

Parasite Eve II FAQ/Walkthrough

by Karpah Queen

Updated to vFinal on Aug 6, 2003

```
=====
PARASITE EVE II FULL FAQ/WALKTHROUGH
FINAL Version
By Rebecca Skinner AKA Karpah (traybaby@gmail.com)
Last Updated: 6th August 2003
=====
```

WARNING!

This document contains spoilers. Don't say I didn't warn you.
Also note: this guide was written using the PAL version of PE2.

```
=====
CONTENTS
=====
```

1. Introduction
 - a. Copyright and contact information
 - b. Revision history
2. The Story
3. Characters
 - a. Aya Brea
 - b. Pierce Carradine
 - c. Rupert Broderick
 - d. Gary Douglas
 - e. Kyle Madigan
 - f. Eric "Hal" Baldwin
4. Quick Walkthrough (for experts)
 - a. MIST Headquarters
 - b. Akropolis Tower
 - c. MIST Headquarters II
 - d. Dryfield (day)
 - e. Dryfield (night)
 - f. The Mines
 - g. The Shelter
 - h. Dryfield II **
 - i. The Shelter II
 - j. Neo Ark
 - k. The Shelter III
 - l. FINAL BOSS.
5. Detailed Walkthrough (for first-timers)
 - a. MIST Headquarters
 - b. Akropolis Tower
 - c. MIST Headquarters II
 - d. Dryfield (day)
 - e. Dryfield (night)
 - f. The Mines

- g. The Shelter
 - h. Dryfield II **
 - i. The Shelter II
 - j. Neo Ark
 - k. The Shelter III
 - l. FINAL BOSS.
6. Weapons (and my opinions of them)
- a. Handguns (blue)
 - b. Handgun attachments
 - c. Rifles (red)
 - d. Rifle attachments
 - e. Shotguns (yellow)
 - f. Grenade launchers (dark blue)
 - g. Other
7. Armor Guide
8. Parasite Energies
- a. Fire
 - b. Water
 - c. Wind
 - d. Earth
9. ??? Item Guide
10. Key Item Guide
(where they're found, where they're used)
11. Item Pick-ups
- a. Mist HQ
 - b. Akropolis Tower
 - c. Dryfield
 - d. The Shelter
12. NMC Guide
13. Endings
- a. Pierce scenario
 - b. Kyle scenario
14. Ranking Guide
15. Extra Modes of Play
- a. Replay mode
 - b. Bounty mode
 - c. Scavenger mode
 - d. Nightmare mode
16. Closing

=====

1. INTRODUCTION

=====

A lot of introductions talk about the fact that the game is a sequel, and they compare the game to the original Parasite Eve. Well I'm not going to do that! You know why? Because this is a PARASITE EVE II guide. I'll tell you all you

need to know about Parasite Eve II, because that is the game in question. Got it? Good.

Another point I'd just like to mention: this guide won't tell you absolutely everything there is to know about the game. I won't tell you where to get every single item, because a) you don't need them and b) I don't have ten years. My guide intends to get you through the game relatively unscathed, plus give you information relevant to the game, such as weapons, strategies, and such. I also include tangents that add to the game, but are not actually necessary to make it through.

I assume that you've read the instruction book and are familiar with the controls, screens, battle system and such. Parasite energies are not explained thoroughly in the book, so they get their own section.

1a. Copyright and contact information

This guide is (c) 2002/2003 Rebecca Skinner, AKA Karpah. It took a LOT of hard work on my part to write it, and I don't want anyone stealing on it on me! I'm flexible enough when it comes to people using it; you can download it, print it for your own personal use, hell, even e-mail it to your friends unaltered, I don't care. But if you want to post it on your own website, or submit it to another website, you sure as shootin' better e-mail me and ask permission to do so, or you will be in trouble. My e-mail address is:

+++ traybaby@gmail.com +++

I think it goes without saying that trying to make a profit off this guide, by selling it, or other such means, is very illegal. I don't get any money for it, and I wrote the thing, so why should you?

Perhaps the best way to sum up this copyright notice is with a classic line I found at the bottom of Edman's FF8 No Level Up Guide, and the line goes something like this:

COPY THIS GUIDE AND YOU'LL BURN IN HELL WITH ALL THE BOSSES I HAVE BEATEN WHILE WRITING IT!!!

There. I feel much better now.

As of version 1.23, if you've downloaded this guide from anywhere other than:
<http://www.gamefaqs.com>,
<https://www.neoseeker.com>,
<http://www.gamenemesis.com>,
<http://groups.yahoo.com/groups/fffics/>,
<http://www.honestgamers.com>,
or <http://www.angelfire.com/weird2/ngg/Homepage.html>
this is an *unauthorized* copy.

Parasite Eve II is (c) Squaresoft. I am not part of, know anybody who is part of, or have anything to do with Squaresoft. If I did, I wouldn't be writing this guide, I'd be working on PE Rebirth. =)

1b. Revision history

Version 1.0

- The first version of this guide.
- Complete 09/02/02
- Complete up to the end of Disc 1
- No Parasite Energies section yet (sorry)

Version 1.1

- Started 15/02/02
- Completed 17/07/02 (yeah, I'm slow, I know)
- Complete for the entire game
- Hypervelocity and Gunblade are yet to be put in weapons section (I haven't recieved their ranks yet! Not my fault!)
- Next update, armor guide, complete ranking guide, other secrets, descriptions I've missed (for weapons and key items).

Version 1.2

- Started 28/07/02
- Ranking guide added
- Armor guide added
- (Most of the) missing descriptions filled in
- Hypervelocity added to Weapons section

Version 1.21

- Completed 07/02/03
- Just a few minor changes here.
- Deleted my website address, and finally ran the whole thing through a spell checker
- Added alternate strategy for the giant Bowman (duh, I didn't know why I didn't put it in before, because it's by far the easiest way)
- Gunblade added to Weapons section
- Added bit in Introduction about me writing another PE2 guide (now I really have to sit down and write it, lol)

Version 1.22

- Completed 15/02/03
- Information added to Armor Guide
- Info added about my second PE2 guide

Version 1.23

- Completed 03/04/03
- This will be the last major update, unless I get some seriously new info.
- Formatted the whole thing to a very pretty 79 cpl (thanks Metapad!)
- Added in a few various comments, nicknames and ideas like 'insane blinders of death', 'rabbit baseball', and several others.
- Corrected information in the Pierce's Scenario section about not needing to bring Pierce three bags of ice.
- Erm, yeah, that's about it.

Final Version

- Completed 07/06/03
- Edited credits section
- Edited copyright notice
- Fixed up quick walkthrough
- Completely re-formatted the whole guide
- Added NMC guide
- Added item pickup
- I SWEAR this will be the last update!

=====

2. THE STORY

=====

I know I said that I wasn't going to include anything from the instruction book, but dammit, the story behind the game is important. So here goes.

Mitochondria

Mitochondria are organelles found in the cells of multi-cellular organisms. Possessing DNA different from that in the cell's nucleus, mitochondria may be the remains of a separate organism that the nucleus absorbed into the cell shortly after life on this planet began. Opposing theories state that mitochondria deliberately entered the cell as a nucleic parasite. Mitochondria generate ATP, an important source of cell power.

Mitochondria Eve

Based on data taken from mitochondrial DNA taken from people of various ethnic backgrounds, a hypothesis was formed tracing all mitochondria to a single source: a female human in ancient Africa, identified as "Mitochondria Eve".

Christmas Eve, 1997. In a chain of events that began with the mass-immolation of hundreds of concert-goers at Carnegie Hall, Manhattan Island was evacuated and quarantined for a week. The mitochondria that had until then worked for the benefit of human cells, suddenly awakened with their own will and purpose. NYPD officer Aya Brea's actions brought the horrific incident to a close.

However, it wasn't until September 2000 that Aya realised that the nightmare wasn't over, and that the string of mitochondria-related events she had been investigating would lead to an even greater tragedy.

Aya's Mission

You, as FBI agent Aya Brea, will investigate the string of strange incidents involving Neo-Mitochondrion Creatures (otherwise known as NMCs). Battle mysterious characters and strange NMCs, and gather information and evidence to crack the case. When your HP reaches 0, the game is over.

=====

3. CHARACTERS

=====

These descriptions are NOT straight from the book. These are MY descriptions. So there.

3a. Aya Brea

Age: 27

The main character of the game. (You.) A blonde bombshell with a big gun. (Every guy's dream.) She appears to be only in her early twenties, due to the

awakened mitochondria in her cells. A bounty hunter whose goal in life is to find and kill all NMCs in existence. My kinda gal.

3b. Pierce Carradine

Age: 31

My personal favorite character. He's the intelligence that (is supposed to) stick around at the base. An investigator who used to be a hacker and every so often still finds his hacking skills useful. He doesn't have many friends, but one of his few is Aya.

3c. Rupert Broderick

Age: 37

A bounty hunter with a chip on his shoulder. You don't see him much, after he gets injured in Akropolis Tower. He's dedicated his life to exterminating NMCs, but doesn't seem to be doing a very good job.

3d. Gary Douglas

Age: 56

Seemingly the only resident of Dryfield. He's a decorated Vietnam war veteran with one leg. Friendly guy, helps you as much as he can. Collects firearms in a BIG way and is a strong advocate of gun rights. He has a dog, named Flint.

3e. Kyle Madigan

Age: 29

Mysterious (and very gorgeous) guy you meet in Dryfield. He seems to help Aya with her investigation - but who is he? Why is he in Dryfield? What's his role in the whole saga?

3f. Eric "Hal" Baldwin

Age: 50

Aya's boss. Talks to Aya whenever he feels like it, often leaving others at the office to answer his phone. The head honcho of MIST.

=====

4. QUICK WALKTHROUGH

=====

This section is for people who can't be bothered sifting through that 20-plus

pages of information that is my detailed walkthrough. The Quick Walkthrough tells you what to do, and how to do it. Period. So insert Parasite Eve II disc 1 into your Playstation, and off we go.

+++ Note: The Quick Walkthrough follows the Pierce Scenario only. No puzzle
+++ answers included!

=====
4a. MIST Headquarters
=====

- * Continue your combat training to learn/practice battling. Try to win prizes by getting a 200/300 BP bonus. If you win some, get Jodie to hold them for now.
- * Visit Jodie in Firearms Control to buy anything you need for the Akropolis Tower mission.
- * Collect the [Recovery3] in amongst the medical kits in the parking lot.
- * Talk to Pierce to activate the mission.

=====
4b. Akropolis Tower
=====

- * Watch all the cut scenes before you enter the Tower.
- * When you gain control, through the doors, into the Square and get the map of the Tower from the white plaque.
- * Head into the East Elevator Hall and get the [Cafeteria Key] from the SWAT officer.
- * Back in the Square, collect a [Recovery1] from the dead SWAT officer under the "Magnum" sign, and a [Recovery2] from the dead SWAT officer hanging over the guardrail (near the ammo box.)
- * Go to the Cafeteria and kill the Stranger NMC boss.
- * Ring MIST after the battle.
- * Go back to the Cafeteria and go through the door at the back.
- * Pick up the [Blue Key] from the yellow box in the hallway and put it in key hole A in the Security room.
- * Go into the Fountain and check the tree with red leaves twice for a [Protein Capsule].
- * Head towards the Promenade, picking up 4x [Grenade] from the weather box opposite the elevator.
- * Before entering the Sanctuary, go past it's doors and pick up the [MP5A5] from the dead SWAT officer.
- * After entering the Sanctuary, pick up the [Red Key] from the floor.
- * Walk along the top wall of the Sanctuary (on the map).
- * Once in the Roof Garden, check the door near the statue twice for the [Black Card].
- * Go back to the Security room and put the [Red Key] in keyhole B.
- * Pick up the [Grenade Pistol] from the drained Fountain, and kill the Fatty NMC's for another 4x [Grenade].
- * Go onto the Bridge and enter the code to raise it.
- * Go up the stairs on the Fire Escape. Go right to the end of the Heliport Corridor, then kill no. 9 on the way back.

=====
4c. MIST Headquarters II
=====

- * Read the four items Hal shows you.
- * Go back and do some more combat training if you wish. If you win any prizes, get Jodie to put them in your trunk.
- * Buy anything you need off Jodie.
- * Pick up another [Recovery3] from amongst the medical kits in the car park.
- * Talk to Pierce to activate the Dryfield mission.

=====
 4d. Dryfield (day)
 =====

- * Exit through the double gates and kill the Chaser.
- * Kill all NMCs in the first two hotel rooms. Collect a [Recovery1] from the wastebasket in room 2 and a [Penicillin] from the top shelf of the cupboard.
- * Go through the gate near the Ice Machine in the Main Street, and enter the Factory.
- * Solve the Factory Puzzle, then enter the Garage.
- * Take the [Motel Key rm 6], and head back through the double gates in the Main Street.
- * Go past the stairs and through the first door on the left.
- * Kill the NMC and read the clue written in blood (near the "Hasta Manana".)
- * Go out and up the stairs. The first door on the left is Room 6.
- * Save and play in the box. The go onto the balcony and down the ladder.
- * Kill the 8 Chasers, then meet Kyle Madigan on the Water Tower.
- * Go up to the top of the Water Tower and collect a [Recovery1] and [Key Taken from Corpse].
- * Use the [Key Taken from Corpse] on the other door leading from the Water Tower. In the G&R Kitchen, pick up a [Magnet (Bottlecap Magnet)] from the fridge, and a [Recovery1] from the locker.
- * Go into the G&R Saloon and get the map of Dryfield from the wall of the little back room.
- * Go to your destination (the Breezeway), press the intercom, then use the [Magnet] to lift the key from the grate.
- * Go through to the Trailer Coach. Buy guns, ammo, whatever, then ask Douglas about the Shelter.
- * Back in the Junk Yard, go past the Garage door and pick up the coil of rope.
- * Use the [Rope] on the well, and go down.
- * Kill or run past Spidey, and go up the ladder into the General Store.
- * In the General Store, pick up a [Cola] from the main fridge and a [Recovery3] from the end fridge.
- * Go onto the Back Street, and pick up a [Belt Pouch] from the cash register in the Souvenir Shop.
- * Check the dresser in the Warehouse, then ask Douglas if you can borrow some tools to move it.
- * Pick up a [Monkey Wrench] from the shelf in the Garage, and use it on the dresser.
- * Read the clue under the window of the little side room, behind the dresser.
- * Enter the Dilapidated House and kill no. 9.

=====
 4e. Dryfield (night)
 =====

- * Go out to your car and kill the scavengers.
- * Go to Douglas' trailer and ask to borrow a car.
- * Go to the lobby, enter the code in the cash register, and pick up the [Bronco Masterkey].
- * In room 4, read the clue scratched on the mirror.

- * In the Loft, use the answer from the clues on the safe, then pick up the [Jerry Can] from under the window.
- * Use the [Jerry Can] on the gas pump on the gas station, then give the full [Jerry Can] to Douglas in the Garage.
- * Visit Kyle in the G&R Saloon for a laugh.
- * Collect a [Cola] from the fridge in the Saloon.
- * Go to sleep in your room.
- * Kill Cannon-Mouth, then pick up the [Truck Key] from Douglas in the main street.
- * Collect either the [M950] (from Douglas' trailer) or [Chicken Plate] (from the car outside the trailer).
- * Tell Kyle in the Garage that you want to go and you will leave for the Shelter.

 4f. The Mines (outside Dryfield)

- * Kill the 11 Chasers you meet on the mesa by letting them plunge over the cliff.
- * Go into the Mines and go straight until you come to a gap in the path.
- * Go back and down to the Forked Road. Release the mine cart and pick up the [Oak Board].
- * Use the [Oak Board] on the gap, and go into the Refuge.
- * Pick up the [Jumper Plug] from the control panel and put it in the second hole, then lift the power lever.
- * In the Cavern, kill the two giant Chasers, picking up the other [Jumper Plug] and the [P229].
- * Check the motorbike in the Cavern, making sure to press the switch.
- * Back in the Refuge, pick up the first [Jumper Plug], and put the two plugs in the top and bottom holes. Lift the power lever again.
- * Go back into the Cavern and through the gate.

 4g. The Shelter

- * Kill Spidey in the Secret Passage.
- * Follow the only path you can until you end up in the B1 Main Corridor.
- * Go through the door directly below the one you entered from to go to the Armory.
- * Buy anything you need from the BP Machine, and use the [Black Card] to unlock the Weapon Room.
- * Collect the [SP12], unlimited [9mm P.B.], unlimited [9mm Hydra], and unlimited [Buckshot].
- * Go through the top door of the Main Corridor to enter the Sterilization Room.
- * Go through the Sterilization Room and down on the lift in the Pod Access Tunnel.
- * Once on B2, go through the Septic Tank, and take the first left in the Main Corridor to enter the Breeding Room. Exit the Breeding Room and meet the Bowman.
- * Follow your destination point in the B1 North Maintenance Walkway, but go down the dust chute in the Sterilization Room chamber.
- * Kill the Trash-monster (twice) then go back to the Dumping Heap to pick up the [Medicine Wheel] (before exiting the Incinerator).
- * From the Incinerator Control Room, go down the stairs and follow the flood way along. Enter the code in the Flood Gate panel, then go through the newly

drained floodway.

- * Upon re-entering the Upper Sewer, enter the code in the Full Moon panel. Then go back, through the Reservoir, and through the Full Moon Gate.

=====
4h. Dryfield II
=====

- * Meet Flint in the Driveway, then visit Douglas in his Trailer Coach.
- * Go and save Pierce on top of the Water Tower, then bring him 3 bags of ice from the ice machine in the Main Street.
- * Take the [SUV Key] and open Pierce's car, taking the [Lipstick] and the [Tactical Vest].
- * Return to the Shelter through the Full Moon Gate.

=====
4i. The Shelter II
=====

- * Go and meet the Bowman in the B1 North Maintenance Walkway.
- * Pick up the [Bowman Card] and use it on the B2 South Maintenance Walkway door.
- * Go through the Operating Room, picking up a [Ringers Solution] from the hanging IV bag and an [Eau de Toilette] from the jacket near the sink, and enter the Laboratory.
- * Enter the password in the computer, and choose "visitors program". Answer the questions, and then answer the ringing phone.
- * Make your way to the Pod Service Gantry. After the scene, interact with the computers and turn the security OFF.
- * Then head to the B2 Main Corridor and down the top lift into Neo Ark.

=====
4j. Neo Ark
=====

- * Exit the Observatory through the southern door, and continue until the Shrine.
- * Solve the Shrine puzzle, obtain the [MP Boost2] from the sarcophagus, then kill the Alpha Generator (Power Plant One).
- * Go back to the Observatory, and through the northern door. Follow the path (do not enter the Woodland Path) until you reach the Pavilion, then note the code on the stone stela to the right of the stairs.
- * Go back to the Forest Zone, and down the Woodland Path. Enter the code when you get to the Pyramid. Then go across to the Island, down the ladder, and kill Tlaloc (the King Sludge). Examine the pool of blood for the [Skull Crystal].
- * Go back to the Pyramid and raise the lever. Then, go back to the Pavilion, and continue through until you get to the Garden. Read the code on the stone stela near the Power Plant Two door.
- * Enter this code at the Pyramid.
- * Kill the Beta Generator (Power Plant Two), then go back up to the Shelter.
- * Proceed down the other elevator. Kill everything up until after the Giant Bowman (Laser-Stinger Boss).
- * In Eve's Nursery, answer the phone. Then pick up a [Ringers Solution] from the hanging IV bag, and a [MD Player] from the dresser. Talk to Kyle, then go to leave the room.
- * In the Growth Room, pick up a [Protein Capsule] from the top-left cabinet,

examine the capsule Eve stares at, talk to Eve, then WALK to the elevator (make sure Eve's following you). Then go up before you both die of gas poisoning.

* Back in Neo Ark, follow Eve. Then head straight back for the Shelter.

=====
4k. The Shelter III
=====

- * Call Rupert. Then head for the Pod Service Gantry.
- * Read the message stuck in the phone, then call MIST straight away. Then head for Underground Parking.
- * Pick up the [Electric Car Key] from the control panel, and the [Belt Pouch] from entering the wrong code. Get the car, swipe the [Bowman Card] near the double doors, then drive away.
- * Follow the path (there's only one way you can go) until you get outside. Make sure you pick up the Teddy Bear from the motorbike on the way through.
- * Watch the scene, then pick up 4x [Airburst] from the ammo box in the tent, a [Ringers Solution] from the medicine box, and free ammo from the boxes outside the tent (talk to the Private on duty first.) Talk to Jodie, and note that all your boxes are in the dumpster behind her.
- * Show the Teddy Bear to Flint, and collect the [MP Boost2]. Buy anything you need from the engineer. Then head back into the Shelter.
- * First stop: Golem Freezer. Talk to Pierce until he's got nothing more to say.
- * Next stop: Pod Service Gantry (where Aya "felt" Eve last). In the Sterilization Room, Flint will take the wounded soldier back to the military. For this, two bonus items are for sale.
- * In the Pod Service Gantry, watch the looooooong scene, then head down to the Pod Bottom.

=====
4l. FINAL BOSS!!
=====

* Kill the Ultimate Being (Giant Baby ANMC), and then kill Parasite Eve.

And that's it! You just beat Parasite Eve II!

=====
5. DETAILED WALKTHROUGH
=====

The major (well, most important) section of my Parasite Eve II guide. Insert Parasite Eve II disc 1 into your Playstation, turn it on, turn on your TV and away we go.

=====
5a. MIST Headquarters
=====

We start with Aya missing a target and finishing her combat training. Pierce asks if you want to continue training. Continue your training, all the way up to level 5. It's a really good tutorial on how to battle (if you're new to the game) or a good practice (if you're not). And if you do really well at

training, you can win bonus items from Jodie. These are:

- Level 1: 50x 9mm Hydra
- Level 2: Ringer's Solution
- Level 3: Hunter Goggles
- Level 4: Lipstick
- Level 5: Shoulder Holster

To win the items, you need to get at least a 200 BP bonus at the end of the level. (Not too hard now is it?) Don't worry if you don't try/win them all, you do get the chance to come back here later and the same prizes are up for grabs.

Anyway, after finishing training, exit the shooting range, then enter Pierce's control room. Pierce will be seen talking on the phone to your boss, Hal Baldwin. Hal is telling Pierce about a NMC situation at the Akropolis Tower, downtown, and he wants Aya on the case. You smile, agree, and prepare to leave.

Exit through the door on the left. Visit Jodie in the Firearms Control room, and buy anything you need. You can collect your shooting prizes here, but I wouldn't recommend it since you will need all the room in your inventory for the Akropolis Tower mission. You start with 200 BP, which isn't enough to buy anything much. (Don't buy any bullets.) Then enter the car park. On Aya's right (as you enter), in amongst all the medical kits, you will find a [Recovery3].

+++ Make sure you equip your gun here. Aya doesn't automatically equip it.
+++ Silly girl.

+++ There's also a save point on the other side of the car park, the phone
+++ with a flashing blue light. Save if you want. Phones (only with blue
+++ lights) are your save points through the game. But you can only save your
+++ game at one save point nine times in a row. More than enough.

Then tell Pierce (who's standing in the doorway) you're ready to go and you will depart for the Akropolis Tower.

=====

5b. Akropolis Tower

=====

After arriving at the Akropolis, head towards the front door, stopping to examine the body on the trolley if you wish. You will automatically show your badge to the officer on duty and he will let you through. Gape at the helicopter on fire when you look at it, then go and talk to the officer on the door. After some persuasion, he lets you through too. The two police officers have a chat about MIST, your employer, as they watch you ascend in the elevator.

+++ You can skip all these scenes by pressing START. But sometimes they offer
+++ you important information, so it's best just to watch.

At the top, you spring out the elevator doors with gun raised. Head to your left (when I say directions, I always mean from Aya's point of view, not the direction on the actual screen) and through the door (into the Square).

You get a grisly view of the remainder of the SWAT team sent to control the situation. I'll admit, this scene grossed me out and I turned off my

Playstation for 3 days. (But you might have a stronger stomach than me.) Here you can pick a [Recovery1] from the dead SWAT member near the windows (under the "Magnum" sign). Head across the Square to the door on the other side (you can ignore the phone for a sec). In the other elevator hall, talk to the dying SWAT member half-hidden behind the Coke machine. He'll give you a [Cafeteria Key] and tell you about the civilian you need to evacuate.

Go back to the Square, and use the phone (which isn't ringing anymore, strangely). Save your game if you want. Then take a look at the white plaque near the statue in the centre of the room. How nice - it's a map of the Akropolis Tower. Aya enters the map into her GPS. Hit SELECT, and you'll see the Cafeteria marked on your map as your next destination.

Go towards the Patio, but after the first of two flights of stairs head to your left. On the bench, you will see a box that is full of [9mm P.B] ie. ammunition for your gun. You can hold 500 bullets at any one time, and this box holds an infinite amount. Remember where the box is, and come back when ever you run low on ammo. Also examine the body hanging over the handrail to receive a [Recovery2]. Then, on to the Cafeteria.

When you enter the Patio on your way to the Cafeteria you'll see a SWAT member being mauled alive by a gross Stranger NMC. (This becomes your first battle.) Kill the NMC by shooting the hell out of it then comfort the dying SWAT member. He'll warn you, saying "they're not what they seem" (meaning the NMCs of course.) The SWAT member then dies. From there, head into the Cafeteria.

+++ You don't need to manually unlock the doors if you have their keys. When +++ you go to enter the room, Aya will automatically unlock the door.

In the Cafeteria, you will see a young woman sitting at a table. Go over to talk to her, and watch the disgusting scene that follows. This Stranger NMC becomes your first boss.

!!! Boss !!!

Stranger NMC in the Cafeteria.

Weapon of choice: M93R

This boss is really easy. It's only attack is to walk up to you and bite you. Simply position yourself behind a table (with it on the other side) then shoot it to death. Alternatively, if you want to practice using your Parasite Energies, you can cast Pyrokinesis on it once or twice and it will die.

At the end of the battle you will receive: 300 EXP, 200 BP, 30 MP, and a [Recovery2].

After you kill the boss, examine it's corpse. You will find a suspicious-looking [Metallic Implant]. Pocket it. Then pick up the [Scientific Magazine (Mendel, Sept. Issue)] on the table. It's quite interesting reading, all about genes, mitochondria and such. Very useful if you're not a Biology student like me.

Turn away from the corpse and go to leave the room the way you came. The dead NMC will start moving - ("It's alive! It's aliiiiive") Quick as a flash, fellow hunter Rupert Broderick will enter the room and kill the NMC (for the second time.)

+++ You can tell a NMC is really dead when it turns into orange mess then

+++ disappears. If it doesn't, keep shooting.

You and Rupert discuss the NMC and the loss of your Bounty Points. Rupert then shoots another Stranger NMC that jumps up on the counter from behind the bar. He advises you to call MIST for back-up and leaves the room.

So what do you do next? Call MIST from the phone in the Square. Kill the two Stranger NMCs that jump you on the patio, and head for the phone. Hal regrets to inform you that he can't send any back-up, as all the other hunters are in the field. You'll have to look after the Tower yourself. (I paraphrase these conversations a bit, but you get the general idea.)

After saving your game if you want, head back into the Cafeteria and go through the little door at the back you may have spotted before. (If you had tried to open this door before, it would have been locked. Funny bout that.) You will encounter Rat NMCs in the back room. Shoot them.

+++ Watch out - if the rats get you, they will inflict Poison on you. If they +++ do, don't move around, just hold your ground and keep shooting. The Poison +++ will clear at the end of the battle. Later on, you can cast Metabolism to +++ cure the Poison effect, but for now, just try not to move.

Look on the right wall of the room to find a yellow box. In the yellow box is a [Blue Key]. Pick up the [Blue Key] then enter the second room on the left, the one near the water cooler.

On the right hand side of the room is a switchboard. Examine it, and you will see two keyholes marked "A" and "B". Put the [Blue Key] in the left "A" keyhole. You will then see escalator doors opening (but where, you don't know yet.)

Then turn your attention to the video monitor at the far end of the room, opposite the door. Examine it, and you see security camera feed from all over the tower. Hit the top-left button to increase the brightness, and use the bottom-right buttons to switch cameras. In the third shot, you'll see Rupert stalking around - obviously, looking for more NMCs. In the fourth shot, you will see what looks like a SWAT member toying with something at the base of a fountain or statue. Keep this shot in mind.

Opposite the switchboard, on the wall, you will find a musical piece with the note "bridge?" Using the first three notes, it's relatively easy to work out what the three "?" notes are. Write this three-number code down.

Leave the Security room, then hang a left and go out into the Fountain. Unlock both gates leading out of the room (to make life easier later). Walk around the fountain until you see a tree with red leaves. Examine it, then walk down the path Aya discovers. Inside the ammo box - a [Protein Capsule]. Sweet. Then go back and go through the right-hand gate and into the Forked Road. Kill the Stranger NMC. See the escalator? That's what you unlocked with the [Blue Key] earlier. Go up the escalator and into the Observatory.

Kill the two Stranger NMCs, then have a look at the dead SWAT member on the bench. If you examine him twice, you can borrow his [Body Armor (Tactical Vest)], neat. Go down onto the Promenade. Before targeting the Fatty NMCs, check the weather box opposite the escalator for 4x [Grenade]. Then kill the two Fatty NMCs. Keep your distance, and shoot, shoot, shoot. As you run along the Promenade, you will hear noises coming from the Sanctuary. Go past the Sanctuary doors, and examine the dead SWAT officer in the corner to borrow his [Submachine Gun (MP5A5)]. Go back, enter the Sanctuary and meet no. 9.

After Aya finishes rescuing then consoling Rupert, pick up the [Red Key] off the floor of the Sanctuary. Then walk along the north side of the room. You'll go into the Roof Garden, and see a SWAT member talking on a phone or something. Immediately after this dialogue, examine the bomb at the base of the statue (don't worry it won't go off) and then check the locked door in the Roof Garden twice for a *very important* [Black Card].

+++ This [Black Card] becomes very important later in the game. It's not
+++ necessary to collect it, but it makes life a lot easier in disc 2. If you
+++ leave the Roof Garden and then come back to collect it, it won't be there.
+++ It's only there the first time you enter the room.

Kill the Worm NMC's. After leaving the Roof Garden, exit the Sanctuary and use Pyrokinesis on the Bat NMCs to kill them all in one fell swoop. Then proceed to the bridge.

!!! Optional !!!

The following suggestion is optional, but highly highly recommended.

Take the [Red Key] you just picked up, and go back to the Security room (where you put the [Blue Key]). Put the [Red Key] in the other keyhole on the control panel. This drains the fountain, and you can pick up a powerful [Grenade Pistol] from a dead SWAT member in it. Of course, then kill the two Fatty NMCs in the Fountain area, and pick up 4x [Grenade]. Stock up on 9mm ammo while you're in the area.

If you took the little detour, or if you didn't, go out onto the Bridge. Do NOT enter the water. Those fish in the water are Pirahna NMCs. (They sure drain your HP.) Anyway, as you can see, the bridge isn't really a bridge anyway, because the part you walk on is underwater. (Not good.) So turn to your right and examine a little red light on the side of the walkway. It wants a code, to raise the bridge so you can walk across safely.

Do you remember a little musical piece called "bridge"???

!!! Mini Puzzle !!!

Code to raise the Bridge

In the security room you saw the musical piece "bridge". In the piece, middle C was marked as 1, D as 2, and E as 3. If you continue the pattern of numbering every note, the three "?" notes become 5, 6, and 1. So the code is 561!

After you walk across the bridge unscathed, wait until the bashings on the heliport door have died down, and enter with caution. Kill the half-dead Stranger NMC, then stare with trepidation at *another* bomb, this one on the wall. Walk around the corner and make sure you save your game before going up onto the heliport.

Once on the heliport, walk all the way around, only to find nothing there, and the lift on the wrong level. Equip bullets, Recoveries, MP Boosts, and what ever else you need for a BIG battle. Because halfway back around to the stairs, you'll meet HIM again...

!!! Boss !!!

No. 9!!!

Weapon of choice: Grenade Pistol (then MP5A5)

Once you try to shoot this guy to death once or twice you'll realize that isn't going to work. The next time you try to pulverize him, notice the electric cables running up the walls (marked with the black and yellow stripes). If you keep a fair distance from no. 9, he will charge at you. Just before he charges past a set of cables, re-target and shoot them. He will run into them for MAJOR damage. You can shoot him as much as you want too, that never hurt anybody (except him). Repeat the cable-shooting process, then on the final side of the building, just when he thinks you're beaten, shoot the gas pipes. He's history.

At the end of the battle you will receive: 500 EXP, 800 BP, 30 MP, and 30 HP.

After your battle, take the lift onto the roof, watch no. 9 jump onto another building (Matrix, anyone?) and observe the Akropolis Tower being destroyed.

5c. MIST Headquarters II

You arrive back at headquarters to meet up with Hal, your supervisor. He tells you about cattle mutilation in the middle of the Mojave Desert, supposedly NMCs are responsible. You scoff, everyone knows NMCs can't live in the desert. But, Hal insists. He gives you four documents: [Dryfield Map], [MIST Search Warrant], [Manual] and [UMA Photograph (NMC Photo)]. Read them all. They're for your information only, they don't have any use.

+++ Note: the boot of your car now becomes a "Box", ie a place where you can
+++ store any excess items you may be carrying. These boxes are NOT connected
+++ like in Resident Evil. What you put in one box, stays in that box.

Also, in the box are three extra items. These are substitutes for the three you borrowed off SWAT members. For the Grenade Pistol, you receive a [Protein Capsule], for the MP5A5 you receive a [Ringer's Solution], and for the Tactical Vest you receive a [Belt Pouch]. (I would've preferred the Tactical Vest...)

If you feel you need to, go do some more combat training with Pierce, or buy some stuff off Jodie in Firearms. You can now ask Jodie to put any items you won in shooting practice in your trunk.

+++ If you have enough BP, buy the M4A1 off Jodie. It's an awesome gun.

When you get to the Parking Lot, you can save if you want, then talk to Pierce near the doorway. He will tell you that the [Metallic Implant] you found is actually a transmitter. Some of the components are organic, some are known metallic substances, but some... no-one knows what they are! Anyway, talk to him twice, then tell him you want to go, and you will depart for Dryfield, Nevada.

5d. Dryfield (day)

=====

Welcome to Dryfield. Kick back, relax, because the next two hours or more of your game-playing life will be spent here.

As you can observe, Dryfield is a remote desert town seemingly without any life in it. You start at the Gas Station. Next to your car is another infinite box of [9mm P.B.] ammunition.

After mucking around in the boot, exit the Gas Station through the double gates at the far end (after saving the game if you wish). Look around the Main Street of Dryfield, then watch the NMC jump off the roof. This NMC is commonly known as a "Horse" (but more correctly as a "Chaser".)

+++ The Chaser NMCs, who you will meet a lot more of around Dryfield, tend to
+++ have one major attack - they put their heads down, kick up dust, then
+++ charge at you (not unlike the bull in a Looney Tunes episode). These
+++ attacks do major damage, and the only way to avoid them is to move out of
+++ the way. If you do, the chaser could smash into something and injure
+++ itself. (Ha.) Pyrokinesis works good on these suckers, and two shots will
+++ kill them. Or you can empty a clip or two from any gun on them.

Kill the Chaser NMC, then do some exploring. The first two rooms on the left, Rooms 1 and 2, are open. Room 2 is occupied (with unfriendly forces) but nothing to worry about. In Room 2, check the sink in the bathroom twice to pick up a [Recovery1], then check the cupboard shelf twice to receive a [Penicillin].

!!! Major Hint !!!

In every motel room, there is a picture of a man, with dates of his birth and death. These become important, so write them down.

Exit Room 2 and head through the little doorway next to the ice dispenser (at the far end of the street). (It'll be a while before you get a map of this place.) The place you have just entered is the Driveway. Once out of the alley part, check the box next to the far fence for a [Recovery1].

I recommend you don't check the well. 25 (count em, 25) Bats will fly out, and while this does great things for your BP and EXP, it's not so kind to your HP and MP.

Go through the door next to the alleyway (this is the Factory). Have a look around. Note that one of the two doors is locked, and the other is blocked by a car. Welcome to the Factory puzzle.

!!! Puzzle !!!

Car puzzle in the Factory.

This is a simple but annoying one. At your disposal you have: a lever that operates a turntable for the car (needs power to operate) and a circuit breaker for the power. I bet, now that I've told you what there is, you can work it out. But, if not, read on.

Go, from the door, around to the left side of the car where you will find the circuit breaker. Raise it. The, opposite the door you came in from you will

find the control panel (that works now the circuit breaker is on.) Press UP, TURN and DOWN to raise, turn, and lower the car on the hydraulic lift. Then you can walk along the metal grating just to the right of the car. Press the red button next to the shutter you are trying to go through (this will unlock it) and open the metal shutter door next to the wall. Go back to the control panel and press UP, TURN and DOWN again. Now you can walk through the metal door, and open the shutter. Easy, wasn't it?

Upon going through the shutter you enter the Garage. A cut-scene takes over, and as you idly look at a truck a figure pops out of the shadows and points a gun at you. No need to worry, this is only Gary Douglas. Once he finds out who you are, he gives you a [Motel Key rm 6] and tells you to get some rest.

So your next destination: Motel Room 6. This is on the first floor of Dryfield, (not that you know that yet) so you need to find some stairs. Go back to the Main Street, kill those damn Scorpion NMC's (I bet you'll learn to hate them too) and go through a gate along the left wall (under the verandah). This is Parking.

Before ascending the stairs, kill the two Chasers, and head into the first room on the left. This is a bathroom, with a woman violently puking up in a sink. As you should have guessed, she turns into a NMC. Kill her. Then on the left hand wall, read the clue written in blood (already translated for your viewing pleasure):

"Solve my riddle before you go"

"How many phones in Dryfield's streets?"

"Then proceed, go down below"

"To sunless molehills where red blood sleeps"

After diving for a notebook to write the clue down, exit the bathroom, check the dumpster for 10x [Buckshot], then go up the stairs on Aya's right. On the balcony of first-floor Dryfield, the first door on the left is Motel Room 6. There you can save your game, and there is another "Box" for you to store things in (already pre-packed with two [Stim]s.) Go out onto the balcony, and have a look around. On the Water Tower, you will see an unknown person. This person is your next destination.

Equip everything you will need for a major battle. Then descend the ladder and prepare to fight...

+++ I recommend reviving your Healing Parasite Energy here, if you haven't done so already. Even at level 1, for 12 MP you can revive 30 HP.

!!! Boss !!!

8 Chaser NMCs next to the Water Tower.

Weapon of Choice: M4A1

This boss can be hard if you're not prepared. Circle the fence and you will see two Chaser NMCs digging a hole. Pyrokinesis works a treat here, but these first two are docile and I suggest you don't waste your MP. Shoot the hell out of them, keeping the fence inbetween you and them for your protection. Notice, after they die, that you're still in battle mode? The hard bit hasn't even come yet.

Go past the Chaser's hole and through the gate into the Water Tower complex itself. There's a circuit breaker attached to the fence that says "Gate".

Raise it. Then stand your ground, aim, and fire. Even though you can't see them, there are two Chasers just waiting to charge you if you run back around. If you're not hitting them, move back near the Chaser's hole and try again. Kill them both. When the gate closes (and it will after 30 seconds), repeat the process. Open the gate, aim, and fire.

After now disposing of five of the Chasers, run all the way back around the tower and go through the gate. The three remaining Chasers will start squeezing their way through the hole they dug and attacking you.

Attack them when they are squeezing through the hole. They are most vulnerable then. Pyrokinesis is always good, and Healing is useful. Destroy the Chaser NMCs, and then a ladder drops from the Water Tower itself.

At the end of the battle you will receive: 600 EXP, 400 BP, 32 MP, and a [Recovery2].

Go up the ladder, and meet the mysterious individual now known as Kyle Madigan. He tells you he's here to investigate a place called the Shelter, a supposed breeding ground for NMC's. After a short conversation with him, flick the circuit breaker that will keep the gate open, then go up another ladder and examine the corpse on top of the Water Tower. Pick up the [Key Taken from Corpse (Saloon Key)] and a [Recovery1]. Then climb back down to the Water Tank, and have an aerial view of the town of Dryfield.

So your next step is to ask the only other living soul in Dryfield about the Shelter. A destination is marked on your map, an alleyway leading into the factory. So head there, killing everything along the way (especially the Chaser).

When you get there, press the intercom (the flashing red light). Douglas tells you there's a key to your left, get it and come on in, only problem is, it's behind a wire grate (with a rip in the side that you can't fit your arm through). So you need to find something to lift the key out.

Use the [Key Taken From Corpse] to open the only other door leading from the Water Tower. You're now in the G&R Kitchen. Examine the locker near the door for a [Recovery1] and the fridge against the far wall for a [Magnet (Bottlecap Magnet)].

Could you somehow use this magnet to pick up the key? I bet you could. But, before you do, enter the Saloon itself. Kill the irritating Bonesucklers, check the fridge near the front door for a [Can (Cola)] (yum), then go into the bathroom of the bar (the little backroom) and check the wall for a MAP of DRYFIELD!!! (Finally!!) Now you can see, there's a whole heap of places you ain't been yet.

Anyway, go back to the grate in the Alleyway, and use the magnetic powers of the magnet (that section of sentence looks really weird) to lift the [Factory Key] out of the grate. You still need to find Douglas, as he isn't in the Factory (or the Garage). So, head towards the Trailer Coach Aya saw Douglas's truck parked near. Meet Flint in the Junk Yard. (Flint's the dog. Make friends with the guy. He's important.)

Once in the Trailer Coach, you can a) save your game, b) get Douglas to tell you about the Shelter, c) buy guns, ammo, and items, or d) all of the above. Take option d). When you ask Gary about the Shelter, you hear screams coming from a dilapidated house next door. Aya wants to investigate, and Douglas says you can get there through the Well.

So, after buying everything you need, and saving most definitely, leave the Trailer. In the Junk Yard, run straight past the door to the Garage, and pick up a coil of [Rope (Wire Rope)] on the ground. As soon as you do you will be attacked by half a dozen Scorpions, so dispose of them. Go to the well, killing the mindsucklers you find in the Garage.

Once down the well, kill the swarm of Bats that attack you. Before heading up the stairs to the Underpass however, equip everything you need for another boss battle. This guy is tough if you're not prepared.

!!! Boss !!!

Spidey in the Underpass!!!

Weapon of Choice: M4A1, plus a Flare or two

I hate this guy, even more than I hate no. 9! He's really tricky, because just two swipes from him can kill you. This guy is easiest if you have several Flares (or even combat lights) because his invisibility is a real shitter (excuse my French). Stay away from him (or where you think he is), and when you see his silhouette use a Combat Light (Flares are better because they cause damage as well). Anyway, their light makes him visible, and he will drop on his back, allowing you to shoot the hell out of it before it invisibilizes again. Repeat the process two or three times and he's orange mess on the floor.

If you don't have any Combat Lights, your Plasma PE or the M4A1 Hammer attachment work quite well also.

+++ Updated Strategy: this new one works on any mode. As soon as the battle
+++ begins, hit him with a Riot grenade (yes Riot grenades actually have a
+++ purpose), then run past him and into the little space outside the Cellar
+++ door. In this little gap, he can't reach you with his swipes. Walk forward
+++ as far as you can without the view changing, and he will stay more or less
+++ directly in front of you (but he still can't hurt you.) Then just pick him
+++ off with any gun you want.

At the end of the battle you will receive: 800 EXP, 500 BP, 10x [R.Slug] and a [Protein Capsule].

Grrr. If you survived that and you didn't use any Recoveries, my salutations to you. From the Underpass, hang a left and enter the Cellar for another cryptic clue.

"Now solve my riddle two."

"How many urinals in Dryfield's loo?"

"Once you know, to the next place,"

"A haunted house where only the sun dares show its face."

I guess these are the sunless molehills the last clue were talking about. Write the answer to it's clue next to the answer for the last. A haunted house.... could that be the Dilapidated House (with all the screaming) you're heading for?? Hmmm...

Anyway, while in the Cellar, check the gun collection near the card table. If you have purchased the P08 handgun, either from Jodie or Douglas, you can pick up a [Snail Magazine] that increases the capacity of the P08 by 25 (sweet!).

From the Cellar, head up to the General Store. Kill the Bonesucklers, collect a [Cola] from the main fridge, and a [Recovery3] from the end fridge, closest to the door, then go out to the Gas Station and save your game if you want. Muck around with the items in the boot of your car if you feel the need. Stock up on ammo.

From the General Store, explore the Back Street. Kill the two Chasers on the street, and the butterfly (aka the 'insane blinder of death') and the Bonesuckler in the first house along the street. In the first house you will also find a [Belt Pouch] (by checking the floor near the cash register).

+++ By now you should have collected several belt pouches. You might have used
+++ them already, but when you equip a new armour you lose the extra
+++ attachment the belt pouch gives you. It's best to wait until you get the
+++ best armour before using all your belt pouches. And note, any armour it
+++ seems can have a maximum of 10 attachments or 4 belt pouches, which ever
+++ is lower. But I could be wrong.

In the second house along the street, the Warehouse (huh??), you'll start hearing intense screams from next door. You can't enter the Dilapidated House through the front door, because lo and behold, it's locked. (Of course.) So you need to enter another way. In the second house, examine the dresser on the far wall to be told there's scratch marks on the floor and it's bolted to the wall. The dresser is movable... but, you gotta unscrew it before you can move it. You need a screwdriver or a wrench of some sort. Where can you get it? From your resident mechanic, Gary Douglas.

Back in the Back Street, pick up 10x [Shotgun Shell (Firefly)] from the barrels at the end of the street. Then make your way back to Douglas's trailer, which ever way you want. (Personally, I'd take the NMC-free route, the way you came. But if you need some BP or EXP, take the long way.)

Once you get to the trailer, speak to Douglas and choose the "I need more information" option. He'll tell you you can borrow the tools from his garage. Then stock up on guns, items, ammo, whatever, and then save your game.

After leaving the trailer, check your map *damn no more NMC's to kill* and go to the Garage. By checking the shelf next to the oil drum, you can pick up a [Monkey Wrench]. Then head back to the second house along the Dilapidated Street. Use the [Monkey Wrench] on the dresser to reveal a hole in the wall.

Enter this middle room, and at the window close to the exit door you can read another clue scrawled in the dust.

"Solve my riddle before you go."
"How many barrels in the mole-dens' center row?"
"Once you know, go to the room,"
"Where at 21 years a boy met his doom,"
"Where you can see yourself."

If you know the answer, write it down next to the other two answers. If not, you can check it later. Because once you go into the Dilapidated House prepare to fight...

!!! Boss !!!

No. 9 (again)!!!
Weapon of Choice: M4A1 plus an [MP Boost1]

+++ Pyrokinesis should be at least Level 2 before attempting this fight, it
+++ makes this easy.

This guys is SO much easier to fight than the last time. The strategy here is very very simple. Stand still, and shoot. He'll stalk towards you slowly, before getting fed up and deciding to take a slash at you. His slash will fall short - just. However, as soon as he makes a movement for the slash, aim and fire with a burst of Pyrokinesis. While he's lunging for you, his shield is down, and he'll take the full brunt of the attack. Then, as soon as he's hit, run like hell, straight past him and to the opposite corner of the room.

Repeat the process. Shoot, shoot, shoot, then when he slashes, toast, then run to the corner diagonally opposite the door to the Back Street. Rinse, later, repeat. Die, sucker.

At the end of the battle you will receive: 800 EXP, 300 BP, 50 MP.

After the battle, no. 9 says he gets it now, you're Eve's... Aya panics upon hearing the name Eve. She collapses to the floor, holding her head. You see a video of what looks like a younger version of Aya (NO it's not Maya, so I dubbed her mini-Aya), lying on a hospital bed hooked up to heaps of machines. She awakens, hops off the bed and runs, while sirens flash to alert of her disappearance.

5e. Dryfield (night)

When you wake up, you realize it is night outside and Kyle is attempting to shoot you. You cast Pyrokinesis to burn up his gun. In the dialogue that follows, you tell him you're going in your car to the Shelter. He offers to help.

+++ Note that Kyle has HP, too. Here, and in other sections of the game, Kyle
+++ will be fighting with you against the NMCs. Look after him - if his HP
+++ reaches 0 (which has never happened to me, but you never know, it just
+++ might happen), the game is over as well.

Go back to the Gas Station, killing the Scorpions in the Back Street along the way. Realize that the phone outside the General Store doesn't work anymore, the line has been severed. (No more saving here for you.) When you get to your car you see it has been totalled by a dozen little Scavenger NMCs. Dispose of them (Pyrokinesis works quite well, and the concept of RABBIT BASEBALL is hilarious). Kyle shouldn't lose more than a few HP during this battle. After the battle, you start thinking of who else you know with a car that can get you to the shelter..... of course! Gary Douglas! Kyle offers to stay with your car while you go in search of Douglas.

The easiest way to get there is to go Main Street-Driveway-Garage-Factory-Junk Yard-Trailer, the path is relatively NMC-free. Kill everything along the way (just because you can, and you want the EXP.) After stocking up on any items you may need, ask Douglas if you can borrow a car. He will say sure, you can borrow his truck, but it has no petrol - you need to find some sort of petrol container to fill it. He gives you a [Lobby Key] to assist in your search.

So your next destination: the Lobby. In the Lobby there's another save point - goody. There's also a cash register with strange clues posted all around...

!!! Puzzle !!!

Cash Register puzzle in the Lobby.

First of all, read all the clues posted on the notice board. These are:

- 1) "When death came to Tombstone,"
" (#) Holliday was 30 and Earp was..."
"Not bad for gunmen of the Old West."
"The secret to long life: good friends and good luck."
- 2) "Problems with the cash register?"
"Don't forget!"
"Press # before entering the 4 digit code, and press TOTAL when you're done!"
"Can't remember the number? Check the 'still', and you will!"

And another one on the wall near the phone (on the other side of the counter):

- 3) "1881, Tombstone"
Doc Holliday's on the left, Wyatt Earp's on the right.

So you need a four digit code. The clues tell you the answer. This is also where the clue I gave you about writing men's births and deaths come into things. The clues tell you Doc Holliday was 30 in 1881, so you should realize you need to know how old Wyatt Earp was in 1881. Check the clues you wrote down, and you'll see he was 33. In the Tombstone photo, Doc Holliday was on the left, so his age goes in first. On the cash register, press #3033 TOTAL, and the cash register opens.

Pick up the [Key found in the Lobby (Bronco Masterkey)]. You can now use this key to search the entire hotel for some petrol (but more importantly, a container to hold it in.)

Now, you could search the entire motel for a petrol container, or you could follow my simple reasoning. It obviously isn't in an area you've explored before, otherwise you would have seen it. The only rooms you haven't checked are Room 3, Room 4, Room 5, and the Loft. So it must be in one of those.

Check them all out, just because you can. In room 3, kill the Bonesucklers and the Stranger NMC, and pick up a [Bottle (MP Boost2)] from the top shelf of the cupboard. In room 4, the room where the boy died at 21 years old (check the picture on the wall), you will find another clue scratched into the mirror:

"Solve my riddle, if you dare,"
"Organs of sense under bristly hair,"
"Seen with how many silver plates in the Bronco's lair?"
"Once you know, go from there"
"To a jet-black door 'neath the moon's cold glare."

Ok, that's the last clue. Write down the answer, now you should have four numbers.

In room 5, there's another [Belt Pouch] on the top shelf of the dresser. In the Loft, there's a [Jerry Can] under the far window. Immediately after picking it up, kill the three Stalker NMC's. (One word - Flares.) Then examine the safe to the left of where you picked up the [Jerry Can]. This is where you

use the four-digit code derived from the clues you've been reading all over Dryfield.

!!! Puzzle !!!

Safe in the Loft.

I'll tell you the four clues and the answers, and also the code to open the safe.

- 1) How many phones in Dryfield's streets? 4.
- 2) How many urinals in Dryfield's loo? 4.
- 3) How many barrels in the mole-den's (cellar's) center row? 8.
- 4) How many silver plates (mirrors) in Bronco's lair? 7.

So the code to open the safe is 4487.

Pick up the [Bottle (Holy Water)] from the safe. This baby, when attached to your armour, reduces damage sustained by Aya by 25%. In other words, NMC's attacks are only three-quarters as powerful. Or, you could use it, and it would invoke (revive) your least powerful Water Parasite Energy.

+++ The Holy Water is one of four bonus items you will find during the game.
+++ The other three are the Medicine Wheel, the Ofuda, and the Skull Crystal
+++ (and you find them in that order). All four items are very useful. The
+++ best strategy is, one you get them, to attach them to your armor and leave
+++ them there. All four of them. Yes, it takes attachments, but it will save
+++ you HP, MP, and lives in the long run.

+++ Alternately, you can use the items instead of attaching them, and they
+++ will invoke (revive) your weakest PE's. The Holy Water invokes the least
+++ powerful Water PE, the Medicine Wheel invokes a Wind PE, the Ofuda invokes
+++ a Earth PE, and the Skull Crystal invokes a Fire PE. But I don't recommend
+++ this, they are far more valuable attached to your armour.

Then go back to the Gas Station, fill up with ammo, muck around in your boot, then use the [Jerry Can] on the gas pump to obtain [Petrol]. No prizes for guessing where you take it. That's right, to Gary Douglas who's fixing the truck in the Garage. Give Douglas the can, and he tells you that the truck's not quite ready yet. He tells you to get some rest in your room, and he'll call you when the truck's ready.

After meeting a drunk Kyle in the bar (not necessary but quite funny), go up to your room. Save your game because a HUGE boss (literally) is coming up. Equip a Grenade Pistol, grenades, Recoveries, MP Boosts, the works. Then go to your bed and rest. You see Aya's dreams: the mini-Aya being chased by four no.9's. (Scary.) Then she wakes up to the sound of the TV, has a shower (that's the scene that all the guys drooooool over, and the one I laugh at all the guys for drooooooling over), and then...

!!! Boss !!!

Cannon-Mouth!!!

Weapon of Choice: Grenade Pistol

This guy is HUGE!!!! But there's one very simple strategy. Cast Energyshot and Antibody (if you have revived them) to a) make your bullets hurt more and b)

make his attacks hurt less. Then run into the corner between Room 6 and the Loft (back in the VERY corner). There his fist attacks can't hurt you. Shoot him, shoot him, shoot him some more, and cast Pyrokinesis every once in a while. Necrosis is also good, it poisons him.

When you see little puffs of flame coming out of his mouth, he's about to start flamethrowing, so turn and run down past the door to your motel room and past the alleyway. Then he'll stop blowing fire, so turn around and run back again. Keep shooting, running, and casting Pyrokinesis.

GOOD ENDING POINT

~~~~~

If you want to get the good ending of this game, you have to save Flint. If this battle goes for too long, Cannon-Mouth gets fed up, stomps his foot a bit, kills an innocent Flint, and stalks away. To save Flint, you must inflict half the damage needed to kill him in 3 minutes. (Sounds easy, but sometimes it isn't.) If you see Cannon-Mouth raise up and hold his bloodied head, then scream at you, you know you've done it. But keep shooting because the battle ain't over!! If Flint dies, I highly recommend you restart from your last save and try again.

~~~~~

After a couple of minutes, he should pick you up and shake you around. Mash the controller around a bit then keep shooting (if you can). After he smashes you into the wall, repeat shoot-run-Pyrokinesis process. Keep repeating until he dies.

After the battle is over you will receive: 2000 EXP, 1000 BP, 100 MP, a [Protein Capsule] and 4x [Airburst Grenade Rounds].

If you did NOT save Flint you will receive: 1000 EXP, a [Recovery2] and an [MP Boost1].

Once the battle is over, save your game in your motel room. If you're unlucky enough to get caught on the Room 5 side of the balcony when he smashes it, don't save your game and save later.

If you're on the Room 5 side, it's an easier path to get to Douglas and Flint (if he's alive) who are sitting outside Room 1. If you're on the Room 6 side, you must go Room 6-Water Tower-G&R Saloon-Parking-Main Street. Either way, when you reach Douglas, he will give you the [Truck Key].

If you saved Flint, you can now go to the Douglas's trailer coach and he will give you the awesome [Large Handgun (M950)] gun. If you did not save Flint, go to the old wrecked car outside the trailer coach to collect the [Chicken Plate].

+++ Note: the door connecting the Main Street to the Driveway has been
+++ trashed. You'll have to go around, from Main Street-Parking-G&R Saloon-
+++ Water Tower-Alleyway-Factory.

Either way, you can now get going to the Shelter. You might want to transfer all your important stuff from the boot of your car to the boot of the truck, so you can take it with you.

+++ NOTE: All items you leave behind in boxes you will have access to again,
+++ later in the game. But not till near the very end so equip what you really
+++ really need now.

To leave for the Shelter, go to the truck, speak to Kyle and tell him you're ready to go. You will then drive off in your truck and be prompted to put in disc 2.

=====
5f. The Mines (outside Dryfield)
=====

As soon as you get going from Dryfield, your car stalls. (Of course.) Kyle is struck by some mystery condition that lowers his HP to 5, and you have about ten seconds to prepare for....

!!! Boss !!!

11 Chaser NMCs on the cliff-face
Weapon of Choice: M93R/M4A1

One will jump over the fence near Kyle, so kill it as quick as you can. (Don't worry about Kyle, they ignore him and he ignores them.) After you kill the first Chaser, Kyle runs away to the mines and leaves you to deal with the other Chasers.

There are two strategies here: one easy-but-dangerous one, and one harder-but-less-dangerous one. You may have noticed the sheer drop of the cliff-face near the fence where you drove in. The easy-but-dangerous way of defeating these Chasers is to position yourself in front of the cliff, then, when they charge towards you, run out of the way and they will plunge off the cliff. It's dangerous because if one hits you, you go over and it's Game Over.

The harder-but-less-dangerous method is to simply kill the Chasers the way you normally would. This may use a lot of bullets and you may take a lot of damage, and there's still a chance that you'll go over the cliff. But with your M4A1, it should be easy enough.

After the battle you will receive: 825 EXP, 550 BP, and 44 MP.

After you finish off the Chasers, equip yourself or do whatever you need with the items in the truck. Chances are you won't be back. Head into the mine shaft, which is the gate in the direction the truck is facing.

Head straight, ignoring the Forked Tunnel. Kill the Scavengers and Scorpions in the tunnel and continue until you reach a broken bridge in the Gorge. Double back, and go down the Forked Tunnel. Release the mine cart in your way, then proceed down the tunnel and pick up the [Oak Board], decorated with the word "Step". Head back to the Gorge, use the [Oak Board] then kill the dozen or so Bats that swarm you. (Combustion comes in very handy.)

Once across the bridge, go into the right-hand door. This is the Refuge. (Refuge from... what?) On the bench is another of those wonderful infinite [9mm P.B.] boxes. A save point is located on the desk, and there is a control panel opposite the bench. This is a mini-puzzle.

!!! Mini Puzzle !!!

Control Panel in the Refuge.

It's not really a puzzle of sorts, although it did confuse me for quite a while. In the bottom hole of the four in the top-left corner, you'll notice a [Jumper Plug]. Take it out, and place it in the second hole. Then go to the bottom right lever, and raise it. Both gate markers (in the bottom right corner) should be lit.

After opening the gate, equip everything you'll need for a really big battle. A grenade launcher and grenades is recommended, but it's possible with your M93R and M4A1. Head out the door, and go through the meshed door to face...

!!! Boss !!!

Two giant Chaser NMCs in the Cavern!

Weapon of Choice: M4A1 (for first chaser), M950 (for second chaser)

You only face one at a time (sigh of relief). Equip your M4A1 for the first chaser. Turn the sound on your TV up. Run around for a bit, and if you see it hiding behind a corner, run in the other direction. If you can't see the chaser, at all, stand stock still. He won't charge you unless you're moving. Start listening for small "whumpf"s (or neighs, as some people describe them). Don't worry, you'll know it when you hear it. Or you will after the Chaser lands on you. Whenever you hear a "whumpf", run forward a bit then turn around to shoot the Chaser as it drops down behind you. After it runs away, stand still, and repeat the process.

After the first battle you receive a [Handgun (P229)] which Aya identifies as Kyle's, and another [Jumper Plug]. The fights not over yet - the Chaser mutates and comes back to life stronger than before.

Equip your M950. The second Chaser is the same, just pay attention to the "whumpf"s. It has a much higher HP and takes a lot longer to kill, therefore the bigger gun. But do the "whumpf", forward, turn, shoot trick heaps and it will die.

After the battle, seeing as Aya is now in possession of Kyle's handgun, she assumes the worst. Pressing HELP on the MAP tells you "Kyle... I can't believe he's gone..." But she must continue her investigation.

At the other end of the Cavern than you came in from, you will see an old motorcycle and a little sliver of light. Examine it and you will see it's "Gate 2", and it's locked. Press the switch on the bike. And here comes another mini-puzzle, and it's back at the control panel....

!!! Mini Puzzle !!!

Control Panel in the Refuge (again).

Turn off the power (by lifting the main power lever). Take the [Jumper Plug] out of the second hole and put it in the top hole. Take the second [Jumper Plug] (which you got from the first giant Chaser) and put it in the bottom hole. Turn the power on again.

Kill the Bats in the Gorge and go back into the Cavern. At the motorcycle, press the remote control to unlock the door, and then go through it.

Congratulations on surviving the mines. You're now in....

5g. The Shelter

This strange, futuristic place is the home ground of the NMC's, and yes, they get the home ground advantage. There are HEAPS of the critters around, starting with Spidey once you go to turn the corner in the Secret Passage. Spidey is another, larger version of the stalkers, (exactly the same as the boss Spider you met in the Underpass) and the technique to kill him is the same.

Simply stun him with the Hammer (if you have one) or Flares/Combat Lights (if you don't). Shoot until he gets back up and repeat the process. You will get 50 [9mm Spartans] if you beat him. But you can just run past him, onto the lift, and go down.

Once you go down you will be in the B1 Elevator Hall. Go straight past the first door on the left, it's locked. The bottom door on the right is another elevator, and it requires an ID card to use it. (So that's out, too.) The only door remaining is the top right door, leading to the B1 South Maintenance Walkway. Kill the Rats there, or let the security turrets do it for you.

+++ The security turrets will really bug you until you get to turn them off.
+++ Whenever you hear or see a red, blue, yellow, or pink-and-purple-polka-dot
+++ laser beam, make sure it's not focussed on YOU. Whatever it is focussed
+++ on, however, it will zap (or attack with a machine gun) and damage. This
+++ can sometimes be a good thing. Destroy the cameras by shooting them.

From the Walkway, enter the Storeroom. Kill the Rats and the Strangers. There's a box of [9mm P.B.] ammo on the bench. The bottom left door out of the Storeroom leads to the Armory, but it's locked. (And as always, you can unlock it from the other side.) Go out the top door, into the (imaginatively named) B1 North Maintenance Walkway. In there you will find Jelly NMC's that don't respond to gunfire, (grrr) but you can kill half-a-dozen at once with a shot of Necrosis.

+++ Jelly NMC's can be a real pain in the you-know-where. These things some
+++ times just don't want to die! As far as I know, there is only five ways
+++ to kill them: Necrosis, security turret, the M4A1 Bayonet attachment,
+++ the Tonfa Baton, or the blade of the Gunblade. But Necrosis is by far
+++ the most effective. Try not to get too close - they do inflict Berserker
+++ (which drains MP, leaving the Necrosis option fairly high and dry).

From the North Maintenance Walkway, head into the Sleeping Quarters. Kill the Rats and Strangers, then examine all the beds for interesting tidbits and magazine articles from the men who slept in them. Especially pay attention to the bed of a man named Yoshida (hint, hint!). Then go into the Main Corridor. Kill the Fatties and the security turrets (yes, we're killing inanimate objects now), then head through the door directly south of the one you came in from. Welcome to the Weapons Room.

There is a BP machine near the door to Armory itself. You can buy all sorts of goodies from there. Then, if you picked up the [Black Card] from the Roof Garden on the Akropolis Tower, you can use it to unlock the Armory.

From the first open locker near the door (in the Armory itself), you can pick up unlimited [Buckshot]. The other two give you [9mm P.B] and [9mm Hydra]

respectively. These are more unlimited boxes. Then go forward, around the corner, and the second gun (not the defective one) is the awesome SP12 shotgun.

From the Armory head up through the top door of the Main Corridor. This is the Sterilization Room. Check the monitor between the two doors and it will tell you it's safe to proceed through. Go through the "in" door, and out the other door. In the end room there is a phone and a Box, already pre-packed with 8x [Grenade] and 20x [Buckshot] (for your new SP12). From the Sterilization Room, head out, and watch the scene. Aya knows this place - but why? The end door of the B1 Pod Access Tunnel is locked, but there is a lift near the unusually-sturdy door. Go down on it.

From the B2 Pod Access Tunnel, ignore the other unusually-sturdy door, and head around the corner. Kill the Fatty and the security turrets. Then, into the Septic Tank.

In the Septic Tank you will meet a new type of NMC - a Sludge Monster (meh, they probably have a more correct name, but I don't know it. Sludge Monster is a fair enough description though, wouldn't you agree?). These guys poke their heads up from the sludge, or water, and shoot electricity at you. They are very susceptible to fire attacks, ie. fire attacks do HEAPS of damage. Level 3 Pyrokinesis will kill two at once.

Then from the Septic Tank go into the B2 Main Corridor. The doors on the left are both lifts, unusable at this time. The top door on the right leads to the Breeding Room. Kill the Worms. There is also a box of unlimited [9mm P.B] ammo on the floor. From the Breeding Room, exit onto the B2 North Maintenance Walkway. There you will meet a NMC that drops from the roof, predicting your impending doom. It disappears into the roof, giving you a destination - the same spot on the floor above. What was it talking about???

+++ The meeting with the NMC (this type is also known as a Bowman monster, +++ you'll find out why later) is another trigger.

So anyway, start heading to the B1 North Maintenance Walkway, killing everything in your path. (BP and EXP a-plenty.) In the Sterilization room, (the save room), save, and equip everything you need for a big battle. Then proceed into the Sterilization chamber.

Once in the chamber, the room will turn red and gas will start pouring out. Aya will die if you stay in there, but the door is locked. The only way out is down the dust chute.

Slide down the dust chute, and land in a heap on the Dumping Heap (no pun intended). On either side of the Dumping Heap is a box of [9mm] ammo, Parabellum at the top of the screen, Hydra on the bottom. Equip your Grenade Pistol. Then go to leave the Dumping Heap through the far door.

!!! Boss !!!

Trash-monster on the Dumping Heap
Weapon of Choice: Grenade Pistol

This boss, although fearsome-looking, is quite simple. Simply equip your Grenade Pistol (don't shoot yet) and run around until it tries to suck you into it's mouth. Then, when it does, shoot it pow-pow, right in the kisser. Then turn and run to stop being sucked in.

If it starts launching acid blobs into the air, run around to avoid them. Make

sure to reload. It it shoots laughing NMCs at you (which only happens if you start shooting at it's shoulders) simply kill them. They give you bonus BP and EXP at the end of the fight.

You must stay close to the mouth (not too close be careful) to be sucked in. If you stay far away you will just keep getting shot at with acid blobs, NMCs, poison gas, or sticky yellow blobs that glue you to the floor.

Repeat the being sucked in-shooting it in the mouth process. After about a dozen grenades, he's history.

At the end of the battle you will recieve: 300 EXP, 200 BP, 100 MP, and 4x [Grenade].

Exit the door, which is now unlocked, but don't unequip your Grenade Pistol yet. Turn to walk away from the door.

!!! Boss !!!

Trash-monster in the Incinerator (take 2)

Weapon of Choice: Grenade Pistol (but you don't really need it)

You thought he was dead? Hah! He comes back to life, and attacks you again before you get a chance to catch your breath. The tactic again is simple, and if you're running out of grenades, don't worry, you won't need many.

Simply lead him along the hallway and around the corner (lead him by running around not too far in front of him, he should follow you) and when you get to the hole in the floor, step on the panel on the inset of the room, to the right of screen right next to the edge. This will raise the floor panel, but ever so slowly.

Stay in the little inset, running into the wall to stop his vaccuum attacks. When the floor is fully raised, lead him across the elevator. Once he is fully on the raised floor section, step on the other inset, again on the right side of the screen, just after the raised floor area. This will lower the floor into a trash compactor. Say bye-bye Trash-monster.

At the end of the battle you will receive: 300 EXP, 200 BP, and 100 MP.

After defeating the Trash-monster (for the second time), the Incinerator will flash red and you will be told there is five minutes until self-destruction. (Nice.) Turn around and head back the way you came, and back INTO the Dumping Heap. At the opposite end you will find a metal box, which contains a [Woven Ring (Medicine Wheel)], the second of the four bonus items.

+++ The [Medicine Wheel] is a nifty Native American charm that enables you to
+++ pick up bonus items at the end of some battles. I mean, you can pick up
+++ some pretty serious stuff, like guns, attachments, MP Boost2s, etc. Very
+++ handy.

After picking up the [Medicine Wheel], kill the twenty or so NMC's that try to attack you. You will be notified every minute how long there is until incineration, but if you are a competent hunter, you should make it.

At the end of the battle, re-enter the Incinerator. Another twenty or so NMC's await you. Kill them all (time will most probably be getting pretty tight

now), then go bang on the door exiting the Incinerator. (No-one there! Uh-oh!) Keep banging on the door, and eventually it will be opened and you will be rescued by.....

Kyle Madigan!!! (But I thought he was dead!!!)

+++ If you handled that fight well, you would have made it with about thirty
+++ seconds to spare. Yikes. Of course, escaping is ALWAYS an option.

Well, it would appear he's not dead. He tells you some of the secrets he has discovered about the complex, and now sports a mighty M4A1 Pyke.

+++ You can buy a Pyke if you want later in the game. It's a really cool
+++ looking attachment that vaporizes anything (including Golems). But I
+++ prefer the Hammer or Bayonet.

Save your game if you want at the telephone on the corner (recommended.)

Head left and go down the stairs. Follow the floodway along, killing every thing in your path, until you reach a dead end. Head up the ladder on the left. Read the clue about the control panel.

At the control panel, enter the code (18). Head down into the floodway. Go through the gate, and turn left. You could turn right, but you'll meet a locked door. So head left, up the stairs and down the side. Now, STOP.

GAME SPLIT!

Ah-hah here's the first branching point of the game.

Kyle Scenario

If Flint's dead, go this way, it's easier.

Ignore the locked door you say just before. Keep following the floodway along, until you end up in the B3 Elevator Hall. Take the elevator up. On the way Kyle will give you the [Yoshida Card]. Then head for the place where that strange creature should be, the one that poked out of the ceiling (and predicted your impending doom). He'll be in the B1 North Maintenance Walkway. (Skip to Section 5i: The Shelter II).

Pierce Scenario

If Flint's alive, keep heading for the good ending, it's so much better.

Okay, you know that locked gate I told you about? We're going to unlock it.

After the STOP point, head left along the wall until you find the Full-Moon panel. You might have picked up the obscure clue about the date of a Full Moon in Japan, but you probably didn't. (For your information, a Full Moon in Japan is known as "the 15th night.") So enter 15 in the Full Moon panel. Go back up then down the ladder, and head through the gate at the top of the stairs.

You will hear Flint barking, and Aya realizes that she is now in the Water

Hole, in Dryfield! Kyle decides to investigate the shelter some more, and Aya decides to visit Gary Douglas.

5h. Dryfield II (Pierce's Scenario only)

The first thing you do should be to go find Douglas in the Trailer Coach, who has more goodies to buy. (Yay!) Then head to the Water Tower. Pierce will be up there, unconscious because he has been attacked by some annoying Mindsucklers. Kill them, then try and think of a way to wake Pierce up. Urgh, those cuts on his head look awful nasty... Of course! Give him some ice to put on the cuts! Head to the ice machine in the Main Street that you may have noticed before. Pick up an [Ice Bag] and head back to Pierce, but beware: if you meet any NMCs before you reach Pierce with the ice, it will melt and turn into a [Bag of Water], ie. useless.

Fetch Pierce three bags of ice, and he will give you an item each time: a [Cola], a [MP Boost2], and finally, the [Ofuda].

+++ The [Ofuda] is the third bonus item. Attach it to your armor and it will
+++ increase your PE power by an astonishing 25%. Cool.

After saving Pierce, use his [SUV Key] on his car at the Gas Station. Pick up the [Lipstick] (woohoo!) and the [Tactical Vest] (even bigger woohoo!). Then you can head back to the Shelter. Go back through the Full Moon gate, (at the end of the Water Hole remember??) and head for the place where that strange creature should be, the one that poked out of the ceiling (and predicted your impending doom). He'll be in the B1 North Maintenance Walkway.

-+-+-+-+-+-+-+
End of Game Branching!
-+-+-+-+-+-+-+

5i. The Shelter II

When you meet the strange creature that popped out of the ceiling, kill it. It's a Bowman monster, a highly annoying monster that either shoots fireballs at you or heals itself. (Grrrr.) It is very susceptible to Necrosis, which poisons it and stops it's attacks. Necrosis turns Bowman monsters a bright shade of purple, so you can tell when it's worn off. Shoot the hell out of it after poisoning it.

Oh yeah, and don't get too close to it, otherwise it'll use one of it's mile-long arms to smack you upside the head. Ouch.

After the battle, pick up the [Bowman Card]. You should realize that the..... thing you just killed used to be a researcher in the Shelter, who decided to test some of his ghastly ideas on himself. (Where did I learn this information? By reading the papers on the desk in the Breeding Room.)

Anyway, once you have the [Bowman Card], the world is your oyster. Any card reader can be unlocked (excepting the Armory of course), so romp around and have a look. Actually, the only way you can go is down to B2 on the southern elevator (in the Elevator Hall), and use the card to unlock the door to the Operating Room.

Once in the Operating Room, kill all the Swipers, Worms and Groaners. (I make up these NMC names but when you meet them, I think you'll find they're apt descriptions.) Unlock the door leading to the B2 North Maintenance Walkway, just because you can, then check the jacket near the sink (in one of the side rooms) for a [Eau de Toilette], and the hanging IV bag near the operating table itself for a [Ringer's Solution].

Does that operating table look familiar? Aya recognizes it: it's the one she saw the little girl, the mini-Aya, lying on in her hallucination. Who is this girl, I wonder??? Only time will tell...

Anyway, exit through the Operating Theatre (through the opposite door you came in from) and you will be in the Laboratory. There's a phone, a Box, and a computer, all for you to have fun with. The computer, however, requires a pass word for you to access it.

Puzzle!

Password for the computer in the Laboratory.

If you read the whiteboard in the Laboratory, it will tell you the way to access the computer can be found in the magazine "Aeris, vol. 7". However, some guy named Yoshida has borrowed that magazine, and will return it soon. Where would a guy keep a magazine he was reading? In his room (well, bunk) is a good guess. So head to the Sleeping Quarters, find Yoshida's bunk (you may have done this already) and read the information about cracking passwords.

The answer is simple: the virus program displays the original password in the background of the computer, in this case, MELISSAMAYA. (To anyone that's ever played Parasite Eve I, do those names ring a bell at all??) The virus organizes the letters in alphabetical order, which gives you AAAEILMMSSY. Then, if there is more than one of the same letter, it uses the letter once, then puts the number of times the letter appears after it. So, the correct password is... A3EILM2S2Y. Simple!

Once you have accessed the computer, you will have authorization for the Visitor's Program only. Go for option 4, then answer the three random questions. These questions could be:

Q. Which Agency supervises MIST?

A. FBI.

Q. What do mitochondria produce by combining glucose, lipids, and oxygen?

A. ATP.

Q. Which neo-Mitochondria victim caused the N.Y. Blockade incident?

A. Melissa Pierce.

Q. Which organism possess mitochondria?

A. Crustaceans.

Q. Who was declared responsible for the Manhattan incident?

A. H. Klaup. (Well, it was really H. Klamp, someone made a big boo-boo here.)

Q. Name the town located behind the Nevada Laboratory.

A. Dryfield.

Q. What is the name of the desert above this facility?

A. The Mojave Desert.

Q. Which of these organelles contains genetic information (DNA)?

A. Mitochondria.

Q. What name is given to the theory that humankind's origin lay in one ancestral species in Africa?

A. Mitochondria Eve.

Q. Which method alters genes by delivering DNA via an artificial virus?

A. Vector.

Q. Gene transmission in mitochondria is?

A. Maternal.

After answering the questions, watch as Aya inputs a series of questions and learns some shocking revelations (I won't spoil what she discovers!) Then, as she backs away from the computer, answer the ringing phone.

Kyle Scenario

If you did not return to Dryfield and save Flint, this is what you will see.

When you pick up the phone, Kyle will be on the other end. He will tell you to get your butt to the Pod Service Gantry, the unusually-sturdy door you saw on B1. Once you make your way there, you will engage in a short conversation. After it finishes, access the curved bank of computers. Turn the lift on, unlock the Underground Parking door and turn the security turrets OFF. (Yay!) Save your game if you want, then head for Neo Ark. Where is Neo Ark, I hear you say? Go down the lift you just turned on, the top-most lift on B2.

Pierce Scenario

If you went through the Full Moon gate, met Pierce on the Water Tower, and saved Flint, this is what you will see.

When you pick up the phone, Pierce will be on the other end. He will tell you to get your butt to the Pod Service Gantry, and tell you to check your GPS if you're not sure where it is. Once you make your way there, Pierce will tell you about the inner workings of the Shelter's computer system. He'll show you the NMC locator, complete with Aya (using the [Micro Device]). After the conversation, access the curved bank of computers. Turn the lift on, unlock the Underground Parking door and turn the security turrets OFF. (Yay!) Save your game if you want, then head for Neo Ark. Where is Neo Ark, I hear you say? Go down the lift you just turned on, the top-most lift on B2.

5j. Neo Ark

This place looks like a tribute to Jurassic Park, complete with Raptors. If you are on Kyle's path, Kyle will be with you, but he will be set alight by neo-mitochondria, and forced to turn back. No matter which path you're on, you will proceed through Neo Ark alone.

Once you enter the Observatory, a cut-scene will take over and you will be shown some interesting stuff. The north door out of the Observatory is locked, so take the south door out. Kill the Chasers and the scorpions, proceed into the Shrine.

Puzzle!

The Shrine block puzzle.

If you head to the other door leading out of the Shrine, you will see a stone stela opposite the door with weird symbols on it. Copy the symbols down, taking note of their order and their colour.

Then go to the bottom section of the Shrine, near where you came in. It's one of those puzzles where you move the blocks! (Oh I used to love those when I was a kid.) Notice that all the blocks are the same as the ones you copied down, with the exception of the white ones. Ignore the white ones.

Also notice the fact that there is a yellow bar on the left hand column of the puzzle, a blue one on the top row, and a red one diagonally. Guess what you have to do? Arrange the pieces in the order you copied down, one colour at a time, following the different coloured bars. So you've got to get the red pieces in order starting from the bottom left order, (then revealing the small circle in the bottom right corner to complete the puzzle), then the blue ones in order running straight across the top, then the yellow ones in order going down the left hand side.

What do these different color combinations do?

Red: unlocks the other door leading out of the Shrine (into Power Plant 1)

Blue: moves a stone sarcophagus out of the wall, into the Shrine (with an [MP Boost2] in it)

Yellow: locks you in the Shrine, and drops three beetles from the roof. Fun. Unless going for 100% kills, you might not want to do the yellow pattern.

So simply put the blue ones in order, collect the [MP Boost2], then put the red ones in order. Simple.

+++ Doing the yellow pattern is the first time you will meet beetles. Beetles
+++ were recently judged "most annoying NMC" for a few simple reasons. One,
+++ they have a high HP. Two, weapons do little damage against them. Three,
+++ their attacks are mucho painful. Four, high level PE (like Inferno) will
+++ kill them but if you don't have it you're in for a long and painful fight.
+++ Necrosis will poison them and they will die slowly, but the trick is
+++ avoiding them until they die. Combat Lights and the flashlight of the P229
+++ will stun them, so you can pick them off one by one, but the stun effect
+++ doesn't last forever =(

After unlocking the Power Plant door, go into the Power Plant.

!!! Boss !!!

Alpha Generator in Power Plant 1.

Weapon of Choice: Any weapon you want, preferably the least powerful one.

This boss is a piece of cake! (If you've got the security turrets turned off, that is.) If not, it's a bit harder.

Either way, once Aya gapes at the living generator, take out the security turrets on the wall one by one. (Don't worry about the generator - he won't attack you. The turrets are the dangerous bit if they're turned on.) Then proceed around the corner past the generator and take out the life support machine.

Once the life support machine has been destroyed, you can shoot the generator until it dies. Like I said, an easy battle because nothing attacks you.

After the battle you will receive: 290 EXP, 100 BP, 100 MP, 100 HP.

After beating the Alpha Generator, there's nothing more to do this side of Neo Ark. So go back to the Observatory, killing the beetles along the way.

Once you get back to the Observatory, a voice will warn you about a fire in Power Plant 1, (uh, duh, you started it!) and tell you that the North Course is temporarily open. So where are we going now? The north section of Neo Ark. Head out the north door, through the North Promenade, out into the Forest Zone. About halfway along, you will meet a new NMC - a Spiky Stranger (for lack of a better term.) Kill it, and go through the little side gate onto the Woodland Path. You will meet more Spiky Strangers, perhaps a few at a time if you're unlucky. Then, once you hit the Pyramid, kill the beetles, and examine the clock face. Turn it twice to line it up properly. You then should be able to work out what the symbols on it (the lines and dots) mean.

Then go to the right of the steps leading up to the Altar and read this clue:

"To call upon Lord Tlaloc for rain, dance the steps of Tlaloc's dance."

"The maize steps. Red, White, Yellow, Blue."

"To open the gate to the altar of strength, start with red."

"To revere Tlaloc in his glory, begin with blue."

"Keep the sacred observances, let your heart guide your steps."

(Something tells me we are going to be fighting Tlaloc soon....)

Anyway, go back to the Forest Zone, and proceed into the Submarine Tunnel. Out on the Pavilion, kill the Sludges, (three of them), then have a look at the stone stela just next to the tunnel entrance.

Puzzle!

Stone stela number 1: Pavilion platform

If you could work out the clue from the clock, you will know that every dot stands for one and every line stands for five. Using this code, the stela reads:

Blue: 6

White: 2

Red: 3

Yellow: 5

If you go back to the Pyramid, and up to the Altar, you will see four coloured blocks on the ground. Step on them in the order the clue says, ie. step on blue six times, white twice, red three times, then yellow five times. The statue of Tlaloc will raise and a lever will appear. Lift the lever then return to the Pavilion.

After returning to the Pavilion, (or just from watching the graphic when you lifted the lever), you will realize that the bridge leading from the Pavilion has been shifted. It now leads to the Island. So head out to the Island, killing the Sludges, and down the ladder to the Submarine Gallery. Here you will "revere Tlaloc in all his glory"...

!!! Boss !!!

Tlaloc (King Sludge) in the Submarine Gallery
Weapon of Choice: P229 with Hydra bullets

First of all you have to fight several regular Sludges. The purpose of this is to use up all your MP on Pyrokinesis. Resist the urge. Fight these guys with bullets. After killing five of them, Tlaloc will appear.

Tlaloc is just a larger (and I do mean larger) version of the Sludge monsters. Therefore, his one attack is similar - he shoots a wave of electricity in a 120 degree arc around the gallery. Aya can outrun it easily.

Get in a position when you can see him if he comes out of the water. When he comes out, use Pyrokinesis (remember Sludges are susceptible to fire) and Hydras to wear him down. If he starts to rear back, he's going to start electricity-shooting, so turn and run until he stops. Keep shooting and blasting and you should defeat him easily.

After killing him, examine the pool of blood to pick up the [Skull Crystal].

After the battle you will receive:

+++ The [Skull Crystal] is the fourth and final bonus item. When attached, it
+++ increases attack power by 25%. Quite nifty.

After killing Tlaloc, go back and lower the lever on the statue again. We need to have access to the rest of Neo Ark.

After lowering the lever, head back to the Pavilion and follow the Bridge to the Garden. Kill the beetles. On the right side of the Garden is a map of Neo Ark, which is pretty pointless because you've been everywhere there is to go. Near the door to Power Plant 2, there is another stone stela, yep you guessed it, it's another puzzle...

Puzzle!

Stone stela number 2: Garden

This stela is a bit different from the last one. It reads like this:

10 Blue Yellow 2
5 Blue Yellow 11
3 Blue Yellow 8
1 Red White 9
7 Red White 6
12 Red White 4

Simply put the numbers in order, 1 to 12, to work out the order you need to

step on the plates. Once they are re-arranged, you will work out the order is Red, Yellow, Blue, White, Blue, White, Red, Yellow, White, Blue, Yellow, Red.

So go back to the Altar and step on the plates in that order to unlock the door.

Once the door is unlocked, you can enter Power Plant 2. Instead of going up the stairs, follow the corridor around to find a box of unlimited [9mm Hydra]. Fill up on Hydras then climb the stairs.

!!! Boss !!!

Beta Generator in Power Plant 2

Weapon of Choice: any (preferably the least powerful one)

This generator is exactly the same as the previous one. It doesn't attack you at all! So destroy the cameras, the life support, and finally the generator itself.

After the battle you will receive: 290 EXP, 100 BP, 100 MP, 100 HP.

After destroying the Beta Generator, examine the platform where it "lived" to hear some, uh, disturbing thoughts. Aya notices, the Power plant is dead, the mitochondria barrier is gone, but something still emanates from far below.... creepy.

Finally, the last boss of Neo Ark. Fill up on ammo again, then proceed back to the Shelter. Save your game in the Laboratory, then go down on the other lift in the B2 Main Corridor.

Once down in the EVE Access Tunnel, destroy the cameras and the Speakers. You'll soon hate these Speakers, because every time the screen shimmies, you lose 1 MP. However, you always seem to find them when there's bigger enemies in the room, so they can drain your MP rather quickly.

After destroying everything in sight (and receiving NO MP for your efforts) descend the elevator. When the elevator stops, you will enter B6. (But it's still technically part of Neo Ark.)

Kill the Speakers and the Fatty, without touching the girl at the end of the room. (If you like your life, that is.) When the battle's over, she will run away. Equip everything you need for a really big battle, then follow her through the door.

!!! Boss !!!

Giant Bowman in the Training Room

Weapon of Choice: Grenade Pistol with regular Grenades

Training Room.... heh. You gotta be a one-man (or one-woman) army to beat this guy. But with a Grenade Pistol, it's easy enough. Without one.... have fun, you'll be here for a while.

Take out the two Speakers first. If you do it quickly, you will only lose a few MP. Also, when a Speaker is destroyed, the Giant Bowman will almost fall

over from the shock, and whatever attack he's about to employ will be broken.

Regular Grenades are your best bet against this guy. You can just stand still and plug him with grenades, as grenades will break every attack before he launches it.

Without Grenades, I'd stock up on rifle ammo. About 500 or so 9mm bullets will be enough to kill him. Of course, if you're crazy like me, you can take him on with the P229 with Hydra ammo. Is it possible, yes. It is easy, no.

If using Rifle Bullets: if he starts charging an attack, keep shooting. You'll be surprised how many attacks you can break in the nick of time.

+++ Alternative strategy. Works best on Nightmare mode, but is still fair game
+++ for all modes. Requires: Apobiosis, Energyspot, M4A1 Pyke.

+++ Take out speakers as per normal, and when he goes to charge up the huge
+++ ROOM-SHAKING fire attack, run up to him and bounce off him just before he
+++ pulls it off. Voila, no damage sustained. Then, while he's recovering,
+++ cast Apobiosis. This freezes him in an oh-so-vulnerable position, with no
+++ protection from that dastardly little girl. Now, cast Energyspot, then
+++ barbecue him with the M4A1 Pyke until he keels over and dies. Easy.

After the battle you will receive: 1300 EXP, 500 BP, 100 MP, 100 HP, [MP Boost2] and an [Eau de Toilette].

Phew, that has to be one of the most irritating bosses of the whole game. After the battle, Aya will follow the little girl into what looks like her bedroom. Kyle re-appears from nowhere and tries to kill her, but Aya's maternal instincts take over. After the scene finishes, answer the ringing phone.

If following the Pierce Scenario, Pierce will be on the line, but you will be cut off. If following the Kyle scenario, the line will be dead.

Check the hanging IV bag for a [Ringer's Solution], and the dresser for an [MD Player]. For some gruesome artwork check the desk. Then talk to Kyle, who suggests you get out of here ASAP.

Good call, Kyle. As soon as you finish talking to him the lights flicker, the room turns red and you are attacked by Golems. Kyle stays behind to kick their butts while you and Eve (the little girl) escape to a room rapidly filling with poisonous gas (oh, great.)

If you time this right, you and Eve will escape the room unscathed. First, head to the top left corner of the room, and check the cabinet for a [Protein Capsule]. Then look in the capsule Eve's staring at. Talk to Eve, and she will nod her head and follow you. Walk (I mean WALK) to the elevator in the bottom-right corner of the room. Once Eve is on the left, go up.

If you take too long, Aya and Eve will both stop and start coughing every now and then, losing considerable HP in the process. Not good.

When the elevator stops, Aya and Eve both squint in the sunlight, and you realize where you are: Neo Ark!!! Eve screams again and runs off, so follow her. (She's too little to be in a big scary place like that all by herself.) Kill everything you pass, notice everything is unconscious and not attacking you all. Why....? Because, as Kyle said, Eve WAS the pilot.

When you get to the Submarine Tunnel, you will hear a piercing shriek and see no. 9 with Eve over his shoulder. No. 9 radios to someone, I have the queen. He leaves with Eve, leaving Aya on her knees, crying I suppose.

But get up, you silly girl, because from now it's a whole new ball game. All the bad guys you meet from now on will be Golems, evil friends of no. 9.

Golem Guide !!!

Okay, I'll just throw this in here because it's most appropriate here. There are three main types of Golems, not including no. 9:

Shooters: These guys have red targetting beams, and they fire Grenades at you. Quite easy to avoid. The easiest type of Golem to kill.

Slashers: More dangerous than the Shooters, these guys have a green laser for one arm. Their attack is to charge at you and slash with the laser, which is quite painful. When you meet two of these guys at once, it can be tricky.

Both Shooters and Slashers come in two types: Armoured (Grey) and Unarmoured (Green). The Armoured ones have higher HP, therefore are harder to kill, and they have an extra attack: they stand still and start charging a pink flashy-thing (they are invincible during this time). If you are close enough when they finish charging, you will be Silenced (you can't use PE). Fair enough, PE isn't really needed in these battles. But it still sucks.

+++ Fun Golem tip: Often during the game, you will meet a Slasher and a
+++ Shooter at the same time. Lure the Slasher into the path of the Shooter,
+++ and laugh as the Shooter kills the Slasher for you.

The third type is Ghost golems. These guys appear and disappear whenever they want. They usually only appear to attack you, and are almightily fast, meaning you gotta be quick on your feet. When you fight them, turn up the sound on your TV, when you hear a beaming-in sound, he's here to attack you.

When they attack, they either pinch your neck from behind (escape that one by rolling your thumb around the directional buttons rapidly), slash at you (quite easy to avoid), or target you with a laser before jumping and slashing along the line of the laser. When you see the laser, run TOWARDS where it's coming from. The silly golem will then jump over your head, allowing you to attack it from behind.

These guys also come in two types: Purple and Red. The Red ones are faster, do more damage, and have higher HP. But if you defeat them, they tend to drop fantastic goodies for you =)

Okay, enough of the Golem guide. After fighting a few, you'll get the drift anyway. (Or you will after they kill you.)

Go through Neo Ark, and if you want the good ol' Javelin, head to the Shrine at this point. (You'll have to fight a purple Golem for it though.) Anyway, head back up to B2, and note the Golems have turned on the security turrets again. (Grrrrrrrrr.) Save in the Laboratory.

Head back up to the Pod Service Gantry and turn off the blasted security turrets. If following the Pierce scenario, remember you were cut off from Pierce in the Nursery, so check the phone in the Pod Gantry. (Read the whole

note and call MIST straightaway, ie. from that phone.)

From there, you have to delve into the mind of no. 9 (does he even have one?) and work out where he would go next. The answer is simple: he's going to try and escape. By car? Head for the Underground Car Park.

Pick up the [Electric Car Key] from the control panel on the right of the room, the stare at the control panel. What the....?

Puzzle!

Control Panel in the Underground Car Park.

The only buttons you can press on this thing are the four along the bottom. You can try various buttons, or combinations of buttons, before pressing CALL to open the big shutter.

Here's how it works: press Red, Green, Yellow and Call to get a free [Belt Pouch]. Cool. Then press Blue, Yellow and Call to retrieve the red car.

Guess what! The key fits! Hop in, and you will drive out into the center of the room. Then head to the control panel in the far corner (near the REALLY big shutter) and follow the instructions. You will then drive out into the Vehicular Airlock.

From there, it's an obvious route to the outside. Just keep following the rooms along. Kill the darn red golem in the Pedestrian Airlock (now that's a fun fight, not). Make sure you pick up the Teddy Bear from next to the motor bike. After exiting the Bulwark, I give you permission to change your pants.

After the scene, you will be in the Tent, talking to a military man. Check the ammo box on one end of the Tent for 4x [Airburst]. Save at the other end of the Tent if you want. Then head outside.

If you saved Flint in the Cannon-Mouth battle, he will be here with a present from Gary Douglas. Show him the Teddy Bear (Use it on him) and he will follow you into the Shelter.

But before you go back in, there's more to do out here. Just outside the Tent, on the left, will be Jodie (Piercescenario) or Rupert (Kyle scenario). Either way, the full story (well, almost all of it) will be revealed to you. It's a doozy, it is.

If Rupert is there to meet you, he will give you a [Mongoose] (woohoooooooo I love that gun) and 25x [Maeda SP] (poison ammo). Either way, no matter who's there, all the stuff you left behind in your boxes are in the dumpster behind them. Have fun re-arranging your inventory. Take all the [Ringer's Solutions] and [MP Boost2s] you can handle (or you have). Take the most powerful guns you have. You've almost saved the day, but there's still a bit to do.

Talk to the soldier outside the Tent, and you will have access to the ammo boxes outside. If you're following the Kyle scenario, there will be free [9mm P.B], [9mm Hydra], and [Buckshot]. If following the Pierce scenario, there will be all that plus [5.56mm Rifle] and [Grenades]. Make sure you take the grenades.

After filling up on ammo, talk to the engineer around the corner near the door back into the Shelter to buy some kick-ass weapons.

After doing all that, save your game and head back into the Shelter.

The military have now taken over the Shelter, and cleared out B1 completely. If following the Pierce scenario, head to the Golem Freezer and save Pierce from an icy death. After that, or if following the Kyle Scenario, head to the Sterilization Room, and gape at the wounded soldier. If Flint is with you, he will take the soldier back to the military. As a reward for this, there will be two extra items for sale. (And no, I'm not telling you what, but they're good =P) If Flint is not with you, you just have to leave him there (but he'll be OK, trust me.)

+++ OK, correction to that. I've heard (I don't know if it's possible, but I
+++ heard) you can still save the soldier even without Flint. After meeting
+++ him, go back and talk to the military. Apparently, one of the military men
+++ will then go in and save him. That could be complete B.S, I don't know.
+++ It's just what I heard.

Now, you have two options: the short way or the long way. The long way is to take the top elevator (Pod Access Tunnel) down to B2 and clear it and Neo Ark of Golems (always fun, and if you have unlimited Grenades, why not.) Then do the short way path.

The short way is to simply head to where Aya "felt" Eve last, in the Pod Service Gantry. So go there, ignoring the danger at the door, and watch the series of scenes, which truly reveal the mysteries of the game.

After Eve falls down the tunnel, you have to go rescue her. (You're not going to leave her there to die are you? Well, you don't really have a choice anyway.) So head down to the Pod Bottom, the location of the Final Showdown. You can kill the last Ghost Golem or not, it's entirely up to you.

Guess what, you're almost there. The only thing left to do now is...

51. FINAL BOSS!!

Enter the Pod Bottom. Look into the muck at the bottom, and gape (or maybe cringe) at the... thing that appears. Guess what. You gotta kill it.

!!! Boss !!!

Ultimate Being in the Pod Bottom
Weapon of Choice: Grenade Pistol with Regular Grenades

+++ Make sure you have at least one [MP Boost2] attached, but preferably a
+++ [Ringers Solution].

This guy has so many parts it may be hard to know where to start. First of all, cast Antibody and Energyshot. Keep them cast through the whole battle. Then, stand still and plug the head with grenades. You should only be shot twice by the pink blast, and you will survive it.

After the head is destroyed, go down to the lower section and attack the belly. When he starts squirming around like he's got Delhi Belly, he's about to squirt stuff out of his belly (ewwww gross) so run up to higher ground.

If at any time he starts charging up a yellow attack from his neck, make sure you are on lower ground. It will go straight over your head. Also ignore the gas blasts from the arms. They should never go anywhere near you.

Once the belly is destroyed, the Core will open up. (Here's the hard bit.) When it opens up, shoot once with a Grenade (don't reload) then RUN FOR YOUR LIFE, preferably up the ramp. If the Core blast gets you, you will most probably die instantly. If the belly is destroyed, he will turn in a 40 degree arc while shooting the Core Blast. If the belly is still intact, it's up to about 60-65 degrees. So, always destroy the belly.

When the Core Blast subsides, head back to the door level. (This should be your base through the whole battle.) Reload, and wait. If he charges the yellow attack, run to lower ground. When he opens up the core, shoot once and run again. Repeat the process until he dies.

+++ KAMIKAZE METHOD +++

The method described above is the simplest, quickest, but unfortunately the least BP-collecting method. The Kamikaze Method is to try and destroy every part of the Ultimate Being. If you have Inferno lvl 3, this is simple, but if using bullets it will take a while. If attempting this, don't use Grenades, you will run out and therefore have lots of problems with the next boss.

At the end of the battle you will receive: 500 EXP, 1500 BP, 200 MP, and 200 HP (if killing head, belly and core)

5000 EXP, 20000 BP, 200 MP, 200 HP (if going the Kamikaze Method)

You will also receive: [Ringers Solution], 10x [R. Slug], and 4x [Grenade]

That was one tough mother of a boss. But there's still no sign of Eve....

Make sure you have as many [Ringer's Solutions] and ???? items as you can attach (make sure you attach the [MD Player]), and go up to the card reader on one side of the room. Run either [Bowman's Card] or [Yoshida's Card] through it. Watch the scenes, and marvel at the final battle....

!!! Boss !!!

Parasite Eve (She's baaaaaack!)

Weapon of Choice: M4A1 Grenade (w/ Regular Grenades/5.56mm)

Mongoose w/ Maeda SP (if you have it)

If you killed the head, belly and core of the Ultimate Being you will have plenty of grenades left for Eve. This battle can be long, and is broken up into three stages:

Stage 1: Swooping phase

First of all, as soon as the battle starts, GET OFF THE BRIDGE. Do NOT go out on the bridge at any cost. That being said, you should spend 95% of this battle doing laps of the outside of the room.

In Stage 1, Eve will spend most of her time rocketing across the room at you. When she starts whistling and tucking her wings back, she's about to charge. Turn and run to one side. Run and run till you can't run no more. When a section of the room starts shimmying, she's about to rocket out of that section across the room (and too bad if you're in the way). She can repeat

this rocketing process about six times before rising again in the center of the room.

While she is rocketing, do not even attempt to shoot. Just run. When she comes back up in the center of the room, shoot. Only ever shoot her when she's in the middle of the room. If you have the Mongoose, shoot three Maeda SPs, then five grenades, three Maedas, you get the idea. If no Mongoose, stick with the grenades.

+++ The good thing about the Maedas (besides the fact they do over 600 damage
+++ with a critical hit) is that they also poison Eve. When she keeps
+++ rocketing, the poison will get her for up to 200 damage at a time! How
+++ good is that!!

When the whole screen starts shimmying, and Eve starts chanting, your MP will magically rise. Don't stop and watch it rise, shoot her dammit! If you don't inflict 200 damage while she's charging the attack, you will burst into flames, you'll be hit for a LOT of damage and your MP will be reduced to ZERO. (And Silence will be inflicted for good measure.) While the flames usually won't kill you, the MP reduction sucks.

After you inflict about 2000 damage, she will move onto Stage 2 of the battle.

Stage 2: Energyball phase

Now, your Energyballs are a good thing, hers are not. When she puts her hands together and starts creating balls between then, you'd better turn, run, and hope you manage to turn a corner before the balls catch up with you. Running in a zig-zag pattern can also help avoid the energyballs if they're heading straight for you. If you get hit with all three, it's bye-bye Aya.

On top of the Energyballs, she will continue with all previous attacks, ie. Swooping and Chanting. Also take care not to get too close to her, or she will turn and swat at you with her wings. This does very bad things like inflict every status abnormality known to man and then some, and if you get caught in this you will most likely die.

After another 2000 damage or so, she will move onto the final and most annoying stage.

Stage 3: Clones

She will do all of the aforementioned attacks in Stage 3, plus a new one: the formation of clones. When she places her hand together, is surrounded by yellow light, and emits a piercing shriek, she is creating a Shadow Clone. The clones follow you around the room and like to engage in close combat, ie. the wing-swinging thing. While they're trailing you around the room, Eve will continue all attacks.

The easiest way to dispose of a Clone is 2 Maeda SPs. A couple of grenades will do it too, but is lots slower because when you reload, the clone has ample time to catch up to you.

If you simply run away from the clones, they eventually give up and disappear. It takes a good five minutes for them to lose interest though, and the longer they pursue you, the faster they travel. I wouldn't try and wait for them to disappear too often.

During this stage you will see up to 10 Shadow Clones. The average is about 3 (but I have seen the full 10, in one exceptionally kamikaze battle). This

stage will also use a few [Ringer's Solutions], especially when you have both Eve and a Clone wing-swinging at you.

+++ New Method: Tried and tested on every mode of play. All you need is:
+++ Mongoose (w/ Maeda SP), an MP Boost2 and level 3 Lifedrain.

+++ Cast Level 3 Energyspot. Shoot her with half a dozen Maeda SPs. With luck,
+++ every second one will hit her for a critical hit, dealing over 500 damage.
+++ After these 6, she will already be in Stage 2. Whenever she goes for the
+++ Chanting attack, cast Lifedrain. This will break the attack, do 500
+++ damage, and heal you completely. Keep shooting her with the Maeda SPs,
+++ stopping every half dozen to cast Lifedrain again.

+++ You will need the MP Boost2, due to the amount of times she chants. When
+++ the clones come around, Lifedrain will kill them too. Keep going with the
+++ Maeda SPs. Believe it or not, even though you only have 25, she will die
+++ before you run out.

When the screen turns white and Eve starts screaming, you know you have won.
Watch the magnificent scene that follows.

At the end of the battle you will receive: 5000 EXP, 10000 BP, 100 MP, and 100
HP (plus 300 EXP and 1000 BP for every Clone you kill)

Depending on the Scenario you were following, you will see one or several
scenes here. If following the Pierce scenario to the letter, you will see a
beautiful one at the end (but of what, I'm not telling you.)

Congratulations! You just beat Parasite Eve II!

So now you beat the game, see section 13, Other Modes, for where to go next =)

=====

6. WEAPONS

=====

Those ever-important tools of destruction. They come in many shapes and forms,
and I've included the ones I've used and my opinions of them. Gradually this
list may improve to host all weapons available, I don't know.

The stats for the weapons are (in order): Bullet capacity, range, rate of
fire, and weight. These are taken directly from the game.

6a. Handguns (blue symbols in the inventory screen)

M93R

Stats: 20/50/110/117
Price: Free
Where you can get it: You have it at the start of the game!
Ammunition: 9mm Parabellum/Hydra/Spartan

Description: Semi-auto 9mm, fires 3-round bursts.

My thoughts:

The gun you start with at the start of the game. Fires three 9mm rounds at a time, or for it's secondary attack, shoots only one. This gun is good enough to last you basically until the end of disc one of the game, (believe it or not, not a single enemy on disc 1 can't be killed by this thing) but other guns are more effective.

M950

Stats: 100/40/90/227

Price: Free/5750 BP

Where you can get it: Douglas' Trailer (after defeating Cannon-Mouth)

Ammunition: 9mm Parabellum/Hydra/Spartan

Description: Full auto 9mm w/ high ammo capacity.

My thoughts:

You get this after defeating Cannon-Mouth (and if you save Flint). It's a handgun that acts like a machine-gun. With a clip that can hold 100 rounds, it fires for as long as you keep your finger on the R1 button (or until you run out of ammo, whichever comes first). The only problem is, it goes through bullets like they're going out of style. In a big boss battle, it's possible to run out of bullets. Personally, I wouldn't even bother. But if you like trips back to ammo boxes, go ahead and use it.

MP5A5

Stats: 30/55/80/288

Price: Free/6980 BP

Where you can get it: Tent (Shelter)

Ammunition: 9mm Parabellum/Hydra/Spartan

A battery for the light

Description: 9mm submachine gun. Flashlight attached.

My thoughts:

This gun does have some usefulness in the Akropolis Tower. It is more powerful than the M93R, but also uses more ammo. Good for fighting many enemies at once (eg. worms), also works wonders on Fatties. After the Akropolis Tower mission it is soon superseded by many other guns. Not worth buying once you can get your hands on it for good.

P08

Stats: 7/70/80/87

Price: 680 BP

Where you can get it: Everywhere weapons are sold

Ammunition: 9mm Parabellum/Hydra/Spartan

Description: Semi-auto 9mm w/ special loader

My thoughts:

There are arguments for, and there are arguments against using the P08. I've heard them all, I've used them all. The main arguments against are that, before you pick up the Snail Magazine, the clip only holds seven bullets, and that it has a slow (single-shot) firing rate. The main argument for it is that it has a very high critical hit rate, eg. the purple, green and yellow shots you sometimes see that do extra damage. On normal modes, I wouldn't bother with it. More powerful and better guns are available. (Who needs a critical hit when you have a RIFLE?) But in Scavenger and Nightmare modes this gun really begins to shine. (See section 11, Other modes for more detail.) Don't leave home without it.

P229

Stats: 12/120/90/92
Price: Free/1880 BP
Where you can get it: After first Giant Chaser battle (Mines)
Armory Machine (Shelter)
Douglas' Trailer (Dryfield II)
Tent (Shelter)
Ammunition: 9mm Parabellum/Hydra/Spartan
A battery for the light
Description: 9mm handgun with silencer and flashlight.

My thoughts:

In my humble opinion, the best handgun in the game (closely followed by the P08). It's silencer is handy, you can pick off NMC's one by one in a room without the others noticing you. The flashlight is also handy, works wonders against pesky Stalkers and beetles. Also has a high critical hit rate. I lurve it!

6b. Handgun attachments (also blue symbols in the inventory screen)

Yes, there are handgun attachments. But no-one seems to realize it...

SMG Clip Holder

What is it? A magazine that increases the clip of the MP5A5 hand gun. Instead of holding 30 bullets, it can now hold 60.
You can add a maximum of two SMG Clips to the MP5A5.

Price: 3980 BP
Where you can get it: Tent (Shelter)
Description: ???

My thoughts:

It's a very good attachment if you're a MP5A5 fan. The main complaint about the MP5A5 is it's reloading time. Well, with this attachment, Aya only has to reload half as often! That's a good thing... isn't it?

Snail Magazine

What is it? A magazine that increases the clip of the P08 handgun. Instead of holding seven bullets, it can now hold 32.

Price: Free
Where you can get it: From the gun cabinet in the cellar of Dryfield. You can only pick it up if you already have the P08.
Description: ???

My thoughts:

It's a very good attachment it you're a P08 fan. The main complaint about the P08 is it's small clip. Well, this rectifies the problem and then some, doesn't it??

6c. Rifles (red symbols in the inventory screen)

M249

Stats: 200/400/100/685
Price: 15800 BP
Where you can get it: Tent (Shelter)
Ammunition: 5.56 Rifle
Description: Portable light machine gun. Heavy firepower and a large clip.

My thoughts:

I haven't used this gun enough to really make a judgement. It spews out 5.56mm rounds like they're going out of style, but wow does it stop NMCs dead in their tracks. The M950 of the rifle world. But, it's not worth the money.

M4A1

Stats: 30/500/85/284
Price: 2450 BP
Where you can get it: Everywhere weapons are sold
Ammunition: 5.56 Rifle
Description: 5.56mm assault rifle. Customizable with attachments.

My thoughts:

An absolute necessity. Buy it as soon as possible. Ammo is plentiful (and cheap). Fires three rounds at a time, and can have many attachments. The Hammer is good, and the Javelin is even better. Worth the money, most definitely. BUY IT! BUY IT! Oh, and did I forget? BUY IT!!!!

=====
6d. Rifle Attachments (also red in the inventory screen)
=====

All of these attachments are for the M4A1 rifle. Also note that the M4A1 can only hold one attachment at a time, except for rifle clips (it can hold two of those.)

Hammer

Stats: 40/2/4/85
Price: 3720 BP
Where you can get it: Armory Machine (Shelter)
Tent (Shelter)
Ammunition: Battery
Description: High-powered stun gun.

My thoughts:

A wicked attachment. Makes mincemeat of just about anything in it's path. One shot does 50+ damage to anything. Un-invisibilizes Stalkers (very useful.)
Recharging the battery is free. The second-best attachment for the M4A1.

Javelin

Stats: 60/420/2/234
Price: 7500 BP
Where you can get it: Tent (Shelter)
Ammunition: Battery
Description: ???

My thoughts:

Oh I love this attachment. It just might be my new favorite attachment. A laser gun that slices through EVERYTHING. Line up three Golems, and you can kill them all at once. Awesome. The best attachment for the M4A1.

M203 (Grenade Launcher)

Stats: 1/250/1/136
Price: 2130 BP
Where you can get it: Douglas' Trailer (Dryfield II)
Tent (Shelter)
Ammunition: Airburst/Grenade/Riot (single)
Description: ???

My thoughts:

I have mixed feelings on this one. It works slower than the Grenade Pistol, but because it is an attachment for the M4A1, you can use both rifle rounds and grenades. It has saved my life more than once, but, on the whole, there are better attachments.

M9 (Bayonet)

Stats: -/2/3/0
Price: 980 BP
Where you can get it: Douglas' Trailer (Dryfield I and II)
Armory Machine (Shelter)
Tent (Shelter)

Ammunition: none
Description: ???

My thoughts:

This has been described as a mega-Tonfa for the M4A1. When combined with the M4A1, it creates a huge downward slash as a secondary attack. It has saved my life more than once, and if timed right can do 300+ damage with one swipe.

Pyke

"Pyke's not a name, it's a fish..." Yeah, well it's a flamethrower too, Buffy!

Stats: 30/6/2/136
Price: 5180 BP
Where you can get it: Douglas' Trailer (Dryfield II)
Tent (Shelter)

Ammunition: Fuel
Description: ???

My thoughts:

Pyromaniacs unite! The Pyke is a flamethrower for the M4A1, identical to the one Kyle uses after the Trash-monster fight. It's surprisingly fuel-efficient, with one unit of fuel giving you about four seconds of flames. I like it, but I wouldn't buy it.

6e. Shotguns (yellow symbols on the inventory screen)

AS12

Stats: 20/50/36/550

Price: 12800 BP
Where you can get it: Douglas' Trailer (Dryfield II)
Tent (Shelter)
Ammunition: Buckshot, R. Slug, Firefly
Description: ????
My thoughts: Um, never used it, sorry....

Gunblade

Stats: ????
Price: 12000 BP
Where you can get it: Anywhere weapons are sold IF you are playing Replay mode and you have earned S rank on a previous game. OR you have the Medicine Wheel attached when fighting no. 9 in Dryfield.
Ammunition: Buckshot, R. Slug, Firefly
Description: ????
My thoughts:
** does her No. 9 impersonation, cackling madly **
Oh boy do I like this thing. Tis worth the effort to earn it, it really is. Does it look familiar at all? Yes, tis Squall's Gunblade from FF8. (Oh how I wish you could upgrade it to the Lionheart, but sadly, there are no weapon upgrades as such in PE2.) The slash by itself is cool, and of course the shotgun is cool enough. But what's REALLY cool is when the two are teamed together, slashing then shooting upon impact. Talk about some serious damage!! (And the slash kills those annoying jelly blobs too. Cool.)

PA3

Stats: 3/30/2/270
Price: 1000 BP
Where you can get it: Everywhere weapons are sold
Ammunition: Buckshot, R. Slug, Firefly
Description: Pump-action 12-gauge shotgun.
My thoughts:
I bought this gun because I didn't have enough money for the M4A1. The only time I used it was on Spidey in the Underpass of Dryfield, and I probably could have survived without it. Fires single rounds only, and ammo is scarce (and expensive). Don't buy it.

SP12

Stats: 7/40/24/420
Price: Free
Where you can get it: Armory (Shelter)
Ammunition: Buckshot, R. Slug, Firefly
Description: ???
My thoughts:
Better (by far) than the PA3 (although that's not hard). But I don't know, shotguns don't seem to be my cup of tea. This one holds seven rounds, and if you decide to use it, you will get VERY sick of hearing the ch-chick after every shot (and when reloading). It has free unlimited ammo though. Really, I don't like shotguns, I prefer the M4A1, but if you like shotguns, this is the best value, compared to the better (but ridiculously expensive) AS12.
Extra Note: The SP12, combined with R. Slug ammo, and Energyslot 3, is one of the best weapons you can get in this game. Verrry good for taking out armoured slasher golems.

=====
6f. Grenade Launchers (dark blue symbols on the inventory screen)
=====

Grenade Pistol

Stats: 1/350/1/260
Price: 1650 BP
Where you can get it: Everywhere weapons are sold
Ammunition: Grenade/Riot/Airburst
Description: Pistol sized 40mm grenade launcher.
My thoughts:

I like this gun, I really do. It's fun to shoot chasers with, and watch them explode. But save it for the big bad-ass enemies, like Cannon-mouth and Trash-monster. Ammo is fairly expensive but very very worth it.

MM1

Stats: 12/350/12/900
Price: 23500 BP
Where you can get it: Tent (Shelter, only after saving Ironheart)
Ammunition: Grenade/Riot/Airburst
Description: ???
My thoughts:

This gun makes every battle a walk in the park, even Parasite Eve. Holding 12 grenades in it's clip, you will never feel the need to reload (except fighting Eve, of course!) Only available after saving Ironheart, it's main use is on Eve and to go Golem-hunting through Neo Ark (always good fun). Reloading is verrrrrry slow, but like I said, you hardly have to do it.

=====
6g. Other Weapons
=====

Tonfa Baton

Class: Hand-held Weapon
Stats: -/1/5/68
Price: Free
Where you can get it: You have it at the start of the game!
Ammunition: None
Description: Baton based on an Okinawan design. Masters can attack continuously.

My thoughts:

If you seriously going to consider using this you must either be a) a master of this game or b) suicidal. Rumor has it, it is possible to defeat every enemy in the game with the Tonfa (excepting the Ultimate Being.) Believe it or not, I'm undecided. It's really good fun for beating downed Golems. I'm starting to appreciate it's value, it brings satisfaction to use it whenever possible. The most adventurous I've ever been with it is attacking some Scorpions, though.

Mongoose

Class: Revolver
Stats: 6/60/70/168
Price: Free
Where you can get it: From Rupert at the tent (Kyle scenario only)
Ammunition: .44 Magnum/Maeda SP
Description: ???
My thoughts:

This gun is AWESOME. It's main use is for the Parasite Eve battle, and boy does it work wonders. One shot using .44 Maeda SP can deal over 600 damage, and it also poisons Eve for further damage. The game says reloading is slow, but no slower than the M4A1. It's not necessary to defeat Eve, but it makes things SO much easier.

Hypervelocity

Class: Magnetic Railgun
Stats: ?????
Price: 20000 BP
Where you can get it: Anywhere weapons are sold IF you are playing Replay Mode and you have achieved A rank in a previous game.
Ammunition: Battery
Description: A magnetic railgun.

My thoughts:
Ooooh.... I like....
This thing is really really cool. It takes a full five seconds to charge it's attack, but when it does, hooooo boy. This thing hits anything within range for 4000 damage (yes, 4000) per shot. It kills no. 9 in one hit! And believe it or not, I went through the entire game using this thing, only needing to charge it seven times. And it only took me an hour. Eve, you've got no chance against the power of this baby...

=====
7. ARMOR GUIDE
=====

First time through the game, the array of armor you can choose from can be dazzling. However, with this table, you can soon choose the best armor for your game playing needs =)

The armor is listed here in alphabetical order.

Assault Suit

Add HP: 0 Add MP: 10 Attachments: 5
Cost: Free
Where you get it: You get it when you go to Dryfield.
Special features: Resist POISON
Description:

Aya Special

Add HP: 30 Add MP: 50 Attachments: 7
Cost: 8000 BP

Where you get it: Tent (Shelter)
Special features: Resist POISON
Description:

Chicken Plate

Add HP: 60 Add MP: 0 Attachments: 5
Cost: Free
Where you get it: Green junker outside Douglas' trailer (if Flint
does not survive the Cannon-Mouth battle)
Special features: Resist IMPACT
HP Recovery
Description:

Combat Armor

Add HP: 40 Add MP: 10 Attachments: 5
Cost: 3250 BP
Where you get it: Weapons Control (MIST HQ)
Armory Machine (Shelter)
Special features: Motion detector
Resist SILENCE
Description: Heavy police body armor.
Helmet amplifier prevents Silence.

EOD Suit

Add HP: 100 Add MP: 0 Attachments: 5
Cost: 4580 BP
Where you get it: Douglas' Trailer (Dryfield II)
Special features: Resist IMPACT
Resist PARALYSIS
Description: Explosives squad body armor.
Resists explosions and heat.

Leather Jacket

Add HP: 10 Add MP: 0 Attachments: 3
Cost: Free
Where you get it: You start the game with this.
Special features: Resist PARALYSIS
Description:

Monk Robe

Add HP: 0 Add MP: 100 Attachments: 6
Cost: ???? BP
Where you get it: Weapon Control (MIST HQ)
(after recieving L rank ONLY)
Special features: MP Generation
MP Recovery
Description:

NBC Suit

Add HP: 20 Add MP: 20 Attachments: 6
Cost: 3980 BP
Where you get it: Armory Machine (Shelter)
Special features: Resist PARALYSIS
 Resist POISON
Description: Environmental NBC protection suit.
 Suitable for long-term wear.

PASGT Vest

Add HP: 20 Add MP: 0 Attachments: 6
Cost: 2980 BP
Where you get it: Douglas' Trailer (Dryfield I)
Special features: Resist POISON
 HP Recovery
Description: Body armour in current military use.
 Includes an emergency first aid kit.

Psysuit

Add HP: 0 Add MP: 50 Attachments: 4
Cost: 4580 BP
Where you get it: Armory Machine (Shelter)
Special features: Resist CONFUSION
 Medical Inspection
Description:

Shoulder Holster

Add HP: 0 Add MP: 20 Attachments: 4
Cost: 2580 BP
Where you get it: You can win it in training (MIST HQ)
 Douglas' Trailer (Dryfield I)
Special features: Quick Fire
Description: Holster worn over a T-shirt.

Tactical Armor

Add HP: 60 Add MP: 30 Attachments: 8
Cost: 12800 BP
Where you get it: Tent (Shelter)
Special features: Motion Detector
 Medical Inspection
Description:

Tactical Vest

Add HP: 50 Add MP: 10 Attachments: 7
Cost: Free
Where you get it: You can borrow it (Akropolis Tower)
 Pierce's SUV (Dryfield II) (Pierce scenario only)
Special features: Quick Fire
 HP Recovery
Description:

Turtle Vest

Add HP: 5 Add MP: 20 Attachments: 3
Cost: 1680 BP
Where you get it: Weapon Central (MIST HQ)
Special features: MP Recovery
 Resist PARALYSIS

Description:

=====

8. PARASITE ENERGIES

=====

I love these things. They add a whole new dimension to the game that make it completely different to every other game out there. Simply put, they are magic powers that make Aya do everything from shooting fireballs to healing herself. In reality, they're supposed to occur because of Aya's awakened mitochondria, but what the hell, they are GROOVY.

Note: EXP means the EXP needed to revive the Parasite Energy
 MP means the amount of MP needed to actually use the Parasite Energy
 ATP means the time it takes to cast the Parasite Energy
 Bonus MP means the increase to your maximum MP if you revive the Parasite Energy.

And the EXP values are for Normal mode ONLY!!!

8a. Fire Parasite Energies

Pyrokinesis

Level 1	Level 2	Level 3
EXP: None	EXP: 1250	EXP: 3000
MP: 8	MP: 7	MP: 6
ATP: 22	ATP: 22	ATP: 22
Bonus MP: None	Bonus MP: 1	Bonus MP: 2

Description: Fires a burst of flame forward.

My thoughts: Pyrokinesis is my favorite Parasite Energy (if you couldn't tell from my walkthrough!) It kills just about everything in it's path (excepting Golems, dammit). One shot on level 3 kills fatties that would normally take over 100 bullets. Very useful especially against no. 9.

Importance: Very important. Raise to level 3 as soon as possible.

Combustion

Level 1	Level 2	Level 3
EXP: 750	EXP: 1750	EXP: 4000
MP: 14	MP: 14	MP: 14
ATP: 38	ATP: 30	ATP: 22

Bonus MP: 1

Bonus MP: 1

Bonus MP: 2

Description: A half circle sweep of flame.

My thoughts: Good for when you're getting swarmed by things. Not as good as Pyrokinesis in terms of damage and ATP, but still occasionally useful.

Importance: Not very important.

Inferno (only available if Pyrokinesis and Combustion are both lvl 3)

Level 1	Level 2	Level 3
EXP: 3000	EXP: 4000	EXP: 4000
MP: 30	MP: 30	MP: 30
ATP: 50	ATP: 40	ATP: 28
Bonus MP: 1	Bonus MP: 2	Bonus MP: 4

Description: Flame attacks ALL enemies on screen.

My thoughts: This attack, although awesome in power, eats up MP like it's going out of style. If you have the EXP to revive it, do so for the bonus MP only. It's never really needed, such a strong attack. It looks pretty cool, though.

Importance: Not important. Not needed to revive at all.

8b. Water Parasite Energies

Metabolism

Level 1	Level 2	Level 3
EXP: 500	EXP: 1250	EXP: 3000
MP: 7	MP: 5	MP: 3
ATP: 36	ATP: 28	ATP: 18
Bonus MP: 1	Bonus MP: 1	Bonus MP: 1

Description: Cures status over time.

My thoughts: Your main weapon against status abnormalities. Cures Confusion, Poison, Paralysis, and Darkness (everything except Silence and Berserker.)

Importance: Very important. Raise to level 3 as soon as possible.

Healing

Level 1	Level 2	Level 3
EXP: 750	EXP: 1750	EXP: 4000
MP: 12	MP: 12	MP: 12
ATP: 42	ATP: 30	ATP: 18
Bonus MP: 1	Bonus MP: 1	Bonus MP: 1

Description: Heals your HP.

My thoughts: Very useful PE. Recovers HP using MP. At level 3, for 12 MP, you can recover nearly 60 HP.

Importance: Very important. Raise to level 3 as soon as possible.

Lifedrain (only available if Metabolism and Healing are both level 3)

Level 1	Level 2	Level 3
EXP: 3000	EXP: 4000	EXP: 5000
MP: 20	MP: 18	MP: 16
ATP: 44	ATP: 36	ATP: 28
Bonus MP: 1	Bonus MP: 1	Bonus MP: 2

Description: Drains adjacent targets of HP.

My thoughts: I really like this one. You drain any enemy's HP and use it to heal yourself. Even at level 1, for 20 MP you can completely recover yourself (if the enemies have enough HP, that is!)

Importance: Useful but not necessary. Level 1 is good enough, but if you want an entirely effortless battle with Eve, go for level 3.

8c. Wind Parasite Energies

Necrosis

Level 1	Level 2	Level 3
EXP: 500	EXP: 1250	EXP: 3000
MP: 7	MP: 7	MP: 7
ATP: 38	ATP: 30	ATP: 22
Bonus MP: 1	Bonus MP: 1	Bonus MP: 2

Description: Shoots out electricity.

My thoughts: It works really well in that it poisons lots of different types of NMCs, namely jelly blobs, Bowman monsters, and Cannon-mouth.

Importance: Darned important. Raise to level 3 as soon as possible.

Plasma

Level 1	Level 2	Level 3
EXP: 750	EXP: 1750	EXP: 4000
MP: 6	MP: 5	MP: 4
ATP: 18	ATP: 18	ATP: 18
Bonus MP: 1	Bonus MP: 1	Bonus MP: 2

Description: Wind blasts stun surrounding enemies.

My thoughts: It's good for knocking down invisible spiders, flipping beetles, and that's about it. Does very little damage.

Importance: Not very important. Level 1 is all that's needed.

Apobiosis (only available if Necrosis and Plasma are both level 3)

Level 1	Level 2	Level 3
EXP: 3000	EXP: 4000	EXP: 5000
MP: 18	MP: 18	MP: 18
ATP: 38	ATP: 38	ATP: 38
Bonus MP: 1	Bonus MP: 2	Bonus MP: 4

Description: Electric bolts paralyse enemies.

My thoughts: Good if surrounded by five thousand NMCs and you want to stun them, then pick them off one by one. Works wonders on those

dastardly beetles. Also, very impressive looking.

Importance: On Normal mode, is not needed, not needed at all.

=====
8d. Earth Parasite Energies
=====

Antibody

Level 1	Level 2	Level 3
EXP: 500	EXP: 1250	EXP: 3000
MP: 6	MP: 5	MP: 4
ATP: 36	ATP: 28	ATP: 18
Bonus MP: 2	Bonus MP: 2	Bonus MP: 4

Description: Increases defense (enemies attacks do less damage).

My thoughts: Very important. Should be cast before every boss battle and can cut damage sustained by Aya by over 50%. Wears off, though. You can pick it by yellow lightning bolts surrounding Aya.

Importance: Very important. Raise to level 3 as soon as possible.

Energyshot

Level 1	Level 2	Level 3
EXP: 750	EXP: 1750	EXP: 4000
MP: 10	MP: 9	MP: 8
ATP: 36	ATP: 28	ATP: 18
Bonus MP: 2	Bonus MP: 2	Bonus MP: 4

Description: Increases attacks (your attacks do more damage).

My thoughts: Very important. Should be cast before every boss battle and can increase damage inflicted by Aya by over 50%. Wears off, though. You can pick it by red and blue haze surrounding Aya.

Importance: Very important. Raise to level 3 as soon as possible.

Energyball (only available if Antibody and Energyshot are both level 3)

Level 1	Level 2	Level 3
EXP: 3000	EXP: 4000	EXP: 5000
MP: 15	MP: 15	MP: 15
ATP: 36	ATP: 28	ATP: 18
Bonus MP: 2	Bonus MP: 4	Bonus MP: 9

Description: Creates revolving balls of energy that repel attacks and inflict damage.

My thoughts: Useful but not necessary. Cool looking, with a HUGE MP bonus.

Importance: If you've got the EXP, use 'em just for MP bonus.

=====
8e. How I would rate the Parasite Energies, in order of importance
=====

1. Necrosis
2. Energyshot
3. Metabolism

- 4. Pyrokinesis
- 5. Apobiosis
- 6. Healing

Eh, fight over the rest, I don't think they're important. =)

9. ???? ITEM GUIDE

Okay, this section is devoted to the four bonus items Aya picks up through the game. I believe a first-timer, without the benefit of a guide, would only discover one or two of them. With my guide you can collect all four!

Holy Water

Where to get it: The safe in the Loft, Dryfield
What to do with it: Attach it to your armour
Or, you could Use it, but what a waste!
What it does: When attached: Reduces damage sustained by 25%
When used: Invokes least powerful Fire PE

Medicine Wheel

Where to get it: Metal Box, Dumping Heap, Shelter (after defeating Trash-monster)
What to do with it: Attach it to your armour
Or, you could Use it, but what a waste!
What it does: When attached: Picks up bonus items after some battles
When used: Invokes least powerful Wind PE

Ofuda

Where to get it: From Pierce, Water Tower, Dryfield II
What to do with it: Attach it to your armour
Or, you could Use it, but what a waste!
What it does: When attached: Increases PE power by 25%
When used: Invokes least powerful Water PE

Skull Crystal

Where to get it: Tlaloc's remains, Submarine Gallery, Neo Ark
What to do with it: Attach it to your armour
Or, you could Use it, but what a waste!
What it does: When attached: Increases damage inflicted by 25%
When used: Invokes least powerful Earth PE

10. KEY ITEMS

I realize this section basically spoils everything in the game. All the

information below is included in my rather elaborate walkthrough. (I go over board sometimes, I know.) But if you're looking for a specific key item (ie. the jerry can, which took me ages to find) then here's where to look. Items are listed in the order you find them.

Also, note some items have two names and descriptions. If you pick up an item labeled with a question mark, it's name and description is listed first. Once Aya identifies the item, it's new name and description is in the brackets.

MIST Badge

Description: MIST ID badge. Looks a lot like a FBI badge.

Where found: You have it at the start of the game!

Where used: Wherever someone challenges your authority. Aya uses it automatically.

Cafeteria Key (Parthenon Key)

Description: Cafeteria key from SWAT officer.
(It opened the cafeteria...)

Where found: Dying SWAT officer in East elevator hall, Akropolis Tower.

Where used: Cafeteria door, Akropolis Tower.

Metallic Implant

Description: Object implanted in NMCs skull.

Where found: Not-so-dead NMC in Cafeteria, Akropolis Tower.

Where used: You give it to Pierce upon returning to MIST headquarters.

Scientific Journal (Mendel, Sept. issue)

Description: Mendel -- popular science journal.

(This month's feature: Mitochondria. A hot topic these days.)

Where found: Cafeteria table, Akropolis Tower.

Where used: For your information only.

Blue Key

Description: Key with blue haft.

Where found: Yellow container in Cafeteria back room, Akropolis Tower

Where used: Keyhole on Control Panel in Security room, Akropolis Tower

Red Key

Description: Key on a skull shaped key chain.

Where found: Floor of Sanctuary, Akropolis Tower

Where used: Keyhole on Control Panel in Security room, Akropolis Tower

Black Card (Armory Cardkey)

Description: Card dropped by the SWAT imitator.

(Key to the shelter armory. That man stored weapons here.)

Where found: Door behind Statue, Roof Garden, Akropolis Tower

Where used: Armory door, B1 Shelter

Dryfield Map

Description: Map of part of the Mojave desert. There's only one town on the road.

Where found: Hal gives it to you at MIST headquarters.

Where used: For your information only.

Manual

Description: MIST civilian disinformation manual.

Where found: Hal gives it to you at MIST headquarters.

Where used: For your information only.

UMA Photograph (NMC Photo)

Description: Looks a little big for a cougar...
(So this was a picture of an NMC.)

Where found: Hal gives it to you at MIST headquarters.

Where used: For your information only.

MIST Search Warrant

Description: Authorizes any search in Dryfield. Includes private property searches.

Where found: Hal gives it to you at MIST headquarters.

Where used: For your information only.

Motel Key no. 6

Description: Motel room key from Mr. Douglas. The tag says "6".

Where found: Get it from Mr. Douglas, Garage, Dryfield.

Where used: Motel Room no. 6, Dryfield

Key Taken From Corpse (Saloon Key)

Description: It's engraved, "G&R"
(Key to Gene & Roy's Saloon)

Where found: Corpse on top of Water Tower, Dryfield

Where used: G&R Saloon door, Dryfield

Magnet (Bottlecap Magnet)

Description: I used to collect these at school...
(Magnet shaped like a cola cap. The back is magnetized.)

Where found: Refrigerator, G&R Saloon storeroom, Dryfield.

Where used: Grate next to Factory door, Alleyway, Dryfield.

Factory Key

Description: Key to Mr. Douglas's garage. This is a real antique!

Where found: Grate next to Factory door, Alleyway, Dryfield

Where used: Factory door, Dryfield

Rope (Wire Rope)

Description: This could be useful.

(A sturdy rope. This should support my weight.)

Where found: Junk Yard (left of entry door), Dryfield

Where used: Well, Driveway, Dryfield

Monkey Wrench

Description: Adjustable wrench.

Where found: Shelf, Garage, Dryfield

Where used: Dresser, second house along Dilapidated Street, Dryfield

Lobby Key

Description: Lobby key from Mr. Douglas

Where found: You get it from Mr. Douglas, Trailer Coach, Dryfield (after defeating no. 9)

Where used: Lobby door, Dryfield

Key found in the Lobby (Bronco Masterkey)

Description: The tag says "Bronco"

(Should open all the motel rooms.)

Where found: Cash register, Lobby, Dryfield

Where used: Any locked door in Dryfield.

Jerry Can (Petrol)

Description: It's empty.

(Petrol (in the gas can). This should get the truck running.)

Where found: Loft, Dryfield

Where used: Gas pumps, Gas Station, Dryfield
Pickup truck, Garage, Dryfield

Truck Key

Description: Truck key from Mr. Douglas. This is my ticket to the Shelter.

Where found: From Douglas, Main Street, Dryfield (after Cannon-Mouth fight)

Where used: Pickup truck, Garage, Dryfield

Board (Oak Board)

Description: A sturdy looking board.

(There are footprints on it.)

Where found: Forked tunnel, East Mine

Where used: Gorge, East Mine

Plug (Jumper Plug) x2

Description: Looks like a headphone jack...
(Electrical switchboard component.)
Where found: Control Panel, Refuge, East Mine
Cavern, West Mine (after first battle)
Where used: Control Panel, Refuge, East Mine

Card (Yoshida Card)

Description:
Where found: From Kyle, B3 Elevator, Shelter (Kyle scenario only)
Where used: Any card reader (excepting Armory) in the Shelter.

Ice Bag

Description: A bag of ice. (Well, duh.)
Where found: Ice box, Main Street, Dryfield II (Pierce scenario only)
Where used: On Pierce, Water Tower, Dryfield II

SUV Key

Description:
Where found: From Pierce, Water Tower, Dryfield II (Pierce scenario only)
Where used: Pierce's SUV, Dryfield II

Card (Bowman Card)

Description:
Where found: NMC Bowman monster, B1 North Maintenance Walkway, Shelter
Where used: Any card reader (excepting Armory) in the Shelter.

Scientific Magazine (Aeris vol. 7)

Description:
Where found: Yoshida's bunk, Sleeping Quarters, Shelter
Where used: Use the info to crack the code on the computer, Laboratory,
Shelter

Electric Car Key

Description:
Where found: Control Panel, Underground Car Park, Shelter II
Where used: Red car, Underground Car Park, Shelter II

Teddy Bear

Description: A well worn teddy bear. One of it's eyes is missing.
Where found: Next to motorbike, Vehicular Airlock, 1st Floor Shelter
Where used: On Flint, Tent, Shelter (Pierce scenario only)

I think that's it, did I miss any? Hope not...

=====

11. ITEM GUIDE

=====

Welcome to the PE2 Item Guide. Here you can find out the location of every item you can pick up throughout the game, not from battles, but just from touring around the place. You can pick up a lot of stuff in the game, some very beneficial stuff. Items you pick up are the same on all modes. And with out further ado, on with the list...

11a. Mist HQ

MIST Parking - shelf with first-aid kits in corner - Recovery3

11b. Akropolis Tower

Fountain - ammo box behind tree with red leaves - Protein Capsule
Fountain - from bottom of drained fountain - Grenade Pistol
Kitchen - dead SWAT officer - Recovery 1
Kitchen - fridge - Stim
Observatory - dead SWAT member on bench - Tactical Vest
Promenade - meteorological box opposite elevator - 4x Grenade
Promenade - dead SWAT member past Sanctuary doors - MP5A5
Square - body underneath Magnum sign (near window) - Recovery 1
Square - body hanging over guardrail (near ammo box) - Recovery 2
Square - ammo box on bench - 9mm P.B.

11c. Dryfield

Back Street - barrel outside dilapidated house - 10x Firefly
Cellar - wooden crate in between rows of barrels - Flare
Cellar - gun cabinet on wall (if P08 in inventory) - Snail Magazine
Driveway - wooden box at the dead end - Recovery 1
Factory - boot of car on turntable - 10x R. Slug
Gas Station - ammo box next to car - 9mm P.B.
G&R Saloon - fridge near door to Parking - Cola
G&R Storeroom - employee locker near door to saloon - Recovery 1
General Store - main fridge - Cola
General Store - fridge closest to door near back street - Recovery 3
Junk Yard - green junker near trailer (if Flint dead) - Chicken Plate
Loft - safe near jerry can - Holy Water
Parking - dumpster near lobby entrance - 10x Buckshot
Room 2 - top shelf of cupboard - Penicillin
Room 2 - bin in bathroom - Recovery 1
Room 5 - top shelf of cupboard - Belt Pouch
Souvenir Shop - floor near cash register - Belt Pouch
Trailer Coach - iron box on floor (if Flint alive) - M950
Water Hole - hole in wall (if light turned on) - Protein Capsule
Water Tank - corpse on top of tank - Recovery 1

=====
11d. Shelter (and Neo Ark)
=====

Armory - ammo boxes on wall - 9mm P.B./Hydra, Buckshot
Armory - open cabinet along wall - SP12
Breeding Room - cupboard near desk covered in papers - Cola
Breeding Room - ammo box on floor - 9mm P.B.
Dumping Heap - piles of garbage - 9mm P.B./Hydra
Dumping Heap - pile of garbage opposite door (after Trash-Monster fight) -
 Medicine Wheel
Growth Room - cabinet in top left corner of the room - Protein Capsule
Helipad - ammo boxes outside - 9mm P.B., Hydra, Buckshot (also Grenades and
 5.56mm Rifle if on Good Ending path)
Nursery - hanging IV bag - Ringer's Solution
Nursery - set of drawers - MD Player
Operating Room - lab coat hanging on a hook near the sink - Eau de Toilette
Operating Room - fridge near endoscope - Ringer's Solution
Power Plant 2 - bench on bottom floor - 9mm Hydra
Refuge - ammo box on bench - 9mm P.B.
Shrine - sarcophagus - MP Boost2
Storeroom - box of medicine on shelf - Ringer's Solution
Storeroom - ammo box on desk - 9mm P.B.
Submarine Gallery - Tlaloc's remains - Skull Crystal
Tent - ammo boxes in one corner - 4x Airburst
Tent - ration boxes in one corner - Ringer's Solution
Underground Car Park - error in calling a car - Belt Pouch

=====
12. NMC/ANMC GUIDE
=====

Welcome to the section of this guide that deals with everything eeeeeevil.
Meaning, the NMC's and ANMC's. I've got every type you fight through the game;
their HP; what EXP, BP, MP and HP they give you after a battle; and
strategies on defeating them. Ready? Here we go...

+++ Note: these appear in alphabetical order.

Baby Chasers

(also known as the Laughing NMC)

HP 110 EXP 20 BP 40 MP 1 HP 1

When you shoot them, they fall all over themselves laughing at you.
Personally, I've always wondered what's so funny, because they're laughing as
you kill them. But it's not important, I suppose. When they actually stop
laughing, they scuttle towards you rather quickly, and launch themselves at
you. If they hit you, it can hurt. So try and kill them quickly, so they just
lie there laughing.

Bats

HP 1 EXP 5 BP 18 MP 1 HP 1

Always appear in packs of five or more. Are very rarely teamed up with other enemies. Can swarm Aya, doing a fair amount of damage. When they swarm you, rapidly roll your thumb around the directional pad to shake them off.

One bullet or one slash or anything will kill them. But because they appear in groups, the easiest and safest way to kill them is usually Necrosis or Plasma (depending on how spread out they are.)

Beetles

HP 280 EXP 15 BP 53 MP 1 HP 1

Officially voted most-hated NMC in the entire game. And for good reason, too.

These things are basically indestructible. They have a relatively high HP, and when they sneak up to you and bite, they do a LOT of damage.

There's no foolproof tactic on defeating these guys. A combination of the below tactics works best, just make sure you have a lot of MP and HP, because believe me, you'll need it.

- 1) Flashlight: Combat light or P229, either works. If you use one, it will stun all beetles in the area, and make them jiggle up and down, stationary. While this is good, the effect is not permanent, and you'll be lucky if you can pick off one or two beetles before they resume the attack.
- 2) Necrosis: Poisons the little buggers. Lasts the duration of the battle. Every few seconds, they'll stop, squawk, and be hit for 11 damage, which isn't much, but every little bit helps.
- 3) Plasma: Flips them all over, exposing their bellies. You'll score critical hits galore if you do this, but alas, the effect still isn't permanent. At best, you can pick off four or so before they flip back over and resume the attack.
- 4) Apobiosis: Similar to Plasma, but hits them for over 100 damage as it flips them over.

Or, you can just attack 'em all with Grenades, as suggested by DKB. That's got me wondering, what would be the effect of riot grenades on these little pests....

Bonesucklers

Two types.

Red	HP 1	EXP 8	BP 28	MP 4	HP 4
Purple	HP 1	EXP 6	BP 20	MP 3	HP 3

These things can be lethal if you don't know what you're doing, but if you know what you're doing they provide an excellent source of HP and MP recharges.

Keep your distance from them, and one shot from any gun will make them explode. When they explode, they will injure nearby creatures if they're close enough (including Aya). Also, if you get too close, they will latch on to your leg and explode, or simply hold you in place while more of their cronies rock up and explode.

Bowmen

HP 400 EXP 105 BP 158 MP 8 HP 8

Usually appear in pairs. Tall things with spindly legs that you kinda can't miss. They like to shoot plasma balls at you, or swipe with one of their looong arms. You can hear their attacks coming, as they start emitting different noises and different coloured light when they're getting ready to attack, giving you plenty of time to get out of the way.

Necrosis works best on these guys. Hit em with Necrosis, and they turn bright purple. When they're Necrotized, they can't form their plasma balls, and they can't heal themselves (but they can still swipe, so keep at a safe distance.) So take advantage of them while they're temporarily (almost) defenceless, and hit em hard and fast with whatever you've got.

Butterflies

HP 1 EXP 2 BP 18 MP 1 HP 1

Very non-scary enemies. Almost always appear teamed up with scarier and harder to kill enemies. By themselves, easy to defeat. One bullet or one slash or one anything will kill them. (Combat lights or the flashlight of the P229 are especially useful to knock out a whole heap of them.) However, when teamed with bigger baddies, can sneak up on you when you're pre-occupied. If they attack you, they will inflict DARKNESS and Aya will pause and shudder. Not good news. But hey, free BP.

Cannon-Mouth

HP EXP 2000 BP 1000 MP 100 HP 100 (if he dies)
 EXP 1000 BP 1000 MP 100 HP 100 (if he runs away)

For a guy so big, he's actually really easy to kill. The only attack of his you need to worry about is the good ol' flame throwing attack, all the rest will never hit you. (Well, hopefully.) The trick to the battle is this: as soon as it starts, run into the corner between room 6 and the loft, and back riiiight back in the corner. If you're standing right at the back, his fist attack, his swipe attack, and any other attack I've forgotten about (excepting the flame attack) won't hit you. Therefore, you only need to worry about the flame.

When you see little puffs of smoke coming out of his mouth, turn and run down past room 6. By the time you pass the little alleyway, the flames will have dissipated, so you can run back to the corner and resume the attack.

This battle is the only timed battle in the game. (And you don't even get to see the timer. Hah.) Whether or not he dies or runs away (consequently, good or bad ending) is decided by how long it takes you to dish out half of the damage required to kill him. If it's under 5 minutes, hooray, you're gonna kill the sucker. If it's over 5 minutes, he gives up and runs away. Though this point is pretty irrelevant, because it's possible to kill him (not let him run away) on every mode using pretty much handguns and nothing else.

The best method is, quite simply, P08 Snail/Energyspot combo. If you've got Hydras or Spartans to use, it makes it even easier.

Necrosis works well on this guy too. Be warned though, he can still attack while Necrotized, he just hurts himself in the process.

Chasers

HP 200 EXP 75 BP 50 MP 4 HP 4

These guys are a pain in the butt unless you can learn to dodge them. Dodging them isn't too hard, just takes practice so you can avoid their attacks at the last second. They only have one attack: they put their heads down, kick up dust, and charge at you (not unlike the bull in a Looney Tunes episode.)

When they are walking around, you can shoot them to your hearts content. As soon as they put their heads down, un-target them, turn so you are ready to run out of the way (a 90 degree angle works best), and wait. When they let out a little snort, RUN immediately. They will miss you completely. Keep shooting and repeat the process.

Divers

Two types.

HP 225 EXP 70 BP 88 MP 3 HP 3
HP 240 EXP 70 BP 88 MP 3 HP 3

These guys are annoying. They pop up out of water and spit electricity at you, that's their only attack. You get a warning before they attack, however, in the form of electricity crackling around the diver's body. So, when you see it, your best bet is to turn to either side and get out of the way. When you've got two or three of them (or more) spitting at you, it can be a tad more difficult.

Divers are very susceptible to fire, i.e. fire attacks do a hell of a lot of damage. Firefly shotgun shells are good, Combustion is better, but plain ol' Pyrokinesis works the best. Level 3 Pyrokinesis can kill two at once if it hits them both fair and square. Pretty groovy, eh?

Fatties

Two types.

HP 280 EXP 152 BP 102 MP 5 HP 5
HP 450 EXP 104 BP 152 MP 6 HP 6

Fatties have a few attacks, depending on how close you are. If you're at a fair distance, they will take a swipe at you with their massive long arms. When you meet them at the Akropolis Tower, you are NEVER safe from the swipe. Alternatively, if you are very close to them, they will concentrate and produce a poison cloud around them, which inflicts damage and POISON.

If using a handgun to battle them, you can get a lot of critical hits on them. Critical hits break whatever attack they were in the process of, so they have to start the process again. Some fatties, when hit with criticals, fall to the ground, giving you the chance for even more criticals.

Fish

HP 80 EXP 6 BP 36 MP 1 HP 1

You only ever meet fish at one place in the game, at the Bridge in the Akropolis Tower. In this one battle, you can venture into the water to fight them, which is a very difficult battle. They move too fast to target and shoot, and they attack very frequently doing significant amounts of damage. In this battle, the much-preferred alternative is to raise the bridge, then you can simply walk on them as they are out of the water. No bullets or anything required. Easy battle.

Floor Swipers

HP 120 EXP BP MP HP

Pains in the you-know where. Usually, you don't know you're fighting them until you're too close to them and they start swiping at you, dealing out significant amounts of damage.

They have abnormally long arms, therefore enjoy swiping at you. They also like shooting poison blobs at you if you're at a distance. The silly thing is, the poison blobs only reach about as far as their outstretched arms, so if you're at a safe distance, they can't hurt you. They're very susceptible to critical hits. If you're using a handgun, four or five shots will finish them off, even though they have 120 HP.

Generators

You meet two generators in this game.

Alpha Generator: EXP 290 BP 100 MP 100 HP 100
Beta Generator: EXP 490 BP 200 MP 100 HP 100

These guys are the easiest things to kill in the entire game, and the fact that they're bosses... well, that's just a bit silly. Note: this battle is only easy if you have the security turrets turned OFF. If they're on, you'll have six to deal with in each battle, which is not fun, not fun at all.

Seeing as the generators don't attack you at all (see, told you they're easy) just take out the turrets one by one (you can even use the Tonfa for this whole battle if you wish), then the life support machine, then finally the generator itself. Easy.

Giant Bowman

HP ~2500 EXP 1300 BP 500 MP 100 HP 100

There are lots of strategies for defeating this guy. I'm simply going to outline the best one here. This method works on all modes, including Nightmare.

Take out the two speakers. Then, every time he goes for an attack, plug him with a Grenade to break it. When he goes for the big huge ROOM-SHAKING fire attack, at the last second, run into his leg... this will knock you to the floor, but hit you for no damage, and you will be invincible during the whole getting-up process (meaning the fire attack misses you completely.) As soon as he's cast the ROOM-SHAKING fire attack, hit him with Apobiosis - this will freeze him in a bent-over-backwards, vulnerable state. Then, cast Energyspot, and barbecue him with the M4A1 Pyke until he's toast (heh, I just made a joke.) He'll recover from the Apobiosis, but keep your finger on the R2 button. He'll cark it before you run out of fuel, I guarantee.

Giant Chasers

You meet two giant chasers in the game.

White chaser	HP ~500	EXP 300	BP 200	MP 10	HP 10
Zebra chaser	HP ~2000	EXP 500	BP 300	MP 30	HP 30

Rule 1 for fighting Giant Chasers - Necrosis is a beauty.

Rule 2 for fighting Giant Chasers - do NOT shoot the barrels just so you can see what you're doing.

Rule 3 for fighting Giant Chasers - wherever they go, you follow them.

Now, there are the three basic rules. I'll explain them in more detail.

If you can Necrotize either of the giant chasers, you've got half the battle won. (The tricky bit is, of course, hitting them with Necrosis.) But once they're hit, every couple of seconds they'll be hit for 25 damage. Looking at their HP, 25 damage every few seconds is quite a significant amount.

Second rule, and my all-time favourite technique for killing these guys quickly and easily. It takes a bit of practice, and some advanced PE, but it's kool. Position yourself near a barrel, and wait for the chasers to drop on you. Move out of the way, then give the chaser a taste of Apobiosis. This will drop the chaser for a hundred damage or so (depending on mode, etc.) and blow up the barrel, dealing an extra 500 or so damage to the chaser. One barrel will kill the first chaser. Three and a bit of gunfire will kill the second.

Rule three only makes sense when you know the chaser's attacks. The chaser has three basic attacks. It drops on you from above, which is easily avoidable. It hides behind the mining equipment, waiting for you to foolishly turn the corner, before headbutting you. (It only goes for this move if you're at a safe distance.) And finally, it goes for the big jumping headbutt. If you follow the chaser, it won't stop to ambush you, it'll keep on the run. And when it runs, the only two possible attacks are the aerial drop and the jumping headbutt. The drop is easy to avoid, just listen to the neighs. For the jumping headbutt, it will miss a vast majority of the time if you keep on the move. When it jumps, it jumps aiming to land where you were when it jumped, but since you're moving, by the time it lands, you're loong gone. So chase it, and pulverize it when it either jumps over your head or falls far short.

Giant Stalkers

You meet three giant stalkers (aka Spidey) in the game.

Dryfield (day):	HP	EXP 500	BP 200	MP 15	HP 15
Shelter:	HP	EXP 600	BP 300	MP 15	HP 15

These guys are tricky. They're much bigger and much more resilient than the regular-sized stalkers, and they hurt a hell of a lot more when they swipe. The main tactic here is a Plasma/gun combo, i.e. Aya hits Spidey with Plasma, Spidey falls to the ground and plays dead for a few moments, Aya pumps Spidey full of lead, Spidey gets up, Aya hits it with Plasma again.

The two you meet in the Underpass of Dryfield also have an additional tactic. Stun Spidey with Plasma, then run past him and into the little alcove near the cellar door. In the little side passage, you're safe from Spidey's evil swipe. If you creep forward (but not forward enough so the screen changes views) Spidey will stay more or less directly in front of you, tittering around as Spideys do best. Unfortunately, Spidey will also stay cloaked. Necrosis works well, as it gives Aya something to target as she hides in the alcove.

Golems

(Golem Guide taken straight from my PE2 FAQ/Walkthrough)

There are three main types of Golems, not including no. 9:

Shooters

Armoured:	HP 425	EXP 125	BP 100	MP 5	HP 5
Unarmoured:	HP 482	EXP	BP 400	MP 8	HP 8

These guys have red targeting beams, and they fire Grenades at you. Quite easy to avoid. If you're within arms range, they'll also take a swipe at you. The easiest type of Golem to kill.

Slashers

Armoured:	HP 425	EXP 125	BP 100	MP 5	HP 5
Unarmoured:	HP 482	EXP	BP 400	MP 8	HP 8

More dangerous than the Shooters, these guys have a green laser for one arm. Their attack is to charge at you and slash with the laser, which is quite painful. When you meet two of these guys at once, it can be tricky.

The trick to avoiding a Slash is to either run out of the way at a 90-degree angle, or, in tight spaces where that isn't an option, run towards and past the Golem as it's charging towards you (on it's right side to avoid the blade).

Both Shooters and Slashers come in two types: Armoured (Grey) and Unarmoured (Green). The Armoured ones have higher HP, therefore are harder to kill, and they have an extra attack: they stand still and start charging a pink flashy-thing (they are invincible during this time). If you are close enough when they finish charging, you will be Silenced (you can't use PE). Fair enough, PE isn't really needed in these battles. But it still sucks.

+++ Fun Golem tip: Often during the game, you will meet a Slasher and a
+++ Shooter at the same time. Lure the Slasher into the path of the Shooter,
+++ and laugh as the Shooter kills the Slasher for you.

Ghosts

Purple:	HP 600	EXP 300	BP 1000	MP 6	HP 6
Red:	HP 800	EXP 400	BP 2500	MP 7	HP 7

These guys appear and disappear whenever they want. They usually only appear to attack you, and are almightily fast, meaning you gotta be quick on your feet. When you fight them, turn up the sound on your TV, when you hear a beaming-in sound, he's here to attack you.

When they attack, they either pinch your neck from behind (escape that one by rolling your thumb around the directional buttons rapidly), slash at you (quite easy to avoid), or target you with a laser before jumping and slashing along the line of the laser. When you see the laser, run TOWARDS where it's coming from. The silly golem will then jump over your head, allowing you to attack it from behind.

These guys also come in two types: Purple and Red. The Red ones are faster, do more damage, and have higher HP. But if you defeat them, they tend to drop fantastic goodies for you =)

Jelly blobs

Two types.

Blue:	HP 80	EXP	BP 96	MP 8	HP 8
Red:	HP 280	EXP 16	BP 420	MP 30	HP 30

The blue ones are the basic jelly blobs that you'll meet all over the place. The red ones are a step above that. Their attacks are the same, they'll either come right up to you and attack, stealing 2 MP and inflicting Silence (the red ones also inflict Berserker.) Or, if you're at a distance, they can shoot fireballs at you. The fireballs aren't generally good, because they inflict a LOT of damage, and red jelly blob's fireballs also hit you for Confusion.

All that being said, they're fairly easy to kill if you know how. (And almost impossible to kill if you don't.) Gunfire doesn't work, you probably know that already. As far as I know, there's only six ways to kill them: Necrosis, Tonfa Baton, Bayonet, Gunblade, Mongoose or security turret. Necrosis works the best, and you can kill several at once if they're all lined up.

Mad Dash

First Dash:	EXP 240	BP 552	MP 36	HP 36
Second Dash:	EXP 260	BP 568	MP 47	HP 47

Yes, I know the Mad Dash isn't NMC's. But they're two battles that are important, and can take a bit of strategy.

For those uninformed, the Mad Dashes are the two battles that take place after you pick up the Medicine Wheel, just after the Trash monster battle. Little critters fall in by the truckload from the chutes surrounding both the Dumping Heap and the Incinerator, making life difficult for Aya.

(Make sure you attach the Medicine Wheel before moving from picking it up. Means extra goodies for you.)

Mad Dash 1 (Dumping Heap):

As soon as you get the thump-thump, stop. Stay there, even back up a little. Baby chasers will start scuttling towards you, and moaning NMC heads will start rolling towards you. Target the heads, because if they explode they'll take out the baby chasers too. Stand still and keep firing until nothing more attacks you, then creep forward a little bit and start taking out the floor swipers that litter the room. Some are out of range, meaning you'll have to keep creeping forward until you can get them.

Mad Dash 2 (Incinerator):

Similar sort of scenario. You should move out of the corner though, because you start the battle right in the corner of the room. Having three or four baby chasers and two heads rolling towards you if you're stuck in a corner can be a tad overwhelming. So position yourself in the middle of the wall. Repeat the strategy from the first dash, hold your ground, take out the heads, hopefully blowing up a few baby chasers along the way, then slowly walk forward and take out the floor swipers.

Mindsucklers

HP 50 EXP 12 BP 36 MP 2 HP 2

Pesky little creatures. Like to flock around in medium-sized groups. They fly around, dive-bombing you from every possible angle. Combat Lights or the P229 flashlight (or shooting them for about 30 damage) will knock them to the ground so you can take them out however you wish. Shooting them out of the sky is generally how it works, and learning to time their attacks is pretty important if you don't want them to really give you the run-around.

Moaning NMC Heads

HP 70 EXP BP MP HP

These little things like to roll up to you and explode. That's it. If they explode when they're near you, they'll dish out some major damage. Therefore, you've got to destroy them before they get close enough to you. If you score a critical hit, they'll explode in one shot. Otherwise, it'll take half a dozen or so shots. Very unscary, but they can hurt.

No. 9

You meet no. 9 twice.

Battle 1 (Akropolis): HP ~1500 EXP 500 BP 800 MP 30 HP 30
Battle 2 (Dryfield): HP ~1500 EXP 800 BP 300 MP 50 HP 50

First Battle (Akropolis Tower)

The first battle is fairly easy, if you know what you're doing. No. 9 has

several attacks: he slashes at you with a lit sword (don't get too close), fires grenades at you, inflicting PARALYSIS (take a step towards him and they will go over your head), jumps at you and slashes with his lit sword (again, don't stay too close) or, if you're cornered at the end, he will go for an overhead slash (instantly fatal and unavoidable in any mode).

But defeating him is easy enough, and you won't have to see many of these attacks, excepting the grenade one. Have Energyspot revived, and cast it. Target the power cables that run along each wall, and when he is next to them, blow them for over 200 damage. Along the last wall, shoot the cables, then shoot the gas pipes for 600+ damage. (Wow!) If he's still kicking (well, slashing) after that (which I highly doubt, but stranger things have happened), start unloading the four/eight grenades you have on him. He will drop quickly.

Second battle (Dryfield)

This battle is not so easy. It requires a lot of practice to get the technique down pat, but once you have it, the battle is a piece of cake in every mode. Make sure your Pyrokinesis is at level 2. Not 1, not 3, but 2.

His attacks are similar to the first battle. He likes slashing at poor little Aya, or if you're too close, he'll pick you up and slam you against the roof. (Ow.)

But the prime tactic is this. You start off in the little entrance way to the room. Hold your ground, and shoot him with whatever you want (handgun, rifle, etc.) After a few shots, he will laugh, then get fed up and slash at you. The slash will fall short, but not by much. As soon as he goes for the slash, toast him with a burst of Pyrokinesis. (Level two works best.) Then, while he swears and tries to recover, run straight past him and to the opposite corner. Repeat the process.

It takes a bit of skill to run around him when he might decide to slash at you, but it is very possible, and makes this battle very easy on any mode once you perfect the technique.

Parasite Eve

Eve:	EXP 5000	BP 10000	MP 100	HP 100
Clone:	EXP 300	BP 1000	MP 0	HP 0

This battle can be long, and is broken up into three stages:

Stage 1: Swooping phase

First of all, as soon as the battle starts, GET OFF THE BRIDGE. Do NOT go out on the bridge at any cost. That being said, you should spend 95% of this battle doing laps of the outside of the room.

In Stage 1, Eve will spend most of her time rocketing across the room at you. When she starts whistling and tucking her wings back, she's about to charge. Turn and run to one side. Run and run till you can't run no more. When a section of the room starts shimmying, she's about to rocket out of that section across the room (and too bad if you're in the way). She can repeat this rocketing process about six times before rising again in the centre of the room.

While she is rocketing, do not even attempt to shoot. Just run. When she comes back up in the centre of the room, shoot. Only ever shoot her when she's in the middle of the room.

When the whole screen starts shimmying, and Eve starts chanting, your MP will magically rise. Don't stop and watch it rise, shoot her dammit! If you don't inflict 200 damage while she's charging the attack, you will burst into flames, you'll be hit for a LOT of damage and your MP will be reduced to ZERO. (And Silence will be inflicted for good measure.) While the flames usually won't kill you, the MP reduction sucks.

After you inflict about 2000 damage, she will move onto Stage 2 of the battle.

Stage 2: Energyball phase

Now, your Energyballs are a good thing, hers are not. When she puts her hands together and starts creating balls between them, you'd better turn, run, and hope you manage to turn a corner before the balls catch up with you. Running in a zigzag pattern can also help avoid the energyballs if they're heading straight for you. If you get hit with all three, it's bye-bye Aya.

On top of the Energyballs, she will continue with all previous attacks, i.e. Swooping and Chanting. Also take care not to get too close to her, or she will turn and swat at you with her wings. This does very bad things like inflict every status abnormality known to man and then some, and if you get caught in this you will most likely die.

After another 2000 damage or so, she will move onto the final and most annoying stage.

Stage 3: Clones

She will do all of the aforementioned attacks in Stage 3, plus a new one: the formation of clones. When she places her hand together, is surrounded by yellow light, and emits a piercing shriek, she is creating a Shadow Clone. The clones follow you around the room and like to engage in close combat, i.e. the wing-swinging thing. While they're trailing you around the room, Eve will continue all attacks.

The easiest way to dispose of a Clone is 2 Maeda SPs. A couple of grenades will do it too, but is lots slower because when you reload, the clone has ample time to catch up to you.

If you simply run away from the clones, they eventually give up and disappear. It takes a good five minutes for them to lose interest though, and the longer they pursue you, the faster they travel. I wouldn't try and wait for them to disappear too often, but if you've got a few status abnormalities on you, say, Darkness and Berserker (which can happen), you don't really have a choice.

During this stage you will see up to 10 Shadow Clones. The average is about 3 (but I have seen the full 10, in one exceptionally kamikaze battle). This stage will also use a few [Ringer's Solutions], especially when you have both Eve and a Clone wing-swinging at you.

+++ New Method: Tried and tested on every mode of play. All you need is:
+++ Mongoose (w/ Maeda SP), an MP Boost2 and level 3 Lifedrain.

+++ Cast Level 3 Energyspot. Shoot her with half a dozen Maeda SPs. With luck,
+++ every second one will hit her for a critical hit, dealing over 500 damage.
+++ After these 6, she will already be in Stage 2. Whenever she goes for the

+++ Chanting attack, cast Lifedrain. This will break the attack, do 500
+++ damage, and heal you completely. Keep shooting her with the Maeda SPs,
+++ stopping every half dozen to cast Lifedrain again.

+++ You will need the MP Boost2, due to the amount of times she chants. When
+++ the clones come around, Lifedrain will kill them too. Keep going with the
+++ Maeda SPs. Believe it or not, even though you only have 25, she will die
+++ before you run out.

Rats

HP 18 EXP 4 BP 22 MP 1 HP 1

Rats, individually, are no threat. In packs, they can be dangerous. Although they are only very small, and very easy to kill, if they swarm you they can get you before you can get them.

They only have one attack, if they get too close they will bite you, inflicting POISON. The bites don't hurt too much, but the poison will do you in if you're not careful. One burst from a rifle or a few handgun bullets will kill them. Be careful. Be very careful.

Raptors

HP 420 EXP 115 BP 200 MP 5 HP 5

The most advanced and scariest (heh) type of stranger. But it gets it's own category, because it's different.

These guys share the biting attack with regular strangers, but they also have added attacks. If you're at a distance, they'll attempt to jump on you or charge at you (but because you're on the run, they'll never hit you... will they?) I've just outlined the key strategy - keep on the run. Similar to normal strangers, they're weak in the back, so a good strategy is to lure them into jumping at you, run a little bit towards them, and then shoot the hell out of their backs when they jump over your head. Not too hard.

Scavengers

HP 85 EXP 10 BP 62 MP 2 HP 2

One of the most universally hated critters in the game. They're very active, and love to jump all around the place, making it hard for you to take them out easily. They either jump at you (and headbutt you I suppose), which does a lot of damage, or they hook onto your leg ala the bonesucklers and hold you in one spot so the other evil little scavengers can headbutt you. Not nice. They usually appear in packs too, which makes it even harder.

These guys don't like bright light, so you can guess how to take them out the easiest. Flares and Combat Lights both work well, although nothing works quite as well as a Riot Grenade. One well-placed Riot Grenade can stun a dozen of these little buggers, and the stun effect is permanent. So shoot em with a Riot grenade, and pick em off as you will.

Scorpions

HP 68 EXP 20 BP 8 MP 6 HP 6

Another enemy that you tend to meet in packs. They only have one attack. They will shuffle over to you, pause for a moment, then take a peck at you. The good thing is, most places you meet them in are wide-open spaces, giving you plenty of room to run in circles around them. They're lazy too - when you meet several of them, if you run to a far distance, only a few of them will come you while the others just mill around contemplating their sad existence. Pick them off one by one with whatever gun you want.

Speakers

HP EXP (No BP, MP or HP gains)

You only meet these guys a few times, but they're annoying. Every time the screen shimmies, you lose 1 MP. And of course, it goes without saying, you've always got bigger and badder bad guys attacking you while the speakers do their thing. It's a double whammy, a potentially fatal one. Don't bother wasting MP Boosts when you fight these guys, ignore whatever else you're fighting, take the speakers first, then worry about your other opponents.

Stalkers

HP 180 EXP 106 BP 35 MP 5 HP 5

Until you learn how to deal with stalkers, they will most likely be your most hated enemy. In essence, they're mutated spiders, but they have the ability to disappear and reappear at will, making them hard to kill. They love slashing at you with their long legs, or jumping at you and giving you a full face hug (which isn't nearly as nice as I've made it sound.) The best way to deal with these guys is with Flares, let one off and all stalkers in the room will be stunned. Not stunned permanently, however, but seeing as you never fight more than three at once, you have time to pick them all off with the gun of your choice before the stun effect wears off.

Strangers

Two types.

Type 1:	HP 160	EXP 42	BP 48	MP 4	HP 4
Type 2:	HP 180	EXP 34	BP 34	MP 3	HP 3

The two types of strangers are basically indistinguishable, the only difference is in their HP and what they give you after a battle. Some strangers simply walk around after you, others jump from side to side and charge you on occasion. These different actions are not limited to strangers of either type.

Strangers are fairly easy to defeat. Simply don't get close enough to them for them to attack you. When they do get close, they will pause for a second, then

rear their heads back and bite you. This is their only attack. When they pause, this is your chance to run.

Strangers of both types are extremely weak in the back. Meaning, if you shoot them in the back, you will do insane amounts of damage and score purple critical hits. Any type of critical hit will knock them over, giving you a chance to score further criticals.

Tlaloc

HP 2000 EXP 400 BP 1000 MP 15 HP 15

The King Diver LIVES!!

To quote Gerard Schiela - "This guy ought to be ashamed to be a Boss, let alone be considered a god to the ANMC's."

First of all, you have to fight several regular Divers. The purpose of this is to use up all your MP on Pyrokinesis. Resist the urge. Fight these guys with bullets. After killing five of them, Tlaloc will appear.

Tlaloc is just a larger (and I do mean larger) version of the Divers. Therefore, his one attack is similar - he shoots a wave of electricity in a 120 degree arc around the gallery. Aya can outrun it easily.

Get in a position when you can see him if he comes out of the water. When he comes out, use Pyrokinesis (remember Divers are very susceptible to fire) and Hydras to wear him down. If he starts to rear back, he's going to start electricity-shooting, so turn and run until he stops. Keep shooting and blasting and you should defeat him easily.

Trash monster

You meet Trash-monster twice in this game.

First battle: HP EXP 500 BP 200 MP 100 HP 100
Second battle: HP EXP 700 BP 200 MP 100 HP 100

First battle (Dumping Heap):

The Trash monster has a fair few attacks at his disposal. I'll run through them all briefly, although you don't really need to know them all. He tries to suck Aya into his mouth (this is when you deal out damage), or he shoots acid blobs at her, or he attacks her with poison gas, or he shoots out a couple of orange blobs that stick her to the floor, he shoots baby chasers at her (this only happens if you attack his shoulders) or lastly, he flops out his giant tongue in an attempt to crush her.

Now that I've said all that, the way to kill him is fairly simple.

When he sucks you in, you equip yourself with a Grenade Pistol and lob Grenades into his open mouth. If you've got Energyspot as well, each grenade will do over 300 damage. (Coolies.) You should be able to get two grenades off in each sucking-in attempt. After three or four grenades, he'll move forwards, then immediately go for the suck-in again. Keep pumping him full of more grenades. After another three or four, he'll move forwards again, and

go for the suck-in straight away. This is where the tricky bit comes. If you stand still and let him suck you in, he'll eat you, in this confined space. Shoot one grenade, then turn and run back to the wall. The other tricky bit with this third and final stage is that he doesn't suck you in very often, you can run around for ten minutes trying to get him to suck you in, and it might not work.

Also, at this stage, if he launches poison gas, you're not safe if you're at the far wall. The only place to be safe from the poison gas is to stand right next to his left foot, which is where the gas is coming from. So when you see him rearing back to shoot it, run to his left foot and hide behind it.

To get him to suck you in in the third stage, there's two ways to do it. One, aim for his shoulders. Two baby chasers will drop from the sides of the Dumping Heap, and he will attempt to suck them (and you) in. If he sucks them in, they'll heal him for 100 HP, which doesn't really matter when you're dealing out 300 damage with each grenade. Second way is to cast Apobiosis, which sends him into seizures, and he'll rear back, opening his mouth up wide to lob grenades into.

Second battle (Incinerator):

This battle is easier than the last one. Un-attach your Grenade Pistol, and attach a plain old handgun. As soon as the battle starts, run away from him, around the corner, and into a little alcove in the wall, near where the floor drops off. Aya will mention she felt something sink, and the lowered section of floor will slowly begin rising.

While it's rising, the Trash monster will have followed you to the end of the floor, and try to attack you. Stay in the little alcove, and keep running into the wall (to fend off the sucking-in attempt). When the floor's fully raised, run across it, to the far wall. The trick now is to coax him onto the new floor section. So run around in front of his eyes, shoot him every now and then. It doesn't matter how much damage you do, you just want him to move onto the new floor. When he's fully on the raised floor section, it will sink again, taking him with it. While he stands there stupidly, wondering what's going on, step on the panel in the second little wall alcove, and laugh as he gets majorly squished by the trash compactor.

Turrets

Many types.

No BP, MP or HP gains. Varying EXP gains.

These things can be plain annoying. Whenever you see a laser beam, be it red, yellow, blue, or pink-and-purple-polka-dots, that means there's one of these things on the prowl. They like to focus on things, pause, and then ZAP! The good thing is, it's not just Aya they like to zap, they zap all moving objects. The bad thing is, it can be tricky to take them out when every time you shoot them, they shoot back. It's good when there's a corner you can duck behind when they start bzzzting around the place, but unfortunately most of the time you meet them in wide-open spaces.

Extra Note: be careful of the yellow-lasered turrets. They don't just zap, they attack with an interesting little machine-gun effect that can be as painful as all hell. The only way to avoid the machine-gun, when it's focussed on you, is to turn and run AWAY from it. Run any other way, and you're toast.

Ultimate ANMC

Killing head, belly and core: EXP 600 BP 1500 MP 200 HP 200
Killing EVERYTHING: EXP 5000 BP 20000 MP 200 HP 200

First of all, cast Antibody and Energyspot. Keep them cast through the whole battle. Then, stand still and plug the head with grenades. You should only be shot twice by the pink blast, and you will survive it.

After the head is destroyed, go down to the lower section and attack the belly. When he starts squirming around like he's got Delhi Belly, he's about to squirt stuff out of his belly (ewwww gross) so run up to higher ground.

If at any time he starts charging up a yellow attack from his neck, make sure you are on lower ground. It will go straight over your head. Also ignore the gas blasts from the arms. They should never go anywhere near you.

Once the belly is destroyed, the Core will open up. (Here's the hard bit.) When it opens up, shoot once with a Grenade (don't reload) then RUN FOR YOUR LIFE, preferably up the ramp. If the Core blast gets you, you will most probably die instantly. If the belly is destroyed, he will turn in a 40 degree arc while shooting the Core Blast. If the belly is still intact, it's up to about 60-65 degrees. So, always destroy the belly.

When the Core Blast subsides, head back to the door level. (This should be your base through the whole battle.) Reload, and wait. If he charges the yellow attack, run to lower ground. When he opens up the core, shoot once and run again. Repeat the process until he dies.

I'm not about to give instructions on how to kill every part of the ultimate being, for the simple reason that I've never done it. If you want to go all out, go the Kamikaze method, be warned, don't use Grenades if you also plan to use Grenades on Eve, because you will soon run out.

Worms

Two types.

Green: HP 80 EXP 6 BP 28 MP 1 HP 1
Brown: HP 160 EXP 16 BP 68 MP 1 HP 1

Worms can be very annoying, because you always meet them in packs of three or more. If they're at a distance, they rear back and leap at you, the brown ones doing considerably more damage than the green. If you're close, they spit poison, which, you guessed it, inflicts POISON.

You can kill them with bullets if you want, and it's not too hard if you face one at a time. But there are easier methods, in the form of both Pyrokinesis and Necrosis. Both of these make worms leak out life slowly, while you simply run around avoiding them and their attacks. With Necrosis, either all worms must be caught in the blast range, or you must necrotize all the worms. The advantage of Pyrokinesis is that you can hit one worm with it, then push this worm into all the other worms to set them all alight.

=====

13. ENDINGS

=====

This game is entirely different to any I've seen in that there are major branching points in the game leading to different endings. Most other games, if you do this, you get the good ending, you don't, you get the bad. But Parasite Eve II is different.

There are two different endings, both are which are told about below.

13a. Pierce scenario (Good ending)

The Pierce scenario is the one I've used in my walkthrough. If you follow it to the letter, you will see this ending. It is by far the best, and the most explanatory about the deep dark secrets of the game. To get the good ending, there are several things you MUST do. These are:

- 1) After the battle with Cannon-Mouth, Flint must be alive.
- 2) After defeating the Trash-monster, return to Dryfield (through the Full-Moon Gate) and meet Pierce on the Water Tower. Do NOT go down the elevator before heading through the Full-Moon Gate.
- 3) After being cut off in a phone conversation with Pierce in Eve's room, go to the Pod Service Gantry, read Pierce's message near the phone and call MIST straightaway. Note: it isn't necessary to use that phone to call MIST, but you must call MIST before you continue with the storyline, ie. before you head outside to the Tent.

+++ If you have done all of the above, when you get to the Tent, Flint and
+++ Jodie should be there. If you missed one or more steps, only Rupert will
+++ be there.

- 4) At the Tent, use the Teddy Bear on Flint. He will follow you into the shelter.
- 5) After re-entering the shelter, save Pierce in the Golem Freezer.

Some FAQs say that you must meet Kyle in the bar before fighting Cannon-Mouth. While this is very funny, it's not necessary. On my first replay game, I didn't meet him and still got the good ending. So there.

13b. Kyle scenario (Normal ending)

The Normal ending is similar to the Good ending, but it has a slightly shorter game time. To get the Normal ending, which isn't nearly as satisfying, there is one simple step to follow:

- 1) Do NOT return to Dryfield once entering the Shelter.

If you don't go back to Dryfield, it doesn't matter whether or not you do the other Good Ending steps. But, if you really really want to go back to Dryfield, simply let Flint die, then you can go back. But the easiest way is, don't go there.

=====

14. RANKING GUIDE

=====

When you defeat Parasite Eve, it tells you a lot of information. Firstly, it tells you your final EXP and BP score. These scores relate to your starting EXP and BP scores for your next game (see section 13, Other Modes, for more details on this.) It also shows you three items. These three items are chosen depending on your final EXP score. See below for a chart of EXP and items.

EXP	Items	Rank
400001+	Gunblade, Ringer's Solution, Eau de Toilette	S
200001-400000	Hyper Velocity, Hunter Goggles, MP Boost 2	A
75001-200000	MM1, Airburst, Recovery 3	B
72001-75000	M249, .44 MaedaSP, Cola	C
69001-72000	Mongoose, .44 Magnum, Skull Crystal	D
66001-69000	AS12, R.Slug, Firefly	E
62001-66000	Aya's Special, 9mm Spartan, Ofuda	F
57001-62000	Javelin, MD Player, Holy Water	G
51100-57000	Pike, Lipstick, Tactical Armour	H
44001-51000	Hammer, Belt Pouch, MP Boost 1	I
16001-44000	M203, Protein Capsule, 9mm Hydra	J
14511-16000	M9, M4A1 Clip, Flare	K
14510-	Monk Robe, Medicine Wheel, Recovery 2	L

If your next game is a Replay game, you have the option of buying the three items it shows you at MIST HQ. They have a retail price equal to those through out the game, if the item does not have a retail price (eg. Skull Crystal), well, I'm not too sure what happens there...

The items you win are cumulative: say you beat the game on Normal and get D rank. Then, using the same save, you beat Replay and get E rank. On your next Replay game, you will have the option of buying both D and E rank items. Groovy, eh?

However, you get bonuses if you defeat the game on harder modes.

Mode	Bonus
Normal/Replay	No bonus
Bounty	1 ranking level bonus (eg. from B rank to A rank)
Scavenger	2 ranking level bonus
Nightmare (eek!)	3 ranking level bonus

If you receive the same rank twice, your ranking on the second attempt will be upgraded by 1. (Essential when trying to win the Gunblade.) If you receive S rank twice, the second time you will get L rank, and access to the Monk Robe. (Yee-haw!)

=====

15. EXTRA MODES

=====

What, you were thinking that you could beat Parasite Eve and that would be

it????? Seriously???? No way, there are four (four!!!) extra modes of play to complete once you beat the game.

=====

15a. Replay Mode

=====

You start off with: 100 HP, 30 MP, and 10% of the BP and EXP from last game.

How to unlock Replay Mode: just beat the game

Mission Level: Easy 00
Condition: Good 00000
Enemy Level: Easy 00
Supply Level: Rich 0000

Message from game: Collect bonus items each time you clear the game in replay mode.

Replay mode is exactly the same as Normal mode (hence the name.) The enemies are the same, the bosses are the same, the shops are the same, the weapons are the same. The items you won at the end of the previous game are available for purchase from Jodie.

Extra Notes: > The PE you had at the end of the game are available for purchase from any shop for their EXP revival points in BP. (eg. Pyrokinesis 3 costs 3000 BP.)
> You can revive PE for 40% of their original EXP cost. If you can't revive them all to level 3 in a replay game, there's something wrong!!!

My tactic? Buy the M4A1 + Hammer/Bayonet attachment and go NMC-hunting!!

=====

15b. Bounty Mode

=====

You start off with: 100 HP, 30 MP, and 5% of the EXP and BP from last game.

How to unlock Bounty Mode: just beat the game

Mission Level: Normal 000
Condition: Good 00000
Enemy Level: Strong 0000
Supply Level: Normal 000

Message from game: Find the hidden Golem soldiers to strive for a high BP score!

Bounty mode will really test your skills. The enemies are harder (you fight golems starting from the Akropolis Tower!!), the bosses are harder, the damage you inflict is less. The items you won can't be bought from Jodie (so what was the point of winning them?) Bounty mode is MUCH more of a challenge.

Extra Notes: > You can revive PE for 80% of their original EXP cost.

My tactic? First time through: just try to survive
After that: Take the M93R and test out your gunslingin' skills!

15c. Scavenger Mode

You start off with: 100 HP, 10 MP (!!), and 1% of the EXP and BP from last game.

How to unlock Scavenger Mode: beat any mode with 69,001 EXP or more

Mission Level: Hard 0000
Condition: Exhausted 0000
Enemy Level: Normal 000
Supply Level: Very poor 0

Message from game:

Scavenger mode, in my humble opinion, is not as hard as Bounty mode. Your stats start out less, but the enemies are easier than in Bounty. The main differences are that shops are really strange in Scavenger.

At Jodies shop, you can buy the MM1, Riot Grenades, Shoulder Holster, Belt Pouch, Protein Capsule, Combat Light, Pepper Spray, Flare, Lipstick, Medicine Wheel!! And that's it... no M4A1!!! (Argh!!!)

So you have to make do with the items you win from battles, which mainly seem to be Recovery1's and MPBoost1's. No Recovery or MP Boost items are sold anywhere through the game, the closest things you can buy are Protein Capsules and Lipsticks (which are outrageously expensive.)

Extra Notes: > You can revive PE for 80% of their original EXP cost.
> In this mode, you will really discover the usefulness of Flares. When you don't have the M4A1, those invisible spiders can be a real pain.

My tactic? Same as for Bounty mode: Take the M93R and test out your gunslingin skills!

15d. Nightmare Mode

You start off with: 50 HP (!!), 30 MP, and ZERO EXP and BP.

How to unlock Nightmare Mode: beat the game on Scavenger Mode

Mission Level: Very Hard 00000
Condition: Sick 0
Enemy Level: Strong 00000
Supply Level: Poor 00

Message from the game: You start off sick and things get worse in this difficult mode.

Arghhh!! Who came up with such an idea?????? This mode is just plain crazy!!!! Nightmare mode is Bounty mode and Scavenger mode in one, with weird shops, weak weapons and ammo (9mm P.B. anyone?) and Golems chasing you all over the place.

With such a low starting HP, any hit you take in the first half of the game will kill you. (Yes, I mean any hit. Even being attacked by a butterfly or two can spell doom.) No decent armor is available for purchase until the very end, so you basically have to become invincible.

On top of all that, you will receive few items after battles. Sure, you will still pick up things like the Pyke, the Hammer, and the Javelin. But you have no M4A1 to attach them to!

To sum it up, Nightmare mode is MUCH more of a challenge. (Especially those darn giant stalkers..... grrrr.....)

Extra Notes: > You can revive PE for 80% of their original EXP cost.
> Don't discount the usefulness of Flares, Pepper Sprays, Penicillin and Stims. While you may have discarded them in other modes, in Nightmare they actually become useful.

My tactic? Hmmm.... well... if you decide to attempt this crazy mode, beware. It will take a hella lotta time and patience. I take NO responsibility for any failed assignments, broken relationships, and caffeine-induced migraines that occur on your part as a direct result of you trying to defeat Nightmare mode. You have been warned.

=====
16. CLOSING
=====

This is going to sound a wee bit repetitive, but my Parasite Eve II guide is a labour of love and I don't want anyone stealing it. If you want to use it for your site, or whatever, please e-mail me. My e-mail address is at the bottom of the page.

A special shout-out goes to:

- Steve McFadden aka the Psycho Penguin
For supporting me in everything I've done in the past and everything I will choose to do in the future, for loving me, putting up with me, and being everything I want in a man. I love you, Steve.
- The rest of the TuxPuckers - Chad, Cyril, Brian, Mike, Dan and Zoop
You guys are all awesome, you taught me that anything is possible, anything is achievable, even if what we're striving for is against all the odds. After all, we won our war, didn't we?
- Everyone at the GameFAQs PE2 board
<http://cgi.gamefaqs.com/boards/gentopic.asp?board=25601>
For helping me through this game. I remember back in the days when I was a struggling newbie... they helped me out when things got tough. If you need help with the game, ask your questions there and they will most definitely be answered.
- Daniel de Rochefort
For being my best friend, and supporting me even when times get tough. I know that if you weren't in my life, I wouldn't still be here doing what I love best, playing games and writing for them. Thank you.
- Stephen Dobson
For giving me this game, and starting my whole game-obsession. You know you

started it, Dobbo, and I know you think it's the funniest thing ever!

- CJayC

For creating the best video games site on the internet, bar none. GameFAQs is my home away from home, I swear.

- Squaresoft

For creating the best video games ever, in both the Final Fantasy series, and the Parasite Eve series. May there be many more in each series to come
^ _ ^

+++ To send me feedback, e-mail the address at the bottom of the page and make
+++ sure you include "Parasite Eve II" in the subject line.

Feel free to check out some of my other guides:

<http://www.gamefaqs.com/features/recognition/22431.html>

--- Rebecca Skinner AKA Karpah ---

--- traybaby@gmail.com ---

My final tip? Work hard, be good to your mother =)

This document is copyright Karpah Queen and hosted by VGM with permission.