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VERSION HISTORY

October 7th, 2004

Started the first version of the walkthrough, since im not feeling so well, I probably will take a couple of days to finish this one, but as I've done 20 percent in less then 3 hours, if I get to sit on the PC a lot, I might do it in about 2 days.

October 9th, 2004

The guide is almost ready and im about to send it to GameFAQ's, the rest is up to them.

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SquareSoft have established themselves as the leading video game makers in the RPG genre with several fantastic RPG titles under their belt including the long running Final Fantasy series, but late in the 90's Square did the unthinkable and made a survival horror game of their own following the immense success of the first Resident Evil game. This game that square created borrowed some elements from the RPG genre and blended them into the world of survival horror almost flawlessly.

The game's story was based on an actual novel of the same name and I've heard that they even made a movie out of it in Japan, the game was called Parasite Eve. The story revolved around a present day NYPD rookie officer named Aya Brea and the events that take place during the Christmas holidays for the year 1997. The game featured a story very different from what most of the Square games had, which were complete fantasy, and it sounded and appealed to more gamers for its realism.

Anyway, the game received acclaim from the critics and fans the world over, a few years after that Square decided to release the second game in this possible new franchise, Parasite Eve 2. This

time how ever the game was turned into a survival horror game retaining only minimal of the RPG type elements that made the first game so unique. Many people can say that Square took a page directly off capcom's book and copied it down almost exactly the same way it was, if you have played any of the Resident Evil games then you will feel mostly at home playing this game. Even though there are several RPG elements in this game, they've been toned down a lot to make this one more of an action game and less of an RPG game. A good move from square's part if you ask me but the fans didn't like it.

Still, the game has some of the best graphics and background renderings ever seen on a PlayStation game, right down to the beautifully createad character models, Aya Brea looks more beautiful then ever before and the enemies look more scarier.

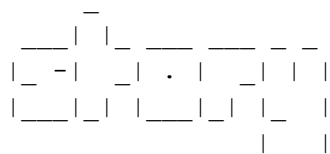
SQUARE SOFT's INTRO

Aya Brea returns. With a fully revamped battle system, Parasite Eve 2 now takes place completely in real time. Automatic weapons spray bullets as quickly as Aya can pull the trigger. The customizability of the game has been retained with realistic weapon enhancements that can give weapons new and improved capabilities.

In addition to awesome fire power, Aya's "parasite energy" enables her to harness the powers of the elements to combat her new adversaries. With the enhanced graphics engine rendering every detail, the game's backgrounds and characters are brought to life in shocking detail.

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After the tragic events that took place in 1997, Aya Brea who was seemingly the center of these events had uncovered a new threat for the world, the rogue Mitochondria creatures who were turning their hosts into monsters. After this was fully uncovered, a special agency or a unit if you will, was formed in the FBI which had the specific task of hunting these things down and taking care of them once and for all.

Quitting the NYPD, Aya joined this new agency which was called M.I.S.T , and continued her work to save humanity, she was transferred to the Los Angeles branch of M.I.S.T and so she had to leave the city of NY for ever. Recently though the Mitochondria cases had suddenly ceased, even though it should be a good thing Aya felt that it was an omen for bad things to come suddenly.

It was another evening in the office, Aya was target practicing when her new colleague Pierce received a call from their senior office, Aya was called to a possible Mitochondria assault site, which was on the roof of the Akropolis tower, Aya at first is hesitant to believe this since there hadn't been any reports like this in a long time and several of the recent cases they checked out were false. But when she hears that they've already sent in a SWAT unit up there, she gets a bit worried and heads for the scene of the attacks immediately.

Upon reaching the base of the tower, Aya realizes that the situation here is far worse as there are hundreds and hundreds of cops surrounding area and burning choppers falling down from the sky, this could only mean a full on mitochondria assault. Aya takes the elevator up to the roof of the tower and see's one of the most brutal sights, the entire SWAT unit was brutally slashed and torn into pieces all over the roof, Aya must find out what's causing this.. and why so suddenly. Mitochondria normally never attack a crowded place like this. So why now ?!.

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While exploring

- D-PAD up : Move Aya forward
- D-PAD down : Move Aya backward
- D-PAD left : Turn Aya left
- D-PAD right : Turn Aya right

- START : Open up main inventory window
- SELECT : Open up GPS map (global positioning system)

- SQUARE : Aim gun, start the battle
- CIRCLE : Press along with DPAD to run, cancel selections
- X : Select item, talk to people, pick objects, check
- TRIANGLE : Opens up the parasite energy sub menu

During Battle

- START : Open up attached items window

- SQUARE : Tap to change between available targets
- CIRCLE : Cancel out menu's and targets
- X : Select the parasite energy you want to use

PIERCE D. CARRADINE

Pierce is the feel good guy for this game, he is a 30 plus year old computer geek who is one of the most important people in the MIST agency, why, it is because of his extra ordinary skills on a computer, he can hack just about any terminal whether its your average home computer or the super computers which store all of the FBI's little dirty secrets, such is the reason why he was asked in to join the MIST agency. To retrieve information which might come in handy for their missions.

Besides being a genius with the computer, Pierce is also the man in charge of the communication systems of MIST also he over see's the training sessions for the MIST field agents and sets them up for new target sessions. He himself hates guns and will never use a gun even if he is in an area surrounded by wild animals, not liking people who guns aswell Piece is some what of a loner in the MIST agency full of rogue killers.

Besides that, Pierce seems to have developed a crush on Aya but he never manages to speak out his feelings for her, instead he shows his affection to her by taking care of her mission info and equipment, and if there is anything Aya needs, he'd be the first one on that job. Some times he even seems like a pain in the neck but he does all of it for good intentions.

KYLE MADIGAN

Kyle Madigan is a well built young man who works as a private investigator after he quit the special forces, just because the PI job offered him a better amount of money, Kyle is skilled in all kinds of weaponry and knows how to handle himself well, but some times his training is a little too good to be a member of the services, it seems like he has far more to tell then meets the eye. But he's on the field for his own intentions.

Kyle is some what of a young dare devil type of people who will never back down from a challenge and will always want to live life on the extreme edge of his seat, his actions often prove to be life threatening but nothing stops this guy from doing it all over again just for the fun of it.

Besides being a reckless fellow, Kyle is also very smart for a person of his statue, as he knows just about every thing from the genesis of the MIST organization right down to the very mitochondria creatures that they are hunting for, also very aware of his surroundings and several other details, Kyle seems to be acting as a double agent on more then one occasion, but what are his true intentions and what his REAL mission is, that is something Aya will have to find out on her own.

RUPERT BRODERICK

Rupert was a former field agent for the crime branch of the FBI

but after the NY blockade incident, his life had changed forever. He lost his family just like several other people during that incident, but having the power to counter the threat, he quit the FBI's crime branch and willfully joined the new branch which was devoted to finish off these neo mitochondria creatures which were the cause of the NY incident.

Rupert, just like Aya, is now one of the top field agents for this agency, since he has nothing more to loose he give just about 100 percent of himself during missions, often becoming a little too dangerous for his own good, but he manages to get the job done, in a more bloodier way then the other agents.

Rupert and Aya have developed a good friendship among themselves since both of them shared the same kind of trauma, and they both often divert from the main mission objective to help the other person out, even saving the other person's life on more then one occasion. Over all Rupert is one of the better additions to the MIST agency.

GARY DOUGLAS

Gary Douglas left the army after the Vietnam war as one of the decorated soldiers who did well for their country, after that Gary started a new life in the small town of Dryfield in the middle of the Mojave desert, his gun collection is one of the most intensive collection's by a single person you'll ever see.

But Gary is a very nice man at heart, always has good intentions for each and every person, and never backs down from helping any person out of a tough spot. Even if it means lending the person one of his prized collection guns.

ERIC BALDWIN

Eric Baldwin is the lead director, or the man in charge, of the MIST unit, the agents all call him Hal. Hal is one of the few nice directors you'll ever see, but when it comes to work his attitude becomes serious and he devotes himself to his work, since he is the director he never has to go out on the field and Aya only meets him in his office.

Besides that Hal seems to have some other contacts as well, no one knows what Hal really does and they all just think of him as their leader. But who is hal's leader ?

JODIE BOUQUET

Jodie is the weapons and ammunition manager for the MIST field agents, surprisingly she is one of the only few women to land this job which is mostly a job for rough and tough men. Still Jodie is one of the nicest person on the face of the planet and she will always offer a helping hand to any of the field agents if they ever need help.

But Jodie likes to make fun of Pierce for his hatred of guns and his clumsiness, some times she even might get jealous that Pierce does just about everything for Aya but nothing for her, still she is one of Aya's best friends in the agency.

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KNOW YOUR AREA :

Always make sure that you have the GPS device put in as one of the attachments on your armor, since it will provide you with a radar on where and how many enemies your facing off screen, comes in very handy for shooting foes from a few camera screen's a far, a safe distance I might add.

TRAINING IS IMPORTANT :

At the start of the game or when ever your in the agency office, always be sure to visit and do some of the training exercises, because not only will that help you, but it can also reward you if you score high enough during training.

ATTACHMENTS :

Different armor's have different numbers of items that you can attach, always be sure to pick the right items you want to attach, like always have atleast one healing item in it and the ammo for the weapon that you are currently using, but always keep one other weapon fully reloaded for emergencies, like the grenade pistol.

POUCHES :

So now you ask that what should we do about the less attachment space, well always be on the look out for these items called belt pouches, they will add 1 more slot to your attachment window, these babies really come in handy.

HEALTH MATTERS :

Since this is an RPG style action game, every different enemy has a different attacking power, so you should always be ready for any attacks and make sure that you have a high amount of HP, I personally always use a small healing item or two immediately after big battles.

PARASITE ENERGY :

You should always pay attention to revoking the attacking Parasite energies too, which will save you a lot of ammo later on, always try to achieve maximum level for the fire PE's, then go for necrosis since it will deal life draining poison to your enemies. Then try energy shot for powerful bullet attacks, and then try the healing one's.

BP and EXP MATTER :

You should take a few minutes to divert from the main game to go and fight random enemies and clear out the area's, not only will it clear the path's for you but you can also gain a good deal of BP and EXP from these seemingly random encounters. They always come in handy.

RING RING :

You should know that the telephones are not only there to save your game, but before saving you can always learn some new valuable information from your partners and they will often give out useful tips.

MAP WORKS :

The map in this game is highly useable and it will tell you where you need to go and what your current mission objective is, always refer to the map if your lost or stuck or dont know where to go now, in the map press the Triangle button and Aya will remind herself what her current task is.

HEALING ITEMS-

You should know the basic healing items and what they're effects on your character are.

First off you should know a bit about the basic health system, since the health meter in this game is based on numbers and not displays of vital signs like the Resident Evil games, you will always know how much your exact HP at that moment is, but if your HP color turns yellow then you should know that now is the time to use a healing item, yellow means danger.

RECOVERY 1

This little baby will restore 50 of your health if used in menu's outside of battle, during battle if used as an attachment it will restore 45 HP. Found in several places.

RECOVERY 2

This bigger baby will restore 100 health if its used in menu's outside of battle, during battle it will restore only 90 HP as an attachments, also found a lot.

RECOVERY 3

This biggest baby will restore full health if its used in menu's outside of battle, during battle it will restore only 150 HP as an attachments, not that rare, but not common either.

RINGERS SOLUTION

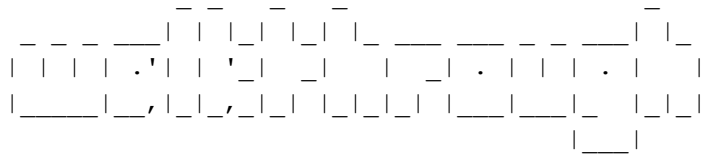
This is the best thing for battles, it will restore max amount of HP and also MP during battles or out of them. Rare to come by but worth the effort, always carry some with you.

CANS

Found through out the games, these coke cans can restore more MP then they do HP, but they are meant for quick refreshers, since they're found just about everywhere, use them freely.

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NOTE FIRST OF ALL :

MY walkthrough will ONLY feature the good ending parts, I WILL NOT branch in the middle of the walkthrough to tell you that if you do a certain thing you will get the second ending. NO. There is a completely different section devoted to the second ending where I will go in detail for it separately.

4th SEPTEMBER, 2000

Los Angeles

M.I.S.T OFFICE

The game will start off in the MIST office as Aya will flash back the events that happened 3 years ago at the Christmas time of 97'

while training at the firing range of the office. After missing a target, Aya decided that its enough for the training. Her new pal Pierce confirms that from the back of the counter.

Here you can select if you want to train more, but after your done and your in control of Aya, take a minute to adjust the inventory settings to your liking and change the default control setting to run since we'll be running more then walking. When your in control and ready, turn to Aya's left and head forward, enter the door at the end.

Here, just enter the door to your right, in this hall run forward and Aya will meet up with Pierce talking to some one on the phone He tells Aya that it was their supervising agent and that Aya is called for a possible NMC attack at the Akropolis Tower. Aya says that she was just there a few days ago for a sale and Pierce tells her that the disturbance was at the roof of the tower.

Once your in control of Aya, head through the nearest door, your in the parking lot, hear enter the only door besides the one we came from, its the Fire arms room, here talk to Jodie about guns and learn a bit about B.P, since your short on money, we aren't going to buy anything here. Exit the fire arms room.

Head down the screen where Pierce is standing but dont talk to him yet, instead check the top left area of the parking lot to find a Recovery 3. Take it, now talk to Pierce and tell him your ready, Aya will get on her way to the tower.

THE AKROPOLIS TOWER

A police chopper will fall down onto some cars right as Aya is approaching the scene, its not good. When your in control of Aya, walk forward through the moving camera's, walk past the dead SWAT member on the stretcher and talk to the police officer standing there, he will tell her that the SWAT team has been out of contact, then let Aya pass.

Continue walking forward, Aya will turn around and look at the chopper that just fell out of the sky, from here walk straight to the entrance door of the tower, Aya will talk to the officer guarding the door, after some talking the guard will let Aya pass through.

As Aya takes the elevator to the roof, the rookie guard asks his senior office what the MIST agency is, and he fills his young friend in on the information.

THE AKROPOLIS TOWER ROOF

Aya will burst through the elevator in style, once your in control of her, run up to the glass doors and open them with the action button. Aya will reach the roof area and spot the dozen or so dead and slaughtered bodies of the SWAT members. This is bad.

Run straight from where you came out of, on the opposite wall

is a pay phone and .. something. Run up to the phone and use it. Aya will contact her boss, he'll tell her to continue her search. After that save your game if you wish to.

In this main roof area, check behind the statue of the naked dude and you'll find the map of this place, Aya will put it in file, you can look at the map with the select button. After that check under the magnum sign to find a Recovery 1. Now enter the door next to the pay phone we just used to call our office.

In here, run forward and a still living SWAT member will confront Aya, he is badly injured though, after confirming that Aya is one of the good people, he hands her the key to the cafeteria and tells her that there is a woman still in there and now we have to go and look for her.

Now exit this place back into the roof top area, from where you come out this time, turn to Aya's left and take the three little stairs down. Aya will notice something. Run up to the box sitting on the bench and check it, this box will contain an infinite amount of 9mm bullets for your handgun, so come back here when ever your short on ammo. So much for the lack of ammo. Also directly on the other side of the box, check the dead SWAT member for a Recovery 2. Take it. Now run down to the LEFT side of the screen and take the stairs down. If you look at the map, we're heading for the cafe.

Down the stairs, run a bit forward and you will see a SWAT member being brutally attacked by a NMC creature which looks like an animal. Now get a little closer to it, only slightly, and press the square button to initiate the fight, since your handgun has burst ammo, you can easily kill this NMC from a distance. After its dead, you'll get BP and EXP for the kill (this is the only time im telling about this in detail).

After the fight, talk to the almost dead SWAT member and he'll warn Aya about the creatures, and die. Now enter the door to the cafe which is in front of the dead SWAT member. Enter the cafe.

In the cafe, run up to the female, but before you can talk to her, she falls down and starts mutating, remember the rat scene from PE 1, this is more gruesome. The woman will turn into a big ugly NMC boss and its your first boss battle.

Take advantage of the table in the middle and run around it to dodge the NMC, while running around blast it periodically with the handgun, also use the pryto PE to take a quick bunch of its life out. But the handgun should be the main focus. After some little while the boss should finally die. Immediately use a Recovery if your health is low after the battle.

Note : I will not tell you exactly what items you can get from a battle unless its something really important, so you should know that you will get all sorts of healing items of ammo from enemies, which is a good thing.

After the battle, check on the dead NMC's body, Aya will find a Metal Implant in its ear, now Aya will try to leave but the NMC will come to life again, before it can hit Aya, Rupert walks into the cafe and blasts the hell out of it. Killing it, REALLY.

Rupert will handle all the NMC's in the cafe now and will ask Aya to go back to the phone and call for backup, another NMC will break in but Rupert kills it quickly. Aya will exit the cafe automatically.

Outside, if you try to get back in the cafe, Aya will deny it. Head back to the stairs towards the roof, on your way you will be jumped by 2 more animal NMC's, kill them quickly using any means necessary, collect the spoils of war and make your way to the roof top. Once your back here, head for the phone and use it to call your office. After talking, save your game if you wish to, then head back towards the cafe area where Rupert left us.

Take more ammo from the SWAT box along the way, you will run into another fight outside the cafe, kill all the enemies and take the spoils. Enter the cafe again. In here, kill the single ANMC (artificial NMC's) behind the counter, then before exiting check the scientific journal that the "girl" was reading. Then exit through the other door in the back of the cafe.

In this hall, you'll face some weak enemies, who will die with one shot each, be warned that the rats can poison you, if you are poisoned during battle, do not move at all and kill the remaining enemies standing from the same spot. After the battle is over, check the key hanger on the right wall to find a BLUE KEY. Take it, then enter the first door from the one we entered from. Its a kitchen.

In the kitchen, kill the ANMC eating the SWAT member and check the dude's dead body for a Recovery 1. Run up to the fridge and you'll find a Stim inside it, exit the fridge, now enter the second door on the left wall, near the water cooler. This is a control room.

In the control room, run forward and check the yellow light, you will see a control panel with 2 key holes, check the A key hole and place the BLUE KEY we just found in it. You will see a little FMV of a door to an escalator opening which we haven't checked yet.

After that, check the security monitors on the middle of the desk, the initial pictures will be too dark for you to see anything, so first press the plus sign near the top, press it a few times to increase the brightness of the picture. This should make things a bit clearer. Now switch between the camera's on the bottom line.

You will see a couple of things, first the SWAT member who gave you the key is not there anymore, you'll also see Rupert walking around, and you'll see one SWAT member fixing something behind a statue, what is this place. We'll get to it later.

Before exiting, check the musical notes on the wall, and if you can figure out the number, power to you. But I will just tell you what the number is when we get to the place to use it. Now exit the control room.

Besides the three doors we know about in here, near the KEY hanger is another door we haven't seen yet, enter through it.

You will come to a round path with a fountain in the middle. Check the fountain, there's something under it but we can't get to it because of the fountain.

Now, walk to the right side of the fountain, check the clearing in the middle of the path for some more healing items, walk to the end of the path and enter through the door. You'll come out near the escalator we opened up with the BLUE KEY.

Here, kill the ANMC eating the SWAT member, then check his dead body for a Penicillin from it. Now take the escalator up to the second floor.

INVESTIGATION

On the second floor, hide behind the railing of the escalator and kill the ANMC's from behind there, it should be safe money. After killing them, check the dead SWAT member's body on the bench. Aya will take his body armor, replace the armor from the inventory menu since the new one is much better than your armor.

After you're done with that, head down the other set of stairs on the other side of this floor. Once down the other side of the stairs, you'll spot 2 FAT ANMC's near the big wooden doors on the far side. Take on them one at a time, they are weak to fire so use a combo of ammo and P.E to kill them. Once they're both dead, you'll hear some gun fire from inside the big doors. Enter them when you're done with the battle.

In here you will see a HUGE guy trying to kill Rupert, but after seeing Aya the guy will make a huge leap and jump through the big window above Aya. After that Aya and Rupert talk a little. When you're done with the talk scene, take the RED KEY near Rupert. Check the notes on the altar in front of you for some story.

Besides the big doors, there is also one other small wooden door on the side of this church, enter through it. In here Aya will witness a SWAT member talking to someone on the radio and then he will leave through a door. When you're in control of Aya, walk up to the area behind the statue, there's a bomb here but we can't do anything about it. Check the door the SWAT guy used TWICE and you'll pick the BLACK CARD from under it.

After taking it, exit back to the church, you will be attacked by some NMC's along the way, kill them and head back in the church. In the church, exit back to the outside area. Back outside, there will be some new NMC's, the weak ones, kill all of them.

From the church door, head right and you will find another dead SWAT member's body, check him and Aya will find a sub machine gun but don't equip it yet. Keep the handgun on. Make your way back to the escalator and take them up. Up here, you will fight more NMC's but stay behind the railing like we did before and the battle will be easy pickings. If you get any stronger ammo for your handgun after the battle, store them and keep using the default ammo.

Exit back down the escalator, from here you should know your way to the security room where we used the BLUE KEY on the control

panel, along the way, save your game at the roof if you wish to and take more ammo from the SWAT box before leaving, and also note that you will face new waves of ANMC's along the way, you should know well how to kill them now. Once your back at the security room, use the RED KEY on the other slot besides the BLUE KEY and you will see the fountain near you close out.

Now exit the security room, head for the area where the fountain is, here you will fight 2 FAT NMC's, kill them quickly from a distance, they will drop off some grenades, TAKE THEM. Now check the center area of the fountain and Aya will pick up a working GRENADE PISTOL from the dead SWAT member in the water. Now we are ready for anything.

Make your way back to the area where the big church doors are, on the escalator floor, you will be attacked by a bunch of small bats, they all die from one hit, so use the handgun from a far away place for easy kills.

Outside the church area, you'll fight more ANMC's again, kill them again to get more BP and EXP.

From the church door, there is another steel door on the wall across from it, enter this door, you will come out in a bridge area, here you can just walk through the water if you want to die, but we dont. So check the control panel to the next of the bridge, enter the code 561 in the control panel, the bridge will raise and now you can cross over safely.

Cross over the bridge, but kill all the wild fish in the middle of the pond from the safety of the bridge, now cross the bridge and try to enter the door on the other side, you will have a scene of something slamming into the door from the other side Dont worry about it and enter the same door when the scene ends.

In here, kill the almost dead NMC for some free point, after that head across the hallway, head up the stairs and on the other side use the emergency phone to save your game NOW. Before heading up the stairs leading to the heliport walk way, lets prepare for a big battle. Set your attachments again, keep one healing item in it, the grenade pistol and all grenades, put the 9mm ammo in the attachment slot too, and equip the sub machine gun we found near the church. Heal yourself completely and when your ready, take the stairs up to the heliport walk way.

HELI PORT

You will come out in a narrow walk way, here just run across the three corners of the big walk ways, and at the end of it you will see an elevator but its gone up. Aya will realize that the guy she's chasing must be up there. Now head back in the direction of the stairs we took to get to the walk way.

Along the way, that big dude will suddenly jump in front of you, and after some chit chatting and some rude remarks from either party, the boss fight will begin.

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This is the first real boss fight in the game, you should know some stuff about this boss, if you are too close to the boss it will use its flaming gun blade to attack you, so never get too close to the boss. The boss will often toss a grenade in your direction but you can easily dodge it so if you see it coming in your direction, start running around. Now lets begin.

From the start, you should have the hydra bullets equipped, empty them into the boss, then equip the grenade pistol from the attachment window, fire all available grenades into no 9 while maintaining a good distance. After your done, the boss still might not be dead. If its still kicking after taking all the grenades then there's an alternate strategy.

Run behind the walk way in the direction where the elevator was. Along the way, in the middle of the walk ways you will find a black and yellow electrical box, aim at it with your weapon, now wait for No 9 to follow you, when its right NEXT to the box, press fire, the electrical cables will do a huge amount damage to no9. If its still alive after that use the remaining electrical boxes to fry his ass or use your remaining ammo to finish the job.

After the fight is over, no 9 will get angry and jump to the roof, now make your way to where the elevator was, it should be back now, take it up. Up here Aya will corner the thing but it will show good acrobatics and jump from building to building escaping to safety.

Rupert walks in with the remote that no 9 was carrying, suddenly the bombs below them will start detonating and the building will start exploding, but luckily a chopper comes in and picks up Rupert and Aya before the building explodes completely. End of the first day. Boy was it exciting lol..

5th SEPTEMBER, 2000

Los Angeles

M.I.S.T OFFICE

Next day in the office, Aya and Rupert will be standing in Hal's office, Hal will congratulate the two on a job well done, but Rupert broke his arm so he won't be going on any missions for a little while. Hal will hand Aya a file with some documents in it, read through all of them. Apparently a case of cattle deaths is happening in the Mojave desert due to cell degeneration. Which means NMC attacks.

Hal will tell Aya to get to that place ASAP. Afterwards, Aya will be in the garage sorting her car trunk, Pierce will come in and tell her that the implant she brought has Mojave desert's sand in

it so her assignment may be useful after all. Once your back in control of Aya, take the Recovery 3 from the shelf again, and head into the fire arms room.

OH, and the SWAT reclaimed all of its guns so you dont have the grenade pistol and the sub machine gun on you anymore, even the armor is gone.

In the fire arms room, buy an M4A1 Assault rifle for Aya, and some ammo from the remaining money. Now exit back to the garage and talk to Pierce again, when your ready its time to head on.

5th SEPTEMBER, 2000

Mojave Desert

TOWN OF DRYFIELD

You will see Aya driving her cool car through the desert roads, she finally comes to stop at a gas station in Dryfield's outside.

Now Aya will look around and hope that she finds some locals she can talk to. When your in control, check the bench near your car and you'll find another infinite ammo box. Remember its location for later occasions. Also, you can store use less items in the trunk of your car, keep the handgun and the M4A1 in your inventory.

By now I'll ask you to upgrade the Pryokinesis spell to level 2 or more if you can. Now use the pay phone on the right wall to save your game, there's a door next to the phone but its locked from the other side. Instead head for the steel doors near the Dryfield sign and enter it.

In here, walk a bit forward and you will encounter a new kind of ANMC's, the puma NMC's. If you've got yourself a powered up pyro level then you can use it to kill this beast easily. After killing it collect the spoils, after the fight ignore all the doors on the left wall for now, and run right up to where the ICE machine is, next to it on the left wall you'll find a small door heading into an alley. Enter that door.

In here, run forward and you'll find a well in the middle, run further down the path and take the Recovery 1 from the gate, now near the well is another door, enter the door even though its trespassing. What the hell. You will come in a factory now.

In here, first run to the top then to Aya's left, around the car in the middle, on the other side raise the circuit breaker and take note of the sound you hear, now head back to the area where we entered this factory from, on the far wall from the door is a control box, check it. First press the Up switch and then press the TURN switch, now you can access the area behind the car. Head behind the car on the side of the metal shutter. Here, at the corner, open the shutter marked with the little red light from this side. Now you can access this area any way, head back to

the control box and press TURN then DOWN to lower the car back down again. Now move through the shutter we just opened and check the big metal shutters behind there. Enter them.

In here Aya will be introduced to Gary Douglas, the only man left alive in the town of Dryfield thanks to his guns. After some chit chat and convincing that Aya really is an FBI related agent, he will be convinced, he will give Aya the Motel room 6 key and get back to work on his red truck.

When your done with the scene, exit back to the factory, and back outside, head to the area where we fought the puma ANMC. Once back here, big scorpion NMC's will come out of the ground, use a mixture of fire and the assault rifle to kill them. After this battle is over, check the doors on the left wall and go through the big steel gate in the middle.

In this area, run forward and kill the 2 ANMC's which are next to the stairs leading up to the second floor, they are prone to fire, after killing them, ignore the stairs for now, run ahead and enter the first door on the left wall, the blue door is locked for now. In the one we just entered, walk forward and you will see a woman turn into an NMC before you. Kill her. Exit back outside, check the dumpster in the corner for some shotgun shells.

Now take the stairs up to the second floor. Once here, run forward around the corner to where the room doors are, kill all the ANMC's in here. After killing them find the Motel room 6 (there's only three doors, im sure you can find it duh ! lol).

The door will open thanks to your key, enter the motel room.

In the room, check the wooden cabinet next to the door we came in from, you can store all use less items in here, after that use the phone next to the bed to save your game, cant rest or take a shower (heh) now, so after saving your game head to the balcony in the back of the room. Here Aya will spot another man on top of the nearby water tower. We gotta see who it is.

After the scene, take the ladder in the balcony your at down to the area below. Make sure your healed before you go down. Once your down, run straight towards the screen, and continue your path along this way, ignore the door on the LEFT wall since its locked for now. On your right will be the fence, heading down the hall you will see 2 puma ANMC's digging under the fence when the battle starts, kill them using the assault rifle, then continue running in the path past the hole they were digging.

At the end of the path you will see a control box, check it and press the switch inside, you will see a door at the far corner of this area open revealing a path to head into the fence. Now make your way to that door immediately since the door is timed. If you see any ANMC in the way, dodge them.

Once you head through the door, the gate will close behind you. In the fenced area, there is a pole in the middle, stand BEHIND it and take pot shots at the puma ANMC's which will come out of the hole they were digging, use fire if you have some MP to you otherwise the assault rifle works best. After killing a few of

them a ladder will come down from above, and the battle is over.

Take the ladder up, and head around the water tower, you will meet Kyle Madigan here for the first time, Aya and Kyle won't get off to a good start, Kyle will tell Aya about this shelter that is supposed to be near Dryfield and that he's searching for it. After the talk scene is done, Kyle will walk off and Aya will be left alone.

Walk a bit to Aya's right and she will have a look at the entire town, she will notice Gary's red truck and will think to herself that he must be back. Now we gotta meet him. Before heading down take the small ladder to the top of the water tank. Up here run for the dead body and check it. You will find a KEY and another recovery 1. Take it and take the ladder down.

Press the switch next to the ladder and the gate below will open permanently, now head back down to earth, down here you will be attacked by some more scorpion's, kill them using fire and ammo. Once they're dead exit the fenced area again, and head down the screen too. There is one door on the left wall near where the NMC's were digging in the earth, you can open that with the key we just found. Enter the door.

We are in the kitchen of a bar now, here you will fight some more weak NMC's, kill them with simple gun fire, after the battle is over, run forward in the kitchen, check the door of the giant fridge and Aya will take the MAGNET off the door, check the cabinet before exiting for a Recovery 1. Exit through the other door near the one we entered from now. You will come in the main bar area.

Here, before anything kill all the little NMC's using the rifle. After that, its item hunting time. First head in the small rest room and check the map on the wall, Aya will store it in her GPS. After that, check the fridge in the corner of the bar and you'll find a CAN in it. The door next to it leads back to the alley with the stairs which led us to the MOTEL ROOM 6. Dont go there.

Now, make your way back to the fenced area courtyard, once here run as if we were going to the fence door, but PAST it at the VERY CORNER is another door, enter through it.

In this straight path, run forward and you will be attacked by a puma ANMC along the way, kill it, after the fight is over check the intercom next to the door at the end of the path, press CALL and Gary will answer from the other side, he will tell you that he can't come open the factory door. So we gotta find another way to get in there.

Right NEXT to the intercom we just used, near the floor is a iron grating, check it and Aya will spot a key hanging in the middle of it. Now use the MAGNET item we picked up from the bar kitchen, use it on the key and you'll have to push the key through the grating so that you can take it out of the hole in the grating. This can get really frustrating, but hopefully you'll do it soon enough.

Now open the door next to the intercom with the key you just got. You will come back inside the factory, now make your way to the garage where we first met Gary Douglas for the first time, in here

this time you'll face more weak ANMC's, kill them quickly, after they've died. Take the other door in the garage, it should be next to the front part of the truck. Exit through that door.

You'll come out in a little junk heap. Here, run up the screen and Aya will spot a dirty dog, the dog will start running towards the trailer at the end. Follow the dog and enter the trailer door at the end of this area.

In here, first thing that Aya will notice is the huge and illegal I might add, gun collection of Gary Douglas, then he will tell Aya that one of her friends from the FBI contacted her (that'd be Pierce) and made a deal with her, Aya can now exchange her BP for weapons and items with Gary. When your in control of Aya, use the phone inside the trailer to save your game first off.

After that talk to Gary and tell him to show his guns, if you are well endowed in BP then buy a PASGT Vest which is really helpful. After that buy more remaining ammo with the remaining ammo and also consider buying a few Recoveries from him too. After your done with the shopping, talk to Gary again and this time tell him to tell you about this SHELTER.

Before you can learn much about the shelter from Gary, Aya hears a scream from a far off housing area in the back of the town, its a woman's scream, Gary didn't hear it but he tells Aya that he thought he locked that place up for good. Aya will ask Gary to tell him how to get there, and he'll signal Flint. (the dog).

Before you exit, make sure that your HP and MP are restored to full capacity.

Now back outside, follow the dog, it will lead you to a rope which is near the garage entrance door, take it. After taking it you will be attacked by some scorpions, kill them using fire and ammo. After they're done, head into the garage. In here you'll fight more NMC's.

Now follow the dog all the way, it will lead you to the WELL outside the factory, where we came in from the first time. When you reach the well, walk right up to it and use the ROPE we just found on the well. Aya will attach the rope to the well. Now we can go down.

In this underground tunnel, there is a door to Aya's left but it won't open until very late in the game. Ignore it for now. Head in the opposite direction and continue down to the end of the path, you will meet some bat NMC's along the way, kill them with ease, and at the end of this hallway, take the small stairs up and enter the door at the end of the stairs.

SUB BOSS BATTLE : BIG CAMOFLAUGING ANMC
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As soon as you come into this room, you will come face to face with an er.. invisible looking boss, actually its not THAT invisible and you can see it even when its camouflaged.

Pyrokinesis is the best bet against this boss, especially if its levelled up. Blast it with Pyrokinesis a few times and when your MP gets low use the standard ammo to finish the job, over all not so hard of a boss.

After beating the boss, you will get some shotgun shells and a protein capsule, you should put IT in your attachment list.

After the boss fight. At the back end of the mine is a switch on the wall, press it then run to the very end of the tunnel, ignore the door and the ladder heading up for now, there is a switch at the end of the tunnel, press it. Now return back to the door and enter it. In here you will come across more rat NMC's, kill them quickly for BP and EXP.

Once the rats are dead, head to the top area of the room and go behind the barrels, check the crater here and you'll find a small box here. Take it, now exit back to the mine area behind you. This time take the ladder up to the first floor of the general store.

Walk out of the room you're in, into the main general store, here first kill all the small exploding NMC's with the rifle from a distance since they explode. After that, check the various shelves in the middle to find some CAN's. Take all of them, ignore the door on the right corner wall for now. Enter the other door on the front wall, you'll come out in the first area we entered dry field in, the gas station.

Here, use the pay phone here to save your game, once the game is saved, head back into the general store, and this time take the far right door, you'll come out near the housing area and the screams will start happening again.

In this open hallway, first take care of the two puma ANMC's from a good distance, after you've killed them, take note that there are three doors on the left wall. First head to the very end of the hall and check the final door, this is the house where the screams are coming from, but it's locked and you can't enter.

Now check the middle room, in here run forward and check the ward robe cabinet in the corner of the room, it is bolted onto the wall with screws and there's an opening behind it but we need something to get rid of these bolts, like a wrench.

Now make your way back to Gary Douglas, you can take any way to get to him you prefer, once you're back in Gary's trailer, first save the game on the phone, then talk to him again and ask for some help, he will tell you that you can take anything from the garage, so what are we waiting for. Head back to his garage.

Once you're back in here, (the room with the red truck). In here run to the back corner of the garage, and check the shelf of tools in the back corner, Aya will find a wrench. Now make your way back to the bolted dresser room. You should know the way.

Once you're back here use the WRENCH on the bolts by the dresser and Aya will open the bolts, there is an opening leading to the neighboring house back here, head through it.

In here run to the next room and it's another scene.

The screaming woman will finally come into the picture with blood gushing out of her openly, but she will melt to the floor and die, which means she was really a disguised ANMC. Now No 9 (the dude from the akropolis tower) will come out and Aya and No 9 will start talking again. Aya will tell him that he killed alot of people that day but he will counter by saying that he stopped it from becomming another NY by blowing up the building at all. Aya isn't convinced, and the boss fight is ON.

BOSS FIGHT : NO 9, second encounter
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Allright, this boss isn't that tough but getting damage on it is the hard part, there is a risk involved in my method but you can kill the boss much quicker this way, now get a bit close to No 9. Not so close that he throws you around, but close enough to get in the range of his gun blade. When he starts to raise his sword to attack get ready, as soon as the sword starts to come down, blast him with a Pyro spell or a shot from the Grenade launcher (you had it attached didn't you ?). THIS method has a very high risk value of you being hurt but this will also take a huge chunk out of the boss's health.

Otherwise you can just stay away from him and waste just about every single ammo and every bit of MP you have on this boss from a distance, that will do very low damage to him per hit but atleast you'll be safe, finish the fight how ever you want.

After the fight is over, No 9 will realize something and mention EVE in front of Aya, upon hearing that name, Aya will start to go berserk and strange glows will start coming out of her, No 9 will catch fire but he will continue laughing. Aya will fall down and go unconscious.

NIGHT TIME IN DRYFIELD

Aya will see a vision of a young girl who looks exactly like her but is very young, the girl is held to a medical bed with belts. There are sharp lights right above her head, which suddenly explode and the belts get off, the girl escapes the lab.

Aya has no idea whether this is a dream, a flashback or just a hallucination. She begins to wake up and realizes its night. Some one is standing in front of her with a gun to her head, Aya quickly uses pyro and burns the gun out of the guy's hand. Its Kyle !. He says that he didnt know who it was. Then he tells you that he knows where the Shelter is now, Aya agrees to go there with him and they both decide to head back to Aya's car.

Now you have to go back to the gas station area where Aya's car was parked, Kyle will be with you for a little while, he's got

very low HP but he can take care of himself, but if he gets killed the game is still over, so you have to save him if he's being attacked.

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Now you must make your way to the gas station where Aya's car is parked, you can get there quickly by taking the path through the general store, there will be ANMC's along the way, kill them for some BP and EXP. Now once you reach the area with the car you will have another scene, Aya's car is being torn to pieces by little mini ANMC's. Now you will have a long battle, wave upon wave of little ANMC's will jump out from the darkness and you have to kill them all until the battle ends.

Once the battle ends, Aya will realize that the car is screwed, once your done with the talk scene, and are back in control of Aya try to save at the pay phone and you will realize that the phone isn't working, we have to get back to Gary's trailer.

Note that there will be new and powerful wave of ANMC's along the way to the trailer, since its night, the ANMC's are out at full force. Now you already know how to get to the garage. Kill all the NMC you can along the way but if you ever feel like running out of ammo or health, ignore the battle's and make your way to the trailer.

Outside of it you will be attacked by some small camouflaged ANMC's, they're hard to kill but you should manage it. Enter the trailer when your done. Inside talk to Gary again and re-stock on the assault rifle ammo, if you hadn't already, buy a Grenade Launcher and some grenades. Buy a spare few Riot grenades too, they'll come in handy.

Talk to Gary again and ask him to lend you a car, he will tell you that his car is broken and he needs some gas for it, now you must go find a gas tank and fill it, he will hand you a LOBBY KEY.

Now, save your game before exiting the trailer, once its saved exit the trailer and head back to the area where we used the staircase to head to the second floor to enter the Motel room 6. In this area, after disposing of the ANMC's here, open the blue door that was locked before with your new LOBBY KEY.

Inside, immediately head to the area behind the counter and check the cash register, press the # button, then type in the total 3033 into the machine and then press the TOTAL key.

The cash register will open and inside you'll find the MASTER KEY. Now you can open just about every door in the hotel area.

Now before anything, make your way to the main courtyard of the hotel area, the place with the ice machine in it, now open all the doors that were locked before thanks to the master key. Enter each one and kill all the ANMC's you find, there will be several Recoveries and other items in the rooms too, im telling you to do this just for the sake of item, EXP and BP hunting.

Now if you want to continue on with the story, then take the stairs up to the second floor to the area where the door to Motel room 6 is. Once your here, head to the door at the far corner of the hall.

You will be able to open the door with the MASTER KEY. Enter.

This is a storage room of some sorts, from where you enter this room, head to the other corner, there is a safe here and there is a gasoline tank near it, but before you take the gasoline tank check the safe FIRST.

Enter the code 4487 and the safe will open. Inside the safe you will find a bottle, check it, its called the HOLY WATER BOTTLE.

HOLY WATER NOTE

You can use the holy water in 2 ways, either use it normally as an item and it will invoke the METABOLISM spell for your P.E, or as I would like to advice you, ATTACH IT to your armor attachment list and it will reduce the damage you take by 25%.

Now take the GASOLINE TANK near the safe, after taking it you will be attacked by three small camouflaged ANMC's, kill them if you wish to or just exit the area, now exit the storage room and make your way back downstairs to the first floor. Once your back at the first floor, get back to the area where Aya's destroyed car was.

Once you get here, you will be attacked by some more camouflaged ANMC's, after you kill them head to the gas tank which is near Aya's now wrecked car, use the gasoline tank on the pump and Aya will fill the pump with gas. Now we're just about ready to go and find this shelter place already.

Now that we have the gas we need, make your way to the garage area where the red truck of mr Douglas was, talk to Gary again and Aya will give him the gasoline tank full of gas. Now Gary will tell Aya to go back to the motel room and rest for a while, as Gary will be fixing the truck in the meantime.

Now you should know the way to the Motel room 6. Kill any and all ANMC's you will find along the way, when you reach the room first of all save your game, then its time for us to attach some things since there is going to be a big boss fight ahead of us.

Now, attach the following items to the armor, grenade pistol, any explosive grenades you have (non riot), about 2 recovery 3's or lesser if you have them, HOLY water (it'll reduce damage), and the ammo for the M4A1 rifle.

Also, since you've been fighting for a long time now, you should have tons and tons of EXP with you too, so from the PE menu, try to raise the level of your pyro spell to level 3 and try to raise energy shot to level 2 since we're going to need it a lot.

Now, once your done attaching and your HP and MP are back to full, check the bed and select to rest. A scene will take place, Aya will see the hallucination of the little girl again, suddenly she wakes up to a loud noise but realizes that its just the sound of the TV in her room. Aya then decides to take a shower (oooooooooooo).

During her shower, a very HUGE NMC who has a flame throwing pipe in its mouth starts making its way towards the town of Dryfield just walking over the mines that Gary Douglas had placed.

Aya will hear the loud thumping and roars of the monster and quickly get out of her room to see what the hell's going on, Gary is shooting at the thing but it doesn't have much affect, the NMC launches a flame attack via the pipe in its mouth towards Gary and he flees the scene to avoid being crisped.

Now the boss fight begins.

BOSS FIGHT : BIG FLAME SPITTING NMC

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Alright , so here's the situation of the fight, your at the balcony thats on the second floor of the hotel outside the room doors, and the boss will be in the courtyard, his head will be the only thing visible to you clearly and thats what we can shoot at. Now, right as the fight starts you should know that you should stick to the walls of the rooms, dont walk towards the edge of the balcony's or the NMC's hands will easily crush you, taking out tons of HP instantly.

The best method of killing this boss is to use the highest level of pyro which I hope you did, or use energy shot and fire away at the boss with grenades from the grenade pistol and rifle rounds after the grandees are finished. The best place to execute the firing from is the corner of the area between your motel room and the storage room where we got the gasoline tank from.

You can avoid a lot of the NMC's punches standing in that corner, once your there, use the energy shot PE from the menu and after that start firing grenade after grenade, and rifle rounds after that. If the boss starts doing the fire thing then run around in the balcony so as to avoid the flame.

Now there's a little extra challenge to this boss fight, if you can not get the boss damaged enough in less then five minutes after the boss fight starts, Gary's dog will walk in and the boss will kill it. This will instantly lead you to the bad ending (believe me). So try to damage the boss a lot during the first five minutes, if you've done considerable damage then you will have a little scene of the boss holding its bloody face.

If your damaged and your HP is low, dont hesitate in using the recovery items from your attachment lists. Continue the energy shooting from the corner and soon enough the boss will melt and die.

After the boss fight is over, you'll receive a ton of BP and EXP, now we have to go check on Gary, but he's not in his trailer, he will be in the place where we just fought the boss. Since the boss has probably knocked out the path leading to the stairs, you can get there through the ladder in Aya's room.

Aya and Kyle will be driving in the red truck and not so long after that they will arrive at the entrance of the mines which according to Kyle lead to this shelter of his. Here Kyle and Aya will be attacked by the ANMC's in full force and Kyle will get injured pretty badly.

Aya will tell him to get his ass in the mine shafts, and will handle all the ANMC's on her own, now Kyle will have gone in the mines and Aya will be left alone, you should know your surroundings, there's a truck in the middle of the area and the south side of the area is completely open to great falls so if you fall down there, its game over.

Now, the puma ANMC's will start jumping over fences from all directions, 2 at a time, here's tip for you, pyro works best and it can cross through trucks, meaning that you should stay on one side of the truck and the ANMC's on the other, you can easily blast them from the safety of the truck, this way you can kill most of the ANMC's that pop out, but if your MP runs out eventually, you can either start using the normal bullets or grenades or we could do a daring stunt.

Get on with the open south area, the one that I told you was open, stand here until one of the puma NMC's starts charging towards you, while he's in his run you quickly move out of the way, they cannot change direction so they will instantly fall down to their quick demise. Note that if they manage to tackle you, YOU will fall down for an even quicker game over.

One way or the other, once the NMC's are done for, head for the mine entrance and the game will show you the battle score.

After this fight is over, heal yourself if you deem necessary and restore your HP, also you should know that you can store items in the back of the truck so leave anything you dont want to carry around with you.

Side note, if you happen to have enough MP left around then I would advice you to invoke the Metabolism energy from your PE list, this will restore your health, its sort of a healing wind like thing.

Once your done, enter the mines.

MINES

Here, you will immediately get into a battle, shoot or burn all the NMC's right from where you start, after the battle is over, run forward in the mine and you will see 2 doors, one at the end of the straight path and one door in the left wall. Ignore the left door for now and enter the door at the end of the path.

In here, run forward and the small NMC's (which tore your car apart) will jump over the mining carts and your in another fight. Kill all of them, and they should drop some firefly shotgun rounds, very valuable. Now exit the door at the other end of

this tunnel.

In this area run forward and you'll come across a broken bridge, cant go any further for now, head back to the first room in the mine's area. Once back here, this time head for the door on the left wall. In here run forward and push the mining card by checking it and removing the brakes in the choice. After that run down the now cleared path and at the end you will find a huge board with the word STEP written on it. Take it.

Now head back to the broken bridge area and use the STEP board on it. You should be able to cross over now, after crossing you will be attacked by a dozen or to wild bats, get rid of them with fire, after they're done for, at the end of the passage there is a door in front which is locked for now and a small door on the right wall, enter this door.

Your in a small control room of some sort, first of all save your game with the phone thats available in this room, after that check the box on the bench, its another one of those unlimited ammo boxes. Now on the opposite wall from the box you'll find a control panel, check on it and its time for a small puzzle.

First of all, turn the power off by raising the lever in there. Look at the controls carefully, there are 4 holes and one of them has a PLUG inside it, take the plug out from the hole it currently is in by checking it, then place the PLUG in the second hole from the top. After that check the lever in the left hand corner of the screen and lower it. This will start the circuit and if you placed it correctly, the power will be on and that gate will open.

Before you do anything, I would ask you if you have enough EXP with you to invoke the antibody spell (reduces damage) because we're gonna need it.

Now, save your game if you didnt do it just before, and put all the grenades in your attachment selection, also put a couple of healing items in there too since we're about to face a really nasty boss, If you got the HOLY WATER bottle from the storage room the attach IT too. Make sure your HP and MP are full and once your ready, exit the control room and enter the gate at the end of the hall, its open now.

Aya will call out Madigan's name hoping for him to reply, but instead of Madigan she see's something else, its a puma ANMC but its much more bigger then the other one's, its the leader of that group, and now we have to face it.

BOSS FIGHT : GIANT PUMA ANMC BOSS

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Allright, this fight can be annoying or really simple, that depends on the player who's playing. Things you should know before the fight are that the boss runs way fast and its damn impossible for you to catch up to it when it starts running so your best bet is to wait for IT to attack you. Secondly, never stand in a place for more then a few moments because

was inserted in. Place one PLUG in the top hole and place the SECOND plug in the bottom hole. Now raise the lever and the power's back on properly. Aya will hear a faint sound.

Save your game, exit the control room and head back to where we fought the boss, now head for the bike again and press the switch on it, you will hear an unlocking sound, check the area of the wall next to the bike where the light is coming from and It will open like a door. Aya will pass through it.

6th SEPTEMBER, 2000

Mojave Desert

SECRET SHELTER FACILITY

Now you will come out in a metallic hallway, here run forward and head around the corner, you will get into a battle with a big camouflaged ANMC like the one we fought when we used the rope in Dryfield for the first time. You are better prepared to fight this thing now, use pyro to burn the crisp out of it, but also cast energy shot on yourself if you feel like using the grenade launcher to finish this boss off.

After the boss is dead run forward and enter the elevator, check the control panel on the elevator and select to go down. Once your down here, you will be in the B1 of the shelter area.

From where you come out, run straight forward ignoring the big door on the left wall for now, run and turn around the corner and kill all the NMC's in this area of the hall, ignore the elevator on the top corner for now since its not open right now. If there are laser guns on the top of the door then take them out with the assault rifle or the shotgun if you have it.

Enter the other door in this area. In this hallway there will be a few ANMC's, take them out with pyro or cast energy shot and shoot the hell out of them, then cross around the corner and take out the laser guns on top of the door with the rifle or shotgun shells. Enter through the door.

You will come out in a rectangular shaped storage room, in here check the shelves for a ringer's solution, also in one corner of the room is a box of unlimited handgun ammo, stock on that ammo. Besides the door we entered from in this room, there are two other doors but only 1 is unlocked. Go through.

In this hallway like before, kill all the ANMC's you see, if you face the blue jelly like NMC's use pyro to kill them, at the end of the hall shoot out the camera's on top of the door with rifle shots or shotgun shots. Exit through the door.

Now you will come out in a big sleeping quarters room for the staff (which is missing) there are a couple of NMC's in here, kill all of them, then head to the only other big door in this

room with a green light above it. Exit through it.

You will come out in a very big hallway, here's a little ASCII of this place since its very important place and we'll be coming here a lot.

```
      EEE
    _ |   | _
   D|_     _|A
     |b  |
     |I h|
    _|g a|_
   C| _ l _| B
     | l |
      FFF
```

A = the door we just came out of
B = the door leading to armory
C = door leading into control room
D = door leading to parking lot
E = Door leading to sterilization room
F = door leading to elevator hall

So, you just came out of the door which is marked with A, which is the door to the sleeping quarters, now first of all , head directly for the C door, leading to the control room. Inside, you will face some NMC's and laser guns on the walls, Kill all of them, then exit back to the main hall.

Now ***IMPORTANT*** UNLOCK the door marked with FFFF, this door will lead you back into the elevator hall, we'll use it a lot later.

Now run to the door right across from the one we came out of, in the map that is the door B, it is the door to the armory. In the armory head straight for the machine in front of you this machine is actually an item machine and you can use your BP to buy items from it like you normally would.

Now, im sure you would have enough money to buy a PSY SUIT. It is an awesome piece of equipment, also buy a few more recovery items. Now check on the left of the machine and you'll find a card reader here. Do you REMEMBER the BLACK CARD we picked up WAAAY early on in the game, at the akropolis. If you picked it up, then use that card to open the card reader here.

Head inside, check the various cabinets on the left to find infinite Buckshot ammo's, infinite 9mm parabellum and Hydra ammunition. Now head around the corner of the armory area and take the shotgun off the stand, (the M16 is broken) this is a SPAS 12 SHOTGUN, combine this baby with the stronger shells and you've got an awesome weapon. There's also a door here, you can open it from this side, it will lead you back into the rectangular storage room (with the infinite 9mm ammo box).

Now exit back to the big hall.

This time walk through the door marked on the top location of the map, its the sterilization room. Once your in here run straight forward to the control screen and Aya will discover that she can

walk safely through without any risks, so walk in through the door marked IN. Once through the area, on the other side use the phone first off to save the game, after that use the little box here to store any items that you dont want to carry around.

Now, enter through the big door on the right side wall, here Aya will have another hallucination about the little girl that looks like her. The hallucination will cause her to go a big weak but she quickly regains herself. When your in control of Aya run straight forward and around the corner, the big door at the end of the area is locked, check the small elevator on the left wall and take it down to B2 floor.

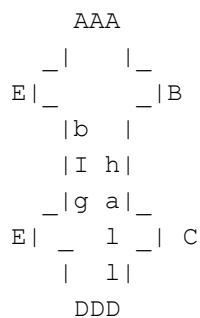
Before heading down I would like to ask you to take out any gun you have that might use the 9mm rounds and equip that gun with the hydra rounds, you should have plenty. After that take the elevator down and once you get out of it, blast the camera's in here with the hydra ammo, kill ANMC's in here with a combination of pyro and your hydra rounds. Once your done with the enemies in this room, head for the door at the far corner of the room, shoot the camera's and lasers above the door and enter through it.

Your in the septic tank now.

Here you will come out on a walk way in the center of the room and there are water ways on each corner of the room, in this room you will be introduced to a new kind of ANMC, the swimming ANMC. Here's a few things about them, they are really weak if put on fire so I think you already know what to do.

Now in the septic room, run forward and try to run for the door at the end of the hall, but the battle will probably start before you can, so turn around, and wait for the swimming NMC's to take their heads out of the water, they will charge up to do an electric shock on you but before they can , hit them with your best pyro shots and hopefully you'll kill them before they can shock you.

After they're dead, exit through the door at the end of the hall. Your in another branching big hall with 2 doors on the left wall 2 elevators (both not use-able right now) on the right wall and one big door on the wall straight across the one we came out of. Here's a little sketch for it.



- AAA = where we came from
- B = door to the labs/breeding room
- C = door to comm. room
- D = door to elevator hall B2
- E = elevators

will be too far off from you to attack normally, so what it will do is that it will start sucking air and the trash from the entire dumpster area.

Aya will also slowly start to get sucked in, but thats the only weak time of this boss, as soon as it starts sucking in air, you cast energy shot on yourself and fire a grenade into the open mouth of the boss, after that quickly start to run in the opposite direction because if the boss catches you in its mouth its instant game over. Fire another shot if you can and you'll damage it enough.

Now, take special caution in not trying to hit the boss after his mouth is closed because if you do then, not only will it not cause any big damage to the boss but it will also piss him off and he will call in small chattering ANMC's (who keep laughing all the time) into the room through the dump holes. This can be really annoying.

Also make sure to stay a bit away from the boss and in the middle of the dump area since the boss will often do a lightning attack which can hurt a lot too. Now if the boss happens to call out the chattering ANMC's then take out the gun with hydra rounds in it and blast those little bastards first then continue with the boss blasting with the same method.

After quiet a few hits the boss will finally die. If there were any chatting ANMC's before he died then they will still remain, get rid of them to end the fight completely. You will get tons and tons of EXP and BP after this battle, I say we deserve it.

After the boss fight is over, the controls will get shocked a bit and the exit door out of the dumpster area will be opened. Now you can exit out of this area. Exit I say.

But before you exit, heal yourself completely and put new fresh healing items in your attachments list if you used the previous one's and make sure that your ammo is loaded and all that stuff. Then exit the dumpster room, we'll be getting into another boss fight in a few seconds so we gotta be careful.

When you go through the door another scene starts, on the other side of the door the big boss also comes back to life and it charges through the shutter wall and comes behind you in the next huge wide hallway.

BOSS FIGHT : SUCKS-A-LOT ANMC BOSS II
-0-0-0-0-0-0-0-0-0-0-0-0-0-0-0-0-0-

Now then, the boss is exactly the same, and all of his attacks are also exactly the same besides this one attack where he spits some green acid or something. So lets directly get to how we can beat this boss permanently.

METHOD 1

-

This is the smart man's method, as soon as the boss fight starts screw the boss and run as far as you can go in this ultra huge hallway, at the end your path will be blocked by a chasm, but

there is a little inlet with a press-able tile on the floor, stand on it and aya will think to herself that by pressing this tile the elevator below the chasm is slowly rising. Now while we are waiting for the super slow moving elevator to come up lets get the boss here.

Run close to the boss and lure him to come after you by firing at his face a couple of times with any weapon, the boss will slowly walk after you towards its inevitable doom. But be ready for his sucking attack and make sure that you dont get sucked into the boss's mouth. After the elevator is completely up you can cross over it to the other side, there is another similar press-able tile on the other side of the elevator, do you guys get what we have to do. Lure the boss so that he is completely on the elevator and you press the tile, the elevator will go down and the trash compactor system will kill the boss for you.

Tons of EXP and BP for you now.

METHOD 2

-

Now this method is really hard and it required a lot of ammo and patience, from the start of the boss fight run right ahead to an ideal place, which is the corner if you ask me, now wait here for the boss to follow you and when it does its usual suck attack , we do the usual energy shot and grenade in your face attack, just be careful not to hit the boss when its face is not open and it will call in the chattering ANMC's again. Now keep on hitting the boss with this method and you will eventually kill it fair and square, the boss will turn orange and slowly melt into a puddle of goo.

No matter which method you used, the computer system will turn online and announce that the incinerator system will come to life in 5 minutes and the entire trash area will be *cleaned* of the trash. We gotta hurry and get outta here.

BUR FIRST.

Quickly, run across the elevator back to the first trash room where we fought the big boss for the first time, in the place where the boss once used to be will be a box with some new trash in it. Take the item, its a MEDICINE WHEEL

MEDICINE WHEEL NOTE :

Like the Holy water, the medicine wheel is also an item that will benefit you more if you attach it to your attachments list, but you can also use it like a normal item from your inventory and it will invoke one of the wind category spells. If attached to your armor this will get you some super cool bonus items in the game. Like double ammo, STRONGER ammo and more items then usual. This is worth it.

Now try to escape the dump room and you will be attacked by

a dozen or more of the chattering ANMC's, kill them using the hydra ammo and a couple of pyro spells. After that head for the second boss fight room. More chatting ANMC's in here kill them with the same method as before, now cross over the elevator and at the end of the hall is a single door.

Keep on pressing the action button against it and after a few tries the door will finally open. Someone just saved Aya. Who ?.

KYLE's ALIVE

Its good old Kyle Madigan who is mysteriously alive and is carrying a mean looking rifle with a Pyke attachment to it. After some more chit chatting between Aya and Kyle, once your back in control of Aya, run forward and save your game at the phone present here. After saving run around the corner since the door in front of you is locked and proceed the exit at this side.

Now you will come out in a trashed area in the lower floor, there's an upper walk way too but we cant get to it from here, in here you will face some more unusual NMC's, kill them all along with Kyle. His Pyke comes in really handy in these battles and regardless of who killed who , Aya will get all the BP for the kills. Cross the path and enter the door at the end.

Now in another small down floor area, run forward killing any and all NMC's that come in your path and at the end take the ladder up to the upper walk ways.

On the upper walkway first kill the swimming NMC on the watery side using any thing related to flame, pyro or inferno (NOTE : By now, you should try to get inferno on your own level it up too).

Head across the walk way and check the control panel at the other side, enter the code number 18 in it and the flood gate will be raised and the water level will go down suddenly. Take that swimming bastards.

Now take the stairs down to the watery area where the swimming NMC was, but the water has lowered down now. Run around the bend here and enter the gate at the end. In this passage run around the corner and kill the swimming NMC who's sitting in the shallow water, after that take note of that large gate behind you, that is the full moon gate, you should remember its name for a reason.

Now directly opposite of the gate are some steps heading up, take them up and on the other side of the steps is a ladder leading down, take this ladder down to the other side.

Down here you will see several ANMC's both in and out of the water, kill all the ANMC's in this area for some mega points, now take note of the number pad on the right side of the ladder we just took down. Then head to the direct opposite end of the big hall, there's a door there but thats not our concern, check

the paper on the wall next to the door and it will give you some information about the full moon in Japan or something.

ON A FULL MOON'S NIGHT

NOTE : The following part is critical if you want to get the better ending of the game, miss any detail in the next few paragraphs and you will get the bad ending, now follow the paragraphs exactly. I will explain what happens otherwise in the other endings area of this walkthrough.

After reading the full moon note, head back to the control panel on the right side of the elevator we took down here and check it, enter the code 15 in it and the full moon gate was open. Now climb the ladder back up and take the stairs down on the opposite side, now go through the big door on the other end, this was the full moon's gate.

If Flint was alive then Aya will start to hear her barking surprisingly we're back in the Dryfield area, remember the rope we used on the well and there was an unopenable door there, THIS is it. Aya decides to check out how Mr. Douglas is doing but Kyle has no interest in it and goes back to the shelter to explore the area. Aya will automatically take the rope up to the town.

Flint will be here waiting for Aya, when your in control of Aya, start to follow Flint where he's leading you towards.

Now follow the following part very very carefully, go through the factory after Flint, and then go through the back door which leads to the area with the fence where we met Kyle for the first time. Exit to that area and in the fenced area fight and kill all the ANMC's present. Now take the ladder up to the water tower and here you will see Pierce lying down from the corner. Follow the tower to where Pierce is injured and fight he NMC's here, they're quiet easy to kill.

After that check on Pierce and he will still be alive, but he isn't in good condition, but he will still hand Aya the key to her SUV. Now we have to find something to stop Pierce's blood and we need to check the SUV out.

Okey, first get down the tower and take the door that leads to the back area of the BAR, kill all the NMC's in the kitchen, now enter the BAR itself, and kill any small ANMC's you can encounter. Exit to the back alley after that and kill any NMC's here as well. Now exit through the steel door to the main front court yard area (where the ice machine is). From here head to the gas station where Aya's car was parked. Pierce's SUV will also be sitting here, open it with the SUV key and inside you will find a tactical VEST and a lipstick.

Now we have to do something for Pierce, head for the ICE MACHINE and use it, Aya will collect some ice and now we have to rush to Pierce before the ice melts. Here's the thing, you dont want to get in a battle when you are holding the ice pack. Or else the ice will melt. So make sure before collecting the ice to clear

out the path we'll be using of all ANMC's.

After taking the ice pack , head back to pierce via the back alley and BAR way, once you reach Pierce, give him the ice pack and he will give you a CAN, now go back to the ice machine and get another pack of ice for him, use the same method to get back here, give this one to Pierce too and he'll give you a MP BOOST 2. Just one more time folks, go and get a third ice pack. When you get to the area with Pierce, he will be standing up and be alright. He will give Aya a special item, the OFUDA.

OFUDA NOTE

OFUDA is another special item just like the HOLY WATER and the MEDICINE WHEEL, if you attach it to your armor attachment list then it will raise your P.E powers by 20% !!!! . This can make all your fire spells really powerful. I highly recommend you get this little gem of an item.

Now that we're done with Pierce, its time to check on how old man Gary is doing, he's still sitting in his old trailer, you should know the way to get there, once you've reached the trailer Gary will tell you that he just got some more guns from his storage. Talk to him and stock up on the ammo, also if you have enough money I would recommend buying a Pyke attachment for your M1A4 rifle. Seeing as how Kyle was doing so much damage with it, its awesome.

Now once your done with Dryfield again, head back outside and back to the well we got back into this town from, take the well back down and enter through the full moon gate again. Back into the SHELTER.

EXPLORING FURTHER

Alright, now we're back in the SHELTER and we have to find that talking creepy black creature thing. Once your back in the shelter take the stairs and drop down the ladder on the other side and now we're back in the room where we entered the full moon gate code.

Once back here, kill the newly regenerated ANMC's and proceed on to the door which is near the paper we got the code idea from. Once here cross through the door. Now you will come up to a corridor with water on one side and some swimming ANMC's in it. Keep running all the way to the other end of the hallway and if you get in a battle use pyro to kill the ANMC's, thanks to the OFUDA your PE magic should be much stronger now.

At the other end of the corridor is an elevator, take the elevator up to the B1. You will recognize this hallway as the first one we entered in the shelter from originally after killing that big puma like NMC boss.

Alright, now take the big doors which will lead you to the big hall way , on the way make a stop to the armory and stock on the hydra and buckshot ammo thanks to the infinite boxes in here. After that, enter the door to the SLEEPING QUARTERS. Check ASCII above, its the one marked with A.

not give you the right answer, it will only give you a jumble of words that you have to sort out in the right order, its all very complicated so just read below what the password is.

A3EILM2S2Y

Now you can access the terminal, once your in the program go and check the VISITORS PROGRAM from the menu, dont bother with the other one's since they're all closed down. You will have to give answers to three random questions about the story of the game. The questions are really random so I cant give out any exact answers. But if you have been paying attention to the game, and if you HAVE played the first parasite eve game, you would know the answers.

Eg

Q = WHAT DO MITOCHONDRIA PRODUCE BY COMBINING GLUCOSE, LIPIDS AND OXYGEN ?

ATP

ADP

NAD

In this case the correct answer is ATP, see how simple it was.

After you've entered the correct answers, the visitors program will open and Aya will start asking all sorts of questions to the computer, which it will answers. Most of the answers are really shocking for Aya and they reveal a new side of the whole production of NMC's.

Suddenly the phone will ring, this is the true moment in which you will know which ending your getting, answer the phone. IF it is PIERCE on the other side then your going for the good stuff. If its KYLE on the other side, then restart your game.

Now im HOPING that it was Pierce on the other side, if that is the case then Pierce will tell Aya that he's inside the shelter at this very moment, and he will tell Aya to come to where he is at this moment. He tells her to use the MAP. I would suggest you do the same thing here and use the MAP to find out where Pierce is. Its the big area beyond the STERILIZATION ROOM.

Use the force and follow the GPS until you've reached the area with Pierce in it, save your game at the sterilization room on your way here.

The area that Pierce is in is called Pod Gantry on the map. Enter the big doors to it which were locked before, along the way Aya will spot a HUGE mitochondria growth. Cross over the bridge and on the other side enter the control area from the stairs. Pierce will be standing here checking out the computers. Talk to him and another scene will take place.

Pierce will explain the security camera system to Aya and show her the camera screens, just follow what ever Pierce is telling you to do and keep following until he shows you this place called the Neo Ark, we dont have a clue to what it is. But its underground even below the trash room area, way below earth.

Pierce will also give you the metallic implant back and explain to you how the mitochondria system in the facility works and just about every ANMC has one of these transmitters. After the scene is over, and you dont have the talking scene anymore. Check the security monitor bank once again.

From the first camera unlock the door leading to the Parking Lot from the third camera activate the elevators leading to the Neo Ark and from the final camera turn off the security guns.

DONT FORGET TO TURN THE SECURITY SYSTEM OFF.

After your done with this area save your game at the phone found right in this place, once your done its time to head for this Neo Ark place. Take note that there is no save area or any place to buy items on that entire floor and area so you should take a visit to the armory room and re stock on all the ammo before you head out. Now from the sterilization room take the small elevator outside the Pod Gantry room which we took when we came here for the first time.

Pass through this corridor killing all the NMC's in between, if you did shut off the security system then the guns wont fire back at you. Pass through the Septic tank killing all the swimming NMC along the way and back to the B2 main hall where the elevators are located.

Take the upper elevator with the work ARK written on it, enter the elevator and take it down to the Neo Ark facility.

Before you can reach there, you will see a little scene of the American President in the WHITE HOUSE, The prez is talking to the JOINT CHIEF OF STAFF, after the scene you will see a little FMV of a satellite orbiting in space.

NEO ARK FACILITY

From where you come out, run forward until you reach an open and down right beautiful place where an automated computer will give you a quick introduction of what this place is and just what the hell they were planning to do here.

When your back in control check the computer terminal right in front of you and read the various information about the ANMC's and how they are made and all that stuff. I dont know about you guys but this really reminds me of Jurassic Park 1.

Now open your map and according to it take the south stairs from the main hall of the Neo Ark down, there are stairs on the north too but the door beyond them is currently locked. Head down the south stairs. From where you come down run straight ahead and enter the door at the end of the hall which is marked with the word SHRINE.

But you'll just come out in another straight hallway, go through the dirt passage and enter the door at the end of this passage too, now you've really entered the shrine and we're about to go through one of the most annoying puzzles in the game.

Inside the shrine, run forward and check the south wall and you will find a puzzle for viewer's entertainment, but we're going to solve it for the sake of the game. Now you will have a panel which looks a little like this.

```
      ##                ##
      ## _____ ##
|   |   |   |   |
##|___|___|___|___|##
|   |   |   |   |
|   |   |   |   |
|   |   |   |   |
|   |   |   |   |
|   |   |   |   |
##  ##
#   ##
```

Okey, so you see the seemingly empty squares, they will be filled with weird symbols in red blue or yellow or white color.

Now on the outside of the central puzzle you will notice small bars of some colors , like that bar you see going diagonal from top right to bottom left is red in color, so all you have to do is place the red bricks in order so they make a straight line from one corner to the other, it doesn't have to be in a specific order, it just has to be a red line in any possible configuration.

Now you will also get other results from the other color combinations but the story demands you to make the red line. But i will also tell you what you get otherwise.

RED : This is the combination that we need to do, this will unlock the door on the other end of the shrine. This is our main goal.

BLUE : This will cause the stone's behind you to move and you can enter the small area to find an MP BOOST 2. Take it, move any piece of the puzzle to re-close the path.

YELLOW : With this combination a swarm of very annoying black beetles will fall from the ceiling, they're really very annoying so just dont do this one.

Now, when your done with this, and have done the red combination which opens the door that we have to go through, make your way to the back area of the shrine, and here you will find a door at the very corner of the shrine back side. Enter through it when your ready.

You will enter the first power room, here Aya will see a HUGE ANMC who is strapped on to the floor and is powering the facility with its mind power. There are literally about 2 dozen security guns here but I just hope that you turned all of them off, if you did then they will just sit there waiting for you to destroy the NMC.

SUB BOSS : POWER GENERATOR ANMC
-0-0-0-0-0-0-0-0-0-0-0-0-0-0-0-

From when the "fight" begins, walk up to the area behind the ANMC and you'll spot a control panel here, destroy it. Now walk up to the front part of the ANMC, in front of its face and take out any gun you want, preferably the guns which use the 9mm ammo since the boss will do virtually nothing in the battle.

Start blasting away on the boss, take all your time, the boss will eventually die out and half of the power of this place is now not flowing. We did it haha

Now head back through the shrine, and back to the opening area of the NEO ARK, where the automated computer gave us the introduction of the NEO ARK facility, you probably will encounter more beetles along the way, kill them for some measly rewards.

Once your at the main hall of the NEO ARK, the computer system will tell you that due to the disturbance in the south part of the ARK (which we just caused, mind you) the north area has temporarily been opened for the people to go to.

So, now use the north stairs to go down the north path and run to the end of the path to enter the door at the end, you will come out in an artificial tropical forest environment.

In this new are run forward along the path and you will come face to face with a new breed of ANMC's, I call them the raptor ANMC's because they remind me so much of the raptors from Jurassic Park. Now here's what you do against them, take out your assault rifle with the hammer as its attachment (if you have it) then stun them once, and when they are down use the combination of assault rifle ammo with energy shot to boost their strength for quick and easy kills.

When its dead, take the path heading off left into the rain forest and enter the door at the end of this path. You'll come out in another straight path, here just run across the straight path and cross over the smell water body, continue running to the end of the path and enter through the gate at the end. Keep in mind that you may get attacked by 2 raptor ANMC's during the path, take them out one at a time and it should be easy.

Now, in this new area, run forward and check the round stone to Aya's right, this looks like the face of an ancient clock, check it and start rotating the dial until Aya tells you that the design now matches. Once this is done run further ahead in the hallway and take the stairs up to the top of the artificial pyramid.

On top of the pyramid you will find four different colored stones on each corner of the pyramid and standing on each one will give out a different kind of ancient shout, this only means that we have to step on the right color combination in order to open what ever its supposed to open, now you can do this the hard way by trying to figure out this code on your own but im here to give you a free answer.

gun you want, preferably the guns which use the 9mm ammo since the boss will do virtually nothing in the battle.

Start blasting away on the boss, take all your time, the boss will eventually die out and half of the power of this place is now not flowing. We did it haha

After the fight finishes, and now that you have disposed of both the generators, we can finally check whats down the other elevator besides the one we took to get down here to the Neo Ark facility.

So head back all the way to the main hall of Neo Ark, where the computer gave us the automated welcome response, and head to the elevator we came from originally, take it back up.

SHELTER AGAIN

While Aya is going up on the elevator, No 9 walks into a control room, and sets some controls, now the Golem army starts to wake up from their sleep and they are automatically administered some performance enhancing drugs to make them alert quicker.

Now you will come back out in the big hall of the floor B2. While your here make a quick trip to the armory room in B1 since we're really going to need some more ammo and especially grenades. Now equip the M4A1 rifle with the grenade launcher as the default attachment, and buy as much grenades as you can, yes we're really going to need them. Now head to the nearest telephone, which ever it is from you and save your game here.

Now make your way back to the elevator area in the floor B2 where the elevator leading to the NEO ARK is. Now head across to the other elevator and take this one down. Make sure that you have grenades, healing items and MP raising items as your attachments.

Once your out of the elevator quickly press the auto aim button, you will be in a battle immediately, first aim for those big black speakers on the walls, when ever they make the beeping sound they will drain some of your MP out, and we dont want that to happen, now do we. Cast energyshot to help you in taking the damn speakers out quickly. Destroy all the speakers here, then take care of the laser guns on the walls, after that's done check the other circular elevator in this hall. Enter it.

While going down Aya will start thinking stuff about the immense mitochondria power that she's feeling below her.

You will come out in another straight hallway, there's a child with a weird helmet on her head standing at the end of the hall and there are ANMC's and 2 speakers on the walls, first off cast energy shot on yourself, then use the grenades to quickly kill the ANMC's in the room, as soon as they are dead the speakers will also stop draining your MP, now destroy the speakers with the normal ammo and once every thing is destroyed, follow the child at the end of the hall towards the next door.

the room suddenly goes black and emergency lights come on, then the golem army starts to attack the room, Kyle opts to stay in there and hold them off and tells Aya to go. Aya and Eve break into the next room via the window.

As soon as your back in control, know that the room you and Eve are in will start to fill with gas slowly, if eve dies in here then its game over. From where you come back in control, check the cabinet for a healing item. Then look at the stasis tube Eve is looking at, after looking at the deformed clone, keep talking to Eve until she is convinced to go along with you.

Now walk in front of Eve so that she will walk behind you, go to the elevator in the top corner of the room and use it to go up. The elevator will go up with Aya and Eve.

Outside Eve and Aya will come out in the NEO ARK facility, Eve who has never seen the sun light before will get frightened and run off (boy does this remind me of Claire and sherry). As soon as your back in control of Aya, run behind her through the gate leading to the bridge.

Here you will find that all the ANMC's are sleeping, since the helmet's now off they dont have any orders on what to do, now you can kill them here for some easy and unfair points, after killing all you see, make your way to the three-way intersection and take the stairs down to the underwater crossing path.

Here you will have another scene, No 9 has caught Eve and threatens to kill her if Aya does something, Aya is helpless and can just sit back and watch as No 9 runs off with Eve.

Now you must find out what happened to Pierce, then find out where this bastard is taking Eve to. Climb out of the stairs on the other side of the under water passage. Here you face your first golem in the game.

The best method to fight against a golem is to use a standard grenade with the M4A1 attachment, cast energy shot before you start firing to make your bullets effective, if there is more than one golem in the immediate area then also cast anti body to raise your defense a little bit, otherwise try to hit the golems from as far as you can using the grenade and energy shot combination. An average golem will go down in 2 or 3 grenades.

Make your way to the main hall of the NEO ARK while fighting off the golem's along the way, you should really get used to this since most of the enemies in the game from now on will be various kinds of Golem's and nothing more.

Take the elevator back up to the shelter, now since the small elevator after the septic tank which goes directly up to the area near the pod gantry is not working (BUMMER) we will have to go around the long way killing off golems and earning some serious amounts of BP and XP along the way. This isn't all bad.

But the badder part is that some one turned on the security system so now all the guns on the walls are working again, damn it pisses me off. Now take the main elevator from the elevator hall to the B1 and take the path from the right door back to

the big corridor. When you are passing through the sleeping quarters you will be ambushed by an invisible golem. These kinds of golem's are very annoying.

The first thing to do against these is to stand with your back to a corner so they can never get to attack you from the blind side and cause damage, now cast energy shot and get ready with the M4A1 grenade launcher attachment, they will mostly come out very near you, quickly fire a round or two before it vanishes again and keep pounding it when it starts to fall down to the floor. Go through to the big hall after clearing the area.

Clear the big hall of all sorts of golem's and the sentry guns on the walls, use normal ammo to get rid of the guns. Now from here make your way through the sterilization room, save on the phone on the other side, then exit the door there and enter the big door leading into the pod gantry. Run across to where Pierce was and he won't be here any more.

Now, first off, check the phone once and Aya will find a note on it written by Pierce, he wrote that he discovered by hacking the MIST accounts that there is a mole who keeps giving out their mission information to some unknown source. Who could this mole be. Now call HQ and if Jodie picks up the phone on the other side it means that your going for the good ending. Save your game if you wish.

Before exiting, check the security monitor camera's on the corner once again and first off turn the security off again from the bottom camera, after that check the first camera and unlock the parking lot door. Now exit the pod gantry entirely.

Once outside, head back to the big hall through the sterilization room, once through here enter the first big door on the left wall that's the door leading you to the parking lot areas. In the first area run forward and enter the door at the end, in this room run forward and to Aya's left, there is a door at the end here too but before you can enter it you will be attacked by another invisible golem, if you can switch your rifle attachment before this file and attach a HAMMER stun device to it. Now after the invisible golem goes invisible, use the hammer device to short its invisibility and it will become visible again, once that is done cast energy shot on yourself and use the normal rifle ammo to get rid of the golem.

Once the golem is dead head through the door at the end, we're at the parking lot B1. In here, save your game at the phone if you wish to and then check the control panel next to the huge doors in the middle of the area, Aya will find a car key attached to it, how nice. Now press the red green and yellow switches on the control pad after checking it again, this will cause a small elevator to come down and drop off a belt pouch. Take it.

After that check the control panel again and this time press the blue then yellow buttons, press call and the big doors will open revealing the car behind them. Now walk to the other side of this big room, and on the right side of the huge shutters there will be another control panel, run up to it and use the BOWMAN's card on it, this will open the shutters, now use the CAR KEY on the car and you will be on your way.

After the car gets as close as it can, Aya will get off of it, the big doors in front of you are locked, so enter the small doors on the side which will take you into an airlock. in here run to the very end of the hall but before you can enter the door at the end you will be attacked by an invisible golem, here's a tip. If you had invoked the spell plasma and raised it to level three, you can cast that during the battle and the invisible golem's will become visible since electricity will short out their devices.

After the golem becomes visible kill it using a combo of energy shot and rifle rounds or grenades. Afterwards enter through the door at the other end. Now you will come out in a wide area with 2 golem's in it, there's a bike in the corner but ignore it for now. If you are smart enough, the lure the two golem's in front of each other, one of them fires off grenades, dodge them yourself and the other golem will get hit. Besides that use the combo of energy shot and grenades to kill the golem's one at a time.

After both the golem's are dead check on the Bike and Aya will realize that its no 9's bike, she will automatically see the teddy bear next to the bike and pick it up. After that, the big doors in front are locked, so enter the small door to the left of it. In here just run forward and activate the mechanism. This will open the big doors in the previous room so head back there and enter the big doors.

In here will be two more golem's, like before cast energy shot on yourself and use the combo of energy shot and grenades or if your short on them, normal ammo, to kill the golem who is firing grenades towards you first, then take care of the other one. After disposing of them check the controls to the left of the big doors and open it. Head through the door.
0-0

A very beautiful FMV will play now, Aya will run out to the open heli pad area but she will be surrounded by tons of Golem's, but before the golem's can harm her all hell breaks loose, suddenly an entire marine unit rushes into the scene and makes mince meat out of the golem's in a matter of minutes. Golem bodies are flying around here and there.

6th SEPTEMBER, 2000

Outside shelter

Morning time

DAY LIGHT

After the awesome FMV watch the series of scenes unfold as Aya will talk to the leader of the marine unit in their base camp and on the other side, the President is talking to his people and decides that blowing up the entire place and exterminating every thing is the best counter measure against this mess.

Back at the marine camp, when your in control of Aya, use the phone in the tent your in to make a call and save your game Rupert should be the one who picks up the phone if you are heading on to the good ending. Before exiting take the airburst grenades and the Ringer's solution from the other corner of the tent. Exit the tent when done with those tasks.

Outside, Aya will spot Flint if you had saved him during that boss fight, Aya will find something on Flint, its a canister which has an Mp boost 2 inside, also read the note with it from Gary Douglas himself. After your done with Flint, you'll spot another familiar face. On the right side of the big tent you will spot Jodie, she came here just for Aya.

Talk to Jody for some story related information, you will find out the Eric Baldwin was the mole in the MIST agency and he has been taken care of, he's in jail now. If you meet Rupert here instead of Jodie that means your going to get the bad end. Check the crates behind Jodie and they will contain all the items that you have left behind in the various item boxes through out the various locations in the game.

Now, talk to the marine guarding the door to the tent we came out of and he will allow you to take all the ammo you need, if your going for the good ending then the stock pile of ammo will also contain grenades, not otherwise. Stock on all the ammo you can carry especially the grenades.

Now talk to the marine next to the truck and he will let you buy things from him, first off if you have enough money buy the Javelin attachment for your assault rifle, this attachment is the compliment to the awesome gun. Stock up on healing items as well and if you have more spare money to spend then buy the AYA SPECIAL VEST from the guy, it increases the fire rate which will come in very handy during the final battle.

Now walk up to Flint and use the TEDDY BEAR from the inventory key menu, Flint will start barking and head for the door leading back into the shelter. We have to find EVE.

ONE LAST TIME

Now before anything, make sure that you have the M4A1 full on ammo and the JAVELIN is the current attachment, put the grenade launcher attachment in the attachment window for use later on besides that put all the grenades you have on that list too. Also put recoveries and higher medicine on the attachment list.

Now, walk up to Flint and use EVE's teddy bear on him from the key item menu, he will get the scent and start running around, now we have to go in the shelter one last time. Now with Flint on your side walk up to the control panel next to the huge doors at the other end of the wide area.

Here use the control panel and enter the area, you'll come in the exiting area where we fought the 2 golem's before. According to the army cheif, they have cleared all but 1 area in the entire B1 floor so there won't be any golems for us to fight on

this floor. But you can always visit the neo ark for some BP.

Now you'll notice Flint directing the exits for you, but I think you should know the path's, make your way back to the electric car, and use it again to enter the shelter area. Once your in the parking lot, answer the telephone that's ringing. Now exit back to the big hall of B1.

Once here, go through the top door to enter the sterilization room. In here you'll have a scene, there will be an injured marine here, after Aya and the marine are done talking, Aya will tell Flint to stay with the marine. But Flint will just take the marine to safety.

NOTE THIS AREA IS IMPORTANT, READ ENTIRELY

Once the marine is gone, you exit back to the big hall and once again to the parking lot, there will be a truck standing here with some new toys for you to get your hands on. NOTE this only happens if you save the marine.

One of the toys they're selling is the MM1 GRENADE LAUNCHER, the most devastating non-cheating weapon in the game, if you have enough BP buy this thing right now, otherwise go down to the Neo Ark, kill tons of golem's and MAKE enough money to buy this weapon. Buy as many grenades as you can and exit the parking lot area. But dont get back to the big hall. We're gonna find Pierce now.

From the hallway that connects the parking lot and the Big hall (the one where we fought the invisible golem last time) you know which hall im talking about right, once your here run towards the door as if we were going for the big hall, but run to the area to the right side of the door. Here you will find a door on the south side, this is the golem freezer area. Where the golem's slept before they were awoken.

IN here run forward and talk to the sitting Pierce, he will say that he doesn't remember what happened that that big guy (no 9) knocked him out and dropped him off here. Now keep talking to Pierce until you don't get any new replies.

Now you are truly getting the good ending.

Now we're ready to just about end this game.

THE FINAL STRETCH

But before that, head back to the parking lot and save your game at the telephone located here, after that talk to the guy selling stuff and fill yourself with powerful healing medicine, re buy grenades for the MM1 if you haven't bought before. Now head back to the big hall of B1.

Now once your back at the big hall B1, once back here take the door into the sterilization room again, once in here pass through the IN door, on the other side save your game at the phone here.

Now we do our final preparations before we enter the final fight.

FINAL PREPRATIONS

Before you exit, make sure that you have the following weapons or items in your inventory or attachments list.

MM1 Grenade launcher, and about 100 grenades both normal and air burst in attachment list. M4A1 will full ammo equipped and the javelin attachment attached to it. Aya's special armor equipped if you bought it from the army camp. Several ringers solutions or recovery three's to your attachment list.

OFUDA, SKULL CRYSTAL and HOLY WATER equipped as the special items, the ofuda will increase your parasite power 20 percent the skull crystal increases weapon attack by 20 percent, and the holy water reduces damage you take by 20 percent. All these items are nobel in our cause.

AND level three of just about every parasite energy.

Now, we're ready for the final battle, so head through the door on the opposite side of the sterilization room which leads to the Pod Gantry. In this hall you will be attacked by a dozen or so laser guns on the wall and one golem. If you feel like earning some spare BP then use the gun fire from the M4AI to take out the laser guns and the golem.

Once your done, enter through the big door at the end to enter the Pod Gantry and the final series of scenes.

Aya will confront No 9 here, Eve's here too and she's got the weird helmet thing on again, but the biggest surprise is KYLE standing next to No 9. They were working together in this. No 9 will start talking about his brilliant plans and how Eve will be helping him and blah blah.

Kyle walks up now and starts his dumb speech, during which he takes out the gun and shoots Aya in the gut, its only a flesh wound but Kyle walks up with the gun drawn, the next shot won't miss. But Kyle turns around and shoots No 9 from close range who cannot believe Kyle was a traitor, and gets killed by the very big mitochondria that eve was powering.

But its not over, the three remaining people notice something coming down from the sky, shimmering like a star. But its really the satellite shooting huge hyper velocity shots from the orbit to clear every thing out permanently. First, Dryfield gets blown to bits, then one shot hits the big NMC but it doesn't do much.

After some more talking and seeing what happened to Kyle, when Aya is back in our control, you will be standing outside the Pod gantry doors, take the small elevator next to you down and once you've reached down head for the Pod gantry door on B2. Down here you will be attacked by a invisible golem in this room so if you want to kill it, do it. But enter the door any how.

After a few more series of scenes, the final boss will start to rise from the depths of the place. Its time.

panel on this circular hallway and use the BOWMAN's card on it. You will have a scene of a bridge in the center of the room and it will get right under where Eve was hanging before. But before Aya can get to her, Eve is taken by the mitochondria baby.

FINAL BOSS FIGHT II : EVE's REBIRTH

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Yes, its the EVE we knew and hated before, and she's back here once again thanks to the mini eve and mitochondria baby. Eve will come out in front of you to start the fight. IMMEDIATELY get to the right corner of the bridge, dont stay in the middle. If you stay in the middle then your as good as dead, believe me.

Now, after you have successfully reached the right side area first off cast antibody on yourself, after that cast energy shot on yourself and get ready with the grenade launcher. Now lets talk about the fight. The boss has one or two trademark attacks. First the boss will come down from a great height and smack itself in the middle of the bridge where we were once standing. While eve is slwoly flying away from there, fire off one or two quick shots of the grenades over to her.

Secondly, the boss will do a head first charge right where you are standing often, if that attack hits you then you'll be very damaged, so as soon as you see Eve coming in your direction, quickly scatter left or right and get the hell out of its way. If you are able to dodge the attack then eve will smack against the wall and will retreat slowly, giving you a little time to smack a grenade or two in her.

If she hits you with this attack then she will disappear in a portal right after attacking you, now she will emerge right from the center of the screen, keep your eyes on its base and as soon as you see a weird distortion happening, quickly start firing off grenades over there.

Besides that, the boss will make a little transparent copy of itself, the clone will come right for you and hit you while the real Eve flies up, hit the clone with a grenade before it can even reach you to get rid of it. Now continue this on slaught of grenade from your part and soon the boss will change its attack tactics. Now the boss will stand in the middle of the bridge and get ready for a big magic spell.

During the boss's charging you will notice your MP bar rising, dont wait for the boss to make its move, cast a new wave of energy shot and stuff the boss full of a couple of grenades while its charging, not only is eve vulnerable at that time but you hitting her will also cause her to stop attacking, now that was a close one lol. Now eve will do a mix of all the attacks that she's been doing through the whole fight.

This fight will take any where from 50 or more grenade from your part so I really hope that you had all the grenades that we'll be needing in this fight. Soon Eve stars to bleed that means its almost over, continue the slaughter and soon the fight will end with Eve pulling off a stunt.

Now you will have one of three minor ending sequences.

If you have been following the walkthrough then you will get the best ending that we've been after this whole time, first off Aya will have a little chat with Kyle who just disappears after that. After Aya and Eve are rescued by the military they will both be back to their own lives. On the other side the president is happy that they have managed to stop the crisis and the humans are the leaders of this planet once again. The president will think of inviting the beautiful hunter (Aya) over for congratulations. But his mood suddenly changes with he finds out that their double agent quit the job after the mission was over and he's still alive. The prez isnt happy since that guy knows too many secrets.

Who the guy is ? I think its Kyle.

One year after the incident, Aya will be telling her epilogue, she and Eve decided to live a normal life as sisters, Pierce and Maeda continued their research, but they never heard from Kyle again. Maybe he died in the gantry.

SEPTEMBER, 2001

NY City, museum

Aya and Eve will be watching through the different science exhibits when the doors open and a figure walks in, it looks very familiar, and Aya raises a smile when she realizes who this person is.

THE
END

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Now, there are 2 big endings in the game and one minor variation to one of the endings, so there's three different endings in real. Here I will explain what these endings are and what you have to do in order to get the endings.

BEST ENDING

This is the ending that we've been following in the entire walkthrough, if you have done every one of the following tasks then you will get the following ending. Take note.

1. Make sure that Flint is alive at the end of the fire spitting bit ANMC boss fight, to save flint you have to finish the fight in less then 5 minutes from when it starts, if you are able to do enough damage in the allotted time then you will see a little scene of the boss screaming and holding its bloody face, otherwise Flint will come in and die.

With this step when you go meet Gary Douglas back in his trailer before heading for the shelter, he will ask you to open the iron crate and inside you will find an awesome automatic handgun.

2. Solve the full moon puzzle and return to Dryfield through the now opened full moon puzzle gate, if you decide to not do this then you will not receive the BOWMAN's card, instead Kyle will give you another card which works just like BOWMAN's card. But you won't be on your way to the best ending.
3. Save Pierce and talk to mr Douglas when your back in Dryfield. After going through the full moon gate, when you come out in the town again, first go and make sure that Pierce is alive, you only have to give him one ice pack to SAVE him, but you can give him three packs for more items. After that go and talk to Gary in his trailer, then return back to the shelter.
4. When your in the laboratory after using the computer there, the phone will ring. This part is just as an indicator. If it is Pierce on the other line it means that you are going for the good ending and he is inside the shelter now. But if its Kyle on the other side that means that you didn't save Pierce in Dryfield.
5. If you meet Pierce in the Pod gantry that means your on your path for the good ending, if its Kyle, your bad.
6. In EVE's room after the big BOWMAN creature fight, the phone will ring, if it is Pierce on the other line then your on the good ending path, if the phone goes blank as soon as you pick it up that means that your on the bad path.
- 7 GO TO the pod gantry after the whole eve part is done to check on what happened to Pierce, now CHECK THE PHONE for the note that Pierce left and read through it, this will also determine the good ending. Its not necessary to call back.
8. Outside in the military base camp, if you saved Flint then you will see him here, also if you are going for the good ending then Jodie will be next to the camp, otherwise it will be Rupert, also the big pile of ammo will have all sorts of ammo if your on the good path, but if your on the bad path then you will only have 2 or 3 kinds of ammo.

9. Use the teddy bear on Flint and make sure that he reaches with you to the area with the wounded marine, I dont know if this is necessary or not but I do it none the less.

10. SAVE PIERCE from the golem storage room. If you do not save him here at this point then you will get the average ending which isnt that much different from the good one but still thats not what we want.

Now finish the game and this will be the ending.

Aya will have a little chat with Kyle who just disappears after that and Aya passes out. After Aya and Eve are rescued by the military they will both be back to their own lives. On the other side the president is happy that they have managed to stop the crisis and the humans are the leaders of this planet once again. The president will think of inviting the beautiful hunter (Aya) over for congratulations. But his mood suddenly changes with he finds out that their double agent quit the job after the mission was over and he's still alive. The prez isnt happy since that guy knows too many secrets.

Who the guy is ? I think its Kyle.

One year after the incident, Aya will be telling her epilogue, she and Eve decided to live a normal life as sisters, Pierce and Maeda continued their research, but they never heard from Kyle again. Maybe he died in the gantry.

1 YEAR LATER

Aya and Eve will be watching through the different science exhibits when the doors open and a figure walks in, it looks very familiar, and Aya raises a smile when she realizes who this person is.

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AVERAGE ENDING

This is basically a little variation of the good ending and there isn't much difference between the two endings.

1. Follow all the steps of the good ending but dont bother saving Pierce, the best way to pull this off is to just follow the normal walkthrough (and we will save Pierce at the water tower since he will give the OFUDA) but once your at the ending parts of the game, dont save Pierce from the golem storage room. He will die from the cold.

The ending will basically be exactly the same as the above one but there will be a little variation in the ending epilogue. Pierce died, and thats the sad part about this ending.

BAD ENDING

To get this ending we must have the poor dog killed lol
Even though the ending isnt all that different, its still
classified as the other ending in the game, for this we
will get Pierce killed and Flint will also not live.

1. During the fight with the big flame throwing ANMC boss
at dryfield, take your time in that fight and when you
pass about 5 minutes with out damaging the boss enough,
Flint will come out and start barking at the creature.
It will get pissed off and kill Flint. Continue and end
the fight like we normally would.

With this method, when you go to meet Gary again in the
trailer he will give you the CHICKEN PLATE, no guns.

2. Dont bother going for the full moon puzzle.
3. This is a little variation, now if you continue checking
the lab with Kyle, he will hand Aya another card similar
to BOWMAN's card, and you wont have to fight the BOWMAN
creature any more to get his card, you can go straight to
the operating room from the elevator hall b2.
4. Another variation is that after using the computer when
you pick up the phone KYLE will be on the other side, he
will tell you to find him in the Pod gantry and meet him
there. Now you must go and meet him there right now.
5. In the Pod gantry, unlike Pierce, Kyle will come with you
until you have reached the first area in the Neo Ark area.
Here Kyle's hand will catch on fire and Aya will tell him
that only she can go through the next area and that Kyle
should head back up, the rest of the Neo Ark will be same.
6. After you've killed the giant bowman creature and are in
Eve's room, here the phone will ring, if you are going for
the bad ending then the phone will go dead as soon as you
pick it up, Pierce won't be on the other line since we
didn't save him at all.
7. A few variations here that after this if you go back to
the pod gantry to turn the security system off, if you
use the phone here to talk to HQ then Jodie will pick it
up and tell Aya that Rupert is on her way to meet her.
8. Several variations at the military base camp, first off you
will not see Flint here since we didn't save him, secondly
the ammo stash next to the camp will have very few different
kinds of ammo. Thirdly Rupert will be standing next to the
camp, not Jodie. Talk to Rupert and he will tell you that
he came here on a vacation. He will give Aya the Mongoose
revolver and a few Maeda SP rounds. These rounds can cause
HUGE damage to Eve's final form, save them.
9. Pierce won't be in the golem freezer at all, also when you

reach the part with the injured marine in it, Flint will not be here so the marine will keep sitting here. Means you can't get the super grenade launcher. But I have read in several sources that it is possible to save this marine by heading back all the way to the base camp and telling one of the standing marines about the injured one. They will come pick the guy up and then you can go back to the parking lot to buy the MM1.

10. The ending dialogue will be very different, Aya will fall down the Pod gantry and will look at Kyle before she falls unconscious. The remaining ending will be the same except you wont see the museum scene.

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VERY LONG

!*!*!*!*!*!*!*(`'キ.ク ク.キ'I)ク.キ'I)ク.キ'I)*!*!*!*!*!*!*!*!*

Ah yes, its the lists menu, what squaresoft game is not with out a good list of items weapons and armors.

Here is a list of all sorts of items that you can find in the game we'll start with the weaponry.

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Here is a list of all weapons you can find or buy in the game and their brief descriptions, keep an eye out for the weapons you like and reach for them during the game.

AS12 SHOTGUN

The mother of all shotguns, this shotgun can fire off 20 odd rounds without you having to reload, a very awesome gun against enemies with very high HP or several big bosses that dont move around that much.

GRENADE PISTOL

This is your standard grenade launching gun, it can fire off one grenade at a time, and can fire off just about any kind of grenade you come across in the game, unless you did not get the M249, this should be your pick against the final boss.

GUN BLADE

Those who have played Final Fantasy 8 will be familiar with this gun, it can only be unlocked after finishing the game once, not only is it a sword but you can attach shotgun shells to it too, press the primary attack to attack with the normal sword and just as the weapon makes impact with the enemy, hit the secondary attack button to fire off the shotgun round, just like in FF8. Causes serious amounts of damage.

HYPERVELOCITY GUN

This gun can only be unlocked after beating the game once with a high score, it takes a huge time to reload but kills just about everything instantly. Nuff said.

HAMMER

Another attachment you can make to the M4A1 rifle, its a high voltage stun gun, useful for shocking the hell out of enemies.