

Parasite Eve FAQ/Walkthrough

by Mysticcat

Updated to vFinal on Jul 6, 2004

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The worst foe lies within the self

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                THE GAME
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NAME : PARASITE EVE (JAPANESE VERSION)  
GENRE : CINEMATIC RPG  
DEVELOPER AND PUBLISHER : SQUARESOFT  
RELEASED : 1998
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                FAQ PROPERTIES
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NAME : "Parasite Eve" FAQ/Walkthrough  
      By Phan Nguyen Khanh Dan "Mysticcat"  
FAQ VERSION : Final  
DATE : September 3rd 2001
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                T A B L E O F C O N T E N T S
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## 1. I N T R O D U C T I O N

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Parasite Eve is one of my favourite game. I was wrong to play the Japanese version that I can't make a guide because I don't know Japanese. So I have tried to collect information and English names to create a FAQ in English. Now I think I have got enough and I can make an almost complete guide. Any major mistakes or ideas, please contact me at [kthoa@hcm.vnn.vn](mailto:kthoa@hcm.vnn.vn).

Parasite Eve is some kind of survival horror game that Squaresoft created follow the first step of Capcom's Resident Evil series. But it still brings the clear characteristics of a Traditional RPG which is Squaresoft's best. To make it more like an adventure game, Square has released Parasite Eve II in 2000 which is almost like an adventure. Although they have succeeded with this game, many players, including me, consider Parasite Eve II as Resident Evil clones about style and graphic. Anyway, I still like Parasite Eve just because it is completely

Square's rule, not Capcom's. Square needs more reparation if they want to continue the story of Parasite Eve. About general features of this game, if you are a fan of Squarsoft game, you can understand Parasite Eve by this formula :

FINAL FANTASY VII x HOLLYWOOD DIGITAL ART = PARASITE EVE

Based on the best seller science fiction novel by author Hideaki Sena, Parasite Eve is a thrilling cinematic RPG brought to you from the creators of Final Fantasy VII and digital artists Hollywood.

Filled with horror and adventure, this sci-fi game features numerous high-end CG movies take the player directly into pre-rendered game maps and the player must fight in dynamic real-time polygon battles against various monsters to reach the fight against the ultimate enemy - Eve.

Okay, let's begin...

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## 2. L E G A L S T U F F

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I HAVE CHANGED MY MIND ABOUT MY RULE.

THIS IS WHAT I WANT YOU TO OBEY :

- I DON'T HAVE TO KNOW WHO YOU ARE. YOU CAN ALTER AND REPRODUCE SOME PARTS OF THIS GUIDE FOR YOUR OWN FAQ WITHOUT MY PERMISSION.
- IF YOU WANT TO USE THIS GUIDE ON YOUR WEBSITE, PLEASE EMAIL ME AND LET ME KNOW YOUR PURPOSE. I'D LIKE TO ANSWER "YES" IF YOU ARE POLITE TO ME. SO DON'T DO ANYTHING OUT OF THIS LEGAL STUFF.
- NEVER USE THIS GUIDE TO GET PROFIT. THIS IS THE MOST IMPORTANT RULE. I HAVE MADE A NUMBER OF GUIDES BUT I NEVER USE THEM TO EARN MONEY AND SO DO YOU. YOU MUSTN'T GET MY WORK TO COLLECT MONEY FOR YOURSELF. I WOULD USE THIS LEGAL ACTION IF I KNOW SOMEONE DOESN'T OBEY MY RULE.

CURRENTLY THIS FAQ IS AVAILABLE AT :

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PEOPLE OR WEBSITES WHO USE THIS GUIDE WITH MY PERMISSION PLEASE READ THIS. I OFTEN UPDATE MY GUIDE RANDOMLY WHENEVER THERE IS NEW INFORMATION I COLLECT. SO YOU SHOULD CHECK OUT THIS FAQ FREQUENTLY AT GAMEFAQ SITE TO GET THE UPDATE ON TIME, AT LEAST ONCE A MONTH.

SORRY FOR BEING RUDE.

THANK YOU FOR READING MY FAQ.

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### 3. UPDATE / REVISION HISTORY

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#### - Version 1.0 (September 3rd 2001)

I have thought much to make this guide when my language knowledge is not too good. I have tried all my effort to complete this guide and I hope to receive your forgiveness. I begin now...

#### - Version 2.0 (September 4th 2001)

I have added "PE Story" and "Monster List" to make this guide more perfect. Argh ! It's hard to write FAQ for a Japanese game when I don't know any Japanese. This might be an experience for me to wait for and choose the most suitable version for my language knowledge (+\_+).

#### - Version 3.0 (September 4th 2001)

I again added "Other Stuff" and "Key Item List". Information is very important in a FAQ. What happens to me ?

"Some Info about the author" would let the curious readers to know a little about me who write this FAQ.

#### - Version 4.0 (September 8th 2001)

I have added some little specific parts in each menu to make it more arranged and clear. I don't have much knowledge about Japanese but I think I must complete this guide anyway.

#### - Version 5.0 (September 9th 2001)

FAQ almost completed.

#### - Version 5.5 (September 13th 2001)

A lot of trouble happens to my computer and this guide is nearly deleted if I couldn't manage in time. But now I have made it return to me and now I continue to update it. Huff...huff...

#### - Version 5.6 (September 15th 2001)

I have made a major mistake when having written wrong the name of the most important person in "Special Thanks " : Psycho Penguin. His real name is Steve Saunders, please. I'm really sorry, Steve...

#### - Version 6.0 (September 17th 2001)

I have bought the English version and played it to know what I lacks in this guide. There are some important difference between the two versions that I think I should open a new menu "Difference between Japanese & English versions." Hope you enjoy it !

#### - Version 6.5 (September 20th 2001)

Added "Weapon List" and "Armor list". These are the hardest parts of the guide and I need much time to do them. What a nightmare !!!

I also repair and make the control menu more useful and sufficient, including Japanese and English versions.

- Version 7.5 (September 23rd 2001)

I have added more necessary parts in "Controls & Battle System" menu such as Analog Mode or Icon Guide.

Then I also added game shark codes which I got from CMGSCCC. Thanks to this site for a treasure of codes !

- Version 8.0 (October 2nd 2001)

Repair mistakes and add a new link.

- Version 8.5 (December 22nd 2001)

Added new link.

Repair some mistakes, added more notes.

- Final Version

Added more missing monster bios.

Correct some wrecked strategies.

Added more secrets.

It's time to stop correcting this FAQ. It has spent several months of repairing and updating. I will put an end here... until any ideas come. Beside, this game is pretty old for now.

Today has been May 4th 2002. After finishing Devil May Cry FAQ/Walkthrough, I have found a new way to make boss fight strategies, with specific infos about the bosses' attacks and how to offense/defense. I think I should fix the boss strategies in this guide to be like it, as the enemies in Parasite Eve all have their certain patterns, which is completely possible to write such strategies. Well...

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#### 4. C O N T R O L S   &   B A T T L E   S Y S T E M

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How annoying when this game doesn't have an option for you to change control. The controls between English and Japanese versions are different.

~~~~~\
CONTROLS OF JAPANESE VERSION \~~~~~
~~~~~

Buttons to move the character :

- Up : go to north
- Down : go to south
- Right : go right
- Left : go left

Main Buttons :

- Start Button : Pause/stop game
- Triangle button : Open Aya's status screen
- Square Button : No use
- Cross Button : - Run
  - Close the menu window
  - Cancel a selected command
- Circle Button : - Talk to characters

- Open treasure boxes
  - Execute dialogue option
  - Activate switches
  - Execute selected command
- Analog : To use the analog mode, press the analog mode switch and the LED will turn red. When the LED is turned off, it will be used the same way as an ordinary Controller.
- Left Stick : - Move the character
    - Select a message, an item, weapon or armor
    - Run (if moving the stick a lot)

~~~~~\
 CONTROLS OF ENGLISH VERSION \~~~~~
 ~~~~~

Buttons to move the character :

- Up : go to north
- Down : go to south
- Right : go right
- Left : go left

Main buttons :

- Start Button : Pause/Stop game
- Triangle Button : Open Aya's status screen
- Square Button : Skip a command (in battle)
- Cross Button : - Talk to characters
  - Open treasure boxes
  - Execute dialogue option
  - Activate switches
  - Execute selected command
- Circle Button : - Run
  - Close the menu window
  - Cancel a selected command
- Analog : To use the analog mode, press the analog mode switch and the LED will turn red. When the LED is turned off, it will be used the same way as an ordinary Controller.
- Left Stick : - Move the character
  - Select a message, an item, weapon or armor
  - Run (if moving the stick a lot)

~~~~~\
 ICON GUIDE \~~~~~
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#1 ITEM ICON

-----
 Displays all the items you have. Items is use are indicated in blue.
 Enables you to use, discard or move an item, and reload bullets.

#2 PE ICON

-----
 Displays Parasite Energy (PE) usable at your current level. Select the PE with the Directional buttons or Left Stick to use it. PE in gray indicates the PE gauge isn't sufficient or PE cannot be used at that location.

#3 WEAPON ICON

-----  
Displays the information on all weapons in your inventory. Can view additional effects of each weapon and compare the equipped weapon to others in your inventory. Weapons can be switched in the field and during a battle.

#4 ARMOR ICON

-----  
Displays the information on all armors in your inventory. Can view additional effects of each armor and compare the equipped armor to others in your inventory. Armor can be switched in the field and during a battle.

#5 SYSTEM ICON

-----  
Adjust sounds, position of the cursor, and the window color to personal preference.

#6 SORT ICON

-----  
Automatically sort Aya's items. Sorts inventory in order of :  
+ Weapon - Armor - Item  
+ Armor - Item - Weapon  
+ Item - Weapon - Armor

#7 TUNE-UP ICON

-----  
Using "Tool" or "Super Tool" item, you can add or remove parameters and added effects on your weapon or armor to create your customized equipment. If you remove an added effect from a weapon or armor, that equipment will disappear.

The number of added effects that can be attached to a piece of equipment is determined by the numbers of slots on that equipment. You can increase the number of slots by getting your equipment modified at the NYPD Weapons Department.

#8 BP ICON

-----  
When you gain a level, you get Bonus Points (BP). 1 BP counts as 1 point, and can be divided up between parameters and item capacity. The more damage taken during battle, the less BP you will receive.

#9 ESCAPE ICON

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This icon just appears during a battle. You use it to get out of battle. But this doesn't always work well because of your enemies or your positions.

~~~~~\
BATTLE SYSTEM \~~~~~
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Just like usual RPGs as Final Fantasy series, you enter a battlefield with attack commands following the speed.

Buttons to move the character :

- Up : go to north
- Down : go to south
- Right : go right
- Left : go left

Main Buttons :

- Start Button : Pause/stop game
- Triangle button : Open Aya's status screen. This button is just available after Active Time Battle is full.
- Square Button : No use
- Cross Button : - Cancel commands in Japanese version
  - Ok/Attack in English version (After the Active Time Bar is full)
- Circle Button : - Ok/Attack in Japanese Version (after the Active Time Bar is full)
  - Cancel commands in English version

AT : Attack

It might be Active Time Battle. When this bar is full, you can press Circle button to attack. A cover net appears and you choose a target in it. If your target is out of the net, you would miss.

You can increase your Active Time Battle by using Bonus Points or casting Haste spell.

PE : Parasite Energy

The mitochondria inside Aya's body give her special powers called Parasite Energy. The green bar is almost like the MP, deciding how much you can use magic. But not like other RPG games, PE is charged by fighting and you don't need any magic or item to fill it except fighting. This bar will appear after you finish the first battle.

ARMORS

In this game, you can get Armors from treasure chests or get parts to combine with the armor you are wearing. Each armor has 3 major stats :

- DEFENSE : reduce damage from physical attacks
- PENERGY : Parasite Energy - reduce damage from magic attack
- CRITICAL : reduce rate of critical attack (strong attack)
- SPECIAL : Added special ability (optional)

You can increase your armor stats by using Bonus Points or combining with another armor using Tool or Super Tool.

WEAPONS

As armors, you find weapons by collected treasure chests. You can meet Wayne - a weapon specialist in NYPD Police Station to find special types. Sometimes he would give you good types if you do something for him. Each weapon has major 4 stats :

- ATTACK : the power of weapon
- RANGE : the shooting distance
- BULLETS : Capacity (how much bullets it holds)
- RATE OF FIRE : How much bullets you can shoot each time the Active Time Battle is full.
- SPECIAL : Added special ability (optional)

You can increase your weapon stats by using Bonus Points or combine with another weapon using Tool or Super Tool.



About other types, I could let you know in Secrets menu.

~~~~~\
PARASITE ENERGY \~~~~~
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Parasite Energy is Aya's magic which is counted by PE bar. She has them by fighting battle and increasing level. PE bar just begins to appear after Aya fights the actress.

- Heal 1 : Restores 30 HP
- Heal 2 : Restores 60 HP
- Heal 3 : Restores 280 HP
- Detox : Remove effects of Poison
- Medic : Cures all negative statuses
- Barrier : Uses PE to absorb damage
- Energy Shot : Channel energy into bullet
- Scan : Analyzes enemy's HP and Weaknesses
- Slow : Slows enemy's Active Time recharge
- Haste : Speeds up Movement and Active Time recharge
- Confuse : Confuses targeted enemy
- Gene Heal : Uses PE to slowly restore HP
- Preraise : Revives character when HP reaches 0.
- Full Recover : Restores all HP
- Liberate : Liberates Mitochondrial power

Most of the Parasite Energy spells are used to support and heal. But you have Energy Shot and Liberate as your attack spells, also your strongest hits.

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5/ THE BEGINNING

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On Christmas Day 1997, New York city is like a big festival. Many special occasions are held everywhere. Everybody all goes out to see what they want in this special annual festival, including a young police-our heroine in this game named Aya Brea.

She gets off the limo in a beautiful dress in front of a big opera theater. Here she goes with her boyfriend who gently takes her into the hall to watch the tragedy today...

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6/ C H A R A C T E R B I O S

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# From Squaresoft

~~~~~\  
AYA BREA \~~~~~
~~~~~

Occupation : NYPD Rookie - Detective at the 17th Precinct

Age : 25

Height : 5 feet 3 inches (160cm)

Characteristics : The main character of this story. She has been on the NYPD's 17th Precinct force for 6 months. After losing her mother in an accident when she was a child, Aya grew determined to become a detective.

~~~~~\  
MELISSA PEARCE \~~~~~
~~~~~

Occupation : Opera Singer on the rise

Age : 32

Height : 6 feet (183cm)

Characteristics : Her long awaited wish to play the leading role comes true in an opera to be held on Christmas Eve. Although she is an introvert and was constantly sick as a child, she began to aspire to become an actress after learning about opera. She occasionally commutes to the hospital even now and is always carrying some sort of medication.

~~~~~\  
EVE \~~~~~
~~~~~

Occupation : unknown

Age : unknown

Height : unknown

Characteristics : The first form - the mitochondria begins to come to life within the cells of Melissa's body. After Eve comes to life, the color of Melissa's eyes turns from brown to emerald green. Her hair becomes disheveled. And the green flames that burn quietly in her eyes combust people into flames showing us the immeasurable power that the mitochondria possesses.

Eve is Melissa, yes. The heavy medication makes Melissa not appreciate with her body that she turns into Eve. There is a secret between Eve and Aya which involved Aya's accident.

~~~~~\  
DANIEL DOLLIS \~~~~~
~~~~~

Occupation : 20 year veteran detective in the 17th Precinct

Age : 42

Height : 6 feet (183cm)

Characteristics : A veteran detective who believes that "a detective belongs in any field", is not on the road to a promotion any time soon. Perhaps because of his passionate feelings for his work, Daniel and his wife Lorraine got a divorce a year ago.

In the story Daniel is Aya's supporter in some situation.

~~~~~\  
BEN DOLLIS \~~~~~
~~~~~

Occupation : N/A

Age : 8

Height : 3 feet 6 inches (125cm)

Characteristics : Daniel's only son. After the divorce, Daniel takes Ben into custody, but his mother is given visitation rights once a month. He appears to be fine with his parent's divorce on the surface, but deep down inside he hopes that they will all live together again someday.

~~~~~\  
KUNIHICO MAEDA \~~~~~
~~~~~

Occupation : University Researcher (scientist)

Age : 35

Height : 5 feet 6 inches (172cm)

Characteristics : A scientist who resides in the pharmaceutical department at a Japanese university. He is a very competent scientist, but completely indifferent to everything else. When he is engrossed in his research, he sometimes doesn't return home for days.

Aya would need much of Maeda's help in this game for clues about Mitochondria.

~~~~~\  
HANS KLAMP \~~~~~
~~~~~

Occupation : Scientist who resides with the American Museum of Natural History Laboratory

Age : 37

Height : 5 feet 8 inches (175cm)

Characteristics : He is a scientist who is cool, calm and indifferent who had previously aspired to become a doctor. His talent seemed promising, but during his internship he suddenly became absorbed in the study of Mitochondria.

~~~~~\  
DOUGLAS BAKER \~~~~~
~~~~~

Occupation : Chief of the NYPD Homicide Department at the 17th Precinct

Age : 41

Height : 5 feet 8 inches (175cm)

Characteristics : A big man weighing 300 pounds. He started on the same year as Daniel, but is now Daniel and Aya's boss. Daniel and Douglas were once partners and solved many crimes together. But, Douglas gradually shifted towards deskwork in contrast to Daniel who concentrated on the crime scene.

~~~~~\  
OTHER GUYS \~~~~~
~~~~~

---WAYNE GARCIA---

He 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 Station's Weapon Department.

---TORRES OWENS---

Torres works closely with Wayne and does his best to keep Wayne's 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 to help keep the gun problem under control, he took a job in the Police Station's Weapon Department.

---WARNER---

An employee of NYPD 17th Precinct.

---NIX---

A detective of NYPD 17th Precinct.

---CATHY---

A detective of NYPD 17th Precinct.

---LORRAINE DOLLIS---

Ben's mother. She and the child always wish Daniel would spend more time to be with them. But an unlucky fate has happened to her. She is one of Eve's victims.

---MAYA BREA---

Aya's sister who was killed in the car accident. But since she returned to Aya in the Carnegie Hall, there's something strange about her and she always wanders around Aya then. What does she want ?

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

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Okay, begin your first challenge... GO !!!

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

D A Y 1 - R E S O N A N C E

LOCATION : Carnegie Hall  
ENEMIES : Red Rat, Parrot, Frog  
BOSS : Actress, Eve, Alligator

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

The tragedy begins. One of the performing actress - Melissa Pearce - begins to sing an opera song. Her voice is strong and mysterious. Every audience seems to be fascinated by the great singer. But no one knows that something would happen next. The eyes of the actress become strange (Aya feels something at those eyes). Then the actress glares at the actors on the stage... They are all burnt !!!...

The actress still continues her terrible melody. All the hall is burnt by her. It's too late when the audience realize the real accident. Some of them are burnt either. They try to escape as fast as they can, except for Aya. This makes her suspect because she is the only one who is not

affected by Melissa's eyes. The curiosity of a police rises on her. She holds her weapon steps on the stage...

-----  
BOSS STRATEGY : ACTRESS

HP : 40

MP : unknown

This is an easy battle. You can use the Club to defeat her. Just stand at a close distance and strike correctly. You could make her lose 7 or 10 HP(critical) each hit. But when she prepares to cast spell, just run around to avoid until she finishes. After this battle, Aya would have the first Parasite Energy with the magic Heal.

-----  
Aya tries to surround the actress. She claims to be Eve. And as some memory, she makes Aya remember something in the past. This experience seems to take place at a hospital. But that's what Aya remembers and nothing else. Then Eve suddenly disappears after the left curtain. Just chase after her.

You are in the background of the stage. There is a big hole. Check the treasure chest beside it to get Medicine 1. But you aren't forced to get down the hole soon. You can get out of the hall to outside - where some police officers are standing. Here you can be healed free and receive 60 free bullets from a guy if you talk to him.

Now get down that hole by choosing "Yes" answer. Once you are down, a mysterious child appears in front of you. It's Maya - the dead sister of Aya in the car accident. But... this looks like a spirit. The child suddenly runs through the entrance that she opens the way for Aya to pursue Eve. I remind you that whenever you see Maya, just follow where she goes because she would take you to where you must go. If you want to know what she really is, just try to take the EX Mode game to play...

Once you enter the area inside the door, you would realize this is an area for the preparation of actors. The first left door is locked and so is the first right. So just go along the hall to the next area.

When you enter here, Aya sees something strange. A rat, yeah, but it's not ordinary. Something happens in its body. The rat sounds a very terrible sound that's not like it made from a rat. Then its teeth becomes longer through its mouth, its eyes become bigger that reveals the flesh. Its tail splits into three branches which is powered with fire. It wants to attack you.

-----  
FIRST MONSTER STRATEGY : RED RAT

HP : 12

MP : unknown

Most of the enemies in Day 1 are easy to beat. You can use the Club for the whole day. Strike it and move away at once of it would bite you. In far distance, the rat will use its tail to cast three fireballs to you. Try to avoid their ways or stand between two balls. One critical hit or two strikes can defeat it. You would receive 6 bullets for this battle.

-----  
After that, go to the left room. You see two corpses who died because of being burnt. Check the lockers. You would get Medicine 1. When you open the semi-final locker in the right. One of the corpse is shaking.

Come and talk to her. She would use all his last strength to tell you what happens here and die. Melissa is in charge of the murder. Okay, then get out and go to the opposite room. You encounter a clown. He doesn't attack you and seems to be one of the actors who would perform today. He fears and becomes insane, getting out of the room. Once you move, you will hear his cry outside (Squaresoft's rule). Something has happened. First, check the lockers here to get 6 bullets. Now the rats are around here. If you want to know what happens to the clown, return to the first sight of the corridor. He has been already burnt...

Go to the left last door. You see another corpse who brings the Theater Key. Touch the body to fall, then grab the key and save here if you want (by the red light telephone). Check the hidden chest to get an item. If you check the clothes, a parrot will fly out. Don't worry, it's just an ordinary parrot. Back to the corridor.

Go to the nearest left room which is being locked. Unlock it to Melissa's room. Read her diary beside the mirror. You will know that she really wanted to be the main role in this opera and then she did everything to keep up her health by using heavy medication. She burns anyone who is on her way. But then her body is possessed with the hot sense...and then she is Eve. After reading the diary, you find "Rehearse Key".

After that, go to the opposite room of Melissa's. You find another parrot here. But now it's not just a parrot. Once you touch it, it will fight you. Just a strike of club can kill it. Open the wardrobe to get ammo. Then get out.

Go to the first sight where the clown is dead. I let you go to the first right room first. There's nothing else beside a chest with ordinary items and some monsters. So get to the first left room.

In the first sight of this room you would see a wardrobe. But it's not easy to open. Try to open it some times, a rat will jump out and then you fight it okay? In the wardrobe you find a P220 handgun. Check the chest to get item. Then check the wall beside the figure in the left. You would find another area. Go through it and you get a chest with N Protector inside. Now get out of this room.

There's nothing more to do with this place. With the Rehearse Key you got from Melissa's diary, go to the last room...

Melissa is playing the piano. She seems stupid and freak. "I am Melissa". Then she gets hot again with a confusion. "No, I...am... Eve...". Melissa has been completely possessed. The woman suddenly breaks the piano keyboard and then slowly turns into a weird monster with huge claws. Monster Eve...

-----  
EVE

HP : 92

MP : 0

So now she is stronger than the actress form with better spell and sharp claws. Now Clus is useless, unless you want to enjoy her claws. These are her attacks :

- Double Laser : Eve stands for a while, swinging out her hands and shoots two straight lasers which one of them hit you. Its damage is not very big, but you had better not get it. There's a space between the

laser. And that's your only position to avoid. When the lasers have just been cast, you have been put to stand between them. But then they move soon. And you must try to move follow their direction slowly. Try to do that successfully. Don't run too fast to dodge, or you'll be faster than the lasers.

- Scratch : Well, this is a dangerous hit of Eve. When she comes close to you, she will immediately make a fatal scratch with her claws. This hit can't be dodged once she does, except you have Haste spell. But now you don't have it, so the solution is NOT to let it happen. Eve just makes this when you are close to her, so always try to move around and keep a safe distance from Eve, she will never play this attack to you.

-----  
After that, Eve forces you to remember something about your past. And then she disappears.

Check the piano to find a hole on the wooden floor. Jump down it.

You are in Sewer.

-----  
CARNEGIE HALL SEWER  
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You hear someone's cry. First, go along the path and fight some monsters until you see a chest with M119A1 Handgun inside. Pay attention to the two stairs. Both of them take you to the same place. Go either. Then you fight two rats and receive Revive and Medicine 1 (sometimes you can get two Revives). Then go down stairs and continue heading the stairs.

Okay, Maya is crying here. But it seems that Aya doesn't recognize her yet. Then the child runs to the left door when seeing Aya. before following her, go to the north to find some secret chests hidden in the two sides. Then find another chest at the door where Maya has just gone to find ammo or Medicine 1. Go through the door.

You may fight two frogs. Then you see your last place in this day. First, I remind you to save. Then push the switch to see Eve.

Eve would try to help you remember who you really are. And this is her first challenge for. She turns into slime and goes through the sewer gate, summoning a monster to fight you - a giant crocodile. Okay, let's get this "baby" :

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CROCODILE

Head HP : 120

Tail HP : 80

EXP : 30

State : There are two targets

I have had a better strategy in this update. Let's see :  
+ Best Strategy : Try to shoot its tail first because this thing doesn't have such a high defense as the head. If the tail is dead, its head would reduce the defense either. And then the crocodile will change its attack. The camera angle is changed. The monster will attack by casting flame into three sides. But this is very easy to avoid. Just stand at some side (right or left) and then go to the other side as soon as the

crocodile is ready to cast fire. Now the monster is weaker. You can easily handle the rest.

+ Ordinary Strategy : I'm afraid of some version not having the episode which is that the crocodile can cast flame. My English version disc is suck and I can't execute the best strategy. So I must use this suck tactic to put out the boss. So you can only shoot its head only. This is harder because you run like hell to avoid the monster's strike. Then you must frequently check your health if you don't want to die. Each shots can just take 1 or 2 HP from it when you can get more of them from the tail. But when you defeat the head, the crocodile dies immediately and you receive a Kv Vest.

One thing you must remember is that no matter what the Crocodile is doing, you will lose a little HP if you touch him.

These are the Crocodile's attacks and pattern :

- Pushing : This is an action the Crocodile does before striking you. He corners you suddenly. If you are fast enough, you won't touch him. But if he touches you, you may lose a few HP. Try to run fast to avoid this, and turn your direction as soon as you are coming to a side.

- Strike : The Crocodile loves to do this. He runs very fast to you and corners you, then strikes you very heavily. This hit is hard to avoid, and it seems that you are forced to get it during the battle. Sometimes if you are fast, you can dodge the strike by NOT running to a corner. Then when the boss prepares to strike, IMMEDIATELY turn to another direction and run like hell. But generally, dodging this hit is nearly impossible.

- Tail Attack : The Crocodile just does this when you try to attack from his back. This is a pretty fatal hit and you should not get it in vain. You can completely prevent the boss from doing this hit by NOT running to his back too much.

- Fan Waves : When you get away from the Crocodile with a certain distance, the Crocodile may not run close to you. But he uses his tail to cast these waves instead. The waves go like a fan, and one of them can hit you. The damage caused by one of these, of course, is not slight. To avoid this is rather difficult either. The waves are cast fast, and you must determine the spaces between the waves as soon as you will move to there to dodge. If you stand correctly at a space, you'll be completely safe.

- Flame of Anger : The Crocodile begins to play this attack when you beat his tail. The camera angle will change, and since then he often casts flame to you. As you are standing in a certain direction, the Crocodile will gradually blow three flames around your position. To dodge this is fairly easy. But you must be correct in estimating when to dodge. JUST MOVE WHEN THE FLAME HAS BEEN DETERMINED. If you dodge so early or so late, the boss can determine both directions and cast you more correctly. You stand in either right or left side. When the boss is going to flame, run to the opposite side soon.

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After that, Aya would go out of the Carnegie Hall. Here that annoying reporter tries to ask her everything on the earth when she doesn't want



to answer. Don't worry, your partner Daniel will take the rest for you...

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D A Y 2 - F U S I O N

LOCATION : Central Park  
ENEMIES : The zoo animals  
BOSS : Giant Worms, Eve

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Now the officers, including Aya, are discussing about the tragedy in Carnegie Hall. And now Aya becomes the only witness of this incident. Baker gives her a Mod Permit for her to prepare herself before meeting the press. Control Aya out of the office. If you don't know where to go, ask Cathy (the lady in the hallway). Go down the right stairs. There are three rooms here : Weapon Department, Dog room and Weapon Storage. The storage is locked. You have nothing to do with dogs so go to the Department. Here you meet Wayne Garcia - the guy who will be responsible for you about weapons (see my character bios to know about him). He is willing to make any weapons for you. But then Torres comes, stopping his willingness. Torres is a person who doesn't like using guns (read his biography) since his daughter's death. He has taken good care of this place to keep weapons under safe control. But Wayne is an opposite. He likes weapons and creating new combinations. But Torres doesn't let him be free because he's afraid of Wayne's love of weapons taking to unforeseen action.

Give Torres the Mod Permit and then he gives you the most powerful rifle he can let you use : M16A1. With the Mode Permit, he helps you to add slot to your weapon of choice. But you can receive the M16A1 without it. After that, Wayne will tell you something to use weapons and from now you can ask him to keep your useless things such as keys or any items. You can give him Junks and Trading Cards either. Okay, open all the chests in the room and get out, back to the hallway.

Ben - Daniel's son is wandering here. Run to him. And the so does Daniel. The child wants his father to come to the concert with him and Lorraine at Central Park. But Daniel says that he is very busy. Then Ben angrily goes away. Okay, let's return to the office and talk to Douglas Baker. You must "greet" the press now.

Here Aya is so honest and impressed that she confesses most of things she witnesses from that night : including unbelievable episodes. Baker is very angry. But now he receives a call from someone which says that they should go to the Museum to see someone who knows about Mitochondria. You and Daniel will do this. Return to the hall way and choose the nearest right door. You will be taken out of here to New York Map. Choose Museum.

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MUSEUM OF NATURAL HISTORY  
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A great museum. You will enjoy more excitement of this place in Day 5. And now you musr follow Daniel to get in. Before going to the research

facility, you are forced to sign in something on the table. Just do what the game wants, then chase after Daniel. Both of you go to a laboratory.

The guy seems to attend to his research intensely. Aya and Daniel talk to him. But maybe the talk is not smooth as I think. During the talk, Aya suddenly remembers about the past in the hospital after the accident. What happens to her ? She sees a familiar face of Klamp. She thinks that she has met him somewhere. And the idiot doctor doesn't want to tell you anything more . There might be a little quarrel between the two sides. But anyway, Aya and Daniel must come back in anger.

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NYPD POLICE STATION  
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You are in NYPD Police Station. Just follow Daniel and enter the Meeting Room again. Douglas Baker is here and he has something for you to do. There are some more clues about Melissa Pearce - who will have a great performance at Central Park tonight. It's sure that she would make some accident there. Aya and Daniel have a mission to go there for some exploration and arrest Melissa.

After the talk, sometimes Baker would give you the Mod Permit. Give it to Torres if you want to repair your weapon again. Check the place. I'm sure that there would be new things here (See "Secrets" menu). When you have finished, get out and head to Central Park. This new position would appear in your map. Choose it to go.

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CENTRAL PARK  
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I don't think this is a park. It seems like a hell, a cold hell. Why does Squiresoft can design it like that ? First, the angry Daniel would be punished by some small joke of Eve : his hand is burnt a little. Then Aya must enter the park. If you get back here, you'll see another victim of Eve's flame whose name is Harry. Suck !

You must pass a short path before reaching the entrance of Central Park. There are some park cars here which are arranged in a mess. You can save here at a telephone on the pavement. When you have been going, I assure you would be welcomed by some snakes. Just take wipe of them by your new weapon M16A1. They are not strong enemies. But be careful with the red snake, it can poison you by a bite. Okay, try to get in the park entrance. There are two treasure chests in front of the gate. It's better for you to see them and get them (^\_^).

The first treasure you see can be the P8 or M9 handgun. It's random (Square's rule !!!). Here you can see a door far away. Just reach that door. There are monsters around here. So remember to prepare anytime you step.

You must pass another camera angle to touch that room. There is a saving telephone on the wall and a burning corpse on the floor. Poor thing ! Check the room carefully and find a drawer that contains the Zoo Key. The next cabin can contain a vest for you to equip.

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ADDED NOTES :

Sometimes you can't find they Zoo Key soon here. If that case really

happens, just go around the park for a while and then return there. You can find it when checking the drawer again.

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Get out of that room and go to the right next double door. There would be Monkeys and small snakes here. Get inside the next courtyard and find the way to enter with the Zoo key. Find a broken glass and get through it toward the forest area. There are a lot of treasure chests here with useful items. I remind you not to abandon them. If you check the area, you can read some notes about the animals here, including the snakes and monkeys. But if you check carefully, you see a strange quest : Giant Worms from Africa... Yeah, you haven't seen them yet, but don't forget them...

After finishing, get out and go right to the next area. You will see a north and a right path. They both take you to the same place. I remind you to go to the right path for some exploration. Then you could see another path which also takes you to the previous north path you saw. Here I mean : you have explored all the outside area of the park. Your turn now is the north path. Check the place until you find another gate. With the Zoo Key, unlock it and get in.

The stage is in front of you. The left path is blocked by a corpse and of course the stage would be your destination. Go to the central path to the hall. Melissa - Eve is here. She completely transforms and prepares to do something next. Let's see a great FMV here...

All the audience are affected by Eve's magic. They are both changed into a kind of awful elastic liquid called "slime" crawling everywhere in the hall. How terrible it is ! But the weird thing is that Aya is not affected (???) .

When you have taken control of Aya, let her go any side you want. Maya appears again. Chase after her and she will take you to Eve. But Eve runs away either.

Get out of the stage. Now you can pass the left path without the blocking corpse. First, you see a restaurant in your left. You can enter it to another area. Here there are a Save Point and a treasure chest containing 15 bullet and a BEAR. This monster is not fast. You can defeat it easily by your speed. But try to avoid its electricity casting or you would lose a great deal of HP. Get out of the restaurant area and continue to go along path. You have entered the "matrix" of this park. There are many areas here. But I'll show you the way to go and get all items :

- Area 1 : You see Maya running out of sight in the south. When you come, you realize there are two ways right. Turn to the small right path.
- Area 2 : Maya is here, but she disappears again. Go along the path and go to the south. You can find a chest with 15 bullets inside. Then head to the bottom left.
- Area 3 : Passing the bridge. You can fight some monsters here. There is a chest which can contain a Sp Vest or something.
- Area 4 : At the end of the bridge, find a chest with SV vest. Then you would be attacked by some snakes. Just take them out and next to the left.

- Area 5 : Maya re-appears again. But she is lost anyway. You would see her running to the bottom left. But don't chase after her soon. Go to the  
beside path to the north, you would reach a treasure chest with a Tool inside. Then go follow Maya.

Okay, you have got out of the matrix. Just go along this path. Just get rid of the crows if they attack you. Next to the other area.

Passing the bridge, you can be welcomed by a bear and two red snakes. Kill the snakes before they can poison you. Then the next victim is the bear. After that, go to the left. Two monkeys welcome you...

Go to under the stairs to find two chests with Tool or CR Vest, Defense + 1 for weapons. If you go upstairs, you would be attacked by two plants. Just head to the north area.

There is a Save Point here. That means you are close to the end of this adventure. Some plants and crows will welcome you. I remind you to save here. Then step to the right and prepare for a boss battle :

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BOSS STRATEGY : GIANT WORMS

Smallest : 120 HP

Small : 150 HP

Big : 180 HP

Biggest : 210 HP

Do your best with M16A1. There are four smallest worms appear. Two of your shots can defeat one of them. When you defeat one, the others become bigger (small). Then try to kill one of them again. Just ONE OF THEM. If you shoot this one to that one, you can't defeat it. Then they are bigger (big) with two worms. Kill one of them again and you will fight the biggest worm. Then just defeat this biggest one to win.

These are the worms' attacks :

- Spreading Missiles : Multiple worms love to do this. They inflict a bomb onto you, then the bomb spreads into many missiles flying to every direction. If you stand under the bomb, you'll exactly get the damage caused by the bomb. If you are moving around, you may avoid the bomb, but the missiles can hit you too. The good news is that these missiles are not very fast. And I think you have enough time to determine the spaces between the missiles. Then move to there to avoid. The bigger the worms are, the bigger and stronger bombs/missiles they cast. So be careful !

- Sliding : This attack is available with the biggest worm only. He lies his head on the ground, then sweep the whole battlefield. Avoiding this attack is nearly impossible. If you can, try to move to where he sweeps toward. He always sweeps from right to left. But it doesn't take much damage from you. Just try to kill him as soon as possible now.

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After the fight, you head to a small area in the right. Ah ! Eve is here... with a horse trailer. Get on the trailer and begin a battle with this female demon :

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BOSS STRATEGY : EVE

HP : 330

MP : unknown

This is a hard battle, at least it's a hard battle on a trailer. You don't have much spaces to move or evade. Eve attacks you by scratching or casting spell from the air. When she comes close you, move to the opposite side or she would scratch you heavily. If she flies to the air, it means she is going to cast spell. There would be a small interval of time for you to determine where she casts and then avoid it as soon as possible. You MUST wait until the spell is completely finished because its remain can hurt you either. This spell can make you lose 90 HP. Try until Eve loses. Then a FMV appears...

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Eve ignores the trailer that the mad horse leaves the trailer with Aya on it. Then she goes away...

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D A Y 3 - S E L E C T I O N

LOCATION : NYPD Police Station

ENEMIES : Super Rat, Spider, Dog Man, Huge Dog Man, Birds

BOSS : Sheeva (Ben's dog)

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You would enjoy a FMV about the situation of the city. Everyone wants to get out of town after a lot of accidents. The traffic becomes complex with means of transport accidents.

Daniel is waiting for Aya at the Central Park gate. Suddenly Ben comes to him. He was lucky to escape from Eve's cruel plan to be turned into slime. But his mother Lorraine...she couldn't escape from the death. But the child doesn't know anything.

Daniel returns to NYPD Precinct and asks Cathy to let a police dog - Sheeva to play with Ben. Detective Cathy gives up the dog and he sleeps with it deeply. He doesn't know this would be the last time he sees the dog...

So where is Aya ? The police officers are searching the around areas of Central Park but no one sees her. But they meet a wandering guy who seems to be mysterious who tries to pass the off-limit area. The police interview him. He introduces to be Kunihiko Maeda - a Japanese scientist. It seems he doesn't want to answer the police. And it's lucky to him when one of the asking guys is burnt by Eve somewhere. Maeda runs away at once.

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SOHO BUILDING  
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Aya wakes up in Maeda's room. So this guy saved her. And then Daniel comes either. Here they hear Maeda's story about a similar incident in Japan. So you know that the Mitochondria is aroused when an African scientist tried to culture his wife's liver cells to keep her alive which was named "Eve". But then there was a kidney transplant that Eve was spread into another body of a young girl who might be Maya - Aya's

sister. Aya is the only one who isn't ignited by Eve's power. She doesn't want to fight. She feels hurt. She thinks that because she is the same kind of Eve. Then both Maeda and Daniel go out, leave her thinking alone in the room.

Next morning, you take control of Aya. Check the room for 30 bullets. Then go out. Poor Maeda ! He is sleeping in the open. Then Daniel turns back, too. Now all of you have something to come to the Museum of Natural History again. But Daniel says you can prepare here for a while. I remind you to agree with him and search the place. The right is the Pharmacy. While Maeda and Daniel is trying to wipe the mess, you can find a lot of items here : CR Evade + 1, Defense + 1, Revive Medicine and Tool. These items are random, I'm not sure but they are what I got. There is a telephone for you to save, too. After finishing, just head to the left to a Gun Shop.

The Gun Shop is destroyed either. The lock of the entrance is spoiled that it can't be opened. But don't worry, Daniel's shot will solve all of those. Then you can enter the shop. There are four chests here too : 15 bullets, Attack Plus, Bullet Capacity Plus and Tool.

When you have finished everything here, tell Daniel and he would pick you and Maeda to the Museum.

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MUSEUM OF NATURAL HISTORY  
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There is nothing here beside a scene and a near riot between Daniel and Klamp.

Maeda is such a talented guy. When Klamp is away, he does all his best to see Klamp's research about how the Mitochondria cells can invade human body. But then Klamp comes back and of course he has to get rid of them.

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NYPD POLICE STATION  
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Daniel can't hold his anger. But now it's not time for him to be angry. NYPD Station was destroyed by something. The characters just see a mess in their eyes. Daniel checks the place and so does Aya. Maeda would give you a Good Luck Charm (useless thing) and then you take control of Aya. Return to the main hallway. Such a mess ! Go to the Meeting Room, I'm sure that there are new items here. You would be welcomed by a spider. Be careful and don't let yourself trapped in web or your speed would be reduce.

Get out of the Meeting Room and head to the Weapon Department. Sometimes you can meet Dog mans here. They are such strong and wise enemies. See my strategy at "Monster List". In the Weapon Storage, you will meet Wayne and Torres who is going to die...

After that, Wayne stays in this storage. He gives you the M92F handgun - Torres's weapon. This is not only a good weapon but a bad weapon as well. You can combine it with your gun if you have tools. Then head to the last room where Sheeva and some dogs were caught. You would see the cages become a mess. Detective Cathy is unconscious. Talk to her and she will let you know what happens, giving you 6 bullets. But then you would

be attacked by two Dog Men.

Return to the hallway and go to the Locker Room to get Medicine 3. When you intend to enter the office, a Super Rat will attack you. This rat is faster and more dangerous than the ones in Carnegie Hall and it's yellow. Entering the office and talk to an unconscious officer here. He would tell you more about the accident and give you 30 bullets. You will know that something happens to Ben's dog - Sheeva and the child is chasing after the dangerous dog.

You would see a scene showing Ben who is chasing after Sheeva. The dog now looks like a crazy animal...

In the hallway, go up the right stairs and you see Nix was beaten with a police officer. Talk to him and he will give you some ammo. Then head to the left path.

You are in the first fork road where Ben was here to find Sheeva. Go to the first room you see. Two Dog Men will attack you. Kill them and get inside the left room to find Storage Key. There is a treasure chest in the bottom right containing a Medicine 3. Get out of the room.

Ben is at another fork road... Sheeva is lost and the child is being surrounded by two Super Rats...

Go to the left room. There is a Save Point here and CR Evade+1. Then get back to the fork road and head to the north stairs. Three spiders would attack you...

You are in the next fork road where Ben was in danger. But you see nothing here. Go to the first room in sight. You meet the Lab Tech who would heal your health and fill your HP. I think you should do this because the battles here are rather tremendous. Then get out. You can fight some Rats, but you don't find Ben. Talk to the lying police for the Locker Key, then head to the north double door. A police officer is being beaten by a huge Dog Man. You can have SG550 after killing this monster. Equip this weapon or combine it with your gun. Talk to that wounded police for ammo. Do you see a hidden hole in the north of the police ? Check and get into it. You can find a SV Vest. Then get back to the fork road and go to the right path.

Don't go to the left path soon. Just head to the north room to fight some spiders. Sometimes you can receive three Medicine 3 or two with a PE Medicine. When you have done this, you can go to the right path of the hall. Just go along to the front door and prepare for a boss fight.

Ben is calming Sheeva but all of those are just useless. The dog is affected by Mitochondria cells and it is going to transform. Douglas Baker tries to protect the child while Sheeva is transforming. What a terrible scene ! But Aya has come :

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BOSS STRATEGY : SHEEVA

Central head : 400 HP

Left head : 200 HP

Right head : 300 HP

Just attend to attack the central head to defeat it faster. This dog is slow but its hits are rather heavy. You can't avoid its earthquake and it makes you lose a big number of HP. Sheeva can attack by casting a huge laser. You can completely anticipate the laser's way and avoid it

as soon as possible. Run around and shoot but don't touch it in this small battlefield.

Sheeva's attacks are pretty impressive :

- Bite : Well, he can do this attack whenever he wants. And the damage caused by this is pretty big. He suddenly dashes into you quickly, then bites you. Try to move aside as quickly as you can.

- Triangle Laser : Maybe this is the most often attack of Sheeva. You see him gathering triangular flashes, then he suddenly casts a big laser which lasts pretty long, and he quickly moves it over the battlefield to make you get hit. The damage is average. But the attack is easy to avoid once you have got some practices. It takes Sheeva a long moment to charge the triangular flashes, and that's the chance for you to prepare yourself. Then he will cast the laser soon at where you are standing. And you, be faster than him, by running to the opposite side as soon as possible. Remember, it MUST BE AN OPPOSITE SIDE. As I said, Sheeva will move the laser around as long as it's lasting. Standing around that side also makes you get hit as usual. So now you know what you must do ? Your best position before Sheeva shoots the laser is either left or right side.

- Earthquake : Sheeva makes a heavy earthquake which will cause Slowness (Slow) on you and inflicts a VERY BIG DAMAGE. You may lose about 200 HP because of this attack. You can see there are many circles spread when the earthquake is happening. Well, if you can stand out of the biggest circle, you'll be safe. But doing that is nearly impossible, as the circles may occupy even the corners of the battlefield, as Sheeva usually does it from the center. Well, check up your health babe !

- Scream : This is not an attack, since it's harmless. Sheeva sometimes will make scream out that shakes the screen. Don't worry, that means one of his head is lost.

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After that, Daniel would come. And you should prepare for a new adventure that takes place in another position, not here...

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DAY 4 - CONCEPTION

LOCATION : Saint Francis Hospital  
ENEMIES : Slime, Giant Slime, Spawn, Rat Man, Flying Man, Spawn Ball  
BOSS : Spider Woman

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NYPD POLICE STATION

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After talking to Daniel and Baker, get out of the office. With the keys you collected in Day 3, you can unlock the last room of Weapon Storage corridor. Here there are three treasure chests for you to get. There might be a new weapon either.

Then return to the main hallway and go to the laboratory where the Lab



Tech and Maeda are working together. Then Daniel would come to tell you that they have just known Eve's destination would be the Hospital in New York. Then he gives you 30 bullets and you go with Maeda.

Now you can check the place more if you want. Get out of Police Station and choose the Hospital to go.

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SAINT FRANCIS HOSPITAL  
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Aya and Maeda are in front of the Hospital. It seems no one is inside. Aya must explore this place before Eve can do anything. Maeda again gives you a useless charm. Then you enter the hospital.

There's no one here. You open the door beside the reception desk to grab a Tool. There is Save Point here either. The door at the north is locked and you can't open it now. Go to the left path to the elevator area.

You would see Maya in the other side of the left locked door. But you can't follow her. Choose either elevator and get on it. Eve wants to joke you again. She would make some trouble that the elevator takes you to the basement area. Escape.

The electric power is off. Now you must go in a rather dark atmosphere. The door behind you wouldn't be opened until you unlock it from other side. Go down the screen to a turn path.

You can go to the first door beside in Aya's right to get some ammo and M79 Grenade Launcher. Here you find the Fuse 1 and some slime monsters would welcome you. Then get out by another door. You are at another corridor and Maya appears in the other side of the north door. This door can't be unlocked if there's no electric power supplied. Just continue to go south.

Go to the nearest door you see. There are some treasure chests here. Open them to get plus pieces of armor. Then run to upper right to another area. Check the chest beside the skeleton to have Medicine 3. Then check the drawer of the desk. You get Autopsy Key. Then go out by the nearest door.

Finding the locked door beside the storage, you enter Autopsy Room and Aya would discard the key. Here you open a treasure chest to get Tool and go to the next door. First, go to the north to grab Fuse 2. In the right path, you grab a treasure chest and Blue Card Key from a burning corpse. You would be welcomed eagerly here by monsters. Then get out.

Go to the deepest right path to the place where you saw Maya. Unlock that door by using the Blue Card Key to access the switch on the wall. You can touch the Power Room. Here there is a chest that contain a special weapon (but not powerful). You can get it if you like. Maya is here and she continues to play with you the old game. Now open the right door. Get through the glass slide door and find a spawn here. You would a chest with Medicine 2 here. Then go to the bottom right and find Fuse 3 on the floor. Then go out.

At the corridor where you have met Maya, go to the north to reach the fuse box. First, you must turn off the power (or Aya would be shocked by your carelessness, then connect the two wires into each other. Put the three fuses on it. Finally, you turn on. The power would be supplied

successfully.

Turn right to the next corridor with the two elevators. Then use one of them to get down 1st floor. Return to the main hall. Now the door at north is unlocked. You can enter it soon...

After being attacked by some monsters, you will meet a nurse and a patient. Then you go to the right sickroom and fight another group of enemies. Then suddenly Aya's memory arouses. She remembers this was the place where she and Maya got treat after the accident. But Maya couldn't be saved... Talk to the nurse and she would give Green Card Key which is used to unlock the door beside the elevators where you first met Maya here. So get back to that place.

Let Aya talk to the nurse here. Then use the card to open the door. In the north you can find a chest with Bullet Capacity Plus. Go to the left room. You can be welcomed by a huge slime. After that, find a handle in the bottom right and turn it to activate the elevators to other floors. You can find a chest with 30 bullets here. Back to the elevator and get on it to 13th floor.

Your only door you can go is in the left. After fighting the spawn, you can check around the room to grab a Medicine 3 and G3A3 Rifle. But the door to other area is locked. Okay, now you try to find a white freezer in the left side. Then let Aya push it aside. There is a hidden switch behind it. Push it the you can go through the door.

Grab some chests go to the north path. Then enter the right room. You will find some documents saying about Aya's accident that includes info about her dead mother - Mariko Brea. Check the chests here to grab Cure-M and bullets. Then I remind you to save here. Get down the next elevator you see.

It would take you to the terrace. Here you are attacked by a giant spider...

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BOSS STRATEGY : SPIDER WOMAN

Total HP : 900

Oh yeah, this is a tough boss. Currently you mightn't have Haste spell, unless you have tried to gain once more level. It'll be better to have it. If not, remember to bring at least two Cure-M. The most important thing is that you must avoid its casting web or you would be petrified. But don't let it strike you, too. Use the weapon with furthest range because this guy is too large to shoot. I have died a lot of times in this battle. After that, the spider would take you to another position to continue the fight. Then its HP remains 500. Just beat as I told you. Now it can cast three webs at the same time and it's better for you to run and fire at the same time.

These are details about the boss' attacks :

- Spider Webs : Wow, the boss will suddenly blow a very large-ranged web to you. If you get hit, you'll be stuck very long until the web is COMPLETELY ended. This attack is extremely annoying, because Spider Woman will turn you into a toy while you are petrified, and then enjoy your life ! If you have got Haste spell, cast it on Aya and move aside to dodge the web easily. If not, try running as fast as you can, to reduce the percentage of being caught.

- Flame Blowing : The Spider's mouth is burning. Then it suddenly casts a flame through you. This attack is hard to dodge like the Spider Webs. Although the flame flies to you slowly, its size is big enough to reach Aya while she is running. As usual, Haste is the easiest solution to avoid this. And if you don't have it, do the same as dodging the Spider Webs. Huh, let's imaginw when you are being stuck, the Spider Woman is very glad to shoot this. So Spider Web is still your first attention.

- Strike : Spider Woman strikes you by its leg when it comes close to you. Hoo-hoo, stay away from the boss when it is coming to you okay ? Getting aside is not the best idea now. Haste is your friend now !!!

After the fight, the spider would be dropped down by a ground breaking and you receive 6500 EXP and G23 Handgun.

-----  
Eve has appears in front of you. The ambition of the largest liberation makes her insane. She would kill you now... by her way.

The airplanes of some soldiers are flying through this place. She uses her deadly eyes to kill him that the plane loses control. Its engine has been destroyed after a crash and it is toward the hospital terrace. Eve has gone and now Aya must escape from the death coming. An explosion would happen soon. Try to control her to run to the bottom left of the terrace. She would find an emergency elevator to get down at once and escape...

But then, a little spider would appear to fight you. Just kill it and Aya would land the ground safely...

Now you must return to NYPD Police Station to talk to your Chief Baker. Then you begin Day 5...

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

D A Y 5 - L I B E R A T I O N

LOCATION : Chinatown, Warehouse, Sewer, Subway, Museum of Natural History.

ENEMIES : Cat, Red Snake, Bat, Blue Frog, Crocodile, Mole, Super Rat, Spider, Velociraptor, Chameleon, Scorpion, Armadillo, Pterodactylus

BOSS : Crab, Centipede, Triceratops, T-Rex, Eve

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Now you have two new destinations to go : Chinatown and Warehouse. Warehouse is sub quest destination. You can go or not. But I suggest you should go. Here I write the strategy for Warehouse first okay ?

-----  
WAREHOUSE  
-----

You must talk to the guard for being allowed to enter. This place is haunted. Check the first chest to get PPK Handgun. This gun is very annoying because it can shoot 5 bullets each time charging Active Time Battle. Then open the door to get to the house.

The first chest here, you grab CM Protector. Going deeper, you are welcomed by a small Rat chased by a Cat. But the Rat becomes bigger into a Super Rat and it gets rid of the damn Cat. Of course, you must fight it. Remember to grab the Warehouse Key in the bottom right (the sparkling thing). Open the right chest to get M203-2 Grenade Launcher. Then go to the next door. Go along the room to the south area. Here there are some chests which one of them contains Rocket Launcher ammo. But now you don't have the weapon. Okay, get on the stairs to save and you can find a Weapon Plus here. Then unlock the left door by the key and get through it.

You are in a narrow path and two spiders might want to see you. Just get them all and go to the other side.

This room has a lot of chests with useful items. Take them and equip if you can. Then climb down the rail into below floor. Go around that place. You'll be attacked by a Giant Crab...

-----  
BOSS STRATEGY : GIANT CRAB

Head HP : 856

Each Hand HP : 420

This is my funny experience. STAND AT EITHER SIDE OF THE CRAB and shoot it. Why ? One of the dangerous hit of the crabs is casting the water balls. They are cast in multiple and there's no position to avoid except beside the crab. But first of all, check his attacks :

- Strike : The crab may use this fatal attack with his arm when you stands too close to either side of him. That's the reason why you must kill the arm you are standind at as soon as possible. At this time of the game, if you have always fixed your guns with Tools, it would be strong enough to get rid of the arm after a few shots.

- Laser Beams : The eyelids of the crabn fly out, casting two Laser Beams chasing after you. If you get two of the beams, you may lose more than 250 HP. And that's not good. Haste is the best way to dodge these lasers. You just try to run to wherever you can. But if you haven't cast the spell yet, try to run to a large area where you can be free for a while. If you are not blocked by anything on your way, you may avoid the beams safely.

- Water Balloons : This is the most dangerous attack of the crab. He casts several water balloons all over screen, and it's impossible to avoid if you are within. But as I said above, since you STAND AT EITHER SIDE OF THE CRAB, you don't need to worry about this attack.

- Threatening : While you are standing next to him, he may use this hit besides striking. Two big hands of the crab swing out. And if you are too close to either hand, you'll get hit. Well, keep a pretty small distance okay ?

-----  
You would receive 2510 EXP and AT4 Rocket Launcher after killing the grab.

Check the place around, until you find a Tool on the floor. But it is covered by some poison gas. Try to wait until the gas is off. Enter and get it as soon as possible (if you really want to) and then run out.

Now you have nothing else to do there. So get to your next destination

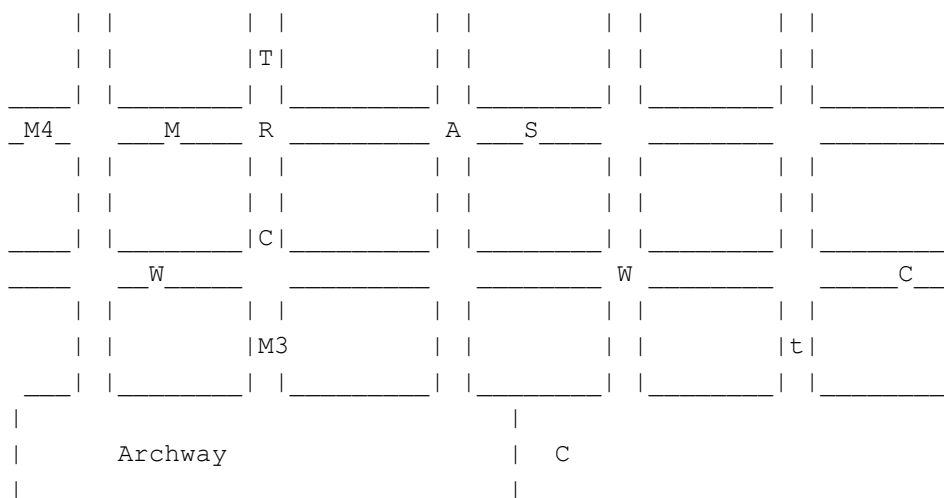
: Chinatown.

-----  
CHINATOWN  
-----

Just go along the street. In the second sight, you can find chest with M79-2 Grenade Launcher in the left side and a Save Point in the right side. Now reach the last sight of this place.

Maeda is here to check something. He suggests you to climb down the sewer. Before doing this, reach the two chests around the statue to grab some items. Then descend the sewer.

If you are here the first time, you would think it's a matrix. But it's not. You would find the order after some moments for exploring. Here let me chart a map for you to this place. Maybe it's not very correct, but it can help you to imagine your way :



- A : Ammo
- C : chests
- M : Cure-D
- M3 : Medicine 3
- M4 : Medicine 4
- R : Weapon Range Plus
- S : Where you start
- t : Tool
- T : Super Tool
- W : Weapon

Now you must reach the left archway in the map. Maybe my chart is clear enough for you to understand the order of this place ?

Climb up the ladder to the upper corridor. Go right to grab Club 3. Then go south to see a FMV...

Maybe you still remember the tragedy in Central Park where a lot of innocent people were changed into elastic liquid. Now you have a chance to review it again. The liquid is gathered into a mass and it disappears through the water pool. Aya can do nothing with it...

Go to the south and climb down the ladder. Yes, there's nothing here. But you have a chance to find another crocodile. Now it's not your boss and you can defeat it easily with your higher level. You can get some

useful Weapon or Armor Part Plus after this battle. Then go up and head to the upper right. Reach the Water Control Room. There are 30 bullets and a Save Point here. Take it if you like.

Examine the control panel. Turn on the power and then activate the pumps and see another FMV...

The liquid is mixed with the water drainage system. It seems to be controlled by Eve that strikes the ceiling of the sewer... Then you turn off the power. Go through the next door. You will see the place where the strange liquid was. But now it's a ruin.

Pass the drain and go through the opposite door. Go up the stairs to reach Subway.

There are some ruins here. Aya thinks there might be something strange. Let her climb to the waiting area to grab items and save. Then let her go to either the north railway. The left one has a chest containing Medicine 3. Reach the place where the two railways combine into one, then you face a dangerous boss :

-----  
BOSS STRATEGY : GIANT CENTIPEDE  
HP : 500

This stage is not very hard. Try to run and shoot at the same time. You must avoid any hits it gives you because most of them can cause annoying status change abnormalities. STANDING AT EITHER LEFT OR RIGHT SIDE OF THE CENTIPEDE is better, but you must move following the boss, like you did with the Crab boss. Use a powerful with high speed-ATB to kill it. These are details about the Centipede's attacks :

- Poison Rain : The Centipede screams out. Then a lot of poisonous balls dropping around the battlefield. They gradually drop, chasing to wherever you go. Running forward in a straight line is your evasion. If you are not blocked on your way, you'll be safe. Once you are hit by a poisonous ball, you'll be damaged, along with Poison status abnormality. As your HP will gradually go down, I extremely recommend you to use a Cure-P if you have. You think you can survive ? It will be NIGHTMARISH if you do so, especially when you are new to the boss and you haven't known him very well. His other attacks are often not really easy to avoid if you first fight him, and no one can make sure if he will make another Poison Rain next.

- Stuffy Lightning : The Centipede will cast some blue lightning from its mouth. The lightning comes circularly on the ground with large range. If you get hit, you'll be damaged along with Stiffness status abnormality. The good news is that the circular lightning can be only cast in a limited area. So if you are fast enough, you can run to the opposite side immediately to avoid. Haste will make it easier for you.

- Diving : The Centipede will do this when Aya is in front of him : He lies his body on you. This is his physical attack which takes a lot of Aya's HP. You can completely avoid this by NOT getting in front of him. But if you are forced to do that, cast Haste on Aya and pass him as soon as possible before he can execute you by this way.

- Jumping : Don't think that a Centipede can't jump. When you are trying to stand by him, sometimes he may make a fast jump to get in front of you to hit you, because he can't do harm on you while you are standing by him. This is just an action of the boss, not an attack. But I notice

here to let you know.

-----  
After some moments, the boss is wounded and it splits into many body parts to fight you. This is harder than the first stage.

-----  
BOSS STRATEGY : CENTIPEDE'S BODY PARTS

Head : 250 HP

Body : 120 HP

Body : 120 HP

Tail : 180 HP

If you have an EXTREMELY fast Active Time Battle, you can use the Rocket Launcher AT4 to kill it because this weapon can reduce a great deal of your agility. If not, try to use your most powerful handgun with high speed. The reason why I remind you to have high agility is because the body parts attack you very quickly. Try to kill the head and the tail first as they can poison you. Then you can take the rest easily with the bodies.

-----  
You would receive 10000 EXP after the battle.

Just continue on your way. Try to check the spoiled trains in the right side. One of them has items for you to grab. They can be Tools (or Super Tool sometimes) and B Protector. Then get out of the train and go to either north railway.

Pass the bridge until you see a corpse of the Subway guard. Take the Gate Key from him. Then Aya would say she must go to the Museum...

Return to the waiting area and head to the south. You will find another stairs to get out of Subway. Use the key to unlock the door and go up to the ground. You return to the New York map. Let's head to Museum...

-----  
MUSEUM OF NATURAL HISTORY  
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It's the evening. You can enter the Museum freely by the right door.

No one is in your sight. The stairs to Klamp's laboratory is locked. You must find another way to go. First, go to the left door - where you have just seen a shadow looks like Klamp. You have entered a room which displayed small samples of ancient dinosaurs. Just take the next door. In this room, you see a map on the floor. It's useless. You head to the bottom left, behind the dinosaur's skull to grab Medicine 3. Then go to the left door. The shadow has gone to another door and locked it. You are attacked by a pair of dinosaurs. Here there are two chests, one of them contains a weapon and the other has a Tool or Medicine 3. Now you can't chase after that shadow anymore. So return to the main hall.

Head to the only north path you can go. Here there is a table. If you access it, it will give a puzzle for you to answer.

- Q: How many animals are hiding ?

- A: 9

Your gift can be Medicine 3 or Revive Medicine.

Then continue heading to the north. In the next area, take the left path and turn left. Here you see a puzzle table and a Scorpion (you can't avoid it). First, solve the puzzle :

- Q: The name of the organelle that appeared in the first organism ?
- A: Mitochondria

Your gift can be Medicine 2.

Then you fight the Scorpion, no matter you want or not. Then run to the left.

There are two ways here. The south door is locked. It's the door which the mysterious shadow locked. But now he is not here. So let's head to the north way. You see a stairs. But don't go up now. Check the chest to grab another M203 Grenade Launcher. Go to the north path first. You are in a room which exhibits a lot of statues in strange styles. After you fight some monsters, head to one of the corner of the room. An earthquake happens that breaks some statues samples. Now you can return to the previous place to go upstairs. Solve another puzzle :

- Q: What was the nutrition source of the first organism that lived 3.9 billions years ago ?
- A: Nitrogen oxides from volcanoes.

There are some chests here either. The south door of this floor is locked too. So your only way is the northern. You have reached the room upper the statue room. It is also affected by the earthquake. The statues are also broken revealing a secret door. Go through it to the back balcony. Grab ammo and climb up to 3rd floor. Get through the upper door...

After fighting the dinosaur, solve the next puzzle here :

- Q: The Mitochondria creates ATP (adenosine triphosphate) within the cell. How much energy is this equivalent to ?
- A: 200,000V per cubic cm

There are some hidden chests hidden in the top right.

Then head to the bottom left. This room exhibits the samples showing the history of humans and creatures. How beautiful it is. But you must continue your adventure anyway...

- Q: 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 ?
- A: Aging

In a next room, you would see a new monster - Pterodactylus who wants to play with you. Just teach it how you really are. Then check the treasure chest to grab Medicine 4.

- Q: In 19A1, Cann and Wilson released a theory stating that humans were derived from Mitochondria Eve. Which organism is thought to be Mitochondria Eve ?
- A : An African female

Pass another room with dinosaur figures. Run to the right until you reach a long corridor.



Just head to the south. And finally, you reach the 3rd floor main hall. Now you can't use the elevator. So you enter the left room... No !!!

Someone has locked the door to trap you... Okay, you have no way to get out. Check the chests for some weapon and armor. Then let Aya search the broken glass. She would want to jump to the wall side and you should do as her decision.

Run to the right wall. Choose the first decision. Aya would jump down the below side very well. Go to the right and she will enter a room on 2nd floor. The left door is locked, so you open the right door. You are taken to 2nd floor main hall with Klamp's laboratory which is being locked. So your only way is the north path.

You will reach a room with toys, Christmas Trees and some tents. There are two hidden chests containing a Tool and an Armor Plus under the left and right tents. The next area is a long blue corridor. Get to the red carpet area, open the Monitor Room in the top left. Push the switch to activate the elevator. Then view the monitor. You will see Eve in the terrace. But you can't meet her now. Get out of the room and see a FMV...

The elastic liquid of Eve slowly covers the skeleton of an ancient T-Rex. It becomes similar to a real dinosaur which can move and roar. It's turned into a living creature...

Control Aya to go to the left path. Grab the chest for Revive Medicine. The stairs just take you to 3rd floor which you have explored. Go to the north. You would return to another old area. Get down the stairs, follow the way to the main hall. The gate to 2nd floor now is unlocked. Reach Klamp's laboratory.

You would meet Maeda. He gives you a handgun and says that it's the key to kill Eve. You must receive this weapon, no matter you want or not, but don't equip it. Currently it's your weakest weapon. The reason would be known in Day 6. Then Klamp comes to do something with you, so does Daniel. It seems that Klamp has spotted something about Eve. But he is punished before saying anything. Daniel and Maeda escape through the window. You check Klamp's corpse to grab Klamp Key. Now you come out.

Get back to the left room. You can unlock the left door with the key. In the next room, you see another puzzle table :

Q: 25 million years ago, oxygen increased in the air. Why ?

A: Photosynthesis by bacteria

Your reward could be a Tool. Do you see a secret room behind the dinosaur fossils ? You can't get into it now but you will. Go to the north room and go upstairs. When checking the room, the Triceratops figure will attack you.

-----  
BOSS STRATEGY : TRICERATOPS

HP : 750

This stage you destroy its head. This is not a very tough boss. But I suggest you should use Haste spell to increase your agility. Then you can easily avoid its horns and casting lightning spark. The horns can make you lose a great deal of HP. Run as soon as possible when you think it

can dash you with them. These are details about the boss' attacks :

- Lightning Spark : From the creature's horns, some Lightning Spark is cast round the battlefield which will go through where you are standing. And that's the moment you get hit. This attack is hard to evade, and the damage is mediocre. Just try to run around and stay away as much as you can. I'm sorry that I haven't found any safe strategy about how to avoid this attack.

- Dashing : This is a fatal attack which two of the hits can kill you soon. As usual, the Triceratops is going slowly. But then it suddenly makes a 180 degrees turn, and immediately dashes to you heavily, damaging you by its horns. This attack can ONLY be avoided when you move aside AS SOON AS he turns. Avoiding early or later a little moment both make failure. That's when you manually manage to avoid the attack. But if you have Haste cast on Aya, it won't be so difficulty anymore. So I advise you to use Haste here, just to keep you alive better.

-----  
The Triceratops just loses its head. But its body still can act. You must fight a second stage :

-----  
BOSS STRATEGY : HEADLESS TRICERATOPS

HP : 900

Now it dashes faster and the lightning spark is larger. The Triceratops moves faster and more suddenly. Try to keep up the balance of the battle. Do your best with the weapon you choose.

-----  
You receive 50000 EXP after battle.

After it dies, if you go to the north door, you will return to an old place. So now you check the south. But the Triceratops is still alive. It pushes you to the T-Rex hall and then it's splashed into elastic liquid on the ground. About, you can't survive without winning this third battle :

-----  
BOSS STRATEGY : T-REX

HP : 2400

This is not a tough battle if you have a good tactic. As fighting the giant crab, you stand beside one of the dinosaur's leg but don't touch. Use a weapon with far range to attack from that position. When you stand in this place, you can avoid its fire easier because this attack can take wipe of all your HP if you are hit completely. Another attack of the T-Rex is casting some beams to where you stand. This is easier to evade. Don't worry much. Just don't let the dinosaur grab you by itself. These are details about the T-Rex's attacks :

- Flame Blowing : The T-Rex casts flame when you are around the battlefield. He will move the flame all around a limited zone of the battlefield where you have stayed. If you get the whole fire, there are 100% game over. Let me tell you how to do evasion. If you let the dinosaur cast this at the center of the battlefield, it's nearly impossible to avoid, and you'll die soon after touching the fire. But if you are cast from the left side or right side, you can completely evade by RUNNING FAST to the opposite side. You must be FAST, because the flame range is very large. Haste will support you to do this. That's the reason either left or right side is the best position for Aya to stay

while battling. Good luck !

- Shooting Beams : The T-Rex rarely does this attack. He charges himself at his body and then two beams will cast on the ground at where you are standing. Have Haste cast on Aya and move aside to avoid.

- Bite : This is the strongest single attack of the T-Rex. When you are too close under his head, he will suddenly make a bite on you. So have you known what to do ? Just don't stand there. There's no good way to evade since you get hit very suddenly.

-----  
Your reward after this battle is 100000 EXP, a new weapon and the strongest spell Liberate.

Get out of the T-Rex Hall. Now you can use the elevator to go any floor you. You can check the 4th floor where you can't come on foot. But now your destination is the Triceratops room. Return to that place and unlock the south door. You are in a completely new area. a FMV shows that some earthquake happens...

After the earthquake, you can check the secret room I have told you above. There are weapons and Tool there. I think they are really useful, especially this time of the game. In the new area, you can also check the left broken glass to grab some similar items...

Are you finish ? Let's get up the stairs to see Eve.

A great FMV ! Eve prepares to bear a Mitochondria baby - the Ultimate Being and now she can't fight with you. But she also doesn't let you touch her child. She uses her magic to gather all the elastic liquid into a giant elastic monster who would grab her out of Aya. Aya could do nothing and the monster heads to the Statue of Liberty. Enjoy a great FMV...

The monster destroyed some parts of the city when coming to the Statue of Liberty. Aya is given a mission to drive a helicopter to protect the Statue of Liberty with some other soldiers. But all of their helicopters are destroyed by the monster, except Aya. She prepares a powerful missile and then sends it to destroy monster. The great deal of elastic liquid breaks the precious statue when collapsing. But Eve is still alive...

-----  
THE STATUE OF LIBERTY  
-----

Aya prepares everything and jumps to the area by parachute. Then she faces Eve beside the statue :

-----  
BOSS STRATEGY : EVE  
Top : 1900 HP  
Middle : 1750 HP  
Bottom : 1600 HP

This is a hard battle if you don't understand how Eve attacks you. Try to store a lot of strong Medicines before taking part in this battle. Increase your agility, then fight her by your strongest gun. These are her attacks :

- Double shooting Beams : This is surely the first attack Eve uses to

start the fight. From her bottom, four pairs of shooting beams are cast pursuing you. To avoid this attack, just run around Eve before the beams until the attack is ended. You can make it more easily with Haste.

- Needles : Eve does this after the Double Shooting Beams. From her claws, she casts tons of needles rounding the battlefield. About you, just run VERY QUICKLY toward the direction of the needles to be out of their range. Eve often casts them from right to left. But in my experience, I rarely avoid this attack manually. If you are careful, Haste may be helpful.

- Tentacle Attacks :
  - + Blue Tentacle : Two strikes + Reducing your defense
  - + Yellow Tentacle : Two or three strikes + Causing Confusion
  - + White Tentacle : Four or five strikes
  - + Red Tentacle : Your HP remains 1.

Haste spell can help you avoid those easily. You can execute the same evasion for all four styles of tentacle attacks. When Eve comes close to you and swings the tentacle, no matter what she will do, quickly run and stay away. If you are good, you can do without Haste. But be very careful with the Red Tentacle. Eve usually does it when one of her body part is killed, with a very extreme speed. So then Haste should be used now if you want to be safe. Each single strike make you lose 100-200 HP.

- Bunch of Beams : If you attack Eve from the back, she would send some magic beams from her top to the ground that's really a trouble to avoid. The beam directions are random and spread all over the battlefield. Haste will be helpful. Just try to run around Eve until she ends the attack.

Each time you destroy one body part, Eve will sign unpleasantly and quickly give you a red tentacle. So be careful ! Try to defeat the whole her body.

-----

Eve doesn't die yet. She would transform into a winged creature to continue the battle :

-----

BOSS STRATEGY : EVE

HP : 2200

This form is weaker than the previous, but more annoying. She flies very fast that can give sudden hits to you. Her slashing can poison you. Or she can use some spell to trap you that you can neither move nor do anything. Use Cure-M to remove this state. When she flies to the sky, that means she is casting a flash to the ground where you are standing. You can't see your situation during this time so try to run around as much as you can to avoid the hit. But don't worry much, this skill doesn't take much of your HP. Just don't let yourself be passive in this battle.

-----

It might over Eve. But before dying, she tries to look at Aya with a strange glare which look like everything is not over yet...

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LOCATION : Navy Cruiser  
ENEMIES : N/A  
BOSS : Ultimate Being

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Now Aya is on the cruiser with some other polices. Daniel and Maeda welcomes her victory. But she still worries about something.

After talking to your friends, go to the left cabin. You meet Wayne and another guy here. Talk to Wayne first. He would ask you if you want to rename your weapon and armor or not. I remind you should, because you can keep that weapon until the next game of yours - EX Game. I will explain in other menus. But now you should.

Then talk to the guy who blocks the door. He will give you some items as your command. After finishing, remember to save and go out.

There is something strange on the Statue of Liberty. Something is rising which can be seen as a sphere containing a baby. No, Eve has already heard it. The child sounds its first cry, flying with the little wings. Its cry make every means of transport of the Police Department explode. Now Aya again must fight it - the next generation of Eve. She must take al of the rest. Maeda intends to give her something, but Daniel takes him away. Now you have no way to go :

-----  
BOSS STRATEGY : ULTIMATE BEING (BABY)  
HP : 1500

This battle is easy. Just shoot it by your gun and avoid its ring. But if it plays the ultimate ring, you can lose whole your health remaining 1 HP. But it's not a problem to recover soon. Don't let it touch you because you have had the largest space to fight.

-----  
The baby is exploded. But it's not dead. It is transforming into the next form :

-----  
BOSS STRATEGY : ULTIMATE BEING (CHILD)  
Child : 1500 HP  
Wings : 950 HP

In the first time, the child and the wings combine into one to fight you. Try to avoid its beams and I think it's not hard. After some moments, it would split into a crawling child and the flying wings. Don't go near the child or it would grab you heavily. But the wings are more annoying. They drop some bursting sphere that you can't run yourself without using Haste spell. The child sometimes casts a huge pink laser that takes the whole space and you can't avoid it with low speed. If they split, try to kill the wings first because they annoy you, then the child. Store your Parasite Energy. Don't use too much because you would use it in the next battle.

-----  
The child is exploded...

-----  
BOSS STRATEGY : ULTIMATE BEING (MATURE)  
HP : 3500



CONGRATULATION ! YOU HAVE BEATEN UP THIS GREAT GAME !!!

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8/ M O N S T E R L I S T

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MONSTER LIST \~~~~~
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ARMADILLO

Lowest HP : 240 HP

Highest HP : 431 HP

Weak against : Cold

Location : Museum of Natural History - Day 5

Strategy : Attack by rolling to you and make you lose a chance to attack when shooting. When it rolls, its defense increases much and it's the good form to attack. But you should attack whenever you can because your chance can be destroyed by its rolling.

BAT

Lowest HP : 112 HP

Highest HP : 201 HP

Weak against : Fire

Location : Sewer - Day 5

Subway - Day 5

Strategy : This monster can strike lightly or cast ultra sonic that blinds you and you can't shoot them correctly. You need to collect Cure-Ds for fighting these guys. Always avoid its ultra sonic before shooting. Your hurry can make trouble for yourself. You must guess when they will cast the sonic to you to avoid. Just when they are really tranquilized, shoot at that time.

BEAR

Lowest HP : 75 HP

Highest HP : 134 HP

Weak against : Fire

Location : Central Park - Day 2

Strategy : This guy is slow and stupid. First, keep a safe distance. Then attack and run around at the same time to avoid its electricity. That's the only problem to fight this enemy.

BIRD

Lowest HP : 35 HP

Highest HP : 62 HP

Weak against : Poison

Location : Central Park - Day 2

NYPD Police Station - Day 3

Strategy : Shoot and run at the same time. They often attack in multiple and you need a high agility to fight them easily. But these are not strong enemies either.

BLUE FROG

Lowest HP : 153 HP

Highest HP : 275 HP

Weak against : Fire

Location : Sewer - Day 5

Strategy : The strategy is similar to the ones in Carnegie Hall sewer, but this kind is tougher. Attack from its back and try to avoid its instant jump on you. Anyway, its tongue is still the most tough and annoying.

CAT

Lowest HP : 135 HP

Highest HP : 242 HP

Weak against : Cold

Location : Chinatown - Day 5

Strategy : These lovely guys are hardly good at physical attacks. They often cast balls from their special tails that the balls chase after you continuously like the Rat Men. Kill the monsters first, you can get rid of others.

CHAMELEON

Lowest HP : 200 HP

Highest HP : 359 HP

Weak against : Poison

Location : Museum of History Natural - Day 5

Strategy : Oh no, the most annoying guys in this game ! They jump continuously and cause damage on you by licking your feet. Use attack combining with running around to avoid those fast guys. The best way is killing them as soon as possible.

CROCODILE

Lowest HP : 215 HP

Highest HP : 386 HP

Weak against : Fire

Location : Sewer - Day 5

Strategy : Just like the boss of Day 1. This guy only has one body part to attack. Follow the strategy to defeat the boss in Carnegie Hall sewer I wrote in the full walkthrough.

DOG-MEN

Lowest HP : 98 HP

Highest HP : 176 HP

Weak against : N/A

Location : NYPD Police Station - Day 3

Strategy : They use the purple wave to reduce your stat, including attack and defense. So just get close to them when they use this attack, but then get away for safe distance. Don't let them strike you by hand because it would make a serious damage.

FLY-MEN

Lowest HP : 110 HP

Highest HP : 197 HP

Weak against : Cold, Poison

Location : Saint Francis Hospital - Day 4

Strategy : This monster is rather slow. It often casts a great deal of green liquid that can cause "Slow" on you if you step on them. Shoot it as fast as you can before it can cover the whole stage with green liquid.

FROG

Lowest HP : 34 HP

Highest HP : 60 HP

Weak against : Cold



Location : Carnegie Hall - Day 1

Strategy : Keep a safe distance when shooting it. Its tongue can make you lose much HP. Don' touch it and you should attack its back.

#### GIANT DOG-MEN

Lowest HP : 150 HP

Highest HP : 269 HP

Weak against : N/A

Location : NYPD Police Station - Day 3

Strategy : Just follow the strategy to beat ordinary Dog Men. But this guy is tougher and more dangerous that three of his hits can kill you immediately. So pay attention to your health and heal when necessary.

#### GIANT SLIME

Lowest HP : 201 HP

Highest HP : 361 HP

Weak against : Acid, Fire

Location : Saint Francis Hospital - Day 4

Strategy : It's a huge slime that is almost similar to the ordinary ones. Its red balls are bigger that cause more damage. It also can attack by stepping on you. Try to keep a safe distance and make deal with it by your gun.

#### MOLE

Lowest HP : 161 HP

Highest HP : 289 HP

Weak against : Fire, Cold

Location : Subway - Day 5

Strategy : Prepare for you a great patience to fight this ugly guy. It can hide underground to evade your attack. When your Active Time Battle has been full, don't shoot when it's still underground or you just waste your ammo. Sometimes it rises with a shocking hit on you. Just shoot it at once at that time (I was angry).

#### MONKEY

Lowest HP : 57 HP

Highest HP : 102 HP

Weak against : N/A

Location : Central Park - Day 2

Strategy : Keep a safe distance from the monster to shoot. Don't let it go close you because you can be hit by its hand. If it throws the claw to you, just try to run out of its limit range, you can avoid it completely.

#### PARROT

Lowest HP : 10 HP

Highest HP : 17 HP

Weak against : Cold, Acid, Poison

Location : Carnegie Hall - Day 1

Strategy : Try to avoid its quick hit and kill it by any weapons. This is not a strong enemy.

#### PLANT

Lowest HP : 60 HP

Highest HP : 107 HP

Weak against : Fire

Location : Central Park - Day 2

Strategy : Always keep a safe distance because their roots would strike you annoyingly. Sometimes the plant can cast some poison air.

Just run out from those airs, they are not hard to avoid.

#### PTERODACTYLUS

Lowest HP : 320 HP

Highest HP : 575 HP

Weak against : N/A

Location : Museum of Natural History - Day 5

Strategy : Stand under it and shoot. But remember to avoid when it prepares to cast blue air. That means you can't just only stand at one position. Try to be a good athlete.

#### RAT-MEN

Lowest HP : 120 HP

Highest HP : 215 HP

Weak against : Fire, Poison

Location : Saint Francis Hospital - Day 4

Strategy : This guy like to go close you to throw his toy ball. Just kill him before the ball can make trouble on you. Run around to avoid the ball, shooting at the guy either. But it's not so serious if the ball hits you.

#### RED RAT

Lowest HP : 12 HP

Highest HP : 21 HP

Weak against : N/A

Location : Carnegie Hall - Day 1

Strategy : Just beat it with the club if you want to save ammo. Try to avoid its fire and keep a safe distance from enemies.

#### RED SNAKE

Lowest HP : 44 HP

Highest HP : 178 HP

Weak against : Cold, Confusion

Location : Central Park - Day 2

Chinatown - Day 5

Sewer - Day 5

Strategy : One bite of these can cause Poison on you. Run around and shoot at the same time. Slow and annoying, this is not a troubling enemy if you are a careful player.

#### SCORPION

Lowest HP : 430 HP

Highest HP : 773 HP

Weak against : N/A

Location : Museum of Natural History - Day 5

Strategy : This is a dangerous kind, I know. Running around is the best way to confuse it. Try to keep a safe distance because its tail can make you lose a great deal of HP and poison you. Sometimes it can cast some purple gale that confuses you. You avoid that hit by running to a completely different position.

#### SLIME

Lowest HP : 88 HP

Highest HP : 158 HP

Weak against : Acid, Fire, Tranquilization

Location : Saint Francis Hospital - Day 4

Strategy : Run around and attack at the same time, mainly avoid the red balls they throw. It's would be serious trouble if you are thrown at by multiple slimes and I'm sure you would die if you can't get out of

that surrounding.

#### SPAWN

Lowest HP : 170 HP

Highest HP : 305 HP

Weak against : Cold

Location : Saint Francis Hospital - Day 4

Strategy : An ugly slow mess ! It attacks by making an earthquake that slows you down. Then periodically sends some Spawn Balls to play with you. This guy hardly attacks himself.

#### SPAWN BALLS

Lowest HP : 44 HP

Highest HP : 80 HP

Weak against : Poison

Location : Saint Francis Hospital - Day 4

Strategy : The balls jump everywhere in the battlefield and randomly strike you. If you don't kill it fast, it will gradually grow with stronger HP and vitality. Try to kill them before solving the big guy.

#### SPIDER

Lowest HP : 78 HP

Highest HP : 435 HP

Weak against : Fire, Cold, Confusion

Location : NYPD Police Station - Day 3

Warehouse - Day 5

Strategy : This kind of enemies is annoying, too. They bite very fast and cast webs that reduce your agility seriously. Try to keep a safe distance out of the casting web range and attack as usual.

#### SQUIRREL

HP : ~500 (about 500)

Weakness : unknown

Location : Chrysler Building

Strategy : The squirrel can bite you with little damage or it can cast missiles which cause Confusion on you. The missiles can be easily to avoid, just run to another side when you see it preparing to shoot to a definite direction. When its partner is killed or it's going to die, the squirrel often run out of battle. So then if you want to get EXP and dropped items, just try to kill it as soon as possible.

#### SUPER RAT

Lowest HP : 70 HP

Highest HP : 386 HP

Weak against : Fire, Poison, tranquilization, confusion

Location : NYPD Police Station - Day 3

Strategy : Use guns and always keep a safe distance because this kind is more dangerous the ordinary rats. Don't use Club for safety.

#### GIANT SUPER RAT

HP : ~500

Weak against : Fire, Poison, Tranquilization, Confusion

Location : Chrysler Building

Strategy : Sometimes you can meet them in the floors between 60th and 70th floor. The strategy is the same as ordinary super rats.

#### TREASURE BOX

HP : 500/1000 HP

Weak against : None

Location : Chrysler Building

Strategy : Sometimes you grab them from treasure chests in Chrysler Building. They look like some kinds of mole, but wiser and tougher. It attacks by two hits : Striking or Rotating. Both hit can make you lose 3/4 your HP. Then you can die easily if you can't heal your HP promptly. Remember to bring some Revive, your best weapon and your best armor with you to fight it.

The given HP above is my estimation from some of my encounters. But according to my feeling, its HP rises as Aya levels up, so it means that levelling up doesn't completely make the battles with them easier. Powered-up weapons are better for you against them.

#### VELOCERAPTOR

Lowest HP : 280 HP

Highest HP : 503 HP

Weak against : Cold

Location : Museum of Natural History - Day 5

Strategy : This guy is slow but annoying. Try to increase your speed, then attack it by your strong weapons. Its bite is hard to avoid and you can only do it by running aside. It's hard to keep a safe distance with this guy. So just try to kill it as fast as you can.

#### YELLOW SNAKE

Lowest HP : 32 HP

Highest HP : 57 HP

Weak against : N/A

Location : Central Park - Day 2

Strategy : They are smaller and faster than the red ones but they can't cause poison. Run around and shoot at the same time because these small enemies bite you frequently that is very annoying.

~~~~~\
MAJOR MONSTER CHARACTERISTICS \~~~~~
~~~~~

\* This description is of Squaresoft.

#### ----- MONKEYS -----

This result from Eve's manipulation of a monkey's genes bears no resemblance to its prior form. A bipedal creature standing as tall as a man, this mutant monkey is deadly at both long and short range.

#### ----- FROGS -----

The mutant frog Aya encounters in the sewers is a man size creature with a prehensile tongue. Though slow and dull-witted, the speed and range of its daring tongue more than make up for its weaknesses.

#### ----- BATS -----

Though not a powerful creature, the mutant bat's sonic attack makes it a monster to be wary of. Capable of disorienting creatures far bigger than itself, this attack effectively negates an opponent's ability to fight, making them easy prey.

-----  
RATS  
-----

The first mutant creature Aya encounters, the rat's relative weakness make it easy to disregard, though its flaming tail attack may be a cause for concern in tight quarters.

-----  
SCORPIONS  
-----

The massive mutant scorpion is a well armored and dangerous foe. Capable of shrugging off large amounts damage and dishing out the same through its pincer attacks and poisoned tail, this monster's only weakness may be is slowness.

-----  
SNAKES  
-----

The genetically altered snake improves upon all of its previous strengths, and eliminates its weaknesses. Now capable of surviving in even freezing temperatures, this monster's lightning strikes and poisoning attacks make it a formidable creature.

-----  
VELOCERAPTOR  
-----

By manipulating the DNA found in the fossilized remains of certain dinosaurs, Eve was able to bring some of these long extinct creatures back to life. With its speed and strength, the Veloceraaptor is one of the deadlier species Aya encounters.

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9/ I T E M L I S T

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~~~~~\  
COMMON ITEM LIST \~~~~~
~~~~~

!-----!  
-----! HEALING ITEMS !-----  
!-----!

- Medicine 1 : Restores 45 HP
- Medicine 2 : Restores 90 HP
- Medicine 3 : Restores 180 HP
- Medicine 4 : Restores 400 HP
- Full Recover : Restores all HP and cures all negative statuses
- Revive : Automatically revives Aya when her HP reaches 0 with half maximum HP.
- Cure-P : Cures and prevents Poison temporarily

- Cure-M : Cures and prevent Stiffness temporarily
- Cure-D : Cures and prevents Darkness temporarily
- Cure-C : Cures and prevents Confusion temporarily

!-----!  
-----!     ARMOR PLUS     !-----  
!-----!

- 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
- 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
- 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

!-----!  
-----!     WEAPON PLUS     !-----  
!-----!

- 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

~~~~~\

KEY ITEM LIST \~~~~~

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THEATER KEY

Use : Unlock the doors of Carnegie Hall backstage

Location : Carnegie Hall (corpse)

REHEARSE KEY

Use : Unlock Rehearse Room of Carnegie Hall

Location : Carnegie Hall backstage (Melissa's diary)

ZOO KEY (CP Key in Japanese version)

Use : Unlock the gates in Central Park

Location : Central Park - Guard's corpse

HAMAYA (Japanese Special Good Luck Charm)

Use : Useless

Location : Maeda - NYPD Police Station

STORAGE KEY

Use : Unlock the Storage Room

Location : Interview Room - NYPD Station

LOCKER KEY

Use : unlock a locker in 17th Precinct

Location : Police Office - NYPD Station

MAYOKE (Japanese Helpful Good Luck Charm)

Use : Useless

Location : Maeda - Hospital

AUTOPSY KEY

Use : Unlock Hospital Autopsy Room

Location : Basement Office - Saint Francis Hospital

FUSE 1

Use : Put in Hospital fuse box

Location : Medicine Storage - Hospital

FUSE 2

Use : Put in Hospital fuse Box

Location : Power Room

FUSE 3

Use : Put in Hospital fuse box

Location : Hospital basement

BLUE CARD KEY

Use : Open a door in Hospital basement

Location : Corpse - Power Room

GREEN CARD KEY

Use : Unlock a door in Hospital  
Location : from the nurse in Sick Room

ELEVATOR KEY  
Use : Unlock elevator to Hospital terrace  
Location : the last room - Hospital

WAREHOUSE KEY  
Use : Unlock a door in Warehouse  
Location : Warehouse

NARITA (Japanese Good Luck Charm)  
Use : Useless  
Location : Maeda - Chinatown

GATE KEY  
Use : Unlock Subway gate  
Location : Subway - corpse

KLAMP KEY  
Use : Unlock doors in Museum  
Location : Klamp's corpse - Museum

CHRYSLER KEY 1  
Use : Unlock the elevator from 1st-10th floors in Chrysler Building  
Location : 10th floor - Chrysler Building

CHRYSLER KEY 2  
Use : Unlock the elevator from 1st-20th floors in Chrysler Building  
Location : 20th floor - Chrysler Building

CHRYSLER KEY 3  
Use : Unlock the elevator from 1st-30th floors in Chrysler Building  
Location : 30th floor - Chrysler Building

CHRYSLER KEY 4  
Use : Unlock the elevator from 1st-40th floors in Chrysler Building  
Location : 40th floor - Chrysler Building

CHRYSLER KEY 5  
Use : Unlock the elevator from 1st-50th floors in Chrysler Building  
Location : 50th floor - Chrysler Building

CHRYSLER KEY 6  
Use : Unlock the elevator from 1st-60th floors in Chrysler Building  
Location : 60th floor - Chrysler Building

CHRYSLER KEY 7  
Use : Unlock the elevator from 1st-70th floors in Chrysler Building  
Location : 70th floor - Chrysler Building

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10/ W E A P O N L I S T

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IMPORTANT NOTES :

- Name : Weapon's name



- AT : Attack
- R : Range
- CA : Bullet Capacity
- RT : Rate of Fire
- The weapons are written following the alphabet order of their names.
- The weapons' stats are current, not plus or base.
- The weapons in Chrysler Building can only be got in EX Game.

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!~~~~~!
!           T Y P E   :   M E L E E   W E A P O N           !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
!  NAME      ! AT ! R ! CA ! RT !   LOCATION   !   SPECIAL   !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
! Club 1     ! 10 ! 10 ! 0 !   ! Initial     ! None        !
!           !   !   !   !   !           !           !
! Club 2     ! 26 ! 10 ! 0 !   ! Soho        ! Item        !
!           !   !   !   !   !           !           !
! Club 3     ! 38 ! 10 ! 0 !   ! Chinatown   ! Item + Quickdraw!
!           !   !   !   !   !           !           !
! Club 4     ! 80 ! 10 ! 0 !   ! Chrysler Building! Item        !
!           !   !   !   !   !           ! Critical Bonus !
!           !   !   !   !   !           ! Counter Attack !
!           !   !   !   !   !           !           !
! Club 5     ! 102! 10 ! 0 !   ! Chrysler Building! Item + Quickdraw!
!           !   !   !   !   !           !           !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
```

```
!~~~~~!
!           T Y P E   :   H A N D G U N           !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
!  NAME      ! AT ! R ! CA ! RT !   LOCATION   !   SPECIAL   !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
! AM444     ! 78 ! 58 ! 13 ! 5 ! Chrysler Building ! None        !
!           !   !   !   !   !           !           !
! G19       ! 32 ! 58 ! 10 ! 3 ! Soho          ! None        !
!           !   !   !   !   !           !           !
! G20       ! 65 ! 62 ! 14 ! 1 ! Chrysler Building ! Counter Attack!
!           !   !   !   !   !           !           !
! G22       ! 51 ! 60 ! 11 ! 2 ! Museum        ! None        !
!           !   !   !   !   !           !           !
! G23       ! 48 ! 60 ! 10 ! 3 ! Hospital      ! None        !
!           !   !   !   !   !           !           !
! M1911A1   ! 17 ! 60 ! 6 ! 3 ! Carnegie Hall Sewer! None        !
!           !   !   !   !   !           !           !
! M1911A2   ! 48 ! 61 ! 10 ! 3 ! Chinatown     ! None        !
!           !   !   !   !   !           !           !
! M1911A3   ! 50 ! 62 ! 9 ! 5 ! Chrysler Building ! None        !
!           !   !   !   !   !           !           !
! M1911A4   ! 68 ! 63 ! 9 ! 1 ! Chrysler Building ! None        !
!           !   !   !   !   !           !           !
! M1911A5   ! 86 ! 63 ! 11 ! 1 ! Chrysler Building ! None        !
!           !   !   !   !   !           !           !
! M712      ! A1 ! 64 ! 11 ! 1 ! Chrysler Building ! Counter Attack!
!           !   !   !   !   !           !           !
! M8000     ! 57 ! 58 ! 12 ! 1 ! Museum        ! Command x 2 !
!           !   !   !   !   !           !           !
! M84F      ! 12 ! 51 ! 6 ! 2 ! Initial       ! None        !
!           !   !   !   !   !           !           !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
```



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! Maverick ! 82 ! 71 ! 7 ! 1 ! Chrysler Building ! Burst !
! ! ! ! ! ! ! ! !
! S12 ! 98 ! 72 ! 9 ! 1 ! Chrysler Building ! Burst !
! ! ! ! ! ! ! ! !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!

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! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!
!
! TYPE : GRENADE LAUNCHER !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!
! NAME ! AT ! R ! CA ! RT ! LOCATION ! SPECIAL !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!
! M203 ! 27 ! 60 ! 5 ! 1 ! Central Park ! Explosive !
! ! ! ! ! ! ! ! !
! M203-2 ! 49 ! 65 ! 7 ! 6 ! Warehouse ! Explosive !
! ! ! ! ! ! ! ! !
! M203-3 ! 50 ! 71 ! 7 ! 3 ! Chinatown Sewer ! Acid !
! ! ! ! ! ! ! ! !
! M203-4 ! 58 ! 67 ! 8 ! 2 ! Museum ! Freeze !
! ! ! ! ! ! ! ! !
! M203-5 ! 68 ! 65 ! 7 ! 1 ! Chrysler Building ! None !
! ! ! ! ! ! ! ! !
! M203-6 ! 81 ! 68 ! 8 ! 1 ! Chrysler Building ! Cyanide !
! ! ! ! ! ! ! ! !
! M79 ! 45 ! 67 ! 5 ! 2 ! Hospital ! Tranquilizer !
! ! ! ! ! ! ! ! !
! M79-2 ! 46 ! 68 ! 6 ! 3 ! Chinatown ! Acid !
! ! ! ! ! ! ! ! !
! M79-3 ! 54 ! 69 ! 6 ! 2 ! Subway ! Freeze !
! ! ! ! ! ! ! ! !
! M79-4 ! 61 ! 65 ! 10 ! 1 ! Chrysler Building ! None !
! ! ! ! ! ! ! ! !
! M79-5 ! 75 ! 69 ! 8 ! 1 ! Chrysler Building ! None !
! ! ! ! ! ! ! ! !
! M79-6 ! 94 ! 69 ! 11 ! 1 ! Chrysler Building ! None !
! ! ! ! ! ! ! ! !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!

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! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!
!
! TYPE : RIFLE !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!
! NAME ! AT ! R ! CA ! RT ! LOCATION ! SPECIAL !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!
! AK-47 ! 115 ! 154 ! 25 ! 5 ! From Wayne ! Counter Attack!
! ! ! ! ! ! ! ! !
! FA-MAS ! 119 ! 169 ! 26 ! 3 ! Chrysler Building ! None !
! ! ! ! ! ! ! ! !
! M16A1 ! 35 ! 112 ! 16 ! 2 ! NYPD 17th Precinct ! None !
! ! ! ! ! ! ! ! !
! M16A2 ! 55 ! 124 ! 19 ! 3 ! Chrysler Building ! None !
! ! ! ! ! ! ! ! !
! MAG ! 152 ! 185 ! 21 ! 2 ! From Wayne ! Critical Bonus!
! ! ! ! ! ! ! ! !
! G3A3 ! 44 ! 123 ! 19 ! 1 ! Hospital ! None !
! ! ! ! ! ! ! ! !
! PSG-1 ! 75 ! 120 ! 19 ! 2 ! Chrysler Building ! None !
! ! ! ! ! ! ! ! !
! SAR ! 86 ! 136 ! 16 ! 1 ! Chrysler Building ! None !
! ! ! ! ! ! ! ! !

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!           !           !           !           !           !           !
! SG550      ! 40 !110 ! 21 ! 2 ! NYPD 17th Precinct ! None           !
!           !           !           !           !           !           !
! XM177E2    ! 99 !159 ! 17 ! 1 ! Chrysler Building  ! Critical Bonus!
!           !           !           !           !           !           !
! ~~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!

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! ~~~~~!

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!           T Y P E  :  M A C H I N E  G U N           !
! ~~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!
! NAME      ! AT ! R  ! CA ! RT ! LOCATION           ! SPECIAL         !
! ~~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!
! Full UZ   ! 68 ! 50 ! 43 ! 10 ! Chrysler Building ! Random Shot    !
!           !     !     !     !     !                       !                 !
! M10       ! 38 ! 45 ! 24 ! 7  ! Hospital           ! Random Shot    !
!           !     !     !     !     !                       !                 !
! M11       ! 33 ! 42 ! 21 ! 5  ! Soho               ! Random Shot    !
!           !     !     !     !     !                       !                 !
! Micro UZ  ! 40 ! 43 ! 19 ! 5  ! Hospital           ! Random Shot    !
!           !     !     !     !     !                       !                 !
! Mini UZ   ! 49 ! 46 ! 20 ! 5  ! Hospital           ! Random Shot    !
!           !     !     !     !     !                       !                 !
! MP5A5     ! 68 ! 48 ! 29 ! 2  ! Chrysler Building ! Random Shot    !
!           !     !     !     !     !                       !                 !
! MP5K      ! 36 ! 43 ! 24 ! 3  ! NYPD 17th Precinct ! None           !
!           !     !     !     !     !                       !                 !
! MP5PDW    ! 53 ! 46 ! 25 ! 7  ! Museum             ! Random Shot    !
!           !     !     !     !     !                       !                 !
! MP5SD6    ! 89 ! 52 ! 32 ! 3  ! Chrysler Building ! Random Shot    !
!           !     !     !     !     !                       !                 !
! P90       !122 ! 53 !201 ! 10 ! From Wayne         ! Random Shot    !
!           !     !     !     !     !                       !                 !
! PPSH41    ! 80 ! 76 ! 71 ! 10 ! From Wayne         ! None           !
!           !     !     !     !     !                       !                 !
! ~~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!

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! ~~~~~!

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!           T Y P E  :  R O C K E T  L A U N C H E R       !
! ~~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!
! NAME      ! AT ! R  ! CA ! RT ! LOCATION           ! SPECIAL         !
! ~~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!
! AT4       !128 !202 ! 1  ! 1  ! Warehouse          ! None           !
!           !     !     !     !     !                       !                 !
! AT4-1     !186 !232 ! 1  ! 1  ! Chrysler Building  ! None           !
!           !     !     !     !     !                       !                 !
! LAW80     !220 !210 ! 1  ! 1  ! From Wayne         ! None           !
!           !     !     !     !     !                       !                 !
! ~~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!

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11/ A R M O R L I S T

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\* IMPORTANT NOTES :

- DE : Defense
- PE : Parasite Energy
- CR : Critical
- The armors' stats are main, not plus or base.
- The armors in Chrysler Building can only be found in Ex game.

```

!~~~~~!
!           T Y P E :  N O R M A L  A R M O R           !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
!  NAME      ! DE ! PE ! CR !  LOCATION      !  SPECIAL      !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
! N Vest     ! 10 ! 8  ! 13 ! Initial        ! None          !
!           !   !   !   !               !               !
! N Protector ! 12 ! 9  ! 18 ! Carnegie Hall  ! None          !
!           !   !   !   !               !               !
! N Jacket   ! 35 ! 29 ! 19 ! NYPD 17th Precinct ! None          !
!           !   !   !   !               !               !
! N Suit     ! 44 ! 36 ! 23 ! Museum         ! None          !
!           !   !   !   !               !               !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
    
```

```

!~~~~~!
!           T Y P E :  K E V L A R  A R M O R           !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
!  NAME      ! DE ! PE ! CR !  LOCATION      !  SPECIAL      !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
! Kv Vest 1  ! 20 ! 12 ! 15 ! Carnegie Hall Sewer! None          !
!           !   !   !   !               !               !
! Kv Protector ! 41 ! 33 ! 20 ! Chrysler Building ! None          !
!           !   !   !   !               !               !
! Kv Jacket   ! 46 ! 45 ! 21 ! Chrysler Building ! None          !
!           !   !   !   !               !               !
! Kv Suit 1   ! 56 ! 56 ! 28 ! Chrysler Building ! None          !
!           !   !   !   !               !               !
! Kv Armor 1  ! 70 ! 68 ! 32 ! Chrysler Building ! None          !
!           !   !   !   !               !               !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
    
```

```

!~~~~~!
!           T Y P E :  C H E M I C A L  A R M O R       !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
!  NAME      ! DE ! PE ! CR !  LOCATION      !  SPECIAL      !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
! Cm Vest 1  ! 16 ! 16 ! 11 ! NYPD 17th Precinct ! Auto-heal    !
!           !   !   !   !               !               !
! Cm Vest 2  ! 31 ! 23 ! 35 ! NYPD 17th Precinct ! Auto-heal    !
!           !   !   !   !               !               !
! Cm Protector ! 37 ! 48 ! 31 ! Warehouse       ! Auto-heal    !
!           !   !   !   !               !               !
! Cm Jacket   ! 42 ! 50 ! 33 ! Chrysler Building ! Auto-heal    !
!           !   !   !   !               !               !
! Cm Suit 1   ! 52 ! 58 ! 35 ! Chrysler Building ! Auto-cure    !
!           !   !   !   !               !               !
! Cm Armor 1  ! 52 ! 56 ! 38 ! Chrysler Building ! Auto-heal    !
!           !   !   !   !               ! Auto-cure    !
!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!~~~~~!
    
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!           !           !           !           !           !           !
! Cm Armor 2 ! 89 ! 97 ! 41 ! Chrysler Building ! PE Light           !
!           !           !           !           !           !           !
!           !           !           !           !           !           !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!

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!
!           T Y P E : S P E C T R A A R M O R           !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!
! NAME           ! DE ! PE ! CR ! LOCATION           ! SPECIAL           !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!
! Sp Vest 1      ! 22 ! 50 ! 19 ! Central Park       ! None             !
!           !   !   !   !                   !                   !
! Sp Vest 2      ! 50 ! 41 ! 25 ! Chrysler Building  ! None             !
!           !   !   !   !                   !                   !
! Sp Jacket      ! 35 ! 30 ! 26 ! Hospital           ! None             !
!           !   !   !   !                   !                   !
! Sp Protector   ! 39 ! 23 ! 26 ! Warehouse          ! None             !
!           !   !   !   !                   !                   !
! Sp Suit 1      ! 60 ! 52 ! 29 ! Chrysler Building  ! None             !
!           !   !   !   !                   !                   !
! Sp Armor 1     ! 75 ! 70 ! 33 ! Chrysler Building  ! None             !
!           !   !   !   !                   !                   !
! Sp Armor 2     ! A1 ! 80 ! 40 ! Chrysler Building  ! Attack Up        !
!           !   !   !   !                   !                   !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!

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!
!           T Y P E : S U R V I V A L A R M O R           !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!
! NAME           ! DE ! PE ! CR ! LOCATION           ! SPECIAL           !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!
! Sv Vest 1      ! 19 ! 16 ! 19 ! Central Park       ! Inventory Slot+1 !
!           !   !   !   !                   !                   !
! Sv Protector   ! 39 ! 36 ! 30 ! Museum             ! Inventory Slot+1 !
!           !   !   !   !                   !                   !
! Sv Jacket      ! 42 ! 40 ! 33 ! Chrysler Building  ! Inventory Slot+1 !
!           !   !   !   !                   !                   !
! Sv Suit 1      ! 47 ! 42 ! 40 ! Chrysler Building  ! Inventory Slot+2 !
!           !   !   !   !                   !                   !
! Sv Suit 2      ! 52 ! 45 ! 41 ! Chrysler Building  ! Inventory Slot+2 !
!           !   !   !   !                   !                   !
! Sv Armor 1     ! 66 ! 62 ! 47 ! Chrysler Building  ! Inventory Slot+4 !
!           !   !   !   !                   !                   !
! Sv Armor 2     ! 79 ! 70 ! 49 ! Chrysler Building  ! Inventory Slot+4 !
!           !   !   !   !                   !                   !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!

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!
!           T Y P E : B I O A R M O R           !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!
! NAME           ! DE ! PE ! CR ! LOCATION           ! SPECIAL           !
! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~! ~~~~~!
! B Vest 1       ! 30 ! 35 ! 20 ! Hospital           ! Anti-poison      !
!           !   !   !   !                   !                   !
! B Protector    ! 33 ! 38 ! 23 ! Subway             ! Anti-stiffness   !
!           !   !   !   !                   !                   !
! B Jacket 1     ! 44 ! 49 ! 28 ! Museum             ! Anti-poison      !

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!           !           !           !           !           !           !
! B Jacket 2 ! 55 ! 62 ! 32 ! Chrysler Building ! Anti-darkness !
!           !           !           !           !           !           !
! B Suit 1   ! 48 ! 55 ! 27 ! Chrysler Building ! Anti-poison   !
!           !           !           !           !           !           !
!           !           !           !           !           !           !
!           !           !           !           !           !           !
! B Suit 2   ! 70 ! 76 ! 34 ! Chrysler Building ! Anti-confusion !
!           !           !           !           !           !           !
!           !           !           !           !           !           !
!           !           !           !           !           !           !
! B Armor    ! 85 ! 86 ! 45 ! Chrysler Building ! Anti-poison   !
!           !           !           !           !           !           !
!           !           !           !           !           !           !
!           !           !           !           !           !           !
! ~~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!

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!                                     T Y P E :   C E R A M I C S   A R M O R   !
! ~~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!
!   NAME          ! DE ! PE ! CR !   LOCATION          !   SPECIAL      !
! ~~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!
! Cr Vest 1      ! 29 ! 24 ! 30 ! Soho                ! None           !
!           !    !    !    !                   !               !
! Cr Vest 2      ! 46 ! 43 ! 31 ! Museum              ! None           !
!           !    !    !    !                   !               !
! Cr Protector   ! 41 ! 43 ! 26 ! Chinatown Sewer    ! HP Up          !
!           !    !    !    !                   ! Active Time slow !
!           !    !    !    !                   !               !
! Cr Jacket      ! 44 ! 45 ! 34 ! Chrysler Building   ! None           !
!           !    !    !    !                   !               !
! Cr Suit 1      ! 65 ! 68 ! 39 ! Chrysler Building   ! HP Up          !
!           !    !    !    !                   ! Active Time slow !
!           !    !    !    !                   !               !
! Cm Armor 1     ! 92 ! 90 ! 43 ! Chrysler Building   ! HP Up          !
!           !    !    !    !                   ! Active Time slow !
!           !    !    !    !                   ! Attack Up      !
!           !    !    !    !                   !               !
! Cm Armor 2     !107 !104 ! 51 ! Chrysler Building   ! HP Up          !
!           !    !    !    !                   !               !
! ~~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!~~~~!

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12/ S E C R E T S

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~~~~~\
SMALL TRICK IN CARNEGIE HALL \~~~~~
~~~~~

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In Day 1, after you fight the first battle with the actress (Melissa), don't chase after her or jump down the hole. Go out of the hall to see some of your backup. Then you ask the medical employee to heal your health completely. Or you ask the most left guy 10 times that he gives you 60 bullets. But this trick has a sequel after it. When you return to jump down the hole to Carnegie Hall backstage, you just face very few monsters (Japanese version).

~~~~~\  
EX GAME \~~~~~
~~~~~

Finish the game once and use the Save File you used after completing.

~~~~~\  
ALTERNATE ENDING \~~~~~
~~~~~

Finish the game once to get Ex Game. Then enter Ex Game and try to beat up all the bosses in Chrysler Building, you'll get an alternate ending. See the walkthrough for Ex game - Chrysler Building for more details.

~~~~~\  
300 JUNKS \~~~~~
~~~~~

When you fight in Central Park or Warehouse, do you see that you get tons of Junks from enemies ? It's stupid that you have to collect useless things when your Item Slot is limited. But do you know that you would be rewarded special thing if you collect 300 junks ? Give them to Wayne, he will make for you a special weapon. Make sure of your decision :

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

Choose the gun type you want to have. If you let Wayne decide, I assure he doesn't give you the best weapon. Sometimes he even gives you the worst weapon. I would choose Handgun because that's my favourite weapon type with high speed.

DECISION : HANDGUN  
GUN : DE50AE7  
ATTACK : 125  
RANGE : 56  
CAPACITY : 17  
RATE OF FIRE : 2  
SPECIAL : N/A

DECISION : SHOTGUN  
GUN : M10B  
ATTACK : 121  
RANGE : 70  
CAPACITY : 7  
RATE OF FIRE : 3  
SPECIAL : Burst

DECISION : MACHINE GUN  
GUN : P90



ATTACK : 122  
RANGE : 53  
CAPACITY : 200  
RATE OF FIRE : 10  
SPECIAL : Random Shot

DECISION : RIFLE  
GUN : MAG  
ATTACK : 152  
RANGE : 185  
CAPACITY : 21  
RATE OF FIRE : 2  
SPECIAL : Critical Bonus

DECISION : GRENADE LAUNCHER  
GUN : HK40  
ATTACK : 116  
RANGE : 70  
CAPACITY : 9  
RATE OF FIRE : 1  
SPECIAL : N/A

DECISION : ROCKET LAUNCHER  
GUN : LAW80  
ATTACK : 220  
RANGE : 210  
CAPACITY : 1  
RATE OF FIRE : 1  
SPECIAL : N/A

DECISION : LEAVE IT TO WAYNE  
GUN : PPSH41 (MG)  
ATTACK : 80  
RANGE : 76  
CAPACITY : 71  
RATE OF FIRE : 10  
SPECIAL : N/A

DECISION : LEAVE IT TO WAYNE  
GUN : SP1C  
ATTACK : 120  
RANGE : 69  
CAPACITY : 20  
RATE OF FIRE : 5  
SPECIAL : N/A

DECISION : LEAVE IT TO WAYNE  
GUN : USP-TU (HG)  
ATTACK : 116  
RANGE : A2  
CAPACITY : 31  
RATE OF FIRE : 5  
SPECIAL : Counter

DECISION : LEAVE IT TO WAYNE  
GUN : AK-47 (RI)  
ATTACK : 155  
RANGE : 154  
CAPACITY : 24  
RATE OF FIRE : 5  
SPECIAL : Counter + Critical Bonus

~~~~~\  
TRADING CARDS \~~~~~
~~~~~

You only get these things in Chrysler Building of EX Game. Wayne will tune up your weapons for each one you give him. If you give him 12 Trading Cards, he will give you Tool Kit (Infinite Tools). If you have all 14 Trading Cards to give you, he rewards you Super Tool Kit (Infinite Super Tools).

Or you can get them at the Saint Francis Hospital. When you intend to go up to 13th floor, return to the place where a nurse is searching for the patients and check a cabin there. You will get tons of Trading Cards if you have enough Item Slots.

Trading Card list :

- Eagle Trading Card
- MP44 Trading Card
- P38 Trading Card
- MG42 Trading Card
- BHAWK Trading Card
- KASUL Trading Card
- TYPE3 Trading Card
- PPKS Trading Card
- M1 Trading Card
- MK5 Trading Card
- TYPE38 Trading Card
- BAR Trading Card
- M29 Trading Card
- M73 Trading Card
- GSP Trading Card

~~~~~\  
INFINITE AMMO & MEDICINE \~~~~~
~~~~~

In the Weapon Storage of NYPD 17th Precinct where Wayne often stands, you can find a chest on his desk which contains Ammo every time you get back from New York Map. In the bottom right of the room there is a similar chest with Infinite Medicine 2 or 3.

~~~~~\  
MORE BATTLE POINTS \~~~~~
~~~~~

Just complete a day without saving.

~~~~~\  
~~~~~

SEE THE HELICOPTER IN MAP \~~~~~

When you are in New York map, try to push Select button, you can observe the helicopter flying around. Then press it again to return to ordinary state.

~~~~~\  
SECRETS CHESTS \~~~~~

Just the most hidden chests are listed.

NYPD #17 PRECINCT

+ Meeting Room : This is the room where you greet the press. At first, there's nothing here. But if you get back here in Day 3, after it's ruined by Eve, you find a chest containing a Cm armor.

CHINATOWN

At the only Save Point of this area, you turn to its right path. You are taken to a dirty room which has some hidden chests.

MUSEUM OF NATURAL HISTORY

1/ After finishing the T-Rex, you return to the room where you fought the Triceratops, using Klamp Key to unlock the south door. Then you see a FMV about some small earthquake. Well, you are in another room. But now you back to the Triceratops room and go downstairs, open the south door. The left dinosaur sample has been broken, you get in to find some chests containing an armor and Super Tool.

2/ Maybe you still remember the security room with the alarm. After deactivating the alarm, from your position, run right as far as you can until Aya is lost from the screen, then go south. You'll find the elevator to secret storeroom in 4th floor, which contains some cool stuffs.

13/ E X G A M E - C R Y S T L E R B U I L D I N G

WHAT IS EX GAME ?

See the "Secrets" menu to know how to unlock this mode. Ex Game is similar to the main game but all the enemies and bosses are stronger and tougher very much. Each day the game gives you some Bonus Points to increase your stat. Try to do your best with them because the enemies in EX Game are now very dangerous. Ex Game has a new location - Chrysler Building which contains a lot of secret things. Here you will meet Maya - the true Eve with invincible power and also the toughest boss of this game, I think. Let me take you to the real world of this place.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

E X - M O D E

- LOCATION : Chrysler Building
- ENEMIES : Every enemies
- BOSS : Arachnid, Crocodiles, Centipede, Triceratops, Cockroach,

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

~~~~~\  
CHRYSLER BUILDING \~~~~~  
~~~~~

Chrysler Building is hard to make a walkthrough because the matrix in each area and floor are random. It changes every time you play. So I think that you can pass this challenge or not depends on your patience and memory when searching. Most of them are familiar to the bosses you fight in main game. I will remind you about this in Boss Strategy.

Each floor has an elevator and a storage for you to collect new weapons and armors. But they are not easy to find.

~~~~~  
10TH FLOOR BOSS : ARACHNID  
~~~~~

Level : 24
HP : 1000
EXP : 100
Strong against : Acid, Fire, Tranquilization, Scan, Slow, Confusion
Weak against : N/A
Item Received : Chrysler Key 1

It's like the Spider Woman in Hospital. This boss is the easiest in this tower. The higher Aya's level is, the more easily you fight this boss. Just do your best with your weapons and running around.

~~~~~  
20TH FLOOR BOSS : PAIR OF CROCODILES  
~~~~~

Level : 29
HP : 1200
EXP : 150
Strong against : Cold, Acid, Tranquilization, Confusion
Weak against : Fire
Item Received : Chrysler Key 2

"This boss" is the pair of two crocodiles similar to the one in Carnegie Hall sewer but slower and lazier. Just follow the strategy for that boss to beat these guys. Not a hard battle !!!

~~~~~  
30TH FLOOR BOSS : CENTIPEDE  
~~~~~

Level : 34

Head : 1200 HP
Body : 600 HP
Body : 600 HP
Tail : 600 HP - 800 HP

EXP : 800

Strong against : Fire, Acid, Tranquilization, Confusion, Slow

Weak against : Cold

Item Received : Chrysler Key 3

Just as the "baby" you met in Subway. It splits into many parts to fight you. You follow the old strategy in Subway to fight him. I think the key to win this battle is high agility and long ranged weapon. Of course, it's good if you have a strong perfect weapon to beat him. This guy is tougher than the one in Subway very much.

~~~~~  
40TH FLOOR BOSS : TRICERATOPS  
~~~~~

Level : 39

Head : 1600 HP

Body : 1600 HP

EXP : 2500

Strong against : Fire, Cold, Acid, Tranquilization, Confusion, Slow

Weak against : N/A

Item Received : Chrysler Key 4

Yeah ! The guy in Museum of Natural History ! It's tougher than the one in Museum with stronger attacks. But if you increase your level, weapon and armor's stats, this battle is not hard anymore. Increasing the time of charging Active Time Battle is better at this fight and I think you can win easily.

~~~~~  
50TH FLOOR BOSS : COCKROACH  
~~~~~

Level : 49

Cockroach : 4200 HP

Hatching Cockroach : 1200 HP

EXP : 5000

Strong against : Fire, Cold, Acid, Tranquilization, Confusion, Slow

Weak against : N/A

Item Received : Chrysler Key 5

This is a completely new enemy. Try to avoid the antennas and some other attacks. When it transforms, it can emit a dangerous larva. Use strong weapons with special abilities such as Burst or Critical bonus. Try to finish the fight as fast as you can. It's better to use Haste spell to support attacking and evading. The larva can grow up to be a mature roach and you must kill it before it gives birth to another next larva. Many players have failed to conquer the building because of this boss. So be careful !

~~~~~  
60TH FLOOR BOSS : GIANT CRAB  
~~~~~

Level : 59

Head : 6400 HP

Left hand : 1600 HP

Right hand : 1600 HP

EXP : 10000

Strong against : Fire, Cold, Acid, Tranquilization, Confusion, Slow

Weak against : N/A

Item Received : Chrysler Key 6

This boss is similar to the simple one in Warehouse. But now it really improves strength and danger. Just stand at its side as the strategy of the old one and remember to cast Haste every time. Use your Bonus Point to increase Active Time Battle before entering the battle. Try to kill the hand at your side to avoid being annoyed. Then kill the head to finish the battle. Its beam can make serious damage that you can only avoid with very high agility. Do your best with the strongest weapon you currently have.

~~~~~  
70TH FLOOR BOSS : BEES  
~~~~~

This battle begins to be a real tough fight in this matrix tower. Now you have a chance to fight the real bosses :

GENERAL STRATEGY : The Queen Bee appears first in the battle field. Then it will summon the Little Bees to heal, and Worker Bee to paralyze you. So then use powerful weapons with Special Burst to attack many opponents at the same time. You must kill the supporter bees first, then the Queen. The Special Burst can help you attack them at the same time.

LITTLE BEES

Level : 74

HP : 600

EXP : 0

Strong against : Fire, Cold, Acid, Tranquilization, Confusion, Slow

Weak against : N/A

Item Received : N/A

They first appear in the battlefield that supports the Queen Bee. All these bees both can cause Poison on you by their stings. Your main target is the Queen Bee. But these guys would heal the Queen gradually that all what you have done are useless. Try to use a perfect weapon with high Rate of Fire and Special Burst. These stats can help you take the Queen and servants out at the same time. With high Rate of fire, you also need a high agility to solve dangerous situation when shooting. But please read this important notes : These little bees can be regenerated when some of them are killed. Don't forget to attack the Queen Bee.

WORKER BEE

Level : 74

HP : 1200

EXP : 128

Strong against : Fire, Cold, Acid, Tranquilization, Confusion, Slow

Weak against : N/A

Item Received : N/A

These guys are not very dangerous, but they are the Queen Bee's "right hand". I confirm they are indeed good servants with great strategy to attack you. Don't come near them because you can get hit seriously. Use a long-ranged weapon to attack more easily. But never run to the place where the bees gather. You will be trapped in a mess with no escape except dying. Okay ? Always run to keep a safe distance and it's more important for you to keep a great calmness and patience. (Because you would lose many times if you are new). Kill them before it comes closer to you.

QUEEN BEE

Level : 74

HP : 12000

EXP : 20000

Strong against : Fire, Cold, Acid, Tranquilization, Confusion, Slow

Weak against : N/A

Item Received : Chrysler Key 7

She deserves to be the Queen : a dangerous boss. Make sure that you have prepared very carefully before taking part in this battle. Choose the most perfect weapon and armor as well as all stats are high, suitable agility, tons of medicines and full PE bar. The Queen can hit you with powerful energy which is casting a great deal of shots that you can be safe if you are good at avoid. If not, you are suddenly turned into an insane dancing guy who must suffer 500 lost HP/hit and then die "in peace". You would be more careful when the Queen causes paralysis on you. You would be petrified for a while and then suffer her hits. The Queen has great skills that you can't anticipate or prepare even you are a "god".

Its usual attack is casting some wave that make you lose 300-500 HP. Then two other boomerangs fly around the battle field and each of them can make you lose 150-250 HP. But it's lucky that the Queen often uses this attack on left side or right side. So just try to dash to the opposite side when she's going to cast hit. The second attacks of the Queen is paralyzing. She petrifies you in a certain position, summoning a laser to hit you from the air. If there are several Little Bees around, they may poison you while you're trapped. This can cause a great deal of HP. So then it's good to have Auto-heal in your armor. After that hit, recover yourself asap and continue the battle.

~~~~~  
LAST BOSS (77TH FLOOR) : MAYA BREA/EVE  
~~~~~

Level : 99

HP : 45000 (O_O)

EXP : ???

Strong against : Everything

Weak against : N/A

Item Received : Nil

(This strategy is written by my friend .)

Uh huh ! If you have read the full walkthrough, you might know Maya - the younger sister of Aya who got killed in the car accident long ago. That child wanders with you with unknown reason and she often shows you where Eve is. But now the question has been answered here, the top of

Chrysler Building. Maya is waiting for you here who looks like a monster, not a poor child anymore. This is very the real Eve with invincible power and strength. As the previous battle with bees, equip yourself with the most perfect equipments. Before all, I MUST remind you this note :

I think this is the best standard for your equipments :

- YOUR LEVEL : 35 or more

It's not really easy to fight at Level 35. But this is the least level you must reach. Try to level up as much as you can before getting in this battle. Remember to touch the nearest save point outside if you can.

I have also found some expert players who can defeat

- YOUR HP : 677 or more

Just like your level, this is the least HP you must have now. Try to increase your HP by using Armor's specialities, like increasing Max HP.

- WEAPON : HANDGUN

Attack : 350+

Range : 120+

Bullets : 100+

Rate of Fire : 2 or 3 shots

Special : Quickdraw, Critical Hit

- ARMOR : Cm Armor

Defense : 250+

P.Energy : 200+

Critical : 150+

Special : Auto-heal, Increase Max HP

- ITEMS : Try to have as many these items as you can :

Medicine 3

Medicine 4

Full Recover

Full Cure (Optional)

Revive

That means you must have a big inventory. I have defeated with six Medicine 3 ; eight Medicine 4 ; seven Revives and one Full Recover. That's the truth and it's difficult. There are two tactics for this boss:

STRATEGY #1 : This strategy is told by several guides. Use as much as Liberate and Energy Shot in your effort, to cause great damage on Eve. Once your PE charging is slow, try to exchange another one, with the same stat. I have tried this tactic, and the percentage to win is VERY FEW. You must have at least two armors for exchanging and recharging the PE gauge. Then you waste a lot of your PEs for those Liberate and Energy Shot, when each of them just causes about 1200 HP damage on Eve. Then Eve can kill you immediately while you don't prompt to recover. Try this tactic if you like, but I'm not sure of it.

STRATEGY #2 : Thanks to some guys in Parasite Eve message board for this strategy. I have won the battle by it, and I believe this is the best and simplest tactic at all : No Liberate, no Energy Shot, just shoot as usual. Don't believe ? I assure that you can save your life more easily than the first tactic, for you have your PE restore your HP and increase your ATB. Use the Medicines along with the healing spells.

If your gun is really stronger than 350, that means each of your shot can make Eve lose 250-350 HP, and that's enough. Keep this up. You can use Full Recover spell in case you have no way to save your life.

THESE ARE OIRGINAL EVE'S ATTACKS :

!~~~~~!
! GENERAL NOTES (MUST READ) : Never attack when Eve summons her !
! supporters. They are the kids that look like Maya, who may cause !
! afflictions on you or recharge Eve's power. If you shoot Eve while !
! the support is still on the screen (even when while its shadow is on !
! the screen), NEVER SHOOT HER. If you shoot, Eve will call another !
! Maya to HEAL herself. First, it heals 1000 HP for her. But if you !
! still keep attacking her like that several times, the supporter will !
! heal her more and more, that you will never defeat Eve. So then, !
! please remember this when getting in battle. !
!~~~~~!

- STAGE 1 : Eve usually teleports and you just shoot her when she is shown. After teleporting twice, Eve may cause a wing strike at you which is similar to Aya's first strike of Liberate. It takes you 100-200 HP which is not very serious. It's not easy to avoid it, as you must run and run out of her limit. This time, Eve just summons "Maya" to cause affliction on you such as Stiffness or Confusion. This stage is pretty easy.

- STAGE 2 : When attacking, Eve will make a double hit : including the wing strike of Stage 1, and a kick. This kick can wipe 300-400 HP of yours or more. That's terrible. Try to run out as much as you can, but I'm sure it's not that simple. Auto-heal may help you to survive. If not, use Heal 3 to before being hit. I think it's enough. If your current HP is so few, use Medicine 4. This time, "Maya" is called to recharge Eve's power. After that process, your shots just make Eve lose 1 or 2 HP. Then Eve will gather her power to dash to you. While she is gathering, remember not to shoot, and stand AT THE CENTER of the screen. YOU NEVER avoid this hit. When being dashed, your HP remains 1, and Auto-Heal will help you to heal, if you have some Medicines. After this hit, Eve is temporarily conscious. That's the best moment to keep attacking her, until she recovers. Keep this going up, til Stage 3.

- STAGE 3 : Mostly similar to Stage 2. But Eve can dash without being charged by the supporters. Then she can make a triple physical attack : wing strike -> kick -> somersault. The somersault is new and stronger than the kick, but easier to avoid. Just run to the opposite side before Eve finishes her somersault. Somersault is really fatal, and you should avoid it as much as you can.

...
...

CONGRATULATIONS ! YOU HAVE BEATEN UP ALL THIS GAME !
AFTER THIS EXTREME FIGHT, YOU'LL REWARDED WITH AN ALTERNATE ENDING !

MITOCHONDRIA

A microorganism that lives within human cells and has existed symbiotically with the nucleus for hundreds of millions of years. Critical for production of energy within living things, Mitochondria has its own genetic code and the ability to evolve and multiply. What if this organism had her own intensions and was waiting for the day to take over human race...?

CHRISTMAS EVE. MANHATTAN, NEW YORK

Aya and her boyfriend go to Carnegie Hall to watch an opera. Suddenly, the actors and audience burst into flames during the performance. While the entire theatre is in frenzy, Aya is the only one who doesn't combust. Through the screams of terror, one actress laughs loudly by herself... "Who are you !?", Aya asks. "I...I am Eve." Aya takes her gun and moves toward the stage. So begins the final battle for surviving between the human race and the Mitochondria...

This below passage is written by the author of this guide.

THE SECRET RELATIONS

As its introduction, everyone all has Mitochondria in their bodies. But it became growing from an instant incident. An African scientist whose wife is caught in a car accident, tried to culture her liver cells to keep her alive. He named these cells "Eve". Then the Mitochondria - Eve has had chance to grow in a human body. Later, there was a kidney transplantation between that woman and a young girl who is doubted to be Maya - Aya's sister.

THO ORIGINAL EVE

Aya's mother and sister has died in a car accident. In that tragedy, Aya was the only one who was able to be saved. Her eye was destroyed and she was transplanted with Maya's cornea. That's the reason why she could see Maya in her mind. Because that was what Maya saw before her death. But why does Eve live in Melissa Pearce's body ? Maya's and Melissa's operations were happened at the same time : another transplantation between Maya and Melissa. The guy who stands behind all these is Hans Klamp. He supports Eve to grow. And Melissa is a person who badly wants to take the main role in the opera, even selling her soul to the evil just to stand on the stage. She takes a great deal of medication to preserve her health. But now she is so weak to suffer, and then Eve has chance to possess Melissa's body.

Aya...she feels to be called to the Carnegie Hall although she doesn't like opera. But then the battle between Human and Mitochondria happens. Aya has the Mitochondria cells from Maya that she is the only one who can prevent Eve's power.

Maya, she is the real original Eve who makes everything to go wrong. You can meet her in the Chrysler Building in EX Game mode. It's the invincible Mitochondria with greatest power and strength...

* IMPORTANT NOTES :

- Here I just list codes for the most common items in the game. Codes for detail parts are in all CMGSCCC website. Please visit there to know.
- I just get this part from other source and I never use codes to play any games. Anything with your codes, please contact the source
<http://www.cmgsgccc.com>. Everything about codes are collected in that site.

AMMO + 6 STATS MODIFIER CODES

MAX BASE ATTR.1	300AB60F 00FF
MAX BASE ATTR.2	300AB610 00FF
MAX BASE ATTR.3	300AB611 00FF
MAX PLUS ATTR.1	800AB616 03E7
MAX PLUS ATTR.2	800AB618 03E7
MAX PLUS ATTR.3	800AB61A 03E7
ALL ADDITIONAL EFFECTS	800AB61C 250A 800AB61E 480F 800AB620 0B0C 800AB622 490A 800AB624 0E0D 300AB626 0014

AMMO + 30 STATS MODIFIER CODES

MAX BASE ATTR.1	300AB64F 00FF
MAX BASE ATTR.2	300AB650 00FF
MAX BASE ATTR.3	300AB651 00FF
MAX PLUS ATTR.1	800AB656 03E7
MAX PLUS ATTR.2	800AB658 03E7
MAX PLUS ATTR.3	800AB65A 03E7
ALL ADDITIONAL EFFECTS	800AB65C 250A 800AB65E 480F 800AB660 0B0C 800AB662 490A 800AB664 0E0D 300AB666 0014

DNA BULLETS STATS MODIFIER CODES

MAX BASE ATTR.1	300AB66F 00FF
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MAX BASE ATTR.2	300AB670 00FF
MAX BASE ATTR.3	300AB671 00FF
MAX PLUS ATTR.1	800AB676 03E7
MAX PLUS ATTR.2	800AB678 03E7
MAX PLUS ATTR.3	800AB67A 03E7
ALL ADDITIONAL EFFECTS	800AB67C 250A 800AB67E 480F 800AB680 0B0C 800AB682 490A 800AB684 0E0D 300AB686 0014

ROCKET LAUNCHER STATS MODIFIER CODES

MAX BASE ATTR.1	300AB68F 00FF
MAX BASE ATTR.2	300AB690 00FF
MAX BASE ATTR.3	300AB691 00FF
MAX PLUS ATTR.1	800AB696 03E7
MAX PLUS ATTR.2	800AB698 03E7
MAX PLUS ATTR.3	800AB69A 03E7
ALL ADDITIONAL EFFECTS	800AB69C 250A 800AB69E 480F 800AB6A0 0B0C 800AB6A2 490A 800AB6A4 0E0D 300AB6A6 0014

MEDICINE 1 STATS MODIFIER CODES

MAX BASE ATTR.1	300AB6AF 00FF
MAX BASE ATTR.2	300AB6B0 00FF
MAX BASE ATTR.3	300AB6B1 00FF
MAX PLUS ATTR.1	800AB6B6 03E7
MAX PLUS ATTR.2	800AB6B8 03E7
MAX PLUS ATTR.3	800AB6BA 03E7
ALL ADDITIONAL EFFECTS	800AB6BC 250A 800AB6BE 480F

800AB6C0 0B0C
800AB6C2 490A
800AB6C4 0E0D
300AB6C6 0014

MEDICINE 2 STATS MODIFIER CODES

MAX BASE ATTR.1 300AB6CF 00FF
MAX BASE ATTR.2 300AB6D0 00FF
MAX BASE ATTR.3 300AB6D1 00FF
MAX PLUS ATTR.1 800AB6D6 03E7
MAX PLUS ATTR.2 800AB6D8 03E7
MAX PLUS ATTR.3 800AB6DA 03E7
ALL ADDITIONAL EFFECTS 800AB6DC 250A
800AB6DE 480F
800AB6E0 0B0C
800AB6E2 490A
800AB6E4 0E0D
300AB6E6 0014

MEDICINE 3 STATS MODIFIER CODES

MAX BASE ATTR.1 300AB6EF 00FF
MAX BASE ATTR.2 300AB6F0 00FF
MAX BASE ATTR.3 300AB6F1 00FF
MAX PLUS ATTR.1 800AB6F6 03E7
MAX PLUS ATTR.2 800AB6F8 03E7
MAX PLUS ATTR.3 800AB6FA 03E7
ALL ADDITIONAL EFFECTS 800AB6FC 250A
800AB6FE 480F
800AB700 0B0C
800AB702 490A
800AB704 0E0D
300AB706 0014

MEDICINE 4 STATS MODIFIER CODES

MAX BASE ATTR.1 300AB70F 00FF
MAX BASE ATTR.2 300AB710 00FF
MAX BASE ATTR.3 300AB711 00FF

MAX PLUS ATTR.1	800AB716 03E7
MAX PLUS ATTR.2	800AB718 03E7
MAX PLUS ATTR.3	800AB71A 03E7
ALL ADDITIONAL EFFECTS	800AB71C 250A 800AB71E 480F 800AB720 0B0C 800AB722 490A 800AB724 0E0D 300AB726 0014

FULL RECOVERY STATS MODIFIER CODES

MAX BASE ATTR.1	300AB72F 00FF
MAX BASE ATTR.2	300AB730 00FF
MAX BASE ATTR.3	300AB731 00FF
MAX PLUS ATTR.1	800AB736 03E7
MAX PLUS ATTR.2	800AB738 03E7
MAX PLUS ATTR.3	800AB73A 03E7
ALL ADDITIONAL EFFECTS	800AB73C 250A 800AB73E 480F 800AB740 0B0C 800AB742 490A 800AB744 0E0D 300AB746 0014

SUPER JUNK STATS MODIFIER CODES

MAX BASE ATTR.1	300AB74F 00FF
MAX BASE ATTR.2	300AB750 00FF
MAX BASE ATTR.3	300AB751 00FF
MAX PLUS ATTR.1	800AB756 03E7
MAX PLUS ATTR.2	800AB758 03E7
MAX PLUS ATTR.3	800AB75A 03E7
ALL ADDITIONAL EFFECTS	800AB75C 250A 800AB75E 480F 800AB760 0B0C 800AB762 490A 800AB764 0E0D 300AB766 0014

DUPER JUNK STATS MODIFIER CODES

MAX BASE ATTR.1	300AB76F 00FF
MAX BASE ATTR.2	300AB770 00FF
MAX BASE ATTR.3	300AB771 00FF
MAX PLUS ATTR.1	800AB776 03E7
MAX PLUS ATTR.2	800AB778 03E7
MAX PLUS ATTR.3	800AB77A 03E7
ALL ADDITIONAL EFFECTS	800AB77C 250A 800AB77E 480F 800AB780 0B0C 800AB782 490A 800AB784 0E0D 300AB786 0014

CURE-P STATS MODIFIER CODES

MAX BASE ATTR.1	300AB78F 00FF
MAX BASE ATTR.2	300AB790 00FF
MAX BASE ATTR.3	300AB791 00FF
MAX PLUS ATTR.1	800AB796 03E7
MAX PLUS ATTR.2	800AB798 03E7
MAX PLUS ATTR.3	800AB79A 03E7
ALL ADDITIONAL EFFECTS	800AB79C 250A 800AB79E 480F 800AB7A0 0B0C 800AB7A2 490A 800AB7A4 0E0D 300AB7A6 0014

CURE-D STATS MODIFIER CODES

MAX BASE ATTR.1	300AB7AF 00FF
MAX BASE ATTR.2	300AB7B0 00FF
MAX BASE ATTR.3	300AB7B1 00FF
MAX PLUS ATTR.1	800AB7B6 03E7
MAX PLUS ATTR.2	800AB7B8 03E7

MAX PLUS ATTR.3	800AB7BA 03E7
ALL ADDITIONAL EFFECTS	800AB7BC 250A
	800AB7BE 480F
	800AB7C0 0B0C
	800AB7C2 490A
	800AB7C4 0E0D
	300AB7C6 0014

CURE-C STATS MODIFIER CODES

MAX BASE ATTR.1	300AB7CF 00FF
MAX BASE ATTR.2	300AB7D0 00FF
MAX BASE ATTR.3	300AB7D1 00FF
MAX PLUS ATTR.1	800AB7D6 03E7
MAX PLUS ATTR.2	800AB7D8 03E7
MAX PLUS ATTR.3	800AB7DA 03E7
ALL ADDITIONAL EFFECTS	800AB7DC 250A
	800AB7DE 480F
	800AB7E0 0B0C
	800AB7E2 490A
	800AB7E4 0E0D
	300AB7E6 0014

CURE-M STATS MODIFIER CODES

MAX BASE ATTR.1	300AB7EF 00FF
MAX BASE ATTR.2	300AB7F0 00FF
MAX BASE ATTR.3	300AB7F1 00FF
MAX PLUS ATTR.1	800AB7F6 03E7
MAX PLUS ATTR.2	800AB7F8 03E7
MAX PLUS ATTR.3	800AB7FA 03E7
ALL ADDITIONAL EFFECTS	800AB7FC 250A
	800AB7FE 480F
	800AB800 0B0C
	800AB802 490A
	800AB804 0E0D
	300AB806 0014

FULL CURE STATS MODIFIER CODES

MAX BASE ATTR.1	300AB80F 00FF
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MAX BASE ATTR.2	300AB810 00FF
MAX BASE ATTR.3	300AB811 00FF
MAX PLUS ATTR.1	800AB816 03E7
MAX PLUS ATTR.2	800AB818 03E7
MAX PLUS ATTR.3	800AB81A 03E7
ALL ADDITIONAL EFFECTS	800AB81C 250A 800AB81E 480F 800AB820 0B0C 800AB822 490A 800AB824 0E0D 300AB826 0014

REVIVE STATS MODIFIER CODES

MAX BASE ATTR.1	300AB60F 00FF
MAX BASE ATTR.2	300AB610 00FF
MAX BASE ATTR.3	300AB611 00FF
MAX PLUS ATTR.1	800AB616 03E7
MAX PLUS ATTR.2	800AB618 03E7
MAX PLUS ATTR.3	800AB61A 03E7
ALL ADDITIONAL EFFECTS	800AB61C 250A 800AB61E 480F 800AB620 0B0C 800AB622 490A 800AB624 0E0D 300AB626 0014

JUNK STATS MODIFIER CODES

MAX BASE ATTR.1	300AB86F 00FF
MAX BASE ATTR.2	300ABA10 00FF
MAX BASE ATTR.3	300ABA11 00FF
MAX PLUS ATTR.1	800ABA16 03E7
MAX PLUS ATTR.2	800ABA18 03E7
MAX PLUS ATTR.3	800ABA1A 03E7
ALL ADDITIONAL EFFECTS	800ABA1C 250A 800ABA1E 480F 800ABA20 0B0C

800ABA22 490A
800ABA24 0E0D
300ABA26 0014

TRADING CARDS STATS MODIFIER CODES

MAX BASE ATTR.1 300ABA2F 00FF
MAX BASE ATTR.2 300AB890 00FF
MAX BASE ATTR.3 300AB891 00FF
MAX PLUS ATTR.1 800AB896 03E7
MAX PLUS ATTR.2 800AB898 03E7
MAX PLUS ATTR.3 800AB89A 03E7
ALL ADDITIONAL EFFECTS 800AB89C 250A
800AB89E 480F
800AB8A0 0B0C
800AB8A2 490A
800AB8A4 0E0D
300AB8A6 0014

TOOL STATS MODIFIER CODES

MAX BASE ATTR.1 300AB8AF 00FF
MAX BASE ATTR.2 300AB8B0 00FF
MAX BASE ATTR.3 300AB8B1 00FF
MAX PLUS ATTR.1 800AB8B6 03E7
MAX PLUS ATTR.2 800AB8B8 03E7
MAX PLUS ATTR.3 800AB8BA 03E7
ALL ADDITIONAL EFFECTS 800AB8BC 250A
800AB8BE 480F
800AB8C0 0B0C
800AB8C2 490A
800AB8C4 0E0D
300AB8C6 0014

SUPER TOOL STATS MODIFIER CODES

MAX BASE ATTR.1 300AB8CF 00FF
MAX BASE ATTR.2 300AB8D0 00FF
MAX BASE ATTR.3 300AB8D1 00FF

MAX PLUS ATTR.1	800AB8D6 03E7
MAX PLUS ATTR.2	800AB8D8 03E7
MAX PLUS ATTR.3	800AB8DA 03E7
ALL ADDITIONAL EFFECTS	800AB8DC 250A 800AB8DE 480F 800AB8E0 0B0C 800AB8E2 490A 800AB8E4 0E0D 300AB8E6 0014

TOOL KIT STATS MODIFIER CODES

MAX BASE ATTR.1	300ABC8F 00FF
MAX BASE ATTR.2	300ABC90 00FF
MAX BASE ATTR.3	300ABC91 00FF
MAX PLUS ATTR.1	800ABC96 03E7
MAX PLUS ATTR.2	800ABC98 03E7
MAX PLUS ATTR.3	800ABC9A 03E7
ALL ADDITIONAL EFFECTS	800ABC9C 250A 800ABC9E 480F 800ABCA0 0B0C 800ABCA2 490A 800ABCA4 0E0D 300ABCA6 0014

SUPER TOOL KIT STATS MODIFIER CODES

MAX BASE ATTR.1	300ABCAF 00FF
MAX BASE ATTR.2	300ABCBO 00FF
MAX BASE ATTR.3	300ABCBI 00FF
MAX PLUS ATTR.1	800ABCBA 03E7
MAX PLUS ATTR.2	800ABCBC 03E7
MAX PLUS ATTR.3	800ABCBA 03E7
ALL ADDITIONAL EFFECTS	800ABCBC 250A 800ABCBE 480F 800ABCC0 0B0C 800ABCC2 490A 800ABCC4 0E0D 300ABCC6 0014

MOD PERMIT STATS MODIFIER CODES

MAX BASE ATTR.1	300ABCCF 00FF
MAX BASE ATTR.2	300ABCD0 00FF
MAX BASE ATTR.3	300ABCD1 00FF
MAX PLUS ATTR.1	800ABCD6 03E7
MAX PLUS ATTR.2	800ABCD8 03E7
MAX PLUS ATTR.3	800ABCDA 03E7
ALL ADDITIONAL EFFECTS	800ABCDC 250A 800ABCDE 480F 800ABCE0 0B0C 800ABCE2 490A 800ABCE4 0E0D 300ABCE6 0014

BULLET CRATE STATS MODIFIER CODES

MAX BASE ATTR.1	300AB92F 00FF
MAX BASE ATTR.2	300AB930 00FF
MAX BASE ATTR.3	300AB931 00FF
MAX PLUS ATTR.1	800AB936 03E7
MAX PLUS ATTR.2	800AB938 03E7
MAX PLUS ATTR.3	800AB93A 03E7
ALL ADDITIONAL EFFECTS	800AB93C 250A 800AB93E 480F 800AB940 0B0C 800AB942 490A 800AB944 0E0D 300AB946 0014

ROCKET CRATE STATS MODIFIER CODES

MAX BASE ATTR.1	300AB94F 00FF
MAX BASE ATTR.2	300AB950 00FF
MAX BASE ATTR.3	300AB951 00FF
MAX PLUS ATTR.1	800AB956 03E7

MAX PLUS ATTR.2	800AB958 03E7
MAX PLUS ATTR.3	800AB95A 03E7
ALL ADDITIONAL EFFECTS	800AB95C 250A 800AB95E 480F 800AB960 0B0C 800AB962 490A 800AB964 0E0D 300AB966 0014

MAEDA'S CRATE STATS MODIFIER CODES

MAX BASE ATTR.1	300AB96F 00FF
MAX BASE ATTR.2	300AB970 00FF
MAX BASE ATTR.3	300AB971 00FF
MAX PLUS ATTR.1	800AB976 03E7
MAX PLUS ATTR.2	800AB978 03E7
MAX PLUS ATTR.3	800AB97A 03E7
ALL ADDITIONAL EFFECTS	800AB97C 250A 800AB97E 480F 800AB980 0B0C 800AB982 490A 800AB984 0E0D 300AB986 0014

OFFENSE + 1 STATS MODIFIER CODE

MAX BASE ATTR.1	300AB98F 00FF
MAX BASE ATTR.2	300AB990 00FF
MAX BASE ATTR.3	300AB991 00FF
MAX PLUS ATTR.1	800AB996 03E7
MAX PLUS ATTR.2	800AB998 03E7
MAX PLUS ATTR.3	800AB99A 03E7
ALL ADDITIONAL EFFECTS	800AB99C 250A 800AB99E 480F 800AB9A0 0B0C 800AB9A2 490A 800AB9A4 0E0D 300AB9A6 0014

OFFENSE + 2 STATS MODIFIER CODES

MAX BASE ATTR.1	300AB9AF 00FF
MAX BASE ATTR.2	300AB9B0 00FF
MAX BASE ATTR.3	300AB9B1 00FF
MAX PLUS ATTR.1	800AB9B6 03E7
MAX PLUS ATTR.2	800AB9B8 03E7
MAX PLUS ATTR.3	800AB9BA 03E7
ALL ADDITIONAL EFFECTS	800AB9BC 250A 800AB9BE 480F 800AB9C0 0B0C 800AB9C2 490A 800AB9C4 0E0D 300AB9C6 0014

OFFENSE + 3 STATS MODIFIER CODES

MAX BASE ATTR.1	300AB9CF 00FF
MAX BASE ATTR.2	300AB9D0 00FF
MAX BASE ATTR.3	300AB9D1 00FF
MAX PLUS ATTR.1	800AB9D6 03E7
MAX PLUS ATTR.2	800AB9D8 03E7
MAX PLUS ATTR.3	800AB9DA 03E7
ALL ADDITIONAL EFFECTS	800AB9DC 250A 800AB9DE 480F 800AB9E0 0B0C 800AB9E2 490A 800AB9E4 0E0D 300AB9E6 0014

OFFENSE + 4 STATS MODIFIER CODES

MAX BASE ATTR.1	300AB9EF 00FF
MAX BASE ATTR.2	300AB9F0 00FF
MAX BASE ATTR.3	300AB9F1 00FF
MAX PLUS ATTR.1	800AB9F6 03E7
MAX PLUS ATTR.2	800AB9F8 03E7
MAX PLUS ATTR.3	800AB9FA 03E7
ALL ADDITIONAL EFFECTS	800AB9FC 250A

800AB9FE 480F
800ABA00 0B0C
800ABA02 490A
800ABA04 0E0D
300ABA06 0014

RANGE + 1 STATS MODIFIER CODES

MAX BASE ATTR.1 300ABA0F 00FF
MAX BASE ATTR.2 300ABA10 00FF
MAX BASE ATTR.3 300ABA11 00FF
MAX PLUS ATTR.1 800ABA16 03E7
MAX PLUS ATTR.2 800ABA18 03E7
MAX PLUS ATTR.3 800ABA1A 03E7
ALL ADDITIONAL EFFECTS 800ABA1C 250A
 800ABA1E 480F
 800ABA20 0B0C
 800ABA22 490A
 800ABA24 0E0D
 300ABA26 0014

RANGE + 2 STATS MODIFIER CODES

MAX BASE ATTR.1 300ABA2F 00FF
MAX BASE ATTR.2 300ABA30 00FF
MAX BASE ATTR.3 300ABA31 00FF
MAX PLUS ATTR.1 800ABA36 03E7
MAX PLUS ATTR.2 800ABA38 03E7
MAX PLUS ATTR.3 800ABA3A 03E7
ALL ADDITIONAL EFFECTS 800ABA3C 250A
 800ABA3E 480F
 800ABA40 0B0C
 800ABA42 490A
 800ABA44 0E0D
 300ABA46 0014

RANGE + 3 STATS MODIFIER CODES

MAX BASE ATTR.1 300ABA4F 00FF
MAX BASE ATTR.2 300ABA50 00FF

MAX BASE ATTR.3	300ABA51 00FF
MAX PLUS ATTR.1	800ABA56 03E7
MAX PLUS ATTR.2	800ABA58 03E7
MAX PLUS ATTR.3	800ABA5A 03E7
ALL ADDITIONAL EFFECTS	800ABA5C 250A 800ABA5E 480F 800ABA60 0B0C 800ABA62 490A 800ABA64 0E0D 300ABA66 0014

RANGE + 4 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABA6F 00FF
MAX BASE ATTR.2	300ABA70 00FF
MAX BASE ATTR.3	300ABA71 00FF
MAX PLUS ATTR.1	800ABA76 03E7
MAX PLUS ATTR.2	800ABA78 03E7
MAX PLUS ATTR.3	800ABA7A 03E7
ALL ADDITIONAL EFFECTS	800ABA7C 250A 800ABA7E 480F 800ABA80 0B0C 800ABA82 490A 800ABA84 0E0D 300ABA86 0014

BULLET CAP + 1 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABA8F 00FF
MAX BASE ATTR.2	300ABA90 00FF
MAX BASE ATTR.3	300ABA91 00FF
MAX PLUS ATTR.1	800ABA96 03E7
MAX PLUS ATTR.2	800ABA98 03E7
MAX PLUS ATTR.3	800ABA9A 03E7
ALL ADDITIONAL EFFECTS	800ABA9C 250A 800ABA9E 480F 800ABAA0 0B0C 800ABAA2 490A 800ABAA4 0E0D 300ABAA6 0014

BULLET CAP + 2 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABAAF 00FF
MAX BASE ATTR.2	300ABAB0 00FF
MAX BASE ATTR.3	300ABAB1 00FF
MAX PLUS ATTR.1	800ABAB6 03E7
MAX PLUS ATTR.2	800ABAB8 03E7
MAX PLUS ATTR.3	800ABABA 03E7
ALL ADDITIONAL EFFECTS	800ABABC 250A 800ABABE 480F 800ABAC0 0B0C 800ABAC2 490A 800ABAC4 0E0D 300ABAC6 0014

BULLET CAP + 3 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABACF 00FF
MAX BASE ATTR.2	300ABAD0 00FF
MAX BASE ATTR.3	300ABAD1 00FF
MAX PLUS ATTR.1	800ABAD6 03E7
MAX PLUS ATTR.2	800ABAD8 03E7
MAX PLUS ATTR.3	800ABADA 03E7
ALL ADDITIONAL EFFECTS	800ABADC 250A 800ABADE 480F 800ABAE0 0B0C 800ABAE2 490A 800ABAE4 0E0D 300ABAE6 0014

BULLET CAP + 4 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABAEF 00FF
MAX BASE ATTR.2	300ABAF0 00FF
MAX BASE ATTR.3	300ABAF1 00FF
MAX PLUS ATTR.1	800ABAF6 03E7
MAX PLUS ATTR.2	800ABAF8 03E7

MAX PLUS ATTR.3	800ABAF8 03E7
ALL ADDITIONAL EFFECTS	800ABAF8 250A
	800ABAF8 480F
	800ABB00 0B0C
	800ABB02 490A
	800ABB04 0E0D
	300ABB06 0014

DEFENSE + 1 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABB0F 00FF
MAX BASE ATTR.2	300ABB10 00FF
MAX BASE ATTR.3	300ABB11 00FF
MAX PLUS ATTR.1	800ABB16 03E7
MAX PLUS ATTR.2	800ABB18 03E7
MAX PLUS ATTR.3	800ABB1A 03E7
ALL ADDITIONAL EFFECTS	800ABB1C 250A
	800ABB1E 480F
	800ABB20 0B0C
	800ABB22 490A
	800ABB24 0E0D
	300ABB26 0014

DEFENSE + 2 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABB2F 00FF
MAX BASE ATTR.2	300ABB30 00FF
MAX BASE ATTR.3	300ABB31 00FF
MAX PLUS ATTR.1	800ABB36 03E7
MAX PLUS ATTR.2	800ABB38 03E7
MAX PLUS ATTR.3	800ABB3A 03E7
ALL ADDITIONAL EFFECTS	800ABB3C 250A
	800ABB3E 480F
	800ABB40 0B0C
	800ABB42 490A
	800ABB44 0E0D
	300ABB06 0014

DEFENSE + 3 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABB4F 00FF
MAX BASE ATTR.2	300ABB50 00FF
MAX BASE ATTR.3	300ABB51 00FF
MAX PLUS ATTR.1	800ABB56 03E7
MAX PLUS ATTR.2	800ABB58 03E7
MAX PLUS ATTR.3	800ABB5A 03E7
ALL ADDITIONAL EFFECTS	800ABB5C 250A 800ABB5E 480F 800ABB60 0B0C 800ABB62 490A 800ABB64 0E0D 300ABB66 0014

DEFENSE + 4 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABB6F 00FF
MAX BASE ATTR.2	300ABB70 00FF
MAX BASE ATTR.3	300ABB71 00FF
MAX PLUS ATTR.1	800ABB76 03E7
MAX PLUS ATTR.2	800ABB78 03E7
MAX PLUS ATTR.3	800ABB7A 03E7
ALL ADDITIONAL EFFECTS	800ABB7C 250A 800ABB7E 480F 800ABB80 0B0C 800ABB82 490A 800ABB84 0E0D 300ABB86 0014

CR EVADE + 1 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABB8F 00FF
MAX BASE ATTR.2	300ABB90 00FF
MAX BASE ATTR.3	300ABB91 00FF
MAX PLUS ATTR.1	800ABB96 03E7
MAX PLUS ATTR.2	800ABB98 03E7
MAX PLUS ATTR.3	800ABB9A 03E7
ALL ADDITIONAL EFFECTS	800ABB9C 250A 800ABB9E 480F

800ABBA0 0B0C
800ABBA2 490A
800ABBA4 0E0D
300ABBA6 0014

CR EVADE + 2 STATS MODIFIER CODES

MAX BASE ATTR.1 300ABBAF 00FF
MAX BASE ATTR.2 300ABBB0 00FF
MAX BASE ATTR.3 300ABBB1 00FF
MAX PLUS ATTR.1 800ABBB6 03E7
MAX PLUS ATTR.2 800ABBB8 03E7
MAX PLUS ATTR.3 800ABBBA 03E7
ALL ADDITIONAL EFFECTS 800ABBBC 250A
 800ABBBE 480F
 800ABBC0 0B0C
 800ABBC2 490A
 800ABBC4 0E0D
 300ABBC6 0014

CR EVADE + 3 STATS MODIFIER CODES

MAX BASE ATTR.1 300ABBCF 00FF
MAX BASE ATTR.2 300ABBD0 00FF
MAX BASE ATTR.3 300ABBD1 00FF
MAX PLUS ATTR.1 800ABBD6 03E7
MAX PLUS ATTR.2 800ABBD8 03E7
MAX PLUS ATTR.3 800ABBDA 03E7
ALL ADDITIONAL EFFECTS 800ABBDC 250A
 800ABBDE 480F
 800ABBE0 0B0C
 800ABBE2 490A
 800ABBE4 0E0D
 300ABBE6 0014

CR EVADE + 4 STATS MODIFIER CODES

MAX BASE ATTR.1 300ABBEF 00FF
MAX BASE ATTR.2 300ABBF0 00FF
MAX BASE ATTR.3 300ABBF1 00FF

MAX PLUS ATTR.1	800ABBF6 03E7
MAX PLUS ATTR.2	800ABBF8 03E7
MAX PLUS ATTR.3	800ABBFA 03E7
ALL ADDITIONAL EFFECTS	800ABBFC 250A 800ABBFE 480F 800ABC00 0B0C 800ABC02 490A 800ABC04 0E0D 300ABC06 0014

PE + 1 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABC0F 00FF
MAX BASE ATTR.2	300ABC10 00FF
MAX BASE ATTR.3	300ABC11 00FF
MAX PLUS ATTR.1	800ABC16 03E7
MAX PLUS ATTR.2	800ABC18 03E7
MAX PLUS ATTR.3	800ABC1A 03E7
ALL ADDITIONAL EFFECTS	800ABC1C 250A 800ABC1E 480F 800ABC20 0B0C 800ABC22 490A 800ABC24 0E0D 300ABC26 0014

PE + 2 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABC2F 00FF
MAX BASE ATTR.2	300ABC30 00FF
MAX BASE ATTR.3	300ABC31 00FF
MAX PLUS ATTR.1	800ABC36 03E7
MAX PLUS ATTR.2	800ABC38 03E7
MAX PLUS ATTR.3	800ABC3A 03E7
ALL ADDITIONAL EFFECTS	800ABC3C 250A 800ABC3E 480F 800ABC40 0B0C 800ABC42 490A 800ABC44 0E0D 300ABC46 0014

PE + 3 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABC4F 00FF
MAX BASE ATTR.2	300ABC50 00FF
MAX BASE ATTR.3	300ABC51 00FF
MAX PLUS ATTR.1	800ABC56 03E7
MAX PLUS ATTR.2	800ABC58 03E7
MAX PLUS ATTR.3	800ABC5A 03E7
ALL ADDITIONAL EFFECTS	800ABC5C 250A 800ABC5E 480F 800ABC60 0B0C 800ABC62 490A 800ABC64 0E0D 300ABC66 0014

PE + 4 STATS MODIFIER CODES

MAX BASE ATTR.1	300ABC6F 00FF
MAX BASE ATTR.2	300ABC70 00FF
MAX BASE ATTR.3	300ABC71 00FF
MAX PLUS ATTR.1	800ABC76 03E7
MAX PLUS ATTR.2	800ABC78 03E7
MAX PLUS ATTR.3	800ABC7A 03E7
ALL ADDITIONAL EFFECTS	800ABC7C 250A 800ABC7E 480F 800ABC80 0B0C 800ABC82 490A 800ABC84 0E0D 300ABC86 0014

QUANTITY DIGITS TO ACCOMPANY POSITION MODIFIER CODES

00 - NOTHING
01 - AMMO + 6
02 - AMMO + 15
03 - AMMO + 30
04 - DNA BULLETS
05 - ROCKET
06 - MEDICINE 1
07 - MEDICINE 2
08 - MEDICINE 3
09 - MEDICINE 4

0A - FULL RECOVERY
0B - SUPER JUNK
0C - DUPER JUNK
0D - CURE-P
0E - CURE-D
0F - CURE-C
10 - CURE-M
11 - FULL CURE
12 - REVIVE
13 - DEFENSE
14 - JUNK
15 - TRADING CARD
16 - TOOL
17 - SUPER TOOL
18 - ITEM 24
19 - ITEM 25
1A - BULLET CRATE
1B - ROCKET CRATE
1C - MAEDA'S 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

DIGITS FOR WEAPONS :

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 - AK47
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 - MPK5
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 - XM117E2
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 + DNA BULLETS
94 - M92F

DIGITS FOR ARMORS :

95 - DRESS
96 - NORMAL VEST
97 - NORMAL PROTECTOR
98 - NORMAL JACKET
99 - NORMAL SUIT
9A - NORMAL ARMOR
9B - KEVLAR VEST
9C - KEVLAR PROTECTOR
9D - KEVLAR JACKET
9E - KEVLAR SUIT
9F - KEVLAR ARMOR 1
A0 - SPECTRA VEST 1
A1 - SPECTRA VEST 2
A2 - SPECTRA PROTECTOR
A3 - SPECTRA JACKET
A4 - SPECTRA SUIT 1
A5 - SPECTRA SUIT 2
A6 - SPECTRA ARMOR 1
A7 - SPECTRA ARMOR 2
A8 - SURVIVAL VEST 1
A9 - SURVIVAL VEST 2
AA - SURVIVAL PROTECTOR
AB - SURVIVAL JACKET
AC - SURVIVAL SUIT 1
AD - SURVIVAL SUIT 2
AE - SURVIVAL ARMOR 1
AF - SURVIVAL ARMOR 2
B0 - CERAMICS VEST 1
B1 - CERAMICS VEST 2
B2 - CERAMICS PROTECTOR
B3 - CERAMICS JACKET
B4 - CERAMICS SUIT 1
B5 - CERAMICS SUIT 2
B6 - CERAMICS ARMOR 1
B7 - CERAMICS ARMOR 2
B8 - BIO VEST 1

B9 - BIO VEST 2
BA - BIO PROTECTOR
BB - BIO JACKET 1
BC - BIO JACKET 2
BD - BIO SUIT 1
BE - BIO SUIT 2
BF - BIO ARMOR
C0 - CHEMICAL VEST 1
C1 - CHEMICAL VEST 2
C2 - CHEMICAL PROTECTOR
C3 - CHEMICAL JACKET
C4 - CHEMICAL SUIT 1
C5 - CHEMICAL ARMOR 1
C6 - CHEMICAL ARMOR 2
C7 - CHEMICAL SUIT 2

DIGITS FOR KEY ITEMS :

C8 - THEATER KEY
C9 - REHEARSE KEY
CA - ZOO KEY
CB - NARITA
CC - MAYOKE
CD - HAMAYA
CE - FUSE 1
CF - FUSE 2
D0 - FUSE 2
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 KEY
DC - WAREHOUSE KEY

DIGITS FOR GUN TRADING CARDS

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

DIGITS FOR PARASITE ENERGY

EC - HEAL 1
ED - HEAL 2
EE - HEAL 3

EF - DETOX
F0 - MEDIC
F1 - BARRIER
F2 - ENERGY SHOT
F3 - SCAN
F4 - SLOW
F5 - HASTE
F6 - CONFUSE
F7 - GENE HEAL
F8 - PRERAISE
FE - FULL RECOVER
FF - LIBERATE

ITEMS MODIFIER CODES

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??

MISCHELLANIOUS CODES

JOKER COMMAND	D009D0F0	????
MAX AT POINTS	800B8A30	FFFF
INFINITE HEALTH	800B8A2C	03E7
	800B8A3C	03E7
QUICK LEVEL GAIN	8009CFE8	FFFF
START WITH SMG	D00A76BC	03E8
	800C0E50	0067
MAX ITEM SLOTS	800C0E0C	0032
LEVEL 99	800C030A	0063
MAX BONUS POINTS	800C0E10	FFFF
INFINITE BONUS POINTS	8004AAAC	0000
INFINITE AMMO	80056BE0	0000
TIME 00:00:00	800A76BC	0000
	800A76BE	0000
ACTIVATE TOOLS & BP MENU	8009CEF0	FFFF
HAVE ALL PARASITE ENERGY	800C0E24	1FFF
HAVE LOTS OF EXP	800C0E00	FFFF
MAX OFFENSE	800C0E2A	03E0
MAX DEFENSE	800C0E2C	03E0
MAX PARASITE ENERGY	800C0E2E	03E0
MAX STATUS RECOVER	800C0E30	03E0
MAX ACTIVE TIME	800C0E32	03E0
MAX ITEM CAPACITY	800C0E34	03E0
INFINITE PAASITE ENERGY	800B8A2A	270F
	800B8A4E	270F
WALK THROUGH WALLS	8001AA4E	2400
MAP MODIFIER	8009D280	????
	8009D28D	????
HASTE ALWAYS	800B8A42	03E7

*Question : Why do you create this guide ?

*Answer : Because writing FAQs is my favourite task, and Parasite Eve is one of my most favourite game of all time.

*Question : How many discs of this game are there ?

*Answer : There are two.

*Question : How long does it take to beat this game ?

*Answer : In your first try, it can take about 5 hours. But later, once you are used to it, you can finish it within 2:50 hours or quicker.

*Questions : What are the charms Maeda gives Aya used for ? They seem useless. How do I avoid getting them from Maeda ?

*Answer : Well, this is a pretty popular question and according to what I know, there's really no exact answer. I think they are useless (or maybe they reduce the percentage of enemy encounters ?). You get them when you talk to Maeda in NYPD Police Station (Day 3), Francis Hospital (Day 4) and Chinatown (Day 5). In order to avoid getting them, before meeting Maeda, try to pack your inventory with tons of any items and LEAVE NO EMPTY SPACE. Then once you talk to him, you won't receive the charm. And remember not to talk to him again.

17/ O T H E R S T U F F

~~~~~\  
PE GAMES \~~~~~  
~~~~~

As the information I know, Parasite Eve is a survival horror game Squaresoft made following the first step of Capcom's Resident Evil series, the same as Konami's Silent Hill. Parasite Eve is a combination between Adventure and RPG game. But it has more characteristics of a RPG than an adventure. And it was created with Hollywood Digital Art is that Square called it a "Cinematic RPG". But in Parasite Eve II, Squaresoft has tried to make it more like an adventure game by changing the battle system and graphic that is made by Holliwood either with the genre "Cinematic Adventure". Not very good, but this game was in best seller in US.

I don't know if PE is ended. But I hope it would be longer in the future as my favourite Resident Evil series. The current newest is Parasite Eve II which has already released in US and Japan :

PARASITE EVE - JAPANESE VERSION
NAME : PARASITE EVE
GENRE : CINEMATIC RPG
PLATFORM : SONY PLAYSTATION
DEVELOPER : SQUARESOFT
PUBLISHER : SQUARESOFT
RELEASED : 1998

PARASITE EVE - ENGLISH VERSION

NAME : PARASITE EVE
GENRE : CINEMATIC RPG
PLATFORM : SONY PLAYSTATION
DEVELOPER : SQUARESOFT
PUBLISHER : SQUARE ELECTRONIC ART L.L.C.
RELEASED : 1998

This version is just like Japanese version I have been writing for you. There are some small difference that don't affect your game, just the orders of days are re-arranged.

NAME : PARASITE EVE II
PLATFORM : SONY PLAYSTATION
GENRE : CINEMATIC ADVENTURE
DEVELOPER AND PUBLISHER : SQUARESOFT
RELEASED : 2000

CONTENTS : The next battle between Humans and Mitochondria. But now it's not just an ordinary monster. Now they can be Neo Mitochondrion Creature or Artificial Neo Mitochondrion Creature which could be created by Human themselves. Two years later, Aya has been transferred from NYPD 17th Precinct in New York to MIST Office (Mitochondrion Investigating Service Team), Los Angeles. To search for this incident, she is instructed to explore the horrible accidents in Acropolis Building and Mojave Desert. And then, she has found a great shelter underground which is used for Mitochondrion research. Besides her, there are a lot of other characters related to this.

CHARACTERS :

- Good guys :

- Aya Brea
- Pierce Carradine
- Gary Douglas
- Jodie Bouquet
- Rupert Broderick
- Baldwin

- Bad guys :

- No.9
- Kyle Madigan
- Eve

- Your enemies :

- Monsters
- Neo Mitochondrion Creatures (NMC)
- Artificial Neo Mitochondrion Creatures (ANMC)
- Neoteny
- Eve

~~~~~\

DIFFERENCE BETWEEN JAPANESE & ENGLISH VERSION \~~~~~

~~~~~

!-----!-----!	!-----!-----!
! PARASITE EVE IN JAPAN !	! PARASITE EVE IN US !
!-----!-----!	!-----!-----!
!	!
! - Language : Japanese	! - Language : English
!	!
!	!
! - Opening movie has some	! - Opening movie has no prologue.!
! Japanese prologue.	!

!	!	!
! - The tutorial background is a	! - The tutorial background is a	!
! normal portrait of Aya.	! picture about Aya with her club,	!
!	! drawn by Tetsuya Nomura.	!
!	!	!
! - You can name Aya with English	! - You can only name Aya with	!
! or Japanese.	! English.	!
!	!	!
!	!	!
! - In the opening movie, the days	! - In the opening movie, the days!	!
! are written in both English and	! are written in English only in	!
! Japanese.	! different font.	!
!	!	!
! - Day 5 is Liberation.	! - Day 5 is Evolution.	!
!	!	!
! - Day 6 is Evolution.	! - Day 6 is Liberation.	!
!	!	!
!	!	!
!-----!	!-----!	!

I don't know if there are more any difference. But you can see, the major difference is the deception between Day 5 and Day 6. I think the English version is correct. "Conception" leads to "Evolution". Then the "Evolution" can lead to the "Liberation" as the complete state of Ultimate Being. The opposite order of Japanese version is very illogical. But anyway, this guide is mainly written for Japanese version so I must follow Japanese version's order in walkthrough.

~~~~~\
 MY REVIEW ABOUT THIS GAME \~~~~~
 ~~~~~

I have bought Parasite Eve for nearly 3 years but I have still played it frequently until now. 3 years ago, games are not so nice and modern as they are now. So Parasite Eve was my best game. And now, although I have a lot of newer and nicer games, although I would rather them than it, Parasite Eve is still one of my favourite games.

Gameplay 10/10
 It was the best game can make me happier after tired studying time. The good sound, great graphic, lively storyline, new system etc made me surprised hand happy. At that time, I only wanted to turn on the Playstation to play it. I wanted to see the miracles in it.

Story 10/10
 The mysterious past of Aya and Eve, the long story about the hazardous Mitochondria, the long fight between Aya and Eve etc are indeed a great combination. They make the game more interesting, thrilling but mysteriously. I'm a person of mystery and I like mysterious things. There are a lot of different episodes in the game that make it more various. I not only hate Eve/Melissa but also feel sorry for her. If the old accident didn't happen, she wouldn't be like in the game. I admire Aya - a little police woman who bravely fights against the evil herself. This is the best storyline I have ever seen.

Graphic 9/10
 The graphic in Parasite Eve can't be compared with current games because it was old. But if I wrote this in 1998, I would write it's the most perfect. The FMV scenes are very beautiful and splendid that I had never seen. But sometimes the camera is not so correct that makes me

hard to control. But I was very happy to have a chance to play this wonderful game.

Sound 9/10

The music is very wonderful and various which are appreciate with the situations. The battle music seems mystical but quick and tremendous. The music of Aya's past seems hurt and sad but it also contains something powerful. The voice of cruel Eve contained something lament. How wonderful !!! The reason why I write 9/10 is because some sounds of feet or strikes are not correct. But generally, it's good.

Battle System 8/10

I think the battle system of Parasite Eve need to be repaired. I like it because it was new kind of system I had ever played. It's easy to understand , easy to control. It's not heavy battle such as Vagrant Story (Squaresoft). It's not so simple such as Resident Evil (Capcom). It's good. But I see that it also has so much mistakes. The camera can't be put to appreciate with the sights. It can change that make confusion in moving. The character's actions are still simple and unreal. That's what I really criticize the system of Parasite Eve.

Replayability 10/10

I have played it during 3 years and now I still play. The images about its miracles are not pale in my mind. I still want to play it anytime. Bravo ! Parasite Eve !!! I don't remember how many times I have played it because it's too much.

To buy or to rent ???
Of course, BUY !!!

Overall score : 10/10

~~~~~\  
SOME INFO ABOUT THE AUTHOR \~~~~~  
~~~~~

I never talk to you directly. But I think now I can let you know a little thing about myself. In other of my FAQs, I always appeared as a guy who repeatedly remind the reader about the notes in Legal Stuff. How weird I was ! Today I would try to be friendlier with you.

My first name is Khanh Dan (not English name), okay ? "Phan Nguyen" is my surname. And English is neither my native language nor second language. It's really a trouble to talk to people on Internet or to write FAQs like this. I'm learning English with time to be better. On Internet, I have some names but the most common is Mystic Cat. Mystic Cat = My Chinese Lucky Zodiac Animal + I'm a person who loves mysteries.

I like to play survival horror games such as Resident Evil series, Silent Hill or Parasite Eve series; and some Traditional RPGs such as Final Fantasy VII, VIII and IX, Legend of Dragoon etc. Sometimes I change by playing Fighting games such as Evil Zone or Virtue Fighter. But I hate Racing and Puzzle games. My common FAQs are Resident Evil series. I hope they would be useful for anyone has used them. My favourite gaming sites are Gamefaqs and Gamespot. I decide to serve Gamefaqs site and make more FAQs for various games.

Thank you for reading my FAQs.

Related FAQs :

PARASITE EVE STORY FAQ can be found at :

<http://www.gamefaqs.com>

<http://www.psxcodez.com>

<https://www.neoseeker.com>

18/ S P E C I A L T H A N K S

Here I send my special thanks to :

- Squaresoft - for creating this game and letting me know the profiles of characters and monsters.

- Psycho Penguin (Steve Saunders) - DaLadies Man for his great FAQ which helps me about some Japanese words I don't know. Please see his Parasite Eve guide on Gamefaqs.com. I also thank him about giving idea about my guide and forgiving me of having written his name wrong. Again, thank you.

- Thanks to my close friend, Hardy Cat - for letting me know the boss strategies in Chrysler Building. I can't beat this challenge and I wouldn't write the walkthrough for Chrysler Building without his help.

- [Http://www.cmgsccc.com](http://www.cmgsccc.com) - for game shark codes

- Jeff "CJayC" Veasay, the creator of Gamefaqs - for posting my FAQ

- Rob Hamilton - for displaying my guide on your RPGamer site.

- [Http://www.psxcodez.com](http://www.psxcodez.com) - for displaying my guide on your site

- The creator of [Http://misthq.topcities.com](http://misthq.topcities.com) - for choosing my guide on his Website.

- This game "Parasite Eve" - for giving me a chance to do my favourite work : writing guides for games.

- Enigma01 of Gamefaq Message Board - for answering my questions about the English translation.

- All the website owners who have chosen my guide for their sites.

Again, thanks to everyone for helping make this guide.

This FAQ is owned by

PHAN NGUYEN KHANH DAN

"MYSTICCAT"

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