unique" Item to be won here. Hunter's Goggles prevent "Darkness", if being attached. Darkness temporary prevents auto-targeting, which can be a nuisance, but isn't necessarily one of the worse negative status effects. Also, it can be prevented and cured easily. Which is why I wouldn't recommend using the Goggles, they only use up Inventory space, which is extremely valuable in this game.

Level 4: **Lipstick** This Item has 2 uses: When attached, it prevents silence. Outside of combat, it can be used to heal MP completely, and increase the max MP by 1 (which isn't a lot). By the time Silence becomes a real problem, we find Lipsticks. So this one isn't needed, unless you want 1 more MP.

Level 5: **Shoulder Holster** When playing the "Scavenger" difficulty, this makes a decent piece of equipment, because you start with extremely low max MP. For your first playthrough however, it's probably not worth the hassle, since your other Armors are arguably more useful.



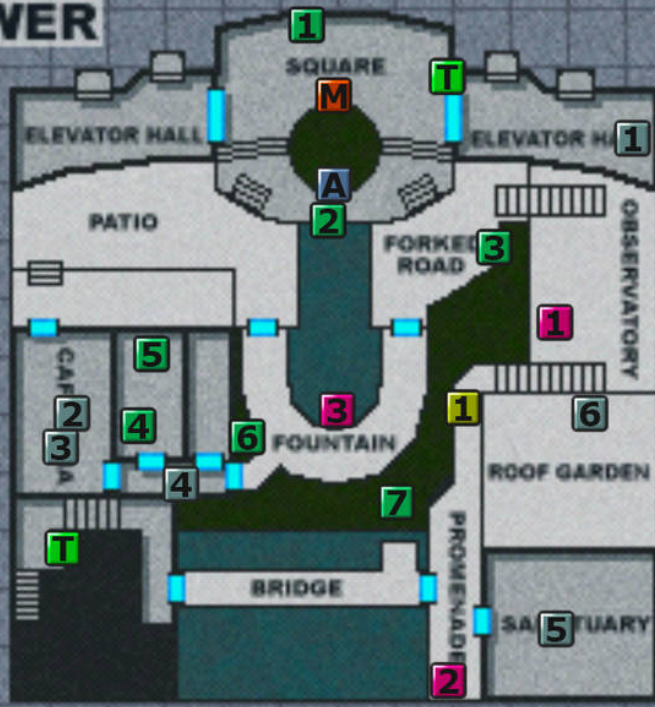
Now make sure to go back to the corner of the Garage, where you found the Recovery 3 before, to find another **Recovery 3** once again.

I recommend bringing only a total of 2x Recovery 2 and 1x MP Boost 1. Otherwise, your Inventory fills up too quick. You can always go back and get some more. Whenever you're ready, talk to Pierce multiple times to set off to our next destination - Dryfield...

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## TREASURE CHART

# TOWER



- T** TELEPHONE
- M** MAP DATA
- A** P.B. SUPPLY BOX

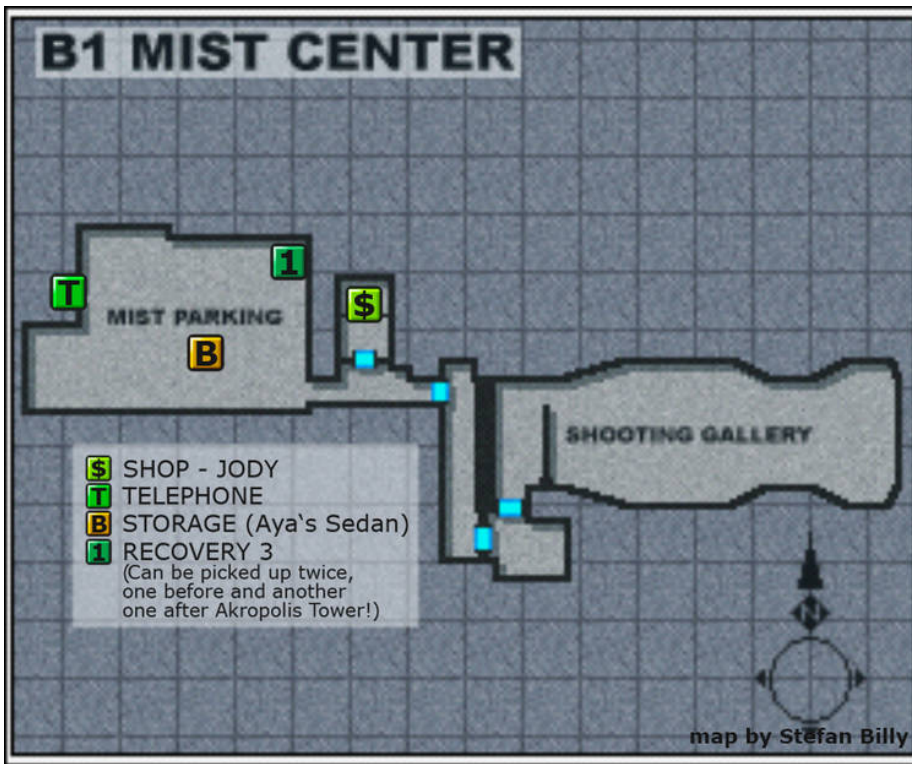
- 1** PARTHENON KEY (Cafeteria Key)
- 2** MENDEL SEPT. ISSUE (Scientific Journal)
- 3** METALLIC IMPLANT
- 4** BLUE KEY
- 5** RED KEY
- 6** ARMORY CARDKEY (Black Card)  
(Check door twice.)

- 1** RECOVERY 1
- 2** RECOVERY 2
- 3** PENICILLIN
- 4** RECOVERY 1
- 5** STIM
- 6** MP BOOST 2
- 7** PROTEIN CAPSULE  
(Check dead tree in Fountain.)

- 1** 4x GRENADE

- 1** TACTICAL VEST (Body Armor)
- 2** MP5A5 (Submachine Gun)
- 3** GRENADE PISTOL (Grenade Launcher)  
(Drain Fountain with Red Key.)

map by Stefan Billy



### 100% KILL LIST - AKROPOLIS TOWER

Legend:

Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops*

- Medicine Wheel is an item, that adds special drops to some encounters. However, in your first playthrough, you won't be able to get the Medicine Wheel until much later on CD2.

Trigger Point: Reaching Patio			
Patio	1x Grey Stranger	-	-

Trigger Point: Receiving Cafeteria Key			
Cafeteria	Great Stranger	Recovery 2	(MD Player)

Trigger Point: Defeating Great Stranger			
Patio	2x Grey Stranger	Pepper Spray	-

Trigger Point: Using Phone			
Fork	1x Grey Stranger	-	-
Patio	3x Rat, 3x Moth	-	-
Kitchen	1x Odd Stranger	-	-
Café Hallway	8x Rat	-	-

Trigger Point: Activating Escalator			
Observatory	2x Grey Stranger	-	-
Promenade	2x Fatty	Recovery 1	-

Trigger Point: Scene inside Church			
Roof Garden	4x Caterpillar	MP Boost 1	Recovery 1
Promenade	4x Rat, 3x Moth	-	-
Bridge	3x Bass	-	-
Fire Escape	1x (x_x) Grey Stranger	Recovery 2	MP Boost 1
Observatory	2x Fatty	50x [Hydra]	50x [Spartan]
Fork	1x Grey Stranger, 3x Rat	Penicillin	-



Patio	2x Dashing Stranger, 3x Moth	50x [Hydra]	50x [Spartan]
Kitchen	2x Odd Stranger	-	-
Café Hallway	1x Odd Stranger, 4x Rat	-	-
<b>Heliport</b>	<b>No.9</b>	-	-

Trigger Point: Draining Fountain			
Fountain	2x Fatty	4x [Grenade]	4x [Airburst]
Fork	4x Caterpillar	Recovery 1	-
Observatory	Bat Swarm	50x [Hydra]	50x [Spartan]
Promenade	6x Moth, 4x Caterpillar	-	-
Roof Garden	3x Moth, 4x Caterpillar	-	-

## Dryfield - Day

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### DRYFIELD - FIRST VISIT

Check - List	
<b>Weapons</b>	M93R [P.B.], [Hydra]
	M4A1 [Rifle]
	(PA3) [Buckshot]
<b>Armor</b>	Assault Suit
<b>Spells</b>	Pyrokinesis L.1
	(Combustion L.1)
	(Energyshot L.1)

*What a desolate place. Are there actually any people still living here?*



As soon as you regain control, make note of the ammunition box next to Aya's car. Use it to refill your [9mm P.B.] ammunition. Also consider equipping the M4A1 and load some [5.56 Rifle] as well. In addition to that attach your handgun and both ammunition types.

#### PARASITE ENERGY NOTE

We'll make good use of **Pyrokinesis** in the future. Try strenghtening it to level 2 soon. Also, **Combustion** and **Plasma** are very useful, you can try to get either to level 1, but refrain from leveling both for now. We need to save up some EXP for other things too. Likewise, hold off from leveling Healing for now. Wait until we get access to new Armor before making this decision.

One more thing: Whenever I suggest the use of the M4A1 Rifle, you might as well use the M93R with some [Hydra] ammunition instead. Especially if you didn't buy the Rifle. But also, to save some BP every now and then, since [5.56 Rifle] is a bit expensive at this point. The M93R with [Hydra] is slightly weaker than the M4A1 with [5.56 Rifle], but the main drawback is the M93R's smaller range.

Furthermore, there's a Telephone here for you to SAVE your game as well, before going through the gates.

#### MAIN STREET - GOAT CHASER

Immediately, you're greeted by your new best friend. This ANMC is called a "Chaser", and actually have a lot more in common with a Ram or a Goat. Depending on how accustomed you are to tank controls, Chasers can be either very simple, or a total nightmare to deal with...

#### Enemy Tactics: Goat Chaser

HP: 200 EXP: 75 BP: 50 MP:4

Goat Chasers have one mission: ramming you. Therefore, it's important to learn dodging their attacks. And in order to do so, you need to pay close attention to their behaviour. As soon as they bow down, it indicates that they will charge at you. During their initiation phase, they will keep target of Aya's position. But once they start running towards her, their course is set to a straight line. One problem of the targeting system comes with the fact, that Aya always turns towards



her enemy automatically. If the auto-turning is a problem, you can temporary cancel targeting with (Circle). Also, obviously, try to create some distance between you and them, to have a higher chance of success.

Also note, they aren't too bright. Which means, they can run into walls. If they run dead center towards it, they will fall over, which gives you some more time to attack.

So, what sets them off? Basically, they will attack at random intervals. But they also attack if you shoot them, or cast offensive spells. Therefore, spells with higher casting time are dangerous. Same goes to reloading times. Never reload until after you've dodged an attack.

Also, Pyrokinesis is always effective. At level 2, this spell deals enough "sudden damage" to knock them over. Also, later on you'll receive some other means to stun them.

In any case, you'll fight tons of these, and often in groups. That is why I recommend using this first encounter to get accustomed to their behaviour, and learn to co-exist with them. Until we exterminate their entire species, of course.

This one also drops **50x [Hydra]** ammunition.

There are some optional Enemies to fight, and Items to find. But theoretically, most encounters are optional, since you can flee from combat. Therefore, it's up for you to decide, when you want to skip something. If you want to rush through, you can skip to "Driveway". But again, I advice against skipping too many enemies and Items, because eventually, you'll be underpowered and crave for some Spells and Fire - Power.

When you open the Map, you can see multiple doors. For now, the 2 rooms to the northwest are locked. Then, the room to the southwest is empty for now. Enter anyways, just to add it to your Map. Ignore the gate and enter the room to its right.

### ROOM 2 - 2 ODD STRANGERS

You can shoot Pyrokinesis, Combustion and Necrosis through the wall. Whichever is available to you, might be a good idea to cast it, because once they leave the bathroom, it's hard to dodge in this narrow space. You can try to lure them into a position where the bed blocks their path, but this isn't very reliable unless you have some advanced understanding of this game's mechanics. Before you leave the room, check the Shelf behind the corner - twice - for **Penicillin** and the trash can inside the bathroom - also twice - for **Recovery 1**.

Now leave this room and go through the western gate inbetween Room 1 and Room 2. This is the "Parking" Area. You can go up the stairs, to update your Map, but other than that, there isn't anything else to do - all doors are locked for now, so go back down. Run down the path until the camera shifts. Down here check the dumpster for **10x [Buckshot]**. There's one more place we can enter in this area, which is the door to the left of the dumpster (southern door on the Map).

### PUBLIC TOILET - DASHING STRANGER

A civilian? No, of course not! Kill this Grey Stranger (the M93R should be sufficient), *then check the reading on the wall. This is one of the more cryptic puzzles of this game. Again, I will help you with the solution, once we need it. Which isn't going to happen for a very long time.* Now leave here and go back to Main Street and take the northeastern gate to the "Driveway".

### DRIVEWAY - BAT SWARM

Here, as soon as you check the well, you'll be ambushed by some bats. While not necessarily challenging, getting through this without taking damage is a bit harder. Either cast Necrosis (which hits all of them), or try shooting them. They'll appear in multiple groups. You can also try to hide at the entrance gate. The bats will get caught up at the corner, also this gives you some space to shoot them before they can reach you. Furthermore, they leave behind a "**Combat Light**". This item is very similar to a Flashlight, but is slightly more effective. Unfortunately, it disappears after one use.

Now check the wooden box in the back - twice - to find **Recovery 1**. Also consider running back to SAVE and reload ammunition!

Finally, enter the door to reach the Factory. This room contains a small puzzle, skip the next section, if you want to find the solution by yourself (be wary of the **[10x R.Slug]** you can find here though), skip the next paragraph.

#### **Factory Puzzle**

The goal here is, to get access to the garage shutter, located to the north. First off, you need to activate the circuit breaker, which can be found on the other side of the fence in the northwestern corner of the room. Now go back through the fence and look at the panel, where a yellow light appeared. Here you can turn the car, by first pressing "up", followed by "turn", also put it back "down". Now check the car's trunk for 10x [R.Slug]. Make sure you don't miss it, it's very valuable ammunition! Okay, now that we created some space, we can activate the shutter by pressing the button next to it. However, we still can't access the actual shutter. From where you are, unlock the fence-gate.

Eventually, go back to the panel, turn the car once more, by pressing "up" and "turn". Then walk through the newly opened gate to access the garage shutter.

Inside the Garage, you'll finally meet with a real human person. This sullen personality is Mr. Douglas, who will hand you "**Motel Key No.6**", which we can use to get access to a new room upstairs from the Parking Area. However, if you check your Map, you'll also notice a lot of red rooms, which means, some new enemies appeared. Return to Main Street.



## NO TIME FOR A BREAK

### MAIN STREET - 6 SCORPIONS

They will pop out of the ground as soon as you run across the area. Note: You can prevent the ambush encounter by staying on the narrow walking path surrounding the area.

#### **Enemy Tactics: Scorpion**

HP: 68 EXP: 20 BP: 8 MP:1

Scorpions always appear in groups, and tend to attack Aya if she gets too close, or if they were planning to ambush her in the first place. You can shake them off by running away, and keep running away. Eventually, they will lose interest and turn around. Note, that this is very hard to achieve in small spaces.



As for their attacks, they only have one, which of course, is stinging. You can tell when they're about to use their stingers by reading their behaviour. Before attacking, they slightly lunge their stingers, which can be hard to tell sometimes, especially when being surrounded by multiple Scorpions. Add to this, that Aya gets poisoned, when stung. Unless you're wearing the Assault Suit, which protects from Poison.

Note that Scorpions will also leave green slime behind as they die. Touching it causes damage and inflicts poison. This can be very annoying and also dangerous to deal with in higher difficulties, where it also stays a lot longer before disappearing.

An effective method of dealing with Scorpions is the use of [Buckshot] ammunition. This will deal spread damage, to hit multiple Scorpions at the same time. Also, Combustion and Plasma - even at level 1 - are very effective area spells to get rid of them quickly.

Also important to note would be, to never ever use a Flashlight or Combat Light against them, because it will lure all of them towards Aya, which isn't the best idea.

Now, before you decide that you need Combustion or Plasma, consider getting Pyrokinesis to level 2, because you'll run into some challenging encounters with Goat Chasers soon. Also, these Scorpions will drop a **Penicillin**.

Return to the Gas Station in order to SAVE and reload [P.B.] ammunition. Also I recommend stashing some Items for Inventory space. If you kept the Assault Suit, you won't need the Penicillin, so put it away. Also stash [Hydra], [R.Slug] and some Healing Items, in case you didn't already use them. If you're still carrying around that Tonfa Baton, drop it as well. Now go back to Main Street once more, re-enter Room 1. Equip your M93R with [P.B.], the upcoming enemies have 1 HP.

### ROOM 1 - 2 SUCKLERS

#### **Enemy Tactics: Suckler**

HP: 1 EXP: 6 BP: 20 MP: 3

Creepy, exploding babies. They will try to get close to Aya, before eventually exploding, which of course, deals damage. They also explode if you shoot them, so try to kill them before they get too close, or create some distance before killing them. Also, they only have 1 HP, so don't waste precious ammunition types on them. Also note, that it is possible to damage nearby enemies from a Suckler's explosion. This can come in handy quite a few times later on.

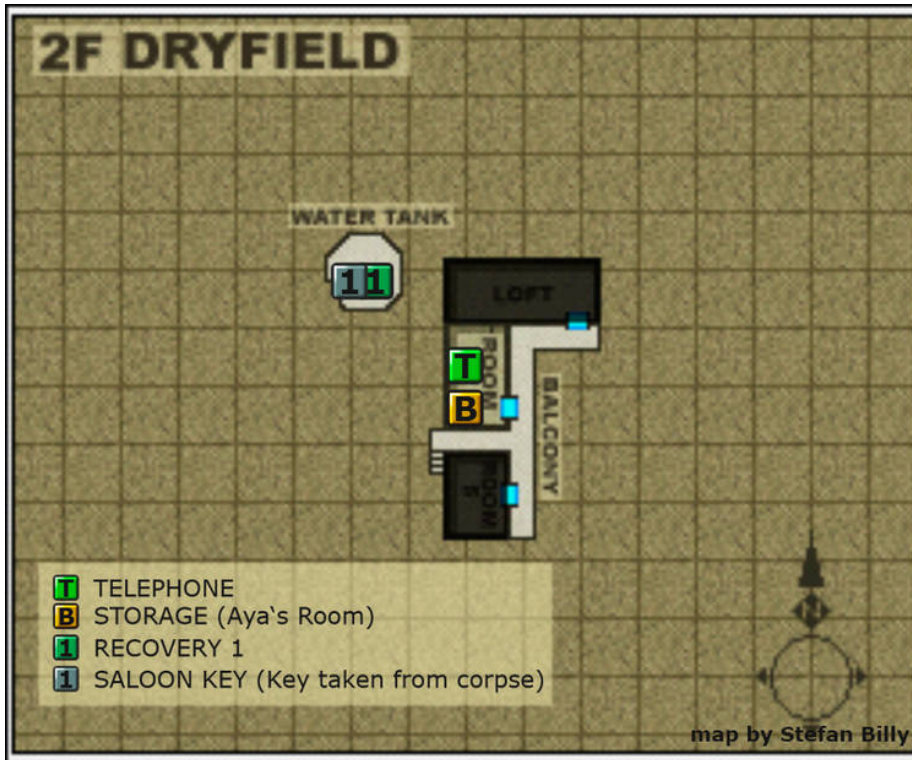


The room seems to be empty. That is, until you enter the toilet. You'll hear baby-like sounds from across. Run back around the corner and quickly target + shoot the 2 Sucklers before they close in on you. You'll receive a "**Flare**" for killing them. This is a great combat - Item, which sadly, disappears after being used. Flares can stun all enemies within an entire area for a while, therefore I suggest holding on to it for now. Re-equip and load the M4A1, then go back outside and through the gate to

"Parking".

### PARKING - 2 GOAT CHASERS

Slowly step in, as soon as the perspective changes, stop. Both Chasers are asleep for now. This narrow area is especially hard to dodge in, on top of facing off against 2 of them. I suggest killing this one quickly with Pyrokinesis 2, follow this up with some [P.B.] bullets to kill it. Now take care of the other Chaser by using either the [5.56 Rifle] or Pyrokinesis + [P.B.] once again. Now go upstairs.



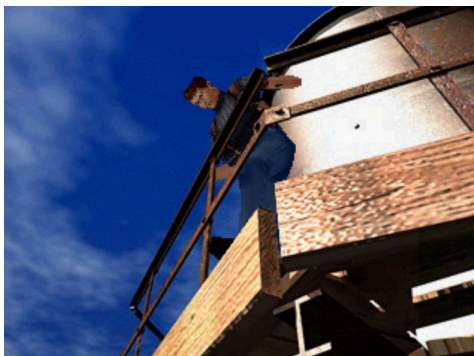
### BALCONY - 3 ODD STRANGERS

They're very slow, and the M93R should be sufficient. Add some Pyrokinesis if you're getting nervous. A very viable strategy is, to run past the one to the north, towards where the double door is located. If you stand in the northeastern corner, all 3 of them will - on top of being slow - also get caught up by the parapet. This gives you plenty of time to take care of them. Next, enter the room with the marker on the balcony.

This is Aya's Room, from now on. You can SAVE here and also stash some more Items in the cabinet (it's smaller than the Sedan trunk, though). Also pick up the [P.B.] ammunition from inside the cabinet. Speaking of which, if you start running low on [P.B.], consider reloading at the Gas Station. Especially if you didn't purchase the M4A1 + 800x [5.56 Rifle] ammo, chances are you might run out of [P.B.] before getting your next chance to reload it.

Furthermore, I highly recommend equipping the M4A1 before continuing (also the M93R with[Hydra] has a huge drawback this time around, because of the small shooting range it provides).

When prepared, go to the balcony, where Aya will spot another human being on top of the Water Tower. Take the ladder down there and run along the path, to be greeted by an entire pack of Goat Chasers.



### WATER TOWER - 8 GOAT CHASERS

This isn't nearly as bad as it seems. First off, these ones have lowered defense. Furthermore, they only show up in groups of 2. At no point will you fight more than 2 at the same time. Lastly, you can fight them by shooting through the fence and in general over a great distance, thanks to the M4A1 excellent range. That is if you're using it, of course. After killing the first 2, continue around to find a panel, which controls the electric gate across to the other side. Now the thing is, this is set on a timer - after a while the gate will close again. If that happens you can always run back and retry. Also every time you open the gate, 2 Goat Chasers will appear. I advice against trying to run past them, it's very hard to dodge. Instead shoot them from a distance. The first one can be seen and shot before crossing over to the south side. Then, the second one can be shot as well before crossing over to the east side. If you fail to get to the gate in time, 2 more Goat Chasers appear. Up to a total of 6. After which point, no more will appear and you can access the gate easily. Now once inside the enclosed area, depending on how many Goat Chasers you've killed so far, 2 to 6 more will appear (total of 8 in this area). You can actually



kill them before they dig their way through to you. Also Pyrokinesis 2 instantly kills them as well.

You'll receive **Recovery 2** for this fight. A ladder is dropped for you from above. Go up and meet Kyle, your slightly incompetent, new sidekick. After checking the scenery, use the lever up here to open the gate below once more (don't worry it will stay open). But before you go, take another ladder up and check for a "**Key Taken from Corpse**" and a **Recovery 1**.

Also note, if you check the corpse again, Aya informs us that she stinks. This game has a habit of informing us about Aya's bad smell on multiple occasions.



Before going back, make sure you equip the M93R and load it.

#### WATER TOWER - 5 SCORPIONS

As you go back down, you'll be ambushed by another group of Scorpions. Quickly run through the gate and shoot them through the fence (don't stand too close, they CAN attack through the fence as well). Take the southern door this time (if you're low on ammo, consider taking the same route you came instead, it has less encounters).

#### BAR STORAGE - 3 MINDSUCKLERS

This is a new type of enemy, and they're a bit annoying. If you have the PA3 and [Buckshot], try targeting the middle one with it to shoot all 3 down in an instant. Otherwise, look to the enemy tactics below.

##### **Enemy Tactics: Mindsuckler**

HP: 50 EXP: 12 BP: 36 MP:2

Mindsucklers always hang from the ceiling, and wake up as soon as Aya gets close, or makes noise (or attacks them, obviously). Once they are awake, they'll fly towards Aya and try to sting her. This can be very hard to avoid, which is why we usually try to shoot them down beforehand. Now, they won't die immediately, but instead lose their ability to fly. Which makes them quite harmless. However, Aya has a habit of targeting the closest target, which usually is a Mindsuckler that you've already shot down, instead of the immediate danger (which would be the other flyers). Therefore, it's often easier to use spells that hit multiple targets, such as Necrosis and Plasma. One more thing: Combat Lights can stun them, which makes them very effective. However, don't use it immediately, it only works once their eyes are opened (=not sleeping on the ceiling anymore). Flares are even more effective, but also are way more valuable.



Here, if you have it, you can also try using the PA3 with [Buckshot] (try to aim at the middle Mindsuckler) and it should take out all 3 of them. Otherwise, use your M93R and maybe your Combat Light. Conveniently, they will drop you another **Combat Light** as well. Now check the storage - the refrigerator in the back has an important Key Item - the "**Magnet**". The locker to your right contains another **Recovery 1**. I highly recommend attaching the Combat Light you just found right now.

#### BAR - 5 MINDSUCKLERS

As soon as you come across the bar corner, you'll see them hanging from above. Wait until they start flying before using the Combat Light to stun them, now shoot them with your M93R. Check the Map on the toilet to update your own one and get a complete overview of Dryfield. Now before you unlock the door to Parking, check the refrigerator next to it for a "**Cola**". Who'd have thought that it heals 20HP and 80MP?

#### PARKING - 1 GOAT CHASER, 6 SCORPIONS

Take out the Goat, but be wary of the Scorpion ambush that takes place right after. Cast Plasma, or create some distance (you can run to either side's end but they'll likely follow you) and use Combustion. **50x [Hydra]** are rewarded for this fight.

#### MAIN STREET - 2 GOAT CHASERS

They're asleep, so if you need to reload, you can bypass them without waking them up. In any case, take them out when ready.

At the Gas Station, reload, stash unneeded stuff and Save. Go back to Parking and take the stairs to the Balcony.

#### BALCONY - 6 SCORPIONS

Take care of them like usually and enter Aya's Apartment, to reach the Water Tower from here. This time, take the Back Alley to the northeast.

### BACK ALLEY - 1 GOAT CHASER

As you approach the door, another Goat falls down from above. Quickly cast Pyrokinesis and then kill it with bullets. It also drops an **MP Boost 1**.

Mr. Douglas tells you via Intercom that you need to let yourself in. Unfortunately it's locked. Check the recess next to the door and use the **Bottlecap Magnet** to fish for the "**Factory Key**". This can be a bit frustrating. You need to navigate the Key into the upper right corner to reach it, then use it to unlock the door. You can also unlock the door to the Driveway again from here (only from this side).



When done, enter the Garage

### GARAGE - 5 MINDSUCKLERS

2 are right above the door to your left, 3 more are behind the car in the more open spaced area. Take care of them, you can use the Combat Light if you want.

## MR. DOUGLAS

Now leave to the north to reach the "Junk Yard". Here, a friendly dog will greet you. This is "Flint", the game's mascot. He's a good doggo, no need to shoot it.



Continue to the Trailer to meet up with Mr. Douglas again. He agrees to selling you stuff. First off, here's the menu:

### Mr. Douglas' Trailer



### Weapons

P08	680 BP
PA3	1000 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
Grenade Pistol	1680 BP

<b>Ammunition</b>	
50x [9mm P.B.]	30 BP
10x [Buckshot]	60 BP
80x [5.56 Rifle]	100 BP
4x [Grenade]	280 BP
4x [Riot]	80 BP
Batteries/ Fuel	Free
<b>Armor</b>	
Shoulder Holster	2580 BP
PASGT Vest	2980 BP
<b>Items</b>	
Recovery 1	100 BP
MP Boost 1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP

As for the stuff you should consider buying:

The **M4A1 Rifle**, for obvious reasons, if you didn't get it yet. Also keep an eye on your ammo, if you're running low on **[5.56 Rifle]**, consider buying more.

The **Grenade Pistol** - It's a great purchase, not just for the [Grenades] but also the [Riot] ammunition, which can be very effective as well, if you don't want to waste too many BP. If you can't get anything else, settling for this weapon and a few [Riots] might be a good choice. We won't need it a lot, but we'll buy it eventually. Also get **4x 5 [Riot]**, or how many you can afford.

The **PA3** - Even now, it's still worth mentioning. It's useful on many opponents we find later on. However, this also asks of you to carry even more, beside the BP cost. Now, everything this gun can do for you, can also be done by other means. After that logic however, you don't need to buy anything anyways. So, just saying. Go with your guts I guess? If you killed everything so far, might as well get all 3 weapons + ammo and skip the PASGT. Offense is the best defense, right?

The **PASGT Vest** - It adds more Attachments and also recovers HP after every fight. On the downside, it doesn't have the Assault Suit's protection from Poison. In any case, this is the Armor I'd recommend buying, it serves us well until much later on.

Note: Armor has no defensive values in this game. You take as much damage with the Assault Suit, as you'd take when wearing the PASGT Vest.

Personally, I would say the PASGT Vest is the best choice for now, considering you already got the M4A1 and enough ammunition for it. It is especially great because we don't want to level Healing yet. If you don't want to/ have the BP however, the Assault Suit is fine as well. If you want to heal some HP every now and then, having Healing at L.1 isn't too bad of an idea. But really, that's for you to decide. I don't know how well you're doing, or how many Healing Items you're using up. Be wary though that Healing uses up a lot of MP, especially at L.1.

Other interesting purchase options:

The **P08** - not too popular and also not needed at all in a Normal playthrough. This Weapon is extremely fun to use though, and also by far the most valuable purchase you can make in Scavenger Mode. Basically, this handgun has an extremely high critical rate, which knocks down many foes, also it saves ammunition very well. It can be combined with a [Snail Magazine], which we'll get in the next section. This item can be attached as an external barrel for more rounds to use before reloading. If you want to play with style, consider this weapon, but the secure choice is the Grenade Pistol.

Also, if you're curious about the **M9** or **Rifle Clip Holder**: Use them to attach them to the M4A1. They won't use up inventory space after being attached. Overall however, I don't recommend buying either. The M9 is a strong melee weapon, but hardly ever will you want to fight enemies from a close range. It can be effective on some types of enemies, if you're a pro, including Golems. But overall, even then it's not worth over other, better attachments, if you ask me. The Rifle Clip Holder on the other hand, increases magazine size. You can hold 2 of them, but it also increases weapon weight and hardly ever is reloading a big issue with this gun anyways. The biggest drawback however is, that we'll get way better attachments later on, that we WILL install instead.

Also only consider buying Recovery Items, if you're running low at this point.

## SCREAMS

### PARASITE ENERGY NOTE

At this point, I highly recommend getting **Necrosis** and leveling it at least to level 2. The higher its level, the better. This will pay off in a while. If you've been following my suggestions so far, you should have Pyrokinesis at L.2, Combustion and/ or Plasma at L.1 (at this point, I recommend getting both to 1), possibly Energyspot at L.1, and now Necrosis at L.1 or higher.

Whenever you're ready, ask Mr. Douglas about **"the Shelter"**. *But as he starts talking, Aya interrupts, because she is hearing a screams...* This will trigger the next wave of enemies, as well as access to the next section of the game. Now don't forget to SAVE your game before eventually stepping outside to continue with your quest.



### JUNKYARD - 4 SCORPIONS

Flint leads the way to **the Rope**. Unfortunately, some Scorpions ambush Aya, when you do. They want that Rope too. Either cast Plasma or step to a position from which Combustion gets all of them in a single burn. Alternatively, shoot them down from a safe distance.

Also don't forget to pick up said "**Rope**".

### GARAGE - 3 MINDSUCKLERS

Shouldn't be a problem. Just kill them with the M93R. Now go back to the Gas Station to replenish ammunition and Save. If you want to skip the next part, continue at entering the Well. I don't need to tell you about missing Items and EXP/ BP at this point.

Now when ready, enter the Main Street to clear out Room 1 and 2 once more.

### ROOM 1 - 1 ODD STRANGER, 4 SUCKLERS

Immediately cast Necrosis (DON'T AIM!) from your angle to hit all enemies in front of you, before one of the Sucklers gets too close. The explosions should also kill the Odd Stranger. Another exploding baby can be found in the bathroom.

### ROOM 2 - 2 MINDSUCKLERS, 4 SUCKLERS

Take out the Flyers first, then take out the Sucklers. Try not getting too close to them. Plasma works exceptionally well here too. Go to Parking and enter the Toilet.

### PUBLIC TOILET - 7 SUCKLERS

Aim and shot from where you enter to prevent being hit by an explosion. Another one is dangerously close around the corner. Alternatively, you can shoot Necrosis/ Plasma through the wall (align yourself with the yellow dots using the GPS) to cause a blood bath chain reaction. Which should be a band name. Continue to the Bar Storeroom.

### BAR STORAGE - 2 MINDSUCKLERS, 5 RATS

If you're quick with your "aim - shoot - re-aim" technique, this shouldn't be a problem. You can try an unaimed Necrosis too.

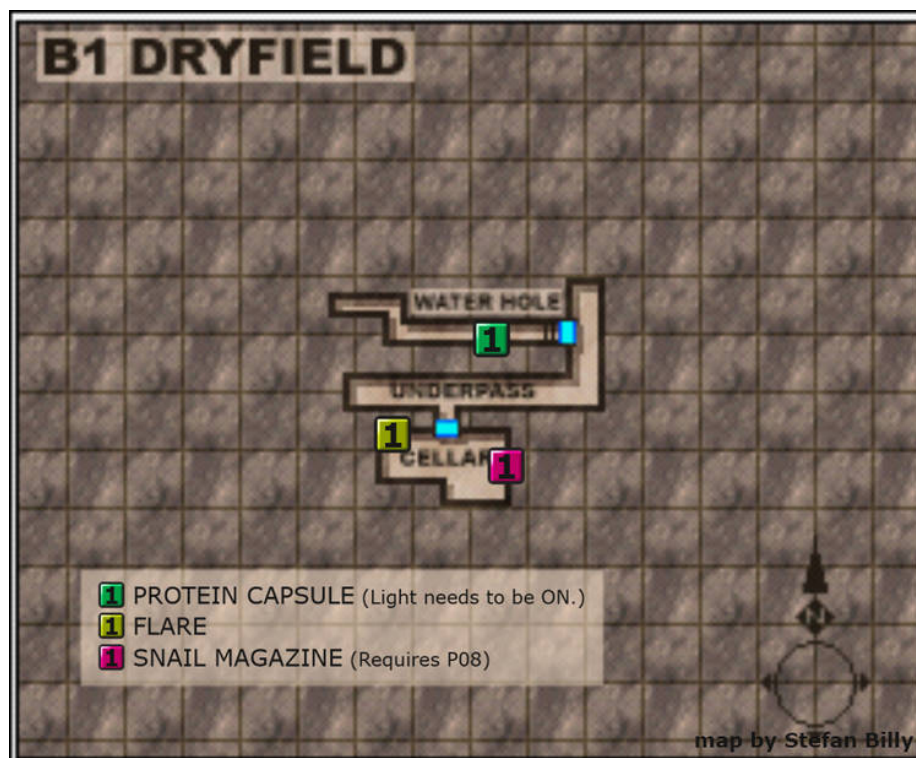
### WATER TOWER - 7 SCORPIONS

Kill the lonely Scorpion through the fence - but what's this? An ambush! Oh noo! You probably killed a beloved member of the family! Consider equipping and loading the M4A1 before you continue.

### BACK ALLEY - 7 SCORPIONS

Same situation, kill one, get 6 more. But this time it's really cramped. Plasma is very effective here, Combustion can be too, but both are risky for their timing in both casting time and covered area.

## THE WELL



Now once you're done here, go back to Save, reload and for Inventory management. Bring the Grenade Pistol or a Pepper Spray and level Necrosis to 1 if you haven't yet. On a sidenote, I mentioned this before but just to remind you: you can use [Hydra] instead of the M4A1 every once in a while, if you want to. You know, just to save some BP you'd otherwise be spending on [5.56 Rifle].

When ready, go to Driveway and stand in front of the Well. Use the **Wire Rope** from the Key Item menu to get access.

#### WATER HOLE - BAT SWARM

Bats sleep on the wall around the corner. Either ambush them by shooting and quickly re-targeting, or kill all of them together with Necrosis or Plasma.

Continue to the next room, but DON'T go south. Instead, run straight north and activate the light - switch. Now leave the room carefully back to where you came from (step too far south and you'll trigger a "greater" fight). Back in the Water Hole, check the crumbling wall for a **Protein Capsule**. Now equip the Grenade Pistol and LOAD IT(!) with [Riot]. Obviously, buy it if you haven't yet. If you lack the money, consider attaching a Pepper Spray instead.

#### UNDERPASS - GREAT STALKER

##### **Greater Enemy Tactics: Great Stalker**

HP: 450 EXP: 500 BP: 200 MP:15

There are 2 types of "Great Stalkers", this one here is vulnerable to Necrosis. Therefore, I recommend using it.

The Guerilla Tactic:

This is almost mandatory for Scavenger and Nightmare Mode. As soon as the fight starts, use either the Grenade Pistol with [Riot], or a Pepper Spray to stun it (this is only to avoid damage, if you don't mind taking a hit, there's no need for either approach). Now quickly cast Necrosis and run away, around the corner and into the niche with a door leading to the Cellar (don't enter or it counts as fleeing). From this position, the Great Stalker can't harm Aya. But Aya also can't target it. You can still see its silhouette wandering around. I recommend using this place to reload [Riot] and just wait until Necrosis wears off. Then go back outside and either stun it with another [Riot] before using Necrosis again (waiting for it to die in the same niche), or just spam Pyrokinesis (it shouldn't have much HP left at this point). Note - you can also kill it from within this save zone by shooting untargeted bullets and spells, but this is a lot harder and might be wasteful aswell.

The Brave Tactic:

Not recommended in higher difficulties. Start off by shooting it with either a [Riot] or Pepper Spray. Then continue spamming Pyrokinesis L.2 (at least) until it dies. You can try creating some distance, but more often than not, your opponent is quick in closing the gap.



Another **Protein Capsule** and **10x [R.Slug]** are dropped after the fight. Activate the 2nd light switch near the eastern ladder. Consider going back to SAVE. Also don't forget to equip back to the M93R!

#### CELLAR - 2 RATS, 8 BATS

The Bats can be a bit hard to avoid, but their damage isn't too dangerous, just shoo them off. Shoo! Plasma can be effective too, but at L.1 its casting time is a bit too long and the range a little too small to be effective.

Now check the Cabinet behind the Table. There is a "**Snail Magazine**" inside. You can only pick this up if you own (and bring) the P08 with you. This will effectively increase its magazine to 32 bullets. In any case, check the back behind the barrels too. A **Flare** can be found inside the Wooden Box. *Also, in case you're a riddle-fan: There's a letter on one of the barrels, but Aya can't make out the letters. So instead go back outside, turn off the light again and re - enter. This time, read the glowing ink for another riddle, like the one from the Public Toilet, which it conveniently refers to, location - wise. This one asks you "how many urinals are in the loo".*

**Important Note:** Both switches should be turned ON. Also, there's one more up the ladder, but it's already set to ON. This is important for later!

Now take the ladder to reach the General Store.

#### GENERAL STORE - 5 BLOODSUCKLERS

##### **Enemy Tactics: Bloodsucker**

HP: 1 EXP: 8 BP: 28 MP:4

This variant of the Suckler isn't too different. It can peck and attach to Aya. Also it can crawl quite fast when it notices her. Other than that, it still has just 1 HP. Try to kill it from a distance.



If you don't want to take damage, your initial location won't cut it. You can run back a few steps and shoot from there though. You get another valuable **Flare** for this fight. Also, the wall of refrigerators contains 2 items along the path. A **Cola** (west) and **Recovery 3** (east) respectively. Now unlock the door to the Gas Station. Like usual, Save, reload and stash crap, before you continue to the Backstreet.

#### BACKSTREET - 2 GOAT CHASERS

We haven't seen those for a while. Not that we've missed them. This is again, very narrow, so I recommend using Pyrokinesis 2 (and some added [P.B.]) to get them down ASAP.

*The screams are close. We wonder, how long did this go on for now?*

Check the barrels to the far east TWICE for your first **10x [Firefly]** ammunition. Those Shotgun Shells deal fire - based damage. Therefore they're more effective on certain types of enemies, and also can incinerate them. Now enter the westernmost building.

#### BOUTIQUE - 1 MINDSUCKLER, 2 BLOODSUCKLERS

Easy kills. Check the cash register TWICE to obtain a **Belt Pouch**. If you want to, you can use a Belt Pouch on whatever Armor you're currently using, as long as you plan on keeping it (for example, if you just using the Assault Suit until you get enough BP for the PASGT Vest, hold off for now). Again, the number of available Belt Pouches is limited, and so far we really shouldn't have any problems with attachment space (which isn't the same as Inventory space).

Leave and enter the building adjacent to this one. Here, check the dresser in the back, more specifically, the bolts to its side. Do this until it clicks with Aya that she needs a **wrench**. So go back to Mr. Douglas, ask him about a wrench, then go to the Garage and pick up a "**Monkey Wrench**" from the shelves in the background.

Before we continue, it might be wise to follow our ritual of reloading, stashing and especially SAVING.

Equip the M4A1 with [5.56 Rifle] (or the M93R with [Hydra], it really doesn't matter that much). Attach some Recoveries too. Finally remove the bolts using the **Monkey Wrench** from your Inventory and enter. *Also take note of the 3rd part of the puzzle here. This time, you're asked about barrels.*

#### DILAPIDATED HOUSE - NO.9

*Ah it was just an ANMC... Wait! What? Did No.9 torture her ever since we've been hearing those screams way back at the Trailer? Does this... like, you know, get him off or something?*

##### **BOSS TACTICS: NO.9 (2nd Encounter)**

HP: 1100 EXP: 800 BP: 300 MP: 50

This time is very different from Akropolis Tower. No.9 has very high defense and also protects himself from spell damage as well. However, he also moves extremely slow and only attacks with a very long lunge - animation time.

You should run to the corner to the right (screen-wise) as you enter, and from there, start shooting. Note that whenever he does attack, he won't be able to protect from spells. Use this time to cast Pyrokinesis L.2 to deal a LOT of damage. Now run to the corner across the room (diagonally) - don't worry, he won't attack unless you took too long. From this corner, continue shooting and cast Pyrokinesis whenever he attacks. If you switch between those 2 corners after 2 hits every time, he will never reach Aya

Note that later on, he starts to misinform us by starting but not executing attacks, therefore it's wise to wait until you see him lunge forward, before casting, or you'll waste MP!

In any case, this battle can be over very quickly if you manage to use Pyrokinesis the right way. If you don't want to waste any MP Boosts on him, rely on your M93R after depleting your MP. But also keep in mind that you'll have to restart before this Bossfight if you die in the next section.

Trivia: It's actually possible to hurt No.9 with a "free" Pyrokinesis. If Aya stands close to him, there is a chance that he might grab Aya. If Aya faces towards No.9, rapidly mashing the D-Pad will make her cast Pyrokinesis. Not only will No.9 release her without any damage to Aya, but he will suffer the spell's damage without spending any MP. Unfortunately, as of now I haven't been able to find a somewhat safe technique to manipulate No.9 into grabbing Aya instead of stabbing her. Therefore, unless for curiosity's sake, I wouldn't recommend trying this, because it's a rather risky thing to do in an otherwise pretty straight forward battle.



*After the fight, Aya dreams of a girl, that looks very similar to herself... Or her sister. But eventually Kyle wakes her up. Instinctively, Aya uses her mitochondria powers on him. Turns out that he's just here to help. Which is always welcome. Especially because No.9's body seems to be gone... Also, now that Aya's dozed off, the sun went down outside...*

---

#### **TREASURE CHART**

# 1F DRYFIELD



- T TELEPHONE
- \$ SHOP - MR. DOUGLAS
- B STORAGE (Aya's Sedan)
- M MAP DATA
- A P.B. SUPPLY BOX
- 1 RECOVERY 1
- 2 PENICILLIN
- 3 RECOVERY 1
- 4 RECOVERY 1
- 5 COLA
- 6 COLA
- 7 RECOVERY 3
- 1 10x BUCKSHOT
- 2 10x R. SLUG
- 3 BELT POUCH
- 4 10x FIREFLY
- 1 MOTEL KEY NO. 6
- 2 BOTTLECAP MAGNET (Magnet)
- 3 FACTORY KEY
- 4 WIRE ROPE (Rope)
- 5 MONKEY WRENCH

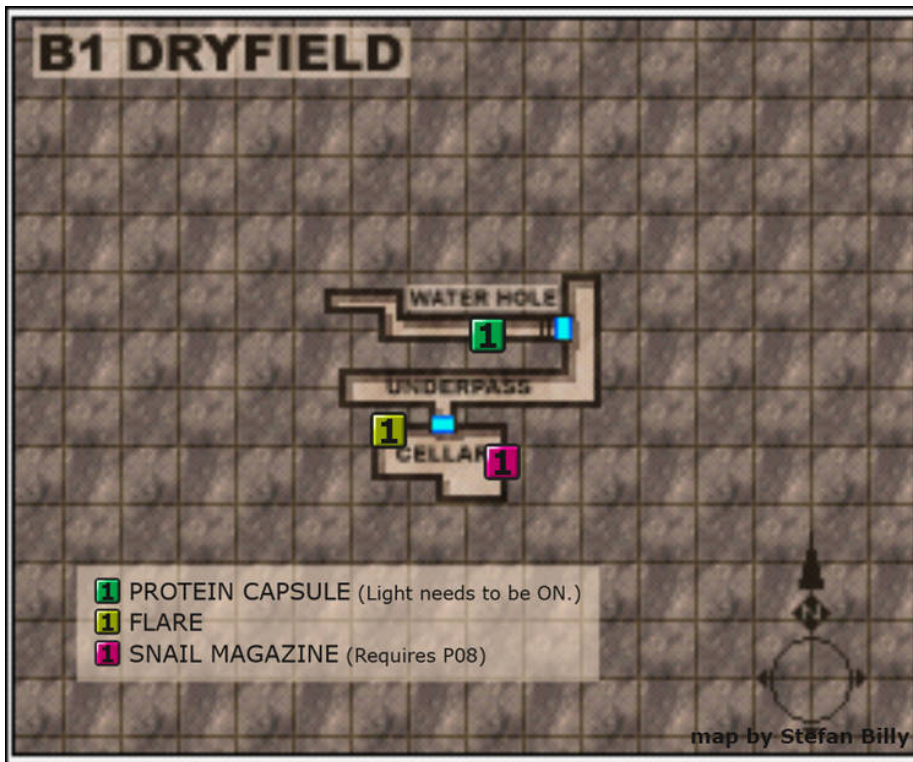
map by Stefan Billy

# 2F DRYFIELD



- T TELEPHONE
- B STORAGE (Aya's Room)
- 1 RECOVERY 1
- 1 SALOON KEY (Key taken from corpse)

map by Stefan Billy



### 100% KILL LIST - DRYFIELD - DAY

Legend:

Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops*

- Medicine Wheel is an item, that adds special drops to some encounters. However, in your first playthrough, you won't be able to get the Medicine Wheel until much later on CD2.

Trigger Point: Reaching Dryfield			
Main Street	1x Goat Chaser	50x [Hydra]	50x [Spartan]
Room 2	2x Odd Stranger	-	-
Public Toilet	1x Dashing Stranger	MP Boost 1	Lipstick
Driveway	Bat Swarm	Combat Light	-

Trigger Point: Meeting Mr. Douglas			
Main Street	6x Scorpion	Penicillin	-
Room 1	2x Suckler	Flare	-
Parking	2x Goat Chaser	-	-
Balcony	3x Odd Stranger	-	-
Water Tower	8x Goat Chaser	Recovery 2	MP Boost 1

Trigger Point: Meeting Kyle			
Water Tower	5x Scorpion	-	-
Back Alley	1x Goat Chaser	MP Boost 1	-
Bar Storage	3x Mindsuckler	Combat Light	-
Bar	5x Mindsuckler	-	-
Parking	1x Goat Chaser, 6x Scorpion	50x [Hydra]	50x [Spartan]
Main Street	2x Goat Chaser	-	-
Garage	5x Mindsuckler	-	-
Balcony	6x Scorpion	-	-

Trigger Point: Trailer Conversation			
Junkyard	4x Scorpion	-	-
Garage	3x Mindsuckler	-	-

Back Alley	7x Scorpion	-	-
Water Tower	7x Scorpion	-	-
Bar Storage	2x Mindsuckler, 5x Rat	-	-
Public Toilet	7x Suckler	-	-
Room 1	1x Odd Stranger, 4x Suckler	-	-
Room 2	2x Mindsuckler, 4x Suckler	-	-
Water Hole	Bat Swarm	-	-
<b>Underpass</b>	<b>Great Stalker</b>	<b>Protein Capsule, 10x [R.Slug]</b>	<b>10x [Firefly]</b>
Cellar	2 Rats, 8 Bats	-	-
General Store	5x Bloodsuckler	Flare	-
Backstreet	2x Goat Chaser	-	-
Boutique	1x Mindsuckler, 2x Suckler	-	-
<b>Dilapidated</b>	<b>No.9</b>	-	<b>Gunblade</b>

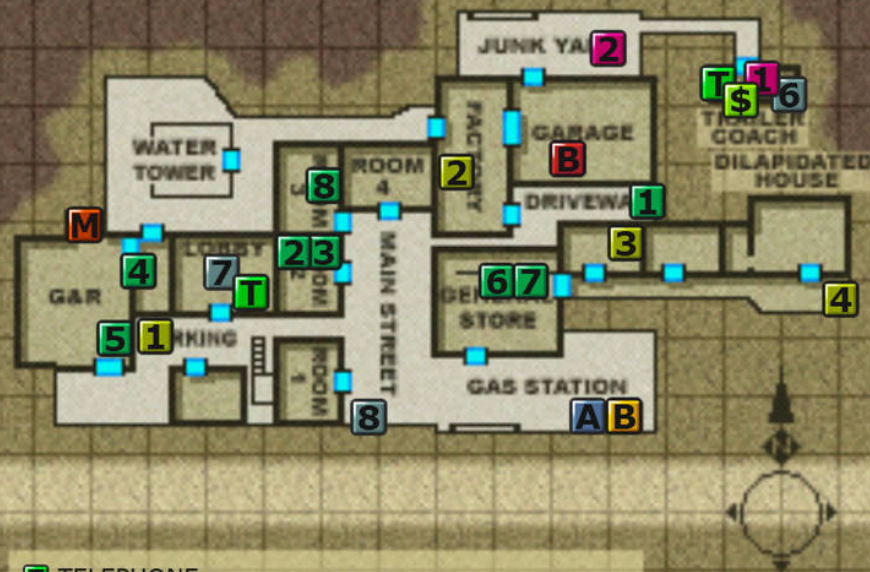
## Dryfield - Night

### NIGHTFALL

Check - List	
<b>Weapons</b>	M93R [P.B.], [Hydra]
	M4A1 [5.56 Rifle]
	(Grenade Pistol) [Riot], [Grenade]
	(PA3) [Buckshot], [Firefly], [R.Slug]
<b>Armor</b>	PASGT Vest / Assault Suit
<b>Spells</b>	Pyrokinesis L.2
	Combustion L.1
	Necrosis L.2
	Plasma L.1
	(Metabolism L.1)
	(Healing L.1)
	(Antibody L.1)
(Energyshot L.1)	

Aya and Kyle decide to use her car to reach the Shelter...

# 1F DRYFIELD



- T** TELEPHONE
- \$** SHOP - MR. DOUGLAS
- B** STORAGE (Aya's Sedan)
- B** STORAGE (Truck)  
(Moves to Mines on CD2.)
- M** MAP DATA
- A** P.B. SUPPLY BOX
- 1** RECOVERY 1
- 2** PENICILLIN
- 3** RECOVERY 1
- 4** RECOVERY 1
- 5** COLA
- 6** COLA
- 7** RECOVERY 3
- 8** MP BOOST 2
- 6** LOBBY KEY
- 7** BRONCO MASTERKEY (Key found in the Lobby)
- 8** TRUCK KEY
- 1** 10x BUCKSHOT
- 2** 10x R. SLUG
- 3** BELT POUCH
- 4** 10x FIREFLY
- 1** M950  
(Only if Burner dies.)
- 2** CHICKEN PLATE  
(Only if Burner flees.)

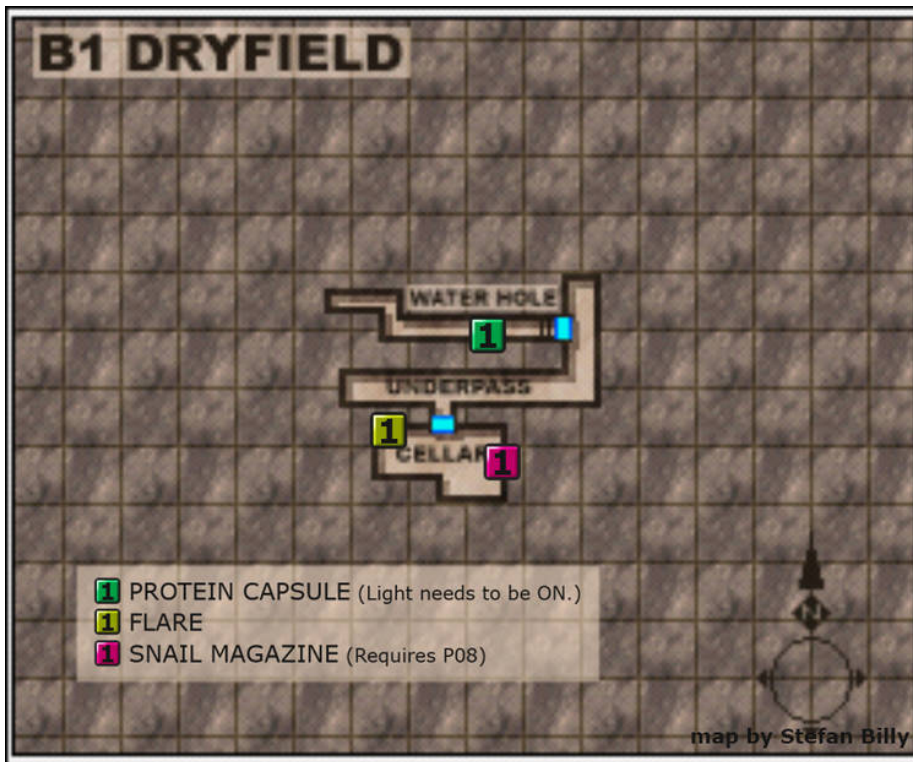
map by Stefan Billy

# 2F DRYFIELD



- T** TELEPHONE
- B** STORAGE (Aya's Room)
- 1** BELT POUCH
- 1** HOLY WATER (Safe Code: 4487)
- 2** JERRY CAN (Gasoline)

map by Stefan Billy



Equip the M93R and [P.B.], then leave the house.

BACKSTREET - 6 SCORPIONS

Again, killing 1 will make some more appear. Kyle isn't too much help btw.

WAREHOUSE - 2 SCORPIONS

BOUTIQUE - 4 MOTH

GENERAL STORE - 4 MOTH

I skipped over tactics here, it's so simple that it'd be a waste of space. Still consider killing them for some free EXP/BP.

As you reach the Gas Station...

GAS STATION - 12 SCAVENGERS

*Well, so much for that great idea.... Now that we don't have a car to reach the Shelter, we'll have to lend Mr. Douglas' truck... Wait, what? How did Kyle get here? We're in the middle of the desert. Did he ride here on a Goat Chaser or something? ...*

**Enemy Tactics: Scavenger**

HP: 85 EXP: 10 BP: 62 MP: 2



Scavenger always appear in groups. They're more dangerous than other "small prey". They can bite, either chowing on Aya's legs (shaking them off by mashing directional buttons works), or they jump - attack her. The latter one is very hard to dodge, which is why they can be very annoying to fight, especially in small places.



So, how are we going to deal with them? First off, they're very easy to stun. Combat Lights and Flashlights both work, Flares obviously work too, but are wasted on them. Furthermore, [Buckshot] is effective, even if it's just the PA3 - it knocks them over and deals spread damage. Also [Riot] can be very effective, if they're crammed together, as it stuns them for a very long time. But reloading the Grenade Pistol takes a while, so if you miss one or more of them, it's a problem.

As for spells, Plasma can be very effective to take out larger, packed groups, even if you need to cast it twice to kill them (or more on higher difficulties). But Combustion can take them out quickly as well (note however, Combustion uses up more MP than a double cast of Plasma!)

Ultimately, they fear light, so in some areas, where lights are turned ON, they just shake in fear and wait for you to kill them, without any resistance. Which means free EXP, BP and MP, that's always welcome.

Take them out from a distance while using Kyle as a meat - shield. The M93R should be sufficient. **Recovery 2** is received for this.

Important Note: They also broke the Telephone, so your only chance of saving the game for now is either in the Trailer or Aya's Apartment. Keep in mind, if you die now, you'll have to restart pre - No.9, so be extra careful! Also consider bringing your **Combat Light**, a **Flare**, and the **Grenade Pistol with some [Riots]** (also PA3 with [Buckshot] if you have it).

#### MAIN STREET - 1x GOAT CHASER, 6x MOTH

Kill the Chaser first. Like I mentioned before, Moth don't attack until harm them, so they can be ignored until after the Chaser is dead. Now go to Parking and DO NOT go any further than the stairs or you'll get ambushed. Instead head up to the Balcony.

#### BALCONY - 5x SCAVENGER

*Sidenote: You can lure them into falling off the Balcony, which kills them. However, this is very hard to pull off and not worth the effort.*

The simple approach would be to combine the M4A1 with Pyrokinesis or Combustion. You can try out the Grenade Pistol with [Riot] to stun them, but to be on the safe side, consider backing this up with an attached Combat Light, in case you miss.

After the fight, go to Aya's Room and **SAVE**. Now let's clear a path to the Trailer. Take the ladder down to Water Tower.

#### WATER TOWER - 3 SCAVENGERS, 6 MOTH

Run inside the fenced in area to shoot them from there, they shouldn't find a way inside. Take care of the Moth with [P.B.], then continue to the Back Alley.

#### BACK ALLEY - BAT SWARM

They sleep on the wall, take them out all at once with Necrosis, or shoot them with [P.B.], if you're feeling gunsy (?). Continue to Driveway.

#### GARAGE - 4 SCAVENGERS

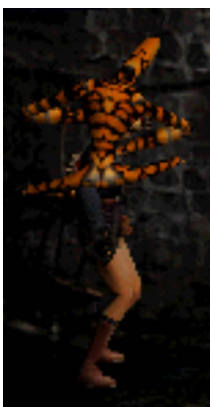
WALK up to them - once you aim, you can't walk anymore, so don't do that until you see them (they're in the corner in the big spaced area). I recommend using [Riot] (don't aim at the closest one though), but you can also do the job with [Buckshot] and area spells. Equip the PA3 with [Firefly], or the M4A1.

#### JUNKYARD - 2 STALKERS

##### **Enemy Tactics: Stalker**

HP: 180 EXP: 106 BP: 36 MP: 6

We faced off against the "great" version before. Those are still very annoying, and very, very dangerous in Scavenger and Nightmare Mode. Stalkers are able to become invisible, and often ambush once you either get close, or killed its friends. [Firefly] and fire-spells in general are very effective on them. A great weapon are also [Riot]s, because the stun time is quite long, but consider switching weapons after stunning them, so you save some ammunition. However, the M4A1 is able to kill them before they can attack. The thing with their attack is, that its animation is canceled, whenever they take damage. But if you stand too close, they might break free just long enough to hit Aya. If you're unlucky, they might try jumping at Aya and bite her (like in the Screenshot). To shake it off, mash the D-Pad.



Ambush! Jump Scare! Stalkers love to jump scare, btw. Since you're attacked from both sides, I recommend killing one quickly by using Pyrokinesis. Also, you can stun them using [Riots], but I suggest taking shelter next to the trailer for reloading. Another **10x [Firefly]** is dropped here.

## GASOLINE BLUES

Now enter the Trailer and ask Mr. Douglas to lend you his car. Save your game. Also consider buying whatever items are still on your purchasing list. M4A1, Grenade Pistol, PA3 and PASGT Vest are all still valid choices. And you should have enough BP at this point to get them. Otherwise, if you're having some troubles and run low on healing items, consider buying some of those. Having some spare stuff to heal yourself with, always has priority over anything else.

Mr. Douglas' Trailer	
<b>Weapons</b>	
P08	680 BP
PA3	1000 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
Grenade Pistol	1680 BP
<b>Ammunition</b>	
50x [9mm P.B.]	30 BP
10x [Buckshot]	60 BP
80x [5.56 Rifle]	100 BP
4x [Grenade]	280 BP
4x [Riot]	80 BP
Batteries/ Fuel	Free
<b>Armor</b>	
Shoulder Holster	2580 BP
PASGT Vest	2980 BP
<b>Items</b>	
Recovery 1	100 BP
MP Boost 1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP

### PARASITE ENERGY NOTE

At this point, I'll remind you of getting **Necrosis** to at least **L.2**. You can either get **Plasma L.2** for now, if you're doing well, or **Healing L.1 and L.2** if you're struggling (in which case, you might want to consider **Antibody L.1** as well for mental assistance, although I don't think you'll need it). Or just hold off for now and wait until you need MP / can get Necrosis to L.3.

*On a sidenote, imho this section has the best background track in the game. Enjoy it while it lasts.*

## GARAGE - 3 STALKERS

More Spiders to deal with. This time, 2 will ambush after one is killed. You can also use Pyrokinesis on them, they'll replenish 15 MP after the fight anyways. If you want to, you can also trigger all 3 at the same time by running close to them in the wider spaced area (for example to kill them within a single spell, or something). Other than that, you can try stunning the 2nd and 3rd with a single [Riot], then be quick about shooting them with the M4A1.

## DRIVEWAY - BAT SWARM

These aren't sleeping. Shoot Necrosis WITHOUT aiming, kill the survivors with [P.B.].

Now let's clear out the rest of Dryfield, before entering the Lobby. Go to Main Street first.

## ROOM 1 - 3 SCAVENGERS, 2 BLOODSUCKLERS

This is how it looks like when being surrounded by Scavengers in small space. If you aim at the one in the middle/ directly in front of Aya, [Riot] will surprisingly damage and stun all 3 of them though. However, spamming Plasma works too, and - though a bit riskier - shooting them with the M4A1 works too, I guess. Take out the Sucklers with [P.B.]

## ROOM 2 - 6 BLOODSUCKLERS

Immediately aim and shoot the 2 in front of you, before they can damage Aya. You can also try shooting Plasma/ Necrosis through the wall, since you'll recovery quite a bit of MP after the fight.

## PARKING - 4 SCAVENGERS

Ready the Grenade Pistol + [Riot] for this. They ambush once you reach the toilet. [Riot] stuns them all at once, long enough to allow Aya shooting them with the M93R and some [P.B.] ammunition. Of course, spamming Plasma also works. **Combat Light** is their treasure. Makes you wonder why they usually keep Items they don't actually like.

## PUBLIC TOILET - 6 BLOODSUCKLERS

Go around the corner. As Aya notices them hanging from the ceiling, turn around quickly to create some distance, then shoot them with [P.B.]. This fight replenishes a lot of MP too, which is convenient if you've been using Plasmas before. **Recovery 2** is dropped here (never question where this stuff actually comes from).

## BAR - 2 BLOODSUCKLERS

They appear once Aya enters the toilet. Again turn around and create some distance if you don't want to be damaged. **MP Boost 2** is dropped.

## BAR STORAGE - 2 SCAVENGERS, 5 RATS

[Riots] and [Buckshot] work well here, although one could argue that's overkill for Rats. Plasma also does a great job. Using bullets only, you'll probably get hit by the Scavengers.

I recommend going to **save** at Aya's Room. Also **reload [P.B.]** if you run out.

Now go to Driveway to clear the well. I saved this for last because the helpless enemies down here can be used to replenish MP.

## WATER HOLE - 1 STALKER

This one just shoot down with [5.56 Rifle] or even [P.B.]. Use Pyrokinesis if you want to. We get some free kills with MP recovery coming up. Also, **10x [Firefly]** is dropped. See a trend here? We tend to get stuff that is effective against that very opponent we receive it from.

## UNDERPASS - 5 SCAVENGERS

## CELLAR - 5 SCAVENGERS

If you turned on the lights before, like I told you to, those Scavengers won't pose a threat. They are afraid of light and won't move, even if being under attack. Put them out of their misery. Now return to the Gas Station, **reload [P.B.] and stash stuff**. Then go to the Lobby, which is where the red dot on the map appears.

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## **KEY MASTER**

Now go to the Lobby, which is in "Parking". Open it with your new "**Lobby Key**". In here a new puzzle awaits. Check the inscriptions on the wall behind the counter. If you can't/ don't want to figure it out/ use wikipedia, highlight this for the code: #3033TOTAL

Using this on the cash register will get you the "**Bronco Masterkey**". Which allows us to finally enter every locked door in Dryfield. It also triggers a new wave of enemies, on top of those we'll find in the unexplored rooms. Also SAVE before leaving.

**Important Note:** You can still buy from Mr. Douglas in the Garage. However, once you have a Gasoline filled Jerry Can, you can't talk to him without triggering the next enemy wave. Therefore, I recommend only filling it up after you've done everything else!

Now go back to Main Street. We can enter Room 3 and 4 now.

## ROOM 3 - 4 BLOODSUCKLERS, 1 ODD STRANGER

Easy kills, as long as you shoot the Bloodsucklers before they attack Aya. Also note, the Odd Stranmger likely will receive tons of damage from the explosions. Before you leave, check the shelf twice for an **MP Boost 2**.

## ROOM 4 - 2 ODD STRANGERS

You can use the environment to your advantage here. Run to the north, to block off the right Stranger with the bed, and also to create some distance to the other Stranger. Shoot the southern one first down, if you're struggling, cast Pyrokinesis. Also, the P08 works wonders on them. *Also in this room, if you check the mirror in the bathroom (slightly hidden by the tub curtain) the 4th and last part of the riddle. This one will ask you for mirrors.*

## GAS STATION - 2 STALKERS

Note that this is an ambush. Take them out with the Rifle or Pyrokinesis and reload ammunition. Manage your inventory - we need a bit of space for an important item, also I highly recommend bringing a Flare. Then go back to the Lobby to SAVE.

Go to the Balcony.

## BALCONY - 2 STALKERS

They will attack one after another, so you shouldn't have any troubles taking them out, even with a weaker weapon. The P08 works nice on them too. Now that we have access to the new rooms, let's take a peak into the northern one first, shall we?

## LOFT - 3 STALKERS

So the first thing of concern is the **Safe** in the corner. In any case, picking up the **yellow Gasoline Can** will trigger an enemy encounter, so don't do that for now.

This Safe is asking you for 4 digits. Now this is where the previously mentioned 4 riddles come into play. Each riddle had a number as an answer. The first one asked how many Telephones Dryfield has. The second asked how many pissoirs the Public Toilet has, the third one asked about how many barrels, and the 4th asked the number of mirrors. The solution to the riddle is, of course **4487**. Congratulations if you actually found that out by yourself. Your reward for entering the right combination is an Item called "**Holy Water**".

The description is pretty useless, chances are you won't ever find out what happens when attaching it, because what it does, is lowering the damage you take from enemies by 25% (be careful not to accidentally use it). In other words, **keep this attached** from now on until the end of the game.

Also note that this is the first of 4 similar "Occult" attachment Items. Each of them has a special effect when being attached, but interestingly, they also serve another purpose. Which is to use them up. By doing so, a spell of the respective element will be leveled up by 1. This is always the spell that requires the least amount of EXP. And for Holy Water, this would be Water, so either Healing, Metabolism, or Life Drain. Using it now is a big waste, so even if you don't think you need the defense boost, keep it for later.

In any case, after receiving and attaching the Holy Water, and also attaching the previously mentioned Flare (!), OR equip the Grenade Pistol with [Riot], OR equip the PA3 with [Firefly]. Then reach for that evil **Jerry Can**, to initiate a jump scare. If you want to - and this is your last Flare - you can consider holding on to it. For example to take out an upcoming Goat Chaser/ Moth combo (if you want to clear everything out, that is).

These Stalkers are more dangerous as they'll attack you together. Use the Flare as soon as the fight starts to stun them for quite some time. This is enough to kill all 3 of them, if you're quick.

The Grenade Pistol with [Riot] does a decent job on stunning them as well, but I recommend adding spells like Necrosis or Pyrokinesis to get rid of them quicker.

Also the PA3 and [Firefly] is useful on them (don't keep using it after this fight though, it's precious ammunition). Otherwise, consider spamming Pyrokinesis or save MP by poisoning them with Necrosis 2 or 3. **Recovery 3** is your reward for this fight. Now leave and enter the southern Room 5.



Also to prevent any confusion: This Jerry Can is empty, we have yet to fill it up at the Gas Station. Again, doing so will prevent you from buying stuff at Mr. Douglas without also triggering the next enemy wave (and overwriting any overlapping enemies as well).

## ROOM 5 - 3 MOTH, 2 ODD STRANGERS

Immediately use an un-aimed Necrosis as you enter, to get rid of the Moth and also poison one of the Strangers. The M4A1 does the job for killing them, but the P08 again (if you actually bought it), is working great for knocking them over, but if you're unlucky with the critical rate, or the 2nd Stranger realizes how to get through a door portal, consider using Pyrokinesis. Now check the shelf - twice as always - for a **Belt Pouch**. But consider holding on to it, if you already spent the other 2 (one we found in the Boutique, the other was given to us in Aya's Sedan).

Now if you want, let's clear out the rest of the areas. But first, **SAVE** at the Lobby, then go to the Gas Station to **reload ammunition** and to get your **Inventory sorted** (consider bringing a Combat Light).

## GENERAL STORE - 3 SCAVENGERS

[Buckshot] or [Riot] might not be too effective here, given the distance they stand from each other. but you can easily stun the 2 in front of you before they notice Aya, by using a Combat Light. Otherwise, stick to the M4A1 or Pyrokinesis/ Combustion.

## BACK ALLEY - 5 MOTH, 2 GOAT CHASERS

We haven't seen them in a while. But this can be a toughy. If you still have a Flare left, this might as well be the the place to use it. Otherwise, ignore the Moth for now (don't run into them) and only take out the Goat Chasers. Using Pyrokinesis (again, don't accidentally shoot the moth) and the M4A1 should deal with them before they can cause any trouble. Then, shoot the Moth with the M93R.

## DILAPIDATED HOURSE - 4 SCAVENGERS, 2 BLOODSUCKLERS

WALK in slowly, otherwise you wake them up. Whenever you see them on screen, shoot either a [Riot] or [Buckshot] for some fun chain reaction, otherwise consider using Combustion.

**Reload [P.B.]** at the Gas Station.

Now use the **Jerry Can** on the Gasoline (at the Gas Station) to fill it, receiving "**Gasoline**".

## JUNKYARD - 3 STALKERS

Again those spiders. Killing the first one triggers 2 more of them. Try to get rid of them asap using the M4A1 and Pyrokinesis.

The next event will trigger a new enemy wave. So consider **SAVING** before eventually handing Mr. Douglas in the Garage the **Gasoline**.

Also think if you need to buy anything. Like [Rifle] ammunition or Recovery stuff.

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## **SILENCE BEFORE THE STORM**

Enter the Driveway.

## DRIVEWAY - BAT SWARM

Immediately run south to the fence and shoot them quickly from there, by altering between shooting and targeting.

Flint will greet us at the Main Street. Therefore, no enemies dare to enter his territory. Continue to the Gas Station, to create a save route to the ammunition box.

#### GAS STATION - 2 GOAT CHASERS

Nothing new here. Just use the Rifle and Pyrokinesis. Then reload ammo. Now continue to Parking to expand the save route to the Lobby.

#### PARKING - 2 GOAT CHASERS, 3 MOTH

This can be tougher than the previous encounter, but luckily, the 2 Chasers are separated, and chances are you can take out the first one before the other one comes around the corner. Now enter the Lobby and SAVE.

If you want to, you can go to Aya's Room now and lay down to continue to the next Boss Fight. If you value some more Items, EXP and BP however, continue following the section.

#### PUBLIC TOILET - 5 MOTH, RAT SWARM

Don't go around the corner, wait until Aya can aim at something to initiate combat. Now take out everything with Plasma and/ or Necrosis, by shooting through the wall. If something survives, consider taking it out with your gun. Careful of the moth though, they can be recognized on the GPS by their way of movement (rats move erratically, moth follow very straight path towards Aya).

Continue on and enter the Bar for a cutscene with Kyle. He gives us some more infos on the Shelter. You can also fool around by talking to him from behind the bar. Also you can change the song on the Jukebox if you want, it's next to the "Einhänder" pinball game, which is a reference to another game by Squaresoft (a shooter though, not pinball). In any case, continue to the Storage.



#### BAR STORAGE - 2 MOTH, 1 BLOODSUCKLER, RAT SWARM

Either shoot them one by one (careful, some Rats here get rather aggressive), or kill them all at once with a single cast of Necrosis.

#### WATER TOWER - 3 STALKERS

Again it's 1, then 2 more afterwards (unless you run into where the others hide beforehand). You can also use the fence to block them off, but it's not really needed. Continue to the Back Alley for a tougher one.

#### BACK ALLEY - 11 MOTH, 1 GOAT CHASER

Note: The following strategy works very well, but only if you do it right. So, what you need is the Grenade Pistol and [Riot] ammunition. Now before shooting, wait until the Chaser is close enough (at about where the 2nd window is located to the south wall (our left).), before you shoot. This should kill the first Moth Wave and throw over the Goat Buddy. Now keep reloading and shooting steadily to take out everything, and you should be fine. Note: This only works if you enter from the Water Tower area.

If this is too tough or complicated, might as well try using spells. Especially Pyrokinesis and Combustion are very effective on the Goats. Finally, and this might be the easiest solution - use Combat Lights or even a Flare. BUT, keep in mind, we have one more toughy inside the Loft. Eventually, you'll also receive a **Recovery 2** for this fight.

Now go through the Factory into Driveway and enter the Well.

#### WATER HOLE - 2 FATTIES

First and foremost, this is your very first chance to observe them playing in water. Do so for some ANMC ASMR, before deciding to ruin their day. Very easy, just kill them from a distance. Also note that [Firefly] completely obliterates them. But that'd be kinda wasted. **50x [Hydra]** is your reward.

#### UNDERPASS - 3 FATTIES

Immediately WALK towards the corner in the background, to create some distance. Now kill the Fatty (or just use [Firefly] or Pyrokinesis, make sure to switch back to your handgun). Next, run past the corner and aim to get the 2nd Fatty down, then run in a bit to take out the 3rd one. This nets you a **Recovery 2**.

#### CELLAR - RAT SWARM, BAT SWARM

I suggest killing the Bats with Plasma. Take out the Rats with [P.B.] ammo. Now run back to the Gas Station and reload. Also consider saving at the Lobby again.

Go to the backstreet of the Grocery Store for 2 more encounters.

## BOUTIQUE - 5 SCAVENGERS

I suggest spamming Plasma - try to catch as many as possible as indicated by the GPS radius, or be brave and shoot them down instead. After 2 more encounters, we automatically heal HP and MP, keep that in mind as well.

## SMALL HOUSE - 6 BLOODSUCKLERS

Be quick about shooting them or they get too close. Again, Plasma is very useful.

Make sure to SAVE your game and reload ammunition, since both things are on our way. Now for one final stop at the Loft. If you have a Flare left, now is the time to attach it.

## LOFT - 4 SCAVENGERS. 1 STALKER

As soon as you initiate combat, a Stalker will ambush. So, what do we do here? Use a Flare, if you have any left, otherwise, spam Pyrokinesis on the Stalker, and/or Plasma on multiple targets. Keep in mind, we recover all HP and MP once Aya rests at the Motel, so there's no need to be stingy about either stat now.

Once we're done here, it's time for one hell of a Boss Fight. But wait. This fight initiates once Aya goes to sleep in her room. So what we want to do first, is of course, SAVING the game. Also possibly reload [P.B.] / make sure you have at least 300x [5.56 Rifle]. Then, let's get into preparations.

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## **DRYFIELD'S CLIMAX**

### **PREPARATION TIME**

First off, make absolutely sure you have **Necrosis** at least at level 2, or even better 3. I warned you before multiple times, that we WILL need this spell, not much more that I could do... In case you didn't get Necrosis at all, the fight will be a lot tougher and longer. Also, you'll run into a good chance of getting Flint killed, which would be a shame - especially because it prevents you from receiving some outstanding weapons at the end of the game.

As for now, we are more than fine with the **M4A1** and **[5.56 Rifle]** ammunition. If you wasted all your BP AND ammo, use [Hydra] instead. Also, in Scavenger Mode, the P08 with [Hydra] is our best choice. But to be honest, you could even go with the M93R. Because eventually, even Necrosis 2 alone is enough to kill the Boss before it kills Flint. But of course, that doesn't necessarily mean it is easy to pull off. Finally, some people like using the Grenade Pistol with [Grenades], but imho this is a complete overkill and waste of BP. If you have tons of BP and need that moral support that only [Grenades] can provide, feel free to use it though. Even [Grenades] can't deal the same amount of damage as Necrosis will, btw. So just to put that spell's importance into scale...

So, for things we should have attached / equipped:

- Holy Water
- MP Boost 1 and/ or 2
- Recovery 2 and/ or 3
- Equip the M4A1 Rifle and load it with [5.56mm]
- Attach the Rifle ammo if you still have space left
- Also consider attaching the M93R or P08 loaded with [Hydra]

the GPS is mostly moral support, but keep it attached if you don't need the slot for something else. Also don't forget to re-attach it after the fight.

Spells that I am going to assume you have at this point:

- Pyrokinesis 2
- Combustion 1
- Necrosis 2 or 3
- Plasma 1 or 2
- possibly Metabolism 1
- possibly Healing 1
- possibly Antibody 1
- possibly Energyspot 1

Now consider saving one last time before making Aya go to bed, to enjoy watching one of the most iconic pre-rendered cut-scenes of its era.



## BALCONY - BURNER

### **BOSS TACTICS: BURNER**

HP: 4650 EXP: 2000 (1000 if it runs) BP: 1000 (0 if it runs) MP: 100 (0 if it runs)

*This boss has such an awesome presentation, and it intrigues me until this day, with that massive jaw of his... It makes me wish this game was remade, using this boss to its full potential.*

In any case, what we want to achieve here, is to save Mr. Douglas' dog, Flint. In order to do so, we need to deal a certain amount of

damage to Burner within the first 3 minutes. **3026 HP** to be exact, out of his total of **4650 HP**. If you fail in doing so, not only will Burner take Flint's life, it also flees from battle, which means, no juicy BP and EXP bonus for Aya. Also, after the fight, depending on your performance, Mr. Douglas' will either give Aya the "**M950**" - one beast of a gun (Burner dies), or the "**Chicken Plate**" (Burner runs) - a decent Armor that prevents Aya from dying by a hit that would normally exceed her current HP once. Both are replacable later on, btw.

As for his moveset, these are his attacks:

- **Fist Attack:** He raises his fist (and even his feet) to smash the Balcony. This will never reach you if you stay close to the corner.
- **Flamethrower:** Indicated by the small flame coming from his cannon before actually spitting it on you. To avoid this, run along the Balcony path. This can be quite hard to dodge, you need to run in a perfect, straight line. Also, don't re-align Aya while she is running, just hold "up". As soon as he stops, run back to the corner.
- **Fist Swipe:** He swipes his arm across the Balcony. Also never reaches you, if you remain in the corner, but is very hard to avoid if you're, let's say, on the other end of the Balcony (where Room 5 is located).
- **Grab:** He grabs Aya, then squeezes her, burns her and eventually throws her against the wall. And yes, this deals a lot of damage. To minimize HP loss, wiggle by mashing the buttons on the D-Pad (like when Bats attack Aya, or other mobs try to bite her). But also hit the shoot-button a lot, because Aya can attack while being squeezed and burned. As soon as he smashes Aya against the wall, run back to the corner immediately, or he might get you with the "Fist Swiping" attack.

At the beginning of the fight, immediately run north, towards the corner between the Loft and Aya's Room. Like stated above, only the Flamethrower attack can hit Aya from here (as well as the Grab, as soon as you reach Phase 2). Once you reach the corner, cast **Necrosis** on him. Now while shooting him, also keep an eye out for the poison damage - as soon as Burner stops flashing purple and orange, he'll recover from poison, recast Necrosis!

Keep this up over everything else you do, Necrosis is the best damage dealer throughout this fight! Obviously, use your free time to shoot him and dodge the flames, as well as keeping an eye on your HP and MP.

The time window is still very generous, and especially with Necrosis, you shouldn't worry about time. Another great effect of Necrosis is, that every time the damage kicks in, it also automatically cancels whatever attack the Burner currently performs. To my knowledge, this is also the **ONLY** way to prevent the grab attack from happening (which only occurs during the 2nd phase). Unfortunately, it is impossible to rely on the damage, even if you're a veteran of the game. Also, if the Grab happens immediately at the beginning of phase 2, which is often the case, you're out of luck.



As soon as you see a cutscene of him holding his now very messed up and bloody face, you're in the clear - this indicates that Flint is save . No matter how long you take to kill it, from this point on, the dog is going to be okay .

Unfortunately however, this marks "**Phase 2**", which means, a new and terrifying attack is being added, which is said "Grab". Other than that, keep spamming Necrosis, if you're lucky, you might be able to cancel the Grab from happening. Otherwise, the sooner you get it down, the better your chances of surviving.

You'll receive a **Protein Capsule**, as well as **4x [Airburst]** after the fight. [Airburst] deals spread damage, much like [Riot] does, but without the stun, and also with a little less damage than [Grenades]. I recommend holding on to them, they can come in handy in another Boss Fight.

## CHILL BREEZE

First and foremost, SAVE your game. If you didn't manage to get Flint to survive , consider reloading or at least creating a new save file.

Important Note: I found out, that your positioning at the end of the previous fight determines, whether or not you stand above or below the pit it created. This of course, makes some difference, since traversing between those 2 spots now takes a much, much longer time. Normally, you'd be positioned in the northwestern corner throughout the fight, so standing south of the pit shouldn't happen, but CAN happen, if for example, Burner dies while squeezing Aya (from Necrosis, or continued shooting), since he can't actually die until the animation is over, which happens once Aya is being thrown against the wall, which positions her to the south of the pit.

So, long story short, if you appear south of the pit, obviously, you'll want to get to the Lobby to SAVE instead, but you'll have to deal with a rather annoying encounter on your way down (check below for details).

**Reminder:** Re-attach the GPS if you've removed it.

### PARASITE ENERGY NOTE

If you're curious about leveling P.E.s: If you kept Necrosis at L.2, it's not as important to get to 3 now that we dealt with the Burner. It will be effective in the next Boss Fight though. Other than that, I recommend getting **Plasma to 2** or better yet, **3** very soon. **Metabolism at L.1** is a great choice, since we'll soon be confronted with some of the nastier status diseases. **Energyspot L.1** is also great, because we'll find some stuff that is invulnerable to offensive spells. Not to mention that it's great in itself for Bosses. Also, in the long run, consider to level up **Pyrokinesis to 3**. Or instead, possibly **Combustion to L.2**.

Also, as you might have noticed already, the havoc caused by the Burner now forces us to take some more complicated, longer routes when traversing Dryfield. Respectively the path from Balcony to Aya's Room and Loft, as well as the door connecting Main Street and Driveway are blocked off. In any case, enter the Loft for some free EXP and BP.

### LOFT - 7 SCAVENGERS

Like previously in the Well, these are afraid - possibly of what just happened outside. Just put them out of their misery with [P.B.] ammunition. This means, you can theoretically also save them up for later, in case you want to replenish some MP (and maybe HP, if you're using the PASGT Vest). Furthermore, **10x [Firefly]** is dropped.

Now run all the way back to the Bar, using the ladder in Aya's Apartment.

### BAR - 1 BLOODSUCKLER, 3 SCAVENGERS

2 Scavengers hide in the toilet, alongside the single Bloodsuckler, all of them can be killed easily by sneaking up (or being fast) and using Necrosis or Plasma. However, also be wary of the last Scavenger, that hides behind the counter.

### PARKING - 1 GOAT CHASER, 5 SCORPIONS

2 Scorpions will ambush after killing the Goat. Other than that, nothing new here. Kill the Scorpions from a distance (or use Plasma/ Combustion). A valuable **Flare** is your reward here. We'll use it soon.

Now that we're here already, go up the stairs to Room 5 for some more easy kills.

### ROOM 5 - 5 SCAVENGERS

They are afraid again, hiding in the bathroom. Kill them for some free EXP and BP, or save them up for later to regain MP. They also drop **4x [Riot]**.

Consider saving at the Lobby. Then go to Main Street to meet with Mr. Douglas. If you didn't save Flint, he's all sad now and the background music changes into a depressing tune. If you saved Flint, he still meets you, but Flint accompanies him. In both scenarios, he mentions a gift to Aya. What this is and where you can find it, depends on Flint's survival. In any scenario, he'll also lend Aya his **Truck Key**. For now, go back to the Gas Station to get your Inventory managed and to reload your [P.B.] ammo.





If you want to, you can go to the Trailer now to receive your present for an edge in combat. Otherwise, we'll pick it up along the way, as I don't think we'll need it for the fights here.

#### ROOM 1 - 5 SCORPIONS, 3 MOTH

Nothing new here. The small space and cramming furniture might be a hinderance though, you can try killing the Scorpions with Plasma through the walls.

#### ROOM 2 - 4 BLOODSUCKLERS, 3 SCORPIONS

This might be the hardest to avoid group of Bloodsucklers you'll face alongside the Motel Room - Chain. Quickly act by moving to Aya's left (camera - wise right), then start spamming Plasma. You can also kill the Scorpions in the bathroom with Plasma from here.

#### ROOM 3 - 3 BLOODSUCKLERS, 3 SCAVENGERS

Act quick as you enter, either using Plasma or juggling between aiming and shooting [P.B.]. Don't worry about the Scavengers, they're afraid once again and won't attack Aya. **50x [Hydra]** is dropped here.

#### ROOM 4 - 4 BLOODSUCKLERS, 3 MOTH

It can be hard to avoid damage - you need to act really quick by moving left of the door behind the bed before killing things. Otherwise, a more ruthless way of handling things would be to cast Plasma in the middle, trying to capture as many opponents as possible in it.

Now Save at the Lobby, then return to the Gas Station to replenish [P.B.] ammunition and manage Inventory. Then go to the General Store. Also bring the Flare we just found before.

#### GENERAL STORE - 4 SCORPIONS, 4 MOTH

A Scorpion hides behind every shelf and also the backhall to the Underpass, the 4 Moth as well hide in the backhall.

Now take the Well shortcut to the Driveway in order to get to the Garage - There is a reason I leave the General Store Backstreet enemies for now, which involves Flare strategies. Make sure you bring the one you found earlier and attach it.

Inside the Garage, you'll meet Kyle once again. Before we leave, there's still some stuff to do however. We still need to pick up our present, also we should sort out stuff we want to bring to the Shelter with us (I'll get to this in a second). For now, let's continue to the Junkyard, where we clear the last enemies.

#### JUNKYARD - 2 GOAT CHASERS, 2 MINDSUCKLERS

And that is where we use our Flare. Otherwise, kill the Mindsucklers first, before taking out the Goats. We receive another **Flare** for this, which is very convenient, because we'll use it as well. And that's the main reason for coming here first btw.

Now enter the Trailer to meet Mr. Douglas. If you didn't manage to save Flint, check the trashed car in front of the Trailer TWICE for the **Chicken Plate**. Otherwise, if you managed to save Flint, you'll get your **M950** from the box in the Trailer. Save your game before you leave. Also consider replenishing on [5.56 Rifle] and whatever amount of Recovery Items you need or feel comfortable with. If you kept killing all the enemies until now, you probably have a nice amount of BP by now. Still, I recommend holding on to it for now, we can buy better stuff later. Now return to the Gas Station to reload ammo and enter the General Store once more.

Make sure you attach the Flare.

#### BACKSTREET - 1 GOAT CHASER, 5 MINDSUCKLERS

I highly recommend using the Flare for this. It will instantly take care of those pesky Mindsucklers. **50x [Hydra]** is your loot.

#### DILAPIDATED HOUSE - 2 BLOODSUCKLERS, 5 SCORPIONS

Take out the Bloodsucklers first, then kill the Scorpions one by one.

Also a reminder - if you left any helpless Scavengers, kill them now.

Now that we're already here, consider managing your Inventory. Keep in mind, we have 3 Storages - the one in Aya's Apartment, the Sedan and Mr. Douglas Truck. Bring anything you want to carry to the Shelter to the Truck.

Here's a full list of things we'll need and should consider bringing along:

- GPS

- Holy Water
- M93R
- M4A1
- M950
- Grenade Pistol (buy it if you still didn't do so)
- [P.B.]
- [Hydra]
- [5.56 Rifle]
- 4x [Airburst] (bring [Riot] if you wasted the Airburst)
- Healing Items for HP and MP
- 1x Combat Light or Flare, if you have any left

Also consider bringing:

- PA3
- [Buckshot]
- [Firefly]
- 20x [R.Slug] (or whatever amount you picked up)
- 8x [Grenade] if you still have it

Don't worry too much if you forgot to bring something along, or in general about the stuff we leave here, as we'll be able to get back to Dryfield later on. Unless you refuse to make a little detour, nothing is lost .

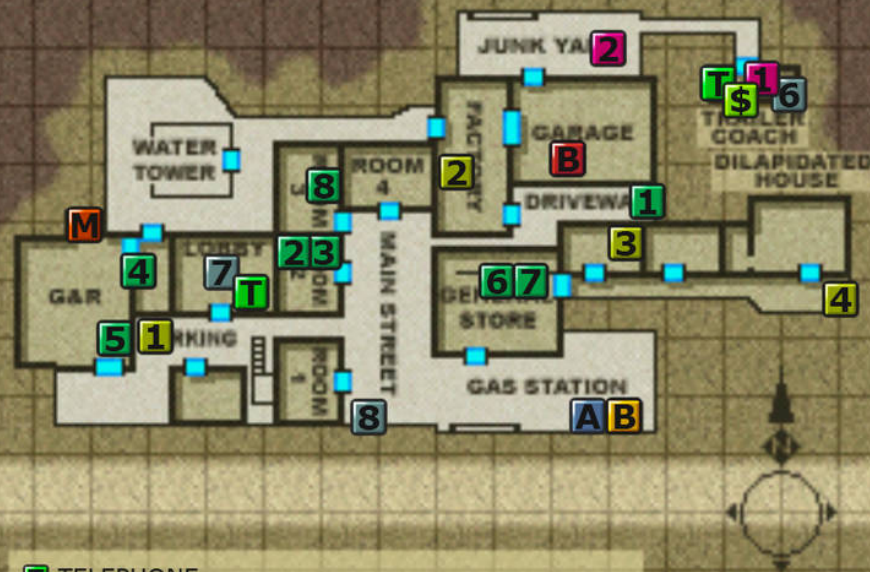
Now **SAVE** one last time and double check if you're fully armed and loaded. When it's time to leave, talk to Kyle and off we go~!



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**TREASURE CHART**

# 1F DRYFIELD



- T** TELEPHONE
- \$** SHOP - MR. DOUGLAS
- B** STORAGE (Aya's Sedan)
- B** STORAGE (Truck)  
(Moves to Mines on CD2.)
- M** MAP DATA
- A** P.B. SUPPLY BOX
- 1** RECOVERY 1
- 2** PENICILLIN
- 3** RECOVERY 1
- 4** RECOVERY 1
- 5** COLA
- 6** COLA
- 7** RECOVERY 3
- 8** MP BOOST 2
- 6** LOBBY KEY
- 7** BRONCO MASTERKEY (Key found in the Lobby)
- 8** TRUCK KEY
- 1** 10x BUCKSHOT
- 2** 10x R. SLUG
- 3** BELT POUCH
- 4** 10x FIREFLY
- 1** M950  
(Only if Burner dies.)
- 2** CHICKEN PLATE  
(Only if Burner flees.)

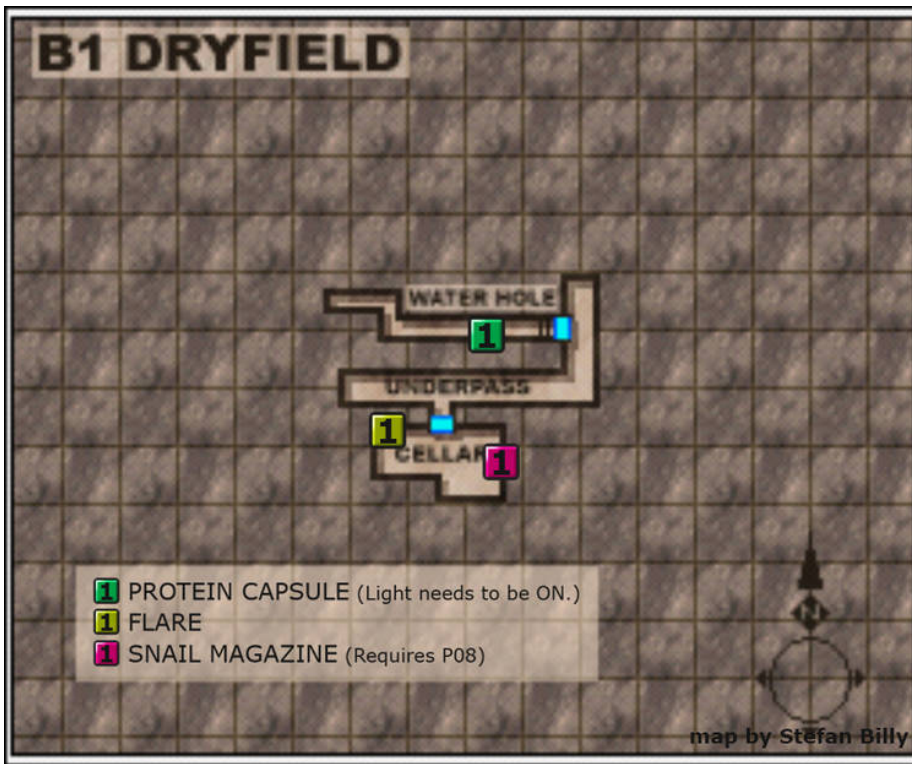
map by Stefan Billy

# 2F DRYFIELD



- T** TELEPHONE
- B** STORAGE (Aya's Room)
- 1** BELT POUCH
- 1** HOLY WATER (Safe Code: 4487)
- 2** JERRY CAN (Gasoline)

map by Stefan Billy



### 100% KILL LIST - DRYFIELD - NIGHT

Legend:

Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops*

- Medicine Wheel is an item, that adds special drops to some encounters. However, in your first playthrough, you won't be able to get the Medicine Wheel until later on CD2.

Trigger Point: Waking Up			
Backstreet	6x Scorpion	-	-
Small House	2x Scorpion	-	-
Boutique	4x Moth	-	-
Gas Station	12x Scavenger	Recovery 2	MP Boost 1
Main Street	1x Goat Chaser, 6x Moth	-	-
Room 1	3x Scavenger, 2x Bloodsucker	-	-
Room 2	6x Bloodsucker	-	-
Balcony	5x Scavenger	-	-
Parking	4x Scavenger	Combat Light	Flare
Public Toilet	6x Bloodsucker	Recovery 2	-
Bar	2x Bloodsucker	MP Boost 2	-
Bar Storage	2x Scavenger, 5x Rat	-	-
Water Tower	3x Scavenger, 6x Moth	-	-
Back Alley	Bat Swarm	-	-
Driveway	Bat Swarm	-	-
Water Hole	1x Stalker	10x [Firefly]	10x [R.Slug]
Underpass	5x Scavenger	-	-
Cellar	5x Scavenger	-	-
Garage	4x Scavenger	-	-
Junkyard	2x Stalker	10x [Firefly]	10x [R.Slug]

Trigger Point: Receiving Lobby Key			
Garage	3x Stalker	-	-

Trigger Point: Receiving Bronco Masterkey			
Room 3	4x Bloodsuckler, 1x Odd Stranger	-	-
Room 4	2x Odd Stranger	-	-
Room 5	3x Moth, 2x Odd Stranger	-	-
Gas Station	2x Stalker	-	-
General Store	3x Scavenger	-	-
Back Alley	2x Goat Chaser, 5x Moth	-	-
Dilapidated House	4x Scavenger, 2x Bloodsuckler	-	-
Junkyard	3x Stalker	-	-
Balcony	2x Stalker	-	-

Trigger Point: Picking up Jerry Can			
Loft	3x Stalker	Recovery 3	MP Boost 2

Trigger Point: Giving Mr. Douglas the Gasoline			
Driveway	Bat Swarm	-	-
Gas Station	2x Goat Chaser	-	-
Parking	2x Goat Chaser, 3x Moth	-	-
Public Toilet	Rat Swarm, 5x Moth	-	-
Bar Storage	Rat Swarm, 2x Moth, 1x Bloodsuckler	-	-
Water Tower	3x Stalker	-	-
Back Alley	1x Goat Chaser, 11x Moth	Recovery 2	-
Water Hole	2x Fatty	50x [Hydra]	50x [Spartan]
Underpass	3x Fatty	Recovery 2	MP Boost 2
Cellar	Bat Swarm, Rat Swarm	-	-
Boutique	5x Scavenger	-	-
Small House	6x Bloodsuckler	-	-
Loft	4x Scavenger, 1x Stalker	-	-

Trigger Point: Going to Bed			
Balcony	Burner	Protein Capsule, 4x [Airburst]	Pyke

Trigger Point: Beating Burner			
Loft	7x Scavenger	10x [Firefly]	10x [R.Slug]
Bar	1x Bloodsuckler, 3x Scavenger	-	-
Parking	1x Goat Chaser, 5x Scorpion	Flare	-
Room 1	5x Scorpion, 3x Moth	-	-
Room 2	4x Bloodsuckler, 3x Scorpion	-	-
Room 3	3x Bloodsuckler, 3x Scavenger	50x [Hydra]	50x [Spartan]
Room 4	4x Bloodsuckler, 3x Moth	-	-
Room 5	5x Scavenger	4x [Riot]	4x [Grenade]
General Store	4x Scorpion, 4x Moth	-	-
Backstreet	5x Mindsuckler, 1x Goat Chaser	50x [Hydra]	50x [Spartan]
Dilapidated House	2x Bloodsuckler, 5x Scorpion	-	-
Junkyard	2x Goat Chaser, 2x Mindsuckler	Flare	-

## WALKTHROUGH CD2

### Shelter

#### THE MINES

Check - List

<b>Weapons</b>	M93R [P.B.], [Hydra]
	M950 [P.B.], [Hydra]
	M4A1 [5.56 Rifle]
	Grenade Pistol [Riot], [Airburst], [Grenade]
	(PA3) [Buckshot], [Firefly], [R.Slug]
<b>Armor</b>	PASGT Vest / Assault Suit
<b>Spells</b>	Pyrokinesis L.2 / L.3
	Combustion L.1 / L.2
	Necrosis L.2 / L.3
	Plasma L.1 / L.2
	Metabolism L.1
	Healing L.1
	Antibody L.1
	Energyspot L.1



We're off to a rough start, as Kyle and Aya are being chased by... well, Chasers. Kyle hurt his leg, which means we're on our own.

Talk to him, then run to the right to trigger combat.

#### MINE ENTRANCE - 11x GOAT CHASER

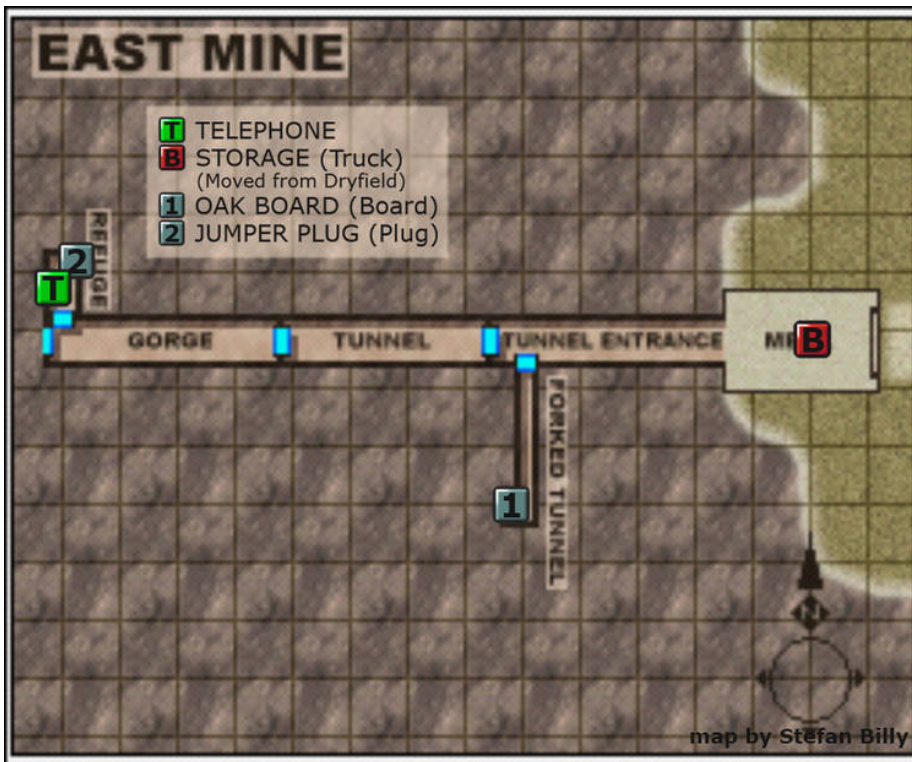
The first goat is just the introduction fight. You'll fight plenty more after this one. Fortunately, they're hopping in one by one, and only ever in groups of 2.

Something that makes this situation a lot easier, is the fact that you can lure them into jumping off the cliff to the south. In order to do so, don't aim (or simply cancel aim) to stand in a proper 90° normal to them, then start running forward once the chaser starts dashing at Aya. If you're trained in reading their animations, this shouldn't be too hard to pull off.

HOWEVER... If you DO get hit when standing too close to the cliff, Aya can fall off as well, which is an instant game over. Therefore, I suggest being extra careful with the later Chasers, and in general those that spawn closer to the cliff, as those are hard to dodge from the small distance. Otherwise, you can lure them up and then back down as well, if you think it's easier than shooting them with the M4A1/ M950 and some casts of Pyrokinesis.

Your big reward consists of **Recovery 3**, **50x [Hydra]** and **80x [5.56mm]**. Unfortunately, you still can't save your game after this encounter. All we can do for now, is entering the Mines.





### TUNNEL ENTRANCE - 2x GOAT CHASER, 6x MOTH

This is where it pays off if you brought a Combat Light, or even a Flare, to use immediately at the start. Otherwise, if your Necrosis is L.3, it might pay off now with the short casting time and high reach, to try and capture as many enemies as possible within range. If this doesn't work out for you, consider leaving the Moth until after you dealt with the Chasers (in which case I suggest running to the far back of the tunnel).

Ignore the southern door for now and instead, head deeper inside by taking the western one.

### TUNNEL - 5 SCAVENGERS

If you have it with you, use the Grenade Pistol with [Riot] to stun and kill them in groups. However, also be wary of reloading times, try to hit many at once, or they might attack Aya while she reloads. **10x [Firefly]** is your loot. Re-equip your M93R or M950.

As you had in even deeper, you'll come to a halt. A pit prevents Aya from crossing over to the other side. Now return to the southern door we previously ignored (in "Tunnel Entrance"). In here, release the Mine Cart to get access to a "Stepping Board". Pick it up for an "Oak Board" and bring it with you to the pit, then place it there to cro...BATS!

### GORGE - BAT SWARM

Immediately run towards the western exit and then make an Aim-Turn (just aim and Aya turns quicker), then shoot them with [P.B.]. I found the M950 to work quite well on them. Alternatively, if your Plasma is at 2 or 3, you can try killing them with that as well, but this requires a bit more timing. They also drop **MP Boost 1**. Now take the door to the north (beyond the pit), to get access to the "Refuge".

Finally, a place with a **TELEPHONE!** Also, there's an unlimited **[P.B.] Supply Box** in here as well!

If you check the Power Converter to the right of the ammunition box. This is a puzzle, so for those of you who want to find the solution for themselves, I put it into spoiler tags. There are 4 small holes in the upper corner. Remove the "Plug" from the last one and place it into the 2nd one from the top instead. Now activate the Main Power via the Lever. This will open the door to the west.

Now before we continue, keep in mind that the next Boss Fight awaits us behind said door to the west. Therefore, consider preparing, maybe pick up stuff from the Truck and double check your attachments/ if everything is loaded.



## LEADER OF THE PACK

### PREPARATION TIME

First off, I'd suggest the M950, loaded with [Hydra] - we can waste all [Hydra] we still have here, because we will receive unlimited amounts soon anyways. Make sure you also attach [P.B.] in case you run out. Alternatively, the M4A1 is still an excellent choice as well, but save some attachment space and decide for either instead of both. Then, consider attaching the Grenade Pistol, loaded with those 4x [Airburst], or alternatively some [Riot] if you don't have the Airburst left. You might want to attach [Riots] if you use the [Airburst] though, just in case you miss. This is for a certain way of dealing with things, read below if you're curious. Holy Water and GPS should go without saying, (although the GPS can be irritating since it also shows the barrels as yellow dots, which can be easily confused with the Boss itself). Fill whatever slots you have left with **Recovery 2 or 3** and **MP Boost 2**.

As for spells, I highly recommend **Necrosis**. If it's at L.3, even better. **Pyrokinesis** at L.2 or 3 also is effective, if you can time it right. Otherwise, **Energyspot L.1** can be a good spell to have. Same for **Antibody L.1**, in case you're concerned with your HP too much.

Finally, this is one of those fights where **listening to the sound** pays off for tactical reasons. Therefore, I highly recommend turning up the Volume a bit.

Whenever you're ready, open the western gate, to find an eery looking silhouette...

## CAVERN - BLIZZARD CHASER

### **BOSS TACTICS: BLIZZARD CHASER**

Phase 1:

HP: 500 EXP: 300 BP: 200 MP:10

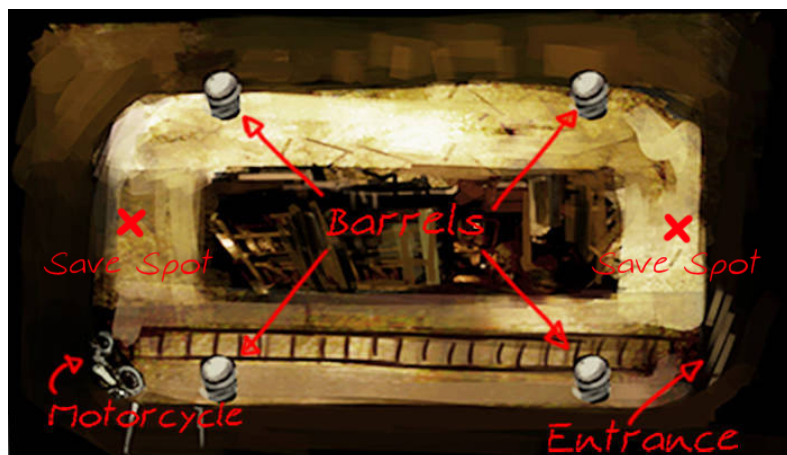
Phase 2:

HP: 2500 EXP: 500 BP: 300 MP:30

This is possibly the hardest fight in the game so far, but once you learn the environment and the mechanics behind the fight, it's really not that bad.



First, let's look at the map layout:



So, we have a path that loops and 4 barrels, each standing close to one of the 4 corners. I will get to those barrels in a second. First, let's analyze the behaviour of our foe.

Blizzard Chaser Moveset:

- **Walking:** If you ever stop hearing the Bosses panting for a longer period of time, it implies that it cooled down. This is your golden ticket, because at this point, the Chaser will slowly circle the area, never attacking unless it spots Aya, which means either shooting it, or standing too close to it (especially in front of it). Using the GPS helps here too, but don't get confused, since barrels show up as yellow dots too. The great thing about this is, that Necrosis still works on it without enraging it. You can sneak up on it from behind, just enough so Necrosis can hit it, and then just wait for it to die - carefully following behind it with a respectful distance.
- **Running:** Indicates that it's enraged, and therefore treats Aya as encountered and WILL attack her. As long as you hear it panting, you're in immediate danger.
- **Skydive:** Technically, the Blizzard Chaser can, from ANY location, disappear into thin air and relocate itself on top of Aya. Which means, unless you're moving, it will land on top of her, which of course, deals damage and also knocks her over. To know when this happens, listen carefully. This attack is indicated by 2 things: The stopping panting, followed by an immediate moaning, that sounds a bit like a goat making a very deep "bah~" or "boeh". It's a bit subtle, but very recognizable once you hear it. Fortunately, not only is it easy to dodge by running in generous circles, you can also lure it to a barrel, just by standing close to one. But more on this later.
- **Fetch:** This is the more dangerous attack, and also a lot harder to dodge and react to within time. An easy way of dodging this attack, is by standing in either Save Spot as indicated by the Map above and the Screenshot (at mid point close to either the western or eastern wall of the map). Those are blind spots, where it won't be able to create enough space to hit us (it will try though) - note if you stand too close to the inner side of this area, it might actually succeed in landing a hit. The Chaser will still try attacking with "Fetch". This is perfect because it gives us plenty of time to inflict Necrosis or deal damage.



**Important Note:** Skydive can still hit you in this area!

If you feel like trying an alternative approach: The GPS can be helpful here (again, be wary of the barrels, they appear on the GPS too). Basically, you need some awareness of the Blizzard Chaser's position, because if it stands across from Aya, it can fetch-attack from a distance. The only way I know of, that can avoid this attack with a 100% success rate, is by running INTO the Blizzard Chaser. To understand this, you need to know how the game handles hit detection. Basically, the only area of the attack where Aya can receive damage, is in the spot where the Chaser lands. Which is usually around Aya's initial position. Therefore, you won't get hit if you touch the Goat at any other time. Finally, the "intended" way of stopping this attack is by using a hard hitter, like anything the Grenade Pistol can fire, or a cast of Plasma. But this requires extremely good timing.



Now finally for the barrels:

Those barrels can be targeted and shot at, functioning much like the cables in the first No.9 encounter. Which means, they deal tons of damage if you incinerate them when the Blizzard Chaser is standing next to them. However, unlike the electric boxes, these barrels have 30 HP each, therefore the only way to instantly destroy them, is by using a stronger weapon like [Riot] or [Airburst]. The advantage in doing so, is that its bursting effect also increases the chances of actually hitting them. Thing is, you only want to get them to explode when the Boss is near. Unfortunately, a lot of the time, it just blocks your aim and takes damage instead of the barrels. [Airburst] and [Riot] instead should cover enough range to hit both, the Blizzard Chaser and the barrels. Another way of dealing with said barrels is, by depleting their HP with either of your Handguns beforehand, so you don't need too many shots to ignite them when the time comes. However, be careful because especially with the M950, it's easy to accidentally destroy them. I recommend not going far beyond 20 HP of damage.

**Important Note:** Before you go insane on them evil barrels, keep in mind, that this fight isn't going to be over as soon as you might think. Because at "half time" the Boss will go full rage - and we want to keep this time as short as possible, by saving some barrels for this situation.

Strategy:

I suggest you try casting Necrosis on it, when you get the chance. This is usually after it attacks Aya. If you manage to dodge, you should have enough time to cast. Also, relocate Aya to the eastern or western area to avoid getting hit by its "Fetch". Here, consider casting Antibody on yourself (the sparkling tells you if the buff is still going). Again, if the Blizzard Chaser ever stops running, consider the above mentioned strategy. You can also use the time while waiting for it to die, by shooting away some HP from the barrels (like 20 HP or so), if you don't want to use the Grenade Pistol.

After you've dealt enough damage, some cutscenes will lead us to another fight... You'll also receive the outstanding **P229** at this point, but can't access it until after the fight.

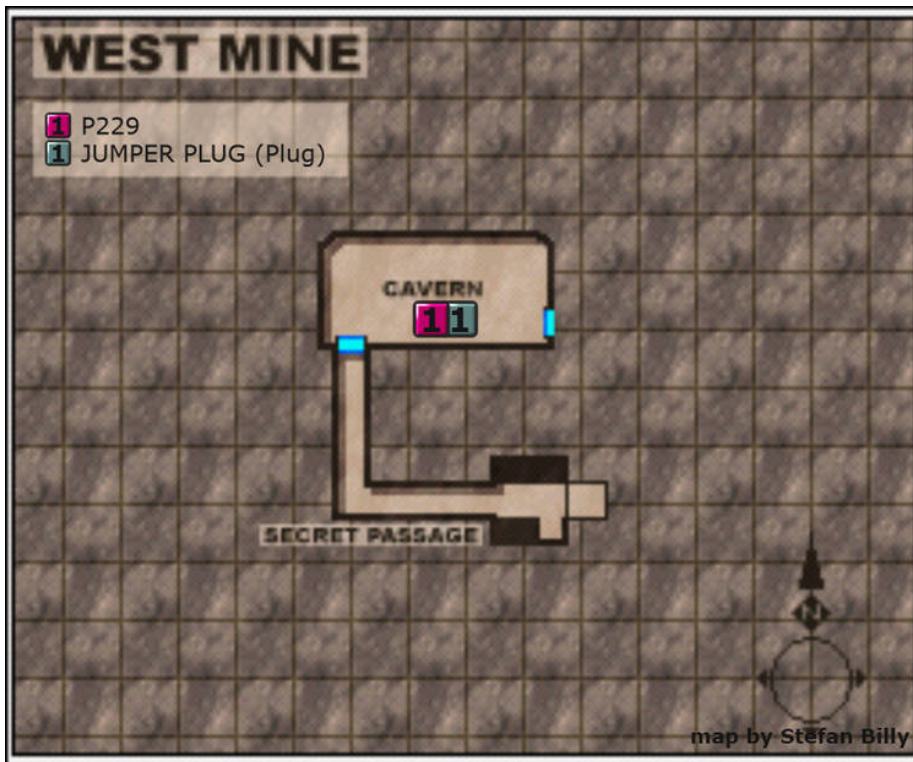
This time around, it's more enraged than before, and also a bit faster. Therefore, I recommend trying to hit it by destroying the barrels, whenever it stands close to them. I suggest switching to the Grenade Pistol now, and keep patient enough to ignite them only when it's positioned close.

Alternatively again, if it ever cools down and starts walking, you can perform the same trick using Necrosis again. However, this time, it won't die from Necrosis, and you'll have to recast it once or twice. Otherwise, nothing changes.

If you're having troubles with timing on the Barrels, try the strategy with the Save Spots instead, and only move whenever you here the indicator for the "Skydive". Then just shoot/ cast spells whenever it's close. It will take a lot longer but better save than sorry I guess?

After the fight, you'll receive **Recovery 2** and **4x [Grenade]**.

After the fight is over, **inspect the motorcycle and activate the switch**. This will casue a circuit shorting. Exit back to the Refugee to SAVE your game - note: you can hear Bats in the Gorge, but you can ignore them for now, as long as you don't wait for them to attack Aya. Or kill them quickly, whatever.



## WHERE IS THE SHELTER?

Now that we **SAVED** and **reloaded ammunition** (don't forget [switching back to \[P.B.\]](#) if you didn't run out of [Hydra!]), we should consider going back to the Truck for Item Management. Unfortunately, the route is full of new enemies. So, first things first, let's clear our way back out of here.

### GORGE - BAT SWARM

Shoot them down with the M93R, the M950 or some Necrosis and Plasma (if it's high enough). Now either equip your new P229 - If you have enough [Hydra] left, consider using it as well, or the M4A1 or M950 + [P.B.] if you feel save with traditions.

### TUNNEL - 3 SCORPIONS - 4 MINDSUCKLERS

If you shoot the 2 Scorpions with the P229, the Mindsucklers won't hear it. Once you do shoot them however, they WILL start flying towards Aya. I recommend using the secondary function of this weapon - which is a Flashlight, how convenient! This will - if it connects - throw them to the ground. However, they won't stay down for too long, so re-use it whenever you need to. But also don't waste it too much, we need to save up on Battery before we can reload it. Don't waste more than 25 Battery for the next few battles.

### TUNNEL ENTRANCE - 6 SCORPIONS, 6 BUTTERFLIES

Only start taking out Butterflies once the immediate path is cleared of Scorpions. Use whatever weapon you feel comfortable with.

### MINE ENTRANCE - 4 SCAVENGERS

They really like cars, don't they? In any case, before aiming or running, walk to the back side without waking them up (a position in which you can hit them). With the P229, you can kill them one by one without waking up the others. If you don't land enough criticals, the Flashlight works on them as well.

Now for Item Management: Since this is one of the more unfavourable Storage locations, I recommend using it to drop stuff we never need again as well. You shouldn't throw it away, unless you're running out of space in general, but having this stuff at the end of the game adds some BP bonus, so keep that in mind. Things we'll never need again are:

- the P08 (P229 is better in almost everything)
- the M93R (the P229 and M950 cover all our Handgun needs)
- provided, that you've picked up the Black Card, the PA3 (we can get a better Shotgun soon)

Then I recommend leaving anything here that you don't need immediately. We can go back here whenever we need something. I'll remind you before a new wave of enemies appears up here, which isn't going to happen anytime soon. For now, I recommend stashing away:

- all Shotgun Ammunition
- all Grenade Pistol Ammunition
- the Grenade Pistol

Now let's clear one last room before proceeding, which is of course, the "Forked Tunnel".

### FORKED TUNNEL - 4 SCAVENGERS

WALKING in keeps them from waking up. The P229 again helps us here, we can shoot the first 2 from the entrance without the others waking up. Like previously, the Flashlight is a godsent here (you can even stun them before they wake up). But again, try to save at least 25 Battery.

Now run back to the Refugee and SAVE / Reload Ammunition.

Again, approach the Power Converter for a new puzzle: Remove the "Jumper Plug" from the hole, then put it and the other one that you received from the Blizzard Chaser into the 1st and 4th slot respectively. Activate the power switch and you'll hear a "faint sound".

Note: If it doesn't work, you probably forgot to inspect the motorcycle and activate the switch in "Cave".

#### PARASITE ENERGY NOTE

If you haven't yet, get **Metabolism** to L.1 and also try to get **Pyrokinesis** to L.3 as soon as possible. Also consider getting **Energyspot** to L.1 if you haven't yet.

Return to the Motorcycle and inspect it to open the gate to...

## THE SHELTER

### SECRET PASSAGE - IVORY STALKER

We're finally here... And immediately, equip the P229 if you haven't, because we'll find a familiar looking fiend.

#### Greater Enemy Tactics: Ivory Stalker

HP: 1000 EXP: 600 BP:  
300 MP:15

This one is slightly different to the one we found in the well. The main difference is, that this one can't be poisoned with Necrosis.

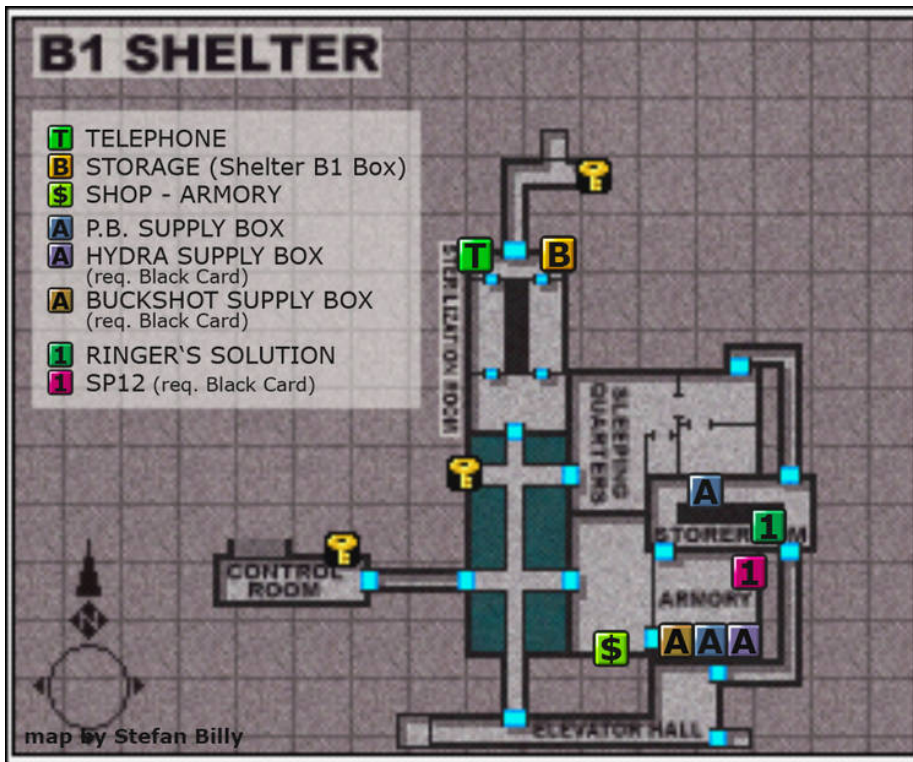
Also, this time we can't hide. Fortunately however, it is very susceptible to fire

and light. We can take care of this one simply by juggling between the P229's Flashlight and shots of [Hydra] or Pyrokinesis (I recommend emptying MP on it). Note: Whenever it falls from the ceiling, it is upside down, and needs to turn back around before it can attack again. This gives you a LOT more time to shoot. If it turns around however, create some space to make it return to the ceiling. Otherwise, stunning it with the Flashlight only helps for about 2 shots before it needs another stun. In any case, even if you spam the Flashlight, this should be easy. Also, we mainly saved up on the Flashlight for this encounter, so unless you're already too short to sustain this fight, don't worry about wasting away too much.

On a sidenote, at the other end of the Corridor is an elevator platform. It seems as if the Ivory Stalker has some troubles entering it, because of the missing roof. However, Aya also has troubles with aiming from there. Also, even on ground, it sometimes seems to have troubles getting in there, due to collision interferences. But in no way is this a reliable hideout.



You'll receive another **Belt Pouch** (save it for later), as well as **50x [9mm Spartan]** - the strongest type of handgun ammunition. Now continue and take the elevator to reach the "Elevator Hall". All doors but the one to the northeast are locked.



### B1 SOUTHERN CORRIDOR - 6 RATS, 2 RED TURRETS

#### **Enemy Tactics: Turret**

HP: 70 EXP: 15 BP: 0 MP:0

This new type of "enemy" is - based on its mechanic nature - completely invulnerable to Parasite Energy. Well, unless you count Energy Shot. Metabolism and Energy Shot are recommended. "Red" Turrets - as indicated by the red stream of light, they point at you - are the least dangerous type, as they "only" deal a small amount of damage, compared to Machine Gun Turrets, can be dodged a lot easier, and also don't inflict negative status effects if hit by them.



"Blue" Turrets and "Yellow" Turrets on the other hand, WILL inflict statuses, such as Paralysis and Confuse - although it seems as if some Yellow Turrets won't affect you at all (I don't know if this is a bug or intended). I highly recommend casting Metabolism pre-emptively before engaging with them. The common idea to dodging here, is by running until the laser stops following - immediately after this, it will shoot, and if Aya is still positioned inside the laser line, she will take damage.

Machine Gun Turrets ("White" Turrets) however, are way harder to dodge. They keep shooting and will do so quickly. Once they shoot, even if hit, keep running, because Aya will keep getting hit otherwise. Run until the fire stops. Only then, start shooting again. The M4A1 is very effective on Turrets. On groups of Turrets, spread damage can be effective as well, this includes [Buckshot] and [Airburst].

Finally, Turrets are not very fond of ANMCs and other living stuff, which means, they will shoot at them too. This can be effective in many situations.

In any case, the 2 Turrets are across the other side of the corridor, and they will shoot the Rats as well. Take care of the small stuff before engaging in combat with the Turrets. Continue to the Storage Room.

### B1 STORAGE ROOM - 2 Odd STRANGERS, 3 RATS

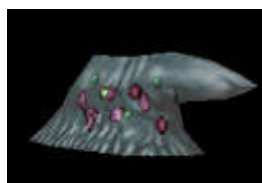
Use the P229 to kill them, again, the Flashlight is effective on all types of Strangers. In this room, you will find another Parabellum Supply Box, as well as a **Ringer's Solution** in one of the middle medicine stashes, make sure to pick it up! Then take the northern exit.

### B1 NORTHERN CORRIDOR - 3 AMOEBAS, 2 RED TURRETS

#### **Enemy Tactics: Amoeba**

HP: 80 EXP: 12 BP: 86 MP: 8

They're only susceptible to elemental damage, especially Necrosis. Alternatively, you can also use the [Hammer] or [Firefly] ammunition (and for some reason also the Tonfa Baton, but yeah...). The main danger



here is, that they will Silence Aya if she gets hit (= touched by). This is a problem, because spells are the best way to deal with them. On the plus side, they leave tons of MP for you and Necrosis handles them in a single blow. Also they're really, really slow. The danger here lies with their ability to hide - they're almost invisibly small and only become big when Aya gets too close, in order to ambush her. However, they're also "activating" if Aya casts a spell. The [Hammer] provides an acceptable alternative, in case you're silenced. Other than that, they shouldn't pose any serious threat and can even be used as natural sources to replenish MP.

Luckily, those are "Red" Turrets around the corner as well. A **Stim** is dropped here.

#### B1 SLEEPING QUARTERS - 4 RATS, 1 ODD STRANGER

Easy, the P229 is enough even without the use of the Flashlight.

*Note: You can get some interesting flavour text by checking the various beds. I recommend checking "Bowman" especially ;).*

Continue by taking the door to the west.

#### B1 MAIN CORRIDOR - 2 FATTIES, 3 WHITE TURRETS

These are the more dangerous variation. Luckily, 2 triple shots of the M4A1 should take care of them, before they can hurt Aya (at least in Normal Mode). As you enter the room, kill the Fatty first, then re-aim to destroy the Turret or 2nd Fatty. After those 3 targets are out of the way, step in a bit. At the intersection, goes slightly south before aiming at the Turrets at the southern end and shooting them. If you get any closer, they will attack Aya before she can destroy them.

Now by looking at the Map, you see many doors entering in and out of this room. First off, unlock the one to the south. Now go back. This time, take the one to the north. This is the "Sterilization Room". Check the control panel in the mid before going through the left door. These are one - way, meaning you have to take the other side if you want to leave. The northern end of this room provides us with a **TELEPHONE**, a P.B. Supply Box and possibly the most important Storage Box in the game. I suggest you go back to the Truck now and bring and dump into this box:

- the Grenade Pistol
- all Ammunition for it
- all Shotgun Ammunition (don't bother with the PA3, unless you don't have a "Black Card").
- Any Healing Items you left in the Truck (leave the Stim you received in the Truck)
- the Ringer's Solution you picked up before
- the Belt Pouch you picked up before
- [Spartan] Ammo

After doing so, and also **SAVING** your game, return to the Main Corridor. This time, take the door on the lower right. This is the Armory. In here, you can find a "BP Machine". You can replenish Battery/ Fuel for free in the "Ammunition" menu.

#### **BP Machine**



#### **Weapons**

P229	1880 BP
PA3	1000 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
Hammer	3720 BP
Grenade Pistol	1680 BP

#### **Ammunition**

50x [9mm P.B.]	30 BP
10x [Buckshot]	60 BP
80x [5.56 Rifle]	100 BP
4x [Grenade]	280 BP

4x [Riot]	80 BP
Batteries/ Fuel	Free
<b>Armor</b>	
Combat Armor	3250 BP
NBC Suit	3980 BP
Psy Suit	4580 BP
<b>Items</b>	
Recovery 1	100 BP
Recovery 2	180 BP
MP Boost 1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP

So as you can see, quite a bit of new stuff. Important to note are - beside Battery Recharge - the possibility to buy Flares and the M4A1 Attachment "**Hammer**".

If anything, buy the Hammer and attach it!

It's by far the most valuable thing we can get here, as it adds a great secondary function which stuns enemies on top of dealing damage. We'll get a lot out of this thing!

Other than that, let's check the new Armor:

- The "Combat Armor" is the same we already saw at Jody's. However, due to a lack of HP Recovery, I consider the PASGT Vest superior to this one. If you're still using the Assault Suit, I still recommend considering to keep it on. After the next Boss, we'll soon get a new Armor for free. Now the Combat Armor only has 5 attachments - since it comes attached with its own GPS, you could argue it has 6 attachments. In any case, save at least 2 Belt Pouches for later.
- The "NBC Suit" has nothing special beside the Paralysis Resistance. But other than that, 6 Attachments isn't anything outstanding at this point, plus there are other nasty statuses out there (granted, Paralysis might be the worst), all of which can be prevented with Metabolism anyways.
- The "Psy Suit": Despite its flaws, this is a favourite Armor of mine. Unfortunately, it isn't available in higher difficulties. The small number of attachments, zero HP and 50 MP speak for themselves - this is supposed to be used as a P.E. user. More importantly however, this piece of equipment actually shows you the enemies HP. So, if you want some fun, or actually even if you have enough Belt Pouches and don't worry too much about your max HP, this Armor might be a solid choice.

Whatever you do, keep in mind that we will get a "Tactical Vest" for free soon. Also I recommend saving at least 2 Belt Pouches (unless you go for the Psy Suit and keep it).

Now there is one more thing to do here. Which is, to use the **Black Card** to access the locked door in this room. I hope you did pick it up in the Akropolis Tower, not much I can do beside typing and highlighting important informations when it arrives. If you missed it, it's not the end of the world however.

#### **BLACK CARD PAYOFF**

Assuming you got the Black Card and also entered the door here, you'll find a little surprise: In fact, you can check the multiple open Storages for unlimited Supply Boxes of **[Buckshot]**, **[P.B.]** and **[Hydra]**. Yes you heard right. Unlimited. And on top of that, around the corner, the farther away gun can be checked twice for the superior Shotgun "**SP12**"!

*Note: Check the apparition in the middle for some weird infos on a "Golem Arm Switcher". Huh...?*

Finally, unlock the door here to the Storage Room. This will be useful to us much later on.

Now leave here and take the lower left exit from the Main Corridor this time.

#### B1 CONTROL ROOM CORRIDOR - 2 AMOEBAS, 2 BLUE TURRETS

Again, the Turrets will take care of the Amoebas. Use this time to cast Metabolism, because Blue Turret = Paralysis, which is very bad news. If you get paralysed, wiggle the D-Pad to recover faster (you need to do this every time she gets exhausted though). Otherwise, shoot the Turrets with the M4A1, but try to align yourself so you don't miss them, which might require you to step forward a bit.

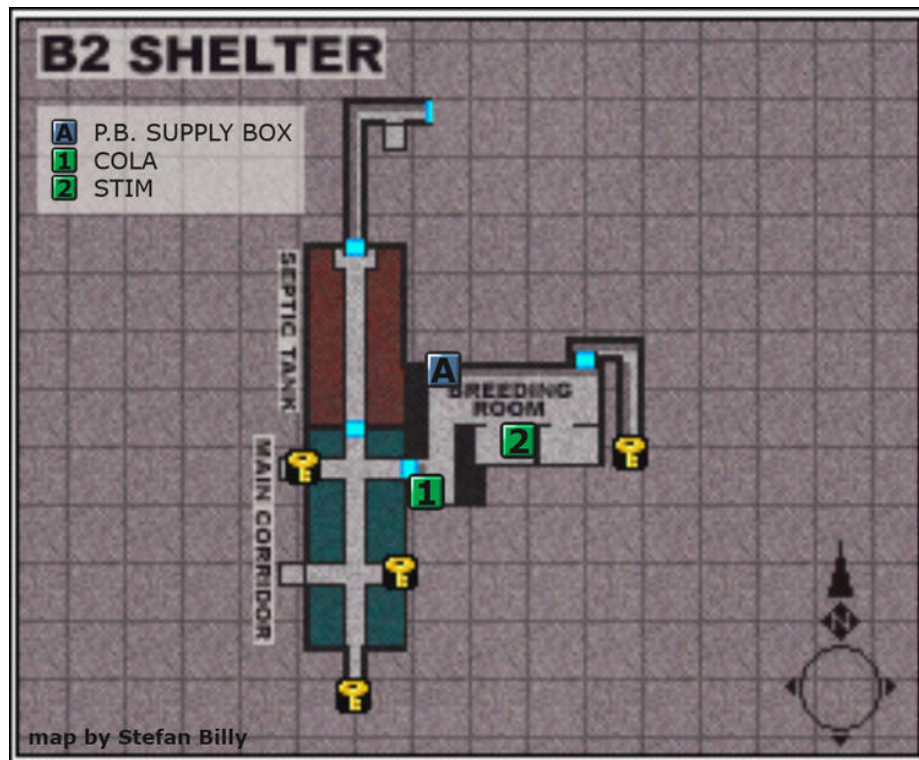
#### B1 CONTROL ROOM - 3 AMOEBAS, 2 RED TURRETS, 2 YELLOW TURRETS

Note: If you really hate Turrets, you can clear this room much later on as well, since enemies here won't be replaced any time soon. Reason for considering this is the fact, that we can deactivate Turrets by then, which makes this room a lot simpler.

You can step down the stairs, but don't go any further. Instead, aim and try to capture all 3 Amoebas within a single cast of Necrosis - use the GPS to align with the middle dot and cancel aim for an easier time. Then take out the Turrets with the M4A1.

Behind the glass, you can see "large corpses" hanging. Weird...

Okay, B1 is cleared for now. Let's go back to the Sterilization Room and SAVE. Bring the SP12 and [Firefly] along! Also if you didn't receive the SP12, bring the PA3 instead. Continue north to see a short cutscene. Now take the elevator to the north down to B2 (the door to the east is locked).

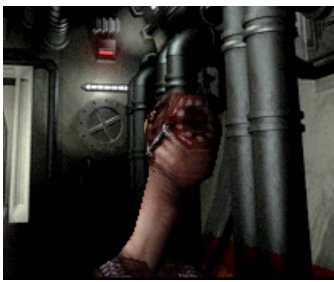


#### B2 NORTHERN ELEVATOR HALL - 3 WHITE TURRETS, 1 FATTY

The Turrets are the immediate danger, you can either destroy them quickly with the SP12 and [Buckshot], but accept a lot of damage in the process, or run to the southern exit first (past the Fatty). Take care of the Fatty, then destroy the Turrets from the southern exit as well using the M4A1. This way, the Turrets won't be able to damage Aya.

#### B2 SEPTIC TANK - 2 DIVERS

We'll find a new type of enemy here.

<p><b>Enemy Tactics: Diver</b></p> <p>HP: 240 EXP: 70 BP: 88 MP:3</p> <p>Divers mostly appear in water. They will constantly dive down and re-appear somewhere else. Occasionally however, they stay to charge an electric sphere, which of course, is shot towards Aya. But those can be dodged rather easily. In most instances however, it doesn't have to come this far. They are very susceptible to Fire (note, they're immune to lightning, so other than a bit of damage, the Hammer has no effect). Therefore, [Firefly] ammunition is ideal to deal with them. Alternatively, Pyrokinesis - especially at L.3, and Combustion if you can capture multiple Divers at once, do the job. Note that Pyrokinesis can do the job in a single cast, if it is at L.3! Later on, we'll also find "stranded" Divers. They're rather harmless in this state, but don't touch them because they can still electrocute Aya.</p>	
--	--

Conveniently, this one drops **10x [Firefly]**. Now continue on.

#### B2 MAIN CORRIDOR - 3 DIVERS

This is a bit harder, but shouldn't pose much of a threat with [Firefly].

This room is very similar to the one directly above us. However, this time a lot more doors are locked. First, let's start with the south-western door, which turns out to be an elevator.

#### EV ELEVATOR - 2 BLUE TURRETS, 2 YELLOW TURRETS

Immediately take shelter (...) to the left of Aya. Now apply hit and run tactics to destroy the Turrets. Also note that the Hammer can dish out some great damage on Turrets, but in this very case it's a bit hard to hit multiple Turrets at the same time, and you need to stand rather close to them to do so. Now return to B2 Main Corridor.

Also, if you're curious, look at the map before leaving ;).

This time take the northeastern exit. All other doors are closed off anyways.

#### BREEDING ROOM - 4 MAGGOTS

As you enter, immediately check the cabinet to Aya's right, right next to the door, for a **Cola**.

*Now for some interesting lore, I highly recommend reading the diary on the desk!*

Also, in case you're interested, this room provides us with another box of [P.B.] ammunition. Once you're done, proceed forward to find a new type of enemy.

##### **Enemy Tactics: Maggot**

HP: 160 EXP: 16 BP: 68 MP:1

Maggots are almost identical to Caterpillars. However, they have a bit higher HP and deal a bit more damage. Also, rarely they'll also spit some poison that blinds Aya, which can be a problem, considering they need to be aimed at in order to hit them.

Other than that, they're still very susceptible to fire. Therefore, the same tactics can be applied to them as well. Which is, to hunt them down using either [Firefly], Pyrokinesis or Combustion. In higher difficulties, you'll want to incinerate them and ideally get them to touch each other to set each other afire, then just wait it out. Also, as long as you don't stand still in one spot, they won't attack Aya.



You'll receive an **MP Boost 2** after the fight. Also, there's a **Stim** in the bucket of the left cage.

##### **Important Note**

Before you continue, I should inform you that this is your last chance to return to the Truck and BP Machine for quite some time. Therefore, I recommend returning now, if you need to. For example to get some Battery filled, or more [Hydra], although it's unnecessary, as you will find out pretty soon. Also consider to **SAVE** your game, because you'll have to fight your way back out here.

When done, continue on through the unexplored door in the Breeding Room for a **Cutscene**. Spooky! The door to the next room is locked, unfortunately.

*Also if you read the diary before and wonder - yes, what you just encountered was Dr. Bowman.*

Now before returning, take a look at the map - all B2 rooms we previously visited are filled with new enemies!

#### BREEDING ROOM - 3 MAGGOTS, 2 AMOEBAS

Take out the Maggots with the P229 [Hydra] or M4A1, then kill the Amoebas with Necrosis - one of each hides in the 2 cages. If you get hit by accident and Silenced, use either [Firefly] or the Hammer to take them out. **Penicillin** is received after the fight.



#### B2 MAIN CORRIDOR - 3 DIVERS

The same as before, use [Firefly] and Pyrokinesis on them. **80x [5.56 Rifle]** you get for this.

#### B2 SEPTIC TANK - 2 DIVERS

These 2 drop a **Recovery 2**.

Now return to the Sterilization Room's Telephone area - but no further. **SAVE** and manage your Inventory. It's time to prepare for a Boss Fight.

### **TRASH COMPACTOR FATE**

##### **PREPARATION TIME**

So first off, we will find a new unlimited stash of [Hydra] before the boss fight, even if you didn't get the Black Card, which is quite useful. Unfortunately, we lose access to it soon after. In any case however, this leads to why I highly recommend using the M950 equipped with [Hydra] for the upcoming encounter - also make sure you attach [Hydra] so we can reload it during combat whenever we want to. If you don't have the M950, consider using the SP12 with [Firefly]. Other than that, Energyshot can help out quite a bit, so get it to L.1 or even L.2! That is, if you didn't get Pyrokinesis and Plasma to **L.3** yet, which is probably more important.

Now, beside what we need for the actual Boss fight, we also need to prepare for what comes after. Especially if you want a 100% clear file/ unlock Scavenger Mode in your first playthrough.

- As for healing items, I recommend bringing only 1x MP Boost 1 or 2.



- If you want to be on the safe side: 1x Recovery 2 or 3 (you get Rec.3 for every boss phase, then MP Boost 2 and Protein Capsule for the next battle. Bring more if you want, but you'll run into Inventory problems).
- Also we won't need the Grenade Pistol or SP12, and any ammunition for either. Leave them here.

Again, this is a full list of things we should carry along:

- GPS
- Holy Water
- P229
- M950
- M4A1 + Hammer
- 500x [P.B]
- 500x [Hydra]
- Your remaining [5.56 Rifle]
- MP Boost 1

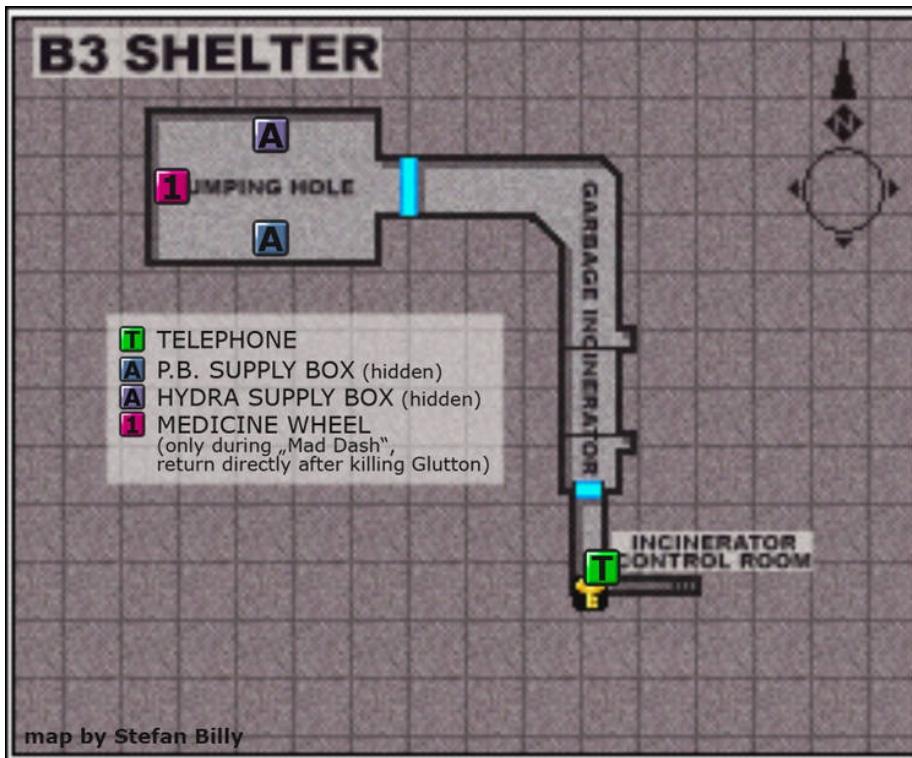
Once you're ready, try leaving to the Main Corridor to trigger another cutscene...

Immediately return and click the "Dust Chute" next to the door, as indicated by the screenshot. Choose "Here goes nothing..."



#### DUMPING HEAP / GARBAGE INCINERATOR - GLUTTON

Now **STOP**. Before moving forward, look into the upper left corner of this area for 500x [Hydra]. Also, 500x [P.B.] are to the lower left.



Continue to the right to trigger a Boss Fight.

#### **BOSS TACTICS: GLUTTON**

Phase 1:

HP: 3000 EXP: 500 BP: 200 MP: 100

Phase 2:

HP: 3000 EXP: 700 BP: 200 MP:100

This greedy fellow has a big moveset, but fortunately for us, hardly ever will it use anything beside "Suck" and "Trash Drop" on lower difficulties. Tbh I never actually saw the Tongue Attack happen on Normal Mode, but I can't confirm if it just happens rarely or doesn't exist. In any case, you're really unlucky if it uses any of the more obscure attacks, since they can be hard to react to in time, especially because the animations are hard to separate.



Other than that, you can only deal damage when it uses "Suck" or "Tongue Slap".

- Suck: It will start sucking, and Aya is slowly pulled towards it. If you get sucked up, it's game over. Very easy to dodge, and also, don't fear it too much, because after a few seconds, its sucking power decreases, and even when you stand right in front of it at this point, it won't suck you in. This is important because we want to deal a certain amount of damage to prevent certain events.
- Trash Drop: This happens right after the sucking. Trash will drop from above and Aya needs to dodge. The shadows on the ground indicate where it drops, making it very easy to avoid this attack.
- Green Poison Breathe: This can be avoided by standing far enough away from it, or really close to one corner of it. In phase 1, it hardly uses this attack.
- Mad Chaser spawn: This only happens if you land a critical hit into the right shoulder, so by using the M950, you're save, because it can't land criticals. Anyways, this spawns a small failed ANMC. If Glutton sucks this up, it recovers 100 HP. Also, it will shoot it back at you, dealing very high damage (but at least it looks hilarious). Note: If you're in for every single BP you can get, you could - in theory - trigger them on purpose, it works up to 8 times in total. This also works for phase 2. Note that it's not necessary for 100% kills to do so.
- Orange Bubbles: This happens usually only if it's already really close to the wall, but still is a rather rare attack. It will shoot orange bubbles out of the left shoulder. Run to dodge it. It's hard to tell when it does this, but it will bend its left shoulder back and its right one forward slightly before attacking.
- Tongue Slap: This supposedly happens when standing close to it, but I've also seen it happen from a distance. I only ever saw it doing this in Nightmare Mode. This also is the only attack beside "Suck" when Aya can deal damage.

As soon as the battle starts, make an immediate U-turn, run to where the screen transitions (about where the cables are lying on the ground) and cast Energyspot on yourself. Now make an aim - turn and start shooting at its mouth. Don't stop until its mouth closes, from your original position, Glutton shouldn't be able to get you sucked in, even if it looks as if it gets too close, I believe this is because the sucking animation exceeds the time span in which it can actually swallow Aya. Also consider spamming Pyrokinesis, as it's very effective.

Now immediately reload so we have a full magazine again. It will drop garbage now, dodge this by avoiding standing underneath the shadows. Now, position yourself again EXACTLY at the border of the screen (where the camera perspective changes), and wait for it to start sucking again. From your position, again, it won't be able to suck you in before closing its mouth. By shooting from beginning to end, you should easily deal over 800HP dmg.

Now, after dealing approximately 1000HP damage, it starts moving forward a bit. Other than that, nothing changes. Still, position yourself at the border of the screen as an indicator and shoot away. Do this 2 more times max. and it will die. In case, it manages to step further even more, position yourself a few steps in front of the door.

Also, especially in higher difficulties, it seems as if chances increase for the more obscure attacks to happen when it gets too close to the wall (it will never move more than twice, so don't worry about it moving even further). Again, in Normal Mode, those are a lot more unlikely but still try to kill it as quickly as possible to avoid any unnecessary troubles.

After the fight is over, you'll receive **Recovery 3**, **80x [5.56 Rifle]** and **4x [Grenade]**.

---

Now go through the door to trigger another cutscene. This time, you have a choice: either kill Glutton or lure it into a trap. The only difference is the drops you get - killing it nets you an additional Eau de Toilette and 4x [Airburst], personally I don't think this is worth the effort.

Eau de Toilette, in case you're wondering, induces Berserk on Aya. Berserk removes the ability to cast Water and Earth type spells, also it uses up HP instead of MP when casting (twice the amount in fact) and increases damage. Please note, that this isn't an "offense is the best defense" item. Overall, I only recommend using Eau de Toilette in speedrunning or challenge runs.

Anyways, the easy way out is to run straight away from it until you reach a pit with a switch in the corner. Step on said switch and wait until the platform is raised. Glutton will reach up with Aya, but as long as you remain in that niche, there is not a single attack it can use to damage her. Just don't get sucked in (push against the sucking). After you can cross over, you need to lure Glutton onto the platform. To do

so, you need to deal a bit more damage (approximately another 1000HP). After that, it will move forward and always stop when standing on the platform. Now push the other switch and watch it die in a cruesome way.

Just as cruesome is the animation you see if you deal with it before it gets trapped. I recommend trapping it for your first time, and maybe when running Replay Mode, kill it to see how the death animations differ.

Your loot are another **Recovery 3** and an **MP Boost 2**. If you killed it without the trap, you also get **Eau de Toilette** and **4x [Airburst]**. Also don't forget to press the floor panel to raise the platform, in case you defeated Glutton without using it.

Once the fight is over, the "real" challenge begins (if you aim for 100% kills, that is). Now whether or not you plan on fighting the upcoming enemies, I highly recommend going back to at least reload [Hydra] and pick up the extremely valuable **Medicine Wheel**. You have 5 minutes to do this, which is more than generous.

This item, when attached, adds bonus drops to enemies. Also, like the Holy Water, using it instead will level a spell - in this case, it's a Wind based P.E.

When you enter the previous room, first check for the [Hydra] stack. It is slightly dislocated and not quite in the corner (since Glutton was there before). After replenishing your ammunition, check the box in the edge of the screen to receive the **Medicine Wheel**. Immediately pause and attach it. Also consider using the M4A1 for the upcoming fights, before eventually, you get ambushed...

## MAD DASH

### DUMPING HEAP - 6 MAD CHASER, 6 SLOUCH, 8 SUCKLERCEPH

So, quite a few new enemies here (unless you triggered Glutton to throw a Mad Chaser at you):

#### Enemy Tactics: Mad Chaser

HP: 110 EXP: 20 BP: 40 MP: 1

These are failed Chasers. I find them kinda funny. Also, they laugh if you shoot them, so you only make them happy. They can rob towards Aya and catapult themselves against her, but are otherwise rather pathetic. Also, it seems as if they hardly attack as long as you hit them, because like I said, they love that.



#### Enemy Tactics: Slouch

HP: 120 EXP: 12 BP: 36 MP: 1

This is a failed Fatty, and also the most dangerous of the failed ANMC types. While it doesn't move itself, it can slingshot its arm quite far, and also is capable of shooting acid very far as well. Overall, I recommend killing them from a distance, if that's possible.



#### Enemy Tactics: Sucklerceph

HP: 70 EXP: 6 BP: 12 MP: 3

They are like normal Sucklers, trying to reach Aya and explode, but roll instead of crawling. Also, they have a lot more HP. I recommend taking them out before they can reach Aya, Plasma L.3 is very helpful in that regard.



You now have the choice of either running from the encounters, or stay and fight. Since there are tons of enemies, limited time, and possibly an exhausted Aya, this is one of the exceptions where I think running might be a wise choice, unless you aim for a 100% completion, which of course is helping towards reaching a possible goal of unlocking Scavenger Mode within your first run, or want some of the admittedly great Items they drop.

Otherwise, they're not worth the EXP and BP - don't be fooled, you get quite a bit of a boost here, but that's because of the sheer numbers of enemies. Overall however, it's nothing too hard. Keep in mind, this can even be done with a Tonfa Baton and Plasma on Nightmare Mode.

In any case, what you want to do here, is to always kill things closest to you first, especially the small stuff. I recommend starting off with Energyshot, then cast/ spam Plasma whenever you see a Sucklerceph or multiple enemies getting closer. After a while, if nothing new appears, be wary of the Slouches, as they can often reach you before you notice them. Instead, aim and look if Aya locates enemies, based on her animation. Shoot there/ cast Pyrokinesis and repeat.

The enemies here drop **Proteine Capsule** and **80x [5.56 Rifle]**, as well as **4x [Airburst]** if you attached the Medicine Wheel. If you start running into Inventory space problems, I recommend using the Proteine Capsule now. Also consider throwing away your [Airburst]. Also **resupply with [Hydra]** before leaving.

## GARBAGE INCINERATOR - 7 MAD CHASER, 4 SLOUCH, 12 SUCKLERCEPH

Basically more of the same. Just recast Energyspot and use the same strategy of Plasma and shooting again. If you run out of [Hydra], switch to the M4A1.

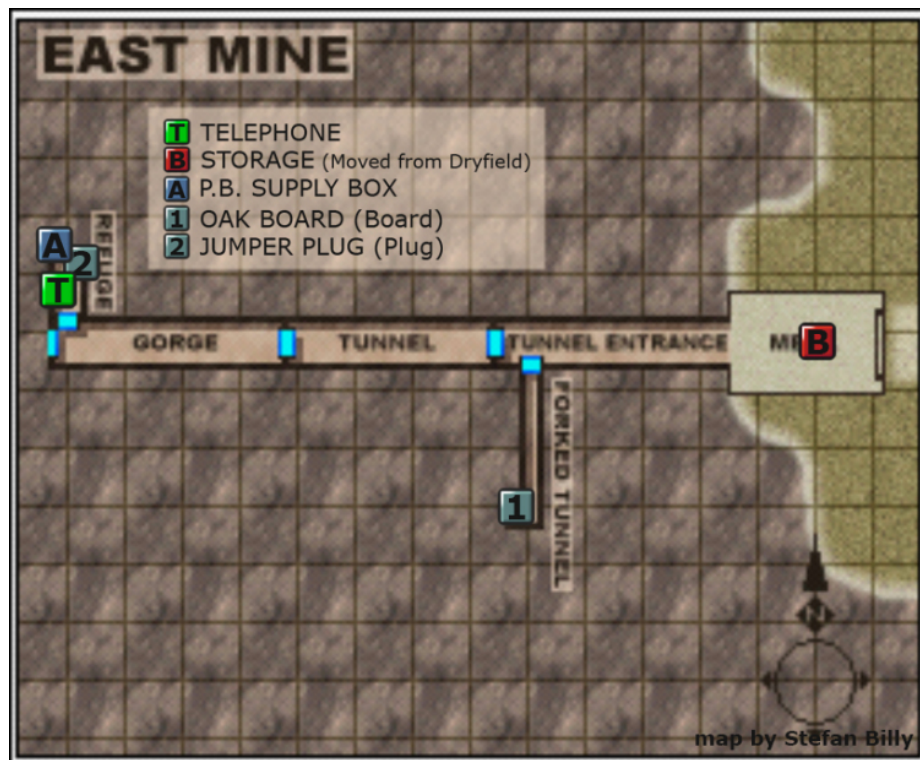
You'll get **50x [Spartan]**, **10x [Firefly]** and with the Medicine Wheel, a valuable **Belt Pouch**.

Eventually you'll reach a door. Click it three times in total to be rescued...



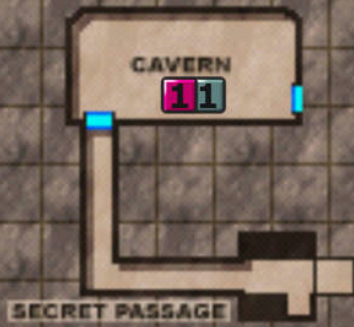
After a cutscene, in which Kyle mentions Aya's stench (it's rotten fish btw. You learn this valuable information if you click the unconscious Glutton after phase 1), you can finally **SAVE** your game.

## TREASURE CHART



# WEST MINE

- 1** P229
- 1** JUMPER PLUG (Plug)



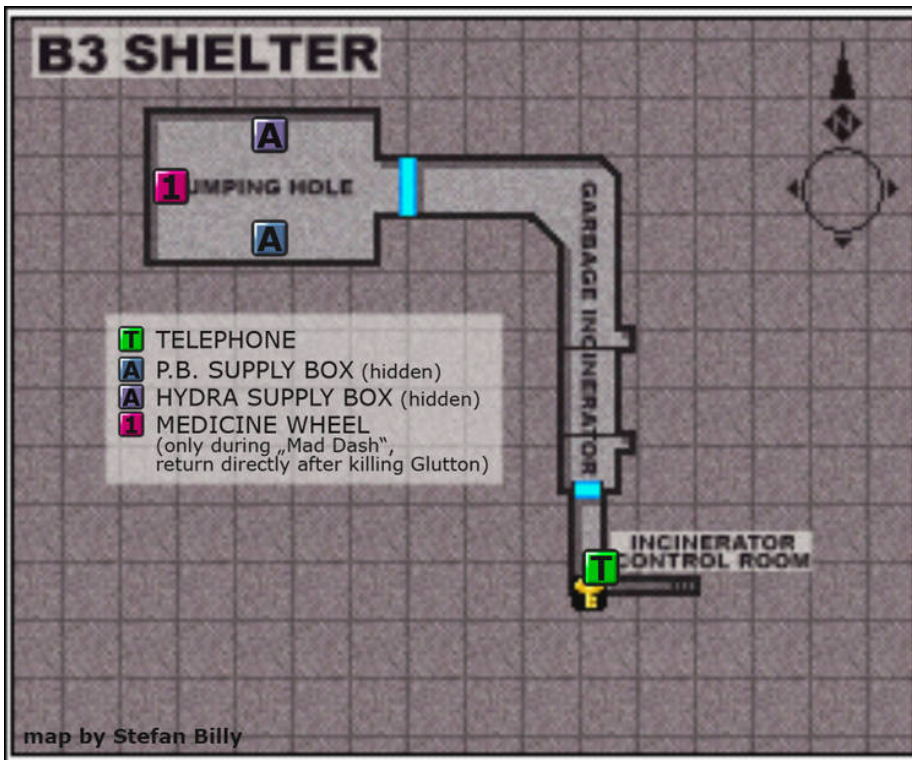
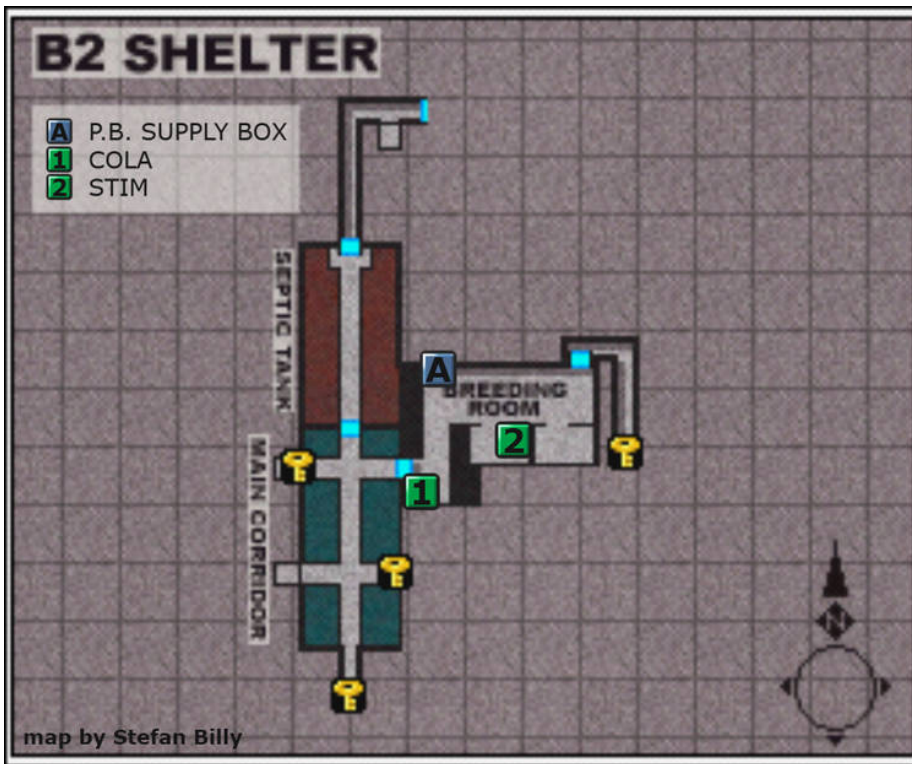
map by Stefan Billy

# B1 SHELTER

- T** TELEPHONE
- B** STORAGE (Shelter B1 Box)
- \$** SHOP - ARMORY
- A** P.B. SUPPLY BOX
- A** HYDRA SUPPLY BOX (req. Black Card)
- A** BUCKSHOT SUPPLY BOX (req. Black Card)
- 1** RINGER'S SOLUTION
- 1** SP12 (req. Black Card)



map by Stefan Billy



### 100% KILL LIST - EXPLORING THE SHELTER

Legend:

Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops

Trigger Point: Reaching the Mines			
Mine Entrance	11x Goat Chaser	Recovery 3, 50x [Hydra], 80x [Rifle]	50x [Spartan]
Tunnel Entrance	2x Goat Chaser, 6x Moth	-	-
Tunnel	5x Scavenger	10x [Firefly]	10x [R.Slug]
Gorge	Bat Swarm	MP Boost 1	-
Cavern	Blizzard Chaser	P229, Recovery 2, 4x [Grenade]	M203

Trigger Point: Killing Blizzard Chaser			
Gorge	Bat Swarm	-	-
Tunnel	3x Scorpion 4x Mindsuckler	-	-
Tunnel Entrance	6x Scorpion, 6x Moth	-	-
Forked Tunnel	4x Scavenger	-	-
Mine Entrance	4x Scavenger	-	-

Trigger Point: Reaching the Shelter			
Secret Tunnel	Ivory Stalker	Belt Pouch, 50x [Spartan]	Mp Boost 2
B1 Southern Corridor	6x Rat, 2x Red Turret	-	-
B1 Storage Room	2x Odd Stranger, 3x Rat	-	-
B1 Northern Corridor	3x Amoeba, 2x Red Turret	Stim	-
B1 Sleeping Quarters	1x Stranger, 4x Rat	-	-
B1 Main Corridor	2x Fatty, 3x White Turret	-	-
B1 Control Room Corridor	2x Amoeba, 2x Blue Turret	-	-
B1 Control Room	3x Amoeba, 2x Yellow Turret, 2x Red Turret	-	-
B2 Northern Elevator Hall	3x White Turret, 1x Fatty	-	-
B2 Septic Tank	2x Diver	10x [Firefly]	-
B2 Main Corridor	3x Diver	-	-
EV Elevator	2x Blue Turret, 2x Yellow Turret	-	-
Breeding Room	4x Maggot	-	-

Trigger Point: Meeting Bowman			
B2 Breeding Room	3x Maggot, 2x Amoeba	-	-
B2 Main Corridor	3x Diver	80x [Rifle]	50x [Spartan]
B2 Septic Tank	2x Diver	Recovery 2	-

Trigger Point: Using the Dust Chute			
Dumping Heap	Glutton	Recovery 3, 80x [Rifle], 4x [Grenade]	4x [Airburst]
Garbage Incinerator	Glutton	Recovery 3, MP Boost 2 (Eau de Toilette, 4x [Airburst])*	50x [Spartan]

- Eau de Toilette and 4x [Airburst] only drop if Glutton is killed without using the trash compactor.

Trigger Point: Picking up Medicine Wheel			
Dumping Heap	6x Mad Chaser, 6x Slouch, 8x Sucklerceph	Proteine Capsule, 80x [Rifle]	4x [Airburst]
Garbage Incinerator	7x Mad Chaser, 4x Slouch, 12x Sucklerceph	50x [Spartan], 10x [Firefly]	Belt Pouch

## Deep Shelter

### THE SEWERS

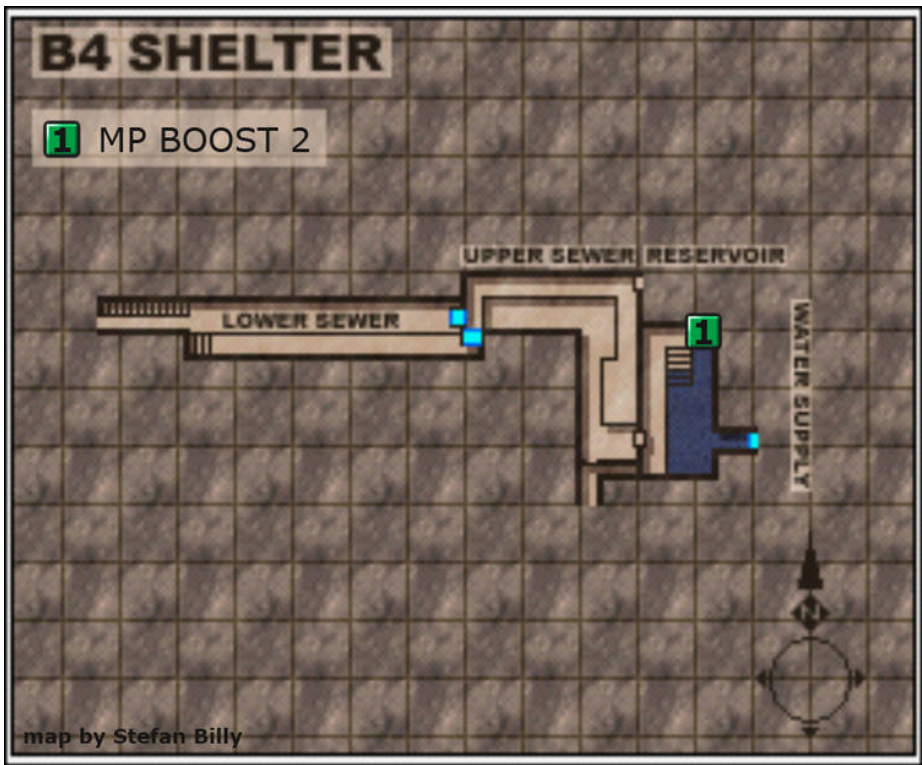
Check - List	
<b>Weapons</b>	P229 [P.B.], [Hydra], [Spartan]
	M950 [P.B.], [Hydra], [Spartan]
	M4A1 [5.56 Rifle], [Hammer]
	*Grenade Pistol [Riot], [Airburst], [Grenade]
	SP12 [Buckshot], [Firefly], [R.Slug]
<b>Armor</b>	PASGT Vest / Psy Suit / Assault Suit
<b>Spells</b>	Pyrokinesis L.3
	Combustion L.1 / L.2
	Necrosis L.2 / L.3
	Plasma L.2 / L.3

Metabolism L.1
Healing L.1 / L.2
Antibody L.1
Energyspot L.1

- If you followed my advice, we currently don't carry the Grenade Pistol with us, but instead left it in the Sterilization Room box for now.

**PARASITE ENERGY NOTE**

Once you've got Pyrokinesis, Necrosis and Plasma to **L.3**, you already covered some of the most important spells. Which means, we have more freedom now. You should also have Metabolism L.1, Healing L.1, Combustion at L.1 or L.2 and possibly Antibody/ Energyspot at L.1. In succession, I suggest you level up spells depending on personal preference. Combustion is a devastating AoE spell, although it's a bit on the costly side. Healing on the other hand, can be a good choice to save some Recoveries in the long run, also it's actually useful in combat at L.3. Further down the road, we can make some good use of the 3rd spells of each category. Those will become available once the other 2 of its respective category have been maxed out. One that might be available to you right now is "Apobiosis". This has a very similar effect to Flares, so consider getting it to 1 as well. Also noteworthy, are "Inferno", which is the 3rd fire spell, and very useful in endgame, as well as "Energyball", a devastatingly strong spell at L.3, which is especially effective against later enemies. Unfortunately, it's also a long road down to even activating it, let alone maxing it out. For your first playthrough, I recommend ignoring most of the "Earth" P.E. L.1 or L.2 of Energyspot and Antibody is good enough and Energyball, as powerful as it might be, only becomes really effective at L.3. And we have access to plenty of powerful weapons for single enemy combat. Don't get me wrong, in Scavenger Mode and Nightmare Mode, Energyball is extremely useful, given the lack of resources.



Continue down the stairs and follow the linear path.

LOWER SEWER - 2 MAD CHASERS

UPPER SEWER - 2 SUCKLERCEPHS, 2 SLOUCHES

Kyle comes equipped with a M4A1 with the Pyke (Flamethrower) attachment. That's total overkill. Also note that he won't start attacking until Aya initiates combat. I suggest you do so immediately after entering a room.

Take the ladder.

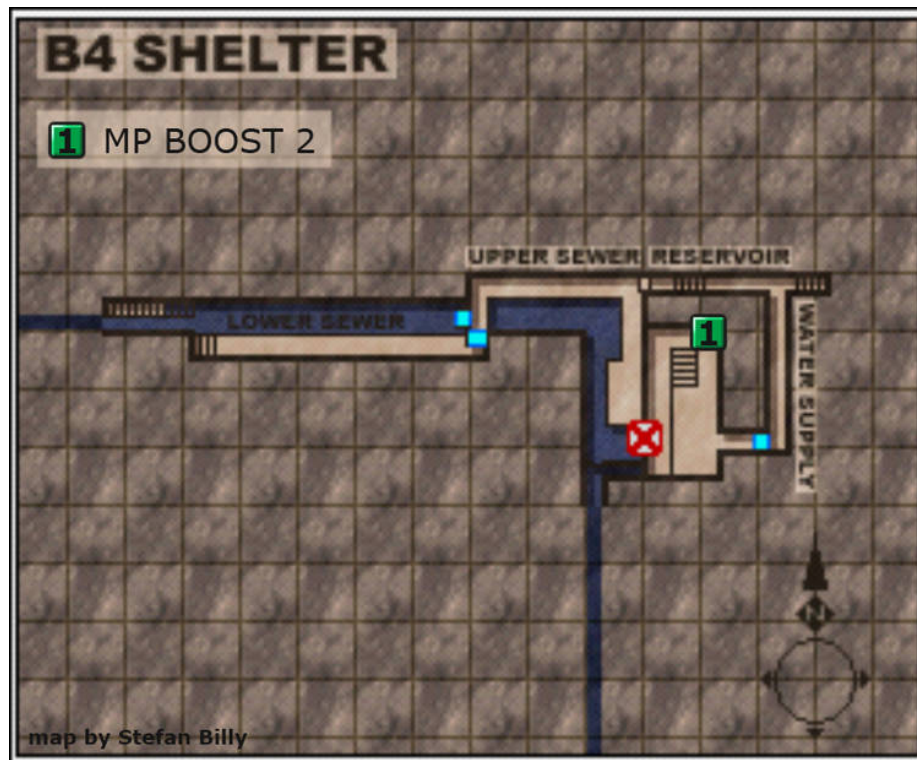
RESERVOIR - 1 DIVER

Another easy kill. Now check the panel here. Now there is an inspection panel to the right of the ladder, which gives us a hint for the puzzle we need to solve here. Yes, it's that simple, just count how many legs a rat, roach and spider have.  $4 + 6 + 8 = 18$ . Enter that number into the control panel in the corner across the room to open the "Flood Gate". This will drain the water (while filling the area we came in through).

*Note: You can also insert the code before fighting the Diver. This will leave him stranded. I mean, not that it matters.*



Now take the stairs, but also check behind in the northeastern corner for an **MP Boost 2**.



#### WATER SUPPLY - 1 DIVER

*This area looks familiar huh?* Anyways, behind the corner hides another Diver. This one however, got stranded as we drained the water. Therefore, it's pretty harmless as long as you don't touch it. The Gate to the east is shut, so continue west and down the ladder.

#### UPPER SEWER - 1 DIVER

Another Diver for you to take care off. Now continue by taking the door to the south - west.

#### LOWER SEWER - 1 DIVER

And another one. Continue on.

DON'T take the elevator (north east) just yet. Instead unlock the northern door to get back to the telephone and SAVE.

At this point, we have to make a decision. Which is whether to go back to Dryfield or head back to the Shelter directly. Dryfield is actually just a detour. However, I highly recommend going back there for multiple reasons. First off, it's absolutely required for the Good Ending to take place. Furthermore, it gives us access to old Storages ( they won't become available until the very end of the game, otherwise ). But on top of that, we get some very valuable Items in Dryfield. Uncheck the Spoilers if you're curios:

- Our first Lipstick (unless you won it in the Shooting Range). Attaching this will prevent Silence. Using it increases max MP by 1 and also heals them back to full (can't be used during combat).
- A Tactical Vest. This is similar to the one we found in Akropolis Tower. This is an outstanding Armor, and considering overall availability and usage, possibly the most useful one as well.
- The [Pyke] Attachment for the M4A1. This is a very powerful weapon and I highly recommend buying it as soon as you get back to Mr. Douglas.
- The "Ofuda". It's another one of the "Occult" attachments. This one will increase the power of you offensive P.E.s by 50%. Therefore, it's extremely valuable as an attachment. Using it up, although I do not recommend that, will level earth magic up.

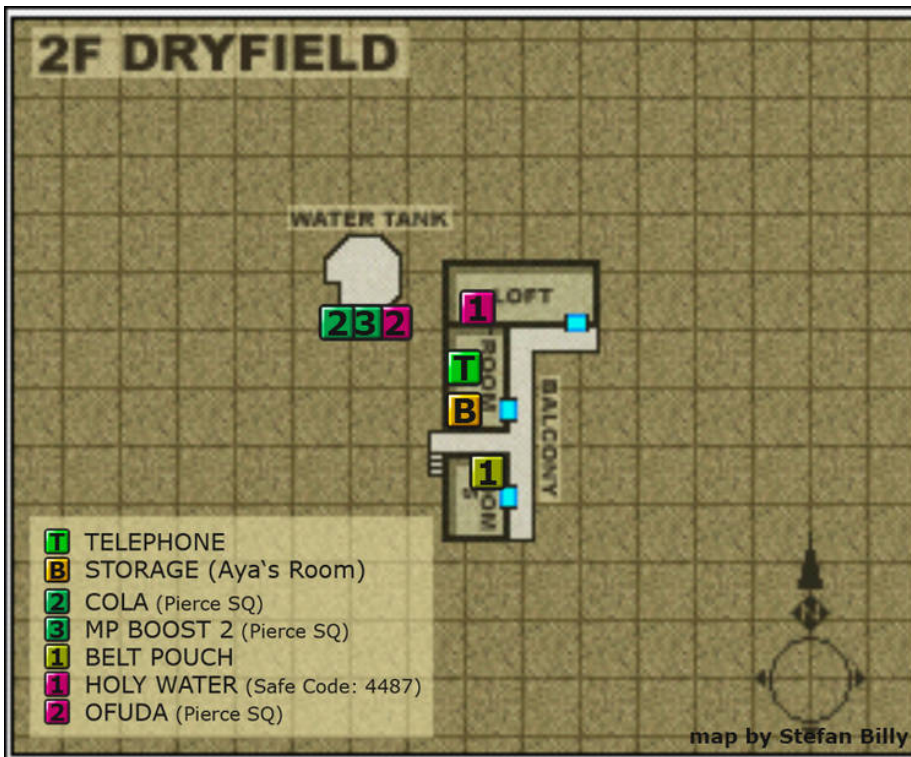
If you still want to skip Dryfield, read "Back to the Shelter" down below. Otherwise continue on with "Dryfield Detour".

### **DRYFIELD DETOUR**

Go back to "Upper Sewer", you will notice an inspection panel right next to the door, hinting at the Full Moon Gate's puzzle solution, also something's written in japanese, which Aya doesn't understand. The solution to this cryptic puzzle is the number "15", marking the time of days between 2 full moons. Enter this code in the control panel in "Upper Sewer's" southern corner, which will open the "Full Moon Gate" - that is located in "Water Supply" - it's the eastern Gate, that was previously shut.

This leads us back to Dryfield. Neat. So, as we get here, Kyle suggests to split up. At the same time, Flint "joins" us instead. We can decide to follow his lead, or head for the Trailer first, which is the recommended route, as we can refresh and SAVE there. Not to mention that Mr. Douglas' "Store" has been updated quite a bit.





### GARAGE - 3 STALKERS

Again, 1 attacks first, after it dies 2 more appear. Take care of them with the M4A1 [5.56 Rifle] and [Hammer] - which is pretty effective, because it knocks them down.

Chances are, that your Inventory is pretty much full at this point, so I'll create a clearing route to both, Aya's Room and her Sedan next.

Continue on to the Trailer.

**Mr. Douglas' Trailer**



**Weapons**

P08	680 BP
MP5A5	6980 BP
PA3	1000 BP
AS12	12500 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
M203	2130 BP
Pyke	5180 BP
Grenade Pistol	1680 BP

**Ammunition**

50x [9mm P.B.]	30 BP
50x [9mm Hydra]	50 BP
10x [Buckshot]	60 BP
10x [Firefly]	90 BP
80x [5.56 Rifle]	100 BP
4x [Grenade]	280 BP
4x [Riot]	80 BP
Batteries/ Fuel	Free

**Armor**

Shoulder Holster	2580 BP
PASGT Vest	2980 BP
EOD Suit	4580 BP

**Items**

Recovery 1	100 BP
MP Boost 1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP

So as you can see, we got quite a big update on the shop. Also of note might be, that he still doesn't sell Recovery 2 or Flare. However, also note that we can buy **[Firefly]** and **[Hydra]** ammunition now. In any case, let's go through the stuff:

- **MP5A5**: This is a 'slightly better' alternative to the M950. It comes with a Flashlight attachment and has a superior Fire Rate. However, it also has a much smaller magazine, which means more reloading. Since we already have the P229 with its very own Flashlight, I wouldn't recommend buying the MP5A5 at all. But if you refrain from using the P229 at all, it might be a good choice.
- **AS12**: This is the strongest Shotgun (unless you count the "Gunblade", which isn't available to us in a Normal playthrough ). Unfortunately, it has a hefty price attached to it. If you didn't get the Black Card before and couldn't pick up the SP12, this decision becomes a lot easier. Otherwise, considering how valuable [R.Slug] becomes later on, I suggest you keep this weapon in the back of your head for now.

- **M203:** Another M4A1 Rifle attachment. However, there is really no benefit in buying it. It slows down the M4A1 and has worse stats than the "Grenade Pistol". Also, other attachments are way more valuable. Don't even consider buying.
- **Pyke:** This is the same attachment we saw on Kyle's M4A1 before. In case you didn't see him use it, it's devastating. It has some disadvantages though - it has a small range, and standing close to enemies can be dangerous, especially since it doesn't actually stun or paralyze enemies (unlike the [Hammer]) and only holds them in place by dealing damage to them. Also, the [Fuel] is used up really fast. Despite these flaws, it's still one of the greatest additions to our weapon arsenal, merely for the enormous damage it can dish out. Not to mention, [Fuel] and [Battery] are both free recharges.
- **EOD Suit:** Much like the "Chicken Plate", this Armor comes with "Resist Impact", which means Aya will survive an otherwise critical blow with 1 HP. As long as you have more than 1 HP left, you'll always survive. Also it adds 100 HP, which makes it quite a tanky thing to wear. Finally, it protects against Paralysis, one of the worst negative statuses in the game. So, should you buy it then? Since we can get a free "Tactical Vest" really soon, maybe not \*yet\*. The Tactical Vest comes with HP Recovery and 7 Attachments. Also, there are plenty other things we should consider buying. **However**, and this is very important: The EOD Suit is extremely useful in the Final Bossfight of the game. And depending on your playing style, the EOD Suit is also arguably more useful than any other equipment so far. So at least keep it in the back of your head for now. Also keep in mind, that it only comes with 5 Attachments, so if you plan on using it, better save up some Belt Pouches.

So, what should you consider buying? First and foremost, I suggest you fill up your [5.56mm Rifle] ammunition, also consider buying some [Firefly] ammo as well. Also don't forget to reload [Battery]!

Furthermore, I highly recommend buying the [Pyke] attachment!

Also, if you're in a really bad shape, you might want to start leveling Healing to 2 or 3 soon. Otherwise, leave it at 1.

Also don't forget to **SAVE** your game. When you're ready, go back to the Well, if you want to clear a path to reach the Sedan. If you have urgent needs for Aya's Apartment Stash, go to the Water Tower instead.

#### UNDERPASS - 7 MINDSUCKLERS

Usually, this would give us a mild migraine, but I found that the [Hammer] attachments works exceptionally well here. But you can also use a Flare if you still have some left, or bought one at the BP Machine and actually brought it, although it's really not necessary.

#### CELLAR - BAT SWARM, 2 SCAVENGERS

The Scavengers are afraid again and pose no threat. Kill the bats with Necrosis, then take care of the Scavengers. Continue through the "General Store" and to the "Gas Station".

#### GAS STATION - 3 MINDSUCKLERS, 1 STALKER

Again, this is easy with the M4A1 and the [Hammer]. Now use the Sedan for your Inventory Management. Also don't forget to reload [P.B.]. *Also take note of the new SUV that's being parked here.*

Since we're already here, also consider clearing the "Warehouse" and "Boutique", east of the General Store.

#### BOUTIQUE - 6 MOTH, 3 SCORPIONS

The hammer works great on everything. However, it can be hard to target the moth before they attack Aya sometimes. Plasma also does an excellent job here, especially at L.3.

#### WAREHOUSE - 3 SCORPIONS, 2 SCAVENGERS

Again, use the Hammer or Plasma to deal with the close Scavengers and Scorpion, then take care of the other 2 Scorpions as well. Now return back to the "Gas Station" and go to "Main Street".

#### MAIN STREET - 1 GOAT CHASER, 6 MOTH

The [Hammer] completely devastates Goat Chasers. Especially during a "ram", but this is quite a challenge to time right. Equip the P229 for the Moth. Also keep it equipped for Room 3.

#### ROOM 3 - 4 BLOODSUCKLERS, 1 ODD STRANGER

Some fodder for the P229. You can also use Plasma if you want to. Return outside and go to "Parking".

Consider SAVING at the Lobby.

Here, let's clear the Balcony first.

#### BALCONY - 5 MINDSUCKLERS

Another very easy encounter. 3 of them are around the corner, you can wait for them to reach around it to take them on one by one.

#### ROOM 5 - 2 ODD STRANGERS, 3 MOTH

Use Plasma or Necrosis for the Moth (careful though, from the entrance, they sometimes are close enough to reach Aya with their death explosion). One Stranger hides in the bathroom. Return to Parking and pay a visit to the "Public Toilet".

#### PUBLIC TOILET - 5 SCAVENGERS

I found that the easiest way to kill them is, by spamming Plasma. Simply initiate combat by targeting the one in front of Aya, then use the GPS to make sure, Plasma actually hits all of them (it works through the wall). Otherwise, the [Hammer] does the job as well. Continue on through the Bar.

## BAR STORAGE - 3 SCAVENGERS, 4 BLOODSUCKLERS

WALK in to align yourself before shooting Necrosis into the room. This should deal with most of them (the explosions by the Bloodsucklers should also kill at least 2 of the Scavengers). Otherwise, again, the [Hammer] takes away any possible challenge.

## WATER TOWER - 1 MAD CHASER

It hangs around at the voltage regulator (sorry). Also, it drops some good stuff - a **Belt Pouch** and also an **Eau de Toilette** if you have the Medicine Wheel attached. Now go up the actual Water Tank.

## WATER TANK - 3 MINDSUCKLERS

Run around the corner to take care of them. Once again, [Hammer] does the job perfectly fine. **50x [Hydra]** and **50x [Spartan]** with the Medicine Wheel are received.

So THIS is what Flint alarmed us for. Wake up Pierce to receive his **SUV Key**. This gives us access to the car we saw at the Gas Station earlier. So let's head there, but consider clearing the Loft first (we come back here in a minute though).

*On a sidenote, I wondered why Pierce would decide to climb the Water Tank. I came to the conclusion that he probably tried to spy on Aya, since her room is right across.*



## LOFT - 6 SCAVENGERS

As long as you don't move, you can take them out one by one with the P229 (the silencer prevents the others from waking up). Feel free to use [Spartan] ammunition. The 3 in the back however can't be reached from your initial position. For those, I'd suggest either switching to the M4A1 or using spells. Or, if you have a Flare left, use that.

Okay, now let's go back to the Gas Station and open said SUV to receive a **Lipstick** and a **Tactical Vest**.

Yes, finally! The Tactical Vest is an outstanding Armor and I highly recommend using it from now on. Immediately equip it (unless you actually bought the Psy Suit and plan on running with it) and stash whatever you're currently using (throwing it away means that you renounce the BP bonus you receive for it at the end of the game).

Lipstick on the other hand, prevents the negative status "Silence". The only enemies who can Silence Aya are Amoebas and Red Golems. I will remind you once we need it. Otherwise, using it instead of attaching it will increase your max MP by 1, as well as healing them to the max. It doesn't work in combat tho). We will find another Lipstick later on, so if you're really low on Healing Items, I guess it's okay to use this one up.

### **BELT POUCH INFORMATION**

We'll find 2 more Belt Pouches in total. The maximum amount of Attachments in any Armor is 10. Therefore, if you plan on using the "Tactical Armor" as your endgame equipment, you can use up any Belt Pouches you have now, since the 2 we find later on are enough to increase the Tactical Armor's attachments from its initial 8 to 10. If you plan on using the "Aya Special instead", you'll need a total of 3 Belt Pouches, which means, you'll have to save up at least 1 for now.

Also consider managing your Inventory again. Now there is one more Item to receive. Which is called the "Ofuda". It's another one of these Occult attachment items (like Holy Water and Medicine Wheel), and it increases your offensive spell power by 50%! Using it up instead levels your Earth P.E. Therefore, I wouldn't use it up.

Return to Main Street. Here, to the northeastern corner, is an Ice Machine. Approach it to receive an "**Ice Bag**". Now bring this to Pierce. He'll give Aya a **Cola** for her efforts. Unfortunately, for him to give us the Ofuda, we'll have to return 2 more times... Well, get back to the Ice Machine and return with an Ice Bag again. This time he gives us an **MP Boost 2**. Finally, the 3rd time around, he already seems much better and hands out the **Ofuda**. hooray! Attach this immediately for a 50% increase in P.E. damage!

Now that we're done here, consider returning to Mr. Douglas to buy whatever you still need, also reload ammunition and Battery/Fuel. Also don't forget to SAVE.

Time to return to the Well and go back to the Sewers from here.

Cross through the Reservoir and take the ladder back to "Upper Sewer".

## UPPER SEWER - 2 DIVERS, 1 MOSSBACK FATTY



### Enemy Tactics: Mossback Fatty

HP: 450 EXP: 204 BP: 152 MP: 6

This is a stronger variation of the Fatty. They have a new spell, which they will use if Aya stands too close, which spills black clouds that deal damage and cause Blindness. Otherwise, they're not much harder to take care off. The [M9] is actually surprisingly effective (as the gimmicky tool it is), but not recommended to even be bought in the first place. I recommend sticking to traditional methods, unless you lack some leeway, in which case the [Hammer] (which knocks them over) or [Pyke], as well as Pyrokinesis come in handy. Alternatively, the P229 can knock them over with critical hits as well. Finally, [Firefly] can deal tons of damage to them as well. Finally, Necrosis is also a nice choice because it prevents them from moving, although that shouldn't be too much of an issue until higher difficulties.



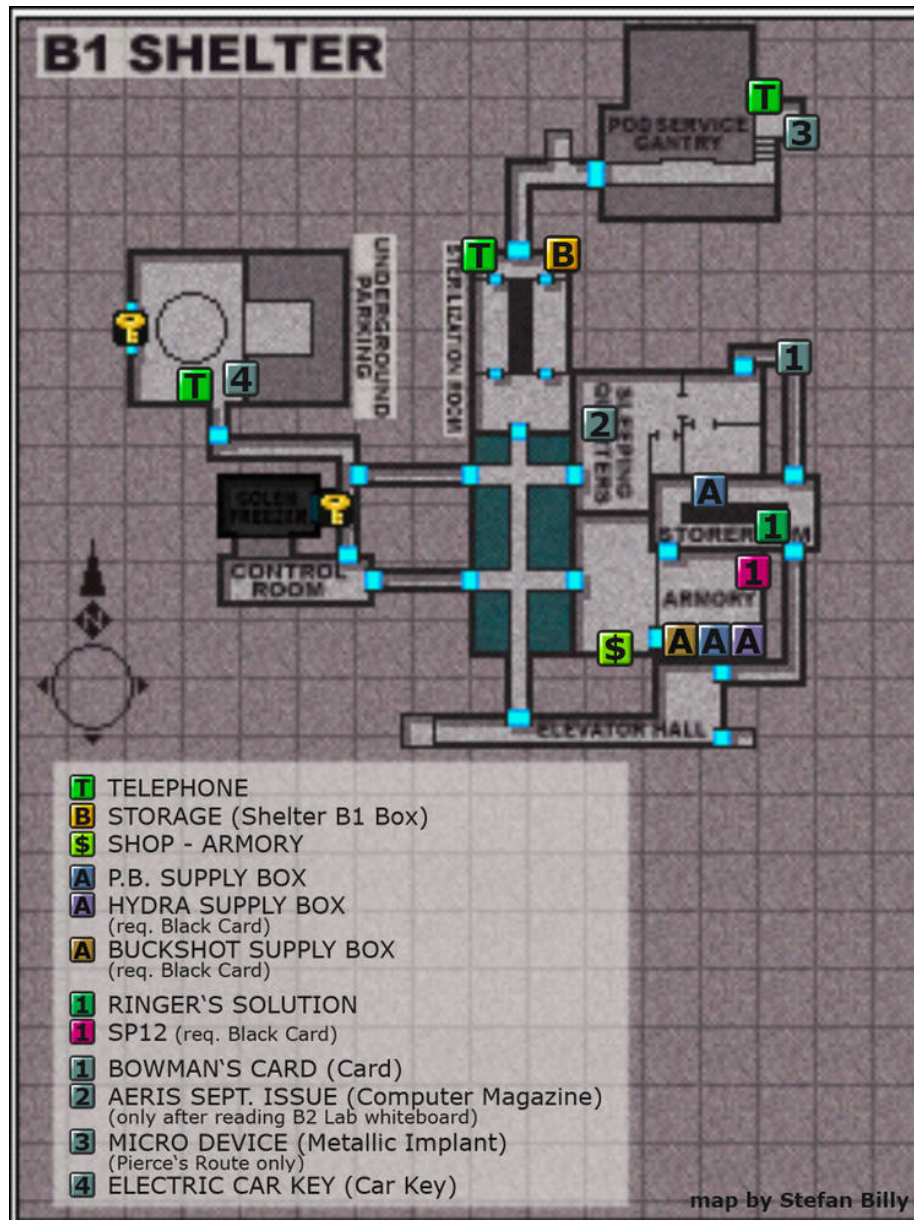
In any case, I recommend taking out the 2 Divers first with Pyrokinesis or your newly aquired [Pyke]. Next up, the Fatty.

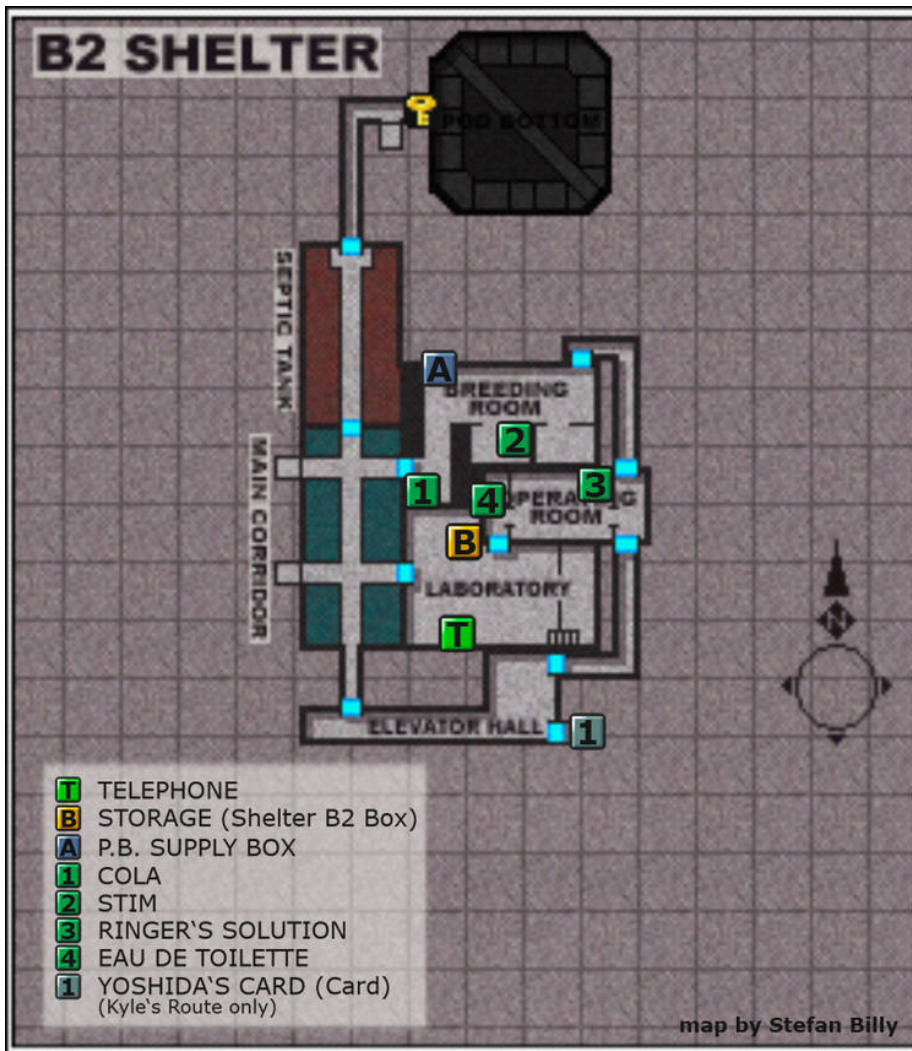
10x [Firefly] is dropped here too.

### B3 ELEVATOR HALLWAY - 2 MAD CHASERS

Tickle them to their deaths! Now return to the phone and SAVE. Then take the Elevator back up to B1...

### BACK TO THE SHELTER





Note: If you decided to skip Dryfield, Kyle will hand a **Key Card** to Aya. Also, he'll tell her 2 passwords - MELISSA and MAYA. Also, he drops her off in B2.

In any scenario, our next destination is the Laboratory on B2, which can be accessed only via the Operating Room, which is accessed by using a Key Card. In Kyle's scenario, you will have to unlock the door to the Operating from from the North (go to where you got ambushed by Bowman before, which was the Corridor after the Breeding Room).

Note, that if you returned to Dryfield, we don't have a Key Card \*yet\*. But we WILL receive one (which btw, can be picked up even if you got the "Yoshida Card" from Kyle just now).

If you're following this guide diligently, I recommend turning around immediately and taking the elevator up to B1 instead, before approaching the maggots down here.

#### B1 SOUTHERN ELEVATOR HALL - 3 STALKER

Both the [Hammer] and [Pyke] are extremely effective on Stalkers. However, the [Pyke] might have troubles hitting them if they're crawling on the ceiling.

Continue back to the Main Corridor.

#### B1 MAIN CORRIDOR - 3 STALKER

More easy [Pyke] fodder. Also if you took Kyle's Route before, whenever I recommend the use of the [Pyke], which was only available in Dryfield, consider using Pyrokinesis or [Firefly] ammunition instead.

Now reload Fuel and Battery at the BP Machine (always make sure you switch attachments, because the Fuel/ Battery option only replenishes for the currently in-use attachments!), as well as anything else you might need - also replenish [Hydra]. Also at this point, if you have access to the [Hydra] supply box, consider throwing away [P.B.].

Then continue to the Sterilization Room to manage your Inventory and SAVE your game. Bring the SP12 alongside some [Firefly] and [Buckshot].

Also if we're already here, kill the 2 Fatties in B1 Northern Elevator Hall.

#### B1 NORTHERN ELEVATOR HALL - 2 FATTIES

Use the [Pyke] preferably, since it's free to recharge. Then return to the Main Corridor. Take the southwestern door.

#### B1 CONTROL ROOM CORRIDOR - 1 FATTY, 2 BLUE TURRETS

Note: If you really hate Turrets, you can leave this room until later (alongside the Control Room behind it, if you didn't clear it before). We can deactivate them in a short while, which makes things a lot simpler.

Otherwise, I suggest you take care of the Turrets first, since they'll target the Fatty as long as it's alive (it will remain paralysed from their shots, so no worries there).

Return to Main Corridor again. If you used the [Pyke] a lot, consider refueling again. Then, I recommend approaching the rest of B1 by entering the Southern Corridor from the Southern Elevator Hall.

Note: You might want to consider [attaching the Lipstick](#) against those pesky Amoebas.

#### B1 SOUTHERN CORRIDOR - 2 FATTIES, 3 AMOEBA

Kill the Fatty with the [Pyke], then around the corner, align yourself with the corridor to shoot Necrosis and hit all 3 Amoebas, as well as the other Fatty. Kill the remaining Fatty.

#### B1 STOREROOM - 6 AMOEBA, 1 RED AMOEBA

##### **Enemy Tactics: Red Amoeba**

HP: 280 EXP: 16 BP: 420 MP: 30

This variation has more HP and inflicts Berserk instead of Silence (which imho isn't nearly as bad as Silence, given the situation). Other than that, you can still kill them with a single cast of Necrosis. Also take note of the high BP bonus (as well as MP).



Stay at the entrance, right in front of you are 3 Amoebas hiding on the floor. Target them before casting Necrosis. Then take out the others. If you get silenced, use the [Hammer], [Pyke] or [Firefly] ammunition.

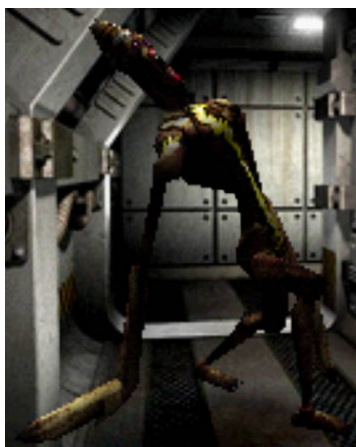
Before you continue to the Northern Corridor, attach the [Hammer].

#### B1 NORTHERN CORRIDOR - 1 BRAIN STINGER

##### **Enemy Tactics: Brain Stinger**

HP: 400 EXP: 105 BP: 152 MP: 8

Stingers are unique ANMCs, as they can cast spells. Occasionally, they also just... well, physically attack by stinging - which causes Silence to Aya. In any case, their spells have a loading time, which can be interfered with by multiple means. However, if they're too far away, it might be impossible to reach them before they release it. This can be quite annoying, as their variation of P.E. can inflict Darkness, Silence, Paralysis and Poison. Their P.E. comes in form of an energy sphere, which not only is cast over distance, but even auto-follows Aya, making it very hard to dodge. On top of that, they are also capable of curing themselves, or even other ANMCs by 100HP. However, they have one big weakness, which is poison. If you cast Necrosis on them, the effect of poison will keep knocking them over. This prevents them from casting, and renders them completely harmless, as long as poison remains in effect. Alternatively, if they are far away and Necrosis can't be cast and made effective in time, the [Hammer] can also knock them over. Alternatively, you can also hide behind them, because they take a while to turn around and can't hold in their cast once the animation started (which makes them shoot even if they know that it'll miss).



A short dialogue reminds us that this fellow is the same one that we've met before. Immediately run up to it, target it and use the [Hammer]. If you were quick enough, you just prevented being hit by a spell. Next step, cast Necrosis, now just attack while watching how it pathetically keeps falling over.

After the fight, we receive a **Key Card**. Also, if you're curious, yes this Brain Stinger was Dr. Bowman.

#### B1 SLEEPING QUARTERS - 6 AMOEBA, 2 RED AMOEBA

Note: Be careful if you've entered from Main Corridor, some Amoeba will immediately attack as you enter! Watch your step as always, when encountering Amoeba. Some of them hide in the shower. Weirdly enough, Necrosis can't be cast through the partitions in here, but you can spam quite a bit of magic anyways, considering that you'll likely heal MP completely afterwards.

Okay, I say we clear out the Mines next... Take the elevator up and enter the Cavern.

#### CAVERN - 2 STALKER

Kill them as usually, nothing new here.

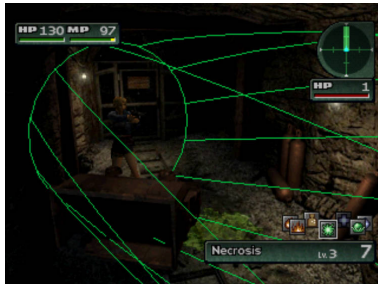
#### GORGE - 6 MINDSUCKLERS

Use either the SP12 with [Buckshot] or the [Hammer].



### TUNNEL - 3 SCORPIONS, BAT SWARM

You can take out the Scorpions with the P229 to prevent the Bats from waking up. Then shoot them Bats with Necrosis (aim to see if Aya targets them). Or just run straight up and kill them with [Buckshot], [Hammer] or Plasma.



### TUNNEL ENTRANCE - 3 STALKER

This time 2 will attack first. Ready the [Hammer] to take care of them quickly, then take out the remaining one.

### FORKED TUNNEL - 8 MOTH, 2 SCORPIONS

Shooting Necrosis straight down the path works, you'll want to get rid of the Moth before they can reach Aya. The [Hammer] works too, but the small range puts you at a greater risk.

### MINE ENTRANCE - 4 MINDSUCKLERS, 3 SCORPIONS

As soon as you kill one of the Mindsucklers, Scorpions will ambush. Therefore, I advice you to shoot all 4 of them down without killing them, before starting to take them out. If you're being surrounded, L.3 Plasma probably is your best weapon.

Okay, now that we're done here, only B2 remains.

**Note:** We've cleared all path to every storage so far. Which means, if you still have left/ forgotten important stuff, now is a good time to deal with it!

Also, don't forget to SAVE and replenish ammunition and reload Battery/ Fuel again!

Finally, take the SOUTHERN elevator to B2 (the one we took when we came back to the Shelter).

### B2 SOUTHERN ELEVATOR HALL - 7 MAGGOTS

There are multiple ways to effectively deal with them now. The easiest is probably to use [Firefly] ammunition, which incinerates them. The [Pyke] works as well, but it's a bit slow and has a lower range. And of course, Combustion works for them, if they're crammed together (just watch out for jump attacks, since Combustion has a long casting time!). If you want to prepare for higher difficulties, I recommend using [Firefly] on 1 - 2 Maggots, then run around in circles, luring them into touching each other, so they burn their allies without Aya having to attack them. As long as you move, they won't attack Aya, so keep that in mind.

Unlock the door to the Main Corridor.

### B2 MAIN CORRIDOR - 1 MOSSBACK FATTY, 1 DIVER

[Firefly] completely obliterates these foes. The [Pyke] however, works too. You'll receive **10x [Firefly]** here. Continue north.

### B2 SEPTIC TANK - 1 MOSSBACK FATTY, 1 DIVER

Kill the Diver first. Again use [Firefly] or the [Pyke]!

### B2 NORTHERN ELEVATOR HALL - 1 FATTY, 3 MAGGOTS

I suggest you shoot Necrosis into the group, and then take care of them with [Firefly]. Alternatively, get close enough to take care of them with Combustion, if it's at least L.2.

**10x [Firefly]** is your reward once again.

Now I suggest taking the elevator here back up to SAVE and manage Inventory, also if you're low on ammunition and/ or Fuel/Battery, consider replenishing that as well.

If you have the Bowman's Card, return to B2 "Southern Elevator Hall", this time unlock the northeastern door. If you didn't bother getting the Card, but have received the Yoshida Card from Kyle previously (only if you skipped Dryfield), you have to unlock the door from "B2 Northern Corridor" (accessible from the Breeding Room).

### B2 SOUTHERN CORRIDOR - 4 AMOEBAS, 2 YELLOW TURRETS, 2 BLUE TURRETS

Consider casting Metabolism preemptively, before taking out the Amoeba with Necrosis and the Turrets with the M4A1. Unlock the door to the "Operating Room".

### B2 OPERATING ROOM - 3 CREEPING STRANGERS, 1 SKULL STALKER, 2 SLOUCHES

#### **Enemy Tactics: Creeping Stranger**

HP: 250 EXP: 15 BP: 48 MP: 1

Those weirdos make baby noises and seem to be quite tanky at first. Fortunately, they're extremely slow and also very susceptible to spread damage. [Buckshot] and Plasma both deal over 500 damage to them, unless you take them from behind, which usually results in 0 damage. If they touch Aya, they induce Berserk and also deal damage to her. Other than that, they're really not that harmful.



#### Enemy Tactics: Skull Stalker

HP: 1 EXP: 2 BP: 32 MP: 1

Just a head (...). It becomes visible if Aya gets close. And it explodes if she steps on it. In other words, they're the most harmless enemies since the Bass in Akropolis Tower.



The only thing to really watch out here, are the 2 Slouches. Both are tightly placed behind corners, which is why I recommend taking them out ASAP with Pyrokinesis. Especially the 2nd one is hidden in an inconvenient position. Try to attack it by standing close to the X-Rays on the wall.

Now there's more to this room! Before we leave, make sure you grab the **Ringer's Solution** from the Storage, northwest of the operating table. Then, there's also an **Eau de Toilette** in one of the lab coats in the western hallway of the room.

Now unlock the northern door here to B2 Northern Corridor.

#### B2 NORTHERN CORRIDOR - 3 CREEPING STRANGERS, 2 SLOUCHES

Again, take out the Creeping Strangers with Plasma or [Buckshot], and the Slouches from afar using either [Pyrokinesis] or the P229/ M4A1.

#### B2 BREEDING ROOM - 2 MAD CHASERS, 1 SLOUCH, 2 SUCKLERCEPHS

The Mad Chasers just hang from the ceiling along the path. The Slouch hides in the left cell and the 2 Sucklercephs in the right one.

Now return to the Operating Room. This time, unlock the southwestern door to the Laboratory.

In here, you'll find another **Storage Box** and a **Telephone**. Also read the whiteboard, which tells Aya about a Computer Virus. Yep, it's another puzzle.

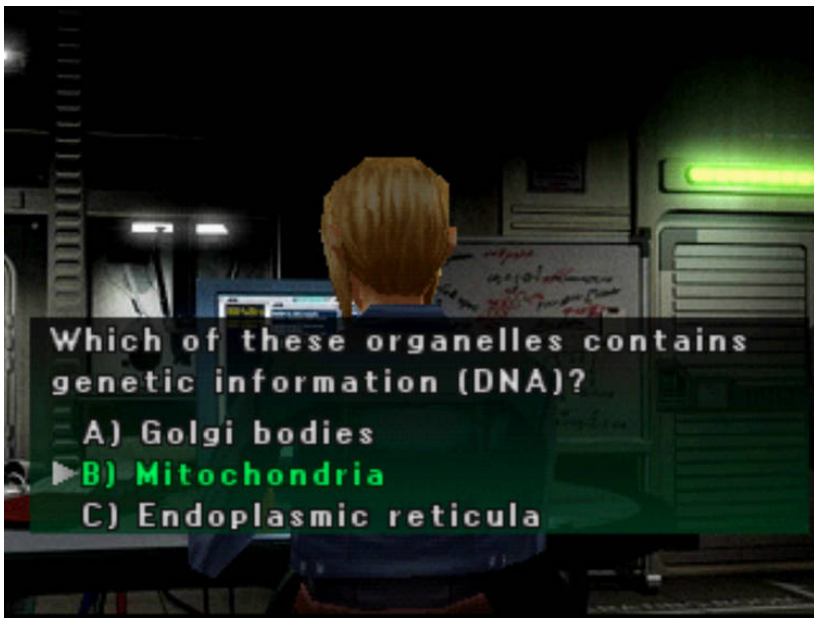
Note: You'll get a BP bonus at the end if you pick up the "**Aeris Magazine (September Issue)**". This Item can't be picked up unless you read the Board, so make sure you do so.

Unlock the door to the Main Corridor. Now return to B1 Sleeping Quarters. In here, the Northwestern Beds let you find said Computer Magazine, which becomes the Aeris Magazine when analysed.

**WARNING:** If you're following Kyle's Route, the **Bowman's Card** becomes inaccessible after solving the next step. Without this card you can't enter B2 Southern Corridor, or use it as a shortcut! It will open. This also will later on prevent you from receiving a Belt Pouch, as well as the outstanding weapon - [Javelin] as a drop!

Return to the Laboratory. In here, you'll find a computer. If you can't figure out the access code by yourself, enter **A3EILM2S2Y** .

The only accessible menu is the "Visitor Program". But before you're allowed to enter, you'll have to answer 3 random questions correctly. This list covers all the questions that I am aware of. If there are any that I didn't list here, please notify me about them. Thank you.



- Which of these organelles contains genetic information (DNA)? - B) Mitochondria
- Who was declared responsible for the Manhattan incident? - C) H. Klaup
- What is the name of the desert above this facility? - B) The Mojave Desert
- What name is given to the theory that humankind's origin lay in one ancestral species in Africa? - B) Mitochondria Eve
- Which organisms possess mitochondria? - B) Crustaceans
- Which agency supervises MIST? - B) FBI
- Which neo - mitochondritis victim caused the N.Y. Blockade incident? - A) Melissa Pearce
- What do mitochondria produce by combining glucose, lipids and oxygen? - A) ATP
- Gene transmission in Mitochondria is? A) Maternal
- Which method alters genes by delivering DNA via an artificial virus? - B) Vector
- Name the town located behind the Nevada laboratory. - C) Dryfield

After the cutscene, the Phone will ring. If you went back to Dryfield before, Pierce will call Aya. If you didn't bother going back to Dryfield, Kyle will call instead. In both scenarios, you're told to get to the marker on the map. Which is a room in B1 that we haven't been to before - the "POD Service Gantry".

Also, 3 new encounters appear on the map, they're quite spread out. So before anything else, here's the encounter info. I hope you know your way around the Shelter by now, since we got the full map laid out. Make sure you pick up the [\[R.Slug\] drop!](#)

#### B2 SOUTHERN ELEVATOR HALL - 3 MOSSBACK FATTIES

Use the [Pyke] or [Firefly] on them. They're surprisingly aggressive this time. Not that it matters. **10x [Firefly]** is dropped, as well as **10x [R.Slug]** if you have the Medicine Wheel.

There's another encounter in the Mines...

#### SECRET PASSAGE - 2x BRAIN STINGER

As you enter, one should just walk away from Aya, meeting the other one coming across the corner. If you're quick, you can try to run after them and hit them both with a single cast of Necrosis. Once they're poisoned, shoot them down. Or use the [Hammer] to knock them over continuously.

#### B1 NORTHERN CORRIDOR - 3 SUCKLERCEPHS, 2 SLOUCHES, 4 SKULL STALKER

Plasma for the exploding ball thingies, Necrosis or Pyrokinesis for the Slouches.

Also if you're already here, go back to the Armory and reload ammo/ recharge Battery and Fuel. In the Sterilization Room, drop any unneeded Items (such as the R.Slug and Ringer's Solution) and also SAVE your game. Then continue to the marker on the map.

---

#### **DEEP SHELTER**

As you enter the POD Service Gantry, you'll see a familiar scenery. This room appeared in one of those weird flashback cutscenes earlier.

Depending on the route you took previously, you'll either encounter Pierce or Kyle. Either one of them will inform Aya about various interesting stuff, most importantly, the existence of an artificial underground greenhouse, called "Neo Ark".



Before you leave, go back to the panel with the many screens. 3 buttons on the right are of significant importance.

- The first button allows us to open a door that we couldn't enter before. Push the button to the lower left to open the door, giving us access to the "Golem Freezer" and "Underground Parking".
- The 3rd button opens an elevator for us. This is one of the 2 in B2 Main Corridor, which we couldn't take before. It will take us right down to "Neo Ark". If you looked at the map before, when you took the other elevator, you already got a glimpse of this area.
- Finally, the last button, and this is really important, **deactivates all Turrets**. Do this at all cost, there is no advantage in leaving them on, you still can destroy them, still get experience, but they won't fight back. And some Turrets are really annoying down there.



Also of interest, you can SAVE here. Keep this telephone in the back of your head, it will become important in a while.

And of course, new enemies have spawned all over the place. If you want a 100% completion rate/ unlock Scavenger Mode, or just level up your spells and get some BP, you'll stay here for a while longer I guess.

Also, creepy new background music for the Shelter. Yay. I like this one the most.

Note: If you met with Kyle instead of Pierce, he'll accompany Aya. He comes equipped with a Grenade Pistol. Unfortunately, he also prevents you from clearing out the rooms. Instead, he sends Aya straight down to Neo Ark. Once you arrive there however, the 2 of you will split up once again. At this point, you can still go back up and clear the rest of the Shelter. Also if you need to SAVE, use the phone inside the POD Service Gantry.

**Important reminder:** If you left out B1 Control Room Corridor and B1 Control Room before, and want a 100% clear rate, don't forget to clear these 2 rooms now, since we deactivated the Turrets. Which was the point of waiting until now.

#### B1 NORTHERN ELEVATOR HALL - 2 MOSSBACK FATTIES

Kill them with fire >:) - and pick up your loot, which is **80x [5.56 Rifle]** ammunition.

Switch to [Hammer] before you enter the Main Corridor.

#### B1 MAIN CORRIDOR - 2 BRAIN STINGERS

This is a bit tougher. If you're fast, you might be able to stun them both with the [Hammer] before they can cast. Alternatively, run down a bit, immediately cast an UNAIMED Necrosis down the path to hit both of them, then hide inside one of the portals to the left or right, to dodge the spell. From there it's just easy killing.

Now since we've unlocked it already, let's check out the northwestern door.

#### B1 GOLEM FREEZER CORRIDOR - 1 BRAIN STINGER, 4 RED TURRETS, 2 YELLOW TURRETS

The Turrets won't shoot, and the Stinger is an easy target for Necrosis and/ or the [Hammer]. I suggest taking out the Turrets with the P229, so you don't waste your Rifle ammunition.

### B1 GOLEM FREEZER EXTERIOR - 5 WHITE TURRETS

Paid off to shut them down already.

Now unlock the door to the "Control Room", if you didn't do so before, clear the 2 rooms here, then go back and enter "Underground Parking".

There isn't a whole lot you can do here yet. You can check out the panel next to the door on the eastern wall (left side, camera - wise) to receive a "**Car Key**". Also you can SAVE here. There's so many phones here...

Go back to Main Corridor. Reload if you need to, then go to the Sleeping Quarters again, for some more killing.

### B1 SLEEPING QUARTERS - 2 MAD CHASERS, 2 CREEPING STRANGERS

You should know how to take care of them. One Creeping Stranger hides in the bathroom.

### B1 STORAGE ROOM - 2 BRAIN STINGERS

They are separated by path, so you shouldn't have any trouble killing them one at a time.

### B1 SOUTHERN CORRIDOR - 3 MAGGOTS, 4 AMOEBAS, 1 RED AMOEBAS

Cast Necrosis down the hallway to kill some of the Amoeba and poison the Maggots. Also, if you want to check out something really funny, incinerate the Maggots, then lure them into one of the Amoeba. It looks hilarious :D.

Now I recommend entering the "Southern Elevator Hall" from the MAIN CORRIDOR. Go back through the armory and reload if you're already here.

### B1 SOUTHERN ELEVATOR HALL - 2 BRAIN STINGERS

Reason for entering from here is, that we're between them, with both looking away from Aya, giving us the needed time to poison both of them before they can attack.

Now take the elevator to B3.

### B3 ELEVATOR HALL - 2 AMOEBAS, 1 MOSSBACK FATTY

Careful as you enter, there's an amoeba in immediate range. Kill it with Necrosis, before taking care of the rest.

### LOWER SEWER - 2 DIVERS, 1 CREEPING STRANGER, 1 SKULL STALKER

Take out the Divers first with whatever fire - involving method you prefer, then kill the Creeping Stranger with Plasma (and the Skull Stalker with your feet).

### UPPER SEWER - 2 DIVERS, 2 RED AMOEBAS

Once the Amoeba witter elements, they will crawl towards Aya, so be mindful of that. Other than that, this is nothing special. **Eau de Toilette** is your reward.

Now either go back to B1 to reload, or directly to B2.

### B2 SOUTHERN CORRIDOR - 2 MOSSBACK FATTIES, 1 CREEPING STRANGER

[Pyke] the Fatties, Plasma/ [Buckshot] the Creeping Stranger. You'll get a valuable **Protein Capsule** for this.

### B2 OPERATING ROOM - 7 MAGGOTS

Careful, as they're right around the corner. Note that you can shoot spells through the walls here. A L.2 or even L.3 Combustion is a great choice here, especially when cast through the walls, which grant some protection for the longer casting time.

I recommend going to the Main Corridor and entering the other rooms from there.

### B2 BREEDING ROOM - 1 SKULL STALKER, 2 MAD CHASERS, 1 CREEPING STRANGER

You're greeted by a Skull Stalker. The Creeping Stranger hides in the left cage.

### B2 NORTHERN CORRIDOR - 3 SLOUCHES, 1 FATTY

The reason we want to enter from the Breeding Room is one nasty Slouch, that is very close to the southern door. If you're quick, you could take it out with Pyrokinesis before it hits Aya, though. This way however, is safer.

### B2 SEPTIC TANK - 1 DIVER

Sad, lone Diver without friends.

### B2 NORTHERN ELEVATOR HALL - 1 BRAIN STINGER

He's also got no buddy. Easy kill.

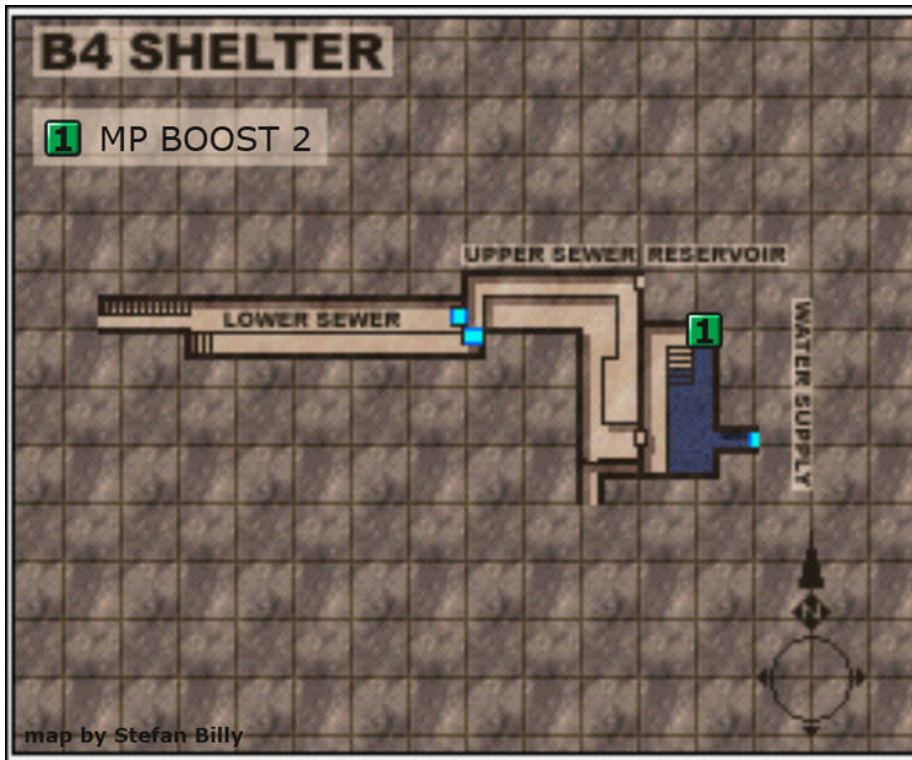
I recommend returning to B1 for some Inventory Managing, reloading and SAVING. We're about to enter "Neo Ark".

Things that we'll need:

- The P229 with some [Hydra] (you can bring the M950 instead, if you grew attached to it and prefer using it);

- The M4A1 with both the [Hammer] and [Pyke], as well as some [5.56 Rifle] ammunition;
- The SP12 with [Buckshot] and [Firefly].
- GPS, Holy Water, Ofuda and Medicine Wheel, if you picked them up;
- A few Healing Items

TREASURE CHART



# 1F DRYFIELD



- |                                |  |
|--------------------------------|--|
| <b>T</b> TELEPHONE             | <b>1</b> 10x BUCKSHOT                          |
| <b>S</b> SHOP - MR. DOUGLAS    | <b>2</b> 10x R. SLUG                           |
| <b>B</b> STORAGE (Aya's Sedan) | <b>3</b> BELT POUCH                            |
| <b>M</b> MAP DATA              | <b>4</b> 10x FIREFLY                           |
| <b>A</b> P.B. SUPPLY BOX       | <b>5</b> LIPSTICK (Pierce SQ)                  |
| <b>1</b> RECOVERY 1            | <b>1</b> M950 (Only if Burner dies.)           |
| <b>2</b> PENICILLIN            | <b>2</b> CHICKEN PLATE (Only if Burner flees.) |
| <b>3</b> RECOVERY 1            | <b>3</b> TACTICAL VEST (Pierce SQ)             |
| <b>4</b> RECOVERY 1            | <b>7</b> BRONCO MASTERKEY                      |
| <b>5</b> COLA                  | <b>9</b> ICE BAG (Pierce SQ)                   |
| <b>6</b> COLA                  |  |
| <b>7</b> RECOVERY 3            |  |
| <b>8</b> MP BOOST 2            |  |

map by Stefan Billy

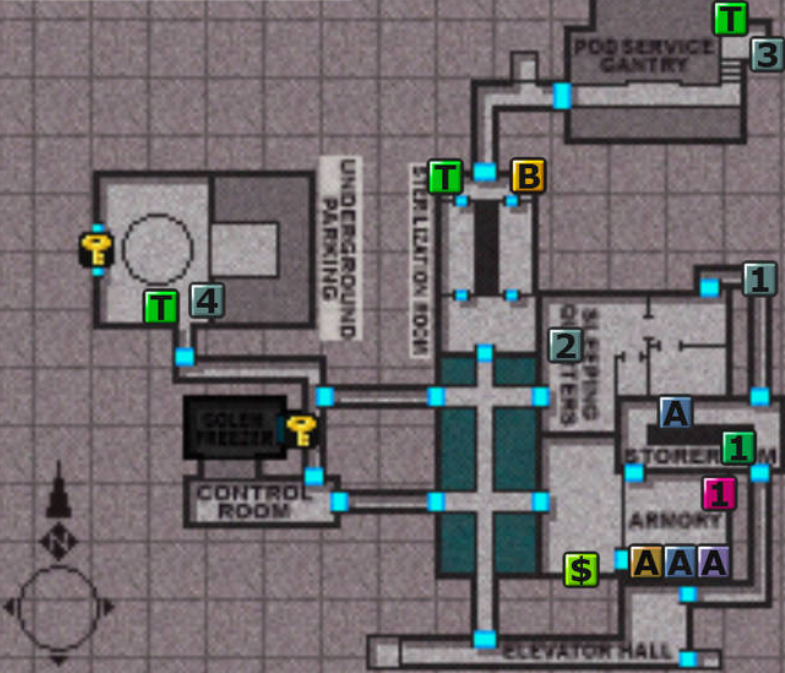
# 2F DRYFIELD



- |                                       |
|---------------------------------------|
| <b>T</b> TELEPHONE                    |
| <b>B</b> STORAGE (Aya's Room)         |
| <b>2</b> COLA (Pierce SQ)             |
| <b>3</b> MP BOOST 2 (Pierce SQ)       |
| <b>1</b> BELT POUCH                   |
| <b>1</b> HOLY WATER (Safe Code: 4487) |
| <b>2</b> OFUDA (Pierce SQ)            |

map by Stefan Billy

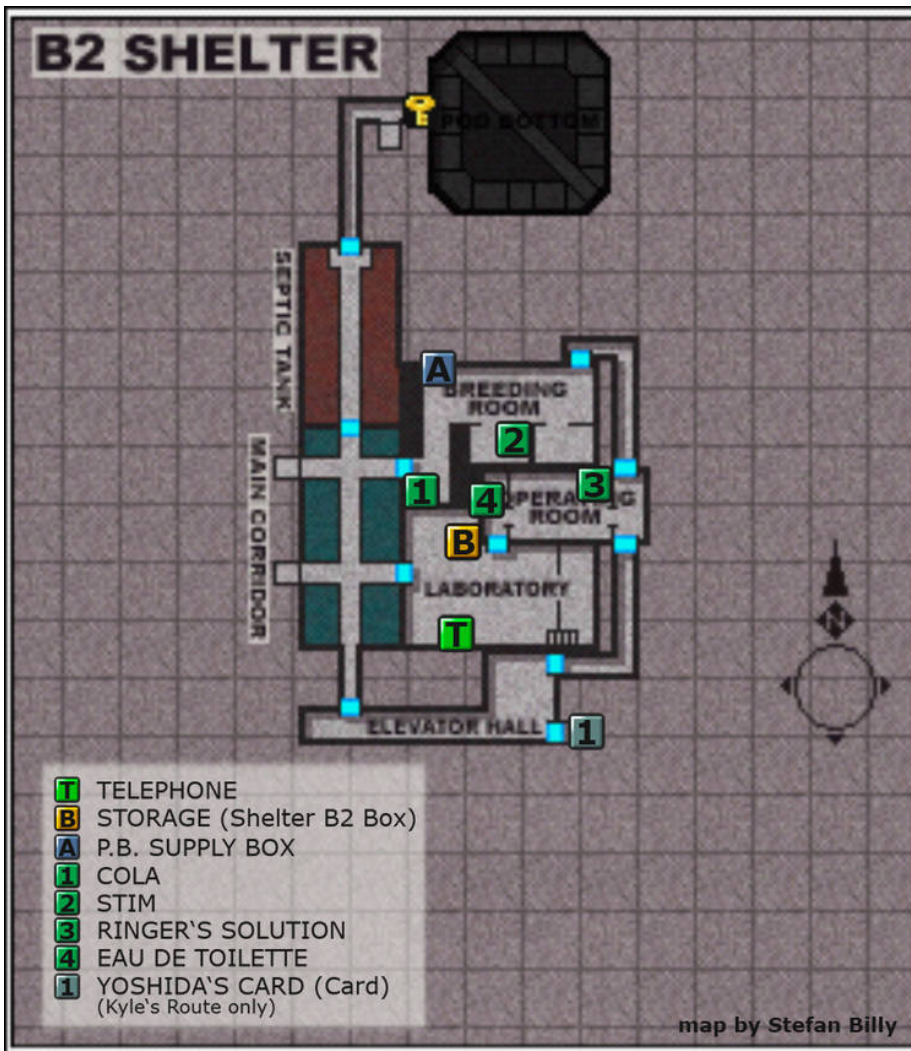
# B1 SHELTER



- T** TELEPHONE
- B** STORAGE (Shelter B1 Box)
- \$** SHOP - ARMORY
- A** P.B. SUPPLY BOX
- A** HYDRA SUPPLY BOX (req. Black Card)
- A** BUCKSHOT SUPPLY BOX (req. Black Card)
- 1** RINGER'S SOLUTION
- 1** SP12 (req. Black Card)
- 1** BOWMAN'S CARD (Card)
- 2** AERIS SEPT. ISSUE (Computer Magazine) (only after reading B2 Lab whiteboard)
- 3** MICRO DEVICE (Metallic Implant) (Pierce's Route only)
- 4** ELECTRIC CAR KEY (Car Key)

map by Stefan Billy





- T TELEPHONE
- B STORAGE (Shelter B2 Box)
- A P.B. SUPPLY BOX
- 1 COLA
- 2 STIM
- 3 RINGER'S SOLUTION
- 4 EAU DE TOILETTE
- 1 YOSHIDA'S CARD (Card)  
(Kyle's Route only)

**100% KILL LIST - DEEP SHELTER**

Legend:

Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops

Trigger Point: Escaping the Garbage Incinerator			
Lower Sewer	2x Mad Chaser	-	-
Upper Sewer	2x Sucklerceph, 2x Slouch	-	-
Reservoir	1x Diver	-	-

Trigger Point: Draining the Sewer			
Water Supply	1x Diver	-	-
Upper Sewer	1x Diver	-	-
Lower Sewer	1x Diver	-	-

Trigger Point: Returning to Dryfield			
Garage	3x Stalker	-	-
Underpass	7x Mindsuckler	-	-
Cellar	Bat Swarm, 2x Stalker	-	-
Gas Station	3x Mindsuckler, 1x Stalker	-	-
Boutique	6x Moth, 3x Scorpion	-	-
Warehouse	3x Scorpion, 2x Scavenger	-	-
Main Street	1x Goat Chaser, 6x Moth	-	-

Room 3	4x Blood Suckler, 1x Odd Stranger	-	-
Balcony	5x Mindsuckler	-	-
Room 5	2x Odd Stranger, 3x Moth	-	-
Public Toilet	5x Scavenger	-	-
Bar Storage	3x Scavenger, 4x Bloodsuckler	-	-
Water Tower	1x Mad Chaser	Belt Pouch	Eau de Toilette
Water Tank	3x Mindsuckler	50x [Hydra]	50x [Spartan]
Loft	6x Scavenger	-	-

<b>Trigger Point: Returning to Sewers</b>			
Upper Sewer	2x Diver, 1x Mossback Fatty	10x [Firefly]	-
B3 Elevator Hall	2x Mad Chaser	-	-

<b>Trigger Point: Returning to Shelter</b>			
B1 Southern Elevator Hall	3x Stalker	-	-
B1 Main Corridor	3x Stalker	-	-
B1 Northern Elevator Hall	2x Fatty	-	-
B1 Control Room Corridor	1x Fatty, 2x Blue Turret	-	-
B1 Southern Corridor	2x Fatty, 3x Amoeba	-	-
B1 Storeroom	6x Amoeba, 1x Red Amoeba	-	-
B1 Northern Corridor	1x Brain Stinger	-	-
B1 Sleeping Quarters	6x Amoeba, 2x Red Amoeba	-	-
Cavern	2x Stalker	-	-
Gorge	6x Mindsuckler	-	-
Tunnel	3x Scorpion, Bat Swarm	-	-
Tunnel Entrance	3x Stalker	-	-
Forked Tunnel	8x Moth, 2x Scorpion	-	-
Mine Entrance	4x Mindsuckler, 3x Scorpion	-	-
B2 Southern Elevator Hall	7x Maggot	-	-
B2 Main Corridor	1x Mossback Fatty, 1x Diver	10x [Firefly]	-
B2 Septic Tank	1x Mossback Fatty, 1x Diver	-	-
B2 Northern Elevator Hall	1x Fatty, 3x Maggot	10x [Firefly]	-
B2 Southern Corridor	4x Amoeba, 2x Blue Turret, 2x Yellow Turret	-	-
B2 Operating Room	3x Creeping Stranger, 1x Skull Stalker, 2x Slouch	-	-
B2 Northern Corridor	3x Creeping Stranger, 2x Slouch	-	-
B2 Breeding Room	2x Mad Chaser, 1x Sucklerceph, 1x Slouch	-	-

<b>Trigger Point: Receiving Phone Call</b>			
B2 Southern Elevator Hall	3x Mossback Fatty	10x [Firefly]	10x [R.Slug]
Secret Passage	2x Brain Stinger	-	-
B1 Northern Corridor	3x Sucklerceph, 2x Slouch, 4x Skull Stalker	-	-

<b>Trigger Point: Reaching POD Service Gantry</b>			
B1 Northern Elevator Hall	2x Mossback Fatty	80x [Rifle]	-
B1 Main Corridor	2x Brain Stinger	-	-
B1 Golem Freezer Corridor	1x Brain Stinger, 6x Turret	-	-
B1 Golem Freezer Exterior	5x Turret	-	-
B1 Sleeping Quarters	2x Mad Chaser, 2x Creeping Stranger	-	-
B1 Storage Room	2x Brain Stinger	-	-
B1 Southern Corridor	3x Maggot, 4x Amoeba, 1x Red Amoeba	-	-
B1 Southern Elevator Hall	2x Brain Stinger	-	-

B3 Elevator Hall	2x Amoeba, 1x Mossback Fatty	-	-
Lower Sewer	2x Diver, 1x Creeping Stranger, 1x Skull Stalker	-	-
Upper Sewer	2x Diver, 2x Red Amoeba	Eau de Toilette	-
B2 Southern Corridor	2x Mossback Fatty, 1x Creeping Stranger	Protein Capsule	-
B2 Operating Room	7x Maggot	-	-
B2 Breeding Room	1x Skull Stalker, 2x Mad Chaser, 1x Creeping Stranger	-	-
B2 Northern Corridor	3x Slouch, 1x Fatty	-	-
B2 Septic Tank	1x Diver	-	-
B2 Northern Elevator Hall	1x Brain Stinger	-	-

## Neo Ark

### UNREAL PARADISE

Check - List	
<b>Weapons</b>	P229 [P.B.], [Hydra], [Spartan]
	*M950 [P.B.], [Hydra], [Spartan]
	M4A1 [5.56 Rifle], [Hammer], [Pyke]
	*Grenade Pistol [Riot], [Airburst], [Grenade]
	SP12 [Buckshot], [Firefly], [R.Slug]
<b>Armor</b>	Tactical Vest
<b>Spells</b>	Pyrokinesis L.3
	Combustion L.2 / L.3
	Necrosis L.3
	Plasma L.3
	Metabolism L.1
	Healing L.2 / L.3
	Antibody L.1
	Energyspot L.1

#### BP SAVING NOTE

I assume you accumulated some BP by now, especially if you followed my advice and didn't leave too many enemies alive. Your BP will probably get a lot higher during the Neo Ark section, but I suggest you hold on to them instead of wasting them on useless stuff. If anything, replace the SP12 with the AS12 from Mr. Douglas, but be wary of the fact that we still haven't gotten access to the best shops yet.

#### PARASITE ENERGY NOTE

I think the most valuable spells you can still get for now, are Inferno and Apobiosis. Also Energyspot L.3 can come in handy during the next boss fight (especially if you plan on using Grenades), as it increases bullet damage by 30% (as compared to Level 1's 20%, which admittedly, doesn't sound very impressive) and increases the duration of the spell. Apobiosis at L.1 has priority over Inferno, because it can be very useful against later enemies. Life Drain, the third water based spell, might come in handy eventually too, but I don't think it holds the same priority. Please refer to the Parasite Energy Section of the guide if you want some more detailed informations on the remaining spells.

#### OCCULT ITEMS NOTE

Now this is very, very important if you want to unlock Scavenger Mode in your first playthrough. But also, if you want some free level ups. Now first off, if you remember, I told you that it is possible to use up any of the Occult Items to level a spell, instead of attaching them. There are 4 of them, one for each Spell Category (we still haven't found the last one). Out of all of them, especially the Medicine Wheel won't stay very important, once we get to the end of the game. The Medicine Wheel levels up "Wind", therefore do NOT level Apobiosis beyond L.2. Save the EXP, and instead use up the Medicine Wheel right before the Final Boss, in order to get it to 3. Same goes for Inferno L.3, Life Drain L.3 or Energyball

L.3 (in case you got any of them). The other Occult Items are more important however. As for unlocking Scavenger Mode - you'll need to accumulate a certain amount of EXP in a single playthrough (70k). You can't reach this, even if you kill all enemies. However, the EXP also accumulates by counting whatever had been previously spent on P.E. spells. See yet where I'm getting to? If you level your last spell with an Item, it'll still count as spent EXP, therefore your EXP total increases by up to 4k. You need to do this at least with two Items.

I recommend leaving some stuff behind, since we'll get a lot of items down there, without any new storages to be found. I recommend leaving behind the Grenade Pistol, as well as all its ammunition type, and also the M950.

Whenever you're ready, head to the northwestern elevator in B2 Main Corridor.

If you chose not to go back to Dryfield before, Kyle at this point will be prevented from entering. After the cutscene, you can go back up to clear the Shelter, if you wish to do so. Also noteworthy is, that this allows access to both Shelter Storages again.



After a few more cutscenes, we'll be presented with the visual representation of a scientist's madness - Neo Ark. Also interesting to note, is, that you can click borders of the rooms, that are connected to the various zones that the ANMC reside in, to get some juicy informations about them.





First off, head down the southern stairs and continue on to reach "Savanna".

SAVANNA - 2 GOAT CHASERS, 5 SCORPIONS

Goat Chasers are very easy to kill with the [Hammer], because it knocks them over every time, which can be used to completely prevent them from ramming Aya. However, once you've killed one of them, Scorpions will ambush. I recommend taking them out with Plasma, possibly standing close to the 2nd Goat Chaser to damage it as well.

SHRINE - 3 BEETLES

In this place, you're confronted with a puzzle. If you check the hieroglyphs near the western door, you'll see how you need to align them in the small enclosed room inside the pyramid. The signs need to align with the yellow, blue and red line outside the panel.

Also note that the circle in the lower right must be unoccupied as well.



**YELLOW**



**Yellow** is a trap, which shuts the door and makes 3 Beetles drop down - you WILL have to force this encounter if you want a 100% killing rate. But since there's only 3 of them, and the Hammer can knock them on their backs, thus stunning them and increasing damage of subsequent hits, they shouldn't cause any trouble. Also they drop **Recovery 2**, as well as an **MP Boost 2** for Medicine Wheel users.

#### Enemy Tactics: Beetle

HP: 280 EXP: 15 BP: 53 MP: 1



Beetles are only causing trouble in big groups and also in higher difficulties. They tend to become aggressive when standing either close enough (which means running into them) or attacking. However, they merely attack by running into Aya, and not only are they rather slow, they also won't change direction once they started running. Again, the problem with these is, that they often appear in very large groups, making it hard to dodge them. Effective attacks are those that knock them on their backs, leaving them stunned for a while, and also increasing your damage when attacking them. The [Hammer] can do so, but you need to stand quite close. [Buckshot] too can knock them over and has a bigger range than the Hammer. However, it also takes longer to reload. I think it's mostly useful if they're close together. Plasma on L.3 is very effective too, if not the best way of dealing with them, especially for knocking over bigger groups that aren't that close to each other. [Riot] ammunition also knocks them over, but requires reloading after every shot, thus making it a bit dangerous.

In general, if Aya becomes swarmed, try to create some distance or chances are, continuously taking damage prevents you from reloading and casting (taking damage resets those actions).

#### BLUE



**Blue** opens the sargopharg - check it twice for an **MP Boost 2**.

#### RED



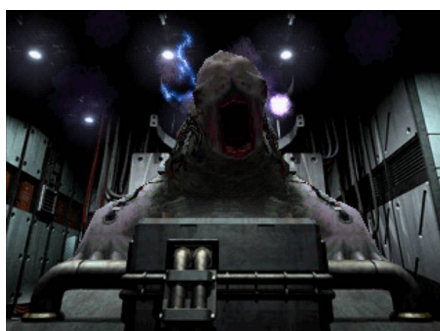
**Red** opens the door to the west. **Important Note:** Once you do so, the puzzle becomes inaccessible, which means, if you don't solve the yellow and blue ones before, you won't get another chance.

POWER PLANT - 1 PROTO GENERATOR, 1 GENERATOR DEVICE, 2 WHITE TURRETS, 3 YELLOW TURRETS, 1 BLUE TURRET

#### Enemy Tactics: Proto Generator

HP (Life Support System): 250 HP (Proto Generator): 250 EXP: 200 BP: 100 MP: 100

This is a unique type of enemy, which can't attack Aya. Which means, if you followed my advice before and deactivated the Turrets, there is no way for you to receive damage at all. The Generator Device in the corner protects the ANMC from damage. Therefore you need to take it out beforehand. After destroying the Turrets and Generator Device, take the Proto Generator out of its misery.



You'll receive **Recovery 3** and **MP Boost 2** with the Medicine Wheel, as well as a total of 290 EXP, 100 BP and 100 MP for everything together. Nice! Also your rampage activated the security system, which opens a new door to the north of Neo Ark.

Now leave and act like nothing happened, but equip the SP12 before doing so.

### SAVANNA - 7 BEETLES

Get their attention with [Buckshot], before using Plasma to knock as many over as possible (or keep using [Buckshot] if you want to save MP), do this until all of them lie on their backs, then... continue to shoot them.

Now before proceeding to the northern side of this place, which is now accessible, consider going back up to unload some of the previously found healing items, reload some ammunition and Battery/ Fuel, as well as SAVING the game.

Once you're done, equip your Rifle + [Hammer] and head to the north, where you'll meet a new type of enemy...

### FOREST ZONE - 1 HORNED STRANGER

#### **Enemy Tactics: Horned Stranger**

HP: 420 EXP: 115 BP: 200 MP: 5

This is the most dangerous variation of the Stranger ANMC. Now there is a twist to these encounters: There is always a certain number of them in total in an area. And whenever the camera changes (= when Aya goes too far into one direction), there is a good chance that one will ambush. Obviously, we do not want this to happen more than once at a time, so don't wander off once encounter is triggered. Also note, that in Scavenger Mode, the chance of an ambush is significantly higher. Furthermore, in some areas it seems as if the ambush can take place at any given time. but I haven't yet figured out if it just happens because the trigger areas are generously set in some transitional locations, or if there is a small chance of it happening.



Luckily for us, we are well equipped at this point in the game, and can defend against them exceptionally well. Both the [Hammer] and Plasma can knock them over, which buys plenty of time to shoot a few times. But don't let them stand up again, or chances are that they'll flee by jumping back into the forest (unless you accidentally trigger more than one encounter, then having at least one of them flee is welcome). A good combination is to use the [Hammer], then shoot twice before using the [Hammer] again and so on.

(In higher difficulties, Energyshot is very effective, since we don't have access to the [Hammer] there. In Scavenger Mode, Energyball at least at L.2 is highly recommended to kill them ASAP. Also, if you learn the technique to dodge their bite, the [M9] is possibly the best way to kill them, seriously.)

As for attacks, they have 2: One is the classic bite, which isn't too hard to dodge, once you learned the pattern. The other is a kick from afar. This only happens if Aya stands too far away from the Stranger. It is also a lot harder to dodge. Finally, they can flee combat. This happens if they fall over. Just run around until they re-appear. Also of interest might be, that combat usually ends between each of these encounters, while having them run will make it go on until that very Stranger was killed. This can - in theory - be used to chain multiple Horned Strangers within a single encounter, to save on a buff. But that's about all you can do with this knowledge.

This one drops a **Recovery 3** and an **MP Boost 2** when using the Medicine Wheel.

Now either equip the [Pyke] or SP12 with [Firefly] and proceed west through the Submarine Tunnel to reach the Pavilion.

### PAVILION - 3 DIVERS

Kill them with Pyrokinesis and [Firefly], or the [Pyke] if they're close enough.

*Also you might want to take note of a "Stone Stela" in the corner next to the tunnel. It's important for an upcoming puzzle.*



Continue on to the Bridge.

### BRIDGE - 3 DIVERS

There's more of them. Take them out by using the same tactics as usual.

Switch to SP12 with [Buckshot].

### GARDEN - 10 BEETLES

Again get their attention with the SP12 and use Plasma if they get too close. Other than that, if you find yourself in a hassle, try creating some distance, since taking damage also resets Aya's reloading/ spellcasting animation.

Now take note of the board with the **map information** (southwestern corner) if you want to add it to the GPS.

**Important Note:** If you want a 100% Clear Rate, you MUST make sure to read the Stone Stela here. Otherwise, if you want to skip some enemies, DON'T read it. In any case, it is required to understand the solution to an upcoming puzzle (which I reveal to you anyways).



In any case, the door here is locked for now, so we'll have to return. Go back to the Forest Zone. If you read the Stone Stela, some new enemies will appear along the way...

### BRIDGE - 2 DIVERS, 3 BEETLES

Don't worry about the Beetles, instead stay around the entrance and take out the Divers first. After that, kill the bugs.

Note: I've realized that sometimes the beetles seem to get aggressive here. If this happens, you should obviously knock them over by casting Plasma or [Buckshot].

### FOREST ZONE - 3 HORNED STRANGERS

This time around, you'll encounter more than one. Again, there is a chance for them to ambush whenever Aya runs too far, so stay in position once you see one appear and take care of it. Then continue running around the area until another one pops up. Do this 3 times in total to clear this area (don't trust the map).

Now I recommend going back up once again to reload ammunition, as well as Battery and Fuel (both of which is important for upcoming fights). Also don't forget to SAVE!

When you're set, go back to Forest Zone. This time, take the southern exit.

### WOODLAND PATH - 3 HORNED STRANGERS

This long curved path houses multiple Strangers. You can run in circles though, if you want to trigger all of them in the same place.

### PYRAMID - 9 BEETLES

Take them out using [Buckshot] and Plasma again, then approach the round stone plate. Spin in until the designs match. This again is part of the puzzle. Continue up stairs.

Now there's 2 puzzles involved with this place. Each of which refers to one of the 2 Stone Stelas we found earlier. One of them is an optional sidequest, but as always, I highly recommend doing it, because the reward is extremely useful, not to mention the EXP and BP.

If you still want to skip it though, proceed to the section "POWER PLANT BLACKOUT".

---

## NESSY

There are 4 panels on the ground, each in a different color. Step on them in the following order:

6x Blue 2x White 3x Red 5x Yellow





Doing so will unveil a lever. Activate it to change the position of the bridge to the west. That's where we're headed next. But before doing so, there are 2 new encounters on the southern side as well. Conveniently, since we're going back to SAVE and reload before the optional "Greater Enemy" encounter, we might as well take these 2 on now on our way back.

#### SAVANNA - 1 GOAT CHASER, 5 MAGGOTS

Once the Goat Chaser is dead ([Hammer], remember?), the Maggots will ambush. Take them out with multiple casts Plasma, if they surround you, otherwise use Combustion. At L.3 it's especially effective.

#### POWER PLANT - 8 BEETLES

They're on the ceiling, also 1 is on the wall near where the Generator Device was. I think the safest spot is right next to it. Shoot it down with the [Hammer], then keep using it, or Plasma for the others. If you have Inferno yet, you can try using it as well (before they fall from the ceiling).

Now go back up and refresh and SAVE. We won't need any new items or weapons though, just make sure the [Pyke] is fueled (if you didn't pick up the [Pyke], make absolutely sure you have Pyrokinesis at L.3, also some [Firefly] is very useful.)

Now go back and take the northern part to the bridge, that allows us to reach the "Island".

#### ISLAND - 3 DIVERS

Use Pyrokinesis, [Firefly] and/ or the [Pyke]. Also very important: A **Lipstick** is hidden underneath the bush to the south. If you kept your first Lipstick from Dryfield, you can use this one up to increase your max MP by 1 and also heal them at the same time (note that it can't be used during combat). If you didn't go back to Dryfield, keep it for later.

Now get prepared. Equip the [Pyke], consider readying the SP12 with [Firefly] (or AS12, if you bought it). Finally, take the ladder down inside.

#### SUBMARINE GALLERY - 5 DIVERS, 1 GREAT DIVER

The Divers always appear in groups of 2. A L.3 Pyrokinesis might be able to take out both of them in a single shot. Otherwise, use Combustion or the [Pyke]. Eventually, their leader will attack.

#### **Greater Enemy Tactics: Great Diver**

HP: 2000 EXP: 400 BP: 1000 MP: 15

With the [Pyke], this fight is a joke. You can literally just stand there and shoot the [Pyke]. Its attack won't even reach Aya because the continuous damage it takes from [Pyke] prevents it from bending forward. It should take more than 1500 damage before diving down. Just wait for it to come back up and take it out.

Without the [Pyke], it's still very simple.

Pyrokinesis at L.3 deals massive damage too. Also, Necrosis at L.3 can take its HP down quite a bit for the time you can't hit it, but it's not even required. You can still "tough" through by just accepting some hits while spamming Pyrokinesis, or try to dodge. On Normal difficulty, dodging isn't too hard, just run in a circle as soon as you see the electricity coming out of its mouth. Unlike smaller Divers, it won't shoot single spheres of energy, but a stream, which follows behind Aya. In higher difficulties, this is a lot harder to dodge, because the Greater Diver is faster and also shoots for way longer.



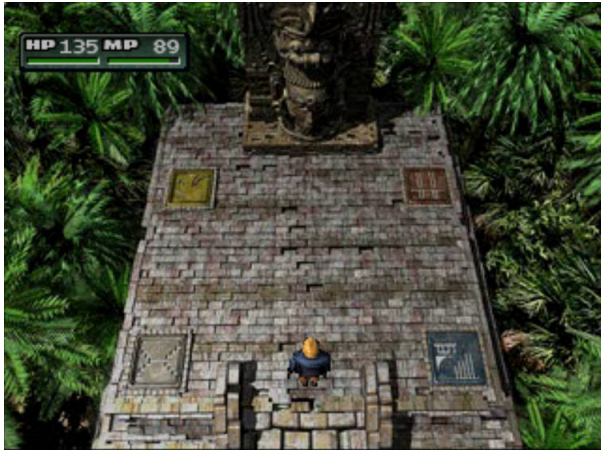
In total, this encounter nets you 750EXP, 1440BP and 30MP. As well as an **MP Boost 2** and a **Protein Capsule** if you have the Medicine Wheel. But we're not done here! A soup of blood will appear in the pool. Check it to receive your actual reward for this sidequest - the **Skull Crystal!** Attaching this will increase your regular bullet damage by 25%. Using it up will level a Fire Spell. Only consider doing this after getting Inferno to L.2, and also only do this before the Final Boss fight, since we won't need a L.3 Inferno until then anyways.

Now consider going back to SAVE and reload the [Pyke], although you shouldn't have any trouble taking out the Great Diver if you accidentally die. Then go back to the Pyramid.

## POWER PLANT BLACKOUT

There are 4 panels on the floor. Step on them in the following order:

Red, Yellow, Blue, White, Blue, White, Red, Yellow, White, Blue, Yellow, Red;



This opens the door to the 2nd Generator. But as always, it also triggers new encounters.

**Note: Don't forget to switch the lever again, if you did the "Nessy" sidequest.**

### PYRAMID - 6 MAGGOTS

As you try to leave, the Maggot Gang ambushes once again. Try to take them out with 3 casts of Plasma L.3.

### WOODLAND PATH - 2 HORNED STRANGERS

### FOREST ZONE - 2 HORNED STRANGERS

Nothing new here, juggle between the the [Hammer] and [Rifle].

### PAVILION - 3 DIVERS

They still won't give up... We're about to exterminate them though, only a few of them are left.

### BRIDGE - 1 MOSSBACK FATTY, 1 DIVER

Kill the Fatty first, using whatever preferred, overpowered method, then the Diver.

### GARDEN - 1 MOSSBACK FATTY, 8 BEETLES

Note that using the P229 allows taking them on 1 by 1, thanks to the Silencer (the other Beetles won't notice). You could also take out the Fatty with the P229 and then take on the Beetles with Plasma and/ or the [Hammer] or [Buckshot]. Or just kill everything asap with devastating Fire Spells.

### POWER PLANT - 1 BETA GENERATOR, 1 GENERATOR DEVICE, 2 YELLOW TURRETS, 2 BLUE TURRETS, 2 RED TURRETS

First off, switch to the P229. The narrow path next to the stairs leads to an infinite [Hydra] ammunition stash! This is especially nice if you missed the Black Card before. Upstairs is another extremely challenging Generator ANMC.

#### **Enemy Tactics: Beta Generator**

HP (Life Support System): 250 HP (Beta Generator: 500 EXP: 400  
BP: 200 MP: 100

Same deal as with the Proto Generator. Just take out the Turrets and the Generator Device, then kill the ANMC.



Obtain free 490EXP, 200BP and 100MP in total, as well as **MP Boost 2** and a valuable **Ringer's Solution** with the Medicine Wheel. Also reload [Hydra] before leaving.

### PAVILION - 1 MOSSBACK FATTY, 1 DIVER

Easy kills.

### SUBMARINE TUNNEL - 2 RED AMOEBA

More easy kills. If you align yourself with the corridor (or simply press AIM twice to make Aya focus on the one in the mid), you can kill all at once with a single cast of Necrosis. You'll receive an **Eau de Toilette** from them.

#### FOREST ZONE - 10 BEETLES

More of those, but these are easier, position - wise. Simply kill them with [Buckshot], but wait until they're close enough in order for the spread damage to take effect. Alternatively, spells are always a cheap solution.

Now if you want to, you can return to **save, resupply and stash stuff**. Also if you're sick of killing enemies here, consider getting at least the **Ringer's Solution** from the Island before leaving.

#### WOODLAND PATH - 4 HORNED STRANGERS

Some more easy kills, if you're using the [Hammer].

#### PYRAMID - 5 BEETLES, 4 MAGGOTS

Once again, Maggots ambush as soon as you kill at least 1 enemy, which is a beetle in this case. Therefore it's advisable to turn all of them upside down before attempting to kill one. Then killing the worms with Plasma or Combustion shouldn't be too much trouble as well. Ultimately however, this might be a great opportunity to test Inferno or Apobiosis. You should have plenty of MP from the Red Amoeba encounter.

Now switch the lever on top of the Pyramid to get access to the Island once again, before heading there.

#### ISLAND - 2 MOSSBACK FATTIES

[Firefly], [Hydra], [Pyke] or [Pyrokinesis]. All of those options work very well. Take the ladder.

#### SUBMARINE GALLERY - 3 DIVERS

Guess what, they're weak to fire! :-O

You'll receive a valuable **Ringer's Solution** for coming all the way back here!

Now let's return and clear the other side of Neo Ark.

Note: If you left them out before, the Savanna and Power Plant enemies are still there as well.

#### SHRINE - 4 SCORPIONS, 4 BEETLES

The Scorpions hide in the area with the puzzle wall. The Beetles are around the corner.

Alright, we're finally done here. Let's go back to **replenish and SAVE**. We're about to fight another Boss!

---

## EVE

*As you take the elevator back up, you'll see a cutscene of No.9, entering the "Golem Freezer". Here, we're introduced to what is possibly the most dangerous enemy type in the game. Don't worry, we won't encounter them for now, but they'll become a major problem very soon.*



### PREPERATION TIME

The first thing to consider is, that we won't immediately get access to a Storage after the next Boss. This can be a big problem, because we'll receive quite a lot of Items and also need to prepare for the dangers that come after the Boss. Therefore I recommend only bringing what you really need. And what you really need is:

- the P229 and [Hydra] ([Spartan] if you don't bring the [Pyke] and [Grenades])
- the M4A1 with [Hammer], [Pyke] and [Rifle] ammo (make sure to buy enough ammo)
- the SP12 or AS12 with [R.Slug] (yes it'll finally pay off)

- the Grenade Pistol with [Grenades]\* (again, finally pays off) **OR** the M950 [Hydra]
- GPS, Holy Water, Ofuda, Medicine Wheel and Skull Crystal (attached)
- If you want to annihilate absolutely everything, consider bringing a Pepper Spray (unless you have Apobiosis at L.1 already, or are fine with Plasma)
- Carry some **Recoveries** and **MP Boosts**, as well as a **Lipstick** and **drop them into the Laboratory Storage**. We won't have access to other Storages, or the BP machine, until we fought our way back there, through some very hard battles. You can bring the Lipstick along but might run into even bigger Inventory space issues. The Lipstick, although useful, isn't as important as another slot inside your inventory. And we only run into one forced fight, that we still can escape, where the Lipstick could potentially help us out. However, we also have Metabolism. The Lipstick is effective because we save some time and MP before each fight in the long run.

You'll get 1x Recovery 3 and MP Boost 2 (with the Medicine Wheel) before the next Boss Fight, therefore I don't think you need to bring any Healing Items along, especially because the fight isn't too hard and we already carry 16-17 Items with us.

Also, I recommend getting Energyspot to L.3, because it saves quite some time and ammunition.

\*The Grenade Pistol and [Pyke] make this next Boss extremely cheap. Again, if you're up for a more challenging fight, or want to prepare a bit for Scavenger/ Nightmare Mode, I'd suggest trying to kill it by different means (or using up only the [Grenades], that you've collected so far).

As for how many Grenades you'll need - that depends on whether or not you're using Energyspot. If you don't use it, 20 - 25 Grenades are generous enough. If you do use it, 15 (or a few more, if you want to be extra save) will be fine. Also, if you didn't pick up the [Pyke] in Dryfield, this fight will take a whole lot longer, and also a whole lot more [Grenades]. Around 35 to 40, depending on whether or not you're planning on using Energyspot L.3

Needless to say, if you don't plan to use the Grenade Pistol, don't bring it along. You *can* bring the M950 however, to deal some quick and easy damage.

Now whenever you're ready, take the EV elevator again. Remember where it is? It's the south-western of the 2 in B2 Main Corridor.

EV ELEVATOR - 2 SPEAKERS, 2 YELLOW TURRETS, 2 BLUE TURRETS, 1 RED TURRET

#### Enemy Tactics: Speaker

HP: 200 EXP: 150 BP: 0 MP: 0

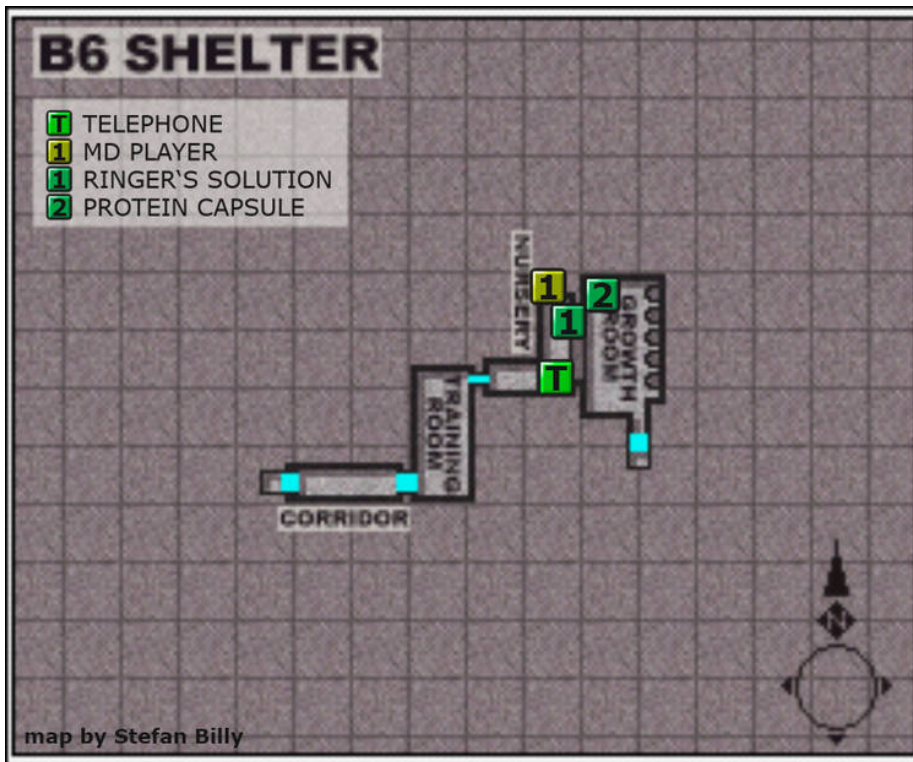
This new type of "enemy" constantly drains MP. However, it doesn't attack and can/ should be destroyed. As a small bonus, destroying those inside the Puppet Stinger Room will throw it off-guard for some reason.



I recommend destroying the 2 Speakers first (one in each corner), since the Turrets are (or should be) de-activated and pose no threat.

If you brought the Pepper Spray, attach it now.

Now take the next elevator down too...



### B6 CORRIDOR - 3 SPEAKERS, 1 MOSSBACK FATTY

There is a girl at the end of the corridor. She won't attack Aya unless she gets really, really close. Which doesn't deal damage, mind you. Now here's something annoying - if you kill the Fatty, the fight is over and the Speakers won't give you any experience. It's possible to destroy the first 2 from the entrance, without too much of a hassle. However, for the third, you'll need to lure the Fatty away. After which, you'll want to stun him using either a Pepper Spray or Apobiosis (you could also use Plasma multiple times, if you're quick). This is, to get the needed time to destroy the 3rd Speaker as well, before eventually killing the Fatty.

Now you'll receive the promised **Recovery 3** (Medicine Wheel drop) and **MP Boost 2**.

The strange girl runs off into the next room. Before following her, make sure you're prepared.

First off, ready the M4A1 by attaching the [Pyke]. Attach the Grenade Pistol and LOAD it with a Grenade.

Or if you don't want to use the Grenade Pistol/ [Pyke], equip the M950 loaded with [Hydra] to your shortcut window. Back this up with the M4A1 (if you're curious, the P229 is WAY more effective than the M4A1, as it is not only quicker, but also deals critical damage that is higher than 3 [Rifle] bullets. So if you want to, you might as well use the P229 instead of the M950).

### B6 TRAINING ROOM - PUPPET STINGER

#### **BOSS TACTICS: PUPPET STINGER (with Grenades)**

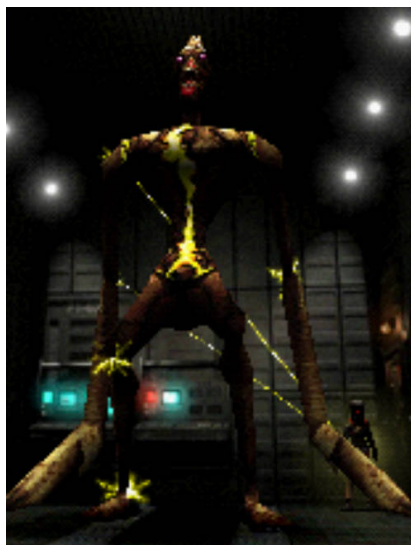
HP: 4000 EXP: 1000 BP: 500 MP: 100

Immediately cast Energyshot on yourself, follow this up by destroying the 2 Speakers (one on each side). By doing so, you'll throw the Puppet Stinger off guard. Which means, if you're quick, you can destroy them without having him cast a single time.

What we'll do next, is to get very close to the Boss, right in front of the girl. If you get too close, a Force Field knocks Aya over. But this won't deal any damage, so it's not a big deal (and can be heavily exploited). Now cast Plasma (make sure it hits the girl!), which disrupts the shield and also cancels any skill the Puppet Stinger currently tries casting.

Also note, if the Puppet Stinger gets to casting a spell, the status effects can be devastating. Paralysis especially is a troublesome spell. But also Blind can be a big issue, since Aya can't lock-on to the Puppet Stinger any more, making it impossible to deal damage to it, due to the elevated hit-box. Therefore, always cast Metabolism if necessary.

In any case, standing close enough to it, start emptying the [Pyke]'s Fuel. This deals enough damage to continuously throw him off guard, thus canceling the spells it attempts to cast. When Fuel runs out, you'll want to switch to the Grenade Pistol.



Now just keep shooting [Grenades] until it falls. Sidenote: The easiest method of quick reloading is, to release the button after shooting, and then hold it down again (rather than mashing). Doing so lets Aya reload as quickly as possible after the last shot.

Also in case you're curious about the exploit, or the Puppet Stinger's attacks, read the section below.

You'll receive **MP Boost 2** and **Eau de Toilette**, as well as a valuable **Ringer's Solution** if you had the Medicine Wheel attached.

Now follow the girl inside for some more pre-rendered cutscenes. You can find an **MD Player** inside the shelf (attaching it prevents Confusion and Berserker. I think it's not worth the wasted Inventory/ Attachment Slot), as well as another **Ringer's Solution** from the intravenous packs. Told you we'll get pretty crammed inventories. And that's not the last Item we can find here as well.

Also finally, you can **SAVE** at the telephone in the next room as well, by checking it multiple times. Make sure you do so, because we won't get to a telephone for a while after this.

### **PUPPET STINGER (without Grenades)**

HP: 4000 EXP: 1000 BP: 500 MP: 100

Immediately cast Energyspot on yourself, follow this up by destroying the 2 Speakers (one on each side). By doing so, you'll throw the Puppet Stinger off guard. Which means, if you're quick, you can destroy them without having him cast a single time.

What we'll do next, is to get very close to the Boss, right in front of the girl. If you get too close, a Force Field knocks Aya over. But this won't deal any damage, so it's not a big deal (and can be heavily exploited). Now cast Plasma (make sure it hits the girl!), which disrupts the shield and also cancels any skill the Puppet Stinger currently tries casting.

Also note, if the Puppet Stinger gets to casting a spell, the status effects can be devastating. Paralysis especially is a troublesome spell. But also Blind can be a big issue, since Aya can't lock-on to the Puppet Stinger any more, making it impossible to deal damage to it, due to the elevated hit-box. Therefore, always cast Metabolism if necessary.

Anyways, from now on, try canceling every spell by casting Plasma, then shoot until it starts casting again.

Now there's also a nice exploit - if you're running out of MP, or can't cast Plasma in time - Whenever you run INTO the creature, Aya will fall over, without taking any damage. The great thing about this is, that as long as the animation plays (Aya falling and standing up again), she stays invincible, which means, she can avoid the damage from the spells.

Note that this is still requiring a bit of timing, especially because every spell has different casting times, and need to be recognized based on how it sounds.

Now for its attacks:

There are 3 indicators for the type of attack he is going to use: Color, Visual Casting Effect, sound and casting time.

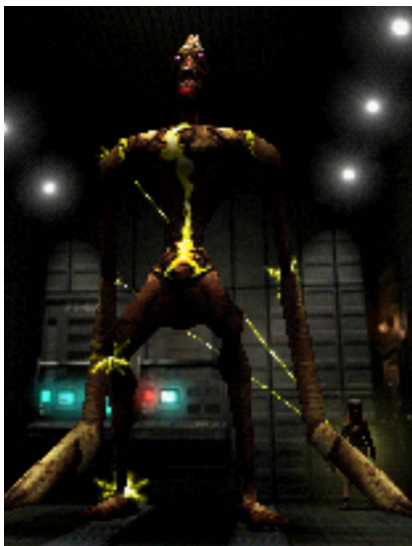
Purple (short): Either 2 or 3 beams of light are cast across the room. Those 2 are the only spells that won't hit us if we stay in the corner next to the Bowman Creature.

Purple (long): Casts a single beam that follows Aya and inflicts paralyze. This is really annoying as it's hard to tell when it comes. Cast Metabolism if it hits you.

Red (with small glowing lights, quick repeating "pew pew pew" sound effect): Shoots spheres that auto-follow Aya. Wait until the soundeffect is over and the spheres are being released, run into him EXACTLY at this moment to avoid receiving damage.

Red (pitch increasing sound, as if charged up, long casting time): This is the most dangerous attack, but also the one which allows us to break through his defense, without using Plasma on the girl. It causes a massive explosion, which deals very high damage. But instead of avoiding it, by Plasma or exploit, quickly shoot Pyrokinesis multiple times. Not only will this deal double damage (no shield up), but also cancels the attack completely, if you manage to hit it 2 - 3 times. The M950 can cancel the attack too, unless you need to reload in the process. Note that this is the only time it is susceptible to spells. You can try casting Necrosis during this time as well, if you're quick enough. But the girl will heal it away rather quickly.

Also note that the girl can heal the Puppet Stinger at any time. She will do this especially to remove the effects of Necrosis.



Also word of advice - DON'T pause/ activate the shortcut window during a spell cast, or it might throw off the sound effects, making it hard to estimate when to dodge.

Also note that Handguns have a range - penalty (unlike the M4A1), which means, they deal a lot more damage in close range, so don't be afraid of standing close to the Puppet Stinger.

In any case, keep Energyspot up and use the M950 with [Hydra] ammo. Switch to the M4A1 if you run out of bullets. Or use the P229 [Spartan]. It will still deal more damage than the M4A1.

You'll receive **MP Boost 2** and **Eau de Toilette**, as well as a valuable **Ringer's Solution** if you had the Medicine Wheel attached.

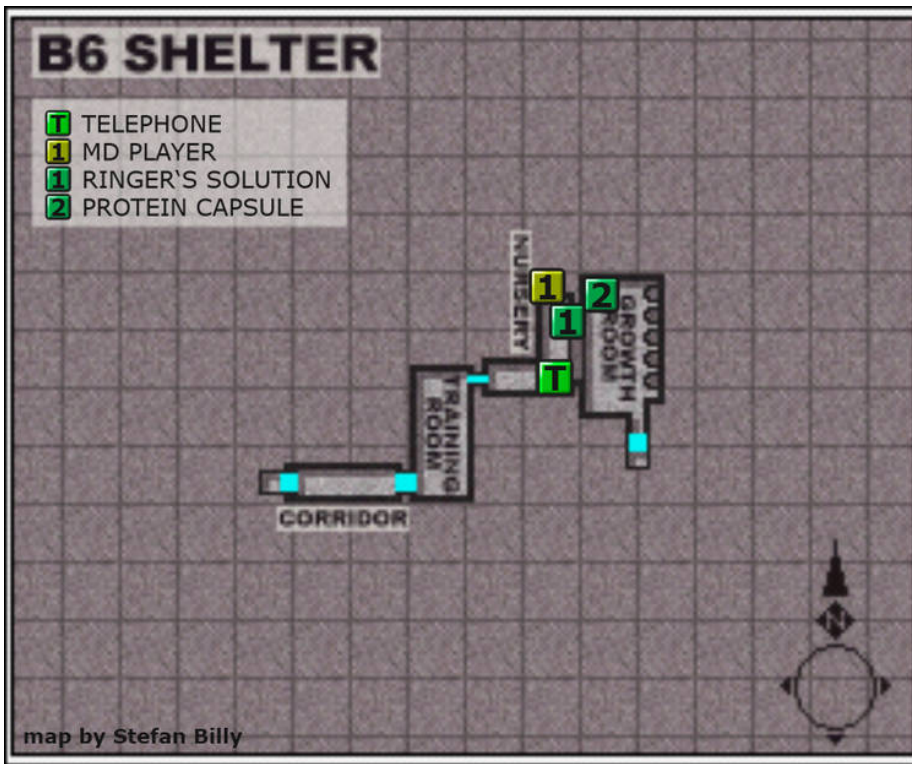
Now follow the girl inside for some more pre-rendered cutscenes. You can find an **MD Player** inside the shelf (attaching it prevents Confusion and Berserker. I think it's not worth the wasted Inventory/ Attachment Slot), as well as another **Ringer's Solution** from the intravenous packs. Told you we'll get pretty crammed inventories. And that's not the last Item we can find here as well.

Also finally, you can **SAVE** at the telephone in the next room as well, by checking it multiple times. Make sure you do so, because we won't get to a telephone for a while after this.



## TREASURE CHART





**100% KILL LIST - NEO ARK**

Legend:

Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops

Trigger Point: Entering Neo Ark			
Savanna	2x Goat Chaser, 5x Scorpion	Recovery 2	MP Boost 2

Trigger Point: Alligning Yellow Symbols			
Shrine	3x Beetle	MP Boost 2	-

Trigger Point: Access Power Plant (South)			
Power Plant	1x Proto Generator, 1x Generator Device, 2x White Turret, 3x Yellow Turret, 1x Blue Turret	Recovery 3	MP Boost 2

Trigger Point: Killing Proto Generator			
Savanna	7x Beetles	-	-
Forest Zone	1x Horned Stranger	Recovery 3	MP Boost 2
Woodland Path	3x Horned Stranger	-	-
Pyramid	9x Beetle	-	-
Pavilion	3x Diver	-	-
Bridge	3x Diver	-	-
Garden	10x Beetle	-	-

Trigger Point: Reading the Stone Stela outside of Power Plant (North)			
Bridge	2x Diver, 3x Beetle	-	-
Forest Zone	3x Horned Stranger	-	-

Trigger Point: Access to Island Lever			
Savanna	1x Goat Chaser, 5x Maggot	-	-



Power Plant	8x Beetle	-	-
Island	3x Diver	-	-
<b>Submarine Gallery</b>	<b>5x Diver, 1x Great Diver</b>	<b>MP Boost 2</b>	<b>Protein Capsule</b>

<b>Trigger Point: Access to Power Plant (North)</b>			
Pyramid	6x Maggot	-	-
Woodland Path	2x Horned Stranger	-	-
Forest Zone	2x Horned Stranger	-	-
Pavilion	3x Diver	-	-
Bridge	1x Mossback Fatty, 1x Diver	-	-
Garden	1x Mossback Fatty, 8x Beetle	-	-
Power Plant	1x Beta Generator, 1x Generator Device, 2x Yellow Turret, 2x Blue Turret, 2x Red Turret	MP Boost 2	Ringer's Solution

<b>Trigger Point: Killing Beta Generator</b>			
Pavilion	1x Mossback Fatty, 1x Diver	-	-
Submarine Tunnel	2x Red Amoeba	Eau de Toilette	-
Forest Zone	10x Beetle	-	-
Woodland Path	4x Horned Stranger	-	-
Pyramid	5x Beetle, 4x Maggot	-	-
Island	2x Mossback Fatty	-	-
Submarine Gallery	3x Diver	Ringer's Solution	-
Shrine	4x Scorpion, 4x Beetle	-	-
EV Elevator	2x Speaker, 2x Yellow Turret, 2x Blue Turret, 1x Red Turret		
B6 Corridor	3x Speaker, 1x Mossback Fatty	MP Boost 2	Recovery 3
<b>B6 Training Room</b>	<b>2x Speaker, 1x Puppet Stinger</b>	<b>MP Boost 2, Eau de Toilette</b>	<b>Ringer's Solution</b>

## Invasion

### GOLEM ATTACK

Check - List	
<b>Weapons</b>	P229 [Hydra], [Spartan]
	M950 [Hydra], [Spartan]
	M4A1 [5.56 Rifle], [Hammer], [Pyke]
	Grenade Pistol [Riot], [Airburst], [Grenade]
	SP12/ AS12 [Buckshot], [Firefly], [R.Slug]
<b>Armor</b>	Tactical Vest
<b>Spells</b>	Pyrokinesis L.3
	Combustion L.2 / L.3
	Necrosis L.3
	Plasma L.3
	Metabolism L.1
	Healing L.2 / L.3
	Antibody L.1
	Energyspot L.1

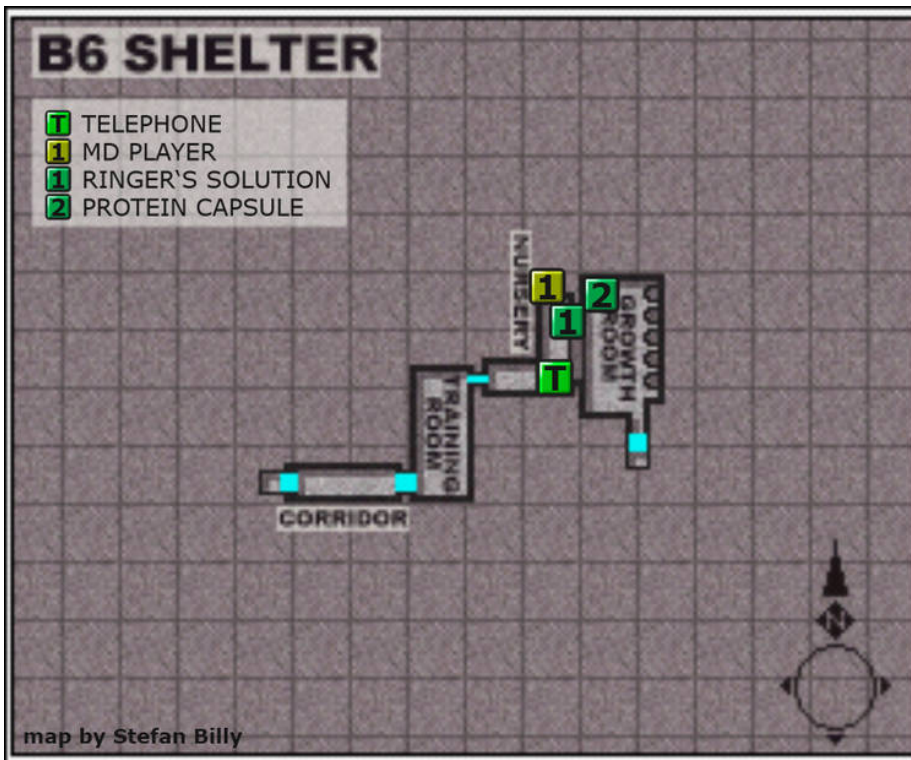
### PARASITE ENERGY NOTE

If you still didn't get any of the mandatory spells to level 3, concentrate on offensive stuff, like Pyrokinesis and Plasma. As for everyone else, I recommend Energyspot L.3 if you haven't gotten it by now. Also try to get Apobiosis to L.1 or L.2. After that, get Inferno, and level those 2 spells. Also by now you should

consider maxing out Heal. Note that we will get a LOT of EXP and BP in the upcoming section (if you care to clear everything out). Also another reminder: Don't level up any of your 3rd spells beyond L.2 yet, because of the Occult Items.



Talk to Eve and then to Kyle twice, then try leaving in order to proceed with the story. After the cutscenes, you'll once again separate from Kyle.



**Now listen closely** - you need to be really fast or you'll receive some serious damage or worse - have Eve die, which results in a game over. First run into the camera and pick up the **Proteine Capsule** from the shelves in the corner. Now click the incubator that Eve looks at, decide to "look inside". Now quickly talk to Eve - do this twice, if Aya starts advising herself that they need to get out of there, slowly head then head to the elevator, but don't go too fast/ create too much distance between Aya and Eve or she might not follow you. Send the elevator up only once both Eve and Aya are inside. Sometimes, Eve just won't follow, especially if she starts coughing. I think this might actually be a bug. If this happens, good thing you just saved your game right?

The girl is scared by the bright lights and runs off. Before following her, though, consider replenishing your [Hydra] ammunition from inside the Power Plant.

BRIDGE - 3 (X\_X) DIVERS

PAVILION - 4 (X\_X) DIVERS

See, they grow tired of fighting you too? Eh, seriously though, they are too injured to fight back and therefore an easy source for EXP, BP and MP. Use your P229. This indicates, that there is a bigger threat out there, one that's pretty sloppy at killing...

FOREST ZONE - 1 PAWN BLADE GOLEM, 2 (X\_X) HORNED STRANGERS



## Enemy Tactics: Pawn Blade Golem

HP: 425 EXP: 125 BP: 100 MP: 5

This is the first type of Golem, that you'll run into, other than No.9. Pawn Golems wear green armor, which makes it easy to recognize them as such. Furthermore, there is a distinction between "Blade" and "Shooter". This one, the Blade type, carries a distinctive, blue glowing katar, or blade weapon around the right arm.



So what can they do? Not much. They will constantly try to hit Aya by charging at her, followed by swinging the blade. This can be extremely hard to dodge, but fortunately, no such requirements need to be met in Normal mode, because we have the needed arsenal of weapons to prevent it from happening.

First off, there is [R.Slug] ammunition. I'd recommend saving it for tougher Golems, or groups of Golems. [R.Slug] not only deals very high damage, especially to Pawn Golems, but also knocks them back for a very short time, as well as canceling any possible Golem attacks.

Then, more "economic", would be to use Plasma or the [Hammer] to cause a very short stun. Juggling between [Hammer] and shooting the M4A1 is slower than using R.Slug, but especially against a single Golem, it's advisable to save R.Slug ammunition.

Lastly, spells that work are Pyrokinesis (but you need multiple casts) and also very effective against groups - Apobiosis, as it paralyzes them for a decent amount of time.

Furthermore, one oddity about Golems is, that once they've taken a certain amount of damage, they will fall to the ground. Even if they're not dead yet, they won't stand up again. Therefore, if you face off against multiple Golems, I'd recommend shooting Golems that are lying on the ground only after taking care of the others as well, and don't waste any precious ammunition on them as well. Golem corpses also remain lying dead on the ground, unlike ANMCs, as their bodies won't just melt away.

So, how can we take care of a Blade Golem without being hit, if we don't have access to these great weapons? Especially on higher difficulties, where on top of that, we can die within 2 hits? The easiest way of dodging requires learning a technique. It's very advisable to do so, because it works against all types of Golems, other than "Knights" (although there is another way of dodging "Shooter" melee attacks as well). The trick is, to stand very close to them - like head to head. As soon as you see them leap, dodge by running to their backside, but around their UNARMED bodyhalf, which means around their left side. If you run around where they have their Blade / Glove, you literally just run into the attack. Now it's time to shoot them with possibly the P229 until they turn around and leap again. This of course, can take way longer, which is why - if we get a chance to - also try to defeat them by other, quicker means. One such occasion would be, whenever you have face multiple Golems, with one of them at least being a "Shooter", to lure them into killing their friends. But more on that in the respective Golem Tactics sections.

Finally, in Scavenger and Nightmare Mode, Energyball L.3 is extremely helpful as well. It is, after all, the highest damage dealing spell, if you're using it against a single target. Therefore, it is stronger than any of the weapons we can find.

I suggest taking care of the Golem first, using the [Hammer], before killing the 2 (X\_X) Horned Strangers. **50x [Spartan]** are also being received here. But consider dropping it, or the [Hydra] ammunition, if you don't have enough Inventory space.

Now you have the choice of either running back, taking the closest route to the Laboratory, or - if you're confident enough and also annoyed by backtracking - clear out this side of the Ark before going back up. Since we don't have any access to Battery/ Fuel and other consumables, on top of being unable to save, we should probably leave here for now and come back later.

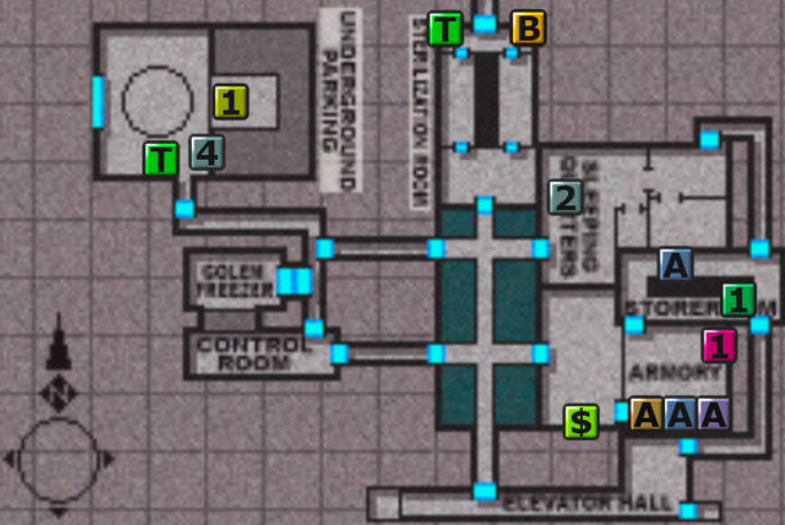
## NORTH PROMENADE - 3 PAWN BLADE GOLEMS

This raises the stakes quite a bit. But it's not as bad as you might think. I suggest taking care of the one you immediately see when entering, by casting Pyrokinesis twice. All of them are separated, and even if they team up, it's possible to stun them all together with the [Hammer]. If you're really in trouble, consider using Apobiosis or [R.Slug]. Otherwise, if you don't want to risk getting killed, but also don't want to waste [R.Slug], consider fleeing for now. All it does, is giving a -10 BP penalty.

Another **50x [Spartan]**, as well as **80x [Rifle]**, if you have the Medicine Wheel, are being dropped.

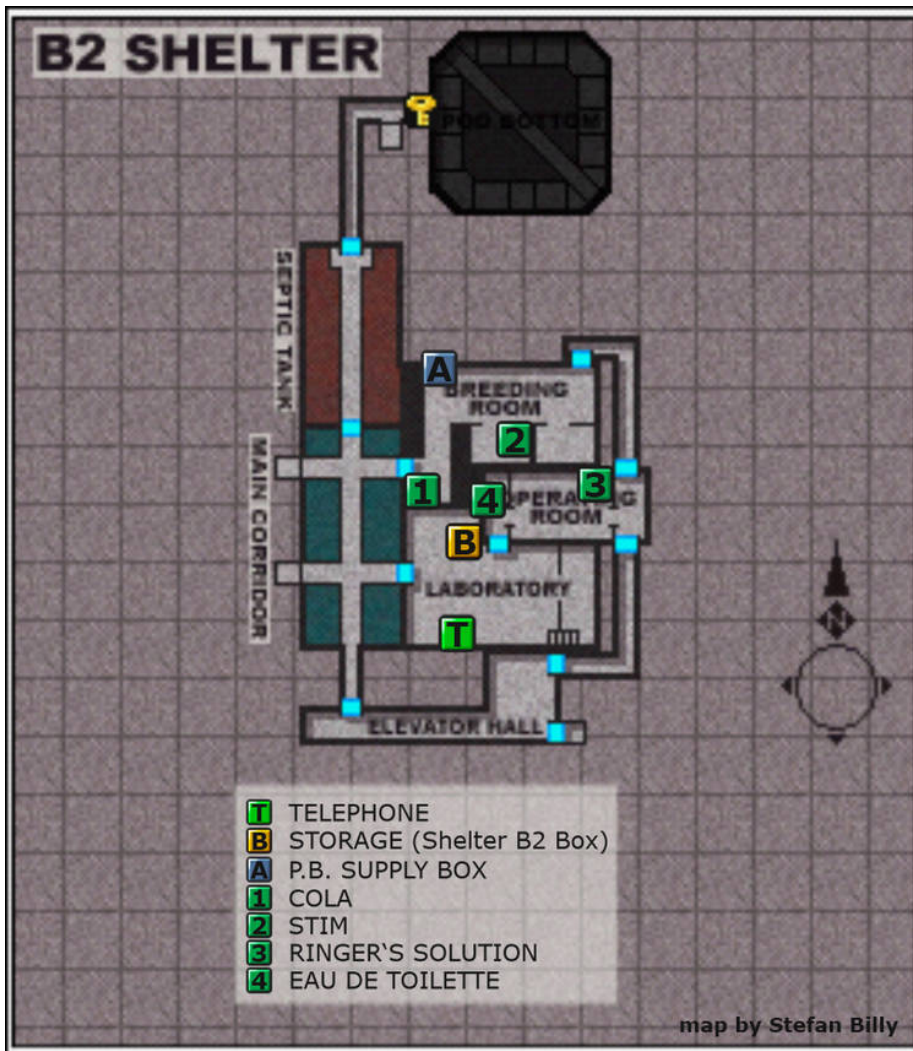
In any case, prepare by equipping your Shotgun and return up to the Shelter via the elevator.

# B1 SHELTER



- T** TELEPHONE
- B** STORAGE (Shelter B1 Box)
- \$** SHOP - ARMORY
- A** P.B. SUPPLY BOX
- A** HYDRA SUPPLY BOX  
(req. Black Card)
- A** BUCKSHOT SUPPLY BOX  
(req. Black Card)
- 1** RINGER'S SOLUTION
- 1** SP12 (req. Black Card)
- 1** BELT POUCH  
(press R, B and Y buttons)
- 2** AERIS SEPT. ISSUE (Computer Magazine)  
(only after reading B2 Lab whiteboard)
- 4** ELECTRIC CAR KEY (Car Key)
- 5** PIERCE'S MEMO (Message)  
(Pierce's Route only)

map by Stefan Billy



B2 MAIN CORRIDOR - 1 ROOK BLADE GOLEM, 2 RED TURRETS

Important Note: The Turrets have been re-activated. Annoyingly, many doors have been locked as well, which means we're forced into making a big detour, encountering lots of Golems and Turrets before we can turn them back off.

Now on top of the 2 Turrets, we'll encounter an even bigger threat - a "Rook Blade Golem", which is, in my opinion, the most dangerous type of Golem.

**Enemy Tactics: Rook Blade Golem**

HP: 482 HP Shield: 250 HP Backpack: 40 EXP: 250 BP: 400 MP: 8

Rook Blade Golems behave very similar to Pawn Blade Golems, when it comes to using their blade for attacking. Therefore, dodging as well works in a very similar way. However, Rooks in general have a secondary offensive skill, which is to cast Silence. They only do this, if Aya is standing in a certain distance to them. This can be recognized by a very distinctive sound effect, while a purple sphere will appear on top of them, continuously shrinking, until it vanishes, at which point Aya is Silenced (unless a protection from Metabolism, Armor with Silence Resist, or a Lipstick is in place). What makes this attack even more annoying however, is that Rooks wear a shield, which they will raise while casting. They also do this while dashing at Aya. Therefore, shooting them during this time period won't deal any damage to them directly. However, there is much more to this, which I'll talk about in a second.



So, what makes Rooks so much more dangerous? The answer to that, is their defensive stats. First off, they have an extremely high defense against offensive P.E.s. - on higher difficulties, even a L.3 Energyball can't take them down. Furthermore, they have special resistance against Shotgun Shells (which doesn't change the fact, that [R.Slug] is still the easiest way of taking them down). However, most notably of all, they won't even flinch after receiving a hit from an [R.Slug] Shell, or even if we try to shock them with the [Hammer].

However, there is a reason behind their powerful resistance against spells and stuns: **their Backpacks!** And yes, as revealed by the stats above, the Backpack can be broken. By doing so, their resistances are nullified, which gives us a HUGE tactical advantage in combat. The hard part however is destroying said Backpack. The only way of doing so, is attacking the Rook from BEHIND while they're casting Silence. Oddly enough, the Backpack will not receive any damage outside of their guard - stance, even if you attack them from behind. The problem with this of course is, that they only even try casting Silence if Aya is standing far away. Which means, you have to be very quick. Yet still, this process can be learned and

probably is easier than dodging their blade attack continuously. Just create some distance and be prepared to dash behind them as soon as they start casting, then shoot the Backpack with the P229 or M4A1 (we don't want to waste [R.Slug], because that'd contradict the sole purpose of this approach). If the Backpack is destroyed successfully, their spell is interrupted and they'll shortly become paralysed (also you can see electricity currents, signifying that the Backpack broke down). Something to note here: The backpack is repaired after a while, so don't wait too long after breaking it!

At this point, taking them down is no harder than dealing with any Pawn Golem. However, there is one more interesting curiosity about Rooks, which is related to the Shield. As you can see, when attacking a guarding Rook (either during casting Silence, or for "Shooter Golems", while throwing Grenades), they'll receive "0" damage. This is misleading, because while the Golem itself won't take any damage, the Shield sure does. On top of that, the Shield also has no resistances (which means offensive P.E. and Shotgun Shells deal full damage). The Shield WILL break after receiving 250 damage (which can't be seen, since we don't have any indication for how much damage it took). At this point, any damage while guarding goes to the Backpack instead. Yet, I don't think it's worth the effort. Instead, learning to destroy the Backpack directly is probably the better approach.

Finally, if the chance arises, it's also possible to take a Rook down by luring another "Shooter" into throwing their Grenades at them. This can be very dangerous however, because on top of positioning yourself in a way that leads said Grenades where you want them to go, you also need to dodge the Rook's attacks - which is especially hard if its a "Blade" Variation. However, they receive tons of damage if you pull it off, so it still should be considered, as in some situations, they are aligned perfectly for this strategy to work.

So, in conclusion, for Scavenger and Nightmare Mode respectively, trying to destroy the Backpack is probably the best approach for dealing with a Rook. However, if you already got Energyball L.3 (which again, I don't recommend learning during your first playthrough/ Normal Mode), as well as some spare MP, you could use that instead. 2 casts of Energyball, or 4 to 5 of the spheres it creates, should take a Rook down. Which also means, you could effectively take out 2 Rooks in the same area with a total of 3 casts of Energyball L.3.

Whew... What an analysis that was!

Lucky for us, that we have some [R.Slug] to deal with him, right? I highly recommend shooting him from inside the elevator niche with your Shotgun. 2 hits should suffice to kill him or at least knock him to the ground, at which point he won't pose a threat anymore. Switch to the M4A1 or P229 to save on your precious ammunition. I also hope you didn't forget how to take care of Turrets. Red ones thankfully aren't too much trouble.

Also I want to point out again, there is always the option to flee. Eventually it would suck to die right in front of the Lab, right? Note however, that if you flee, any killed enemies from that respective room will respawn as well. Finally, **80x [Rifle]** are dropped here as well.

Now make sure you SAVE inside the Laboratory, as well as manage your likely crammed Inventory. I also highly recommend bringing and attaching the previously mentioned Lipstick.

### Overview

A lot of path have been closed off for now. Considering the situation, I'll first create a clear route to B1's Armory and Sterilization Room. Once we regained access to all the important locations, we can either start systematically clearing out the rest of both, the Shelter and Dryfield (*yes, it's infested again and the mobs there are so pathetic at this point in the game, that I don't really understand why the developers put them there*), or skip all of that and instead trigger the next bunch of events. Be wary of the item drops we get throughout this killing spree however. If you want or need any of the MP Boost 2s or the Belt Pouch we can get, make sure to pick out those encounters!

## B2 SOUTHERN ELEVATOR HALL - 4 YELLOW TURRETS, 1 ROOK SHOOTER GOLEM

### Enemy Tactics: Rook Shooter Golem

HP: 482 HP Shield: 250 HP Backpack: 40 EXP: 250 BP: 400 MP: 8

Rook Shooters use a ranged weapon instead of a blade, but are also capable of striking Aya, if she stands too close to them. This melee attack can be dodged as well, in a similar style to how we can dodge blade attacks. However, a much simpler approach is, to simply step back and out of their reach, because unlike Blade Golems, they won't dash after Aya before swinging at her.

Their main weapon however is a Grenade Pistol, which uses a red sensor light, similar to Turrets. They will shoot 2 batches of 3 Grenades at Aya. If you get hit, you'll also become Paralysed. It is possible to lure Shooters into hurting and killing their companions. This is a very viable, although risky tactic. What's very annoying about Rook Shooters however, is that they'll raise their Shields whenever they attempt to shoot Aya. This makes destroying the Shield much more viable as compared to Rook Bladers. I'll copy the information on how to destroy a Rook's Shield and Backpack:



So, what makes Rooks so much more dangerous? The answer to that, is their defensive stats. First off, they have an extremely high defense against offensive P.E.s. - on higher difficulties, even a L.3 Energyball can't take them down. Furthermore, they have special resistance against Shotgun Shells (which doesn't change the fact, that [R.Slug] is still the easiest way of taking them down). However, most notably of all, they won't even flinch after receiving a hit from an [R.Slug] Shell, or even if we try to shock them with the [Hammer].

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Also note that you can deal damage to this Rook by having the Turrets shoot him. Although, I don't think this is a particularly effective way of dealing with them. In any case, if you shoot the Rook with [R.Slug], make killing him your priority. Otherwise, take out the Turrets first, because dealing with a Golem usually takes a lot longer. **4x [Airburst]** are dropped here.

Now take the elevator up to B1.

#### B1 SOUTHERN ELEVATOR HALL - 1 ROOK BLADE GOLEM, 1 PAWN SHOOTER GOLEM

##### **Enemy Tactics: Pawn Shooter Golem**

HP: 425 EXP: 125 BP: 100 MP: 5

They're probably the least dangerous type of Golem. And the frequency and intervals of their shooting makes them actually really helpful, if you want to lure them into killing their comrades. Unlike Rook Shooters, they shoot 6 Grenades at once instead of 2x 3. Also, their Grenades inflict Darkness instead of Paralysis. Other than that, they can still use a melee attack, if you are standing too close to them. This can be dodged in a similar way to the blade attacks. A much simpler method however is, to simply backstep, to get out of reach.

Also, since they don't wear a protective backpack, you can still stun them by using Plasma or the [Hammer].



If you're following this Walkthrough, this is the first time you can lure a Shooter into killing another Golem. However, it's not a particularly easy task, especially in this room, due to the layout and positioning of the 2 Golems. I recommend dealing with the Rook first, since he is closer and also more dangerous. **4x [Riot]** and **80x [Rifle]** with the Medicine Wheel are rewarded.

Unfortunately, the door to the Main Corridor is locked, so we'll have to make a de-tour.

### B1 SOUTHERN CORRIDOR - 2 WHITE TURRETS, 1 PAWN BLADE GOLEM

First off, lure the Blader around the corner, then kill him by juggling between stunning and shooting. Next, take care of the Turrets from afar with the M4A1. **50x [Spartan]** is dropped.

### B1 STORAGE ROOM - 1 PAWN SHOOTER GOLEM, 1 PAWN BLADE GOLEM

Simple enough. They are separated by the middle storages, also the Shooter is turned away from Aya, as you enter. Also note, that it is possible to shoot through the storage to kill the Golem on the other side - for example with 2 casts of Pyrokinesis L.3. Make sure you're alligned by using the GPS. **4x [Riot]** and **50x [Spartan]** are dropped with the Medicine Wheel.

Now remember when I said owning the **Black Card** and unlocking the door to the Storage Room will help us much later in the game? This is that very moment! If you did what I said, you get access to the Armory right now. Otherwise, you'll have to hold off for a little longer.

### B1 MAIN CORRIDOR - 1 ROOK SHOOTER GOLEM, 1 PAWN SHOOTER GOLEM

This is a very difficult room. You have little room to dodge and both Golems will immediately start shooting once you're in their field of vision. Casting Metabolism to prevent Paralysis and Darkness is highly recommended. You can quickly take care of the Rook Shooter at least, by using [R.Slug]. Kill the other one using either the [Hammer] or the [Pyke]. I also suggest using the [Pyke] instead of [R.Slug] whenever you can, because it deals massive damage and can be refueled infinitely (and it's not too annoying, as long as we're close to a Shop). These 2 drop **4x [Riot]** and **4x [Airburst]**.

Unlock the southern door, then return through the Main Corridor and go to SAVE and also manage your Inventory inside the Sterilization Room. Proceed north

### B1 NORTHERN ELEVATOR HALL - 1 ROOK BLADE GOLEM, 3 RED TURRETS

You can shoot the Turrets from your initial position with the M4A1, it should be quick enough to destroy each of them before they can shoot. Then deal with the Golem. Again, I recommend using the [Pyke] since we need to save our [R.Slug] for the tougher battles. Reward: Another **4x [Airburst]**.

Continue on to the POD Service Gantry (where we met with Pierce/ Kyle).

If you were following Pierce' Route so far (which means, you rescued him in Dryfield ), you can find a **Letter** here, if you check the phone TWICE. Read it in the Key Items section (press Triangle to analyze it) before dialing out to warn Jody.

### **Make sure you do this, if you want the Best Ending!**

You'll also get access to some great Items, including the strongest Weapons in the game (unless you count the "Cheat" Weapons, that you can unlock for Replay Mode) very soon.

If you couldn't be bothered with returning to Dryfield, you will be "punished" with some penalties. However, you receive the Mongoose very soon, which is on par with the other 2 strongest Weapons in the game! You'll naturally find it in any case, if you didn't follow Pierce' Route before. However, you also miss out on all the great stuff mentioned above.



Finally, **don't forget to turn off the Turrets!** This is the main reason we took the fastest route to get here.

Now if you want to proceed with the game instead of clearing all the enemies, jump to the next section. But keep in mind, more EXP means better spells at the end, and more BP means better weapons (we get access to a new Shop very soon!). Also this will be your last chance to return to Dryfield and buy the EOD Suit, which is very useful in the Final Bossfight! Also consider picking up some of the Item Drops - You can get a Belt Pouch from a fairly easy fight in B2 Southern Corridor.

Otherwise, we'll clear out the right side of B1 and then move on to deal with the Mines (I'll leave the western side of B1 for now, as that's where we're going in order to proceed with the game, hence why it's best to be left for later, you know, for the sake of a better overview...)

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## **KILLING EVERYTHING!**

### B1 NORTHERN CORRIDOR - 4 RED TURRETS, 1 ROOK SHOOTER GOLEM

If you enter this room from the Sleeping Quarters, you can kill the Rook Golem by hitting its back using the [Pyke]. However, this also makes the challenge inside the Sleeping Quarters a bit harder. So, it's your choice to make. You'll get **4x [Airburst]**.

### B1 SLEEPING QUARTERS - 1 KNIGHT GOLEM



### Enemy Tactics: Knight Golem

HP: 600 EXP: 300 BP: 1000 MP: 6

Knight and Bishop Golems are 'officially' the strongest Golems, considering their stats. However, given the situation they appear in, as well as the rather foolproof (annoying, but foolproof) strategy, involving them, I'd consider them less problematic than Rooks. Also, they're less aggressive and a bit slower in reacting as compared to Bishop Golems. Which however also means, that sometimes you'll have to wait forever until they appear.



Anyways, what's the deal here? Knight Golems ALWAYS ambush Aya, there is no other way of encountering them. They do so either by teleporting in and grabbing her from behind, or jump attacking (see below).

If they grab Aya, Mash the D-Pad rapidly to free yourself. If you're quick enough, not only will you prevent being Poisoned, but also paralyse the Knight Golem for a small amount of time, giving you some room to shoot him. Now, this will continue until he dies. He will keep grabbing Aya from behind. Unless she is turned against a wall with her back. In which case, he changes strategy. This is what the game intends us to do. And to succeed from here on out, we'll need to turn up the volume and pay close attention:

The Golem will keep teleporting into Aya's field of vision, but it's usually a trap. You can recognize, if it's the Golem or not, by telling it visually, as well as from the sound effects. Visually, the Fakes are slightly transparent. More helpful however is the soundeffect. If the real Golem appears, you hear a buzzing sound. If this happens, IMMEDIATELY aim and shoot. If you fail to do so in time, he will hit Aya, which poisons her. Also, if you attack a fake, it leads to a similar outcome.

But WAIT. There is more to this fight. You see, Knight Golems have another attack, which is to dash/jump at Aya from a distance. This can be very hard to dodge. It can be recognized by their red beam of light (similar to Rook Shooter Golems or Turrets). However, they can only do this, if they have enough space. Which means, preferably you'll want to look for a wall to press against, that doesn't leave enough room for them to dash in a straight line from any direction.

Finally, if you're impatient and not in the mood to play their sick game, you can also deal with them using [R.Slug]. Alternatively (although a bit risky), a L.2 or 3 Energyball can be used to kill them on higher difficulties as well.

Unfortunately, this area leaves plenty of room for them to dash attack. You can prevent this from happening either close to the entrance from Northern Corridor, or inside the bathroom. If you enter from Main Corridor, you'll have a lot less room to hide in the corner between the beds and the door. Also keep in mind, you WILL have to learn how to kill them properly, if you plan to play Nightmare Mode.

He'll drop an **MP Boost 2** and also **Penicilin** if you have the Medicine Wheel!

Okay, now recharge ammunition, Fuel/ Battery and SAVE. Manage your Inventory. We'll clear out the Mines now!

### SECRET PASSAGE - 3 STALKER

They're really simple at this point. But it's nice to have easy encounters every once in a while, I guess.

### CAVERN - 2 BRAIN STINGER

Again, they can be taken care of with Necrosis before starting to shoot.

### GORGE - BAT SWARM

I prefer killing them with Necrosis, because Plasma can't reach them as easily.

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If you need anything from the Truck outside, or want to dump some unneeded Items there, do so now. Also you can consider buying a few Flares (unless you've already unlocked Apobiosis), Otherwise, return back to B1 and refresh, before taking the elevator to B3. We'll clear the route to the Sedan and Apartment next. Which unfortunately, is completely re-infested as well.

### B3 ELEVATOR HALL - 2 BRAIN STINGER

It can be tough to avoid being hit here, so consider a pre-emptive Metabolism. You can wait a bit at the entrance, until the 2 Brain Stinger walk closer to each other (one walks south, the other walks north, to meet in the middle), before turning around the corner, quickly running down and hit both of them with a single cast of Necrosis. Alternatively, rely on hit and run (using the corner to dodge spells) techniques, and maybe lure them up to you.

### B3 LOWER SEWER - 2 DIVERS, 1 MOSSBACK FATTY

Divers come first, then the Fatso.

### B3 UPPER SEWER - 1 BRAINSTINGER, 1 DIVER

Another frustratingly positioned Brainstinger. You can quickly run up to it and use the [Hammer], or run a bit forward and shoot Necrosis. Huh... also there's a diver...

### B3 RESERVOIR - 2 DIVERS

### B3 WATER SUPPLY - 2 DIVERS

All of them are stranded and shouldn't take much effort at all.

Now let's move on to Dryfield once more.

---

### WATERHOLE - 3 STALKERS

The first one might be a tad too close to do anything before it hits you, but a quick Pyrokinesis should be just enough time to get the job done before taking any damage.

Climb up the Well.

### DRIVEWAY - 4 MINDSUCKLERS, 3 SCORPIONS

Like so many times before, the Scorpions will ambush once at least 1 enemy has been taken care off. I suggest spamming Plasma or Apobiosis.

### JUNKYARD - 3 MINDSUCKLERS, 1 STALKER

This gets kinda old.

Consider buying stuff from Mr. Douglas at this point.

**I want to remind you of the EOD Suit!! We're about to reach the end of the game. This is your last chance to buy it!**

Also consider **replenishing Battery and Fuel**. And of course, consider **SAVING**.

Now let's head to the Water Tower.

### BACK ALLEY - 5 MINDSUCKLERS, 5 SCORPIONS

Yes, Scorpions will ambush. This gets crammed quite easily. But Plasma and Apobiosis are powerful enough to handle the situation. **4x [Airburst]** is your only drop.

### WATER TOWER - 2 STALKER, 4 SCORPIONS

Just shoot everything from the entrance with the M4A1. Continue around through the Bar to Parking.

### PARKING - BAT SWARM

You can take them out with Necrosis.

### ROOM 1 - 3 SCAVENGERS

They sleep and won't wake up as long as you walk instead of running. Consider killing them with Pyrokinesis, which can be shot through walls.

### ROOM 2 - 2 SCAVENGERS, 4 MOTH

Kill the Moth first, then take care of the Scavengers.

On to General Store we go.

### GENERAL STORE - 2 SCAVENGERS, 3 RATS

At least we get some variety...

### BACKSTREET - BAT SWARM

There are 2 groups of sleepy Bats. You can kill them one by one with the P229, without the others waking up, thanks to the Silencer. But if you're impatient, cast Necrosis

### DILAPIDATED HOUSE - 5 SCAVENGERS

Sneak up and use Combustion.

Alright, we're done here. Now all that's left is a bit of B2, a bit of B1 and Neo Ark. The latter is the biggest challenge, but after Dryfield, maybe that's exactly what we crave for anyways.

So, let's walk back to the Shelter now, maybe SAVE and refresh and then return to B2 once you reach the elevator.

---

As you get back to B2, enter the northeastern door to Southern Corridor.

### B2 SOUTHERN CORRIDOR - 3 CATERPILLARS, 1 RED AMOEBIA

Nothing here will attack you until you do so (or get too close to the Amoeba). Just align yourself with the adjacent corridor and cast Necrosis. Then take care of the rest with Pyrokinesis or just by shooting.

Noteworthy is the dropped **Belt Pouch** in here. I'd definitely recommend picking it up.

#### B2 OPERATING ROOM - 3 SLOUCHES, 3 AMOEBAS, 1 SUCKLERCEPH

The Slouches are unfairly positioned as always. I suggest using Pyrokinesis quickly, or Combustion. Or deal with everything together by wasting Inferno on them.

#### B2 NORTHERN CORRIDOR - 2 CREEPING STRANGERS, 2 MAD CHASERS, 1 SKULL STALKER

I remind you that Creeping Strangers can be killed quickly by Plasma and [Buckshot].

#### B2 BREEDING ROOM - 2 MAGGOTS, 4 BEETLES

One of each enemy type occupies a cell. I wonder if someone put them there and just couldn't be bothered to close the cells.

#### B2 SEPTIC TANK - 2 (x\_x) DIVERS, 2 WHITE TURRETS

Nothing attacks you here, unless you didn't deactivate the Turrets.

#### B2 NORTHERN ELEVATOR HALL - 2 WHITE TURRETS, 1 ROOK BLADE GOLEM

It's a bit hard to dodge in this small area, but consider using the [Pyke] instead of wasting more R.Slug. This one also drops **80x [Rifle]**

Unfortunately, the elevator here is locked, so we'll have to run back manually. I recommend going back to B1 to SAVE and refuel.

Next step - Neo Ark.

---

Let's clear the north side first. For that, we'll need to get to the Pyramid and activate the lever to reach the Island again.

#### WOODLAND PATH - 4 (x\_x) HORNED STRANGERS

I recommend not engaging in combat until you return from the Pyramid. While harmless, they still give some nice MP (and possibly HP, depending on your Armor) bonus reward, which might be welcome after the encounter at the Pyramid.

#### PYRAMID - 2 PAWN BLADE GOLEMS

It's advisable to use the [Hammer] here, or stun them with Apobiosis and then burning them with the [Pyke]. Also they drop **50x [Spartan]** and **80x [Rifle]**.

Now **activate the Lever** and head for the Island.

#### ISLAND - 3 (x\_x) DIVERS

#### SUBMARINE GALLERY - 1 (x\_x) DIVER

Hey it's free EXP, BP and MP.

Okay, this side is done, let's go south now!

#### SOUTH PROMENADE - 2 PAWN SHOOTER GOLEMS

Really shouldn't pose much trouble, compared to other Golems. Also, you'll receive **4x [Grenade]** and **4x [Riot]**.

#### SAVANNA - 1 PAWN BLADE GOLEM, 1 PAWN SHOOTER GOLEM

This encounter almost begs you to lure the Shooter into killing his buddy. Otherwise, still the same tactics as before. **50x [Spartan]** and **4x [Riot]** are your reward.

#### SHRINE - 2 PAWN BLADE GOLEMS

They're neatly separated. One is in the room with the puzzle wall. The other patrols the door to the Power Plant. **50x [Spartan]** and **80x [Rifle]** to find on them.

#### POWER PLANT - 4 SCORPIONS, 6 BEETLES

Consider killing the Beetles with [Buckshot]. Alternatively, Inferno makes this annoying room a lot more simple as well.

Okay, we're finally done here. Now let's go back up and SAVE, replenish ammo, Fuel and Battery once again.

---

### **CHASING AFTER NO.9**

Note: If you skipped killing stuff, the following 2 encounters are optional (but also make the adjacent corridor easier).

In Main Corridor, take the middle western path to the Control Room.

#### B1 CONTROL ROOM CORRIDOR - 1 PAWN BLADE GOLEM, 2 YELLOW TURRETS

Not too bad, you can actually dish out enough damage with the [Pyke] to stop him in his tracks before he can hit Aya. A less risky tactic of course is the [Hammer]. **50x [Spartan]** are dropped as well.

#### CONTROL ROOM - 4 RED TURRETS, 2 BLUE TURRETS

Nothing attacks you here, if you deactivated the Turrets before.

#### B1 GOLEM FREEZER EXTERIOR - 1 KNIGHT GOLEM

Still the same as before. The [Pyke] is probably the quickest way of dispatching them. He'll drop **MP Boost 2** and **Penicilin**.

#### B1 GOLEM FREEZER CORRIDOR - 1 ROOK BLADE GOLEM, 4 RED TURRETS, 2 YELLOW TURRETS

If you've entered from the Freezer region, this Golem will have his back turned to Aya. Which makes things much easier on us. *On a sidenote, if you didn't deactivate the Turrets, you can actually use them to deal a fair amount of damage to the Golem. This however, isn't recommended in the slightest, just a gimmicky information.*

Also, he'll drop **80x [Rifle]**.

Now press on to the Garage, where we'll be met with Silence. *Finally, that background music got really old by now.*

So, what can we find here? A little puzzle involving colored buttons. Check the panel on the east wall (it's to the left, camera-wise). In the lower corner, there are 4 buttons. Activate **RED GREEN** and **YELLOW** before pressing **CALL**, to make a Belt Pouch appear. How convenient!

Now only activate **BLUE** and **YELLOW**, then press **CALL** again. This will make an electric car appear.

Get it out with your **Car Key**. Then use the **Bowman Card / Yoshida Card** on the Panel in the northwest to open the gate. Finally drive the Car to reach "Parking Garage".



In here, use the northern door to get to "Air Lock". But beware of an ambush...

#### AIR LOCK - 1 KNIGHT GOLEM

Still the same as before. Sorry they won't become less annoying... Fortunately however, he drops very valuable stuff. A **Ringer's Solution** and **10x [R.Slug]** are quite the prize! Push on now for more Golem Fun!

#### VEHICULAR AIRLOCK - 1 ROOK SHOOTER GOLEM, 1 PAWN BLADE GOLEM

It's a bit of a frustrating combination, I recommend getting the Pawn Golem out of the way first. **4x [Airburst]** and **50x [Spartan]** are dropped.

Now make sure you pick up the **Teddy Bear** on the ground (this is very important if you want the Best Ending, as well as access to some really nice Items), next to the Motorbike. Then enter the "Guardroom" (south) and open the next Gate.

## BULWARK - 1 ROOK SHOOTER GOLEM, 1 ROOK BLADE GOLEM

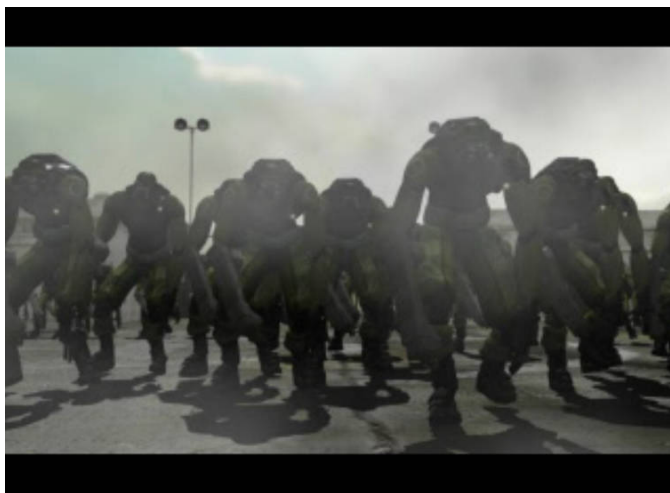
I really hope you saved up some [R.Slug]. This is by far the toughest room so far, but can be a breeze if you have the right equipment.

You'll also get **80x [Rifle]** and **4x [Airburst]**.

Now open the Gate by activating the panel to see some fairly lengthy but fun cutscenes.

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### MILITARY CAMP



Before leaving the tent, check the medicine stash to the south for a free **Ringer's Solution**. Yay! Also, there's **4x [Airburst]** in the ammunition stash.

Outside, you'll be greeted by Flint (if you saved him). Analyse the Canister for a Letter by Mr. Douglas. Flint also carries an Item - an **MP Boost 2**.

Now outside the tent, you will either find Jody or Rupert, depending in your previous actions. If you see Jody, you did everything right in order to receive the Good Ending. If it's Rupert on the other hand, that means you failed in either saving Pierce or warning Jody after reading Pierce' letter.

You won't get anything useful from Jody. However, if you talk to Rupert twice, he hands Aya the promised **Mongoose** - an extremely powerful weapon! Especially with the **25x [44 Maeda SP]** that he brings as well. Make sure you preserve it for the Final Boss!

Now behind either Jody or Rupert, you'll find a container, that carries all your items from previous Storages! How neat! It excludes the Sterilization Room and Laboratory, but we'll get access to them again, so don't worry. Make sure you bring anything along that you still need. I recommend getting all your Ringer's Solutions. Also use up any Belt Pouches on whatever Armor you plan on purchasing.

Across from there is an Ammunition Stash. Noteworthy is, that if you met Jody instead of Rupert, she made sure you can also pick up free **unlimited [Grenades]** and **[Rifle]** ammunition!

Finally, there is a new Shop available, if you speak to the soldier in the corner, between the entrance to the Shelter and the military truck. The Items differ however, depending on whether you met Jody or Rupert.

#### Military Shop



#### Weapons

MP5A5	6980 BP
SMG Rifle Clip Holder	3980 BP
PA3	1000 BP
AS12	12500 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP

M9	980 BP
M203	2130 BP
Hammer	3720 BP
Pyke	5180 BP
*Javelin	7500 BP
Grenade Pistol	1680 BP
<b>Ammunition</b>	
50x [9mm Spartan]	80 BP
*50x [44 Magnum]	100 BP
10x [Firefly]	90 BP
10x [R.Slug]	120 BP
*80x [5.56 Rifle]	100 BP
*4x [Grenade]	280 BP
4x [Airburst]	280 BP
4x [Riot]	80 BP
Batteries/ Fuel	Free
<b>Armor</b>	
*Turtle Vest	1680 BP
PASGT Vest	2980 BP
Combat Armor	3250 BP
Tactical Armor	12800 BP
*Aya Special	8000 BP
<b>Items</b>	
Recovery 1	100 BP
Recovery 2	180 BP
Recovery 3	350 BP
MP Boost 1	320 BP
*MP Boost 2	580 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP

Items marked in \*Magenta are Jody only, Items marked in \*Green are Rupert only. Needless to say, nothing that is available with Rupert is useful to us, if we took the Jody Route.

As for what to buy:

- First off, I **don't** recommend buying the [Javelin]. It is probably the best attachment for the M4A1. However, we will find one for free pretty soon. However, if you don't want to make a little detour in order to pick it up, consider buying it, because it's one of the best Weapons in the game;
- I also **don't** recommend buying the MP5A5. At least not yet. Yes, it's the weapon we got way earlier, for a very short time during Akropolis Tower. And yes, because of its higher firerate and potential clipholder addition, as well as the attached Flashlight, it is without any doubt the greatest handgun in the game. Unfortunately, even with [Spartan] it pales in comparison to the M249 (which should give you a rough estimate on how overpowered the equipment is, we get access too in a very short while). If anything, consider bringing this along for the Final Boss as your handgun backup, just in case you should run out of ammunition (which is unlikely, though);
- If you went with Jody's route, don't waste all your BP yet. We still can't buy 2 of the very best weapons in the game. Not quite yet, but we're about to. And unfortunately, they cost 15800 BP for the M249 - an insanely overpowered machine gun, that wastes [Rifle] ammunition, and 23500 BP for the MM1, a Grenade Launcher with an insanely big magazine (in any case, you should decide for one of them, instead of buying both);
- The Tactical Armor sounds great at first. However, the thing is, HP Sensor isn't too useful at this point. The added GPS is nice, because it means that we don't have to bring ours along (=one more attachment slot). Sadly however, unlike the Tactical Vest, this one doesn't come with HP Recovery. Therefore I'm a bit biased in choosing between the 2, but if you can pay for it, I think it slightly outclasses the Tactical Vest. Also, if you plan on using the EOD Suit for the Final Boss, don't bother with any of the new Armor here;
- The Aya Special is also an outstanding piece of equipment. If you like using your Parasite Energy a lot, I highly recommend buying this! However, if you plan on using the EOD Suit for the Final Boss, don't bother with any of the new Armor here;
- The AS12 is also still a good purchase, although it might be a little late to get it now and if you need the BP for the M249 or the MM1, keep the SP12, it does a fine job too;
- Over everything else, get as much [R.Slug] as you can buy. This should go without saying;

Finally, don't forget to SAVE your game as well.

Before leaving however, there is one more very, **very important** thing to do, which is to show the **Teddy Bear to Flint!**

This is especially important for Jody's route, because **if you fail to do so, you won't be able to buy the best weapons in the game!**



Now walk alongside your great Doggo Companion. Once you've reached "Underground Parking", a Phone Call informs you about the Military's retreat. This is your point of no return!

Don't fear though, we still get access to everything important shortly.

Now proceed and - if you took Jody's route - enter the Golem Freezer. In here, you'll find Pierce, freezing his butt off. Talk to him at least 3 times to ensure his survival. This is necessary for the **Good Ending!**



Now push forward and enter the Sterilization Room. In here, a wounded, yet surviving Soldier requires some assistance. If you brought Flint along, he will guide the Soldier back to "Underground Parking".

Speaking of which, we can find the Sergeant there from now on, selling all the stuff we could buy before (and more), as well as giving us free ammunition again, and access to all the Storage Units.



**Military Shop****Weapons**

MP5A5	6980 BP
SMG Rifle Clip Holder	3980 BP
PA3	1000 BP
AS12	12500 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
M203	2130 BP
Hammer	3720 BP
Pyke	5180 BP
Javelin	7500 BP
*M249	15800 BP
Grenade Pistol	1680 BP
*MM1	23500 BP

**Ammunition**

50x [9mm Spartan]	80 BP
*50x [44 Magnum]	100 BP
10x [Firefly]	90 BP
10x [R.Slug]	120 BP
*80x [5.56 Rifle]	100 BP
*4x [Grenade]	280 BP
4x [Airburst]	280 BP
4x [Riot]	80 BP
Batteries/ Fuel	Free

**Armor**

*Turtle Vest	1680 BP
PASGT Vest	2980 BP
Combat Armor	3250 BP
Tactical Armor	12800 BP
*Aya Special	8000 BP

**Items**

Recovery 1	100 BP
Recovery 2	180 BP
Recovery 3	350 BP
MP Boost 1	320 BP
*MP Boost 2	580 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP



Pepper Spray	100 BP
Flare	150 BP

Again, \*Items are if you took Jody's route, \*Items for Rupert's route.

If you can't decide between the M249 and the MM1, here are some infos on both of them:

- The M249 is a machine gun, that uses [Rifle] Ammunition, which means that it's devastatingly overpowered. Needless to say, it eats through bullets in no time;
- The MM1 is another Grenade Launcher. This one however comes with a magazine for 12 [Grenades]. Therefore, it only needs to reload after 12 shots. Which actually has the potential to deal the highest damage over time of any existing weapon, other than the 2 unlockable "cheat" weapons (Gunblade and Hypervelocity Gun );
- Both the M249 and the MM1 take a VERY long time to reload;
- The M249 is arguably more suited for the 2nd phase of the Final Boss, because of the *slightly* higher range and quicker reaction time;
- The MM1 is EXTREMELY effective on the 1st phase of the Final Boss (it seems like [R. Slug] either has a damage reduction in place, or it's because of weird distance scaling, or something of both), also most people consider the 1st phase a lot harder than the 2nd phase. This isn't particularly true in my opinion, especially for Scavenger Mode, but I think I know why people see it that way (impact attack);
- The MM1 won't nearly run out as quickly of ammunition. Chances are, that you'll get through both phases with the 100 [Grenades], while the M249 won't last and you'll need some backup weapon;
- The MM1 is more expensive than the M249;
- The MM1 is not NEARLY as useful in fighting Golems and other enemies, as compared to the AS12 and M249. However, it outclasses them against the Final Boss by length. Keep in mind, we already have plenty of powerful alternatives to killing Golems, so we probably shouldn't consider this aspect;
- Neither [Rifle] nor [Grenade] ammunition should be considered for their BP cost, since we can still find it for free across to the other side of the Sergeant;

Personally, I think the MM1 is without a doubt, much better suited for challenging the Final Boss;

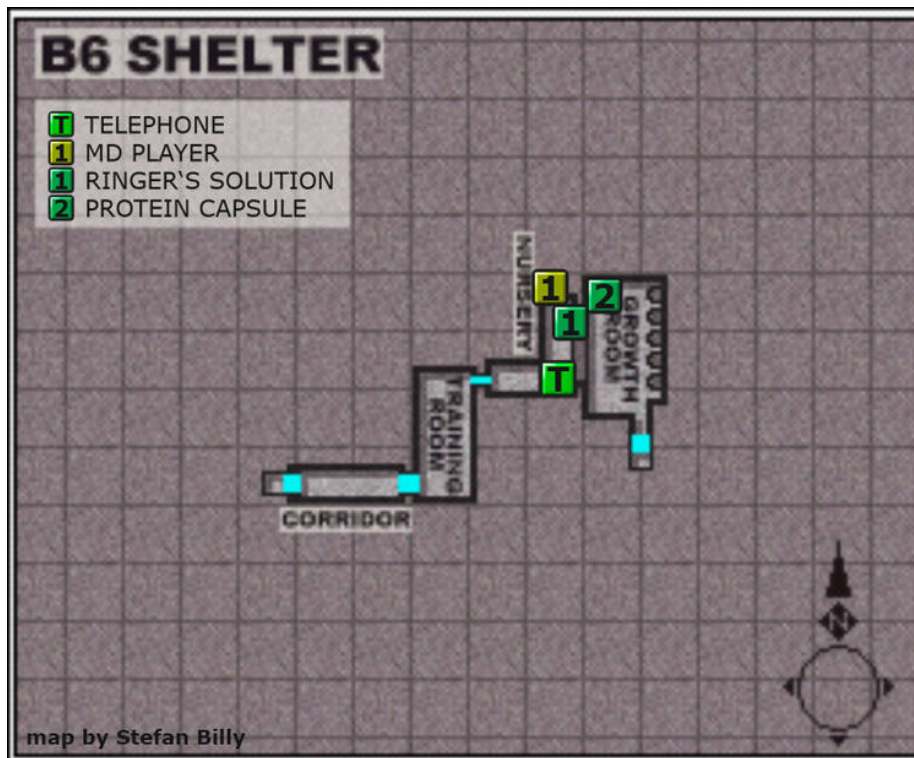
Check the [back of the truck](#) for **access to the old Inventories**.

Across from the Sergeant's corner, at the front of the truck, are the **ammunition supply stashes**.

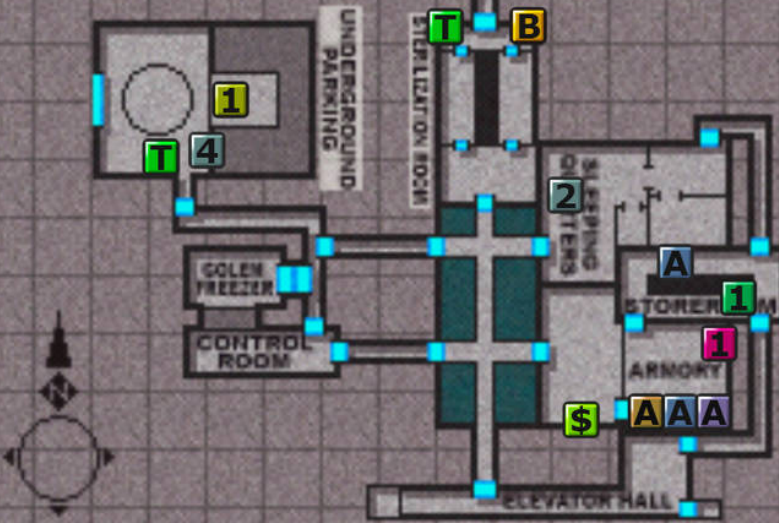
Okay, so far so good. Now get your Inventory sorted out. Bring all Ringer's Solutions, that you didn't use up yet to the Sterilization Room Storage Box. Now let's SAVE inside the Sterilization Room once again.

This concludes this chapter, which means, for me, writing the longest and most tedious Kill List in the entire game... :(

## TREASURE CHART



# B1 SHELTER



- T** TELEPHONE
- B** STORAGE (Shelter B1 Box)
- \$** SHOP - ARMORY
- A** P.B. SUPPLY BOX
- A** HYDRA SUPPLY BOX  
(req. Black Card)
- A** BUCKSHOT SUPPLY BOX  
(req. Black Card)
- 1** RINGER'S SOLUTION
- 1** SP12 (req. Black Card)
- 1** BELT POUCH  
(press R, B and Y buttons)
- 2** AERIS SEPT. ISSUE (Computer Magazine)  
(only after reading B2 Lab whiteboard)
- 4** ELECTRIC CAR KEY (Car Key)
- 5** PIERCE'S MEMO (Message)  
(Pierce's Route only)

map by Stefan Billy

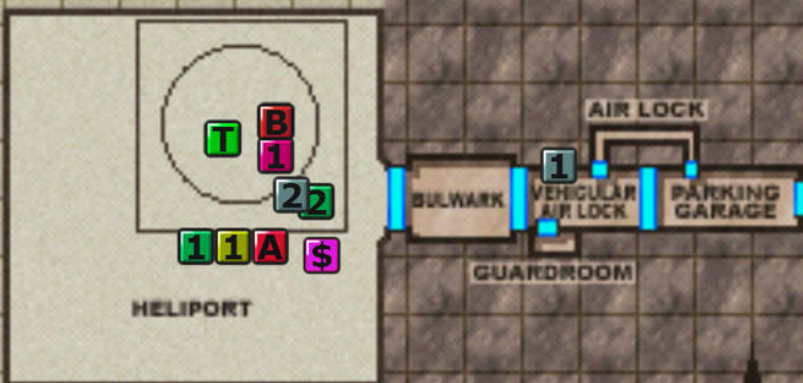
## B2 SHELTER



- T** TELEPHONE
- B** STORAGE (Shelter B2 Box)
- A** P.B. SUPPLY BOX
- 1** COLA
- 2** STIM
- 3** RINGER'S SOLUTION
- 4** EAU DE TOILETTE

map by Stefan Billy

## 1F SHELTER



- T** TELEPHONE
- B** MEGA STORAGE (Aya's Sedan, Aya's Room, Truck)
- \$** SHOP - MILITARY
- A** MEGA SUPPLY - P.B., Hydra, Buckshot, Rifle (only if Jody is saved), Grenade (only if Jody is saved)
- 1** TEDDY BEAR
- 2** MR. DOUGLAS' LETTER (Cannister) (Check Flint)
- 1** RINGER'S SOLUTION
- 2** MP BOOST 2 (Check Flint again)
- 1** 4x AIRBURST
- 1** MONGOOSE, 25x MAEDA SP (Rupert only)

map by Stefan Billy

### 100% KILL LIST - INVASION

Legend:

Area			
Location	Enemy Type	Drops	Medicine Wheel Drops

Area: Neo Ark			
Bridge	3x (x_x) Diver	-	-
Pavilion	4x (x_x) Diver	-	-
Forest Zone	1x Pawn Blade Golem, 2x (x_x) Horned Stranger	50x [Spartan]	-
Woodland Path	4x (x_x) Horned Stranger	-	-
Pyramid	2x Pawn Blade Golem, 1x (x_x) Horned Stranger	50x [Spartan]	80x [Rifle]
Island	3x (x_x) Diver	-	-
Submarine Gallery	1x (x_x) Diver	-	-
North Promenade	3x Pawn Blade Golem	50x [Spartan]	80x [Rifle]
South Promenade	2x Pawn Shooter Golem	4x [Riot]	4x [Grenade]
Savanna	1x Pawn Blade Golem, 1x Pawn Shooter Golem	4x [Riot]	50x [Spartan]
Shrine	2x Green Blade Golem	50x [Spartan]	80x [Rifle]
Power Plant	4x Scorpion, 6x Beetle	-	-

Area: Shelter B2			
B2 Main Corridor	2x Red Turret, 1x Rook Blade Golem	80x [Rifle]	-
B2 South Elevator Hall	4x Yellow Turret, 1x Rook Shooter Golem	4x [Airburst]	-
B2 Southern Corridor	3x Caterpillar, 1x Amoeba	Belt Pouch	-
B2 Operating Room	3x Slouch, 3x Amoeba, 1x Sucklerceph	-	-
B2 Northern Corridor	2x Creeping Stranger, 2x Mad Chaser, 1x Skull Stranger	-	-
B2 Breeding Room	2x Maggot, 4x Beetle	-	-
B2 Septic Tank	2x (x_x) Diver, 2x White Turret	-	-
B2 Northern Elevator Hall	2x White Turret, 1x Rook Blade Golem	80x [Rifle]	-

Area: Shelter B1			
B1 Southern Elevator Hall	1x Rook Blade Golem, 1x Pawn Shooter Golem	4x [Riot]	80x [Rifle]
B1 Southern Corridor	1x Pawn Blade Golem, 2x White Turret	50x [Spartan]	-
B1 Storage Room	1x Pawn Shooter Golem, 1x Pawn Blade Golem	4x [Riot]	50x [Spartan]
B1 Northern Corridor	1x Rook Shooter Golem, 4x Red Turret	4x [Airburst]	-
B1 Sleeping Quarters	1x Knight Golem	Penicilin	MP Boost 2
B1 Main Corridor	1x Rook Shooter Golem, 1x Pawn Shooter Golem	4x [Riot]	4x [Airburst]
B1 Northern Elevator Hall	1x Rook Blade Golem, 3x Red Turret	4x [Airburst]	-
B1 Control Room Corridor	1x Pawn Blade Golem, 2x White Turret	50x [Spartan]	-
B1 Control Room	4x Red Turret, 2x Blue Turret	-	-
B1 Golem Freezer Corridor	1x Rook Blade Golem, 4x Red Turret, 2x Yellow Turret	80x [Rifle]	-
B1 Golem Freezer Exterior	1x Knight Golem	Penicilin	MP Boost 2

Area: Mine			
Secret Passage	3x Stalker	-	-
Cavern	2x Brainstinger	-	-
Gorge	Bat Swarm	-	-

Area: Shelter B3			
B3 Elevator Hall	2x Brainstinger	-	-
B3 Lower Sewer	2x Diver, 1x Mossback Fatty	-	-
B3 Upper Sewer	1x Brainstinger, 1x Diver	-	-
Reservoir	2x Diver	-	-
Water Supply	2x Diver	-	-

Area: Dryfield			
Waterhole	3x Stalker	-	-

Driveway	4x Mindsuckler, 3x Scorpion	-	-
Junkyard	3x Mindsuckler, 1x Stalker	-	-
Back Alley	5x Mindsuckler, 5x Scorpion	4x [Airburst]	-
Water Tower	2x Stalker, 4x Scorpion	-	-
Parking	Bat Swarm	-	-
Room 1	3x Scavenger	-	-
Room 2	2x Scavenger, 4x Moth	-	-
General Store	2x Scavenger, 3x Rat	-	-
Backstreet	Bat Swarm	-	-
Dilapidated House	5x Scavenger	-	-

<b>Area: Shelter 1F</b>			
Air Lock	Knight Golem	10x [R.Slug]	Ringer's Solution
Vehicular Airlock	1x Pawn Blade Golem, 1x Rook Shooter Golem	4x [Airburst]	50x [Spartan]
Bulwark	1x Rook Blade Golem, 1x Rook Shooter Golem	4x [Airburst]	80x [Rifle]

## Final Showdown

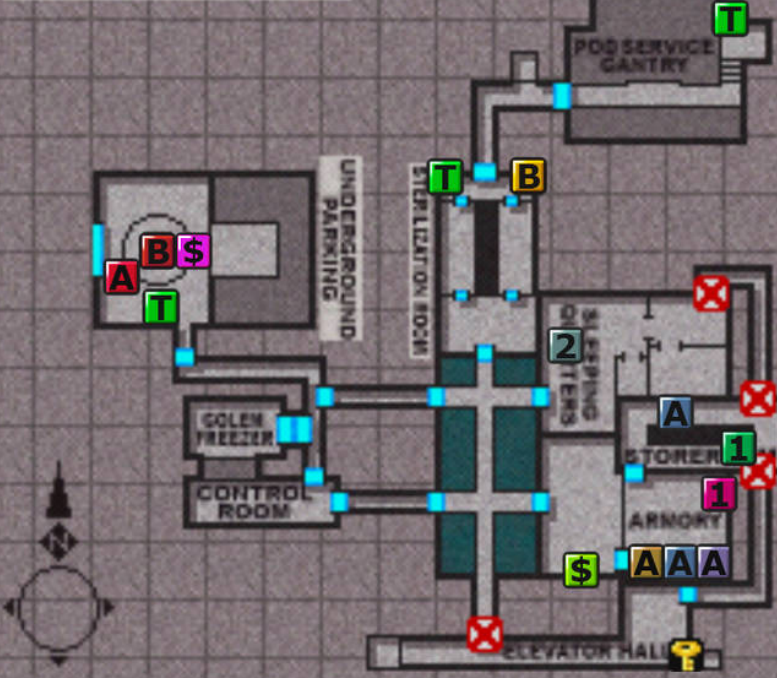
### THE LAST STRETCH

Check - List	
<b>Weapons</b>	P229 [Hydra], [Spartan]
	M4A1 [5.56 Rifle], [Hammer], [Pyke]
	Grenade Pistol / *MM1 [Grenade]
	SP12/ AS12 [Buckshot], [Firefly], [R.Slug]
	*Mongoose [44 Magnum], [44 Maeda SP]
	*M249 [5.56 Rifle]
<b>Armor</b>	Tactical Armor / Aya Special / Tactical Vest
<b>Spells</b>	Pyrokinesis L.3
	Combustion L.3
	Inferno L.1 / L.2
	Necrosis L.3
	Plasma L.3
	Apobiosis L.1 / L.2
	Metabolism L.1
	Healing L.3
	Antibody L.1
	Energyspot L.3

### PARASITE ENERGY NOTE

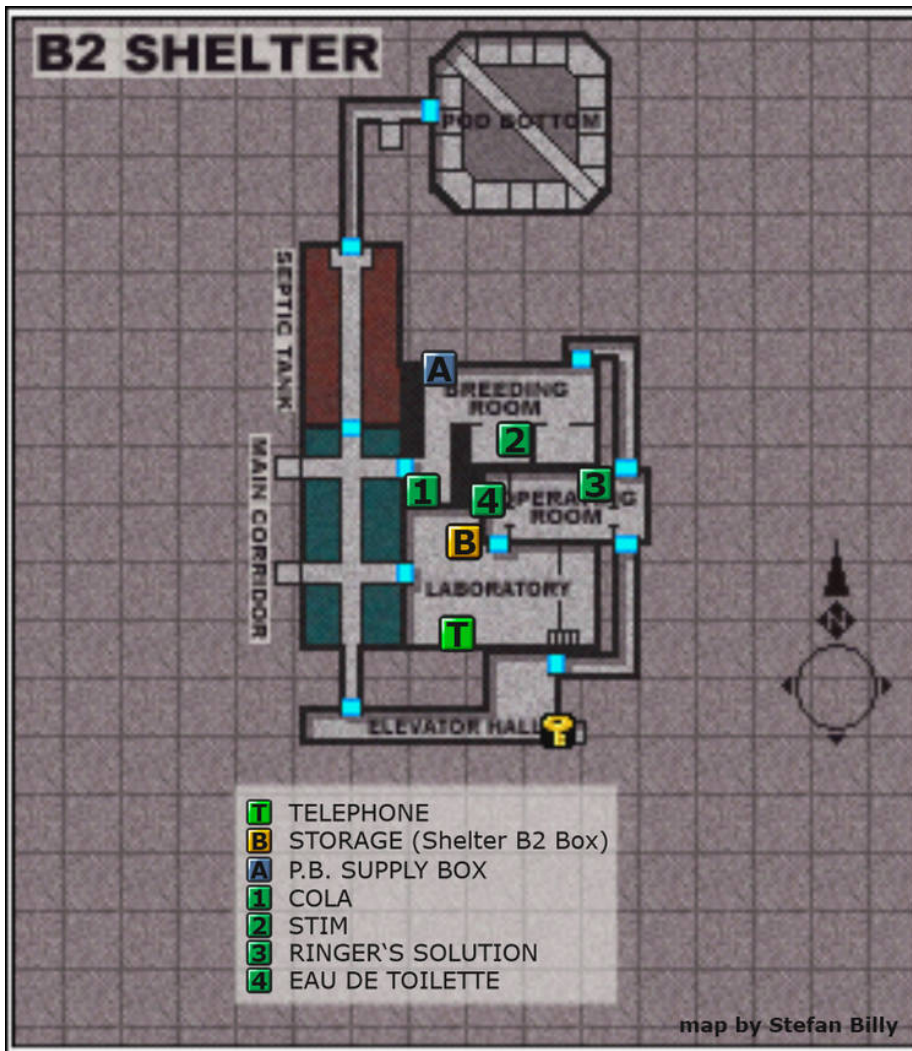
I suggest you keep Inferno and Apobiosis at L.2 for now. Especially Apobiosis, because we'll use up the Medicine Wheel to get it to L.3, once we reach the Final Boss. But make sure you keep it attached until then, we still need it for some good stuff like the [Javelin] to be dropped.

# B1 SHELTER



- T** TELEPHONE
- B** STORAGE (Shelter B1 Box)
- \$** SHOP - ARMORY
- B** MEGA STORAGE (Aya's Sedan, Aya's Room, Truck)  
(After saving Soldier)
- \$** SHOP - MILITARY  
(After saving Soldier)
- A** MEGA SUPPLY - P.B., Hydra, Buckshot,  
Rifle (only if Jody is saved), Grenade (only if Jody is saved)  
(After saving Soldier)
- A** P.B. SUPPLY BOX
- A** HYDRA SUPPLY BOX  
(req. Black Card)
- A** BUCKSHOT SUPPLY BOX  
(req. Black Card)
- 1** RINGER'S SOLUTION
- 1** SP12 (req. Black Card)
- 2** AERIS SEPT. ISSUE (Computer Magazine)  
(only after reading B2 Lab whiteboard)

map by Stefan Billy



#### B1 NORTHERN ELEVATOR HALL - 6 WHITE TURRETS

After destroying these, you have the choice, whether to take on the Final Boss now, or clear the rest of the Shelter. I can understand if you're tired at this point, but also consider at least picking up the [Javelin], that we can find in Neo Ark. Also, plenty of other good Items can be found. I also highly recommend getting at least Apobiosis to L.1 or 2 before approaching the Final Boss.

Now let's also not forget, that we can waste [R.Slug] now, since we can buy it. On top of either the M249, MM1 or Mongoose. This makes Golem hunting extremely easy for some very quick EXP and BP.

If you're still uninterested, at least consider buying the [Javelin]. And skip to the next chapter.

Otherwise, let's move on to B2.

#### **FINAL KILLING SPREE**

#### B2 NORTHERN ELEVATOR HALL - 3 RED TURRETS, 1 PAWN SHOOTER GOLEM

#### B2 SEPTIC TANK - 2 WHITE TURRETS, 1 PAWN BLADE GOLEM

This shouldn't pose any troubles whatsoever. **4x [Riot]** are dropped in Northern Elevator Hall and 50x [Spartan] in Septic Tank.

#### B2 MAIN CORRIDOR - 2 YELLOW TURRETS, 1 ROOK SHOOTER GOLEM

This one drops **4x [Airburst]**.

Let's continue south.

#### B2 SOUTHERN ELEVATOR HALL - 2 ROOK SHOOTER GOLEMS, 2 YELLOW TURRETS

Remember, if they raise their shield, just keep firing until it explodes and then just continue shooting. Despite saying "0" damage, it still takes invisible damage. And we probably don't have to care for ammunition at this point anyways. **4x [Grenade]** and **4x [Airburst]** are being dropped.

#### B2 SOUTHERN CORRIDOR - 1 ROOK BLADE GOLEM, 2 YELLOW TURRETS, 2 BLUE TURRETS

And there it finally is - the [Javelin] and **80x [Rifle]** as a little bonus.

The Javelin shoots a laser beam, costing nothing but [Battery]. It has a great reach, deals tons of damage and can hit multiple enemies in a row (much like Necrosis would). And it's not used up as quick as the [Pyke]. Consider juggling between the [Javelin], the [Pyke], [R. Slug] and the M249/ MM1 or Mongoose to prevent running back to reload too many times.

#### B2 NORTHERN CORRIDOR - 2 PAWN BLADE GOLEMS, 2 BLUE TURRETS

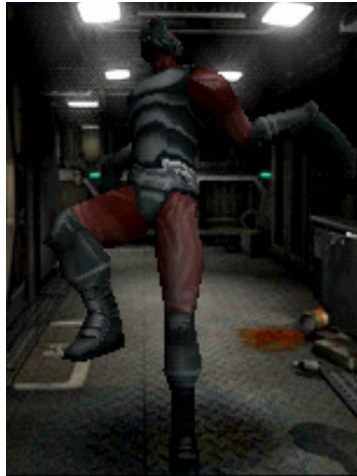
This is a great area to test your new weapon in, because both Golems stand behind each other. **50x [Spartan]** and **80x [Rifle]** are dropped.

#### B2 BREEDING ROOM - 1 BISHOP GOLEM

##### **Enemy Tactics: Bishop Golem**

HP: 800 EXP: 400 BP: 2500 MP: 7

The Bishop Golem is the highest form of Golem. Technically, they behave identically to a Knight Golem, but have more HP, are more aggressive overall (attack more frequently) and give better stat rewards and at least in Nightmare Mode, seem to get faster, the lower their HP drops (this hasn't been confirmed however, it is merely an observation I think that I make, but could also be, that I grow more bored with every damn Doppelganger appearing in front of me). Also, if you can't release Aya in time, when being grabbed, he will inflict Confuse. Being hit on the other hand causes Paralysis. Therefore it's advisable to cast Metabolism. Otherwise however, they won't pose much more of a threat than a Knight Golem does. They do however, give very high EXP and BP.



As you enter the room, he will immediately try dashing at Aya, recognizable by the red light. You can avoid this by either running into him, or back to the door, or inside the cell. Keep in mind, narrow spaces are great to prevent him from using this attack. You'll receive **Proteine Capsule** as a reward. Nice!

Before we clear Neo Ark would probably be a good time to go back and restock/ manage Inventories.

Once you're ready, take the elevator in B2 down to reach Neo Ark one last time. Let's clear the southern side first.

#### SOUTH PROMENADE - 2 PAWN BLADE GOLEMS, 1 ROOK SHOOTER GOLEM

Even this is no problem for the [Javelin] or whatever overpowered weapon we currently favor to use. **50x [Spartan]** and **80x [Rifle]** are dropped.

#### SAVANNA - 1 PAWN SHOOTER GOLEM, 1 ROOK SHOOTER GOLEM

Make sure you dodge their grenades. Possibly consider Metabolism, if you're Silenced on top of Darkness and Paralysis, it'd be bad. **4x [Airburst]** and **4x [Riot]** are being dropped.

#### SHRINE - 1 BISHOP GOLEM

He'll try to dash at Aya as soon as you run around the corner with the sargopharg. Otherwise, you know the drill - wait until the real one pops up and load him up with some [R.Slug]. Also, you'll receive another **Proteine Capsule**.

#### POWER PLANT - 6 BEETLES

They're on the roof around the corner (where the Generator Device stood).

Okay, one side down, one to go. Let's move to North Promande now.

#### NORTH PROMENADE - 2 PAWN SHOOTER GOLEMS

They drop **4x [Grenade]** and **4x [Airburst]**.

#### FOREST ZONE - 1 PAWN BLADE GOLEM, 1 PAWN SHOOTER GOLEM

These 2 drop **50x [Spartan]** and **4x [Riot]**.

Let's continue west to the Pavilion.

#### PAVILION - 1 ROOK SHOOTER GOLEM

He's even turned his back to us. And another **4x [Airburst]**.

Let's continue to the Island (unless you've changed positions to the Power Plant previously, in that case, scroll down a bit).

#### ISLAND - 1 ROOK SHOOTER GOLEM

Exactly the same situation. Back turned to us and **4x [Airburst]**...

#### SUBMARINE GALLERY - 1 DIVER



No reward, but - this was the last one. We've officially exterminated the entire Diver population at this point. :)...

Let's go back and to the Pyramid.,,

#### PYRAMID - 1 ROOK SHOOTER GOLEM, 1 ROOK BLADE GOLEM

This is a bit tougher, but we had a similar situation before, much less effectively equipped than we are now. Kill them with [R. Slug] or whatever you want to use. **80x [Rifle]** and **4x [Airburst]**.

Go up now and use the Lever to change path again. Let's clear the last area now.

#### BRIDGE - 2 ROOK BLADE GOLEMS

This is actually pretty unfair and possibly the hardest Golem encounter in any other difficulty mode, where we can't use overpowered weapons. You can try dodging the first one by running behind him, or just keep shooting. It's actually possible to destroy the shield it raises while dashing at Aya, before he reaches her. I suggest trying to use the M249 or [R.Slug] for that. **80x [Rifle]** and **50x [Spartan]** are your reward.

#### POWER PLANT - 1 ROOK SHOOTER GOLEM, 2 RED TURRETS, 2 YELLOW TURRETS

And after this, we're officially done. Everything is cleared and we're ready for the final challenge! Oh and **4x [Airburst]** are dropped as well.

Now let's return and restock/ reload/ recharge/ refuel and SAVE. Then, it's Preparation Time...

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### CLIMAX

Okay, so here we are. What are we going to prepare for this final endeavour?

First off, make sure that you've used up all your Belt Pouches (depending on what Armor you want to use, read "Gearing Up"), Proteine Capsules and unless you're really against using Penicilin and Stim, also use up your remaining Lipsticks.

Now, the next thing I want to cover, is an indepth analysis of the 4 Occult Items.

#### **OCCULT TIME**

Okay, so as you should know by now, using up either of them will increase the least experience requiring P.E. of the element it represents. Which means, they're most effectively used on L.3 of the 3rd spell of each category.

The Skull Crystal represents Fire - therefore it can be used to level up Inferno - you'll lose the attachment bonus of increased weapon damage by 25%; The Medicine Wheel represents Wind - therefore it can be used to level up Apobiosis - you'll lose the attachment bonus ability to find rare Items; The Holy Water represents Water - therefore it can be used to level up Life Drain - you'll lose the attachment bonus of increased defense by 50% (or decreased damage by 25%, depending on how you see it); The Ofuda represents Earth - therefore it can be used to level Energyball - you'll lose the attachment bonus of increasing offensive P.E. damage by 50%;

To unlock Scavenger Mode, you need to accumulate more than **69000 EXP**. This total also considers your activated and leveled spells. Therefore, your total automatically increases, even if you use up an Occult Item, instead of spending "real" EXP. To unlock Scavenger Mode in your first playthrough, you'll probably want to use up at least the Medicine Wheel. It is much easier to unlock Scavenger Mode in another Replay playthrough, so keep that in mind as well.

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If you **don't** care for your final rank, I recommend keeping all 4 Items, because they add a **BP reward** at the end of the game. And especially the Medicine Wheel adds a pretty nice reward of **13900 BP**.

However, **store it away**, since it eats up another Inventory Slot, which can be filled with something more useful instead.

Read up on BP rewards in the [New Game Plus section \(click me\)](#), if you're curious.

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In any case, if you want to, I recommend using up the Medicine Wheel now, so you can get Apobiosis to L.3 without wasting any EXP. We won't find anything worthwhile anymore, so it really isn't a loss.

If you can't get enough EXP still, or want to use up the other Items for whatever reason, only do so AFTER beating phase 1 of the Final Boss. Personally, I'd suggest to use up the Holy Water, but only if you can get Lifedrain at least to L.1 before using it (and especially not until after you beat the 1st phase, because you'll need it, trust me). Neither using up the Skull Crystal nor the Ofuda should be considered as an advantageous action, because keeping the Skull Crystal attached increases your weapon damage, while the attached Ofuda increases your offensive P.E. damage (which means, it's kinda' counter productive).

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#### **PARASITE ENERGY NOTE**

Now needless to say, after doing so, spend your remaining EXP. If you didn't bother with killing anything, at least get these bare essentials:

- Combustion L.3
- Healing L.3
- Metabolism L.1
- Antibody L.1
- Energyspot L.3

For everyone else, I recommend maxing Apobiosis and Inferno. If you can't max both, I suggest getting them to L.2. If you have some EXP left, try to unlock Life Drain L.1 or L.2. Also note that you'll get a lot of EXP after the 1st phase of the Final Boss, that can still be used up before phase 2.

## GEARING UP

Okay, this is your last chance to access all of your storages, so make sure to bring along everything you need, and plenty of Ringer's Solutions.

- If you're using the **Tactical Armor** you won't need a GPS;
- Speaking of which, **don't** bring a GPS anyways. It's nothing but moral support, it's not like the Final Boss hides from you, and on top of that, the GPS won't be very effective at all in this fight;
- If you have the **EOD Suit** or **Chicken Plate**, definitely consider wearing either of the 2. Also add as many Belt Pouches as possible to it;
- Of course, the **Aya Special** is also a decent choice, because spamming P.E. is very, very effective in the finale;
- Make sure you bring at least **1 Penicilin** - or even better - **2 Penicilin**, and **1 Stim**. Reason for doing so is, that they will endure for an entire battle, unlike Metabolism. Also you *could* get silenced in phase 2, which makes things even harder. Or you could bring an attached Lipstick and cast Metabolism every 25 seconds;
- For now, only attach 1 Penicilin, keep the other one and the Stim in your Inventory;
- Bring the **MM1** and your (loaded) **[Grenades]**; You should consider bringing a backup weapon as well. I think the **[Javelin]** is an excellent choice, unless you could buy the **M249** on top of the MM1;
- If you don't have the MM1, bring the **M249** with (loaded) **[Rifle]**, **OR Mongoose** and your (loaded) **[44 Maeda SP]**, as well as **[44 Magnum]** attached for backup.  
Also bring the **Grenade Pistol** with (loaded) **[Grenades]**, as well as the **M4A1** with the **[Javelin]** attached, and **NO** ammunition loaded (we need every last bit on the M249). Also consider bringing the AS12 with [R.Slug] (despite the lower damage, it still deals an impressive amount of damage, thanks to its fast shooting speed), **OR** the **MP5A5**, as well as up to **2 [SMG Clip Holders]**, **OR** the **M950**, loaded with **[Spartan]** and possibly backed up by **[Hydra]**;
- If you don't even have the M249 or Mongoose, I'm not quite sure what you did wrong, but it must have gone horribly wrong nonetheless. You can still win though, by bringing everything else that I've mentioned, but instead, loading the **M4A1** with your **[Rifle]** ammunition;
- You can actually replace some of your weaker weapons with Ringer's Solutions. Eventually, it's possible to beat both phases by just spamming P.E.s and recovering MP as well;
- Keep whatever **Occult Items** you still carry attached, unless it's the Medicine Wheel, use it up or store it away;
- Fill the rest of your Inventory with **Ringer's Solutions**;
- If you still have open spots, fill them with **MP Boost 2**;

Whenever you feel ready, enter the POD Service Gantry.

You'll see some cutscenes here...



You're wounded, but don't worry, you'll get another Ringer's Solution in a second anyways.

Take the elevator down to B2, where you'll find one last surprise encounter...

## B2 NORTHERN ELEVATOR HALL - 1 BISHOP GOLEM

Note that you can actually prevent this encounter by slowly walking along the wall, with your back turned to it, then while turning towards the door, mash the button to confirm. Otherwise however, he still drops said **Ringer's Solution**, as well as 400 EXP.

Now make sure one last time that you're healed and have your weapons all loaded, before entering the previously inaccessible door down here...

### **BOSS TACTICS: BRAHMAN REACTOR**

CORE HP: 3500 EXP: 300  
BP: 500

HEAD HP: 1500 EXP: 100  
BP: 500

NECK HP: 700 EXP: 100 BP:  
500

ARMS (each) HP: 700 +  
1000 EXP: 1000 BP: 5000

TENTACLES (each) HP: 500  
+ 700 EXP: 800 BP: 3000

LOWER REAR HP: 1500  
EXP: 700 BP: 2000



LOWER FRONT HP: 1500 EXP: 200 BP: 500 \_\_\_\_\_

TOTAL EXP: 5000 BP: 20000 MP: 200

So, as you immediately notice, the arena is a path, that circles around the Boss. It has higher and lower platforms (this is actually important). Furthermore, as you probably have seen already too, this monstrosity has tons of body parts, that can be blown off. This of course, has multiple advantages. First off, obviously, you'll accumulate a LOT of EXP and BP. Therefore, it's also very important to do so, if you want to unlock Scavenger Mode. Another reason however, is, that it will lower the maximum HP in its 2nd Form. And finally, it also slows it down, which makes dodging its extremely dangerous Core Blast easier, not to mention that you don't have to dodge all the other attacks going on around you. But if you want to get it over with, the "Core" is the only mandatory body part to destroy.

So, what attacks/ behaviour do we have to expect? That depends on the body part...

- **Head:** It casts a red beam, which can be a bit hard to dodge, you'll have to keep running into a direction to do so;
- **Neck:** Appears after destroying the Head. This body part will constantly charge up to release an explosive beam, covering the entire map on a horizontal level. The only way to dodge this, is by standing on the lowest tier platforms. Very annoying, but it only casts this if you're in front or to the sides of it;
- **Shoulders:** If you try to reach the rear end, they often cast poison (causes Poison and sometimes Darkness). This is indicated by a slight vibration in its shoulders, and can be dodged by looking where the holes in the shoulders are directed to (usually just stop instead of running into it);
- **Arms:** They lunge out before trying to slap you. You can dodge this by creating enough distance;
- **Lower Body (Front):** Casts white poison that Paralyzes you. You can avoid it by standing on a higher platform, but this is usually very hard to predict and often ends your chances of hitting the rear, as it tries turning constantly. I'd suggest accepting the damage but watching your HP. Also, either use 1 of 2 Penicilins (provided you brought them), or maintain Metabolism. Note that it's very hard to even target this area. You'll either need to use spells like Inferno, or stand on a low platform. This can be very frustrating especially if the Core has already opened. However, destroying it seems to slow its movement down quite a bit;
- **Lower Body (Back):** This is a weird red tail looking thing, which can cast white poison clouds as well. It's easier to hit than the lower front however;
- **Tentacles:** They cast the same poison, but also tend to try to slap you. Once you've dealt enough damage to them, they'll split in 2, before being removed, you will have to be quick because they can grow back until both spawns are gone;

If you just want to get it over with, you have to deal some damage to random body parts, before it reveals the Core (which is the actual main target).

Otherwise, I still suggest spamming Inferno and/ or Combustion to destroy as much as possible. But before doing so, I recommend trying to reach its rear side, because otherwise, most of his backside won't actually receive damage (despite Inferno L.3 supposedly being able to cover the entire arena). Also use a Ringer's Solution/ MP Boost 2 whenever you run out of MP. Once only the Head or Neck, Lower Front and Lower Rear are left, consider casting Energyspot and switching to shooting those parts individually instead of wasting more MP. Also prevent standing still for too long, and also standing in front of it.

Once it reveals the Core, you'll be introduced to it by a short cutscene. This part can only be harmed whenever it opens to fire the large Core Blast. This attack is extremely dangerous, and also the main reason for why people consider this Boss to be the hardest challenge in Parasite Eve 2.

- **Core:** After it opens, it will start charging up a massive beam of light. Without Holy Water and Antibody, this can deal around 120 HP of damage, which means, you should maintain a higher amount of HP at all times. The thing is, that you have a very narrow time limit to dodge this attack, by running along the platforms, before the Boss and its blast can catch up. Even the slightest misstep or failing to react in time can result in a Game Over here. And unfortunately, you'll have to dodge a LOT of those blasts, because the Core has tons of HP and can't be hit unless it opens up.

Now there's 3 ways of handling this. The "intended" and the 2 "cheesy" techniques.

- **Intended:** First and foremost, consider maintaining Antibody to lower the damage (however, 2 hits will likely kill you anyways). Keep running along the tracks. While doing so, also target the Core as it opens, without stopping to run. As soon as you see the Core Blast attack stop, let Aya turn before shooting. If you're quick here, you can shoot 2 Grenades with the MM1 (if you use it, of course).
- **Cheesing with Armor:** If you're using the EOD Suit or Chicken Plate, you'll survive the blow, as long as you have more than 1HP left. As long as you heal a bit after every attack (using Healing, don't waste Ringer's Solutions!), just to get above 1HP, you'll always survive the next blow!
- **Cheesing with Spells:** Just cast Apobiosis once the Core opens (also note that Pepper Sprays work as well, but waste a valuable Item Space). Apobiosis not only paralyses the Core for a while, so you can get more hits in, but on top of that, it even closes once the paralysing effect wears off, rather than shooting. If you keep doing this, you don't actually have to worry about the Core Blast at all.

As for effectiveness of Weapons (Boss only!!):

1. MM1 with[Grenades] - Deals tons of damage, however reloading is dangerously slow and should only be done if you know you have enough time;
2. Mongoose with [44 Maeda SP] - It can arguably outdamage the MM1 with critical hits. Unfortunately, we don't have a lot of bullets, which is the main reason to put it in 2. place. I wouldn't waste it on anything but the Core itself. I also think that it's a great weapon against the 2nd phase of the Final Boss, because it can Poison it;
3. M249 - It can accumulate quite an impressive number of damage, if you keep shooting;
4. AS12 with [R.Slug] - It has a very small range, which gives it a huge penalty here, but thanks to the naturally high damage and shooting speed, as well as the enduring ammunition, it can still keep a steady damage throughout the fight;
5. M4A1 [Javelin] - It's a bit slower than the AS12 and also I think it's better to save it for the 2nd phase;
6. Grenade Pistol with [Grenades] - Despite seeming like a last resort, it actually isn't too inefficient. Yes, you need to reload between shots, but at least it's quicker than reloading with the MM1. Also, the high amount of [Grenades] can carry you powering through the entire fight;
7. MP5A5 +2 SMG CLIP Holders with [Spartan] - Not quite as strong as the M249 and also runs out of ammunition even faster, but still very effective;

After the fight, you'll receive another welcome **Ringer's Solution**, as well as **10x [R.Slug]** and **4x [Grenade]**. And if you brought the Medicine Wheel against my recommendation, you'll get **50x [Spartan]** too.

Now let's prepare one last time for the Final Battle...

#### PREPERATION TIME

- Check if your HP/MP are healed;
- Also check your **Parasite Energy Menu**, if you got enough EXP to level up. Especially consider **Life Drain**, which is extremely effective in this fight!!;
- What weapons you should use and attach, depends on your ammunition situation. The **MM1**, **M249** and **Mongoose** are still the crowned weapons of choice;
- Otherwise, **M4A1 [Javelin]** is probably your best option. MP5A5/ M950 with [Spartan] or [Hydra] as a backup;
- If you ran out of either, you can always rely on your **Grenade Pistol**. Or the **AS12** with **[R.Slug]**, although its low range can be a problem;
- Attach **Stim and Penicilin** (or Lipstick, if you didn't bring either of those 2);
- If you still want to use up any of your **Occult Items**, now is your chance. Keep the other(s) attached;
- Fill the rest with **Ringer's Solutions** (and/ or **MP Boost 2**, if you brought them as well);

Now this is a bit hard to find (out), but on one of the middle - tier platforms, you can see a device, emanating an orange glowing dot. Here, use the **Bowman Card / Yoshida Card** one last time to make a bridge appear. This will trigger the final challenge.

On an interesting sidenote: *Did you notice, that the Reactor Cocoon swallowed No. 9 before turning into "Brahman", and only became the intended, "Ultimate Being" after swallowing Eve (Aya's clone sister) ? Which technically means, in some way, No. 9 was actually in part, the Final Boss.*

#### BOSS TACTICS: NEO - MITOCHONDRIA EVE

HP\*: 6000 - 12000 (400 per copy) EXP: 5000 (300 per copy) BP: 10000 (1000 per copy) MP: 100 (25 per copy)

\*Max HP is lower, if more Body Parts were destroyed previously in Phase1!

As soon as the battle begins, IMMEDIATELY run off the bridge - she will try slapping you. Never return to the bridge, instead, stay close to the edge of it for the most time. Then, use the Stim and the Penicillin. Now cast Energyspot. Then start shooting your strongest weapons, which ideally is either the M249, MM1, Mongoose or the [Javelin]. You can also resort to the MP5A5 or M950, if you brought it along and don't have anything of the previously mentioned. If you have Life Drain, it's very effective as well, especially later on into the battle, when she starts using her more dangerous techniques.

As for her attacks:

- "Slap" - Stand too close to Eve and she slaps you. She likes to do this especially when you stand in front of her on the bridge. Her slaps can cause status disorders as well;
- "Crash Landing" - You recognize this, if she leaps up to dive down in the middle of the bridge, creating a shockwave. Therefore, this is very easy to dodge. But she hardly does it, unless you stand on the bridge (at least close enough to get hit by the shockwave). Yet, I'd recommend for this reason, to stand at the bridge's border, a few steps in, to lure her into doing this attack more often. 2 Reasons: It's the easiest attack to dodge, and her defense is cut in half when she reappears from a portal on the bridge, after the attack, which is a great time for strong P.E. attacks like Life Drain;
- "Dimension Dive" - she starts a headon spin dash, which can be dodged very similar to Horse Chasers, but with less time to dodge. Often, she keeps creating portals to continue dashing in and out of, trying to hurt Aya. Which means, even after her initial attack, it's recommended to keep running until you see her re-appear on the bridge again, from a floor portal.  
*Interestingly, it's also possible to cancel this attack, by dealing enough damage during the attacking animation. This also cuts her body in half, which looks cool, and she will waste some time regenerating it at some point. This however, is very hard to do and I still haven't figured it out completely.* Also note that much like after her "Crash Landing", she will teleport in on the bridge, during this time her defense is cut in half, which is the best time to cast Life Drain;
- "Combustion" - You can recognize this, if the entire screen becomes clouded in heat-waves. Her Combustion is rather cool, it heals Aya's MP (as in, causing her Mitochondria to overreact), just to cause massive burning damage, which can't be dodged. The only way to prevent this, is by skill canceling (aka, enough damage to her before the attack is being executed). Since she does nothing else during this time, heals your MP a bit, and on top of that can be cut in half (skill canceling), it's rather welcome (and hey, some free MP);

After you've dealt a certain amount of damage to her, she also will start using her more devastating attacks:

- "Energyball" - Her variation is a lot more evil than Aya's. Her 3 spheres auto-follow Aya, making it nearly impossible to dodge. On top of that, it causes negative status disorders (most problematic are Paralyse, Silence and Confusion). But if you did use the Penicillin and Stim, as I told you to, you're protected from all status disorders for the entire battle. Also I don't know if you can "skill cancel" this attack, she does it too infrequently to experiment on the timing;
- "Doppelganger" - She creates a semi-transparent Doppelganger of herself. Those are really annoying, because they keep following Aya, just to slap her, which causes nasty status disorders (again, Penicillin and Stim). Luckily, Doppelgangers have a lot less HP and about 1/2 of Eve's defense. Life Drain can easily take them out in a single hit. Which means, you can and should take care of them ASAP. Also note, that each Doppelganger adds 300 Bonus EXP at the end, so if you feel like you need it to unlock Scavenger Mode (or beat the game just being short of a reasonably close amount of EXP), consider killing some of her clones instead of making it a short fight;

Other than that, there isn't really much more to say about the fight. You know what she can do, and you know what you can do.

*As soon as this is over, you've beaten the game.*

### **Congratulations!**

*I highly recommend replaying the game in higher difficulties. I think Scavenger Mode is especially rewarding, because it teaches you a lot more about how to use weapons and how to react to certain types of enemies. Also, there are tons of things to do and unlock by replaying the game, check out the **New Game Plus section** for more Informations!*

*But for now, enjoy the Ending and Rank - based rewards. I hope my guide was helpful and also provides you with additional help in future playthroughs. Bye!*

## **100% KILL LIST - FINAL SHOWDOWN**

Legend:

Area / Trigger Point
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Location	Enemy Type	Drops	Medicine Wheel Drops
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Area: Shelter			
B1 Northern Elevator Hall	6x White Turret	-	-
B2 Northern Elevator Hall	3x Red Turret, 1x Pawn Shooter Golem	4x [Riot]	-
B2 Northern Corridor	2x Blue Turret, 2x Pawn Blade Golem	50x [Spartan]	80x [Rifle]
B2 Septic Tank	2x White Turret, 1x Pawn Blade Golem	50x [Spartan]	-
B2 Main Corridor	2x Yellow Turret, 1x Rook Shooter Golem	4x [Airburst]	-
B2 Southern Elevator Hall	2x Yellow Turret, 2x Rook Shooter Golem	4x [Airburst]	4x [Grenade]
B2 Southern Corridor	2x Yellow Turret, 2x Blue Turret, 1x Rook Blade Golem	80x [Rifle]	[Javelin]
B2 Breeding Room	1x Bishop Golem	Proteine Capsule	-

Area: Neo Ark			
South Promenade	2x Pawn Blade Golem, 1x Rook Shooter Golem	80x [Rifle]	50x [Spartan]
Savanna	1x Pawn Shooter Golem, 1x Rook Shooter Golem	4x [Airburst]	4x [Riot]
Shrine	1x Bishop Golem	Proteine Capsule	-
Power Plant (south)	6x Beetle	-	-
North Promenade	2x Pawn Shooter Golem	4x [Airburst]	4x [Grenade]
Forest Zone	1x Pawn Blade Golem, 1x Pawn Shooter Golem	4x [Riot]	50x [Spartan]
Pavilion	1x Rook Shooter Golem	4x [Airburst]	-
Island	1x Rook Shooter Golem	4x [Airburst]	-
Submarine Gallery	1x Diver	-	-
Pyramid	1x Rook Shooter Golem, 1x Rook Blade Golem	4x [Airburst]	80x [Rifle]
Bridge	2x Rook Blade Golem	80x[Rifle]	50x [Spartan]
Power Plant (north)	2x Red Turret, 2x Yellow Turret, 1x Rook Shooter Golem	4x [Airburst]	-

Trigger Point: Entering POD			
B2 Northern Elevator Hall	1x Bishop Golem	Ringer's Solution	-
<b>B2 POD</b>	<b>Brahman Reactor</b>	<b>Ringer's Solution, 10x [R.Slug], 4x [Grenade]</b>	<b>50x [Spartan]</b>

Trigger Point: Activating the Bridge			
<b>B2 POD</b>	<b>Neo - Mitochondria Eve</b>	-	-

## LEGAL INFORMATION

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### Future Updates

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This section covers a list of planned updates, that haven't been covered yet.

If you want to help me by contributing, please contact me at [contact\(at\)stefanbilly\(dot\)com](mailto:contact(at)stefanbilly(dot)com)

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### GUIDES

Bounty Mode/ Nightmare Mode Enemy Kill List (priority: ++)

Summary of Parasite Eve 1 to get players who are interested up to date (priority: +++)

Bounty Mode Walkthrough (priority: +)

Nightmare Mode Walkthrough (priority: ++)

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### THINGS YOU CAN HELP ME WITH

Proofreading for spelling errors and mistakes (priority: +++)

Developing advanced strategies (priority: +++)

Game data analysing (priority: +++)

Ideas for future content (priority: +)

## Credits and Disclaimer

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### MY THANKS GO TO...

"Kuro-chan\_101" - For sharing valuable data that I wouldn't be able to obtain otherwise.

"BiteTheFox", "Gingeman75", "Dahvid123", "Karpah" and many more - For sharing great tips and ideas for tactical approaches on certain enemies and bossfights on the forums.

Several GameFAQs members who wrote Walkthroughs for Parasite Eve 2 - A lot of my braincells save space for things like, knowing where every item is located, or how to solve every puzzle. However, at some point, I didn't know those things. And I most certainly found out about a lot of those things by using the GameFAQs Walkthroughs.

Squaresoft / SquareEnix - Of course, for making this game, as well as many other great titles.

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