

# Parasite Eve II 100% Kills Guide

by Karpah Queen

Updated to v1.2 on Dec 23, 2014

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

As with most guides, this is always a work in progress. Minor mistakes are to be expected.

## Introduction

Welcome to my Parasite Eve II 100% Kills Guide. Within these pages you will find everything you ever need to know about getting 100% kills, therefore getting the maximum amount of EXP and BP possible.

In this guide I have included:

- Where the NMCs/ANMCs are found (as you travel around)
- What special items they may give you after a battle

This is not a walkthrough. This guide is purely designed for those who want to maximise their kill rate, for whatever reason. Following this guide will get you the 100% on your status screen before the final battle.

If you're looking for a walkthrough, I have one of those out too. Wherever you found this file, you will also find that one.

## About the Author

This guide is (c) 2003-2007 Rebecca Skinner, AKA Karpah. It took a LOT of hard work on my part to write it, and I don't want anyone stealing on it on me! I'm flexible enough when it comes to people using it; you can download it, print it for your own personal use, hell, even e-mail it to your friends unaltered, I don't care. But if you want to post it on your own website, or submit it to another website, you sure as shootin' better e-mail me and ask permission to do so, or you will be in trouble. My e-mail address is:

traybaby@gmail.com

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Then this is an **unauthorized** copy.

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

## Revision History

### Version 1.2

- Look, it's a formatted FAQ. Whoa.

### Version 1.1 Rebirth

- After a computer hardware malfunction, I'm starting on version 1.1 AGAIN.
- A much needed reformat was given to the guide... cleaner format and better presentation of information
- Half of Bounty Mode battles corrected... lost the other half (Dryfield Night to Shelter III). They will be corrected when I play through on Nightmare.

### Version 1.0

- You might have previously known this guide as the Battle/NMC/Item Pickup FAQ. Well it's got a new name, a new perspective, and as such, I've sent it back to version 1.0.
- Trigger points completed
- The battle guides themselves are a bit iffy. They're basically correct, with only minor errors, and I'm working to fix up those minor errors as I type this.

## Trigger Guide

At certain points in the game, all previously NMC-free areas will become NMC-infested once more. Performing certain tasks or seeing certain scenes triggers these respawns. If you want the highest possible kill rate (therefore BP and EXP score), you should make sure you have killed all NMC's on the map (make sure your map is COMPLETELY clear) before doing these tasks.

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## Akropolis Tower

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1. Fighting the mutated woman (Giant Stranger) in the Cafeteria.
2. Calling MIST after mutated woman (Giant Stranger) battle.
3. Meeting the unknown man (no. 9) in the Sanctuary
4. Using the Red Key to drain the Fountain.
5. Then kill all before battling no.9 on the Heliport Corridor.

## Dryfield

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1. Meeting Gary Douglas for the first time
2. Meeting Kyle Madigan for the first time
3. Asking Gary Douglas about the Shelter
4. Defeating no. 9 in the Dilapidated House
5. Receiving the Lobby Key from Douglas
6. Getting the Bronco Masterkey from the Lobby
7. Giving the full Jerry Can to Gary Douglas.
8. Going to sleep.
9. Then kill all before leaving for the Shelter.

## The Shelter

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1. Fighting the giant Chasers.
2. Meeting the Giant Bowman ANMC in the B2 North Maintenance Walkway. Don't forget the Speakers in the EVE Access Tunnel.
3. Fighting the Trash-monster. After this fight, collect the Medicine Wheel, and kill all before exiting the Incinerator.
4. Then kill all in B3 and B4 before returning to Dryfield.
5. Kill everything in Dryfield and return to the Shelter.
6. Cracking the computer password.
7. Entering the Pod Service Gantry to speak with Pierce/Kyle
8. Entering Neo Ark.

## Neo Ark

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1. Killing the Alpha Generator.
2. Stepping on the plates to access the Island.
3. Reading the stone stela outside Power Plant 2 (do this separately from the previous step)
4. Stepping on the plates to access Power Plant 2.
5. Killing the Beta Generator.
6. Then kill all before returning to the Shelter.

## After Neo Ark...

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1. Kill the Giant Bowman boss. You must also destroy the Speakers.
2. Kill all in Neo Ark.
3. Kill all in Shelter.
4. Kill all in Dryfield.
5. After meeting the military, kill all in the Shelter past the Sterilization room point. (i.e. B2/B3/B4).
6. Then kill all in Neo Ark before battling Eve.

## Normal/Replay/Scavenger Mode

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The meat-and-potatoes section of the guide. All 311 battles you fight. I've included items Aya picks up after battles too. Trigger points are also marked in the guide. Battles in between trigger points may be done in any order, this is just the order I did them in.

A typical entry goes like this:

Room battle takes place in	Enemies you encounter	Items received (if any)
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So an example of a battle entry is:

Promenade	1 purple ghost golem	50x 9mm Spartan, P08, Protein Capsule
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Got it? Good. Read on for battle information...

**Note:**

All room names, and most NMC names have been taken from the game itself. At the moment, the battles are correct for all three modes, but the items received after battles are correct for Normal/Replay mode ONLY.

## Akropolis Tower

Room Name	Enemies	Rewards
Patio	1 stranger	
Cafeteria	1 giant stranger (Mutated Woman BOSS)	Recovery 2

**Trigger Point:** Mutated Woman (Giant Stranger) Battle

Room Name	Enemies	Rewards
Patio	2 strangers	Pepper Spray
Forked Road	1 stranger	

**Trigger Point:** Calling MIST after Mutated Woman (Giant Stranger) battle

Room Name	Enemies	Rewards
Patio	3 rats, 3 butterflies	
Kitchen	1 stranger	
Hallway	8 rats	
Observatory	2 strangers	
Promenade	2 fatties	Recovery 1

**Trigger Point:** Meeting no. 9

Room Name	Enemies	Rewards
Roof Garden	4 green worms	MP Boost 1
Promenade	4 rats, 3 butterflies	
Bridge	3 fish	
Fire Escape	1 stranger	Recovery 2
Observatory	2 fatties	50x 9mm Hydra
Forked Road	1 stranger, 3 rats	Penicillin
Hallway	1 stranger, 4 rats	
Kitchen	2 strangers	
Patio	2 strangers, 2 butterflies	50x 9mm Hydra

**Trigger Point:** Using the red key to stop the fountain

Room Name	Enemies	Rewards
Fountain	2 fatties	4x Grenade
Forked Road	4 green worms	Recovery 1
Observatory	9 bats	50x 9mm Hydra
Promenade	6 butterflies, 4 green worms	
Roof Garden	3 butterflies, 4 green worms	
Heliport Corridor	No. 9	

### Summary:

<b>Battles:</b>	24
<b>Kills %:</b>	7.36

## Dryfield (Day)

Room Name	Enemies	Rewards
Main Street	1 chaser	50x 9mm Hydra
Room 2	2 strangers	
Toilet	1 stranger	MP Boost1
Driveway (well)	25 bats	Combat Light

**Trigger Point:** Meeting Gary Douglas

Room Name	Enemies	Rewards
Main Street	6 scorpions	Penicillin
Room 1	2 bonesucklers	Flare
Parking	2 chasers	
Balcony	3 strangers	
Water Tower	8 chasers	Recovery 2

**Trigger Point:** Meeting Kyle Madigan

Room Name	Enemies	Rewards
Water Tower	5 scorpions	
G&R Storeroom	3 mindsucklers	Combat Light
G&R Saloon	5 mindsucklers	
Parking	1 chaser, 6 scorpions	50x 9mm Hydra
Main Street	2 chasers	
Balcony	6 scorpions	
Breezeway	1 chaser	MP Boost1
Garage	5 mindsucklers	

**Trigger Point:** Asking Douglas about the shelter

Room Name	Enemies	Rewards
Junk Yard	4 scorpions	
Garage	3 mindsucklers	
Water Hole	8 bats	
Underpass	1 giant spider (Spidey)	Protein Capsule, 10x R. Slug
Cellar	8 bats, 2 rats	
General Store	5 bonesucklers	Flare
Back Street	2 chasers	
Souvenir Shop	2 bonesucklers, 1 mindsuckler	
Room 1	4 bonesucklers, 1 stranger	
Room 2	2 mindsucklers, 4 bonesucklers	
Toilet	7 bonesucklers	
G&R Storeroom	2 mindsucklers, 5 rats	
Water Tower	7 scorpions	
Breezeway	7 scorpions	
Dilapidated House	No. 9	

**Trigger Point:** Defeating No. 9

## Dryfield (Night)

Room Name	Enemies	Rewards
Back Street	6 scorpions	
Warehouse	2 scorpions	
Souvenir shop	4 butterflies	
General Store	4 butterflies	
Gas Station	12 scavengers	
Underpass	5 scavengers	
Cellar	5 scavengers	
Water Hole	1 stalker	
Driveway	13 bats	
Breezeway	12 bats	
Water Tower	6 butterflies, 3 scavengers	
Balcony	5 scavengers	

G&R Storeroom	2 scavengers, 5 rats	
G&R Saloon	2 bonesucklers	MP Boost2
Parking	4 scavengers	Combat Light
Toilet	6 bonesucklers	
Main Street	1 chaser, 6 butterflies	
Room 1	2 bonesucklers, 3 scavengers	
Room 2	6 bonesucklers	
Garage	4 scavengers	
Junk Yard	2 stalkers	10x Firefly

**Trigger Point:** Getting Lobby Key

Room Name	Enemies	Rewards
Garage	3 stalkers	

**Trigger Point:** Getting Bronco Masterkey

Room Name	Enemies	Rewards
Balcony	2 stalkers	
Room 5	2 strangers, 3 butterflies	
Loft	3 stalkers	Recovery3
Gas Station	2 stalkers	
General Store	3 scavengers	
Back Street	2 chasers, 5 butterflies	
Dilapidated House	2 bonesucklers, 4 scavengers	
Room 3	4 bonesucklers, 1 stranger	
Room 4	2 strangers	
Junk Yard	3 stalkers	

**Trigger Point:** Giving the full jerry can to Douglas

Room Name	Enemies	Rewards
Driveway	12 bats	
Water Hole	2 fatties	50x 9mm Hydra
Underpass	3 fatties	Recovery2
Cellar	5 rats, 6 bats	
Warehouse	6 bonesucklers	
Souvenir Shop	4 scavengers	
Gas Station	2 chasers	
Parking	4 butterflies, 2 chasers	
Toilet	6 rats, 5 butterflies	
G&R Saloon	1 bonesuckler, 2 butterflies, 7 rats	
Water Tower	3 stalkers	
Breezeway	1 chaser, 11 butterflies	Recovery2
Loft	1 stalker, 4 scavengers	

**Trigger Point:** Going to sleep

Room Name	Enemies	Rewards
Balcony	Cannon-Mouth	Protein Capsule, 4x Airburst
Loft	7 scavengers	10x Firefly
G&R Saloon	1 bonesuckler, 4 scavengers	
Parking	1 chaser, 5 scorpions	Flare
Room 1	3 butterflies, 5 scorpions	
Room 5	5 scavengers	4x Riot
Room 2	4 bonesucklers, 3 scorpions	

Room 3	3 bonesucklers, 3 scavengers	50x 9mm Hydra
Room 4	4 bonesucklers, 3 butterflies	
General Store	4 butterflies, 4 scorpions	
Back Street	1 chaser, 5 mindsucklers	50x 9mm Hydra
Dilapidated House	2 bonesucklers, 5 scorpions	
Junk Yard	2 mindsucklers, 2 chasers	Flare

## The Mines

Room Name	Enemies	Rewards
Mesa	11 chasers	Recovery3, 50x 9mm Hydra, 80x 5.56mm Rifle
Tunnel Entrance	2 chasers, 5 butterflies	
Tunnel	5 scavengers	10x Firefly
Gorge	12 bats	MP Boost1
Cavern	2 giant chasers	Recovery2, 4x Grenade

**Trigger Point:** Giant Chaser battles

Room Name	Enemies	Rewards
Gorge	12 bats	
Tunnel	4 mindsucklers, 3 scorpions	
Tunnel Entrance	6 butterflies, 6 scorpions	
Mesa	4 scavengers	
Forked Tunnel	4 scavengers	

## The Shelter

Room Name	Enemies	Rewards
Secret Passage	1 giant stalker	50x 9mm Spartan, Belt Pouch
B1 Sth Walkway	6 rats, 2 turrets	
Storeroom	3 rats, 2 strangers	
B1 Nth Walkway	3 blue jelly blobs, 2 turrets	Stim
Sleeping Quarters	4 rats, 1 stranger	
B1 Main Corridor	2 fatties, 3 gun turrets	
Control Access Tunnel	2 turrets, 2 blue jelly blobs	
Control Room	4 turrets, 3 blue jelly blobs	
B2 Pod Access Tunnel	1 fatty, 4 gun turrets	
Septic Tank	2 divers	10x Firefly
B2 Main Corridor	3 divers	
EVE Access Tunnel	4 turrets	
Breeding Room	4 brown worms	MP Boost2

**Trigger Point:** Meeting Bowman

Room Name	Enemies	Rewards
Breeding Room	3 brown worms, 2 blue jelly blobs	Penicillin
B2 Main Corridor	3 divers	80x 5.56mm Rifle
Septic Tank	2 divers	Recovery2
Dumping Heap	Trash monster	Recovery3, 80x 5.56mm Rifle, 4x Grenade
Incinerator	Trash monster	Recovery3

**Trigger Point:** Trash Monster battles

### Note

It is assumed that from now on you have the Medicine Wheel attached at all times.

Room Name	Enemies	Rewards
Dumping Heap	Mad dash (assorted NMC's)	Protein Capsule, 80x 5.56mm Rifle, 4x Airburst
Incinerator	Mad dash (assorted NMC's)	50x 9mm Spartan, 10x Firefly, Belt Pouch
Lower Sewer	2 baby chasers	
Upper Sewer	2 floor swipers, 1 moaning NMC head	
Reservoir	1 diver	
Water Supply	1 diver	
Upper Sewer	1 diver	
Lower Sewer	1 diver	

## Dryfield II

Room Name	Enemies	Rewards
Water Tower	1 baby chaser	Eau de Toilette, Belt Pouch
Balcony	5 mindsucklers	
Loft	6 scavengers	
Water Tank	3 mindsucklers	50x 9mm Hydra, 50x 9mm Spartan
G&R Storeroom	3 bonesucklers, 5 scavengers	
Toilet	5 scavengers	
Room 5	2 strangers, 3 butterflies	
Main Street	1 chaser, 6 butterflies	
Room 3	4 bonesucklers, 1 stranger	
Garage	3 stalkers	
Underpass	7 mindsucklers	
Cellar	2 scavengers, 8 bats	
Souvenir Shop	3 scorpions, 7 butterflies	
Warehouse	1 scavengers, 5 scorpions	
Gas Station	3 mindsucklers, 1 stalkers	

## The Shelter II

Room Name	Enemies	Rewards
Upper Sewer	2 divers, 1 fatty	10x Firefly
B3 Elevator Hall	2 baby chasers	
B2 Elevator Hall	7 brown worms	
B2 Main Corridor	1 fatty, 1 diver	10x Firefly
Breeding Room	2 baby chasers, 1 floor swiper, 2 moaning NMC heads	
B2 Nth Walkway	3 moaning NMC's, 2 floor swipers	
Septic Tank	1 fatty, 1 diver	
B2 Pod Access Tunnel	1 fatty, 3 brown worms	10x Firefly
B1 Pod Access Tunnel	2 fatties	
B1 Main Corridor	3 stalkers	
Sleeping Quarters	2 red jelly blobs, 6 blue jelly blobs	
Control Access Tunnel	1 fatty, 2 turrets	
Storeroom	1 red jelly blob, 6 blue jelly blobs	
B1 Sth Walkway	2 fatties, 3 blue jelly blobs	
B1 Elevator Hall	3 stalkers	
Cavern	3 stalkers	
Gorge	6 mindsucklers	
Tunnel	3 scorpions, 7 bats	
Forked Tunnel	2 scorpions, 8 butterflies	
Tunnel Entrance	3 stalkers	
Mesa	4 mindsucklers, 2 scorpions	

B1 Nth Walkway	1 Bowman	Bowman's Card
B2 Sth Walkway	4 blue jelly blobs, 4 turrets	
Operating Room	1 moaning NMC head, 3 moaning NMC's, 2 floor swipers	

**Trigger Point:** Cracking the computer password

Room Name	Enemies	Rewards
Secret Passage	2 Bowmen	
B1 Nth Walkway	5 moaning NMC heads, 2 floor swipers	
B2 Elevator Hall	3 fatties	10x Firefly, 10x R.Slug

**Trigger Point:** Entering the Pod Service Gantry

Room Name	Enemies	Rewards
B1 Pod Access	2 fatties	80x 5.56mm Rifle
B1 Main Corridor	2 Bowmen	
Sleeping Quarters	2 baby chasers, 2 moaning NMC's	
Storeroom	2 Bowmen	
B1 Sth Walkway	3 blue jelly blobs, 3 brown worms, 1 red jelly blob	
B1 Elevator Hall	2 Bowmen	
B3 Elevator Hall	1 fatty, 2 blue jelly blobs	
Lower Sewer	2 moaning NMC heads, 1 moaning NMC, 2 divers	
Upper Sewer	2 red jelly blobs, 2 divers	Eau de Toilette
B2 Sth Walkway	2 fatties, 1 moaning NMC	Protein Capsule
Operating Room	7 brown worms	
B2 Nth Walkway	3 floor swipers, 1 fatty	
Breeding Room	2 baby chasers, 1 moaning NMC, 1 moaning NMC head	
Septic Tank	1 diver	
B2 Pod Access Tunnel	1 Bowman	
Transfer Tunnel	1 Bowman	

## Neo Ark

Room Name	Enemies	Rewards
Savannah	2 chasers, 5 scorpions	
Shrine	3 beetles	Recovery2, MP Boost2
Power Plant 1	Alpha Generator	Recovery3, MP Boost2

**Trigger Point:** Defeating the Alpha Generator

Room Name	Enemies	Rewards
Savannah	7 beetles	
Forest Zone	1 raptor	Recovery3, MP Boost2
Pavilion	3 divers	
Bridge	3 divers	
Garden	10 beetles	
Woodland Path	3 raptors (individual)	
Pyramid	9 beetles	

**Trigger Point:** Moving the bridge

Room Name	Enemies	Rewards
Savannah	1 chaser, 5 brown worms	
Power Plant 1	8 beetles	
Island	3 divers	
Submarine Gallery	5 divers, Tlaloc	MP Boost2, Protein Capsule



**Trigger Point:** Reading the stone outside Power Plant 2

Room Name	Enemies	Rewards
Bridge	3 beetles, 2 divers	
Forest Zone	1 raptor	

**Trigger Point:** Unlocking Power Plant 2

Room Name	Enemies	Rewards
Pyramid	6 brown worms	
Woodland Path	2 raptors	
Forest Zone	4 raptors	
Pavilion	3 divers	
Bridge	1 fatty, 1 diver	
Garden	1 fatty, 8 beetles	
Power Plant 2	Beta Generator	MP Boost2, Ringer's Solution

**Trigger Point:** Defeating the Beta Generator

Room Name	Enemies	Rewards
Pavilion	1 fatty, 1 diver	
Submarine Tunnel	2 red jelly blobs	Eau de Toilette
Forest Zone	10 beetles	
Woodland Path	4 raptors	
Pyramid	3 brown worms, 5 beetles	
Island	2 fatties	
Submarine Gallery	3 divers	Ringer's Solution
Shrine	4 beetles, 4 scorpions	
EVE Access Tunnel	2 speakers, 5 turrets	
B6 Corridor	3 speakers, 1 fatty	Recovery3, MP Boost2
Training Room	2 speakers, Giant Bowman	MP Boost2, Ringer's Solution, Eau de Toilette

**Trigger Point:** Defeating the Giant Bowman

Room Name	Enemies	Rewards
Bridge	3 divers	
Pavilion	4 divers	
Forest Zone	2 raptors, 1 unarmoured slasher golem	50x 9mm Spartan
Nth Promenade	3 unarmoured slasher golems	50x 9mm Spartan, 80x 5.56mm Rifle
Sth Promenade	2 unarmoured shooter golems	4x Grenade, 4x Riot
Savannah	1 unarmoured shooter golem, 1 unarmoured slasher golem	50x 9mm Spartan, 4x Riot
Shrine	2 unarmoured slasher golems	50x 9mm Spartan, 80x 5.56mm Rifle
Power Plant 1	5 beetles, 4 scorpions	
Woodland Path	4 raptors	
Pyramid	1 raptor, 2 unarmoured slasher golems	50x 9mm Spartan, 80x 5.56mm Rifle
Island	3 divers	
Submarine Gallery	1 diver	

## The Shelter III

Room Name	Enemies	Rewards
B2 Main Corridor	2 turrets, 1 armoured slasher golem	80x 5.56mm Rifle
B2 Elevator Hall	1 armoured shooter golem, 4 turrets	4x Airburst
B1 Elevator Hall	1 armoured slasher golem, 1 unarmoured shooter golem	80x 5.56mm Rifle, 4x Riot
Secret Passage	3 stalkers	
Cavern	2 Bowmen	

Gorge	12 bats	
B1 Sth Walkway	2 gun turrets, 1 unarmoured slasher golem	50x 9mm Spartan
Storeroom	1 unarmoured shooter golem, 1 unarmoured slasher golem	50x 9mm Spartan, 4x Riot
B1 Nth Walkway	4 turrets, 1 armoured shooter golem	4x Airburst
Sleeping Quarters	1 purple ghost golem	MP Boost2, Penicillin
B1 Main Corridor	1 unarmoured shooter golem, 1 armoured shooter golem	4x Airburst, 4x Riot
B1 Pod Access Tunnel	1 armoured shooter golem, 3 turrets	80x 5.56mm Rifle
Control Access Tunnel	1 unarmoured slasher golem, 2 turrets	50x 9mm Spartan
Control Room	6 turrets	
Parking Access Tunnel	1 purple golem	MP Boost2, Penicillin
Transfer Tunnel	1 armoured slasher golem, 6 turrets	80x 5.56mm Rifle
B2 Sth Walkway	1 red jelly blob, 4 green worms	Belt Pouch
Operating Room	1 moaning NMC head, 3 floor swipers, 4 blue jelly blobs	
B2 Nth Walkway	2 moaning NMC's, 2 baby chasers, 1 moaning NMC head	
Breeding Room	2 brown worms, 4 beetles	
Septic Tank	2 raptors, 2 turrets	
B2 Pod Access Tunnel	2 turrets, 1 armoured slasher golem	80x 5.56mm Rifle
B3 Elevator Hall	2 Bowmen	
Lower Sewer	1 fatty, 2 divers	
Upper Sewer	1 Bowman, 1 diver	
Water Supply	2 divers	
Reservoir	2 divers	

### Dryfield III

Room Name	Enemies	Rewards
Water Hole	3 stalkers	
Driveway	3 scorpions, 5 mindsucklers	
Junk Yard	1 stalker, 4 mindsucklers	
Breezeway	3 scorpions, 6 mindsucklers	4x Airburst
Water Tower	2 stalkers	
Parking	11 bats	
Room 2	4 butterflies, 2 scavengers	
Room 1	3 scavengers	
General Store	2 scavengers, 3 rats	
Back Street	14 bats	
Dilapidated House	5 scavengers	

### The Shelter IV

Room Name	Enemies	Rewards
Pedestrian Airlock	1 purple ghost golem	Ringers Solution, 10x R.Slug
Vehicular Airlock	1 unarmoured slasher golem, 1 armoured shooter golem	50x 9mm Spartan, 4x Airburst
Bulwark	1 armoured shooter golem, 1 armoured slasher golem	80x 5.56mm Rifle, 4x Airburst

**Trigger Point:** Meeting the military

Room Name	Enemies	Rewards
B1 Pod Access Tunnel	6 turrets	
B2 Pod Access Tunnel	3 turrets, 1 unarmoured shooter golem	4x Riot
Septic Tank	2 turrets, 1 unarmoured slasher golem	50x 9mm Spartans
B2 Main Corridor	2 turrets, 1 armoured shooter golem	4x Airburst
B2 Elevator Hall	2 armoured shooter golems, 2 turrets	4x Grenade, 4x Airburst
B2 Sth Walkway	1 armoured slasher golem, 4 turrets	Javelin, 80x 5.56mm Rifle

B2 Nth Walkway	2 unarmoured slashers, 2 turrets	50x 9mm Spartan, 80x 5.56mm Rifle
Breeding Room	1 red ghost golem	Protein Capsule

## Neo Ark II

Room Name	Enemies	Rewards
Nth Promenade	2 unarmoured shooter golems	4x Grenade, 4x Riot
Forest Zone	1 unarmoured slasher golem, 1 unarmoured shooter golem	50x 9mm Spartan, 4x Riot
Pavilion	1 armoured shooter golem	4x Airburst
Island	1 armoured shooter golem	4x Airburst
Submarine Gallery	1 diver	
Pyramid	1 armoured shooter golem, 1 armoured slasher golem	80x 5.56mm Rifle, 4x Airburst
Bridge	2 armoured slasher golems	50x 9mm Spartan, 80x 5.56mm Rifle
Power Plant 2	4 turrets, 1 armoured shooter golem	4x Airburst
Sth Promenade	2 unarmoured slasher golems, 1 armoured slasher golem	50x 9mm Spartan, 80x 5.56mm Rifle
Savannah	1 armoured shooter golem, 1 unarmoured shooter golem	4x Airburst, 4x Riot
Shrine	1 red ghost golem	Protein Capsule
Power Plant 1	6 beetles	

## The Shelter V

Room Name	Enemies	Rewards
B2 Pod Access Tunnel	1 red ghost golem	Ringer's Solution
Pod Bottom	Ultimate Being	Ringers Solution, 4x Airburst, 10x R.Slug, 50x 9mm Spartan
Pod Bottom	Parasite Eve	

## Bounty/Nightmare Mode

The meat-and-potatoes section of the guide. All 311 battles you fight. I've included items Aya picks up after battles too. Trigger points are also marked in the guide. Battles in between trigger points may be done in any order, this is just the order I did them in.

A typical entry goes like this:

Room battle takes place in	Enemies you encounter	Items received (if any)
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So an example of a battle entry is:

Promenade	1 purple ghost golem	50x 9mm Spartan, P08, Protein Capsule
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Got it? Good. Read on for battle information...

### Note

All room names, and most NMC names have been taken from the game itself. At the moment, the battles are correct for both modes, but the items received after battles are correct for Bounty mode ONLY.

## Akropolis Tower

Room Name	Enemies	Rewards
Patio	1 stranger	
Cafeteria	1 giant stranger (Mutated Woman BOSS)	Pepper Spray

**Trigger Point:** Mutated Woman (Giant Stranger) Battle

Room Name	Enemies	Rewards
Patio	2 strangers	
Forked Road	1 stranger	

**Trigger Point:** Calling MIST after Mutated Woman (Giant Stranger) battle

Room Name	Enemies	Rewards
Patio	3 rats, 3 butterflies	
Kitchen	1 stranger	
Hallway	8 rats	
Observatory	2 strangers	
Promenade	2 fatties	

**Trigger Point:** Meeting no. 9

Room Name	Enemies	Rewards
Roof Garden	4 brown worms	
Promenade	1 purple ghost golem	50x 9mm Spartan, P08, Protein Capsule
Bridge	3 fish	
Fire Escape	1 stranger	
Observatory	2 fatties	MP Boost1
Forked Road	1 armoured slasher golem, 3 rats	50x 9mm Spartan, Combat Light, Flare
Patio	2 butterflies, 2 strangers	
Kitchen	2 strangers	
Hallway	1 stranger, 4 rats	

**Trigger Point:** Using the red key to stop the fountain

Room Name	Enemies	Rewards
Fountain	2 fatties	4x Riot
Forked Road	4 brown worms	
Observatory	9 bats	
Promenade	4 brown worms, 6 butterflies	
Roof Garden	4 brown worms, 3 butterflies	
Heliport Corridor	No. 9	

### Summary:

<b>Battles:</b>	24
<b>Kill %:</b>	7.36

### Dryfield (Day)

Room Name	Enemies	Rewards
Main Street	1 chaser	
Room 2	2 strangers (type 1)	
Toilet	1 stranger (type 1)	
Driveway (well)	25 bats	

**Trigger Point:** Meeting Gary Douglas

Room Name	Enemies	Rewards
Main Street	6 scorpions	
Room 1	2 bonesucklers	
Parking	2 chasers	
Balcony	2 Bowmen	10x Buckshot
Water Tower	8 chasers	

**Trigger Point:** Meeting Kyle Madigan

Room Name	Enemies	Rewards
Water Tower	5 scorpions	
Balcony	1 armoured shooter golem, 1 unarmoured shooter golem	Recovery 3, 50x 9mm Spartan, 4x Airburst
G&R Storeroom	3 mindsucklers	

G&R Saloon	6 mindsucklers	
Parking	1 purple ghost golem	50x 9mm Spartan, 10x Firefly, Hammer
Main Street	1 unarmoured slasher golem, 1 armoured slasher golem	Protein Capsule, Penicillin, Flare
Breezeway	1 chaser	
Garage	5 mindsucklers	

**Trigger Point:** Asking Douglas about the Shelter

Room Name	Enemies	Rewards
Junk Yard	4 scorpions	
Garage	3 mindsucklers	
Breezeway	7 scorpions	
Water Tower	7 scorpions	
G&R Kitchen	3 mindsucklers, 6 rats	
Toilet	3 red jelly blobs	
Room 1	1 stranger, 3 bonesucklers	
Room 2	4 bonesucklers, 2 mindsucklers	
Water Hole	8 bats	
Underpass	1 giant stalker (Spidey)	10x R. Slug
Cellar	8 bats, 2 rats	
General Store	5 bonesucklers	
Back Street	1 unarmoured shooter golem, 1 unarmoured slasher golem	Recovery 2, MP Boost 1, 50x 9mm Spartan
Souvenir Shop	2 bonesucklers, 1 mindsuckler	
Dilapidated House	No. 9	

**Trigger Point:** Defeating No. 9

## Dryfield (Night)

Room Name	Enemies	Rewards
Back Street	1 armoured shooter golem	4x Airburst
Warehouse	2 scorpions	
Souvenir Shop	4 butterflies	
General Store	4 butterflies	
Gas Station	12 scavengers	
Main Street	2 Bowmen	10x Firefly
Balcony	5 scavengers	
Water Tower	3 scavengers, 6 butterflies	
Breezeway	12 bats	
G&R Kitchen	5 rats, 2 scavengers	
G&R Saloon	2 bonesucklers	
Toilet	6 bonesucklers	
Parking	4 scavengers	
Room 1	3 scavengers, 2 bonesucklers	
Room 2	6 bonesucklers	
Underpass	1 purple ghost golem	Recovery 2, Flare, Hunter Goggles
Cellar	5 scavengers	
Water Hole	1 stalker	
Driveway	13 bats	
Garage	4 scavengers	
Junk Yard	2 stalkers	

**Trigger Point:** Getting Lobby Key

Room Name	Enemies	Rewards
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Garage	3 stalkers	
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**Trigger Point:** Getting Bronco Masterkey

Room Name	Enemies	Rewards
Balcony	2 stalkers	
Room 5	2 strangers (type 1), 4 butterflies	
Loft	3 stalkers	
Room 3	4 bonesucklers, 1 stranger (type 1)	
Room 4	2 strangers (type 1)	
Gas Station	2 stalkers	
General Store	3 scavengers	
Back Street	2 chasers, 5 butterflies	
Dilapidated House	4 scavengers, 2 bonesucklers	
Junk Yard	1 unarmoured shooter golem, 1 armoured slasher golem	MP Boost2, Protein Capsule, 10x Firefly

**Trigger Point:** Giving the full jerry can to Douglas

Room Name	Enemies	Rewards
Driveway	12 bats	
Parking	1 red ghost golem	Recovery2, Belt Pouch, Lipstick
Toilet	4 rats, 5 butterflies	
G&R Kitchen	1 bonesuckler, 6 rats, 4 butterflies	
Water Tower	3 stalkers	
Breezeway	1 chaser, 11 butterflies	
Loft	1 stalker, 4 scavengers	
Gas Station	1 armoured shooter golem, 1 armoured slasher golem	MP Boost2, Protein Capsule, 4x Airburst
Souvenir Shop	4 scavengers	
Warehouse	6 bonesucklers	
Underpass	3 fatties	
Cellar	6 bats, 5 rats	
Water Hole	2 fatties	

**Trigger Point:** Going to sleep

Room Name	Enemies	Rewards
Balcony	Cannon-Mouth	Ringers Solution, 4x Airburst
Loft	7 scavengers	
G&R Saloon	1 bonesuckler, 4 scavengers	
Parking	1 chaser, 5 scorpions	
Room 5	5 scavengers	
Room 1	4 butterflies, 4 scorpions	
General Store	5 scorpions, 3 butterflies	
Back Street	1 chaser, 5 mindsucklers	
Dilapidated House	2 bonesucklers, 5 scorpions	
Room 2	4 bonesucklers, 3 scorpions	
Room 3	3 bonesucklers, 3 scavengers	
Room 4	4 bonesucklers, 3 butterflies	
Junk Yard	2 chasers, 2 butterflies	

**Summary:**

<b>Battles:</b>	114
<b>Kill %:</b>	34.96

**The Mines**

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Room Name	Enemies	Rewards
Mesa	11 chasers	
Tunnel Entrance	2 chasers, 5 butterflies	
Tunnel	5 scavengers	
Gorge	12 bats	
Cavern	2 giant chasers	P229, Jumper Plug, 50x 9mm Spartan

**Trigger Point:** Giant chaser battles

Room Name	Enemies	Rewards
Gorge	12 bats	
Tunnel	4 scorpions, 7 mindsucklers	
Tunnel Entrance	6 scorpions, 6 butterflies	
Mesa	4 scavengers	
Forked Tunnel	4 scavengers	

**Summary:**

<b>Battles:</b>	125
<b>Kill %:</b>	38.34

## The Shelter

Room Name	Enemies	Rewards
Secret Passage	1 giant stalker	10x R. Slug
B1 Sth Walkway	6 rats, 2 turrets	
Storeroom	1 unarmoured slasher golem, 1 unarmoured shooter golem	
B1 Nth Walkway	3 blue jelly blobs, 2 turrets	
Sleeping Quarters	1 stranger (type 1), 4 rats	
B1 Main Corridor	1 unarmoured shooter golem, 1 armoured shooter golem	
Control Access Tunnel	2 blue jelly blobs, 2 turrets	
Control Room	4 blue jelly blobs, 4 turrets	
B2 Pod Access Tunnel	1 fatty, 3 turrets	
Septic Tank	2 divers	
B2 Main Corridor	3 divers	
EVE Access Tunnel	3 turrets	
Breeding Room	4 worms (brown)	

**Trigger Point:** Meeting Bowman

Room Name	Enemies	Rewards
Breeding Room	1 purple ghost golem	Pyke, 80x 5.56mm Rifle
B2 Main Corridor	1 armoured shooter golem, 2 turrets	
Septic Tank	1 unarmoured slasher golem, 2 turrets	
Dumping Heap	Trash monster	4x Grenade
Incinerator	Trash monster	

**Trigger Point:** Trash monster battle

<b>Note</b> It is assumed that from now on you have the Medicine Wheel attached at all times.
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Room Name	Enemies	Rewards
Dumping Heap/Incinerator	Mad dash (assorted NMC's)	
Lower Sewer (Bottom)	1 unarmoured slasher golem	
Upper Sewer (Bottom)	1 armoured slasher golem	

Reservoir	1 diver	
Water Supply	1 diver	
Upper Sewer	1 armoured shooter golem	
Lower Sewer	1 armoured shooter golem	

### Summary:

<b>Battles:</b>	151
<b>Kill %:</b>	46.31

### Dryfield II

Room Name	Enemies	Rewards
Garage	3 stalkers	
Water Tower	1 baby chaser	
Water Tank	3 mindsucklers	
Balcony	5 mindsucklers	
Loft	6 scavengers	
G&R Kitchen	3 scavengers, 4 bonesucklers	
Toilet	5 scavengers	
Main Street	1 chaser, 6 butterflies	
Room 3	1 stranger (type 1), 4 bonesucklers	
Gas Station	1 stalker, 3 mindsucklers	
Souvenir Shop	3 scorpions, 4 butterflies	
Warehouse	3 scorpions, 2 scavengers	
Underpass	1 giant spider	10x Firefly, 10x R. Slug
Cellar	2 scavengers, 8 rats	

### Summary:

<b>Battles:</b>	166
<b>Kill %:</b>	50.92

### The Shelter II

Room Name	Enemies	Rewards
Upper Sewer	1 fatty, 3 divers	
B3 Elevator Hall	1 floor swiper, 1 baby chaser	
B1 Elevator Hall	3 stalkers	
B1 Main Corridor	3 stalkers	
Cavern	2 stalkers	
Gorge	6 mindsucklers	
Tunnel	3 scorpions, 4 bats	
Tunnel Entrance	3 stalkers	
Mesa	1 armoured shooter golem, 1 unarmoured slasher golem	MP Boost1, Protein Capsule, MD Player
Forked Tunnel	2 scorpions, 8 butterflies	
B1 Sth Walkway	2 fatties, 3 blue jelly blobs	
Storeroom	2 red jelly blobs, 4 blue jelly blobs	
B1 Nth Walkway	1 Bowman	Bowman's Card
B1 Pod Access Tunnel	2 fatties	
Sleeping Quarters	2 red jelly blobs, 8 blue jelly blobs	
Control Access Tunnel	1 fatty, 2 turrets	
B2 Pod Access Tunnel	1 fatty, 2 worms (brown)	
Septic Tank	1 fatty, 1 diver	
B2 Main Corridor	1 fatty, 1 diver	



Breeding Room	1 worm (brown), 2 baby chasers, 1 floor swiper	
B2 Nth Walkway	2 floor swipers, 3 moaning NMC's	
B2 Elevator Hall	7 worms (brown)	
B2 Sth Walkway	4 turrets, 3 blue jelly blobs	
Operating Room	2 floor swipers, 2 moaning NMC's	

**Trigger Point:** Cracking the computer password

Room Name	Enemies	Rewards
B2 Elevator Hall	2 fatties	
Secret Passage	2 Bowmen	
B1 Nth Walkway	2 floor swipers, 3 crying NMC's, 3 worms (brown)	

**Trigger Point:** Entering the Pod Service Gantry

Room Name	Enemies	Rewards
B1 Pod Access Tunnel	1 armoured slasher golem	
B1 Main Corridor	1 purple ghost golem	Penicillin, Stim, Mongoose
Transfer Tunnel	6 turrets, 1 Bowman	
Parking Access Tunnel	1 purple golem	50x .44 Magnum, 50x 9mm Spartan, Stim
Storeroom	2 Bowmen	
B1 Sth Walkway	3 blue jelly blobs, 3 worms	
B1 Elevator Hall	2 Bowmen	
Sleeping Quarters	2 moaning NMC's, 2 baby chasers	
B2 Sth Walkway	2 fatties, 1 moaning NMC	
Operating Room	7 worms (brown)	
B2 Nth Walkway	3 floor swipers, 1 fatty	
Breeding Room	2 baby chasers, 2 moaning NMC's	
Septic Tank	1 diver	
B2 Pod Access Tunnel	1 armoured slasher golem	
B3 Elevator Hall	2 blue jelly blobs, 1 fatty	
Lower Sewer	2 divers, 1 moaning NMC, 2 moaning NMC heads	
Upper Sewer	2 red jelly blobs, 2 divers	

## Neo Ark

Room Name	Enemies	Rewards
Savannah	2 chasers, 5 scorpions	
Shrine	3 beetles	
Power Plant 1	Alpha generator, 6 turrets	

**Trigger Point:** Defeating Alpha Generator

Room Name	Enemies	Rewards
Savannah	7 beetles	
Forest Zone	1 raptor	
Pavilion	3 divers	
Bridge	3 divers	
Garden	10 beetles	
Woodland Path	3 raptors (individual)	
Pyramid	9 beetles	

**Trigger Point:** Moving the bridge

Room Name	Enemies	Rewards
Savannah	1 chaser, 5 worms (brown)	
Power Plant 1	8 beetles	

Island	3 divers	
Submarine Gallery	5 divers, Tlaloc	10x Firefly, 10x R. Slug

**Trigger Point:** Reading the stone outside Power Plant 2

Room Name	Enemies	Rewards
Bridge	2 divers, 3 beetles	
Forest Zone	3 raptors	

**Trigger Point:** Unlocking Power Plant 2

Room Name	Enemies	Rewards
Pyramid	1 armoured shooter golem, 1 armoured slasher golem	
Woodland Path	2 raptors	
Forest Zone	2 raptors	
Pavilion	3 divers	
Bridge	2 armoured slasher golems	
Garden	1 fatty, 8 beetles	
Power Plant 2	Beta generator, 6 turrets	

**Trigger Point:** Defeating Beta Generator

Room Name	Enemies	Rewards
Pavilion	1 fatty, 1 diver	
Submarine Tunnel	2 red jelly blobs	
Forest Zone	10 beetles	
Woodland Path	4 raptors	
Pyramid	5 beetles, 3 worms	
Island	2 divers	
Submarine Gallery	3 divers	
Shrine	1 purple golem	Recovery3, Javelin, 8x 5.56mm Rifle
EVE Access Tunnel	5 turrets, 2 speakers	
B6 Corridor	1 fatty, 3 speakers	
B6 Training Room	2 speakers, Giant Bowman	Recovery1, Eau de Toilette

Trigger Point | Defeating the Giant Bowman

Room Name	Enemies	Rewards
Bridge	3 divers	
Pavilion	4 divers	
Forest Zone	2 raptors, 1 unarmoured slasher golem	
North Promenade	3 unarmoured slasher golems	
Woodland Path	4 raptors	
Pyramid	1 raptor, 2 unarmoured slasher golems	
Island	3 divers	
Submarine Gallery	1 diver	
South Promenade	2 unarmoured shooter golems	
Savannah	1 unarmoured shooter golem, 1 unarmoured slasher golem	
Shrine	2 unarmoured slasher golems	
Power Plant 1	4 scorpions, 5 beetles	

**Summary:**

<b>Battles:</b>	251
<b>Kill %:</b>	81.59

(includes B2 Main Corridor from Shelter III)

## The Shelter III

**Note**

At this point, the Golems will have turned the security turrets back on again... turn them off as soon as you get the chance.

Room Name	Enemies	Rewards
B2 Main Corridor	1 armoured slasher golem, 2 red turrets	
B2 Elevator Hall	4 yellow turrets, 1 armoured shooter golem	
B1 Elevator Hall	1 armoured slasher golem, 1 unarmoured shooter golem	
B1 Sth Walkway	2 gun turrets, 1 unarmoured slasher golem	
Storeroom	1 unarmoured slasher golem, 1 unarmoured shooter golem	
B1 Main Corridor	1 armoured shooter golem, 1 unarmoured shooter golem	
B1 Pod Access Tunnel	3 red turrets, 1 armoured slasher golem	
Sleeping Quarters	1 red ghost golem	Protein Capsule
B1 Nth Walkway	4 turrets, 1 armoured shooter golem	
Transfer Tunnel	6 turrets, 1 armoured slasher golem	
Parking Access Tunnel	1 red golem	Stim, 4x Airburst
Control Room	6 turrets	
Control Room Access Tunnel	2 turrets, 1 unarmoured slasher golem	
Secret Passage	3 stalkers	
Cavern	2 Bowmen	
Gorge	12 bats	
Operating Room	2 floor swipers, 4 blue jelly blobs, 1 moaning NMC heads	
B2 Nth Walkway	2 baby chasers, 2 moaning NMC's, 1 moaning NMC head	
Breeding Room	2 worms, 4 beetles	
Septic Tank	2 turrets, 2 divers	
B2 Pod Access Tunnel	2 turrets, 1 armoured slasher golem	
B2 Sth Walkway	1 red jelly blob, 3 green worms, 1 brown worm	
B3 Elevator Hall	2 Bowmen	
Lower Sewer	1 fatty, 2 divers	
Upper Sewer	1 diver, 1 Bowman	
Reservoir	2 divers	
Water Supply	2 divers	

### Summary:

<b>Battles:</b>	277
<b>Kill %:</b>	89.57

## Dryfield III

Room Name	Enemies	Rewards
Water Hole	3 stalkers	
Driveway	4 scorpions, 4 mindsucklers	
Junk Yard	4 mindsucklers, 1 stalker	
Breezeway	5 mindsucklers, 5 scorpions	
Water Tower	4 scorpions, 2 stalkers	
Parking	11 bats	
Room 1	3 scavengers	
Room 2	4 butterflies, 2 scavengers	
General Store	2 scavengers, 3 rats	
Back Street	14 bats	

Dilapidated House	5 scavengers	
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### Summary:

<b>Battles:</b>	288
<b>Kill %:</b>	92.94

### The Shelter IV

Room Name	Enemies	Rewards
Pedestrian Airlock	1 red ghost golem	Protein Capsule
Vehicular Airlock	1 armoured shooter golem, 1 unarmoured slasher golem	
Bulwark	1 armoured shooter golem, 1 unarmoured slasher golem	

**Trigger Point:** Meeting the military

Room Name	Enemies	Rewards
B2 Pod Access Tunnel	1 unarmoured shooter golem, 3 turrets	
Septic Tank	1 unarmoured slasher golem, 2 turrets	
B2 Main Corridor	1 armoured shooter golem, 2 turrets	
B2 Elevator Hall	2 armoured shooter golems, 2 turrets	
B2 Sth Walkway	1 armoured slasher golem, 4 turrets	
B2 Nth Walkway	2 unarmoured slasher golems, 1 turret	
Breeding Room	1 red ghost golem	
B1 Pod Access Tunnel	6 turrets	

### Summary:

<b>Battles:</b>	299
<b>Kill %:</b>	96.31

### Neo Ark II

Room Name	Enemies	Rewards
Nth Promenade	2 unarmoured shooter golems	
Forest Zone	1 unarmoured shooter golem, 1 unarmoured slasher golem	
Pavilion	1 armoured shooter golem	
Island	1 armoured shooter golem	
Submarine Gallery	1 diver	
Pyramid	1 armoured shooter golem, 1 armoured slasher golem	
Bridge	2 armoured slasher golems	
Power Plant 2	1 red ghost golem	25x .44 Maeda SP, M249, 80x 5.56mm Rifle, Lipstick
Sth Promenade	2 unarmoured slasher golems, 1 armoured slasher golem	
Savannah	1 armoured shooter golem, 1 unarmoured shooter golem	
Shrine	1 red ghost golem	
Power Plant 1	6 beetles	

### Summary:

<b>Battles:</b>	311
<b>Kill %:</b>	100.00 (yay!)

### The Shelter V

Room Name	Enemies	Rewards
B2 Pod Access Tunnel	1 red golem	Recovery2
Pod Bottom	Ultimate Being	Recovery3, MPBoost2

Pod Bottom	Parasite Eve	
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## Closing

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This is going to sound a wee bit repetitive, but my Parasite Eve II guide is a labour of love and I don't want anyone stealing it. If you want to use it for your site, or whatever, please e-mail me. My e-mail address is at the bottom of the page.

A special shout-out goes to:

**Everyone at the GameFAQs PE2 board - <http://www.gamefaqs.com/boards/198266-parasite-eve-ii>:** For helping me through this game. I remember back in the days when I was a struggling newbie... they helped me out when things got tough. If it wasn't for these guys, I would've packed this game up and thrown it away when I got to Neo Ark in my first game.

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^\_^

## Feedback

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To send me feedback, e-mail the address at the bottom of the page and make sure you include "Parasite Eve II" in the subject line.

Feel free to check out some of my other guides: <http://www.gamefaqs.com/users/Karpah/contributions/faqs>

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