

# Silhouette Mirage FAQ/Walkthrough

by TheFreak

Updated to v0.3 on Feb 23, 2001

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-----Paths and Secrets Runthrough-----

Ver.02

March 17, 2000

by

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This file is meant to be read at 640x480 resolution,  
Except for the above part! =-}

This FAQ can be found at these locations...:

<http://www.gamefaqs.com>

<http://www.geocities.com/freakservo/sm.txt>

<http://www.gamewinners.com/index.html>

<https://www.neoseeker.com>

i) What's new in da FAQ?

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Ver .01

New for me, new for you!

Everything's new, and good for you, too! =-}

Ver .02

Some spelling fixes, a new place where  
you can see the faq, reworded info on memory  
card access after beating all paths, and added a  
thank-you I'd forgotten altogether.

Ver. 03

Another place to find my FAQ. And remember,  
it's always good to ask first. ^\_^

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### 1) Intra-ducshun

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Hi, hello, how are ya? Now is time to the 32-bit heart on fire! I decided to write up this quick little faq for those who want a little more info on the "paths" you have to take to open up the secret areas, and what you get if you open up them all. It's amazing what you can accomplish on a five-day rental, no? ==}

So...Why not start? ==}

### 2) The Easy Way Out....Legally!

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Oh yeah, I've noticed a lot of people moaning and groaning over the challenge increase that good ol' Working Designs has thrown to us..But actually, they were smart. One of the Hare Warez places will give you level 6 of one of the most useful weapons in the game, the Surosa. In the second section of the first stage (Shamain), keep following the walls (Including climbing them). Eventually you'll run into a Hare Warez booth. You'll know you've found the right one when you scroll all the way up to the "Fatima" item and you'll still have the ability to scroll further up. Keep scrolling....and scrolling....and scrolling....until it comes to an inevitable stop. The last item there will be the level 6 Surosa, and for a steal at only 300, you're set for the entire game! Now isn't that special? ==}

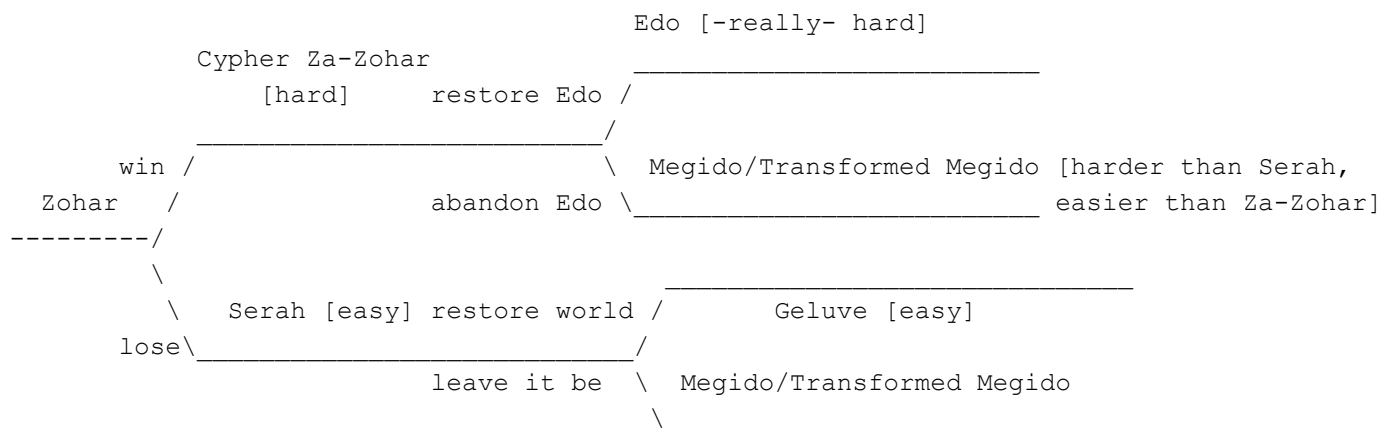
A bit low on cash? No problem! The Spectres in that area regenerate if you backtrack far enough. Cash-bash to your heart's content!!

### 3) Tha Paths!

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Hoo boy...Now here's where it gets fun! After you beat each path, save them on the memory card, then when you want to continue on the other paths, just load the game up from the card, though I'm pretty certain you can start via new game and still be able to keep the paths you've beaten recorded. One thing's for sure though; whatever continues you used \*WILL\* be recorded, so if you've used 8 of 9 given continues on the first path, you'll only have 1 continue to finish the other 4 (Glad I gave you the above trick, huh? ==)}

Of course, if you want some tactics on how to beat those stages, check out the other Silhouette Mirage FAQs on [www.Gamefaqs.com](http://www.Gamefaqs.com) or [www.Gamewinners.com](http://www.Gamewinners.com).

Borrowing completely from Subatomic Brainfreeze's FAQ, here is a layout of how the paths go. Note that past stages that offer you different directions, like the wheel area or Prinsdam, does not count at all toward getting paths...:



As you can see, the split begins with your battle with Zohar in the core (Y'know, where you get 2 minutes to kick his ass). If you beat him in those two minutes, you'll go in one direction, where you'll have to beat his unleashed form. If you lose the 2-minute battle, Hal/Har will come out, delete Zohar on the spot, and unleash Serah. Either Way, you'll be given the option to either restore or abandon Edo. Don't be fooled about the having to fight Megido when you decide to abandon Edo; both directions count as seperate paths.

So here's how the list of paths comes out. There are two ending FMVs in the game, one "Restoration" ending and three "Normal" endings, though I don't believe either ending is the "true" ending. In terms of personal difficulty, I also rated each path, from 1(easy) to 4(difficult)...:

Path 1: Beat Zohar within 2 minutes  
 Beat Cypher-Za Zohar (required)  
 Choose to restore Edo  
 Fight Edo Computer (Required)  
 Get "Restoration" ending  
 Challenge Rating: 4

Path 2: Beat Zohar within 2 minutes  
 Beat Cypher-Za Zohar (required)  
 Abandon Edo restoration  
 Fight Megido and transformed Megido (required)  
 Get "Normal" ending  
 Challenge Rating: 3

Path 3: Let time run out in Zohar battle  
 Beat Serah (required)

Choose to restore Edo  
Fight Geluve (required)  
Get "Normal" ending  
Challenge Rating: 1

Path 4 Let time run out in Zohar battle  
Beat Serah (required)  
Abandon Edo restoration  
Fight Megido and transformed Megido (required)  
Get "Normal" ending  
Challenge Rating: 2

It doesn't matter which order you take them in, so long as you complete each path.

#### 4) So Where's The Fifth Path?

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This one kinda eluded me until I saw Faust's Silhouette Mirage guide, in which I slightly borrowed his pattern list design. He also had a different explanation as how to go through it, but further experimentation leads me to think that his theories are not as so. No offense, Faust. ^\_^;;;

Anyhoo, the fifth path can only be accomplished by fighting and defeating the Reaper, a character which, I've been told, was an exclusive PSX addition. So Working Designs decided to use him as the fifth path.

Here's how to get him...Without using \*ANY\* continues, fight all the way to Stage 5 (Mathey) and you'll come head-to-head-to-head with Prinsdam. Take any direction you want and get swallowed. Defeat the spider and the "REDRUM" Yona Division (Why, of all vocal shouts, "REDRUM"??...Well, whatever...) and then you'll get to have your first encounter with Megido. Hope you were using those Hare Warez booths to fill up on life and spirit. Defeat Megido (Again, all without using one single continue) and you'll be warped to the Reaper's dimension. Answer a few easy questions (don't be afraid to be vain) and you'll be granted a battle with the Reaper himself.

In case you had any trouble with past enemies, or you see yourself losing your continue, you can reset the game by pressing start, select, and all four shoulder buttons simultaneously, then loading up your memory card to the last point you save.

Beating the reaper, especially on your first go through the game, will help you a lot, as defeating him, and defeating a path you haven't taken, will knock two birds with one stone. Two paths on your first run. Fun, no?

#### 5) Allright! I beat all five paths....What do I get?

Hate Working Designs for adding challenge, love them for adding everything else! When all five paths have been conquered, the title screen will turn blue, and you'll notice that where the "Status" option used to be now lies "Secret". This secret is called "Core Fighter II", very much in the same vein as the secret Megaman/Bass fight mode in Megaman 7. It's a 2-player only fight, with Shaina as the first player and Zohar as the second player. That's not all though, in the "Options" menu, all the locked options will now be open. Here's a rundown of the now-unlocked options...:

Difficulty: Baby, Easy, Normal, Stud, or Super Stud.  
Set this sucka on "Baby" next time you play, and never worry about money again!! =-}

Shop Items: Normal or Loaded  
Set to loaded and you'll have the ability to select whatever level weapon you want!!

Stage  
Select: On or Off  
Turn this on, and goof off! =-}

SE Test: L/R to switch through stages, Control pad to choose sound effects for that stage, X to hear sounds.  
If you want to rip sounds and voices for your computer, this is it!!

Note about the options: If you're in the middle of a game, and you don't want to lose a life, resetting, whether via controller or PSX, will reset the Shop items and difficulty to their default setting. Make sure you re-set them to your desire before starting a new game/loading an old one.

It might be also cool to mention that when you get the blue screen your save acts both as a way to get to the blue title screen AND a save position from when you last saved in-play, simultaneously.

Example: When you first turn on the game, loading your card data once will bring up the blue screen, loading it a second time will start you off at the last point you saved in your game. Neat, huh?  
Remember that even when you beat all five paths and get the Blue screen, whatever continues you used getting them are good and gone, so conserve them if you can!

6) In The End....

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Well, I tried to make this FAQ exclusively for those who wanted some clear info on the paths, so I guess this is it. If you think there's some info for this FAQ that I forgot, let me know at THEFREAK@prodigy.net.  
I'm not gonna do a full-game walktrough. It's already

been done. Everything else should be comprehensive enough for you to be able to get through the game by yourself. Good luck to all of you out there!

#### 7) Special Thanks to....

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Faust and Subatomic Brainfreeze:

I seriously apologize for blatantly ripping off some of your work, but it also had the info I needed to help my descriptions. Sorry! ^\_^;;;

Michael Stearns and his Unnofficial Treasure Webpage (<http://www.ellensburg.com/~katharin/treasure/t-main.htm>):

This guy is extremely nice. He has the most comprehensive Dynamite Headdy FAQ you'll find anywhere on the net! And he also runs the ONLY Treasure-related fansite on the internet! I have to thank him for my spelling of "Shaina" as opposed to the WD-spelled "Shyna". I liked the other one better. Anyways, Here's another plug for ya! Hope you enjoy it!! =-}

Treasure!! (Homepage: <http://www.treasure-inc.co.jp/>):

From Gunstar Heroes to Mischief Makers and everything in-between, this company has made some of the most rockinest (Is that a word?) games ever to hit the market!!! Support Bangaioh in the states!!!

Working Designs

(Homepage: <http://www.workingdesigns.com>):

How could I totally forget these guys the last time? You can hate them for what they've done to the game (Which, IMHO, wasn't that bad at all), but remember that if it weren't for them we'd never get the game in the first place! Maybe we should ask them for Bangaioh...??

Friends and Family:

They tolerate me. I think that's good enough for mention in this column. I'd like to thank my mother, David, Suzie, Michelle, Steve, "E.K.", my dog, Charles Schulz, Shel Silverstein, Green Day, and the Doublemint twins! =-}

#### 8) Legality Blather

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Uhh...Never wrote legal notices before, so bare with me.....

Silhouette Mirage, Shaina Nera Shaina, and related characters are Copyright 1999/2000 Treasure, English version Copyright 1999/2000 Working Designs.

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Keep circulating the tapes.

\*TWANG\*

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