

P.N. 03 FAQ/Walkthrough

by andyclass50

Updated to v3.8 on Sep 20, 2004

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~ P.N. 03 (Product Number 03) ~  
~ FAQ/Walkthrough (US/EURO) v3.8 ~  
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I am publishing this FAQ only for www.Gamefaqs.com, (and just recently) Neoseeker and perhaps most importantly...yours truly. Therefore I do not wish to see it anywhere else (other than Gamespot of course), especially for profit-seeking personnel as I simply don't trust them. So spare me any hassle (I'd like the FAQ shown fully up-to-date ...this, I know Gamefaqs are good for) as this is my first FAQ and don't want it to be my last.

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Contents

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1. Version History
2. Introduction
3. Controls
 - ~ Buttons & Effects
4. Energy Drives
 - ~ All energy drives listed
 - ~ When it is best to use them
5. Aegis Suits
 - ~ What are they?
 - ~ All Aegis suits listed with descriptions
 - ~ Energy Drives available
6. Mission Rankings
7. Trial Missions
8. Mission Walkthrough
9. Extras and Secrets
10. Enemy List & Tactics To Destroy Them
 - ~ All enemies listed (except for those not on Capcom's website!)
 - ~ Difficulty ratings
 - ~ Strategies
11. FAQ

12. What's next...

13. Credit, Contact Info, And That's It!

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1. Version History
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- v1.0 [04/09/03] Started the FAQ
- v1.1 [05/09/03] Basically finished, needs verification
- v1.2 [05/09/03] Typos corrected and a bit more formatting
- v1.3 [06/09/03] Adaptations to some sections, and rumour added
- v2.3 [10/09/03] Adding a lot (and I mean ALOT) more content due to a surprise rejection
- v2.3 [11/09/03] Still up completing my FAQ, sacrificing sleep too
- v2.5 [12/09/03] After a good rest I am adding info on the enemies...sigh! Rumour confirmed, and Aegis suit section complete Mission FAQ is still going
- v2.6 [13/09/03] Still going, enemy count in each mission...taking ages
- v2.7 [14/09/03] About half way through my longest section now, occasional nik-naks here and there
- v2.8 [14/09/03] Woohoo FINISHED!...for now anyway
- v2.9 [15/09/03] Damn! It sure got published quickly. Well since it's up I'm going to polish up some areas, no major changes though
- v3.0 [18/09/03] A change in contact details as I my old one will be expiring apparently
- v3.1 [27/09/03] Been a while, eh? Some corrections on the Extra's and Secrets section
- v3.2 [11/10/03] Another change in e-mail address...third time lucky !!!
- v3.5 [17/03/04] Phew...I've finally got my act into gear, that's right...it's and update
FAQ has been done (I got lots of questions, but on the same topics) + there's a few additions here and there.
IMPORTANT is the extra ending info I've added.
- v3.6 [20/03/04] Neoseeker have just been granted permission to use the FAQ
- v3.7 [01/05/04] Just some very small tweaks here and there
- v3.8 [20/09/04] Error in the FAQ (Someone pointed it out to me, so I owe them a thank you, but MSN is giving me trouble so I can't find the name. But I will shortly add his name on -
... Thanx, whoever you are !!!)
- =====

2. Introduction

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Basically, I've had a hard time trying to find out how to unlock the extra Aegis suits, as there appear to be many differences between the European Version and the Japanese Version.

After a long time of playing P.N. 03, I felt I have the knowledge to construct an FAQ that will hopefully set things straight, and generally prove useful to you (it's probably safe to assume that the European Version will be the same as the US Version, as I doubt there would've been any more alterations in such a short period of time).

3. Controls

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Here are the buttons assuming that you stick to the original setup on your options menu.

Analogue Stick - Used to move Vanessa around.

By moving it Up, Vanessa will speedily run forward.

- Left and Right alter her direction, and can be used in conjunction with Up.
- Moving it Back will cause Vanessa to make a small spinning dash backwards.

D-Pad - The Command Entry buttons.

- Use this if you want Vanessa to execute an Energy Drive.

C-Stick - To adjust the Camera.

- Tap in the direction once on the C-Stick to which you want the camera adjusted, tap again in the opposite direction to move it back to normal.
- This does not quite work in the same way as Zelda, but it is similar.

A-Button - The Fire/Confirm button.

- Use this if you want to use your Palm-Shot on an enemy, to go through doors, or to confirm ('OK' button another words).

B-Button - The Jump/Cancel button.

- Need I say more?

Y-Button - Crouch button.

- An often useful move, use in conjunction with the Analogue Stick to roll around. (Notice how they make they make her look like she's going to pounce like a cat!)

X-Button - Switch/Lock-On Target button.

- I don't recommend fiddling with this button to often, mainly since Vanessa targets the greatest threat in the screen automatically, but there are the odd occasions where her aim will need adjusting.

Z-Button - Use to perform a <180> degrees spin.

- Get used to using this button, it's a lifesaver!.

L-Button - Press once to Left Side Step, twice in a row to add neat looking cart-wheel.

R-Button - Same as the L-button, but opposite in direction.

- You will probably use these two a lot, they are handy, but not vital.

Start/Pause-Button - Basically pauses the game and takes you to your options menu. It can be handier than that though as it tells you the current specs of your suit and the Energy Drives you can execute with it.

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4. Energy Drives
=====

There are two types of attacks in the game; there is your Palm-Shot and there is your strongest form of attack, the Energy Drive. The Energy Drives is the only move that can vary. There are many different Energy Drive attacks available. But, since it is a VERY destructive power, you will not be able to use it as much as you like. In the top left of your screen you will notice an Orange bar, that is your Energy Drive Gauge; as you use an Energy Drive, the gauge will deplete. Fear not though, as there are many replenishing items in the game to recover the gauge.

Here is a list of all the different types on Energy Drives, and in what sort of conditions they should be used in to get the best effect out of the move;

SWAN

Buttons: Right-Left + A

Description: Your initial Energy Drive with the Prima Fusion. Vanessa spins around and flings out her arm firing four homing lasers.

Pro: At 'Pro' it is much stronger and fires two extra homing lasers, enabling you to wipe out more enemies in a single go.

Pro Buttons: Left-Right-Left + A

Best Effect: Definitely against enemies in groups, but preferably from a distance and not in cramped spaces. This will give time for your lasers to swoop towards your target(s) and not miss or hit a wall.

GULLWING

Buttons: Left-Right + A

Description: Vanessa does the same thing as the Swan Energy Drive, but fire out an energy ball, which blows up on impact and then smaller balls home into other nearby enemies causing great amounts of damage.

Pro: It simply becomes a stronger attack.

Pro Buttons: Right-Left-Right + A

Best Effect: I'd say a small group of enemies, it's alright in cramped spaces, but it's still good to attack from a distance.

HARRIER

Buttons: Down-Left + A

Description: One of my favourites; Vanessa leans her back right down sticking one leg right up, recovers with her arms crossed, then swings them out in opposite directions firing big reflecting lasers. These can penetrate enemies and energy

barriers.

Pro: Another power up version, does more damage.

Pro Buttons: Down-Left-Up + A

Best Effect: In large groups of strong enemies in cramped spaces. Get a good hit, and you see nothing but fire ahead of you.

FALCON

Buttons: Right-Down + A

Description: Vanessa spins around releasing four horizontal lasers beams in different direction, spinning with her.

Pro: Again another power up.

Pro Buttons: Right-Down-Right + A

Best Effect: In an ambush obviously, I do find that it can be rather bent though. I don't highly recommend it.

GRIFFIN

Buttons: Up-Down + A

Description: Vanessa stands tall creating an energy ball in one hand, grabs it with both hands, then kinda leans back slamming the ball into her chest creating a massive energy wave, which penetrates everything within a large radius.
Cool move!

Pro: Bigger energy wave and obviously more damaging.

Pro Buttons: Down-Up-Down + A

Best Effect: Find a massive bunch of enemies and get right in there, they won't know what hit 'em. This is a great move.

PEGASUS

Buttons: Down-Up + A

Description: Vanessa spins around fairly slowly charging up, spreads her arms and unleashes two very powerful concentrated laser beams (one from each arm). Each focus on their selected enemy, and quite often destroy them there and then.

Pro: The laser beams are much bigger and badder, they can cause immense damage to even the strongest of foes.

Pro Buttons: Up-Down-Up + A

Best Effect: Either against two fairly strong enemies like the AAS-13G Seerose, or against one strong enemy like the AAS-15G Gardenie and bosses.

THUNDERBIRD

Buttons: Down-Right + A

Description: This move is my favourite even though I virtually never use. It just looks cool to me, a unique move that you is a must when you are showing off to friends or family I guess. I won't bother describing it.

Pro: Bigger, and more destructive, nicer to look at.

Pro Buttons: Down-Right-Up + A

Best Effect: Similiar to Gullwing, just looks much cooler. Not sure about the strength of it though.

TENGU

Buttons: Left-Down + A

Description: I rarely use it unless it's at 'Pro'. It makes Vanessa

invincible for 5 seconds and doubles the strength of her Palm-Shot. She takes a few seconds performing it too...legs swinging everywhere.

Pro: The most useful move on Hard mode, it will now last another 5 seconds.

Pro Buttons: Left-Down-Left + A

Best Effect: On Hard mode and/or whenever your in a tight spot.

Use it just before enemies use their instant kill moves and you'll take no damage and be powered up at the same time, just go and mop up those machines.

5. Aegis Suits

The Aegis suits are the equipment which enable Vanessa to perform her attacks (Palm-Shot and the Energy Drives). Each suit looks different and have their own strengths and weaknesses, it is down to you to find which suit is best for you.

Each suit has its own specifications, I will show you the specs and explain them, so that you can understand what I'm talking about;

Barrier = Your defence, the higher it is, the less damage you take when hit by enemies. (Maximum = 5)

Palm-Shot = Your primary offence, the higher it is, the more damage you can do through your Palm-Shot. (Maximum = 5)

Automatic = You need to hold down the A-Button to do it.

There are three types;

None = No effect.

Half = Vanessa shoots by herself.

Max = Vanessa shoot by herself much faster.

Energy = Your energy gauge, the higher it is, the more Energy Drives you can perform without replenishing items. (Maximum = 6)

Here's a list of all the available Aegis Suits in the game.

Along with them;

- I have added all the Energy Drives you can execute with each one.
- The specifications of the suits.
- When the suits become available in the game.
- And what I think of the particular suit.

Prima Fusion

-Energy Drives: Swan Lv.1, Right-Left + A

Gullwing Lv.1, Left-Right + A

-Specs: Barrier, 2

Palm Shot, 2

Automatic, None

Energy, 3

-Available: Initial suit

-My Verdict: It's alright to start off with. You could stick with it for a few missions without any complaints, but if you going for 'Professional' or 'Destroyer' ranks, you would be better off using another suit to ease the stress.

Intera Fusion

-Energy Drives: Tengu Lv.2, Left-Down + A

Swan Pro Lv.3, Left-Right-Left + A

-Specs: Barrier, 3

Palm Shot, 3

Automatic, None

Energy, 4

-Available: In the shop after completing Mission 3 for 300,000 pts

-My Verdict: I've never really use it, but it is a good suit. The Energy Drives are very useful, and its specs are not too 'shabby' either.

Ultra Fusion

-Energy Drives: Swan Pro Lv.3, Left-Right-Left + A

Tengu Lv.2, Left-Down + A

Gullwing Pro Lv.2, Right-Left-Right + A

-Specs: Barrier, 3

Palm Shot, 4

Automatic, Max

Energy, 4

-Available: In the shop after completing Mission 6 for 600,000 pts

-My Verdict: One of my favourites; it has cool Energy Drives, good Palm-Shot (very important!), and is much more controller friendly (the A-Button will last longer) with it being fully automatic.

Prima Blazer

-Energy Drives: Harrier Lv.1, Down-Left + A

Falcon Lv.1, Right-Down + A

-Specs: Barrier, 1

Palm Shot, 3

Automatic, None

Energy, 2

-Available: Immediately in the shop for 90,000 pts

-My Verdict: Pretty useless really...it costs a fair amount of points for the early stages of the game, and it won't be long before you can buy more powerful suits.

Intera Blazer

-Energy Drives: Swan Lv.1, Right-Left + A

Pegasus Pro Lv.3, Up-Down-Up + A

-Specs: Barrier, 2

Palm Shot, 4

Automatic, None

Energy, 4

-Available: In the shop after completing Mission 3 for 300,000 pts

-My Verdict: If you need it, then don't wait any longer. It is not a vital suit for success, but it can make your life a little easier.

Ultra Blazer

-Energy Drives: Harrier Pro Lv.2, Down-Left-Up + A

Falcon Pro Lv.2, Right-Down-Right + A

Tengu Pro Lv.3, Left-Down-Left + A

-Specs: Barrier, 3

Palm Shot, 5

Automatic, None

Energy, 6

-Available: In the shop after completing Mission 6 for 600,000 pts
-My Verdict: If you like blowing up things fast, then this will be the suit for you. I used it for my first go playing P.N. 03, with everything at its max, the final boss wasn't any trouble. It would be nice though to have it automatic though.

Prima Guardian

-Energy Drives: Griffin Lv.1, Up-Down + A
Pegasus Lv.1, Down-Up + A

-Specs: Barrier, 3
Palm Shot, 1
Automatic, Half
Energy, 3

-Available: Immediately in the shop for 90,000 pts

-My Verdict: Again, you don't need to waste your points buying this. After Mission 3, you will be able to purchase much more useful suits. Only get this if you have got a lot of spare points, and want to add it to your collection.

Intera Guardian

-Energy Drives: Thunderbird Lv.1, Down-Right + A
Griffin Lv.3, Down-Up-Down + A

-Specs: Barrier, 3
Palm Shot, 2
Automatic, Max
Energy, 3

-Available: In the shop after completing Mission 3 for 300,000 pts

-My Verdict: Only get it if your struggling, which isn't likely as you will probably be playing on easy mode first time around. I really do love the Thunderbird Energy Drive though, it's cool.

Ultra Guardian

-Energy Drives: Griffin Pro Lv.3, Down-Up-Down + A
Thunderbird Lv.2, Down-Right-Up + A
Pegasus Lv.3, Up-Down-Up + A

-Specs: Barrier, 5
Palm Shot, 3
Automatic, Max
Energy, 3

-Available: In the shop after completing Mission 6 for 600,000 pts

-My Verdict: If you not exactly good at evading enemy fire, or like to take your time destroying your enemies, then you will probably be better off using this suit as you can take much more damage. I personally go for offence rather than defence.

Blackbird

-Energy Drives: Swan Pro Lv.3, Left-Right-Left + A
Pegasus Pro Lv.3, Up-Down-Up + A
Tengu Pro Lv.3, Left-Down-Left + A

-Specs: Barrier, 5
Palm Shot, 5
Automatic, Max
Energy, 6

-Available: Check the Extras and Secrets section.

-My Verdict: Best suit in the game. Get it and use it all the time, it rocks!

Papillon

-Energy Drives: All Energy Drives are Active
(You can use any, so long as you remember the buttons for the moves!)

-Specs: Barrier, 0
Palm Shot, 5
Automatic, Max
Energy, 6

-Available: Check the Extras and Secrets section.

-My Verdict: Best looking suit on the game...uhem, with the ability to use any Energy Drive you wish (as long as you remember the buttons for the move). But as you have no barrier, if you get hit, then you will die...simple as that.

6. Mission Rankings

After each Normal/Trial Mission you will obtain a rank, the rank you get depends on how successful you were during the mission. The higher the rank you get, the more bonus points you will get. This is the apparent order of the rankings. (Note: These rankings are, apparently, slightly different to the Japanese Version)

"Professional" the 'Best' rank.
"Destroyer" the 'Good' rank.
"Regular" the 'OK' rank.
"Amateur" the 'Not-So-Good' rank.
"Rookie" and finally the rank you should never see.

7. Trial Missions

Now for anyone playing P.N. 03 for the first time, it is very easy to overlook these "extra" missions, mainly because they are optional. However, if your one of those people that like to get everything done like me, you will be in for a reward at the end of it all (covered in "Extras and Secrets" section).

There are 5 levels of Trial Missions, which will available after each Normal Mission. The Trial Missions consist of 15 randomly generated rooms based on your previous Normal Mission. At first, you will only be able to do the first level (level 1) out of the 5 levels. To get all 5 levels, you must do each Trial Mission level in order (not that you have much choice) and obtain the "Professional" rank in each (getting the "Professional" rank unlocks the next Trial level). Once level 5 has been completed, you will receive a nice sum of bonus points.

BUT BEWARE !!!

If you don't feel like doing all 5 levels of the Trials and continue the Normal Missions, you'll never be able to go back, thus missing out on some cool Aegis Suits that cannot be acquired by any alternative ways. Even if you are playing this game for the first time, I recommend doing

them now to avoid long hours of boredom...I found out the hard way.

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8. Mission Walkthrough
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Okay, this game is fairly straight forward. But if it is your first time playing the game, there will be times where you won't be sure whether to go left or right, or what's going to pop up around the corner. I'll be keeping this nice 'n' concise, so you don't forget where you were. Just one bit of advice; do what you feel best to solve a situation, everyone plays differently, and you'll learn quicker that way.

(Note: I'm sorry for using the word 'continue' a lot, try not to get mixed up between "contine towards..." and a continue that you can pick up !!!)

Mission 1

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Rm.1

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Run forward a bit and Palm-Shot sentry gun above the hill, then continue forward to the gap between the fences. In the distance there are three more sentry guns, shoot them now. Proceed through the gap and you'll receive a transmission from you Client.

After the conversation ends, expect 6 Iris to appear, go for a good combo.

Go towards the solitary small energy replenishing item, and a Seerose will appear, practice an Energy Drive on it, then go to where the 3 sentry guns were.

Another Seerose appears, destroy it and grab the replenishing items, then press the A-Button at the door to go through it.

Rm.2

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No enemies, so go through the door in front of you.

Rm.3

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You'll get another transmission. Destroy the first Pilz, continue, 2 more appear, take your Client's advice, and take the new Pilz out. Go through the door.

Rm.4

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Two Pilz will jump in front of you, use an Energy Drive if you wish to take them out if you wish. Then run forward, and take the Pilz out on the right. Go through the door on the left from where you came in.

Rm.5

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Take out the two Pilz on the right through the hall and continue. About half-way you'll be intercepted by 2 Eichel, shoot them quickly and go forward.

Another 2 Eichel and Pilz, get them out of the way, run forward and jump up on to the ledge on the right, go through the door.

Rm.6

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Blow up the 3 Pilz and 2 Eichel in this large room. And take the replenishing items if you need them. Return to room 4.

Rm.4

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Go through the door straight ahead of you.

Rm.7

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You'll receive another transmission, do as the Client says. There altogether 6 Pilz and 4 Eichel. Go through the newly unlocked door.

Rm.8

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Go left and jump over the laser and through the door on the right, there are no enemies.

Rm.9

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Take out the 2 Pilz quick with an Energy Drive, then take cover in the ditch in a corner and duck, before those energy cannons fire. If you don't, they are likely to kill you instantly. Wipe those 2 energy cannons out when they've done firing, ducking if you need to. When they're are destroyed jump up and take out the other 4 Pilz to unlock the door, then go through.

Rm.10

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Another transmission. Check out the pod if you want, pick up the continue and go through the door.

Rm.11

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Destroy the single Pilz around the bend, go next to the door and wait for a second Pilz to appear, destroy it, then go through door next to you.

Rm.12

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A new enemy will be below you (Pilz-M), destroy it and dodge the rockets it fires if you have to (they are homing rockets). Jump down and go through the door.

Rm.13

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Take out 2 more Pilz-M on the ledge on your left, jump up the stairs and go through the door.

Rm.14

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On your right take out the 2 Eichel, and go through the door illuminated green.

Rm.15

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Straight away in your face will be a Pilz-M and 2 Eichel. An Energy Drive can do justice here. Get the replenishing item up on the ledge on your left if you want, then go through the door.

Rm.16

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Destroy the Eichel ahead, go around the bend. A Seerose will be blocking the door, politely ask it move, then continue.

Rm.17

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Take out the Pilz ahead of you, go around the bend. There will be another in the distance, and a few seconds later, yet another will pop up, destroy them as you please. The go through the door in the middle of the hallway.

Rm.18

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Lots of enemies here. There will be 2 Pilz-M below you, 4 Eichel above you. An Energy Drive will help, the pick off the leftovers. Go through the door at the bottom not forgetting the continue under the steps.

Rm.19

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Destroy the Seerose with an Energy Drive, then try to take out the Pilz-M on the higher ledge before it shoots any rockets. When it's gone, the door will unlock, go through it.

Rm.20

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No enemies here. Destroy the capsules containing replenishing items and take them. Prepare yourself for a short boss battle, and go through the door.

Rm.21

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Vanessa, I'd like you to meet Sonnenblume.

Sonnenblume this is Vanessa.

Be quick getting acquainted with it, by showing it your Energy Drives.

After a very short while, you will receive another transmission from your Client.

That's the end of the first mission.

Mission 2

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Rm.1

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Go through the door.

Rm.2

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Take your time getting through the lasers if you want. There's no rush.

Once you pass them, go through the door.

Rm.3

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Eliminate the Seerose cowering behind the pillar, it's good to use the pillar for cover too. As you head toward the door, another appears, so do the same as you did with the other, grab any items you may need, and go through the door.

Rm.4

~~~~~

Don't be too hasty here. Here that noise, that noise means don't go round the corner yet. Once the Pilz has finished shooting the flies, pop out and take it out, continue. Keep to the bend on the left and Palm-Shot the next Pilz that appears, and to the door we go.

Rm.5

~~~~~

Use an Energy Drive or two here, as you'll have to confront a Seerose and 2 Pilz-M. Use the tubes for cover if you must and expect another group to appear in front of the door. When their out of the way, continue.

Rm.6

~~~~~

No enemies here, careful of the lasers, use the pod if you want. To get past the last lasers, crouch and roll under them.

Rm.7

~~~~~

Palm-Shot the Pilz down the slope ahead of you and the Pilz on ledge higher up. Shortly a Pilz-M will appear even higher up the ledges, which will be easier to take out at that angle. Then head up the ledges yourself, as you get half way...yep, it's another Pilz-M in front of you, kill it, and jump to the slope to your right and wait here. Soon a Pilz-M will appear in front of the door or on the ledge below you, when it comes take it out, then head through the door at the highest point.

Rm.8

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LASERS!!! You will probably be able to run straight through the first 3 lasers before they start moving. The four will be a yellow one, watch it's movements and time your jump over it. Then jump over the 2 red lasers when they are close together.

Rm.9

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Destroy the 2 Pilz either side of the tube, then use the tube for cover as you attack the Seerose. As you jump on to the next ledge, another Seerose to be dealt with swiftly. Careful, 2 Pilz-M appear in each as you approach them.

When they're destroyed. Hop up again, In the centre guarding the door will be 4 Pilz-M and a Seerose. And again in both corners, a Pilz awaits.

Destroy everything and continue through the door.

Rm.10

~~~~~

No enemies, just grab the items and go through the door.

Rm.11

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After the transmission, run forward, take out the energy cannons when you are able to. If they fire back-flip about 3 times, then you should be safe, then run back where you were to wait for another opportunity to fire at them.

When you've blown up the core, the mission will be over.

Mission 3

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Rm.1

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No enemies here, just go through the door.

Rm.2

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Destroy the Pilz in front of you straight away, run forward a little, and meet a new enemy your Client was talking about in the transmission just

now. These are called Birne. A few shots take these out easy, keep going forward. Another Pilz and Birne appear near the door, light 'em up and leave.

Rm.3

~~~~

Be careful around the bend, destroy the Pilz on the left, continue sticking to the left, then destroy another Pilz on the right. Go round the next bend to find yet another Pilz near the door. Guess what you have to do... ;-)

Rm.4

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You must destroy every enemy here;

-There are 2 Eichel immediately to your right.

-Go left from where entered to find a Pilz.

-Head to where the Eichel were, bear left then the first right to get a second Pilz.

-Turn around, go right, ignoring both turnings until 2 Eichel appear, careful of the Pilz shooting though, take the Eichel out.

-There is a Pilz in both turnings you just missed, go get them, then return.

-Continue down the corridor bearing a left leading you to a load of lasers.

-Ignore the ones directly ahead, go left and be patient here. When the laser closet to you goes out, jump the gap (try be quick about it though). (It is possible to jump the whole lot at once...much faster!)

-Destroy the Pilz on the right, and go through the newly unlocked door.

Rm.5

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2 new enemies here called Walnusse, they easy to destroy go for it and head through the next door to the other side.

Rm.6

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There are 3 Pilz-M that appear in this room, I'm sure you recognise this place...no trouble?

Next room then.

Rm.7

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Lots of Walnusse, 5 to be precise, here's where they're at;

1. On your left.

2. From 1, look up, it's on a high ledge.

3+4. Appear below 2 on the first ledge.

5. Jump to where 3+4 were, go round a bit, it will be on your left a bit up on the second ledge.

Go through the highest door.

Rm.8

~~~~

No enemies, use pod to power up if you want, and take any items you may need.

Rm.9

~~~~

Take out 2 Birne, jump over first set of lasers. Take out another 2 Birne, wait for purple laser to go up, and roll under the red lasers. Jump the next set and go through the door.

Rm.10

~~~~~

Run up the slope, jump up on the ledge and destroy the Walnusse immediately on your left. Then take out another Walnusse below you. Stand near the door, another Walnusse appears, destroy and go through the door.

Rm.11

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Wipe out the 2 Pilz that appear in the corridor and exit via the door.

Rm.12

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Wipe out the 2 Pilz-M that appear in this corridor and exit via the door.

Rm.13

~~~~~

Run under the blue laser and quickly jump over the yellow laser. 2 more Pilz to destroy here. Then carry on running down the corridor. Beware of the Pilz on your left at the end, then take out a Walnusse on the left, where the Pilz was. To the door we go, first laser differs every time, second set... just jump over them and exit.

Rm.14

~~~~~

Run to the wall in the centre of the room, and shoot the energy cannons when they're dormant, duck when they aren't. Repeat until both are blown up. Head up the ledge, and prepare to destroy 2 more energy cannons and 4 Walnusse.

Get the continue and exit via the door.

Rm.15

~~~~~

2 Pilz in this corridor, wipe out and move out.

Rm.16

~~~~~

9 Eichel here, zap away, get a nice combo, go through the door.

Rm.17

~~~~~

4 Walnusse and 4 Pilz-M, I leave this to you, search and destroy, go through another door.

I know...we're almost there.

Rm.18

~~~~~

No enemies, take the items and get ready to meet your old friend 'Mister Giraffe'.

Rm.19

~~~~~

Keep using your Swan Energy Drive, to destroy its machineguns. If you cannot execute them any more, use your Palm-Shot when it isn't shooting. If it shoots at you...run, if it's using big laser beams...run, but if they are not near you, use your Palm-Shot. It doesn't take long to beat it.

Mission 4

~~~~~

Rm.1

~~~~~

7 of my most hated enemies here, the Wei-Birke. Take out all of these in the canyon, and go through the large door at the end.

Rm.2

~~~~

OOHHH a Gardenie, scary, no?

Get rid of it, try not to let it transform either. You may want to use an Energy Drive. Head up, and greet 4 Wei-Birke and then another Gardenie at the door. Go through.

Rm.3

~~~~

Another Gardenie straight away, so take it out. Notice the nice open area, there's about 11 Iris here that will try to ambush you, no big deal though. Grab the continue here and any other items you may need and head through the door at the end.

Rm.4

~~~~

2 sentry guns and 3 Gardenie here, you don't have to fight them all at once, so pick them off one at a time to make your life easier, then head through another door on the other side.

Rm.5

~~~~

There is a Wei-Birke in the alcove on your close right and another on your distant left. Blow them and run to the edge.

A Wei-Birke will pop up, so pop it back and jump, then head through the tunnel. As you go to head up the ramp, 2 more Wei-Birke will try to attack you, so get rid of them and hurry up the ramp. When your up there, destroy the 2 sentry guns and go through the door.

Rm.6

~~~~

Get your items and jump down the ledge.

AMBUSH!, AMBUSH!

Do as you please here, it is a bit hectic to describe, but Tengu is definitely the best move to use here.

Mission over...a quicky, eh?

Mission 5

~~~~~

Rm.1

~~~~

Same usually starting room, just go through the door.

Rm.2

~~~~

Say hello to a new friend called Ranke that lurks just around the bend. Follow the bend, wiping out the Ranke as soon as they become visible. There are 9 Ranke altogether, when you're finished with them go through the next door.

Rm.3

~~~~

A Wei-Birke will be hovering in front of you, have fun and follow the bend, expecting resistance of course. There will be another 3 Wei-Birke to deal with. Then when you jump up the fairly large ledge, there will be 7 Ranke

popping up here and there. When you're done, go through the next door.

Rm.4

~~~~

In the distance you will see a temporarily sealed door. Head towards it, fighting off the 3 Wei-Birke and 2 Eichel that will appear. When all your enemies are destroyed, you will be able to pass through.

Rm.5

~~~~

6 enemies here up this steep bend, 4 are sentry guns, the other 2 are Walnusse. There shouldn't be any problem here, go through the door at the top.

Rm.6

~~~~

4 Ranke and 2 rocket sentries guard the first section, destroy them, then jump up on the ledge.  
Go through the door straight on first.

Rm.7

~~~~

Grab any items you may need, use the pod if you wish. Then head back out.

Rm.6

~~~~

Go through the door that is now on your right.

Rm.8

~~~~

Head forward and a Gardenie will appear near the ledges, take it out. On either side of where it was standing, there will be a Ranke, destroy them too, and head up the ledges.
Say hello to another Gardenie, and 2 more Ranke in similar positions.
Go through the door.

Rm.9

~~~~

5 Ranke and loads of rocket sentries here too, you have to destroy them all to proceed through the door, do so.

Rm.10

~~~~~

13 sentries and 1 core in this room, and the core's at the top...good luck.

Mission 6

~~~~~

Rm.1

~~~~

No enemies, go through the door.

Rm.2

~~~~

4 Eichel await virtually straight away, once they've been rid and you continue, you will meet another new enemy...well an upgrade anyway. It is called a Pilz-P...have fun, just be aware of the energy attack it does...it's pretty health consuming.  
In front of your exit await 3 more Eichel and another Pilz-P, clear the way and exit.

Rm.3

~~~~

2 Seerose in the main area, and 2 Pilz-P cowering behind corners further back. Continue after destroying them.

In this large area there are 4 more Pilz-P. Exit via the door they were guarding.

Rm.4

~~~~

No enemies here, grab the items if you want, and head through the door at the end.

Rm.5

~~~~

After the transmission, you'll find yourself in a fairly dark room with 2 Walnusse in front of you and a Pilz-P behind the pillar up on the ledges...show them the lights. Then exit via the hallway with lasers in them and go through the door.

Rm.6

~~~~

Outside lerk 4 rocket sentries and 2 Pilz-P, take them all out, but be careful of those rockets (L/R-Buttons are best to dodge them). Go through the door.

Rm.7

~~~~

1 Walnusse in front of you needs surgery, as well as 4 Pilz-P hanging around here and there.

More importantly which doors to go through first (I'll describe them as if you are at the entrance);

-Go left, then it's the door on your next left = Rm.8

-The one directly in front of you = Rm.9

-The door directly opposite Rm.8 = Rm.10

Go to Rm.8.

Rm.8

~~~~

3 Ranke and a replenishing item, go back to Rm.7.

Rm.7

~~~~

Go to Rm.9.

Rm.9

~~~~

A pod and some more replenishing items, take them if you want.

Then return to Rm.7.

Rm.10

~~~~~

A load of Ranke at the beginning, 4 Pilz-P in the middle, and 2 Seerose at the end of this fairy tale. Show these suckers they aint in for no happy ending, then go through the door.

Rm.11

~~~~~

Just an replenishing items area with no enemies, you always tend to get this sort of room before a boss, eh? (hint, hint!)

Rm.12

~~~~~

First get off the tracks, lock-on to it. Spin in the same direction that it's going and shoot with your Palm-Shot. If it shoots, wait until the lasers get fairly close and use an appropriate Energy Drive, like Swan (it homes on the Boss) or Tengu. The lasers cannot harm you whilst you are performing an Energy Drive, so no need to dodge. And repeat until ...boom!

End of mission.

Mission 7

~~~~~

Rm.1

~~~~~

No enemies, go through the door.

Rm.2

~~~~~

Jump over the lasers and go through the door.

Rm.3

~~~~~

Take cover behind the door frame, and eliminate the 2 Pilz when the opportunity arises. The only set back now is that Kirsche are protecting many enemies, mostly the Pilz variety (I will not include Kirsche as an enemy, you must make sure you do not miss any by turning checking the room occasionally).

Two more Pilz will appear behind the next source of cover, and there's another guarding the door, go through.

Rm.4

~~~~~

Recognise this place?, again you must destroy every enemy in the area. That shouldn't be a problem, since there is only 5 Pilz here, but be careful of not missing the Kirsche.  
Go through the door.

Rm.5

~~~~~

There is a Seerose either side of your exit out of this small hallway, eliminate with caution. 4 Pilz guarding the next hallway with some Kirsche for protection, destroy them and go through the door.

Rm.6

~~~~~

Destroy the 2 Pilz-M and continue through the door.

Rm.7

~~~~~

After the transmission, you will be in a familiar room with many Pilz-M. I never bother taking them out, because the door is so close, but I'll do it now...just this once;

-There is a Pilz-M on your left and right.

-3 Pilz/-M on the highest ledge in front of the old door.

-1 Pilz (might be an Pilz-M) directly opposite the old door.

-And 1 Pilz-M on the second ledge.

Go through the door on the bottom floor.

Rm.8

~~~~

Grab the items and the continue hidden near the pod, use the pod if you wish and go through the door.

Rm.9

~~~~

4 Eichel will start on you straight away here, then 6 Pilz-P slightly after. Use the alcoves for cover and destroy them all, try not to miss any Kirsche, and go through the door.

Rm.10

~~~~~

Just get past the lasers, it's pretty easy. I can't tell you how to do it, because I think some of them vary here too, it shouldn't if you get hurt anyway unless your on low health.  
Go through the door.

Rm.11

~~~~~

2 Seerose and 4 Pilz-P, destroy them by using the pillars for cover and executing a couple of Energy Drives if you wish.
Go through the door.

Rm.12

~~~~~

Replenishing room here, restore yourself and proceed.

Rm.13

~~~~~

3 energy cannons will pop up, so go to the hole in the room, and...well you must know how to deal with these by now. When they are all destroyed, go to the right ledge and jump up, follow the ramp and jump the next gap to another ramp, then follow that up.
You should see 2 Pilz-M on top of the core, destroy them, go to where they were if you want more continues. If not blow the core up.
End of mission.

Mission 8

~~~~~

Rm.1

~~~~

If you want to get a 'No Damage Bonus' then get spotted, if not, the simplest thing to do would be to ignore everything and head to the door at the end.
There are 13 enemies here, 2 are Seerose. 1 at the exit and 1 somewhere in the centre of the area. The rest are sentry guns.

Rm.2

~~~~

No enemies, go through the door.

Rm.3

~~~~

Use the appropriate cover and destroy the 5 Pilz, the 2 Birne, and any Kirsche hiding about. Go through the door.

Rm.4

~~~~

Collect the items and go through the next door.

Rm.5

~~~~

1) The cowardly way - jump in a hole, and wait for it to approach. Shoot it, then duck to avoid it's lasers, shoot it some more and it will start to spin, duck again... and repeat until you get a cut-scene of it transforming.

Do the same again, the only difference is that it won't spin at you any more, and you'll be dodging a much more powerful attack(s?).

2) The faster way - wait for it to approach, and use an Energy Drive, like Swan or Tengu. If you used Tengu, start using your Palm-Shot (it's more powerful now and you can't be hurt until the barrier is gone). Once it starts to spin, jump in a hole and duck, come back out and repeat until you get a cut-scene of it transforming.

Stand near a hole and wait for it to approach. Dodge its lasers or laser beams using the L/R-Buttons, and use an Energy Drive if you can, if not Palm-Shot. If it starts charging up, it's about to perform a fairly big attack, to avoid, get in a hole and duck until it blows over. Back-flip out of the hole and repeat until your the only thing left standing.

Mission 9

~~~~~

Rm.1

~~~~

No enemies, proceed through the door.

Rm.2

~~~~

2 Pilz-P will block your way at the beginning, remove them, and replace them.

Now that you are where they were once standing, you'll be confronted by 4 Pilz-P. Destroy these guys from a distance, proceed towards the door, and 2 Birne will appear. No real threat there, eh?

Go through the door.

Rm.3

~~~~

There 6 Pilz-M in this large area, you should be used to them now. Wipe the floor with them and continue.

Rm.4

~~~~

I think its 6 Wei-Birke that appear here, they attack you when you are near to the replenishing items.

When they've all been taken care off, go through another door.

Rm.5

~~~~

Destroy the Pilz-M on your left quickly, then take cover behind the pillar from the 2 energy cannons. Destroy them too when the opportunity arises. When the coast is clear, take out the Pilz-P that's on the other side of the pillar, on the steps. Proceed toward the steps. As you get close, a Pilz-M and a Pilz-P appear at the door, so destroy them too, and go through the door.

Rm.6

~~~~

3 Pilz and 3 Birne guard this small hallway, destroy and continue through

the door.

Rm.7

~~~~

Destroy the 4 Wei-Birke and go into the first door you passed.

Rm.8

~~~~

Collect the items and return to room 7.

Rm.7

~~~~

Go through door at the end of the sort of maze passage.

Rm.9

~~~~

Welcome to a pretty crazy area.

Destroy the 2 Pilz-M in this small corridor, and then the Gardenie around the corner.

Use Tengu here if you have it, leap out and use your skills to destroy the 3 awkward Pilz-M here. Go through the door on the left from the hallway.

Rm.10

~~~~~

Item replenishing room as well as a pod to use if you want.
Return to room 9.

Rm.9

~~~~

Head through the door on your next left.

Rm.11

~~~~~

Take out 3 rocket sentries in this rather small area...fun!
Then go through the door.

Rm.12

~~~~~

Replenish your health and energy, you've got a boss next.

Rm.13

~~~~~

Do the same thing you done last time with this thing, and then get ready to see its second form.
Head to the red light in the centre and press the A-Button.

I'll add a proper strategy to this part soon.

Until then take cover behind obstacles, grab the items when and if you need them. Blast away when opportunities arise.

Rm.14

~~~~~

Head to the door and restore your health and energy, now go through the door.

Rm.15

~~~~~

Watch the cut-scene.

TIME LIMIT !!!

5 mins....

Okay, now you must back-track all the way to the maze type area to get to your transporter to exit (Rm.8).

Enemies will now have been replaced (to get in your way of course), but there is plenty of time.

Anyway, I remember that time was never an issue for me.

OK, lets start by going through the door in which you came in with.

Rm.14

~~~~~

This room is empty.

Go up the elevator.

Rm.13

~~~~~

This room is still empty (Technically the same room as 14).

Through the door.

Rm.12

~~~~~

This room is also empty....a breeze so far, eh?

Through the door.

Rm.11

~~~~~

Here the rocket sentries have been replaced (I think there's 2 extra as well).

You can either destroy them, or time your jumps over them....best to destroy them though, for a better ranking.

Through the door again.

Rm.9

~~~~~

Yeah, this room is a pain in the butt. All the same enemies are replaced, and are in slightly different positions. For the life of me, I can't remember the names of them, but the big thing guards the exit now.

Head to Rm.7.

(p.s. Yeah, I know I've got the enemies names all written down, but I can't afford to spend too much time on this update...you all know the big-thing anyway...right ;-P )

Rm.7

~~~~~

Yep, it's the ever annoying Wei-Birke.

They've been replaced, and you must destroy them to unlock the door to Rm.8.

So run around to get there attention, and give them a good zapping (energy drives are great if you have energy left...no more enemies after these guys, so "smoke 'em if ya got 'em").

Go through the newly unlocked door to Rm.8.

Rm.8

~~~~~

In the centre of the room is your energy pod (teleporter thingy)...use it.

~~~~~

Rm.1

~~~~

No enemies, go through a door.

Rm.2

~~~~

4 Pilz-M here, destroy them and go through the door.

Rm.3

~~~~

In the center of the room are 12 Ranke and 2 Walnusse.  
Kamikaze is the best option here believe it or not, you'll probably get hit though.  
Go through the door.

Rm.4

~~~~

A Seerose and 2 Wei-Birke guard the area. Go through the door at the end.

Rm.5

~~~~

Kind of irritating area, just be careful and destroy the 6 Pilz-M that appear and 4 Walnusse. Collect the items and head through the next door.

Rm.6

~~~~

4 Ranke and 2 Pilz-P lurk here, an easy area to get 'No Damage Bonus'.
Head through the door.

Rm.7

~~~~

Lots of Pilz-M and 2 Walnusse, a very annoying room. I'll be honest I lost count of the number of Pilz-M in the room.

Rm.8

~~~~

2 Walnusse and 2 Pilz to take care of here. The Walnusse are in front of you at the beginning, and the Pilz are around the corner on the right.

Rm.9

~~~~

Only a Gardenie here, head right and use the corner for cover. When its been exposed of, go through the door.

Rm.10

~~~~~

5 Ranke are easily disposed of here. An anti-climax in a way. Proceed through the door.

Rm.11

~~~~~

Item room, enough said.

Rm.12

~~~~~

A Walnusse and 2 Ranke need destroying here, an easy task.
Go through the door.

Rm.13


~~~~~

Same room as room 9, except there's another Gardenie nearer the beginning.

Rm.14

~~~~~

Another item room, so take advantage of the opportunity and go through the door.

Rm.15

~~~~~

Do the same thing as last time (mission 2). Pretty simple.

Mission 11

~~~~~

Rm.1

~~~~~

No enemies, go through the door.

Rm.2

~~~~~

2 Pilz will block the first narrow pathway, take them out by sticking to the corner.

A Pilz-P appears in front of the door once you manage to get past them.

Go through to room 3.

Rm.3

~~~~~

I forget to count again, but there are lots of sentry guns on either side of this fairly narrow hallway. It's not too bad here, try to get a good combo. If you didn't, then don't worry, there is even more in the next room.

Rm.4

~~~~~

This bit really f@&*ed me off just now, sorry I didn't get a chance to count. Similar to room 3, there's just more of them.

Rm.5

~~~~~

A Walnusse will be in front of you, destroy it and another will appear a little further down, destroy that too and the Birne that was accompanying it. Through the door we go.

Rm.6

~~~~~

DON'T MOVE !!!

In the distance, there will be 2 Seerose. Only shoot at one until it is destroyed. The other will stay in its little day-dream. Take the other one out after.

Now destroy an energy cannon before it fires, then head back a bit, so that the other cannot get you. When the other one has stopped firing, destroy it and go through the newly unlocked door.

Rm.7

~~~~~

An item and pod room, don't miss the continue near the entrance, then go through the next door.

Rm.8

~~~~~

1 Walnusse and 5 Pilz (don't forget the Kirsche). You must find a destroy them all to get through the door, do so.

Rm.9

~~~~~

5 Wei-Birke will get in your way here, use section 10 of the walkthrough if you have problems with these enemies or any other for that matter.

Rm.10

~~~~~

Take out the 2 energy cannons on either side and make use of the ditch in the floor for cover. When they've been dealt with, proceed to the small wall and two Pilz-P and a Gardenie will appear. "Bag 'em 'n' tag 'em", and go through the next door.

Rm.11

~~~~~

Recognise the hallway, 3 Walnusse and 5 Birne await now for your attention (a Kirsche too). Don't keep them waiting and go through the door when they've had enough.

Rm.12

~~~~~

This is easy, destroy the Wei-Birke already waiting (don't move from the entrance). Once it's down, run up and take out an energy cannon, then back-flip to safety as the other will attack again. Once it has stopped ...stop it for good, then take out another Wei-Birke that will appear as you head towards the door. The door will now be unlocked.

Rm.13

~~~~~

Roll under the first set of lasers then jump the rest, easy. Grab the items and go through the door.

Rm.14

~~~~~

Take cover from the energy cannons in the ditch, need I say more.

Don't travel up yet, find the 2 Pilz and 2 Pilz-M that will appear if you run around the bottom floor and destroy them, preferably one at a time.

Then travel up, you'll be confronted by 2 more energy cannons, the last 2 in the game, this time use the big round thing sticking out of the floor for cover. When those 2 are gone, head to the door, and you'll be blocked by a Pilz and a Pilz-M, get them out of the way, and head through the door.

Rm.15

~~~~~

Get the continues either side of the door, and shoot down the items in the distance, grab them and exit.

Rm.16

~~~~~

Do the same as before, but it does now have a third form...it FLIES !!! It's no real big deal, I'll list whats good against it;

-Harrier Pro

-Tengu Pro (Best)

-Pegasus Pro

These are my favourites against it, but its attacks are easy to dodge, therefore Palm-Shot will do the job too.

Grab the health and head through the door.

Rm.17

~~~~~

The Head Honcho...Alraune !!!

The final boss, he is of course the hardest to take down. Remember this is just my personal advice, if you don't like it, don't do it, but I have fought him, it, whatever many times, and this simple strategy worked wonders even on my first go on the Hard difficulty.

Okay, first things first. If you are on Easy difficulty, just don't worry keep using your most direct Energy Drive of your suit. He'll go down before you know it. As for the Normal and Hard difficulties, here is a simple, but very effective strategy.

-As soon as the battle begins, back-flip once, run up to the ledge and duck.

-Wait for him to attack via two very lethal blue beams, and watch him clean the floor.

-Stand up as use a couple of zaps from your palm-shot and duck again.

-Repeat until you get a cut-scene.

-Now then, as soon as the battle begins, back-flip once (as you'll be back on the platform again), run up to the ledge again, but this time going to the cut corner of the ledge.

-This is to avoid these big electric snowflake sorta-things that he shoots in the air to land on you (you will always be safe from that there).

-When you're there blast away with your palm-shot, use buttons R or L to dodge machine gun fire (be careful not to stray from the safe zone).

-If he calls extra enemies (I think they're the AAW-09 Eichel ones), don't bother about them. If you got Tengu Pro, use it now to speed up the damage to the boss and become invincible for a short period of time (make sure you leave some energy spare though).

-If he throws a line of big energy balls at you duck, and they'll miss.

-After a while of zapping, he'll get ready for his BIG ATTACK, you'll know when, because he comes on to your platform.

-To survive this, I recommend using Tengu Pro with the Ultra Blazer or Blackbird, since you won't have to move and he will almost certainly drop before he finishes his attack (this is why we saved that little bit of energy earlier).

-If that's not to your taste then...well...RUN!

-Once he is done finish him off. Any of your favourite Energy Drives should suffice.

And that's it, easy ya?

Cross the bridge and go through the last door. (man it'll be a long time before I say "door" ever again...I'm sick of it !!!)

Rm.18

~~~~~

Run up and watch the final cut-scene.

If you did all the Trial Missions like I advised, you can now enjoy a new suit.

Well Done, you can now try the Hard difficulty.

=====
Okay, now for the interesting bit. This section will uncover all the secrets I know about. By the way, if you know something I haven't mentioned that you feel I should add, feel free to e-mail me and I'll get back to you (I will of course add the appropriate credit to the FAQ).

Unlock the Hard difficulty

=====
Simple, just complete the game on Easy or Normal difficulty. Though, you should only really attempt Hard after you've completed Normal difficulty, as it is fairly tough.

Unlock the Blackbird suit

=====
"Simple, but long. You MUST do every single Trial Mission and of course all the Normal Missions on Easy difficulty, so altogether that's 61 missions for you to blast (and still be careful) your way through. When you get it and load your clear save, you will get another menu screen with Vanessa wearing the suit.

(please do e-mail if it is not just for Easy difficulty. Once verified I will update)"

UPDATE!

Pretty much old news now, sorry it took a while...but I have had a VERY manic week.

Yes, an easier way of getting the suit is to just buy all the other suits and then complete complete the game.

If you don't know, the Blackbird suit is, technically, the best Aegis suit in the game. You can max out every attribute (barrier, palm-shot, etc.), and comes loaded with all very useful level 3 Energy Drives.

Those are the Tengu Pro (my favourite on Hard difficulty), Swan Pro, and Pegasus Pro. All devastating attacks...very handy.

Unlock the Papillon suit

=====
Not so simple, still long, and now tedious. Again, you MUST do every single Trial Mission and all Normal Missions, but it must be on Normal difficulty. It is not as easy as it sounds; if you're like me, you'll breeze through at the beginning, but the Trial Missions do get pretty annoying after Normal Missions 9 to 10, just keep trying and you'll get there.

When you get it and load your clear save, you will get another menu screen with Vanessa wearing the suit.

(again please do e-mail if you're mad enough to try it on Hard difficulty and see if it works, even if it doesn't e-mail me anyway!)

The Papillon has its ups-and-downs. It has a much more...err...pleasant design, all energy drives are unlocked all at once (YIKES!...hope you remember the buttons for your Energy Drives), and again every attribute can max out except for your barrier, which will be set at 0. A major inconvenience.....one hit and your dead.

Unlock an extra conversation between Vanessa and the Client

I got it when I completed it on Normal difficulty, try aim for a "Regular" rank or better to make sure you get it. Once unlocked, you can watch it every time you complete the game there onwards (even on Easy).

'Best' Ending Rumour

=====

"I have heard a rumour that there is a 'Best' Ending if you complete it on Hard with a regular rank or higher.

I got the Destroyer rank last time, but I skipped all the cut-scenes, so I cannot confirm it. I have still got the save though, so you can expect to see this settled soon (as soon as I'm up for it again anyway)."

CONFIRMATION

~~~~~

There is infact an extra ending.

Just equip the Papillon suit at the very first opportunity in Mission 1, then complete the game...that's it.

You'll find out something about your Client in the new conversation, as well as Vanessa in the shower during it (hope they introduce animation in those transmissions if they do a sequel :- ) ).

Plus a new background picture of Vanessa, with the writing;

"Thank You, for playing"

\*\*\*\*\*Thanx to NeoX and Einar for that one.\*\*\*\*\*

=====

#### 10. Enemy List & Tactics To Destroy Them

=====

Use this section to get the dirt on almost all of the enemies

By the way, all of these names come from an official Capcom site;

[www.capcom-europe.com/PN03/index.html](http://www.capcom-europe.com/PN03/index.html)

It may be good for you to just check it out, since they show you a picture of each of enemy. With that being said I won't go into excess detail of what they look like.

AXT AUTOMATISCHE WACHE

>AAW-02 Kirsche

Attack(s): None Offensive

Vitality: Low

Difficulty: Easy

How to beat them: They will produce an impenetrable force field over another enemy to protect them. Just quickly tap the X-Button until you switch your target to it, and take it out with a couple of blasts from your Palm-Shot.

>AAF-03 Birne

Attack(s): None Offensive

Vitality: Low

Difficulty: Easy

How to beat them: These guys will try to scan you, and send your combat data to your opponents (Someone tell me; Is this a big deal?). So take them out first by switching your target to it with the X-Button, and giving it a couple of shots from your Palm-Shot.

>AAW-09 Eichel

Attack(s): A Single Laser

Vitality: Low

Difficulty: Easy

How to beat them: These will approach you, until fairly close, and then try to shoot you with a few shots of a single laser, and then teleport back to where they were, regardless of hitting you or not.  
Just stand still, mash the A-Button (unless you've got Automatic), and watch them blow up before they even reach you.

AXT AUTOMATISCHE SOLDAT

>ASS-02 Pilz

Attack(s): Duel Lasers (low-to-the-ground)

Duel Machinegun Lasers (high-above-ground)

Vitality: Medium

Difficulty: Easy

How to beat them: Take cover (if you wish), wait for them to stop attacking, pop-out and start blasting with Palm-Shot. They go down pretty easily.  
Watch out though for the Duel machinegun lasers, you will hear them come out, and they will shoot many lasers left-to-right or vice-versa. To evade this, duck by pressing the Y-Button.

>ASS-02M Pilz-M

Attack(s): Duel Lasers

Guided Rockets

Vitality: Medium

Difficulty: Medium

How to beat them: These guys can be a bit of a pain when in groups. Take them out as quickly as possible with your Palm-Shot, take cover if you need to. If they fire rockets at you, it would be usually be best to wait for them to get close and then jump over them. It's also good to lead them into walls too.

>ASS-02P Pilz-P

Attack(s): Duel Lasers

Electric Burst

Vitality: Medium

Difficulty: Easy

How to beat them: Dodge their lasers and fire with your Palm-Shot, when you are able to. If they start to charge up for their electric attack, fire like crazy as they won't move. It's good to keep your distance though, they're electric attack can be quite damaging.

>ASS-04 Ranke

Attack(s): A single Laser

Clamp (you can't move) and Self-Destruct

Vitality: Low

Difficulty: Easy

How to beat them: Mash the A-button as they approach, they go down very quick. If they are in a group of five or so, it safe to say an Energy Drive could do justice as they do fire very quickly.

>ASS-06 Iris

Attack(s): Single Machinegun Laser

Vitality: Low

Difficulty: Easy

How to beat them: Shoot at them as they appear, and tap the L/R-Buttons before they're attack reaches you.  
They always attack in groups to attempt to ambush you, so stay on your toes if you're going for a high combo without taking any damage.

>ASS-10G Walnusse

Attack(s): Duel Lasers

Mines with Laser Beams

Vitality: Medium

Difficulty: Easy

How to beat them: Attack from a distance with a strong Palm-Shot, tap the L/R-Buttons to evade their lasers. If they are not doing much, the chances are they're about to lay mines. Blow them up before they can if possible, if not blow them up anyway, and wait for the mines to blow up (only takes a few seconds, but could be damaging to your combo)

>ASS-12G Wei-Birke

Attack(s): Duel Lasers

Divided Sweeping Laser Beams

Big Laser Beam

Vitality: Medium

Difficulty: Medium-Hard

How to beat them: I hate these enemies the most on Hard mode. Fire like crazy with Palm-Shot, they will strafe towards you, dodging many of your shots, but stand still shooting even when they're close to you as their duel laser do tend to miss you anyway, but if they produce emit multiple laser beams to the floor, quickly back-flip away to avoid them hitting you with it.  
Their deadliest attack though, is when they emit a big laser beam and chase you with it, destroy them before they get the chance to, an Energy Drive will definitely suffice.

>ASS-13G Seerose

Attack(s): Single Machinegun Laser

Electric Cannon

Vitality: High

Difficulty: Medium

How to beat them: To speed things up, just use an Energy Drive. If you can't do that then Palm-Shot away, L/R-buttons to avoid the lasers. If it prepares for it electric cannon, it will now be at its most vulnerable point, shoot it and will probably blow up there and then.  
Beware though, it can walk around, and it may shoot up to three times with its electric cannon.

>ASS-15G Gardenie

Attack(s): Single Machinegun

Horizontal Electric Charges (After Transforming)

Vertical Electric Charges (After Transforming)

Vitality: High

Difficulty: Medium

How to beat them: Probably best to take them out quick with a powerful and direct Energy Drive, before it transforms. If it does transform, it will be like two new enemies, with restored health, and two new attacks that cause much more damage.

Note that you only have to destroy one part to blow up the whole thing if it transforms.

#### AXT AUTOMATISCHE FESTUNG

##### AAF-03 Sonnenblume

Attack(s): Multiple Machinegun Lasers  
Multiple Big Laser Beams

Vitality: High

Difficulty: Easy-Medium

How to beat it: Keep using your Swan Energy Drive, to destroy its machineguns. If you cannot execute them any more, use your Palm-Shot when it isn't shooting. If it shoots at you...run, if it's using big laser beams...run, but if they are not near you, use your Palm-Shot. It doesn't take long to beat it.

##### AAF-04 Orchidee

Attack(s): Single Homing Lasers

Vitality: High

Difficulty: Easy

How to beat it: First get off the tracks, lock-on to it. Spin in the same direction that it's going and shoot with your Palm-Shot. If it shoots, wait until the lasers get fairly close and use an appropriate Energy Drive, like Swan (it homes on the Boss) or Tengu. The lasers cannot harm you whilst you are performing an Energy Drive, so no need to dodge. And repeat until...boom!

##### AAF-06 Lowenzahn

Attack(s): Multiple Lasers

Spinning Attack (doesn't do this after transforming)

Two Crossing Laser Beams (only after transforming)

And A Big Attack (it does many things!, but only after transforming)

Vitality: High

Difficulty: Medium

How to beat it: Two ways to do it;

1) The cowardly way - jump in a hole, and wait for it to approach. Shoot it, then duck to avoid it's lasers, shoot it some more and it will start to spin, duck again... and repeat until you get a cut-scene of it transforming.

Do the same again, the only difference is that it won't spin at you any more, and you'll be dodging a much more powerful attack(s?).

2) The faster way - wait for it to approach, and use an Energy Drive, like Swan or Tengu. If you used Tengu, start using your Palm-Shot (it's more powerful now and you can't be hurt until the barrier is gone). Once it starts to spin, jump in a hole and duck, come back out and repeat until you get a cut-scene of it transforming. Stand near a hole and wait for it to approach. Dodge its lasers or laser beams using the L/R-Buttons, and



use an Energy Drive if you can, if not Palm-Shot. If it starts charging up, it's about to perform a fairly big attack, to avoid, get in a hole and duck until it blows over. Back-flip out of the hole and repeat until your the only thing left standing.

?????? Alraune

Attack(s): Two Big Blue Crossing Laser Beams (Initial move, doesn't use it for too long!)  
Multiple Lasers  
Big Electric Charges  
Big Horizontal Electric Charges  
Summons AAW-09 Eichel  
Big 'Horizontally Thrown' Energy Balls  
Multiple Very Big Red Laser Beams (It's 'BIG ATTACK')

Vitality: Very High

Difficulty: Hard

How to beat it;

The final boss, he is of course the hardest to take down. Remember this is just my personal advice, if you don't like it, don't do it, but I have fought him, it, whatever many times, and this simple strategy worked wonders even on my first go on the Hard difficulty.

Okay, first things first. If you are on Easy difficulty, just don't worry keep using your most direct Energy Drive of your suit. He'll go down before you know it. As for the Normal and Hard difficulties, here is a simple, but very effective strategy.

-As soon as the battle begins, back-flip once, run up to the ledge and duck.

-Wait for him to attack via two very lethal blue beams, and watch him clean the floor.

-Stand up as use a couple of zaps from your palm-shot and duck again.

-Repeat until you get a cut-scene.

-Now then, as soon as the battle begins, back-flip once (as you'll be back on the platform again), run up to the ledge again, but this time going to the cut corner of the ledge.

-This is to avoid these big electric snowflake sorta-things that he shoots in the air to land on you (you will always be safe from that there).

-When you're there blast away with your palm-shot, use buttons R or L to dodge machine gun fire (be careful not to stray from the safe zone).

-If he calls extra enemies (I think they're the AAW-09 Eichel ones), don't bother about them. If you got Tengu Pro, use it now to speed up the damage to the boss and become invincible for a short period of time (make sure you leave some energy spare though).

-If he throws a line of big energy balls at you duck, and they'll miss.

-After a while of zapping, he'll get ready for his BIG ATTACK, you'll know when, because he comes on to your platform.

-To survive this, I recommend using Tengu Pro with the Ultra Blazer or Blackbird, since you won't have to move and he will almost certainly drop before he finishes his attack (this is why we saved that little bit of energy earlier).

-If that's not to your taste then...well...RUN!

-Once he is done finish him off. Any of your favourite Energy Drives should suffice.

And that's it, easy ya?

Note: there are three enemies which are not on Capcom's website, I have

giving them names of my own so that I could write about them. They are the following;

- Energy cannons
- Sentry guns
- And rocket sentries.

None of these enemies move (with legs or hover), but they know how to kill!

(Anyone know their real names?)

=====  
11. FAQ  
=====

1. This one came up a beaut;

Q. "Is there a gun on P.N. 03 ?"

A. No, afraid not. Any pics you see of Vanessa (including the manual) holding a gun, must have been in earlier developement stages of the game.

2.

Q. "Is there an alternate way to get the Blackbird suit ?"

A. Yeah, I've now added it to the Extra's and Secrets section.

3.

Q. "Is there an alternate way to get the Papillon suit then ?"

A. Dunno, doubt it. I admit though, the method I used is a horrible task...very boring.

4.

Q. "Is there gonna be a sequel ?"

A. I reckon there will...eventually, it certainly looks that way with the endings.  
Unfortunately, the game took some beating by reviewers...and Capcom may not bother.

5.

Q. "How can you get the 'Professional' Rank"

A. It varies on the missions, but just try and get one good combo (around 8-10 average), do the missions fairly quickly...don't rush though, and most importantly...avoid getting hit.

p.s. I'm not sure about whether searching every room makes a difference...I did it just in case.

Finally, here's two questions from me;

Q Number 1;

"Have I missed anyone out, in Crediting them?

I still have the e-mails you sent me...

But need something to go by to  
find them all"

Q Number 2;

"..... Nope ... forgotten ... oh well :-)"

Old:

"I'm going to wait for some more questions before I put complete this section, I'm not going to make any assumptions on what you may ask. The sooner you ask the sooner I will complete it. So keep the questions coming. (Check section 11 for contact info!)"

New:

Okay, thanx for all the info and questions you've been sending in, I hope to have this section completed by 18/10/03.

=====  
12. What's next...  
=====

I'll add this section, so you will know what I'm planning if anything. There are a couple of things at the moment;

-More detailed boss FAQ's (the bosses you meet for a second time, but are harder!).

-I intend to find out all of the enemies actual names.

-Actually, not too sure about that now...has been awhile...might do it...???

-Or perhaps, nothing...depends, since the game is becoming dated.

I will still be checking my e-mails though.

=====  
13. Credit, Contact Info, And That's It!  
=====

If you think I've missed something that should be here or will verify a few things for me, feel free to e-mail me at;

andyclass50@hotmail.com (yep, that '0' is a zero!)

If relevant, I will get back to you, and I'll update the FAQ giving any appropriate credit.

However;

-I do not want to receive e-mails requesting cheats, codes or anything like that, as I don't use cheats myself...they spoil the point of the game.

-And I do not want pointless e-mails. Sorry, but you will be probably be blocked.

Credit;

Lastly I would like thank:

\*Capcom for developing yet, another great game.

\*Professor Revolution for producing the first FAQ and taking time to respond to my e-mails.

\*NeoX, Einar for helping me out with confirmations and things I had missed.

\*To all those who sent in questions about the game.

\*[www.capcom-europe.com/PN03/index.html](http://www.capcom-europe.com/PN03/index.html) for information on the enemies.

\*And [www.Gamefaqs.com](http://www.Gamefaqs.com) for providing a great service.

Well that's it, I hope you've found this FAQ useful. You can

probably expect to see another FAQ from me sometime soon, perhaps on  
another one of Capcom's big 5.  
Until then, C YA!

=====  
The End  
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