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E-mail Rules: I am a very flexible guy when it comes to emailing me. You can email me at mcfaddendaman@aol.com if you want to chat with me, since I like talking with people. If you have a gameplay issue or question, email me at psychopenguin24@aol.com. One last note: Only email me about the game at psychopenguin24@aol.com , all emails about Parasite Eve sent to my other e-mail addresses will be deleted and/or ignored. Thanks to all those that have emailed me so far, I appreciate it! Check my email backlog. If it's filled up, you may have to wait a while before you get a response. I check my email once in a while. Please wait for a response, because I will respond to all emails. Please read my guide before asking questions, thats why I have a FAQ and Reader Tips section. I will only post your question/tip in my guide if it is good, and has not been answered in this guide. Thanks.

Instant Message Rules: Unlike a lot of authors I know, I love getting IM's from fans and for people with questions. My AIM names are HeShootsHeGores and MeganIzMyAngel, and I go on both a lot. Just remember this. If you contact me on one of the instant messengers, and I do not respond, it probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be all rude if I do not respond in five seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

=====
-----{CREDITS}-----
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-Square Soft
For making such a wonderful game.

-Sony
For publishing the game.

-Game FAQs - <http://www.gamefaqs.com>
For posting this guide (hopefully)

-Me
For writing this guide.

-DBlake (iamnothing)
For giving me moral support ^_^

-To all the great writers at GameFAQs

-The official PE Strategy Guide, by Prima Games
For some of the boss help. I got the items list, armor list, and weapons list from them. I don't know if I left any boss information in from them, but better safe than sorry.

====Version History====

v3.5 (August 11, 2001) - 160K

Wow, never thought I'd bring back this guide, did you? Well, I did. I fixed it up, and took out all the useless information. I took out all the boss information too, but there is a reason for this. Well, I left in the final boss. But the reason I took out all the other boss information is because I didn't know which was "plagarized" before, as I don't have Prima's guide any more. However, once I get the guide again, I will fix the boss stuff, as I have the boss guide saved on my hard drive. This guide looks a lot better now, and it has no added unneeded information like it did before (3 items lists? what?). So, I hope you like the guide now. Email me if you need any boss help.

v3.0 (October 20, 2000)

Okay this is why I say "more than likely", just in case I find some new information to add. Anyways, in today's update, I added some new frequently asked questions to the FAQ section, and I also added an inventory guide. Some of you may be wondering why I decided to add another one if I wasted my time typing one out already. Well, the new one is easier to read because it is done in table format, so I decided to put it in this guide. I also updated the Finishing Statistics section, as you may expect. This will be the final version of this guide unless I add some more FAQs to the FAQ section down the line.

v2.5 (October 12, 2000)

This is the final version of the guide, more than likely, hence the version name. I am done with this guide, and finished everything I needed to. This is the 14th and final update. Added game shark codes guide, more secrets to the guide, and yet another EX Mode Guide, this one from Kusama. I also finally got the finishing statistics up, so you know it's done now. So, I am completely done with this guide, barring any major happenings. Hope you all have enjoyed reading this FAQ as much as I have enjoyed making it! Farewell, folks!

v2.0 (October 8, 2000)

Another every 2-days update. It is now an even numbered day, so I figured I would update this guide. I added a FMV guide, so barring any major happenings, the next version of this guide will be the last. I just want to update it much more, which will probably be tomorrow. I will fix everything needed, add any new information, and that is it! I am kind of sad that I got no emails to add to the Frequently Asked Questions section, but I will. Oh yeah, in this update I also fixed the formatting problem of the secrets guide. I also updated some more information in some of the sections of the game, nothing too major but I thought I would point it out anyways. I also updated the format when it comes to dividers, I now use whole rows of equal signs to divide sections, I think it looks much nicer this way. Finally, I added a new section. This section is called Basic Information About the Game and gives, well, basic information about Parasite Eve. Thanks to EXDEATH MU for this very helpful section.

Finally,

I added even more secrets to the secrets guide, thanks to Game Sages. This time finally, I added new copyright information and fixed some of the formatting in section 6.

v1.0 (October 6, 2000)

Whoohoo! I am almost completely done with this guide now! In fact, I have everything in it completed. So, why is it not the final version? Well, for two reasons. One, I may still feel like adding new sections and information. Two, I may want to update certain parts of this guide. Rest assured that the next version of this guide will be the long awaited (at least it is to me) final update of this guide. It's been fun, folks...

v0.9 (October 4, 2000)

Well, I am not completely done with this guide yet, but I am coming pretty close to finishing it. Again, all I need to finish now is the secrets guide, and this guide is finished. Well in this update, I decided to add How Kwang Kee's EX mode guide, as I felt he wrote a much better guide than I could ever write. And yes, he just gave me permission a few minutes ago in an email he sent me, so I am using it legally. I will probably do the secrets guide and wrap up this entire FAQ tomorrow. It has been a blast, folks. I might just go ahead and decide to do the Legend of Legaia guide. Definitely look out for a WWF Smackdown 2 guide from me in the future, however, as I can all but guarantee doing one of those.

v0.85 (September 30, 2000)

I am oh so close to finishing this guide. I got the Day 6 Walkthrough done, as well as the Boss Guide and EX Guide. All I have to do is the Secrets Guide and Finishing Statistics, and BAM! This guide is done! This is definitely my largest guide yet, and it got this way mainly because I updated it so much! Therefore, I will probably finish the other FAQs I have been working on. Because completing this guide is a good feeling to me. This is definitely my best guide yet. I should completely be finished with it tomorrow, after I finish up the secrets guide.

v0.51 (September 30, 2000)

Minor changes, mostly new line art and changing of some facts and information. I will be back later with another update, hopefully.

v0.5 (September 30, 2000)

Good news and bad news. The good news is that I finally got the Day 5 Walkthrough done. The bad news is that I had to use taerm's walkthrough a lot for it. Why? Because the notes I had written about Day 5 when I was playing through the game got soaked in the rain! And I can't read them any more! So, if anyone wants me to rewrite the Day 5 walkthrough (after the Chinatown sewers and the Centipede boss), let me know and I will replay through the game. I do have the Ultimate Being notes here, so I will finish the walkthrough and boss guide up probably tomorrow. Then I can work on the other sections of the guide, until the guide is finally finished! I hope to finish this guide before next weekend, and I am pretty sure that is possible. All I have to do is the EX Guide and Secrets guide, and those will not take that long to do. I am also thinking of including my review to the game in here, so everyone can see how good the game is, but I am still debating it at this time. Like I was saying, the Day 5 Walkthrough, for the most part, is not written completely by me. It is taerm's walkthrough, and I changed around some of it. I hated to do it, so if anyone has a problem with it, please let me know and I will definitely rewrite it.

v0.35 (September 28, 2000)

Okay, can you now tell that I am trying to complete this guide as quickly as I possibly can? ^_^ . I got the Day 4 walkthrough completed, and updated the Boss guide, as well. If you notice, the Day 4 walkthrough may seem a lot like one in another FAQ. Well, it is because I lost my notes for that section. So I just tried my best on that section. But, I got all my notes for Day 5 and Day 6, should be fun to write. This FAQ is now at 108K. Amazing, huh? Two days ago I was barely at 16K and now I am at 108, almost 109K.. it shows you how much hard word pays off in the long run! In minor news, I added an updates to guide counter at the top, which just counts how much updates I have done to this guide. No big deal, just thought I would point it out.

v0.31 (September 28, 2000)

Minor update, thanks to Neelon Rokk (neelonrokk@dolfijn.nl) for the very helpful monster list. Much appreciation! Other than that, I did not get much accomplished, a few minor format changes. I may update this guide later on tonight, I probably will not, however.

v0.3 (September 28, 2000)

I got a lot of work done today on this guide, not bad for an hour and forty five minutes work. First off, I got half of the walkthrough done now. Well not really, but I did complete the walkthroughs for both days two and three. I will probably do day 4 later on tonight, day 5 is going to be the toughie, as there is a lot of information and stuff in that section. But day six is pretty straight forward, so this guide may be done sooner than I originally intended. Also, in other news, I decided to bring back the boss guide. I had deleted it from the table of contents in one of the earlier updates, but I decided to include it now. The boss guide is complete, up to the end of Day 3. I will update the boss guide, along with the walkthrough, so when the walkthrough is done, the boss guide is done too. I may start to work on the secrets guide later, but I am not sure. I have been unsuccessful in my one attempt to get this posted at GameFAQs so far, but maybe I will have better luck this time. At least, I certainly hope I will. Another minor revision: updated the table of contents, and updated the top section, where I now have "Last Updated" and "Date FAQ Originally Started" lines.

v0.2 (September 27. 2000)

Woah, another September 27, 2000 update. I got a lot of work done on this guide today, which probably means I won't bother with it for a while. Anyways, I got the Day 1 Walkthrough done. One down, five more to go.. look for me to be done with it in the next week or so. Assuming I actually work on it every day, which is probably not going to happen, in all likelihood. Oh well. I also added an ***UPDATED*** tag next to the walkthrough section in the table of contents to indicate it was updated. I will now submit an update of this guide every time I get a day done, which will lead me to v0.8 or so. I will use the last few updates to finish up the other sections. Sounds like a good plan to me. Of course, I will probably go against the plan yet again. Oh well, at least I am working on this guide a lot today. It has only been 8 days since I started, and I already got nearly 55K done.. now that is impressive (at least in terms of what I usually do). I just made the walkthrough look a lot nicer, which now ends my updating for the evening. I hope to be able to update this guide again

soon, for now enjoy what I have already done!

v0.1 (September 27, 2000)

Whew, what a huge update. I figure I might as well try to get this posted at GameFAQs now that is how much work I did. First things, I added ***COMPLETE*** next to the sections that are finished in the table of contents, sort of like Dy\$e's guides. So you will see what sections are finished by looking at the table of contents. Anyway, I finished the weapons list, completed the items and armors list, which means the lists section is now done. Rejoice! I also decided against doing boss guide and enemies list for now, so I took those off the table of contents. I did decide to do a character guide though, and that is now finished. All I have to do now is the walkthrough and last two guide sections, and this complete guide is done!!

v0.002 (September 27, 2000)

I don't know what got me to update this guide, but I finally decided to update it slightly. I added line art, and added more to the weapons list. May not seem like much to you, but the weapons list, armor list, etc. is going to be a pain for me, so as soon as I finish those it is smooth sailing from there. And hey, it's only 6 AM, maybe I can get some more work done when I come home from school later. I will probably stay home today, which means lots of updating time today. I hope I get a lot done today if I do stay home, because I will probably not have much time to work on this guide after today, so today should be a key day in the development of this guide.

v0.001 (September 19, 2000)

This is not available for the public yet, it is just for me to keep track of updates and how much I am updating per day. I got the basic format of the FAQ up, and completed the Introduction, Conclusion, and Frequently Asked Questions sections. So, that makes 3 of 7 sections completed. I will work on the walkthrough now, and the walkthrough should be done eventually. This guide is probably going to take me a while to complete, considering my lack of time recently, with school, a new girlfriend, and a lot of other stuff to deal with. But I will try my hardest to update this guide a lot. And I hope that I will be able to eventually complete this guide, and I am going to definitely work my hardest to update it as much as I possibly can, in the limited amount of free time I have. And that, my readers, IS true!

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1.0 INTRODUCTION

Hello, and welcome to my Parasite Eve guide. Some of you may know me as being only a reviewer, but I have written some FAQs over the past year, as well. However, I have never decided to undergo the task of writing a complete guide for a game. Most of my FAQs and Guides have been for wrestling games, and consisted of basic move lists. However, I wanted to do a guide for a game, something different from the average stuff I did.

So, I searched the web site and discovered that there was hardly any good Parasite Eve guides. And none of the guides I saw could be described as complete. So, I decided right then and there what guide I was going to work on. I was going to do a Legend of Legaia guide, but I changed my mind and decided to focus on Parasite Eve. If I enjoy writing this guide (and you enjoy reading it) enough, I may do the Legend of Legaia guide.

Please note that this guide is not finished yet, and to keep track of its status you should check out the revision history section, which follows the author's information section. I am going to try my hardest to make sure I complete this guide completely, some of you may know I did not do too well in completing my Yo! Noid and Fester's Quest guides, which may still be worked on in the future.

I wrote a review for this game, and in case you are too lazy or whatever to read it, I really enjoyed playing this game. If you have not played this game yet, make sure to play it, and use this guide if you need/want to. The game is not that tough, and is a fairly short game, but it is a true classic, so you should definitely play it if you haven't already. And make sure to use this guide if you do decide to play the game ^_^

Feel free to message me on any of my messengers.. just tell me you are messaging me about my FAQ and I will definitely answer you as quick as I possibly can!

2.0 FREQUENTLY ASKED QUESTIONS

Do you have a question about this game? E-mail it to me at mcfaddendaman@aol.com

and you can get credited for it here! I will answer your question personally, unless the answer can be found in the walkthrough. If the answer to the question

you ask can be found in the walkthrough or guide, I will delete the e-mail promptly, and if you do not get a response from me it means READ THE GUIDE.

Total Questions: 5

Total Questions Answered: 2

3 Questions asked were thrown away because the answers are clearly found in the FAQ.

I will post any questions here, right now I have none to answer, but when I do get some to answer, you can bet your bottom dollar that I will post both the question and answer here.

Woah, I actually have some questions to answer now...

1. Q: How do I beat the Spider Woman boss on top of the building in Disc 3?

A: A large arachnid is waiting for Aya on the roof, and it is tough enough to find a shoe big enough to smash this bug. In the first stage of this fight, try to keep your distance from the Spider Woman. She will shoot webs at Aya that cause damage and stiffness, which impairs your movement. The webs will remain on the ground for several seconds after they have been shot and will still harm Aya when touched. If you do get caught in a web, the Spider Woman will close in and attack.

You will need a weapon with some range for this part of the battle. A rifle works well, because its range is good enough to shoot over a web and still hit the Boss. Between web shots, the Spider Woman will shoot flames. These are easy to dodge if you keep your distance. When the webs disappear, put some distance between you and the boss, because it is about to shoot three more webs.

After causing this boss significant damage, the view switches and you will fight more of a close range battle with the Spider Woman. If you want, you can switch to a short-range weapon with a faster reload time, like a handgun. Continue to avoid the webs and fireballs and plug away at the boss in between its attacks. It should fall quickly, leaving you with a G23 handgun.

2. Q: What do Trading Cards and Mod Permits do?

A: They enable you to add extra slots onto your weapon and/or armor. With these slots, you can add new parameters onto your weapons and/or armor.

3.0 WALKTHROUGH

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DAY 1- RESONANCE
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Carnegie Hall

Weapons: P220 Handgun

Armor: N Protector

The game will start up as you see Carnegie Hall in the picture. A limo pulls up, and out comes the heroine of the game, Aya Brea. She is going to see a play with a date. When she gets out of the limo, you have a chance to rename her into another name, if you wish. Once her date finishes talking, head inside Carnegie Hall. Once you are inside, run to the opposite end of the room and enter the double doors. This is where a cool scene takes place, and it is really an amazing scene. After the scene, run to the front of the building, up the stairs onto the stage, and walk up to the woman that is standing near the piano. You will now enter into your first battle.

ACTRESS

Level 1

40 HP

0 MP

After this, there will be a scene where Aya Brea will experience a flashback. Then the actress (suddenly named as Eve) escapes just as the scene ends. You will see her run towards the left hand side, so just chase after her towards the back of the stage. There will be a large hole there, so make sure to examine it. Once you examine it, you may expect that you will suddenly fall down it, or otherwise go down it. Nope. Instead, the cops will arrive. You can now jump down the hole. I do not recommend jumping down the hole right away. I usually get the Medicine 1 from the chest on the right hand side of the screen.

After getting the Medicine, I usually go back outside of Carnegie Hall, since there are no random encounters or battles or anything else that would cause concern. There is a paramedic and a cop outside here. The paramedic will heal you, which may be necessary if you took a lot of damage during the battle with Eve. The cop on the right hand side will give you an Ammo +6 when you talk to him. The cool thing about this is, he does the same thing when you talk to him again! In fact, you can get 60 free bullets just by chatting with him 10 times! However, after chatting with him for the 10th time, he refuses to give you any more ammunition.

After doing all this, you can now go back inside Carnegie Hall and head to the hole. Just climb up the stairs to the stage again to get back to the large hole. Once getting there, investigate it and you will go down. Once getting down there, you will see a little girl, who laughs at you (!), and she will then run away. The nerve of children today, I tell you. In any event, do you see the way she ran? Go that way. You will encounter a hallway, in this hallway go left and then up. Opening up any of the doors here is rendered useless, as they are all currently locked up. You will need to get the keys for the doors in order to open them up.

Keep going up and you will encounter another scene, this time it will be a scene where an ordinary rat turns into a huge genetic freak. This will also be the first regular battle, and don't think for a second that this is going to be a simple battle, because the rat could prove to be a formidable opponent. After killing the rat, go up a screen, and go through the door seen to the left. The third locker from the left has a medicine 1 in it, so make sure to grab that. After getting the medicine 1, a clown will approach you as you try to leave this room to the room on the opposite end.

The clown will run out of the room, and suddenly you will hear a loud scream. Something must have happened to the clown!! Gee, what creative writing by Square

Soft!! Open the second locker to get an Ammo +6, and go back out into the main hallway. Run up to the north and proceed all the way down to the end and enter the door on the left. There is a burnt body lying on the top of the desk. RPG logic would tell you to search the body, so search it. Searching the body will nab you a Theater Key, which opens one of the doors you passed by already. God bless RPG logic. Actually, this time, you have to search it twice. The first time you search it, it will just fall to the ground (whooo.. how scary!!), and the second time you will get the elevator key.

The costumes on the right hand side of the room house a secret chest (well it's not really secret, but I have to sound smart here) that contains a Medicine 1. Get the Medicine 1 from the chest, because I told you to. Pulling open the rack of clothes is funny because a parrot comes out of nowhere. That, ladies and gentlemen, is the scariest moment of the entire game. Make sure to save you game in this room. See that phone that is blinking a red dot? Just search it and it will ask you if you want to save your progress. Make sure to save, because if you die, it's back to the beginning for you.

Go back outside into the main hallway, and head south. Take the first door on the left hand side of the screen to get an Ammo +6 from the cabinet. Is that all that is in here? What do you think? Just head over to the desk to find a diary sitting on top of it. Read the diary (isn't there some sort of unwritten rule against that?) to find out more about the Actress (Eve) that you got into battle with earlier. If you search some more in here, you will find the Rehearse Key. Okay, you used a key to enter a room to find another key. How in the hell does this make any sense? Who in the heck is clumsy enough to drop two fricking keys in the same place? Am I the only one that seriously questions Square Soft's intellect here?

Leave the room and head to the room on the opposite end and open the cabinet to get another Ammo +6. You are seriously going to be loaded in ammunition for the battles ahead, which can only be a good thing. There is another scary parrot in here. I thought we weren't at Central Park Zoo yet. Might be my eyes, walk up to the parrot for the added bonus of him basically attacking you for no reason. How creative is that? Head out of this room (what a waste of time) and go south, getting into some more random battles along the way. Have I mentioned yet how much I love the battle system in this game?

When the screen changes, go through the first door on the left. Checking the cabinet reveals another 3holy crap2 moment when a rat attacks you. Apparently the Zoo stage has been transported to here. Kill the rat, and check the cabinet

again for a P220 handgun (make sure to check it, I missed it the first time through). Opening the chest gets you your first Defense +1 of the game. I wouldn't waste it by using it on your current armor, since you are going to be getting better armor soon.

Speaking of the better armor, it is located in the same room. Just go to the upper left hand corner and search that wall that appears to be crumbling. Amazingly, it crumbles!! Someone call a paramedic while I check my heart rate!! Crawl through it and get your N Protector Armor, and equip it, as it is a heck of a lot better than your other armor. You can use the defense +1 on this armor, if you wish.

Go north a little bit and enter the door on the right hand side. Go all the way south from this room, and open the chest. You either get a Medicine 1 or Ammo +6. The game randomizes it, which makes it that much more exciting. Right.

Leave through the bottom door. You will come out in front of the corpse of the clown you bumped into already. Don't search it (gasp, how dare they go against RPG logic!), instead run north up the hallway and through the double doors at the end. And guess who is there? It was Eve, Aya, it was Eve all along! BATTLE TIME!

EVE
Level 4
92 HP
0 MP

Behind the piano is another large hole. How fun, you would think this game takes place in Los Angeles with all the earthquakes going on. Climb down the hole to reach..

CARNEGIE HALL SEWERS

Weapons: M1911A1 Handgun

Armor: Kv Vest 1

Have fun, after you complete this dungeon you will be done with Day 1 for the most part. No one ever said this was a long game..

To start off, just run forward. When you get to a place with steps on both sides, check for a chest that is well camouflaged. It took me a few minutes to find it. It is near the foot of the left stairs, and you get the M1911A1 handgun, to boot. So I advise getting the chest. Now go up the stairs and follow the path as it winds around and then comes back down to the stairs on the other side. I just wasted your time!! Just kidding, I actually earned you 2 revives. You should be worshipping the ground I walk on now!!

OK I am calmed down now. Head back down the stairs and head north through the main tunnel. That annoying brat little girl shows up and decides to laugh at you some more, then she runs away again. Just wait until I get my hands on her! Do not follow her this time, though. Instead, swing on by the back left corner of the area for a chest containing Medicine 1 or Ammo +6. Check the back right corner for a chest containing an Offense +1 (maybe if you really get lucky you

will get an offense +2, good luck on that though). Now move back a bit and head down the east wall while running south. You end up in a secret room with a bunch of chests.

Head to the main tunnel again and follow that annoying little girl. Continue left through this side tunnel and you will see a locked gate to the north at the end. Examine the device hanging by the left side of the gate, which turns out to be a switch leading to open the gate, and a phone. Use the phone to save your game, and make sure to dial 1-800-Collect to make mom happy (or something). Press the switch and go through the opening. There is that slut Eve again! Cue kick ass scene where she leaves and an alligator attacks. BATTLE TIME!

ALLIGATOR

Level 7

120 HP for Head, 80 HP for tail

30 EXP for winning battle

The alligator dies, Aya leaves Carnegie Hall, and that Day 2 screen pops up.

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DAY 2 - FUSION
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NYPD Police Department 17th Precinct

Weapons: M16A1 Rifle

Armor: Cm Vest 1

You start off the day in the New York City Police Department. Talk to the men standing there, then talk to Baker, who is the Police Chief. He will hand you a mod permit, which you can use downstairs in the weapons storage area. Once you gain control of Aya, leave Baker's office and head back to the place where you started this day. Before going anywhere else, make sure to head to the lower left hand section of the room, where a save telephone is located (it may be a little hard to see at first, but it is there, trust me). I am just pointing this out for when you may need it, since you really do not need to use it now (seeing as how you just saved at the end of the 1st day).

Leave this room and go back into the main hallway. Take the first door on the left to get to the locker room. Open the fourth locker on the right and get either a Medicine 2 or Cure-P (I usually end up with the Medicine 2). Now open the second locker to the right to get the Cm Vest 1 (equip it if you like). Now leave the locker room, into the main hallway. Once you get back into the main hallway, keep going up and take a left down the stairs. At the bottom of the stairs, go down a bit, then enter the door on the left. There is a tool in the chest on the right hand side.

Now go near the back of the room, around the counter, and open the chest there to get a Medicine 1. I like this chest for a certain reason. The thing about this one is, it refills every time you leave and re-enter the room. You can get

as much medicines as you want here. I advise taking about 2 or 3 right now, because you will need to save some storage room for other items and equipment. The chest in the front of the counter has an Ammo +6, and also refills every time you leave the Police Department and come back.

Next up, talk to the man behind the counter. He introduces himself as Torres, as part of the scene. At the end of the scene, he hands you the M161A rifle. After he hands it to you, he asks if you have a mod permit. Using a mod permit adds an extra slot to a weapon at your choice. I would hang on to the mod permit for now, although you can use it right now if you wish. Wayne will then show up and tell you how to do certain things, then he will offer to hold any items you do not want, in storage. Now is a good time to get rid of the excess items you no longer need/want (2 keys, Theater and Rehearse, a tool and mod permit if you don't plan on using them).

Leave the Weapons Storage room and go back up the stairs. Go north at the top of the stairs and you will run into Ben Dollis. Ben is the son of Daniel Dollis, who is Aya's partner. See how the story is starting to take place? He is going to run away from you (what's up with all the little kids running away from Aya?), so just go back to Baker's office, where he will inform you about the press conference.

The press conference will take place, and you have no control over it. Aya screws up on it, and you will end up back in Baker's office. Baker will get a phone call, and Nix will say something about a scientist at the museum of natural history researching mitochondria. (The story continues to develop). You will end up outside Baker's office. I would advise saving now, because you are heading over to the Museum. When you are done saving, head outside into the main hallway, and take the first door to your right. Exit the Police Department and you will be on the world map for the first time. Head to the Museum of Natural History.

```
*****  
American Museum of Natural History  
Weapons: none  
Armor: none  
*****
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Selecting the museum will automatically send you to a scene where Daniel and Aya are driving in their squad car. I assume they are driving to the museum, but only time will tell. Once they are done running their mouths about the scientist, mitochondria, weight loss, and the lack of toughness on the 49ers football team, you will end up in the museum (notice the unique chocobo flag located conveniently on the flag of the museum.. who said Square Soft wasn't advertising?)

Run up the stairs and the guard will let you inside, since Aya is cute and all. Once inside the museum, follow that fat blob Daniel up the stairs. He is running pretty fast for a fat blob. The guard up here will ask you to sign in (probably with phone number too). Go to the desk in the center of the room to sign up. Now follow Daniel up the stairs (again). At the top of the stairs, enter the door he

is standing near. You will talk to that idiot Doctor Klamp about mitochondria, and then he refuses to say any more (get used to that). At this point, leave the museum and head back to the Police Department.

NYPD Police Department #17 Precinct
Weapons: none
Armor: none

Once you get back into the headquarters, follow Daniel inside, then go up that hallway and enter the door at the end on the right hand side. Inside the room, Captain Baker will inform everyone that Melissa will be playing tonight at Central Park. Daniel will run off, and Captain Baker will tell you to watch over him. He will also give you another Mod Permit, for no reason whatsoever. Nice way to handle a story scene, Square Soft. Back in the main hallway, you will see Daniel leave the building.

You will not want to follow him right now, though. First you are going to have to get some goodies! Go down the stairs and head back into the Weapons Storage Room. Get the medicine 1 and ammo from the chests if you want to, I always get the ammo since it is free. I would give the Mod Permit to Wayne if you don't plan on using it for the time being. You can always use it if you want, though. After finishing here, you can leave the building, where Aya and Daniel, in a squad car, zoom off. Head to Central Park.

Central Park
Weapons: M9 Handgun or P8 handgun, M203 Grenade Launcher
Armor: Sp Vest 1, Sv Vest 1

This is sort of a turning point in the game, as this is the first real dungeon you have to prepare yourself for. Yes, Central Park can actually be considered to be a dungeon in this game. How cool is that? Anyways, here in Central Park, there is a huge wall of fire. Daniel will try to run in, but since he is human he gets burned. And guess who gets to go inside instead?

Enter the park, go south a bit and you will see a parked car, with a phone (save point). You can save if you want, then continue south. As you round the curve, check the north side for a hidden chest containing ammo +6 or Medicine 1. Now go back onto the main path and follow it north. At the next screen, keep going right. You will see three gates. Check the gate on the left and you will get a Medicine 1 or Ammo +6 (again). Check the gate on the right hand side for the exact same thing. What a waste of time ^-^.

Now enter the center gate. In the next screen, open the chest that is near you when you enter to get a M9 handgun or a P8 handgun. Either one is good, so make sure to equip whichever one you receive from the chest. Go down the stairs and circle around the fenced area, then take a left up the stairs. The screen changes, and you will be able to see a phone straight ahead. Enter the door that is right next to the phone. Inside the room, search the cabinet on the right

for

a Sp Vest 1. Equip it, then turn right and open the drawer to get the Zoo Key. Also, examine the stretcher from the top side and Aya will push it out of the way. You can open up a cabinet here to get the kick ass Grenade Launcher, M203 style! Whooo!!!

Leave the room, and save if you want (I would recommend taking a few seconds to save here). Keep heading right and enter the first door on your left. This door will be unlocked because you have the Zoo Key now. Once you enter this gate, go forward a bit and enter the forest area through the broken glass piece on your left. Walk through the glass pathway on the right side and you can find some chests containing a Medicine 2, Cure-P, and one chest contains a Defense +1 or defense +2.

Go back outside and continue right. Instead of going north, open the chest hidden behind a pillar for an Ammo +15, then keep going right. Go down the stairs, look to the left for a chest containing a Tool (or Ammo +15). Now continue to the right onto the next screen. This has got to be the epitome of fun. Continue right, then go north up the stairs, then head north a bit and left to go through an opening that is partially hidden by the roof.

Here, open the chest on the bottom left for a Medicine 2 (or Ammo +15). Go to the right hand side of this area and there will be a red chest (wow) containing an Ammo +15. Now go across the bridge on the north side of this section. Walk onto the main path, go south, and then take the left path and head north through the gate. This has got to be one of the more easier mazes I have ever seen in a role playing game.. it will change soon enough, though.

Ignore the path that goes off to the left (we will be back there soon enough) and continue to go north. In the next screen, continue north into the Ampitheater. You should be able to tell now that we are nearing the end of the Central Park fun. After watching Eve and regaining control of Aya, run back to the right and into the previous screen. Run to the right through the door labeled "Backstage". Eve will flee, so follow her.

At this previous screen, go back to the south and take that path I told you not to take before. It is to the left, so basically go south then take the path on the left. Take the stairs up the structure. At the top of the stairs, search the bottom right part of this area (which means you need to be underneath the top part, in the bottom right hand corner) to find a chest containing a Revive. Now search the upper left part for a chest containing an Ammo +15. Now continue going north from the stairs.

You will see an oddly placed phone here and there will be another chest with an Ammo +15. We are really loading up on ammo, eh? What is this, World War 3? In any event, go back down the stairs and head left. The little girl will run away from you for the fifth or so time. You can choose to follow her, but then you will miss out on all the great items that can be found around here. So, let's take a moment to find all the items here before following the annoying little girl that always runs away when you confront her.

At the first intersection, take the south path. Follow it as it winds around around to another intersection, in which you should go east. Continue along the path as it bends south, then go left at the intersection. It bends back south and leads you into another intersection, this one has four paths. Take the path going to the Northeast to find a chest with an Ammo +15, then go back to the intersection and take the west path to the next screen.

When you arrive at the new screen, there will be a red chest near you on the north side of the road. Open it for a Sv Vest 1, equip it if you wish, then continue west along the path. Cross the little bridge and take the stairs down to get a Defense +1. Follow the path and keep going west at the intersection.

At the next intersection, instead of following that annoying little girl, head north. Take a left at the intersection and go south to find a chest with a Tool or Super Tool.

Go back up, left, and follow the path south, then continue west. Follow the long path down and cross the bridge. When you get to the fountain, instead of going up the stairs, go north from a fountain under the bridge. You will find two chests containing a Defense +1 or Tool, and a PE +1 or CR Evade +1. After picking up these items, continue going north. You will eventually run into a phone. Save, because you are about to enter into battle with a boss (and a pretty tough one, at that). When you have saved, head into the next screen where you see a giant worm. BATTLE TIME!

Giant Worms
Level 13
120 HP, 150 HP, 180 HP, 210 HP
0 EXP

After the fight, return to the pay phone and save again. Then cross over the Giant Worm area and get ready for one seriously nasty ride.

Eve
Level 14
330 HP
0 EXP

After you beat Eve and she runs away, enjoy the following scenes, and there is the Day 3 screen. Two down, four to go..

=====
DAY 3- SELECTION
=====

Soho
Weapons: M11 machine gun, Club 2, G19 Handgun
Armor: Cr Vest 1

The day begins with Aya waking up in a little house in Soho. There are some nice graphics in this house, for sure. I especially like the little flaming trash can. The exit is to your right, but before leaving, pick up the Ammo +30 in the

black chest by the door. You will see Maeda sitting outside, and then Daniel will come up in front of the house. Head left, then check the floor around that trash can for a Trading Card. At the next screen, try to open the door for the Gun Shop. It is locked, so Daniel takes matters into his own hands by shooting down the door.

Go inside the Gun Shop. No window shopping here, as everything is free! Right when you enter, there is a camouflaged chest just to the south of the entrance that contains a Bullet Cap +1 (or Bullet Cap +2 if you stand on top of your head for 10 seconds). Go left and you will find another chest to your left that contains a Tool. Now head to the Northeast corner of the shop and start picking up the items in the chests. You will get a decent amount of items in here. Once you pick up all the items in here, leave the gun shop, go back to the screen where you started, and go right.

You will arrive at a Pharmacy. Take all the items in here, there is a decent amount of them, and all are easily found for the most part. Make sure to enter the upper left hand corner of the store for a CR Evade +1. Once you are done, head to the front of the store. Walk behind the counter and pick up the Defense +1 (or Defense +2 if the 49ers go on a winning streak). Now save and leave the pharmacy. Return to where the squad car is waiting, and enter the car from the Passenger's side.

American Museum of Natural History
Weapons: none
Armor: none

Just follow the story here, when you are done head back to the Police Department.

NYPD Police Department #17 Precinct
Weapons: M92F Handgun, SG550 rifle, M9-2 Handgun
Armor: Cm Vest 2, N Jacket

You will find the Headquarters in disarray upon entering the station. Daniel will run inside, so follow him in. Maeda will give you another worthless good luck charm, which means absolutely nothing to the success in the game. After receiving it, go inside. Go south and take a left to enter the locker room. Check the lockers and the cop on the ground for some items. The second locker from the right will have a Medicine 3, and the fourth locker from the right will have a Cure-P or Medicine 2, but only if you did not open it on Day 2. Talking to the fallen cop twice nets you an Ammo +6. Head back to the main hallway and go south to the detectives office.

You will see Warner on the ground. Oh my, what could have possibly done that to him? Talk to him twice and he will give you Ammo +15. Use the phone to save, then return to the main hallway. Take the stairs down to the basement, and then enter the Weapons room. Wayne will give you Torresls handgun, which is pretty strong but it also has some weaknesses. Dropping off a lot of stuff here is a good idea.

Leave the weapons room and go to the kennel, which is just north of the weapons room and on the same floor. You will see Cathy lying on the ground. Talk to her and she will tell you what happened. Talk to her again and you will get Ammo +6.

Just how does that work, anyways? Now go back up to the main floor. At the top of the stairs, go north. You will see Nix in the background. Talk to him, and he will tell you about Shiva, and this time he just gives you the Ammo +15. It's about damn time. Instead of going up the stairs, head north to get the Cm Vest 2. Then go back to where Nix was, and head up the stairs.

Talk to the cop and he will give (gasp) you the ammo +6. Pass through the gate and enter the door on the immediate right of the screen. There are some chests in here, get them. Now go back into the main hallway, and head south, then head west. In the next screen, enter the door to your north. The monsters will jump out of the window, beat them and get the Medicine 3 from the chest. Enter the door at the north side and get the glimmering object, which turns out to be the Storage Key.

Go back outside. At the T-Intersection, go left and enter the room there. You will find a Medicine 3 and a CR Evade +1 (or 2 if the Red Sox beat the Cubs in the World Series) in the bottom right hand corner, and you can also save your game here. Once done, go back outside. Go north at the intersection and up the stairs. View the Full Motion Video scene, then at the top of the stairs, take the door to the right. You will find a Lab Tech who will heal all your wounds only once. Make a decision to get healed or not, then go back outside and north until you arrive at yet another intersection. There sure are a lot of those in this game.

The fallen officer here will give you his Locker Key. It is about damn time. Now

go north through the double doors. Kill the monster here to get the SG550 rifle.

Then get the defense +1 from the chest, and talk to the cop for an Ammo +6. Go to the upper right corner of this room, through a hard to see door, and pick up the N Jacket in a small room. Go back and get healed by the Lab Tech if you didn't before, and go back down to save.

Back at the intersection on the third floor, go east now. Now up the steps, you can go forward and into the Morgue. In there, you can fight a battle and win a few Medicine 3s and Full Cure. Or you can go left and fight the boss. The choice is up to you, as usual. I would advise getting into the battle, then using the Medicine 3s you win during the boss battle.

Sheeva

Level 18

400 HP (bottom, target 1), 200 HP (left, target 2), 300 (right, target 3)

1000 EXP for winning

With the mutated Sheeva dead, go up to talk to Baker and Ben. Daniel will come in shortly, and the Day 4 screen appears. 3 down, 3 to go..

=====
DAY 4-CONCEPTION
=====

NYPD Police Department #17 Precinct
Weapons: MPK5 machine gun
Armor: none

You will start off this day in Baker's office. Go outside to the main hallway and enter the locker room, which is on the left-hand side. Use the Locker Key to get the Trading Card. Go to the basement and, at the bottom of the stairs, go north to the end of the hall and enter the Storage Room. You will find the big old weapon known as the MPK5 machine gun. Equip it if you want, I would advise equipping it though.

There is also an Offense +1 here, but you probably got that in Day 3. Talk to Wayne, who is now the head man in charge since Torres is gone. There will be some new options available to you, and the Trading Cards you picked up act as Mod Permits now. Go up to the top floor and enter the Crime Lab. You will find Maeda here. Go up to him and speak to him, then take the ammo +30 from Daniel, and leave the headquarters. Next stop: St. Francis Hospital.

Saint Francis Hospital
Weapons: M79 Grenade Launcher, Micro UZ or M10 Handgun, G3A3 rifle, G23 handgun
Armor: B Vest 1, Sp Jacket

Head right a little bit and chat with Maeda. He will give you another useless good luck charm before you enter the hospital. This time it is the Mayoke. Now enter the hospital. Inside, take note of the telephone on the counter, because you will be using it a lot. Go down to the waiting area, then up to the left, and open the chest between the two elevators for an Ammo +15. Go up now, and then take a left. Press the elevator button, then go inside. Press the button inside and you will arrive at the basement.

Exit the elevator, then go down. Go up at the next screen, and then take the first door on your right. The fun is just getting started here, as now you can examine the glittering object on top of the shelf to get the Fuse 1, which will come in handy. Then open the chest in the bottom right hand corner to get the M79 grenade launcher. Search for the chest in the top right hand corner of the room for an Ammo +30, then just leave by going out through the door in the upper right hand corner.

Go up and follow that annoying little girl (yet again), and instead of attempting to go through the locked double doors, go left towards another room. Get the medicine 3 in the chest, then open the desk drawers on the right hand side for a Autopsy Key, then use the phone to save. It is really important that you save now, just in case you die in the upcoming sections of this tough dungeon. Now leave the room through the right exit, pick up the defense +1, then go through the door at the bottom right.

Keep going down, past the pathway that leads to the elevators, and then take the first door on the right side (Aya will discard the Autopsy Key now). Snatch the Offense +1 (or Offense +2 20% chance) in the bottom

right corner. Get the tool in the chest that's just a bit north, then go through the door on the north side. Here, just go straight ahead, pick up the Fuse 2 on top of the cabinet. There's also a chest in the bottom left that contains a B Vest 1 (sometimes you'll get a Cr Evade +1, but I have never gotten it). Check the burnt body for the Blue Cardkey, then leave the Autopsy Room.

Back outside, run up all the way to the end of the hall and then turn right (don't enter the door). Go up, and use the Blue Cardkey to unlock the door. Go through the opened doors. Instead of chasing after the girl, open the chest near the entrance for a Micro UZ or M10 machine gun. Go down and examine the glittering object for an Offense +1 (20% chance of getting Offense +2). Return to where you saw the annoying little girl, skip the doors you entered from, and take the next door on the right. Go through the glass doors and get the tool in the chest at the left. Check the desk on the south side for a Medicine 2, then get the Fuse 3 at the bottom right, and then leave through the doors you came in. This maze is really boring me right now.

Head north and you'll find the fuse box. Put in all three fuses, repair the wires, then toggle the power on. Now go right, enter the elevator and return to the main floor. Go back to the lobby and use the phone to save, then enter the room to the north. Rescue the patient and the doctor, then search behind the moved shelf at the north side of the room for a Trading Card. Now check for a chest hidden behind the curtain and beside the middle bed for a PE +1 (20% chance of PE +2 instead). Now enter the other room at the bottom right. Save the nurse, get the Green Cardkey from her, pick up the Sp Jacket from the chest lying beside the right bed, then go back to the lobby.

Go left, past the elevators, and use the Green Cardkey to open the doors. Run north, then enter the first door on your left. Go all the way to the bottom of the room, then go to your right, pick up the Ammo +30, and turn the handle on the leftmost valve. Leave this room, then open a chest in the upper right corner for a Bullet Cap +1 or Range +1. Return to the elevators and go up to the 13th floor.

At the 13th floor, you can keep running south to get a view of the Chrysler Building. When you're done, take the door on the left (you can't go through the right door because of the body). Get the G3A3 rifle from the chest in the bottom left corner. Check the cabinets for a Tool. Now walk up to the red arrow pointing right, turn right, and push the machine out of the way, then press the red button that was previously concealed. Also, check some of the desks on the north wall for a Medicine 3. Go through the now opened doors.

There's a CR Evade +1 in the chest (or CR Evade +2 20% of the time). Now go to through the hallway at the northeast. In the next screen, enter the door on your right. A chest on the desk against the right wall contains an Ammo +30. A little bit up there's a Cure-M in a chest on a stool. Now examine the glittering object on the floor near the phone. You'll find something out, and you'll also get a Junk. Go a little bit right and then examine that shiny object to get an Elevator Key. Now save, leave the room, and go north to the elevator. You'll arrive on the roof, and then you'll be attacked by a boss. IT'S BATTLE TIME!!

Spider Woman

Level 22

400 HP (first stage), 500 HP (second stage)

6500 EXP for winning

As soon as Eve departs, run to the southwest corner to avoid the crash by jumping onto the yellow scaffolding. A spider will attack Aya and send her plummeting to Earth. Kill it quickly and Aya will throw the switch to end her descent.

NYPD Police Department #17 Precinct
Weapons: none
Armor: none

As soon as you arrive at the Precinct, head down to the Weapons Department and unload some of your stuff. When you are finished, return to Baker's office to get the latest news on the case. The Day 5 screen pops up. 4 down, 2 to go..

=====
DAY 5- EVOLUTION
=====

Chinatown and Chinatown Sewers
Weapons: M79-2 grenade launcher, M1911A2 handgun, M870 shotgun, M203-3 grenade launcher, Club 3, M79-3 grenade launcher
Armor: Cr Protector, B protector

The day begins at the map of New York City. Your first stop in this long day is Chinatown. When you get to Chinatown, keep going north until you reach the next screen. Go north a bit and head to your left to get a chest, which contains a Medicine 3. Next, head right, across the street, and get the chest, which contains a PE +1 (or PE +2 when Jay Fielder wins NFL MVP). Go back into the street and continue going north. In the next screen, go up and open the chest, located near the left lamppost, to get an M79-2 grenade launcher. Go down a little bit and pick up the Offense +1 in the chest. Save at the phone.

Keep going right until you find a secret area. Get the M1911A2 handgun in the chest, and the Tool. Leave and go back into the street, where you should continue north. You will meet up with that prick Maeda here. He will give you another useless good luck charm. This time it is the Narita. Now pick up the Ammo +30 in the chest in the upper left hand corner, then go down the sewers.

When you get to the bottom of the sewers, go right to an intersection, then go down. In this tunnel, keep on heading downwards until you run into the next intersection. Get the M870 shotgun from the chest on the south platform, then go down some more until you come to an archway on the left hand side. To the right hand side of you is a chest, which contains an Offense +2 or Defense +2, so make sure to get it. Then go through the archway to the right hand side.

You are now in another tunnel. There is a shiny object on the ground that turns out to be a tool. Get the Tool, then keep going north. At this intersection, take the right path and you will run into a dead end. Get the Offense +1 or Defense +1 in the chest, then head back to the previous screen. Go left at the

intersection now, and continue left until the next crossroads. Keep going left at the intersection, and then go north at the next one.

Get the shiny object on the ground, which turns out to be a Range +1. Once you get it, go back south to the previous intersection, and go left instead. In this

intersection, there are three ways you should go. Go west and get the grenade launcher from the chest. Go south and you can pick up a Medicine 3. Then head north to continue through this maze. Go north at the intersection and examine the glittering item and you will get a Super Tool. Return south and then head west. The object on the ground is a Cure-D.

Continue west at the intersection until you reach a dead end. Get the Medicine 4

here, then go back east, and then south. Get the Cr Protector in the chest at the end of the tunnel, then go through the south exit. Go all the way south until you can go south no longer, then climb up the ladder. At the top of the ladder, go right, past the T-Intersection and open the chest for the Club 3.

Now

go south from the intersection into the next screen.

Go forward and you will find the people from Central Park, and this time they are all slimy. Definitely sick, but also cool in a strange sort of way. When you

regain control of Aya, first go right, then climb down the ladder. You will then

have to fight 2 of the alligator bosses you fought earlier. After beating them, head up back the ladder, then go up, and take a right at the corner and go up the stairs. At the top, enter the door in the upper right corner. Get the Ammo +30 from the chest, then save via the phone.

Now examine the control panel. You will have to do this properly. Turn on the power, activate both pumps, then turn off the power. Go through the door on the north hand side. Cross the tunnel and enter the door on the other side, then run

up the stairs and through the door at the top. Cross the train tracks, then climb up the platform. Get all the chests, and make sure to save via the phone. Jump down the platform to get to the tracks on the left hand side, then go north. Go right at the next screen to get a Medicine +3. Go right to the next screen. IT'S BATTLE TIME!

Centipede

Level 26

500 HP (1st stage), 250 HP (head), 180 HP (tail), 120 HP (body), 120 HP (body)

10000 EXP for winning

After killing the boss, run to the right until you bump into a train, go up, around and to the right of it, then go down, past it, and into a train at the bottom right corner of the screen. There are three chests in here. You'll find a B Protector, and one chest with a Tool. The third chest contains either a Tool or a Super Tool (5% chance). Leave the train, then go north to the bridge. Run across the bridge and examine the body of the guard for the Gate Key.

Aya will notice the slime going towards the museum. Now go left, and that's the end of disc one. Put in disc two, and go back to the subway. Run all the way back to the train stop platform (where the phone was). Go south from the phone, and then go up the stairs under the EXIT sign and you'll arrive back at the map

of New York City. Before you go anywhere else, you should head back to the Police Department and drop off all your stuff.

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*****
Pier Number 3 Warehouse
Weapons: PPK handgun, M203-2 grenade launcher, AT4 rocket launcher
Armor: Cm Protector, Sp Protector
*****
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This area is completely optional, but if you go here, you can get some good items, and also build up some levels in the process. If you decide that you don't want to go, then skip this section and head straight to the museum.

Upon going through the gate, swing to your right and open the chest for a PPK handgun. Search somewhere behind the sliding metal door for a Tool, then go up. The screen will shift and you'll be at the front of the warehouse. Run up the steps and enter.

Go forward and check your left for a chest that contains the Cm Protector, then continue north to the next screen. Here, you'll see a cat chasing a rat, and then after some mutations, the rat will chase the cat away, heh. Kill the mutated rat, then check the bottom right corner for a shiny object which turns out to be a Warehouse Key. Go up a little bit and under the bridge. Right after you pass the bridge, there's a chest to your right among the rubble that contains a M203-2 grenade launcher. Even though the chest is in plain sight, you might have trouble spotting it because it's camouflaged so well. Now go through the door on the north side.

Keep going down and then enter the door under the red light. Head left and open the chest for the Sp Protector, then go near the bottom right corner and open the chest for a Rocket (hint hint). Go up the stairs on the left side and save before continuing through the left door. Also, after saving, go to the right of the phone, climb up the ladder and open the chest for an Offense +2 or Offense +3 (10% of the time). Now go through the left door.

Cross the bridge and enter the door on the other side. In the bottom left corner of this room you'll find an Offense +2 or Defense +1. A chest in the topright corner contains a Tool. The one in the topleft corner has an Offense +2 or a Defense +2. There's also a chance you'll get a Defense +3 (10% of the time). Once you've picked up all the items, go down the elevator. Slide yourself down to the bottom, then go left. You'll be attacked by the boss. IT'S BATTLE TIME!

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Crab
Level 32
856 HP (head), 420 HP (claws)
2510 EXP for winning
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Once the crab is gone, go to the northwest. Watch the steam patterns. When you think you've got it down, go in (while there's no steam), pick up the shiny object (Tool), and get out. Return to the bottom right and climb back up the elevator lift. Now leave the warehouse. If you're thinking of equipping the AT4 right now, don't, because you won't find

rockets in abundance as you do Ammo. Save it for the boss fights.

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*****  
American Museum of Natural History  
Weapons: G22 or P220-2 handgun, M203-4 grenade launcher, MP5PDW machine gun,  
M500 shotgun, Maeda's Gun, M8000 handgun, M9-3 handgun  
Armor: N Suit, Sv Protector, B Jacket 1, Cr Vest 2  
*****
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After finishing the warehouse, go to the museum. You may also want to stop by the department first and drop off all your extra stuff.

Enter the museum now. In the lobby, head towards the top left, and follow the person who slipped behind the door (save before you follow). Run to the left in the next room and then go to the bottom left corner. Off screen in the corner is a chest that contains a Medicine 4. Get it, then take the door on the left. Go to the bottom left corner in this next room and open the chest behind the frog exhibit for a Medicine 3. Enter the doors at the north. You'll see the figure disappear behind a locked door, and then you'll have to fight a pair of dinosaurs.

Once you kill them, go north near the middle of the room, and then check your left and right side for chests. The left chest contains a Tool or Medicine 3. The right chest contains either the G22 or P220-2 handgun. Go back south,

return

to the lobby, and then save again. Take the north exit from the lobby, under the

stairs. In the next screen, you're in an area with lots of green growth.

Examine

the machine on your right and you'll get a little quiz. Answer it correctly and you'll get a prize. Answer incorrectly and you'll get a chance at another not-so-good prize (check below for the answers).

When done, continue north while pressing against the "wall" on your right.

After

a little bit of running, Aya should be able to get through, now go south and east to get to a hidden room. Pick up the Ammo +30 and answer the next quiz.

Now

go through the door on the right. Open the chest under the fire alarm for a Defense +1, then go south to the opposite side and open that chest for an Offense +1. Now run to the bottom right corner and get the N Suit in the chest, then go south a little, turn to face the west side, and push the box out of the way to reveal another room. Get the Trading Card and the Tool, then go back to the green area. This time, go all the way north.

When you get out of the green area, continue north through the passage, then turn left at the end. At the new screen, you'll see another quiz here. Take it, or don't, then continue left and beat up the scorpion. After it's gone, go left to the next screen. Take a right at the canoe in the center of the room, going through the north exit. Go to the bottom right corner, at the foot of the stairs, and open the chest for an M203-4 grenade launcher. Instead of going up the stairs, go north around them. When you get to the next screen (the place with all the heads), just try to leave, and you'll be attacked by three armadillos. Kill them, return to the previous room and now go up the stairs.

At the top, you'll see another quiz in the upper right corner. Go south for a bit, then look to your left and right for two chests that may be partially hidden. The left chest contains a CR Evade +1 or PE +1, the

right chest has an Offense +1 or Defense +1. Now go through the north exit. Walk around the exhibits and take the door on the upper right corner. Climb down the ladder, pick up the Offense +1 or Defense +1 in the chest, then go through the door. Pick up the tool hidden by the left head, then climb back up the ladder to the second floor.

Climb up to the third floor now. Pick up the Rocket in the chest, then go through the door back inside. Take the quiz in the lower right corner, then go through the exit at the southwest. In the next room, you'll find another quiz in the bottom right corner. Take it, then leave the room through the south. You'll see some stairs to the second floor. Go down them, pick up the Revive inside the chest, then go back to the third floor. Now take the exit to your right.

Inside the next room, a pterodactyl will crash into the room and attack you. Kill it off, pick up the Medicine 4 in the chest, then continue going right. When you get to the room with the fall dinosaur fossils, go south (or continue to go south, rather). Take the door on the west side of the room. Open the chest for the Sv Protector by the smashed window, then climb through the window. Run across the ledge to the right, jump down to the second floor, and then climb through the window.

After going through the window, go through the east door. You'll find yourself outside of Klamp's Office, but it's locked, so take the path leading north. Check under the tent labeled Museum Shop for a Defense +1 and a Tool, then continue north. Run down the long hallway and take a left at the end. At the red carpet area, take the door on the north. Examine the monitors, and examine the blinking object to the right of the monitors, then deactivate the alarm. Open the chest on the left for an MP5PDW machine gun, then use the phone to save (finally!).

Before leaving the room, stand in front of the alarm, then run to the right. When you can go right no more, head south (you're off the screen), and then examine everything around there until you appear in the elevator. Move it to the fourth floor. You'll come into a secret room where you can pick up some various items. Among them are the Tool, M500 shotgun, B Jacket 1, and Cure-D. Now go back to the second floor. Leave the monitoring room and head back to Klamp's office (go right from the red carpet area).

In Klamp's office, just watch the events as they happen. You'll come out with the Klamp Key and Maeda's Gun. Outside of the office, go through the door at the bottom left. Also note that the stairs are no longer blocked, but don't go up them. In the next room, keep going left and unlock the door with the Klamp Key. Do the quiz in this room, then take the door north. When you come up in the next room, walk to the center of the room and you'll be attacked by the Triceratops. IT'S BATTLE TIME!

Triceratops

Level 33

750 HP (1st stage), 900 HP (2nd stage)

50,000 EXP for winning

With the Triceratops dead, go back down the stairs to the lobby and save again. Do not go south otherwise you will have to fight another boss without saving! After you've saved, go back to the Triceratops room and try to go south. You'll be knocked all the way down to the first floor. Pick up the Ammo +30 and Medicine 4, then run to the right. You'll be attacked by the T-Rex. IT'S BATTLE

TIME!

T-Rex
Level 35
2400 HP
100,000 EXP FOR WINNING

Run to the bottom left corner, then enter the doors at the south wall. You'll end up back in the lobby. Save, then go into the elevator and go to the fourth floor. There's a chest here that contains a Full Cure or Full Recover. Get it, then go back into the elevator and head to the second floor.

Out of the elevator, go west two rooms, then go north. Head up the stairs back to the Triceratops room. Now go south (you won't be rammed this time) to the next room. After the "earthquake", you'll notice the window on the west side is shattered. Go through it, then turn south. You'll find two chests with a Tool and an M9-3 handgun inside. Also, before going up the stairs, go north again, down the stairs, and south to the room with the quiz. You'll find broken glass in this room, too. Go through it and head to the bottom left corner of the room. In the two chests you'll find a Cr Vest 2 and a Super Tool. After getting them, go back to the room where the "earthquake" occurred and up the stairs.

Go through the door on the north, and watch the events take place. Aya will automatically leave the Museum after that. View all the cool FMV's and Aya will be brought to an aircraft carrier outside of New York City. Eventually you'll be able to save, and after that, you'll be at the Statue of Liberty.

Also, here are the answers to the Quiz questions in the Museum.

-How many animals are hiding?

9

-The name of the organelle that appeared in the first organism?

Mitochondria

-What was the nutritional source of the first organism that lived 3.9 billion years ago?

Nitrogen oxides from volcanoes

-The mitochondria creates ATP (adenosine triphosphate) within the cell. How much energy is this equivalent to?

200,000 V per cubic cm

-By taking mitochondria, which uses oxygen as its nutritional source, into the body and living with it symbiotically, the bacteria has acquired a tremendous amount of energy. What was the consequence?

Aging

-In 1987, Cann & Wilson released a theory stating that humans were derived from Mitochondria eve. Which organism is thought to be Mitochondria Eve?

An African female

-25 Million years ago, oxygen increased in the air. Why?

Photosynthesis by bacteria

The Statue of Liberty
Weapons:
Armor:

You will land at the base of the Statue of Liberty. Before going north, check everything you can think of, because the upcoming battle is tough. Once you're ready, go north and you'll confront Eve for the final time.

Eve
Level 37
1900 HP (Top), 1750 HP (Middle), 1600 HP (Bottom)
0 EXP for winning

Eve
Level 35
2200 HP
0 EXP for winning

There you go, you beat her, the Day 6 screen pops up. 5 down, 1 to go.. ^_^

=====
DAY 6-LIBERATION
=====

Navy Cruiser
No Weapons
No Armor

The day begins with Aya standing by the rail of a navy cruiser. After talking to Daniel a bit, go through the door to your left. You'll see Wayne and Maeda talking. When Maeda leaves, talk to Wayne and drop off all your excess equipment and pick up any Medicine you might have. When you're done, Wayne will offer to rename one weapon and one piece of armor at your choosing. Once done, use the phone on the left to save, then leave the room. Some more scenes will take place, and after a while, the final battle will commence.

The Ultimate Being
Level: 37
HP: 1500
EXP: 0

The Ultimate Being looks pretty revolting. Don't let that stop you, though. In fact, this battle is quite easy. All he does is float around like a pansy and attack occasionally. His attack is a shockwave that emanates from himself, spreading out to damage everything within a certain radius. To avoid it, all you have to do is to figure out which corner he's furthest from, and run there before he attacks. If he shoots the wave before you get to the corner, then don't worry. As long as there's some distance between you two while it fires, then you can outrun it as long as you keep heading for the corner.

After it fires, run up to it and shoot it. You can fire quite a few shots.

Three

or four is fine, but if you're really paranoid, you can stick with one shot, but

there's really no need. After firing, the Ultimate Being will float around someplace else, in which you should move to the corresponding corner and prepare for the next attack, then repeat the pattern. It also has an attack that is unavoidable and brings you down to 1 HP, but luckily, it is used very occasionally. When you see it about to do its 1 HP attack (it drops to the ground), then you could cast a Barrier at that instant. It uses up less PE than healing yourself back to full.

The Ultimate Being

Level: 37

HP: 1500 (Top), 950 (Bottom)

EXP: 0

There are two parts to this boss. It's also fairly easy, though not as easy as the previous form. Its attack is a pair of lightning bolts it shoots from its hands four times in a row. You can either get between them or just avoid them altogether. Getting between them is a bit difficult because it swings the bolts in a direction, and so you'll have to move with them. If you can get outside of the bolts (on the other side of the direction he swings it), then you won't have to worry about it. Remember, however, that he shoots four times in a row, so don't let up if you've managed to dodge one, keep running circles around him (the opposite direction the bolts are going).

Also, the closer you are to it, then the easier it is to dodge (and it also has a chance of going over you, missing you completely). Actually, it's best to stay

close to it, and once you see the bolts about to come out, start moving. Its other attack is just three bolts that sort of home in on Aya, but they can be dodged easily. After dealing enough damage to one section, both sections split apart and move and attack independently. This stage is a lot harder. The flying part will either try to run into you or shoot a string of bullets at you.

It follows you as it shoots, so just run as fast as you can away from it. If that wasn't bad enough, the part that's crawling on the ground will shoot a purple beam that reaches from one corner all the way to the opposite corner. It can also sweep its purple beam around the screen. To dodge, just run away from the beam while at the same time running towards the baby (so you can outrun it faster). If you kill the baby first, then the other part will die, too, and the battle will end. If you kill the flying section, you'll still have to kill the baby. For a quick battle, as always, use Liberate.

The Ultimate Being

Level: 38

HP: 3500

EXP: 0

This form reminds me of Tyrant from Resident Evil 1. Anyway, it's probably the toughest form, also. It has several moves. One is a two-hit combo. It quickly rushes up to you and hits you twice. You can avoid this by running away from it when you see it start to speed up. As it approaches you, it will stop to attack you. If you keep running, it will land behind you. As for the second attack, after the first one comes out, angle yourself away and to the side when you run, and the second attack should miss you by a hair.

It has another attack where it flies to one corner and shoots several large balls at you that. When you see that it's about to fire, start running towards it. If you're really close to it, then the balls will miss you. You might get hit for about 15 points of damage, but it's preferred than losing 250 HP. Oh, yeah, this one also has a 1 HP attack and a half HP attack.

The Ultimate Being

Level: ??

HP: 8000

EXP: 0

This form is pretty easy. It has four extensions that can't hurt you, but fly around and shoot easily avoidable lasers. Each shot you hit it with does 1 point of damage. It's best to switch to a machine gun now, as they can shoot up to 7 times in a row. Just dodge and shoot, and you'll eventually kill him.

Just kidding! Once you do about 20 damage, Daniel will come down and throw you some special bullets. You'll automatically switch to Maeda's Gun, loaded with the special clip. Each hit here does 999 damage! Kill him!

So now the Ultimate Being is dead... not quite. You now have to find the engine room and destroy the ship, and the Ultimate Being with it. Once you regain control of Aya, RUN to the door on your left (where you talked with Wayne). Inside the room, Aya will notice the map and realize she has to go to the engine room (okay, so I spoiled it, sorry). Go through the door that was blocked earlier.

Go through the door and immediately start running up. At the intersection, turn left. At the next screen, go UP. It may look like left is the way, but trust me, hold UP in the control pad and go through the door on your right at the end of the hallway. In the next screen, hold right for just a fraction of a second, then go down the stairs. Go through the door on the left.

In the next screen, immediately head right, then go up at the T-intersection. At the end of the passage, climb down the ladder. At the bottom of the ladder, go down and access the control panel. The Ultimate Being will crawl near you after you do that. You'll have to do something scary... run around the Ultimate Being, then turn left. It will freeze for a moment, however, allowing you to run past. Go down now and then up the ladder.

At the top of the ladder, keep running down and go through the door. Continue going down to the end of the hall, then through the door on your left. In the next screen, run to the left for a fraction of a second, then go up the stairs (or rather, DOWN them), then through the door on the right. At the final screen, keep running left. Make it through the door, and you've finished the game!

After watching the ending and the credits, you'll be awarded a mess of Bonus Points, and also be given the option of saving the game so that you may begin again in the EX Mode. The EX Mode is theoretically the same as the normal game. The difference is that you can access the Chrysler Building when you get to the World Map now. Also, the enemies in the game become harder and they have more HP than before. Oh, and did I mention you keep all the items you picked up in the normal game? Even though the enemies are tougher, with the M8000 handgun in possession, you can breeze through the game up to about day five.

I can now officially say,
WALKTHROUGH FINISHED!!

Yay!!!

4.0 GUIDES

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== 4.1 CHARACTERS GUIDE ==
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DETECTIVE AYA BREA

Age: 25

Height: 5132

Weight: 106 lbs.

Description: Aya is a rookie cop who has not yet proven herself or develop a cop's instincts. Her partner and mentor, Daniel Dollis, is always watching out for her, but he is sometimes a little too protective. Aya has spent most of her life in foster homes due to a horrible car wreck that claimed the lives of her mother and sister.

MELISSA PEARCE (EVE)

Age: 32

Height: 51112

Weight: 114 lbs.

Description: Melissa is a budding actress plagued by medical conditions and problems. Although she finally landed a role that could be her big break, her need for constant medication could end up getting in the way.

DETECTIVE DANIEL BO COLLINS

Age: 42

Height: 51112

Weight: 209 lbs.

Description: This dedicated officer has been on the police force for many years.

Now with a new partner to guide and protect, he is more dedicated than ever. Although he is a devoted father, he often sacrifices family time for his job.

His dedication to the profession has contributed heavily to his current family problems.

KUNIHICO MAEDA

Age: 35

Height: 5172

Weight: 115 lbs.

Description: Maeda is a Japanese scientist who flew to New York as soon as he heard about the Eve incident. He is very knowledgeable about Evels past attacks, and wants to help put an end to her madness.

DOCTOR HANS KLAMP

Age: 37

Height: 5172

Weight: 141 lbs.

Description: Doctor Klamp is a research scientist who spends most of his time locked away inside his lab at the Museum of Natural History. He holds key information that could help put an end to Eve once and for all, but as usual he is not talking.

DOUGLAS BAKER

Age: 41

Height: 5172

Weight: 243 lbs.

Description: Captain Baker joined the police force at the same time as his old friend, Daniel Dollis. As time passed, Bakerls career took off and he lost touch with most of his friends. Now he is seen as a tough, cold character who lost touch with the little guys.

WAYNE GARCIA

Age: 27

Height: 5172

Weight: 148 lbs.

Description: Wayne is a rebellious young cop with a passion for firearms. His passion is so powerful that he actually collects gun trading cards. It may be his ultimate goal to create his own line of high-powered weapons. Wayne is responsible for the police stationls Weapon Department.

TORRES OWENS

Age: 48

Height: 5132

Weight: 137 lbs.

Description: Torres works closely with Wayne and does his best to keep Waynels gun obsession under control. Torres is a seasoned cop, but his career took a sudden turn after he lost his daughter in a gun mishap. Sworn to never fire another gun again and to help keep the gun problem under control, he took a job in the police stationls weapon department.

BEN DOLLIS

Age: 8

Height: 31112

Weight: 71 lbs.

Description: Ben is the son of Daniel and Lorraine Dollis. He hangs out at the police station sometimes, but lately is just been trying to get his fatherls attention.

MARIKO BREA

Ayals mother; killed in a car accident.

MAYA BREA

Ayals sister; killed in a car accident.

LORRAINE DOLLIS

Daniel Dollis's ex wife.

DETECTIVE NIX

A seasoned cop with a lot of attitude.

DETECTIVE WARNER

An open-minded cop.

OFFICER CATHY

A warmhearted and always helpful cop.

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==                4.2 SECRETS GUIDE                ==
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*GETTING THE SECRET "300 JUNK" WEAPONS.

I'm sure you've noticed the "junk" you pick up throughout the game. This may seem a bit unusual to get worthless items in the game, but there is a point to it.

If you manage to get 300 pieces of Junk, and take them back to Wayne, he will give you something very good for your effort...a very powerful new gun.

When you do get 300 junks, he will give you a choice:

- HANDGUN
- SHOTGUN
- MACHINE GUN
- RIFLE
- GRENADE LAUNCHER
- ROCKET LAUNCHER
- LEAVE IT TO WAYNE

You only get to make one choice, but here's what you will get for each decision:

NOTE: It isn't advisable to leave the decision up to Wayne, he'll give you a weaker gun or more worthless junk.

CATEGORY	Weapon	Attack	Range	Bullets	Rate Of Fire
Slots					
Specials					
-----	-----	-----	-----	-----	-----
HANDGUN:	DE50AE7	125	56	17	x2
8/9					
None					
SHOTGUN:	M10B	121	70	7	x3
4/7					
Burst					
MACHINEGUN:	P90	122	53	200	x10

5/7
 Random Shot
 RIFLE: MAG 152 185 21 x2
 4/7
 Critical Bonus
 GRENADE LAUNCHER: HK40 116 70 9 x1
 6/6
 None
 ROCKET LAUNCHER: LAW80 220 210 1 x1
 0/0
 None
 LEAVE IT TO WAYNE: PPSH41 (MG) 80 76 71 x10
 2/6
 None
 LEAVE IT TO WAYNE: SP1C (HG) 120 69 20 x2
 2/6
 None
 LEAVE IT TO WAYNE: USP-TU (HG) 116 88 31 x5
 3/9
 Counter
 LEAVE IT TO WAYNE: AK-47 (RI) 155 154 24 x5
 6/8
 Counter &

Critical Bonus

LEAVE IT TO WAYNE: Super Junk (Completely Worthless)
 LEAVE IT TO WAYNE: Duper Junk (Completely Worthless)

* RARE TRADING CARDS

There are 14 Rare Trading cards in the EX Game. For each one of these you get, Wayne will upgrade 2 weapons. If you get 12 of the cards, he'll give you a TOOL KIT (unlimited tools) and if you get all 14 cards, he'll give you a SUPER TOOL KIT (unlimited super tools)!

* P.E. TRICKS

One big problem with your Parasite Energy (especially when you start to use Liberate) is that the more you use it, the slower it recharges. There are two ways to give it a bit of a "jumpstart". The first way is to change you armor in mid-match. Since the amount of P.E. you have is related to the type of armor, switch armor and you switch amount of P.E., which is basically resetting it. A second way of "jumpstarting" meter isn't as easy. If you have a "Revive" on you or have used the P.E. power that re raises you, when you die you are brought back and your P.E. recharges as if it was at a new rate.

* FINAL FANTASY REFERENCES

There are two cute little FF references in the game. The first is the sign outside the Musuem at the world map. The second is the birds in the Musuem's prehistoric bird exhibit.

 Chocobo Cameo

After you've visited the museum the first time, go back to it on the map screen.

As the helicopter view scrolls around the building, look at the banner.

Chrysler Building Boss Strategy

Here's a GREAT tip for beating Original Eve at the top of the Chrysler Building:

instead of using the Parasite Energy Liberate, which only does 1000-1200 HP of damage, try using Energy Shot. Yes, it's an old spell, but if your level is high enough (around Level 38-39), you'll do a whopping 3500-5000 HP of damage! This is GREAT for whittling down Original Eve's 45000 HP.

Free Medicine

This trick is similar to the code for infinite bullets. In Day 3:Selection, after the battle in the NYPD #17th District where Torres will die and Wayne will take over for him. Whenever you leave the precinct and come back, visit the weapons room and check the chest to the top right. There will always be a Medicine 2 or Medicine 3 waiting for you.

Get 60 rounds of bullets

On the first level, after you beat Eve on the Opera Stage, go backstage and you will see the hole. If you listen carefully at the hole you will hear sirens. Go back outside the Operahouse and ask the cop on the far right for bullets. He will give you 60 rounds.

Infinite Bullets

In the NYPD go downstairs and enter the left door. You can find the bullets in the box near the counter get it and go out to the New York map. Now return to that room for more bullets. Repeat as needed.

Lots of Trading Cards

When you're at the hospital, just before you go to the 13TH floor, find the room that has the nurse who is looking for more hurt people. Now go to the top of the room to the fallen cabinet, look behind it to find lots of tradng cards. Make sure you have room for them in your inventory.

More BP

To earn more BP, complete a day without saving.

Normal and Super Tool Kit

When in the EX game, collect as many Rare Trading cards as possible. If you ask Wayne to show you his collection he'll give you tool kits at certain numbers. So, if you ask Wayne to show you his collection after you have given him 12 or so Rare Trading Cards, he'll give you a tool kit. It acts as an infinite amount

of regular tools.

If you give Wayne 14 or more Rare Trading cards, and ask him to show you he'll give you the Super Tool Kit. This acts as an infinite amount of Super Tools.

Refill PE Faster

To refill the PE bar in battle faster just change armor in battle and then change back, it will return to normal speed.

Secret Areas

Secret area 1:(DAY 1) The first secret area is in the opera house sewers. To get there go to the chest then go down-right and you'll be in a place with three chests.

Secret area 2:(DAY 5) The second is in China Town. just go to the phone and go right. Check the pots by the walls to get some items.

Secret Weapon in Museum

After you deactivate the alarm in museum, head right (by pressing D-pad Down-Right) and you will find a lift which can only go to 4th floor, and in this floor you will find a secret room with a few box in it.

The Real Ending

After you win you'll be asked if you wish to save. Do so, then reinsert CD #1 and choose the EX game. You'll now see the Chrysler Building on the Manhattan map. Go inside and make your way to the top to see the real enemy and ending.

Tuning Up the Ultimate Gun

There are two Ultimate guns in Parasite Eve. The first one can be acquired when going through the regular game, while the other is only available in the EX mode. There are a few steps in getting this powerful weapon.

1.You must get the G3A3 "rifle", the M870 "shotgun", the PPK "Pistol", and the M9 rev2 or the M800 "pistols".

The G3A3 can be found in the Hospital, the M870 can be found in the sewers of China Town, the PPK is found at the entrance of the warehouse, and the M8000 or M9rev2 are in the Museum.

2.Use your tools and select the G3A3 as the primary weapon.

1.Now select the shotgun and select the [Burst] option to put it on the rifle.

2.Take the PPKs [first strike] option and put that on the rifle.

3.Then take the [double command] from one of the two pistols.

These options when combined can destroy Eve with little or no trouble. With the remaining tools take the +attacks from your other weapons and the +offense items and pump them into your new rifle.

Put your Bonus Points into the attack and you can have a rifle with over 125 attack when you fight the T-REX. Its a good idea to tune up armor so that it has an auto heal function.

Warning: Do not put any special abilities on the rifle like "fire, freeze, acid, etc..." because some enemies are very strong against certain attributes.

Also do not put any 2x, 3x, 5x, or any others because your weapon's damage is divided by the number of shots you have.

Later on you can get the FA-MAS from the Crystler building, which has a base attack of 119 and a base range of 169, but you'll have to get ride of the 3x with a supertool.

Ultimate Weapon

If you give 300 pieces of junk to Wayne, he will build you a weapon of mass destruction. Choose the RIFLE. This is by my experience the best weapon in the game. It has an attack of 150+ and a range of 185.

Eventually you will want to add the following special abilities...

Command +2 or +3

Burst

First Strike

Critical Attack Up

Acid -- If it doesnt affect the creature the weapon will still do maximum damage.

Tranquilizer -- For the same reason as acid.

Cyanide -- For the same reason.

Weapons from Junk

Have you ever wondered why you got so much junk in Parasite Eve Have you also wondered why Wayne always asked you to get rid of junk Well, if you give Wayne more than 300 pieces of junk, he can make AWESOME weapons from them. Just make sure that you TELL him what to make, instead of letting him decide because he screws up sometimes.

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=== 4.3 GAME SHARK CODES ===
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G A M E S H A R K C O D E S

Here are the gameshark cheats for the Chrysler Quest.
I would like to thank the Gameshark Code Creator's Club for their gameshark codes.

Website : www.cmgsgccc.com

Take a look for other codes of your favourite games !!

N O T E

These codes were taken from the CMGSCCC (www.cmgsgccc.com) site. I bear no responsibility to the codes if anything should happen to your system in any way once you use the codes for yourself. All I can say is take extra precaution to codes and I'm not sure if all the codes are reliable. If it doesn't work for you, maybe your gameshark ver is outdated or you entered the codes wrongly. Don't send mail asking me for the problems incurred during you play PE using these codes.

A B O U T T H E C O D E S

This list of codes is just for the item modifying. Remaining codes are freely available at Game Shark Codes Creator's Club.

Codes Made & Tested on 2.4 Version Game Shark

I T E M S L O T P O S I T I O N M O D I F I E R C O D E S

IMPORTANT - The question marks means the type of items you wish to place.
look below for the items available.

Slot 1 800C0E48 00??
Slot 2 800C0E4A 00??

Slot 3 800C0E4C 00??
Slot 4 800C0E4E 00??

Slot 5 800C0E50 00??
Slot 6 800C0E52 00??

Slot 7 800C0E54 00??
Slot 8 800C0E56 00??

Slot 9 800C0E58 00??
Slot 10 800C0E5A 00??

Slot 11 800C0E5C 00??
Slot 12 800C0E5E 00??

Slot 13 800C0E60 00??
Slot 14 800C0E62 00??

Slot 15 800C0E64 00??
Slot 16 800C0E66 00??

Slot 17 800C0E68 00??
Slot 18 800C0E6A 00??

Slot 19 800C0E6C 00??
Slot 20 800C0E6E 00??

Slot 21 800C0E70 00??
Slot 22 800C0E72 00??

Slot 23 800C0E74 00??
Slot 24 800C0E76 00??

Slot 25 800C0E78 00??
Slot 26 800C0E7A 00??

Slot 27 800C0E7C 00??
Slot 28 800C0E7E 00??

Slot 29 800C0E80 00??
Slot 30 800C0E82 00??

Slot 31 800C0E84 00??
Slot 32 800C0E86 00??

Slot 33 800C0E88 00??
Slot 34 800C0E8A 00??

Slot 35 800C0E8C 00??
Slot 36 800C0E8E 00??

Slot 37 800C0E90 00??
Slot 38 800C0E92 00??

Slot 39 800C0E94 00??
Slot 40 800C0E96 00??

Slot 41 800C0E98 00??
Slot 42 800C0E9A 00??

Slot 43 800C0E9C 00??
Slot 44 800C0E9E 00??

Slot 45 800C0EA0 00??
Slot 46 800C0EA2 00??

Slot 47 800C0EA4 00??
Slot 48 800C0EA6 00??

Slot 49 800C0EA8 00??
Slot 50 800C0EAA 00??

Quantity Digits to Item Slot Position Modifier Codes

00 - NOTHING
01 - BULLETS +6
02 - BULLETS +15
03 - BULLETS +30
04 - DNA BULLETS
05 - ROCKET AMMO
06 - MEDICINE 1
07 - MEDICINE 2
08 - MEDICINE 3
09 - MEDICINE 4
0A - FULL RECOVERY
0B - SUPER JUNK
0C - DUPER JUNKOD - CURE-P
0E - CURE-D
0F - CURE-C
10 - CURE-M
11 - FULL CURE

12 - REVIVE
13 - DEFENSE +1
14 - JUNK
15 - TRADING CARD
16 - TOOL
17 - SUPER TOOL
18 - ITEM 24
19 - ITEM 25
1A - BULLET CRATE
1B - ROCKET CRATE
1C - MAEDA CRATE
1D - OFFENSE +1
1E - OFFENSE +2
1F - OFFENSE +3
20 - OFFENSE +4
21 - RANGE +1
22 - RANGE +2
23 - RANGE +3
24 - RANGE +4
25 - BULLET CAP +1
26 - BULLET CAP +2
27 - BULLET CAP +3
28 - BULLET CAP +4
29 - DEFENSE +1
2A - DEFENSE +2
2B - DEFENSE +3
2C - DEFENSE +4
2D - CR EVADE +1
2E - CR EVADE +2
2F - CR EVADE +3
30 - CR EVADE +4
31 - PE +1
32 - PE +2
33 - PE +3
34 - PE +4
35 - TOOL KIT
36 - SUPER TOOL KIT
37 - MOD PERMIT
38 - CHRYSLER KEY 1
39 - CHRYSLER KEY 2
3A - CHRYSLER KEY 3
3B - CHRYSLER KEY 4
3C - CHRYSLER KEY 5
3D - CHRYSLER KEY 6
3E - CHRYSLER KEY 7
3F - CLUB 1
40 - CLUB 2
41 - CLUB 3
42 - CLUB 4
43 - CLUB 5
44 - M84F
45 - M9
46 - M9-2
47 - M9-3
48 - M8000
49 - M96
4A - M96R
4B - P220
4C - P220-2
4D - P228

4E - P226
4F - P229
50 - M1911A1
51 - M1911A2
52 - M1911A3
53 - M1911A4
54 - M1911A5
55 - P8
56 - USP
57 - USP-2
58 - USP-3
59 - MARK 23
5A - G19
5B - G23
5C - G22
5D - G20
5E - M712
5F - PPK
60 - AM44
61 - MAEDA'S GUN
62 - PPSH41
63 - SP1C
64 - USP-TU
65 - AK-47
66 - DE50AE7
67 - DEBUG SMG
68 - M870
69 - M870-2
6A - M500
6B - M500-2
6C - MAVERICK
6D - S12
6E - M10B
6F - M11
70 - M10
71 - MP5K
72 - MP5PDW
73 - MP5A5
74 - MP5SD6
75 - MICRO UZ
76 - MINI UZ
77 - FULL UZ
78 - P90
79 - M16A1
7A - M16A2
7B - SG550
7C - SAR
7D - G3A3
7E - TYPE 64
7F - XM177E2
80 - PSG-1
81 - FA-MAS
82 - MAG
83 - M203
84 - M203-2
85 - M203-3
86 - M203-4
87 - M203-5
88 - M203-6
89 - M79

8A - M79-2
8B - M79-3
8C - M79-4
8D - M79-5
8E - M79-6
8F - HK40
90 - AT4
91 - AT4-1
92 - LAW-80
93 - MAEDA'S GUN W/BULLETS
94 - M92F
95 - DRESS
96 - N VEST
97 - N PROTECTOR
98 - N JACKET
99 - N SUIT
9A - N ARMOR
9B - KV VEST 1
9C - KV PROTECTOR
9D - KV JACKET
9E - KV SUIT 1
9F - KV ARMOR 1
A0 - SP VEST 1
A1 - SP VEST 2
A2 - SP PROTECTOR
A3 - SP JACKET
A4 - SP SUIT 1
A5 - SP SUIT 2
A6 - SP ARMOR 1
A7 - SP ARMOR 2
A8 - SV VEST 1
A9 - SV VEST 2
AA - SV PROTECTOR
AB - SV JACKET
AC - SV SUIT 1
AD - SV SUIT 2
AE - SV ARMOR 1
AF - SV ARMOR 2
B0 - CR VEST 1
B1 - CR VEST 2
B2 - CR PROTECTOR
B3 - CR JACKET
B4 - CR SUIT 1
B5 - CR SUIT 2
B6 - CR ARMOR 1
B7 - CR ARMOR 2
B8 - B VEST 1
B9 - B VEST 2
BA - B PROTECTOR
BB - B JACKET 1
BC - B JACKET 2
BD - B SUIT 1
BE - B SUIT 2
BF - B ARMOR
C0 - CM VEST 1
C1 - CM VEST 2
C2 - CM PROTECTOR
C3 - CM JACKET
C4 - CM SUIT 1
C5 - CM ARMOR 4

C6 - CM ARMOR 2
C7 - CM SUIT 2
C8 - THEATER KEY
C9 - REHEARSE KEY
CA - ZOO KEY
CB - NARITA
CC - MAYOKE
CD - HANAYA
CE - FUSE 1
CF - FUSE 2
D0 - FUSE 3
D1 - AUTOPSY KEY
D2 - BLUE CARDKEY
D3 - GREEN CARDKEY
D4 - PUMP KEY
D5 - KLAMP KEY
D6 - STORAGE KEY
D7 - LOCKER KEY
D8 - WEAPON MEMO
D9 - MEDAL
DA - ELEVATOR KEY
DB - GATE
DC - WAREHOUSE KEY
DD - GSP T CARD
DE - P38 T CARD
DF - BHAWK T CARD
E0 - KASUL T CARD
E1 - PPKS T CARD
E2 - M1 T CARD
E3 - MKS T CARD
E4 - MP44 T CARD
E5 - BAR T CARD
E6 - M642 T CARD
E7 - M29 T CARD
E8 - M73 T CARD
E9 - TYPE 38 T CARD
EA - TYPE 3 T CARD
EB - EAGLE T CARD
EC - HEAL 1 (PE)
ED - HEAL 2 (PE)
EE - HEAL 3 (PE)
EF - DETOX (PE)
F0 - MEDIC (PE)
F1 - BARRIER (PE)
F2 - ENERGY SHOT (PE)
F3 - SCAN (PE)
F4 - SLOW (PE)
F5 - HASTE (PE)
F6 - CONFUSE (PE)
F7 - GENE HEAL (PE)
F8 - PRERAISE (PE)
FE - FULL RECOVER (PE)
FF - LIBERATE (PE)

=====
=== 5.1 WEAPONS LIST ===
=====

KEY

Name: This is the weapon's name as it appears in the game.

Stats: Numbers in this column represent the weapons current level of Attack (power), Range, and Bullets (capacity).

Base: Numbers in this column cannot be removed from this weapon.

Plus: Numbers in this column can be transferred to another weapon using a Tool.

Attack: This represents how much damage the weapon can cause in a single attack.

Range: This determines how large Ayls targeting dome will be when attacking.

Bullets: This indicates how much ammunition the weapon can hold.

Rate of Fire: This indicates how many times the weapon can shoot in a turn.

Slots: The first number shows how many slots the weapon has when you find it. The second number shows the maximum number of slots the weapon can have through modification.

Specials: Any weapon effects the weapon may have are listed here.

Location: This is where the weapon can be found. Because the game randomizes items, you may not always find a weapon in the listed location. However, each weapon will appear in the listed spot when the game decides to drop it in.

Also

when you see 3D#2, this indicates the day of the game when you'll find the items; plus, 3EX2 means that you'll find the item in the EX portion of the game only. For an explanation of the 3300 Junk2, read the secrets section of this guide.

NAME:

ATTACK: Stats/Base/Plus

RANGE: Stats/Base/Plus

BULLETS: Stats/Base/Plus

RATE OF FIRE:

SLOTS:

SPECIALS:

LOCATION:

MELEE WEAPONS

Name: Club 1

Attack: 10/9/1

Range: 10/10/0

Bullets: 0/0/0

Rate of Fire: N/A

Slots: 1/1
Specials: None
Location: Starting Weapon

Name: Club 2
Attack: 26/24/2
Range: 10/10/0
Bullets: 0/0/0
Rate of Fire: N/A
Slots: 1/1
Specials: Item
Location: Soho (D3)

Name: Club 3
Attack: 38/38/0
Range: 10/10/0
Bullets: 0/0/0
Rate of Fire: N/A
Slots: 2/2
Specials: Item and Quickdraw
Location: Chinatown Sewer (D5)

Name: Club 4
Attack: 80/78/2
Range: 10/10/0
Bullets: 0/0/0
Rate of Fire: N/A
Slots: 3/3
Specials: Critical Bonus, Item, and Counterattack Enemy
Location: Chrysler Building (EX)

Name: Club 5
Attack: 102/100/2
Range: 10/10/0
Bullets: 0/0/0
Rate of Fire: N/A
Slots: 3/3
Specials: Item and Quickdraw
Location: Chrysler Building (EX)

HANDGUNS

Name: M84F
Attack: 12/10/2
Range: 51/51/0
Bullets: 6/6/0
Rate of Fire: x2
Slots: 1/4
Specials: None
Location: Starting Weapon

Name: P220
Attack: 15/14/1
Range: 55/55/0
Bullets: 5/5/0
Rate of Fire: x2
Slots: 1/5
Specials: None

Location: Carnegie Hall (D1)

Name: P220-2
Attack: 48/47/1
Range: 55/55/0
Bullets: 12/11/1
Rate of Fire: x3
Slots: 3/5
Specials: None
Location: Museum (D5)

Name: M1911A1
Attack: 17/15/2
Range: 60/60/0
Bullets: 6/5/1
Rate of Fire: x3
Slots: 2/6
Specials: None
Location: Carnegie Hall Sewers (D1)

Name: M1911A2
Attack: 48/48/0
Range: 61/61/0
Bullets: 10/8/2
Rate of Fire: x3
Slots: 2/5
Specials: None
Location: Chinatown (D5)

Name: M1911A3
Attack: 50/50/0
Range: 62/62/0
Bullets: 9/8/1
Rate of Fire: x5
Slots: 2/7
Specials: None
Location: Chrysler Building (EX)

Name: M1911A4
Attack: 68/68/0
Range: 63/62/1
Bullets: 9/9/0
Rate of Fire: x1
Slots: 2/8
Specials: None
Location: Chrysler Building (EX)

Name: M1911A5
Attack: 86/85/1
Range: 63/63/0
Bullets: 11/10/1
Rate of Fire: x1
Slots: 2/5
Specials: None
Location: Chrysler Building (EX)

Name: P8
Attack: 19/18/1
Range: 56/54/2
Bullets: 7/7/0

Rate of Fire: x1
Slots: 1/1
Specials: None
Location: Central Park (D2)

Name: M9
Attack: 17/17/0
Range: 54/53/1
Bullets: 9/8/1
Rate of Fire: x3
Slots: 3/6
Specials: None
Location: Central Park (D2)

Name: M92F
Attack: 29/28/1
Range: 51/50/1
Bullets: 11/8/3
Rate of Fire: x3
Slots: 3/10
Specials: None
Location: NYPD #17 Precinct (D3)

Name: M9-2
Attack: 39/38/1
Range: 55/54/1
Bullets: 11/10/1
Rate of Fire: x3
Slots: 2/7
Specials: None
Location: NYPD #17 Precinct (D3)

Name: G19
Attack: 32/30/2
Range: 58/57/1
Bullets: 10/8/2
Rate of Fire: x3
Slots: 3/5
Specials: None
Location: Soho (D3)

Name: G22
Attack: 51/49/2
Range: 60/60/0
Bullets: 11/10/1
Rate of Fire: x2
Slots: 2/5
Specials: None
Location: Museum (D5)

Name: G23
Attack: 48/47/1
Range: 60/58/2
Bullets: 10/10/0
Rate of Fire: x3
Slots: 2/7
Specials: None
Location: Hospital (D4)

Name: PPK

Attack: 47/45/2
Range: 49/48/1
Bullets: 12/12/0
Rate of Fire: x5
Slots: 2/4
Specials: Quickdraw
Location: Warehouse (D5)

Name: Medals Gun
Attack: 1/1/0
Range: 60/60/0
Bullets: 15/15/0
Rate of Fire: x2
Slots: 1/1
Specials: None
Location: Soho (D3)

Name: M8000
Attack: 57/57/0
Range: 58/58/0
Bullets: 12/12/0
Rate of Fire: x1
Slots: 3/5
Specials: Command x2
Location: Museum (D5)

Name: M9-3
Attack: 55/53/2
Range: 58/58/0
Bullets: 13/13/0
Rate of Fire: x3
Slots: 2/7
Specials: Command x2
Location: Museum (D5)

Name: MDE50AE7
Attack: 125/123/2
Range: 56/55/1
Bullets: 17/15/2
Rate of Fire: x2
Slots: 8/9
Specials: None
Location: Receive from Wayne (300 Junk)

Name: SP1C
Attack: 120/118/2
Range: 69/67/2
Bullets: 20/18/2
Rate of Fire: x2
Slots: 2/6
Specials: None
Location: Receive from Wayne (300 Junk)

Name: USP
Attack: 52/51/1
Range: 56/56/0
Bullets: 10/9/1
Rate of Fire: x3
Slots: 2/4
Specials: None

Location: Chrysler Building (EX)

Name: USP-TU

Attack: 116/115/1

Range: 88/87/1

Bullets: 31/25/6

Rate of Fire: x5

Slots: 3/9

Specials: Counter

Location: Receive from Wayne (Junk)

Name: USP-2

Attack: 58/58/0

Range: 59/57/2

Bullets: 11/11/0

Rate of Fire: x1

Slots: 2/7

Specials: None

Location: Chrysler Building (EX)

Name: USP-3

Attack: 76/75/1

Range: 58/58/0

Bullets: 13/12/1

Rate of Fire: x2

Slots: 2/3

Specials: Quickdraw

Location: Chrysler Building (EX)

Name: P226

Attack: 63/63/0

Range: 57/57/0

Bullets: 12/11/1

Rate of Fire: x2

Slots: 2/6

Specials: None

Location: Chrysler Building (EX)

Name: P228

Attack: 59/59/0

Range: 56/55/1

Bullets: 13/12/1

Rate of Fire: x5

Slots: 2/6

Specials: Counter

Location: Chrysler Building (EX)

Name: P229

Attack: 71/71/0

Range: 56/56/0

Bullets: 13/13/0

Rate of Fire: x3

Slots: 1/7

Specials: None

Location: Chrysler Building (EX)

Name: M96

Attack: 77/75/2

Range: 59/59/0

Bullets: 16/14/2

Rate of Fire: x1
Slots: 5/5
Specials: None
Location: Chrysler Building (EX)

Name: M96R
Attack: 89/88/1
Range: 59/59/0
Bullets: 20/20/0
Rate of Fire: x2
Slots: 2/4
Specials: Command x3
Location: Chrysler Building (EX)

Name: AM444
Attack: 78/78/0
Range: 58/58/0
Bullets: 13/12/1
Rate of Fire: x5
Slots: 2/8
Specials: None
Location: Chrysler Building (EX)

Name: Mark 23
Attack: 82/81/1
Range: 61/60/1
Bullets: 13/13/0
Rate of Fire: x3
Slots: 2/3
Specials: Quickdraw
Location: Chrysler Building (EX)

Name: G20
Attack: 65/65/0
Range: 62/61/1
Bullets: 14/12/2
Rate of Fire: x1
Slots: 2/3
Specials: Counter
Location: Chrysler Building (EX)

Name: M712
Attack: 87/85/2
Range: 64/63/1
Bullets: 11/10/1
Rate of Fire: x1
Slots: 2/2
Specials: Counter
Location: Chrysler Building (EX)

RIFLES

Name: M16A1
Attack: 35/34/1
Range: 112/110/2
Bullets: 16/15/1
Rate of Fire: x2
Slots: 1/3

Specials: None
Location: NYPD #17 Precinct (D2)

Name: M16A2
Attack: 55/53/2
Range: 124/124/0
Bullets: 19/18/1
Rate of Fire: x3
Slots: 2/4
Specials: None
Location: Chrysler Building (EX)

Name: SG550
Attack: 40/40/0
Range: 110/108/2
Bullets: 21/20/1
Rate of Fire: x2
Slots: 2/5
Specials: None
Location: NYPD #17 Precinct (D3)

Name: G3A3
Attack: 44/43/1
Range: 123/121/2
Bullets: 19/18/1
Rate of Fire: x1
Slots: 3/4
Specials: None
Location: Hospital (D4)

Name: MAG
Attack: 152/151/1
Range: 185/185/0
Bullets: 21/20/1
Rate of Fire: x2
Slots: 4/7
Specials: Critical Bonus
Location: Receive from Wayne (300 Junk)

Name: AK-47
Attack: 155/155/0
Range: 154/152/2
Bullets: 24/23/1
Rate of Fire: x5
Slots: 6/8
Specials: Counter and Critical Bonus
Location: Receive from Wayne (300 Junk)

Name: Type64
Attack: 51/50/1
Range: 114/112/2
Bullets: 16/14/2
Rate of Fire: x3
Slots: 4/5
Specials: Critical Bonus
Location: Chrysler Building (EX)

Name: PSG-1
Attack: 75/0/0
Range: 120/120/0

Bullets: 19/18/1
Rate of Fire: x2
Slots: 5/5
Specials: None
Location: Chrysler Building (EX)

Name: SAR
Attack: 86/85/1
Range: 136/135/1
Bullets: 16/16/0
Rate of Fire: x1
Slots: 2/3
Specials: None
Location: Chrysler Building (EX)

Name: FA-MAS
Attack: 119/119/0
Range: 169/168/1
Bullets: 26/26/0
Rate of Fire: x3
Slots: 6/7
Specials: None
Location: Chrysler Building (EX)

Name: XM177E2
Attack: 99/99/0
Range: 159/158/1
Bullets: 17/16/1
Rate of Fire: x1
Slots: 5/6
Specials: Critical Bonus
Location: Chrysler Building (EX)

GRENADA LAUNCHERS

Name: M203
Attack: 27/25/2
Range: 60/59/1
Bullets: 5/5/0
Rate of Fire: x1
Slots: 2/3
Specials: Explosive Rounds
Location: Central Park (D2)

Name: M203-2
Attack: 49/48/1
Range: 65/65/0
Bullets: 7/6/1
Rate of Fire: x2
Slots: 2/5
Specials: Explosive Rounds
Location: Warehouse (D5)

Name: M203-3
Attack: 50/49/1
Range: 71/71/0
Bullets: 7/5/2

Rate of Fire: x3
Slots: 4/5
Specials: Acid Rounds
Location: Chinatown Sewers (D5)

Name: M203-4
Attack: 58/57/1
Range: 67/67/0
Bullets: 8/7/1
Rate of Fire: x2
Slots: 5/7
Specials: Freezing Rounds
Location: Museum (D5)

Name: M203-5
Attack: 68/68/0
Range: 65/65/0
Bullets: 7/7/0
Rate of Fire: x1
Slots: 5/6
Specials: None
Location: Chrysler Building (EX)

Name: M203-6
Attack: 81/80/1
Range: 68/67/1
Bullets: 8/6/2
Rate of Fire: x1
Slots: 4/4
Specials: Cyanide Rounds
Location: Chrysler Building (EX)

Name: M79
Attack: 45/44/1
Range: 67/65/2
Bullets: 5/4/1
Rate of Fire: x2
Slots: 3/4
Specials: Tranquilizer Rounds
Location: Hospital (D4)

Name: M79-2
Attack: 46/45/1
Range: 68/68/0
Bullets: 6/4/2
Rate of Fire: x3
Slots: 4/4
Specials: Acid Rounds
Location: Chinatown (D5)

Name: M79-3
Attack: 54/52/2
Range: 69/68/1
Bullets: 6/5/1
Rate of Fire: x2
Slots: 3/5
Specials: Freezing Rounds
Location: Subway (D5)

Name: M79-4

Attack: 61/59/2
Range: 65/65/0
Bullets: 10/10/0
Rate of Fire: x1
Slots: 4/5
Specials: None
Location: Chrysler Building (EX)

Name: M79-5
Attack: 75/75/0
Range: 69/67/2
Bullets: 8/8/0
Rate of Fire: x1
Slots: 5/5
Specials: None
Location: Chrysler Building (EX)

Name: M79-6
Attack: 94/94/0
Range: 69/68/1
Bullets: 11/10/1
Rate of Fire: x1
Slots: 4/7
Specials: None
Location: Chrysler Building (EX)

MACHINE GUNS

Name: M10
Attack: 38/37/1
Range: 45/45/0
Bullets: 24/22/2
Rate of Fire: x7
Slots: 2/3
Specials: Random Shot
Location: Hospital (D4)

Name: M11
Attack: 33/32/1
Range: 42/42/0
Bullets: 21/20/1
Rate of Fire: x5
Slots: 2/2
Specials: Random Shot
Location: Soho (D3)

Name: MP5K
Attack: 36/35/1
Range: 43/43/0
Bullets: 24/23/1
Rate of Fire: x3
Slots: 1/4
Specials: None
Location: NYPD #17 Precinct (D3)

Name: Micro UZ
Attack: 40/38/2
Range: 43/43/0

Bullets: 19/18/1
Rate of Fire: x5
Slots: 4/4
Specials: Random Shot
Location: Hospital (D4)

Name: Mini UZ
Attack: 49/48/1
Range: 46/45/1
Bullets: 20/19/1
Rate of Fire: x5
Slots: 3/3
Specials: Random Shot
Location: Hospital (D4)

Name: Full UZ
Attack: 68/68/0
Range: 50/49/1
Bullets: 43/42/1
Rate of Fire: x10
Slots: 3/4
Specials: Random Shot
Location: Chrysler Building (EX)

Name: MP5PDW
Attack: 53/52/1
Range: 46/46/0
Bullets: 25/23/2
Rate of Fire: x7
Slots: 2/6
Specials: Random Shot
Location: Museum (D5)

Name: P90
Attack: 122/122/0
Range: 53/51/2
Bullets: 201/200/1
Rate of Fire: x10
Slots: 5/7
Specials: Random Shot
Location: Receive from Wayne (300 Junk)

Name: PPSH41
Attack: 80/78/2
Range: 76/75/1
Bullets: 71/71/0
Rate of Fire: x10
Slots: 2/6
Specials: None
Location: Receive from Wayne (300 Junk)

Name: MP5A5
Attack: 68/67/1
Range: 48/48/0
Bullets: 29/28/1
Rate of Fire: x2
Slots: 2/4
Specials: Random Shot
Location: Chrysler Building (EX)

Name: MP5SD6
Attack: 89/89/0
Range: 52/52/0
Bullets: 32/31/1
Rate of Fire: x3
Slots: 4/7
Specials: Random Shot
Location: Chrysler Building (EX)

SHOTGUNS

Name: M10B
Attack: 121/120/1
Range: 70/70/0
Bullets: 7/6/1
Rate of Fire: x3
Slots: 4/7
Specials: Burst
Location: Receive from Wayne (300 Junk)

Name: M870
Attack: 49/48/1
Range: 60/60/0
Bullets: 7/4/3
Rate of Fire: x2
Slots: 7/7
Specials: Burst
Location: Chinatown Sewer (D5)

Name: M870-2
Attack: 63/63/0
Range: 64/63/1
Bullets: 5/5/0
Rate of Fire: x1
Slots: 7/7
Specials: Burst
Location: Chrysler Building (EX)

Name: M500
Attack: 59/57/2
Range: 63/61/2
Bullets: 7/5/2
Rate of Fire: x2
Slots: 8/8
Specials: Burst
Location: Museum (D5)

Name: M500-2
Attack: 76/75/1
Range: 67/67/0
Bullets: 6/6/0
Rate of Fire: x3
Slots: 5/9
Specials: Burst
Location: Chrysler Building (EX)

Name: Maverick
Attack: 82/82/0

Range: 71/69/2
Bullets: 7/7/0
Rate of Fire: x1
Slots: 5/6
Specials: Burst
Location: Chrysler Building (EX)

Name: S12
Attack: 98/97/1
Range: 72/72/0
Bullets: 9/8/1
Rate of Fire: x1
Slots: 6/6
Specials: Burst
Location: Chrysler Building (EX)

ROCKET LAUNCHERS

Name: AT4
Attack: 128/128/0
Range: 202/202/0
Bullets: 1/1/0
Rate of Fire: x1
Slots: 0/0
Specials: None
Location: Warehouse (D5)

Name: AT4-1
Attack: 186/186/0
Range: 232/205/30
Bullets: 1/1/0
Rate of Fire: x1
Slots: 0/0
Specials: None
Location: Chrysler Building (EX)

Name: LAW80
Attack: 220/200/20
Range: 210/210/0
Bullets: 1/1/0
Rate of Fire: x1
Slots: 0/0
Specials: None
Location: Receive from Wayne (300 Junk)

=====
=== 5.2 ARMORS LIST ===
=====

KEY

Name: This is the armor's name as it appears in the game.

Stats: Numbers in this column represent the armor's current level of Defense

PEnergy, and Critical.

Base: Numbers in this column cannot be removed from this piece of armor.

Plus: Numbers in this column can be transferred to another piece of armor using a Tool.

Defense: This represents how well the armor protects Aya from being damaged.

PEnergy: This is how much PEnergy the armor adds to Ayals basic PEnergy.

Critical: This indicates how well the armor protects against critical attacks.

Slots: The first number shows how many slots the piece of armor has when you find it. The second number shows the maximum number of slots the piece of armor can have through modification.

Specials: Any special effects the piece of armor may have are listed here.

Location: This is where the piece of armor can be found. Because the game randomizes items, you may not always find a weapon in the listed location. However, each weapon will appear in the listed spot when the game decides to drop it in. Also, when you see 3D#2, this indicates the day of the game when youlll find the items; plus, 3EX2 means that youlll find the item in the EX portion of the game only. For an explanation of the 3300 Junk2, read the secrets section of this guide.

NAME:

DEFENSE: Stats/Base/Plus

PENERGY Stats/Base/Plus

CRITICAL: Stats/Base/Plus

SLOTS:

SPECIALS:

LOCATION:

N TYPE (NORMAL)

NAME: N Vest

DEFENSE: 10/9/1

PENERGY: 8/8/0

CRITICAL: 13/13/0

SLOTS: 2/2

SPECIALS: None

LOCATION: Starting armor

NAME: N Protector

DEFENSE: 12/11/1

PENERGY: 9/9/0

CRITICAL: 18/16/2

SLOTS: 3/4

SPECIALS: None

LOCATION: Carnegie Hall (D1)

NAME: N Jacket

DEFENSE: 35/34/1

PENERGY: 29/28/1

CRITICAL: 19/19/0

SLOTS: 3/5
SPECIALS: None
LOCATION: NYPD #17 Precinct (D3)

NAME: N Suit
DEFENSE: 44/43/1
PENERGY: 36/35/1
CRITICAL: 23/22/1
SLOTS: 2/6
SPECIALS: None
LOCATION: Museum (D5)

KV TYPE (KEVLAR)

NAME: Kv Vest 1
DEFENSE: 20/19/1
PENERGY: 12/11/1
CRITICAL: 15/15/0
SLOTS: 2/2
SPECIALS: None
LOCATION: Carnegie Hall Sewers (Boss/D1)

NAME: Kv Protector
DEFENSE: 41/40/1
PENERGY: 33/32/1
CRITICAL: 20/18/2
SLOTS: 2/2
SPECIALS: None
LOCATION: Chrysler Building (EX)

NAME: Kv Jacket
DEFENSE: 46/46/0
PENERGY: 45/45/0
CRITICAL: 21/21/0
SLOTS: 2/3
SPECIALS: None
LOCATION: Chrysler Building (EX)

NAME: Kv Suit 1
DEFENSE: 56/55/1
PENERGY: 56/56/0
CRITICAL: 28/27/1
SLOTS: 2/3
SPECIALS: None
LOCATION: Chrysler Building (EX)

NAME: Kv Armor 1
DEFENSE: 70/69/1
PENERGY: 68/67/1
CRITICAL: 32/30/2
SLOTS: 2/3
SPECIALS: None
LOCATION: Chrysler Building (EX)

CM TYPE (CHEMICAL)

NAME: Cm Vest 1
DEFENSE: 16/15/1
PENERGY: 16/16/0
CRITICAL: 11/10/1
SLOTS: 2/2
SPECIALS: Auto Heal
LOCATION: NYPD #17 District (D2)

NAME: Cm Vest 2
DEFENSE: 31/30/1
PENERGY: 23/21/2
CRITICAL: 35/33/2
SLOTS: 2/2
SPECIALS: Auto Heal
LOCATION: NYPD #17 District (D3)

NAME: Cm Protector
DEFENSE: 37/36/1
PENERGY: 48/48/0
CRITICAL: 31/29/2
SLOTS: 3/3
SPECIALS: Auto Heal
LOCATION: Warehouse (D5)

NAME: Cm Jacket
DEFENSE: 42/42/0
PENERGY: 50/48/2
CRITICAL: 33/32/1
SLOTS: 2/3
SPECIALS: Auto Heal
LOCATION: Chrysler Building (EX)

NAME: Cm Suit 1
DEFENSE: 52/52/0
PENERGY: 58/57/1
CRITICAL: 35/35/0
SLOTS: 3/4
SPECIALS: Auto Cure
LOCATION: Chrysler Building (EX)

NAME: Cm Armor 1
DEFENSE: 52/52/0
PENERGY: 56/55/1
CRITICAL: 38/37/1
SLOTS: 4/4
SPECIALS: Auto Heal and Auto Cure
LOCATION: Chrysler Building (EX)

NAME: Cm Armor 2
DEFENSE: 89/88/1
PENERGY: 97/96/1
CRITICAL: 41/41/0
SLOTS: 5/6
SPECIALS: PE Light and Attack Down
LOCATION: Chrysler Building (EX)

SP TYPE (SPECTRA)

NAME: Sp Vest 1
DEFENSE: 22/20/2
PENERGY: 50/49/1
CRITICAL: 19/18/1
SLOTS: 2/3
SPECIALS: None
LOCATION: Central Park (D2)

NAME: Sp Vest 2
DEFENSE: 50/49/1
PENERGY: 41/41/0
CRITICAL: 25/24/1
SLOTS: 2/3
SPECIALS: None
LOCATION: Chrysler Building (EX)

NAME: Sp Jacket
DEFENSE: 35/35/0
PENERGY: 30/29/1
CRITICAL: 26/26/0
SLOTS: 2/3
SPECIALS: None
LOCATION: Hospital (D4)

NAME: Sp Protector
DEFENSE: 39/38/1
PENERGY: 23/23/0
CRITICAL: 26/26/0
SLOTS: 2/3
SPECIALS: None
LOCATION: Warehouse (D5)

NAME: Sp Suit 1
DEFENSE: 60/58/2
PENERGY: 52/52/0
CRITICAL: 29/29/0
SLOTS: 2/4
SPECIALS: None
LOCATION: Chrysler Building (EX)

NAME: Sp Armor 1
DEFENSE: 75/75/0
PENERGY: 70/69/1
CRITICAL: 33/32/1
SLOTS: 2/6
SPECIALS: None
LOCATION: Chrysler Building (EX)

NAME: Sp Armor 2
DEFENSE: 87/86/1
PENERGY: 80/79/1
CRITICAL: 40/39/1
SLOTS: 2/6
SPECIALS: Attack Up
LOCATION: Chrysler Building (EX)

NAME: Sv Vest 1
DEFENSE: 19/18/1
PENERGY: 16/14/2
CRITICAL: 19/19/0
SLOTS: 2/4
SPECIALS: Inventory Bonus (+1)
LOCATION: Central Park (D2)

NAME: Sv Protector
DEFENSE: 39/38/1
PENERGY: 36/35/1
CRITICAL: 30/30/0
SLOTS: 2/5
SPECIALS: Inventory Bonus (+1)
LOCATION: Museum (D5)

NAME: Sv Jacket
DEFENSE: 42/42/0
PENERGY: 40/38/2
CRITICAL: 33/33/0
SLOTS: 2/3
SPECIALS: Inventory Bonus (+1)
LOCATION: Chrysler Building (EX)

NAME: Sv Suit 1
DEFENSE: 47/46/1
PENERGY: 42/42/0
CRITICAL: 40/38/2
SLOTS: 3/6
SPECIALS: Inventory Bonus (+2)
LOCATION: Chrysler Building (EX)

NAME: Sv Suit 2
DEFENSE: 52/51/1
PENERGY: 45/45/0
CRITICAL: 41/41/0
SLOTS: 3/8
SPECIALS: Inventory Bonus (+2)
LOCATION: Chrysler Building (EX)

NAME: Sv Armor 1
DEFENSE: 66/65/1
PENERGY: 62/62/0
CRITICAL: 47/45/2
SLOTS: 2/8
SPECIALS: Inventory Bonus (+4)
LOCATION: Chrysler Building (EX)

NAME: Sv Armor 2
DEFENSE: 79/78/1
PENERGY: 70/69/1
CRITICAL: 49/48/1
SLOTS: 4/9
SPECIALS: Inventory Bonus (+4)
LOCATION: Chrysler Building (EX)

B TYPE (BIO)

NAME: B Vest 1
DEFENSE: 30/29/1
PENERGY: 35/35/0
CRITICAL: 20/20/0
SLOTS: 2/4
SPECIALS: Anti-Poison
LOCATION: Hospital (D4)

NAME: B Protector
DEFENSE: 33/32/1
PENERGY: 38/38/0
CRITICAL: 23/22/1
SLOTS: 2/3
SPECIALS: Anti-Stiffness
LOCATION: Subway (D4)

NAME: B Jacket 1
DEFENSE: 44/43/2
PENERGY: 49/48/1
CRITICAL: 28/27/1
SLOTS: 3/4
SPECIALS: Anti-Poison
LOCATION: Museum (D5)

NAME: B Jacket 2
DEFENSE: 55/55/0
PENERGY: 62/61/1
CRITICAL: 32/30/2
SLOTS: 2/5
SPECIALS: Anti-Darkness
LOCATION: Chrysler Building (EX)

NAME: B Suit 1
DEFENSE: 48/48/0
PENERGY: 55/54/1
CRITICAL: 27/27/0
SLOTS: 3/4
SPECIALS: Anti-Darkness, Anti-Poison, and Anti-Stiffness
LOCATION: Chrysler Building (EX)

NAME: B Suit 2
DEFENSE: 70/69/1
PENERGY: 76/75/1
CRITICAL: 34/34/0
SLOTS: 2/6
SPECIALS: Anti-Confusion, AT Down
LOCATION: Chrysler Building (EX)

NAME: B Armor
DEFENSE: 85/85/0
PENERGY: 86/86/0
CRITICAL: 45/45/0
SLOTS: 6/6
SPECIALS: Anti-Poison, Anti-Stiffness, and Attack Down
LOCATION: Chrysler Building (EX)

CR TYPE (CERAMICS)

NAME: Cr Protector
DEFENSE: 41/39/2
PENERGY: 43/41/2
CRITICAL: 26/25/1
SLOTS: 2/4
SPECIALS: HP Up and AT Slow
LOCATION: Chinatown Sewers (D5)

NAME: Cr Jacket
DEFENSE: 44/43/1
PENERGY: 45/45/0
CRITICAL: 34/33/1
SLOTS: 4/7
SPECIALS: None
LOCATION: Chrysler Building (EX)

NAME: Cr Vest 1
DEFENSE: 29/27/2
PENERGY: 24/24/0
CRITICAL: 30/29/1
SLOTS: 2/3
SPECIALS: None
LOCATION: Soho (D3)

NAME: Cr Vest 2
DEFENSE: 46/45/1
PENERGY: 43/42/1
CRITICAL: 31/31/0
SLOTS: 2/4
SPECIALS: None
LOCATION: Museum, 2nd Floor (D5)

NAME: Cr Suit 1
DEFENSE: 65/65/0
PENERGY: 68/67/1
CRITICAL: 39/37/2
SLOTS: 4/5
SPECIALS: HP Up and AT Slow
LOCATION: Chrysler Building (EX)

NAME: Cr Armor 1
DEFENSE: 92/91/1
PENERGY: 90/89/1
CRITICAL: 43/42/1
SLOTS: 5/7
SPECIALS: HP Up, AT Slow, and Attack Up
LOCATION: Chrysler Building (EX)

NAME: Cr Armor 2
DEFENSE: 107/106/1
PENERGY: 104/102/2
CRITICAL: 51/48/3
SLOTS: 7/10
SPECIALS: HP Up
LOCATION: Chrysler Building (EX)

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=== 5.3 ITEM LIST ===
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KEY: Name of Item: Effect

Tool: Moves Equipped Parameter or Effect, stripped item discarded.

Super Tool: Moves Equipped Parameter or Effect, stripped item kept.

Tool Kit: An unlimited supply of Tools.

Super Tool Kit: An unlimited supply of Super Tools.

Junk: Broken Item, give to Wayne

Super Junk: Special Broken Item, useless

Duper Junk: Special Broken Item, useless

Ammo Crate: Holds ammunition for guns.

Rocket Crate: Holds rockets for rocket launchers.

Maeda Crate: Holds cellular ammunition for Maedals Gun.

Mod Permit: Permit from Baker. Can be used to add a slot to a weapon or a piece of armor.

Rocket Ammo: 9 Rockets for Rocket Launcher

Trading Card: Normal trading card (serves as Mod Permit)

LIST OF RARE TRADING CARDS FOUND IN CHRYSLER BUILDING

- GSP T Card
- P38 T Card
- B-Hawk T Card
- Kasul T Card
- PPKS T Card
- M1 T Card
- MK5 T Card
- MP44 T Card
- BAR T Card
- MG42 T Card
- M29 T Card
- M73 T Card
- Type38 T Card
- Type3 T Card
- Eagle T Card

Ammo +6: 6 rounds of ammunition for most guns.

Ammo +15: 15 rounds of ammunition for most guns.

Ammo +30: 30 rounds of ammunition for most guns.

DNA Bullets: Special ammunition for Maedals Gun.

HEALING ITEMS

Medicine 1: Restores 45 HP.

Medicine 2: Restores 90 HP.

Medicine 3: Restores 180 HP.

Medicine 4: Restores 400 HP.

Full Cure: Cures all Negative Statuses.

Full Recover: Restores all HP.

Revive: Restores Life when Aya dies.

Cure-P: Cures and Prevents poison.

Cure-M: Cures and Prevents stiffness.

Cure-D: Cures and Prevents darkness.

Cure-C: Cures and Prevents confusion.

WEAPON POWER UPS

Offense +1: Increases Attack Power by 1.

Offense +2: Increases Attack Power by 2.

Offense +3: Increases Attack Power by 3.

Offense +4: Increases Attack Power by 4.

Range +1: Increases Attack Range by 1.

Range +2: Increases Attack Range by 2.

Range +3: Increases Attack Range by 3.

Range +4: Increases Attack Range by 4.

Bullet Cap +1: Increases Bullet Capacity by 1.

Bullet Cap +2: Increases Bullet Capacity by 2.

Bullet Cap +3: Increases Bullet Capacity by 3.

Bullet Cap +4: Increases Bullet Capacity by 4.

ARMOR POWER UPS

PE +1: Increases PE Defense by 1.

PE +2: Increases PE Defense by 2.

PE +3: Increases PE Defense by 3.

PE +4: Increases PE Defense by 4.

Defense +1: Increases Defense Power by 1.

Defense +2: Increases Defense Power by 2.

Defense +3: Increases Defense Power by 3.

Defense +4: Increases Defense Power by 4.

CR Evade +1: Increases Critical Evasion Percentage by 1.

CR Evade +2: Increases Critical Evasion Percentage by 2.

CR Evade +3: Increases Critical Evasion Percentage by 3.

CR Evade +4: Increases Critical Evasion Percentage by 4.

SPECIAL ITEMS

Item Name: Usage

Location

Theater Key: Used to unlock the backstage of Carnegie Hall
Carnegie Hall (Corpse)

Rehearse Key: Used to unlock the rehearsal room backstage at Carnegie Hall.
Carnegie Hall (Melissals Diary)

Zoo Key: Used to unlock the Central Park Zools gate.
Central Park Zoo (Desk)

Hamaya: Good luck charm from Japan (useless)
NYPD #17 (Maeda)

Storage Key: Used to unlock the Weapon Storage Room.
NYPD #17 Precinct (Interrogation Room)

Locker Key: Used to unlock locker in Precinct.
NYPD #17 Precinct (Dead Cop)

Autopsy Key: Used to unlock the Hospital's Autopsy room
Hospital (Morgue)

Elevator Key: Used to unlock elevator to Hospital's roof.
Hospital (Sperm Bank)

Gate Key: Used to unlock gate in Subway.
Subway (Dead cop)

Warehouse Key: Used to unlock door in Warehouse.
Warehouse

Mayoke: Helpful Good Luck Charm (useless)
Hospital (Maeda)

Fuse 1: used to repair the Hospital's fuse box
Hospital (basement)

Fuse 2: used to repair the Hospital's fuse box
Hospital (basement)

Fuse 3: used to repair the Hospital's fuse box
Hospital (basement)

Blue Cardkey: Used to unlock the blue door in the Hospital's basement.
Hospital (corpse)

Green Cardkey: Used to unlock the green door in the Hospital's basement.
Hospital (Nurse)

Narita: Good Luck Charm (useless)
Chinatown (Maeda)

Klamp Key: Used to unlock door in Museum.
Museum (Klamp)

Chrysler Key 1: Used to unlock elevator for floors 1-10
Chrysler Building (10th floor)

Chrysler Key 2: Used to unlock elevator for floors 1-20
Chrysler Building (20th floor)

Chrysler Key 3: Used to unlock elevator for floors 1-30
Chrysler Building (30th floor)

Chrysler Key 4: Used to unlock elevator for floors 1-40
Chrysler Building (40th floor)

Chrysler Key 5: Used to unlock elevator for floors 1-50
Chrysler Building (50th floor)

Chrysler Key 6: Used to unlock elevator for floors 1-60
Chrysler Building (60th floor)

Chrysler Key 7: Used to unlock elevator for floors 1-70
Chrysler Building (70th floor)

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=====
===          5.4 ENEMIES LIST          ===
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The enemies in day one are found in Carnegie Hall and the Sewers beneath Carnegie Hall.

Rat

12 hp / 21 hp

2 xp

Susceptible to poison, easily tranquilized, sensitive to heat, gets confused easily

Strategy: The Rat has two attacks, a bite and a flaming attack from it's tail. To avoid the bite, just keep your distance. When you see the Rat charging up for the flame attack, wait and start running away as the flames come towards you. The flames will miss you as they are targetted to the spot you were standing on.

Parrot

10 hp / 17 hp

1 xp

Susceptible to poison, susceptible to acid, sensitive to cold, objects easily stolen

Strategy: The Parrot has a single attack in which it flies up to you and starts to bite you. Just run away as she is slowing down near to you. Make an attack yourself when the Parrot is hanging still in the air.

Frog

34 hp / 61 hp

4 xp

Sensitive to cold

Strategy: Keep your distance when possible keep to the sides and back of the Frog so the tongue attack can't hit you. Has a tendency to hop around so keep track of it and position yourself accordingly. As normal, make your attack when the Frog just made it's attack so it is sitting still.

[DAY TWO - FUSION]

The enemies in day two are found in Central Park.

Yellow snake

32 hp / 57 hp

6 xp

No weaknesses

Strategy: The easiest of the Snakes as it can't poison you and you can walk over it without hurting yourself. Has a bite attack in which it positions itself near you and springs at you. Just run away and watch it bite thin air, then shoot it. Often found together with Red snakes (five or six total enemies together)

Red snake

44 hp / 79 hp

8 xp

No weaknesses

Strategy: The larger of the Snakes, this one can poison you and you can't walk over it without hurting yourself (I think). The attack pattern is the same as the Yellow snake so the strategy is basically the same. Often found with Yellow snakes.

Blue bird

35 hp / 62 hp

6 xp

Susceptible to poison

Strategy: The Blue bird will fly up to you and bite you if it can. Just run away and wait for the Blue bird to hang in the air, then shoot it. Keep an eye out for the other birds (they usually come in groups) so you don't get caught off-guard by them as you shoot another.

Monkey

57 hp / 102 hp

10 xp

No weaknesses

Strategy: The Monkey can hit you with its small arm when you are too close and will throw its sickle-like arm at you if you are at a distance. The sickle follows a circular pattern which can be avoided without too much effort once you know the flight path. Just run out of the way and make an attack yourself.

Plant

60 hp / 107 hp

10 xp

Sensitive to heat

Strategy: The Plant can throw its branches at you if you are too close to the front or sides of it, and will release a poison cloud if you are up close. Try to stay to the rear end of the Plant (just watch the direction it moves in) to be safe.

Bear

75 hp / 134 hp

12 xp

Sensitive to heat

Strategy: The Bear will lunge at you if you are too close to the front and close to it. When you are some distance away, it will charge up and release streams of lightning towards you. To avoid those, try to get as far away as possible, or get to the sides or back of the Bear.

[DAY THREE - SELECTION]

The enemies in day three are found in New York City Police Department 17th Precinct.

Rat

70 hp / 125 hp

26 xp

Susceptible to poison, easily tranquilized, sensitive to heat, gets confused easily

Strategy: Follow the same strategy as the Rats found in day one. The only difference is that this Rat is tougher.

Blue bird

35 hp / 62 hp

6 xp

Susceptible to poison

Strategy: Follow the same strategy as the Blue birds found in day two. There are no differences.

Dog-man

98 hp / 176 hp

39 xp

No weaknesses

Strategy: Will from time to time release a blue wave which will bring down your defence and damages you. The further away you are, the more powerful the wave becomes. Get closer to the Dog-man when this attacks comes out, but when the wave is over, back off to get some distance or you will be attacked with it's claws.

Yellow spider

78 hp / 140 hp

20 xp

Sensitive to cold, objects easily stolen, gets confused easily

Strategy: Can shoot webs from a distance that will slow you down when you get hit. When you are too close, it will bite you. As long as you are not hit, you can out-run this one. Just attack when the Spider made it's own attack.

Big dog-man

150 / 269 hp

55 xp

No weaknesses

Strategy: Larger and tougher version of the smaller Dog-man. The strategy is roughly the same, but you may need to heal as the damage done by this one is larger, and the area in which you fight is very cramped (only one appearance, kind of a mini-boss).

[DAY FOUR - CONCEPTION]

The enemies in day four are found in St. Francis Hospital.

Blue slime

88 hp /158 hp

48 xp

Susceptible to acid, easily tranquilized, sensitive to heat, objects easily stolen, gets confused easily

Strategy: Equip your weapon with the Tranquilizer effect to make fighting these guys easy. Comes in large groups of up to five. They can shoot red balls at you that cause poison, but the range is short. Just keep running to avoid them.

Fly-man

110 hp / 197 hp

86 xp

Sensitive to cold, poison attack

Strategy: Can release a puddle of green fluids around him which will slow you down, just like the spider-webs. Is somewhat effected by the Tranquilizer effect. Keep your distance to be safe from the green fluids.

Rat-man

120 hp / 215 hp

92 xp

Susceptible to poison, sensitive to heat

Strategy: Looks a bit like the Dog-man found in day three, but a bit sleeker in appearance. It can shoot a single bouncing ball of fire from it's tail, that will explode on impact. Just keep running and turning to avoid being hit.

Spawn

170 hp / 305 hp

118 xp

Sensitive to cold

Strategy: Attacks with a orange-red wave that does minimal to no damage, but slows you down. Will periodically release a ball from behind it's head that will bounce around and damage you when you are hit. If the Spawn didn't release the ball yet, target the ball first and then the Spwan itself, otherwise try to kill the Spawn first, as a ball will dissappear after a little while. It is also somewhat weak to the tranquilizer effect.

Spawn ball

44 hp / 80 hp

4 xp

Susceptible to poison

Strategy: See above.

Big blue slime

201 hp / 361 hp

60 xp

Susceptible to acid, sensitive to heat, objects easily stolen

Strategy: Bigger version of the once encountered earlier. This one also shoots red balls to poison you, but not nearly as often as the smaller variants do. It does however jump at you quite often. When the slime is about to jump, run away and it will land where you were standing a moment ago, then shoot it. This one can't be tranquilized.

Red spider

152 hp / 273 hp

20 xp

Sensitive to cold, objects easily stolen, gets confused easily

Strategy: No real strategy here as there is virtually no room to manouver (only one appearance), so grit your teeth and squash this little spider.

[DAY FIVE - LIBERATION]

The enemies in day five are found in China Town, the Sewers beneath China Town, the Subway, Pier No. 3 Warehouse and the American Museum of Natural History.

Cat

135 hp / 242 hp

361 xp

Sensitive to cold

Strategy: They can fire three semi-homing balls of fire from there tail, so once they are coming, run away and make some turns to avoid them. They will also spin around, hurting you when you are close. They also have a bite attack, again only used when you are close to them. Wait for the balls of fire to dissipate, then fire away at them.

Red snake

99 hp / 178 hp

287 xp

Sensitive to cold, objects easily stolen, gets confused easily

Strategy: Follow the same strategy as the Red snakes from day two. The ones in day five are just a little tougher.

Bat

112 hp / 201 hp

301 xp

Sensitive to heat, objects easily stolen

Strategy: They can emit sound waves that will momentarily blind you, but the sound waves can be avoided if there is some room to manouver. Just run away and to the sides, keeping an eye out for other possible sound waves from other Bats.

If there is no room to manouver, just get away from the Bat as far as possible. Once the sound wave is gone, close in and fire away, but back away after your turn. The Bat is sometimes tranquilized, but only for a very short while.

Blue frog

153 hp 275 hp

425 xp

Sensitive to heat

Strategy: Basically the same as the Frogs from day one, but they are tougher

and

their tongue attack also causes a Def. Down so kill it as quickly as you can to avoid a lot of damage. Try to keep your distance and never stay directly in front of it if this can be avoided. Sometimes the Frog will jump high and after a short while, land on top of you doing considerable damage. Keep track of it's shadow, and go stand somewhere else if possible.

Crocodile

215 hp / 386 hp

522 xp

Sensitive to heat

Strategy: These guys are the same as the Carnegie Hall Sewer boss, but it has only one target (but there are two Crocodiles, one appearance only). The strategy is roughly the same, that is try to stay to the back and sides of the Crocodile.

Mole

161 / 289 hp

462 xp

Sensitive to heat, sensitive to cold

Strategy:

Tends to burrow a lot, so time your shots well. Don't come to close ot it will rake it's claws at you (twice in succession most of the time). Take a shot when you see him coming to the surface, else the Mole will be burrowed again before you can fire.

Rat

215 hp / 386 hp

135 xp

No weaknesses

Strategy: This rat can really pack a puch with it's flame balls and it's bite. try to stay to the back and to the sides, and the balls of fire can be dodged with easy. Don't come to close or you will take a nast bite. It can be poisoned.

Yellow spider

242 hp / 435 hp

185 xp

Sensitive to heat

Strategy: Like the other spiders, it can fire webs that slow you down. Also has a nast bite when you come to close. Try to stay away a distance and when it starts to fire it's web, run sideways to avoid it. Just don't step in it later on.

Velociraptor

280 hp / 503 hp

1530 xp

Sensitive to cold

Strategy: Has only one attack, in which it lunges at you and tries to take a bite out of you. Does moderate damage and can only be avoided if you are already

running to the sides when the attack comes out. At all times try to stay behind and besides this one. It can be poisoned.

Chameleon

200 hp / 359 hp

896 xp

Susceptible to poison, objects easily stolen

Strategy: It jumps around a lot, and when it is near to you it flings its tongue at you for some damage. Always keep running and keep your distance away, because these critters are fairly quick.

Scorpion

430 hp / 773 hp

2036 xp

No weaknesses

Strategy: The Scorpion has three attacks. The first two are close combat attacks, one with the tail and one with its pincers. To avoid the tail, just stick to its sides. To avoid the pincers, stay some distance away from him, even from the sides. The third attack is a purple cloud of poison that swirls around the room, and is a little harder to dodge (try to squeeze into the furthest corner). Luckily, the damage is bearable. Try to keep to the sides, as the purple stream can't reach there. The Scorpion can be poisoned.

Armadillo

240 hp / 431 hp

1202 xp

Sensitive to cold

Strategy: The main form of attack is rolling into you, damaging you and making you lose your attack in the process. When you see them jumping up, run sideways to avoid being hit. They can be tranquilized and poisoned.

Pterodactylus

320 hp / 575 hp

1829 xp

No weaknesses

Strategy: You can walk right under it without getting hurt. This is a great way of avoiding its breath attacks, one of which can cause darkness. It will also sometimes rake at you with its claws, so don't stay right under it.

=====
6.0 OTHER MISC. STUFF
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----Here is a list of information about me.----

=====
-----{CREDITS}-----
=====

=====
-Square Soft
For making such a wonderful game.

-Sony
For publishing the game.

-Game FAQs - <http://www.gamefaqs.com>
For posting this guide (hopefully)

-Me
For writing this guide.

-DBlake (iamnothing)
For giving me moral support ^_^

-To all the great writers at GameFAQs

-The official PE Strategy Guide, by Prima Games
For some of the boss help. I got the items list, armor list, and weapons list
from them. I don't know if I left any boss information in from them, but better
safe than sorry.

=====
-----{CONTACT INFORMATION, MY OTHER GUIDES, ETC.}-----
=====

All my other guides and reviews can be found on my contributor page.
-<http://www.gamefaqs.com/features/recognition/9074.html>

All my unposted FAQs can be found on the following websites.
-<http://www.fbgames.com>
-<http://www.smcfadden.freesevers.com/faqs/me/>

Here is how you can contact me via e-mail or instant messengers.

-Yahoo Messenger: nicklacheysnightmare
-AIM: MeganIzMyAngel or HeShootsHeGores
-AOL addy: mcfaddendaman@aol.com
-MSN: daladiesman2k@hotmail.com

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7.0 CONCLUSION
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== 7.1 MY CLOSING STATEMENT ==
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Thanks for reading my (crappy) guide to Parasite Eve! Hope this guide helped
you
out with a classic game!!

Please note that this guide is not finished yet, and to keep track of its
status
you should check out the revision history section, which follows the author's
information section. I am going to try my hardest to make sure I complete this

guide completely, some of you may know I did not do too well in completing my Yo! Noid and Fester's Quest guides, which may still be worked on in the future.

Feel free to message me on any of my messengers.. just tell me you are messaging me about my FAQ and I will definitely answer you as quick as I possibly can!

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==          7.2  FINISHING STATISTICS      ==
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```

Pages: 93
Words: 26, 028
Letters: 162, 042
KB: 162K
Time to Write: 23:14
Time to Type: 39:08

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-Psycho Penguin
mcfaddendaman@aol.com - Personal
psychopenguin24@aol.com - Game Related
http://www.wrestlingcolumns2000.com
-----
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