# Fear Effect 2: Retro Helix Failure FAQ

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                          SPLIT INFINITY PRESENTS
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My YouTube channel: www.youtube.com/user/SplitInfinity
                    Come! Subscribe to my videos for better games' experience!
My personal site  : kolardamir.com
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Name of game:   Fear Effect 2: Retro Helix (for formats: PAL)
Type of guide:  Failure Guide / FAQ
Platform:       Playstation
Version:        Rain, released on 16th February 2008
Author:         Damir Kolar (Split Infinity) <lifearmor(at)gmail(dot)com>
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Made in:        MS Word, Courier New, Font Size 10, Chrs/Line 79
Best viewed:    MS Word, Courier New, Font Size 10, Chrs/Line 79
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01.)                      LEGAL INFORMATION - G0100
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- http://www.gamefaqs.com
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- http://faqs.ign.com

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02.)                      TABLE OF CONTENTS - G0200
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If you need to find something quickly, press and hold CTRL (Control), then
press F button. This will bring up 'Find and Replace' box. In it type the
word you're looking for and you should be taken to it immediately. This is
much faster than scrolling thru entire guide.
For your convenience I've inserted special search codes near every section to
help you easily hop on to that section by using search code provided. Each
search code will appear only twice in whole guide - thus getting stray hits
will be impossible.


-------------------------------------------------------------------------------
SECTION NUMBER AND NAME   | CODE  | WHAT IS IT ABOUT?
-------------------------------------------------------------------------------
01.) Legal information    | G0100 | Copyright protection and legal info.
02.) Table of Contents    | G0200 | Sections of this guide.
03.) Latest Updates       | G0300 | Read what was added in last update.
04.) Introduction         | G0400 | Just some small rambling from me...
05.) Failure Guide        | G0500 | Your objective is to get killed.
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06.) Past Revisions       | G0600 | History of this guide resides here...
07.) Credits              | G0700 | All who contributed... Thank you.
08.) Contact Info         | G0800 | Find out how to reach me.
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03.)                        LATEST UPDATES - G0300
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- Version Rain (16th February 2008)
# Any user submitted contributions will no longer be added to this guide.
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04.)                         INTRODUCTION - G0400
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Hello! I am Damir Kolar and I welcome you to my Fear Effect 2 guide. Why did I
decide to write something like this? Well, I already created a similar guide
like this one for Perfect Dark (Mission Failure FAQ) - and since you can screw
up in this game at many different places (you just don't know where all such
places are), I decided to write a document containing info on where such
sequences can be viewed. Well, enough babbling. Take a look at where are all
the places that grant you a special sequence if you die.
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05.)                         FAILURE GUIDE - G0500
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NOTE 1: Instant death sequnce will be referred to as failure sequence.
NOTE 2: I'll be listing them in exact order as you find them thru the game. I
will NOT split them up in separate sections for each character. Let's start.
NOTE 3: Failure sequence will be abbreviated as FS.

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                                DISC 1
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RAIN

FS1 - Throw in Flash Disc at the computer you need to hack for passwords to
80th and 86th floor. Waste 3 minutes you're given. Rain will get gassed to
death.

HANA

FS2 - Once the water is drained, follow your nose. Raaaaat aaaaattack...
Mmmhhhmmm, tasty.

FS3 - Once you punch in the code 92572 and enter the door nearby, you'll be in
a room with a ramp going down on right side of the screen. Go down twice and
get ready to be shredded apart.

FS3 (alternative) - Early in the game Rain can use 92572 code before you
actually find it when playing as Hana. If Rain uses it, there's a scene of
Rain getting killed swiftly by Fixers [submitted by WhiteWind].

FS4 - Set Blasting Caps on a couple of tanks. Now you're supposed to find a
place to hide. What for? Instead wait for the Fixer army to greet you.

FS5 - Defeat crazy scientist by pushing him in electric current three times.
Then waste two minutes you're given to disarm the bombs. Kaboooom! Hmmmm,
where is Hana, anyway?

FS6 - Return to Rain when two bombs are disabled. Run like heck... naaah, I
suggest waiting for the explosion to catch up.

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                                DISC 2
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RAIN

FS7 - In the maze step on first floor switch to lower part of the wall. Then
shoot the banner. Hmmm, nice headshot of... Rain? Noooo!

FS7 (alternative) - When you lower second part of wall by stepping on another
floor switch found in the maze, fire any weapon. Nice headshot again, hehe.

HANA

FS8 - (when on the party) Hey, guys look! I have a very cool shotgun here! How
about 25$ for it? No? OK, 10. Still no?... Hey, what are you doing? Noooooo! I
was just trying to make a living!

RAIN

FS9 - In the room where you need to mess with the elevators, check the door
you didn't come in twice. Pow, pow, kabooomb. Bye bye, Rain.

FS10 - (when on the party) Hey, anyone seen my comrade-in-arms? She's holding
a gun just like this one... Huh? Hey, let go of me! I said, LET GO!

HANA

FS11 - When you're finally in the elevator, simply keep waiting. Then three
guys in black will storm in and take you away for... questioning.


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                              DISC 1
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HANA

FS12 - Get on the ladder and start climbing. You'll see the elevator starting
to move up as well. Ruuun! Or wait and we'll have a Hana pancake.

FS13 - When you trigger motion sensor, fiddle around in the room until 30
seconds pass. Yippee, a gas party. Bleuuuurgh! Hmm, that's a really bad
imitation of Quistis' Acid from FF8. Tsk, Tsk, I thought you can do better
than that, Hana.

RAIN

FS14 - When running thru sky bridge on level 80, you'll see the exit slowly
starting to close. Well, you'd be too late anyway. So wait. Three enemies will
come running after Rain and make a swiss cheese out of her.


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                              DISC 4
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DEKE

FS15 - Right at the start of the disc Deke will trigger a bomb. And walk
casually away. Kabooomb! Oops... 'Maybe I should've run?' It's too late for
that now, mon ami.


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                              DISC 3
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GLAS

FS16 - When in tomb trials, allow the stone golem to catch up with you. And
he'll leave a nice landmark in Glas' face.

FS17 - When walking over crumbling walkway, why wouldn't you rather see what's
below?

HANA

FS18 - When in tomb trials, allow the stone golem to catch up with you. And
he'll leave a nice landmark in Hana's face.

FS19 - When walking over crumbling walkway, why wouldn't you rather see what's below?


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                              DISC 4
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HANA

FS20 - In water garden approach the pier. You must have 'Empty gourd' item. Use it at the end of pier. An underwater snake (or maybe it's an octopus?) will grab Hana's neck and color the water red.

FS21 - In fire garden fiddle around with 6 flames erupting from the ground. Hana will be caught on fire. Where's the darn fire brigade?

FS22 - In gold area waste all energy by stepping into molten gold. Hana will turn into pure gold - literally.

GLAS

FS23 - Allow the mech to tag you when you run into him for the second time.

FS24 - Climb down the fan when it is moving to decapitate you.

FS25 - I knew I should've brought that can of oil with me. When in the mech, perform virtual short-circuit and get destroyed by the heli.

FS26 - Hmm, let's test just how much electricity I can take... Oops, I guess that's too much.

FS27 - Hahaha, you cripple dare to mock me? *sound of gunshot* Oops, I guess I underestimated you.



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                              DISC 3
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GOOD ENDING
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RAIN

FS28 - Die by the last boss and you'll see a sequence with familiar face from before.

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BAD ENDING
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RAIN

FS29 - Yeps, you finally get to shoot a stupid blonde! Har har har!

HANA

FS30 - She'll die automatically by green blast after taking off 1/3 of last
boss' health.

GLAS

FS31 - He'll die automatically by blue energy balls after taking off 2/3 of
last boss' health.


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06.)                            PAST REVISIONS - G0600
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- Version 1.01 (August 30th, 2002)
# Just an addendum of two more sites that host this guide.

- Version 1.0 (June 23rd, 2001)
# Initial release.


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07.)                            CREDITS - G0700
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1. Companies
- Eidos: they created this game
- Sony: for making PSX

2. Internet sites
- GameFAQs [www.gamefaqs.com]: for hosting my FAQ
- IGN [faqs.ign.com]: for hosting my FAQ
- Neoseeker [www.neoseeker.com]: for hosting my FAQ

3. People
- WhiteWind: for submitting alternate way in killing Rain.


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08.)                            CONTACT INFO - G0800
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Send your comments, ideas for improvements, additional info, correction of
mistakes I may have made, and anything else via e-mail at:

lifearmor (at) gmail (dot) com

I need to put down a few guidelines.
- as a subject of e-mail please include Fear Effect 2
- please make your e-mail be readable, ie do not send me e-mails that are
  written badly or in some strange gibberish
- don't ask me to send you updated versions of my guide, because I won't

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  - *make sure* to check if your question is already answered within these
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    asking more questions which are answered in my guide, I'll simply direct you
    to my guide
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2. Damir Kolar's Contributor page

http://www.gamefaqs.com/features/recognition/6434.html

3. Damir Kolar's homepage

http://kolardamir.com
http://splitinfinity.50megs.com



Yours truly,
Damir Kolar


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