Fear Effect 2: Retro Helix FAQ/Walkthrough

by B1aCkHaZ3

Updated on Mar 22, 2001

LAST REVISED: MARCH 22, 2001 (Current Size - 95.4 KB)	
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** FEAR TAKES OVER	/ **
**	' **
<pre>** Fear Effect 2: Retro Helix is the prequel to last year's ** sleeper hit, Fear Effect. Hana and the boys are back ** with, introducing, Rain for another go around in the world ** where money, girls, and murder is everything. We love it. ** ** In this walkthrough, we'll help you get through all the ** mind-bending puzzles the game has to offer and how to get ** the best ending. So just sit back and enjoy the story. ** I warn you there are some spoilers in this walkthrough. So</pre>	** ** ** ** ** **
<pre>** I warn you, there are some spoilers in this walkthrough. So ** just don't read them if you don't want to. ** </pre>	** **
<pre>** This FAQ must be viewed through a viewer with fixed text ** size or else you'll just see garbled text. I recommend Wordpad ** or Netscape. Either one is fine.</pre>	**
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----- [ Version History ] -----
_____
+ Version 1 [March 2, 2001]
  This is my first walkthrough. So, don't laugh or anything. I'm just now
  getting used to mastering ASCII stuff. Perhaps, as time passes, I'll
  get better.
+ Version 1.5 [March 3, 2001]
  OoOps! I forgot to add WEAPONS. How silly of me...Also added walkthrough
  for WING CHUNE and WING CHUNE PARTY.
+ Version 2 [March 5, 2001]
  Added "Gameshark Codes" section to the table of content. Damnit! How can
  I forget ?! Also added walkthrough for 80th and 86th floor and while as
  Deke. OK...Don't know when the next update will be.
+ Version 2.9 [March 7, 2001]
  Whoa, I added a crapload of stuff in just two days! Hehe. I'm doing good.
+ Version 3 [March 8, 2001]
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Added Parts 6-8 of the walk through. I'll probably work on the other sections tomorrow. This file is getting big...don't know if GameFAQs.com would accept it. HEHE.

+ Version 3.2 [March 9, 2001]

Wow, I can't believe I finnished the walkthrough! Well, FE2 is kinda short. But what I'm surprised about is that this file is like 80KB and growing. I'm like, what the hell did I put?! Well, for this version, I only added cheats and Gamershark codes. Nothing special.

+ Version FINAL [March 10, 2001]

Yep, this is really the FINAL version. I did everything I had in the content. Well, I hope this is the final version...

+ Version FINAL .. really! [March 11, 2001]

Nope. The other FINAL wasn't the REAL FINAL. I added the FE3 wishlist and fixed some spelling a grammar. File size - 90 KB

+ UPDATE [March 16, 2001]

I received an e-mail telling me that I had some mistakes in the mail. Me? Mistakes? Well, nobody's perfect. Special thanks goes out to Kazier3000 for the correction. There might be more. Keep them coming. I appreciate it. :)

I also spotted some spelling mistakes that I didn't catch before. And I cleaned up the layout a bit. Nothing drastic.

+ UPDATE [March 21, 2001]

Another e-mail from a gamer. But it's not a correction... thank God. Special thanks goes out to MGS2000. Sent in a huge wishlist. He's some great ideas. Read it! And this guy looves MGS, I bet. $^{^}$

I'm bored. Been a while since I did anything constructive. I just bought Onimusha. That game's pretty challenging. Maybe I'll do a FAQ on it.

+ UPDATE [March 22, 2001]

A certain somebody wants their name off the guide. I'm removing it. NO problemo.

------ [Copyright / Disclaimer] -------

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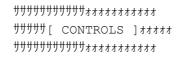
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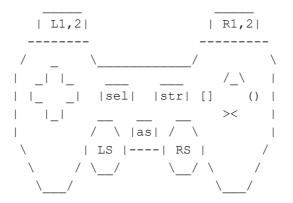
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- CheatCC.com

------ [Game Basics] ------





~*	Ι		Ι	*~	
~	Ι	Walk button or LS	Ι	~	
~*		Run	Ι	*~	
~		CrouchR2 button	Ι	~	
~*		Action (Use/Equip/Climb/Take) \ldots button	Ι	*~	
~		Fire/Attack/Fast Draw>< button	Ι	~	
~*		Cycle Inventory Forward[] button	Ι	*~	
~		Cycle Inventory Backwards() button	Ι	~	
~*		180 Degree Quick TurnL1 button	Ι	*~	
~		Evade button	Ι	~	
~*		Climb Up (Climb Mode)up directional button or LS	Ι	*~	
~		Climb Down (Climb Mode)down directional button or LS	Ι	~	
~*		Puzzle Manipulationdirectional button, >< and /_\	Ι	*~	
~		Skip/ Pause - UnpauseStr button	Ι	~	
~*		Switch Analog/DigitalAS button (analog or DS only)	Ι	*~	
~	 7-		-7	~	
~*					

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 (WEAPONS)

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+ MELEE WEAPONS

Melee are weapons that a character will always carry and requires no special ammunition. They cause minimal damage and you should ONLY rely on them for close combat, stealth kills, or enemies that can't be harmed with projectiles. Hana has the BOOT BLADE. Glas has a SMAK-JACK, Rain with a KNIFE, and Deke has BRASS KNUCKLES.

+ PISTOLS

Pistols cause damage slightly higher than melee yet weaker than medium and heavy weapons. There are a variety of pistols your character can carry depending where they are. They can also carry double pistols, which hits multiple targets.

+ MEDIUM WEAPONS

The next in line in case of damage are medium weapons. They include submachine guns, and machine guns which can be used in both hands. Others include the Arc Taser, EMP, and Psi Amplifier which can only be fired one at a time.

+ HEAVY WEAPONS

Heavy weapons cause the most damage. Ammo for these weapons are sparse. It is recommended that they are only used in sticky situations. These include shotguns, flame thrower, granade launcher, heavy machine guns and assault rifles. They cannot be doubled up and used on both hands.

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+ THE FEAR METER

Fear Effect games have been known for its unique "fear" meter. Your

characters will perform and react differently in relation to their fear. When they are in stressful situations or is close to an enemy, their fear meter will kick in. If the fear meter is red, they can be killed with a single hit. There are no powerups in the game. Your fear will be back to green when you perform good in battles or just solved a puzzle. To keep your characters' fear in good condition, avoid incoming fire and kill anything that moves. One-shot kills [stealth] helps also.

+ CLASSIC VS. 3D

When you first start the game, you must choose between classic control and 3D control scheme. For all the Resident Evil veterans [myself], you should stick to classic. Forward moves you forwards, backward moves you backwards, left and right allows you to turn, and so forth. As for the 3D control scheme, think Final Fantasy and Metal Gear Solid. Whichever direction moves you in relation to the screen. Which can cause some unwanted confusions.

+ YOU DON'T HAVE TO GET EVERYTHING!

Thankfully this is not an RPG where exploring everywhere and checking everything is necessary. Sometimes there are doors and paths you can ignore to save time and, erm, health. Ignoring things doesn't effect the ending you'll get. Your decision near the end of the game does.

+ LEARN TO EVADE!

There is at least one boss in the game where evade helps...A LOT! Simultaneously press L2 and any direction. You can use this to dodge bullets or any slow-moving projectiles that come in your way.

+ STEALTH KILLS [other people]

To quickly and quietly take out an enemy, press and hold R2 to crouch, then move towards the enemy. As soon as your sight goes red, press X to quietly take them out. This works well with melee as well as guns. Be ready for other enemies because once they hear the sound of your gun or their friend dropping, they'll close in on you.

+ THE MENU SYSTEM

The menu system of this game is rather annoying, forcing you to go through all your weapons or items in real-time before making a selection. This gets tricky especially when you're under attack or a countdown is in place. Don't worry. It's not impossible. Your best bet is to always stay loaded with your best weapon with the most ammo. Remember, [] gets you your weapons while () is for your items. Then hit [] to go forward, () to go backwards.

+ AMMO GALORE

At times, ammo is rather plentiful in this game. Don't be afraid to waste your enemies in tough situations. But this doesn't mean you should go around shooting everything in sight.

+ ALWAYS SAVE!

Always save your game! When you just walked around for hours, solved a myriad of puzzles, doesn't it suck you died and have to restart all over? Yes. Save at every opportunity! When the cell phone rings, just hit (),

choose your cell phone and hit / $\$.

+ STAY LOADED

This is probably the most important tip people will give you. Stay loaded all the time. When encountering enemies, shoot them for a couple of rounds then hit [] and then /_\ to quickly reload your gun. In the of the Arc Taser, you should wait until it recharges after every use.

+ THE ARC TASER IS YOUR FRIEND

When encountering a group of enemies. It helps to use your Arc Taser to wipe them out all at once. It can hit multiple targets! :) So, a flame thrower is not wise.

------ [Characters Profiles] ------_____

-=-=-=-=-=-=-=-=-= Hana Tsu-Vachel | 1 -=-=-=-= Age: Height: Weight: Born:

Hana is desired by many, yet belonging to none. She is part French, part Chinese and is fluent in 6 different languages. Rumor has it that she is 22 trained by the Triad in their "Black 5'10" Inns" Shan Xi. Her specialty lies in 120 lbs the dealings of love as well as death. Hong Kong Province, ROC She was an orphan at an early age.

-=-=-=-=-=-=-=-=-=-= I 1 Royce Glas -=-=-=-=-=-=-=-=-=-=

Age: Height: Weight: Born:

Royce Glas was once a commander or the US Military Forces. Once, a highly decorated officer of the US Government, Glas belonged to a branch so se-28 cret that even the CIA is not aware of 6'2" its existence. After his fallout with 190 lbs. the administration, Glas became a hun-Pacifica, California, USA ted man by the ones he once served.

-=-=-=-=-=-=-=-=-=-= | Jakob "Deke" Decourt | -=-=-=-=-=-=-=-=-=-=-=

Age: Height: Weight: Born: Christchurch, New Australia ly he is under employment in E. Asia.

Deke walks a fine line between aggressive and psychotic. A large, stocky man with distinctive features, Deke is attractive to women. Being a cold-32 blooded killer by hear, Deke enjoys 6' his work immenselyfor it gives him a 235 lbs. sense of power and pleasure. Current-

-=-=-=-=-=-=-=-=-=-= Rain Quin -=-=-=-=-=-=-=-=-=-=

Age: Height: Weight: Born:

Rain is a puzzle wrapped in an enigma. During a routine visit to her parents' grave at the Jing Sum Temple, Hana stumbled across Rain lying unconscious Unknown (believed to be 21) in the back garden beneath a mural of 5'10" the Eight Immortals. For unknown rea-104 lbs. sons, Hana felt compelled to help. She Unknown brought Rain home and attentively nursed her back to health. The two became partners and more...

 [Walkthrough]		
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+ This is it! The whole enchilada. Most of you will probably go straight here and ignore my ramblings from up there. I see how it is.

AQUEDUCT

General Area Tip: Do not harm or kill those sissy workers you see. It'll be much easier at the end of the game if you don't. However, if you want a challenge...DIE, SISSIES. DIE!

~*~*~*~*~*~*~*~*~*~*~*~* * As Hana ~ ~*~*~*~*~*~*~*~*~*

When you begin a new game, you'll have to watch a fairly long cinema that introduces you to four characters. Watch it carefully for it gives hints to the storyline. It also gives hints for what to do when you're in the aqueduct. For these reasons, I don't recommend skipping it.

You start out as Hana. Just follow where Rain is running and you'll be OK. You can save where Hana is standing but it's not necessary. Once you meet up with blondie, she'll tell you to find a switch for some juice to open the door. Go left and follow the path past the save point. You'll find some robots here. Kill them and save at the save point. Head to the dark corner of the same room and grab the EMP. Ignore the door you see (you'll need a YELLOW KEYCARD). Go down the path to the left of the door and you'll see a cinema. Get the METAL HOOK. With the hook in your possession, head to the second door to your right, prior to entering from the scene with Rain. Use the METAL HOOK and you'll now have the YELLOW KEYCARD.

With the YELLOW KEYCARD, head to the door you ignored and use it. You're now in a tiny room with a ladder. Climb down it. Turn the generator on and head back to Rain. Watch out for robots. Just stay at a safe distance, charge up the EMP and release. Switch to a SHOTGUN and take them out. Repeat if necessary--and it will be since there will be a couple of them.

Heading back to Rain...she'll ask you to turn the generator on--AGAIN! So be nice to the girl and do what she asks. Hana will be stuck. It's on to Rain. You now have control of her (wipe that smirk off your face!).

You need to get Rain pass the steam. Watch for the pattern (believe it or not there is one). A mad dash through the steam works but not recommended. Also, there is a save point in the room. Be sure to save your game. Have gun ready. There will be two guard robots in the next room. Take them out. Ignore the silver door you see in here. Descend the ladder to the next room. There is a savepoint just below the ladder. Save your game. Enter the door to your left. In here, there will be metal slabs that will crush you if you're not careful. Yes, a mad dash really helps.

The next room is just a long hallway. There is a guard robot here. Take it out. Take the UZI by the canister. Head down the hallway and enter the next door. This room is just full of blood. Becareful not to shoot the humans by mistake. Just aim at the robots. Once they have been taken care of, enter the door with the redstrip. More robots, you know what to do. Enter the door on the right. In here, use the FLASH DISC on the computer. You now have 2 minutes to solve your first puzzle. It's easy.

_____ Puzzle: FLASH DISC / DIGITAL NUMBERS _____

The combination sequence you will need to enter revolves around eight keys. Each key is a segment that ultimately goes into a digital number. You'll to enter the right sequence that will need to spell "80" and "86" on the read out to the left. In other words, just enter the following.

> 80th Floor Buttons - 4, 3, 2, B, D, C 86th Floor Buttons - 4, 3, 2, B, D, A

You're still playing as Rain. Head back out to the bloody room and take the brown door this time. In this room, there will be a save point at the end. Yep,

Save your game. Just ignore the human. There is a door to the right. Ignore it. Take the one on the left. Be ready for a bot that will drop down on you. Kill it. Walk down the hall. Again, ignore the two doors. There's a broken fixer (got killed by rats? hehe). Enter the door on the far wall. In this room, there are two computers. Access the one on the right. another puzzle. Easiness, gamers. Easiness.

Puzzle: RIGHT COMPUTER _____

In this puzzle, you will need to decipher the combination of letters and numbers in relations to the key and sequence of letters on the keypad. You'll also need to choose the right color row in accordance to the color cursor. So, do these in order...

> Key: B - 5, C - 4, D - 3, E - 2, F - 1 Blue Cursor (Row 2): 3, 1, 4, 5, 2, right switch Yellow Cursor (Row 3): 4, 5, 1, 2, 3, right switch Red Cursor (Row 1): 2, 3, 4, 5, 1, right switch

Head over to the left computer. Yes, another puzzle.

Puzzle: LEFT COMPUTER _____

Here you will need to input the numbers in the blank spaces that make up the difference between the numbers above and below them. So, just enter these.

From left to right: 2, 5, 10, 13, -1, hit OK

The water will drain, giving Hana a way across. Yay! Finally...

~*~*~*~*~*~*~*~*~*~*~*~* * As Hana ~ ~*~*~*~*~*~*~*~*~*

Save your game. Walk forward towards the end of the room. You will see a cinema and...RATS!!! Slowly walk towards the door and when the rats break through, hit L1 and make a mad dash towards the save point. Wait for the rats to leave. Come back and get VIDEOTAPE A. Continue on and enter the door to Hana's right. In here there will be some humans. Ignore them and get the FIXER PISTON, leave the room and continue forward until you find two workers. Ignore them and solve your puzzle. Just walk towards the place of what looks to be radios and fans.

Puzzle: erm, RADIOS AND FANS

In this puzzle, you'll need to stack blocks up so that it matches with the panel on the left. So, do the following from left to right.

Blocks: 5, 4, 3, 2

The system will shut down and the steam will stop.

Round the corner until a cinema kicks in. You'll play as Rain now.

~*~*~*~*~*~*~*~*~*~*~*~* * As Rain ~ ~*~*~*~*~*~*~*~*~*

Try to head back out to the bloody room. You hear a sinister laugh and a shadow walking. Head towards the bloody room and walk around until a cinema kicks in. You'll have to fight a boss.

Scanner has a giant wrench and packs a punch when you get hit. Just run and wait until he swings his wrench. He will stop and scream. Hit him hard with the MACHINE GUN or UZIS. After a couple of hits, he'll be down.

Walk towards his body and examine it. You'll be knocked down. Can't blame the guy. He likes his "Kitties".

Your job is to find Rain. Climb the ladder next to the frightened man. No, don't even try to bodily damage him. Grab the MACHINE COG. Use the GREEN KEYCARD to exit the room. Watch out for robots. Head back out to the first area (where you headed left to get access to the generator). Take the right door this time. Climb down the ladder (the water is drained). Kill the bot and get the FIXER HEAD KEY. Continue up the ramp. Enter the door and you'll be where Rain was. Save your game. Go pass the room with the sliding metal slabs. Enter the bloody room. Go through the wall with red markings and enter the small computer room. Kill the bot in here and get VIDEOTAPE B it drops. Walk to the back of that room and use the tapes. Watch both of them. VIDEOTAPE B reveals to code to the room, which is "92572".

Go through the brown door and go to the door Rain ignored. You can save in this room. Enter the code "92572" at the rusted brown door. This room is a split-level one. Don't try to go down, you'll get killed. Go through the top level and kill any fixers that get in the way. Get the UZI. Go through the door at the end and use the BLASTING CAPS on the furnace. An FMV will kick in. You only have a couple of seconds before the fixers storm the place. Hide in the little indentation on the top of the screen. Head back out and kill the fixers that you meet. NOW you can head down. Kill more fixers and get the FIXER CHIP. Head back out to the bloody room.

Kill any fixer that get in your way. Now, just walk around the wall until see the USE icon. You can't miss it. Use the MACHINE COG and an FMV will begin. You'll have to backtrack all the way back to the beginning. It's not fun when you have to go through the sliding slabs...BACKWARDS! Good luck to you. I got killed once. It's not impossible. Anyways, all the way to the beginning. Kill the new fixer and get the FIXER BATTERY.

Now with all four fixer parts in your possession, head to the room with the downed fixer. Use the FIXER HEAD KEY on it. You'll be confronted with...a puzzle? No, it's not a puzzle. Just match up the parts with their slot and you'll be fine. Now, the fixer will get up (don't worry, it won't attack). It'll start repairing the door. After that, arm yourself and enter the fixed door. There is a worker and a save point in here. SAVE YOUR GAME!!!

Descend the ladder and walk towards Rain...on the tentacle machine :) Push / \ to trigger Scanner. You'll now have to fight him.

This just takes trial and error, really. Lure him towards the electrified waterfall and he will try to get a swing at you. Run towards the center and hit L1. Hit him hard. He'll get toasted! Repeat this 3 times until he is well done.

After the fight, release her from her "situation". She'll tell you that you have diffuse some bombs. And if that's not bad enough, you only have two minutes to do it! Go back to the ladder and go up. Save if you want. Head out the door. Now, round the corner until you find two doors that are confusingly close together. Take the one on the right. There is a worker in here. Ignore him and diffuse your first bomb by going up to it and pressing /_\. Leave the room and go through the other door. There is a fixer in here. Kill it and diffuse your last bomb. Now that's been done, return to Rain. She "needs" you.

Scanner will get up and he doesn't look happy. Now, RUN from the explosion! Round the corner and run straight until you meet up with Rain. Press /_\ as fast as you can; like there's no tomorrow.

It's on to Disc 2 from here...

WING CHUNE GARDEN General Area Tip: Stealth kills can be your friend...

~*~*~*~*~*~*~*~*~*~*~** * As Rain ~ ~*~*~*~*~*~*~*~*~*

After the saucy cinema, you'll have control of Rain. Save your game at the save point and leave the room. Equip a gun and stealth kill the guard standing there if desired. Advance until you see a new screen with tapestries and a guard standing by the water. Kill him and reload. Just stand there and wait. There will be more guards running towards you. Kill them. Take note of the waterfall in the corner. Continue until you see a big ramp, killing more guards on the way. Walk up the ramp and you'll be in an area the looks like a maze. In here, sneak around and stealth kill as many guards as possible. Just unload on them if your cover is blown. You need to find a water valve to shut it off. This is so that you can make your way up the waterfall. Next you need to find two pink floor switches. One will reveal tapestries and guards. The other one will reveal a way down to get Jin's package. At the one with the guards, use the SNIPER SCOPE and Rain will automatically take out the guys. Once that's done go to the second pink floor switch. Shoot the tapestries and Rain will drop down and get Jin's package. A cinema kicks in, you play as Hana.

~*~*~*~*~*~*~*~*~*~*~*~* * As Hana ~ ~*~*~*~*~*~*~*~*

It's time to crash the party! No, not yet. Not right now. There are three things you must remember when you're at this party. 1) NEVER draw your weapon. Whether it's melee or gun, you can't equip your weapon. 2) Avoid the guys in suits. Once they get near you, it's game over. 3) Enjoy the party! Mingle with the partygoers as much as possible. With that said, let's explore the building. Ascend the escalators and save in the women's restroom. Head back out and find the big ramp that leads to the third floor. Go to the right and you'll talk to a man. He wants err, Hana to go and do stuff with him. Of course, Hana has more class than that to go with a man. Isn't that right, Hana? "Right!" Anyways, after that. Just walk around for a minute and go back to him. Press / \ when the USE icon appears. It's Big Tom again! This time, he'll ask you go with him again. He'll also tell you about the VIP area. Apparently, Jin's bracelet won't work. >_< Take the DRINK from him and ascend the ramp. Up here, head on to the right of the red carpet. This triggers yet another cinema. You'll meet Choa Zhou [sp?]. He will give you the GOLD BRACELET and a BELL. Watch the rest of the FMV, it gives a few hints to the story. Head over to the two guys are the red carpet. Use the GOLD BRACELET. You now have access to the VIP area. Run to the right, avoiding the guys in black tuxedos. Find the man with a white

shirt on. Quickly use the drink on him. Watch the cinema and leave the VIP area. Yet, another FMV kicks in. You'll switch over to Rain.

~*~** As Rain ~

First, and foremost, save your game. There is a save point in the same room. Walk towards the lighted switch, hit it. A path will come up. Walk up. Here kill off any guards that get in your way. Head back to the waterall that you noted earlier. The water stopped, revealing a ladder that you can climb up. But first, eqip the Arc Taser. Make your climb and open the door. There are three guards in here. Take them all out with the Arc Taser. Use the MAINTENANCE KEYCARD on the door to the right and head down. Save your game. Enter the door. There will be a guard waiting for you. Take him out. Use the FLASH DISC on the computer to the left and you'll be confronted with a geometric puzzle. This is probably the hardest puzzle in the game. About twenty minutes of trial and error and you'll be find. Also, the puzzle is random every time. So, the solution here may not be for YOUR puzzle.

Puzzle: GEOMETRIC SHAPES / FLASH DISC

This is probably the hardest puzzle in the game. About twenty minutes of trial and error and you'll be find. Also, the puzzle is random every time. So, the solution here may not be for YOUR puzzle.

Shape 1 (Large): U, U, U, U, U, U, U, U, U Shape 2 (Diamond): D, U, D, U, D, U, D, U Shape 3 (Small): D, D, D, D, D, D, D, D Shape 4 (L Diamond): U, D, U, D, U, D, U, D Shape 5 (Square): D, L, D, L, D, L, D, L Shape 6 (Pointed X): D, R, U, L, D, U, D, U

With that done, the door to the right will open. I suggest you go back out the top door to save. The puzzle you just did is frustrating. Now enter the unlocked door. In here, you'll be confronted with yet another frustrating puzzle.

Puzzle: CIRCUIT BOARD

This puzzle doesn't make any sense. It doesn't have a special diagram or anything that you can look at. You must make the voltage to be at 00.00 and, at the same time, make a complete loop. You have three pieces to work with and you can flip them in a number of ways by hitting the () button. Do the following or just look at this pic from Daily Radar for the solution.

Pieces: Yellow Straight = S, Red T = R, and Yellow Curve = Y
Row 1: Blank, Y(3), Blank
Row 2: Y(2), S, Y, Blank
Row 3: S, R(1), S, S
Row 4: Blank, Y(2), S(1)
Row 5: Blank, Blank, Y(1), S, Y(1), Y

** (#) indicates the number of times you will need to press CIRCLE after

selecting it.

Solution - http://www.dailyradar.com/screens/game review screen 6364.html

The door to the right is now unlocked. Go through it. Low and behold... yet another puzzle. This one's not as frustrating as the other two.

Puzzle: Colored Fuses

You must realign the colored bars from starting order, pictured on the top left, to the order just below that. You must first remove the fuses above and below the bars so that current is not running through them. For example, to be able to remove the yellow bar, you must remove the top yellow fuse and bottom yellow fuse and put them sowhere else so that it's safe to touch the yellow bar. You must use this knowledge and swap the bars so that the order is just like the one in the bottom left picture.

All that work and the circuits have to fry! Rain will contact Hana for help. After the cinema, make your way back to the place where Jin's package is. Also there is a door that leads to a room with tons of guards. You must not go through it or the game will be over. Go back out to the save point and save your game. Go up the ramp and head for the ladder. Sneak kill and kill the guards when necessary. Pick up the BRIDGE KEYCARD from a guard when you kill him. Go down the ladder and head for the maze, killing more guards. Head for the ramp down to the place adjacent to where Jin's package was. Use the BRIDGE KEYCARD. Blondie will undress and will start heading for the party. Yow!

Still as Rain, head up the eascalators and into the women's restroom. Save your game. Now, you have to go into the guys' restroom. Sneak pass the three guys who are doing their own business. It's OK if you get caught. Just get back in and try again. Go to the dude who's puking. Examine him and you will obtain the ELEVATOR KEYCARD. Go back out. Head towards the elevator. Just run left from the women's restroom. Use the ELEVATOR KEYCARD at the panel. Rain will contact Hana.

~*~*~*~*~*~*~*~*~*~*~*~* * As Hana ~ ~*~*~*~*~*~*~*~*~*

Head down the ramp and head for the elevator. Enter it. You'll meet up with Rain. It's time to have some fun :-D Quickly head on over to the camera in the corner and use HANA'S DRESS. Just watch the cinema.

It's on to Disc 1B from here...

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 サリリリリ
 Part Three (Disc 1B)
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80th AND 86th FLOOR

General Area Tip: Keep your Arc Taser loaded and holster when necessary.

Rain will be dropped off at the 80th floor and it's your job to get Hana to the 86th. Climb up the ladder and avoid the ascending elevator. Wait until a cinema kicks in. Eventually, you'll have control of Rain again.

Head in the door to your right. And kill the girl [?] in a yellow suit. Get the BIOHAZARD KEYCARD she drops. Go all the way down the hallway and check out the door for the code. No, you don't enter the code here. Go back out and run towards the camera from the elevator. You'll be on a sky bridge. Save your game. Use the BIOHAZARD KEYCARD on the door. Go through the door on the right and head to the closet for the yellow suit. From now on, you'll be able to walk around undetected, as long as you don't have your melee armed. Return to the elevator and head through the door to the left of it. Go in the door to the left using the VIDEO ROOM KEYCARD. You're now in the video room. Well, duh. Go up to the wall of monitors with color bars on them. Enter the code 836745 (which is on the door you looked at earlier). Head across the room to the other monitors that are glowing to solve the maze and robot puzzle.

Puzzle: MAZE / ROBOT / VIDEO

This puzzle requires near perfect timing and fast fingers. You're the red dot. You're trying to get to the green dot. Just get the red dot up to the top arrow, press down, down, and down again and you should end up at the green dot. Puzzle solved!

Head back to the monitors and watch a couple of screens. Some of them reveal clues for your upcoming puzzles. Return to the hallway to the right of the elevator and enter the code 4615207 at the end. In here, use the BYPASS KEYCARD to open the next door. Use the FLASH DISC on the computer.

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Puzzle: FLASH DISC / NUMBERS / VIDEO
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You must align the code 42B3DA in a pattern seen on the screen in the video room. Here's the pattern going from left to right.

4 should be 3 blocks down
2 should be 5 blocks down
B should be 6 blocks down
3 should be 2 blocks down
D should be 6 blocks down
A should be 4 blocks down

Rain did her job and Hana has to trigger the motion sensor.

~*~*~*~*~*~*~*~*~*

As Hana

~*~*~*~*~*~*~*~*

You have 30 seconds to go to the panel near the door. Arm yourself with a gun. This is one of those times where I don't like Fear Effect's real-time menu system. Examine the panel and press / \. Now, back away and shoot it. "Take that, you piece of things." Turn around a pick up the DISPERSION CANISTER. Head out the room and be ready to take out a guard with a stealth kill. Pick up the SECURITY KEYCARD she drops. Save your game and enter the door to the left using the SECURITY KEYCARD. Kill more guards. Head down the hallway and use the SECURITY KEYCARD on the door at the end. Examine the fuse box. Moving it to different spots will provide power to the area pictured on the right. Remove the fuse and put on the top spot. OK. From now on, the Arc Taser is your friend. Equip it, you'll be using it on enemies found on this level. Head back to the save point and use the SECURITY KEYCARD to open the door to the right. Kill the two eye-bots in here with the Arc Taser. Just stand there and wait for your taser to recharge so it'll be at 200. Head in the door at the end. Kill two more bots in here. Pick some rocket shells in here. Let the Taser recharge each time before you advance. Use the BLASTING CAPS on the door to the left. Kill enemies in here. Avoid the explosions that ensues. You can pick up some really nice weapons in this room. Head back out and enter the room on the right. More enemies. Kill them. Use the HAIR SAMPLE on the big, white machine pictured on the fuse box. You'll receive the GENETIC ID CARD. Head back to the fuse box, killing more enemies as necessary.

Move the fuse to the bottom slot. Go back to the save point and save your game. Go back to the hallway, this time use the SECURITY KEYCARD on the door on the left. You will be in a red hallway. Kill the guards in here. Use the GENETIC ID CARD on the door at the end. In this hallway, carefully inch down it. A USE icon will appear. Use the DISPERSION CANISTER to reveal the lasers that you must avoid to get across. Be careful! This part killed me so many times, it's not even funny. Go to the end and Hana will be stuck. It's Rain to save the day!

It's your job to take care of the guards so that Hana can get through. Just exit the room and use the computer at the corner in the next. It's time to have fun with the robots! Err, no. Not those robots. Although... OK! Anyways, after an FMV, your control will switch over to Hana.

Always have your taser armed and at full charge. Enter the next room. In here, there will be two downed robots. Ignore them and get to the save point and save your game. Enter the door next to the one you just came in from. Use the ELP on the heavy door (the one with the radioactive sign). Hana will automatically get the CENTRIFUGE TUBES. Use them at the cabinetlooking thing pictured on the fuse box. You'll receive PURIFIED TUBES.

Backtrack to the fuse box. Be careful in the room with lasers. Now, move the fuse to the middle slot. Go back to the room at the beginning (the one with the DISPERSION CANISTER). Kill some guards in here. Use the PURIFIED TUBES on the big machine in the back. You'll get NUCLEUS BLOT T, CELL BLOT C, BLOOD BLOT A, and GLAND BLOT G. Turn around and use Blood Blot A on the red computer behind you. Go back to the fuse box and move the fuse to the top

slot. Go back to the save point. Save your game. From here, go through the door on your right and go back to the room where you used the HAIR SAMPLE. There is a green PC here, use GLAND BLOT G here. Go back to the hallway where the door leading the fusebox is. Enter the door on your right. Kill the guards in here. Use NUCLEUS BLOT T on the yellow PC in this room. Head back to the red hallway and go through the room with lasers. Use CELL BLOT C on the blue PC in the next room. Save your game. Enter the room where you got the CENTRIFUGE TUBES. Enter the door you ignored earlier. In here, use the DNA CODE DISK on the computer in the back wall. You'll need to solve another puzzle.

Puzzle: DNA CODE DISK / DNA SEQUENCES This puzzle is fairly simple. Just match up the following colors to each

> Red - Yellow Yellow - Red Blue - Green Green - Blue The proper sequence is as follows (from left to right): 7) 7 [flipped] 1) 1 [flipped] 2) 7 8) 4 3) 10 9) 6 4) 9 [flipped] 10) 12 5) 8 11) 2 6) 3 12) 12

Please note that the numbers is not to confuse you. Just count in order and do the sequence from left to right. [flipped] indicates that you must hit [] or () to change the order.

After this, an FMV will start playing. A big, yellow guy will come in. Unlike Big Tom, this meanie doesn't look happy to see Hana. After it ends, you'll be in charge of Rain again.

~*~*~*~*~*~*~*~*~*~*~* * As Rain ~ ~*~*~*~*~*~*~*~*~*

other like this:

Head out towards the elevator and walk towards the camera to the sky bridge. Save your game before entering. In the next room, there is a big red button you saw but couldn't do anything about it earlier. Examine it. Go to the corner and a guard in green will send you to the next room. There's another savepoint in here. Save if desired. Use the BLASTING CAPS at the end. Yet, another FMV. QUICKLY equip your weapon! Hit [] and select PLASMA WRIST. Kill any guards that gets in your way. Go back to the elevator. On the sky bridge, quickly run at the closing door. In here, you'll be confronted with yellow meanie.

 This boss is surprisingly easy. Kronos must think we're little kids. The strategy here is to crouch and hit him with the plasma wrist. Since most of his shots will miss you, you should be OK. After a couple of hits, he'll be gone. Bye, yellow meanie.

It's on to Disc 4 from here...

An FMV will kick in. Rain and Hana will escape on the water jet. Apparentty, Hana is not too happy about the deal with Jin. She'll tell this Hana and leaves for a new dealer. Rain will stay behind. Yeah, she'll stay behind. But first, let's play as our newly introduced character!

\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$* * As Deke \$ \$*\$*\$*\$*\$*\$*\$*

You'll start off on a freighter. Deke will kill a man from behind. Get the GENETIC MARKER and leave. An FMV will start and as soon as it ends, run away from the explosion. After that, watch yet another FMV. This one is where Deke is making a deal with a man that Hana is fixing to visit. Just watch. About at the end, you'll see Rain [?]. It doesn't make sense now; it will later.

Eventualy you will have control of Deke again. You will be put on a level with a plethora of zombies. Kill them, kill them all! Get the MACHINE KEY, the GL150, and the assault rifle. Head to the wooden door and kill more zombies. Head toward the screen and enter the metallic door. You're now in a storage shed. Grab the DIESEL FUEL on the counter and head back out. Go left from here. You should reach a big, red machine. Use the DIESEL FUEL on the tank next to the ladder. Climb the ladder. Use the MACHINE KEY up here. This will trigger a cinema. Deke kills the man.

Once you have control of him, shoot more zombies. Make your way to the back left corner. Grab the RL480. Go through the door just off the screen. Once in here, there will be an inacessible door. Keep moving forward. In here, you have to shoot the wall to advance. Just move in a push >< when a targeting icon appears. Shoot more zombies. Pick up the ELEVATOR LOCK KEY it drops. Go to the elevator and use the ELEVATOR LOCK KEY. Do some more zombie killin'. You'll come up to a dead end. There is a gold door to the left, a big one in the center, and a red door to the right. Go through the gold door. Grab the ANCIENT RED CRANK. Leave the room. Now head for the one on the right. Use the ANCIENT RED CRANK on the dragon's tail. Grab the GOLD CRANK and use it for the gold room. Now, you have access to the door in the center. Save at the savepoint in here. Kill more zombies. Head down the ramp and examine the door at the end. You'll be locked in a room with ghosts you can't kill. Just avoid them and make a mad dash to the door in the lower right corner. Watch the FMV and you'll have control of Hana soon.

~*~*~*~*~*~*~*~*~*~*~*~* * As Hana ~ ~*~*~*~*~*~*~*~*~*

Hana will drop in. Get the .90 pistol. Leave the room and save at the savepoint. Head back to the elevator and in the next room after that, kill the zombie to get the ARCHAEOLOGY KEY. Use it to open the door that was locked (two adjacent doors, the one on the left). Avoid the ghosts and grab the RL480 and the MIRROR SEGMENT. You now have a complete MIRROR you can use. Go to the elevator and follow Deke. Except this time, use the MIRROR at the door. Follow Deke. Advance through the wooden path, wasting away any enemy that gets in your way. Enter the green door.

Hana will get ambushed by a myriad of zombies. Yep, Deke plays hero.

\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$* * As Deke \$ \$*\$*\$*\$*\$*\$*\$*\$*

You'll be surrounded by zombies. Switch to a better weapon and waste the zombies. It's OK if you get hit a couple of times and your fear will be red or orange. You can always try again. Exit through the new door and you'll come up to a new path. Continue up, ignoring the red door. Enter the door at the end. You'll see a long cinema. Just sit back and enjoy. Eventually you'll have control of Royce Glas...his mech!

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$*$*$*$*$*$*$*$*$*$*$*$*
* As Glas $
$*$*$*$*$*$*$*$*$*$*
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Waste the zombies with your unlimited ammo and blast through three walls. Boring isn't it? Didn't even get to fly the damn thing. You'll be back with Hana...

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~*~*~*~*~*~*~*~*~*~*~*
* As Hana ~
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Kill the zombies and ascend the taller ladder (there are two). Grab the roket shells in the room at the top. After another cinema, you'll end up with blondie. And the computer just had to put you all the way back here!

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~*~*~*~*~*~*~*~*~*~*~*~*
* As Rain ~
~*~*~*~*~*~*~*~*~*
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Go back where you meet up with Hana and Deke in a rather "sticky" situation. Go back and around and enter the red door Deke ignored. Go in the pit Hana was in and climb the ladder. You'll find Deke knocked out. Walk pass him, another cinema..(gosh, this never ends!).

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$*$*$*$*$*$*$*$*$*$*$*
* As Glas $
$*$*$*$*$*$*$*$*
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Take Glas all up the elevator and in the room where Deke fell down from the machine. You'll meet a weird, old guy that seems to be lost but is not. He will give you the PEACH and the STORAGE ROOM KEY. Now, go back one room and use the STORAGE ROOM KEY on the room that was inaccessible earlier. Kill two monsters in here. Grab the DYNAMITE in the top right corner and get out.

Head back to your mech and use the DYNAMITE on the rubble to the right of it. Go through the dragon door and head down the ramp. You can save in here if you want. Go through the door and enter the room with ghosts in it. But you'll find no ghosts. Curious...Follow the wooden path and through the green doors. Enter the red door and climb down the pit. You'll meet up with Hana and play sorta like a mini game. In this mini game, just blast away at the dropping mummies. Eventually, an FMV will kick in and shows that Hana is "always prepared".

It's on to Disc 3 from here...

TOMB ENTRY AND EMPEROR'S TOMB General Area Tip: Take note of the surrounding. Statues are not your friends. Kill them.

Jesus, there are a lot of FMVs in this game! Just watch and you'll be in a new area. You'll start out with Hana.

There's a save point right where you're standing. SAVE YOUR GAME! Move towards the screen. In this screen there are three statues standing. Get shot shells behind the one standing far left. Move all the way to the left and enter the door at the end. This room is very confusing to the eye. There is a cube in the middle, a door to Hana's left and a ladder leading up. Ignore them for now. Find a path that's to the left of the red statue and go through it. Now, there is a door to left and a panel with weird icons to the right. The door leads to a room with shot shells and a chinese warrior. If you want the shot shells, go through it and kill the warrior. Now, the panel has icons of the sun, moon, goat, lily, and butterfly. Notice the same pics on the doors that were inaccessible in the room earlier? Right, you'll need to activate them in a certain order. You can't do anything right now so keep moving forward. In this circular room, there is another inaccessible door and a ladder. Climb down the ladder and you'll meet ghosty. He gives you the HAIR PIN, GOLD BULLION, MOON COIN, and SUN COIN. Climb back up and go back up to the panel with sun, moon, and all that. Press / \ and Hana will automattically place the newly acquired coings. Select the moon and the sun coin (blue and yellow) and press the button at the bottom.

An FMV will show a door with symbols unlocking. You have 30 seconds to go back to the room with the cube and climb up the ladder. Open the door before it locks up on you. A red statue will come alive. Shoot it and get the TERRA COTTA KEY. Shotgun works well. Return to the circular room and use the TERRA COTTA KEY on the locked door at the top level. When you enter, there will be some chinese warriors that will come alive. Kill them. Head all the way to the back and you'll meet ghosty again. He will give you some clues for your next mission and transports you to la la land. There are nothing that can harm you here so you were stripped of your weapons. Use the GOLD BULLION on the old man and watch the FMV. In return, he gives you the INN ROOM KEY and the BUTTERFLY COIN. Head all the way to the right and use the INN ROOM KEY. Go to the other side of the bed and use the MIRROR. Scary. You'll be transported back. Quickly equip one of your best weapons. Head back the panel with symbols and use the BUTTERFLY COIN. Kill the warriors that get in your way.

Press the butterfly, press the moon, press the bottom button, and run to the room with the cube. Again, you have 30 seconds to do it. Unlock the door opposite of the ladder. Kill the warriors that come alive in here and head in the door to the topleft. In here, there's a save point. Save your game. Just walk the planks. No just kidding. Head in the door topleft of the screen. Beware of more warriors. Get the DIG KEY. Exit the door and use DIG KEY on the door to the right. More statue warriors. Kill them and get the WOOD PLANKS. Advance through the wooden path and you'll end up at a gap and a door. Use the WOOD PLANKS here. After that, enter the door and say hi to ghosty. Listen to him. He provides valuable clues on your next mission.

It's la la land again. Talk to the couple standing by the stairsteps and they'll give you the ASTRONOMY KEY. Ascend the stairs and use the ASTRONOMY KEY on the door. You'll be in a room with two blinds. One of them open and one of them closed. Just go to both of them and press /_\. Head on outside and you'll meet a girl in red slippers. Follow it to the well. Press /_\ to trigger an FMV. Now, you have the girl's REMAINS. Go back in the house again close one blind and open the other one. Exit the house and it's daytime. Give the couple the REMAINS. Get the LILY COIN and you'll transported. Quickly your weapon and kill the statue warrior. Head back the 5-icon panel, killing anything that gets in your way.

At the panel, press the butterfly, lily, and moon, and the bottom button. Another door will unlock. You have 40 seconds to get to it. Quickly enter the door in the circular room. Kill more warriors and open the door at the end. You'll come up to a smaller circular room. Fight the boss.

What? You think Kronos would let you go this far without a challenge? In this bossfight, stand on either the left or right side of the room. Dodge the incoming fire by using the evade command. When it fires to the left, you dodge to the right. Can you say duh duh? When the wheel stops with a picture of a man with a bull's head, open fire on it. The assault rifle is the best. After it dies, a whole will open up.

You're still as Hana. Go through the whole and you'll meet ghosty again. Listen to him carefully. "Love is blind, but then again, so is justice." You're in la la land again. This is your final mission...for this level that is. Talk to the jar on the left, no..it's a CLAY POT. Now move towards the camera and hit the drum beside the statue on the left. Watch the FMV. Dumb pot won't talk. Try to leave by the double door and the girl will plead for help. Now, use the BANDAGES to cover the eyes of the guardian statues. Use the CLAY POT at the town judge and receive the BULL COIN. Mission completed.

Go back to the panel. Kill some more warrios in the way. So, it's not a goat after all. DOH! It's a bull...This time press all five icons and the button on the bottom. The cube will descend, revealing a way down. Go to the room with the cube and examine the newly exposed passage. Kill the statue warriors. Go down for another boss fight.

Just run from side to side to doge the projectiles he throws are you. Most of them will easily miss you. When he changes back to human Deke, hit him hard. Again, the assault rifle works well as it fires many rounds. Repeat this several times and you'll defeat him. You'll receive the EMPEROR'S PLAQUE. You'll switch to Glas after the FMV.

\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$* * As Glas \$ \$*\$*\$*\$*\$*\$*\$*\$*

SAVE YOUR GAME! This new area is pretty straight forward. Just advance and kill anything that gets in your way. Eventually, you'll meet the fortune cookie machine. No, you'll meet the first emperor of China. He'll start attacking you. Just try to stay alive long enough to be rescued by Hana. DON'T skip this cinema. It provides valuable hints to the story.

So, you're still as Glas. There's a save point where you're standing. Save your game. Then, enter the painting to the left. Stand in from of the table and press /_\. Watch the FMV. It explains stuff about the game you're about play. A simple game of strategy...

----- Mini-Game: CAPTURE THE FLAG

Your objective is to capture the opponet's flag. Don't worry. The AI is so dumb that it makes your dumb...whatever. The AI is dumb. The strategy here is to take out his weaker soldiers with your stronger ones. Thus outnumbering him. So, use your guys to rush his flag. You'll have to do this 4 times. However, the last game is quite different. Just send in 3 guys AT A time. Leave a couple at your flag. The AI is so dumb that it keeps on trying to move across the wall. So send in 3 at a time, one will surely slip through.

You'll be transported outside. Save your game and enter the painting on the right. Yep, another mini game. This one is RUN LIKE HELL!!!

----- Mini-Game: RUN LIKE HELL!

First up are the fire spouts. Try to dodge them. And for the rest of the way, a mad dash helps. Just run like there's no tomorrow and you'll be OK. Also, save at every opportunity. You're bound to die and have to try again. At the end, there will be a dust storm. Move towards it. Hana is up next.

~*~*~*~*~*~*~*~*~* * As Hana ~ ~*~*~*~*~*~*~*~*

Again, save and enter the painting on the left. Another puzzle...

Puzzle: COLORED BLOCKS / CHINESE

Now, talk about frustration! You're trying to push the colored blocks down to the bottom so that the order they come in and the color matches. There are a couple of solutions. Just play around with it and eventually you'll find a solution. Good luck!

If you have broadband, Gameshark.com has a movie with the solution... http://www.gameshark.com/static/guides/fear effect 2/puzzle.mpg

Save. Enter the painting on the right and play the mini-game Glas just did. The strategy is the same: run, run, run, and save at every opportunity. Jump in the dust storm and watch another long FMV. You'll receive the MERCURY VIAL and you're then put on a ship. Use the EMPEROR'S PLAQUE on the seat to activate the oarmen and go to the other end of the ship. Use the MERCURY VIAL in the water.

It's on to Disc 4 from here...

ISLAND OF THE EIGHT IMMORTALS General Area Tip: Pay attention to where you're stepping. Avoid those areas if they activate monsters.

Watch a really long FMV. Eventually, your characters will break up...

Upon entering, head in through the door to the left and get two BRIDGE TILES. Exit and go through the door on the right. Again, grab two more BRIDGE TILES. Exit and move away from the camera until you reach a moat of some sort. Use the BRIDGE TILES and a bridge will emerge from the water. Advance forward and open the next door. You'll meet a woman. Watch the FMV. More valuable hints. You'll receive the DRAGON PLAQUE and the TIGER PLAQUE. Head back out and try to leave. You'll talk to the gardener. He'll give you the DIGGING TOOL and the CHINESE FAN. Now, before going anywhere else, go back to the room where you met the old woman. Save your game and head back out.

You now have to face the elemental challenges. There are monsters that are all over the place. The shotgun will take them out. Head to the right. Move toward the camer and step on the red platform. This is the fire area. Go to the back left corner. Grab the EMPTY GOURD. Move to the tan platform to go to the earth area. Go to the corner and use the digging tool to get the ROCK SALT. Head over to the water area using the blue tile and use the ROCK SALT on the grinder (next to the pier). Go over to the pier and use the NORMAL SALT. This kills the monster. Hana will jump down and get the WATER CRYSTAL, breaking the digging tool. After that, use the EMPTY GOURD at the pier to get some of the water. Step on the yellow tile and go to the gold area. Use the SALT WATER GOURD to create a way across. Follow this diagram for this puzzle...

Puzzle: GOLD AREA / ELEMENTAL CHALLENGE

| @ Indicates where you need to go and press / \setminus . |@here | | | | ==, || Indicates a path you go go across. | Left |==| Right | *C Indicates the center | | | !!Remember, you can only walk on it when it's gold! |__||__| |___||_ |*C| || | Here's the path you need to take: |_ | | Lower | | Lower | Lower left, lower right, center, right, center, | Left |==| Right | right, center, right, and left corner. ____|___| QUICKLY PRESS / \ WHEN YOU GET TO @here! |START|

With the new items in your possession, go back to the room where you first grabbed the two bridge tiles (the room with the blue and yellow pads). Use the waterwheel in this room. Be careful of more monsters. This will desalt the water. Go back to the pier and fill the EMPTY GOURD and GOBLET with FRESH WATER. Go back to the fire area and stand on the gray tile. Use the goblet and a specific flame will turn blue for a milisecond. Walk in that flame, grab the FIRE CRYSTAL and get out. Turn around and go to the back table. The furnace is now on. Use the EMPTY GOBLET in fron it to melt it. Use the BROKEN DIGGING TOOL on the furnace to repair it. Return to where you dug the ROCK SALT. Use the DIGGING TOOL to dig a hole and use all three of the collected crystals on the hole. Use the FRESH WATER GOURD. A tree will grow. Grab the DIAMOND and go back to the place where you met the woman. The monsters are restless. A mad dash helps. You'll probably die. Try, and try again. Save and use the DIAMOND on the door that the woman pointed to. Switch over to Glas.

\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$* * As Glas \$ \$*\$*\$*\$*\$*\$*\$*\$*

Save your game. Kill the two idiots in the corner. Grab the GATE KEY one of them drops. Also, there's a SS2000 in the corner. Arm yourself with an EMP and use the GATE KEY on the door. Charge up the EMP and release. This shorts out the mech that was coming to get you...temporarily. Enter the new door and take out the guys with a shotgun. Try to walk to the deadend and examine the door. You can't access it. Go back and 'lo and behold there's the mech! Quickly shoot the fuel drums. Glas will climb up the ladder. Stealth kill the dude in the corner. Grab the flame thrower. Kill on more soldier on the same roof. Arm the Arc Taser. Use the GRAPPLING HOOK to get to the next building. Kill 3 more solders. Jump over to the next building. And here's a plethora of fans. Only one of them stops in a pattern. Ever so carefully inch your way to that fan. When it stops, press /_\. Inside are some C4s and a save point. Save. Go outside and get in the mech. Destroy the other one. Run from the helicopter. After that, climb up the building. Roll to dodge its bullets and get in the turret to destroy it for good.

Kill the soldiers and get the UTILITY KEY. Use it on the hatch to climb

down. Get the CROWBAR. Open the hatch and climb down again. Head for the room where you destroyed the mech with the fuel drums. Use the UTILITY KEY on the door that was inaccessible earlier. Stealth kill the soldier. Head into the sewer for another cinema. Save from where you are! You'll die at least once. Now here's a situation. Watch for a pattern in the electricity and run from safe section to safe section. Once you reach the door, open it with the GATE KEY. Arm yourself with an EMP, take out the mech and the soldier. Kill a few more soldiers and open the next two doors with the GATEKEY. Keep advancing until you get to a door with red light on it. Open it with the CROWBAR. Inside, examine the table. Try to leave and another cinema... Once the game kicks back in, run for the gun. If not, you'll be shot dead. You're then transported to where Hana is. Follow Hana through the tower.

It's on to Disc 2 from here...

TOWER OF THE EIGHT IMMORTALS

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General Area Tips: Just solve puzzles!

~*~*~*~*~*~*~*~*~*~*~*~*~* * As Hana ~ ~*~*~*~*~*~*~*~*~*

Move Hana forward towards the portal and use the BELL. Now, play a Simonlike game. This part is all random. Can't help you here. Just do what he does. It helps if you have pen and paper. Next up is Glas.

```
$*$*$*$*$*$*$*$*$*$*$*
* As Glas $
$*$*$*$*$*$*$*$*
```

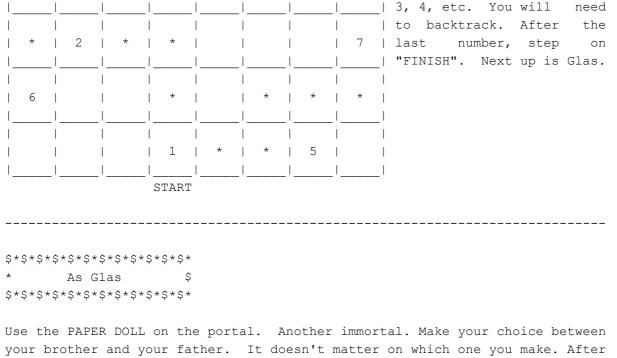
Use the PHOENIX at the portal. Now, you'll have to play the Dragon Dice game. You need to reach the end first by rolling the dice. If she lands on you, you have to move 6 spaces back and vice versa. You need an exact number to land on the goal. You can always try again.

~*~*~*~*~*~*~*~*~*~*~* * As Hana ~ ~*~*~*~*~*~*~*~*~*

Use the CHINESE FAN and you'll meet the gardener. Now, you'll have to solve a puzzle where you have to step on the tiles to match up with the writing by the door. It helps if you can read Chinese. Follow this diagram, Americans!

Puzzle: FLOOR TILES / CHINESE/ MUSIC

_					F	INI	SH_				
			I	1					Ι		Numbers and * indicates the
	3			I		8				I	tiles you can walk on. Any
_		_ _	I	I	!_		_ _		_ _	I	other ones can hurt you. To
				I						I	solve the puzzle, step on
Ι	*	I	I	*		*	Ι	4	Ι		the numbers in order (1, 2,



your brother and your father. It doesn't matter on which one you make. After that comes another boss fight. You have to fight demons. Use your heaviest firepower.

~*~*~*~*~*~*~*~*~*~*~*
* As Hana ~
~*~*~*~*~*~*~*~*

Use the MIRROR on the portal. If you hurt or kill any of the workers in the aqueduct, you'll have a boss fight. I told you not to kill any of them! If you listened, you can just walk on ahead withouth having to fight him.

Your guns can't hurt him since he's an immortal. Switch to melee and hit him when you have a chance. Get to any of the side to dodge his lightning bolts. A couple of hits will do.

\$*\$*\$*\$*\$*\$*\$*\$*\$*\$*\$* * As Glas \$ \$*\$*\$*\$*\$*\$*\$*\$*

Use the BRAVERY MEDAL on the portal. Another immortal. You have to fight a boss fight. Ready? Hope you saved often. It make take a couple of tries.

Immediately equip the flamethrower. Run around the beam and when you get behind Evil Glas, fry him!

~*~*~*~*~*~*~*~*~*~*~*~* * As Hana ~ ~*~*~*~*~*~*~*~*~*~*

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Use the HAIR PIN on the portal. Talk to the immortal and you have to make a
choice:parents or Rain. If you choose Rain, you get to advance without having
to fight the demons. Parents, you have to fight them.*
*Correction by: Kaizer3000 [kaizer3000@hotmail.com]
Boss: DEMONS / CHOICE: RAIN OR PARENTS
The strategy is simple. Waste the demons !!
 _____
$*$*$*$*$*$*$*$*$*$*$*
*
    As Glas
              Ś
$*$*$*$*$*$*$*$*$*$*$
Use the PEACH in front of the portal and you'll meet the old man who lost his
goat, I mean donkey. HEHE...funny. Then solve a floor puzzle.
_____
          Puzzle: PEACH / FLOOR / OLD MAN LOST DONKEY
This puzzle is random. You try to go all the way to the left. Some tiles
hurt you. Be careful. Oh yeah, if you're thinking about a mad dash...GOGOG!
_____
It's on to Disc 3 from here...
               _____
_____
               <del>りりりりりりりりりりりりりり</del>
               サササササ [ Part 7 (Disc 2B) ] オオオオオオ
               サササササササササササササオオオオオオオオオオオオオオオオ
                                         ETERNAL VOID
General Area Tip: Hope you paid attention to how Rain holds things...
_____
$*$*$*$*$*$*$*$*$*$*$*
*
    As Glas
$*$*$*$*$*$*$*$*$*$*
SAVE YOUR GAME !!! Yes, this is the final part of the game. Walk towards the
screen and watch the FMV. Then you'll switch over to Hana.
~*~*~*~*~*~*~*~*~*
    As Hana
~*~*~*~*~*~*~*~*~*
```

So it all comes down to this...you shooting the woman you love. Just choose one. One of them is Mist and the other one is Rain. THIS one determines what kind of ending you'll get. Shoot Mist to get the good ending. Very difficult. Shoot Rain to get the crappy ending. Easy to get. OK, the final boss.

FINAL BOSS: RACHEL KAZRA

==>If you shot Mist<==

Run around and dodge her attacks while toggling your inventory between the Arc Taser, the flamethrower, and the sonic boom. If she is green, use the sonic boom. Red, use the flamethrower. Blue, use the Arc taser. When she is knocked out, VERY QUICKLY use the VIRUS CANISTER. This ending is somewhat harder to get. *As soon as the battle starts, switch to the flamethrower and duck and evade until the boss turns red. Then, shoot the crap out of it. Taser sucks and so does the sonic boom. A few shots are more than enough to beat it.

*Strategy by: Kaizer3000 [kaizer3000@hotmail.com]

==>If you shot Rain<==

You'll have to fight with each character seperately. The strategy is the same as before. You have to VERY QUICKLY use the VIRUS CANISTER. This ending is weak. Yes, it sucks. But it's easy to get.

Congratulations! You've completed the game. Play it again to unlock AG codes.

------ [Endings] ------

WHAT ?! You'd think I'd spoil it for you? You have no faith in me.

------ [Reviews] ------

+ BlaCkHaZ3's OPINION - 8.7/10 (****)

I really liked this game. Fear Effect 2: Retro Helix is the game that this aging gray beast we all have come to know and love needs go out with a bang. And go out with a bang it did. The story is engaging and the voice acting just leads you begging for more. Music is perfect for the dark and foreboding atmostphere. Although, gameplay and be tweaked up a little bit.

I also really liked what they did with this prequel. No more long loading time after death is just what it needs. Death happens. The puzzles are the best of what we have come to except from Kronos: frustration. That's a good thing. Although not as hard as the ones before (did anybody try to defuse the bomb in Fear Effect 1 without a guide?!)

Now, let me be frank. The real-time menu SUCKS! Especially during situations like the final boss. How are you going to expect me to run around while toggling the menu?!

All games has its shares of flaws. But not all game were this good! I hope they make a sequel to the original FE on the PS2. That would so rock!

GREAT graphics, great sounds, great voice acting...

KUDOS TO KRONOS!

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+ Gaming SITES
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Daily Radar - http://www.dailyradar.com/reviews/game_review_1286.html Gamepro.com - http://www.gamepro.com/sony/psx/games/reviews/11582.shtml Gamespot.com - http://www.zdnet.com/gamespot/stories/reviews/0,10867,2687897,00.html IGN PSX - http://psx.ign.com/reviews/14541.html Gameshark.com - http://www.gameshark.com/articles/index.jsp?content_id=4850

------ [Cheats and Secrets] -------

+ Unlock Art Gallery - Enter these codes at the main menu to unlock the art gallery. A sound will confirm the correct entry.

Disc 1 - left, right, up (2x), down, circle Disc 2 - up (2x), R1(3x), square Disc 3 - L1, R2, L1, R2, L1, square

+ Cheat Mode - Successfully complete the game at least once and enter the at the panel on the left-hand side wall (the room where Rain leaves and Hana is controlled for the first time) for the indicated effects.

All Weapons - enter "11692" as the code Unlimited Ammo - enter "61166" as the code Big Head Mode - enter "10397" as the code

------ [GameShark Codes] ------

+ No, these aren't all the codes. There are a whole bunch of them. Just go here: http://www.gameshark.com/game_resource/codes/index.jsp?title_id=2717 I didn't want to have to waste time to do all those...;)

+ Infinite Fear [health] D00495ec0068 800495ee2400

------ [Fear Effect 3 Wishlist] ------

- + Nope, this is not a real game. It could be, if Kronos wants it to be. The list just contains some of the things I want FE3 to have. If there ever is one, and I highly suspect, there is. I[we] think it should include these.
 - NO MORE real-time menu
 - On the PS2
 - have vehicles you can drive in
 - even smarter enemies [I'm sorry, but the strategy game AI is just dumb]
 - bring Rain into the story
- + That's it. I can only come up with these. If you have a wishlist of your own, please feel free to e-mail it to me. I'll put your name for the credit...or pet name--anything that you prefer.

サリリリリリリリリリリリリリオオオオオオオオオオオオオオ リリリリリリ Gamers' Wishlists]オオオオオ

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+ A LONG LIST SENT IN BY MGS2000 [metalgearsolid 2000@yahoo.com]

----- [Things That Need To Stay] ------

- Motion FX3D technology with Seamless integration of gameplay and in-game cinematics.
- Computer generated sequences.
- No load time even after death sequence.
- Intense story driven action and environmental puzzles.
- New and improved real-time inventory system.
- Fourth playable character: Rain

----- [Things That Need To Improve] ------

- Full screen gameplay! (no more MTV or 1/2 of screen)
- Smarter enemies even in Normal Mode! (Like FE 1 enemies)
- 2-player mode--even in story mode! (Is it possible???)
- Difference story, different paths or distribution for the game! Not only in ending. (Different movie depend on difference paths or distribution.)
- The real-time item management, which is cumbersome especially in tight situations. Weapons select in battle is too slow, we need to type button by button. Moreover, we can't pause the game to select different weapon. By the time a desired weapon is selected, you would've been long dead.
- Remain the last Fear Effect 1 enemies' voice acting.Because the first FE voice & sound was strong & solid. For example, the Hong Kong Mandarin or Cantonese voice speak like "Hey Guy! don't move" "What are you doing!" So in Mandarin or Cartonese voice acting like "Mai Yuk!" "Joo mee ah..!"

The enemies will say "Mai Yuk!" or "Hey you! Don't move!" after they have seen Hana,Deke & Glas sneak inside the building. Here is the best voice acting in PlayStation I have ever heard before!

- Control Vehicle or helicopter gameplay! Drive vehicle with gunshooting gameplay!Just like METAL GEAR SOLID in the last battle with vehicle drive & shooting gameplay! (If there have 2 players mode, one can drive the vehicle the other can use their weapon to shoot!)
- Sniper gameplay. Zoom in & out for sniper gun's crosshair. I have never seen any of snipeing gameplay in FE. Sadly!!!
- The hidden features&secrets that unlock with replay not only is unlimited ammo, health or game art gallery...We need something fresh.
- Frustrating gameplay even in active motion FMV background! (No choke or slow down situation!)
- Don't take so many camera angle (Not suitable for 3D control! Especially,

the analog control) Make it more in 2D gameplay with 3D FMV background like Metal Gear Solid.

- Include the HE granade. I haven't seen any in the FE series. It's a very important weapon.
- Finally, take more LOGICAL story!!!! Meaning, no more supernatural, Chinese ghosts!

------ [Credits / Acknowledgements / Special Thanks] ------

- + My mom. For not bugging me when I'm in front of the computer. :)
- + God for keeping me alive and well everyday.
- + Kaizer3000 for correcting me on the guide. I appreciate it.
- + MGS2000 for the long wishlist. Some great ideas!
- + Gamewinners.com for all the codes I needed.
- + Gameshark.com for the solutions to some of the puzzles.
- + Gamepro.com for all the gaming mags you've been feeding me.
- + DailyRadar for such an awesome gaming website.
- + IGN PSX and IGN PS2 Dave, get your lazy ass up and reply to some letters.
- + Eidos Interactive Ltd. For the free FE1 and for publishing such an awesome game. You guys are great.
- + Kronos Digital Entertainment for putting all the blood and sweat into developing this game.
- + GameFAQs.com for all the guides on your site.
- + If I forgot anybody, please e-mail me so I can put your name on this list. Apology in advance! :)

------ [Contact Information] ------

- + I worked hard on this FAQ. It would be nice to receive a letter or something thanking me. Or if I did something illegal, hatemails are always welcome. You can contact me with the following e-mail addresses:
 - blackhaz3@ignmail.com
 - SuperAverageGuy@aol.com

AOL, you guys suck. But I'm sorta stuck with you.

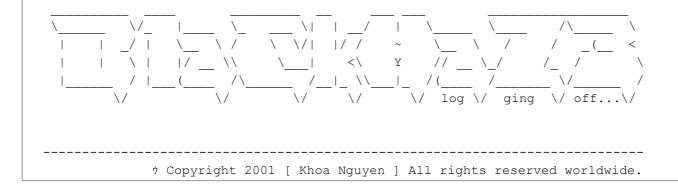
------ [Final Words] ------

Hmm, that was fun. Wasn't it? No, that wasn't fun, you idiot. Writing guides suck. But somehow I can't stop writing. This is my first guide and only took about a week...I think. I seem to have lost track of time. Oh well, my eyes are hurting really bad. Maybe it's the radiation...maybe. I enjoy doing this and perhaps I'll do it again in the future. But doesn't that mean I have to buy more games? You bet. Yay!

Maybe I'll do a guide on the copy of FE1 I just got. No, I'm stupid if I wanna do that. There must be hundreds of guides out there right now. That game is so old...

It brings so many nostalgic moments. Sniff, sniff. Oh well. Out with the old, in with the new!

So, what's next for the future of BlaCkHaZ3? Only time can tell...Until then, happy gaming. Whether it's a PS2 or Dreamcast or whatever it is you you prefer, BlaCkHaZ3 will be there.



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