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1/ I N T R O D U C T I O N

Well done... I'm Mysticcat - a crazy fan of Resident Evil series and gentle Survival Horror - have got another nightmare : Fear Effect 2 - Retro Helix.

Some Resident Evil and Fear Effect players will realize that these two series also have some same points. It's not so hard for a Resident Evil player to play Fear Effect and the opposite. But if you were too familiar with Resident Evil, you would be a few troubled to get acquainted with Fear Effect. In this game, you not only fight enemies and shoot them until they die, but avoiding them as well. The control system allows you to dodge, move gracefully and crouch. The author has reasons to make those because you can't survive through this game without using your evading. So then, Fear Effect can be an exciting game for some Survival Horror players. But about me, I don't think it's really good. There are too many "naughty, annoying" scenes in the game that is not for accidental kids. Even though the game rating is for adults, it's not a place for such scenes like that to be shown. The main character - Hana Tsu-Vachel - looks stupid in such actions. Maybe someone considers it's a great point of her personality, but I don't think so. But I respect everyone's ideas. Fear Effect 2, however, is a good game enough for us players to enjoy (without those scenes).

Fear Effect 2 is various at control and option system. As a player, you can freely choose what you want from the Options menu. The graphic of this game is rather different from some others : You can see the characters look like ones in cartoon, even they are drawn with 3D side. Maybe this is just Fear Effect's style. Of course it can't be realistic like Resident Evil or Alone in The Dark : the New Nightmare.

Characteristics about this game are all quite good. So I don't have more to say here, other parts about the game will be mentioned in details in next sections.

Other versions of Fear Effect 2 :

* Fear Effect 2 : Retro Helix
Released in Europe : March 2001

* Helix : Fear Effect
Released in Japan : November 2001

Thanks to Gamefaqs for info about these versions.
Okay, we'll continue soon after Legal Stuff and Update.

2/ D I S C L A I M E R & L E G A L S T U F F

This is a repeated action in every FAQ when you don't want your FAQ to be abused by others. So mine is not an exception. I will continue to repeat this forever, in any of my FAQs.

- At first, this FAQ can't be used, copied or altered without its author's permission. If you want to do anything on it or use it in your Websites, email Mysticcat at kthoa@hcm.vnn.vn. If I know any use on this FAQ without my permission are executed, I will deal with the ones who do it. I don't want to be rude with you. So don't do drugs.

- Further more, this FAQ must be used for NON-PROFIT only. I don't allow for anyone who use it to sell as their strategy guide, gifts, magazines, etc. Generally, this FAQ isn't allowed to use to earn money. I have made this guide to serve people without benefit, so you can't get your money on my work.

Current sites available with this FAQ :

[Http://www.gamefaqs.com](http://www.gamefaqs.com)
[Http://www.neoseeker.com](http://www.neoseeker.com)
[Http://www.psxcodez.com](http://www.psxcodez.com)
[Http://www.megspace.com./entertainment/fates/cs/fe/index.html](http://www.megspace.com./entertainment/fates/cs/fe/index.html)

IMPORTANT NOTES :

I have been a contributor of GameFAQs site, and my original guides, including this guide : Fear Effect 2 : Retro Helix FAQ/Walkthrough are all sent to GameFAQs as the most correct and latest version. Any sites using my guide with permission, can get the update at GameFAQs because I don't have time to send them to you. Check them frequently.

Please forgive me if I was so rude.
Thank you for reading this.

3/ U P D A T E / R E V I S I O N H I S T O R Y

- Version 0.5 (November 19th 2001)
FAQ started and incomplete.
The first step of every FAQ maker...

- Version 1.0 (November 24th 2001)
Added Cheats and Codes
Added more info in Walkthrough.
Cheats & Codes might not be necessary for a game, but make a guide more variable and useful. I'm a FAQ maker who likes making full guide, so I can't miss them.

- Version 1.5 (November 25th 2001)
Part Three of Walkthrough completed
Added "Special Section" with information about the author and some other stuffs around Fear Effect 2.
Fear Effect 2 takes place in Asia. I'm a Asian who is very fond of Asian national traditions. I really want to share my knowledge about them to you readers. All of your contribute ideas will be appreciated if you enjoy them.

- Version 2.0 (November 26th 2001)
Part Six was completed.
Repair some little mistakes.
I have always made mistakes while making guides. A real FAQ maker must avoid mistakes as much as he can. So can I. More walkthrough parts have been completed.

- Version 2.1 (November 28th 2001)
Some steps of walkthrough are added.
Add more available sites.
More walkthrough parts have been added.

- Version 2.5 (November 29th 2001)
Walkthrough completed.
Endings completed.
Cheats & Codes completed.
In the last battle, I have written all the strategies I had tested with myself. If you have any better ones, they are all appreciated. About endings, I suggest you shouldn't view it if you have got the game that can spoil it. I think the only reason for you to read them is that you have missed one of them and you want to find more.

- Version 3.0 (December 1st 2001)
Added more charts and illustration.
Added more tactics that have been tested.
Illustrations are stronger than words in some situations. I'm not a good guy at drawing these. But I try to make them in my effort because it can help you understand more easily than reading dry words.

- Version 3.1 (December 3rd 2001)
Added Hard mode puzzle.
Some puzzles in Normal Mode are different from Hard Mode. I have just played Hana's challenges in Hard Mode and known that her Brick Board

Puzzle is different from Normal Mode, so I solved it and then added here. Check it out !

- Version 3.2 (December 7th 2001)

Repaired a major mistake.

Well, thanks to Gabriel for having recognized this dangerous mistake and informed me to redo it as soon as possible. It's the third test in Yuen Ting Ji that Hana must pass. I think I have made a major deception. Thank you again, Gabriel !

- Version Final (January 9th 2002)

I have actually visited Eidos Interactive sites and decided the character and enemy bios follow the publisher because I think their are more correct and my English is not very good. So then I mark this as the basic final version.

4/ S T O R Y

Countless ages ago, a creature has appeared in the nature, choosing this Planet as the world of lives. He created the primordial ooze that giving lives to the planet, including Humanity.

Four billion years ago, The Entity was destroyed by the Ancients. He hode himself as the ooze, waiting for the time that he could come back to recreated the life and Humankind.

Some thousands year later, a Chinese man named Qin Zhang wanted to unlock the secret of immortality. So he created some chemistry that really made him deathless. But then something wrong affected his brain, caused as the result of ruining the natural rule. Following this failure, one of The Eight Immortals - the eight Gods who are the only immortal created the Dark Cipher which would be the motive to get back the Entity. That's the Retro Helix, the DNA sequence making Environmentally Induced Nucleotides Degeneration Syndrom known as EINDS. And at the timeline of Fear Effect 2, this disease seems to spread largely over the world.

About twenty years ago (I depend on Hana's age which I think to be mostly equal to Rain's), an archeologist named Rachel Kazra found Qin Zhang's body while exploring. As an archeologist who wanted to be successful, she injected herself with the material got from the body to create the immortal Perfect Being. Did you see the terrible woman in the opening movie ? That was Rachel Kazra who gave birth to a twin after the pregnancy caused by the material from Qin Zhang's body. And the event happened in Rain's dream... Why is that Rain ? Who are the Eight Immortals and then what happened to Rachel Kazra after being turned into a demon ? The answers are still in the game...

Rain, a girl who was found by Hana in the Twin Juniper Gardens, has become a close friend, partner and lover of Hana.

At that time, the cold-blooded killer Jacob "Deke" Decourt, is instructed to grab the Genetic Marker for some services, that you'll know who is behind this when playing the game. And Glas, he has got a

blood sample from his friend Jake who had got EINDS. Hana and Rain, they receive information from Jin to explore Wing Chune Building as the first step to find out about EINDS...

The nightmare begins...

5/ C H A R A C T E R S

* From Eidos Interactive

HANA TSU-VACHEL

Sex : Female

Age : 20

Height : 5'10"

Weight : 120lbs

Place of Birth : Hongkong Province, ROC

Part French, Part Chinese, fluent in six different languages; Most of Hana's other professional profiles are shrouded in secrecy. Rumor has it that she was raised and trained by the Triad in their "Black Inns" of Shan Xi. While a world-class marksman and ace pilot, Hana's true speciality lies in the dealing of love as well as death. Her orphan upbringing conditioned Hana to be distant to those that she does not know and to be careful of whom she will trust. Desired by many yet belonging only to one, Hana lives life with passion and takes life without reservation. Occasionally taking on assignments from Jin for the extra cash, Hana's primary goal in life is to buy back her "contract" from the Triad so that she may leave her past behind and control her own destiny.

RAIN QIN

Sex : Female

Age : believed to be 18

Height : 5'10"

Weight : 104lbs

Place of Birth : unknown

Rain is an enigma. During a routine visit to her parents' memorial at Jing Sum Temple, Hana stumbled across Rain lying unconscious in the back garden beneath a mural of the Eight Immortals. For unknown reasons, Hana felt compelled to help. She brought Rain home and attentively nursed her back to health. A week later, Rain regained consciousness but remember nothing of her past, Hana offered Rain shelter until she could be on her own again. Within a short time, Hana noticed the exception intelligence which Rain possessed. It became clear to Hana that Rain was a genius in various technical and academic disciplines. In time, the two become partners and more...

ROYCE GLAS

Sex : Male
Age : 28
Height : 6'2"
Weight : 190lbs
Place of Birth : Pacifica, California, USA

Commander Royce Glas, Ex-U.S. Military. Once, a highly decorated officer of the U.S. Government, Glas belonged to a branch so secret that even the CIA is not aware of its existence. He is an expert in high tech weapons and counter intelligence. After his fallout with the administration, Glas became a hunted man by the very same government he once so proudly served. Now a renegade with the knowledge of secrets that can topple the balance of powers in the world, Glas operates on the edge of the law and will kill in defense of himself or of his mission without hesitation. Numbed by vengeance and reconciliation, Glas now takes on various dangerous assignments for the money and for the satisfaction of his own sense of justice.

JACOB "DEKE" DECOURT

Sex : Male
Age : 32
Height : 6'
Weight : 235lbs
Place of Birth : Christchurch, New Australia

Deke walks a fine line between aggressive and psychotic. A large, stocky man with distinct features, Deke is attractive to women, but not a pretty boy. As a professional hit man by trade, he perceives life as a trivial highway to obscurity, paved with the souls of the numerous men and women he murdered for the sake of money and survival. Being a cold-blooded killer by heart, Deke enjoys his work immensely for it gives him a sense of power and pleasure. Working with Deke is like making a deal with devil : He's extremely effective, but he leaves a wide wake of carnage and bloodshed along the way. Deke honed his talents mostly during the many range wars that until recently plagued New Australia. Currently, he is under the employment of a secret conglomerator out of East Asia.

6/ G E N E R A L T I P S

Playing Fear Effect is not like playing Resident Evil as somebody has thought - I think. So now I make this part to notice you some important tips so that you can play the game more easily. As I said in the introduction, Fear Effect is not as easy as Resident Evil where fighting is often the only behaviour with enemies.

ADVICES FOR PLAYING THE GAME

ECG - FEAR LEVEL
~~~~~

At the first glance, it looks like the Condition Screen from Resident

Evil. But when you play, you'll realize many difference. First, this thing is not only your health, but measuring your feeling - your Fear. There are three colours that can be divided like Resident Evil : Fine (Green), Caution (Yellow and Orange), Danger (Red).

When you are in ordinary state and you haven't fought any enemies yet, your Fear Level will keep Fine. But when you are in an area of enemies, the Fear Level will slowly turn to worse colour as well as the faster sound of heart is thumping. The Fear Level is damaged heavily when being hit by enemies. When you are out of Danger level, you die.

#### HEALING FEAR LEVEL

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Fear Effect is pretty special about this : There's no way to heal yourself. So how can you survive ? You should remember that your life is measured by the Fear Level. So correlating with the reality, you restore it with a tranquilizing state, called "Rush Moment". This "Rush Moment" appears after each fight you fight enemies, or you have got out of battle to a safe place. Of course the Rush Moments just stay for a short limited time. That means your Fear Level is not healed completely if you have lost too much of them. But sometimes in the game, your Fear Level should be often automatically healed perfectly in some situations :

- When you have finished some major step, and you begin another step when your enemies are surrounding again.
- When you begin a boss fight.
- When you finish a boss fight.
- When you switch to another character, that next one controlled will be healed completely.

If you are not in any of above cases and your Fear Level is red, you know that just one or two more hits will kill you, this will be a hard situation requiring your greatest careful and your mind to decide to keep playing or not. In Fear Effect 2, sometimes you could cause miracles even you are going to die. When your Fear Level is dark orange or red, and you fight another enemy, try to kill him WITHOUT being hit. As I said, each time you fight an enemy, the Rush Moment will appear to heal you a little. When you finish an enemy without being damaged and receive the Rush Moment, it could heal you few more than the previous state. Just continue to fight like that, your Fear Level will be increased gradually and you can return to your good state gradually.

ENEMIES

~~~~~

Enemies in Fear Effect 2 include several types : human being, monsters, machines, etc. Each type has own attack. Their appearances are not often sudden because you will be noticed by the Fear Level being shown when you enter the enemy area. Then you can prepare yourself before really facing them. I'll discuss about Enemies' details in "Enemies" section.

#### ATTACKING & AVOIDING

~~~~~

Attacking enemies is the evident work you must do with the foes. But you will never survive long with it only. Dodging or avoiding is a very important work while fighting and Fear Effect 2 has given you a large system to avoid enemies by many ways. Depending on your situations and

your enemies, choose the best way to avoid. If you are too familiar with playing Resident Evil with unlimited ammo, so now change it.

NOT EVERYWHERE !

~~~~~

In Resident Evil, most of the areas you come and the things you see are almost important with clues and puzzles. But in Fear Effect 2, some rooms that are shown to have nothing, or you can abandon some taking places when you have known what next to do without passing it.

#### SNEAK KILL

~~~~~

Better than attacking officially. As I said, enemies in Fear Effect are mostly aware of environments (they are not stupid and dispirited as the zombies of Resident Evil). When you attack them, they will deal with you as you did. So it's a good plan to beat them up creepily before they could argue with you. Crouching is a good way to do sneak kill because the enemy won't recognize while you are moving in crouch position.

SAVING

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You know the Save Point by the notice in the bottom right of the screen. In this game, just an ordinary enemy can also be a boss, because you must fight with your Fear Level which is sensitively lost, and your enemies are not vulgar, attacking desperately, especially when you are new players. A rule to play Fear Effect 2 : Save frequently, save repeatedly, save everytime you have finished a step, even it's just a small step, because you can be killed anytime and it'll be a pain to replay again. About how to save, just step on the Save Point. Then open your inventory, using the Cellular Phone. You'll be asked to save or not.

#### SWITCH CHARACTERS

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In Fear Effect 2, you have four playable characters : Hana, Rain, Jacob and Glas. Not like some common games, these four will be switched repeatedly, as the process is continueing to that one. Once you switch, I suggest you should save. You can't anticipate what will happen with the other characters. Your switched characters will be restored all Fear Level.

DISC CHANGED

~~~~~

If you have played Resident Evil or some common games, you have got acquainted with a game including many discs and you follow the right order of their numbers to continue the game. But in Fear Effect 2, you have 4 discs and the order of discs doesn't follow the ordinary order 1-2-3-4. Each parts of the game requires a disc and it doesn't have orders. I just introduce this first to you, the game will remind the next disc you must input.

## SUBTITLES

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This should be turned on. I assure that there are some people who are not very fluent at hearing English when the characters are talking, so the subtitles will be useful for you to obtain the story processing in the game.

DIFFICULTIES

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There's no Easy Mode. You choose between Normal and Hard Mode. If you are new or afraid of challenges, pick Normal Mode - which is hard enough for you to play. Hard Mode will have less ammo and stronger and dangerous enemies that will not convenient for you if you are new.

## AUTO DRAW

~~~~~

Turning this on or off is up to you. Sometimes it's not completely useful. You'll know when playing the game.

SAVE BEACON

~~~~~

Yeah, very important. As usual, if you let this off, you can't see the Save Points on your way, and the only way to know them is wandering around and being noticed at the bottom right of the screen. And it's harder to find them right ? So turn it on if you want to have biggest "insurrance".

## CLASSIC & 3D CONTROL

~~~~~

Well then, Fear Effect 2 has two control styles for you to choose : Classic (like Resident Evil or Parasite Eve II) and 3D (like Final Fantasy or Parasite Eve I). If you are a crazy fan of Resident Evil, just let Classic style. I also think this style is suiter with a game like Fear Effect. But if not, just choose 3D for your convenience.

Another note : Analog control pad can't be used in this game. The making of buttons will cause trouble while playing. So you should use the basic control pad with no other functions.

Okay, this is the default control of the game. You can change it by pressing the button at the function you want :

Cross Button	Fire/Quick Draw
Triangle Button	Action/Select Weapon
Square Button	Inventory Forward
Circle Button	Inventory Back
Right 1	Run (while pressing directional buttons)
Right 2	Crouch
Left 1	Quick turn 180 degrees
Left 2	Evade (while pressing directional buttons)

Directional Buttons :

- Classic :

- + Up : Go forward
- + Down : Go backward/Retreat
- + Left : Rotate left

+ Right : Rotate right

- 3D :

+ Up : Go forward

+ Down : Go backward

+ Left : Go left

+ Right : Go left

7/ WEAPONS

You start with some given weapons. But in your process through the game, you can find more cool things from enemies or some places. You use weapons by equipping them from the inventory, or if not, choose "Holster".

MELEE (Hana)

Attack by arms and legs, as Hana will execute a rotating kick (This is her usual skill) or somesault kick (She just does this when exploring the 86th floor). This is used in short distance.

KNIFE (Rain)

Like the Combat Knife in Resident Evil, you use it to cut enemies in short distance. This is anyway, not a good weapon. Do you use it ?

SMAKJACK (Glas)

Like a club, Glas uses it to strike enemies in short distance.

BRASS KNUCKLES (Jacob)

It's not only a short-ranged weapon of Deke, but a thing used to threaten and knock out people. Its sharp looks dangerous. Let's see how he uses it to kill people. Bloody !

PISTOL HANDGUN

Ammo used : Pistol Ammo

An ordinary handgun that is used like Resident Evil, shooting single shot with justified power. It can be used with easy enemies, but not very safe. If in some other games, Handgun is often the most common weapon you use, but in Fear Effect 2, you just use it for fun and it'll be a pain to deal with enemies by this thing. The object is that ammo of Pistol is supplied very much in the game, while you can use none of them. Generally, don't use it in serious bases.

PISTOL x 2

Ammo used : Pistol Ammo

Wow, you can use pair of them by collecting two guns. Just like the single one, but you hold the two and shoot at the same time, like the M-100P in RE Code Veronica. Of course, although the power might be a little better, that doesn't mean you can use them as your main weapon.

UZI

Ammo used : Uzi Ammo

A handgun with auto-shot. An UZI holds 15 bullets each time and casts all of them once using. That means it takes a few time to reload. This is not convenient when fighting enemies, and it's hard for you to reload it in just a very fast moment. But its power is not bad, you may use it sometimes for enemies with little strength, but don't use it always.

UZI x 2

Ammo used : Uzi ammo

Made from two single UZI with double-power.

ASSAULT RIFLE

Ammo used : Rifle Ammo

It holds 30 bullets each time. Like the Machine Gun of RE, you use Assault Rifle to finish an enemy quickly without being hit by them. Some of enemies can immune to them. You use this weapon to finish the dangerous enemies who could attack continuously, like Fixers or skeletons. The good point is that your continuous shots can prevent the victims from moving or acting that you can scratch them until they die. Rifle Ammo is pretty popular and easy to find. The paralyzing effect will help you alot while fighting foes, even some strong bosses like Planner.

SHOTGUN

Ammo used : Shot Ammo

Along with Assault Rifle, Shotgun is a standard weapon of all playable characters. It can be used to knock group of enemies, but the power is not really strong.

ARC TASER

Ammo used : Charged Electricity

This looks like the electrified M4A1 in Parasite Eve II. This weapon will be your good friend and its ammo is unlimited because you reload it by charging the electricity. You begin to possess it after getting Jin's package. Using the rule of electricity, this gun can continuously shock many enemies at the same time; the electricity goes to any objects that can be affected by it. Then the Arc Taser will automatically charge the electricity until it's full. But later, there would be some enemies can prevent it, so that change your "friend" at that time.

EMP (Hana and Glas)

Ammo used : None

This gun need charged before casting flash. Keep pressing the fire button, until the sound has come to its end, then "Boom". A large flash over the screen will stun mechanical enemies around. Use this when you are surrounded by Fixers in the Aqueduct. This thing is just useful to evade from danger, it can't attack. But a major weakness is that the charging time is rather long, when the petrified time is just a moment. So then you must change your weapons as soon as possible to finish your enemies before they bring back consciousness. The flash from EMP has a large range that even enemies out of current camera angle can be affected, it's also hard for you that Fear Effect 2 is not good at putting camera angles. So be careful !

SONIC BOOM (Rain and Jacob)

Ammo used : None

Just has the same effect as the EMP. Hold down the fire button until it charges to the top, then stop pressing. Some waves from the weapon will be cast, mystifying all the enemies around you. Just like the EMP, the charging time is long when your enemies can only be blocked for a moment. In the game, you must use it at least once with Jacob to save Hana being caught by group of zombies in the Temple of Xi'an. Just be careful when using it, or you don't need to use it. Both are good. I won't use it, except it's really necessary. But I think that will never happen.

ROCKET LAUNCHER 480

Ammo used : Rockets

I think it looks like a Grenade Launcher more than a Rocket. You can find this weapon randomly in the game. Its power is similar to Grenade Launcher, not as powerful as the huge Rocket Launcher of Resident Evil. Like the Shotgun, Rocket Launcher has pretty large range effective with many enemies around. If you shoot enemies at a very close range, you'll be damaged too. But it can be used to replace the EMP when you are surrounded. Anyway, not like Resident Evil, it's not the best weapon in the game. You can use it with some enemies, but with others it could be a danger source. But this thing might be useful for powerful enemies close the end.

SS 2000

Ammo used : Flame Canister

It's like the Flamethrower of Resident Evil, can be used to fight those annoying enemies like Cateyes or Acrobats. But not all enemies are affected by it. By keeping pressing the fire button, you can cast flame continually to the opponents until they die. And if you don't want to be troubled when shooting, pressing the Triangle button to fully reload the weapon.

GL 120

Ammo used : Grenade Ammo

Grenade Launcher. It shots look like Acid Rounds in Resident Evil. But it's a pity when the Grenade Launcher of Fear Effect 2 is not various like that. But it's also annoying too. One shot can knock a close enemy.

But reality, when you press the fire button, a grenade is cast away and bursts once touching any enemies. I don't know if this is an advantage or disadvantage. But I don't like to use a weapon of this kind. But it might be a little effective with the zombies in the Temple of Xi'an with Jacob.

PLASMA WRISTS

Ammo used : None

You use this with Rain in Wing Chune 80th floor, while you wear like a yellow guard (acrobats) to explore the place safely. Poor us in this situation ! Once you wear like an acrobat, this is your only weapon can be used and it's unlucky not to be a strong weapon. You shoot three shots once with this in regular intervals. But it's neither powerful or accurate, especially when you fight those yellow acrobats who can somesault to avoid your shots easily. It's more terrible when you must use it only to fight Planner #2 - who holds an Assault-Rocket launcher with you (+_+).

CHAIN GUNS

They are the gatling guns of the robots which shoot continuously.

ROCKET LAUNCHER 880

Well, another gun of the robots.

8/ E N E M I E S

GREEN FIXERS

Location : Aqueduct

Attack : Gun

Well, you face tons of these in Part One - Aqueduct. They are small robots created as guards to protect properties. They attack any strangers in charge and kill them at once by their guns. They use cameras ans sense organs to recognize moving objects.

PURPLE FIXERS

Location : Aqueduct

Attack : Gatling Gun

Similar to Green Fixers, but drop down from the celing in a sudden and attack by Gatling Gun.

RED FIXERS

Location : Aqueduct

Attack : Grenades

Similar to Green Fixers but attack by throwing grenades which cause bigger damage.

SCARED TECHNICIANS

Location : Aqueduct
Attack : Gun

They are technicians of Wing Chune aqueduct who are scared by the death tragedies there. They seem insane and do things differently. But you make them scaredm they could attack you desperately by guns. So just attack them as soon as possible, when they don't have time to pay you.

WING CHUNE GUARDS

Location : Wing Chune Garden
Attack : Gun

They are the guards who protect Wing Chune building in the important party for VIPs only. You wander in the garden and you'll meet several of them after eacg step. They don't often attack in each one, but attack in group including two or three people. That's the real trouble to fight against these guys when you are completely single. So the Arc Taser is the best weapon for them. But anyway, you must be sure that your Arc Taser has already been loaded before facing them. It will be the real death if your gun stops while shooting.

BLUE CATEYES

Location : Wing Chune security room, 1st floor
86th floor, Wing Chune building
Attack : Strike, self-bomb, kamikaze

These things might be artificial products which are created to help the guards in Wing Chune security system. The eyes that can recognize strangers are rather dangerous when they come to close you. You'll be struck continually and die within some seconds if you can't do anything to turn against. When they die, it's stupid for you to touch them because they will cause kamikaze by exploding or self-bomb to damage you and you can be killed easily by your carelessness. Be careful with these guys, okay ?

RED CATEYES

Location : 86th floor, Wing Chune building
Attack : Strike, self-bomb, kamikaze

They are mostly similar to the blue ones, but seem tougher and stronger. When they are defeated, it's not sure that they have already died. Sometimes they will wake up again to play with you. Just a few electricity from Arc Taser could kill them at that time. Then you must stay away before being damaged by their kamikaze.

YELLOW ACROBATS - BIOFEM SENTINEL

Location : 80th and 86th floor, Wing Chune Building
Attack : Plasma Wrist

Reality, they are just the female guards who protect the research area of Wing Chune Building. But they have been trained with fast jump and

somesault positions so that they can sometimes avoid your shot and gather to kill you by Plasma Wrist. But you can easily use sneak kill to knock them easily with Arc Taser or SS 2000. But anyway, they are still strong enemies when you must fight them with your Plasma Wrist (just play the game, you'll know why.)

TEMPLE ZOMBIES

Location : The Temple of Xi'an

Attack : Strike

Call them whatever you want. I call them "zombies" because they look like the bloody zombies in Resident Evil series : stupid and dispirited. You meet tons of them in the Temple of Xi'an. When dying they could leave for you Rockets and Shot ammo. Their only attack is striking. Then you'll think of them as a vulgar enemy right ? Yes, that's true, but not completely true. Let's see what happen when they like attacking in crowded groups than in single. Rocket Launcher and Arc Taser might be good. I also discover that SS 2000 is greater at this. With this gun, you can completely kill them just at the first continuous shot while other guns just make them down for a while. It's very easy to beat them in single, but not easy to beat them in groups.

GUARDIAN SOULS

Location : The Temple of Xi'an

Attack : Thrust, swell

Call them whatever you like. They are some kinds of traditional demons in Asian ancient opinions (Yeah, because I'm an Asian and I'm pretty familiar with them in films). If you want to know more about this enemy, refer to my "Special Section" in "Other Stuffs about Fear Effect 2" written by the author of this guide.

You see that they attack by two "hand claws" thrusting you and make you swelled or petrified. It seems they are immortal and no weapon can be used to kill them completely (Maybe they must be killed at the same time, like Legend of Dragoons... No, don't worry about it, I just joke...). So now let's AVOID !

DEMON KIDS

Location : Queen's Tomb

Attack : Sword slash

Some other FAQs call them "skeleton warriors". But I feel that they look like some wooden figures that joke with the characters and their funny laugh, so I call them "Demon Kids". They use a sword to attack. When you first meet them, you may think that's just some useless thingy mess. But when you come, those pieces of mess will combine to one another into a complete figure, holding an old shield and a sword to fight you. Even when you haven't fought them yet, their appearance also damage a great deal of your Fear Level to red quickly. So if you face them, quickly choose one of two choices : Run away or kill them.

DEMON KNIGHTS

Location : Queen's Tomb

Attack : Sword slash

You see several of them in the tomb. As usual, they are useless statues guarding the area. But when you touch them, or you have just finished some steps, they suddenly move and live as living creature, holding their equipments and attack you without saying a word. As the Demon Kids, they damage you alot even when you just see them as useless statues. So always alert ! With these demon things, the Rocket Launcher 480 is the only nice weapon I can use.

STONEMEN

Location : Queen's Tomb, Tomb Trials

Attack : Hit, throw dashing boulders

You see three guys in this game : The first one is the fake Deke, the other two are in Tomb Trials. Of course, there's no tactic for the two other guys because you don't need to beat them. But with the fake Deke, you can refer to the walkthrough at Part Five to know because he's a boss.

HELL MONSTERS

Location : The Garden - Penglai Shan Island

Attack : Strike

These monsters can damage a great deal of Fear Level and appear in group. They are sent to annoy Hana in her way to find Rain. The danger is that these monsters could use teleport to attack from your back, ad now you need quick thinking and actions to aim at them and shoot in time. I can't assure for your life in this stage. The best way is keeping your calmness and don't be patient, you'll pass anyway. They all completely immune to Arc Taser and SS 2000. Assault Rifle, Uzi and Pistol are not convenient to fight them. You can choose either Rocket Launcher 480 or Shotgun to punish them. Either one correct rocket or two shotgun shots can knock them at once. Just pay attention to where they will teleport to.

ROBOTS (MECHS)

Location : Glas'past

Attack : Chain Gun, Rocket Launcher 880

They look like the robot Glas controlled in the Temple of Xi'an. But these things are already trained in military to protect the areas. They are giant and slow, using strong Gatling Gun from their hands to kill enemies. It's not good for you to play with these things because you're not theit enemy. Just avoid as much as you can and don't let them corner you. I think there's no way to kill them.

MILITARY SOLDIERS

Location : Glas'past

Attack : Machine Gun or Flamethrower

I don't think these human beings are vulgar like Acrobats or guards. They can roll and defend like you do. They can avoid your shots and do everything you could do. I don't know what is the best way for these guys. If you fight each of them, one or two Rockets can kill them easily. But if they attack in group, try to use R2 + Directional buttons and EMP to save your life from being surrounded. Then turn reverse. The

nice weapons for them might be Rocket Launcher 480 and Shotgun if you can be fast in aiming.

*The bosses are mentioned clearly in the walkthrough. You can refer and play at the same time. I can list shortly here :

- The Planner - Aqueduct
- BioFem Supervisor - Wing Chune Building
- Demon Wall - Queen's Tomb
- Fake Deke - Queen's Tomb
- Hell Monsters - Eight Immortal Tower
- The Fifth Immortal - Eight Immortal Tower
- Royce Glas - Eight Immortal Tower
- Rachel Kazra & Mist Qin - Genomic Void

9/ W A L K T H R O U G H

!-----!
! AUTHOR'S NOTE : !
! This walkthrough will include Boss Strategies and some !
! tactics used in necessary situations that have been all !
! tested by the author when playing. Feel free to use them. !
! But you don't need to just follow mine. You can create !
! your own strategies and use it. And it will be a big !
! appreciate if I can share them with you. So please email !
! me if you have any ideas about the guide or new tactics. !
! Thank you !
!-----!

You begin with Disc 1.

%%%

PART ONE : THE AQUEDUCT

Disc : 1

Enemies : Fixers, Scared Technicians

Items : Metal Hook, Yellow Keycard, Green Keycard,
Mirror Segment, Machine Cog, Video Tape A,
Video tape B, Fixer Piston, Fixer Head Key,
Fixer Battery, Fixer Chip

%%%

In the first intro, you see Deke in bad state and Glas is drunk. Hana has done some mission (some murder, maybe). Then Jin calls her to take part in the next one in Wing Chune building.

After the long film, you begin with Hana and Rain in the sewer system of Wing Chune building. The first Save Point is under your feet. When Rain goes away, just follow her. In the next room, go along the way until you see Rain in the next area. After the talk, you begin your real adventure here.

=====

AS HANA

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The right door takes to an area tht flooded with water, so you can't go there. So enter then left one. You are in a path. The first door you see is locked inside. Check the next door if you like. You see something light yellow on the ground, but you can't do anything with it now. Just go along the path, until you step on a Save Point. Save here if you don't want to be startled. Equip the Assault Rifle soon, then just some more steps... you see some green Fixers aim towards you. Knock them out by shooting the Assault Rifle correctly to them, they could after some quick shots.

Go to the north left dark path in the screen. You see some holes showing the below floor. A Fixer is going, then a big group of killer rats come to it. Although the Fixer has tried to shoot them, but the rats are more crowded than it could bear, then the Fixer must get a miserable fate. Hana is frightened. Then get the Metal Hook there. Return to the screen where you fought two Fixers, take the north right path. You find a door locked by the Yellow Keycard. Okay, now get back to the room where you see something on the ground. Use the Metal Hook to open the lid, Hana grabs Yellow Keycard. Use it to open the door you saw. Climb down the ladder and turn the generator level. Rain has received your signal and she tells you to return with her.

As Rain told you, climb up the ladder and go back. When you are on the path to return, many green Fixers has wandered around the way. Try to get rid of them because you will still pass this place more. There will be some purple Fixers - which use Gatling Gun to attack - drop down in front of you. Aim at them and kill them soon or the dead one will be you. If you feel they are too crowd to attack, make your chance to use the EMP. This is a mess and it's not easy to use it here.

When you have met Rain, something has happened with the system and Rain is locked in the doubled-door in front of Hana. Hana couldn't do anything more and Rain tells her to switch the generator lever again. Then make your way to return there. Another purple Fixer could drop down in that place. Return to the Fixer path, use the Yellow Keycard to get in again and turn the generator lever. Something troubles again and Rain can't be rescued out.

=====

AS RAIN

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Someone is watching her from a monitor. That guy controls the room Rain is in full of poisonous steams cast from the rows of holes at two sides. Save before you pass them to the other side. The steams will cast and stop gradually, you stand in your position, learning their order and then make a fast chance to pass them all. Open the door at this side. In this corridor, kill some Fixers here. The left door is locked, you go straight and climb down the ladder. Save here if you want, then go in the door.

In this place, you see some blocking platforms. This is really a trap ! When you go from this side to the other side, it'll be very easy. Just run next, next, next to the end. The block can't touch you when you continue to run. When you go in opposite way, it'll be very hard and you

must learn the order before beginning to pass them.

In the next path, there's a Fixer here. Kill it, grab the Uzi behind the box. Then just run to the other door.

Well done, after entering this door, you go to a hell. Rain is frightened by some dead bodies of technicians killed miserably, then there are some Fixers and scared Technicians here. Be careful in this place because the dark atmosphere will make you hard to observe. Kill them with each one. When you kill some, just return to the door you have entered for some rush moment, then get in again and knock out all of them.

There are two other doors here. Turn to Rain's left to the red door and get through. There are some Fixers here and two doors. Get in the first door where there is a control panel and a puzzle. You input the Flash Disc to the computer. But then the door is locked, and you have 2 minutes to solve the puzzle to unlock the door. If not, you'll die.

80 AND 86 PUZZLE

The control panel will give you two numbers 80 and 86 which are shown incompletely. And what you have to do is to choose one style of the given lines on the right that make the complete number. I will let you know the answer if I can. But because the styles are always changed, so I can't do a complete guide here. But I think it might be one of these :

80 : 1-2-3-4-c-d

86 : 1-2-3-4-a-d

or

80 : 1-2-3-4-c-d

86 : 1-3-4-a-c-d

with any order.

But I think it'll be easy to understand. Try to solve it before 2 minutes run out. Good luck !

Then return to the lab hall where you see the technicians' bodies, get in the third door. Here you are in an area with two other doors. The door on the outside is locked by a code and now you can't open it. The door on the inside is unlocked, but blocked by a technician. Just take him out and get in that door. You come to a corridor with two doors (not one) at Rain's left and another white door which is opened. Kill the Fixer here. At the end of corridor, you see a spoiled Fixer lying on the floor and the door beside it is locked. Ignore it and go to the white door.

ONE OR TWO DOORS ?

At the end of this part, there have been many people who complain that they can't find the two slow bombs to disarm them because there's just one room and they don't see the other. But this is just a trick of camera angles. Let me draw here :

!D!

!F!

```

                !3!
            ___DS_DS___!_!
D___1___!___2___D

```

- D : door
- DS : Separated doors
- F : Spoiled Fixer
- 1 : Camera angle limitation 1
- 2 : Camera angle limitation 2
- 3 : Camera angle limitation 3

I have used a "!" on the way to separate two camera angles 1 and 2. Do you see anything ? When you stand in camera limitation 1, you only see the left separated door. And when you stand in the second limitation, you only see the right one. Their locations are close to each other so that many people think they are the same door. But you have been deceived : THEY ARE TWO SEPARATED DOORS. So now do you understand ?

Get in the white door. You see two machines. First, solve the puzzle in the right machine :

PUMP PUZZLE

On the upper right side of the machine, there is a row of some letters : BCDEF correlating 54321. That means :

- B = 5
- C = 4
- D = 3
- E = 2
- F = 1

And the left side will be your solution. There are three row beginning with red, blue and yellow. In the right of each row there are five random letters. As the translation I wrote above, you press the numbers as the order of that row following the letters. First, you enter the code for blue row, then yellow row and the last is red.

!		!		!		!
!	BLUE	!	YELLOW	!	RED	! B C D E F
!		!		!		! 5 4 3 2 1
!		!		!		!

```

          !---!!---!!---!!---!!---!  !!!!!~~~~!  !-----!
Red      ! 1 !! 2 !! 3 !! 4 !! 5 !  !!!!!      !  ! D F C B E  !
          !---!!---!!---!!---!!---!  !!!!!~~~~!  !-----!

          !---!!---!!---!!---!!---!  !!!!!~~~~!  !-----!
Blue     ! 1 !! 2 !! 3 !! 4 !! 5 !  !!!!!      !  ! C B F E D  !
          !---!!---!!---!!---!!---!  !!!!!~~~~!  !-----!

          !---!!---!!---!!---!!---!  !!!!!~~~~!  !-----!
Yellow  ! 1 !! 2 !! 3 !! 4 !! 5 !  !!!!!      !  ! E D C B F  !
          !---!!---!!---!!---!!---!  !!!!!~~~~!  !-----!

```

- Blue : 3, 1, 4, 5, 2
- Yellow : 4, 5, 1, 2, 3
- Red : 2, 3, 4, 5, 1

After you finish, the pump system is operated.

Well done, solve the next puzzle at the left machine :

DRAINING WATER PUZZLE

You must fill some numbers from the bottom to make complete columns. The first row numbers plus the numbers you choose are the numbers below. At the bottom, the upper row includes numbers that more than zero, the below one includes numbers less than zero. Simple Mathematics : 2, 5, 10, 13, -1.

After you do all the above, the flooded water will be drained. Then Rain will phone Hana and you switch to Hana to continue.

AS HANA

She is still in the position where you turned the lever. But now everything is all ruined. Pass the bridge to the other side, go along the path. Hana notices the Video Tape A on the floor. But then shutter is front of her is forced, as something strong is trying to push it down. Now you must keep your calm, then step slowly close the Video Tape A, then a giant group of killer rats will chase you. RUN ! Run like hell ! Run immediately ! Use the 180 degree quick turn and run. Remember to run at the bridge or you'll be blocked and your fate will be the same as the Fixer you saw which was killed by these rats. If you pass the bridge promptly, the rats will all run into the sewer.

After that, go along the path, collecting the Video Tape A. You see a room. Get in, kill the Technicians and grab Fixer Piston and some other things. Then get out and continue, you come to a cross road with two scared technicians. Finish them. Run to the south to observe the steam board. Remember its order, then go to the north and solve the puzzle as the steam board you saw.

STEAM BOARD PUZZLE

As you saw the sample steam board, the order is : 5 blue, 4 blue, 3 yellow and 2 yellow. Make the similar at this board :

```

!~~~~~!
!
!      !~!  !~!  !~!  !~!  !
!      ! !  ! !  ! !  ! !  !
!      !--! !--! !--! !--!  !
!      ! B!  ! !  ! !  ! !  !
!      !--! !--! !--! !--!  !
!      ! B!  ! B!  ! !  ! !  !
!      !--! !--! !--! !--!  !
!      ! B!  ! B!  ! Y!  ! !  !
!      !--! !--! !--! !--!  !
!      ! B!  ! B!  ! Y!  ! Y!  !
!      !--! !--! !--! !--!  !
!      ! B!  ! B!  ! Y!  ! Y!  !
!      !__!  !__!  !__!  !__!  !

```

! !
! !
! _____ !

1st column : 5 blue
2nd column : 4 blue
3rd column : 3 yellow
4th column : 2 yellow

After that, the steam casted in the path will disappear. You go along that path, talking to the wounded technicians. He will tell you about some guy who is watching behind behind the characters and also the person who has caused all these...

=====
AS RAIN
=====

Get out of current room. When you just go out of the corridor, you see someone has just passed. There might be some Fixers and Technicians on your way back, so be careful ! Return to the lab hall, that mysterious one is waiting for you and wants to deal with you a fight :

BOSS : PLANNER

Equip the Assault Rifle with you. Then run and try to avoid his electrified blade. Use the large space of the room. The best way to get away from is running to an obstacle (like barrels in the room). Then run aside to pass it. The Planner is stupid that he won't avoid the obstacle, continue to reach you in uselessness. Use that chance to shoot contunually at him. Don't let him have chance to chase you. Shoot continuously until he's down.

When Rain gets close to him, the Planner suddenly gets up and strikes her. Rain lies on the ground, losing consciousness...

=====
AS HANA
=====

The Technician will give you Greeb Keycard and Mirror Segment. Then climb up the ladder near there. Collecting the Machine Cog on the ground, then open the door out.

You have returned to the area where you meet the first Fixers. There are still some Fixers that can drop suddenly from the ceiling to play with you. Always be careful when passing this place. Do you remember the place where Rain is separated from you. The right door there was flooded by water. But now you return to there. For Rain has solved the puzzle to drain the water, you can go to that area.

There is a ladder and a Fixer below. This is a red Fixer that can use Grenades to joke you that makes a great damage. Climb down the ladder, keep a safe distance from it and kill it before it could explode to hurt you. There's another spoiled Fixer here. Grab the Fixer Head Key from it. Pass it and go up the next door. You'll realize that Rain has passed by the other door. So now climb down the ladder (there's Fixer dropping

here). Then get in the door. Pass the blocking platforms easily and reach the lab hall. Rain and Planner are not here anymore, instead of them are some annoying red Fixers, so be careful. Now Fixers re-appear around this area. Always prepare your weapon when going anywhere. In this lab hall, try to find an old machine at a corner of the hall and put the Machine Cog in it. Then get in the red door in the hall. Kill the Fixer here to get Video Tape B. Go to the left door. At the machine, input either Video Tape A or B to see what you want.

The Video Tape A is an advertisement movie about Fixers and how it attacks strangers. Great stuff !

The Video Tape B shows a technician saying a code which you'll use it to open the locked door near the area of the wrecked Fixer you have gone with Rain. The code is 92572. Write it down if you don't have a good memory. Then back to the lab hall, go to the orange door to that corridor. I suggest you should save here before solving the code.

On the way to that door, you'll face another Fixer. Just take it out. First, prepare your Assault Rifle carefully. Then touch the door and enter the code 92572. There are two red Fixers at first of you, try to kill them all, grab Pistol Ammo and Rifle ammo from them. You see a slide path on the left. Go down it : "I don't think so..." - said Hana. Because there are tons of Fixers here who are protecting the place. Hana will refuse to advance in the first time, but if you still control her to go on, your result will be "Game Over". So now it's not your way. Just go straight to the upper floor til the end.

Open the shutter to go inside. First, you observe this room carefully. You see a rising edge in the north of the room. Try to pay attention. Go to the end of the room and turn to Hana's left to a corner where there is a steam reactor. To deceive the Fixers, Hana decides to destroy something here that will pull them all here. And she must hide somewhere before they come. Now use the Blasting Caps to ruin the steam reactor. After that, you get a full Rush Moment. Hide yourself in the rising edge while the Fixers come to see what's happening. If you don't hide, they will at once shoot you to die. When they are busy with their work, you get out of there. There are three red Fixers waiting for you outside. Use the Assault Rifle to take them out to get ammo. If you're afraid, just try to pass them and go out to heal yourself. Then return to kill them.

Now all the guard Fixers are locked in the steam reactor room. You can get down the below path to check. Find the Fixer Chip and get out.

You just need to find one more part of the wrecked Fixer. Now you return to the area where Rain and Hana first entered. On the way you go, you face a red Fixer wandering in the path. Just take a safe distance and shoot it with the Assault Rifle, before it could explode. Then get the Fixer Battery. Now you have all 4 parts to repair the Fixer at the corridor where Rain has gone.

Return to that place. With the Fixer Head Key, you can put all the parts in the squares below of the screen to complete the Fixer. After that, the recovered Fixer will help you repair the locked door beside it. Get in it.

There's a scared Technician here. Kill him out. Use the Save Point before descending the ladder because you're going to face a boss fight. It takes you to a large hall. Something is moving in the right corner of

the hall. Just observe it... It's Rain (Let's see how she is tied +_+). When Rain is needing your help, the Planner appears again. He wants to catch you like he did with Rain. Hana will grab a full Rush Moment when the fight starts

BOSS : PLANNER - 2ND FIGHT

Well, his weapon is still an electrified blade. And he still calls you with the "lovely" name "kitties" (I'm wondering...). Before get in the battle, you can observe the hall. There are about six electrified waterfalls falling at the two opposite walls. That will be your strategy to take out this chubby guy. The boss' health is shown on the top right of the screen.

When the fight begins, run away from Planner first. Then you use one of these tactics to kill him.

STRATEGY #1 : USING AMMO TO KILL PLANNER

I just introduce this strategy for you. But please don't use it. You can completely take him out by ammo, but it's not easy and it takes you tons of ammunitions that you may not have enough. Besides, the Planner's speed is fast enough to touch you sometimes. So it's desperate to kill him by yourself. Just read this for fun.

STRATEGY #2 : USING ELETRICITY

As I reminded you to observe the electrified waterfalls in the hall, you must use them to kill Planner as the best and safest tactic. Equip the Assault Rifle. Then run away from the Planner near the waterfall area. Run to the opposite direction of the waterfall you want to use, then use the 180 degree quick turn, aiming at Planner correctly and shoot him continuously as soon as possible. The continuous power of the shots will push Planner to the waterfall and he's shocked badly. It takes him 1/3 his health. But then our "good boy" will come to play with you. Run around the waterfalls and try to avoid his strike as much as you could. Just try to repeat the trick for three times to wipe all the Planner's health. Then he will lost consciousness, lying on the ground.

Now Rain needs you very much. Rescue her and then have a talk. Rain will tell you that the Planner has put two bombs around here to ruin the place and themselves. Rain knows where they are. She will unlock the two orange doors in the wrecked Fixer corridor and your next work is to disarm all of them. Your limit time is 2 minutes. If you can't complete your mission before time out, all of you will die. So climb up the ladder and exit through the door.

You can re-read my explanation about this corridor when Rain has first come here. After the turn, you see some orange door in the left at the second camera angle, then you see some orange door in the right at the first camera angle. They are ntwo separated doors, not the same. They are thw two rooms that the bombs are in. The first one has a Technician inside, kill him and stop the bomb by standing next to it, pressing the Triangle Button (Use button). Then go to the next door which there is a red Fixer, do the same.

After that, the time disappears and you are still safe. Return with Rain. I remind you to save again if you are a new player, because something sudden will happen. Hana wants to ask her what has happened. But the Planner has woken up and he doesn't let you live (freak !?). An explosion happens and it comes to Hana and Rain...

When you have just taken control of Hana, keep pressing the R1 and directional buttons and run forward while the bomb fire is coming behind you. In the end, turn to Hana's left and continue to run. Run like hell ! Just run straight until you see Rain who is trying to unlock the final escape. Press the Triangle Button at her immediately. If you didn't promptly with Hana, both Hana and Rain are exploded to pieces. If you have done well, then both of you run out, Hana still tries to close the door and then you're safe...

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PART TWO : WING CHUNE CHRISTMAS BANQUET

Disc 2

Enemies : Guards

Items : Jin's Package, Filled Glass, Fingerprinted Empty
Glass, Hair Sample, Bridge Control Card, Elevator
Keycard.

%%%

At the film, Hana changes her clothes to the party (hilarious !!!). And Rain takes over the outside area. Before begin this part, I suggest you to know how to fight. Your enemies mainly are human being (guards). So the Crouch button will be useful during the adventure because the guard could attack you violently when they find you. Crouching and stepping will protect you from them, except they accidentally see you by their eyes. When shooting them, it's better to shoot and crouch at the same time. Now equip yourself with the Uzi x 2 or Pistol x 2 (these are my weapons, you can pick the others if you like). While Hana is searching in the party, Rain's mission is to get Jin's Package in the garden outside of Wing Chune.

=====

AS RAIN

=====

Save before you go. This outside area is protected very tightly and you'll face tons of guards here. Open the door, there are three guards going around outside. Crouch and use sneak kill with them. I repeat : crouch and shoot at the same time. That would be safer. Go along the path (I like its beauty in the night...). There might be some more guards here. You'll come to a slide path in the end. There are three guards below, so take them out before getting down. When you haven't got the Arc Taser, just use Uzi x 2 or Assault Rifle to attack. Don't worry about the reloading time, just calm down and continue.

When you get down completely, you see another slide path beside it. Before going on it, you should have a view at this place. It has a pool and a waterfall. Try to pay attention to it. Then get on the next slide path. Three other guards are here. Crouch and kill them all to grab their ammo. Go forward, you see a door on another slide path. Go on and open it.

This is a beautiful labyrinth. There are several guards here, so watch out ! You'll be welcomed by a guard. Kill him. Your first glance has two ways. You go to the upper way to save (Another guard is here, too). Then go on the below path. Go until you see something red under a wall. Push

on it, the wall will be pulled up and you see the scene downside. But now you can't get down by this way. So now continue to search the labyrinth deeply. Fight the guards and turn to Rain's left, go until you find another secret door like the previous one. Step on the red rug, the wall door is opened. Rain says she can't jump down because the guards are below. Don't try to jump or you die again. Open your inventory and use the Sniper Scope. A film is shown. Rain aims at the two guards below and kill them all (skilful !). Then you'll jump down right ? No, this is not the way to jump. Return to the first secret wall you saw. Step on the red rug. You see the banners flying. Shoot at two of them, then Rain will hold it and jump down safely. Jin's package is just nearby the pool. Grab it now. Rain phones Hana that she has got the package. And then you take control of Hana in the party.

=====
AS HANA
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Before starting, please read this.

ADVICES FOR PLAYING THIS PART

If you have seen the connecting film between Disc 1 and Disc 2 change, Rain will remind Hana about this before she gets in the party.

You are in a major party that is for VIPs only. So that means the security system here is very tight. Save before doing anything here. Then run carefully. Everybody here are dressing beautifully, except the black guys. They are the guards of the area. Two of them are here. You can see that they hold something on their hand and check around. Those devices are used to recognize metal and weapons that are forbidden in such place. So you MUSTN'T equip your weapon, or they will catch you and everything is over. Another action which could end your game is that you go near the guards. Although you don't equip weapons, but weapons are stored in your body, and with the special devices, the guard could recognize you easily. So that you must run carefully and keep away from them. You can feel if the guards could recognize you or not by hearing the sounds of the devices. The bigger the sounds are, the closer the guards come to you. So you must find the way to stay away immediately. If they get close, you're caught.

Each floor has two guards like this. And you are on the first floor. These guards are just adsent in restrooms for women and men both.

Avoid the first two guards and go on the elevator. You have some new items in your inventory : Silver VIP Bracelet and Dress. Well done, you could see the Men restroom has been blocked by a guy. Because now you can't go there (but Rain will). Check around this place, you don't see anything major beside the locked elevator and the women's restroom. There's a Save Point in the Women's Restroom. You can't go o the elevator now. So get on the third floor. There is a bar at first. Go down, you see another door with red carpet and two black guards at two side. Get close to them, use your Silver VIP Bracelet. But then the guard will tell you : "Sorry, Miss. This is for VIPs only..." You can't go there. Now then your adventure is stopped temporarily. Get back to 2nd floor.

Here you pay attention to a guy who is standing next to the slide path to the third floor, holding a glass of wine. Have a talk with him (What a "goat" !) The guy will tell you to have the Gold VIP Bracelet if you want to get in the VIP area. When talk is finished, you go on the third

floor or anywhere to change screen. Then get back with him to talk again. Now Hana will ask him to give her the Filled Glass. Then you really go on third floor.

Go around the place, until you meet a mysterious person called Shao Chiu. It seems that Hana has made him surge his feeling. Then he's willing to give her the Gold VIP Bracelet and a Bell. When Hana has gone, Shao Chiu is talked by a Chinese woman in red (You'll meet her later in the game, even Shao Chiu).

Give up the Gold Bracelet to the guards, he'll let you get in the VIP area. This is a beautiful balcony. From here, you can see the whole scenery over the city. Maybe that's the reason why it's for VIPs only. There are two guards with weapon-recognize deives here, so be careful. Turn to your right (Hana's left), go along the balcony, until you see a white man - Doctor Won Liu who has researched about Retro Helix. This is a VIP of the party. Talk to him. Hana will get acquainted with him and they "kiss" each other. But in fact, Hana just wants to have his Hair Sample. She gets it while the doctor is "fascinated" by the kiss. Well then, you have Hair Sample and Fingerprinted Empty Glass. Hana phones Rain to continue her work.

=====
AS RAIN
=====

In this adventure, sometimes Hana will phone Rain to ask what she is going. So don't be surprised about that.

In the place where Rain is, there are two fuse boxes : the one nearby the pool now can't be operated, the other one is on the south right wall. Use Maintenance Key Card to operate it. Some stairs are led to the deeper secret door of the labyrinth. Now you have got the weapon Arc Taser from Jin's Package. So now equip it (See its use in "Weapons" section). Get on it.

There's something new here. From the secret door you're standing, go deeper to the end of the labyrinth and check carefully. You'll see some area that you haven't checked before. Then you see a valve. This valve controls the waterfall in the garden. When you turn it, the waterfall is stopped. You receive a Rush Moment.

Now many guards return around the labyrinth again. So be careful while going. If you are patient, always go in crouch position so that you could solve necessary dangerous situations promptly. Well, get out of the damn maze to the garden. After you have finished any guards by Art Taser, I remind you to find a safe place to stay until the Arc Taser is full. Now the situation is very dangerous and your small mistake could make you die easily.

Three guards have been waiting for you in the garden. Use the Arc Taser to get all of them. Get down the slide path, go around to find the waterfall. Now it's a door instead of the waterfall which has been stopped. Prepare your Arc Taser very carefully, your health should be completely full. And then climb up the ladder, get through the door.

Three guards around you and attack you desperately. With the Arc Taser, try to keep your X button certainly and aim with one of them. The electricity will affect all the guards. Crouch and shoot. Well, if the

Arc Taser is suddenly empty, GET OUT SOON ! Waiting until it's full, go in and take the rest like you did in the first time.

*I have just got this place in Hard Mode, using Assault Rifle, not Arc Taser. I have discovered that Arc Taser is not the only best here. The weakness of the Arc Taser is that when it runs out of electricity while shooting, you can do nothing in bad state and a confusion invades your mind. With the Assault Rifle, I have killed the three guards quickly and still kept the green state, not yellow or red. As I said, the Assault Rifle can petrify the enemies when they are shot. Just turn your aim very fast and calm down, killing this one to the other. So you can finish them all without losing so much health.

Okay, you go through the door on Rain's right. Go downstairs. There's a Save Point before the next door. You can save if you like. Get inside that door by using Flash Disc. Kill the guard first. Then again use the Flash Disc inputting to the computer. You face a puzzle.

GEOMETRY SHAPE PUZZLE

The screen will have some geometry shapes. Your mission is to choose directions Up, Down, Left, Right to draw shape into the same as the samples on the left.

+ Normal Mode

Shape 1 : Down-Up-Down-Up-Down-Up-Down-Up

Shape 2 : Up-Down-Up-Down-Up-Down-Up-Down

Shape 3 : Up-Up-Up-Up-Down-Up-Up-Up

Shape 4 : Down-Down-Up-Down-Down-Down-Up-Down

Shape 5 : Down-Left-Down-Left-Down-Left-Down-Left

Shape 6 : Down-Right-Up-Left-Down-Up-Down-Up

+ Hard Mode

Shape 1 : Up-Down-Up-Down-Up-Down-Up-Down

Shape 2 : Down-Left-Down-Left-Down-Left-Down-Left

Shape 3 : Down-Right-Up-Left-Down-Up-Down-Up

Shape 4 : Down-Up-Left-Down-Down-Down-Right-Up

Shape 5 : Down-Left-Right-Down-Down-Left-Right-Right

Shape 6 : Left-Down-Right-Up-Down-Down-Left-Up

After solving the above puzzle, you get to next room and solve the electronic puzzle.

ELECTRONIC PUZZLE

The control panel gives you a board with some electronic connection. The current voltage is 14.00. Your mission now is arrange more connections to the board to reduce the voltage to zero. The voltage is shown on the left side. The connecting pieces are in the squares at the bottom screen. You use the Square and Circle button to rotate the pieces into suitable shape to connect.

When you put a piece in a square, if you hear a big sound, that means you have put right and the voltage will be decreased 1 each time. There are three styles of connecting pieces : Straight, Fork and Corner. You rotate and put these things into suitable positions. This is what the game first give you :

	A	B	C	D	E	F	G				
	I	I	I	I	!	I	I	I	!	I	I
1	I	--!--	I	I-----I-----!	I	!---I	I	--!	I	I	I
	I	!	I	I	I	!	I	!	I	!	I
2	I	--!--	I	I-----I	I	I	!	I	!	I	I
	I	I	I	I	I	I	!	I	!	I	I
3	I	I	I	I-----I---	!	I	!---I	I	---	!	I
	I	I	I	I	I	!	I	I	I	!	I
4	I	!---I	I	!	I	!---!	I	!---I---	!	I	I
	I	!	I	I	!	I	!	I	!	I	I
5	I	I	I	!---I	I	I---	!	I	I	I	I
	I	I	I	!	I	I	I	I	I	I	I

And the connecting pieces :

I	I	I	I			
I-----I---	!	---	I	!	---	I
I	I	!	I	!	I	

Straight Fork Corner

Well, you arrange the board until it's :

	A	B	C	D	E	F	G	H			
	I	I	I	I	!	I	I	I	!	I	I
1	I	--!--	I	I-----I-----!	I	!---I---	!	I	--!	I	I
	I	!	I	I	I	!	I	!	I	!	I
2	I	--!--	I	!---I-----I-----I---	!	I	!	I	!	I	I
	I	I	!	I	I	I	!	I	!	I	I
3	I-----I---	!	---	I-----I-----I---	!	I	!---I-----I---	!	I	I	I
	I	I	I	I	I	!	I	I	I	!	I
4	I	!---I	I	!	I	!---I---	!	I	!---I---	!	I
	I	!	I	I	!	I	!	I	!	I	I
5	I	I	I	!---I	!	---	I-----I---	!	I	!---I---	!
	I	I	I	!	I	I	I	I	I	I	I

* Straight pieces :
Horizontal : 2D, 3A, 3C, 3G, 5E
Vertical : 4H

* Fork pieces : 3B

* Corner pieces :
Top left : 2B, 4D
Top right : 1F
Bottom left : 5D, 5G
Bottom right : 2E, 5H

After finishing, move the mark to OK button and press. The voltage is zero that will make the security system is spoiled and you can freely act here.

Now go to the next door, you see a lot of monitors and the elevator control panel. There's another door here. But don't try to get in. A lot of guards and cateyes are there and they will kill you at once if you try to open the door. Touch the elevator control panel and arrange them at the same colors. This is hard to explain, especially for a bad English known guy like me. But I'll try :

ELEVATOR CONTROL PANEL PUZZLE

This is a box containing six fuses with different colours : green, pink, white, yellow, blue and red. Try to pay attention to a rectangle screen on the left side. It shows the order you must rearrange. Each fuse can just be released when it has no electricity. The electricity is taken from the junctions on two heads of each fuse. That means you must remove at least one junction to an empty blank to release the fuse. There is an empty blank on the top row and one in the bottom row for you to remove. But when doing that, don't remove the junction to the head (blank) which is the same colour of the fuse you want to released. The electricity is still taken to it and that's a relation between the fuse and the blanks. Remember that order, and then do with each two fuses at the same time to change their positions as the left screen shows. Example : You want to change the position of blue and red fuses to each other's, just take out the electricity by removing the right junctions. Then exchange.

The right order is : White-Green-Pink-Yellow-Blue-Red
Try until you finish.

After that, Rain will radio Hana that she has finished her work. Now the guards re-appear everywhere when you go out. You will get a full Rush Moment after solving all the puzzles. On the way out, you see a guard in each puzzle room. Use the Arc Taser or any weapons you think to be convenient. Then go upstairs. Another one is waiting before you get out of here. Just take him out. Get out of the door and finish next three guys wandering outside. Now you must crouch again and use sneak kills to prevent yourself from being surrounded. Crouching and walking to the slide path leading to the matrix, three other guards are here too. Try to kill them when they have been all in your aim. Grab their ammo and get into the matrix (the labyrinth, okay ?).

One or two guys is near the Save Point. Two or three guys are inside. Try to take each of them each time, because it'll be a trouble if you let them recognize and surround you, while your Arc Taser just has limit. Well done, return the secret door with the stairs. Go down to the pool, use the Bridge Control Card on the box nearby it. Then Rain will change her clothes to the banquet. (Children MUSTN'T see this !).

Ah ! Rain looks good in the ball dress. She will begin the party at the elevator of first floor. As Hana said, you must find a security guy that was "mediced" by Hana and now he must be somewhere to get rid of his illness because of Hana's chemistry.

Get on 2nd floor. Oh yeah, the WC for men now is free. If that guy wants to be "free", he should be there. Well, then you go there soon.

That guy is doing something in the end of the restroom. But before him there are two black guards who are also in "free state". Don't worry, they don't bring security devices. But if you face them, one of them will "politely" ask you to go out. And you must redo everything. When you get in, try to avoid those guys and touch your target. The guy is feeling bad. Rain pretends to relieve him, but reality, she has stolen his Elevator Keycard. Okay, your mission has been successful. Now get out and find the elevator, access the Elevator Keycard. Get in it and wait for Hana.

=====
AS HANA
=====

Hana has just got out from the VIP area. So control her to get down second floor, then reach the elevator where Rain is. Use anything to press the elevator button and get in with Rain. Although their plan has been successful, but there's still a camera in the elevator. The guards have seen them and asked them to go out. Rain is frightened, but Hana doesn't. If you don't know how to do to stop the guards, your game will be over. So what do we do now ?

Let Hana stands near the camera. Then use her dress. Hana hugs Rain and says "Boys, this is private !"... (Kids, close your eyes !)... Hana's tactic was too "good" that the guards don't do anything on her and Rain. Then they climb out of the elevator and change clothes.

%%%

PART THREE : 80TH AND 86TH FLOOR - WING CHUNE BUILDING
Disc 1

- Enemies : Cateyes, Acrobats
- Items : Biohazard Keycard, Bypass Keycard, Video Room Keycard, Dispersion Canister, Security Keycard, Genetic ID Card, E.L.P, Centrifuge Tubes, Purified Tubes, Blood Blot A, Nucleus Blot T, Gland Blot G, Cell Blot C, Adenosine Disc, Thymine Disc, Cytosine Disc, Guanine Disc.

%%%

Hana and Rain split to each other : Hana searches the 86th floor and Rain takes over the 80th floor. You begin with Hana (I think she looks cool in this blue costume).

=====

AS HANA

=====

Save your game here if you want. Then go forward and climb up the ladder in front of you. Climb up, climb up and the elevator will go up. If you are not fast enough, it will turn Hana into a piece of cake. Then she will continue her work by herself. You switch to Rain who is at 80th floor to take over this place.

=====

AS RAIN

=====

You are in a large hall. In the screen, you see the double door is very the elevator. So you don't need to mention it. There are two doors on your left and right side. The south way of the hall takes you to a bridge. Now let's go to the right door first.

Kill the Acrobat here by Arc Taser. You get Biohazard Keycard from her corpse (seems like Resident Evil). Then go to search the door at the end of this corridor. Check it, you see a code 836745 and a circle of number buttons that can't be unlocked now. Just remember this position and you go out of this place.

Return to the large hall, take the south path to go pass the bridge. There's a Save Point here and a door in the end. I suggest you should save here. Then use Biohazard Keycard to open that door. You enter a smaller hall. The south wall has a switch, but now you can do nothing with it. The right door is currently inaccessible. So now you just can enter the left door. This is the room for acrobats which there are some guard suits put here. Get to the corner and put them on. Rain dresses like a guard here. Then another guard suddenly appears and asks her if she has seen someone passing there. Rain will try to answer the questions and receive Video Room Keycard and Bypass Keycard.

Now your only weapon is the Plasma Wrist. See "Weapons" section to know about this thing. You have get changed like an acrobat. But DON'T EQUIP the Plasma Wrist or you'll be attacked by other acrobats.

Get out of that room. Then pass the bridge, return to the large hall. Get in the left door with the corridor. With the Video Room Keycard, you can now enter Video Room. There are a lot monitors here. You find them and enter the code 836745. Well then, all the monitors are turned on. You check the computer next to them.

VIDEO ROOM PUZZLE

This is not a very hard puzzle. It's a pity that I can't make a chart to illustrate here. But it's easy to understand here. The screen is a little labyrinth with some arrows that are going to certain directions in each way. There is an unchangeable green point in the center of the labyrinth. You, as the moving red point, must pass the arrows to touch the green point. It might be easy if you just hear. But it's pretty troubled when you do-it-yourself. You can pass from way to way. But when you are in a way, the arrows will push you to its direction that it's not easy to continue going. Choose the most convenient way to reach the

target. The nearest way from the green point has the strongest arrows. So keep your patience in good condition first. Then try again.

In Hard Mode, the speed of arrows are faster. But it doesn't matter if you have got acquainted with it as a fan of Fear Effect.

Now you check all the monitors in the room to know. Seven of them are useless, just some stupid scenes. Then you can find one of them shows you the code of the door in the right corridor of the hall. Copy it down : 4615207. Another shows you some weird codes that are arranged in columns. You should try to remember that order because you'll know what it is later. Okay, do you finish ? Let's get back to the large hall.

Go to the right door in the hall, check the door in the end, using the code you have copied to unlock it. Then go in. There might be some annoying acrobats on your way, so always be careful. I can't be sure if they suspect you or not, even if you have worn like them. There's another door in this room. Use Bypass Keycard to unlock it and get in. Operate the computer by the Flash Disc. You face another puzzle and now it's the unknown puzzle you have seen in Video Room.

NUMBER ARRANGEMENT PUZZLE

You have seen the image in the Video Room. But it's really hard to remember just for a moment. So now I think I could help you pass this. In the screen there are six columns as six symbols you must arrange in right places. That code is 42B3DA. It will be :

- 4 - 1st column
3rd row
- 2 - 2nd column
5th row
- B - 3rd column
6th row
- 3 - 4th column
2nd row
- D - 5th column
6th row
- A - 6th column
4th row

Well done, you have the right code connected to each other like the screen you saw in Video Room :

```
- - - - -  
- - - 3 - -  
4 - - - - -  
- - - - - A  
- 2 - - - -  
- - B - D -
```

Rain has completed in her work. She phones Hana to continue her work. But Hana is faced with a serious trouble. You switch to her to solve it and search the place as Hana.

=====

You'll know what your trouble is. Hana is locked in an experiment room and she can't go out when the death is coming within 30 seconds. Now as Hana, you quickly run to the only door in the room. Equip any guns and pay attention to a fusebox on the right of the door. Hana could auto-aim at it. So you might know what we will do : Destroy it as soon as possible by guns. "Blaaaahhh..." The fuse is broken, the power source has problem. Now everything is all right. You get the Dispersion Canister in the left, then get out.

In this room, you can see a red computer here that you can do nothing with it. Try to remember this location.

There's a Save Point in this hall. It's necessary to save here because you'll pass this place frequently. Arc Taser is now a good weapon. An acrobat wanders here. You joke with her, then rob the Security Keycard. You see two doors : one is on the right and one in front. First, go to the front door. You are in another corridor with three more doors. Enter the door in the end of corridor. This is the power room. Two of the three fuses managing the power to the areas were destroyed by you when you had been locked. You set the only fuse to the top row. Then get out of that room and exit the corridor to the hall.

Use the Security Keycard to open the right door. It takes you to a bridge, then to another area. You could face some Cateyes here. Just take them out by the Arc Taser. Don't let them come close to you because they could use kamikaze with you. After that, grab all the ammo in the room, then check the left corner. There are two doors. Stand in front of the left door, using Blasting Caps to ruin the lock (let's see how Hana pushes the button... sexy...). Then get in. An acrobat and a Cateye are waiting there. If you could keep your fire and crouch button safely, with the Arc Taser, you can kill them at the moment. Remember to take them when you have just entered, or you'll be killed. The only reason to come here is getting weapons. You grab a SS 2000 and Rocket Launcher 480. Are you ready ? Let's get out.

You have the right door to go in. There should be some enemies here. You go to the machine at the corner. Input the Hair Sample on the counter. After loading, it gives you Genetic ID Card.

You see a green computer that seems similar to the red one you saw in the first experiment room. Remember this location too.

Now you temporarily get out of this place. Go through the bridge and return to the small hall with the Save Point. Open the front door again to the corridor.

In this corridor, you can go to the nearest room, touching the first computer to find out about the rule of DNA sequences (This is pretty necessary because you will have to solve a puzzle involved the DNA like this). The computer will tell you that DNA sequences are created from four elements : Adenosine (A - red), Thymine (T - yellow), Guanine (G - green) and Cytosine (C - blue). The Adenosine is combined with Thymine, the Guanine is combined with Cytosine to make a complete DNA sequence. Copy down this rule, you'll use it later.

There's another computer in this room. It's yellow...yeah...similar to the previous two. Remember it.

Now then get back to the corridor and go to the power room. Move the fuse to the second row that will supply power to a cylinder machine somewhere. Then get out and open the next door. There are two acrobats and you can kill them easily with Arc Taser or SS 2000. There's another door here too. Touch it, using the Genetic ID Card to unlock. You get in a weird path. If you just go and go, you'll be killed irrationally. So now you must know what will kill you here. Use the Dispersion Canister to cover the path. You use it when you come close to the death position. So now they are the invisible wall lasers that are put here. The lasers are on and off regularly. Just wait until they are off, then pass. There are small distances between each two lasers, you can stand there for safe when preparing to pass.

When Hana has reached opposite door at last, she faces another problem : There are so many Cateyes and guards in the next room. It'll be desperate to enter by herself. She phones Rain for help.

=====
AS RAIN
=====

Rain now is still in the computer room you have entered. Knowing Hana's trouble, you must help her anyway. Go back to the monitor room just next to the room you're standing. Then activate the right computer where you solved the point puzzle. Rain will control the Cateyes to be in confusion, killing themselves and kill all the damn guards. The she reports Hana to continue.

=====
AS HANA
=====

Get in the room. There's a Save Point and all the Cateyes are defeated. Don't worry, they won't explode. Just save as usual.

The last computer is here - the blue one. Well then, you may feel some relations between these computers and the DNA colors right ? Just wait and continue to play.

Now there's nothing to do here. Get in the next door, fight the Cateyes. Observing the room, you see a cylinder machine in your left, another door and a cabin. Use E.L.P (you can think whatever it is, because I don't know) to unlock the cabin, getting the Centrifuge Tubes. You have supplied power to the cylinder machine, so now put in the Centrifuge Tubes to get Purified Tubes.

After that, you return to the power room, move the fuse to the lowest row. Then get back to the experiment room where Hana shot the fusebox. Then check again the whole room. In the right corner of the camera angle, you can find some analysing machine - which you have supplied power by moving the fuse. Use the Purified Tubes on it, you have Blood Blot A, Nucleus Blot T, Cell Blot C and Gland Blot G. Now maybe you

understand what to do with these things. Remember where you have seen the computers :

- Access the Blood Blot A to the red computer to get Adenosine Disc.
- Access the Nucleus Blot T to the yellow computer to get Thymine Disc.
- Access the Gland Blot G to the green computer to get Guanine Disc.
- Access the Cell Blot C to the blue computer to get Cytosine Disc.

Well done, when you have all the discs, go to the room where you see the cylinder machine, then get in the monitor room. Three cateyes have been knocked out and lying here. Don't worry about them. Just operate the main computer, then begin to solve a puzzle.

DNA SEQUENCE PUZZLE

Well, do you remember what you have learnt from the computer ? The rule to create DNA sequence is the combinations between Adenosine and Thymine (Red and Yellow), Guanine and Cytosine (Green and Blue). Just remember that order, you can solve this puzzle easily. I decide not to tell you specific about this puzzle because I don't think it's hard.

- Use Triangle Button to pick and move the pieces you want to add to the sequence.
- Use directional button (left or right) to see the next or previous part of the sequence.
- Use Circle and Square button to rotate the pieces into the right form that can suit the sequence.

The original DNA sequence which has some missing parts will be shown on the top of the screen. The pieces are on the bottom. Your mission is to fill the missing parts with the suitable pieces. The DNA sequence are created from given elements I have told you above. Relying on the colours of the pieces, you choose and rotate them until they suit : Red <> Yellow, Green <> Blue. Okay ? Good luck !

After that, Hana phones Rain to report the process. But then, she sees someone pursuing her with an assault rocket. Rain still calls Hana in the phone, but now Hana has no time to reply. She runs out from danger while the guy shoots a rocket launcher that breaks the bridge where Hana is going. But she's still alive... in a funny situation. The guy has gone...

=====
AS RAIN
=====

Rain has known that Hana is still alive (huff...). So now it's time for her to do the last mission. You get out of that area, return to the bridge and save here if you like. Then get to the next room. Now you can push the red switch on the wall. It unlocks a secret area, and now you must enter as a real acrobat with no weapon (even the Plasma Wrist). Everybody is working here. You search the room and find the researcher in green suit. Talk to her, she will tell you to access the DNA Virus and take you to another room. But... you are not an acrobat... you are Rain... and your mission is not to do this... so what is it ? Destruction... oh yeah...

Before destroying, Save at the point near the door. You'll be troubled after this important event. Use the Blasting Caps on the system to make

an explosion and destroy everything. Now you are really recognized and you must get out of here. Equip the Plasma Wrist with you. There are three acrobats waiting for you in the research room. I don't think it's easy to knock those out with just a Plasma Wrist. I ran away from them. Not very hard. If you could run in right directional cleverly, you wouldn't get hit or just get one hit. In the next room, a Cateye and an acrobat are surrounding. Kill the Cateye if you can, then avoid the acrobat (I avoid all of them). When you go out, three other acrobats guard here. Run or shoot, it's up to you. But I will run... run like hell... When you have reached the bridge, it's TEMPORARILY safe... Save here, MUST SAVE ! SAVE ANYWAY ! Equip your Plasma Wrist carefully. Then run to the large hall.

Oh no, the shutter is slowly closed !

Hey, don't have your calmness lost ! Just run straight ! Rain will do the rest if you come in time. If not, you have no way to go. And then the alive acrobats will come to put a miserable end to your life. If you do well, Rain will execute a beautiful flight through the center among the shutters. But it's not over yet... Our "good boy" has come - the guy with an assault rocket launcher...

BOSS STRATEGY : BIOFEM SUPERVISOR

I think he is very the Planner we met in the Aqueduct. Because he doesn't surprise by your present. He has been back with a terrible weapon, not a useless eletrified blade. Our good boy is so "intelligent" (+_+).

It would be an easy fight if you start as your ordinary costume. But now you are dressing like an acrobat, and your only weapon is the useless Plasma Wrist. So then maybe this can be considered as a real challenge. Planner shoots you by either Assault shots or rockets. He shoots assault shots while rotating, and shoots the rocket at certain target. To evade assault shots is not very easy because he shoots them in circle, just run as far as you ccan around him. To avoid rockets is a little easier but sometimes he can aim at a position where he guessses you will come (really intelligent) and then you'll be hit if you still continue to come in the trap.

When you first start the battle, keep pressing the R2 button to crouch, then try to shoot him correctly at the same time. He will come close to you and shoot you with assault shots. Then you stand up, running to other convenient position, crouch and continue to shoot him. He will be down for a while after losing 1/3 his health. Then you continue to do the same at this second time. But now he will shoot you with assault shots along with rockets. Then at the third time, he will use rockets more than assault shots. This time you can't hurry. Just be patient to move aside when he begins to cast a rocket. It will take you longer to defeat him, but safer to save your life until the end.

Rain steals the rocket and something else from the Planner. Then she goes down the elevator with Hana. They return to the party with no one there anymore...

%%%

PART FOUR : THE TEMPLE OF XI'AN

Disc 4

Enemies : Temple zombies, Guardian Souls

Items : Genetic Marker, Diesel Fuel, Machine Key, Elevator
Lock Key, Ancient Red Crank, Ancient Gold Crank,
Archeology Key, Mirror Segment, Phoenix Amulet,
Peach, Storage Room Key, Dynamite.

%%%

While Rain and Hana are planning something and Hana doesn't want Rain to take part in this, you are taken to another place, with another character. He is doing some missions to earn money, by killing people to get what he needs. That's the mercenary - Jacob "Deke" Decourt.

Let's see how he kill the victim. Cold-blooded and bloody... That's really Deke.

=====
AS DEKE
=====

Save here first (I suggest). Check the corpse Deke has just killed to grab Genetic Marker. After that, you get out. A researcher recognizes Deke, but then he uses a grenade to destroy the place and defends. When you just take Deke's control, control to run straight, run, run until the end. If not, you'll be exploded into pieces...

Deke has just completed his mission asked by a Chinese guy. But it seems that this is a trap for him. He is mediced and thrown to some remote places. Before being brought, he sees someone looks like Rain ? No, Rain never does such bad thing... Who is that ?...

Deke was thrown to the Temple of Xi'an. Then he must find the way to get out. But now he is surrounded by some temple zombies. You will take control of him now, knock out those things by any weapons you like. Then find a door to get out.

Observe the yard, you see a wall-destruct machine and a door. Get in the door to find Diesel Fuel, then Machine Key from a zombie. In the yard, you find the wall-destruct machine on the right side. Fill the Diesel Fuel to the machine, then climb up to it, using Machine Key to operate the machine. Deke will use the machine to destroy the front wall to open more ways. The Chinese guy who deceived him accidentally passes, and of course, Deke could use this chance of million to get revenge in laugh. After he jumps down, you take control of him.

Go straight to the house, killing three zombies. You grab Elevator Lock Key and Rocket Launcher 480 (you should let some for Glas and Hana, they are the people who really need it). You see some other doors. Use any weapon to shoot the lock of the red door. Get some ammo, then shoot another lock of another red door. Save here if you like. Then use the Elevator Lock Key to get down the elevator there. You press the left button to go out.

Go deeper to the canyon. You see three doors. The double door between two others are carved with two red and gold Chinese dragons (Yeah, they are different from European dragons). You can't enter this door now. Two other doors are the red one on the right and the yellow on the left. Each door has three sudden zombies. Get in the red door to grab Ancient Gold Crank from the wall of a red dragon. Then exit, get in the yellow one to find Ancient Red Crank from the wall of a gold dragon. Then you put the Ancient Red Crank on the wall of red dragon, the Ancient Gold Crank on the gold dragon -> the double door is unlocked. Enter it.

You see a door in the north, but there's nothing here. There's a Save Point here. You should use it because the next room could surprise you for a while. Get down the path, fighting two dropping zombies and grab their ammo. Then get in the door there. Some stupid zombie has removed the mirror of that door that locked Deke inside. There are three "guests" in this room - a very familiar ghosts of Asians. I don't know how to call them. Just temporarily call "Guardian Souls".

Well then, it seems that these guys are immortal. I have tried a lot of weapons but died before seeing the result. This is an interesting story of a Chinese tribe. You can read my "Other Stuffs about Fear Effect 2" in "Special Section".

As Deke, you just try to avoid them (not difficult, don't worry !). Run to the bottom right corner and get in the door. But then, Deke is attacked by a group of zombies.

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AS HANA

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* Not only Hana, but Glas is here too. He may intend to bomb the place, but then the woman in red - who was with Shao Chiu in the Wing Chune Party - appears as a ghost and talks to Glas. After giving him the Phoenix lucky charm, she disappears also like a ghost...

Hana has entered the Temple by dropping down a place that Deke has searched before. When getting in the double door, you return to the Save Point just before the room where the Guardian Souls are. But now you can't open that door because the Mirror has been lost. So then you get out to the canyon, go up the elevator. Just go as Deke has done, you find more zombies and one of them keeps the Archeology Key. Then get out of the red door. Kill three zombies and grab the Rocket Launcher 480. There's a door beside that Deke couldn't get in. But Hana can use the Archeology Key to unlock. This room is full of Guardian Souls. Use all your thought and fast reactions to avoid them, getting the next Mirror Segment. This room isn't large enough for you to run freely. You have the complete Mirror. Now return to the hall before the Guardian Soul room. Two zombies could drop down to welcome you. Use the Mirror to open the Guardian Soul Room. Okay, run like hell to the bottom right and run out from that door.

You don't see Deke here, but zombies. Some zombies land down to play with you. Take them out if you like and enter the next door. It's a long path taking to another door. While you are going, there might be two or three guys dropping down from the ceiling. Wipe them all and remember to grab Shot ammo or Rockets. Go along the path and get through the last door of Hana's part.

Hana is going, a zombie from the celing scratches her arm. But then Hana shoots its heart and it dies. But then three other ones suddenly surround her. But then Deke comes. He saves Hana and kills them by himself...

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AS DEKE

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When you take control of Deke, he is being surrounded by those three zombies and equipped with a Sonic Boom. First, use this thing as fast as you can to temporarily stun the guys. Then try to run out from their circle, equipping the Grenade Launcher to kill them all. After that, you get in the door where Hana has got through. Go to the top and have a talk with Hana and Glas. Glas gives Hana two Bandages. But then some interruption of nature split them. Glas is left and he must find the way to escape himself...

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AS GLAS
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Glas is smart enough to hide in a huge robot and control it (This thing is too familiar with him, you'll know why later). You control the robot to shoot at the surrounding zombies by its gatling gun. But you still lose Fear Level if the zombies scratch you as usual. Then you destroy every wall on your way. After a while, the robot is dropped to a big hole and Glas gets out...

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AS HANA
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Hana is in the Temple area. Instead of reaching the top like Deke, you get in the right door on the way. Many zombies are waiting for you. It's a pretty trouble for you to fight here. One zombie is no matter, but a crowded group of zombies are wild tribes. So just try to kill each of them by usual strategy til the last one. There are two ladders in the room. Climb up one of them until you see Deke. There's a little riot between Hana and Deke. But then Rain (is this Rain or the woman Deke met when being deceived ?) appears and shoots some sleep shot to Deke. Hana blames her and forces her to run away...

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AS RAIN
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Rain finds another way to return to Hana and Deke. Just run straight until you reach the area that Deke has passed. Then get in the right door on the way and chases Hana. Deke catches Rain and forces Hana to do what he wants... Both of them have gone...

* This is the last time you control Rain. If you can, please get her the Rocket Launcher 480 if either Deke or Hana hadn't got it. You'll need it for Rain in the last battle. The only one you can get now is in the room with Guardian Souls where you grabbed the second Mirror Segment (if Hana didn't get it).

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AS GLAS
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You are lost in the area where Hana and Deke have passed. Get on the elevator and return to the old area. Then you get through the exit. Glas wants to escape, and then he meets a mysterious old man who tells him what he thinks to be "stupid". The old man gives Glas a Peach and Storage Room Key. When Glas is cursing, he will be surprised when the old man disappears, as the woman in red has done.

Return to the house, then unlock the only locked door you see. Two zombies appear pretty fast and then you must try anyway to fight them. Then grab the Dynamite (There's another Rocket Launcher 480, great !). Get back to the wrecked robot, check the area around it. You find a place that can be exploded. Use the Dynamite to ruin the rocks. But after you have just done this, press the retreat button to prevent Glas from decreasing his Fear Level from the little explosion. You are taken to the dragon canyon. Go as Deke has done.

You can grab tons of Rockets on the way. When you go to the room where Hana was surrounded, three zombies are waiting for you just at the entrance. So be careful, using the Arc Taser to kill them all if you don't get acquainted with using EMP. After that, following Deke's path, killing three zombies there. Pick the right door to go. Glas sees Hana standing on the top, shooting the dropping zombies from the ceiling. And you, as the one standing on the ground, finish them with the last shot. When the film has just been ended, Glas is equipped with the Pistol x 2. You can also use this thing if you have much ammo. But if not, try to change weapons when the zombies don't prompt to touch you. It will be a big trouble if they gather all around you...

Another funny riot between Hana and Glas happens. But the result is that the fight is a draw. So then Hana wants Glas to go with her to the Royal Tomb. Glas will wait, and you start with Hana.

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PART FIVE - EXPLORING THE TOMB

Disc 3

Enemies : Demon kids, Demon knights

Items : Hair Pin, Gold Bullion, Moon Coin, Sun Coin,
Butterfly Coin, Lily Coin, Bull Coin, Terra
Cotta Key, Astronomy Key, Remains, Clay Jar,
Emeperor's Plague, Bravery Medal, Mercury
Vial, Pearl

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AS HANA

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You are at a Save Point in Tomb Entry. Prepare your Rocket Launcher, go straight and turn left, then open the door.

You are entering your real challenge. Observe the room first. You see a box in the center of the room. Five sides of it has been decorated with five art images : Sun, Moon, Butterfly, Lily and Bull skull. Look at Hana's left : There's something like a door drawn with the same Butterfly and Moon. Then turn right and check the ladder. In the upper platform of the ladder, there's a similar "door" with the same Moon and Sun. Both of these doors currently can't be entered because they are just walls now. Okay, find a path in your left. First, you see a door in the left side. This door has nothing major beside Shot ammo and three Demon Kids. I won't get in just for a little Shot ammo when I must lose my health by those Demons. But if you really want to get, just fight one of the three kids, then get out for the Fear Level to be restored. Then get in again and fight the next one. Then get out... It will make you

not to lose so much to grab the Shot Ammo.

Exit that door, go along the path. On the way, you see five symbols carved on the right wall : Sun, Butterfly, Bull skull, Moon and Lily.

COIN HOLES

You see five coin holes on the way. On the top of each one has a similar art symbol you saw from the weird "doors" and the box in the room. You need five coins to put in the holes. Then depending on what coins you put out, the panel will unlock the ways that locked by those coins. Such as if you want to unlock the door with Butterfly and Moon shape on it, you must access the Moon and Butterfly Coin and then put them out following the right order on the door. Then the door will be unlocked for a limited time, and you must enter it within that time. When the time is out, that door is locked again and you must repeat the action to open it. So remember the symbol orders you saw on the doors. It would be necessary.

But now you can do nothing with them. You continue going along the path, until you reach a circular hall. There's a door here too and it's locked. You find and climb down a ladder. Go around the below floor, until you see a bull shadow appear. He tells you to stop looking for Rain...

The shadow gives you Hair Pin, Gold Bullion, Moon Coin and Sun Coin. Climb up the ladder, return to the Coin Panel on the wall. Access the Moon Coin and Sun Coin that the two symbols are lit. Then you take out the two coins, and press the only button in the bottom of the panel, you hear some sounds. That means the door with Moon and Sun shape has been unlocked. You have 30 seconds to get in it. Run fast to the main area, climb up the ladder and enter the door. A Demon Knight is waiting here and you can kill him by Rocket Launcher if you like. But if I were you, I'll get the Terra Cotta Key and run away as soon as possible, because you won't get in this place again. But you must have the Terra Cotta Key, okay ?

Now then, go to the circular hall, using Terra Cotta Key to unlock the door. Oh...this room seems beautifully mysterious and dreadful. There's a fresh water pool in the center and two useless statues on the two sides (Not useless statues...) In the end of the room, you find a door decorated with Butterfly, Lily and Moon. Then the shadow appears again... It says something confusing and sends you to an illusion world.

ILLUSION WORLD #1 - THE INN OF A DEAD

It's as if Hana returns to the ancient era, wearing Chinese costume and living in a place of ancient China. You are in an old inn whose owner is the old man next to you. Give the Gold Bullion to him and ask for room (Gold Bullion has been used as money of ancient Chinese...). The old man notices you that there were two students who had rented the room Hana wants. But then the student who lived there suddenly suicided by hanging himself with unknown reason. Anyway, you must rent that room to continue the game. Just let Hana get in it.

Go to the other side of the bed and sleep. Hana has got a restless sleep. The image of the hangman appears in her mind as if she has seen it by herself. After Hana has got up, you get out of the inn and talk to

the old man about your restless sleep. He just tells you that you have been warned before. Now then you just continue to sleep for another night. But you bring the Mirror with you. When Hana sleeps, the image of the hangman is reflected in the Mirror and he couldn't annoy Hana. The student was dead for his foolish. You've got Butterfly Coin.

You are sent to the real world with a full Rush Moment. But now the useless statues - Demon Knights - have really acted. I suggest you should kill them now if you can, because you'll pass this place more times. Then you get out of the room.

Return to the Coin holes, access the Butterfly Coin. Now you take out the Butterfly and Moon Coin and enter. The left door decorated with Butterfly and Moon are unlocked. Within 30 seconds, you get in it easily.

Three Demon Kids will welcome you at first. I suggest you to run, fighting these guys will damage you a lot even you aren't hit, you are still frightened by them. The next area is the Tomb Planks. Below you is "hellfire". There's a Save Point here. Checking the place, you see three doors : One is in front, one is in the right, the other is separated by a broken plank. First, enter the front door first. You "get" a Demon Knight and grab Dig Key. It's not hard to fight him, but you won't go in this room anymore. Then turn to the right door. Some Demon Knights are here too. Try to kill them first, then grab the Wood Plank. Now you go to the door that is separated, fill the Wood Plank to make a way. Then let Hana go there. The shadow appears again, saying about some "twin" (Are they Rain and the mysterious similar woman Deke has met ?). You enter the second world of illusion and past.

ILLUSION WORLD #2 - THE GHOST WITH RED SLIPS

You are in another place. There are a man and a woman next to you. Talk to them. They are crying about their miserable daughter who were lost mysteriously. The daughter always wears a pair red slips that she loves very much. Then they give you Astronomy Key. Go to the left, go upstairs, using Astronomy Key to open the door.

Remember what the shadow says about dragon and phoenix or something. Go to the south, you see a picture of a dragon with a light day. You can pull up or pull down its window. Now check the wall at the opposite of that picture, you find another window that can be opened. Pull it up, the picture of an egg or something like that - the picture of darkness. These pictures can be considered to show a full day. When you open the picture of darkness, the outside world now is the night. Get out of the room...

Something has passed. Chase after it. It has red slips... No, it's the ghost of the daughter who the man and the woman has mentioned. The girl suddenly jumps down the well. You pull up the mug of the well, there is the girl's Remains here. Take them. Return to the room, shutdown the darkness. Then you go outside, as the light day.

Give the Remains to the man and the woman. They have known that their daughter has died. To thank you for finding their daughter's Remains, they give you Lily Coin.

After that, you'll return to the real world. Now some Demon Knights want to play with you too. So be careful before anything could happen. Well, try to get out of that room. Then go out of the Tomb Planks and back to the main area. Find the Coin row again, access the Lily Coin. Then you take out the coins as this order : Butterfly, Lily and Moon. The room near the sacred pool is unlocked for 40 minutes. So now you may know where to go. Get in the door in the circular hall. There might be some Demon Kids re-appear here. Run pass them if you like and get in the door decorated with Butterfly, Lily and Moon. You come to a circular room. Prepare your rocket launcher before stepping. Then you face a boss...

BOSS STRATEGY : DEMON WALL

This demon wall has three faces : Human being, Skeleton and Demon Bull. At first, you will think that there are three bosses. But you have been deceived. You just have an only boss here : The Demon Bull. The Human and the Skeleton just appear to confuse you. The Human Being attacks Hana's left. The Skeleton attacks Hana's right. The Demon Bull attacks most all sides. So now when the Human Being or Skeleton appear, you don't shoot, just move aside to the opposite side of their magic. It's easy here.

When you face Demon Bull on the wall, Demon Bull soon attacks you by its magic. You use your Rocket Launcher to shoot it constantly and continually until it disappears. You can see its health in the top right of the screen. But then you'll ask me how to avoid the bull's magic ? When you avoid, your best position to stand is the BOTTOM LEFT or RIGHT, NOT COMPLETELY RIGHT SIDE OR LEFT SIDE. Because if you just stand in right or left side, you can avoid Human and Skeleton's cast but not with Demon Bull's magic. If you stand at the bottom, the bull's magic may not reach you to damage. Then the Rocket Launcher can't damage you too for safe distance. Remember, just shoot the Demon Bull only !

The face where Demon Bull is defeated leaves a hole. You get in that hall and see the bull shadow again. It tells you more clues about unknown things and takes you to the third illusion :

ILLUSION WORLD #3 - JUSTICE FOR A DEAD

If you have seen a famous Chinese film named "Justice Pao", you won't feel strange about the scenery Hana is in. Hana's situation is similar to a murder that Regent Pao had to solve to find justice for the dead person.

Grab the Clay Jar on the right (Hana's left). A ghost rises from the jar. She introduces herself as Wong Ling who was killed by her husband. Then he got her remains to make this Clay Jar to hide all the evidence about the murder. Hana promises to bring her justice.

After that, go straight to the Regent's court, striking the drum to call justice, then talk to the Regent. He couldn't believe that a jar can say. Then Hana tries to call Wong Ling, but she doesn't appear. Then the Regent kicks out Hana. Go back to the gate, Hana is angry and asks Wong Ling why she didn't appear that made her ashamed. The ghost says that the two Guardian Statues didn't let a ghost like her come through. Then you must find the way to help her. You use the two Bandages to

cover the statues' eyes (even Gods can be deceived, hehehe...). Then back to the court and show Wong Ling to the Regent. When he accepts the murder, Wong Ling would thank you by giving you the Bull Coin.

You are brought back to the real world. Get out of the room. Many Demon Kids now have surrounded the place, so be careful of them. The Rocket Launcher is still nice here. You get back to the Coin Panel, access the Bull Coin. Then you take out all the coins in random order, the box in the center will be slid underground. After that, two statues on left and right will move to you as the Demon Knights. Kill each of them with two rockets. Then Hana jumps down.

She sees Deke and Rain exchanging something (Is that Rain true or fake?). Hana shoots Deke to save Rain and asks her to run away. When Hana is following, she is stopped by Deke who is still alive after three shots of Hana. It's a surprise - that's not Deke. He is the fake one. He suddenly turns into a Stoneman...

BOSS STRATEGY : FAKE DEKE

This boss is not very hard. His only attack is throwing dashing boulders everywhere around you. In this battle, I suggest you should use weapons with continuous shots like Assault Rifle, Pistol x 2 or Uzi x 2. Rocket Launcher 480 is too slow for the moment Fake Deke stops attacking. Just run to left or right to avoid the rocks, because each of them can cause serious damage. The only weakness of this guy is the... arrogance! Sometimes he stops throwing boulders, punching his chest to praise himself. Then sometimes he could turn into Deke again. Yeah, shooting him at that time will damage him. Shoot until he turns back to Stoneman form. Then you run to avoid his rocks, wait until he changes into Deke and shoot again. Three times like that could knock him down.

After that, the fake Deke die and something remains. Hana recognizes it's a sacred seal in legend - the Emperor's Plague...

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AS GLAS

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Glas knows that he has been deceived by Hana. Then he decides to get out himself. But he suddenly meets "Rain". When he is going, "Rain" suddenly turns the trap that Glas is dropping down the tomb again. What Glas hears is the arrogant laugh of "Rain"...(I don't think that's Rain...)

After saving, equip Glas with the Rocket Launcher 480. Then get in the front door. You meet two Demon Knights. Two rockets could kill one, but try to shoot fast and don't let them surround you tightly. The next room has two more Demon Knights and so does the third one. It's not very hard, just go as usual. Until you go to a large hall which looks like King's Audience Room in China. Then you will feel proud to see the first Emperor of China - Qin Zheng. While Glas doesn't know what is happening, Hana has come and shown the weird Sacred Seal. Then she says that she wants to find Rain. Qin Zheng tells you that Rain has come to Penglai Island. But before they could get there, they must pass some challenges. You'll begin with Glas' challenges.

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AS GLAS (AGAIN)

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1ST TEST

Save here before you are tested. Then step into the left picture behind you. You will meet a strange man who challenges you to play chess with him for 4 stages. This game is very popular in Asian. The chesspieces are :

- + Small Soldier
Strength : 10/10
Movement : 5
- + Medium Soldier
Strength : 20/20
Movement : 4
- + Large Soldier :
Strength : 35/35
Movement : 3

In your chess there is a controllable square. You move the square to the character you want to advance, then press Triangle Button. You'll know the limit that that soldier could go, then place him to the position you want. You can escape the stage by pressing Triangle Button unreasonably.

The rule is not complex. You must have any soldier beat up the enemy's flag, you win. Of course, the enemy can't let you pass so easily. He could let his soldiers to deal with you. When two soldiers fight against each other, the stronger one will win and lose some strength. The lost strength is very the strength of the dead enemy, and the dead one disappears. For example : When a large soldier fights a medium soldier, the medium one will die, and the large one just remains with 15/35 strength. If two similar soldiers fight each other, two of them disappear all. On your chessboard there would be some obstacles that no one could step on. So pay attention to them.

Okay, and let me tell you this. Fighting is not the only way. The most important is that you must reach the flag.

STAGE #1 : The only obstacle is the lake in the center of the chessboard. The friendly soldiers and enemies are the same about types and positions. This stage is very easy. Just let any soldier advance as the person who will touch the flag. Then you bring some more soldiers to protect him, until he reaches the flag. This is my tactic. Remember to avoid the lake. Have your soldiers be in suitable places to protect your main one.

STAGE #2 : Well, the obstacle is a broken land part. Your way to the flag is longer. The troops are more crowded too. Just use the same strategy as Stage #1, but be more careful and use Medium or Large Soldier as the main one. You can have a second main soldier to store if

the old main is accidentally killed.

STAGE #3 : There are two long obstacles on the enemy's and your side. Just use the Medium or Large Soldier as the main one. Use the weak ones to kill all the major guys on your way. Then you let the main one go more freely. Yeah, maybe your troop are not more crowded than the enemy troop. So that's the reason why I remind you to kill the major guys only. The Medium Soldier as the main one might be better than Large one because they are faster.

STAGE #4 : Just like Stage #3, but the obstacles are horizontal, while the obstacles in previous stage are vertical. The problem is that your troop just includes Medium Soldiers, while the enemy troop has two Small Soldiers, two Medium ones and two Large ones. About me, I have tried to kill all the enemies, except one Large Soldier. Then I used my only survival Medium Soldier to advance. I thought that I would lose anyway, but then I recognize that I can use the Medium one's speed to reach the flag before the big guy could kill me. You find all the way not to let the enemy touch you, then you could win easily.

If Glas wins, the actor will give him a Bravery Medal and tell him the story about Qin Shiquahandi.

2ND TEST

You have returned to front hallway. Save before going through this because this is not simple. Then get in the right door. You come to a "hell". Don't worry, the two statues are really "useless". You run straight to the corner, then turn right. Turn until you see three flaming cast. They cast flame in regular intervals. Learn their rule before passing, you'll be safe for your carefulness. After that, you turn left. When Glas is going, a Stoneman rising from the rocks, come to pursue him. Now you have a race with this Stoneman. The path now is narrower and has many 90 degree corners. That's the reason why you must turn fast and correctly. The Stoneman steps pretty fast, so you can't let yourself blocked while running. Try until you go for a while, then the Stoneman is suddenly fallen when the path begins to be broken. It's broken to you too... Run ! Run like hell ! Run til the next safe edge. Then pass it, you come to a confusing intersection (I don't know if I call this "labyrinth" or "maze"). Choose the shortest way through it because some other ways can be traps for you. Then you see another trap : a geyser field. Just go along the small way in the north that you can avoid most of the geysers. After that, you again come to another long path with a lovely Stoneman. This guy is faster than the previos one. So now use all your speed and carefulness to run. The path is longer and tougher too. Run until the guy is dropped again, the broken path comes to close you. If you run in time, you'll come to an end with a sacred light in the north. Go straight to it to escape.

=====
AS HANA
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These are Hana's challenges. You also enter the left picture for the first test after saving :

1ST TEST

It's a puzzle.

BRICK BOARD PUZZLE

This puzzle is very easy, easier than I expected. You have a board that has many colourful bricks and some rocks as obstacles. In the bottom there are two rows of blanks you must fill the bricks with the same colours with them. Your controllable brick has a special colour to distribute. This is the board the game gives you :

NORMAL MODE :

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And these are the blanks :

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! P ! BL ! B ! OR !  
!~~~~!~~~~!~~~~!~~~~!  
! C ! G ! R ! Y !  
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- O = OBSTACLES
- P = PINK BRICK
- BL = BLUE BRICK
- B = BROWN BRICK
- OR = ORANGE BRICK
- C = CYAN BRICK
- G = GREEN BRICK
- R = RED BRICK
- Y = YELLOW BRICK
- CTR = CONTROLLABLE BRICK

The only problem is that when you use the controllable brick to push an obstacle or another brick, they will be pushed to the farthest position it could go. So be careful when pushing ! Do as my guide :

- Push the Green Brick to the Yellow Brick. Then push it down to its blank.
- Push the Yellow Brick to the right obstacle and keep it there.
- Push the Red Brick to the Yellow Brick.
- Push down Red Brick and Yellow Brick down to their blanks.
- Push the Cyan Brick to the left obstacle, then push it down to its blank.
- Push the Pink Brick to the below obstacle, then to the left obstacle. After that, you push it down to its blank.
- Push the Blue Brick to the left obstacle and keep it there.
- Push the Brown Brick to the below obstacle, then to the Blue Brick. After that, push it down to its blank.
- Push the Blue Brick down to its blank.
- Push the Orange Brick to the right obstacle, then push it down to its blank.

HARD MODE :

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!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!
!  O  !   !   !   !   !   O   !   !  P   !   !   !
!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!
!  O  !   !   O   !   !   !   !   C   !   !   !   !
!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!
! CTR !   !   !   Y   !   !   !   !   O   !  G   !   !
!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!
!   !  O   !   !   !   !   !   !   !   !   !   !
!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!
!   !   !   !   !   !   !   !   !   !   !   !
!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!

```

And these are the blanks (similar to Normal Mode)

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!~~~~!~~~~!~~~~!~~~~!
!  P  !  BL  !  B  !  OR  !
!~~~~!~~~~!~~~~!~~~~!
!  C  !  G  !  R  !  Y  !
!~~~~!~~~~!~~~~!~~~~!

```

- O = OBSTACLES
- P = PINK BRICK
- BL = BLUE BRICK
- B = BROWN BRICK
- OR = ORANGE BRICK
- C = CYAN BRICK
- G = GREEN BRICK
- R = RED BRICK
- Y = YELLOW BRICK
- CTR = CONTROLLABLE BRICK

PAST SIX - TWIN JUNIPER GARDENS

Disc 4

Enemies : Hell Monsters

Items : Bridge Tiles, Tiger Plague, Dragon Plague, Digging
Tool, Chinese Fan, Empty Gourd, Empty Goblet, Rock
Salt, Salt, Salt Water Gourd, Fresh Water Gourd,
Fresh Water Goblet, Water Crystal, Fire Crystal,
Gold Crystal, Diamond.

%%

When embarking, Hana, Glas and Deke wander in an area covered by white fog. Then they are suddenly lost. Glas is seeking others. Hana comes to a Chinese Garden, and Deke, he meets a "Rain"...

=====

AS HANA

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Hana has come to a beautiful Chinese garden. Is it an illusion or real? First, you see two doors and a large lake in front of you. Go to the left door (Water Chamber - I like this place !). Go pass the lotus lake until you see a yard. Get on it to find two Bridge Tiles : one is on the grass and one is in the deeper yard. Then get out of the water chamber, go to right door (Earth Chamber) and find two other Bridge Tiles.

After that, you return to the doorway, stand on the edge of the lake. Throw the four Bridge Tiles into the lake, a bridge is built for you to pass (myth ?!) You have gone to Garden Gazebo and an old woman talks to you. No, that old woman is very Hana in the future. She says to the real Hana that it's not good to get in the tower - it's full of pains and sorrows...

Then the old woman gives the Hana Tiger Plague and Dragon Plague to continue her seeking in the gardens. When Hana has gone, Yim Wau Long - the King of Hell appears to stop Hana. He sends hell monsters around the gardens...

As Hana, you can't go to the Tower now and forced to get back to the doorway. You see a Chinese man here, who will be one of your Immortal Challengers. Hana asks him about the Gardens. Then he gives her the Digging Tool and Chinese Fan. From this part, I will tell you what area to go and what to do here in parts.

* EARTH CHAMBER :

After that, you go to the right door to Earth Chamber. There are several hell monsters here, as you saw Yim Wau Long do. Here you just have two weapons to use : either Shotgun or Rocket Launcher 480. The others are almost useless. You will collect a lot of shotgun ammo from these enemies. Go to the north where you found the Bridge Tiles. Step on the white square, you are teleported to another area.

* THE MINE

There are three hell monsters are waiting for you. Use your Shotgun and shoot and them fast but correctly. The correct shots are very important to kill these things without being damaged. Then I think you should observe the place. There are five coloured squares on the ground.

TELEPORT DEVICES

They are shown by the coloured squares on the ground. Its colour tells you where it will take you to. I can call these five elements in Asian stories : Gold, Wood, Water, Fire and Earth. Yeah, but here there are just Gold, Water, Fire and Earth.

Red Square = Fire Chamber

Blue Square = Lake Area & Water Chamber

Yellow Square = Gold Chamber

Gray Square = Earth Chamber & The Mine

You will meet several of these in each area you come to. In Fire Chamber there is a fifth white square that has no symbol on it next to the geysers. Just ignore it now. -----

In this place, besides the squares, you can see a little mine here. You use the Digging Tool to grab Rock Salt from the mine. Now step on the Red Square to the Fire Chamber.

* FIRE CHAMBER

Three other monsters annoy you again. They can be in front or on your right when you have just gone there. You check the Fire Chamber, grab the Empty Gourd beside the oven. Remember the weird white square you see here.

* LAKE AREA

Find the Blue Square and come to Lake Area. Two or three guys can play with you as you just come. Shoot fast and correctly, that's all. After finishing the monster, you find the grinding device next to the pier of the lake. Then draw the Rock Salt into it and grind. You have got Salt.

Go to the lake on the pier. You see a Kraken (or Leviathan ?) swimming in the water. You throw Salt to the lake and the dirty water will kill it. Then Hana will jump into the lake bed and find the Water Crystal. But then your Digging Tool is broken. Standing on the pier, you fill your Empty Gourd with Salt water. Then you have Salt Water Gourd. Step on the Yellow Square.

* GOLD CHAMBER

Gold Chamber is one of the confusing challenges for me. It can be considered as a puzzle :

GOLD CHAMBER PUZZLE

Observe the place first, you are surrounded by a stream of gold liquid. You can't pass the other side. Now you fill the Salt Water Gourd on it, a bridge is built for you to pass. But this is just a beginning.

On the bridge, you come to near the left gold pool until you can see the whole scenery of the chamber.

There are four gold pools. The one next to you is the bottom left. These gold pools will turn hard and melted gradually following a long order. Even the connecting bridges between each two pools and the cross in the center include gold liquid too. If you step on them as liquid, you'll be damaged until your life is taken, Hana is turned into a golden statue and "Game Over". So you must be careful and follow what I tell you.

1. Wait until the bottom left pool turns hard, step on it.
2. When the right connecting path and the bottom right pool turns hard,

go to it.

3. From the bottom right pool, the cross will turn hard and it is melted, so you quickly run to the cross.

4. While standing on the cross, you can get on the top right pool when it turns hard. But be careful, it will be melted soon. So try to return to the cross if it's still hard.

5. Then the cross is melted, and the top right pool is hard. Run again to that pool.

6. This pool is melted again, you again stay on the cross.

7. This time, the top right, top left pool and the connecting bridge between them are really hard. Run fast from the top right pool through the top left one and reach the platform. You get Gold Crystal and Empty Goblet. Then all the pools are completely hard and you don't have to pass them in misery again. Just go as usual.

You get on the Blue Square.

* LAKE AREA

You don't have anything to do here beside finishing a enthusiastic hell monster. Go on the Blue Square here again.

* WATER CHAMBER

You are again taken to this splendid place. But now there are tons of hell monsters here. Just go straight to the lawn. Three hell monsters have surrounded you in close distance and it'll be pretty hard to kill them like this. But running to other direction will be worse. So try to kill these things as you can with Shotgun (Rocket Launcher 480 could damage you in close distance).

You can notice a Water Wheel on the grass. Use it to purify the water.

After you have just got off, a hell monster appears behind you. Now you can run away from this one because you won't be back to this place in the future. Step on the old Blue Square.

* LAKE AREA

Fill the Empty Gourd and Empty Goblet with the water in the lake now. You have purified the water with the Water Wheel, so you receive Fresh Water Gourd and Fresh Water Goblet. Then step on the Red Square.

* FIRE CHAMBER

Now you really use the white square. You stand on it, the drink the Fresh Water in the Goblet. The Holy Water will help Hana to find the Fire Crystal in one of the geysers in front of you. It's the second one from the left. The Holy Water will prevent you from that geyser when you get in to grab the Fire Crystal. But it's not effective when you enter other geysers.

Come to the oven. You put the Empty Goblet in the fire to melt it into fluid. Then you use the Broken Digging Tool. It will be unbroken with the gold fluid. You step on the Gray Square to the Mine.

* THE MINE

After killing some hell monsters here, you come to the mine again. Now use the Digging Tool to dig some holes. Then put the Water Crystal, the Fire Crystal, and Gold Crystal in the hole. Hana will cover it by soil. Then use the Fresh Water Gourd to water the mess. There will be a huge tree growing from that location. You get a Diamond from the tree - which has been created from four natural elements Fire, Water, Gold and Earth.

Now you have nothing more to do. Step on the Gray Square to Earth Chamber. Be careful with several hell monsters re-appearing here. Then get back to the doorway. Go to the Garden Gazebo and enter the Tower

with the Diamond...

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PART SEVENTH - RETURN TO THE PAST

Enemies : Military Soldiers, Military Robots
Items : Gate Key, C4 Bomb, Utility Key, Crowbar,
Blood Sample, Paper Doll

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AS GLAS

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Glas is still wandering in the fog. But then something has made him return to the past - when he was a military commander...

Glas seems younger and better at this time. It looks like this situation happened after Glas had been betrayed. He entered the military area creepily and did something. You begin with him in the Base Garage. I suggest you to save here because your enemies will be military soldiers - whom I think to be one of the most annoying foes. Now equip the Shotgun with you. Then come creepily to the south while crouching. You can take out these soldiers easily when they are in the same direction. They must come close to you if they want to shoot you. So just aim your gun at them fast and kill. It takes you two shots to kill a soldier. You get Gate Key from them. Then next to the last door of the room. You get through it to a hallway.

A robot is guarding here. Now try to run to the south as much as you can. Don't waste any second for doing other things because the robot can block thw whole your way if you aren't fast. When touching the double door in the end, quickly use Gate Key at correct position to open.

Two soldiers welcome you. With the first one, you use Shotgun to shoot at him without crouching. Just shoot when the auto-aim is right. Then the next soldier will come to you when he recognizes your present. Just shoot him as usual.

After that, you come to a room with a locked door. Glas says he can't open it. Then return to the entrance. Remember to go beside the right wall because you'll face a dangerous situation... The robot in the hallway destroys the door to get in and attack you. Now you are next to the right wall, use your gun to shoot at the petrol tanks in the right of corner behind the robot correctly. Then an explosion is caused and the robot is spoiled. Glas gets on the ladder to the roof.

There are two soldiers here. They won't recognize you if you crouch. When you just get on, go right near the balcony until the "Use" note appear in the bottom right corner of the screen. Open your inventory and use Grappling Hook. Glas will shoot the hook to the other side and swing to there. But there are some guests who have been here to wait for you.

There are three soldiers. The first one you see is using a rifle. He could jump to your left (Glas' right) or behind Glas. You can use the Rocket Launcher to kill him as soon as possible because he is the most confusing now. Try to rotate correctly at the auto-aim direction because

the soldiers can kill you just for a moment. If you kill him, you can finish the others easily when they are both in front of you. But be fast in your arm. (It took me tons of times to replay this part in pain. I hate it !)

Grab Rifle and Flame Canister from the dead soldiers, you observe this roof. There's nothing here except a smoke. Go to the corner where the smoke is rising, then press Triangle Button. Glas will jump to the other side.

Now you have no way to go besides getting through the fans.

GOING THROUGH FAN WAY

This is just a part in the game, not a puzzle. But I still separate it as a puzzle because I have been troubled a lot with this and I think it needs noticed.

There are fifteen fans. Seeing them, you find that almost of them are running, slow of fast. The stopping time is very short. But if you can pay attention better, you'll see the the fan in the center has a more regular speed and its stopping time is longer than the other. So it will be your way through. There is a edge separating each fan. You try to the step on the edge carefully, don't fall to any fan because you'll be killed miserably and game over. Step carefully til you come to the central fan. Then just stand there and wait until it almost stops running, you can get down.

Glas gets down the storage. He grabs one the C4 bomb in the box. Save here before continueing, then you control him to get out by the right door. Glas will get on a robot and control it to shoot the others. After the Rush Moment, there will be a robot and two soldiers attack you. Just let the auto-aim act, then you shoot the soldiers first by the robot's gatling gun. Then finish the robot soon. If you let it come to you, you can die. Now, run to the LEFT path. Run towards, until you see a corner, turn right. You'll be assaulted with gatling guns shot by some fighting helicopters in the sky. Now run, run, and run to the end. If you do in time, the robot is destroyed by the fire and Glas jumps out and climbs the ladder.

Glas is on another roof area. Now some helicopters have surrounded and shoot at you by assault guns. This is not hard. Do you see the red cannon in the corner when you have just began ? Try to avoid the helicopter's shots and run to it. That's all. Then Glas will do the rest. He swings the cannon to the helicopters and finish them all (what an experienced commander !).

You receive another Rush Moment. Equip your Shotgun and go to the next room. Kill the soldiers to grab Utility Key. Then you find a locked door, open it by the Utility Key. Kill the soldiers as you did, then grab Crowbar from him. Find a hole lid, use the Crowbar to open. After a moment, you are taken to the Base Garage where you have started.

Now the soldiers are everywhere to alert you. You'll be welcomed first by two of them in this garage. Kill them all, then save. From here the fights will be harder. Then you get out and go to the way where the

robot was.

There are two guards at your first sight. If you can, just kill them. But if not, run away, run to the end of the hallway to the room the robot was destroyed. There are two more soldiers here. One of them can see you. Just avoid them if you're afraid (You won't go to this place anymore). Use the Utility Key to unlock the door that you haven't been able to open before.

A soldier is in the room and he just has a few health. One shot can kill him and grab Flame Canister. Use the Crowbar to open the hole, Glas will himself go to the next area. There are some soldiers in the area he comes, so Glas puts the C4 bomb to ruin the place. But then the electric port has fallen, and the electricity is running everywhere that can kill you immediately if you step on.

PASSING THE ELECTRICITY

Now you are blocked by an electrified field. First, save your game. then you watch the electricity act. Okay, the first time it sparks on the whole field. Then the second time, it just sparks on some part and the third time on the other. Then it repeats those three actions. Meanwhile, you see there are something that are not affected by electricity, such as the green pieces, the wood piece. Now you must move to the top right to get in the next door.

1. When the electricity has just finished the first time sparking, you run fast to the first wood piece.
2. Then when it completes the second time sparking, you can run partly to the dry area. When the electricity temporarily stops, you dash to the green piece in the other head. (Remember not to touch the electrified thing in the center. You can be affected too).
3. When the electricity has just completed a spark, you run quickly to the wood piece in the upper path. This is shorter, so I think you can run to it while the electricity is stopping.
4. Next time, you run to the next green piece as usual.
5. Wait until the electricity has stopped the second spark, you run to right and that's all.

Okay, the door is next to you. Equip the Shotgun carefully, then use the Gate Key to unlock it. This is a rather hard situation (a pain !!!) , let me show you two methods I have tested to pass here :

- Method 1 : Equip the EMP with you. When you have just got in, keep charging it and shoot to petrify the robot. Then quickly arm the Shotgun or Rocket Launcher 480 to kill the soldier. And equip the EMP again to stun the robot when it has got "consciousness", now use the Gate Key to unlock the right door.

- Method 2 : Equip the Shotgun with you. When you have just got in, run to the right and shoot at the same time. Don't forget that the Shotgun has pretty large range, I assure that your two shots will put up the soldier if you keep your calmness. Then run fast and unlock the right

door by the Gate Key.

Do you feel it's hard ? Don't be so happy. The next room has three soldiers who are wandering here. Equip either Shotgun or Rocket Launcher 480. Then crouch, going creepily. One of the soldier will soon recognize you. But it's not hard when you let them in the same direction. When Glas aims, just shoot correctly at the objects and always calm. If you hurry or fear, I think you don't have enough effort to win.

Now then, find a door in the right side of the area. Oops ! Three more soldiers are here too. Crouch again, then go right until they recognize you. Just repeat the above tactic. I have no more to say with these annoying guys.

After that, go to the whole area and find a little door in the right. Use Crowbar to open. Then you get in a peaceful laboratory. Go and talk to a person lying. Glas spots that is Jake - his friend who has got the EINDS and now he terribly looks like Rachel Kazra in the opening movie. It's all a tragedy. Glas gets his Blood Sample. Then you go out.

...Hey, it's not over yet. Glas' brother has stopped him and forces him to give up the Blood Sample. Glas refuses to do that and leaves, but he is shot. After a moment, you must control Glas to grab the gun on the floor immediately before his brother can get it to kill you. Then everything was a confusion... You receive Paper Doll.

Glas has returned to present. You spot that you are in the Water Chamber of the Twin Juniper Garden. Now equip either Shotgun or Rocket Launcher 480. Now find the way to return to the doorway. When you are on the white yard, there might be two Hell Monsters confusing you. Just shoot them as usual. Then when you get on the grass, one or two Hell Monsters grab you again. After that, enter the water and go. You can be surrounded by three Hell Monsters at the same time if you go too far. I have been in this trouble, but then I try to use the Shotgun and shoot everywhere to destroy the round circle. After finishing, you get back to the doorway, straight to the Garden Gazebo and get on the Tower as Hana did.

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PART EIGHT - THE EIGHTH IMMORTALS' CHALLENGES

Disc 2

Enemies : The Eight Immortals (Challengers)

Items : None

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When you enter the tower, you will be tested by the Eight Immortals to reach Rain. Hana, as Rain's seeker, is tested to bare her heart as Rain's close friend and the power to defeat the evil. Glas - a person who has passed many pains in life - is tested to determine the past and present, as Hana's supporter.

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AS HANA - THE FIRST TEST

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You begin with Hana on the first floor. Save here before entering the

first test. You touch the blue space in the opposite wall of the room. Then shake the Bell to summon the first Immortal...

Hm... the first Immortal is very the guy who gave you the bell in Wing Chune Party - Shao Chiu. But now he is not Shao Chiu, he is an Immortal God. And he is your first challenger. Your first test is a simple game.

MELODY PUZZLE

You just need a quite good memory to play this game. There are eight buttons on the screen as eight different sounds of the full song. The first time, three buttons are played. Then you must repeat correctly the order of three buttons. The next time, the melody is replayed, added a fourth button, and you repeat it again. Then the third time, the second melody is repeated, added a fifth button, and you perform. Do the same until eight buttons are played. If you fail on the way, the First Immortal will give you chances to redo whenever you want. Just call him again at that time.

=====

AS GLAS - THE SECOND TEST

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Save here if you want. Then get on the blue space, use the Phoenix lucky charm to call your challenger. Glas recognizes this Immortal was the woman in red whom he met in Xi'an Temple, and also the person who talked to Shao Chiu in the Wing Chune Party. She will challenge you a fortune game, not hard but not easy.

DRAGON'S EYE PUZZLE

The game rule is simple. There is a carved picture of a dragon on the screen. The dragon's tail is split into two fins. Glas - the blue gem - in in the upper fin and the Immortal's red gem in in the below tail. The whole dragon is made by the row of holes. You shake the dice to choose a number. Then your gem will advance the same number of holes. If either your or the Immortal's gem is inserted by the other's, that gem will retreat six holes. I don't have any advice for this game because it's partly up to your hand and your fortune.

The winner is the gem which reaches the dragon's eye first. But it's a trouble too. When you have been close to the eye, you must shake the dice to choose the number of holes that can help you reach the eye correctly. If not, you can't enter. Example : You are 3 holes away from the dragon's eye. So you must shake the dice for 4 holes to get in. If the number is bigger that the required one, you must retreat as that number and redo until it's correct.

When you finish, the woman in red will tell you the story about the Entity and some part of the current episode. While Glas is still puzzled about the story, she disappears and you switch to Hana.

=====

AS HANA - THE THIRD TEST

Use Chinese Fan to call the second Immortal. That's the gardener who gave you the fan in the doorway of Twin Juniper Garden. He is Lan Tsai Ho - the second Immortal. Without his saying, you can partly understand your test now : Follow harmony sound the find the way to enlightenment...

MELODY ON THE FLOOR

There are 40 tiles on the floor which written on them are some Chinese letters. You must play the melody on the floor by stepping on the sounding tiles. That's not easy, because not all the tiles can be stepped. If you step on the wrong one, you will be damaged. So be careful. First, let me draw the chart :

	1	2	3	4	5	6	7	8
A	!	S	!	!	!	S	!	!
B	!	X	!	!	X	X	S	!
C	!	X	S	X	X	!	!	S
D	!	S	!	!	X	!	X	X
E	!	!	!	!	S	X	X	S

! ! !
You begin here
! ! !

S : Sounding tiles
X : The tile you can step on (no damage)

To step on the right sounding tiles in right order, you do as this guide :

- E4, D4, C4, C3, C2, C1, B1, A1
- C4, B4, B5, B6
- E4, E5, E6, E7
- E4, D4, C4, C3, C2, C1, D1
- E4, E5, E6, D6, D7, D8, C8
- E4, D4, C4, B4, B5, A5

P.S : I hate this puzzle !

Switch to Glas on the fourth floor.

Use the Paper Doll and throw to the space. The third Immortal appears and gives you two choice : Select between Honour (Glas' brother) and Loyalty (Glas' father). No matter what you choose. You still must fight a boss.

BOSS STRATEGY : HELL MONSTER

This is identical to the ordinary ones in the Twin Juniper Garden, but tougher and bigger. Not like the others, it attacks by blowing flame when it gets close to you. This guy teleports more and faster then any other guys. Glas is taken to a stage and fights the monster himself. Equip the Rocket Launcher 480 as soon as possible. Pay attention to where the monster teleports, keep a safe distance and shoot it when it's coming. Its flame may not damage you so much. But damage is still damage and you must do everything to avoid. It takes about 5 or 7 shots to kill this Hell Monster.

So now what is the right choice ? There's no right choice and they are all in past. Glas must face his present anyway...

=====
AS HANA - THE FIFTH TEST
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Use the Mirror to summon the fifth Immortal. Well, he is the wounded Technician in Wing Chune Aqueduct who gave you a Mirror Segment and Green Keycard. He asks if weapon has made you crazy and find Rain. And then, he turns himself into the Fifth Immortal and you must fight him by bare-hands.

BOSS STRATEGY : THE FIFTH IMMORTAL

As Glas, Hana is taken to an eternal stage to fight the boss. There are four corners which one of them is the place the Immortal may teleport to. The first time or second time, he can appear to threaten you a little and then turns away. After some times like that, he will stand and cast a lightning hand rotating over the whole stage. When he begins to cast, it's time for you to kick him. If you are fast, you can damage him twice each time. When he disappears, your health can be restored a little. Try to use those moments to keep you alive and be careful at the Lightning Hand. It takes you about ten hits to defeat this Immortal.

Well then, the Immortal understands that your hope to find Rain makes your strength. And you use that strength to find your close partner. Isn't it good ?

=====
AS GLAS - THE SIXTH TEST
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Use the Bravery Medal to call the sixth Immortal - who is the guy

played chess with you in Queen's Tomb. He says that he has seen you passing the previous test and the result was no choice. And now, he forces to fight Glas' most invincible enemy : Glas's self.

BOSS STRATEGY : ROYCE GLAS

The second Royce Glas glares at you with a cruel glare. Then he tremendously attacks you by any weapons you have (because he is your reflection). You, as the real Glas, quickly equip the SS 2000. Then run to avoid the fake Glas' shot, deceiving him to a pillar. Then turn fast your aim and throw flame at him. The fake Glas will roll to evade. Where he rolls to is where you turn your aim to, keeping pressing the fire button for the flame to surge continually that the fake Glas can't do anything besides rolling. Then you can kill him easily if there's no mistake while shooting. If you slide your hand, the other Glas can reverse the situation at once. Remember that your enemy is yourself; he has everything you have and does everything you can do. The fake Glas is like a copy of the Military Soldier, but tougher. Anyway, it's still an easy fight as a versus battle. Just not commit any mistake when you fight him.

=====

AS HANA - SEVENTH TEST

=====

Use the Hair Pin to call the seventh challenger. He is the bull shadow you met in Queen's Tomb. This test about your close partner Rain. Then the shadow will show you events about Rain's past.

Rain was raised by her adoptees and lived happily. But after some incidents, they got killed and Rain must be given to Madame Wu - a woman who didn't seem good. The girl has passed a bitter life. One day, Hana accidentally saw her lying beneath the garden, and then she has brought her up until now.

After that, the Immortal will give you two choices if she could change her past : either Rain or her parents.

If you choose Rain, you can pass this test soon. If you choose her parents, you must face a fight with two Hell Monsters. The strategy has been written above.

=====

AS GLAS - LAST TEST

=====

I think this is the easiest test. Use the Peach to call the Eighth Immortal. It's the old man who lost the donkey in the Temple of Xi'an. I don't understand what he wants. His challenge is really simple.

PASSING TILES

As a puzzle, I still separate it here, although it's too easy. There are many rows of tiles in front of you. Then you pass them, sometimes

there are some tiles that can hurt you. But don't worry, their damage is a little and it's not bad enough to kill you. It would be hard to believe that you can't pass this test, except you want to kill yourself now (O_O).

When you have finished, you are brought to the present and the last Immortal lets you get to the GENOMIC VOID.

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PART NINE - FINAL BATTLE
Disc 3

Enemies : Rachel Kazra and Mist Qin (Last bosses)
Items : DNA Virus (If you shoot Mist)

%%%

*Well then, Fear Effect 2 has two endings and they all depend on this last chance to save Rain.

=====
AS GLAS
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SAVE HERE ! THIS IS YOUR LAST SAVE POINT !

Then go straight. Glas is faced by "Rain" who holds a needle and calls herself "Rain". Then Deke is coming, with another "Rain" who is taking a Flash Disc. When Glas and Deke are being confused, Hana comes...

=====
AS HANA
=====

You must choose Mist to shoot, not Rain. But which is Rain ? Let's see what they are holding :

- Flash Disc is the standard item which Rain always brings with her.
- One of them suggest Hana to shoot all.

It's too clear to know who Rain is. But no matter you shoot Rain or Mist, you still have to enter the last battle. I will have two strategies for two selections. But first, I may explain what will happen...

No matter what you choose, Mist will call her mother Rachel Kazra and force you to meet her. Then she thrusts the needle to herself, and Rachel Kazra from the Genomic Void will be cast down, combining with Mist into a terrible with two heads. They are Rachel Kazra and Mist.

BOSS : RACHEL KAZRA & MIST QIN

The boss will attack you by three ways :

LIGHTNING STRIKE

Rachel will gather lightning power and cast a green laser in a straight line. This is the easiest spell to avoid. You just move aside and then shoot at her at a certain position until she disappears.

MERCURY BALLS

Rachel does some somesault, casting 4 flying balls everywhere. This is hard to avoid because I never evade from this completely. But I think the best position is in front of Rachel when she has just fired the balls. Then just fire at her.

BLOWING FLAME

Rachel will lie on the ground. Rachel's and Mist's head blow flame rotating around the stage following a direction. It's hard to avoid this completely, but the point is that Rachel will get closer to you after each flames. You stand at a bottom position that the coming flame can't reach. After that flame, you move to another near position following the monster's rotating direction, until Rachel stops. You can shoot her before she flames, but I think it's better to avoid only when Rachel casts this thing, except you must fight her with Deke.

Now these are the strategies :

IF YOU SHOOT MIST

You'll fight the boss as Rain. Hana has given her the DNA Virus. Your best weapon is the Rocket Launcher. That's the reason why I remind you to find this weapon with Rain the last time in Xi'an Temple.

The game will remind you to use SS 2000 with this monster by giving unlimited Flame Canister on the ground. But don't do as they want.

FIGHT RACHEL WITH SS 2000 :

I think the game wants you to fight Rachel following its element after each spell. Do you see ? After she casts Lightning Strike, the SS 2000 seems very weak at her (small damage) because Lightnigh Strike is thunder elemental. When Rachel casts Mercury Balls which is Water elemental, the SS 2000 has made a big deal of damage on the boss. And when she casts flame, SS 2000 has no effect. I have no idea if you want to use this weapon, but I assure it'll be harder using Rocket Launcher or Assault Rifle.

ROCKET LAUNCHER : One shot can damage about 1/8 the boss'health and smaller in Hard Mode. Rocket Launcher 480 is effective with every state and every spell of Rachel. Just avoid her spell as I wrote above, then shoot her continually and correctly.

ASSAULT RIFLE : If you didn't have Rocket Launcher 480 and you don't want to use the damn SS 2000, Assault Rifle is your best choice. I have defeated Rachel with Rain by this weapon when I hadn't got the RL 480. As Rocket Launcher, Assault Rifle's shots are not affected by Rachel's states. You can shot her continually and powerfully. The only annoying of Assault Rifle is the reloading time. But it's no matter if you are careful and fast in your aim.

After Rachel & Mist has been defeated, it will roll itself on the ground. You, as Rain, come to near it (don't be afraid) and go round until the "Use" notice appears. Then you use the DNA Virus to finish your mother and sister's life. If not, it will be recovered and you musr redo everything.

IF YOU SHOOT RAIN

You fight Rachel with Hana, Glas and Deke.

AS HANA

Equip the Rocket Launcher 480. In this fight, Rachel just casts Lightning Strike ONLY. So it's easy to shoot her. Hana will attack until the monster loses 1/3 its health.

AS GLAS

Equip the Rocket Launcher 480. In this fight, Rachel just fires Mercury Balls ONLY. You can damage her easily until she loses 2/3 her health.

AS DEKE

Well, it's hard now. If you have got the Rocket Launcher 480 for Deke, it has no matter. If not, use any weapon you have. Rachel will use Blowing Flame with you. Shoot her before she casts flame, then start to run and avoid. Try to save your life as much as you can.

YOU HAVE BEATEN FEAR EFFECT 2 !

10/ E N D I N G S (SPOILERS)

WARNING : DON'T SPOIL YOUR GAME !

GOOD ENDING

- Hana is alive.
- Rain is alive.
- Glas is alive.
- Deke is alive.
- Rachel and Mist dies.

Everyone is alive. You have this ending by shooting Mist before the last battle. Then Glas and Deke will ask how she knows who Rain is, Hana answers that Rain is left-handed (Mist held the needle by right hand). When they are getting out, Mist gets up with the wound and summons Rachel Kazra. The fight begins...

After the fight, Rain and Glas intends to find some jobs. While Rain is busy, Hana, Glas and Deke has a delicious meal with one another. Deke eats like "pig", Glas has got a hair cut which looks like himself in the past.

Yeah, everybody is happy.

BAD ENDING

- Hana dies.
- Rain is ? (unknown)

- Glas dies.
- Deke is alive.
- Rachel and Mist are alive.

This is really an ending for a long tragedy (Of course, I hate it ! I feel sorry for everyone !). You get it when shooting Rain. Rain tries to stand for a while, calling "Hana...". Then Mist begins a satisfied laugh as Hana has helped her from a trouble. Hana hugs Rain in her arms, Rain says that she would rather die in Hana's arm than live without her forever. After that, Mist summons Rachel.

Hana fights the first battle with Rachel. But she was killed by the Lightning Strike. Then Glas gets killed by the Mercury Balls. And Deke is the last survivor. But the problem is that Deke doesn't know that he must kill it by the DNA Virus, so it's alive. Then he brings Rain and runs away.

11/ C H E A T S & C O D E S

UNLOCK ART GALLERIES IN EXTRA SECTION :

You find these cheats after finishing the game fourth times for 4 discs. At the starting screen, press these buttons :

ENGLISH VERSION :

- Disc 1 : Left - Right - Up - Down - Down - Circle
- Disc 2 : Up - Up - R1 - R1 - R1 - Square
- Disc 3 : L1 - R2 - L1 - R2 - L1 - Square
- Disc 4 : Circle - Circle - Square - L2 - Square

JAPANESE VERSION :

- Disc 1 : Left - Right - Up - Up - Down - Circle
- Disc 2 : Up - Up - R1 - R1 - R1 - Square
- Disc 3 : L1 - R2 - L1 - R2 - L1 - Square

GAME CODES :

When you finish the game once, save it. Then start again by the save file. At the beginning, after Rain has gone, you find a control pad on the left-hand wall. Press Triangle Button at it. Enter these codes if you like :

All Weapons - 11692

Maximum Ammunition - 61166

Big Head Mode - 10397 (suck ?!)

GAME SHARKS

NOTES : These codes are got from other source. The author of this

guide never uses game sharks to play. So don't complain me if they don't work well.

HANA CODES :

Never Reload Assault Rifle	8008BB54 0063
Infinite Assault Rifle Ammo	8008BC0B 03E7
Infinite Shotgun Ammo	8008BC0E 03E7
Never Reload Shotgun	8008BB64 0063
Infinite Uzi Ammo	8008BC0A 03E7
Never reload Uzi	8008BB44 0063
Infinite 90 Pistol Ammo	8008BC08 03E7
Never Reload 90 Pistol	8008BB3C 0031
	8008BB3E 0031

RAIN CODES :

Infinite Shotgun Ammo	8008BF0E 03E7
Never Reload Shotgun	8008BE64 0063
Infinite Uzi Ammo	8008BE0A 03E7
Never Reload Uzi	8008BE44 0063
Infinite Assault Rifle Ammo	8008BF0C 03E7
Never Reload Assault Rifle	8008BF08 03E7
Infinite 90 Pistol Ammo	801F1DD0 0100
Never Reload 90 Pistol Ammo	8008BE3C 0031
	8008BE3E 0031

DEKE CODES :

Infinite GL 150 Ammo	8008BE12 03E7
Never Reload GL 150	8008BD8C 0063
Infinite Shotgun Ammo	8008BE0E 03E7
Never Reload Shotgun	8008BD64 0063
Infinite Assault Rifle	8008BE0C 03E7
Never Reload Assault Rifle	8008BD54 0053
Never Reload Shot Pistol	8008BD4C 0031
	8008BD4E 0031

12/ S P E C I A L S E C T I O N

I suddenly think of the idea to build this part in my guide after listening to my mother tell about Asian legends. I know that several of Fear Effect 2 players are from Europe or any continents out of Asia. When Fear Effect 2 takes most sceneries from China - one of my country's neighbours. So I think I could let you know some information I have learnt about what you meet in the game.

~~~~~\

CLOSE INFO ABOUT THE AUTHOR \~~~~~

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Hi everybody ! My full name is Phan Nguyen Khanh Dan. I wander in Internet with an alias called "Mysticcat". Some people ask me why I choose this name. I just answer you by this formula :

Mysticcat = I like mysteries + My Chinese Lucky Zodiac Animal

Of course, I'm not a Chinese. As I said, China is one of my country's

neighbours. But I also know something about China and Chinese.

My favourite game genres are Adventure, Survival Horror and Traditional RPGs. I have made FAQs for some Resident Evil games and RPGs like Koudelka or Parasite Eve. Fear Effect 2 is an Action/Adventure game which has attracted me. So I want to make a guide for it too. That's what I can tell you about me.

~~~~~\  
SOME OTHER STUFFS ABOUT FEAR EFFECT 2 \~~~~~  
~~~~~

THE DRAGONS IN THE GAME

I think that many people have known about this. But now I also want to share with you. If you have played til the adventure in the Temple of Xi'an, you may see some arts of Asian dragons in the canyon or on the walls. The European dragon is different from the Asian one although they are both from traditional legends.

The European dragon is told as a figure of evil. It might be a giant four-leg creature with huge wings. It can throw flame from its mouth to destroy everything on its way. Some legends also tell about the three-headed dragon with a mostly similar form as I said.

The Asian dragon is the opposite. About its form, it looks like a snake with long body and scales. It has a pair of horns and a tremendous face. The Asians consider it as the most noble animal - as the highest God. In some Chinese legends, these dragons are the animal of elements : Fire, Water, Wind and Earth. The fire dragon is red and it casts flame, giving the fire to human beings. The water dragon is the king of ocean. It gives people the sea creatures. The Wind one gives wind and rain and the Earth one help the farmers to have good crops. But the Asian dragon that we often hear most is the water dragon :

In ancient era, the Chinese prayed the Water Dragon as the king of oceans who would give them sea creatures and make rain because agriculture was their main occupation to live. So then when any year is drought that damage the farmers' lives, or there are always tidal waves, the people think that the King of Sea is angry at them. At that time, people mostly believed in Gods very much. When the King of Sea is angry, they usually do a superstitious ceremony : giving a sacrifice to the King of Sea. This sacrifice had to be a young virgin girl found in that village. The ceremony is done by a Magi, the poor girl would be thrown to the sea as "a new wife of the King". This old ceremony was completely deleted for its unforgivable characteristics and now it's just in legend.

THE GUARDIAN SOULS

Well then, I have seen some FAQs written about this monster. Most of the authors don't know about this monster and call them "Priests" or anything else. But then do you know its origin ?

This monster was created from a legend of an ancient tribe in China. In ancient era, the Chinese houses often had no doors or locks. So the

people couldn't avoid from being stolen or robbed by strangers. Then they needed a guard to protect them. In that house, if there was anyone who had died, that person would be buried under a pillar in front of the house - as the Guardian to protect the house from strangers. At night, when any strangers come into the house, the ghost of the dead person would wake up from the pillar - a swollen person who gave up their hands to the front, hard as rock. This "Guardian" will chase the strangers forever to annoy and frighten them. You will ask me why these guardians are swollen ? Because they were dead people. You know, dead people have their bodies stopped acting moving, so do these Guardian Souls. That mean they are undead monsters, and that might be the reason why you can't kill them. The Guardian Souls in the Temple of Xi'an might be created to protect the temple from strangers.

AN ACTOR OF TRADITIONAL PLAYS

Do you remember the man who play tactic chess with Glas in his Tomb Trials ? That man might not be popular in Europe or American, but very familiar with Asians, especially Chinesees and people in my country.

I don't know much about this man in China. But in my country - which has some same traditions of China - I have known that man's image from a special kind of traditional plays. The actors in this kind of plays tell the conversations emotional and lively voices and singing very hard melody. They must practise very much to have the suitable voice to sing them. This kind of plays can be used to report historical events for the audience.

You see, the man's face is drawn with different colours. His costume looks like a high-level warrior's in Chinese history. The colours on the actor's face shows the personality of the character he takes role of. For instance, the red face shows a brave and gentle character ; the green face shows a bad and cunning guy etc. The man in the game has black face, that means he is a person of wisdom and tactics.

YIM LAU WONG - THE KING OF HELL

Well, this game is good enough to give up the image of Yim Lau Wong - the king of hell in some Chinese stories. The Kings of Hell from Europe and Asia are different too.

In European stories, the King of Hell might be the Satan Demon (known as the Devil) who has red skin, an arrow tail, holding a fork. His servants are the evil pixies or demons with the same figure.

In Asian, the King of Hell is similar to Yim Lau Wong (Well, "Yim Lau Wong" also means "the King of Hell" in Chinese). He looks like a Human Being, but he lives underground and governs the souls or dead spirits. The "Asian Hell", is known to have nine or eighteen large cells for prisoners with different crimes. The bad people who come here are punished by very barbaric and bloody punishments. The King of Hell's servants are various. The Hell Monsters in Fear Effect 2 are just some of them. The most often we see in stories are ugly horse-faced or buffallo-headed guys. The evil Bishops is known as the people who bring the dead people's spirits to hell.

Many legends say that those who live on the earth as nice people will go to heaven when they die, and the opposite is the hell. The heaven in Asia, of course different from European heaven. There's no angels and gods, but there are Buddha and Kuanyin - who has protected humans when they live : "Humans are born from sand, they would return to sand".

13/ L A S T W O R D S

MY RATING FOR FEAR EFFECT 2 : RETRO HELIX

Score : 8/10

I think this is a right score. Fear Effect 2 : Retro Helix has attracted me by its stylish gameplay and interesting story. The items and weapons are various. Although the battle and inventory systems are not very good, its style and gameplay has remarked its advantage that covers most of the weaknesses. The only major weakness I think is the "annoying scene". Though this game for mature rating, it shouldn't have so much outlandish scenes like that because it's still a game, a game that people play for fun and entertainment.

This is the first time I know this game. So I intend to buy Fear Effect 1 if I have a chance. This game is really good.

CONTACT INFO

If you have anything needed to talk to me, just email me at fireaquarian@yahoo.com. I badly advise you to view this guide at www.gamefaqs.com, as my latest updates are always posted there the most early and you can find what you want more easily.

*Things you can/should do :

- Read the "Frequently Asked Questions" to find your problems first. Then if it's not there, email me.

- Send emails to ask questions about the game that are not answered clearly in the FAQ. The questions must be : Not answered in the guide, or at least not answered CLEARLY in the guide. Why do I have to remark this point ? Recently, I've got an email from a reader, blaming me that my guide didn't mention about an important episode in the game. But I did write that part in another section which it truly belongs to. Then he was sorry that he hadn't checked that section, he had attempted to the walkthrough only. So that's it. I remind you should check the guide carefully for what you need, before emailing me. The last section you should check is FAQs (Frequently Asked Question), since here is the place where I answer all the common questions from readers. Then if you still haven't found what you want, you can question me.

- Chat with me politely.

- Need help on playing game.
- Send me your ideas about the guide, contribute missing stuffs/info and notice some major mistakes. I really appreciate.
- Drop a line saying how good my guide is. :)

*Things you SHOULDN'T do :

- Send me emails written in foreign languages which are not English or Vietnamese. Sorry that I don't know any more languages besides English. I can write smoothly in English or Vietnamese. I have received many emails that asked me in other languages which I can't answer though I really want to. I really apologize for those I haven't replied because of this reason, and notice about this. Thank you for your sympathizing.
- Send me questions that are not specific. I've received many asking letters in which the game or the main problem is not mentioned. I'm sorry that I can't reply since you don't let me know what help you need. So please remember to be specific in your questions.
- Ask me about cheats or codes. I myself have never used codes to play games, and I know nearly nothing about them, so I'm sorry that I can't help you with this.

*Things you MUSTN'T do :

- Send flaming, hate emails, or advertisements.
- Send viruses.
- Talk about stupid topics. I hate those.

I thank you very much if you can do those rules. Please sympathize me if I have made you unpleasant.

* My Fear Effect related works (found at my Contributor Page at GameFAQs)

- ~~~~~
- Fear Effect FAQ/Walkthrough
A full strategy guide including everything about the original Fear Effect game.

Well, you can refer to other works of mine at :

- ~~~~~
- Mysticcat's Contributor Page
[Http://www.gamefaqs.com/features/recognition/10477.html](http://www.gamefaqs.com/features/recognition/10477.html)
This page contains all the game guides I have made since my starting.

Well, there's one thing I really want to disclaim. I don't appear to be good at English, or English is not my first language. So maybe my writing can be a little tricky to some people. I'm very sorry about this, as I have tried all my effort with my current improvement.

Thanks.

I'd like to send my special thanks to everyone who help me to make this FAQ :

- All the contributors who have written FAQs for Fear Effect 2 : Retro Helix - for showing me a way to make a guide for this complex game.
- Kronos Entertainment & Eidos Interactive - for having created and published this game.
- This game Fear Effect 2 : Retro Helix - for giving leisure time.
- The people who answered my questions about the game, in Internet and outside - I'm thankful to them all.
- Jeff "CJayC" Veasay from <http://www.gamefaqs.com> - for posting this guide on Gamefaqs and for creating a great gaming site in Internet.
- All webmasters who have hosted my guide legally - thank you for having shown my guides to a larger community of gamers.
- Every readers who have spent time to read this FAQ and have had ideas to make it better, even just a little.

Again, thank you very much.

This FAQ is owned by

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