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## 01. Introduction

.....

Parasite Eve 2 is a kick-ass sequel to a sub-par game from Squaresoft. It's a good sequel too, since it actually leaves off from where the first game left, and has dropped most of the bad elements from the first game, and replaced them with a Resident Evil-style game engine. This isn't a bad thing, mind you, only different. It will be much different for those who enjoyed the first Parasite Eve game, but the change is non-existent for those of us who haven't played the first game. So, basically, if you like the Resident Evil series from Capcom, you can do MUCH worse than Parasite Eve 2.

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## 02. Legal Stuff

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### 03. UPDATES/REVISION HISTORY

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Version: Final (07/02/01)  
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- Updated the format a bit, fixed some errors, and changed the site at the top of the FAQ. It's done!

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Version 1.02 (10/14/00)  
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- Added the Bestiary List

-----  
Version 1.01 (09/24/00)  
-----

- Updated the Item List. Added the Locations of the Key Items that I already

had listed. More updates to come...

-----  
Version 1.0 (09/13/00)  
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- First non-beta version of the FAQ, first released version. I have most of the lists done, but I will update them if necessary

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#### 04. Genetics 101

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{From the Game Manual:}

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#### Mitochondria

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Mitochondria are organelles found within the cells of all living things. 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.

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#### Mitochondria Eve

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Based on data taken from mitochondria DNA collected 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."

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#### Aya's Mission

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You, as FBI agent Aya Brea, will investigate the string of strange incidents involving No-Mitochondria Creatures. Battle mysterious characters and strange Neo-Mitochondria Creatures, and gather information and evidence to crack the case. Whenever Aya's HP reach 0, the game is over.

.....

#### 05. Character Bios

.....

Age: 27

An FBI agent assigned to the Los Angeles division of MIST, the Mitochondrion Investigation and Suppression Team. Codename: NMC (Neo-Mitochondrion Creature) Hunter.

3 years ago, during the Mitochondria Eve revolution in New York, Aya, then an NYPD officer, joined forces with the Navy and contributed to the resolution of the incident. But at that same time, she was faced with the dilemma of the mitochondria within her own body awakening. After the incident in New York, Aya resigned from the police force out of consideration for her colleagues. She was quickly recruited for the undercover MIST organization and moved to LA to chase the NMCs (Neo-Mitochondrion Creatures), which were spreading to the West. Due to the awakened mitochondria in her cells, Aya appears younger than her actual biological age.

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Kyle Madigan

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Age: 29

A mysterious individual claiming to be a private detective.

He appears out of nowhere while Aya is conducting her NMC investigation and offers to assist her. He appears to be competent, but his motives remain unclear.

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Eric "Hal" Baldwin

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Age: 50

The director in charge of MIST, and Aya's supervisor.

Always found back at headquarters, Baldwin relays his orders to agents in the field by phone after gathering all possible information. People call him "Hal" because of his cold, detached manner. Baldwin's agents have both respect and disdain for their stoic boss.

---

Rupert Broderick

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Age: 37

An investigator assigned to MIST, and another NMC Hunter like Aya.

Previously working for the FBI organized crime unit, Broderick was known for his good-natured attitude. After losing his family during the New York incident, he threw everything away and joined the MIST organization. Now, Broderick has devoted his life to exterminating NMCs.

---

Pierce D. Carradine

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Age: 31

An investigator assigned to the intelligence division of MIST.

A master at information "retrieval", Carradine is not above using the experience gained from his illegal hacking days to find what he needs. He is a natural loner with few friends, but he enjoys talking to Aya, who joined MIST at the same time as he.

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Gary Douglas

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Age: 56

Douglas is a decorated Vietnam War veteran who lost a leg in the minefield.

After returning stateside, he started a scrap yard business in the desert town of Dryfield and has been living a quiet life with his dog. Douglas is also an avid firearm collector and a strong advocate of gun rights.

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06. Walkthrough

.....

Uhm...hi. I don't really have much to say here...

\*Points to the sky, then dashes off as you are distracted and look away\*

{ D i s c 1 }

NOTE: For this walkthrough, I will tell you where to go, and, for the most part, NOT how to get there. I am assuming that you know how to use the Map function (hit select to view the map), and that you can make your way to that specific local by yourself. I will only tell you how to get somewhere if it is truly needed.

| September 4, 2000 8:56 pm  
Akropolis Tower, L.A |

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At the beginning of the game, you will take control of Aya. You will have a chance to practice your shooting skills at the firing range. Take this time to do so to get acquainted with the firing system of PE 2. There are several levels, each level getting increasingly more difficult than the previous level. Whenever you feel ready to hit the scene, just finish up your excersise, then head on through the only door available to you at this time, then through the double doors to Aya's right on the next screen.

Run forward, and you will enter a short cut-scene with Aya speaking with Pierce. He'll tell you that Hal...er...Broderick wants Aya to head

up to the top of Akropolis Tower to check out some NMC disturbances. Aya agrees, then you take control of Aya once more. Head through the door behind Pierce, then into the door just ahead of Aya, the [Firearms Control] room.

Speak with Jodie to get some answers to some questions about weapons, armor and attachments, as well as BP. You can also purchase items, weapons, etc. here, but you only start off with 200 BP, so your options are limited. After you are done browsing the shop, exit and head into the garage. If you wish to save your game, use the phone past the yellow car, near the large shutter gate. When you are done doing this, speak to Pierce to head off into Akropolis Tower.

Make your way into the building, and after the cut-scenes end, you will end up at the top of the tower, just outside of the elevator. Head to Aya's left and through the double glass doors. Search the dead body to the left, near the window to get a Recovery1. Check the rooftop map near the body, and near the center statue to enter it into your GPS. Head down the stairs near the statue, and check the bench to find a case of PB rounds. This case holds an \_unlimited\_ amount of ammo, so remember this spot for later usage. Run back up the stairs and towards the phone. It will ring. Answer it, then save your game if you wish. Head through the door near the phone.

Run forward, and speak with the downed SWAT Officer near the Coke machine. He'll tell you to save the lady in the Cafeteria, and hand you the Cafeteria Key. To get to the Cafeteria, go back into the room with the statue, and head down the stairs near the entrance, and past the bench. At the bottom of the stairs, go to Aya's right, and kill the NMC. After talking with the SWAT officer, head into the next room, and into the Cafeteria. Speak to the lady, then fight the boss.

=====  
Lady-Death:  
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To beat this easy boss, just fire-and-run. When you run low on ammo, dodge the beast, then move further away from it, reload, then continuously fire at it.

After the fight, search the table to find the Scientific Journal, and then search the dead body of the monster to get the Metallic Implant. After you get your ass saved, you will end up back outside of the Cafeteria. Go back to the statue room, and use the phone to call for backup. Go down the stairs that are near the phone you just used, and kill the NMC down here, then search the dead SWAT officer for some Penicillin. Make your way to the Fountain.

Run around the fountain, and through the blue-ish door near it. Take this route to get to the back entrance of the Cafeteria. Search the yellow container on the wall in here to get the Blue Key. Now head through the door across from the yellow container. In here, use the Blue Key on the





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After the cinemas, Aya will speak with her boss, and will receive four new Key Items to keep. Check these items out if you wish, then once you regain control of Aya once more, store some stuff in the trunk of her car. Be sure to make plenty of room for later. When this is finished, head into the weapon storage room, and talk to Jodie. She'll ask you if you want to trade BP for Weapons, so say yes. Buy up whatever you need or want from the shop, then return to Pierce near Aya's car, and speak to him to head off to Dryfield...

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| September 5, 2000 12:13 pm \\  
| Mojave Desert, Nevada \\  
|

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Welcome to the deserted town of Dryfield. Looks friendly...so far. Load up on 9mm PB rounds from the unlimited supply near the car, then run forward and through the gates under the "Dryfield" sign. Kill the charging NMC bull-thing by blasting it, then letting it charge at you. Move out of its way as it gets near you, and it'll ram into something, causing it to damage itself. LOL. Once this guy is done for, head through the small gate to the north of here. It's tough to see unless you are right near it. Head into the Garage.

Run into the main part of the garage near the car, and raise the circuit breaker on the wall near the car. Go back past the car, and through the open doorway, and approach the yellow-lighted control panel. First hit "Up", then "Turn". Go past the car, and unlock the shutter door with the red light, then unlock the other shutter door next to it, to Aya's right, so you can access this area after putting the car in its original position. Run back to the yellow control panel, and press "Turn", then, "Down" to lower the car once more. Go through the shutter door near the car.

In this part of the garage, you'll meet Douglas. After a talk, he'll give you the Motel Key No. 6. Exit the garage, and head back into the Main Street area, and kill the large group of scorpions. Go through the gate near Room 2, and kill the 2 NMC rammers here. Head up the stairs, and enter Room 6 (after killing the other NMCs here first). Go towards the back of the room, and take the ladder down. Kill the 2 rammers here, then run around to the other side, near the hole in the ground. Raise the lever here, then run around to the opened gate quickly before it closes. Dodge the other 2 rammers, and get through the gate. Once inside, prepare for a battle with over 5 rammers(!). Kill them all, then when they're all defeated, a ladder will lower. Take the ladder up.

Up here you'll meet Kyle Madigan, a PI straight outta LA. When the conversation ends, hit the nearby switch to open the gate, and then climb the nearby ladder. Check the dead body for a Recovery1, and a Key labeled "G&R". Leave the water tower, and pass through the newly opened gate.

Kill the scorpions down here, then head through the door near the hole in the ground (where the rammers were digging earlier). Use the Saloon Key to open it. Once inside, kill the flying NMCs to get a Combat Light. Now check the locker to get an item, then check the back 'fridge to get a

Magnet to "borrow". Leave this place, and head through the gate near the electric gate that lead to the water tower. Fight the rammer at the end, then call Douglas. He'll tell you to get the key to your left. Use the Magnet on it to get the Factory Key. Enter the door. Go left and head through the next door, then follow the dog to find Douglas in his Trailer. He'll sell you whatever you need/want too. Ask him about the Shelter, and he'll tell you about it. Exit the Trailer when you are ready.

Once out here, the dog will lead you to a coil of rope. Take it, then fight off the scorpions. Make your way back to the well near the garage, and use the rope to enter the well. Kill the bats, then head through the gate at the end of this area. Now in the next area, you will meet an invisible spider thing. You can kill it rather easily, but you cannot aim at it when it dissapears. To make it re-appear, use Plasma, or your Combat Light. Do this over and over again until it dies. Be sure to turn on the 2 switches in this area (1 near the entrance, the other near the next ladder). Now climb the ladder at the end to enter the General Store.

Kill the red little critters in here, then search the fridge in the back for a bottle. Go through the door near here, and kill the 2 rammers. Enter the Dilapidated House, and check the chest in the back to find that it is bolted to the floor. Crap, that sucks. Go back to see Douglass in the Trailer.

Talk with Douglass, and tell him you "need information...", and he'll tell you to use one of his tools from the garage to remove the bolts from the chest in the house. Go to the Garage, and check the shelf near the other side of the red truck, and take the Monkey Wrench. Return to the house, and on your way back, in the Water Hole, check the hole in the wall to get a healing item.

Use the Monkey Wrench on the bolted chest, then enter the hole in the wall. Go into the next room to find a familiar enemy....

=====  
"Another" Hunter, part II:  
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This is another fight with that boss from the Akropolis Tower rooftop, and this time, it's personal </action movie line>. Just wait until he tries to attack you, then use Combustion on him over and over. You don't even need to use any ammo, since he goes down pretty quickly. When the fight ends, a series of cinemas and FMVs follow.

Once you regain control of Aya, you will be tagged along with Kyle. Don't let him die, or the game will end. Make your way back to the car outside of the General Store. Fight the flying NMCs out here, and make sure to protect Kyle as well. When they have all been taken care of, you will see that your car is completely wrecked. Go back to the Trailer once more.

Talk to Douglass, and ask him to borrow a car. He'll agree, but tell you

to search the motel for some gas, and he'll give you the Lobby Key. Saving your game would be a good idea too. Make your way to the Parking area (refer to your map), and enter the Lobby across from the stairs. Once inside, check the cash register, and enter the "#" key first to turn the register on, then enter: "3033" as the code. It'll open, and give up a key. The Bronco Master Key. Exit the lobby, and go up the stairs, kill the spider things, then use the Key on the double doors. Head to the back of the room and take the Jerry Can. Kill the incoming spiders, then enter this code into the fireproof safe: 4487. Take the Holy Water, then return to your wrecked car.

Fill the Jerry Can at the pumps to get the Gasoline. Find Douglass in the Garage, and he'll fill up the truck with it, and tell you to get some rest. Head up to Room # 6 for now, and take a nap.

After the "provoking" scenes, a big-ass mutant type thing will come out of nowhere, and will make his way into the Motel area. Time for a huge ass boss fight, although not that hard.

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FatBoy:

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First off, make sure you have a good weapon equipped, like the M4A1 Rifle or the shotgun with R. Slug rounds. Run to the corner that is in between Room # 6 and the Loft. He can't reach you from there, but his flame attacks can. Just use Pyrokinesis and some firepower to kill him. It'll take a while, but you can get it done soon enough. Don't worry if he picks you up, because all he'll do is throw you back down, and won't kill you. After the fight, enter your room again, and use the ladder in the back once more. Go through the bar, and back out to the main area where Douglass is.

Talk to him, and he'll give you the Truck Key. Head to the Garage again to get the Truck. Speak with Kyle in here to find out some \_shocking revelations!\_ Heh. Now, when the conversation has ended, make your way to the Trailer where Douglass is. If you saved his dog from the monster (the boss fight; you must have beaten the boss pretty fast to save his dog), then he'll give you a M950 (Large Handgun). This is one kick ass gun, and since it uses the unlimited 9mm PB rounds, it makes the deal even sweeter! I don't know what you get if you didn't save his dog though... Anywho, when you are ready, go back to the Garage and talk with Kyle to get going, and to finish this disc.

{ \_\_\_\_\_ / Disc 2 \ \_\_\_\_\_ }

First of all, you must protect Kyle at all costs (again...), and make sure he doesn't take any damage. Also, there is a special way to kill all of the oncoming rammers that keep on heading onto the screen. See that cliff near the truck? Well, stand near the cliff, DO NOT AIM at the rammers, then wait for them to start charging. When they are set and start running, immediately run to the side, and they'll fall off the cliff and die. This saves tons of ammo, but the downside is that if you aren't fast enough, they can ram you off the cliff, therefore ending your game ASAP.

After taking care of the first rammer, Kyle escapes into the Mine. Now you have to take care of the rest of the rammers. After the fight, head into the mine itself. Head straight on through the first door ahead of you, then through the next door and examine the bridge to find out that the rail has been broken off at a point. Return back to the main area of the mine, and enter the Forked Tunnel (once more, refer to your map).

Release the brake on the car here, and run forward and to the right to find a large, sturdy board. Take it, and return to the broken bridge, and use it here. Cross the board, fend off the bats, then head into the Refuge to the right. Save your game while in here. Refill your ammo supply if you need to in the box here, then turn around and check out the control panel. You should see 4 small holes towards the upper-left part of the panel. The bottom one has a Plug in it. Take it. Now place this plug into the second hole, then lift the power switch. Watch the power supply run to both Gates. Leave the Refuge, and head through the next door. Also, be sure to equip your Grenade Pistol...

=====  
Large Rammer:  
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This fight is extremely easy when you do the right thing. First, run away from the rammer, then turn around towards it. Aim for the barrel near it, and when it runs at you, and near the barrel, blast the barrel. This shot from your Grenade Pistol will cause extra damage from both the shot, and the barrel explosion. Now just pop a few more grenades into him, and he's done for...

Or is he?! Right after the first fall, Aya will discover Kyle's handgun near the body, and take the Jumper Plug. Now wait...he gets back up! Use the same tactics as before, but this time, there's no barrel to use. Just stay in one position, and blast him as he runs at you, with your Grenades of course. Be sure to reload when he turns away from you, because this is your only time to do so. After the fight REALLY ends, take the items, which include Kyle's gun.

Return to the Refuge, and place the new Jumper Plug into the first hole in the control panel, and move the other plug back into the last hole. Now return to the area where you fought the large boss, and check the motorcycle towards the back. Press the switch that says [Gate 2]. Enter the next

area, and fight off the spider in here. Go through the doorway at the end, and take the lift down.

Head into the E-38 door, and avoid the lasers here, and enter the next door. Enter the [Storeroom], and fight off the enemies in here. Load up on 9mm PB ammo from the box, then go through the E-47 door (the one near the entrance to this room), and either fight or avoid these monsters that electicute you. Enter the Sleeping Quarters at the end of the hall. Leave the room through the large doors with the green light above them, then fight off the fat enemies and lasers in this area. Enter the Armory, the door labeled "Weapon" with the red sign on it.

Use the BP Shop here to stock up on whatever you need, and if you have the Black Card Key from Akropolis Tower, then you can use it on the inner area for some kick ass goodies...

When you're ready, head back out to the main room, and enter the door with the red light above it, the Sterilization Room. Check the control panel in between the two doors, then enter the "In" door. Run in here, save your game, then go through the next set of double doors. After the cut-scene, run around the corodor and take the lift down. Follow the hall, and go through the next door, then through the next one after that. In the next Main Corridor, enter the [Breeding Room].

Grab the ammo from inside here, then head back to the Sterilization room. Save your game, then head out of the "Out" door. As gas fills this room, escape out of the [Dust Shoot] near the door you entered the area with. Run forward to meet a boss...

=====  
Garbage Blob:  
=====

This guy is semi-tough, but you have to think for this one. First, blast him with Grenades when his mouth opens, but make sure he doesn't suck you into his mouth, or the game will end. Do this a few times over, and he'll seemingly die off...anywho, enter the newly unlocked door. On the other side, the blob will re-enter, and give chase. Run from him RIGHT AWAY, until you reach a side area to the right. Step on the floor switch, and continue running from the blob until the platform rises. When it does, wait for him to stop sucking you in, then continue down the path. At the end, lure the Blob onto the large area on the ground, the large floor plate. When he does reach the area, step onto the second small floor plate to the right, and he'll get crushed in the ground.

After the fight, you'll only have 5 minutes to escape. Return to where you first met the boss, and open the chest to get the Woven Ring. Return to where you killed the boss, and enter the door at the end. After the talk with Kyle, save your game at the phone, and head down the stairs.

Go through the next door, then climb the ladder at the end of the path. Approach

the control panel for the Flood Gates, and enter "18" as the code. When the water clears, head down the stairs, and through the newly discovered gate. On the other side, go up the next set of stairs to Aya's left, and down the ladder. Go to Aya's left again, and enter "15" as the code for the Full Moon Gate control panel on the wall, which is blue. Go back up the ladder, and head through the gate on the other side, and climb the rope after the gate to end up back at Dryfield.

Follow the dog to the Water Tower, and get the SUV Key from Pierce, after you've saved him of course. Go to the SUV near the gas station, and take the bag of ice to Pierce quickly. Do this 3 times to get the Ofuda Charm. At this time, you can either go to Douglass in the Trailer to stock up on ammo, or you can just return to the Upper Sewer. Either way, when you return to the Upper Sewer, go forward from the ladder, and enter the red gate to the left.

Go through this area to the other side, and make your way to the elevator in the Incinerator Control Room-area. Take the elevator to floor B1, after getting the Card from Kyle. Enter the E-38 hallway near the elevator, and go into the Storeroom, then through the next door across from the one you just entered. Fight the weird ass NMC, and pick up his Card. Return to the Elevator Hall, and take the elevator to floor B2.

Use the Card Key on the door to the right of the elevator when you get off it, and enter the [Operating Room]. Head straight to the locked door, and unlock this door to the Breeding Room. Now go into the Main part of the Operating Room, and enter the Laboratory door.

Save your game at the phone, then use the laptop on the desk across from it. Enter "A3EILM2S2Y" as the password in the computer, then select "Visitor Program." Now answer the 3 easy questions they give you (I believe the questions are random...), then watch the cut-scenes to discover some more of the story. Answer the phone that rings later on, and then save your game once more.

Check your map, and you'll see that you have to get to the Pod Service Gantry area. Use your map to navigate your way back to the Sterilization Room, then head northeast to the hall with a lift. Kill the 2 fat NMCs here, blocking your way, then enter the door at the end of the hallway.

After the conversation with Kyle here, move on into the next area, go up the small flight of stairs, and use the phone across from the stairs to save your game.

Approach the large control panel across from the phone, and operate the camera system. Activate the first, third, and fourth cameras, and hit the Operate button after each one. This will activate the lift, open a door, and such. Leave this area, and head to the lift you just activated.

Take the lift down, then make your way to the next lift around the next area, and go down to the Neo Ark. Use your map, and make your

way to the Shrine area in Neo Ark. Head to the back part, and check out the writing on the wall, across from the locked door. Memorize or write down the order of the figures for each color (Red, Blue, Yellow), then go back and into the inner part of the Shrine, and examine the puzzle on the wall. It's a game-type of puzzle, where you have to place the order of each color in the correct order, only in odd ways, and the lowest-right hand hole must be uncovered:

=====  
 Red blocks:  
 =====

```

      _ _ _ _
      |_|_|_|//|
      |_|_|//|_| <--- The way the Blocks must go.
      |_|//|_|_|
1st figure->|//|_|_|_o|
  
```

=====  
 Blue blocks:  
 =====

```

      1  2  3  4
      _ _ _ _
      |//|//|//|//|
      |_|_|_|_| <--- The way the Blocks must go.
      |_|_|_|_|
1st figure->|_|_|_|_|
  
```

=====  
 Yellow blocks:  
 =====

```

4th figure->|//|_|_|_|
3rd figure->|//|_|_|_| <--- The way the Blocks must go.
2nd figure->|//|_|_|_|
1st figure->|//|_|_|_|
  
```

Each time you solve this puzzle, something will happen. Just remember that you must solve the Red Puzzle to move on in the game, and unlock the other locked door on the other side of the Shrine. Go into this door after solving the Red Puzzle. You'll see a boss-type enemy, but you can't get hurt from it at all. It's all hooked up to a generator, and when it's hooked up to it, it can't take any damage from you. What do you do? Simple. Run to the back and blow up the generator, then unload on the NMC to kill it easily. When it's dead, exit the area, and dash to the North Promenade.

Head through the Forest Zone, and to the Pyramid. On the way, right before the stairs that lead to the Pyramid, align the stone block so that all of the symbols are straight and matching. Head up the stairs to the Pyramid.

At the top you will see a bunch of colored blocks on the ground, one in

each corner. Step on them in this order:

- Red
- Yellow
- Blue
- White
- Blue
- White
- Red
- Yellow
- White
- Blue
- Yellow
- Red

After doing this, you'll hear a sound in the distance. Now step on them once more, in this order:

- Blue x 6
- White x 2
- Red x 3
- Yellow x 5

This will lower a switch on the statue here. Lower the switch, then head to the Pavilion. Once here, kill off the water NMCs, then use the new path to the Island. On the Island, head down the ladder, and fight off the group of water NMCs, then fight the water boss...

=====  
King Water NMC:  
=====

This guy is hard at first, but all you have to do is load him up with Grenades and Fire Parasite Energies (Like Combustion). Avoid him when he attacks, and reload your weapon when he goes underwater, then blast it when it comes back up.

When it dies, search the water to find the Skull Crystal item, then go back to the Pyramid, and raise the lever on the statue to allow access to the Garden. Head to the Pavillion and take the new route to the Garden. Kill the enemies on the way, and enter the door to the left of the Pavillion. Inside here, run past the stairs, and around to the dead-end behind the stairs. You'll find a box filled with unlimited 9mm Hydra bullets! Nice. Anywho, go back to the stairs, and you'll find another large boss-type NMC hooked up to a generator like the last one. Defeat this boss the same way as you did the previous one, then head all the way back to the Shelter.

Once at the Shelter, head to the Laboratory, and save your game. Now go to the Armory if needed, and reload up on ammo and whatever else you need. Also, unlock the doors that are to the south of each floor that leads to the Elevator Hallway, because you'll need it later.

When you're ready, make your way to the lift to the east of the



Laboratory (check your map to see it marked by a Flashing Red Dot). At the bottom, blast the giant speakers that gradually decrease your MP, then enter the next elevator. Take it down to B6 floor.

Down here, kill the NMC and some of the giant speakers, and follow the girl through the next door.

=====  
Tower NMC:  
=====

I call this guy the "Tower" NMC, because he is so tall. He'll attack you with fire attacks, so be sure to avoid these at all costs. He takes a lot of time to do these, so you can pretty much stop any of his attacks just by blasting him before he attacks you. Use your M4A1 on him, or your M11 grenade launcher.

After the fight, a cut-scene ensues. When all is over and ready, you end up with Aya and the little girl, needing to escape fast. To do this, check the tubes across from the girl, then talk to her a few times. Now walk towards the lift in the room, making sure the girl follows you. Be sure to do this quickly, because if she dies, then your game ends. Take the lift up.

You'll end up back at the garden, and the girl runs off. Follow her to the Submarine Tunnel, and watch as No. 9 (the "other" hunter from earlier), kidnaps her, and sends his Golems to attack you no matter what. The Golems are your only other enemies for the rest of the game, and they are a pain in the ass. There are different types of Golems, and they all do different attacks. Some shoot rockets, some just slash you, and other stuff as well (fast Golems, slow Golems, big ones, invisible ones, etc...). These guys suck big time and they are annoying as hell to beat. I suggest that you avoid the Golems at most times, unless you are brave enough to face them, and risk dying (although you might need the Exp. and BP for later on...)

Head to the Pod Service Gentry, and use the camera system again. Shut the security off of the last camera (last button down), then go to Main Corridor on B1 level, and enter Underground Parking. Head into the main room, and check the panel that is diagonally across from the phone to get the Electric Car Key. Check it once more, and press the yellow, blue, and Call buttons to gain access to the Electric Car.

Use the Electric Car Key on the car to drive it out, then approach the control panel to the right of the car. Use Bowman's Card on it, then drive the car out. Once in the airlock area, go through the next door into the next airlock region, through the next door, and kill the Golems, and check the motorcycle to get the Teddy Bear. Enter the Guardroom, and hit the switch at the end of the hallway. Go into the Bulwark, kill the next two Golems, then open the large door to enter the heliport, and watch the kick-ass FMV.

After all of the cut-scenes end, check the ammo box for some Grenades, and the other box for some healing items. Use the phone in here if you want to save your game, then leave the tent. Now, if you saved Flint the dog earlier, then he'll be out here, and give you Mr. Douglass' letter, and a MP Boost2. Rupert will also be out here, and he'll give you the Mongoose Magnum, and some magnum rounds.

If you did not save Flint, then Jodie will be here, and she'll allow you to buy items and such with your BP. Do so, then search the area for some M4A1 rounds and some grenade rounds.

If Flint is here, give him the Teddy Bear, and he'll lead you to the girl (Eve). Make your way back into the Underground Parking area, then head to the Golem Freezer (you only have to do this sometime, it depends on who you have been saving, Pierce or Kyle). If Pierce is here, then save him. If not, then continue on to the Pod Service Gentry, while saving your game in the Sterilization Room on the way.

At the door leading to the Pod Service Gentry, you will have a choice:

- Too Dangerous...think about it first
- Eve is in there!

Choose the second one, and enter. You will find out tons of stuff, but in the end, No. 9 will shoot you, causing you to lose some HP that equals around 50 HP. To save Eve, you have to take the elevator to B2, then enter the door right next to the elevator (fight the red Golem if you wish, but I just skipped him). Enter the door next to the elevator to find a boss...

=====  
King NMC:  
=====

This guy is easy as hell, just as long as you either use your Grenades or Magnum, but I recommend that you wait until the next fight to use your Magnum, so stash that away, and whip out your Grenade Launcher. Stand near the boss, and blast him over and over again, until part of his face melts away. When it does, a hole in his body will be revealed. Blast this over and over until it closes up, then run to another area to avoid the bosses' attacks. Repeat this tactic (shooting his open area when it's revealed), until it dies off.

Run around the platform and approach the red switch. Use either Bowman's Card or Yoshida's Card on it, and enter the door to fight the final boss...

=====  
FINAL BOSS - Parasite Eve:

=====  
Wow, this boss fight is the hardest in the game, yet somewhat simple. At first it may seem complicated, since Eve performs so many different attacks and that you are just on a single path (a bridge), but it all relies on one simple strategy: Run. Yup, just run. The only time you should stand still is when she stops moving, and you are blasting her with whatever you have. I strongly suggest that you start off by pounding her with your Grenade Launcher for a bit, then end the fight with your Magnum. Her attacks include: A shockwave on the bridge, a diving attack towards you, shooting projectiles at you from afar, attempting to clone you, latching onto Aya, then releasing her after reducing her HP and MP, and a MP dropper attack, where the entire screen gets fuzzy and shaky.

To counter this MP-dropper attack, simply blast her with your gun, and the "spell" will be broken. She also casts some Status attacks, so be ready with some healing items attached to your armor. One of her other attacks involves Eve flying into the air, disappearing, then diving into you (or the area you are at). This does a lot of damage, so when she dives back down at you, make sure to wait until she gets close (you can hear it), then dash across the bridge.

Also remember that there is time to attack her after each one of her attacks, because she is momentarily stunned. Use this as an advantage. When she starts bleeding everywhere, continue with multiple shots from your magnum (the more shots in a row, the higher the damage each shot will do.) Eventually, she'll die, and a cut-scene will follow...then the ending.

Congrats! You have just beaten Parasite Eve 2. You could have gotten one of two endings: Bad and Good ending. I'm pretty sure you will know the difference between the two...

M Y O F F I C I A L G A M E T I M E:

<08:34:51>

.....

07. Weapons

.....

{Database File Information}

M93R	
Specifications:	
Caliber	9mm
Capacity	20 rounds

| Weight 117  
| Range 50  
| Rate 110

| Semi-auto 9mm, fires 3-round bursts.

| Tonfa Baton

| Specifications:

| Weight 68  
| Range 1  
| Rate 5

| Based on an Okinawan design. Masters can attack continuously.

| PA3

| Specifications:

| Gauge 12  
| Capacity 3 rounds  
| Weight 270  
| Range 30  
| Rate 2

| Pump-action 12-gauge shotgun.

| M4A1 Rifle

| Specifications:

| Caliber 5.56mm  
| Capacity 30 rounds  
| Weight 254  
| Range 500  
| Rate 85

| 5.56mm assault rifle. Customizable with attachments.

| MP5A5

Specifications:

Caliber 9mm/Flash  
Capacity 30/50 rounds  
Weight 288  
Range 55/5  
Rate 80/2

9mm submachine gun. Flashlight attached.

Grenade Pistol

Specifications:

Caliber 40mm  
Capacity 1 round  
Weight 260  
Range 350  
Rate 1

Pistol-sized 40mm grenade launcher.

M249

Specifications:

Caliber 5.56mm  
Capacity 200 rounds  
Weight 685  
Range 400  
Rate 100

Portable light machine gun. Heavy firepower and a large clip.

MM1

Specifications:

Caliber 40mm  
Capacity 12 rounds  
Weight 900  
Range 350

| Rate 12  
|  
| 40mm launcher w/revolving magazine.  
|

| M950 \\  
| \\  
|

| Specifications:  
|

| Caliber 9mm  
| Capacity 100 rounds  
| Weight 227  
| Range 40  
| Rate 90  
|

| Full-auto 9mm w/high ammo capacity.  
|

| P229 \\  
| \\  
|

| Specifications:  
|

| Caliber 9mm/Flash  
| Capacity 12/50 rounds  
| Weight 92  
| Range 120/4  
| Rate 90/3  
|

| Semi-auto 9mm w/silencer. Flashlight attachment.  
|

| Mongoose \\  
| \\  
|

| Specifications:  
|

| Caliber .44 mag  
| Capacity 6 rounds  
| Weight 168  
| Range 60  
| Rate 70  
|

| Large .44 caliber revolver. Slow reload, but it's worth it.  
|

Gunblade \

Specifications:

Gauge Blade/12  
Capacity -/6 rounds  
Weight 579  
Range 1/100  
Rate 2/36

Ultra high frequency particle blade. Blade with shotgun attachment.

08. Ammo

{Database File Information}

9mm P.B. \

Specifications:

Caliber 9mm  
Power 10  
Capacity 500

9mm caliber full metal jacket round. For handguns and submachine guns.

APPLICABLE WEAPONS:

M93R P08  
P229 MP5A5

9mm Spartan \

Specifications:

Caliber 9mm  
Power 20  
Capacity 500

9mm fragmentation round. Fragments rupture vital organs.

APPLICABLE WEAPONS:

M93R P08  
P229 MP5A5

Buckshot

Specifications:

Gauge 12ga.  
Power 40  
Capacity 500

12-gauge shotgun scatter shot. Spreads 9 lead shots in a burst.

APPLICABLE WEAPONS:

PA3 SP12  
AS12

5.56 Rifle

Specifications:

Caliber 5.56mm  
Power 22  
Capacity 800

5.56mm full metal jacket round. For rifles and light machine guns.

APPLICABLE WEAPONS:

M4A1

Grenade

Specifications:

Caliber 40mm  
Power 270  
Capacity 100  
Special Burst



40mm fragmentation grenade. Shoots fragments over a wide area.

APPLICABLE WEAPONS:

Grenade Pistol  
M4A1 Grenade

Riot

Specifications:

Caliber 40mm  
Power 60  
Capacity 100  
Special Flash

40mm special acoustic round. Emits a glaring flash and loud noise.

APPLICABLE WEAPONS:

Grenade Pistol  
M4A1 Grenade

9mm Hydra

Specifications:

Caliber 9mm  
Power 15  
Capacity 500

9mm hollow-point round. Soft tip increases tissue damage.

APPLICABLE WEAPONS:

M93R P08  
P229 MP5A5

Firefly

Specifications:

| Gauge 12ga  
| Power 70  
| Capacity 200  
| Special Incendiary

| 12-gauge shotgun incendiary shot. Ignites flammable target.

| APPLICABLE WEAPONS:

| PA3 SP12  
| AS12

| Airburst

| Specifications:

| Caliber 40mm  
| Power 220  
| Capacity 100  
| Special Explosion

| 40mm aerial burst grenade. Arcs and explodes in the air.

| APPLICABLE WEAPONS:

| Grenade Pistol  
| M41A Grenade

| 44 Maeda SP

| Specifications:

| Caliber .44 mag  
| Power 70  
| Capacity 500  
| Special Poison

| Anti-NMC .44 magnum round. Contains toxic mitochondria.

| APPLICABLE WEAPONS:

| Mongoose

09. Armor

{Database File Information}

```
| _____ \
| Shoulder Holdster \
| _____ \
| Specifications:
|
| Add HP      ---
| Add MP      + 20
| Attachments 4
|
| Holster worn over a T-Shirt.
|
| SPECIAL FEATURES:
|
| Quick Fire.
```

```
| _____ \
| Turtle Vest \
| _____ \
| Specifications:
|
| Add HP      + 5
| Add MP      + 20
| Attachments 3
|
| NMC Hunter reinforced vest. Can be worn under regular clothing.
|
| SPECIAL FEATURES:
|
| MP recovery, Resist PARALYSIS
```

```
| _____ \
| Combat Armor \
| _____ \
| Specifications:
|
| Add HP      + 40
| Add MP      + 10
| Attachments 5
|
| Heavy police body armor. Helmet amplifier prevents Silence.
```

| SPECIAL FEATURES:

| High-sensitivity Motion Detector. Resist Silence.

| Tactical Vest

| Specifications:

| Add HP + 50

| Add MP + 10

| Attachments 7

| Bullet-proof SWAT vest. Includes an emergency first aid kit.

| SPECIAL FEATURES:

| Quick Fire.

| HP Recovery

| Assault Suit

| Specifications:

| Add HP ---

| Add MP + 10

| Attachments 5

| Good desert jacket. Has attachments, but poor protection.

| SPECIAL FEATURES:

| Resist POISON.

| PASGT Vest

| Specifications:

| Add HP + 20

| Add MP ---

| Attachments 6

| Body armor in current military use. Includes an emergency first aid kit.

| SPECIAL FEATURES:

| Resist POISON.  
| HP Recovery

| EUD Suit

| Specifications:

| Add HP + 100  
| Add MP ---  
| Attachments 5

| Explosive squad body armor. Resistant to explosions and heat.

| SPECIAL FEATURES:

| Resist IMPACT.  
| Resist PARALYSIS

| PsySuit

| Specifications:

| Add HP ---  
| Add MP + 50  
| Attachments 4

| Neo-mitochondria labsuit. Includes remote ANMC analyzer.

| SPECIAL FEATURES:

| Opponent HP display.  
| Resist CONFUSION

| NBC Suit

| Specifications:

| Add HP + 20  
| Add MP + 20  
| Attachments 6

| Environmental NBC protection suit. Suitable for long-term wear.

| SPECIAL FEATURES:

| Resist POISON.  
| Resist PARALYSIS

.....  
10. Items  
.....

Here is the list of Key Items that I have found so far in the game. I'm probably missing some, so please be patient while I find the ones that I am missing. I'll update this whenever I find new Key Items.

ITEM NAME (Price)	DESCRIPTION OF ITEM
M.I.S.T Badge	Badge used for MIST ID. Looks like those used in the FBI.
Recovery1 (100)	Multi-vitamin tablet. Heals some HP.
MP Boost1 (320)	Spring Water. Restores some HP.
Penicillin (80)	Anti-bacterial medikit. Cures Darkness, Paralysis, Poison.
Stim (60)	Restores nerve function. Cures Silence, Berserker, Confusion.
Combat Light (60)	Disposable defense weapon. Blinds enemies in front of you.
Pepper Spray (100)	Disposable self-defense weapon. Use to stun surrounding enemies.
Cafeteria Key	Cafeteria Key from SWAT Officer.
Scientific Journal	Mendel--popular science journal.
Metallic Implant	Object implanted in NMC's skull.
Blue Key	Allows access to the escalator in the Akropolis Tower.
Red Key	Drains the Fountain in the Akropolis

	Tower.
MIST Search Warrant	Special FBI search warrant. Authorizes a broad range of activities in anticipation of MIST emergency procedures.
UMA Photograph	Photograph of an animal corpse over 15' in length. A man holding a shotgun is visible on the right. Out of focus background makes location hard to determine. Appears to be a desert region.
Manual	The existance of neo-mitochondria is unknown to the public. MIST operations are officially explained as criminal hunts or natural gas explosions. The current investigation is officially a manhunt for a serial killer.
Dryfield Map	A map of our investigation area in the Mojave Desert. The surrounding landscape is hilly with a number of mesas. With the exception of the town of Dryfield, the area is empty and barren.
Ringer's Solution	Blood substitute. Restores HP and MP to the max.
Protein Capsule	Protein compound medicine capsule. Full HP recovery. Max HP + 5.
Belt Pouch	A large belt pack. Increases # of armor attachments.
Motel Key No.6	Key to a guest room in the Bronco Motel. The tag has a big number "6" on it.
Rifle Clip Holder	M4A1 magazine clip holder. Increases ammo capacity by 30.
M9	Close combat bayonet. Custom M4A1 attachment.
Lobby Key	An aluminum key. It has a Motel Bronco tag, with a label that says "lobby."
Monkey Wrench	An adjustable wrench that fits any size nut or bolt.
Factory Key	An iron key. It's covered with rust.
Bottlecap Magnet	A promotional item in the shape of a cola bottlecap. There's a magnet on the back.
Saloon Key	An aluminum key with the engraving "G&R."
Mendel (Sept. Issue)	"Mendel"--science for the masses. Well-known for its coverage of genetics. There's a vocab list for general readers.

Bronco Master Key	An aluminum key. It has a Motel Bronco tag, with a label that says "master."
Jerry Can	Use this to fill up with Gasoline.
Gasoline	Gasoline (2 gallons). This should get the truck running.
Truck Key	A truck key with a tattered leather key chain. It's been well used.
Coiled Rope	Allows access to the Well.
Oak Board	An oak board 8' in length. The corners show excessive wear.
Plug	A plug for a wiring board.
Skull Crystal	Skull shaped S. American Crystal. Attach this and see what happens.
M203	40mm Grenade Launcher. Custom M41A attachment.
Eau de Toilette	Disposable eau de toilette spray. Scent releases latent powers.
MD Player	MD Player w/ "whale songs" disc. Prevents Confusion, Berserker.
Mr. Douglass' Letter	The small tube that hung around Flint's neck. There's a message inside.
Teddy Bear	Well-loved teddy bear. One of it's eyes are missing.
Electric Car Key	The key to the electric car in the shelter.
Yoshida's Card	This card belonged to a programmer.
Bowman's Card	This card belonged to a researcher.

ITEM NAME (Price)	LOCATION OF ITEM
M.I.S.T Badge	N/A. Aya has this at the start of the game.
Recovery1 (100)	N/A
MP Boost1 (320)	N/A
Penicillin (80)	N/A



Stim (60)	N/A
Combat Light (60)	N/A
Pepper Spray (100)	N/A
Cafeteria Key	Elevator Hall (East), Akropolis Tower.
Black Key	Roof Garden, Akropolis Tower.
Scientific Journal	N/A
Metallic Implant	Cafeteria, Akropolis Tower.
Blue Key	Second room east of Cafeteria, Akropolis Tower.
Red Key	Sanctuary, Akropolis Tower.
MIST Search Warrant	N/A
UMA Photograph	N/A
Manual	N/A
Dryfield Map	N/A
Ringer's Solution	N/A
Protein Capsule	N/A
Belt Pouch	N/A
Motel Key No.6	From Douglas in Garage, Dryfield.
Rifle Clip Holder	N/A
M9	N/A
Lobby Key	Gary Douglas, Trailer Coach.
Monkey Wrench	Garage, Dryfield.
Factory Key	Inside small grate, near Factory and Water Tower.
Bottlecap Magnet	Small room south of the Water Tower.
Saloon Key	Dead Corpse, top of Water Tower, Dryfield.
Mendel (Sept. Issue)	N/A
Bronco Master Key	Lobby, Dryfield (inside the register)
Jerry Can	Loft, Dryfield.
Gasoline	Gas Station, Dryfield.
Truck Key	Gary Douglas, Main Street, Dryfield.

Coiled Rope	Junk Yard, Dryfield.
Oak Board	Forked Tunnel, Mine.
Plug	Refuge, Mine.
Skull Crystal	Island (Neo Ark, pool of blood)
M203	N/A
Eau de Toilette	N/A
MD Player	Nursery, Shelter.
Mr. Douglass' Letter	Heliport, Shelter (from Flint)
Teddy Bear	Vehicular Airlock, Shelter.
Electric Car Key	Underground Parking, Shelter.
Yoshida's Card	Enemy in Shelter.
Bowman's Card	Enemy in Shelter.
Woven Ring	Dumping Hole, B3 Shelter.

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11. Price List

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Here are the BP "shops" in each area of the game, along with how much everything is that can be purchased.

=====

[1st Disc]:

=====

MIST Center:

ITEM NAME	PRICE OF ITEM (BP)
PA3	1000 BP
MA41 Rifle	2450 BP
Buckshot	60 BP per box (10 in a box)

5.56 Rifle	100 BP per box (80 in a box)
Turtle Vest	1680 BP
Combat Armor	3250 BP
Recovery1	100 BP
MP Boost1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Spray	60 BP
Pepper Spray	100 BP

Douglass' "Shop":

ITEM NAME	PRICE OF ITEM (BP)
PO8	680 BP
PA3	1000 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
Grenade Pistol	1680 BP
9mm P.B	30 BP per box (50 per box)
Buckshot	10 BP " " (10 " " )
5.56 Rifle	100 " " " (80 " " )
Grenade	260 " " " (4 " " )
Riot	80 " " " (" " " )
Shoulder Holster	2580 BP
PASGT Vest	2980 BP
EUD Suit	4200 BP
Recovery1	100 BP

MP Boost1	320	BP
Penicillin	80	BP
Stim	80	BP
Combat Light	60	BP
Pepper Spray	100	BP

=====  
[2nd Disc]:  
=====

Shelter Shop:

ITEM NAME	PRICE OF ITEM (BP)
P229	1880 BP
PA3	1000 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9	980 BP
Hammer	3720 BP
Grenade Pistol	1680 BP
9mm P.B	30 BP per box (50 per box)
Buckshot	10 BP " " (10 " " )
5.56 Rifle	100 " " " (80 " " )
Grenade	260 " " " (4 " " )
Riot	80 " " " (" " " )
Combat Armor	3250 BP
PsySuit	4580 BP
NBC Suit	3980 BP
Recovery1	100 BP
Recovery2	180 BP

MP Boost1	320	BP
Penicillin	80	BP
Stim	80	BP
Combat Light	60	BP
Pepper Spray	100	BP
Flare	150	BP

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12. Parasite Energies List

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PARASITE ENERGIES:

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F: Fire  
WT: Water  
E: Earth  
W: Wind

NAME (TYPE)	CASTING COST (LV)	ATP LOSS	EXP COST	MP GAINED
Pyrokinesis (F)	08 (Lv 1)	22	None	None
" "	07 (Lv 2)	"	500	01
" "	06 (Lv 3)	22	1200	02
Combustion (F)	14 (Lv 1)	38	300	01
" "	14 (Lv 2)	30	700	01
" "	14 (Lv 3)	22	1600	02
Inferno (F)	30 (Lv 1)	50	1200	01
" "	30 (Lv 2)	40	1600	02
" "	30 (Lv 3)	28	2000	04
Metabolism (WT)	07 (Lv 1)	36	200	01
" "	05 (Lv 2)	28	500	01
" "	03 (Lv 3)	18	1200	01

Healing (WT)	12 (Lv 1)	42	300	01	
" "	12 (Lv 2)	30	700	01	
" "	12 (Lv 3)	18	1600	01	
Life Drain (WT)	20 (Lv 1)	44	1200	01	
" "	18 (Lv 2)	36	1600	01	
" "	16 (Lv 3)	28	2000	02	
Antibody (E)	06 (Lv 1)	36	200	02	
" "	05 (Lv 2)	28	500	02	
" "	04 (Lv 3)	18	1200	04	
Energy Shot (E)	10 (Lv 1)	36	300	02	
" "	09 (Lv 2)	28	700	02	
" "	08 (Lv 3)	18	1600	04	
Energy Ball (E)	15 (Lv 1)	36	1200	02	
" "	15 (Lv 2)	28	1600	04	
" "	15 (Lv 3)	18	2000	09	
Necrosis (W)	07 (Lv 1)	38	200	01	
" "	07 (Lv 2)	20	500	01	
" "	07 (Lv 3)	22	1200	02	
Plasma (W)	06 (Lv 1)	18	300	01	
" "	05 (Lv 2)	18	700	01	
" "	04 (Lv 3)	22	1600	02	
Apobiosis (W)	18 (Lv 1)	38	1200	01	
" "	18 (Lv 2)	38	1600	02	
" "	18 (Lv 3)	38	2000	04	

.....

13. Bestiary List

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Key:

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HP-- Amount of damage the enemy can take before dying (i.e., health)  
 EXP- Amount of experience points an enemy will 'give' you after a fight.  
 These points add your experience level, and eventually add up and level Aya up, therefore making her more potent in fights.  
 BP-- Amount of BP given off by each enemy/monster.  
 MP-- The amount of magic power an enemy has, and/or how much MP you can gain from that enemy after a fight.

ENEMY NAME	HP (Hit Points)	EXP (Experience Points)
Alien Creeper	200 HP	075 EXP
Alien NMC (Desert)	180 HP	034 EXP
Big NMC	350 HP	300 EXP
Small NMC	180 HP	042 EXP
Rat	018 HP	004 EXP
Moth	001 HP	002 EXP
FatBoy	280 HP	102 EXP
Blob (Green)	080 HP	012 EXP
Blob (Red)	280 HP	016 EXP
Blood Sucker	001 HP	008 EXP
Blood Sucker (Night)	001 HP	008 EXP
Brain Sucker	050 HP	012 EXP
Skinny NMC	001 HP	006 EXP
Rat (Desert)	018 HP	004 EXP
Creeping NMC	450 HP	500 EXP
Brain Sucker (Desert)	050 HP	012 EXP
Brain Sucker (M. Mine)	400 HP	105 EXP
Cannon FatBoy (Boss)	3000 HP	500 EXP
Cannon FatBoy (Boss)	3000 HP	700 EXP
Sloth NMC	120 HP	012 EXP
Caterpillar	080 HP	006 EXP
Bat	001 HP	005 EXP
Alien NMC	180 HP	034 EXP

Chaser NMC (Desert)	200 HP	075 EXP	
Chaser NMC (Desert)	200 HP	075 EXP	
Desert Alien NMC	180 HP	034 EXP	
Small NMC (Desert)	180 HP	042 EXP	
Bat (Desert)	001 HP	005 EXP	
Scorpion	068 HP	020 EXP	
Eve (Part I)	9000+ HP	1500 EXP	
Eve (Part II)	10000+ HP	5000 EXP	
FatBoy (Desert)	280 HP	152 EXP	
Fish NMC	001 HP	006 EXP	
Number 9	1600 HP	500 EXP	
Flamer (Boss)	4650 HP	2000 EXP	
Generator NMC (1st)	500 HP	200 EXP	
Generator NMC (2nd)	750 HP	400 EXP	
Swimming NMC (N. Ark)	240 HP	070 EXP	
Green NMC	160 HP	042 EXP	
Grenade Golem	425 HP	125 EXP	
Horse NMC	180 HP	106 EXP	
Horse NMC (Neo Ark)	200 HP	075 EXP	
Large NMC (Shelter)	4000 HP	1000 EXP	
Maggot (Shelter)	160 HP	016 EXP	
Moth (Desert)	001 HP	002 EXP	
Moth (Neo Ark)	450 HP	204 EXP	
Blob (Red, Neo Ark)	280 HP	016 EXP	
Moth (Shelter)	450 HP	204 EXP	
Night Stalker	085 HP	010 EXP	
Number 9 (Desert)	1100 HP	800 EXP	
Rat (Shelter)	018 HP	004 EXP	
Scorpion (Desert)	068 HP	020 EXP	
Scorpion (Neo Ark)	068 HP	020 EXP	



Bug NMC	280 HP	015 EXP
Snow Dead NMC	2500 HP	500 EXP
Snow Horse NMC	500 HP	300 EXP
Stalker (Shelter)	070 HP	015 EXP
Swimming NMC	240 HP	070 EXP
Sword Golem	425 HP	125 EXP
Sword Golem (Shelter)	425 HP	125 EXP
Double Golem	482 HP	250 EXP
Large Golem	482 HP	250 EXP

ENEMY NAME	BP	MP (Magic Points)
Alien Creeper	050 BP	004 MP
Alien NMC (Desert)	034 BP	003 MP
Big NMC	200 BP	030 MP
Small NMC	082 BP	004 MP
Rat	022 BP	001 MP
Moth	018 BP	001 MP
FatBoy	102 BP	005 MP
Blob (Green)	028 BP	008 MP
Blob (Red)	050 BP	030 MP
Blood Sucker	042 BP	003 MP
Blood Sucker (Night)	001 BP	002 MP
Brain Sucker	036 BP	002 MP
Skinny NMC	022 BP	001 MP
Rat (Desert)	022 BP	001 MP
Creeping NMC	450 BP	030 MP
Brain Sucker (Desert)	036 BP	002 MP
Brain Sucker (M. Mine)	400 BP	008 MP

Cannon FatBoy (Boss)	200 BP	100 MP	
Cannon FatBoy (Boss)	200 BP	100 MP	
Sloth NMC	120 BP	001 MP	
Caterpillar	028 BP	001 MP	
Bat	022 BP	001 MP	
Alien NMC	082 BP	003 MP	
Chaser NMC (Desert)	050 BP	004 MP	
Desert Alien NMC	082 BP	003 MP	
Small NMC (Desert)	082 BP	004 MP	
Bat (Desert)	022 BP	001 MP	
Scorpion	008 BP	001 MP	
Eve (Part I)	6500 BP	200 MP	
Eve (Part II)	10000 BP	100 MP	
FatBoy (Desert)	050 BP	005 MP	
Fish NMC	036 BP	001 MP	
Number 9	800 BP	050 MP	
Flamer (Boss)	1000 BP	100 MP	
Generator NMC (1st)	500 BP	100 MP	
Generator NMC (2nd)	750 BP	100 MP	
Swimming NMC (N. Ark)	240 BP	003 MP	
Green NMC	160 BP	004 MP	
Grenade Golem	100 BP	005 MP	
Horse NMC	082 BP	004 MP	
Horse NMC (Neo Ark)	050 BP	004 MP	
Large NMC (Shelter)	500 BP	015 MP	
Maggot (Shelter)	160 BP	001 MP	
Moth (Desert)	022 BP	001 MP	
Moth (Neo Ark)	450 BP	001 MP	
Blob (Red, Neo Ark)	050 BP	030 MP	
Moth (Shelter)	450 BP	001 MP	

Night Stalker	085 BP	005 MP	
Number 9 (Desert)	300 BP	050 MP	
Rat (Shelter)	022 BP	001 MP	
Scorpion (Desert)	008 BP	001 MP	
Scorpion (Neo Ark)	008 BP	001 MP	
Bug NMC	050 BP	001 MP	
Snow Dead NMC	300 BP	030 MP	
Snow Horse NMC	500 BP	010 MP	
Stalker (Shelter)	070 BP	001 MP	
Swimming NMC	240 BP	003 MP	
Sword Golem	100 BP	005 MP	
Sword Golem (Shelter)	100 BP	005 MP	
Double Golem	400 BP	008 MP	
Large Golem	400 BP	008 MP	

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14. CREDITS

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CJayC- For accepting all of my FAQs, and for creating the best web site on the net!

Me- For making this FAQ! :p

JL Lee- For his kick ass walkthrough (much better than mine, go read it NOW!) for PE 2. I referred to his wonderful FAQ whenever I got stuck in the game (which wasn't very often, mind you ^^;)

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15. CONTACT INFO

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Brett

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Franklin

One final word:

"Don't Do Drugs!"

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