

Parasite Eve II Plot Guide

by Karthik Krishnan

Updated to v1.0 on Jun 21, 2001

Play station Parasite Eve II Plot Guide.

Malaysia.

May 7'th 2001

Version 1.0

by Karthik Krishnan

PARASITE EVE 2 -[By Square Soft]- Probably the last few Square game of PSX and Psone. Enjoy it.

This ASCII Art is Copy Right Karthik 2001. Yes it's shabby looking but hey, it show's what it is. Anyways If

you don't really like that one give me some tips on how to make it better.

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Parasite Eve II [Oh Yeah, She's back for more]

Disclaimer:

This document is meant to be a plot guide in the Play station version of Parasite Eve II. This Guide is certainly not a Walkthrough and therefore you should refer to Ibrahim Ghouth's Walkthrough if your having

trouble's finding stuff. This Guide is copyright of Karthik Krishnan from Malaysia and is not to be reproduced unless in its whole form or to be sold for profit without the author's permission.

Now that we are done with the crap-dap, lets get on with the show
Best Viewed with Times New Roman [Western] 10 points.
Any Comments and tips to make this guide better please email it at
ffixfaqs@hotmail.com

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Contents

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IX. Revision History.

- 1.Character's of the game.
- 2.PE Energy [What are they?]
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- 4.Credits.
- 5.What is this thing. [why is it at the bottom]

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Revision History

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- Version 0.1 Just had typed out disclaimer. Added contents and Revision History
- Version 0.2 Fixed all typo's I could find.
- Version 0.3 Removed Plot guide and put it under separate file.
- Version 0.4 Added Character stats.
- Version 0.5 Added P.E. Energy
- Version 0.6 Added Character Plot Guide
- Version 0.7 Added Storyline
- Version 0.8 Added the Credit section.
- Version 0.9 Added What is this section.
- Version 1.0 Added P.E. Logo

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Characters

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The Name of The Characters as they appear in the Intro.

Aya Brea

After the N.Y. Incident [PE 1] Aya has quit the force and has Joined M.I.S.T to exterminate NMC'S and ANMC's. [Question Identity]

Pierce Carrandine

Funny guy. He's new here in PE II. He seems to have shall i say a crush on Aya. I mean who doesn't ^_^.
[Question - Nerd]

Rupert Broderick This Man also works for M.I.S.T and is not a P.I., This can be seen as

they talk to
Baldwin. [Question - Unknown]

Gary Douglas

He resides in Dryfield. He's one brave soul as he dares to stay there even with the NMC'S attacking. The place is deserted. Yet this brave man goes on rounds destroying them NMC'S. He's right foot seems kind of disabled. [Question - Faithful, Brave, helpful and Stubborn]

No. 9

By me describing No.9 might be a spoiler but hey, if you are reading the guide so its like the whole thing is a spoiler. Who or what is this thing? It's best said he is one of the Golem's. Note his weapon, fiery blade, any resemblance to the green golem's? And at the near end he says that his "Life Support was going to run out and he rather do his plans first before he dies" well, that's another clue that he might be a golem. He challenges you 2 times in the game, where you defeat him both times, what a loser.

Jodie Bouquet

This women likes to refer Aya as her "Girlfriend" [Spooky stuff]
She runs the weapons store at the M.I.S.T. Headquarters. She effect's the Good Ending.

Kyle Madigan

This is one S.O.B. You meet this so called 'P.I' [Private Investigator] in the Water Tower of Dryfield, as he claims he would come and help you but afraid he might shoot you shows that he is a coward. If you read my plot guide then you will understand the game and the plot and this man's role in it.

Eve

Yeah, that's right, From P.E. I Eve is back and she's cuter then ever. She will become somewhat [SPOILER]
Aya's sister at the end. No question asked. You meet her at the near end of Disk 2, after defeating the large Bowman.

Hal Baldwin

This man plays a major role in the plot of the game. Not much could be said about him, He's FAT, and Ugly just like the captain in P.E. I, come on Squaresoft be more creative then that ^_^.

Flint

This is the pet dog of Gary Douglas, He's loyal and helps aya find the things she needs to. [Question Breed & Virginity ^_^]

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P.E Energy Tip
= = = = = = = =

There is a total of 12 P.E. energy. You are shown only 8 at the start. Aya has ^Shut^ her P.E energy cause she was afraid her mitochondria could do something for her as she wasn't going to need them anymore. But once again the time has come. I am not going to ruin the surprise by telling you the

name's. Find em' out
by yourself, its more fun that way. But if I was you, I would go Healing first, then
blasting.

=====

Well since there wasn't a plot guide at gamefaqs.com I decided to make this.
Enjoy it.

Lets get on with the show :)

...

A Karthik Krishnan Faq.....

Karthik 2001 Proudly presents...

A fully typed faq.....

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The Only one Out there.....

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Lets get on with the show.

Without further Due I present you with [Don't I sound like Square soft?]

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P.E II PLOT GUIDE

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*Quick reminder. This is not an official guide, so what I say here might not be the exact
fact, but it is what I
can figure out of what I see in the game. I will explain to you the whole plot of the
game.

The plot guide consist of

Character Plot

Storyline

What is happening here?

And finally the ending descriptions Major Spoiler

So since this is a plot guide it is a total spoiler continue with your own risk.

This faq should be around download size as I'm not to good putting my taught into words.

Well Enough this argyle bangle let's continue.

=====

Character Exploitation

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Here's a description of all the characters and what are their purpose in the game.

It took some time but I finally nailed it.

Aya Brea

After the N.Y. Incident [PE 1] Aya has quit the force and has Joined M.I.S.T to exterminate NMC'S and ANMC's. [Question Identity]

Aya was in Parasite Eve [P.E] 1 and II [DUH], as you should know, she's the main character of this game.

Aya as explained in P.E. I has this Supernatural powers provided from her mitochondria, now in the

beginning of P.E I, Eve, [Which I will get into later] who has taken over Melissa's body somehow, will make everyone in the theater Burn, but Aya, somehow, miraculously survives this, thanks to her mitochondria.

Anyways, In P.E II, she is still exterminating NMC'S and ANMC'S but only thing different is, a) She's way sexy in this game

b) A new battle system and during some conversations there is sound, for example in the Akropolis tower, near the wounded guard who gives you the key to the Cafeteria he says FREEZE!, both in Japanese and English Versions of the game.

Aya's role in the game is way to obvious, Hey exterminate an ANMC or two, save the day, as in it's all in a days work, but as you can see, why would anyone want to play something with no mission/quest. Thus, we have a few options.

- 1) We can buy super guns this times [NOT THE LAME UPGRADES OF P.E. I]
- 2) Unique battle system, if you ask me its more realistic to be able to shoot whenever, instead of charging an ATB.
- 3) Different Endings
- 4) 4 Different Modes [P.E I had only EX-MODE]

The game is somewhat like Resident Evil, but still I as an Square fan would obviously say its way better then

R.E, but then again a R.E fan would beg to differ. Now lets get to the point, Resident evil had no great story

[Came from the mouth's of R.E fans] You are just killing Zombies through out the game, you are trying to

get the hell out of a town and kill some guy named Umbrella, this is obvious and the suspense is totally taken

away from you, and well as you know Square are the RPG kings, and they make the coolest FMV'S and

Graphics that I can promise you that are not in R.E. The Bathing Scene at the near end of Disc one is simply

extremely cool. It was made as realistic as possible without being vulgar, and the game is rated as TEENS.

And unlike in R.E. your always trying to kill the mad man who's creating the Zombies, you are trying to

eliminate the ANMC'S and NMC'S but for what purpose, to save the world, and never does it ever reveal

anything that is coming soon, it doesn't even reveal the final boss, until you fight it, I find this very cool. Aya

is around her 30's I would assume, but she looks like she's at 19~22. Well this is because that's how her

mitochondria wants her to look like, I assume its to attract [you know what] Enough said about Aya, she

doesn't need much explanation, In other words.

Works for the FBI

-Task Eliminate NMC and ANMC

Find any Civilians survivors and question them.

What seemed like a simple UFO hunt turned into a day she will never forget.

Pierce Carrandine

Funny guy. He's new here in PE II. He seems to have shall i say a crush on Aya. I mean who doesn't ^_^.

[Question - Nerd]

This is Aya's partner, who helps Aya many times, for example in Dryfield, he tells Douglas to take Aya's B.P

first and then he will pay him back later. This proves it, he also has a crush on Aya I mean come on, even

you and I both do. Anyways he effects the Good Ending, his Quest will be done at the WAY END of the

game, where you must rescue him and read his note and call Jodie. This man doesn't rely on Guns, and at the

Start of the game he will Load up a wrong gun with a wrong bullet and Jodie will white about him to you.

He doesn't have much information on him, but he is a very important character. He will tell you something

about M.I.S.T being involved in the creation of the controlled ANMC'S and then the suspense will begin as

he will leave you an unfinished Note. He's a Nerd, that's for sure and he somehow miraculously survives this

Massacre unharmed but frozen!

Rupert Broderick

This Man also works for M.I.S.T and is not a P.I., This can be seen as they talk to Baldwin.[Question -

Unknown]

Many people said he is a Private Investigator, but I will have to disagree, lets look at the proof.

At the cafeteria after defeating Boss No.1 he will finish the boss for you, more NMC'S show up he will ask

you to leave and call for backup, does Aya know a P.I. who would charge an NMC in front of him without

second thoughts, I think not.

Secondly, when they are in Baldwin's office, check it out, Aya was supposed to go to what seems like an

UFO chasing, and Rupert [in his own ways] comfort her. Would Baldwin let a P.I to mess with the FBI?

So there you have it Rupert is a M.I.S.T Agent and in no way a P.I unless you could prove otherwise. He's a

Negro and the Only Negro in the whole game.

Gary Douglas

He resides in Dryfield. He's one brave soul as he dares to stay there even with the NMC'S attacking. The

place is deserted. Yet this brave man goes on rounds destroying them NMC'S. He's right foot seems kind of disabled. [Question - Faithful, Brave, helpful and Stubborn]

Stubborn but with a Heart of gold! That was the words Aya described him when she was in her Motel Room. Anyways, you spend 70% of your time in Dryfield, so you will be visiting this man more then once, He sells you equipment and Weapons during your assault in Dryfield, which is situated in the Mojave Desert. He even though crippled does rounds destroying NMC'S without any training, a real brave man indeed, and the ONLY ONE who refuses to leave town.

No. 9

By me describing No.9 might be a spoiler but hey, if you are reading the guide so its like the whole thing is a spoiler. Who or what is this thing? It's best said he is one of the Golem's. Note his weapon, fiery blade, any resemblance to the green golem's? And at the near end he says that his "Life Support was going to run out and he rather do his plans first before he dies" well, that's another clue that he might be a golem. He challenges you 2 times in the game, where you defeat him both times, what a loser.

He has been cooperation with Kyle Madigan for quite some time now, which is revealed in the end, at the first time you meet and fight him at the rooftop of Akropolis tower, he says this words [Modified]
"What you want to kill me, MUHAHAHAHAHAHAH"
"Our Mitochondria will have the last laugh, MUHAHAHAHAHAHAHAHHAHAH"

or something like that, anyways, I don't think he has Mitochondria as I think he is golem Anyways, not much is said about him throughout the game, he's just a supporting character I would say.

Jodie Bouquet

This women likes to refer Aya as her "Girlfriend" [Spooky stuff]
She runs the weapons store at the M.I.S.T. Headquarters. She effect's the Good Ending
Yeah, she effects the good ending where you call her at the WAY, WAY End of Disc 2 at the Shelter. She sells you weapon, and you encounter her in 2 costumes, one in her green uniform and if you called her, the second time in her Hawaii 'type' clothes, she is rather timid, but she calls Aya Girlfriend, what can I say .

Kyle Madigan

This is one S.O.B. You meet this so called 'P.I' [Private Investigator] in the Water Tower of Dryfield, as he claims he would come and help you but afraid he might shoot you shows that he is a coward. If you read my

plot guide then you will understand the game and the plot and this man's role in it.

Kyle plays an important role in this game. You meet him at the water tower, obviously you must save him, but what's this, it's a distraction, Kyle works with whoever creating this NMC'S and ANMC'S well lets just say it's No.9 OK? Anyways, he will have a Major Crush on Aya and so will Aya herself, thus making him change his evil ways, at the near end he will say
[Im over here, im alright.]
[OK, I am coming]
[Not if you want me to see my .]
[Ugh, Never mind I will stay her]

Right, he will then disappear and at the ending Kyle will come to Aya in the museum. Not much you can say about him. :0

Eve
Yeah, that's right, From P.E. I Eve is back and she's cuter than ever. She will become somewhat [SPOILER]
Aya's sister at the end. No question asked. You meet her at the near end of Disk 2, after defeating the large Bowman.

Eve looks younger in PE II. Like a teenager, again this is thanks to her Mitochondria, and she will become Aya's sister and the near end. Definitely ^cute^, trust me. Right, she was controlling the creatures attacking Aya and Eve was controlled by that helmet type of thing Eve was wearing during the fmv where you take it off. So in other words, the controller was controlled by someone else so the controller who controlled the controller made the controlled control the Controlled ANMC'S to attack Eve. Hehhe confusing wasn't it. So why Eve? Well Eve was the ONLY one who could actually control the ANMC'S because of her Mitochondria. Who was controlling Eve? Well it has to be either Hal Baldwin OR Kyle himself, but when you get to see Kyle and Eve Face to Face, together you can cut Kyle out of this but Hal, was not arrested later after you gained control of Eve, and Hal was gone away for a while wasn't he, but then again Why would Hal ask Aya to go Investigate in an area where he already knows where it all began, well the most best answer you can say is to assassinate her.

Hal Baldwin

This man plays a major role in the plot of the game. Not much could be said about him, He's FAT, and Ugly just like the captain in P.E. I, come on Squaresoft be more creative than that ^_^.

You get to see him ONCE in the game at his office after the AKROPOLIS mission, thus not much information on his was able to be attained. Like former P.E 1 Captain, He is fat and Ugly as Hell. He sends you to Dryfield as a U.F.O hunt, but question is, why would he send one of his best

officers to the place
where the main plot is. Maybe to assassinate her, or maybe he didn't plan wisely, so its
very hard to come to
a conclusion, but never then less he is in charge of this whole operation, as the plot is
revealed slowly in
mysterious ways.

Flint

This is the pet dog of Gary Douglas, He's loyal and helps aya find the things she needs
to. [Question Breed
& Virginity ^_^]

Good Ol' flint, Gary's faithful dog who helps Aya out a lot, During your mission at
Dryfield you either save
him or kill him, which effects the Good Ending. That's about it actually. <~<>~>

["<~<>~>"]

[<~>~>~>~<~<<]

[<~<<~>~>~>~<~<<~>]

He who solve the mystery of the stepping stone shall proceed further..

END OF CHARACTER EXPLOITATION

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Storyline

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*This will take you through the game as a walkthrough, but it is said as a story version..
it has 2 section,
Good Ending and Bad Ending Sections. respectively..
It does have Major Spoilers in this one, as in what to do, and stuff.

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GOOD ENDING STORYLINE

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September 4 2000 8.18pm
M.I.S.T Center, Los Angeles

Aya[You] is in the Shooting Gallery of the M.I.S.T Department. You are introduced to
Pierce. Next you
take a shot at training with your default weapon, Once satisfied you go out and meet with
Jodie. You buy
some supplies, find some supplies from the parking lot, you find a phone here but find no
use for it, and you
go talk to Pierce. After this you drive your car off to the Akropolis Tower.

September 4 2000 8.56pm
Akropolis Tower, Los Angeles

You will be shown of a Helicopter fall out of control, you park your car examine the corps
and talk to the
fat officer, he grants you access and you will go talk to the other officer by the door,
he does the same, and
you take the elevator up. Once up, you see dozens of SWAT members dead. You proceed to
the Phone,

you will talk and then, you go into the room nearby where a small conversation will take place with an Injured Swat Member, now you see a Coca-Cola vending Machine, you aren't thirsty thus leaving the room, as soon as your out, the room behind you locks, you take the stairs down and find a box of ammunition, you load yourself up and take the left steps down, you move up to the cafeteria, and open the door, inside you will fight a creature, after shooting it with your weapon a couple of times, it falls down and Dies, as you try to leave, the creature stands up and Rupert finishes it off. More creatures show up, Ruperts tells you to go get backup. Rushing to the Phone at the fountain you did, and as always you were disappointed as no backup could come, but you were permitted to use any weapons or armor your find. You go back to the cafeteria only to find Rupert gone. You go in the room behind you, and find a key and interesting things, you find a code for the Bridge, you use the key to unlock the escalator, you make your way up the escalator and down it the other side, you enter a place, which looks like a chapel/church, after that small coversation, you go to the room by the side, and find a BLACK CARD, now you make your way to the church like room, take the key on the ground, and you go all the way back to the room with monitor, placing the red key makes the fountain dry up, you go to the fountain in the circular area, take the Grenade Launcher and proceed back up the sanctuary, now you input the code for the Bridge and pass by, You go up the ladder, up to the lift on the other end, disappointed again, you try to turn back, a golem type creature will challenge you, after blasting him a few times with your grenede Launcher, you make your way up to the roof, here you will see the man get away, Rupert will come, the helicopter arrives at the nick of time Boarding the Chopper, you see the Tower blast into pieces.

September 5 2000 1.44am
M.I.S.T Center, Los Angeles

You will be in Baldwin's office, he will ask you to go to Dryfield to investigate a Strange case. You will give a long SIGH and check the documents given to you and start your mission to dryfield.

September 5 2000 12.13pm
Mojave Desert, Nevada

You park your car and search for any survivors, you find a garage, make an entrance for yourself and find Douglas checking his red Jeep, you talk to him and he gives you a room to stay in, you make your way to your room, then you see a water tower, you use the stairs behind your room go to the water tower and save Kyle, after a small conversation, you get down the tower, find magnet in one of the rooms and go over to the garage door, you talk through the intercom, and then use the magnet to get the key, you unlock the key and open the door, and make your way to Douglas's home. There you see couple of weapons

and interesting items, you buy your necessary items and talk to Douglas, he tells flint to take you to find some rope, find it you did, you make your way down the well, after finding some major clues, you make your way back and put the code in the safe of the Motel. After opening the safe, go back to Douglas, you hear someone screaming, you make your way to the screaming house, you find the door bolt tight, you go back to Douglas and ask him for a wrench and you take it from his garage, returning to the house, you open the bolt and go into the house, you fight Number 9 again. After the battle it is already night fall, here Kyle attempts to kill you. After you see the FMV, you go ask Douglas for his truck he says ok but he has to fix it up he ask you to return to him room, After that, you go to your room and sleep, after few hours of sleeping, Aya wakes up from a Nightmare, then she goes into the bathroom and has a bath, suddenly the room shakes, Aya rushes out to Fight a Giant NMC. After firing it's mouth a few times the monster shrinks into a tiny size and thus vanishing, you save Douglas's dog and he says he will meet you at his Place, just simply make your way to the trailer and he awards you with a Super cool weapon. You buy your necessary items and leave, with his truck. The screen changes after an FMV and says PLEASE INSERT DISC TWO. You get up from your seat and walk towards your PSX, you open the lid, and open your PSX CD Lid and then Open your P.E. II cd case, you place disc One in the case and place Disc 2 in the PSX. You see the black screen and wait anxiously, and again you are greeted with another FMV.

=====
GOOD ENDING DISC 2
=====

September 6 2000 12.06am
Mesa on the outskirts of Dryfield, Mojave Desert

You Fight what seems like endless stream of Dogs from hell, after defeating it you make your way to the shelter, you solve a little mini game and defeat a horse which you think is Kyle, after this you examine a Bike, you think it is the golems bike, you go back to the screen with the mini game and input the second device and redo the game, and now you access the small room between the Bike. You take the Elevator to B1, here you see the sleeping quarters, you pass it and up to the intersection, you unlock the door with the black key you got earlier in game and get up to the armory, and buy some equipment, you solve puzzle and riddles all the way, You go back to town and find pierce up a water tower, you bring him ice cubes and save him then you go back into the Shelter and when suddenly you come to a room with a computer, you crack the password which the virus has done, you find more information about the game plot, suddenly Pierce calls you, you go up to the Pod service area, now you talk to him and he reveals to you about

Neo Ark. After

you do the full moon guide on the gate you go back to pierce, you find a note, you call Jodie, and so if you have Saved flint, met kyle in the bar, you found the note, and called Jodie your on the track to the good ending, now you go back to Neo Ark and find your way deeper inside, you kill the monsters and finish your mission in this area, then you try to exit the place while fighting millions of golems, you finish them all and exit, outside some golem's try to kill you but you are rescued by the military, you continue past, rest for a while and flint comes and gives you something, you talk to Jodie, buy more weapons, and you use the teddy on flint, flint shows you the way to Pierce, you save pierce from Freezing, and then you go back in deeper, you save a guy who is blinded by smoke, then you exit, you see the guy selling guns back in, you purchase needed equipment and rush back in. You find No.9 and Kyle at the Pod Gantry service, you see the SDI thing firing. No.9 dies and Eve falls down, you go down to fight the Baby ANMC, you defeat it and it falls down, eve falls down as well, eaten by the freaking baby that becomes Eve NMC, You defeat it and save Eve, you made your way out of this safely and enjoy the ending..

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Bad Ending

=====

When fighting the cannon, you don't make it in time, the cannon flee's off killing Flint. After you met Kyle the first time, Don't go to the Bar and meet him the second time You don't go back to town and rescue Pierce who's up at the Water Tower You get the memo and don't call Jodie You don't save Pierce at the Golem Freezer

You don't have to not do all, just don't do one and the rest scene's will not appear.

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End of Storyline

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=====

What is happening here

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An FBI agent tries to kill ANMC and NMC'S
She gets into things she didn't Imagine
She ends up saving the World
She ends up finding love
She ends up getting a new sister.
She ends up quitting her job [I think]

=====

Ending Description

=====

=====

GOOD ENDING

=====

The ending is written up according to how memory serves me, so it may or may not be exact but lets just cop with me..

You see Aya talking in the form of Text, you see how everyone ended up, then Aya also says Eve, has become her sister, No Question Asked, and there was no sign of Kyle [She is mutual for him] and then Eve is very popular at school, tons of friends, she can speak, and isn't afraid anymore. Then we move on to the Museum, Aya and Eve watching a specimen of something, suddenly the door opens and to her surprise it is Kyle Madigan, and the ending ends.

=====

BAD ENDING

=====

You see Aya talking in the form of text, you don't get the scene with Pierce [He should be frozen to death], Jodie [Probably killed by Baldwin], and I think flint,. You see how everyone who survived ended up, then Aya also says Eve, has become her sister, No Question Asked, and there was no sign of Kyle [She is mutual for him] and then Eve is very popular at school, tons of friends, she can speak, and isn't afraid anymore. Then we move on to the Museum, Aya and Eve watching a specimen of something, suddenly the door opens and to her surprise it is Kyle Madigan, and the ending ends.

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Statistics.

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Total times played : 6

Total time elapsed 60 hours.

Modes : All Unlocked. Bounty, nightmare, replay.

Weapons : All bosses is defeated without using special weapons [The weapons you can get after winning the game for example Gunblade]

Endings = Good

How I feel about myself - I wasted 60 hours of my life playing a game ^_^.

=====

Credits

=====

Ibrahim Ghouth for his excellent faq/walkthrough on P.E. II

- I got most of my info from here.

- I also got the last 2 bosses attack list from him.

CjayC of Gamefaqs.com the world's best faq reserve.

- God knows what I would have done without his site all those games I would not have finished.

- For posting my faq.

Myself B.Karthik Krishnan

- For typing this faq up.

- For playing this game for hours trying to get a perfect victory.

My Beautiful Microsoft Word

- For fixing all my typo's

You

- For reading this faq.

Creator of Neoseeker.com

- So I could create this faq. And for posting it.

--END OF CREDITS--

= = = = =

What the hell is this thing? And what is the purpose

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Well as you know walkthrough writer's they write big FAQs, around 300k +, and I doubt they would go in depth with how to defeat the bosses in the game. So this guide is to help you out where the walkthrough doesn't help you out. I am not saying I have the best strategy or something, but I do mean that you will actually understand what I am trying to say. My name is Karthik Krishnan, I am from Malaysia, Asia. Yup. This is my VERY first FAQ in gamefaqs, and I am sure there is TONS of mistakes. Please if you find anything please email me at laupek@hotmail.com. I did not add any equipment list or stuff like that because there are already very good one's at Gamefaqs.com. and neoseekers.com Thanks for reading this.

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