

Parasite Eve II Scavenger Mode Walkthrough

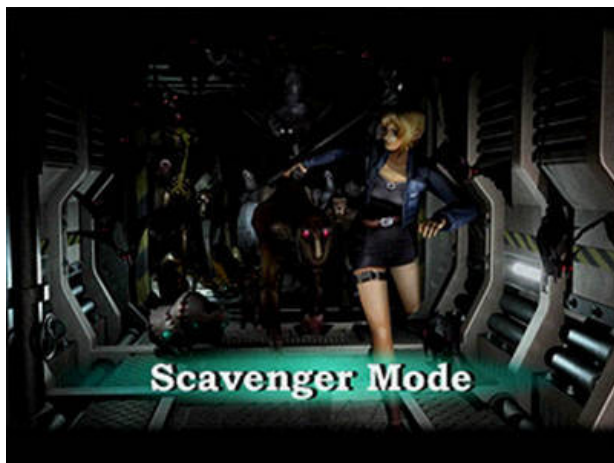
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INFORMATION

Info/ Stats

PARASITE EVE 2



A 100% killing guide for Scavenger Mode, with detailed informations on every single enemy encounter.

OVERVIEW

- **WHAT IS SCAVENGER MODE?** The game has 5 difficulty modes: Normal - Which for some odd reason, becomes inaccessible once you've beat it; Replay - Which is even easier than Normal, and allows you to buy all the items that you've unlocked during multiple playthroughs; Bounty - This one comes with completely different (and harder) encounters - you'll fight Golems right away; Scavenger - This is what the Walkthrough is all about. You unlock it by archieving the GOOD ENDING and MORE than 69.000 Exp at the end of the game; If Replay was Easy Mode, then Scavenger would be Hard Mode. You wont have access to all the nice weapons and types of ammunition, enemies are much stronger while Aya is a lot weaker; Nightmare - The ultimate challenge. It's more or less a "Hard Mode Bounty Mode"; A lot of people consider Scavenger Mode as being harder than Nightmare Mode. I'm not really sure if I can agree with this opinion, but I understand where they come from. Nightmare Mode enemies drop a lot of great stuff, that makes future encounters easier, whereas Scavenger Mode leaves you pretty much empty handed. Overall, I'd say Nightmare Mode is a lot more tedious than Scavenger.
- **WHY SHOULD I PLAY THROUGH SCAVENGER MODE?** In my opinion, Scavenger Mode is, out of all difficulties, the most fun. It seriously feels like the game was built around Scavenger Mode, but then the developers thought that it might be too hard for players without SH experience, because it's so different to Parasite Eve 1. However, the problem I have with the lower difficulties, is, that you can do pretty much whatever you want without needing to use your brains a lot. Scavenger Mode makes you think, by stripping down your options to a minimum. You have to become creative to solve problems, and eventually realize how much thought and planning were put into the game. You will find new strategies and tactical approaches, based on your options, including how to use the environment to your advantages, as well as how to use spells, items and weapons as they're intended. After I beat Normal Mode for the first time, I still didn't know anything about the game. I had no idea what all the weapons, items and spells really did, and when they were effective. Scavenger Mode on the other hand, makes you learn those things because you need to, in order to survive. This leads to a much more rewarding experience. You'll actually feel like you've beaten the game, because this time around, you knew what you were doing.

STATS

Here are the differences between Scavenger Mode and all the other Modes in comparison.

NORMAL MODE

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

Mission Level:	000	Normal
Condition:	00000	Good
Enemy Level:	000	Normal
Supply Level:	000	Normal
HP:	100	
MP:	30	
EXP Starting Bonus:	-	of Final Score
BP Starting Bonus:	-	of Final Score
P.E. EXP Cost:	100%	of Normal Mode

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Final Score Bonus:	None	
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REPLAY MODE

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

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

BOUNTY MODE

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

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

SCAVENGER MODE

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

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

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

NIGHTMARE MODE


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


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

Mission Level:	OOOOO	Very Hard
Condition:	O	Sick
Enemy Level:	OOOOO	Very Strong
Supply Level:	OO	Poor
HP:	50	


MP:	30	
EXP Starting Bonus:	-	of Final Score
BP Starting Bonus:	-	of Final Score
P.E. EXP Cost:	80%	of Normal Mode
Final Score Bonus:	x 10	Rank +3

Shop List

Jody's Weapon Store	
	
Weapons	
MM1	23500 BP
Ammunition	
4x [Riot]	80 BP
Armor	
Shoulder Holster	2580 BP
Belt Pouch	10000 BP
Items	
Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP
Medicine Wheel	27800 BP

Mr. Douglas' Trailer	
	
Weapons	
P08	680 BP
Grenade Pistol	1680 BP
Ammunition	
50x [9mm P.B.]	30 BP
4x [Riot]	80 BP

Armor	
Shoulder Holster	2580 BP
PASGT Vest	2980 BP
Belt Pouch	10000 BP
Items	
Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP

BP Machine	
	
Weapons	
PA3	1000 BP
Grenade Pistol	1680 BP
Ammunition	
50x [9mm P.B.]	30 BP
10x [Buckshot]	60 BP
80x [5.56 Rifle]	100 BP
4x [Riot]	80 BP
Armor	
Combat Armor	3250 BP
Belt Pouch	10000 BP
Items	
Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP

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

P08	680 BP
M4A1 Rifle	2450 BP
M9	980 BP
Grenade Pistol	1680 BP

Ammunition

50x [9mm P.B.]	30 BP
80x [5.56 Rifle]	100 BP
4x [Riot]	80 BP

Armor

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

Items

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

Military Shop**Weapons**

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

Ammunition

*80x [5.56 Rifle]	100 BP
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4x [Riot]	80 BP
*Batteries/ Fuel	Free
Armor	
Shoulder Holster	2580 BP
Turtle Vest	1680 BP
PASGT Vest	2980 BP
Combat Armor	3250 BP
Belt Pouch	10000 BP
Items	
Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP

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

Items marked in *Green are Rupert only.

Treasure Chart Map

This section covers all Maps in the game, as well as all Item locations.
Please note that Enemy Drops are **not** included.





















100% Kill List

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

Legend:

SCENARIO

Area / Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops

AKROPOLIS TOWER

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

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

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

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

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

Trigger Point: Scene inside Church			
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Roof Garden	4x Caterpillar	MP Boost 1	Recovery 1
Promenade	4x Rat, 3x Moth	-	-
Bridge	3x Bass	-	-
Fire Escape	1x (x_x) Grey Stranger	Recovery 2	MP Boost 1
Observatory	2x Fatty	50x [Hydra]	50x [Spartan]
Fork	1x Grey Stranger, 3x Rat	Penicillin	-
Patio	2x Grey Stranger, 3x Moth	50x [Hydra]	50x [Spartan]
Kitchen	2x Odd Stranger	-	-
Café Hallway	1x Odd Stranger, 4x Rat	-	-
Heliport	No.9	-	-

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

DRYFIELD - DAY

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

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

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

Trigger Point: Trailer Conversation			
Junkyard	4x Scorpion	-	-
Garage	3x Mindsuckler	-	-
Back Alley	7x Scorpion	-	-
Water Tower	7x Scorpion	-	-
Bar Storage	2x Mindsuckler, 5x Rat	-	-
Public Toilet	7x Suckler	-	-
Room 1	1x Odd Stranger, 4x Suckler	-	-
Room 2	2x Mindsuckler, 4x Suckler	-	-
Water Hole	Bat Swarm	-	-
Underpass	Great Stalker	Protein Capsule, 10x [R.Slug]	10x [Firefly]

Cellar	2 Rats, 8 Bats	-	-
General Store	5x Bloodsuckler	Flare	-
Backstreet	2x Goat Chaser	-	-
Boutique	1x Mindsuckler, 2x Suckler	-	-
Dilapidated	No.9	-	Gunblade

DRYFIELD - NIGHT

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

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

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

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

Trigger Point: Giving Mr. Douglas the Gasoline			
Driveway	Bat Swarm	-	-
Gas Station	2x Goat Chaser	-	-
Parking	2x Goat Chaser, 3x Moth	-	-

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

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

Trigger Point: Beating Burner			
Loft	7x Scavenger	10x [Firefly]	10x [R.Slug]
Bar	1x Bloodsuckler, 3x Scavenger	-	-
Parking	1x Goat Chaser, 5x Scorpion	Flare	-
Room 1	3x Scorpion, 3x Moth	-	-
Room 2	4x Bloodsuckler, 3x Scorpion	-	-
Room 3	3x Bloodsuckler, 3x Scavenger	50x [Hydra]	50x [Spartan]
Room 4	4x Bloodsuckler, 3x Moth	-	-
Room 5	5x Scavenger	4x [Riot]	4x [Grenade]
General Store	4x Scorpion, 4x Moth	-	-
Backstreet	5x Mindsuckler, 1x Goat Chaser	50x [Hydra]	50x [Spartan]
Small House	6x Bloodsuckler	-	-
Dilapidated House	2x Bloodsuckler, 5x Scorpion	-	-
Junkyard	2x Goat Chaser, 2x Mindsuckler	Flare	-

EXPLORING THE SHELTER

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

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

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

B1 Main Corridor	2x Fatty, 3x White Turret	-	-
B1 Control Room Corridor	2x Amoeba, 2x Blue Turret	-	-
B1 Control Room	3x Amoeba, 2x Yellow Turret, 2x Red Turret	-	-
B2 Northern Elevator Hall	3x White Turret, 1x Fatty	-	-
B2 Septic Tank	2x Diver	10x [Firefly]	-
B2 Main Corridor	3x Diver	-	-
EV Elevator	2x Blue Turret, 2x Yellow Turret	-	-
Breeding Room	4x Maggot	-	-

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

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

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

Trigger Point: Picking up Medicine Wheel			
Dumping Heap	Failed ANMC Swarm	Proteine Capsule, 80x [Rifle]	4x [Airburst]
Garbage Incinerator	Failed ANMC Swarm	50x [Spartan], 10x [Firefly]	Belt Pouch

DEEP SHELTER

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

Trigger Point: Draining the Sewer			
Water Supply	1x Diver	-	-
Upper Sewer	1x Diver	-	-
Lower Sewer	1x Diver	-	-

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

Loft	6x Scavenger	-	-
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Trigger Point: Returning to Sewers

Upper Sewer	2x Diver, 1x Mossback Fatty	10x [Firefly]	-
B3 Elevator Hall	2x Mad Chaser	-	-

Trigger Point: Returning to Shelter

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

Trigger Point: Receiving Phone Call

B2 Southern Elevator Hall	3x Mossback Fatty	10x [Firefly]	10x [R.Slug]
Secret Passage	2x Brain Stinger	-	-
B1 Northern Corridor	3x Sucklerceph, 2x Slouch, 3x Skull Stalker	-	-

Trigger Point: Reaching POD Service Gantry

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

B2 Septic Tank	1x Diver	-	-
B2 Northern Elevator Hall	1x Brain Stinger	-	-

NEO ARK

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

Trigger Point: Aligning Yellow Symbols			
Shrine	3x Beetle	MP Boost 2	-

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

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

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

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

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

Trigger Point: Killing Beta Generator			
Pavilion	1x Mossback Fatty, 1x Diver	-	-
Submarine Tunnel	3x Red Amoeba	Eau de Toilette	-
Forest Zone	10x Beetle	-	-
Woodland Path	4x Horned Stranger	-	-
Pyramid	5x Beetle, 4x Maggot	-	-
Island	2x Mossback Fatty	-	-

Submarine Gallery	3x Diver	Ringer's Solution	-
Shrine	4x Scorpion, 4x Beetle	-	-
EV Elevator	2x Speaker, 2x Yellow Turret, 2x Blue Turret, 1x Red Turret		
B6 Corridor	3x Speaker, 1x Mossback Fatty	MP Boost 2	Recovery 3
B6 Training Room	2x Speaker, 1x Puppet Stinger	MP Boost 2, Eau de Toilette	Ringer's Solution

INVASION

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

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

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

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

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

Reservoir	2x Diver	-	-
Water Supply	2x Diver	-	-

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

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

FINAL SHOWDOWN

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

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

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

Trigger Point: Activating the Bridge			
B2 POD	Neo - Mitochondria Eve	-	-

Enemy Encyclopedia

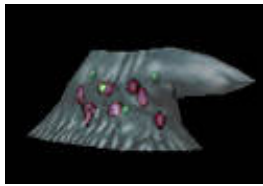
This section covers every Enemy and Boss in the game, their stats and strategies involved in fighting them.

NMCS

Amoeba

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

They're only susceptible to Fire and especially Poison, and also the Tonfa Baton, but yeah... On the plus side, they leave tons of MP for you. And Necrosis handles them in a single blow. The main problem is, if you don't see them, because they're able to hide by becoming rather small, only to attack if you step too close. What's worth, is that they cause Silence if you touch them, which makes it VERY hard to kill them, if you aren't prepared well. You can use [Firefly] though, if it comes to that, too. Other than that, they shouldn't pose any serious threat.



Amoeba (Red)

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

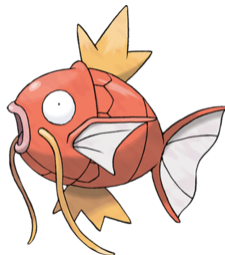
This variation has more HP and inflicts Berserk instead of Silence (which imho isn't nearly as bad as Silence, given the situation). Other than that, you can still kill them with a single cast of Necrosis. Also take note of the high BP bonus (as well as MP).



Bass

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

They are only encountered one time. Simply enter the code "561" to raise the bridge, then just kill them by stepping over them.



Bat

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

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



Beetle

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

Beetles are only causing trouble in big groups. They tend to become aggressive when standing either close enough (which means running into them) or attacking. However, they merely attack by running into Aya, and not only are they rather slow, they also won't change direction once they started running. Again, the problem with these is, that they often appear in very large groups, making it hard to dodge them. Effective attacks are those that knock them on their backs, leaving them stunned for a while, and also increasing your damage when attacking them. [Buckshot] can do so. Plasma on L.3 is very effective too. [Riot] ammunition also knocks them over, but requires reloading after every shot, thus making it a bit dangerous.

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



Caterpillar

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

In Scavenger and Nightmare Mode, Caterpillars are very dangerous. They only attack by jumping at Aya. This can be prevented entirely, by never standing still. As soon as Aya remains in the same spot for too long, they start attacking. A viable technique to kill them, is to use Fire against them (Pyrokinesis, Combustion, or [Firefly] ammunition). This causes "Burnings", which kills them over time. On top of that, they tend to ignite each other. You'll often want to ignite and spread a fire before taking shelter, or running in circles, until they die.



Maggot

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

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



Other than that, they're still very susceptible to fire. Therefore, the same tactics can be applied to them as well. Which is, to hunt them down using either [Firefly], Pyrokinesis or Combustion. Ideally you'll want to incinerate them and ideally get them to touch each other to set each other afire, then just wait it out by running without ever standing still, or finding a save spot far away. If your Pyrokinesis is at L.3 already, it might be better to use [Firefly] or Combustion for the very reason that Pyrokinesis can kill them before allowing a fire to spread. Finally, [Buckshot] too, can be effective for damaging the entire group.

Moth

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

Moth ignore Aya unless she attacks them (or runs into them). As soon as one of them dies, all Moth within the area will start kamikaze towards Aya. This means that they kill themselves by flying into her, dealing damage.

Worse than this is the status effect "Darkness" (prevents targeting for a while), which is caused if Aya gets hit. Also never kill them when standing below or very close, because their dying dust might hit you. Moths only have 1 HP btw.



Rat

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

Rats usually ignore Aya, but if she gets too close, sometimes one or two might be attracted to her and start biting her, which causes damage and Poison. Also take note of the increase in damage, so don't underestimate them!



Scorpion

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

Scorpions always appear in groups, but leave Aya alone unless they ambushed, Aya gets too close or starts to shoot at them. If you're being followed, you can shake them off by running away, and keep running away. Eventually, they will lose interest and turn around. Note, that this is very hard to achieve in small spaces.



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

Note that Scorpions will also leave green slime behind as they die (unless you're using a Shotgun). Touching it causes damage and inflicts poison.

An effective method of dealing with Scorpions are Combustion and Plasma. Otherwise, take them on one by one, but make sure you never accidentally hit more than one of them at a time.

Later on, you can use the PA3 or SP12 as well, to take care of them with [Buckshot], which again, prevents the poisonous goo from appearing after they die.

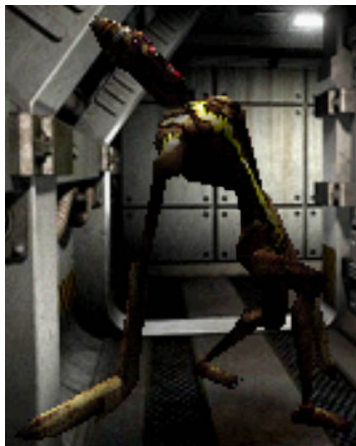
Also important to note would be, to never ever use a Flashlight or Combat Light against them, because it will lure all of them towards Aya, which isn't the best idea.

ANMCS

Brain Stinger

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

Stingers are unique ANMCS, as they can cast spells. Occasionally, they also just... well, physically attack by stinging - which causes Silence to Aya. In any case, their spells have a loading time, which can be interfered with by multiple means. However, if they're too far away, it might be impossible to reach them before they release it. This can be quite annoying, as their variation of P.E. can inflict Darkness, Silence, Paralysis and Poison. Their P.E. comes in form of an energy sphere, which not only is cast over distance, but even auto-follows Aya, making it very hard to dodge. On top of that, they are also capable of curing themselves, or even other ANMCS by 100HP. However, they have one big weakness, which is poison. If you cast Necrosis on them, the effect of poison will keep knocking them over. This prevents them from casting, and renders them completely harmless, as long as poison remains in effect. Alternatively, you can also hide behind them, because they take a while to turn around and can't hold in their cast once the animation started (which makes them shoot even if they know that it'll miss). Again, since close range isn't a problem here, you can quickly kill them by using the [M9]. Especially after they're silenced.



Chaser (Goat)

HP: 200 EXP: 75 BP: 50 MP:4

Goat Chasers have one mission: ramming you. And in Scavenger Mode, that almost deals 100HP of damage. Therefore, it's important to keep an eye on HP, and to learn dodging their attacks. And in order to do so, you need to pay close attention to their behaviour. As soon as they bow down, it indicates that they will charge at you. During their initiation phase, they will keep target of Aya's position. But once they start running towards her, their course is set to a straight line.



A good strategy is, to shoot twice, then dodge, then shoot twice again. Also try to keep a respectful distance to make dodging easier.

One problem of the targeting system comes with the fact, that Aya always turns towards her enemy automatically. If the auto-turning is a problem, you can temporary cancel targeting.

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

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

Also, Pyrokinesis is always effective. At level 2, this spell has a very high chance of knocking them over. Also, the casting time is very short.

Noteworthy is also, that Necrosis can cancel their ramming attack, if the poison damage kicks in at the right timing, but this is in no way reliable.

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

Diver

HP: 240 EXP: 70 BP: 88 MP:8

Divers mostly appear in water. They will constantly dive down and re-appear somewhere else. Occasionally however, they stay to charge an electric sphere, which of course, is shot towards Aya. But those can be dodged rather easily. They are very susceptible to Fire (note, they're immune to lightning). Therefore, [Firefly] ammunition is ideal to deal with them. I do however, recommend saving some

[Firefly] ammunition for tougher encounters. They're still very easy to deal with using the P229 with [Hydra] ammunition only. Alternatively, Pyrokinesis - especially at L.3, and Combustion if you can capture multiple Divers at once, do the job. Note that Pyrokinesis can do the job in a single cast, if it is at L.3! Later on, we'll also find "stranded" Divers. They're rather harmless in this state, but don't touch them because they can still electrocute Aya.

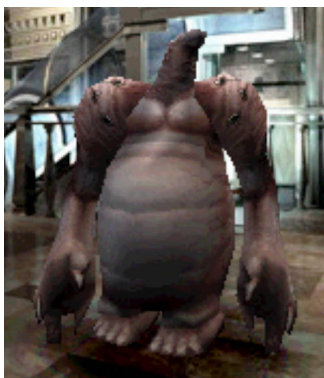


Fatty

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

Fatties have an impressive arm range, so don't let them get too close! Also, occasionally, they will try to poison Aya by shooting acid, but this usually misses, unless you're standing in a very unlucky spot/ distance to them.

Overall, kill them from a distance, before they can reach you. In narrow rooms, feel free to use Pyrokinesis on them, which can knock them over. This is, because it counts as high "sudden damage" (the damage number appears sudden, instead of being accumulated from multiple bullets/ combos). Reliably, critical hits also knock them over. Therefore, the P08 and P229 are both extremely effective on them.



Fatty (Mossback)

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

This is a stronger variation of the Fatty. They have a new spell, which they will use if Aya stands too close, which spills black clouds that deal damage and cause Blindness. Otherwise, they're not much harder to take care off. The [M9] is actually surprisingly effective, since it cancels their attacks (meaning, you can slice away without being hit). Also it can deal 200+ damage with a critical hit. Other than that, they have the same weaknesses as normal Fatties. So, the P229 is still very useful here, as are Pyrokinesis and [Firefly].



Scavenger

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

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



So, how are we going to deal with them? First off, they're very easy to stun. Combat Lights and Flashlights both work, Flares again, are your best option. Furthermore, [Riot] can be very effective, if they're crammed together, as it stuns them for quite a long time. But reloading the Grenade Pistol takes a while, so if you miss one or more of them, it can be dangerous. [Buckshot] works too, for hitting multiple of them and also knocking them over, but you don't have a Shotgun until later on.

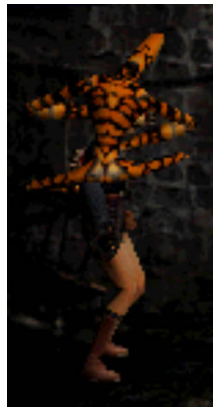
Finally, it's also possible to knock them over if they're jumping at Aya, but pulling this off takes beyond precision, if not pure luck.

Stalker

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

Very, very dangerous in Scavenger and Nightmare Mode. Stalkers are able to become invisible, and often ambush once you either get close, or killed its friends. [Firefly] and fire-spells in general are very effective on them. A great weapon are also [Riot]s, because the stun time is quite long, but consider switching weapons after stunning them, so you save some ammunition. However, the P08 by itself, too can take them down before you need to reload, which is a very dangerous task around them. The P08

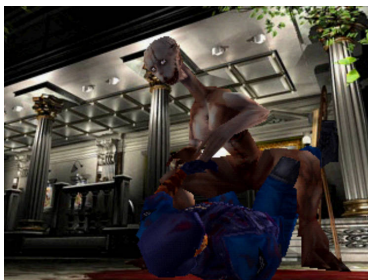
also holds them in place long enough, to prevent being hit. The thing with their attack is, that its animation is canceled, whenever they take damage. But if you stand too close, they might break free just long enough to hit Aya. If you're unlucky, they might try jumping at Aya and bite her (like in the Screenshot). To shake it off, mash the D-Pad.



Stranger (Grey)

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

They are a little more intimidating now. Also, you'll need to reload a lot this time, so learn how long it takes Aya to reload her handgun(s). Strangers tend to sidestep a lot, which allows them to dodge. I recommend shooting only once, then wait for the sidestep before shooting again, and so on. This helps spending less time on reloading, because otherwise you'll waste a lot of bullets. The closer Scavengers get, the more damage you deal, also they seem to dodge less frequently, but don't allow them to bite you. Critical damage can knock them over, also their backs are their weak points - Pyrokinesis deals a lot of damage especially from this advantageous position!



Stranger (Odd)

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

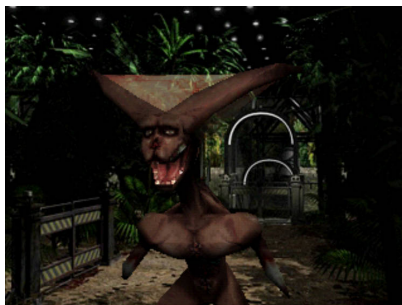
This variation of the Stranger is a lot slower. It can bite and hold on to Aya, if you're standing too close. If it starts gnawing, mash directional buttons to release yourself as quickly as possible. Other than that, their back is their weak spot again. Also, very easy to knock over by critical hits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



Stranger (Horned)

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

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



Since we don't have access to the [Hammer], we can only knock them over by using Plasma. However, they'll flee if they get back up, making it very annoying. If you keep casting Plasma to hold them down, it consumes MP a lot.

A very effective method to deal with them is, I kid you not, the [M9] - or Bayonet. In order to use it effectively, we have to stand ready for them to bite us. As soon as you see them initiate the biting animation, immediately run to their backside - just push forward towards the targeted Stranger, to run into them and bypass them. This not only allows us time to slice, but also allows us to deal increased damage to their back - their weak spot. If you're very lucky, you'll land a critical hit. This can deal up to 400 damage. Also, if your routine is quick, you can land 2 hits before they turn around. Do so over and over and they die. I highly recommend learning this method.

Unfortunately, there is one problem that makes this a big harder, which of course is, that any time you screen transition, another Horned Stranger could ambush. If it happens, consider casting Plasma to knock them over and make them flee!

Overall, the easiest way to deal with them is to cast Energyball. At L.2, it is capable of killing a Horned Stranger (considering you're using the Ofuda). Also note that the spheres will knock them over. However, this also consumes quite a bit of MP. And chances are, that you haven't been able to learn it yet.

As for attacks, they have 2: One is the classic bite, which isn't too hard to dodge, once you learned the pattern. The other is a kick from afar. This only happens if Aya stands too far away from the Stranger. It is also a lot harder to dodge, which is why I recommend to not create too much distance.

Suckler

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

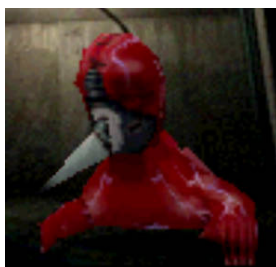
They will try to get close to Aya, before eventually exploding, which of course, deals damage. They also explode if you shoot them, so try to kill them before they get too close, or create some distance before killing them. Also, they only have 1 HP, so don't waste precious ammunition types on them. Also note, that it is possible to damage nearby enemies from a Suckler's explosion. This can come in handy quite a few times later on.



Suckler (Blood)

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

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



Suckler (Mind)

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

Mindsucklers always hang from the ceiling, and wake up as soon as Aya gets close, or makes noise (or attacks them, obviously). Once they are awake, they'll fly towards Aya and try to sting her. This can be very hard to avoid, which is why we usually try to shoot them down beforehand. Now, they won't die immediately, but instead lose their ability to fly. Which makes them quite harmless. Therefore it's always better to ignore those that are down already and focus only on the flying ones. However, Aya has a habit of targeting the closest target, which usually is a Mindsuckler that you've already shot down, instead of the immediate danger (which would be the other flyers). Therefore, it's often easier to use spells that hit multiple targets, such as Necrosis and Plasma. One more thing: Flares are very effective, because they will make all Mindsucklers in an area fall down and become pretty much helpless. And since we can buy Flares in Scavenger Mode, I highly recommend abusing their existence. Combat Lights work too, but only if they are already awake (eyes open), also unlike with Flares, they won't stay on the ground and start flying again after a short while. Not to mention the way smaller range (as compared to 100% range :)), therefore I think it's worth investing the extra 50BP to use Flares instead.



FAILED ANMCS

Creeping Stranger (Failed Stranger)

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

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



Mad Chaser (Failed Chaser)

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

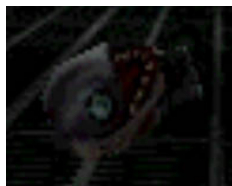
These are failed Chasers. I find them kinda funny. Also, they laugh if you shoot them, so you only make them happy. They can rob towards Aya and catapult themselves against her, but are otherwise rather pathetic. Also, it seems as if they hardly attack as long as you hit them, because like I said, they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



Skull Stalker (Failed Stalker)

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

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



Slouch (Failed Fatty)

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

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



Sucklerceph (Failed Suckler)

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

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



SHELTER DEFENSE

Golem (Pawn, Blade)

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

Pawn Golems wear green armor, which makes it easy to recognize them as such. Furthermore, there is a distinction between "Blade" and "Shooter". This one, the Blade type, carries a distinctive, blue glowing katar, or blade weapon around the right arm.

So what can they do? Not much. They will constantly try to hit Aya by charging at her, followed by swinging the blade. This can be hard to dodge at first, but learning it is key to success. Especially if you plan on beating Nightmare Mode later on.

The trick here is, to stand directly in front of them, as soon as they leap, run behind them. Unlike with Scavengers, you can't just push forward here, because you'll want to make sure that you bypass them to their LEFT side - which is their **unequipped side**. Otherwise, you'll get hit. You'll need to do this over and over, if you don't have the means to disrupt them, or kill them beforehand. For an economic approach, I recommend using the [M9] - It deals a lot of damage if it lands a critical hit, and ideally, we're staying in close range all the time.

Otherwise, the M950 [Hydra] too is a very economic decision. Or the M4A1 if you don't have the M950.

And since we find a lot of [Airburst] ammunition, using that might not be a bad decision either, since it does quite a lot of damage.

Then, also very economic, would be to use Plasma to cause a very short stun. Use this if you don't think you can dodge.



Of course, things aren't always as simple. There are tougher Golems, as well as Golem Groups. In such a scenario, consider one of these solutions:

Apobiosis, can paralyze an entire group for a while. Note that this won't work on "Rook" Golems unless you destroy their backpacks before.

As for a quick win, first off there is [R.Slug] ammunition. It is powerful enough to kill a Golem within seconds. But due to its limited access, we should save it up for rainy days.

Finally, Energyball L.3 is extremely helpful as well. It is, after all, the highest damage dealing option we have. Therefore, it is highly recommended against bigger groups of Golems.

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

Golem (Pawn, Shooter)

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

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

Also, since they don't wear a protective backpack, you can take them out much quicker, as well as stun them.



Golem (Rook, Blade)

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

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



So, what makes Rooks so much more dangerous? The answer to that, is their defensive stats. First off, they have an extremely high defense against offensive P.E.s. - on higher difficulties, even a L.3 Energyball can't take them down. Furthermore, they have special resistance against Shotgun Shells (which doesn't change the fact, that [R.Slug] is still the easiest way of taking them down, at least until we find the [Javelin]). Plasma and Apobiosis won't even make them flinch.

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

At this point, taking them down is no harder than dealing with any Pawn Golem. However, there is one more interesting curiosity about Rooks, which is related to **the Shield**. As you can see, when attacking a guarding Rook (either during casting Silence, or for "Shooter Golems", while throwing Grenades), they'll

receive "0" damage. This is misleading, because while the Golem itself won't take any damage, the Shield sure does. On top of that, the Shield also has no resistances (which means offensive P.E. and Shotgun Shells deal full damage). The Shield WILL break after receiving 250 damage (which can't be seen, since we don't have any indication for how much damage it took). At this point, any damage while guarding goes to the Backpack instead. Yet, I don't think it's worth the effort. Instead, learning to destroy the Backpack directly is probably the better approach.

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

So, in conclusion, for Scavenger and Nightmare Mode respectively, trying to destroy the Backpack is probably the best approach for dealing with a Rook. However, if you already got Energyball L.3, as well as some spare MP, you could use that instead. 2 casts of Energyball, or 4 to 5 of the spheres it creates, should take a Rook down. Which also means, you could effectively take out 2 Rooks in the same area with a total of 3 casts of Energyball L.3. Alternatively, of course, [R.Slug] too is a final resort solution.

Whew... What an analysis that was!

Golem (Rook, Shooter)

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

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

Their main weapon however is a Grenade Pistol, which uses a red sensor light, similar to Turrets. They will shoot 2 batches of 3 Grenades at Aya. If you get hit, you'll also become Paralysed. It is possible to lure Shooters into hurting and killing their companions. This is a very viable, although risky tactic. What's very annoying about Rook Shooters however, is that they'll raise their Shields whenever they attempt to shoot Aya. This makes destroying the Shield much more viable as compared to Rook Bladers. For the information on how to destroy a Rook's Shield and Backpack, **read above** (Rook, Blade)!



Golem (Knight)

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

Knight and Bishop Golems are 'officially' the strongest Golems, considering their stats. However, given the situation they appear in, as well as the rather foolproof (annoying, but foolproof) strategy, involving them, I'd consider them less problematic than Rooks. Well, at least unless you fight them in Nightmare Mode, where they become extremely fast.

Anyways, what's the deal here? Knight Golems ALWAYS ambush Aya, there is no other way of encountering them. They do so by teleporting in and grabbing her from behind. Mash the D-Pad rapidly to free yourself. If you're quick enough, not only will you prevent being Poisoned, but also paralyse the Knight Golem for a small amount of time, giving you some room to shoot him. Now, this will continue until he dies. He will keep grabbing Aya from behind. Unless she is turned against a wall with her back. In which case, he changes strategy. This is what the game intends us to do. And to succeed from here on out, we'll need to turn up the volume and pay close attention:

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

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



Finally, if you're impatient and not in the mood to play their sick game, you can also deal with them using a L.3 Energyball. This is a bit risky, though, because those damn spheres have a tendency to dodge their targets sometimes.

Golem (Bishop)

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

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



Speaker

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

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



Turret (Watcher)

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

This type of "enemy" is - based on its mechanic nature - completely invulnerable to Parasite Energy. Well, unless you count Energy Shot. Metabolism and maybe Energy Shot are highly recommended for "Yellow" and "Blue" Turrets. "Red" Turrets are the least dangerous type, as they "only" deal smaller damage, compared to Machine Gun Turrets, can be dodged a lot easier, and also don't inflict negative status effects if hit by them.

"Blue" Turrets and "Yellow" Turrets on the other hand, WILL inflict statuses, such as Paralysis and Confuse. I highly recommend casting Metabolism pre-emptively before engaging with them. The common idea to dodging here, is by running until the laser stops following - immediately after this, it will shoot, and if Aya is still positioned inside the laser line, she will take damage.

Machine Gun Turrets ("White" Turrets) however, are way harder to dodge. They keep shooting and will do so quickly. Once they shoot, even if hit, keep running, because Aya will keep getting hit otherwise. Run until the fire stops. Only then, start shooting again. Our Handguns, - especially the P229 with [Hydra] - are quite useful here, until we can use the M4A1. On groups of Turrets, spread damage can be effective as well, this includes [Buckshot] and [Airburst].

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

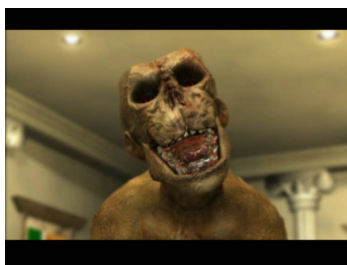


GREATER ENEMIES

Great Stranger

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

Use the table to prevent it from reaching Aya. If it succeeds in finding a way around, better run behind a different table. More often than not it will just hunt you, circling around the table after you. Other than that, keep shooting your [P.B.] Ammunition,



also you can cast Pyrokinesis (don't worry, they'll recover after the fight) Also keep in mind that it becomes a lot slower once it loses half of its HP. But since it can only bite from a close range, it shouldn't be too hard to dodge.

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

Great Stalker

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

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

The Guerilla Tactic:

This is almost mandatory for Scavenger and Nightmare Mode, since it can deal almost a 100 damage with a single hit in Scavenger Mode, and instantly kill Aya in Nightmare Mode. As soon as the fight starts, use either the Grenade Pistol with [Riot], or a Pepper Spray to stun it (this is only to avoid damage, if you don't mind taking a hit, there's no need for either approach). Now quickly cast Necrosis and run away, around the corner, with a very respectful distance to it, next to the niche with a door leading to the Cellar (don't enter or it counts as fleeing). Aim at it and shoot more [Riot], but be aware of the fact that it WILL be quick enough to reach Aya eventually. Also try keeping Necrosis alive. In any case, don't risk anything, take shelter inside the Niche as soon as the Stalker gets closer. From this position, it can't harm Aya. But Aya also can't target it. You can still see its silhouette wandering around. I recommend using this place to reload and shoot unaimed [Riot]. Necrosis should prevent it from staying on the ceiling. As soon as it goes down, you'll receive a well deserved Protein Capsule.



The Brave Tactic:

Start off by shooting it with either a [Riot] or Pepper Spray. Follow up with Necrosis, then create a very respectful distance and keep shooting with the P08 and [Hydra] ammunition. If it catches up, use another Pepper Spray or a Flare. Note - Flares work well on distance, but Pepper Spray works instantly, which is why I recommend using one at the start of the fight.

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

Ivory Stalker

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

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



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

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

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

Proto Generator

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

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



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

Beta Generator

HP: 750 EXP: 400 BP: 200 MP: 100

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



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

Great Diver (Tlaloc)

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

The Divers always appear in groups of 2. A L.3 Pyrokinesis might be able to take out both of them in a single shot. Eventually, their leader will attack.



As to my knowledge, it only has a single attack, which is the electricity breathe.

However, it's drastically different to the one we know: It will continue to spit lightning, while

following you at a high speed, which means in order to dodge, you'll have to run around the area in a circle. This is not as easy as it seems, because you need to stay on the outer edges of the circle-shaped platform, but perfectly run along the path, if you just press forward, Aya will run into the walls slightly, which reduces her speed, and this ultimately causes damage. A lot of it, if you're getting hit twice. If this is too hard, there are some techniques suggested further below.

Strategy 1 (intended): The very first thing you will want to do is casting Necrosis on it. This will deal a LOT of damage in the process. Now start running from its attack like described above, and shoot Pyrokinesis once it stopped attacking. Sometimes, if you shoot Pyrokinesis (or with the SP12) immediately after it appears out of the water, it will sink down again, but always be prepared for an attack. Also, recast Necrosis once the effect has stopped.

Strategy 2 (power through): Finally, if you don't have Energyball yet, and struggle with dodging, there is one final approach I can suggest - the aggressive one: As soon as the battle starts, shoot Necrosis, then spam Pyrokinesis L.3 like there's no tomorrow. You WILL get hit and should use Recovery 3s, but if you keep spamming Pyrokinesis 3 as much as possible, it will go down before you even need to recast Necrosis.

Strategy 3 (cheese): If you struggle with dodging the attacks, here is an alternative approach: As soon as the battle begins, cast Energyball on yourself. Now start running on the INNER circle of the platform. By doing so, one of the Energyballs surrounding you will hopefully reach the Boss once it leans forward to attack you. Now, the great thing about this is, that he won't relocate you before casting his lightning attack. This gives you plenty of time to dodge. After that cast Necrosis on it, then start spamming Pyrokinesis L.3. Once it pops up again, continue this process, but use MP Boost if you run low on MP and recast Energyball when needed! If you're really quick, you shouldn't need to recast Necrosis, because the boss will die before this point.

Important Note: Energyball is canceled once you cast a different spell.

On a sidenote, you can stun the boss by using Pepper Sprays or Apobiosis, but the effects are rather short and it wastes either an attachment slot or lots of MP, so I wouldn't recommend it, the Boss isn't that hard.

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

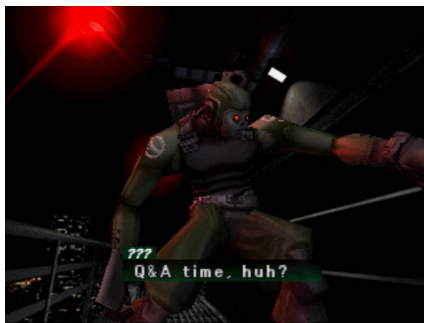
BOSSES

NO.9

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

Pepper Spray Strategy:

As soon as combat starts, use Energyspot L1 (if you got it), then wait a bit until No. 9 attacks with his ignited blade (you can shoot a bit until then). After his 2 slices, he should be close enough for a Pepper Spray attack. This gives you time to close in on him (at point zero distance, the MP5A5 deals a lot more damage!), empty at least one magazine and reload. Now quickly use the next Pepper Spray and do the same again. Do this for all 4 of them. Eventually, this should be enough to waste all your [Hydra] ammunition. Switch to P.B. now. Use Pyrokinesis to waste your MP and continue shooting, it should fall soon, otherwise, run around the corner and continue shooting.



Intended Strategy:

As soon as combat starts, use Energyspot L1 (if you got it), then wait a bit until No. 9 attacks with his ignited blade (you can shoot a bit until then). After his 2 slices, he should be close enough for a Pepper Spray attack. This gives you time to close in on him (at point zero distance, the MP5A5 deals a lot more damage!), empty at least one magazine and reload. Now use your remaining MP to cast Pyrokinesis, which will kick him back a bit as well. Continue shooting, also if you still have MP left, use Pyrokinesis again. Eventually, before he can damage you, run around the corner and slightly past the electric box and target it (but don't accidentally shoot it). Also pay close attention to your remaining ammunition. Switch to P.B. once you run out!

Now beside his blade attacks, he will shoot grenades as well, but his aim is really bad. If they do hit you, they cause Paralysis (next to Confuse, the most dangerous status disease), immediately use the Penicillin in this case! The great thing about Penicillin and also Stim is, that it also prevents statuses for the entirety of a fight, once it's been used up. Which means, additional grenades can't cause status inflictions to you anymore. Also, noteworthy is, that the Paralysis episodes are significantly shorter if you mash the D-Pad.

Now there's some timing needed for this: There are 3 of those electric boxes in total. Each of them can be targeted and shot at. Shooting it will bust a cable, which as a result deals quite some damage to No.9. However, the cable loses charge pretty soon after ripping. That's where timing comes into play: As soon as No.9 charges towards Aya, shoot the box.



If timed well, it will deal around 150 damage and shortly stun him, giving you time to shoot as well. Now run to the corner, shoot some more before he closes in. Now repeat the same process with the 2nd box, and also the 3rd one, in case he's still not defeated by that point. Mind you, the last box can be shot a second time to release gas, which deals TONS of damage. Also note that he can cut the cables himself if he attacks while passing by, but it's not a good idea to rely on it.

NO.9 (2nd Encounter)

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

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

You should run to the corner to the right (screen-wise) as you enter, and from there, start shooting. Note that whenever he does attack, he



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

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

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

If you were able to buy the Medicine Wheel in the beginning from Jodie (which normally isn't possible unless you've beat Nightmare Mode before), you'll receive the almighty **Gunblade** after this fight!

BURNER

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

First off, in order to do kill Burner, we need to deal a certain amount of damage to him within the first 3 minutes. **3026 HP** to be exact, out of his total of **4650 HP**. If you don't, Burner will kill Flint and also flee from battle.



As for his moveset, these are his attacks:

- **Fist Attack:** He raises his fist (and even his feet) to smash the Balcony. This will never reach you if you stay close to the corner.
- **Flamethrower:** Indicated by the small flame coming from his cannon before actually spitting it on you. To avoid this, run along the Balcony path. This can be quite hard to dodge, you need to run in a perfect, straight line. Also, don't re-align Aya while she is running, just hold "up". As soon as he stops, run back to the corner.
- **Fist Swipe:** He swipes his arm across the Balcony. Also never reaches you, if you remain in the corner, but is very hard to avoid if you're, let's say, on the other end of the Balcony (where Room 5 is located).
- **Grab:** He grabs Aya, then squeezes her, burns her and eventually throws her against the wall. And yes, this deals a lot of damage. To minimize HP loss, wiggle by mashing the buttons on the D-Pad (like when Bats attack Aya, or other mobs try to bite her). But also hit the shoot-button a lot, because Aya can attack while being squeezed and burned. As soon as he smashes Aya against the wall, run back to the corner immediately, or he might get you with the "Fist Swiping" attack.

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

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

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

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

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

If you want the **Chicken Plate**, don't spam Necrosis. Instead, consider using a timer or clock to see how much time has passed. If you stall, consider casting **Antibody** to minimize damage. As soon as the cutscene with Flint and Mr. Douglas takes place, you're good to kill it.

You'll receive a **Protein Capsule**, as well as **4x [Airburst]** after the fight.

BLIZZARD CHASER

Phase 1:

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

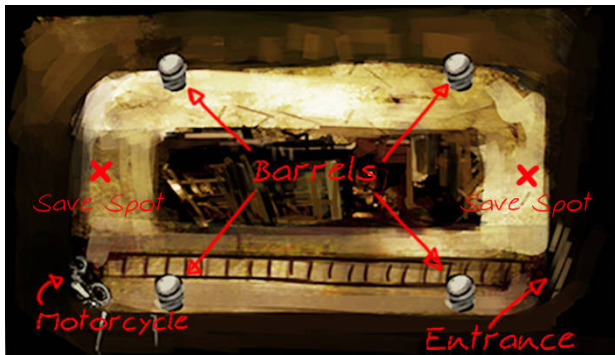
Phase 2:

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

This is possibly the hardest fight in the game so far, but if you know what you're doing, it's actually quite simple.



First, let's look at the map layout:



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

Blizzard Chaser Moveset:

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



The Chaser will still try attacking with "Fetch". This is perfect because it gives us plenty of time to inflict Necrosis or deal damage by other means.

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

If you feel like trying an alternative approach: The GPS can be helpful here (again, be wary of the barrels, they appear on the GPS too). Basically, you need some awareness of the Blizzard Chaser's position, because if it stands across from Aya, it can fetch-attack from a distance. The only way I know of, that can avoid this attack with a 100% success - rate, is by running INTO the Blizzard Chaser. To

understand this, you need to know how the game handles hit detection. Basically, the only area of the attack where Aya can receive damage, is in the spot where the Chaser lands. Which is usually around Aya's initial position. Therefore, you won't get hit if you touch the Goat at any other time. Finally, the "intended" way of stopping this attack is by using a hard hitter, like anything the Grenade Pistol can fire, or a cast of Plasma. But this requires extremely good timing.

Now finally for the barrels:

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

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

Strategy:

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

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

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

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

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

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

GLUTTON

Phase 1:

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

Phase 2:

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

This greedy fellow has a big moveset. You can only deal damage when it uses "Suck" or "Tongue Slap".

- Suck: It will start sucking, and Aya is slowly pulled towards it. If you get sucked up, it's game over. Very easy to dodge, and also, don't fear it too much, because after a few seconds, its sucking power decreases, and even when you stand right in front of it at this point, it won't suck you in. This is important because we want to deal a certain amount of damage to prevent certain events.
- Trash Drop: This happens right after the sucking. Trash will drop from above and Aya needs to dodge. The shadows on the ground indicate where it drops, making it very easy to avoid this attack.
- Green Poison Breathe: This can be avoided by standing far enough away from it, or really close to one corner of it. In phase 1, it hardly uses this attack.
- Mad Chaser spawn: This only happens if you land a critical hit into the right shoulder, so by using the M950, you're save, because it can't land criticals. Anyways, this spawns a small failed ANMC. If



Glutton sucks this up, it recovers 100 HP. Also, it will shoot it back at you, dealing very high damage (but at least it looks hilarious). Note: If you're in for every single BP you can get, you could - in theory - trigger them on purpose, it works up to 8 times in total. This also works for phase 2. Note that it's not necessary for 100% kills to do so.

- Orange Bubbles: This happens usually only if it's already really close to the wall, but still is a rather rare attack. It will shoot orange bubbles out of the left shoulder. Run to dodge it. It's hard to tell when it does this, but it will bend its left shoulder back and its right one forward slightly before attacking.
- Tongue Slap: This supposedly happens when standing close to it, but I've also seen it happen from a distance. This also is the only attack beside "Suck" when Aya can deal damage.

Phase 1:

As soon as the battle starts, make an immediate U-turn, run to where the screen transitions (about where the cables are lying on the ground) and cast Energyspot on yourself. Now make an aim - turn and start shooting at its mouth (M950 with [Hydra] or SP12 with [Firefly]). Don't stop until its mouth closes, from your original position, Glutton shouldn't be able to get you sucked in, even if it looks as if it gets too close, I believe this is because the sucking animation exceeds the time span in which it can actually swallow Aya. Also consider wasting your MP on it, by spamming Pyrokinesis L.3, since it's very effective.

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

Now, after dealing approximately 1000HP damage, it starts moving forward a bit. Other than that, nothing changes. Eventually, it manages to step further even more, position yourself a few steps in front of the door. Also, especially in higher difficulties, it seems as if chances increase for the more obscure attacks to happen when it gets too close to the wall (it will never move more than twice, so don't worry about it moving even further).

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

Phase 2:

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

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

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

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

PUPPET STINGER

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

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

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

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

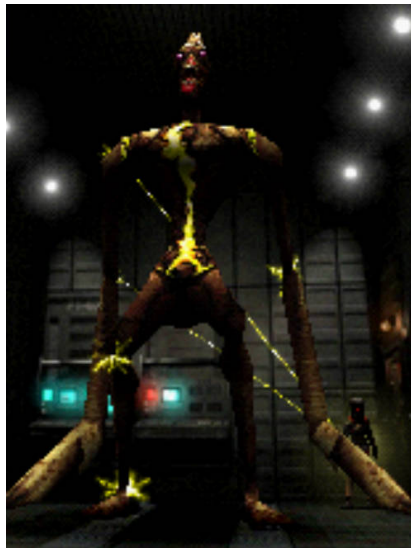
Anyways, from now on, try canceling every spell by casting Plasma, then shoot until it starts casting again.

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

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

Now for its attacks:

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



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

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

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

Red (pitch increasing sound, as if charged up, long casting time): This is his most dangerous attack, but also the one which allows us to break through his defense. It causes a massive explosion, which deals very high damage. But instead of avoiding it, by Plasma or exploit, quickly shoot Pyrokinesis multiple times. Not only will this deal double damage (no shield up), but also cancels the attack completely, if you manage to hit it 2 - 3 times. The M950 can cancel the attack too, unless you need to reload in the process. Note that this is the only time it is susceptible to spells. You can try casting Necrosis during this time as well, if you're quick enough. But the girl will heal it away rather quickly.

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

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

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

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

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

BRAHMAN REACTOR

CORE HP: 3500 EXP: 300 BP: 500

HEAD HP: 1500 EXP: 100 BP: 500

NECK HP: 700 EXP: 100 BP: 500

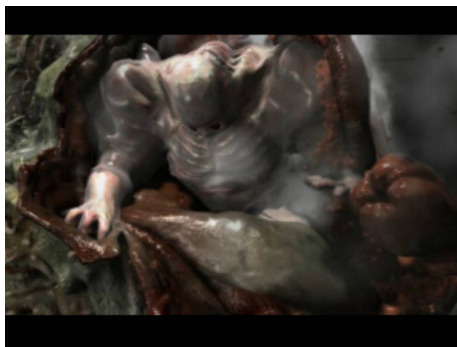
ARMS (each) HP: 700 + 1000 EXP: 1000 BP: 5000

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

LOWER REAR HP: 1500 EXP: 700 BP: 2000

LOWER FRONT HP: 1500 EXP: 200 BP: 500 _____

TOTAL EXP: 5000 BP: 20000 MP: 200



So, as you immediately notice, the arena is a path, that circles around the Boss. It has higher and lower platforms (this is actually important). Furthermore, as you probably have seen already too, this monstrosity has tons of body parts, that can be blown off. This of course, has multiple advantages. First off, obviously, you'll accumulate a LOT of EXP and BP. Another reason however, is, that it will lower the maximum HP in its 2nd Form. And finally, it also slows it down, which makes dodging its extremely dangerous Core Blast easier, not to mention that you don't have to dodge all the other attacks going on around you. But if you want to get it over with, the "Core" is the only mandatory body part to destroy.

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

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

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

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

Once it reveals the Core, the real challenge begins.

- **Core:** After it opens, it will start charging up a massive beam of light. Even with Antibody at L.3, it will still deal close to 200 damage. The thing is, that you have a very narrow time limit to dodge this attack, by running along the platforms, before the Boss and its blast can catch up. Even the slightest misstep or failing to react in time can result in a Game Over here. And unfortunately, you'll have to dodge a LOT of those blasts, because the Core has tons of HP and can't be hit unless it opens up.
- If you're using the Chicken Plate, you can "cheese" this attack, because you'll survive the blow, as long as you have more than 1HP left. As long as you heal a bit after every attack (using Healing, don't waste Ringer's Solutions!), just to get above 1HP, you'll always survive the next blow!

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

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

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

NEO - MITOCHONDRIA EVE

HP: 6000 - 12000 (400 per copy) EXP: 5000 (300 per copy) BP: 10000 (1000 per copy) MP: 100 (25 per copy)

*Max HP is lower, if more Body Parts were destroyed previously in Phase1!

As soon as the battle begins, IMMEDIATELY run off the bridge - she will try slapping you. Never return to the bridge, instead, stay close to the edge of it for the most time. Then, use the Stim and the Penicillin. Now cast Energyshot. Then start shooting your strongest weapons. If you have Life Drain, it's very effective as well, especially later on into the battle, when she starts using her more dangerous techniques.



Energyball too is extremely useful, once she gets closer (which will happen every once in a while). However, as long as you have it active, you shouldn't cast any other spell or it removes the effects!

As for her attacks:

- "Slap" - Stand too close to Eve and she slaps you. She likes to do this especially when you stand in front of her on the bridge. Her slaps can cause status disorders as well;
- "Crash Landing" - You recognize this, if she leaps up to dive down in the middle of the bridge, creating a shockwave. Therefore, this is very easy to dodge. But she hardly does it, unless you stand on the bridge (at least close enough to get hit by the shockwave). Yet, I'd recommend for this reason, to stand at the bridge's border, a few steps in, to lure her into doing this attack more often. 2 Reasons: It's the easiest attack to dodge, and her defense is cut in half when she reappears from a portal on the bridge, after the attack, which is a great time for strong P.E. attacks like Life Drain;
- "Dimension Dive" - she starts a headon spin dash, which can be dodged very similar to Horse Chasers, but with less time to dodge. Often, she keeps creating portals to continue dashing in and out of, trying to hurt Aya. Which means, even after her initial attack, it's recommended to keep running until you see her re-appear on the bridge again, from a floor portal.
Interestingly, it's also possible to cancel this attack, by dealing enough damage during the attacking animation. This also cuts her body in half, which looks cool, and she will waste some time regenerating it at some point. This however, is very hard to do and I still haven't figured it out completely. Also note that much like after her "Crash Landing", she will teleport in on the bridge, during this time her defense is cut in half, which is the best time to cast Life Drain;
- "Combustion" - You can recognize this, if the entire screen becomes clouded in heat-waves. Her Combustion is rather cool, it heals Aya's MP (as in, causing her Mitochondria to overreact), just to cause massive burning damage, which can't be dodged. The only way to prevent this, is by skill canceling (aka, enough damage to her before the attack is being executed). Since she does nothing else during this time, heals your MP a bit, and on top of that can be cut in half (skill canceling), it's rather welcome (and hey, some free MP);

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

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

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

AYA

Weapons

Note: This section covers only the Scavenger Mode Inventory!

LEGEND

Weapon Name

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

HANDGUNS

M93R

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

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

P08

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

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

P229

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

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

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

MP5A5

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

This is the king of Handguns. It has the highest rate of fire of all 9mm Weapons, which allows the highest damage output in total. The bad news however, is that it eats through bullets like there's no tomorrow, which is why it shouldn't be combined with (Spartan) ammunition. The weapon also comes attached with a Flashlight, which is extremely useful, as it stuns or knocks over many enemies, and instantly kills those annoying Butterflies. It also can be used to lure Scorpions, but that's not necessarily a good idea.

Unfortunately however, we can't use this weapon outside of the Akropolis Tower mission, and only get access at the very end again, if we saved Flint and are willing to buy it.

M950

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

Note: This Weapon is only available as a reward from Mr. Douglas, if you beat the Burner before it kills Flint.

If the MP5A5 is the king of Handguns, this would be the queen. It has a much bigger magazine, but also a slower rate of fire. Like the MP5A5, it wastes bullets extremely fast. Overall I think the MP5A5 is better, considering the added Flashlight and faster rate of fire. But for the time being, this weapon is a decent choice, since we lack the means for devastating bullet power.

SHOTGUNS

PA3

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

Since finding the Black Card gives us access to the SP12 at the same time as we could buy the PA3, you shouldn't need it at all. It's bgy far the weakest Shotgun, but if you failed to pick up the Black Card, you can still get out some nice effects from Shells.

[Buckshot] deals spread damage, making it useful on groups of smaller fry, but is very weak overall. [Firefly] deals added fire damage and can cause Burn to some enemies. This is great ammunition against Worms and Divers (Nessy). [R.Slug] is ridiculously powerful, SAVE these Shells for tough Golem encounters!

SP12

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

It's the strongest Shotgun we can get in Scavenger Mode (unless you count the Gunblade), and since we can pick it up for free in the Shelter (provided you haven't forgotten to get the Black Card in the Akropolis Tower Mission), using it goes without saying.

[Buckshot] deals spread damage, making it useful on groups of smaller fry, but is very weak overall. [Firefly] deals added fire damage and can cause Burn to some enemies. This is great ammunition against Worms and Divers (Nessy). [R.Slug] is ridiculously powerful, SAVE these Shells for tough Golem encounters!

Gunblade

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

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

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

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

RIFLES

M4A1

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

As much as you'd rely on it during a Normal playthrough, you'll have to relinquish using it during most of Scavenger Mode. You'll only ever get access to it on CD2, if you return to Dryfield. By that time, you probably know how to take out most enemies without it, but it is still a highly recommended purchase!

M9 Bayonet (M4A1 Attachment)

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

Despite being a close range weapon, it actually can be used effectively against certain types of enemies, thanks to the high damage and knock-over effect it provides. There is some luck involved, but critical hits are extremely rewarding, since they can deal more than 200 damage! I highly recommend buying it alongside the M4A1 and attaching it, since it doesn't eat up an Inventory Slot and is especially effective on Horned Strangers, but it's still also very useful in encounters with Fatties (knock-over) or Brainstingers (provided you cast Necrosis on them first). With some skill, it's even useful against some Golems, because dodging their melee attacks is easier if you're standing close to them.

M203 Grenade Launcher (M4A1 Attachment)

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

Only accessible if you were able to buy the Medicine Wheel from Jodie (requires a Nightmare Mode playthrough beforehand, to accumulate the necessary BP). With that in mind, you already got the Gunblade and rock the game anyways. But other than that, this is the worst possible attachment for the M4A1, and also the worst Grenade Launcher in the game, so there's hardly any point in keeping it, other than stashing it for a slight BP bonus in the final score.

Pyke (M4A1 Attachment)

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

Only accessible if you were able to buy the Medicine Wheel from Jodie (requires a Nightmare Mode playthrough beforehand, to accumulate the necessary BP). With that in mind, you already got the Gunblade and rock the game anyways. Also keep in mind, you don't have access to [Fuel] until after rescuing the Soldier "Ironheart" with Flint's help.

Javelin (M4A1 Attachment)

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

Possibly the best Attachment for the M4A1. It deals very high damage, doesn't consume too much Battery, and has an extremely high range. If you're planning on using it, you should consider saving Flint, because using him to save Soldier "Ironheart" at the end of the game will give us access to [Fuel] and [Battery] recharges! In any case, highly recommended for stronger enemies and the Final Boss!

GRENADE LAUNCHERS

Grenade Pistol

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

Buying the Grenade Pistol should go without saying. Even though [Grenades] and [Airburst] are limited, you shouldn't underestimate [Riot] ammunition. [Riot] deals spread damage, which isn't very high, but stuns many opponent types that could be otherwise really annoying to deal with. [Airburst], although slightly less versatile, deals spread damage as well, and a LOT of it. I recommend saving it up for the Blizzard Chaser and Golems. Finally, I also recommend saving the [Grenades] you find for the Puppet Stinger, or maybe Golems. Ultimately however, access to the free, unlimited [Grenades] at the end of the game make a huge difference during the Final Bossfight!

MM1

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

Again, only available if you buy it from Jodie, which requires a Nightmare Playthrough beforehand, in order to accumulate the required BP. However, despite being arguably the best weapon in Normal Mode, keep in mind that we don't have unlimited [Grenades]! The Medicine Wheel, which gives us access to the Gunblade, as soon as you beat No. 9 in Dryfield, is a lot better.

OTHER WEAPONS

Tonfa Baton

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

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

Mongoose

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

Arguably the strongest weapon in a "legit" Scavenger Mode run (= no access to MM1 or Gunblade). It has an extremely high critical rate on top of the already very high damage. And to top it off, [44 Maeda SP] actually poisons you enemies, with the poison damage being higher than it would be with Necrosis. You can only get it however, if you meet Rupert instead of Jodie, at the end of the game. The best way for getting it, is to NOT pick up the letter from Pierce in the POD Service Gantry. Because neglecting to save Pierce has huge inventory penalties!

Armor

Note: This section covers only the Scavenger Mode Inventory!

Assault Suit

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

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

Chicken Plate

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

This is a great piece of equipment, because it adds a LOT of HP, and "Resist Impact" means, Aya survives an otherwise deadly blow with 1 HP. This makes especially the final Boss much easier. But of course, this choice comes with penalties, as it requires you to let Flint die. Those are a lot smaller than in Normal Mode, but still make it a hard choice, since it means no access to the M950, as well as [Battery] recharges for your [Javelin] at the end of the game (and obviously, Burner EXP/BP and Item drops).

Combat Armor

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

If you put this and the PASGT Vest side by side, It's a question of total HP/MP versus HP recovery. However, unless you buy it from jodie in the beginning, you'll get the Tactical Vest very soon after being able to purchase it again in the Shelter. Therefore, if any, its use is very limited.

Leather Jacket

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

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

PASGT Vest

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

Despite the added HP Recovery, the lack of MP make it a tough choice during Scavenger Mode. This is, because especially in the beginning, MP are very valuable, as we only start off with 10. Personally, I much prefer the Shoulder Holster. And even then, I think the 10 MP from the Assault Suit have a greater impact than the HP Recovery, since we take so much HP damage, that the HP Recovery after Combat can hardly keep up anyways.

Shoulder Holster

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

This is a decent piece of equipment in Scavenger Mode, because especially in the beginning, we'll crave for some higher max MP. If you want it, I'd suggest getting this either as a reward for the 5th training mission (or buying it, since the mission reward will turn into a Belt Pouch, if you already got a Shoulder Holster). Alternatively, the Assault Suit adds 10 MP less than the Shoulder Holster, however it also comes with 1 more Attachment and protects against poison (Quick Fire is pretty useless), which isn't too bad either. If you plan on using the Shoulder Holster, I highly recommend spending 1-2 Belt Pouches on it.

Tactical Vest

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

In Scavenger Mode and Nightmare Mode, this is the best armor we can get (unless you count the Chicken Plate). And it's free on top of that, so make sure you return to Dryfield on CD2 and help Pierce, in order to pick it up!

Turtle Vest

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

This would have been an outstanding piece of Armor, if it was available sooner. Paralysis is very annoying, and MP Recovery can be nice. Unfortunately, by the time we get access to it (Military Shop), it's pretty much useless.

Items

Note: This section is written with only Scavenger Mode in mind!

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

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

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

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

Penicillin Cures Darkness, Paralysis and Poison. I wouldn't bother using them, once you've learned Metabolism. Yes, they can be used instantly, but they also take up inventory space/ attachments, and at the end of the day, this is what counts the most. However, I recommend saving some for the final boss.

Stim Cures Silence, Berserker and Confusion. Overall, I'd value this higher than Penicillin, considering that it can be used against Silence and Berserker, but other than that, I still never bring them along because it's possible to prevent these situations. Also note that Berserker can be used to your advantage, as it increases the damage you deal to your enemy. Also I recommend saving some for the final boss.

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

Protein Capsule Completely heals HP, but more importantly, increases max. HP by 5. A lot of people like to keep them as healing items, other people (like me) like to use them instantly. However, they're also your only way of purchasing HP healing Items in Scavenger Mode, so if you're having a difficult time managing your Recoveries, consider saving up on them.

Lipstick Can be used to increase max. MP by 1, but more importantly protects Aya from Silence, if attached (so don't use it). I will remind you to attach it, once we need it.

Aya Brea
HP: 100
MP: 250



MD Player Attaching this resists Confusion and Berserker.

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

Combat Light Since we can buy Flares, Combat Lights are close to useless.

Flare Since we can buy them now (unlike in Normal Mode), and not much else anyways, Flares are extremely useful! Especially through the first half of the game. I know, they take away Inventory space and Attachments, and they can't be used more than once, but believe me when I say, they WILL save your life on many occasions, and turn hard battles into easy ones. Make absolutely sure you have some on reserve at any given time!

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

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

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

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

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

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

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

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

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

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

Parasite Energy

Note: Spell recommendations are based on Scavenger Model!

PYROKINESIS

	Level 1	Level 2	Level 3
EXP Cost:	-	1000	2400
MP Cost:	8	7	6
ATP Loss:	22	22	22
MAX MP+:	-	1	2

Note: It shoots 3 times instead of 1 at level 3.

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

COMBUSTION

	Level 1	Level 2	Level 3
EXP Cost:	600	1400	3200

MP Cost:	14	14	14
ATP Loss:	50	40	28
MAX MP+:	1	1	2

Another damage dealing spell, but unlike Pyrokinesis, it's better off against big groups of enemies. Keep in mind that the enormous MP cost is especially problematic in the beginning of the game, which is why I recommend to spend EXP elsewhere, until much later on. Other than that, use it when you feel overwhelmed by groups of enemies.

INFERNO

	Level 1	Level 2	Level 3
EXP Cost:	2400	3200	4000
MP Cost:	30	30	30
ATP Loss:	50	40	28
MAX MP+:	1	2	4

The problem with Inferno is its high MP cost. That said, it IS a devastating spell though. Also note that it covers the entire area at L. 3, effectively getting rid of any and all enemies. Personally, I recommend getting Inferno for the Final Boss, where it will be absolutely effective.

NECROSIS

	Level 1	Level 2	Level 3
EXP Cost:	400	1000	2400
MP Cost:	7	7	7
ATP Loss:	38	30	22
MAX MP+:	1	1	2

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

PLASMA

	Level 1	Level 2	Level 3
EXP Cost:	600	1400	3200
MP Cost:	6	5	4
ATP Loss:	18	18	18
MAX MP+:	1	1	2

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

APOBIOSIS

	Level 1	Level 2	Level 3
EXP Cost:	2400	3200	4000
MP Cost:	18	18	18
ATP Loss:	38	38	38
MAX MP+:	1	2	4

This is a great replacement for Flares and Pepper Sprays. The great thing about Apobiosis is the high stunning effect it causes on most enemies. Unfortunately, you'll need to spend a lot of EXP before you can use it, and there are many other important spells to level before this one. Until then, we'll stick with Flares. I do however, highly recommend getting it at least to level 1 for the final boss.

METABOLISM

	Level 1	Level 2	Level 3
EXP Cost:	400	1000	2400
MP Cost:	7	5	3
ATP Loss:	36	18	18
MAX MP+:	1	1	2

Used to remove and prevent negative status effects. It stays active for a while, which means it can be used pre-emptively against certain types of enemies, that are able to inflict bad statuses. Level 1 should be enough for that matter. Level 2 cuts the long casting time quite a lot, but we should concentrate on more important spells.

HEALING

	Level 1	Level 2	Level 3
EXP Cost:	600	1400	3200
MP Cost:	12	12	12
ATP Loss:	42	30	18
MAX MP+:	1	1	2

It's great for saving up on healing items, especially if you want to save some Inventory space. However, during combat situations, I still prefer relying on Recoveries, because they won't need to be cast, and because they don't use up MP. But if you see yourself wasting too many of them, Healing might be a better solution. Also note that Healing at L.1 has a very bad HP recovery and a very high MP price.

LIFE DRAIN

	Level 1	Level 2	Level 3
EXP Cost:	2400	3200	4000
MP Cost:	20	18	18
ATP Loss:	38	30	22
MAX MP+:	1	1	2

Life Drain hits all enemies and absorbs their HP. Unfortunately, it has a very high MP cost and in order to get it, you'd need to level Metabolism and Healing to 3 first, and that'd be a waste of EXP. If anything, I'd consider getting Life Drain only at the very end of the game, because it's very effective against the Final Boss.

ANTIBODY

	Level 1	Level 2	Level 3
EXP Cost:	400	1000	2400
MP Cost:	6	5	4
ATP Loss:	36	28	18
MAX MP+:	2	2	4

Temporary increase of defense. If you feel like you're taking too much damage, you might want to consider leveling it. Especially with the noteworthy increase in damage, Antibody is recommended for encounters, in which you're having troubles dodging attacks. Also, it's required to unlock Energyball, therefore you'll want to level it to 3 anyways.

ENERGYSHOT

	Level 1	Level 2	Level 3
EXP Cost:	600	1400	3200
MP Cost:	10	9	8
ATP Loss:	36	28	18
MAX MP+:	2	2	4

Temporary increase in Weapon - based damage. At Level 1 it allows dealing 20% higher damage, at Level 3 it's at 30%. The main purpose of leveling it however, is with the increased spell duration. It can be very helpful against some Bosses, but also here and there for tougher encounters.

ENERGYBALL

	Level 1	Level 2	Level 3
EXP Cost:	2400	3200	4000
MP Cost:	15	15	15
ATP Loss:	36	28	18
MAX MP+:	2	4	8

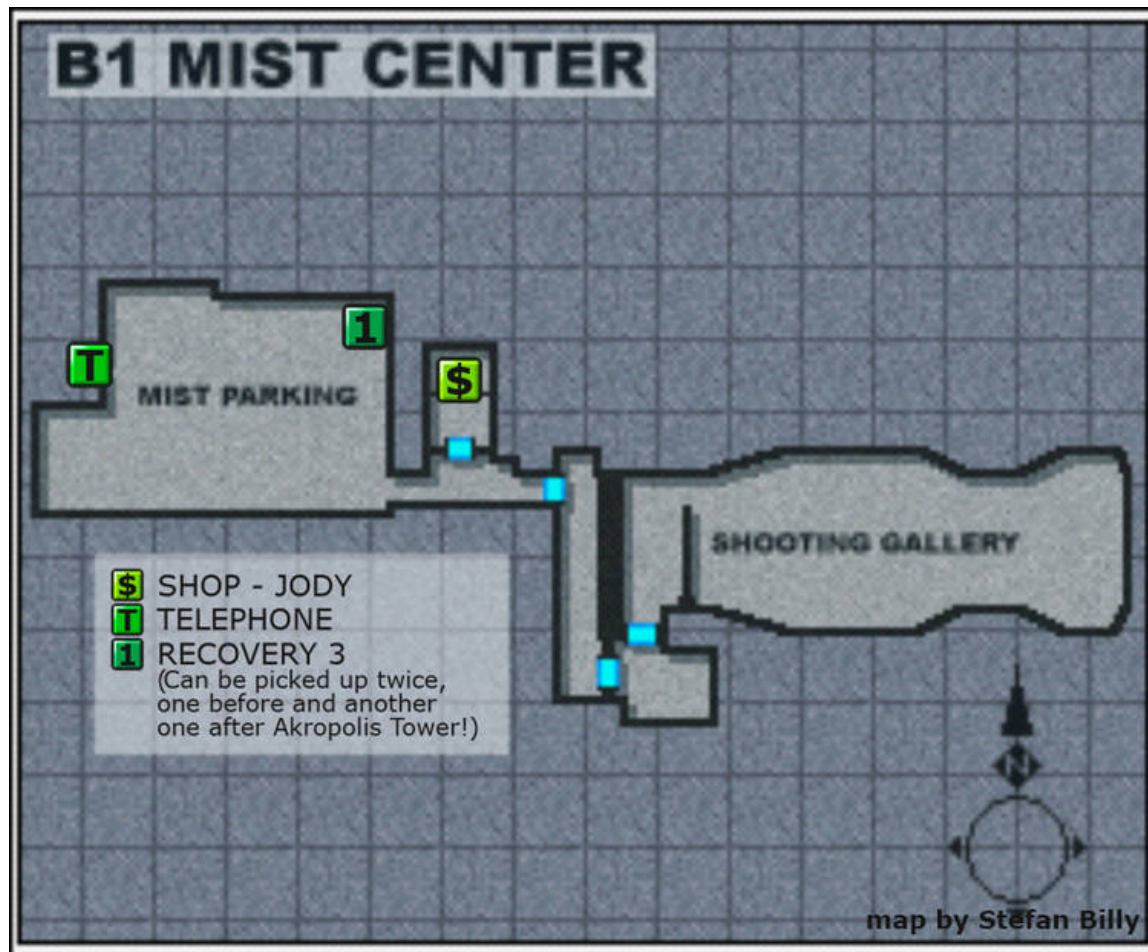
Creates balls of energy (d'uh), which then surround you and deal damage to opponents when they get close. Note, that this is - at level 3 - the single most damage dealing spell in the entire game. Against Golems and Horned Strangers, this is a godsent spell on Scavenger Mode. On top of that, look at the bonus MP you receive for leveling it. Honestly, the only disadvantage to this spell is, that you have to level Antibody and Energyshot to 3 before even getting access to it. While possibly the only spell I didn't recommend leveling in Normal Mode, it's absolutely invaluable for Scavenger Mode! Once you reach Neo Ark, make sure to get it to level 2 or even 3 as soon as possible, you won't regret it!

WALKTHROUGH CD1

Akropolis Tower

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

M.I.S.T. - HEADQUARTERS



Something I want to point out is, that you can turn an otherwise arguably challenging fight with No.9 into a push over, if you decide to bring along some **Pepper Sprays**. If you decide to do so, 3 should be fine, you can also find one more in Akropolis Tower!

Alternatively, **Flares** can be bought now and are indeed a great investment overall. You can bring 1 or 2 if you really want to, just in case some of the encounters are too hard to deal with.

Also don't forget to pick up the **Recovery 3** in the Garage. You can get a 2nd one after we return from our first mission.

Jodie's Weapon Store	
Weapons	
MM1	23500 BP
Ammunition	
4x [Riot]	80 BP
Armor	

Shoulder Holster	2580 BP
Belt Pouch	10000 BP
Items	
Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP
Medicine Wheel	27800 BP

You probably lack the BP to buy anything else for now. So let's continue on.

As for the Shooting Range, I personally really don't like it, but there are some noteworthy rewards to claim. Definately consider getting the 50x [Hydra] for now. I do however also recommend to wait with the other rewards until AFTER we come back here, because otherwise, you might run into Inventory Space issues.

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

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

Definately worth. Keep in mind that Handguns are going to be our bread and butter for almost the entire playthrough.

Level 2: **Ringer's Solution** Since we can't buy any Recoveries or MP Boosts, and this is the best healing item in the game, you might want to get this one.

Level 3: **Hunter's Goggles** Probably the only thing that isn't worth getting. Level 3 is quite frustrating and the reward isn't worth wasting an attachment for.

Level 4: **Lipstick** With only 10MP, you probably should consider getting it. Not to mention that it also functions as an MP healing source.

Level 5: **Shoulder Holster** Thanks to the high MP bonus it provides, this is a very nice startup Armor to have. But the Assault Suit is decent too, since that one provides you with Poison Resistance.

!!Bonus: Level 5: **Belt Pouch** If you buy the Shoulder Holster instead, and then win Level 5, you'll get a Belt Pouch instead. Consider t his too, if you can afford a Shoulder Holster, since it only comes with 4 attachments.



Whenever you're done, talk to Pierce in order to leave.

AKROPOLIS - TOWER



Once you reach Square, check the **Map Board** behind the statue to update your own Map with the depicted layout informations. From now on I'll mention directions based on the Map's layout. Also, to the north (map-wise), are some dead soldiers. One of them, close to the "Magnum" Billboard, has a **Recovery 1**. If you didn't receive it immediately, try examining the corpses multiple times, as there's a lot of flavour text added to this scenery aswell. Also, the corpse to the south has a **Recovery 2**. Make sure to pick it up. Also fill up your **P.B.** at the **Supply Box**!

Note: Save up on Recovery Items, we can't buy them anymore!

When done, use the **Phone** to talk to Baldwin and also save if you're already here. Then move through the eastern door for the **Cafeteria Key**. Continue by going back and down the western stairs towards the Café.

PATIO - 1 GREY STRANGER

Enemy Tactics: Grey Stranger

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

They are a little more intimidating now. Also, you'll need to reload a lot this time, so learn how long it takes Aya to reload her handgun(s). Strangers tend to sidestep a lot, which allows them to dodge. I recommend shooting only once, then wait for the sidestep before shooting again, and so on. This helps spending less time on reloading, because otherwise you'll waste a lot of bullets. The closer Scavengers get, the more damage you deal, also they seem to dodge less frequently, but don't allow them to bite you. Critical damage can knock them over, also their backs are their weak points - Pyrokinesis deals a lot of damage especially from this advantageous position!



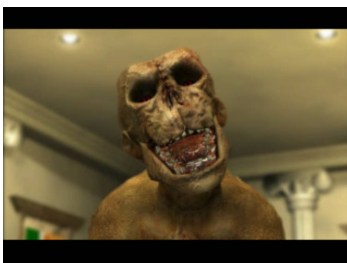
Once it's dead, enter the Cafeteria.

CAFETERIA - GREAT STRANGER

Greater Enemy Tactics: Great Stranger

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

Use the table to prevent it from reaching Aya. If it succeeds in finding a way around, better run behind a different table. More often than not it will just hunt you, circling around the table after you. Other than that, keep shooting your [P.B.] Ammunition, also you can cast Pyrokinesis (don't worry, they'll recover after the fight) Also keep in mind that it becomes a lot slower once it loses half of its HP. But since it can only bite from a close range, it shouldn't be too hard to dodge.



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

PATIO - 2 GREY STRANGERS

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

Note: They drop a **Pepper Spray**. Hold on to it for No.9!



SQUARE

SAVE and reload [P.B.] ammo! Then, return towards the Café.

PATIO - 3 RATS, 3 MOTH

Enemy Tactics: Rat

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

Rats usually ignore Aya, but if she gets too close, sometimes one or two might be attracted to her and start biting her, which causes damage and Poison. Also take note of the increase in damage, so don't underestimate them!



Enemy Tactics: Moth

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

Moth ignore Aya unless she attacks them (or runs into them). As soon as one of them dies, all Moth within the area will start kamikaze towards Aya. This means that they kill themselves by flying into her, dealing damage.



Worse than this is the status effect "Darkness" (prevents targeting for a while), which is caused if Aya gets hit. Also never kill them when standing below or very close, because their dying dust might hit you. Moths only have 1 HP btw.

So, nothing special here, just kill everything from a safe distance. You can try to deal with the Moth by shooting single bullets to preserve ammo.

CAFETERIA - ODD STRANGER

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

CAFETERIA HALLWAY - 8 RATS

Just shoot them from the entrance, by toggling between Aiming and Shooting.

Now enter the kitchen and pick up the **Recovery 1** and **Stim**. Outside, check the Key Box for the **Blue Key**. Next, enter the door adjacent to the kitchen. Approach the console to Aya's right, use the Blue Key on the left Key Slot to open the escalator.

Now continue to the Fountain Area. Check the trashcan near where you've entered for an **MP Boost 2**. Hold on to it for now. Next, check the red-colored tree TWICE, in order for Aya to notice the hidden walkway to find a **Protein Capsule**. I recommend using it only after finding and equipping the Tactical Vest, to fill the HP difference.

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

FORKED ROAD - 1 GREY STRANGER

Again, this one has its back turned towards Aya. Use this opportunity for some extra damage. Also keep in mind that you can sneak up on enemies by using the WALK function. This only works BEFORE combat initiates. Combat starts whenever Aya notices the enemy (= aim at it), or vice versa.

Now examine this corpse for **Penicillin**.

OBSERVATORY - 2 GREY STRANGERS

Immediately target the Stranger in front of you and cast Pyrokinesis. It should have its back turned towards Aya, which means it will receive a lot of damage. Note: you can hide behind the bench from being attacked.

Now loot the corpse to get the very useful **Tactical Vest**. Equip it and throw the Leather Jacket away, it only wastes Inventory space and there's no advantage in keeping it. Before continuing, make sure to re-attach your stuff. Especially the GPS and [P.B.] bullets. Fill the rest with Recoveries, if you want to.

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

In any case, continue onwards.

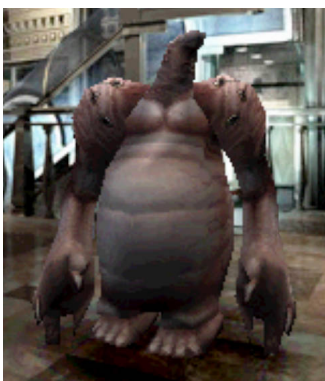
PROMENADE - 2 FATTIES

Enemy Tactics: Fatty

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

Fatties have an impressive arm range, so don't let them get too close! Also, occasionally, they will try to poison Aya by shooting acid, but this usually misses, unless you're standing in a very unlucky spot/ distance to them.

Overall, kill them from a distance, before they can reach you. In narrow rooms, feel free to use Pyrokinesis on them, which can knock them over. This is, because it counts as high "sudden damage" (the damage number appears sudden, instead of being accumulated from multiple bullets/ combos). Reliably, critical hits also knock them over. Therefore, the P08 and P229 are both extremely effective on them.



Before starting to shoot, run towards them and stop exactly where the screen transitions to a different perspective. Otherwise chances are your bullets will miss. Now empty your magazine on it, reload and empty another one. If it gets too close, create some more distance. If you're getting nervous, you can cast Pyrokinesis once for each Fatty. Now the same strategy works for Fatty number 2 - go forward until the screen transitions again, then start shooting repeat as before.

Now get the **4x [Grenades]** from the wooden stash near the escalator and examine the corpse for the **MP5A5!** Absolutely equip it (attach the M93R and load it as well).

Before we continue, I highly recommend going back to SAVE and especially **reload your ammunition**. It's actually possible to run out otherwise!

PARASITE ENERGY NOTE

If you're low on MP, consider getting **Energyspot L.1! Pyrokinesis 2** is a decent choice as well.

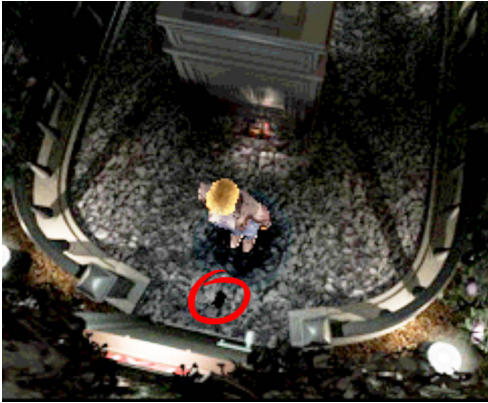
Now finally enter the Church for another cutscene.



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

ROOF GARDEN - 4 CATERPILLARS

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



BLACK CARD INFO

Much later into the game, this card will grant you access to a secret room, holding unlimited [Buckshot] and [Hydra] stashes, as well as the powerful SP12, which is the best Shotgun we can get in Scavenger Mode! On top of that, said room can be used as a shortcut. So make absolutely sure you pick up the Black Card now! If you miss it, you won't get a second chance!



Of course, before you leave, you'll be ambushed by the Caterpillar - Gang. You can also "reverse - park" your tank (Aya) into the ambush spot, this way you can quickly take shelter behind the statue without having to turn around before.

Enemy Tactics: Caterpillar

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

In Scavenger and Nightmare Mode, Caterpillars are very dangerous. They only attack by jumping at Aya. This can be prevented entirely, by never standing still. As soon as Aya remains in the same spot for too long, they start attacking. A viable technique to kill them, is to use Fire against them (Pyrokinesis, Combustion, or [Firefly] ammunition). This causes "Burnings", which kills them over time. On top of that, they tend to ignite each other. You'll often want to ignite and spread a fire before taking shelter, or running in circles, until they die.



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

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

PROMENADE - 4 RATS, 3 MOTH

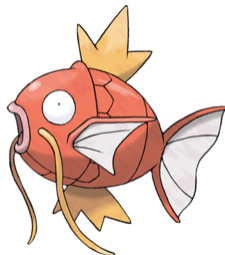
Some more easy kills. Note: You can kill the Moth by using the Flashlight (R2) on your MP5A5. Also consider using the M93R on the rats to preserve ammunition. Continue through the gate.

BRIDGE - 3 BASSES

Enemy Tactics: Bass

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

They are only encountered one time. Simply enter the code "561" to raise the bridge, then just kill them by stepping over them.



FIRE ESCAPE - 1 (X_X) STRANGER

Take it out of its misery, using the M93R, for **Recovery 2** and some EXP/BP. Go up the stairs to find another phone. SAVE your game. You could theoretically fight No.9 now, but I highly recommend going back for some additional resources!

OBSERVATORY - 2 FATTIES

First off, the MP5A5 is a better choice for this fight. If you've unlocked Energyspot, you can consider using it before attacking them. Alternatively, Pyrokinesis is also a good choice, if you're getting nervous. I suggest you kill the one closest to the camera first. The other one, close to the bench with the corpse, will ignore you, unless you step in. After killing Fatty nr. 1, run across the room to the other side before starting to shoot the 2nd one.

Note: They drop **50x[Hydra]** ammunition. We want to get some more for the upcoming Boss!

FORKED ROAD - 1 GREY STRANGER, 3 RATS

I suggest you kill the Stranger first. You can use the Flashlight (R2) on your MP5A5 to stun it. This is effective for multiple reasons, especially to get rid of the sidestepping issue. But be wary of them Rats. Sometimes, one gets interested in Aya. If you see Rats running towards you, create some distance. **Penicillin** is dropped here.

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

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

PATIO - 2 GREY STRANGERS, 3 MOTH

Kill the Moth with the Flashlight, then start shooting the Strangers / cast Pyrokinesis for the back attack bonus damage on one of them. Again, use the Flashlight to stun them (once they're turned into Aya's direction). As a matter of fact, the Flashlight makes them pretty helpless.

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

CAFETERIA - 2 ODD STRANGERS

Seems like they're cooking something up, better kill them (sorry...). Again, they can't reach you from this location. use the M93R here.

CAFETERIA HALLWAY - 1 ODD STRANGER, 4 RATS

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

Enemy Tactics: Odd Stranger

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

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



Kill the Rats last.

Re-enter the Security Room. This time use the Red Key. This will drain the Fountain, which simultaneously makes 2 Fatties appear in said area. They love water, now they're sad. Make sure you have at least 150 P.B. ammunition left. As well as some MP!

FOUNTAIN - 2 FATTIES

First off, equip the MP5A5. You'll have to step in a bit, the perspective is a bit awkward here and you won't be able to hit the first Fatty from the entrance position. I highly recommend using Pyrokinesis on it to get it down as quickly as possible, because of the small distance. The 2nd Fatty is out of screen borders, standing in the southern corner of the area. Shoot it from where the first Fatty stood.

Also note, these 2 drop 4 more valuable **[Grenades]**. These are the main reason we came her, btw. We'll hoard them for much later in the game, so make sure you pick them up!

Even if we won't use it, pick up the **Grenade Pistol** from the fountain, since we get a **Proteine Capsule** in its place after Akropolis Tower.

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

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

FORKED ROAD - 4 CATERPILLARS

It's the Caterpillar Gang again, out for revenge! Make sure to keep your distance, when shooting them. I recommend trying to burn them with Pyrokinesis, but first create some distance, apparently Aya has weird aiming issues here with Pyrokinesis immediately after the battle begins. Once you shot Pyrokinesis, start to run in circles around the map, while they ignite each other and slowly die from fire damage. Again, as long as you don't stay still, they won't jump attack Aya! **Recovery 1** is being dropped by them. Another ambush encounter takes place at the Observatory...

OBSERVATORY - BAT SWARM

Enemy Tactics: Bat

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

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



Note that we don't have Necrosis yet, but we won't need it. As soon as combat is being initiated, immediately hold "up" to run towards the escalator across to the other side, then make an AIM - turn (pressing Square to target will turn Aya around by 180 degrees much quicker than manually turning would) and start shooting. Also re-aim if you missed some bats. **50x [Hydra]** is dropped here. We should have 150 - 200x [Hydra] now, depending on whether or not you got the reward from the Shooting Gallery before.

PROMENADE - 4 CATTERPILLARS, 6 MOTH

Run towards them, stop where the camera perspective shifts (don't worry, they're sleeping). Kill them with the MP5A5. Also take out both Moth groups with the Flashlight. Now, if you want to annihilate everything, there's one last optional area with enemies, which is at Roof Garden.

ROOF GARDEN - 3 MOTH, 4 CATERPILLARS

If you still have both Penicillin, consider using one, but save at least one for No.9! Run towards the statue. As soon as you do so, the gang ambushes once again... They just won't give up... Hide behind the fence to deal with them again. Also take out the Moth with the Flashlight but DON'T stand close to them or you might get hit by their Darkness inducing dust (mind you, as long as you don't attack them, or run into them, they ignore you). If you're blinded, this could be bad, because it prevents hitting the Caterpillars. If you don't have the Penicillin, circle around until Darkness wears off (which can be hard, because the Caterpillars halt you in your track if they block the narrow path, which makes them consider to jump attack).

Now that we're done, go back to the Square to reload ammunition. Finally, run back to the Fire Escape and SAVE your game. It's time to prepare for our first Boss Fight!

HELIPORT

PREPARATION TIME

Equip a weapon of your liking. I'd strongly suggest using the MP5A5, loaded with [Hydra] ammunition. In addition to this, make sure both [P.B.] and [Hydra] bullets are **attached** to your Vest. Alongside the GPS, if you're using it (it can be helpful telling distances, but that's for you to decide), you should have 4 more slots for other attachments left. If you bought 3 Pepper Sprays, plus the one you got in Akropolis Tower, attach all of them. If you didn't bring them, attach only the one you found. In this case, also make sure you got a Penicillin attached. Fill the other 2 slots with Recovery 2 and possibly MP Boost 1 / MP Boost 2.

If you didn't spend any EXP on spells yet, Energyspot L1 or even L2 and Pyrokinesis L2 are both nice choices for this fight.

Make sure you're fully recovered and equipped and backed up by a save file before you continue.

HELIPORT - NO.9

Now run around the Heliport passage to reach a lift, which isn't accessible. Seems like someone is up there already... Run back to the beginning (mind you, you don't actually have to run the entire path to check on the lift. Just running to the first corner and back triggers the fight as well)...

BOSS TACTICS: NO.9

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

Pepper Spray Strategy:

As soon as combat starts, use Energyslot L1 (if you got it), then wait a bit until No. 9 attacks with his ignited blade (you can shoot a bit until then). After his 2 slices, he should be close enough for a Pepper Spray attack. This gives you time to close in on him (at point zero distance, the MP5A5 deals a lot more damage!), empty at least one magazine and reload.

Now quickly use the next Pepper Spray and do the same again. Do this for all 4 of them. Eventually, this should be enough to waste all your [Hydra] ammunition. Switch to P.B. now. Use Pyrokinesis to waste your MP and continue shooting, it should fall soon, otherwise, run around the corner and continue shooting.



Intended Strategy:

As soon as combat starts, use Energyslot L1 (if you got it), then wait a bit until No. 9 attacks with his ignited blade (you can shoot a bit until then). After his 2 slices, he should be close enough for a Pepper Spray attack. This gives you time to close in on him (at point zero distance, the MP5A5 deals a lot more damage!), empty at least one magazine and reload. Now use your remaining MP to cast Pyrokinesis, which will kick him back a bit as well. Continue shooting, also if you still have MP left, use Pyrokinesis again. Eventually, before he can damage you, run around the corner and slightly past the electric box and target it (but don't accidentally shoot it). Also pay close attention to your remaining ammunition. Switch to P.B. once you run out!

Now beside his blade attacks, he will shoot grenades as well, but his aim is really bad. If they do hit you, they cause Paralysis (next to Confuse, the most dangerous status disease), immediately use the Penicillin in this case! The great thing about Penicillin and also Stim is, that it also prevents statuses for the entirety of a fight, once it's been used up. Which means, additional grenades can't cause status inflictions to you anymore. Also, noteworthy is, that the Paralysis episodes are significantly shorter if you mash the D-Pad.

Now there's some timing needed for this: There are 3 of those electric boxes in total. Each of them can be targeted and shot at. Shooting it will bust a cable, which as a result deals quite some damage to No.9. However, the cable loses charge pretty soon after ripping. That's where timing comes into play: As soon as No.9 charges towards Aya, shoot the box.



If timed well, it will deal around 150 damage and shortly stun him, giving you time to shoot as well. Now run to the corner, shoot some more before he closes in. Now repeat the same process with the 2nd box, and also the 3rd one, in case he's still not defeated by that point. Mind you, the last box can be shot a second time to release gas, which deals TONS of damage. Also note that he can cut the cables himself if he attacks while passing by, but it's not a good idea to rely on it.





First off, **SAVE** your game. Also pick up another **Recovery 3** from the Medicine Stack again.

Replacement Items


You'll automatically find these "Replacement Items" in your Sedan for Equipment found in the Akropolis Mission:

- A **Belt Pouch** for the Tactical Vest;
- A **Ringer's Solution** for the MP5A5;
- A **Protein Capsule** for the Grenade Pistol;

IMPORANT NOTE

Make sure you keep at least 2 Penicillin and 1 Stim for the Final Boss! It will help out quite a bit and doesn't cost you anything but some Storage space!

Next up, I want to remind you that this is your last chance to win any prizes in the Shooting Gallery, as well as buying Items from Jodie.

Jodie's Weapon Store	
	
Weapons	
MM1	23500 BP
Ammunition	
4x [Riot]	80 BP
Armor	
Shoulder Holster	2580 BP
Belt Pouch	10000 BP
Items	
Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP
Medicine Wheel	27800 BP

- I think **Flares** are still the only worthwhile purchase, I **highly recommend getting a few of them**, but you can also buy them in other shops from now on. Buy at least 2 for now.
- If you want a free Belt Pouch, consider buying a Shoulder Holster instead of winning one.
- Also, obviously you can't afford either the MM1 or Medicine Wheel (which gives us a chance to receive the Gunblade as a drop from the 2nd No.9 encounter!) unless you've beaten Scavenger and Nightmare Mode before already.

Here are the Shooting Gallery prices again:

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

Level 1: **50x [Hydra]** ammunition
Definitely worth. Keep in mind that Handguns are going to be our bread and butter for almost the entire playthrough.

Level 2: **Ringer's Solution** Since we can't buy any Recoveries or MP Boosts, and this is the best healing item in the game, you might want to get this one.

Level 3: **Hunter's Goggles** Probably the only thing that isn't worth getting. Level 3 is quite frustrating and the reward isn't worth wasting an attachment for.

Level 4: **Lipstick** With only 10MP, you probably should consider getting it. Not to mention that it also functions as an MP healing source.

Level 5: **Shoulder Holster** Thanks to the high MP bonus it provides, this is a very nice startup Armor to have. But the Assault Suit is decent too, since that one provides you with Poison Resistance.



!!Bonus: Level 5: **Belt Pouch** If you buy the Shoulder Holster instead, and then win Level 5, you'll get a Belt Pouch instead. Consider this too, if you can afford a Shoulder Holster, since it only comes with 4 attachments.

Now consider managing your inventory:

- Stash the Assault Suit, in case you've bought/ won the Shoulder Holster.
- Also if you're using the Shoulder Holster, consider using up the Belt Pouch from your Sedan and/ or the one you can win in the Shooting Gallery from your Sedan Storage on it, since it has only 4 attachment slots.
- You can store the Tonfa Baton away too, unless you're afraid to run out of ammunition (I will remind you whenever this is a realistic problem).

Whenever you're ready, talk to Pierce multiple times and we're off to Dryfield!

TREASURE CHART





100% KILL LIST - AKROPOLIS TOWER

Legend:

Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops*

- Medicine Wheel is an item, that adds special drops to some encounters. However, in your first playthrough, you won't be able to get the Medicine Wheel until much later on CD2.

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

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

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

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

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

Trigger Point: Scene inside Church			
Roof Garden	4x Caterpillar	MP Boost 1	Recovery 1
Promenade	4x Rat, 3x Moth	-	-
Bridge	3x Bass	-	-
Fire Escape	1x (x_x) Grey Stranger	Recovery 2	MP Boost 1
Observatory	2x Fatty	50x [Hydra]	50x [Spartan]
Fork	1x Grey Stranger, 3x Rat	Penicillin	-

Patio	2x Grey Stranger, 3x Moth	50x [Hydra]	50x [Spartan]
Kitchen	2x Odd Stranger	-	-
Café Hallway	1x Odd Stranger, 4x Rat	-	-
Heliport	No.9	-	-

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

Dryfield - Day

DRYFIELD - FIRST VISIT

Check - List	
Weapons	M93R [P.B.]
Armor	Assault Suit / Shoulder Holster
Spells	Pyrokinesis L.1 / L.2
	Energyspot L.1 / L.2
Future Spells	Necrosis L.1 / L.2
	Pyrokinesis L.2
	Plasma L.1
	Energyspot L.2
	Healing L.1



As soon as you regain control, refill your ammunition at the **[P.B.] Supply Box** and **Save** at the phone.

MAIN STREET - GOAT CHASER

Enemy Tactics: Goat Chaser

HP: 200 EXP: 75 BP: 50 MP:4

Goat Chasers have one mission: ramming you. And in Scavenger Mode, that almost deals 100HP of damage. Therefore, it's important to keep an eye on HP, and to learn dodging their attacks. And in order to do so, you need to pay close attention to their behaviour. As soon as they bow down, it indicates that they will charge at you. During their initiation phase, they will keep target of Aya's position. But once they start running towards her, their course is set to a straight line.



A good strategy is, to shoot twice, then dodge, then shoot twice again. Also try to keep a respectful distance to make dodging easier.

One problem of the targeting system comes with the fact, that Aya always turns towards her enemy automatically. If the auto-turning is a problem, you can temporary cancel targeting.

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

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

Also, Pyrokinesis is always effective. At level 2, this spell has a very high chance of knocking them over. Also, the casting time is very short.

Noteworthy is also, that Necrosis can cancel their ramming attack, if the poison damage kicks in at the right timing, but this is in no way reliable.

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

This one also drops **50x [Hydra]** ammunition.

PARASITE ENERGY NOTE

Consider leveling **Necrosis** to **L1** or even **L2**. Also definitely get **Pyrokinesis** to **L.2**.

Further down the road, **Plasma** will become very useful.

ROOM 2 - 2 ODD STRANGERS

You can shoot offensive spells through the wall. A good strategy is to run towards the NW corner with the shelf, behind the bathroom. They will get caught up by that wall and you can kill them by casting **Necrosis** through the wall and wait for them to die. Alternatively, you can try to lure them into a position where the bed blocks their path, but this isn't very easy. Also, **Pyrokinesis** works if you don't have **Necrosis** yet. Before you leave the room, check the Shelf behind the corner - twice - for **Penicillin** and the trash can inside the bathroom - also twice - for **Recovery 1**.

Now go to Parking. Check the dumpster for **10x [Buckshot]**. Now enter the Public Toilet.

PUBLIC TOILET - GREY STRANGER

Should be simple enough to kill. Proceed to Driveway next.

DRIVEWAY - BAT SWARM

Here, as soon as you check the well, you'll be ambushed by some bats. While not necessarily challenging, getting through this without taking damage is a bit harder. They'll appear in multiple groups. You can try to hide at the entrance gate. The bats will get caught up at the corner, this gives you some space to shoot them before they can reach you. Furthermore, they leave behind a "**Combat Light**".

Consider going back to SAVE and reload ammunition now.

Now check the wooden box in the back - twice - to find **Recovery 1**. Finally, enter the door to reach the Factory.

I assume you know what to do here. Activate electricity, then raise the car, turn it, lower it. Now, there is **[R.Slug]** ammo in the car trunk. Be sure to get it, **R.Slug** is limited (we only get to use the amount that we'll find throughout the game) and will become very useful much later on - which also means you must not waste a single shell until then. Anyways, after you picked it up, open the gate and press the switch. Now turn the car again and meet Mr. Douglas in the Garage, who will hand you **Motel Key No.6**.



NO TIME FOR A BREAK

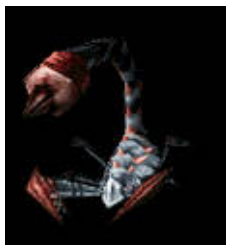
MAIN STREET - 6 SCORPIONS

They will pop out of the ground as soon as you run across the area. Note: You can prevent the ambush encounter by staying on the narrow walking path surrounding the area.

Enemy Tactics: Scorpion

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

Scorpions always appear in groups, but leave Aya alone unless they ambushed, Aya gets too close or starts to shoot at them. If you're being followed, you can shake them off by running away, and keep running away. Eventually, they will lose interest and turn around. Note, that this is very hard to achieve in small spaces.



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

Note that Scorpions will also leave green slime behind as they die (unless you're using a Shotgun). Touching it causes damage and inflicts poison.

An effective method of dealing with Scorpions are Combustion and Plasma. Otherwise, take them on one by one, but make sure you never accidentally hit more than one of them at a time.

Later on, you can use the PA3 or SP12 as well, to take care of them with [Buckshot], which again, prevents the poisonous goo from appearing after they die.

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

Now, before you decide that you need Combustion or Plasma, consider getting Pyrokinesis to level 2, because you'll run into some challenging encounters with Goat Chasers soon. As well as Necrosis to L1 or L2. Also, these Scorpions will drop a **Penicillin**.

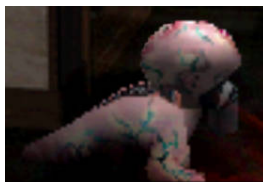
Return to the Gas Station in order to SAVE and reload [P.B.] ammunition. Also I recommend stashing some Items for Inventory space.

ROOM 1 - 2 SUCKLERS

Enemy Tactics: Suckler

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

They will try to get close to Aya, before eventually exploding, which of course, deals damage. They also explode if you shoot them, so try to kill them before they get too close, or create some distance before killing them. Also, they only have 1 HP, so don't waste precious ammunition types on them. Also note, that it is possible to damage nearby enemies from a Suckler's explosion. This can come in handy quite a few times later on.

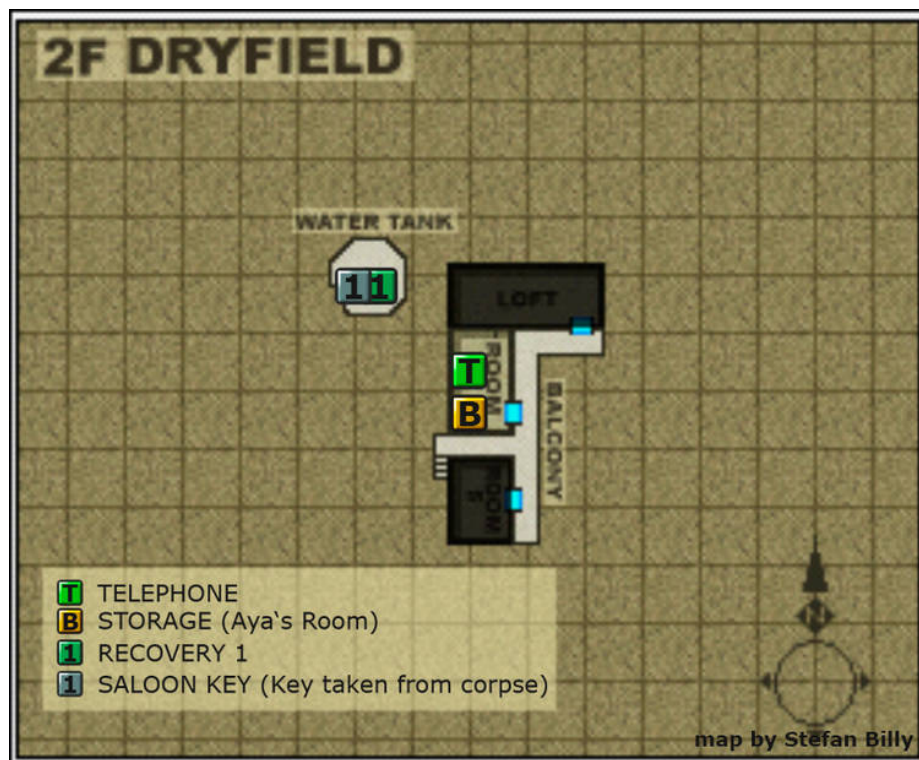


The room seems to be empty. That is, until you enter the toilet, which triggers their appearance. Run back around the corner and quickly target + shoot the 2 Sucklers before they close in on you. You'll receive a **Flare** for killing them.

Before you continue, I recommend getting **Pyrokinesis to L2!**

PARKING - 2 GOAT CHASERS

Slowly step in, as soon as the perspective changes, stop. Both Chasers are asleep for now. This narrow area is especially hard to dodge in, on top of facing off against 2 of them. I suggest shooting Pyrokinesis 2, followed up with some [P.B.] bullets to kill it before the other one appears. The 2nd Chaser usually makes an entrance by trying to ram Aya, so stay cautious. If you bought some Flares before, using one here isn't such a bad idea, but consider saving one or more up for later. Now go upstairs.



BALCONY - 3 ODD STRANGERS

They're very slow, and the M93R should be sufficient. A very viable strategy is, to run past the one to the north, towards where the double door is located. If you stand in the northeastern corner, all 3 of them will - on top of being slow - also get caught up by the parapet. This gives you plenty of time to take care of them.

Inside Aya's Room, you can **Save** as well as use another Storage, which has **50x [P.B.]** as well as **2 Stims**. However, I recommend going back to **fully resupply on [P.B.]** because it will be a while before we can get some more and there is a realistic chance of running out before! Also make sure you've brought the **FLARE** that we've found before!

When prepared, go to the balcony and take the ladder down to the goat petting zoo.



WATER TOWER - 11 GOAT CHASERS

This isn't nearly as bad as it seems. First off, these ones have lowered defense. Furthermore, they only show up in groups of 2. At no point will you fight more than 2 at the same time. After killing the first 2, continue around to find a panel, which controls the electric gate across to the other side. Now as you know, the gate closes after a while, and you'll have to try again.

Here's the thing though - every time you open the gate, 2 Goat Chasers will appear. If you kill them, or one of them, you lower the total amount of Chasers. You can do this multiple times, until only 2 or 3 of them are left. At this point, the way to the gate is unprotected. The great thing is, that the chasers on that path won't attack unless you get in front of them. And since you can shoot through the fence, you can kill them without them even reacting. This leaves only 2 or 3 of them at the end, when facing off against them inside the fenced in area.

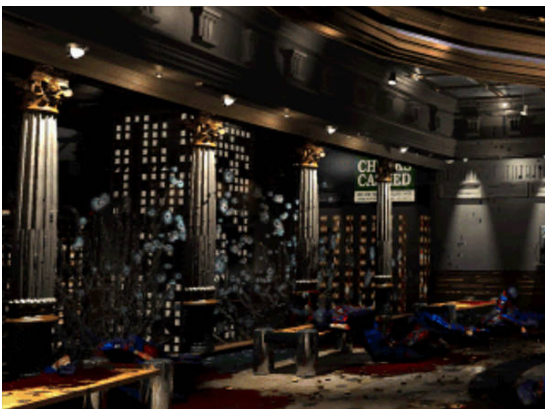


I advise against trying to run past them, it's very hard to dodge and also you'll have to fight the remaining 6 of them in small space, 2 at a time.

Now once inside the enclosed area, depending on how many Goat Chasers you've killed so far, 2 to 6 more will appear. They take a lot more damage while digging their way in. This is also a good time to cast Pyrokinesis, but the time window is very short. Also you'll recover 32 MP after this fight, so don't worry about wasting your MP.

You'll receive **Recovery 2** for this fight. After the fight, go get the "**Key Taken from Corpse**", as well as the **Recovery 1**, also don't forget to re - open the gate below.

Also note, if you check the corpse again, Aya informs us that she stinks. This game has a habit of informing us about Aya's bad smell on multiple occasions.



WATER TOWER - 5 SCORPIONS

As you go back down, you'll be ambushed by another group of Scorpions. Quickly run through the gate and shoot them through the fence (don't stand too close, they CAN attack through the fence as well). Now continue to the Bar.

BAR STORAGE - 3 MINDSUCKLERS

Enemy Tactics: Mindsuckler

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

Mindsucklers always hang from the ceiling, and wake up as soon as Aya gets close, or makes noise (or attacks them, obviously). Once they are awake, they'll fly towards Aya and try to sting her. This can be very hard to avoid, which is why we usually try to shoot them down beforehand. Now, they won't die

immediately, but instead lose their ability to fly. Which makes them quite harmless. Therefore it's always better to ignore those that are down already and focus only on the flying ones. However, Aya has a habit of targeting the closest target, which usually is a Mindsuckler that you've already shot down, instead of the immediate danger (which would be the other flyers). Therefore, it's often easier to use spells that hit multiple targets, such as Necrosis and Plasma. One more thing: Flares are very effective, because they will make all Mindsucklers in an area fall down and become pretty much helpless. And since we can buy Flares in Scavenger Mode, I highly recommend abusing their existence. Combat Lights work too, but only if they are already awake (eyes open), also unlike with Flares, they won't stay on the ground and start flying again after a short while. Not to mention the way smaller range (as compared to 100% range ;)), therefore I think it's worth investing the extra 50BP to use Flares instead.



Here, if you have it, you can try casting Necrosis, but pay attention to your GPS (try to aim at the middle Mindsuckler) and it should take out all 3 of them. Otherwise, use your M93R and maybe your Combat Light. Conveniently, they will drop you another **Combat Light** as well. Now check the storage for the **Magnet** and **Recovery 1**. Also make sure you've attached the Flare.

BAR - 5 MINDSUCKLERS

As soon as you come across the bar corner, you'll see them hanging from above. Wait until they start flying before using a Flare. Then just kill them with the M93R. If you don't have a Flare, consider using a Combat Light (but only once they woke up and only if they're in front of you). Also in that case, combining [Hydra] with Energyspot to kill them as quickly as possible might be a good idea. Check the refrigerator next to it for a **Cola**. Then unlock the door to Parking.

PARKING - 1 GOAT CHASER, 6 SCORPIONS

Take out the Goat, but be wary of the Scorpion ambush that takes place right after. Create some distance, usually after a while they forget what they were doing and stop following Aya. Plasma also works nicely if you're getting overwhelmed by them (if you've unlocked it and can spare the MP for multiple casts). **50x [Hydra]** are rewarded for this fight.

MAIN STREET - 2 GOAT CHASERS

They're asleep, so if you need to reload, you can bypass them without waking them up. In any case, take them out when ready, preferably using Necrosis or Pyrokinesis. Also you can use the fences to your advantage, but they're rather buggy and often a chaser clips into them, which means you won't be able to shoot it.

At the Gas Station, **reload, stash unneeded stuff and Save**. Also if you still have a spare **FLARE** (which you should, if you followed my advice before), make sure to bring it along. Go back to Parking and take the stairs to the Balcony.

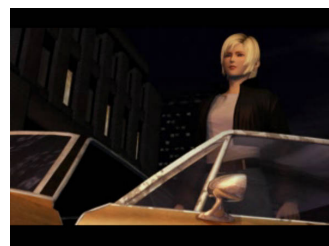
BALCONY - 6 SCORPIONS

This might be a good time to get **Plasma** to **L.1** because these are the types of battles that can go south rather quickly, if you accidentally get attacked by more than one enemy. Take care of them one by one and pay attention to never hit multiple at once. and enter Aya's Apartment, to reach the Water Tower from here. This time, take the Back Alley to the northeast.

BACK ALLEY - 1 GOAT CHASER

As you approach the door, another Goat falls down from above. Quickly cast Pyrokinesis and then kill it with bullets.

Mr. Douglas tells you via Intercom that you need to let yourself in. Unfortunately it's locked. Check the recess next to the door and use the **Bottlecap Magnet** to fish for the "**Factory Key**". This can be a bit frustrating. You need to navigate the Key into the upper right corner to reach it, then use it to unlock the door. You can also unlock the door to the Driveway again from here (only from this side).



Make sure to attach the Flare, then enter the Garage.

When done, enter the Garage

GARAGE - 5 MINDSUCKLERS

2 are right above the door to your left, 3 more are behind the car in the more open spaced area. This can go south really quick, if you let them close, because you won't get an easy chance to reload, thanks to the animation canceling of their attacks. A simple Flare will turn this into a breeze though. If you don't have any Flares left, try a Combat Light at least (but only after they woke up and also when they're in front of you). Finally, if you don't have a Flare, also consider combining [Hydra] with Energyspot to kill them as quickly as possible.

MR. DOUGLAS

We finally reach the Trailer.



Mr. Douglas' Trailer



Weapons

P08	680 BP
Grenade Pistol	1680 BP

Ammunition

50x [9mm P.B.]	30 BP
Batteries/ Fuel	Free

Armor

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

Items

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

As for the stuff you absolutely should buy:

- **Flares** are still very valuable. Always make sure to have 1-2 spare ones.

- The **Grenade Pistol** and at least ~5x4 **[Riot]** ammo (you can buy more later on). You only have Riot Grenades available at this point, but trust me, they become very useful. Also make sure you buy this now or have at least the **P08**, as well as a **Pepper Spray** and some **Flares** for the upcoming "Greater Stalker".
- The **P08**. I can't stress enough how important this weapon is during a Scavenger Mode run. It has a 1/3 chance to deal critical damage, which means it knocks over most enemies to an almost reliable extent. The big magazine (especially with the Snail Magazine attached) will allow us to kill many enemies without

having to reload. This weapon will make your time here much, much easier! However, we won't need it immediately. If for some reason, you don't have enough BP, save buying the P08 until later and get at least the Grenade Pistol for now.

- **Flares** are still very valuable. Always make sure to have 1-2 spare ones.

As for the **PASGT Vest** - It adds more Attachments and also recovers HP after every fight. On the downside, it doesn't have the Assault Suit's protection from Poison and it adds zero MP. At this point in the game, MP are way more important than HP, which is why I can't recommend it, but if you prefer using weapons instead of spells, maybe this is for you instead.

Note: Armor has no defensive values in this game. You take as much damage with the Assault Suit, as you'd take when wearing the PASGT Vest.

PARASITE ENERGY NOTE

If you're running low on Recovery 1s, consider getting **Healing L.1**. It's MP cost is very expensive at this point, but since we don't have any natural HP recovery (unless you bought the PASGT Vest), it's a good way to get some HP back if you're at full MP and the battle MP rewards would otherwise go to waste.

SCREAMS

Whenever you're ready, ask Mr. Douglas about "**the Shelter**". Now don't forget to **SAVE your game** before eventually stepping outside to continue with your quest. Also keep the M93R equipped for now. Unfortunately, the P08 isn't very effective on Scorpions and Mindsucklers.

JUNKYARD - 4 SCORPIONS

Flint leads the way to **the Rope**. Unfortunately, some Scorpions ambush Aya, when you do. They want that Rope too. Shoot them down from a safe distance.

Also don't forget to pick up said **Rope**.

GARAGE - 3 MINDSUCKLERS

Since there's only 3 of them, this shouldn't be too bad. Just kill them with the M93R.

Now **unlock the door to Driveway**, then go back to the Gas Station to **replenish ammunition and Save**.

Now when ready, enter the Main Street to clear out Room 1 and 2 once more.

ROOM 1 - 1 ODD STRANGER, 4 SUCKLERS

This makes a good test for the P08, so equip it if you want. Immediately hit the Sucklers as you enter, before they can get too close. The explosions should also hit the Odd Stranger. If you're unlucky with the critical rate, the Odd Stranger might reach Aya before getting knocked back, taking shelter behind the bed might help in this case. Another suckler can be found in the bathroom.

ROOM 2 - 2 MINDSUCKLERS, 4 SUCKLERS

Take out the Flyers first, then take out the Sucklers. Try not getting too close to them. Plasma works exceptionally well here too, but isn't necessary. Go to Parking and enter the Toilet.

PUBLIC TOILET - 7 SUCKLERS

Aim and shoot from where you enter to prevent being hit by an explosion. Another one is dangerously close around the corner. Alternatively, Plasma (or Necrosis) through the wall work exceptionally well (align yourself with the yellow dots using the GPS) to cause a blood bath chain reaction. 21 MP recovered, so it's a good MP source too.

Continue to the Bar Storeroom.

BAR STORAGE - 2 MINDSUCKLERS, 5 RATS

If you're quick with your "aim - shoot - re-aim" technique, this shouldn't be a problem. You can try an unarmed Necrosis too.

WATER TOWER - 7 SCORPIONS

Kill the lonely Scorpion through the fence - but what's this? An ambush! Oh noo! You probably killed a beloved member of the family! Consider equipping and loading the M4A1 before you continue.

Note: Consider **saving** in Aya's Room before you proceed. Also consider filling up your MP.

BACK ALLEY - 7 SCORPIONS

Same situation, kill one, get 6 more. But this time it's really crammed. Spamming Plasma is very effective here, but the timing needs to be well and you'll need 4 casts or 24MP to kill them, therefore consider combining it with Grenade Pistol + [Riot]. [Riot] and Plasma make a great combination here, because the stun from Plasma gives us some time to reload, if needed!

THE WELL



Now once you're done here, go back to Save, reload and for Inventory management. Bring the Grenade Pistol or a Pepper Spray and level Necrosis to 1 if you haven't yet. On a sidenote, I mentioned this before but just to remind you: you can use [Hydra] instead of the M4A1 every once in a while, if you want to. You know, just to save some BP you'd otherwise be spending on [5.56 Rifle].

When ready, go to Driveway and stand in front of the Well. Use the **Wire Rope** from the Key Item menu to get access.

WATER HOLE - BAT SWARM

Bats sleep on the wall around the corner. Either ambush them by shooting and quickly re-targeting, or kill all of them together with Necrosis or Plasma.

Consider running back to save your game. Also, you'll want to buy the **Grenade Pistol** now, as well as some **[Riot]** ammunition, if you haven't yet. Alternatively, get some Flares and a Pepper Spray.

Continue to the next room, but DON'T go south. Instead, run straight north and activate the light - switch. Now leave the room carefully back to where you came from (step too far south and you'll trigger a "greater" fight). Back in the Water Hole, check the crumbling wall for a **Protein Capsule**. Now equip the Grenade Pistol and LOAD IT(!) with [Riot]. Obviously, buy it if you haven't yet. If you lack the money, consider attaching a Pepper Spray instead.

UNDERPASS - GREAT STALKER

Greater Enemy Tactics: Great Stalker

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

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

The Guerilla Tactic:

This is almost mandatory for Scavenger and Nightmare Mode, since it can deal almost a 100 damage with a single hit in Scavenger Mode, and instantly kill Aya in Nightmare Mode. As soon as the fight starts, use either the Grenade Pistol with [Riot], or a Pepper Spray to stun it (this is only to avoid damage, if you don't mind taking a hit, there's no need for either approach). Now quickly cast Necrosis and run away, around the corner, with a very respectful distance to it, next to the niche with a door leading to the Cellar (don't enter or it counts as fleeing). Aim at it and shoot more [Riot], but be aware of the fact that it WILL be quick enough to reach Aya eventually. Also try keeping Necrosis alive. In any case, don't risk anything, take shelter inside the Niche as soon as the Stalker gets closer. From this position, it can't harm Aya. But Aya also can't target it. You can still see its silhouette wandering around. I recommend using this place to reload and shoot unaimed [Riot]. Necrosis should prevent it from staying on the ceiling. As soon as it goes down, you'll receive a well deserved Protein Capsule.

The Brave Tactic:

Start off by shooting it with either a [Riot] or Pepper Spray. Follow up with Necrosis, then create a very respectful distance and keep shooting with the P08 and [Hydra] ammunition. If it catches up, use another Pepper Spray or a Flare. Note - Flares work well on distance, but Pepper Spray works instantly, which is why I recommend using one at the start of the fight.



A well deserved and great reward in form of a **Protein Capsule** and **10x [R.Slug]** are dropped after the fight. Activate the 2nd light switch near the eastern ladder. Consider going back to **SAVE**. Also don't forget to equip back to the M93R!

CELLAR - 2 RATS, 8 BATS

The Bats can be a bit hard to avoid, but their damage isn't too dangerous, just shoo them off. Shoo! Plasma can be effective too, if you're surrounded.

Now check the Cabinet behind the Table 3 times for a **Snail Magazine** inside. Immediately attach it to your P08 to increase magazine size to a whopping 32 rounds. A **Flare** can be found inside the Wooden Box in the background.

Important Note: Both switches should be turned ON. Also, there's one more up the ladder, but it's already set to ON. This is important for later!

Now take the ladder to reach the General Store.

GENERAL STORE - 5 BLOODSUCKLERS

Enemy Tactics: Bloodsucker

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

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



If you don't want to take damage, your initial location won't cut it. You can run back a few steps and shoot from there though. You get another **Flare** for this fight. Also, the wall of refrigerators contains 2 items along the path. A **Cola** (west) and **Recovery 3** (east) respectively. Now **unlock the door to the Gas Station**. As always, **save, resupply and stash crap**.

BACKSTREET - 2 GOAT CHASERS

We haven't seen those for a while. Not that we've missed them. This is again, very narrow, so I recommend using a combination of Plasma, to first stun them, and then Necrosis, to poison both at once, while they're down. Alternatively, Pyrokinesis 2, to get them down ASAP. You can use the P08 on them if you want to, but it makes not much of a difference, since critical hits won't knock them over (don't worry, the weapon becomes extremely useful very soon!). Note that [Riot] can indeed stun them, but with 2 Chasers, it might be hard since you'd need to capture both within the same shot to make reloading times less dangerous.

Check the barrels to the far east TWICE for your first **10x [Firefly]** ammunition.

BOUTIQUE - 1 MINDSUCKLER, 2 BLOODSUCKLERS

Easy kills. Check the cash register TWICE to obtain a **Belt Pouch**. Use it if you want to.

Leave and enter the building adjacent to this one. Here, check the dresser in the back, more specifically, the bolts to its side. Do this until it clicks with Aya that she needs a **wrench**. Go back to Mr. Douglas, ask him about a wrench, then go to the Garage and pick up a **Monkey Wrench** from the shelves in the background.

Before we continue, it might be wise to follow our ritual of **resupplying, stashing** and **saving** the game.

PREPARATION TIME

Make sure you have **1 - 2 Flares for after the Boss!** Also make sure you bought the **Grenade Pistol** and carry a good supply of **[Riots]** by now, also for after the fight!

Equip the M93R, loaded with [P.B.] and attach some MP Boosts. 1-2 should be fine, if you can spare them (otherwise, the fight just drags on, but it's not particularly hard). Make absolutely sure you have Pyrokinesis L.2. Finally remove the bolts using the **Monkey Wrench** from your Inventory and enter.

DILAPIDATED HOUSE - NO.9

BOSS TACTICS: NO.9 (2nd Encounter)

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

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

You should run to the corner to the right (screen-wise) as you enter, and from there, start shooting. Note that whenever he does attack, he



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

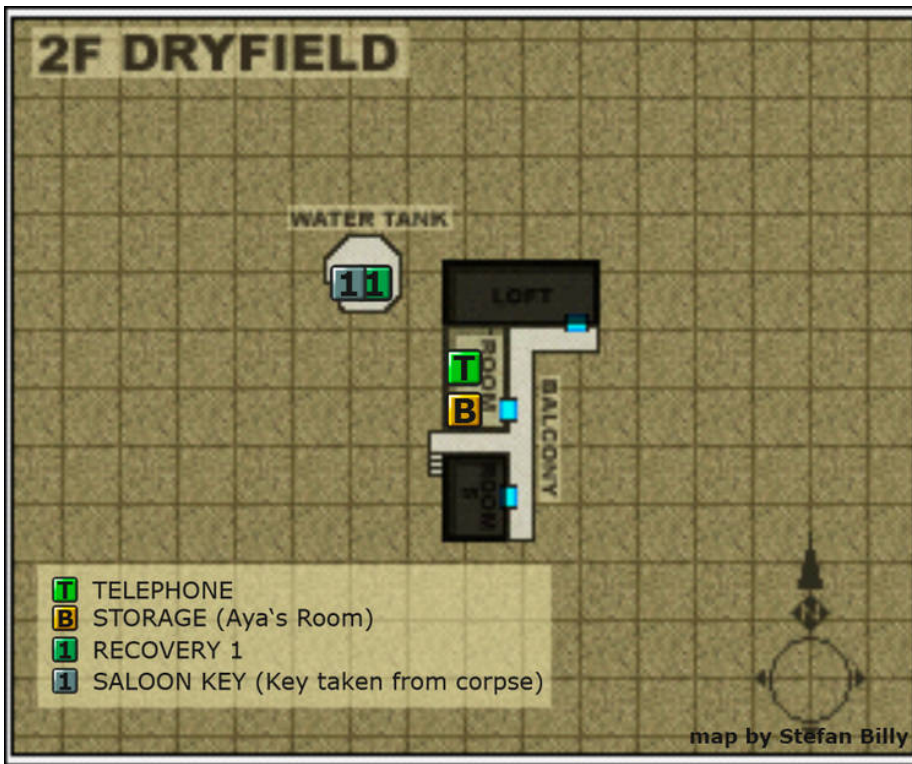
Note that later on, he starts to misinform us by starting but not executing attacks, therefore it's wise to wait until you see him lunge forward, before casting, or you'll waste MP!

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

After beating No.9, you're rewarded with a change in atmosphere. Dryfield at night. (And a Gunblade, if you had enough BP to buy the Medicine Wheel at the beginning - which is impossible unless you've already beaten Nightmare Mode before).

TREASURE CHART





100% KILL LIST - DRYFIELD - DAY

Legend:

Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops*

- Medicine Wheel is an item, that adds special drops to some encounters. However, in your first playthrough, you won't be able to get the Medicine Wheel until much later on CD2.

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

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

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

Trigger Point: Trailer Conversation			
Junkyard	4x Scorpion	-	-
Garage	3x Mindsuckler	-	-
Back Alley	7x Scorpion	-	-
Water Tower	7x Scorpion	-	-
Bar Storage	2x Mindsuckler, 5x Rat	-	-
Public Toilet	7x Suckler	-	-
Room 1	1x Odd Stranger, 4x Suckler	-	-
Room 2	2x Mindsuckler, 4x Suckler	-	-
Water Hole	Bat Swarm	-	-
Underpass	Great Stalker	Protein Capsule, 10x [R.Slug]	10x [Firefly]
Cellar	2 Rats, 8 Bats	-	-
General Store	5x Bloodsuckler	Flare	-
Backstreet	2x Goat Chaser	-	-
Boutique	1x Mindsuckler, 2x Suckler	-	-
Dilapidated	No.9	-	Gunblade

Dryfield - Night

NIGHTFALL

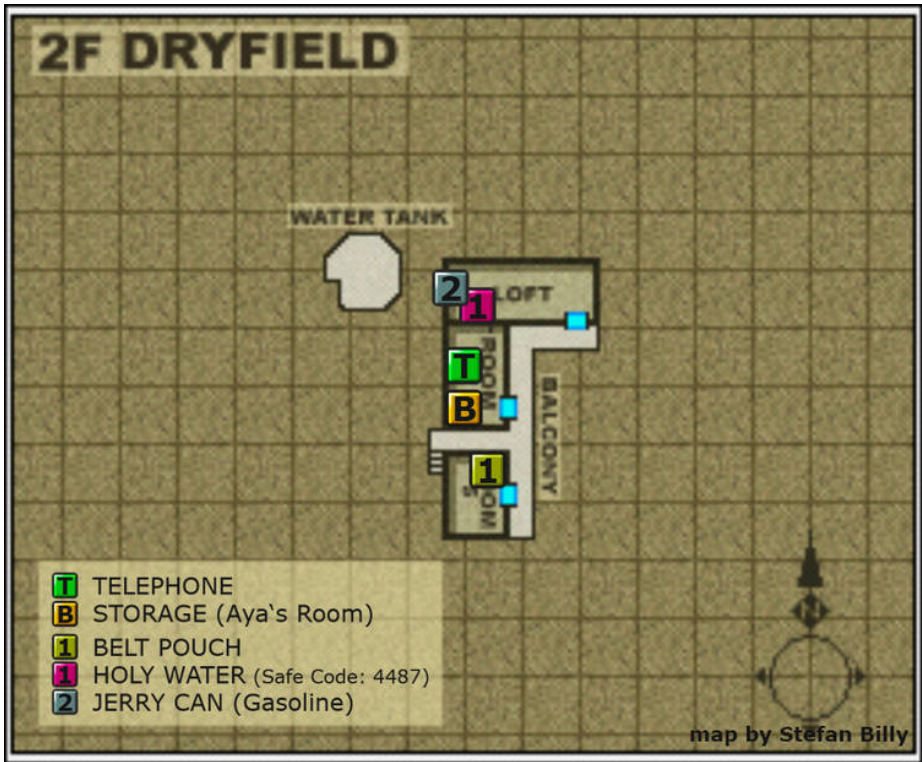
Check - List	
Weapons	M93R [P.B.], [Hydra]
	P08 [P.B.], [Hydra]
	Grenade Pistol [Riot]
Armor	Assault Suit / Shoulder Holster
Spells	Pyrokinesis L.2
	Necrosis L.2
	Plasma L.1
	Energyshot L.1 / L.2
	(Healing L.1)
Future Spells	Necrosis L.3
	Energyshot L.2 / L.3
	(Antibody L.1 / L.2)
	(Healing L.1 / L.2)

Additional Notes:

- **Necrosis L.3** is **very important** for the Burner Boss Fight!
- We own [Grenades], but they are stored away for much later in the game.

- Spells in () are optional, depending on your personal preferences and abilities to survive without taking too much damage.





BACKSTREET - 6 SCORPIONS

Again, killing 1 will make some more appear. Kyle isn't too much help btw.

WAREHOUSE - 2 SCORPIONS

BOUTIQUE - 4 MOTH

GENERAL STORE - 4 MOTH

I skipped over tactics here, it's so simple that it'd be a waste of space. Still consider killing them for some free EXP/BP.

GAS STATION - 12 SCAVENGERS

Enemy Tactics: Scavenger

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

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



So, how are we going to deal with them? First off, they're very easy to stun. Combat Lights and Flashlights both work, Flares again, are your best option. Furthermore, [Riot] can be very effective, if they're crammed together, as it stuns them for quite a long time. But reloading the Grenade Pistol takes a while, so if you miss one or more of them, it can be dangerous. [Buckshot] works too, for hitting multiple of them and also knocking them over, but you don't have a Shotgun until later on.

Finally, it's also possible to knock them over if they're jumping at Aya, but pulling this off takes beyond precision, if not pure luck.

Take them out from a distance, preferably using the M93R, while using Kyle as a meat - shield. The M93R should be sufficient. **Recovery 2** is received for this.

Important Note: They also broke the Telephone, so your only chance of saving the game for now is either in the Trailer or Aya's Apartment. Keep in mind, if you die now, you'll have to restart pre - No.9, so be extra careful!

Don't forget to **resupply [P.B.]** and whatever else you need though.

Also make sure to bring at least one Flare, and/ or the Grenade Pistol with some [Riots].

MAIN STREET - 1x GOAT CHASER, 6x MOTH

Kill the Chaser first. Like I mentioned before, Moth don't attack until harm them, so they can be ignored until after the Chaser is dead. Now go to Parking and DO NOT go any further than the stairs or you'll get ambushed. Instead head up to the Balcony.

BALCONY - 5x SCAVENGER

The Grenade Pistol with [Riot] works well here, but it can go south if you miss one of them when they're close. And you don't want to die 1 fight away from the telephone. To be on the safe side, consider using the Flare instead, before shooting their stunned bodies down with the M93R.

Note: You can lure them into falling off the Balcony, which kills them. However, this is very hard to pull off.

After the fight, go to Aya's Room and finally **save** your game. Now let's clear a path to the Trailer. Head down the ladder.

PARASITE ENERGY NOTE

Above all, I recommend getting **Necrosis to L.3**. Also **Energyspot at L.2** or even **L.3** might be a good idea. **Plasma at L.2** or **L.3** also is a lot more useful with the increase in range.

WATER TOWER - 3 SCAVENGERS, 6 MOTH

The safest option is directly running into the fence in area and shoot the Scavengers from there. Usually they won't find a way around the fence. Lastly kill the Moth.

BACK ALLEY - BAT SWARM

They sleep on the wall, silently walk closer to take them out all at once with Necrosis, or shoot them with [P.B.], if you're feeling gunsy (?). Continue to Driveway.

GARAGE - 4 SCAVENGERS

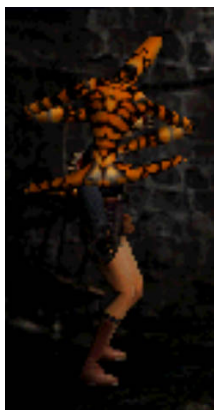
WALK up to them - once you aim, you can't walk anymore, so don't do that until you see them (they're in the corner in the big spaced area). I recommend using [Riot] (don't aim at the closest one though), but you can also try poisoning them with Necrosis and then hide behind the truck.

JUNKYARD - 2 STALKERS

Enemy Tactics: Stalker

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

Very, very dangerous in Scavenger and Nightmare Mode. Stalkers are able to become invisible, and often ambush once you either get close, or killed its friends. [Firefly] and fire-spells in general are very effective on them. A great weapon are also [Riot]s, because the stun time is quite long, but consider switching weapons after stunning them, so you save some ammunition. However, the P08 by itself, too can take them down before you need to reload, which is a very dangerous task around them. The P08 also holds them in place long enough, to prevent being hit. The thing with their attack is, that its animation is canceled, whenever they take damage. But if you stand too close, they might break free just long enough to hit Aya. If you're unlucky, they might try jumping at Aya and bite her (like in the Screenshot). To shake it off, mash the D-Pad.



The 2 here are more dangerous though, because they attack from both sides. I recommend to quickly stun the one in front of Aya with a [Riot], then immediately run towards the Trailer to reload, now stun the second one as well. From there, you can easily kill them. Another **10x [Firefly]** is dropped here.

Now enter the Trailer. Ask Mr. Douglas to lend you his car to receive the **Lobby Key**. Don't worry, the only new encounter here is in the Garage. It does trigger the best background music in the game, though.

Needless to say, get the P08 if you haven't yet. Also make sure you're well supplied with [Riot]s and Flares. Finally, consider **saving your game**.

GASOLINE BLUES

GARAGE - 3 STALKERS

The 2nd and 3rd will appear after the first one dies. However, they are still hidden on the map and can be located. In any case, kill the first one either by shooting it with the P08, which should be sufficient, or use the Grenade Pistol with [Riot] to stun it, and then shoot it with the M93R. Once the other 2 appear, try capturing them both inside a [Riot] explosion to stun them, then switch to the M93R to kill them.

DRIVEWAY - BAT SWARM

These aren't sleeping. You can try immediately running towards the gate to Main Street, from there make an aim - turn and quickly shoot them. Or immediately shoot Necrosis WITHOUT aiming, as soon as you leave the Garage, kill the survivors with [P.B.].

Now let's clear out the rest of Dryfield, before entering the Lobby. Go to Main Street first.

ROOM 1 - 3 SCAVENGERS, 2 BLOODSUCKLERS

If you aim at the one in the middle/ directly in front of Aya, [Riot] will surprisingly damage and stun all 3 of them though. After killing them, take out the Sucklers with [P.B.]

ROOM 2 - 6 BLOODSUCKLERS

Immediately aim and shoot the 2 in front of you, before they can damage Aya. The rest can be dealt with by using [P.B.] as well, although the ones in the toilet require a trickier perspective from outside to kill. You can also try shooting Plasma/ Necrosis through the wall, since you'll recovery quite a bit of MP after the fight.

PARKING - 4 SCAVENGERS

Ready the Grenade Pistol for this. They ambush once you reach the toilet. [Riot] stuns them all at once. **Combat Light** is their treasure. Makes you wonder why they usually keep Items they don't actually like.

PUBLIC TOILET - 6 BLOODSUCKLERS

Go around the corner. As Aya notices them hanging from the ceiling, turn around quickly to create some distance, then shoot them with [P.B.]. This fight replenishes a lot of MP too. **Recovery 2** is dropped here (never question where this stuff actually comes from).

BAR - 2 BLOODSUCKLERS

They appear once Aya enters the toilet. Again turn around and create some distance if you don't want to be damaged. **MP Boost 2** is dropped.

BAR STORAGE - 2 SCAVENGERS, 5 RATS

[Riots] work well here, although one could argue that's overkill for Rats. Plasma also does a great job. Using bullets only, you'll probably get hit by the Scavengers though.

I recommend going to **save** at Aya's Room. Also, if you're running low. **reload [P.B.]** at the Gas Station.

Now go to Driveway and enter the well. I saved this for last because the helpless enemies down here can be used to replenish MP.

WATER HOLE - 1 STALKER

This one just shoot down with the P08. Use Pyrokinesis if you want to. We get some free kills with MP recovery coming up. Also, **10x [Firefly]** is dropped.

UNDERPASS - 5 SCAVENGERS

CELLAR - 5 SCAVENGERS

If you turned on the lights before, like I told you to, those Scavengers won't pose a threat. They are afraid of light and won't move, even if being under attack. Put them out of their misery. Now return to the Gas Station, **reload [P.B.] and stash stuff**. Then go to the Lobby, which is where the red dot on the map appears.

KEY MASTER

Open the Lobby with your new "**Lobby Key**". Enter **#3033TOTAL** in the cash register for the **Bronco Masterkey**. Which allows us to finally enter every locked door in Dryfield. It also triggers a new wave of enemies, on top of those we'll find in the unexplored rooms. Also **save** before leaving.

BALCONY - 2 STALKERS

They will attack one after another, so you shouldn't have any troubles taking them out with the P08 only. Let's go to the Loft.

LOFT - 3 STALKERS

So the first thing of concern is the **Safe** in the corner. In any case, the yellow **Gasoline Tank** will trigger the enemy encounter, so don't do that for now.

This Safe is asking you for 4 digits. Enter **4487** to get **Holy Water**.

Occult Items

If you didn't know from previous playthroughs, here's an introduction to how they work:

There are 4 "Occult Items", all of them are hidden arguably well. Attaching them will add bonus effects during combat. The Holy Water lowers damage taken by 25%.

Then, the Ofuda will increase her P.E. damage by 50%.

The Skull Crystal will increase your bullet damage by 25%.

The Medicine Wheel adds valuable bonus items after fights.

Don't accidentally use them up though. This can be done too, and will instead level a spell by 1, depending on multiple factors.

First off, each of the 4 Items has its own elemental affinity. They will level up the least EXP requiring spell of their respective element. Holy Water levels up a Water spell, Ofuda levels up Earth, Skull Crystal levels up Fire and Medicine Wheel levels up Wind. Obviously, if you plan on using them instead of spending EXP, only do this much later, when it's actually worthwhile, regarding the EXP cost of 3rd spells. Also, I can't recommend doing so with any of them, other than the Medicine Wheel, right before the final boss.

In any case, after receiving and attaching the Holy Water, and also attaching a Flare or equipping the Grenade Pistol, reach for that evil **Jerry Can**, to initiate a jump scare.

These are more dangerous as they'll attack you together. Use the Flare as soon as the fight starts to stun them for quite some time. Now I recommend using Necrosis on 2 or all of them, before starting to kill them with the M93R or P08. Alternatively, you can stun them with [Riot] and then casting Necrosis on them.

Recovery 3 is your reward for this fight. Now leave and enter the southern Room 5.

ROOM 5 - 3 MOTH, 2 ODD STRANGERS

Immediately use an un-aimed Necrosis as you enter, to get rid of the Moth and also poison one of the Strangers. The P08 again, is working great for this, but if you're unlucky with the critical rate, or the 2nd Stranger realizes how to get through a door portal, consider using Pyrokinesis. Now check the shelf - twice as always - for a **Belt Pouch**.

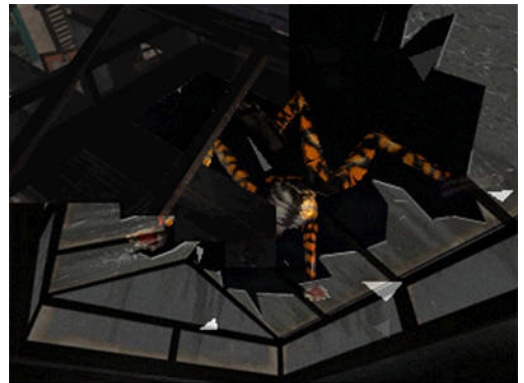
Now **save** in Aya's Room. Then return to the Gas Station.

GAS STATION - 2 STALKERS

Take them out with the P08. **Manage your inventory** and **reload [P.B.]**.

Important Note: Don't use the **Jerry Can** on the Gasoline yet, or you won't be able to buy from Mr. Douglas unless you trigger the next enemy wave before!

Return to Main Street and enter the 2 previously locked rooms.



ROOM 3 - 4 BLOODSUCKLERS, 1 ODD STRANGER

Easy kills for your P08, as long as you shoot the Bloodsucklers before they attack Aya. Also note, the Odd Stranmger likely will receive tons of damage from the explosions. Before you leave, check the shelf twice for an **MP Boost 2**.

ROOM 4 - 2 ODD STRANGERS

Use the P08. You can use the environment to your advantage here. Run to the north, to block off the right Stranger with the bed, and also to create some distance to the other Stranger. Shoot the southern one first down, if you're having bad luck with your critical rate, cast Pyrokinesis.

Now if you want to, let's clear out the area at General Store. But it includes a very hard encounter, so consider **saving** first.

GENERAL STORE - 3 SCAVENGERS

[Riot] might not be too effective here, given the distance they stand from each other. but you can easily stun the 2 in front of you, then the 3rd one. You can also poison these 2, then take shelter behind the first row of shelves to your left, and keep running and shooting with the M93R. Also note that spells won't shoot through the shelves here. Of course, Flares make this even easier.

BACK ALLEY - 5 MOTH, 2 GOAT CHASERS

We haven't seen them in a while. But this can be a toughy. Try to ignore the Moth for now (don't run into them) and only take out the Goat Chasers. [Riot] is a bit dangerous here, but using Pyrokinesis or Necrosis if you can manage the casting time (again, don't accidentally shoot the moth until after taking care of the Chasers) should speed up the process quite a lot.

DILAPIDATED HOURSE - 4 SCAVENGERS, 2 BLOODSUCKLERS

WALK in slowly, otherwise you wake them up. Whenever you see them on screen, shoot a [Riot] for some fun chain reaction.

Reload [P.B.] at the Gas Station and run to the Junkyard. Also consider getting the **Gasoline** now.

JUNKYARD - 3 STALKERS

Again those spiders. Killing the first one triggers 2 more of them. I suggest killing nr.1 with the P08, then either juggle between the other 2 (they usually hide after taking damage, unless they're very close and try to attack, so it saves you some time), or try to catch them both in the same [Riot]. Or you know, use a Flare, since we can't get much else for our BP anyways.

The next event will trigger a new enemy wave. So consider **SAVING** before eventually handing Mr. Douglas in the Garage the **Gasoline**.

Also think if you need more [Riot] or Flares.

SILENCE BEFORE THE STORM

Enter the Driveway.

DRIVEWAY - BAT SWARM

Immediately run south to the fence and shoot them quickly from there, by altering between shooting and targeting.

Flint will greet us at the Main Street. Therefore, no enemies dare to enter his territory. Continue to the Gas Station, to create a save route to the ammunition box.

GAS STATION - 2 GOAT CHASERS

Nothing new here. You can combine Plasma to first stun them to have more time to poison them with Necrosis (or Pyrokinesis) if you want to speed up things. Then **reload ammo**. Now continue to Parking to expand the save route to the Lobby.

PARKING - 2 GOAT CHASERS, 3 MOTH

This can be tougher than the previous encounters, but luckily, you can run up the stairs without triggering combat and **save** in Aya's Room.

The 2 Chasers are seperated, and chances are you can take out the first one before the other one comes around the corner. However, it might be a lot easier to deal with this encounter by entering from the Bar side. I'll continue the route to the Water Tower, so you can decide when to kill them without annoying back and forth in my Walkthrough.

LOFT - 4 SCAVENGERS, 1 STALKER

As soon as you initiate combat, a Stalker will ambush. So, what we do here? Use a Flare, of course. Alternatively, combine Plasma/ Necrosis and [Riot], but this is a lot messier.

WATER TOWER - 3 STALKERS

Again it's 1, then 2 more afterwards (unless you run into where the others hide beforehand). You can shoot them with [Riot] easily, especially if you're extra cautious and enter the fenced in area to force them through the small opening. Continue to the Back Alley for a tougher one.

BACK ALLEY - 11 MOTH, 1 GOAT CHASER

Note: The following strategy works very well, but only if you do it right. So, what you need is the Grenade Pistol and [Riot] ammunition. Now before shooting, wait until the Chaser is close enough (at about where the 2nd window is located to the south wall (our left).), before you shoot. This should kill the first Moth Wave and throw over the Goat Buddy. Now keep reloading and shooting steadily to take out everything, and you should be fine. Note: This only works if you enter from the Water Tower area.

If this is too tough or complicated, might aswell try using a Flare to kill the Moth, then take out the Goat. Eventually, you'll also receive a **Recovery 2** for this fight.

Now we have a clear Route to Aya's Room, Mr. Douglas and Aya's Sedan.

But if you want some more EXP/ BP and didn't waste too many healing items yet, I recommend clearing the other areas as well.

BAR STORAGE - 2 MOTH, 1 BLOODSUCKLER, RAT SWARM

Either shoot them one by one (careful, some Rats here get rather aggresisve), or kill them all at once with a single cast of Necrosis.

After the cutscene in the Bar, leave to Parking.



If you didn't kill the Horse Chasers before, it's a bit easier from this side. Still, I recommend using Pyrokinesis or Plasma + Necrosis here to get it over with sooner.

PUBLIC TOILET - 5 MOTH, RAT SWARM

Don't go around the corner, wait until Aya can aim at something to initiate combat. Now take out everything with Plasma and/ or Necrosis, by shooting through the wall. If something survives, consider taking it out with your gun. Careful of the moth though, they can be recognized on the GPS by their way of movement (rats move erratically, moth follow very straight path towards Aya).

Now let's go to the General Store area. Don't forget to **save and reload [P.B.]**.

BOUTIQUE - 5 SCAVENGERS

Note: They can't jump over the display shelves. Again, this is much easier if you're willing to spare - a - Flare. Otherwise, there isn't really a simple way for pulling this off.

SMALL HOUSE - 6 BLOODSUCKLERS

Be quick about shooting them or they get too close. Plasma too is very useful.

Now take the ladder inside General Store to the Underpass.

UNDERPASS - 3 FATTIES

Immediately WALK towards the corner in the background, to create some distance. Now either cast Energyspot, use [hydra] or just Pyrokinesis, before killing the Fatty with the P08. Then take care of the others with the P08 as well (the distance to them is greater so you don't need to worry). This nets you a **Recovery 2**. Switch to M93R before entering the cellar.

CELLAR - RAT SWARM, BAT SWARM

I suggest killing the Bats first. If you're quick with the M93R, you should be able to manage before they can damage Aya. Otherwise consider using Plasma.

WATER HOLE - 2 FATTIES

First and foremost, if you haven't before, use this chance to observe them playing in water. Do so for some ANMC ASMR, before deciding to ruin their day.

Anyways, just kill them from a distance using the P08. **50x [Hydra]** is your reward.

Now it's finally time to prepare for the upcoming Boss Fight!

DRYFIELD'S CLIMAX

PREPARATION TIME

First off, decide if you want to get the **M950** (kill Burner) or the **Chicken Plate** (let Burner kill Flint and flee).

Unlike in Normal, Replay and Bounty Mode, the only Penalty for letting Flint die, other than your conscious, is that you won't be able to recharge Battery and Fuel, and can't buy the MP5A5. But those only become accessible at the very end after saving Soldier Ironheart regardless, so...

Now admittedly, the M950 is an outstanding handgun, that can make your life a whole lot easier. However, the Chicken Plate's "Resist Impact" is so valuable for Scavenger Mode, that it's really hard to argue against (allows you to survive an attack, that would otherwise kill you with 1 HP). Especially because you also can't buy the EOD Suit later on. In any case, it's a hard decision to make. I think the main arguments for this decision should be:

- Is your playstyle more offensive than defensive?
- Are you managing this difficulty so far without struggling too much?
- Do you like Flint?
- Do you want to use the [Javelin] a lot in the final section of the game?

If the answers to those questions are "Yes", I'd go for the M950. If it isn't, consider getting the Chicken Plate instead.

In any case, make absolutely sure you have **Necrosis** at least at level 2, or even better 3. I warned you before multiple times, that we WILL need this spell, not much more that I could do... In case you didn't get Necrosis at all, the fight will be a lot tougher and longer. Also, if you're aiming to kill Burner, you'll have to be quick enough to prevent him from killing Flint and fleeing.

Also consider getting **Energyspot to L.2 or L.3**. Also consider **Antibody L.1 or L.2**, especially if you want to stall the fight. However, **Necrosis L.3** has priority over both spells.

Equipment/ Attachments:

- As for weapons, we only need the **P08**. You have to trust me on this. I recommend loading it with **[Hydra]** and backing it up with **[P.B.]**.
- Of course, keep the **Holy Water** attached.
- **Don't** use the [Grenades], we wan't to save them for the Puppet Stinger!
- We also **don't** need the GPS. Instead, pack some Recoveries, MP Boosts and/ or Colas!

Your attachments should look something like this:

Equipped Weapon - P08 Loaded Ammunition - [Hydra]

Attachments: - Holy Water - [P.B.] - Rest filled with Healing Items

Now consider saving one last time before triggering the encounter by making Aya go to bed.

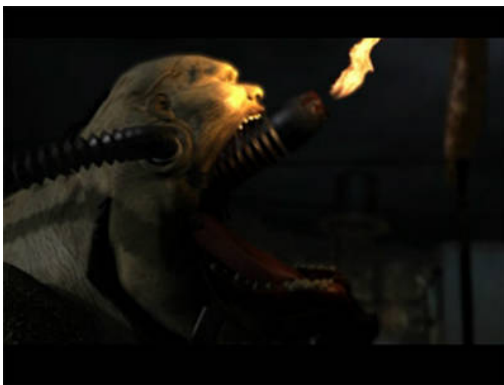


BALCONY - BURNER

BOSS TACTICS: BURNER

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

First off, in order to do kill Burner, we need to deal a certain amount of damage to him within the first 3 minutes. **3026 HP** to be exact, out of his total of **4650 HP**. If you don't, Burner will kill Flint and also flee from battle.



As for his moveset, these are his attacks:

- **Fist Attack:** He raises his fist (and even his feet) to smash the Balcony. This will never reach you if you stay close to the corner.
- **Flamethrower:** Indicated by the small flame coming from his cannon before actually spitting it on you. To avoid this, run along the Balcony path. This can be quite hard to dodge, you need to run in a perfect, straight line. Also, don't re-align Aya while she is running, just hold "up". As soon as he stops, run back to the corner.
- **Fist Swipe:** He swipes his arm across the Balcony. Also never reaches you, if you remain in the corner, but is very hard to avoid if you're, let's say, on the other end of the Balcony (where Room 5 is located).
- **Grab:** He grabs Aya, then squeezes her, burns her and eventually throws her against the wall. And yes, this deals a lot of damage. To minimize HP loss, wiggle by mashing the buttons on the D-Pad (like when Bats attack Aya, or other mobs try to bite her). But also hit the shoot-button a lot, because Aya can attack while being squeezed and burned. As soon as he smashes Aya against the wall, run back to the corner immediately, or he might get you with the "Fist Swiping" attack.

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

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

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

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

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

If you want the **Chicken Plate**, don't spam Necrosis. Instead, consider using a timer or clock to see how much time has passed. If you stall, consider casting **Antibody** to minimize damage. As soon as the cutscene with Flint and Mr. Douglas takes place, you're good to kill it.

You'll receive a **Protein Capsule**, as well as **4x [Airburst]** after the fight.

CHILL BREEZE

First and foremost, **SAVE your game**.

Reminder: Re-attach the GPS if you've removed it.

Also, I recommend getting Pyrokinesis L.3 very soon. It also helps to get Plasma to L.2 or L.3.

Now enter the Loft for some free EXP and BP.

Note: You can leave afraid Scavenger encounters for later too, in case you want to use them for economic MP recovery.

LOFT - 7 SCAVENGERS

Like previously in the Well, these are afraid - possibly of what just happened outside. Just put them out of their misery with [P.B.] ammunition. Furthermore, **10x [Firefly]** is dropped.

Now run all the way back to the Bar, using the ladder in Aya's Apartment.

BAR - 1 BLOODSUCKLER, 3 SCAVENGERS

2 Scavengers hide in the toilet, alongside the single Bloodsucker, sneak up by walking before you target them to cast Necrosis or shoot a [Riot]. However, also be wary of the last Scavenger, that hides behind the counter.

PARKING - 1 GOAT CHASER, 5 SCORPIONS

2 Scorpions will ambush after killing the Goat. Other than that, nothing new here. Kill the Scorpions from a distance. A **Flare** is your reward here.

Now that we're here, go up the stairs to Room 5 for some more easy kills.

ROOM 5 - 5 SCAVENGERS

They are afraid again, hiding in the bathroom. Kill them for some free EXP and BP, or save them up for later to regain MP. They also drop **4x [Riot]**.

Consider saving at the Lobby. Then go to Main Street to meet with Mr. Douglas. If you didn't save Flint, he's all sad now and the background music changes into a depressing tune. If you saved Flint, he still meets you, but Flint accompanies him. In both scenarios, he hands Aya his **Truck Key**. For now, go back to the Gas Station to get your Inventory managed and to reload your [P.B.] ammo.



If you want to, you can go to the Trailer now to receive your present for an edge in combat. Otherwise, we'll pick it up along the way, as I don't think we'll need it for the fights here.

ROOM 1 - 5 SCORPIONS, 3 MOTH

Because of the small space and how the Scorpions are positioned, this can be a big problem. I recommend running into the toilet and quickly take care of the 2 Scorpions here with Pyrokinesis (try killing both in one shot). With a save corner, you should also be able to take out everything else.

ROOM 2 - 4 BLOODSUCKLERS, 3 SCORPIONS

This might be the hardest to avoid group of Bloodsucklers you'll face alongside the Motel Room - Chain. Quickly act by moving to Aya's left (camera - wise right), then cast Plasma or shoot very fast. You can also kill the Scorpions in the bathroom with Pyrokinesis from here.

ROOM 3 - 3 BLOODSUCKLERS, 3 SCAVENGERS

Act quick as you enter, either using Plasma or juggling between aiming and shooting [P.B.]. Don't worry about the Scavengers, they're afraid once again and won't attack Aya. **50x [Hydra]** is dropped here.

ROOM 4 - 4 BLOODSUCKLERS, 3 MOTH

It can be hard to avoid damage - you need to act really quick by moving left of the door behind the bed before killing things. Otherwise, a more ruthless way of handling things would be to cast Plasma in the middle, trying to capture as many opponents as possible in it.

Now **Save** at the Lobby, then return to the Gas Station to **replenish [P.B.]** ammunition and **manage Inventory**. Then go to the General Store. Also bring the Flare we just found before.

GENERAL STORE - 4 SCORPIONS, 4 MOTH

A Scorpion hides behind every shelf and also the backhall to the Underpass, the 4 Moth as well hide in the backhall.

Attach a Flare before leaving to Backstreet.

BACKSTREET - 1 GOAT CHASER, 5 MINDSUCKLERS

I highly recommend using the Flare for this. It will instantly take care of those pesky Mindsucklers, that would otherwise make this really frustrating to deal with. **50x [Hydra]** is your loot.

SMALL HOUSE - 6 BLOODSUCKLERS

Again being quick is key to this situation. Plasma or quick juggling between shooting [P.B.] and aiming does the job without receiving any damage.

DILAPIDATED HOUSE - 2 BLOODSUCKLERS, 5 SCORPIONS

Take out the Bloodsucklers first, then kill the Scorpions one by one.

Now let's head towards the Junkyard. Use the Well shortcut to the Driveway. Also consider bringing along stuff you want to carry over to the Truck.

JUNKYARD - 2 GOAT CHASERS, 2 MINDSUCKLERS

Again, a Flare is very welcome here. Otherwise, kill the Mindsucklers first, before taking out the Goats. Plasma + Necrosis or Pyrokinesis still works best to get rid of them quickly. We receive another **Flare** for this.

Now enter the Trailer to meet Mr. Douglas. If you didn't manage to save Flint, check the trashed car in front of the Trailer TWICE for the **Chicken Plate**. Otherwise, if you managed to save Flint, you'll get your **M950** from the box in the Trailer.

Now check if you need anything. Make sure you still have enough [Riot], as well as full [P.B.] ammunition. Also at least 1 Flare. As for stuff you should bring along with you:

- **GPS**
- **Holy Water**
- **M93R**
- **P08**
- **M950 / Chicken Plate**
- **Grenade Pistol**
- **[P.B.]**
- **[Hydra]**
- **[Riot]**
- **4x [Airburst]**
- **8x [Grenade]**
- **[Buckshot]**
- **[Firefly]**
- **[R. Slug]**
- **1x Flare**
- **HP / MP Recovery Items**

Note: We bring **[Airburst]** because it's useful for the next Boss Battle. We also bring **Shotgun ammunition** because we'll soon receive the **SP12**.

Also a reminder - if you left any helpless Scavengers, kill them now.

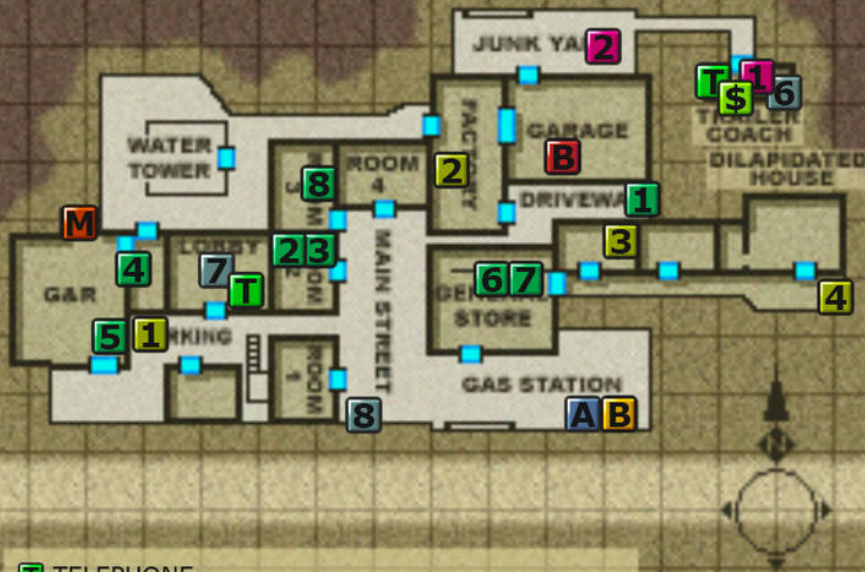
Now **SAVE** one last time and double check if you're fully armed and loaded. When it's time to leave, talk to Kyle and off we go~!

Also **congratulations**, you just beat CD1 of Scavenger Mode!



TREASURE CHART

1F DRYFIELD



- T** TELEPHONE
- \$** SHOP - MR. DOUGLAS
- B** STORAGE (Aya's Sedan)
- B** STORAGE (Truck)
(Moves to Mines on CD2.)
- M** MAP DATA
- A** P.B. SUPPLY BOX
- 1** RECOVERY 1
- 2** PENICILLIN
- 3** RECOVERY 1
- 4** RECOVERY 1
- 5** COLA
- 6** COLA
- 7** RECOVERY 3
- 8** MP BOOST 2
- 6** LOBBY KEY
- 7** BRONCO MASTERKEY (Key found in the Lobby)
- 8** TRUCK KEY
- 1** 10x BUCKSHOT
- 2** 10x R. SLUG
- 3** BELT POUCH
- 4** 10x FIREFLY
- 1** M950
(Only if Burner dies.)
- 2** CHICKEN PLATE
(Only if Burner flees.)

map by Stefan Billy

2F DRYFIELD



- T** TELEPHONE
- B** STORAGE (Aya's Room)
- 1** BELT POUCH
- 1** HOLY WATER (Safe Code: 4487)
- 2** JERRY CAN (Gasoline)

map by Stefan Billy



100% KILL LIST - DRYFIELD - NIGHT

Legend:

Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops*

- Medicine Wheel is an item, that adds special drops to some encounters. However, in your first playthrough, you won't be able to get the Medicine Wheel until later on CD2.

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

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

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

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

Trigger Point: Giving Mr. Douglas the Gasoline			
Driveway	Bat Swarm	-	-
Gas Station	2x Goat Chaser	-	-
Parking	2x Goat Chaser, 3x Moth	-	-
Public Toilet	Rat Swarm, 5x Moth	-	-
Bar Storage	Rat Swarm, 2x Moth, 1x Bloodsuckler	-	-
Water Tower	3x Stalker	-	-
Back Alley	1x Goat Chaser, 11x Moth	Recovery 2	-
Water Hole	2x Fatty	50x [Hydra]	50x [Spartan]
Underpass	3x Fatty	Recovery 2	MP Boost 2
Cellar	Bat Swarm, Rat Swarm	-	-
Boutique	5x Scavenger	-	-
Small House	6x Bloodsuckler	-	-
Loft	4x Scavenger, 1x Stalker	-	-

Trigger Point: Going to Bed			
Balcony	Burner	Protein Capsule, 4x [Airburst]	Pyke

Trigger Point: Beating Burner			
Loft	7x Scavenger	10x [Firefly]	10x [R.Slug]
Bar	1x Bloodsuckler, 3x Scavenger	-	-
Parking	1x Goat Chaser, 5x Scorpion	Flare	-
Room 1	5x Scorpion, 3x Moth	-	-
Room 2	4x Bloodsuckler, 3x Scorpion	-	-
Room 3	3x Bloodsuckler, 3x Scavenger	50x [Hydra]	50x [Spartan]
Room 4	4x Bloodsuckler, 3x Moth	-	-
Room 5	5x Scavenger	4x [Riot]	4x [Grenade]
General Store	4x Scorpion, 4x Moth	-	-
Backstreet	5x Mindsuckler, 1x Goat Chaser	50x [Hydra]	50x [Spartan]
Small House	6x Bloodsuckler	-	-
Dilapidated House	2x Bloodsuckler, 5x Scorpion	-	-
Junkyard	2x Goat Chaser, 2x Mindsuckler	Flare	-

WALKTHROUGH CD2

Shelter

THE MINES

Check - List	
Weapons	M93R [P.B.], [Hydra]
	P08 [P.B.], [Hydra]
	*M950 [P.B.], [Hydra]
	Grenade Pistol [Riot], [Airburst], [Grenade]
Armor	Assault Suit / Shoulder Holster / *Chicken Plate
Spells	Pyrokinesis L.3
	Necrosis L.3
	Plasma L.2 / L.3
	Healing L.1
	Energyspot L.2 / L.3
	(Antibody L.1)
Future Spells	Plasma L.3
	Energyspot L.3
	Metabolism L.1
	(Combustion L.1)
	(Healing L.2)
	(Antibody L.2 / L.3)

- depends on previous choice



Talk to Kyle, then run to the right to trigger combat.

MINE ENTRANCE - 11x GOAT CHASER

Something that makes this situation a lot easier, is the fact that you can lure them into jumping off the cliff to the south. In order to do so, don't aim (or simply cancel aim) to stand in a proper 90° normal to them, then start running forward once the chaser starts dashing at Aya. If you're trained in reading their animations, this shouldn't be too hard to pull off.

However, if you get hit when standing too close to the cliff, Aya can fall off as well, which is an instant game over. Therefore, I suggest being extra careful with the later Chasers, and in general those that spawn closer to the cliff, as those are hard to dodge from the small distance. Otherwise, you can lure them up and then back down as well, if you think it's easier.

Your big reward consists of **Recovery 3**, **50x [Hydra]** and **80x [5.56mm]**.





TUNNEL ENTRANCE - 2x GOAT CHASER, 6x MOTH

This is where it pays off if you brought a Flare, to use immediately at the start. Otherwise, if your Necrosis is L.3, it might pay off now with the short casting time and high reach, to try and capture as many enemies as possible within range. If this doesn't work out for you, consider leaving the Moth until after you dealt with the Chasers (in which case I suggest running to the far back of the tunnel). Also if you try the Plasma - Necrosis Combo, consider doing so without making the moth aggressive.

TUNNEL - 5 SCAVENGERS

Use the Grenade Pistol with [Riot] to stun and kill them in groups. However, also be wary of reloading times, try to hit many at once, or they might attack Aya while she reloads. **10x [Firefly]** is your loot.

Now check the pit to make Aya recognize that the **Oak Board** is necessary, which of course is located in "Forked Tunnel".

GORGE - BAT SWARM

Immediately run towards the western exit and then make an Aim-Turn (just aim and Aya turns quicker), then shoot them with [P.B.]. I found the M950 to work quite well on them. Alternatively, if your Plasma is at 2 or 3, you can try killing them with that as well, but this requires a bit more timing. They also drop **MP Boost 1**. Now take the door to the north (beyond the pit), to get access to the "Refuge".

Finally, a place to **SAVE** and **reload [P.B.]!**

Check the Power Converter to the right of the ammunition box. There are 4 small holes in the upper corner. Remove the "Plug" from the last one and place it into the 2nd one from the top instead. Now activate the Main Power via the Lever.

Now before we continue, keep in mind that the next Boss Fight awaits us behind said door to the west. Therefore, consider preparing, maybe pick up stuff from the Truck and double check your attachments/ if everything is loaded.



LEADER OF THE PACK

PREPARATION TIME

First off, I'd suggest the M950, loaded with [Hydra] - or the M93R if you don't have the M950. We can waste all [Hydra] we still have here, because we will receive unlimited amounts soon anyways. Make sure you also attach [P.B.] in case you run out. Then, consider attaching the Grenade Pistol, loaded with those 4x [Airburst], or alternatively some [Riot] if you don't have the Airburst left, or consider them too precious for this fight. You might want to attach [Riots] if you use the [Airburst] though, just in case you miss. This is for a certain way of dealing with things, read below if you're curious. Holy Water should go without saying, the GPS can be irritating since it also shows the barrels as yellow dots, which can be easily confused with the Boss itself, but depending on strategy, you might want to keep it attached. Fill whatever slots you have left with Recovery 2 or 3 and MP Boost 2.

As for spells, I recommend Necrosis. If it's at L.3, even better. Pyrokinesis at L.2 or 3 also is effective, if you can time it right. Otherwise, Energyshot L.2 or 3 can be a good spell to have. Same for Antibody, in case you're concerned with your HP too much.

Finally, this is one of those fights where **listening to the sound** pays off for tactical reasons. Therefore, I highly recommend turning up the Volume a bit.

Whenever you're ready, open the western gate.

CAVERN - BLIZZARD CHASER

BOSS TACTICS: BLIZZARD CHASER

Phase 1:

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

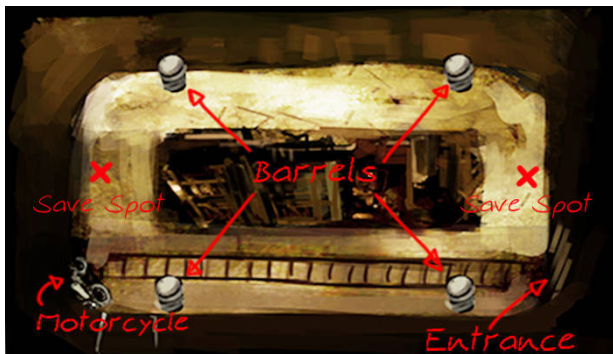
Phase 2:

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

This is possibly the hardest fight in the game so far, but if you know what you're doing, it's actually quite simple.



First, let's look at the map layout:



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

Blizzard Chaser Moveset:

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



The Chaser will still try attacking with "Fetch". This is perfect because it gives us plenty of time to inflict Necrosis or deal damage by other means.

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

If you feel like trying an alternative approach: The GPS can be helpful here (again, be wary of the barrels, they appear on the GPS too). Basically, you need some awareness of the Blizzard Chaser's position, because if it stands across from Aya, it can fetch-attack from a distance. The only way I know

of, that can avoid this attack with a 100% success - rate, is by running INTO the Blizzard Chaser. To understand this, you need to know how the game handles hit detection. Basically, the only area of the attack where Aya can receive damage, is in the spot where the Chaser lands. Which is usually around Aya's initial position. Therefore, you won't get hit if you touch the Goat at any other time. Finally, the "intended" way of stopping this attack is by using a hard hitter, like anything the Grenade Pistol can fire, or a cast of Plasma. But this requires extremely good timing.

Now finally for the barrels:

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

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

Strategy:

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

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

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

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

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

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

After the fight is over, **inspect the motorcycle and activate the switch**. This will casue a circuit shorting. Exit back to the Refugee to SAVE your game - note: you can hear Bats in the Gorge, but you can ignore them for now, as long as you don't wait for them to attack Aya. Or kill them quickly, whatever.



WHERE IS THE SHELTER?

Now that we **SAVED** and **reloaded ammunition** (don't forget switching back to [P.B.] if you didn't run out of [Hydra!]), we should consider going back to the Truck for Item Management. Unfortunately, the route is full of new enemies. So, first things first, let's clear our way back out of here.

PARASITE ENERGY NOTE

If you haven't yet, get **Metabolism** to **L.1** and also try to get **Pyrokinesis** to **L.3** as soon as possible. The next important step would be to level up **Energyspot** to **3**. Try to get this before facing off against Glutton (the Dumpster Boss).

GORGE - BAT SWARM

Shoot them down with the M93R, the M950 or some Necrosis and Plasma (if it's high enough).

TUNNEL - 3 SCORPIONS - 4 MINDSUCKLERS

If you shoot the 2 Scorpions with the P229, the Mindsucklers won't hear it. Once you do shoot them however, they WILL start flying towards Aya. You can however, shoot the Mindsucklers with the M93R easily since they come one after another, just requires some patience and target switching until they're close enough for Aya to focus on them. You can also use the Flashlight of your P229, but don't waste it because we can't refill Batteries in this mode (at least not until the end of the game, and only if you saved Flint).

TUNNEL ENTRANCE - 6 SCORPIONS, 6 BUTTERFLIES

Only start taking out Butterflies once the immediate path is cleared of Scorpions. Use whatever weapon you feel comfortable with.

FORKED TUNNEL - 4 SCAVENGERS

Walking in keeps them from waking up. The P229 again helps us here, we can shoot the first 2 from the entrance without the others waking up. Like previously, the Flashlight is a godsent here (you can even stun them before they wake up). But again, try to save some Battery.

MINE ENTRANCE - 4 SCAVENGERS

They really like cars, don't they? In any case, before aiming or running, walk to the back side without waking them up (a position in which you can hit them). Now either align yourself so you can poison 3 of them with Necrosis, or kill them 1 by 1 with the P229. If you don't land enough criticals, the Flashlight works on them as well.

Now for Item Management: Since this is one of the more unfavourable Storage locations, I recommend using it to drop stuff we never need again as well. You can also throw it away, but having it at the end of the game adds some BP bonus, so keep that in mind. In any case, we won't need the P08 ever again.

Then I recommend leaving anything here that you don't need immediately. We can go back here whenever we need something. I'll remind you before a new wave of enemies appears up here, which isn't going to happen anytime soon. For now, I recommend stashing away:

- all Shotgun Ammunition
- all Grenade Pistol Ammunition
- the Grenade Pistol
- If you have the M950, stash away the M93R.

Now run back to the Refugee and **SAVE / Reload Ammunition**.

Again, approach the Power Converter: Remove the "**Jumper Plug**" from the hole, then put it and the other one that you received from the Blizzard Chaser into the 1st and 4th slot respectively. Activate the power switch and you'll hear a "faint sound".

Note: If it doesn't work, you probably forgot to inspect the motorcycle and activate the switch in "Cave".

Return to the Motorcycle and inspect it to open the gate to...

THE SHELTER

SECRET PASSAGE - IVORY STALKER

We're finally here... And immediately, equip the P229 if you haven't, because we'll find a familiar looking fiend.

Greater Enemy Tactics: Ivory Stalker

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

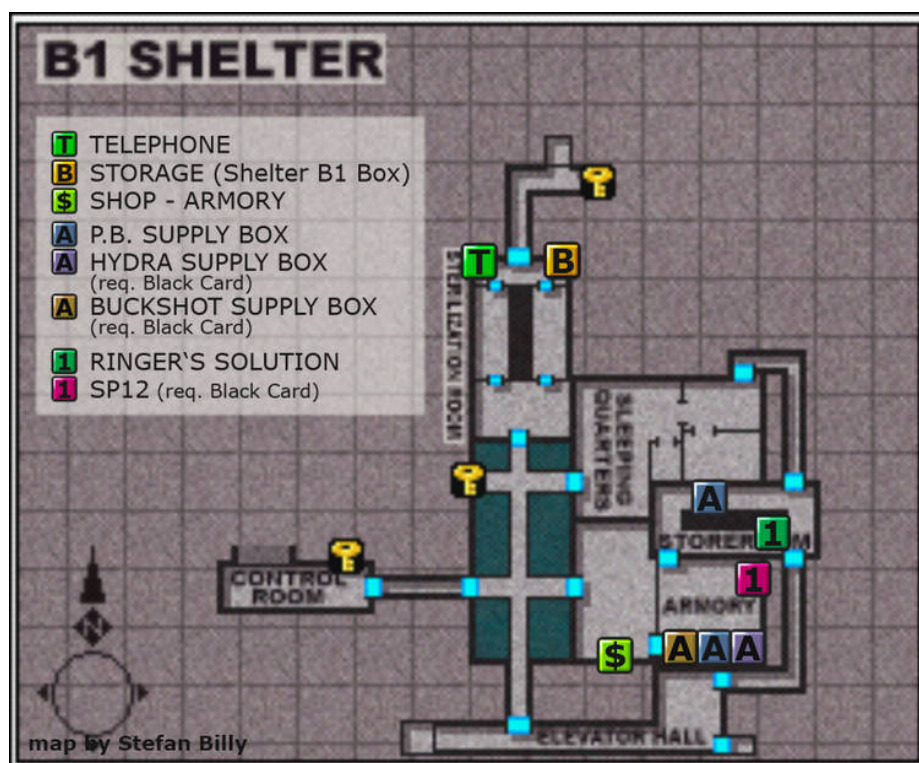
This one is slightly different to the one we found in the well. The main difference is, that this one can't be poisoned with Necrosis. Also, this time we can't hide. Fortunately however, it is very susceptible to fire



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

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

You'll receive another **Belt Pouch** (unless you're using the Chicken Plate, consider saving up on them for the Tactical Vest), as well as **50x [9mm Spartan]**. Now continue and take the elevator to reach the "Elevator Hall". All doors but the one to the northeast are locked.



B1 SOUTHERN CORRIDOR - 6 RATS, 2 RED TURRETS

Enemy Tactics: Turret

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

This type of "enemy" is - based on its mechanic nature - completely invulnerable to Parasite Energy. Well, unless you count Energy Shot. Metabolism and maybe Energy Shot are highly recommended for "Yellow" and "Blue" Turrets. "Red" Turrets are the least dangerous type, as they "only" deal smaller damage, compared to Machine Gun Turrets, can be dodged a lot easier, and also don't inflict negative status effects if hit by them.



"Blue" Turrets and "Yellow" Turrets on the other hand, WILL inflict statuses, such as Paralysis and Confuse. I highly recommend casting Metabolism pre-emptively before engaging with them. The common idea to dodging here, is by running until the laser stops following - immediately after this, it will shoot, and if Aya is still positioned inside the laser line, she will take damage.

Machine Gun Turrets ("White" Turrets) however, are way harder to dodge. They keep shooting and will do so quickly. Once they shoot, even if hit, keep running, because Aya will keep getting hit otherwise. Run until the fire stops. Only then, start shooting again. Our Handguns, - especially the P229 with [Hydra] - are quite useful here, until we can use the M4A1. On groups of Turrets, spread damage can be effective - as well, this includes [Buckshot] and [Airburst].

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

In any case, the 2 Turrets are across the other side of the corridor, and they will shoot the Rats as well. Take care of the small stuff before engaging in combat with the Turrets. Continue to the Storage Room.

B1 STORAGE ROOM - 2 Odd STRANGERS, 3 RATS

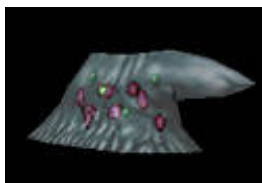
Use the P229 to kill them, again, the Flashlight is effective on all types of Strangers. In this room, you will find another Parabellum Supply Box, as well as a **Ringer's Solution** in one of the middle medicine stashes, make sure to pick it up! Then take the northern exit.

B1 NORTHERN CORRIDOR - 3 AMOEBAS, 2 RED TURRETS

Enemy Tactics: Amoeba

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

They're only susceptible to Fire and especially Poison, and also the Tonfa Baton, but yeah... On the plus side, they leave tons of MP for you. And Necrosis handles them in a single blow. The main problem is, if you don't see them, because they're able to hide by becoming rather small, only to attack if you step too close. What's worth, is that they cause Silence if you touch them, which makes it VERY hard to kill them, if you aren't prepared well. You can use [Firefly] though, if it comes to that, too. Other than that, they shouldn't pose any serious threat.



Luckily, those are "Red" Turrets around the corner as well. A **Stim** is dropped here.

B1 SLEEPING QUARTERS - 4 RATS, 1 ODD STRANGER

Easy, the P229 is enough even without the use of the Flashlight.

Continue by taking the door to the west.

B1 MAIN CORRIDOR - 2 FATTIES, 3 WHITE TURRETS

These are the more dangerous variation. Use the P229 here. As you enter the room, I recommend casting Energyshot and maybe even Antibody. Kill the Fatty first, then re-aim to destroy the moving Turret (consider using the ortal to hide), then the 2nd Fatty. After those 3 targets are out of the way, step in a bit. At the intersection, goes slightly south before aiming at the Turrets at the southern end and shooting them. If you get any closer, they will attack Aya before she can destroy them (look at the Screenshot for orientation of your optimal position). The range is just enough for Aya to deal with them without being hit (if they aim at you, move back a bit). Alternatively you can also use [Riot].


After the stressful encounter, unlock the door to the south. Now go back. Now go to the "Sterilization Room". Use the **TELEPHONE**, and the P.B. Supply Box and possibly the most important Storage Box in the game. I suggest you go back to the Truck now and bring and dump into this box:

- Grenade Pistol and all ammunition for it
- all Shotgun ammunition
- the Ringer's Solution you picked up before



- the Belt Pouch you picked up before
- [Spartan] ammo
- any Healing Items left inside the Truck

After doing so, and also SAVING your game, return to the Main Corridor. This time enter the Armory.

BP Machine	
	
Weapons	
PA3	1000 BP
Grenade Pistol	1680 BP
Ammunition	
50x [9mm P.B.]	30 BP
10x [Buckshot]	60 BP
80x [5.56 Rifle]	100 BP
4x [Riot]	80 BP
Armor	
Combat Armor	3250 BP
Belt Pouch	10000 BP
Items	
Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP

If you didn't get the **Black Card**, consider buying the **PA3**.

I don't think the Combat Armor is worth buying, since we get the superior Tactical Vest very soon.

Now there is one more thing to do here. Which is of course, to use the **Black Card** to access the locked door in this room. I hope you did pick it up in the Akropolis Tower, not much I can do beside typing and highlighting important informations when it arrives. If you missed it, it's not the end of the world, but it will make things a lot harder for you.

BLACK CARD PAYOFF

Assuming you got the Black Card and also entered the door here, you'll find a little surprise: In fact, you can check the multiple open Storages for unlimited **Supply Boxes** of **[Buckshot]**, **[P.B.]** and **[Hydra]**. Yes you heard right. Unlimited. And on top of that, around the corner, the farther away gun can be checked twice for the best Scavenger Mode Shotgun - **SP12!**

Finally, [unlock the door here to the Storage Room](#). This will be useful to us much later on.

Now leave here and take the lower left exit from the Main Corridor this time.

B1 CONTROL ROOM CORRIDOR - 2 AMOEBAS, 2 BLUE TURRETS

Again, the Turrets will take care of the Amoebas. Use this time to cast Metabolism, because Blue Turret = Paralysis, which is very bad news. If you get paralysed, wiggle the D-Pad to recover faster (you need to do this every time she gets exhausted though). Otherwise, shoot the Turrets with the M4A1, but try to align yourself so you don't miss them, which might require you to step forward a bit.

B1 CONTROL ROOM - 3 AMOEBAS, 2 RED TURRETS, 2 YELLOW TURRETS

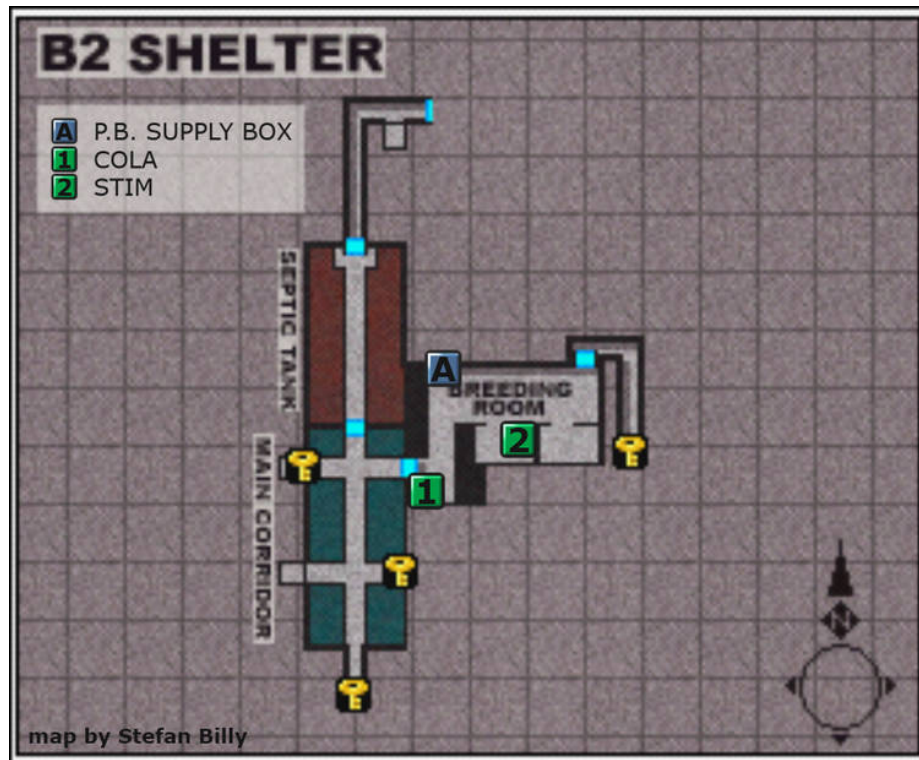
Note: If you really hate Turrets, you can clear this room much later on as well, since enemies here won't be replaced any time soon. Reason for considering this is the fact, that we can deactivate Turrets by then, which makes this room a lot simpler.

You can step down the stairs, but don't go any further. Instead, aim and try to capture all 3 Amoebas within a single cast of Necrosis - use the GPS to align with the middle dot and cancel aim for an easier time. Then take on the Turrets. Using [Buckshot] or [Riot] on one of the upper 2 is a good idea, because it hits all 4 of them.

Okay, B1 is cleared for now. Let's go back to the Sterilization Room and **SAVE**.

Consider bringing the SP12 and [Buckshot] + [Firefly] along!

Now take the elevator to the north down to B2 (the door to the east is locked).



B2 NORTHERN ELEVATOR HALL - 3 WHITE TURRETS, 1 FATTY

The Turrets are the immediate danger, and it's a bad idea to just fire and accept damage. Instead, quickly run to the southern exit, past the Fatty. Now kill said Fatty with the P229 (or Pyrokinesis / [Firefly]). Now stand a bit closer to where the Fatty was and shoot the Turrets with the P229 or with [Buckshot] from your SP12. If you get targeted, just do backsteps without turning until the shooting stops. Even safer (but more costly) would be to simply fire [Riot] from the southern corner.

Dahvid123 suggests a different method, involving the M950 and Energyspot L.3, if you have access to both of these: *Don't move. Equip the M950 and cast Energyspot lvl 3. Lock onto a turret and fire at it and it should die before it can return fire. Repeat with the other turrets and then kill the fatty with the P229.*

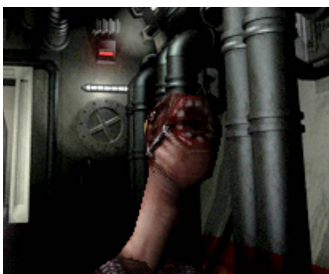
B2 SEPTIC TANK - 2 DIVERS

We'll find a new type of enemy here.

Enemy Tactics: Diver

HP: 240 EXP: 70 BP: 88 MP:8

Divers mostly appear in water. They will constantly dive down and re-appear somewhere else. Occasionally however, they stay to charge an electric sphere, which of course, is shot towards Aya. But those can be dodged rather easily. They are very susceptible to Fire (note, they're immune to lightning). Therefore, [Firefly] ammunition is ideal to deal with them. I do however, recommend saving some [Firefly] ammunition for tougher encounters. They're still very easy to deal with using the P229 with [Hydra] ammunition only. Alternatively, Pyrokinesis - especially at L.3, and Combustion if you can capture multiple Divers at once, do the job. Note that Pyrokinesis can do the job in a single cast, if it is at L.3! Later on, we'll also find "stranded" Divers. They're rather harmless in this state, but don't touch them because they can still electrocute Aya.



Conveniently, this one drops **10x [Firefly]**. Now continue on.

Note: If you didn't get the M950, I recommend saving [Firefly] up for the next Bossfight!

B2 MAIN CORRIDOR - 3 DIVERS

This is a bit harder, but shouldn't pose much of a threat with the combined use of Pyrokinesis L.3 and [Firefly].

Now let's take the elevator to the south-west.

EV ELEVATOR - 2 BLUE TURRETS, 2 YELLOW TURRETS

Immediately take shelter (...) to the left of Aya. Now apply hit and run tactics to destroy the Turrets, using [Buckshot]. Now return to B2 Main Corridor.

This time take the northeastern exit. All other doors are closed off anyways.

BREEDING ROOM - 4 MAGGOTS

As you enter, immediately check the cabinet to Aya's right, right next to the door, for a **Cola**.

Also, in case you're interested, this room provides us with another **unlimited [P.B.] Supply Box**. Once you're done, proceed forward to find a new type of enemy.

Enemy Tactics: Maggot

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

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

Other than that, they're still very susceptible to fire. Therefore, the same tactics can be applied to them as well. Which is, to hunt them down using either [Firefly], Pyrokinesis or Combustion. Ideally you'll want to incinerate them and ideally get them to touch each other to set each other afire, then just wait it out by running without ever standing still, or finding a save spot far away. If your Pyrokinesis is at L.3 already, it might be better to use [Firefly] or Combustion for the very reason that Pyrokinesis can kill them before allowing a fire to spread. Finally, [Buckshot] too, can be effective for damaging the entire group.



You'll receive an **MP Boost 2** after the fight. Also, there's a **Stim** in the bucket of the left cage.

Important Note

Before you continue, I should inform you that this is your last chance to return to the Truck and BP Machine for quite some time. Therefore, I recommend returning now, if you need to. Also consider to **save** your game now, because you'll have to fight your way back out here.

When done, continue on through the unexplored door in the Breeding Room for the jump - scare cutscene with Dr. Bowman. Then return

BREEDING ROOM - 3 MAGGOTS, 2 AMOEBAS

Take out the Maggots with the P229 [Hydra], then kill the Amoebas with Necrosis - one of each hides in the 2 cages. **Penicillin** is received after the fight.

B2 MAIN CORRIDOR - 3 DIVERS

The same as before, use Pyrokinesis and either the P229 with [Hydra], or SP12 with [Firefly]. **80x [5.56 Rifle]** you get for this.

B2 SEPTIC TANK - 2 DIVERS

These 2 drop a **Recovery 2**.

Now return to the Sterilization Room's Telephone area - but no further. **SAVE and manage your Inventory**. It's time to prepare for a Boss Fight.



TRASH COMPACTOR FATE

PREPARATION TIME

So first off, if possible get and use Energyspot L.3! Also have Pyrokinesis at L.3 as well as Plasma L.3.

Also, we will find a new **unlimited stash of [Hydra]** before the boss fight, even if you didn't get the Black Card, which is quite useful. Unfortunately, we lose access to it soon after.

In any case however, this leads to why I highly recommend using the M950 equipped with [Hydra] for the upcoming encounter - also make sure you attach [Hydra] so we can reload it during combat whenever we want to.

If you don't have the M950, use the SP12 with [Firefly] instead.

If you really want to preserve [Firefly], or don't even have the SP12, consider using the P229 and load it with [Spartan] and back it up with [Hydra], but more importantly, consider bringing some MP Boosts to deal damage with Pyrokinesis.

Now, beside what we need for the actual Boss fight, we also need to prepare for what comes after. (especially if you want a 100% clear file).

- I recommend bringing only 1x MP Boost 1 or 2 (consider bringing ~3 if you're applying the Pyrokinesis strategy from above) .
- 1x Recovery 2 or 3 (you get Rec.3 for every boss phase, then MP Boost 2 and Protein Capsule for the next battle. Bring more if you want, but you'll run into Inventory problems).
- We won't need the Grenade Pistol and ammunition. Leave it here.
- Unless you're going to use it against Glutton, I also don't think it's necessary to carry the SP12 along.

It's very important to bring **as few Items as possible**, to prevent running out of Inventory space!

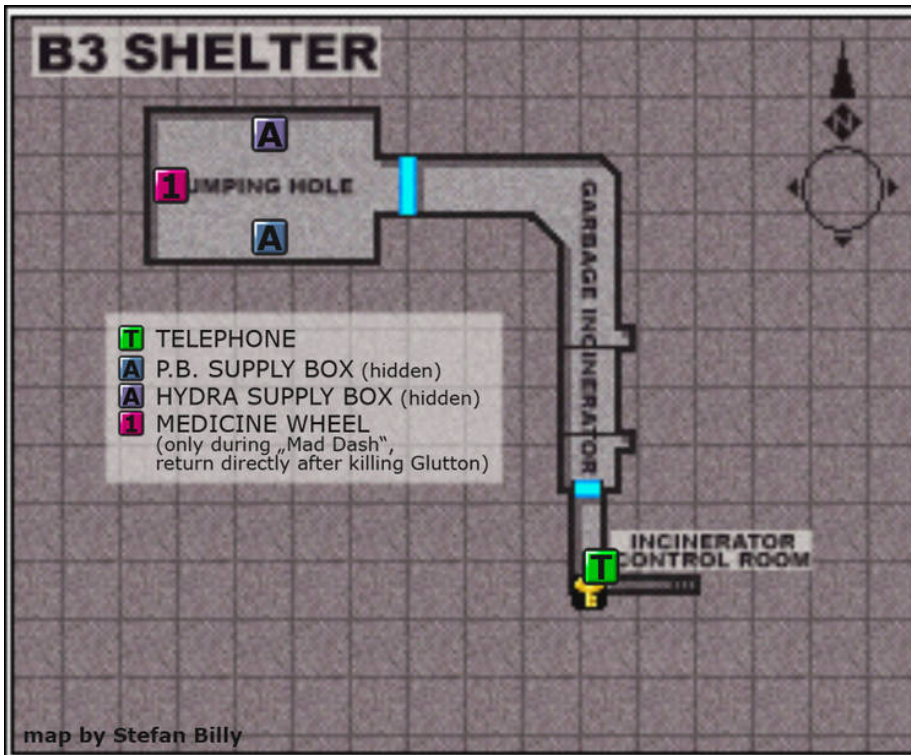
Once you're ready, try leaving to the Main Corridor to trigger the cutscene.

Immediately return and click the "Dust Chute" next to the door, as indicated by the screenshot. Choose "Here goes nothing..."



DUMPING HEAP / GARBAGE INCINERATOR - GLUTTON

Now **STOP**. Before moving forward, look into the upper left corner of this area for 500x [Hydra]. Also, 500x [P.B.] are to the lower left.



Continue to the right to trigger the Boss Fight.

BOSS TACTICS: GLUTTON

Phase 1:

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

Phase 2:

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

This greedy fellow has a big moveset. You can only deal damage when it uses "Suck" or "Tongue Slap".



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

As soon as the battle starts, make an immediate U-turn, run to where the screen transitions (about where the cables are lying on the ground) and cast Energyspot on yourself. Now make an aim - turn and start shooting at its mouth (M950 with [Hydra] or SP12 with [Firefly]). Don't stop until its mouth closes, from your original position. Glutton shouldn't be able to get you sucked in, even if it looks as if it gets too close, I believe this is because the sucking animation exceeds the time span in which it can actually swallow Aya. Also consider wasting your MP on it, by spamming Pyrokinesis L.3, since it's very effective.

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

Now, after dealing approximately 1000HP damage, it starts moving forward a bit. Other than that, nothing changes. Eventually, it manages to step further even more, position yourself a few steps in front of the door. Also, especially in higher difficulties, it seems as if chances increase for the more obscure attacks to happen when it gets too close to the wall (it will never move more than twice, so don't worry about it moving even further).

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

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

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

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

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

Once the fight is over, the "real" challenge begins (if you aim for 100% kills, that is). Now whether or not you plan on fighting the Failed ANMC swarm, I highly recommend going back to at least reload [Hydra] and pick up the extremely valuable **Medicine Wheel**. You have 5 minutes to do this, which is more than generous.

This item, when attached, adds bonus drops to enemies. And we need those extra Items! Also, like the Holy Water, using it instead will level a spell - in this case, it's a Wind based P.E.

When you enter the previous room, first check for the [Hydra] stack. It is slightly dislocated and not quite in the corner (since Glutton was there before). After replenishing your ammunition, check the box in the edge of the screen to receive the **Medicine Wheel**. Immediately pause and attach it. Also consider using the P229 for the upcoming fights, before eventually, you get ambushed...

MAD DASH

DUMPING HEAP - FAILED ANMC SWARM

So, quite a few new enemies here (unless you triggered Glutton to throw a Mad Chaser at you):

Enemy Tactics: Mad Chaser

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

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



Enemy Tactics: Slouch

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

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



Enemy Tactics: Sucklerceph

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

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



You now have the choice of either running from the encounters, or stay and fight. Since there are tons of enemies, limited time, and possibly an exhausted Aya, this is one of the exceptions where I think running might be a wise choice, unless you aim for a 100% completion, or want some of the admittedly great Items they drop.

Otherwise, they're not worth the EXP and BP - don't be fooled, you get quite a bit of a boost here, but that's because of the sheer numbers of enemies. Overall however, it's nothing too hard. Keep in mind, this can even be done with a Tonfa Baton and Plasma on Nightmare Mode.

In any case, what you want to do here, is to always kill things closest to you first, especially the small stuff. I recommend starting off with Energyspot, then cast/ spam Plasma whenever you see a Sucklerceph or multiple enemies getting closer. After a while, if nothing new appears, be wary of the Slouches, as they can often reach you before you notice them. Instead, aim and look if Aya locates enemies, based on her animation. Shoot there/ cast Pyrokinesis and repeat.

The enemies here drop **Proteine Capsule** and **80x [5.56 Rifle]**, as well as **4x [Airburst]** if you attached the Medicine Wheel. If you start running into Inventory space problems, I recommend using the Proteine Capsule now. Also **resupply with [Hydra]** before leaving. If you have 3 minutes left, you're good.

GARBAGE INCINERATOR - FAILED ANMC SWARM

Basically more of the same. Just recast Energyspot and use the same strategy of Plasma and shooting again.

You'll get **50x [Spartan]**, **10x [Firefly]** and with the Medicine Wheel, a valuable **Belt Pouch**.

Eventually you'll reach a door. Click it three times in total to be rescued...



You can finally **SAVE** your game here.

TREASURE CHART



B1 SHELTER

- T** TELEPHONE
- B** STORAGE (Shelter B1 Box)
- \$** SHOP - ARMORY
- A** P.B. SUPPLY BOX
- A** HYDRA SUPPLY BOX (req. Black Card)
- A** BUCKSHOT SUPPLY BOX (req. Black Card)
- 1** RINGER'S SOLUTION
- 1** SP12 (req. Black Card)



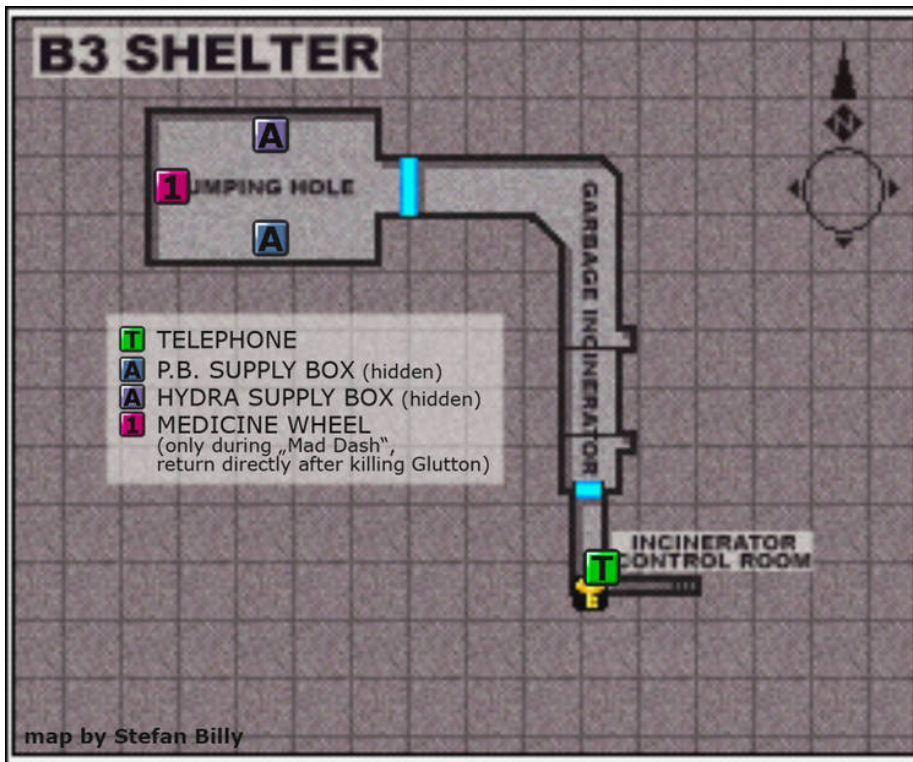
map by Stefan Billy

B2 SHELTER

- A** P.B. SUPPLY BOX
- 1** COLA
- 2** STIM



map by Stefan Billy



100% KILL LIST - EXPLORING THE SHELTER

Legend:

Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops

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

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

Trigger Point: Reaching the Shelter			
Secret Tunnel	Ivory Stalker	Belt Pouch, 50x [Spartan]	Mp Boost 2
B1 Southern Corridor	6x Rat, 2x Red Turret	-	-
B1 Storage Room	2x Odd Stranger, 3x Rat	-	-
B1 Northern Corridor	3x Amoeba, 2x Red Turret	Stim	-
B1 Sleeping Quarters	1x Stranger, 4x Rat	-	-
B1 Main Corridor	2x Fatty, 3x White Turret	-	-
B1 Control Room Corridor	2x Amoeba, 2x Blue Turret	-	-
B1 Control Room	3x Amoeba, 2x Yellow Turret, 2x Red Turret	-	-
B2 Northern Elevator Hall	3x White Turret, 1x Fatty	-	-
B2 Septic Tank	2x Diver	10x [Firefly]	-

B2 Main Corridor	3x Diver	-	-
EV Elevator	2x Blue Turret, 2x Yellow Turret	-	-
Breeding Room	4x Maggot	-	-

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

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

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

Trigger Point: Picking up Medicine Wheel			
Dumping Heap	Failed ANMC Swarm	Proteine Capsule, 80x [Rifle]	4x [Airburst]
Garbage Incinerator	Failed ANMC Swarm	50x [Spartan], 10x [Firefly]	Belt Pouch

Deep Shelter

THE SEWERS

Check - List	
Weapons	M93R [P.B.], [Hydra]
	P08 [P.B.], [Hydra]
	*M950 [P.B.], [Hydra]
Armor	Assault Suit / Shoulder Holster / Chicken Plate
Spells	Pyrokinesis L.3
	Necrosis L.3
	Plasma L.3
	Metabolism L.1
	Healing L.1 / L.2
	Energyshot L.3
	Antibody L.1 / L.2 / L.3
Future Spells	Antibody L.3
	Energyball L.3
	(Combustion L.1 / L.2)
	(Healing L.3)

- Only if you received it instead of the Chicken Plate.

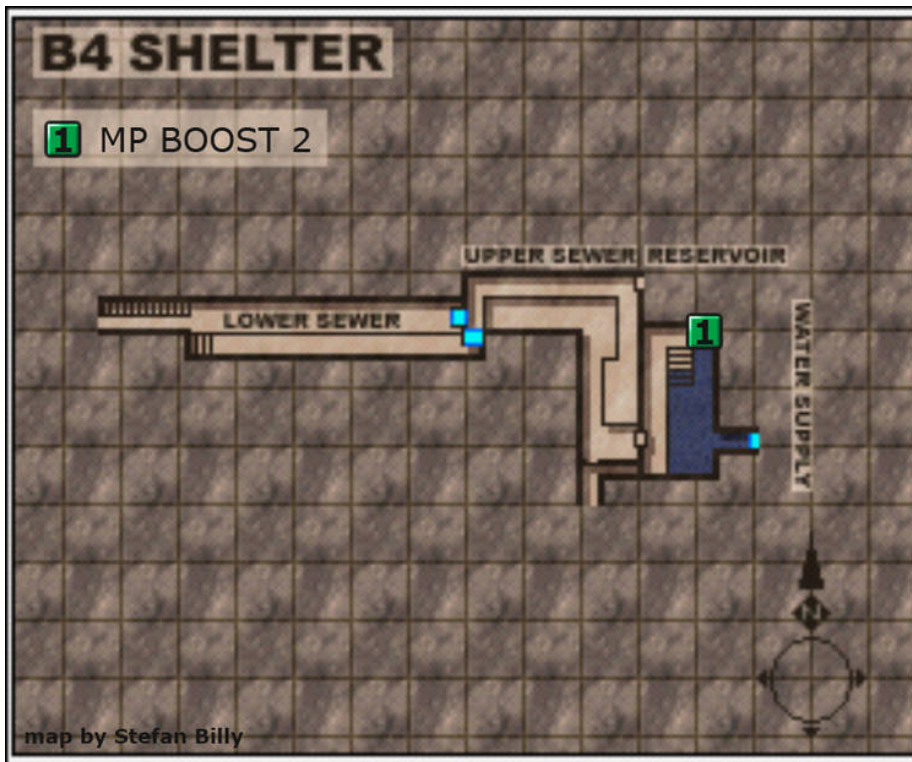
If you followed my advice, we currently don't carry the Grenade Pistol with us, but instead left it in the Sterilization Room box for now.

PARASITE ENERGY NOTE

Energyball soon becomes our strongest offensive weapon. Not to mention the great amount of max MP it adds with each level. I highly recommend getting it to L.2 at least as soon as you reach Neo Ark.

Combustion too, is a nice spell to have for bigger groups of smaller enemies. The main reason we neglected it so far, was the high MP cost. However, slowly but surely, we'll develop the required max MP to benefit from this spell.

If you're struggling with holding on to Recovery Items, also consider leveling up Healing.



Continue down the stairs and follow the linear path.

LOWER SEWER - 2 MAD CHASERS

UPPER SEWER - 2 SUCKLERCEPHS, 2 SLOUCHES

Kyle comes equipped with a M4A1 with the Pyke (Flamethrower) attachment. That's total overkill. Also note that he won't start attacking until Aya initiates combat. I suggest you do so immediately after entering a room.

Take the ladder.

RESERVOIR - 1 DIVER

Another easy kill. Now enter "18" into the control panel to open the "Flood Gate".

Take the stairs, but also check behind in the northeastern corner for an **MP Boost 2**.



WATER SUPPLY - 1 DIVER

Behind the corner hides a stranded Diver. Therefore, it's pretty harmless as long as you don't touch it. Continue west and down the ladder.

UPPER SEWER - 1 DIVER

Another Diver for you to take care off. Now continue by taking the door to the south - west.

LOWER SEWER - 1 DIVER

And another one. Continue on.

DON'T take the elevator (north east) just yet. Instead unlock the northern door to get back to the telephone and **SAVE**.

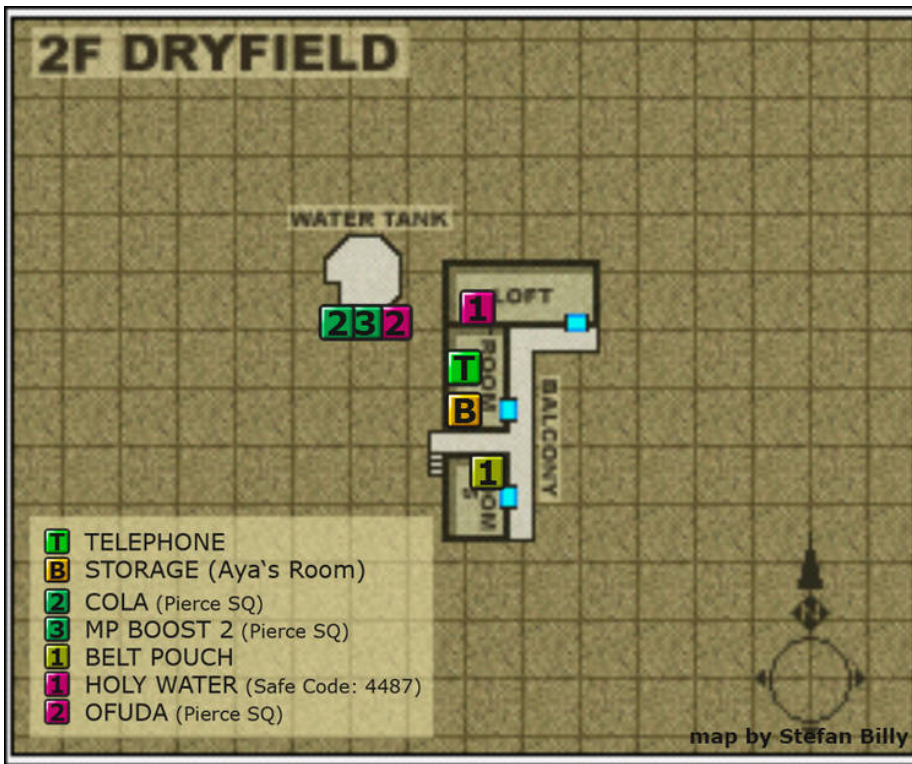
At this point, you could either go back into the Shelter or make a Dryfield Detour. We'll do the latter, no debate, lol. Seriously, we need to do so in order to finally get our hands on the M4A1, as well as the Ofuda and the Tactical Vest (which is the best Armor we can get in Scavenger Mode). Also don't worry, even if we save Pierce now, we can still get the Mongoose later on.

DRYFIELD DETOUR

Go back to "Upper Sewer", and use the control panel in the southern corner. Enter "15", which will open the "Full Moon Gate" - that is located in "Water Supply" - it's the eastern Gate, that was previously shut.

This leads us back to Dryfield. Kyle suggests to split up. At the same time, Flint "joins" us instead. We can decide to follow his lead, or head for the Trailer first, which is the recommended route, as we can refresh and **SAVE** there. Not to mention that Mr. Douglas' "Store" has been updated quite a bit.





GARAGE - 3 STALKERS

Again, 1 attacks first, after it dies 2 more appear. Take care of them with the P229 and Pyrokinesis, or [Firefly], if you brought it along with you.

Chances are, that your Inventory is pretty much full at this point, so I'll create a clearing route to both, Aya's Room and her Sedan next.

Continue on to the Trailer.

Mr. Douglas' Trailer	
Weapons	
P08	680 BP
M4A1 Rifle	2450 BP
M9	980 BP
Grenade Pistol	1680 BP
Ammunition	
50x [9mm P.B.]	30 BP
80x [5.56 Rifle]	100 BP
4x [Riot]	80 BP
Armor	
Shoulder Holster	2580 BP
PASGT Vest	2980 BP
Belt Pouch	10000 BP
Items	
Protein Capsule	10000 BP

Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP

If you don't have the Inventory space, I recommend getting at least a **Flare**. We'll need it for an upcoming Mindsuckler swarm.

Other than that, getting the **M4A1** should probably go without saying. Also don't forget to buy some **[Rifle]** ammunition for it as well.

This might seem weird, but I also highly recommend buying the **[M9]**. for now, it's quite effective in some situations, like for Fatties and also to preserve ammunition on easy stuff. But later on, it's actually a very good weapon choice against Horned Strangers and Golems (seriously). Also in any case, it doesn't actually eat up any Inventory Space when being attached, and doesn't cost a lot of BP (not that there is a lot we can spend them on in the first place), so what are you waiting for?

Also don't forget to **SAVE** your game. When you're ready, go back to the Well, if you want to clear a path to reach the Sedan. If you have urgent needs for Aya's Apartment Stash, go to the Water Tower instead.

UNDERPASS - 7 MINDSUCKLERS

Use said Flare here, alternatively, wait at the corner to shoot them. The M4A1 does a decent job as well, Plasma also works if too many of them appear.

CELLAR - BAT SWARM, 2 SCAVENGERS

The Scavengers are afraid again and pose no threat. Kill the bats with Necrosis, then take care of the Scavengers (you can use the [M9] if you bought it). Continue through the "General Store" and to the "Gas Station".

GAS STATION - 3 MINDSUCKLERS, 1 STALKER

Kill everything with either the M4A1 or P229. Now use the Sedan for your Inventory Management. Also don't forget to reload [P.B.].

Since we're already here, also consider clearing the "Warehouse" and "Boutique", east of the General Store.

BOUTIQUE - 6 MOTH, 3 SCORPIONS

Plasma does an excellent job here, especially at L.3.

WAREHOUSE - 3 SCORPIONS, 2 SCAVENGERS

Use Plasma to deal with the close Scavengers and Scorpion, then take care of the other 2 Scorpions as well. Now return back to the "Gas Station" and go to "Main Street".

MAIN STREET - 1 GOAT CHASER, 6 MOTH

Kill the Chaser with the M4A1, then take out the Moth with the P229. Also keep it equipped for Room 3.

ROOM 3 - 4 BLOODSUCKLERS, 1 ODD STRANGER

Some fodder for the P229. Return outside and go to "Parking".

Consider **SAVING** at the Lobby.

Here, let's clear the Balcony first.

BALCONY - 5 MINDSUCKLERS

Another very easy encounter. 3 of them are around the corner, you can wait for them to reach around it to take them on one by one. Another Flare, of course, would do the job too, but I don't think it's necessary.

ROOM 5 - 2 ODD STRANGERS, 3 MOTH

Use Plasma or Necrosis for the Moth (careful though, from the entrance, they sometimes are close enough to reach Aya with their death explosion). One Stranger hides in the bathroom. Return to Parking and pay a visit to the "Public Toilet".

PUBLIC TOILET - 5 SCAVENGERS

I found that the easiest way to kill them is, by spamming Plasma. Simply initiate combat by targeting the one in front of Aya, then use the GPS to make sure, Plasma actually hits all of them (it works through the wall). If you do it correctly, 3 casts should be enough, which means the fight almost completely restores the spent MP.

BAR STORAGE - 3 SCAVENGERS, 4 BLOODSUCKLERS

WALK in to align yourself before shooting Necrosis into the room. This should deal with most of them (the explosions by the Bloodsucklers should also kill at least 2 of the Scavengers).

WATER TOWER - 1 MAD CHASER

It hangs around at the voltage regulator (sorry). Also, it drops some good stuff - a **Belt Pouch** (consider saving it for the Tactical Vest) and also an **Eau de Toilette** if you have the Medicine Wheel attached. Now go up the actual Water Tank.

WATER TANK - 3 MINDSUCKLERS

Run around the corner to take care of them. The M4A1 does a decent job here. **50x [Hydra]** and **50x [Spartan]** with the Medicine Wheel are received.

Wake up Pierce to receive his **SUV Key**. This gives us access to the car at the Gas Station earlier. So let's head there, but consider clearing the Loft first (we come back here in a minute though).



LOFT - 6 SCAVENGERS

As long as you don't move, you can take them out one by one with the P229 (the silencer prevents the others from waking up). The 3 in the back however can't be reached from your initial position. For those, I'd suggest either switching to the M4A1 or using the P229's Flashlight. Or, if you have a Flare left, use that.

Okay, now let's go back to the Gas Station and open said SUV to receive a **Lipstick** and a **Tactical Vest**.

Obviously equip your new Armor immediately - that is, unless you're using the Chicken Plate, of course. Also use up any remaining Belt Pouches.

Also consider managing your Inventory again. Now there is one more Item to receive. Which is the "Ofuda". It's another one of these Occult attachment items (like Holy Water and Medicine Wheel), and it increases your offensive spell power by 50%! Using it up instead levels your Earth P.E. Therefore, I wouldn't use it up.

Return to Main Street. Here, to the northeastern corner, is an Ice Machine. Approach it to receive an "**Ice Bag**". Now bring this to Pierce. He'll give Aya a **Cola** for her efforts. Unfortunately, for him to give us the Ofuda, we'll have to return 2 more times... Well, get back to the Ice Machine and return with an Ice Bag again. This time he gives us an **MP Boost 2**. Finally, the 3rd time around, he already seems much better and hands out the **Ofuda**. hooray! Attach this immediately for a 50% increase in P.E. damage!

Now that we're done here, consider returning to Mr. Douglas to buy whatever you still need. Also don't forget to SAVE. Time to return to the Well and go back to the Sewers from here.

Cross through the Reservoir and take the ladder back to "Upper Sewer".

UPPER SEWER - 2 DIVERS, 1 MOSSBACK FATTY

Enemy Tactics: Mossback Fatty

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

This is a stronger variation of the Fatty. They have a new spell, which they will use if Aya stands too close, which spills black clouds that deal damage and cause Blindness. Otherwise, they're not much harder to take care of. The [M9] is actually surprisingly effective, since it cancels their attacks (meaning, you can slice away without being hit). Also it can deal 200+ damage with a critical hit. Other than that, they have the same weaknesses as normal Fatties. So, the P229 is still very useful here, as are Pyrokinesis and [Firefly].



In any case, I recommend taking out the 2 Divers first with the M4A1 and/ or Pyrokinesis. Next up, the Fatty.

10x [Firefly] is dropped here too.

B3 ELEVATOR HALLWAY - 2 MAD CHASERS

Tickle them to their deaths! Again, you can use the [M9] if you bought it. Now return to the phone and SAVE. Then take the Elevator back up to B1...

BACK TO THE SHELTER

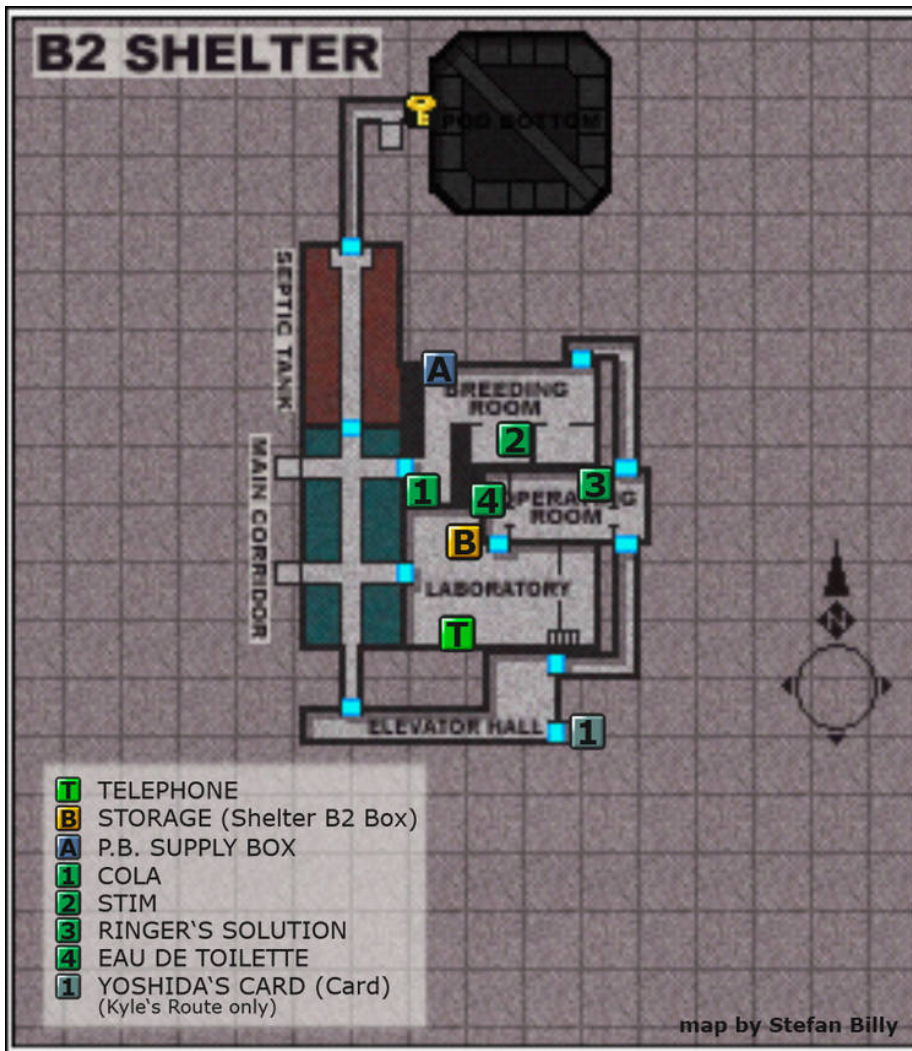


B1 SHELTER



- T** TELEPHONE
- B** STORAGE (Shelter B1 Box)
- S** SHOP - ARMORY
- A** P.B. SUPPLY BOX
- A** HYDRA SUPPLY BOX
(req. Black Card)
- A** BUCKSHOT SUPPLY BOX
(req. Black Card)
- 1** RINGER'S SOLUTION
- 1** SP12 (req. Black Card)
- 1** BOWMAN'S CARD (Card)
- 2** AERIS SEPT. ISSUE (Computer Magazine)
(only after reading B2 Lab whiteboard)
- 3** MICRO DEVICE (Metallic Implant)
(Pierce's Route only)
- 4** ELECTRIC CAR KEY (Car Key)

map by Stefan Billy



B1 SOUTHERN ELEVATOR HALL - 3 STALKER

Use the M4A1. As long as they're on the ceiling, they will only attack by jumping on Aya, which they rarely do (seriously, I don't know why they use the ceiling in the first place).

Continue back to the Main Corridor.

B1 MAIN CORRIDOR - 3 STALKER

Kill them with the P229 or M4A1.

Now as usual, **save, manage your inventory** and **resupply ammunition**, using both your access to the Sterilization Room and Armory.

Bring the SP12 from your Storage Box too, if you didn't carry it along.

Also at this point, if you have access to the [Hydra] supply box, consider throwing away [P.B.].

Also if we're already here, kill the 2 Fatties in B1 Northern Elevator Hall.

B1 NORTHERN ELEVATOR HALL - 2 FATTIES

Use the [M9] or P229. Then return to the Main Corridor. Take the southwestern door.

B1 CONTROL ROOM CORRIDOR - 1 FATTY, 2 BLUE TURRETS

Note: If you really hate Turrets, you can leave this room until later (alongside the Control Room behind it, if you didn't clear it before). We can deactivate them in a short while, which makes things a lot simpler.

Otherwise, I suggest you take care of the Turrets first, since they'll target the Fatty as long as it's alive (it will remain paralysed from their shots, so no worries there).

Return to Main Corridor again. Then, I recommend approaching the rest of B1 by entering the Southern Corridor from the Southern Elevator Hall.

Note: You might want to consider attaching the Lipstick against those pesky Amoebas.

B1 SOUTHERN CORRIDOR - 2 FATTIES, 3 AMOEBA

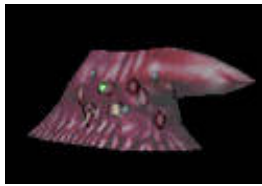
Kill the Fatty, then around the corner, align yourself with the corridor to shoot Necrosis and hit all 3 Amoebas, as well as the other Fatty. Kill the remaining Fatty.

B1 STOREROOM - 6 AMOEBA, 1 RED AMOEBA

Enemy Tactics: Red Amoeba

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

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



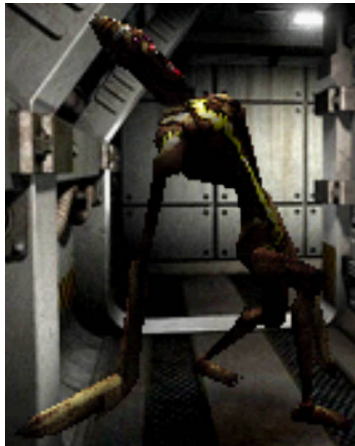
Stay at the entrance, right in front of you are 3 Amoebas hiding on the floor. Target them before casting Necrosis. Then take out the others. If you get silenced, use the [M9] or [Firefly] ammunition.

B1 NORTHERN CORRIDOR - 1 BRAIN STINGER

Enemy Tactics: Brain Stinger

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

Stingers are unique ANMCs, as they can cast spells. Occasionally, they also just... well, physically attack by stinging - which causes Silence to Aya. In any case, their spells have a loading time, which can be interfered with by multiple means. However, if they're too far away, it might be impossible to reach them before they release it. This can be quite annoying, as their variation of P.E. can inflict Darkness, Silence, Paralysis and Poison. Their P.E. comes in form of an energy sphere, which not only is cast over distance, but even auto-follows Aya, making it very hard to dodge. On top of that, they are also capable of curing themselves, or even other ANMCs by 100HP. However, they have one big weakness, which is poison. If you cast Necrosis on them, the effect of poison will keep knocking them over. This prevents them from casting, and renders them completely harmless, as long as poison remains in effect. Alternatively, you can also hide behind them, because they take a while to turn around and can't hold in their cast once the animation started (which makes them shoot even if they know that it'll miss). Again, since close range isn't a problem here, you can quickly kill them by using the [M9]. Especially after they're silenced.



After the short dialogue, immediately run up to it and behind it to prevent being hit by its spell. If this isn't workign out for you, cast Metabolism. As soon as you're past this, cast Necrosis and then slice it down with the [M9] (or use the P229).

After the fight, we receive a **Key Card**.

B1 SLEEPING QUARTERS - 6 AMOEBA, 2 RED AMOEBA

Note: Be careful if you've entered from Main Corridor, some Amoeba will immediately attack as you enter! Watch your step as always, when encountering Amoeba. Some of them hide in the shower. Weirdly enough, Necrosis can't be cast through the partitions in here, but you can lure them outside or spam Plasma to at least take out the Blue Amoeba.

Okay, I say we clear out the Mines next... Take the elevator up and enter the Cavern.

CAVERN - 2 STALKER

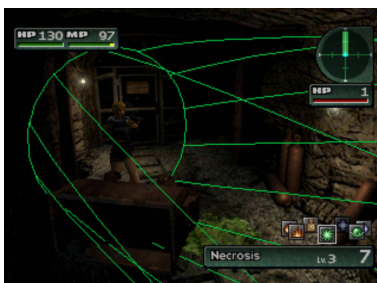
Kill them as usually, nothing new here.

GORGE - 6 MINDSUCKLERS

Use either the SP12 with [Buckshot] or the M4A1.

TUNNEL - 3 SCORPIONS, BAT SWARM

You can take out the Scorpions with the P229 to prevent the Bats from waking up. Then shoot them Bats with Necrosis (aim to see if Aya targets them). Or just run straight up and kill them with [Buckshot], [Hammer] or Plasma.



TUNNEL ENTRANCE - 3 STALKER

This time 2 will attack first. But again, they suffer from the "ceiling downgrade". So kill them with the M4A1 and only shoot Pyrokinesis if necessary.

FORKED TUNNEL - 8 MOTHS, 2 SCORPIONS

Shooting Necrosis straight down the path works, you'll want to get rid of the Moth before they can reach Aya.

MINE ENTRANCE - 4 MINDSUCKLERS, 3 SCORPIONS

As soon as you kill one of the Mindsucklers, Scorpions will ambush. Therefore, I advice you to shoot all 4 of them down without killing them, before starting to take them out. If you're being surrounded, L.3 Plasma probably is your best weapon.

Okay, now that we're done here, only B2 remains.

Note: We've cleared all path to every storage so far. Which means, if you still have left/ forgotten important stuff, now is a good time to deal with it!

Also, don't forget to **save** and **replenish ammunition!**

Finally, take the SOUTHERN elevator to B2 (the one we took when we came back to the Shelter).

B2 SOUTHERN ELEVATOR HALL - 7 MAGGOTS

There are multiple ways to deal with them now. The easiest is probably to use [Firefly] ammunition, which incinerates them. And of course, Combustion works for them, if they're crammed together (just watch out for jump attacks, since Combustion has a long casting time!). You can also try having them incinerate each other if you don't want to waste more ammunition or MP. Then, simply keep running from them without standing still.

Unlock the door to the Main Corridor.

B2 MAIN CORRIDOR - 1 MOSSBACK FATTY, 1 DIVER

Some easy kills, take out the Fatty first. You'll receive **10x [Firefly]** here. Continue north.

B2 SEPTIC TANK - 1 MOSSBACK FATTY, 1 DIVER

Kill the Diver first, this time!

B2 NORTHERN ELEVATOR HALL - 1 FATTY, 3 MAGGOTS

I suggest you shoot Necrosis into the group, and then take care of them with [Buckshot] or [Hydra].

10x [Firefly] is your reward once again.

Now I suggest taking the elevator here back up to SAVE and manage Inventory, also if you're low on ammunition and/ or Fuel/Battery, consider replenishing that as well.

Return to B2 "Southern Elevator Hall", this time unlock the northeastern door.

B2 SOUTHERN CORRIDOR - 4 AMOEBAS, 2 YELLOW TURRETS, 2 BLUE TURRETS

Consider casting Metabolism preemptively, before taking out the Amoeba with Necrosis and the Turrets with [Buckshot] or [Rifle]. Unlock the door to the "Operating Room".

B2 OPERATING ROOM - 3 CREEPING STRANGERS, 1 SKULL STALKER, 2 SLOUCHES

Enemy Tactics: Creeping Stranger

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

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



Enemy Tactics: Skull Stalker

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

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



The only thing to really watch out here, are the 2 Slouches. Both are tightly placed behind corners, which is why I recommend taking them out ASAP with Pyrokinesis. Especially the 2nd one is hidden in an inconvenient position. Try to attack it by standing close to the X-Rays on the wall.

Now there's more to this room! Before we leave, make sure you grab the **Ringer's Solution** from the Storage, northwest of the operating table. Then, there's also an **Eau de Toilette** in one of the lab coats in the western hallway of the room.

Now unlock the northern door here to B2 Northern Corridor.

B2 NORTHERN CORRIDOR - 3 CREEPING STRANGERS, 2 SLOUCHES

Again, take out the Creeping Strangers with Plasma or [Buckshot], and the Slouches from afar using either [Pyrokinesis] or the P229/ M4A1.

B2 BREEDING ROOM - 2 MAD CHASERS, 1 SLOUCH, 2 SUCKLERCEPHS

The Mad Chasers just hang from the ceiling along the path. The Slouch hides in the left cell (standing in front of it can be dangerous, try shooting an unarmed Pyrokinesis through the wall instead, using the GPS) and the 2 Sucklercephs in the right one.

Now return to the Operating Room. This time, unlock the southwestern door to the Laboratory.

In here, you'll find another **Storage Box** and a **Telephone**. Also read the whiteboard, which tells Aya about a Computer Virus.

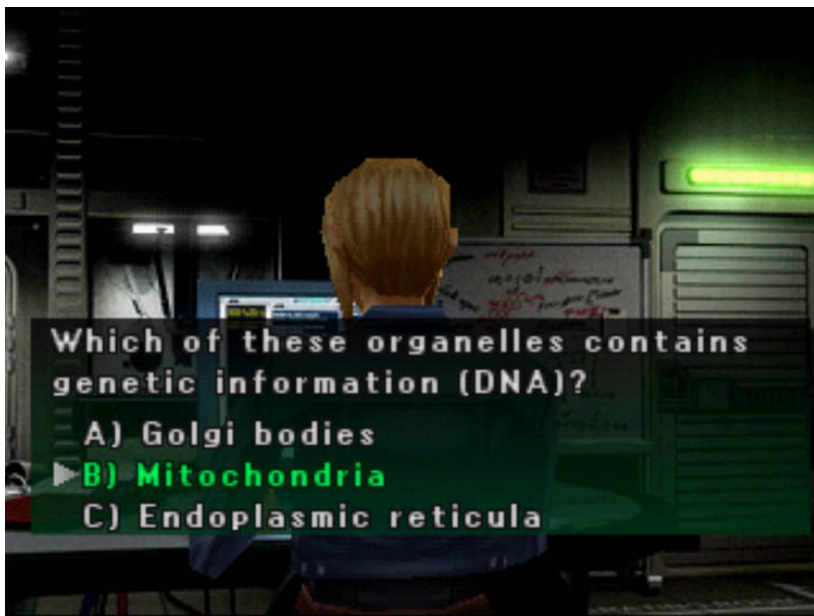
Note: You'll get a BP bonus at the end if you pick up the "**Aeris Magazine (September Issue)**". This item can't be picked up unless you read the Board, so make sure you do so.

Unlock the door to the Main Corridor. Now return to B1 Sleeping Quarters. In here, the Northwestern Beds let you find said Computer Magazine, which becomes the Aeris Magazine when analysed.

WARNING: If you didn't follow my advice and you're following Kyle's Route, the **Bowman's Card** becomes inaccessible after solving the next step. Without this card you can't enter B2 Southern Corridor, or use it as a shortcut! It will open. This also will later on prevent you from receiving a Belt Pouch, as well as the outstanding weapon - [Javelin] as a drop!

Return to the Laboratory. In here, you'll find a computer. If you can't figure out the access code by yourself, enter **A3EILM2S2Y**.

The only accessible menu is the "Visitor Program". But before you're allowed to enter, you'll have to answer 3 random questions correctly. This list covers all the questions that I am aware of. If there are any that I didn't list here, please notify me about them. Thank you.



- Which of these organelles contains genetic information (DNA)? - B) Mitochondria
- Who was declared responsible for the Manhattan incident? - C) H. Klaup
- What is the name of the desert above this facility? - B) The Mojave Desert
- What name is given to the theory that humankind's origin lay in one ancestral species in Africa? - B) Mitochondria Eve
- Which organisms possess mitochondria? - B) Crustaceans
- Which agency supervises MIST? - B) FBI
- Which neo - mitochondritis victim caused the N.Y. Blockade incident? - A) Melissa Pearce
- What do mitochondria produce by combining glucose, lipids and oxygen? - A) ATP
- Gene transmission in Mitochondria is? A) Maternal
- Which method alters genes by delivering DNA via an artificial virus? - B) Vector
- Name the town located behind the Nevada laboratory. - C) Dryfield

After the cutscenes, 3 new encounters appear on the map, they're quite spread out. So before anything else, here's the encounter info.

Make sure you pick up the [\[R.Slug\]](#) drop!

B2 SOUTHERN ELEVATOR HALL - 3 MOSSBACK FATTIES

Use the [\[M9\]](#) or [\[Firefly\]](#) on them. **10x [Firefly]** is dropped, as well as **10x [R.Slug]** if you have the Medicine Wheel.

There's another encounter in the Mines...

SECRET PASSAGE - 2x BRAIN STINGER

As you enter, one should just walk away from Aya, meeting the other one coming across the corner. If you're quick, you can try to run after them and hit them both with a single cast of Necrosis. Once they're poisoned, kill them with the [\[M9\]](#) (or the P229).

B1 NORTHERN CORRIDOR - 3 SUCKLERCEPHS, 2 SLOUCHES, 4 SKULL STALKER

Plasma for the exploding ball thingies, Necrosis or Pyrokinesis for the Slouches.

Also if you're already here, go back to the Armory and reload ammo. In the Sterilization Room, drop any unneeded Items (such as the R.Slug and Ringer's Solution) and also SAVE your game. Then continue to the marker on the map.

DEEP SHELTER



Before you leave, go back to the panel with the many screens. 3 buttons on the right are of significant importance.

- The first button allows us to open a door that we couldn't enter before. Push the button to the lower left to open the door, giving us access to the "Golem Freezer" and "Underground Parking".
- The 3rd button opens an elevator for us. This is one of the 2 in B2 Main Corridor, which we couldn't take before. It will take us right down to "Neo Ark". If you looked at the map before, when you took the other elevator, you already got a glimpse of this area.
- Finally, the last button, and this is really important, **deactivates all Turrets**. Do this at all cost, there is no advantage in leaving them on, you still can destroy them, still get experience, but they won't fight back. And some Turrets are really annoying down there.



Also of interest, you can SAVE here.

Also important reminder: If you left out B1 Control Room Corridor and B1 Control Room before, and want a 100% kill rate, don't forget to clear these 2 rooms now, since we deactivated the Turrets.

B1 NORTHERN ELEVATOR HALL - 2 MOSSBACK FATTIES

Kill them with the P229 or Pyrokinesis and pick up your loot, which is **80x [5.56 Rifle]** ammunition.

B1 MAIN CORRIDOR - 2 BRAIN STINGERS

This can be a bit frustrating. If you want to get through this without getting hit, the best way I found to pull this off is this: IMMEDIATELY run down a bit, cast an UNAIMED Necrosis down the path to hit both of them, then hide inside one of the portals to the left or right, to dodge the spell. From there it's just easy killing.

Now since we've unlocked it already, let's check out the northwestern door.

B1 GOLEM FREEZER CORRIDOR - 1 BRAIN STINGER, 4 RED TURRETS, 2 YELLOW TURRETS

The Turrets won't shoot, and the Stinger is an easy target for Necrosis.

B1 GOLEM FREEZER EXTERIOR - 5 WHITE TURRETS

Paid off to shut them down already.

Now unlock the door to the "Control Room", if you didn't do so before, clear the 2 rooms here, then go back to Main Corridor. Reload if you need to, then go to the Sleeping Quarters again, for some more killing.

B1 SLEEPING QUARTERS - 2 MAD CHASERS, 2 CREEPING STRANGERS

You should know how to take care of them. One Creeping Stranger hides in the bathroom.

B1 STORAGE ROOM - 2 BRAIN STINGERS

They are separated by path, so you shouldn't have any trouble killing them one at a time.

B1 SOUTHERN CORRIDOR - 3 MAGGOTS, 4 AMOEBA, 1 RED AMOEBA

Cast Necrosis down the hallway to kill some of the Amoeba and poison the Maggots. Also, if you want to check out something really funny, incinerate the Maggots, then lure them into one of the Amoeba. It looks hilarious :D.

Now I recommend entering the "Southern Elevator Hall" from the MAIN CORRIDOR. Go back through the armory and reload if you're already here.

B1 SOUTHERN ELEVATOR HALL - 2 BRAIN STINGERS

Reason for entering from here is, that we're between them, with both looking away from Aya, giving us the needed time to poison both of them before they can attack.

Now take the elevator to B3.

B3 ELEVATOR HALL - 2 AMOEBA, 1 MOSSBACK FATTY

Careful as you enter, there's an amoeba in immediate range. Kill it with Necrosis, before taking care of the rest.

LOWER SEWER - 2 DIVERS, 1 CREEPING STRANGER, 1 SKULL STALKER

Take out the Divers with Pyrokinesis or whatever preferred method, then the Creeping Stranger with Plasma (and the Skull Stalker with your feet).

UPPER SEWER - 2 DIVERS, 2 RED AMOEBA

Once the Amoeba witter elements, they will crawl towards Aya, so be mindful of that. Other than that, this is nothing special. **Eau de Toilette** is your reward.

Now either go back to B1 to reload, or directly to B2.

B2 SOUTHERN CORRIDOR - 2 MOSSBACK FATTIES, 1 CREEPING STRANGER

[M9] the Fatties, Plasma/ [Buckshot] the Creeping Stranger. You'll get a valuable **Protein Capsule** for this.

B2 OPERATING ROOM - 7 MAGGOTS

Careful, as they're right around the corner. Note that you can shoot spells through the walls here. A L.2 Combustion is a great choice here, especially when cast through the walls, which grant some protection for the longer casting time. Alternatively, this is what we have [Firefly] for.

I recommend going to the Main Corridor and entering the other rooms from there.

B2 BREEDING ROOM - 1 SKULL STALKER, 2 MAD CHASERS, 1 CREEPING STRANGER

You're greeted by a Skull Stalker. The Creeping Stranger hides in the left cage.

B2 NORTHERN CORRIDOR - 3 SLOUCHES, 1 FATTY

The reason we want to enter from the Breeding Room is one nasty Slouch, that is very close to the southern door. If you're quick, you could take it out with Pyrokinesis before it hits Aya, though. This way however, is safer.

B2 SEPTIC TANK - 1 DIVER

Sad, lone Diver without friends.

B2 NORTHERN ELEVATOR HALL - 1 BRAIN STINGER

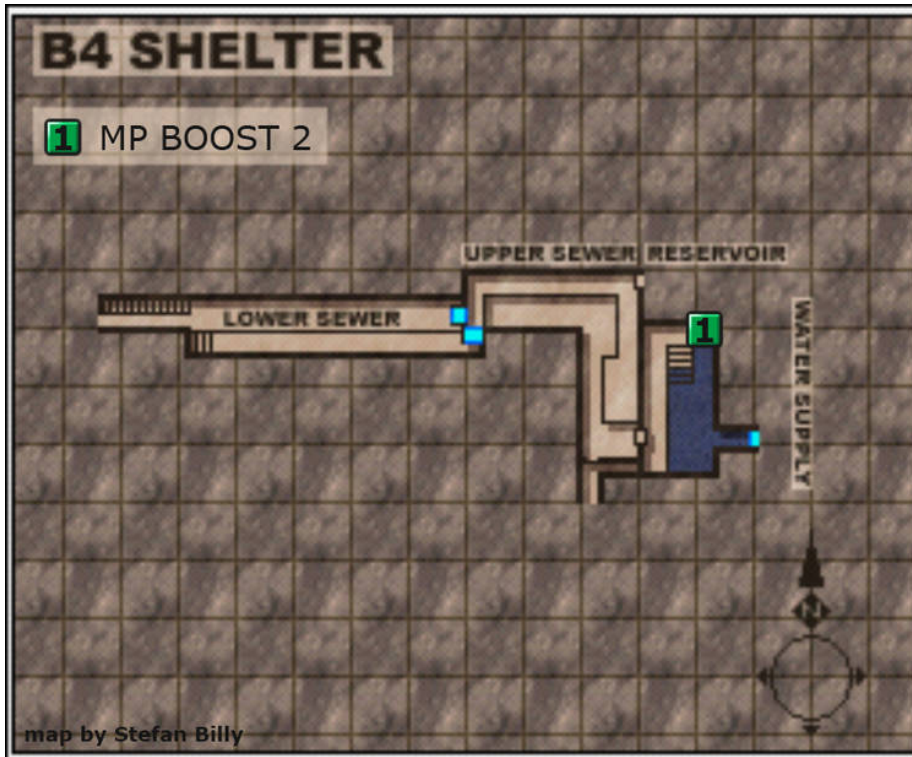
He's also got no buddy. Easy kill.

I recommend returning to B1 for some **Inventory Managing, reloading and SAVING**. We're about to enter "Neo Ark".

Things that we'll need:

- The P229 with some [Hydra];
- The M4A1 with some [5.56 Rifle] ammunition;
- The SP12 with [Buckshot] and [Firefly].
- GPS, Holy Water, Ofuda and Medicine Wheel;
- A few Healing Items

TREASURE CHART



1F DRYFIELD



- T** TELEPHONE
- \$** SHOP - MR. DOUGLAS
- B** STORAGE (Aya's Sedan)
- M** MAP DATA
- A** P.B. SUPPLY BOX
- 1** RECOVERY 1
- 2** PENICILLIN
- 3** RECOVERY 1
- 4** RECOVERY 1
- 5** COLA
- 6** COLA
- 7** RECOVERY 3
- 8** MP BOOST 2
- 1** 10x BUCKSHOT
- 2** 10x R. SLUG
- 3** BELT POUCH
- 4** 10x FIREFLY
- 5** LIPSTICK (Pierce SQ)
- 1** M950 (Only if Burner dies.)
- 2** CHICKEN PLATE (Only if Burner flees.)
- 3** TACTICAL VEST (Pierce SQ)
- 7** BRONCO MASTERKEY
- 9** ICE BAG (Pierce SQ)

map by Stefan Billy

2F DRYFIELD



- T** TELEPHONE
- B** STORAGE (Aya's Room)
- 2** COLA (Pierce SQ)
- 3** MP BOOST 2 (Pierce SQ)
- 1** BELT POUCH
- 1** HOLY WATER (Safe Code: 4487)
- 2** OFUDA (Pierce SQ)

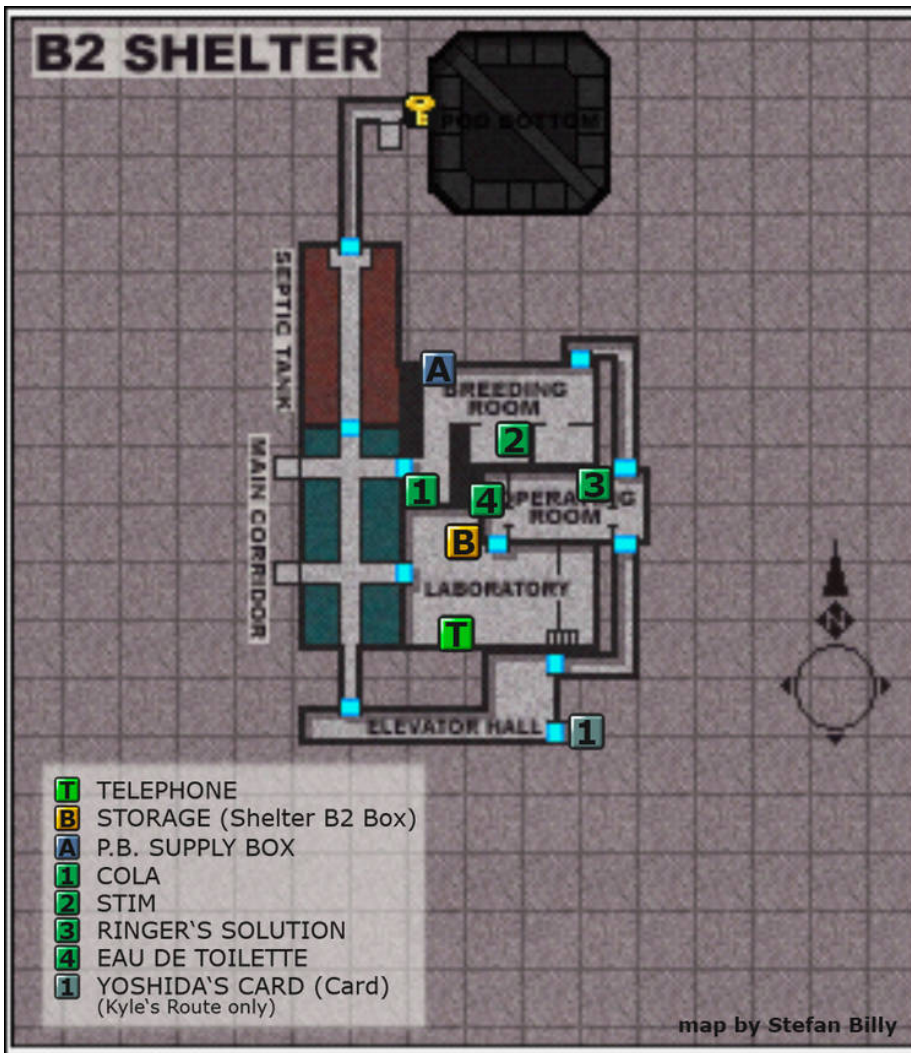
map by Stefan Billy

B1 SHELTER



- T** TELEPHONE
- B** STORAGE (Shelter B1 Box)
- \$** SHOP - ARMORY
- A** P.B. SUPPLY BOX
- A** HYDRA SUPPLY BOX
(req. Black Card)
- A** BUCKSHOT SUPPLY BOX
(req. Black Card)
- 1** RINGER'S SOLUTION
- 1** SP12 (req. Black Card)
- 1** BOWMAN'S CARD (Card)
- 2** AERIS SEPT. ISSUE (Computer Magazine)
(only after reading B2 Lab whiteboard)
- 3** MICRO DEVICE (Metallic Implant)
(Pierce's Route only)
- 4** ELECTRIC CAR KEY (Car Key)

map by Stefan Billy



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

100% KILL LIST - DEEP SHELTER

Legend:

Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops

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

Trigger Point: Draining the Sewer			
Water Supply	1x Diver	-	-
Upper Sewer	1x Diver	-	-
Lower Sewer	1x Diver	-	-

Trigger Point: Returning to Dryfield			
Garage	3x Stalker	-	-
Underpass	7x Mindsuckler	-	-
Cellar	Bat Swarm, 2x Stalker	-	-
Gas Station	3x Mindsuckler, 1x Stalker	-	-
Boutique	6x Moth, 3x Scorpion	-	-
Warehouse	3x Scorpion, 2x Scavenger	-	-
Main Street	1x Goat Chaser, 6x Moth	-	-

Room 3	4x Blood Suckler, 1x Odd Stranger	-	-
Balcony	5x Mindsuckler	-	-
Room 5	2x Odd Stranger, 3x Moth	-	-
Public Toilet	5x Scavenger	-	-
Bar Storage	3x Scavenger, 4x Bloodsuckler	-	-
Water Tower	1x Mad Chaser	Belt Pouch	Eau de Toilette
Water Tank	3x Mindsuckler	50x [Hydra]	50x [Spartan]
Loft	6x Scavenger	-	-

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

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

Trigger Point: Receiving Phone Call			
B2 Southern Elevator Hall	3x Mossback Fatty	10x [Firefly]	10x [R.Slug]
Secret Passage	2x Brain Stinger	-	-
B1 Northern Corridor	3x Sucklerceph, 2x Slouch, 4x Skull Stalker	-	-

Trigger Point: Reaching POD Service Gantry			
B1 Northern Elevator Hall	2x Mossback Fatty	80x [Rifle]	-
B1 Main Corridor	2x Brain Stinger	-	-
B1 Golem Freezer Corridor	1x Brain Stinger, 6x Turret	-	-
B1 Golem Freezer Exterior	5x Turret	-	-
B1 Sleeping Quarters	2x Mad Chaser, 2x Creeping Stranger	-	-
B1 Storage Room	2x Brain Stinger	-	-
B1 Southern Corridor	3x Maggot, 4x Amoeba, 1x Red Amoeba	-	-
B1 Southern Elevator Hall	2x Brain Stinger	-	-

B3 Elevator Hall	2x Amoeba, 1x Mossback Fatty	-	-
Lower Sewer	2x Diver, 1x Creeping Stranger, 1x Skull Stalker	-	-
Upper Sewer	2x Diver, 2x Red Amoeba	Eau de Toilette	-
B2 Southern Corridor	2x Mossback Fatty, 1x Creeping Stranger	Protein Capsule	-
B2 Operating Room	7x Maggot	-	-
B2 Breeding Room	1x Skull Stalker, 2x Mad Chaser, 1x Creeping Stranger	-	-
B2 Northern Corridor	3x Slouch, 1x Fatty	-	-
B2 Septic Tank	1x Diver	-	-
B2 Northern Elevator Hall	1x Brain Stinger	-	-

Neo Ark

UNREAL PARADISE

Check - List	
Weapons	P229 [P.B.], [Hydra]
	SP12 [Buckshot], [Firefly]
	M4A1 [Bayonet] - [Rifle]
Armor	Tactical Vest / Chicken Plate
Spells	Pyrokinesis L.3
	Combustion L.1 / L.2
	Necrosis L.3
	Plasma L.3
	Metabolism L.1
	Healing L.2 / L.3
	Energyshot L.3
	Antibody L.3
Future Spells	Energyball L.3

Note: I only covered weapons and ammunition that we brought along.

PARASITE ENERGY NOTE

The only very important spell we'll need in the nearby future, is **Energyball L.3**. Make sure to get it as soon as possible, because it will make your live much easier when fighting Horned Strangers and Golems!

Whenever you're ready, head to the northwestern elevator in B2 Main Corridor.

If you chose not to go back to Dryfield before, Kyle at this point will be prevented from entering. After the cutscene, you can go back up to clear the Shelter, if you wish to do so. Also noteworthy is, that this allows access to both Shelter Storages again.



First off, head down the southern stairs and continue on to reach "Savanna".

SAVANNA - 2 GOAT CHASERS, 5 SCORPIONS

WALK in so you don't wake them up. By now, Goat Chasers shouldn't pose too much of a threat, since you can knock them over easily by using Plasma. However, once you've killed one of them, Scorpions will ambush. I suggest killing Chaser 1 quickly, using Pyrokinesis. Then, possibly standing close to the 2nd Goat Chaser, try capturing everything in Plasma spams, until the Scorpions are dead (2 casts should kill them, 3 should also kill the Chaser).

SHRINE - 3 BEETLES

If you check the hyroglyphs near the western door, you'll see how you need to align them in the small enclosed room inside the pyramid. The signs need to align with the yellow, blue and red line outside the panel.



YELLOW



Yellow is a trap, which shuts the door and makes 3 Beetles drop down - you WILL have to force this encounter if you want a 100% killing rate. But since there's only 3 of them, and [Buckshot] or Plasma can knock them on their backs, thus stunning them and increasing damage of subsequent hits, they shouldn't cause any trouble. Also they drop **Recovery 2**, as well as an **MP Boost 2** for Medicine Wheel users.

Enemy Tactics: Beetle

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

Beetles are only causing trouble in big groups. They tend to become aggressive when standing either close enough (which means running into them) or attacking. However, they merely attack by running into Aya, and not only are they rather slow, they also won't change direction once they started running. Again, the problem with these is, that they often appear in very large groups, making it hard to dodge them. Effective attacks are those that knock them on their backs, leaving them stunned for a while, and also increasing your damage when attacking them. [Buckshot] can do so. Plasma on L.3 is very effective too. [Riot] ammunition also knocks them over, but requires reloading after every shot, thus making it a bit dangerous.

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



BLUE



Blue opens the sargopharg - check it twice for an **MP Boost 2**.

RED



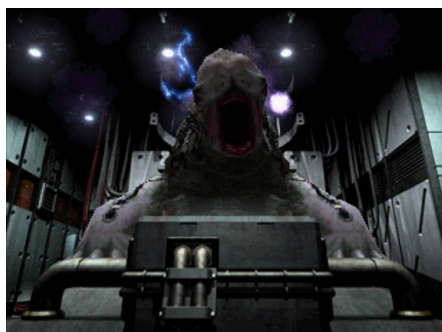
Red opens the door to the west. **Important Note:** Once you do so, the puzzle becomes inaccessible, which means, if you don't solve the yellow and blue ones before, you won't get another chance.

POWER PLANT - 1 PROTO GENERATOR, 1 GENERATOR DEVICE, 2 WHITE TURRETS, 3 YELLOW TURRETS, 1 BLUE TURRET

Enemy Tactics: Proto Generator

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

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



You'll receive **Recovery 3** and **MP Boost 2** with the Medicine Wheel, as well as a total of 290 EXP, 100 BP and 100 MP for everything together. Nice! Now return to Savannah, but equip the SP12 before doing so.

SAVANNA - 7 BEETLES

Get their attention with [Buckshot], before using Plasma to knock as many over as possible (or keep using [Buckshot] if you want to save MP), do this until all of them lie on their backs, then... continue to shoot them.

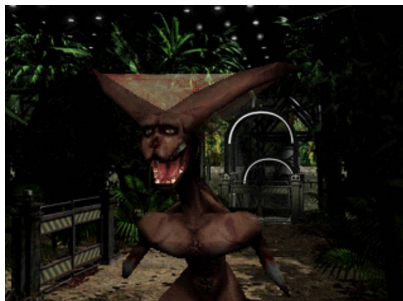
Now before proceeding to the northern side of this place, which is now accessible, consider going back up to unload some of the previously found healing items, reload some ammunition, as well as SAVING the game.

FOREST ZONE - 1 HORNED STRANGER

Enemy Tactics: Horned Stranger

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

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



Since we don't have access to the [Hammer], we can only knock them over by using Plasma. However, they'll flee if they get back up, making it very annoying. If you keep casting Plasma to hold them down, it consumes MP a lot.

A very effective method to deal with them is, I kid you not, the [M9] - or Bayonet. In order to use it effectively, we have to stand ready for them to bite us. As soon as you see them initiate the biting animation, immediately run to their backside - just push forward towards the targeted Stranger, to run into them and bypass them. This not only allows us time to slice, but also allows us to deal increased damage to their back - their weak spot. If you're very lucky, you'll land a critical hit. This can deal up to 400 damage. Also, if your routine is quick, you can land 2 hits before they turn around. Do so over and over and they die. I highly recommend learning this method.

Unfortunately, there is one problem that makes this a big harder, which of course is, that any time you screen transition, another Horned Stranger could ambush. If it happens, consider casting Plasma to knock them over and make them flee!

Overall, the easiest way to deal with them is to cast Energyball. At L.2, it is capable of killing a Horned Stranger (considering you're using the Ofuda). Also note that the spheres will knock them over. However, this also consumes quite a bit of MP. And chances are, that you haven't been able to learn it yet.

As for attacks, they have 2: One is the classic bite, which isn't too hard to dodge, once you learned the pattern. The other is a kick from afar. This only happens if Aya stands too far away from the Stranger. It is also a lot harder to dodge, which is why I recommend to not create too much distance.

This one doesn't have any friends to accompany him, so maybe try learning the bite - dodging technique on it, in order to be prepared for later. Also it drops a **Recovery 3** and an **MP Boost 2** when using the Medicine Wheel.

Now let's proceed west through the Submarine Tunnel.

PAVILION - 3 DIVERS

Kill them with Pyrokinesis and the M4A1 or [Firefly]. But it might be wise to save some [Firefly] up for the upcoming Great Diver fight.

Continue on to the Bridge.

BRIDGE - 3 DIVERS

There's more of them.

Switch to SP12 with [Buckshot].

GARDEN - 10 BEETLES

Again get their attention with the SP12 and then use Plasma once they get closer. Other than that, if you find yourself in a hassle, try creating some distance, since taking damage also resets Aya's reloading/ spellcasting animation. Keep in mind, they're set on their path once they attack.

Now take note of the board with the **map information** (southwestern corner) if you want to add it to the GPS.

Important Note: If you want a 100% Clear Rate, you MUST make sure to read the Stone Stela here. Otherwise, if you want to skip some enemies, DON'T read it. In any case, it is required to understand the solution to an upcoming puzzle (which I reveal to you anyways).



In any case, the door here is locked for now, so we'll have to return. Go back to the Forest Zone. If you read the Stone Stela, some new enemies will appear along the way...

BRIDGE - 2 DIVERS, 3 BEETLES

Don't worry about the Beetles, instead stay around the entrance and take out the Divers first. After that, kill the bugs.

Note: I've realized that sometimes the beetles seem to get aggressive here. If this happens, you should obviously knock them over by casting Plasma or [Buckshot].

FOREST ZONE - 3 HORNED STRANGERS

This time around, you'll encounter more than one. Again, there is a chance for them to ambush whenever Aya runs too far, so stay in position once you see one appear and take care of it. Then continue running around the area until another one pops up. Do this 3 times in total to clear this area (don't trust the map).

Now I recommend going back up once again to **reload ammunition** and **manage Inventory**. Also don't forget to **Save!**

When you're set, go back to Forest Zone. This time, take the southern exit.

WOODLAND PATH - 3 HORNED STRANGERS

Again, same deal as before. Energyball makes this easier, but also less economic.

PYRAMID - 9 BEETLES

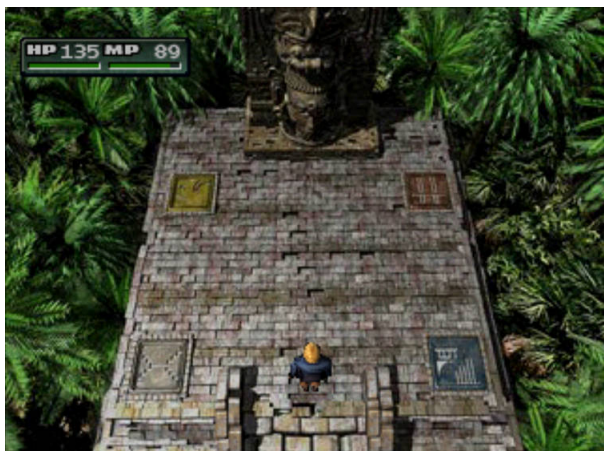
Take them out using [Buckshot] and Plasma again, then approach the round stone plate. Spin in until the designs match. This again is part of the puzzle. Continue up stairs.

Now there's 2 puzzles involved with this place. One of them is an optional sidequest, but as always, I highly recommend doing it, because the reward (Skull Crystal) is extremely useful, not to mention the EXP and BP.

NESSY

There are 4 panels on the ground, each in a different color. Step on them in the following order:

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



Doing so will unveil a lever. Activate it to change the position of the bridge to the west. That's where we're headed next. But before doing so, there are 2 new encounters on the southern side as well. Conveniently, since we're going back to SAVE and reload before the optional "Greater Enemy" encounter, we might as well take these 2 on now on our way back.

SAVANNA - 1 GOAT CHASER, 5 MAGGOTS

Once the Goat Chaser is dead, the Maggots will ambush. Take them out with multiple casts Plasma.

POWER PLANT - 8 BEETLES

They're on the ceiling, also 1 is on the wall near where the Generator Device was. I think the safest spot is right next to it. Shoot it down with [Buckshot], then keep using it for the others.

Now consider going back to **save and resupply**. Also consider using up that Lipstick or storing it away, since we'll find another one.

Now go back and take the northern part to the bridge, that allows us to reach the "Island".

ISLAND - 3 DIVERS

They become a real nuisance, don't they?

Important: Said **Lipstick** is hidden underneath the bush to the south.

Now get prepared.

PREPERATION TIME

First off, this fight isn't nearly as much of a joke as it was in Normal Mode. So don't go in unprepared.

I tested once to see how many shells of [Firefly] you'd theoretically need if you killed "Great Diver" without anything else, and came to the conclusion that it's around 35 - 40. But you won't need as much if you're using spells as well (like you should do). In any case, depending on your [Firefly] situation, consider also attaching the M4A1 as a backup plan. Maybe even start with the M4A1 equipped, to deal with the normal Divers before.

Lastly, consider attaching at least 1 MP Boost (alongside Recovery 2 or 3).

SUBMARINE GALLERY - 5 DIVERS, 1 GREAT DIVER

The Divers always appear in groups of 2. A L.3 Pyrokinesis might be able to take out both of them in a single shot. Eventually, their leader will attack.

Greater Enemy Tactics: Great Diver

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

As to my knowledge, it only has a single attack, which is the electricity breathe.

However, it's drastically different to the one we know: It will continue to spit lightning, while following you at a high speed, which means in order to dodge, you'll have to run around the area in a circle. This is not as easy as it seems, because you need to stay on the outer edges of the circle-shaped platform, but perfectly run along the path, if you just press forward, Aya will run into the walls slightly, which reduces her speed, and this ultimately causes damage. A lot of it, if you're getting hit twice. If this is too hard, there are some techniques suggested further below.



Strategy 1 (intended): The very first thing you will want to do is casting Necrosis on it. This will deal a LOT of damage in the process. Now start running from its attack like described above, and shoot Pyrokinesis once it stopped attacking. Sometimes, if you shoot Pyrokinesis (or with the SP12) immediately after it appears out of the water, it will sink down again, but always be prepared for an attack. Also, recast Necrosis once the effect has stopped.

Strategy 2 (power through): As soon as the battle starts, shoot Necrosis, then spam Pyrokinesis L.3 like there's no tomorrow. You WILL get hit and should use Recovery 3s, but if you keep spamming Pyrokinesis 3 as much as possible, it will go down before you even need to recast Necrosis.

Strategy 3 (cheese): As soon as the battle begins, cast Energyball on yourself. Now start running on the INNER circle of the platform. By doing so, one of the Energyballs surrounding you will hopefully reach the Boss once it leans forward to attack you. Now, the great thing about this is, that it wont relocate you before casting its lightning attack. This gives you plenty of time to dodge. After that cast Necrosis on it, then start spamming Pyrokinesis L.3. Once it pops up again, continue this process, but use MP Boost if you run low on MP and recast Energyball when needed! If you're really quick, you shouldn't need to recast Necrosis, because the boss will die before this point.

Important Note: Energyball is canceled once you cast a different spell.

On a sidenote, you can stun the boss by using Pepper Sprays or Apobiosis, but the effects are rather short and it wastes either an attachment slot or lots of MP, so I wouldn't recommend it, the Boss isn't that hard.

In total, this encounter nets you 750EXP, 1440BP and 30MP. As well as an **MP Boost 2** and a **Protein Capsule** if you have the Medicine Wheel. But we're not done here! A soup of blood will appear in the pool. Check it to receive your actual reward for this sidequest - the **Skull Crystal!** Attaching this will increase your regular bullet damage by 25%. Using it up will level a Fire Spell. Only consider doing this after getting Inferno to L.2, and also only do this before the Final Boss fight, since we won't need a L.3 Inferno until then anyways.

Now consider going back to SAVE. Then go back to the Pyramid.

POWER PLANT BLACKOUT

There are 4 panels on the floor. Step on them in the following order:

Red, Yellow, Blue, White, Blue, White, Red, Yellow, White, Blue, Yellow, Red;



This opens the door to the 2nd Generator. But as always, it also triggers new encounters.

Note: Don't forget to switch the lever again.

PYRAMID - 6 MAGGOTS

As you try to leave, the Maggot Gang ambushes once again. Try to take them out with 3 casts of Plasma L.3.

WOODLAND PATH - 2 HORNED STRANGERS

FOREST ZONE - 2 HORNED STRANGERS

Nothing new here, use the [M9] or Energyball.

PAVILION - 3 DIVERS

They still won't give up... We're about to exterminate them though, only a few of them are left.

BRIDGE - 1 MOSSBACK FATTY, 1 DIVER

Kill the Fatty first, using whatever preferred, overpowered method, then the Diver.

GARDEN - 1 MOSSBACK FATTY, 8 BEETLES

Kill the Fatty with the [M9]. Note that using the P229 allows taking the Beetles on 1 by 1, thanks to the Silencer (the other Beetles won't notice) and the quick shooting speed. If they don't die within 2 magazines though, consider relocating slightly to dodge their set straight attacking path, which is to blame on low intelligence I guess. If you lack the patience, use Plasma and [Buckshot].

POWER PLANT - 1 BETA GENERATOR, 1 GENERATOR DEVICE, 2 YELLOW TURRETS, 2 BLUE TURRETS, 2 RED TURRETS

The narrow path next to the stairs leads to an infinite **[Hydra] ammunition stash!** This is especially nice if you missed the Black Card before. Upstairs is another extremely challenging Generator ANMC.

Enemy Tactics: Beta Generator

HP: 750 EXP: 400 BP: 200 MP: 100

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



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

PAVILION - 1 MOSSBACK FATTY, 1 DIVER

Easy kills.

SUBMARINE TUNNEL - 2 RED AMOEBA

More easy kills. You'll receive an **Eau de Toilette** from them.

FOREST ZONE - 10 BEETLES

More of those, but these are easier, position - wise. Simply kill them with [Buckshot], but wait until they're close enough in order for the spread damage to take effect.

Now if you want to, you can return to **save, resupply and stash stuff**.

WOODLAND PATH - 4 HORNED STRANGERS

I hope you know how to deal with them by now.

PYRAMID - 5 BEETLES, 4 MAGGOTS

Once again, Maggots ambush as soon as you kill at least 1 enemy, which is a beetle in this case. Therefore it's advisable to turn all of them upside down before attempting to kill one. Then killing the worms with Plasma shouldn't be too much trouble as well.

Now switch the lever on top of the Pyramid to get access to the Island once again, before heading there.

ISLAND - 2 MOSSBACK FATTIES

No problemo.

SUBMARINE GALLERY - 3 DIVERS

Guess what, they're weak to fire! :-O

You'll receive a valuable **Ringer's Solution** for coming all the way back here!

Now let's return and clear the other side of Neo Ark.

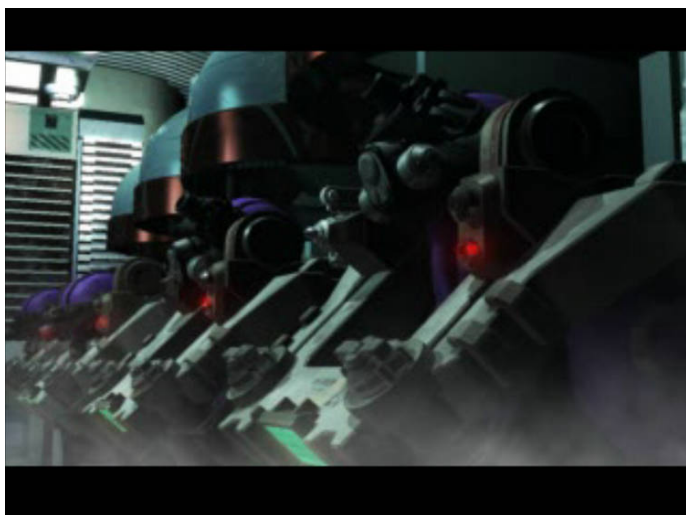
Note: If you left them out before, the Savanna and Power Plant enemies are still there as well.

SHRINE - 4 SCORPIONS, 4 BEETLES

The Scorpions hide in the area with the puzzle wall. The Beetles are around the corner.

Alright, we're finally done here. Let's go back to **replenish and SAVE**. We're about to fight another Boss!

EVE



PREPERATION TIME

The first thing to consider is, that we won't immediately get access to a Storage after the next Boss. This can be a problem, because we'll receive quite a lot of Items and also need to prepare for the dangers that come after the Boss. Therefore I recommend only bringing what you really need. And what you really need is:

- M950 and [Hydra]
- If you don't have the M950, bring the P229 instead (also consider using [Spartan] instead)
- M4A1 [Bayonet] and [Rifle]
- SP12 and [R.Slug] (finally pays off)
- the Grenade Pistol with [Grenades] (again, finally pays off)

- GPS, Holy Water, Ofuda, Medicine Wheel and Skull Crystal (attached)
- If you want to annihilate absolutely everything, consider bringing a Pepper Spray for the Fatty (unless you have Apobiosis at L.1 already, or are fine with Plasma)
- Carry some **Recoveries** and **MP Boosts**, as well as a **Lipstick** and **drop them into the Laboratory Storage**. We won't have access to other Storages, or the BP machine, until we fought our way back there, through some very hard battles. You can bring the Lipstick along but might run into even bigger Inventory space issues.

You'll get 1x Recovery 3 and MP Boost 2 (with the Medicine Wheel) before the next Boss Fight, so consider this when planning to bring along Healing Items.

Now whenever you're ready, take the EV elevator again. Remember where it is? It's the south-western of the 2 in B2 Main Corridor.

EV ELEVATOR - 2 SPEAKERS, 2 YELLOW TURRETS, 2 BLUE TURRETS, 1 RED TURRET

Enemy Tactics: Speaker

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

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



I recommend destroying the 2 Speakers first (one in each corner), since the Turrets are (or should be) de-activated and pose no threat.

If you brought the Pepper Spray, attach it now.

Now take the next elevator down too...



B6 CORRIDOR - 3 SPEAKERS, 1 MOSSBACK FATTY

If you kill the Fatty, the fight is over and the Speakers won't give you any experience. It's possible to destroy the first 2 from the entrance, without too much of a hassle. However, for the third, you'll need to lure the Fatty away. After which, you'll want to stun him using either a Pepper Spray or Apobiosis (you could also use Plasma multiple times, if you're quick). This is, to get the needed time to destroy the 3rd Speaker as well, before eventually killing the Fatty. Obviously, this isn't worth the effort, unless you're a perfectionist.

Also note, that Eve will knock you over if you're getting too close. This doesn't deal damage, mind you. Which is something, we can heavily exploit in a second.

Now you'll receive the promised **Recovery 3** (Medicine Wheel drop) and **MP Boost 2**.

Before following Eve, make sure you're prepared.



First off, ready the M4A1 as equipped weapon. Attach the Grenade Pistol and LOAD it with a Grenade (otherwise you won't be able to shoot). Also attach the M950 with [Hydra] as backup or the P229 if you didn't get the M950.

B6 TRAINING ROOM - PUPPET STINGER

BOSS TACTICS: PUPPET STINGER

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

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

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

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

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

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

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

Now for its attacks:

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

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

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

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

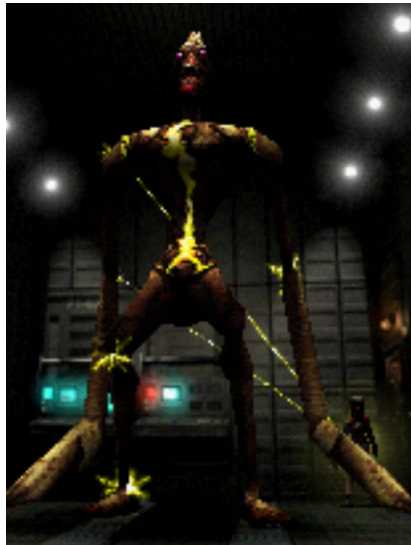
Red (pitch increasing sound, as if charged up, long casting time): This is his most dangerous attack, but also the one which allows us to break through his defense. It causes a massive explosion, which deals very high damage. But instead of avoiding it, by Plasma or exploit, quickly shoot Pyrokinesis multiple times. Not only will this deal double damage (no shield up), but also cancels the attack completely, if you manage to hit it 2 - 3 times. The M950 can cancel the attack too, unless you need to reload in the process. Note that this is the only time it is susceptible to spells. You can try casting Necrosis during this time as well, if you're quick enough. But the girl will heal it away rather quickly.

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

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

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

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



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

Now follow the girl inside for some more pre-rendered cutscenes. You can find an **MD Player** inside the shelf (attaching it prevents Confusion and Berserker. I think it's not worth the wasted Inventory/ Attachment Slot), as well as another **Ringer's Solution** from the intravenous packs. Told you we'll get pretty crammed inventories. And that's not the last Item we can find here as well. If you really don't find any other way of making space, consider throwing away the MD player.

Also finally, you can **SAVE** at the telephone in the next room as well, by checking it multiple times. Make sure you do so, because we won't get to a telephone for a while after this.



TREASURE CHART





100% KILL LIST - NEO ARK

Legend:

Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops

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

Trigger Point: Alligning Yellow Symbols			
Shrine	3x Beetle	MP Boost 2	-

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

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

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

Trigger Point: Access to Island Lever			
Savanna	1x Goat Chaser, 5x Maggot	-	-

Power Plant	8x Beetle	-	-
Island	3x Diver	-	-
Submarine Gallery	5x Diver, 1x Great Diver	MP Boost 2	Protein Capsule

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

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

Invasion

Note: if you see this message, it means that this part of the Walkthrough is still in BETA. I will look closely into it over the next few weeks to see if there are bigger mistakes. Thank you for understanding!

GOLEM ATTACK

Check - List	
Weapons	*P229 [Hydra] / [Spartan]
	*M950 [Hydra]
	SP12 [R. Slug]
	M4A1 [Bayonet] [Rifle]
	Grenade Pistol
Armor	Tactical Vest / Chicken Plate
Spells	Pyrokinesis L.3
	Combustion L.1 / L.2
	Necrosis L.3
	Plasma L.3
	Metabolism L.1
	Healing L.2 / L.3
	Energyshot L.3
	Antibody L.3
	Energyball L.2 / L.3
Future Spells	Energyball L.3
	Apobiosis L.1
	Combustion L.3
	Healing L.3

- It's either or, depending what you've used against Puppet Stinger.

PARASITE ENERGY NOTE

Right now, Healing L.3, Energyball L.3 and Apobiosis L.1 are the most useful things we can still unlock. Other than that, Apobiosis and Inferno mainly interesting for the Final Boss. But in any case, **don't** get Apobiosis to L.3, because we can use the Medicine Wheel up before facing the Final Boss to reach L.3 and spend the EXP somewhere else instead.



Talk to Eve and then to Kyle twice, then try leaving in order to proceed with the story. After the cutscenes, you'll once again separate from Kyle.



Now listen closely - you need to be really fast or you'll receive some serious damage or worse - have Eve die, which results in a game over. This happens a lot sooner in Scavenger Mode.

First run into the camera and pick up the **Proteine Capsule** from the shelves in the corner. Now click the incubator that Eve looks at, decide to "look inside". Now quickly talk to Eve - do this twice, if Aya starts advising herself that they need to get out of there, slowly head then head to the elevator, but don't go too fast/ create too much distance between Aya and Eve or she might not follow you. Send the elevator up only once both Eve and Aya are inside. Sometimes, Eve just won't follow, especially if she starts coughing. I think this might actually be a bug. If this happens, good thing you just saved your game right?

The girl is scared by the bright lights and runs off. Before following her, though, consider **replenishing your [Hydra] ammunition** from inside the Power Plant.

BRIDGE - 3 (X_X) DIVERS

PAVILION - 4 (X_X) DIVERS



See, they grow tired of fighting you too? Eh, seriously though, they are too injured to fight back and therefore an easy source for EXP, BP and MP.

FOREST ZONE - 1 PAWN BLADE GOLEM, 2 (X X) HORNED STRANGERS

Enemy Tactics: Pawn Blade Golem

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

Pawn Golems wear green armor, which makes it easy to recognize them as such. Furthermore, there is a distinction between "Blade" and "Shooter". This one, the Blade type, carries a distinctive, blue glowing katar, or blade weapon around the right arm.

So what can they do? Not much. They will constantly try to hit Aya by charging at her, followed by swinging the blade. This can be hard to dodge at first, but learning it is key to success. Especially if you plan on beating Nightmare Mode later on.

The trick here is, to stand directly in front of them, as soon as they leap, run behind them. Unlike with Scavengers, you can't just push forward here, because you'll want to make sure that you bypass them to their LEFT side - which is their **unequipped side**. Otherwise, you'll get hit. You'll need to do this over and over, if you don't have the means to disrupt them, or kill them beforehand. For an economic approach, I recommend using the [M9] - It deals a lot of damage if it lands a critical hit, and ideally, we're staying in close range all the time.

Otherwise, the M950 [Hydra] too is a very economic decision. Or the M4A1 if you don't have the M950.

And since we find a lot of [Airburst] ammunition, using that might not be a bad decision either, since it does quite a lot of damage.

Then, also very economic, would be to use Plasma to cause a very short stun. Use this if you don't think you can dodge.

Of course, things aren't always as simple. There are tougher Golems, as well as Golem Groups. In such a scenario, consider one of these solutions:

Apobiosis, can paralyze an entire group for a while. Note that this won't work on "Rook" Golems unless you destroy their backpacks before.

As for a quick win, first off there is [R.Slug] ammunition. It is powerful enough to kill a Golem within seconds. But due to its limited access, we should save it up for rainy days.

Finally, Energyball L.3 is extremely helpful as well. It is, after all, the highest damage dealing option we have. Therefore, it is highly recommended against bigger groups of Golems.

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



I suggest taking out the Golem first. Maybe experiment with trying to dodge the blade though, since other encounters aren't that simple. **50x [Spartan]** are also being received here. But consider dropping it, or the [Hydra] ammunition, if you don't have enough Inventory space.

Now you have the choice of either running back, taking the closest route to the Laboratory, or - if you're confident enough and also annoyed by backtracking - clear out this side of the Ark before going back up. Since we don't have any access to our Storages, on top of being unable to save, we should probably leave here for now and come back later.

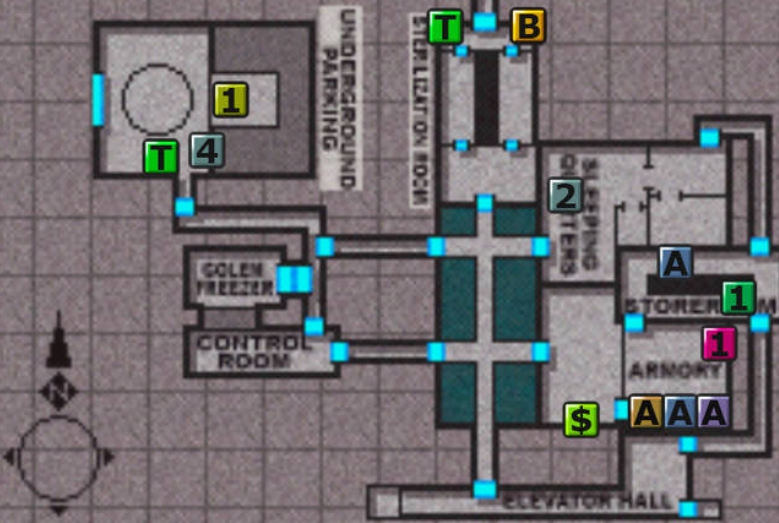
NORTH PROMENADE - 3 PAWN BLADE GOLEMS

This raises the stakes quite a bit. But it's not as bad as you might think. I suggest taking care of the one you immediately see when entering with the M950 (unless of course, you don't have it, in which case you should resort to M4A1 and Bayonet). All of them are separated, but if they team up, use Plasma. To prevent a bad situation, you can also use Energyball or [R.Slug] here. Otherwise, if you don't want to risk getting killed, but also don't want to waste [R.Slug], consider fleeing for now. All it does, is giving a -10 BP penalty.

Another **50x [Spartan]**, as well as **80x [Rifle]**, if you have the Medicine Wheel, are being dropped.

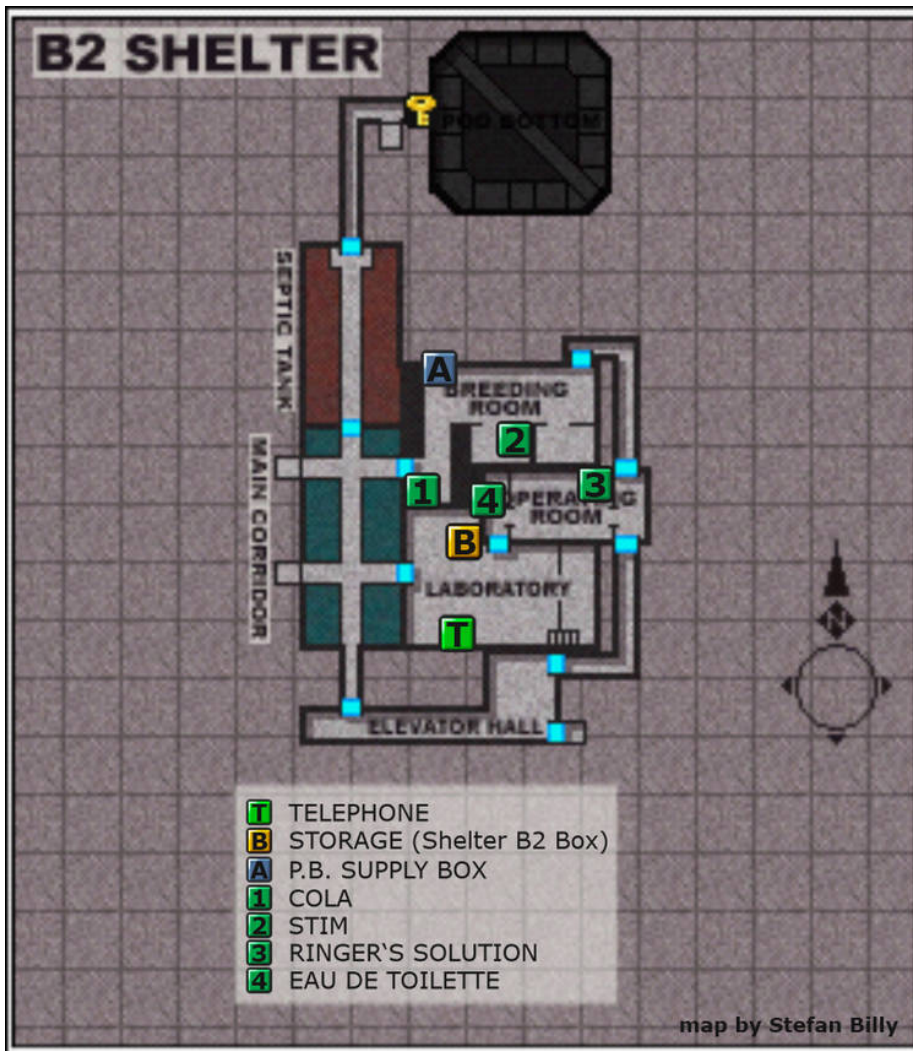
In any case, prepare by equipping your Shotgun and return up to the Shelter via the elevator.

B1 SHELTER



- T** TELEPHONE
- B** STORAGE (Shelter B1 Box)
- \$** SHOP - ARMORY
- A** P.B. SUPPLY BOX
- A** HYDRA SUPPLY BOX
(req. Black Card)
- A** BUCKSHOT SUPPLY BOX
(req. Black Card)
- 1** RINGER'S SOLUTION
- 1** SP12 (req. Black Card)
- 1** BELT POUCH
(press R, B and Y buttons)
- 2** AERIS SEPT. ISSUE (Computer Magazine)
(only after reading B2 Lab whiteboard)
- 4** ELECTRIC CAR KEY (Car Key)
- 5** PIERCE'S MEMO (Message)
(Pierce's Route only)

map by Stefan Billy



B2 MAIN CORRIDOR - 1 ROOK BLADE GOLEM, 2 RED TURRETS

Important Note: The Turrets have been re-activated. Annoyingly, many doors have been locked as well, which means we're forced into making a big detour, encountering lots of Golems and Turrets before we can turn them back off.

Now on top of the 2 Turrets, we'll encounter an even bigger threat - a "Rook Blade Golem", which is, in my opinion, the most dangerous type of Golem.

Enemy Tactics: Rook Blade Golem

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

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



So, what makes Rooks so much more dangerous? The answer to that, is their defensive stats. First off, they have an extremely high defense against offensive P.E.s. - on higher difficulties, even a L.3 Energyball can't take them down. Furthermore, they have special resistance against Shotgun Shells (which doesn't change the fact, that [R.Slug] is still the easiest way of taking them down, at least until we find the [Javelin]). Plasma and Apobiosis won't even make them flinch.

However, there is a reason behind their powerful resistance against spells and stuns: **their Backpacks!** And yes, as revealed by the stats above, the Backpack can be broken. By doing so, their resistances are nullified, which gives us a HUGE tactical advantage in combat. The hard part however is destroying said Backpack. The only way of doing so, is attacking the Rook from BEHIND while they're casting Silence. Oddly enough, the Backpack will not receive any damage outside of their guard - stance, even if you attack them from behind. The problem with this of course is, that they only even try casting Silence if Aya is standing far away. Which means, you have to be very quick. Yet still, this process can be learned and probably is easier than dodging their blade attack continuously. Just create some distance and be

prepared to dash behind them as soon as they start casting, then hit the Backpack (we don't want to waste [R.Slug], because that'd contradict the sole purpose of this approach). If the Backpack is destroyed successfully, their spell is interrupted and they'll shortly become paralysed (also you can see electricity currents, signifying that the Backpack broke down). Something to note here: The backpack is repaired after a while, so don't wait too long after breaking it!

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

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

So, in conclusion, for Scavenger and Nightmare Mode respectively, trying to destroy the Backpack is probably the best approach for dealing with a Rook. However, if you already got Energyball L.3, as well as some spare MP, you could use that instead. 2 casts of Energyball, or 4 to 5 of the spheres it creates, should take a Rook down. Which also means, you could effectively take out 2 Rooks in the same area with a total of 3 casts of Energyball L.3. Alternatively, of course, [R.Slug] too is a final resort solution.

Whew... What an analysis that was!

Lucky for us, that we have some [R.Slug] to deal with him, right? I highly recommend shooting him from inside the elevator niche with your Shotgun. Switch to the M4A1 or P229 to save on your precious ammunition. I also hope you didn't forget how to take care of Turrets. Red ones thankfully aren't too much trouble.

Also I want to point out again, there is always the option to flee. Eventually it would suck to die right in front of the Lab, right? Note however, that if you flee, any killed enemies from that respective room will respawn as well. Finally, **80x [Rifle]** are dropped here as well.

Now make sure you **save** inside the Laboratory, as well as manage your likely crammed Inventory. I also highly recommend bringing and attaching the previously mentioned Lipstick.

Overview

A lot of path have been closed off for now. Considering the situation, I'll first create a clear route to B1's Armory and Sterilization Room, followed by de-activating the Turrets.

B2 SOUTHERN ELEVATOR HALL - 4 YELLOW TURRETS, 1 ROOK SHOOTER GOLEM

Enemy Tactics: Rook Shooter Golem

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

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

Their main weapon however is a Grenade Pistol, which uses a red sensor light, similar to Turrets. They will shoot 2 batches of 3 Grenades at Aya. If you get hit, you'll also become Paralysed. It is possible to lure Shooters into hurting and killing their companions. This is a very viable, although risky tactic. What's very annoying about Rook Shooters however, is that they'll raise their Shields whenever they attempt to shoot Aya. This makes destroying the Shield much more viable as compared to Rook Bladers. I'll copy the information on how to destroy a Rook's Shield and Backpack:



So, what makes Rooks so much more dangerous? The answer to that, is their defensive stats. First off, they have an extremely high defense against offensive P.E.s. - on higher difficulties, even a L.3 Energyball can't take them down. Furthermore, they have special resistance against Shotgun Shells (which doesn't change the fact, that [R.Slug] is still the easiest way of taking them down, at least until we find the [Javelin]). Plasma and Apobiosis won't even make them flinch.

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Also note that you can deal damage to this Rook by having the Turrets shoot him. Although, I don't think this is a particularly effective way of dealing with them. In any case, if you shoot the Rook with [R.Slug], make killing him your priority. Otherwise, take out the Turrets first, because dealing with a Golem usually takes a lot longer. **4x [Airburst]** are dropped here.

Now take the elevator up to B1.

B1 SOUTHERN ELEVATOR HALL - 1 ROOK BLADE GOLEM, 1 PAWN SHOOTER GOLEM

Enemy Tactics: Pawn Shooter Golem

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

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

Also, since they don't wear a protective backpack, you can take them out much quicker, as well as stun them.



If you're following this Walkthrough, this is the first time you can lure a Shooter into killing another Golem. However, it's not a particularly easy task, especially in this room, due to the layout and positioning of the 2 Golems. I recommend dealing with the Rook first, since he is closer and also more dangerous. **4x [Riot]** and **80x [Rifle]** with the Medicine Wheel are rewarded.

Unfortunately, the door to the Main Corridor is locked, so we'll have to make a de-tour.

B1 SOUTHERN CORRIDOR - 2 WHITE TURRETS, 1 PAWN BLADE GOLEM

First off, lure the Blader around the corner, then kill him. Next, take care of the Turrets from afar with the M4A1. **50x [Spartan]** is dropped.

B1 STORAGE ROOM - 1 PAWN SHOOTER GOLEM, 1 PAWN BLADE GOLEM

Simple enough. They are separated by the middle storages, also the Shooter is turned away from Aya, as you enter. Also note, that it is possible to shoot through the storage to kill the Golem on the other side. **4x [Riot]** and **50x [Spartan]** are dropped with the Medicine Wheel.

Now remember when I said owning the **Black Card** and unlocking the door to the Storage Room will help us much later in the game? This is that very moment! If you did what I said, you get access to the Armory right now. Otherwise, you'll have to hold off for a little longer.

B1 MAIN CORRIDOR - 1 ROOK SHOOTER GOLEM, 1 PAWN SHOOTER GOLEM

This is a very difficult room. You have little room to dodge and both Golems will immediately start shooting once you're in their field of vision. Casting Metabolism to prevent Paralysis and Darkness is highly recommended. You can quickly take care of the Rook Shooter at least, by using [R.Slug]. These 2 drop **4x [Riot]** and **4x [Airburst]**.

Unlock the southern door, then return through the Main Corridor and go to SAVE and also manage your Inventory inside the Sterilization Room. Proceed north

B1 NORTHERN ELEVATOR HALL - 1 ROOK BLADE GOLEM, 3 RED TURRETS

You can shoot the Turrets from your initial position with the M4A1, it should be quick enough to destroy each of them before they can shoot. Then deal with the Golem. Reward: Another **4x [Airburst]**.

Note: Consider using the [Airburst], it deals impressive damage too!

Continue on to the POD Service Gantry (where we met with Pierce/ Kyle).

Don't pick up the Letter yet!

Okay, so here's the thing. If you pick up (and read) the Letter, that Pierce leaves behind, it will lead to the good ending as soon as you use the telephone. Of course, if you aim for this ending, or a very high ending BP score, you should still consider doing so. However, unlike in Normal Mode, the only worthwhile reward for this is access to unlimited [Grenades]! You **will not** find better weapons!

However, if you **don't** save Jody, Rupert still gives you the Mongoose + 25x [Maeda SP]! So, keep this in mind when you make a decision. Both path can be arguably useful. The Mongoose outclasses a Grenade Pistol with [Grenades] in every way. But it also runs out of ammunition in no time. Also [Grenades] are useful against Golems, if you run out of [R. Slug].

If you decide to save Jody, pick up the letter by using the phone twice, then analyze it in Key Items, then use the phone again.

Finally, **turn off the Turrets!** This is the main reason we took the fastest route to get here!

Now if you want to proceed with the game instead of clearing all the enemies, jump to the next section. But keep in mind, more EXP means better spells at the end, and Golems leave a lot of it!

Otherwise, we'll clear out the right side of B1 and then move on to deal with the Mines (I'll leave the western side of B1 for now, as that's where we're going in order to proceed with the game, hence why it's best to be left for later, you know, for the sake of a better overview...)

KILLING EVERYTHING!

B1 NORTHERN CORRIDOR - 4 RED TURRETS, 1 ROOK SHOOTER GOLEM

If you enter this room from the Sleeping Quarters, you can kill the Rook Golem by hitting its back. However, this also makes the challenge inside the Sleeping Quarters a bit harder. So, it's your choice to make. You'll get **4x [Airburst]**.

B1 SLEEPING QUARTERS - 1 KNIGHT GOLEM

Enemy Tactics: Knight Golem

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

Knight and Bishop Golems are 'officially' the strongest Golems, considering their stats. However, given the situation they appear in, as well as the rather foolproof (annoying, but foolproof) strategy, involving them, I'd consider them less problematic than Rooks. Well, at least unless you fight them in Nightmare Mode, where they become extremely fast.

Anyways, what's the deal here? Knight Golems ALWAYS ambush Aya, there is no other way of encountering them. They do so by teleporting in and grabbing her from behind. Mash the D-Pad rapidly to free yourself. If you're quick enough, not only will you prevent being Poisoned, but also paralyse the Knight Golem for a small amount of time, giving you some room to shoot him. Now, this will continue until he dies. He will keep grabbing Aya from behind. Unless she is turned against a wall with her back. In which case, he changes strategy. This is what the game intends us to do. And to succeed from here on out, we'll need to turn up the volume and pay close attention:



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

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

Finally, if you're impatient and not in the mood to play their sick game, you can also deal with them using a L.3 Energyball. This is a bit risky, though, because those damn spheres have a tendency to dodge their targets sometimes.

Unfortunately, this area leaves plenty of room for them to dash attack. You can prevent this from happening either close to the entrance from Northern Corridor, or inside the bathroom. If you enter from Main Corridor, you'll have a lot less room to hide in the corner between the beds and the door. Also keep in mind, you WILL have to learn how to kill them properly, if you plan to play Nightmare Mode.

He'll drop an **MP Boost 2** and also **Penicilin** if you have the Medicine Wheel!

Okay, now **recharge ammunition** and **SAVE. Manage your inventory.** We'll clear out the Mines now!

SECRET PASSAGE - 3 STALKER

They're really simple at this point. But it's nice to have easy encounters every once in a while, I guess.

CAVERN - 2 BRAIN STINGER

Again, they can be taken care of with Necrosis before starting to shoot.

GORGE - BAT SWARM

I prefer killing them with Necrosis, because Plasma can't reach them as easily.

If you need anything from the Truck outside, or want to dump some unneeded Items there, do so now. Also you can consider buying a few Flares (unless you've already unlocked Apobiosis), Otherwise, return back to B1 and refresh, before taking the elevator to B3. We'll clear the route to the Sedan and Apartment next. Which unfortunately, is completely re-infested as well.

B3 ELEVATOR HALL - 2 BRAIN STINGER

It can be tough to avoid being hit here, so consider a pre-emptive Metabolism. You can wait a bit at the entrance, until the 2 Brain Stinger walk closer to each other (one walks south, the other walks north, to meet in the middle), before turning around the corner, quickly running down and hit both of them with a single cast of Necrosis. Alternatively, rely on hit and run (using the corner to dodge spells) techniques, and maybe lure them up to you.

B3 LOWER SEWER - 2 DIVERS, 1 MOSSBACK FATTY

Divers come first, then the Fatso.

B3 UPPER SEWER - 1 BRAINSTINGER, 1 DIVER

Another frustratingly positioned Brainstinger. You can quickly run up to it and shoot Necrosis. Huh... also there's a diver...

B3 RESERVOIR - 2 DIVERS

B3 WATER SUPPLY - 2 DIVERS

All of them are stranded and shouldn't take much effort at all.

Now let's move on to Dryfield once more.

WATERHOLE - 3 STALKERS

The first one might be a tad too close to do anything before it hits you, but a quick Pyrokinesis should be just enough time to get the job done before taking any damage.

Climb up the Well.

DRIVEWAY - 4 MINDSUCKLERS, 3 SCORPIONS

Like so many times before, the Scorpions will ambush once at least 1 enemy has been taken care off. I suggest spamming Plasma or Apobiosis.

JUNKYARD - 3 MINDSUCKLERS, 1 STALKER

This gets kinda old.

Consider buying stuff from Mr. Douglas at this point, if you need anything. And of course, consider **SAVING**.

Now let's head to the Water Tower.

BACK ALLEY - 5 MINDSUCKLERS, 5 SCORPIONS

Yes, Scorpions will ambush. This gets cramped quite easily. But Plasma and Apobiosis are powerful enough to handle the situation. **4x [Airburst]** is your only drop.

WATER TOWER - 2 STALKER, 4 SCORPIONS

Just shoot everything from the entrance with the M4A1. Continue around through the Bar to Parking.

PARKING - BAT SWARM

You can take them out with Necrosis.

ROOM 1 - 3 SCAVENGERS

They sleep and won't wake up as long as you WALK instead of running. Consider killing them with Pyrokinesis, which can be shot through walls.

ROOM 2 - 2 SCAVENGERS, 4 MOTH

Kill the Moth first, then take care of the Scavengers.

On to General Store we go.

GENERAL STORE - 2 SCAVENGERS, 3 RATS

At least we get some variety...

BACKSTREET - BAT SWARM

There are 2 groups of sleepy Bats. You can kill them one by one with the P229, without the others waking up, thanks to the Silencer. But if you're impatient, cast Necrosis

DILAPIDATED HOUSE - 5 SCAVENGERS

Sneak up and use [Buckshot] or Combustion, or spam Plasma.

Alright, we're done here. Now all that's left is a bit of B2, a bit of B1 and Neo Ark. The latter is the biggest challenge, but after Dryfield, maybe that's exactly what we crave for anyways.

So, let's walk back to the Shelter now, maybe SAVE and refresh and then return to B2 once you reach the elevator.

As you get back to B2, enter the northeastern door to Southern Corridor.

B2 SOUTHERN CORRIDOR - 3 CATERPILLARS, 1 RED AMOEBIA

Nothing here will attack you until you do so (or get too close to the Amoeba). Just align yourself with the adjacent corridor and cast Necrosis. Then take care of the rest with Pyrokinesis or just by shooting.

Noteworthy is the dropped **Belt Pouch** in here. I'd definitely recommend picking it up.

B2 OPERATING ROOM - 3 SLOUCHES, 3 AMOEBIA, 1 SUCKLERCEPH

The Slouches are unfairly positioned as always. I suggest using Pyrokinesis quickly.

B2 NORTHERN CORRIDOR - 2 CREEPING STRANGERS, 2 MAD CHASERS, 1 SKULL STALKER

I remind you that Creeping Strangers can be killed quickly by Plasma and [Buckshot].

B2 BREEDING ROOM - 2 MAGGOTS, 4 BEETLES

One of each enemy type occupies a cell. I wonder if someone put them there and just couldn't be bothered to close the cells.

B2 SEPTIC TANK - 2 (x x) DIVERS, 2 WHITE TURRETS

Nothing attacks you here, unless you didn't deactivate the Turrets.

B2 NORTHERN ELEVATOR HALL - 2 WHITE TURRETS, 1 ROOK BLADE GOLEM

It's a bit hard to dodge in this small area, so I'll tolerate using Energyball :). This one also drops **80x [Rifle]**

Unfortunately, the elevator here is locked, so we'll have to run back manually. I recommend going back to B1 to **SAVE and resupply**.

Next step - Neo Ark.

Let's clear the north side first. For that, we'll need to get to the Pyramid and activate the lever to reach the Island again.

WOODLAND PATH - 4 (x_x) HORNED STRANGERS

I recommend not engaging in combat until you return from the Pyramid. While harmless, they still give some nice MP (and possibly HP, depending on your Armor) bonus reward, which might be welcome after the encounter at the Pyramid.

PYRAMID - 2 PAWN BLADE GOLEMS

It's advisable to use Energyball, or stun them with Apobiosis before killing them with bullets or the [M9]. Also they drop **50x [Spartan]** and **80x [Rifle]**.

Now **activate the Lever** and head for the Island.

ISLAND - 3 (x_x) DIVERS

SUBMARINE GALLERY - 1 (x_x) DIVER

Hey it's free EXP, BP and MP.

Okay, this side is done, let's go south now!

SOUTH PROMENADE - 2 PAWN SHOOTER GOLEMS

Really shouldn't pose much trouble, compared to other Golems. Also, you'll receive **4x [Grenade]** and **4x [Riot]**.

SAVANNA - 1 PAWN BLADE GOLEM, 1 PAWN SHOOTER GOLEM

This encounter almost begs you to lure the Shooter into killing his buddy. Otherwise, still the same tactics as before. **50x [Spartan]** and **4x [Riot]** are your reward.

SHRINE - 2 PAWN BLADE GOLEMS

They're neatly separated. One is in the room with the puzzle wall. The other patrols the door to the Power Plant. **50x [Spartan]** and **80x [Rifle]** to find on them.

POWER PLANT - 4 SCORPIONS, 6 BEETLES

[Buckshot].

Okay, we're finally done here. Now let's go back up and **SAVE + replenish ammo**.

CHASING AFTER NO.9

Note: If you skipped killing stuff, the following 2 encounters are optional (but also make the adjacent corridor easier).

In Main Corridor, take the middle western path to the Control Room.

B1 CONTROL ROOM CORRIDOR - 1 PAWN BLADE GOLEM, 2 YELLOW TURRETS

It's a bit tight to dodge, so consider using the M950 and Plasma (or Energyball). **50x [Spartan]** are dropped as well.

CONTROL ROOM - 4 RED TURRETS, 2 BLUE TURRETS

Nothing attacks you here, if you deactivated the Turrets before.

B1 GOLEM FREEZER EXTERIOR - 1 KNIGHT GOLEM

Still the same as before. He'll drop **MP Boost 2** and **Penicilin**.

B1 GOLEM FREEZER CORRIDOR - 1 ROOK BLADE GOLEM, 4 RED TURRETS, 2 YELLOW TURRETS

If you've entered from the Freezer region, this Golem will have his back turned to Aya. Which makes things much easier on us.

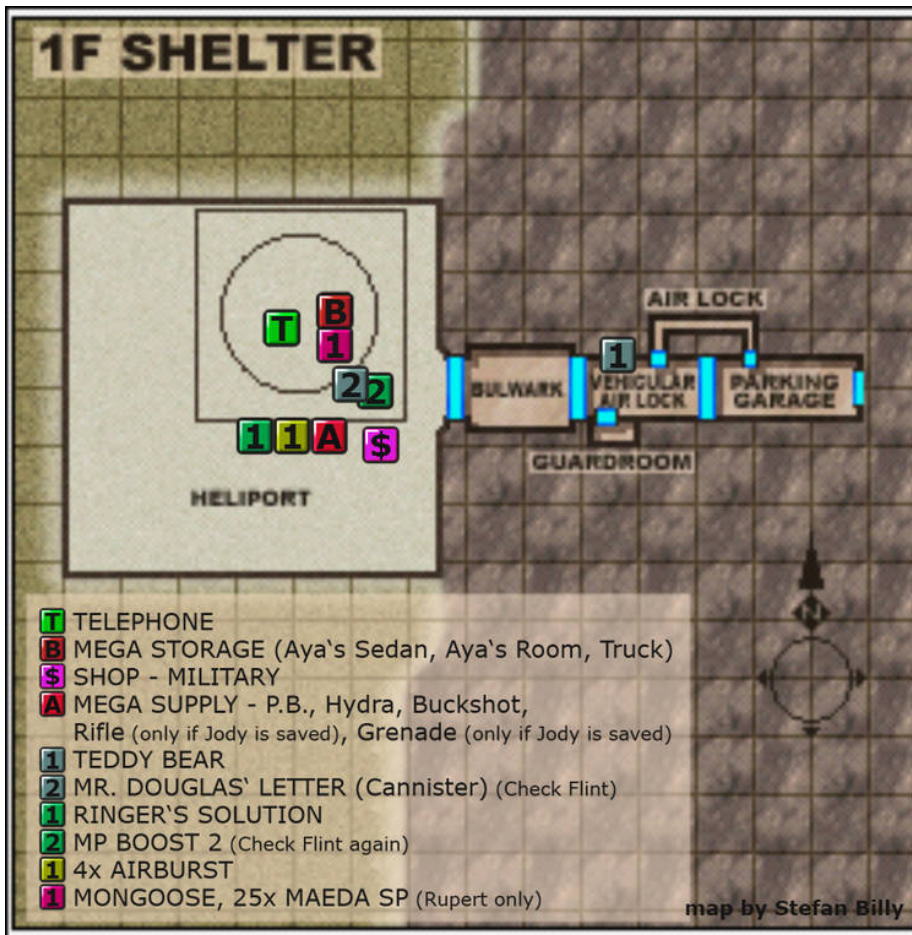
Also, he'll drop **80x [Rifle]**.

Now press on to the Garage.

Check the panel on the east wall (it's to the left, camera - wise) for a **Car Key**. In the lower corner, there are 4 buttons. Activate **RED GREEN** and **YELLOW** before pressing **CALL**, to make a Belt Pouch appear. How convenient!

Now only activate **BLUE** and **YELLOW**, then press **CALL** again. This will make an electric car appear.

Get it out with your **Car Key**. Then use the **Bowman Card / Yoshida Card** on the Panel in the northwest to open the gate. Finally drive the Car to reach "Parking Garage".



In here, use the northern door to get to "Air Lock". But beware of an ambush...

AIR LOCK - 1 KNIGHT GOLEM

Still the same as before. Sorry they won't become less annoying... Fortunately however, he drops very valuable stuff. A **Ringer's Solution** and **10x [R.Slug]** are quite the prize! Push on now for more Golem Fun!

VEHICULAR AIRLOCK - 1 ROOK SHOOTER GOLEM, 1 PAWN BLADE GOLEM

It's a bit of a frustrating combination, I recommend getting the Pawn Golem out of the way first. **4x [Airburst]** and **50x [Spartan]** are dropped.

Pick up the **Teddy Bear** on the ground - **this is important!!** - then enter the "Guardroom" (south) and open the next Gate.

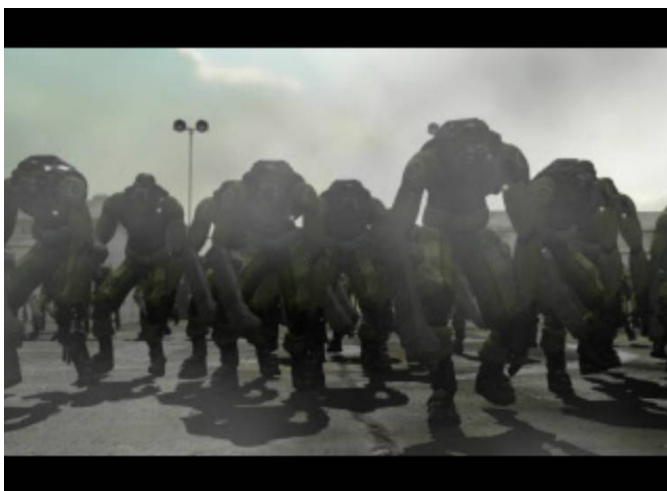
BULWARK - 1 ROOK SHOOTER GOLEM, 1 ROOK BLADE GOLEM

I really hope you saved up some [R.Slug]. This is by far the toughest room so far, but can be a breeze if you have the right equipment.

You'll also get **80x [Rifle]** and **4x [Airburst]**.

Now open the Gate by activating the panel.

MILITARY CAMP



Before leaving the tent, check the medicine stash to the south for a free **Ringer's Solution**. Yay! Also, there's **4x [Airburst]** in the ammunition stash.

Outside, you'll be greeted by Flint (if you saved him). Analyse the Canister for a Letter by Mr. Douglas. Flint also carries an Item - an **MP Boost 2**.


Now outside the tent, you will either find Jody or Rupert, depending in your previous actions.

If you saved Jody, you can pick up free **unlimited [Grenades]** and **[Rifle]** ammunition across at the **Mega Supply!**

However, if you didn't save her, and meet Rupert instead, talk to him twice, he hands Aya the promised **Mongoose** - an extremely powerful weapon! Especially with the **25x [44 Maeda SP]** that he brings as well. Make sure you preserve it for the Final Boss! The Mega Supply only holds [P.B.], [Hydra] and [Buckshot] however.

Now behind either Jody or Rupert, you'll find a container, that carries all your items from previous Storages! How neat! It excludes the Sterilization Room and Laboratory, but we'll get access to them again, so don't worry. Make sure you bring anything along that you still need. I recommend getting all your Ringer's Solutions.

Finally, there is a new Shop available, if you speak to the soldier in the corner, between the entrance to the Shelter and the military truck.

Military Shop	
	
Weapons	
PA3	1000 BP
M4A1 Rifle	2450 BP
M9	980 BP
Grenade Pistol	1680 BP
Ammunition	
*80x [5.56 Rifle]	100 BP
4x [Riot]	80 BP
Armor	
Shoulder Holster	2580 BP
Turtle Vest	1680 BP
PASGT Vest	2980 BP
Combat Armor	3250 BP
Belt Pouch	10000 BP
Items	
Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP

*80x [Rifle] is only available with Rupert. Obviously doesn't matter, since you get free [Rifle] with Jody.

Otherwise, you can't buy anything noteworthy.

You'll only get access to an **MP5A5** as well as **[Battery]** and **[Fuel] recharge**, if you saved Flint and bring him along to save Soldier "Ironheart".

Finally, don't forget to **SAVE** your game as well.

Before leaving however, show the **Teddy Bear** to **Flint!** This is important for getting **access to a [Battery] refill for the [Javelin]**, and also in **Jody's Route**, so we get access to said **MP5A5**.



Now walk alongside your great Doggo Companion. Once you've reached "Underground Parking", a Phone Call informs you about the Military's retreat. This is your point of no return!

Don't fear though, we still get access to everything important shortly.

Now proceed and - if you took Jody's route - enter the Golem Freezer. In here, you'll find Pierce, freezing his butt off. Talk to him at least 3 times to ensure his survival. This is necessary for the **Good Ending!**



Now push forward and enter the Sterilization Room. In here, a wounded, yet surviving Soldier requires some assistance. If you brought Flint along, he will guide the Soldier back to "Underground Parking".

Speaking of which, we can find the Sergeant there from now on, selling all the stuff we could buy before (and more), as well as giving us free ammunition again, and access to all the Storage Units.



Military Shop

Weapons	
*MP5A5	6980 BP
PA3	1000 BP
M4A1 Rifle	2450 BP
M9	980 BP
Grenade Pistol	1680 BP
Ammunition	
*80x [5.56 Rifle]	100 BP
4x [Riot]	80 BP
*Batteries/ Fuel	Free
Armor	
Shoulder Holster	2580 BP
Turtle Vest	1680 BP
PASGT Vest	2980 BP
Combat Armor	3250 BP
Belt Pouch	10000 BP
Items	
Protein Capsule	10000 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP
Lipstick	5000 BP

Again, *Items for Rupert's route. *Items for saving the Soldier with Flint's help.

Obviously, if you have the BP, consider buying the **MP5A5**. It has a smaller magazine than the M950. Also if you don't care for your final BP, consider investing into Protein Capsules and maybe even more into Lipsticks.

Check the back of the truck for **access to the old inventories**.

Across from the Sergeant's corner, at the front of the truck, are the **ammunition supply stashes**.

Okay, so far so good. Now get your Inventory sorted out. Bring all Ringer's Solutions, that you didn't use up yet to the Sterilization Room Storage Box. Now let's **SAVE** inside the Sterilization Room once again.

TREASURE CHART



B1 SHELTER



- T** TELEPHONE
- B** STORAGE (Shelter B1 Box)
- \$** SHOP - ARMORY
- A** P.B. SUPPLY BOX
- A** HYDRA SUPPLY BOX
(req. Black Card)
- A** BUCKSHOT SUPPLY BOX
(req. Black Card)
- 1** RINGER'S SOLUTION
- 1** SP12 (req. Black Card)
- 1** BELT POUCH
(press R, B and Y buttons)
- 2** AERIS SEPT. ISSUE (Computer Magazine)
(only after reading B2 Lab whiteboard)
- 4** ELECTRIC CAR KEY (Car Key)
- 5** PIERCE'S MEMO (Message)
(Pierce's Route only)

map by Stefan Billy

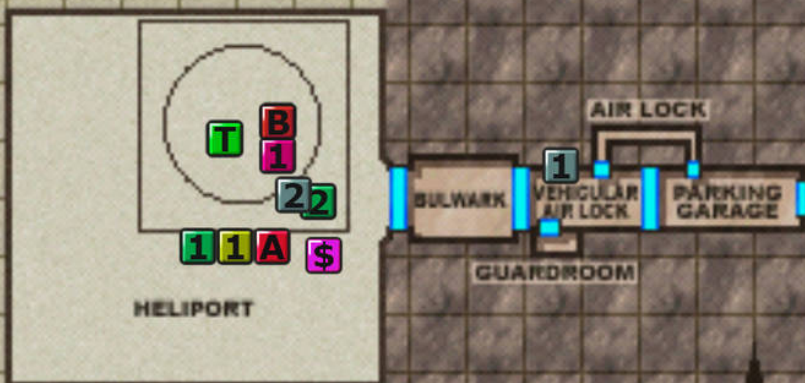
B2 SHELTER



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

map by Stefan Billy

1F SHELTER



- T** TELEPHONE
- B** MEGA STORAGE (Aya's Sedan, Aya's Room, Truck)
- S** SHOP - MILITARY
- A** MEGA SUPPLY - P.B., Hydra, Buckshot, Rifle (only if Jody is saved), Grenade (only if Jody is saved)
- 1** TEDDY BEAR
- 2** MR. DOUGLAS' LETTER (Cannister) (Check Flint)
- 1** RINGER'S SOLUTION
- 2** MP BOOST 2 (Check Flint again)
- 1** 4x AIRBURST
- 1** MONGOOSE, 25x MAEDA SP (Rupert only)

map by Stefan Billy

100% KILL LIST - INVASION

Legend:

Area			
Location	Enemy Type	Drops	Medicine Wheel Drops

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

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

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

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

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

Area: Dryfield			
Waterhole	3x Stalker	-	-

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

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

Final Showdown

Note: if you see this message, it means that this part of the Walkthrough is still in BETA. I will look closely into it over the next few weeks to see if there are bigger mistakes. Thank you for understanding!

THE LAST STRETCH

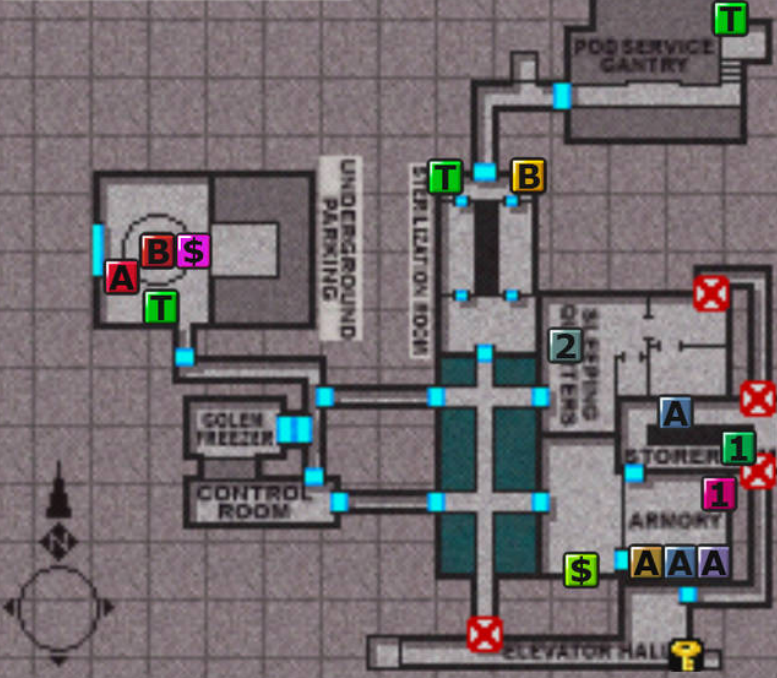
Check - List	
Weapons	*P229 [Hydra] / [Spartan]
	*M950 / MP5A5 [Hydra]
	SP12 [Buckshot], [Firefly], [R. Slug]
	M4A1 [Bayonet] [Rifle]
	Grenade Pistol [Riot], [Airburst], *[Grenade]
	*Mongoose [Maeda SP]
Armor	Tactical Vest / Chicken Plate
Spells	Pyrokinesis L.3
	Combustion L.3
	Necrosis L.3
	Plasma L.3
	Apobiosis L.1
	Metabolism L.1
	Healing L.3
	Energyshot L.3
	Antibody L.3
	Energyball L.3
Future Spells	Inferno L.2
	Apobiosis L.2
	Metabolism L.3
	Lifedrain L.2

- It's either or, depending what you've used against Puppet Stinger.

PARASITE ENERGY NOTE

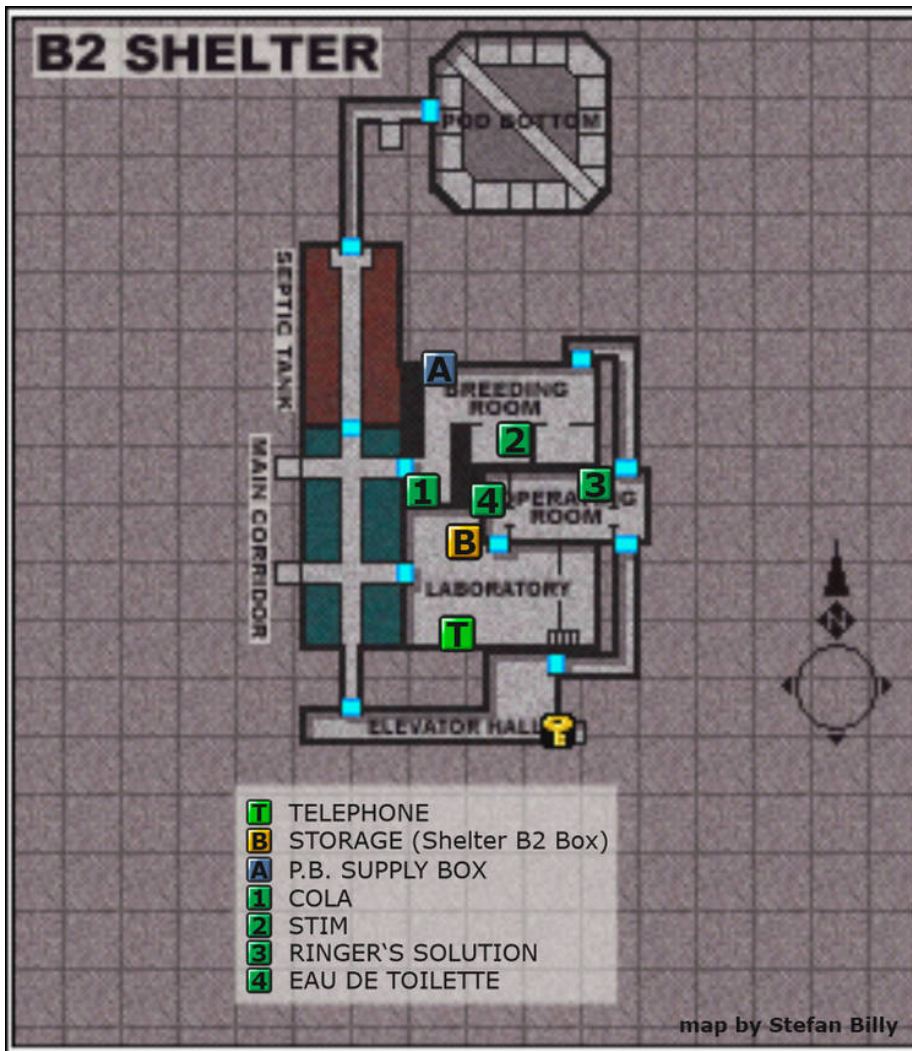
I suggest you keep Inferno, Apobiosis and Life Drain at L.2 for now. Especially Apobiosis, because we'll use up the Medicine Wheel to get it to L.3, once we reach the Final Boss. But make sure you keep it attached until then, we still need it for some good stuff like the [Javelin] to be dropped.

B1 SHELTER



- T** TELEPHONE
- B** STORAGE (Shelter B1 Box)
- \$** SHOP - ARMORY
- B** MEGA STORAGE (Aya's Sedan, Aya's Room, Truck)
(After saving Soldier)
- \$** SHOP - MILITARY
(After saving Soldier)
- A** MEGA SUPPLY - P.B., Hydra, Buckshot,
Rifle (only if Jody is saved), Grenade (only if Jody is saved)
(After saving Soldier)
- A** P.B. SUPPLY BOX
- A** HYDRA SUPPLY BOX
(req. Black Card)
- A** BUCKSHOT SUPPLY BOX
(req. Black Card)
- 1** RINGER'S SOLUTION
- 1** SP12 (req. Black Card)
- 2** AERIS SEPT. ISSUE (Computer Magazine)
(only after reading B2 Lab whiteboard)

map by Stefan Billy



B1 NORTHERN ELEVATOR HALL - 6 WHITE TURRETS

After destroying these, you have the choice, whether to take on the Final Boss now, or clear the rest of the Shelter. I can understand if you're tired at this point, but also consider at least picking up the [Javelin], that we can find in Neo Ark. Also, plenty of other good Items can be found. I also highly recommend getting at least Apobiosis to L.1 or 2 before approaching the Final Boss.

Now let's also not forget, that we can waste [Grenades] on Golems, if we took Jody's Route, as well as the [Javelin]'s [Battery], if we saved Flint. This makes killing them and getting some more EXP a lot easier.

FINAL KILLING SPREE

B2 NORTHERN ELEVATOR HALL - 3 RED TURRETS, 1 PAWN SHOOTER GOLEM

B2 SEPTIC TANK - 2 WHITE TURRETS, 1 PAWN BLADE GOLEM

This shouldn't pose any troubles whatsoever. **4x [Riot]** are dropped in Northern Elevator Hall and **50x [Spartan]** in Septic Tank.

B2 MAIN CORRIDOR - 2 YELLOW TURRETS, 1 ROOK SHOOTER GOLEM

This one drops **4x [Airburst]**.

Let's continue south.

B2 SOUTHERN ELEVATOR HALL - 2 ROOK SHOOTER GOLEMS, 2 YELLOW TURRETS

Remember, if they raise their shield, just keep firing until it explodes and then just continue shooting. Despite saying "0" damage, it still takes invisible damage. And we probably don't have to care for ammunition at this point anyways. **4x [Grenade]** and **4x [Airburst]** are being dropped.

B2 SOUTHERN CORRIDOR - 1 ROOK BLADE GOLEM, 2 YELLOW TURRETS, 2 BLUE TURRETS

And there it finally is - the [Javelin] and **80x [Rifle]** as a little bonus.

The Javelin shoots a laser beam, costing nothing but [Battery]. It has a great reach, deals tons of damage and can hit multiple enemies in a row (much like Necrosis would).

B2 NORTHERN CORRIDOR - 2 PAWN BLADE GOLEMS, 2 BLUE TURRETS

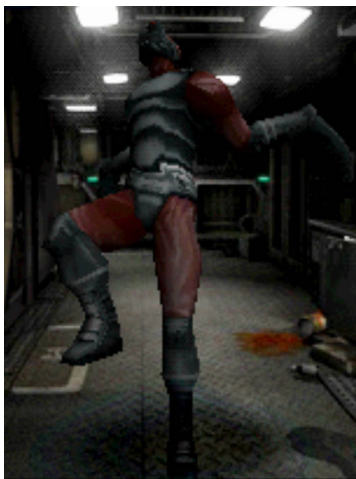
This is a great area to test your new weapon in, because both Golems stand behind each other. **50x [Spartan]** and **80x [Rifle]** are dropped.

B2 BREEDING ROOM - 1 BISHOP GOLEM

Enemy Tactics: Bishop Golem

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

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



As you enter the room, he will immediately try dashing at Aya, recognizable by the red light. You can avoid this by either running into him, or back to the door, or inside the cell. Keep in mind, narrow spaces are great to prevent him from using this attack. You'll receive **Proteine Capsule** as a reward. Nice!

Before we clear Neo Ark would probably be a good time to go back and restock/ manage Inventories.

Once you're ready, take the elevator in B2 down to reach Neo Ark one last time. Let's clear the southern side first.

SOUTH PROMENADE - 2 PAWN BLADE GOLEMS, 1 ROOK SHOOTER GOLEM

Even this is no problem for the [Javelin] or whatever overpowered weapon we currently favor to use. **50x [Spartan]** and **80x [Rifle]** are dropped.

SAVANNA - 1 PAWN SHOOTER GOLEM, 1 ROOK SHOOTER GOLEM

Make sure you dodge their grenades. Possibly consider Metabolism, if you're Silenced on top of Darkness and Paralysis, it'd be bad. **4x [Airburst]** and **4x [Riot]** are being dropped.

SHRINE - 1 BISHOP GOLEM

He'll try to dash at Aya as soon as you run around the corner with the sargopharg. Otherwise, you know the drill - wait until the real one pops up and load him up with some [R.Slug] or Energyballs. Also, you'll receive another **Proteine Capsule**.

POWER PLANT - 6 BEETLES

They're on the roof around the corner (where the Generator Device stood).

Okay, one side down, one to go. Let's move to North Promande now.

NORTH PROMENADE - 2 PAWN SHOOTER GOLEMS

They drop **4x [Grenade]** and **4x [Airburst]**.

FOREST ZONE - 1 PAWN BLADE GOLEM, 1 PAWN SHOOTER GOLEM

These 2 drop **50x [Spartan]** and **4x [Riot]**.

Let's continue west to the Pavilion.

PAVILION - 1 ROOK SHOOTER GOLEM

He's even turned his back to us. And another **4x [Airburst]**.

Let's continue to the Island (unless you've changed positions to the Power Plant previously, in that case, scroll down a bit).

ISLAND - 1 ROOK SHOOTER GOLEM

Exactly the same situation. Back turned to us and **4x [Airburst]**...

SUBMARINE GALLERY - 1 DIVER

This was the last one. We've officially exterminated the entire Diver population at this point. :))...

Let's go back and to the Pyramid.,,

PYRAMID - 1 ROOK SHOOTER GOLEM, 1 ROOK BLADE GOLEM

This is a bit tougher, but we had a similar situation before, much less effectively equipped than we are now. Kill them with [R. Slug] or whatever you want to use. **80x [Rifle]** and **4x [Airburst]**.

Go up now and use the Lever to change path again. Let's clear the last area now.

BRIDGE - 2 ROOK BLADE GOLEMS

This is actually pretty unfair and possibly the hardest Golem encounter in the game. You can try dodging the first one by running behind him, or just keep shooting. It's actually possible to destroy the shield it raises while dashing at Aya, before he reaches her. I suggest powering through with Energyball and the [Javelin] / [R.Slug] for that. **80x [Rifle]** and **50x [Spartan]** are your reward.

POWER PLANT - 1 ROOK SHOOTER GOLEM, 2 RED TURRETS, 2 YELLOW TURRETS

And after this, we're officially done. Everything is cleared and we're ready for the final challenge! Oh and **4x [Airburst]** are dropped as well.

Now let's return and restock/ reload/ recharge/ refuel and SAVE. Then, it's Preparation Time...

CLIMAX

Okay, so here we are. What are we going to prepare for this final endeavour?

First off, make sure that you've used up all your Belt Pouches, Proteine Capsules and unless you're really against using Penicilin and Stim, also use up your remaining Lipsticks. If you don't care for a BP highscore (for example, because Nightmare Mode would start you off with 0 BP anyways), consider spending your remaining BP on Lipstick and Proteine Capsules. Also note, in order to survive the **Core Blast**, you'll need at least **200 HP with Antibody L.3 and the Holy Water**. Or the **Chicken Plate**.

Now, the next thing I want to cover, is an indepth analysis of the 4 Occult Items.

OCCULT TIME

Okay, so as you should know by now, using up either of them will increase the least experience requiring P.E. of the element it represents. Which means, they're most effectively used on L.3 of the 3rd spell of each category.

The Skull Crystal represents Fire - therefore it can be used to level up Inferno - you'll lose the attachment bonus of increased weapon damage by 25%; The Medicine Wheel represents Wind - therefore it can be used to level up Apobiosis - you'll lose the attachment bonus ability to find rare Items; The Holy Water represents Water - therefore it can be used to level up Life Drain - you'll lose the attachment bonus of increased defense by 50% (or decreased damage by 25%, depending on how you see it); The Ofuda represents Earth - therefore it can be used to level Energyball - you'll lose the attachment bonus of increasing offensive P.E. damage by 50%;

All Occult Items add a BP reward at the end of the game. And especially the Medicine Wheel adds a pretty nice reward of **13900 BP**. (The others only give you 2500)

However, **store it away**, since it eats up another Inventory Slot, which can be filled with something more useful instead.

In any case, if you want to, I recommend using up the Medicine Wheel now, so you can get Apobiosis to L.3 without wasting any EXP. We won't find anything worthwhile anymore, so it really isn't a loss.

If you want to use up the other Items for whatever reason, only do so AFTER beating phase 1 of the Final Boss. Personally, I'd suggest to use up the Holy Water, but only if you can get Liferain at least to L.1 before using it (and especially not until after you beat the 1st phase, because you'll need it, trust me). Neither using up the Skull Crystal nor the Ofuda should be considered as an advantageous action, because keeping the Skull Crystal attached increases your weapon damage, while the attached Ofuda increases your offensive P.E. damage (which means, it's kinda' counter productive).

PARASITE ENERGY NOTE

Now needless to say, after doing so, spend your remaining EXP. If you didn't bother with killing anything, at least get these bare essentials:

- Combustion L.3
- Healing L.3
- Metabolism L.1
- Antibody L.3
- Energyshot L.3

For everyone else, I recommend maxing Apobiosis and Inferno. If you can't max both, I suggest getting them to L.2. If you have some EXP left, try to unlock Life Drain L.1 or L.2. Also note that you'll get a lot of EXP after the 1st phase of the Final Boss, that can still be used up before phase 2.

GEARING UP

Okay, this is your last chance to access all of your storages, so make sure to bring along everything you need, and plenty of Ringer's Solutions.

- The GPS is mostly moral support, so leave it behind if you want to. It's not like the Final Boss hides from you;
- If you have the **Chicken Plate**, definitely consider wearing it. Also add as many Belt Pouches as possible to it;
- Of course, the **Tactical Vest** is also a decent choice, because spamming P.E. is very, very effective in the finale;
- Make sure you bring at least **1 Penicilin** - or even better - **2 Penicilin**, and **1 Stim**. Reason for doing so is, that they will endure for an entire battle, unlike Metabolism. Also you *could* get silenced in phase 2, which makes things even harder. Or you could bring an attached Lipstick and cast Metabolism every 25 seconds. Also note that you will cancel out Energyball if you cast anything else;
- For now, only attach 1 Penicilin, keep the other one and the Stim in your Inventory;
- If you went with Jody's Route, bring the **Grenade Pistol** and your (loaded) **[Grenades]**;
- If you went with Rupert, obviously bring the **Mongoose** and your (loaded) **[44 Maeda SP]**;
- Especially for phase 2, bring the **M4A1 [Javelin] + [Rifle]**;
- Finally, also bring the **MP5A5 / M950** with **[Hydra]**, also if you still have a good reserve, **[Spartan]**;
- The **SP12** and **[R. Slug]** aren't very effective, but if you still have a decent supply, consider bringing it too. It still has an impressive dps;
- Plenty of **Ringer's Solutions**/ MP Boosts if you still have empty slots left. Eventually, it's possible to beat both phases by just spamming P.E.s and recovering MP as well;
- Keep whatever **Occult Items** you still carry attached, unless it's the Medicine Wheel, use it up or store it away;
- Fill the rest of your Inventory with **Ringer's Solutions**;
- If you still have open spots, fill them with **MP Boost 2**;

Whenever you feel ready, enter the POD Service Gantry.



You're wounded, but don't worry, you'll get another Ringer's Solution in a second anyways.

Take the elevator down to B2, where you'll find one last encounter...

B2 NORTHERN ELEVATOR HALL - 1 BISHOP GOLEM

Note that you can actually prevent this encounter by slowly walking along the wall, with your back turned to it, then while turning towards the door, mash the button to confirm. Otherwise however, he still drops said **Ringer's Solution**, as well as 400 EXP.

Now make sure one last time that you're healed and have your weapons all loaded, before entering the previously inaccessible door down here...

BOSS TACTICS: BRAHMAN REACTOR

CORE HP: 3500 EXP: 300 BP: 500

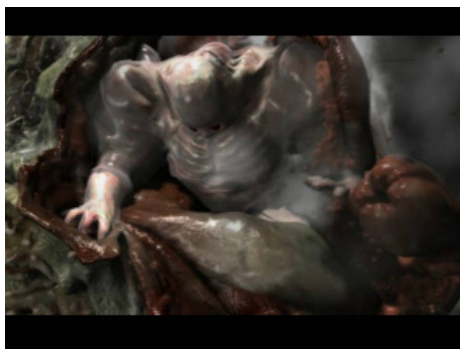
HEAD HP: 1500 EXP: 100 BP: 500

NECK HP: 700 EXP: 100 BP: 500

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

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

LOWER REAR HP: 1500 EXP: 700 BP: 2000



LOWER FRONT HP: 1500 EXP: 200 BP: 500 _____

TOTAL EXP: 5000 BP: 20000 MP: 200

So, as you immediately notice, the arena is a path, that circles around the Boss. It has higher and lower platforms (this is actually important). Furthermore, as you probably have seen already too, this monstrosity has tons of body parts, that can be blown off. This of course, has multiple advantages. First off, obviously, you'll accumulate a LOT of EXP and BP. Another reason however, is, that it will lower the maximum HP in its 2nd Form. And finally, it also slows it down, which makes dodging its extremely dangerous Core Blast easier, not to mention that you don't have to dodge all the other attacks going on around you. But if you want to get it over with, the "Core" is the only mandatory body part to destroy.

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

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

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

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

Once it reveals the Core, the real challenge begins.

- **Core:** After it opens, it will start charging up a massive beam of light. Even with Antibody at L.3, it will still deal close to 200 damage. The thing is, that you have a very narrow time limit to dodge this attack, by running along the platforms, before the Boss and its blast can catch up. Even the slightest misstep or failing to react in time can result in a Game Over here. And unfortunately, you'll have to dodge a LOT of those blasts, because the Core has tons of HP and can't be hit unless it opens up.
- If you're using the Chicken Plate, you can "cheese" this attack, because you'll survive the blow, as long as you have more than 1HP left. As long as you heal a bit after every attack (using Healing, don't waste Ringer's Solutions!), just to get above 1HP, you'll always survive the next blow!

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

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

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

Now let's prepare one last time for the Final Battle...

PREPERATION TIME

- Check if your HP/MP are healed;
- Also check your **Parasite Energy Menu**, if you got enough EXP to level up. Especially consider **Life Drain**, which is extremely effective in this fight!!;
- What weapons you should use and attach, depends on your ammunition situation. Otherwise, **M4A1 [Javelin]** is probably your best option. MP5A5/ M950 with [Spartan] or [Hydra] as a backup;
- Attach **Stim and Penicilin** (or Lipstick, if you didn't bring either of those 2);
- If you still want to use up any of your **Occult Items**, now is your chance. Keep the other(s) attached;
- Fill the rest with **Ringer's Solutions** (and/ or **MP Boost 2**, if you brought them as well);

Now this is a bit hard to find (out), but on one of the middle - tier platforms, you can see a device, emanating an orange glowing dot. Here, use the **Bowman Card / Yoshida Card** one last time to make a bridge appear. This will trigger the final challenge.

BOSS TACTICS: NEO - MITOCHONDRIA EVE

HP: 6000 - 12000 (400 per copy) EXP: 5000 (300 per copy) BP: 10000 (1000 per copy) MP: 100 (25 per copy)

*Max HP is lower, if more Body Parts were destroyed previously in Phase1!

As soon as the battle begins, IMMEDIATELY run off the bridge - she will try slapping you. Never return to the bridge, instead, stay close to the edge of it for the most time. Then, use the Stim and the Penicillin. Now cast Energyshot. Then start shooting your strongest weapons. If you have Life Drain, it's very effective as well, especially later on into the battle, when she starts using her more dangerous techniques.



Energyball too is extremely useful, once she gets closer (which will happen every once in a while). However, as long as you have it active, you shouldn't cast any other spell or it removes the effects!

As for her attacks:

- "Slap" - Stand too close to Eve and she slaps you. She likes to do this especially when you stand in front of her on the bridge. Her slaps can cause status disorders as well;
- "Crash Landing" - You recognize this, if she leaps up to dive down in the middle of the bridge, creating a shockwave. Therefore, this is very easy to dodge. But she hardly does it, unless you stand on the bridge (at least close enough to get hit by the shockwave). Yet, I'd recommend for this reason, to stand at the bridge's border, a few steps in, to lure her into doing this attack more often. 2 Reasons: It's the easiest attack to dodge, and her defense is cut in half when she reappears from a portal on the bridge, after the attack, which is a great time for strong P.E. attacks like Life Drain;
- "Dimension Dive" - she starts a headon spin dash, which can be dodged very similar to Horse Chasers, but with less time to dodge. Often, she keeps creating portals to continue dashing in and out of, trying to hurt Aya. Which means, even after her initial attack, it's recommended to keep running until you see her re-appear on the bridge again, from a floor portal.
Interestingly, it's also possible to cancel this attack, by dealing enough damage during the attacking animation. This also cuts her body in half, which looks cool, and she will waste some time regenerating it at some point. This however, is very hard to do and I still haven't figured it out completely. Also note that much like after her "Crash Landing", she will teleport in on the bridge, during this time her defense is cut in half, which is the best time to cast Life Drain;
- "Combustion" - You can recognize this, if the entire screen becomes clouded in heat-waves. Her Combustion is rather cool, it heals Aya's MP (as in, causing her Mitochondria to overreact), just to cause massive burning damage, which can't be dodged. The only way to prevent this, is by skill canceling (aka, enough damage to her before the attack is being executed). Since she does nothing else during this time, heals your MP a bit, and on top of that can be cut in half (skill canceling), it's rather welcome (and hey, some free MP);

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

- "Energyball" - Her variation is a lot more evil than Aya's. Her 3 spheres auto-follow Aya, making it nearly impossible to dodge. On top of that, it causes negative status disorders (most problematic are Paralyse, Silence and Confusion). But if you did use the Penicilin and Stim, as I told you to, you're protected from all status disorders for the entire battle. Also I don't know if you can "skill cancel" this attack, she does it too infrequently to experiment on the timing;

- "Doppelganger" - She creates a semi-transparent Doppelganger of herself. Those are really annoying, because they keep following Aya, just to slap her, which causes nasty status disorders (again, Penicilin and Stim). Luckily, Doppelgangers have a lot less HP and about 1/2 of Eve's defense. Life Drain can easily take them out in a single hit. Which means, you can and should take care of them ASAP. Also note, that each Doppelganger adds 300 Bonus EXP at the end, so if you feel like you need it to unlock Scavenger Mode (or beat the game just being short of a reasonably close amount of EXP), consider killing some of her clones instead of making it a short fight;

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

As soon as this is over, you've beaten Scavenger Mode.

Congratulations!

Now brag in front of your friends, who have no idea what you're talking about.



In any case, I hope my guide was helpful and also provides you with additional help in future playthroughs. Bye!

100% KILL LIST - FINAL SHOWDOWN

Legend:

Area / Trigger Point			
Location	Enemy Type	Drops	Medicine Wheel Drops

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

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

Bridge	2x Rook Blade Golem	80x[Rifle]	50x [Spartan]
Power Plant (north)	2x Red Turret, 2x Yellow Turret, 1x Rook Shooter Golem	4x [Airburst]	-

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

Trigger Point: Activating the Bridge		
B2 POD	Neo - Mitochondria Eve	- -

LEGAL INFORMATION

Credits / Disclaimer

ABOUT ME

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

CONTACT

If you have questions, requests or want to inform me about alternative strategies, or mistakes I made, please contact me. You can either write me a message on GameFAQs directly, or via e-mail - contact@stefanbilly.com .

SPECIAL THANKS

"Kuro-chan_101" - For sharing valuable data that I wouldn't be able to obtain otherwise.

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"Karpah" aka Rebecca Skinner - For providing a useful 100% kills guide. This was very helpful to me, when I started double checking my informations with yours. I did not write down any data, that wasn't also verified by myself, out of respect for your effort. (Which is also why some encounters at this point are shown as "many bats" :P .)

"BiteTheFox" - For sharing great tips and ideas for tactical approaches on certain enemies and bossfights.

"Gingeman75" - For suggesting to use Energyball on Golems. I seriously didn't realize how effective this spell was against those types enemies, before he mentioned it.

Several GameFAQs members who wrote Walkthroughs for Parasite Eve 2 - A lot of my braincells save space for things like, knowing where every item is located, or how to solve every puzzle. However, at some point, I didn't know those things. And I most certainly found out about a lot of those things by using the GameFAQs Walkthroughs.

Squaresoft / SquareEnix - Of course, for making this game, as well as many other great titles.

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