

Fear Effect 2: Retro Helix FAQ/Walkthrough

by SirpluS

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Fear Effect 2: Retro Helix Walkthrough

v1.0

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By SirpluS

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Game developed by Kronos

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trademark of Eidos Interactive, Inc.

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You can do whatever you like with this walkthrough,
but I will not be held responsible for any regret felt
because you ruined the game experience abusing it.

* This is not intended to be the ultimate FAQ, only to descriptively &
straightfowardly guide you through the game step by
step; the various endings, secrets, codes, etc. will not be covered in this
version, as what is known in can easily be
found elsewhere (on the very sight I'm submitting this walkthrough to, in fact
- gamefaqs.com), & I would rather wait
until all has been revealed in those departments, & include that stuff in the
update; what I do cover is what I know
from extensive play; also, I absolutely no mention is made of any story
elements, so you're pretty safe from spoilers

General Notes

- Puzzle solutions for Normal & Hard Difficulties are covered
- Before each puzzle solution, I have given an explanation of what you need to do to solve the puzzle, in case you're just having trouble figuring out what you're supposed to do, but don't want to know the solution
- Since the puzzle solutions are probably the most sought after information about the game, I have placed all of what I considered to be puzzles at the top, noting the puzzle # & name I've made up for it when they occur in the walkthrough
- I've noted any hidden or hard to find items, mostly ammo & such, but I realize that I haven't necessarily found everything
- All directions given (left, right, etc.) refer to your perspective looking at

the screen, unless I'm describing something

relative to something else, such as "Use the Tan Teleporter (to the left of the jets of fire)".

- Since there are cameras & screens in this game, I will say "run toward the camera/screen" (rather than just "camera" or

"screen") when giving directions to avoid possible confusion

- Feel free to e-mail me with any notable information about the game you might have (with a subject of Fear Effect), as I

am planning to update, & I love the game

Combat

I'm generally not covering any combat in this walkthrough, but here are a few things I find help to keep (insert favorite character) & the gang from getting blasted, beat upon, exploded on, etc.:

- Always stealth kill when possible.
- Always make sure the green (or red, for stealth kills) target is at the top of the screen before attacking.
- Never panic in combat. If an enemy is suddenly & unexpectedly upon you, distance yourself from them if necessary, calmly face them (crouch if they have a ranged weapon, which doesn't guarantee they'll miss, but it often helps; no good against Plasma Wrists), watch for the lock in, & attack.
- Roll to the side (or back for melee attacks) just as an enemy is about to attack & attack them.
- To avoid running out of ammo, pay attention to the type of ammo the majority of the enemies in a given area are giving up, & use the corresponding weapon to take them out, unless that weapon is particularly ineffective in that area, or you want to save it.
- As always with the trusty shotgun, use it to take out tightly packed or lined up groups of enemies.
- Certain weapons are particularly effective against certain enemies, especially bosses.
- The quick draw button (X by default) draws the last weapon you had equipped.
- Reload by pressing square then triangle, or just sliding your thumb across them (unless your inventory is already up & your weapon already selected; then it's just triangle).
- If the weapon you have equipped is near the end of your weapon inventory, & you need to get to beginning of it quickly (say, to quickly equip the knife for an impromptu stealth kill), press circle then square, & you're there.
- Practice just avoiding enemies attacks without attacking them; this will give you insight on how to engage them more effectively.
- Practice selecting & firing & reloading weapons while running & rolling.

Fear Effect 2: Retro Helix

Developed by Kronos

The Puzzles



#1 The 80/86 Puzzle

All you really need to know to figure this puzzle out is that you need to gain access to the 80th & 86th floors, which Jin made abundantly obvious in the intro

You need to form the numbers 80 & 86 with the given patterns

To form the 80, select 1, 2, 3, 4, c, d, in any order

To form the 86, select 1, 2, 3, 4, a, d, in any order

#2 The BCDEF Puzzle

You need to use the letters & numbers at the top right of the screen to determine the input order of the numbers

After inputting each set of five numbers, you need to flip the gray switch next to the corresponding line

The cursor is blue, so you need to start with the line of numbers with the blue square beside it

The order is: Blue - 3, 1, 4, 5, 2
Yellow - 4, 5, 1, 2, 3
Red - 2, 3, 4, 5, 1

#3 The +/- Puzzle

It's important to note the + & - signs when trying to figure out this puzzle

You need to put the number in the middle block, that when added to the number in the top block, equals the number in the bottom block, or to put it another way, subtract the number on the bottom from the number on top to get the number that goes in the middle

The five numbers from left to right are: 2, 5, 10, 13, -1

#4 The EQ/Stairstep Puzzle

To solve this puzzle, study the yellow & blue prong diagram on the opposite wall

If you look at the prongs on the opposite wall, you can see that the left set of blue prongs has 5 lit, & the right set has 4 lit, & the left yellow set has 3 lit, the right yellow set, 2 lit

Also, if you look at the puzzle itself you can see that the two left columns have a blue stripe running between them, & the two right

columns have a yellow stripe running between them, so the pattern is:

5 squares in the 1st column
4 squares in the 2nd column
3 squares in the 3rd column
2 squares in the 4th column

#5 The Geometric Figure Puzzle

You need to make the shape on the right match the shape on the left using the up, down, left, right, & don't change commands provided

The patterns differ between Normal & Hard Difficulty

U = Up
D = Down
L = Left
R = Right
DC = Don't Change

The commands for Normal Difficulty are:

1st shape - D, U, D, U, D, U, D, U

2nd shape - U, D, U, D, U, D, U, D

3rd shape - U, U, U, U, D, U, U, U

4th shape - D, D, U, D, D, D, U, D

5th shape - D, L, D, L, D, L, D, L

6th shape - D, R, U, L, D, U, D, U

The commands for Hard Difficulty are:

1st shape - U, D, U, D, U, D, U, D

2nd shape - D, L, D, L, D, L, D, L

3rd shape - D, R, U, L, D, U, D, U

4th shape - D, U, L, D, DC, D, R, U

5th shape - D, L, R, D, DC, L, DC, R

6th shape - L, D, R, U, DC, D, L, U

#6 The Johnny 5 Special Edition Puzzle

You need to create a loop that doesn't connect

to the red energy T's & run it out to the blue connector on the left using the pieces provided & flipping them around, Tetris style, then press the OK button

You can use as many of the pieces as you want

- = = straight horizontal piece
- | = straight vertical piece
- ^- = T pointing up
- r = lower case "r" shaped piece
- L = "L" shaped piece
- ' = "L" on it's back shaped piece
- , = "r" mirrored shaped piece

In this one, I've only filled in the pieces you need to place

```

      1 2 3 4 5 6 7 8
      1           -,
      2  r  = -'
Blue Piece> 3=-^-==      =
      4         r      |
      5         L =  L-'

```

Functional, but a bit confusing; here's what it looks like with everything except the unused parts

```

      1 2 3 4 5 6 7 8
      1           r-,
      2  r = ==-' |
Blue Piece> 3=-^-== ==-, L ==-,
      4         r-' r-, |
      5         L ==-' L-'

```

Finally, if the diagram thing isn't for you, here are the coordinates of the pieces that need to be placed, & what they are:

- (1,6) -,
- (2,2) r
- (2,4) =
- (2,5) -'
- (3,1) =
- (3,2) -^-
- (3,3) =
- (3,7) =

(4,4) r

(4,8) |

(5,4) L

(5,5) =

(5,7) L

(5,8) -'

#7 The Beam Switch Puzzle

You need to switch the beams so that they match the pattern on the bottom left of the screen, but to move a beam, you need to remove the batteries from each of its two correspondingly colored slots on the top & bottom

To switch beams, you need to remove the batteries for both beams at the same time

If you try to move a beam that's powered, you'll get zapped

From the beginning battery placement, move the batteries around by picking them up with the X button, moving them (top can't go to bottom & vice versa), & placing them again with the X button, like this (this isn't necessarily the best or quickest way, but it works):

B = Blue

G = Green

P = Purple

R = Red

W = White

Y = Yellow

To shorten things, as an example, "Top W to R" would mean move the Battery in the Top White Slot to the Top Red Slot

- Top W To R
 - Bottom Y to G
 - Switch the White & Yellow Beams
 - Top G to Y
 - Bottom G to Y
 - Switch the White & Green Beams
 - Top B to G
 - Top P to W
 - Bottom B to G
 - Bottom P to W
 - Switch the Blue & Purple Beams
 - Bottom R to P
 - Top R to P
 - Switch the Red & Blue Beams
-

#8 The DNA Puzzle

You need to fill in all of the blanks with the correct blocks of colored stripes so that yellow is always opposite red & blue is always opposite green throughout the string

You can flip the blocks with the circle & square buttons

A flipped block will be indicated by "(flipped)" beside it

There are twelve blocks of colored stripes to choose from, & I'll refer to them as 1-12, numbered like so:

1 2 3 4 5 6
7 8 9 10 11 12

The top row has three blanks; the blocks for these, left to right, 1-3, are:

1 - 9 (flipped)

2 - 7 (flipped)

3 - 12

The bottom row has nine blanks; the blocks for these; left to right, 1-9, are:

1 - 1 (flipped)

2 - 7

3 - 10

4 - 8

5 - 3

6 - 4

7 - 6

8 - 2

9 - 12

#9 The Turn-Based Strategy Puzzle

You need to capture the enemy's flag before he captures yours. This is done by moving one of your soldiers next to the enemy's flag, moving the movement cursor on top of it, & selecting it

Not really a puzzle, just basic strategy. Maneuver your Medium & Large Soldiers along one path taking out enemies & luring them away from their flag, while maneuvering your Small Soldiers along another path (if available; if not, just bring them in close behind the Medium & Large Soldiers) to capture it, except in the case of the fourth match, where you're given all Medium Soldiers; just use five or six of them for combat & luring & one or two to go after the flag; or just rush

The AI is strictly defense (& not too sharp), so you don't actually really have to worry about them getting your flag, just killing all of your soldiers

Continue to Use the gameboard until you've finished the four matches

#10 The Eight Colored Stones Puzzle

You need to drop the colored stones into their corresponding slots using the cursor

You must drop the bottom ones first, so that the top ones can rest on them

The pattern differs between Normal & Hard Difficulties

"Push the (insert color) stone-" is implied for each of these

One Method for Normal Difficulty is:

1. Orange right
2. Green left, then down
3. Lime Green right
4. Red right, then down
5. Light Blue left
6. Lime Green down
7. Gray beneath Dark Blue left
8. Dark Blue left
9. Orange down
10. Brown down, then left, then down
11. Dark Blue down
12. Light Blue down
13. Gray above Purple right
14. Purple down, then left, then down

One method for Hard Difficulty is:

1. Light Blue up, then left
2. Dark Green up, then left
3. Gray above the Dark Green left
4. Red right, then up, then left
5. Dark Green down
6. Gray that is beneath the Red & Dark Blue left
7. Dark Blue left
8. Red down
9. Brown down, then left, then down
10. Dark Blue down
11. Orange & Lime Green right

12. Lime Green down
 13. Orange down
 14. Gray beneath the Light Blue left
 15. Gray beside (on the left of) Light Blue down
 16. Light Blue down
 17. Purple left, then down
-
-

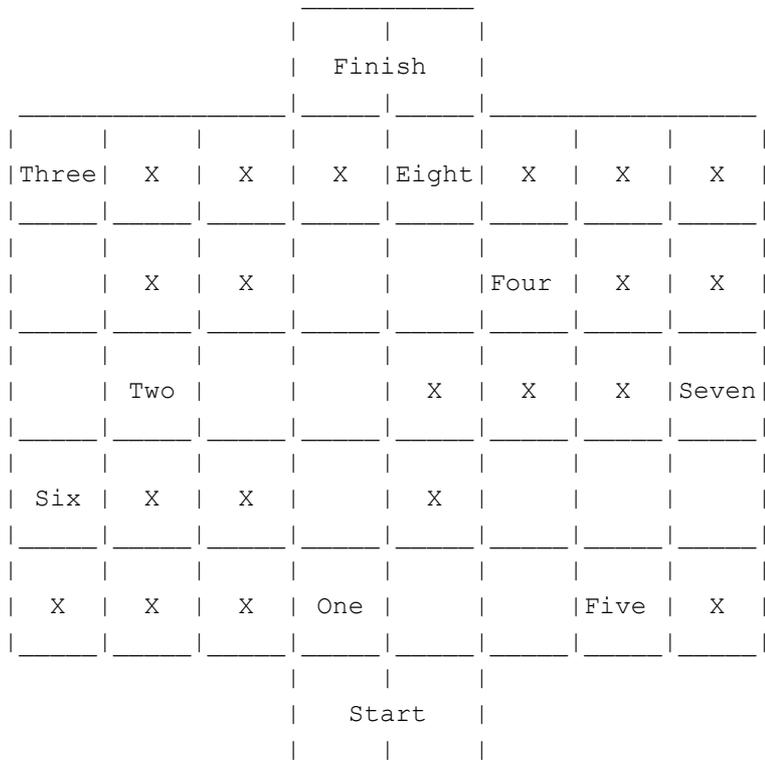
#11 The Musical Squares Puzzle

You need to step on the musical squares in the correct order, without stepping on any of the pain inducing squares (if you do you must return to the two starting dark squares & try again) finishing by stepping on the set of two dark squares on the other side

You must also restart if you step on a musical square out of order

The symbols of the squares you need to step on & the order you need to step on them, from top left to bottom right, can be found on the sides of the door you started at; also the tune the squares play when stepped on in the correct order frequently plays in the background music

The symbols of the squares that will hurt you are written in red on the back wall of the room



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Hana

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- Follow Rain
- In the Room With Four Doors (three in one view, one in the other), Use the left door & keep going until you go down the ramp & spot the Fixers, take them out, then go down the short walkway in the back left of the room & Take the Metal Hook
- If you like, you can also Take the EMP in the dark area to the right of the door with the blinking yellow panel beside it
- Go back up the ramp, Use the door (with the blinking red light above it) closest to the ramp, & Use the Metal Hook on the grate to get the Yellow Key Card
- Go back down the ramp & Use the Yellow Key Card on the blinking yellow panel beside the door at the back of the room
- Climb down the ladder & Use the switch, then Climb back up, exit, & return to the Room With Four Doors where Rain is waiting
- Go Use the switch again

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Rain

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- Navigate Rain through the steam blasts & Use the door at the other end of the room
- Climb down the ladder & Use the door
- Navigate Rain through the sliding walls (just holding up straight down the middle works fine going this way; not coming back, though) & Use the door
- * Note that if you don't kill the Freakin' Out Guys, you will skip a boss battle later in the game
- Run down the long hallway, Use the door, kill everything in the large, bloody room (except, perhaps, the Freakin' Out Guy), & Use the door in the corner with the two red stripes running across it
- Use the right door (the one without the sporadically blinking red light), & Use the Flash Disc on the terminal

#1 The 80/86 Puzzle

- Return to the bloody room & Use the tan door in the back right corner
- Use the left door (the one without the keypad beside it)
- Run straight & Use the door at the turn (the only door you can Use in this hall right now)
- The first puzzle is on the right

#2 The BCDEF Puzzle

#3 The +/- Puzzle

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Hana

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- Run across the wreckage & go around the corner
- Walk towards the Videotape, & as soon as the rats burst forth, quick turn & run back across the wreckage to the spot where you started
- Once the rats have cleared out, run back across & around the corner, Take the Videotape A, & keep going
- Use door set back from the wall (the one with the pulsing red light above it), Take the Fixer Piston from the broken Fixer inside, & exit the room
- Continue down the hall, go towards the top on the screen with the bloodstain on the floor, & Use the machine in the middle

#4 The EQ/Stairstep Puzzle

- Continue down the hall

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Rain

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- Exit the room
- Return to the large, bloody room
- Use his fallen corpse

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Hana

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- Climb the ladder beside the man in orange slumped in the corner
- Take the Machine Cog & Use the Green Key Card on the door
- Go back to the Room With Four Doors (which is conveniently right there), & Use the right door
- Climb down the ladder, Take the Fixer Head Key from the broken Fixer, go up the ramp, & Use the door
- Climb down the ladder, Use the door, navigate Hana through the sliding walls, run down the long hall, & enter the large, bloody room
- Go to the shiny area opposite the tan door & Use the Machine Cog
- Go back through the yellow door, run back down the long hall, through the sliding walls (just holding up won't work this time), Climb the ladder, Use the door on the left (the silver one), down the ramp, Climb the ladder, Use the door, & you're back in the Room With Four Doors
- Use the door that Hana & Rain originally came through, the one in a screen by itself (walk towards the camera, or screen if you prefer, to find the door)
- Blast the Fixer & Take the Fixer Battery
- Return to the large, bloody room

Optional if you have already seen the Videotapes

- Use the door with the two red stripes in the corner
 - Use the left door (the one with the sporadically blinking red light)
 - Blast the Fixer, Take the Videotape B, Use the video player to watch the Videotapes, & exit
-

- Return to the large, bloody room & use the tan door
 - Use the keypad near the door to the right; the code is found by watching Videotape B, & it is 92572
 - Run straight & Use the big door at the end
 - Go around the corner & use the Blasting Caps on the hot water heater, or whatever that thing is, & hide in the nook in the wall
 - While the Fixers are fixing, Use the big door, run back across the runway with the yellow arrow, go down the ramp, & Take the Fixer Chip
 - Go back up the ramp & exit
 - Use the left door (the one without the keypad), run down the hall & around the corner, Use the Fixer Head Key on the broken Fixer, & install the parts
 - Use the now fixed door, Climb down the ladder, go to the corner, & Use Rain
 - Blast the freak into the electrified falling water
 - Use Rain again
 - Climb back up the ladder, Use the door, go around the corner & Use the door with the red light & black & yellow stripes on it
 - Use the bomb & exit
 - Use the next door down the hall, Use the bomb, & return to the large room where Rain is
 - Run like hell, & freak that triangle (by default) button
-

Section 2 - Disc 2 - Wing Chune

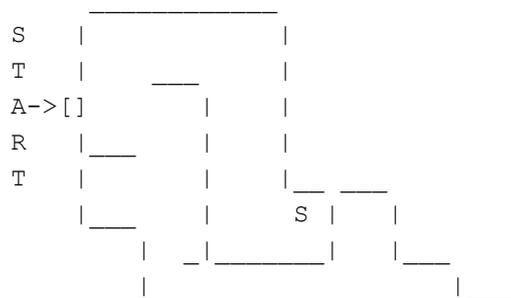
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Rain

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- Use the door
- Go straight & to the left, turn right at the bushes with the lights on them, & go down the ramp with the pretty red banners hanging by it
- Go left & up the ramp, then around & up another ramp & Use the door at the top
- Here is a map of the Maze:

S = Save
W = Wheel
1 = 1st Floor Pad
2 = 2nd Floor Pad
[] = Door



- Go into the next room
-

#7 The Beam Switch Puzzle

- Exit, blast or gut the guard, & Take the Bridge Control Card
- Go back to where you found Jin's Package, or to be more specific, go back out, Climb down the ladder,
go around & up the ramp that leads to the Maze, up the next ramp & Use the door to the Maze at the top, step
on the 2nd floor pad to make the wall drop & run down the ramp
- Go over to the flashing red panel & Use the Bridge Control Card on it
- Go up the Escalator to the right of the Christmas Tree
- Again, run toward the Big Red Ramp, but this time, when the angle changes the first time, & you see
the door with the blue sign on it (the men's bathroom), Use it
- When the coast is clear, run to the back of the bathroom & Use the guy standing by the wall stall to get the
Elevator Keycard
- If you get caught just go back in & try again
- Exit the bathroom & run straight ahead, go left around the big red ramp & continue straight until you see
another door with a blue sign on it next to a large potted plant on the left (the women's bathroom)
- Run to the left of it & Use the Elevator Keycard on the right keypad by the big gray elevator doors

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Hana

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- Go to the elevator & Use the keypad on the right
 - Use Rain
 - Go to the opposite corner of the elevator & Use the Dress on the camera
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Section 3 - Disc 1 - 80th & 86th Floors

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Hana

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- Climb the ladder

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Rain

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- Use the right door
- Blast the yellow suit, Take the Biohazard Keycard, & go back out to the Elevator Screen
- Run toward the camera/screen, across the lobby, down the gray walkway, & Use the Biohazard Keycard on the door
- Use the left door, go to the flashing suit pod, Use it, & return to the

Elevator Screen

Optional if you've already
viewed the monitors & know the codes:

-
- Use the left door, then Use the Video Room Keycard on the left door
 - Use the terminal with the 9 colorful screens & input the code, which is 836745, & can be found on the keypad
by the door at the end of the hallway on the other side of the elevator
 - Go to the opposite corner of the room & Use the terminal with the very brightly lit screens
 - Maneuver the red dot into the green slot
 - Go back to the 9 screens, Use the terminal, & look at them, taking special note of the hand entering the code
4615207, & the "circle the word puzzle" looking grid showing the positions of the 4, 2, B, 3, D, & A, then return to the
Elevator Screen

-
- Use the right door, then Use the keypad by the door on the right at the end of the hall & enter the code
4615207 (then OK), which can be found by viewing the bottom right screen in the Video Room
 - Use the Bypass Keycard on the door
 - Use the Flash Disc on the blue screened terminal in the corner
 - To get the proper alignment pattern, look at the right, middle screen in the Video Room; it is:

```
S P K O K E
C E 6 3 6 R
4 P G V 3 L
P 0 Z Y G A
I 2 H 5 H W
A P B 0 D 7
```

To get the alignment, press:

```
Up x 4 for the 1st column
Down x 4 for the 2nd column
Up x 2 for the 3rd column
Down x 3 for the 4th column
Up x 4 for the 5th column
Down x 2 for the 6th column
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Hana

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- Turn Hana to her right, run straight across the room, & you'll see a door on the right; run over to the door
& you'll see a panel next to a biohazard sign; Use the panel, exit the screen, take a step back &/or draw a weapon
if necessary to target the panel, & fire
- Turn around & take the Dispersion Canister, then exit the room
- Blast the yellow suit & take the Security Keycard
- Use the left door, then Use the Security Keycard on the middle door
- Use the fusebox & place the fuse in the top slot
- Return to the Two Chairs & A Plant Room & Use the Security Keycard on the right door

- Run down the long gray walkway & Use the ornate, circular door
- Use the right door
- Use the Hair Sample on the large white scanner to get the Genetic ID Card
- Return to the Two Chairs & A Plant Room & Use the left door
- Use the Security Card on the middle door, Use the fusebox, place the fuse in the bottom slot, & exit
- Use the Security Card on the left door, then Use the Genetic ID Card on the door
- Slowly take a couple of steps forward until the Use tab appears & Use the Dispersion Canister
- Navigate the laser beams & Use the door

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Rain

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- Exit the room & Use the computer in the corner

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Hana

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- Use the door, then Use the left door
- Use the E.L.P. on the heavy door to the left of the big radioactive sign to get the Centrifuge Tubes
- Use the Centrifuge Tubes on the centrifuge in the corner to get the Purified Tubes
- Return to the fusebox & place the fuse in the middle slot
- Return to the Two Chairs & A Plant Room & Use the rear door (with the keypad & blinking red light beside it)
- Use the Purified Tubes on the white machine in the back corner to get the Blots
- Use the Blood Blot A on the red terminal in the corner at the other end of the room & exit
- Use the Security Card on the right door, across the gray walkway, Use the circular door, & Use the right door
- Use the Gland Blot G on the Green terminal & return to the Two Chairs & a Plant room
- Use the left door, then Use the Security Keycard on the right door
- If you like, Use the terminal that explains a bit about DNA
- Use the Nucleus Blot T on the yellow terminal in the back of the room & exit
- Use the Security Keycard on the left door, Use the Genetic ID Card on the door, Use the Cell Blot C on the blue terminal in the back of the room, then use the left door
- Use the right door with the red biohazard sign on it, run to the back of the room with the three resting(?) Cateyes & Use the DNA Code Disc on the terminal

#8 The DNA Puzzle

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Rain

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- Run toward the camera/screen, across the lobby, down the gray walkway, & Use the Biohazard Keycard on the door, run straight, & Use the Big Red Button
- Walk over to the right of the green suit & a cut scene will play
- Walk forward & Use the Blasting Caps on the wall
- Run like hell back toward the Elevator Screen

- Roll & shoot

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Section 4 - Disc 4 - Xi'an
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Deke

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- Take the Genetic Marker
- Run like hell
- Blast the moaning guys, Take the Machine Key, & Use the wooden door on the right
- Use the metal door on the right, Take the Diesel Fuel, & exit
- Run toward the camera/screen, then to the left & Use the Diesel Fuel on the gas tank of the large, dangerous vehicle
- Climb the ladder & Use the Machine Key on the vehicle
- If you like, Take the RL 480 hidden off in the back left of the screen
- Run toward the camera/screen, Use the 9-paned door, blast the moaning guys, & Take the Elevator Lock Key
- Go to the back of the room, blast the doorknob, Use the door, blast the doorknob in the next room, & Use that door
- Use the Elevator Lock Key on the elevator door
- Exit the elevator, run toward the camera/screen, to the the right past the falling bodies, & Use the red right door
- Take the Ancient Gold Crank & exit
- Use the gold left door, Take the Ancient Red Crank, Use the Ancient Gold Crank on the gold dragon head, & exit
- Use the red right door, Use the Ancient Red Crank on the red dragon head, & exit
- Use the Red & Gold Dragon Door in the middle, go down the ramp, & Use the Mirror Door
- Run across the room toward the camera/screen & Use the door in the corner

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Hana

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- If you like, Take the .90 Pistol lying in the rubble
- Exit, Use the Red & Gold Dragon Door on the right, go straight, & Use the elevator
- Exit, Use the door, blast the moaning guy, Take the Archeology Key, & Use the door across the room
- Use the Archeology Key on the 9-paned door you are standing by
- Run across the room, Take the Mirror Segment, & exit
- Return to the Red & Gold Dragon Door, Use it, go down the ramp, & Use the Mirror on the Mirror Door at the bottom
- Run across the room toward the camera/screen & Use the door in the corner
- If you like, Take the .90 Pistol lying in the left corner
- Run toward the camera/screen, down the short ramp, & Use the green door on the left
- Go around & Use the Green Door With The Red Awning Over It

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Deke

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- Switch to a weapon (the RL 480, perhaps), blast your way out of the corner, & Use the left door
- Run toward the camera/screen, up the ramp, & Use the door at the top

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Glas (in mechanowalker)

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- Run down the street, blasting the walls out as you go

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Hana

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- Climb the long ladder (the one Deke just climbed), & Use the door

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Rain

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- Run toward the camera/screen, down the short ramp, & Use the green door on the left
- Go around & Use the Green Door With The Red Awning Over It
- Use the left door, run down the hall, & Use the red door at the bottom of the ramp
- Climb down the ladder, Climb up the long ladder, & Use the door
- Run around Deke's body to trigger the cut scene

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Glas

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- Use the elevator, Use the door, Use the door across the room, then run toward the camera/screen & Use the 9-paned door
 - Go back through the 9-paned door & Use the Storage Room Key on the 9-paned door on the left
 - Take the Dynamite & return to the where the mechanowalker fell & Use the Dynamite to the right of it
 - Return to the Green Door With The Red Awning Over It, & Use it
 - Use the left door, run down the hall, & Use the red door at the bottom of the ramp
 - Climb down the ladder & run toward the long ladder
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Section 5 - Disc 3 - Tomb

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- Run toward the camera/screen, then left (if you like, you can Take the Shotgun Shells from behind the guard statue the left), down the stone path, & Use the temple door
- Go down the hallway with the blue-lined door on the left & the Five Symbols Wall with the round slots beneath them on the right until you get to the elevated circular walkway, walk around to the left, Climb down the ladder, & walk into

the center of the room

- Climb back up the ladder, go back down the hallway, & Use the Five Symbols Wall
- Select the the blue gem, then the yellow gem, then the button at the bottom; this unlocks the Moon/Sun Door for 30 seconds
- Go back toward the entrance, Climb the ladder, & Use the Moon/Sun Door
- Take the Terra Cotta Key, exit, Climb down the ladder, run back down the hallway into the circular walkway room,
 - & Use the Terra Cotta Key on the door with the vertical red stripe in the middle
- Run across the room toward the Butterfly/Flower/Moon Door
- Use the Gold Bullion on the innkeeper
- Go down the walkway & Use the Inn Room Key on the door
- Go around the bed & Use the Mirror on it
- Return the the Five Symbols Wall & Use it
- Select the yellow gem, then the blue gem, then the button at the bottom; this unlocks the Butterfly/Moon Door for 30 seconds
- Go back toward the entrance & Use the Butterfly/Moon Door
- Run toward the camera/screen, then left & Use the wooden door
- Run toward the camera/screen, & when the angle changes, run to the left door, Use it, Take the Dig Key, exit,
 - & Use the Dig Key on the right door
- Take the Wood Planks & exit
- Run straight toward the camera/screen down the path on the right, turn right, & Use the Wood Planks on the empty space in front of the door
- Use the parents, then go up the stairs & Use the Astronomy Key on the door
- Go the the reed blinds on the middle of the wall & Use them to reveal the picture, then run across the room & Use the reed blinds on the other side to cover the picture & exit
- Go down the stairs & follow the spirit to the well & Use it to get the Remains
- Return to the building & Use the reed blinds again, returning them to the way you found them, & exit
- Use the Remains on the parents
- Return the Five Symbols Wall & Use it
- Select the yellow gem, then the green gem, then the blue gem, then the button at the bottom; this unlocks the Butterfly/Flower/Moon Door for 40 seconds
- Run down the hallway into the circular room, Use the Terra Cotta door, run across the room & Use the Butterfly/Flower/Moon Door
- Dodge the missiles, shoot only the guy with the electricity, & go through the opening
- Use the black Clay Jar on the left
- Walk over to the gong & Use it
- Go back across the area to where you found the Clay Jar & a conversation will be initiated
- Use the Bandages on the two statues
- Use the Clay Jar on the judge
- Take the Shotgun Shells hidden at the top of the room if you like
- Go back to the Five Symbols Wall & Use it
- Select all of the gems in any order, then the button at the bottom
- Go toward the entrance & Use the area on the floor where the block was
- You can only damage him when he poses & is targetable

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- Run down & around the corner to the left & Use the pretty red door
 - Use the red double doors on the other side of the room, then across the short walkway & Use the next set of red double doors, & once again cross the room & Use the red double doors
 - Run down the hall
 - Use the left portal & Use the gameboard
-

#9 The Turn-Based Strategy Puzzle

- Use the right portal
- Run toward the camera/screen, then right & past the streams of gas & left
- Run like hell until you're safe
- Stay to the right to avoid falling in
- Run like hell until you're safe, then go through the portal at the back left of the screen

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- Use the left portal
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#10 The Eight Colored Stones Puzzle

- Run toward the camera/screen, then right & past the streams of gas & left
 - Run like hell until you're safe
 - Stay to the right to avoid falling in
 - Run like hell until you're safe, then go through the portal at the back left of the screen
 - Run toward the camera/screen & Use the Emperor's Plaque on the red throne
 - Run to the other end of the ship & Use the Mercury Vial at the left dragon head
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 Section 6 - Disc 4 - The Gardens/Base

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- Use the door on the left, go straight, Take the Bridge Tiles, run across the grass (be aware, if you're playing without save beacons, that there is a save point at the bottom left of the grass), toward the dragon double arches, Take the Bridge Tiles there, & exit
- Use the door on the right, run away from the camera/screen, across the short bridge over fire, Take the Bridge Tiles, go down the stone path, Take the Bridge Tiles there, & exit
- Go toward the tower, Use the Bridge Tiles at the water, run across the bridge, & Use the door
- Run back across the bridge, Use the right door, run away from the camera/screen, across the short bridge over fire,

- & Use the Red Teleporter
- Go to the left, across from the jets of fire, Take the Empty Gourd, & Use the Tan Teleporter (to the left of the jets of fire)
- Go to the left & Use the Digging Tool on the rock garden to get the Rock Salt, then Use the Blue Teleporter in the same room
- Run over & Use the Rock Salt on the grinder, then go out on the small pier & Use the Salt at the water where the aquatic beasts are frolicking
- Use the Empty Gourd at the water where the aquatic beasts are no longer frolicking
- Use Gold Teleporter by the grinder, then Use the Salt Water Gourd (you can use the water wheel first & get fresh water instead, but as of yet I don't know of any difference) on the golden liquid
- You need to cross to the top left corner & Take the Empty Goblet & Gold Crystal from the stand, walking only on the lit up floor panels
- The pattern for is:

Bottom left
 Bottom right
 Center
 Top right
 Center
 Top right
 Center
 Top right
 Top left

- Take the Empty Goblet, Use the Blue Teleporter, go to the small pier, & Use the Empty Goblet & the Empty Gourd on the water (if by chance you now have a Salt Water Goblet/Gourd, you need to go Use the water wheel again, then Use the Empty Goblet on the water again)
- Use the Red Teleporter, stand on the plain gray stone in front of the jets of fire, & Use the Fresh Water Goblet
- Walk into the third flame from the left, & Take the Fire Crystal
- Walk over to where you got the Empty Gourd from, Use the Empty Goblet on the now burning oven, then Use the Broken Digging Tool on it
- Use the Tan Teleporter, go over to the left, Use the Digging Tool, then the Gold, Water, & Fire Crystals, & finally, the Fresh Water Gourd on the rock garden
- Take the Diamond
- Use the Tan Teleporter (the one you can't really see in this room), go down the stone path, to the left & Use the door
- Run across the bridge, Use the door, run down the walkway, & Use the Diamond on the Diamond Door

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- Run across the garage, blast the guards, & Take the Gate Key
- Run down & Use the Gate Key on the big door
- Walk toward the camera/screen until the angle changes, then turn around & walk back, then shoot the green barrels

- Stand before the two dark squares & Use the Chinese Fan

#11 The Musical Squares Puzzle

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- Use the Paper Doll on the portal
- "Choose between honor & loyalty"

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- Use the Mirror on the portal
- If you killed any of the Freakin' Out Guys at the beginning of the game, you'll have to fight a boss; use Melee on him (if Hana misses, don't worry, just keeping kicking-you'll hit him); if you didn't, you won't have to fight him

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- Use the Bravery Medal on the portal

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- Use the Hair Pin on the portal
- Choose between Rain & Hana's parents

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- Use the Peach on the portal
- Just run across

Section 8 - Disc 3 - The Void

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- Run toward the camera/screen

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- Choose one of the twins

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As Rain

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- Quickly Use the DNA Virus on the defeated boss

- Save & start the game again

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