

that as PE increases, earlier skills seem a lot cheaper.

ABILITY	LV	FUNCTION
Heal 1	--	Heal 30 HP
Scan	04	Scan enemy for stats/weaknesses (if applicable)
Slow	07	Slows enemy's ATB gauge
Detox	09	Allieviates 'Poison' status
Heal 2	11	Heal 60 HP
Barrier	13	Prevents 'x' amount of damage (unknown threshold)
Energy Shot	15	Fires a huge beam at target
Confuse	17	Inflicts 'Confusion' on target
Haste	20	Speeds up ATB gauge and p-energy recovery
Heal 3	23	Heals 280 HP
Gene Heal	25	HP steadily recovers while draining p-energy gauge
Medic	28	Alleviates all status effects
Preraise	30	If HP hits zero, automatically revives Aya at half HP
Full Recover	32	Recovers all HP and alleviates negative statuses
Liberate	33	Unleash combo attack on foe; drains all p-energy

STATUS EFFECTS [STTS]

There are four main statuses that Aya can be hit with in the game. Completing or fleeing battle will alleviate them all, although there are skills she can use to do the same thing. Some types of armor have traits that resist these skills, but don't offer 100% protection.

ABILITY	FUNCTION
Confusion	Normal controls for movement are switched around
Darkness	Attack range is heavily decreased
Poison	HP decreases set amount every few seconds
Stiffness	Movement becomes about half as fast

EX GAME [EXGM]

After beating the game and saving at the prompt, the option 'Ex Game' appears on the main menu. This allows one to replay the game with the saved data and basically just blow through with a bunch of powerhouse items obtained from before. Here's what's up with the option.

- All unused bonus points carry over
- The weapon/armor Wayne engraved for Aya toward end of the game
- Any items left with Wayne's storagebox carry over (including Chrysler Keys)
- Any "Junk" you gave Wayne on the previous playthrough carry over
- Chrysler Building becomes available on the NYC map
- Free bonus points at the end of every chapter
- Some upgrades (like CR Evade +1, etc.) may give more stat bonuses
- Enemy formations are often larger (to compensate for powerful equipment)

Things that don't carry over:

- Ammo (unless it's deposited in the storagebox)
- Anything on Aya's person that isn't her weapon/armor
- Special items/weapons, such as door keys and Maeda's Gun
- Anything level-based (abilities, stats, item capacity, etc.)

WEAPON TUNING [WPNT]

This feature is a critical element in increasing attack power, by removing stats or traits from one weapon and adding them to another.

			Here's my endgame weapon I'll use as an example. Any
Antirine	[9]		number in the 'BASE' column are inherent stats and
	BASE PLUS		the minimum the weapon can have, i.e. they can't be
ATK: 400	57	343	removed. Anything in the 'PLUS' column is transferable
RNG: 124	58	66	via Tools and Super Tools. Also transferable are any
BLT: 88	12	76	traits (although rocket launchers and clubs can only
			transfer with their own kind, unlike the others).
[TRAIT]	[TRAIT]		Tools can transplant one trait or all transferable
[TRAIT]	[TRAIT]		stats, destroying the weapon in the process. Super
			Tools function the same but DO NOT destroy the weapon,
			which is why they're crucial in mass-transplanting

traits from a highly customized weapon onto one with better base stats.

Now, equipment has a set number of slots for traits, from zero (all rocket launchers) to ten (certain weapons, the best armor). To get more slots for these, Aya must find trading cards which come in two types (normal and rare), then give them to Torres or Wayne in the 17th Precinct's basement to do the work. Normal cards are found throughout the game and earn one more slot on the equipment of Aya's choice; rare kinds are found only in the Chrysler Building and earn two slots. [NOTE: Early in the game, Aya has to use Mod Permits to get permission to bore out more slots. This practice dies out eventually.]

NOTE: In the trait slots there are boxes that look like two triangles, one white and one black. These are just placeholders and nothing can be stuck there.

TIPS N' TRICKS [TPST]

Can you hear the echo of the walkthrough readers? It says: give me tips! Well here's all the good ones I can think of. Should someone viewing this have any bright ideas to send my way, I'll definitely stick the tips, hints, or what-ever they are right here.

- Avoid weapons with the "Random Rate of Fire: 1.5" trait, as they take a take a long time, pick random targets, and often leave Aya open to attacks, especially if she has to reload. Generally one will want to concentrate on one enemy at a time so this really goes against the grain.
- Those charms Maeda likes giving to Aya really don't do anything and since they're key items, they can't be discarded. Let Wayne babysit 'em in the storage box as soon as you can. [This isn't immediately possible for some of them, like the Narita in Day 5.]
- Putting a bunch of elemental effects into your weapon seems cool, huh? Think again, folks. If an enemy is immune to that element, it defaults to 1 HP damage even if you have 999 ATK! So for all intents and purposes, avoid Heat/Freeze Bullet traits. Luckily, Tranquilizer/Acid Bullet traits are fine, as if an enemy is immune to them, normal damage still applies.
- Day 5's main dungeon (St. Francis Hospital) has two spots to get infinite Tools/Defense +1s and Trading Cards. For the latter, there is an enemy that appears on the ground floor in the nitrogen tank room (requires the green cardkey) affectionately known as the 'giant slime'. Give Aya a weapon that has the steal function and it can steal Defense +1s (common) or Tools

(rare). This baddie will occasionally respawn in here, usually every other time, so just rinse and repeat to stock up.

For the Trading Cards, in the ground-floor room where there was a nurse & patient, look for a box hidden behind an overturned cabinet. Repeatedly inspect the box to get more cards! You can miss the chest the first time and come back to it, but after getting even one card, the box disappears on subsequent visits. Milk it for all its worth; heck, deposit all of the cards with Wayne right after if y'want.

- "Gun status can be 'overwritten' with normal tools without having to waste a perfectly good Super Tool. Example: Burst effect(from shotgun) can 'override' (Random rate of fire) and (Attack All) Gun Statuses. Rate of fire x2 can "override" Rate of fire x10. This becomes extremely useful if you have a machine gun, which is arguably the best gun type in the game because of its AT gauge speed. This tip gets rid of all those crappy stats that make the machine gun craptastic so you won't have to waste a Super Tool taking out unwanted Statuses from a gun before putting in new statuses. They can simply be 'overwritten'." - Squall_Lionheart76
- "Collecting 300 junk the easiest way of all methods. I understand this tip may sound debatable, but believe me it's not. Just hear me out. I've tried EVERY Junk gathering location in the game. There's only 3 places. Chrysler Building, Museum and Central Park. Chrysler Building is a good place because it has a large volume of the birds who drop junk, but because of the ridiculous walking distances to bring the junk back to Wayne you end up wasting more time traveling back and forth than it's worth. Museum is the worst of all three places, you probably already know why so I'll skip that one. Central park is the best and it's ok if you passed day 2 also and don't have full access to the park because the hotspot is available on any day. The perfect hunting spot for 300 Junk is two consecutive screens that work together in unison to make Junk collecting go by in a breeze!! You're looking for the screen with fork in the road in the shape of a 'Y' precisely 5-6 screens away from the very entrance to Central park. On this screen you will fight 2 birds and 1 snake. On the screen before this screen you will fight 1 monkey and between 2-3 birds. All you have to do is walk back and forth between these two screens to initiate a random battle just walk up to the very fork in the road and if no random battle occurs walk to the previous screen and walk up to the "snow line", if no random battle occurs again then walk back to the "fork in the road" screen again and walk up to the fork in the road and just repeat this process as many times as necessary to fill up on "Junk" and then return to Wayne when inventory is full and repeat process." - Squall_Lionheart76
- "Rate of fire x2 and x3 provide the BEST combat results in a gun for damage/bullet ratio. Any more than x3 is a waste of ammo and any less than x2 is a waste of damage. Personally I prefer x2 myself. Here's a list of all the damages:

x1(default): 100% damage 1 bullet wasted.
x2: 60% damage (total damage 120%) 2 bullets wasted.
x3: 42% damage (total damage 126%) 3 bullets wasted.
x5: 25% damage (total damage 125%) 5 bullets wasted.
x7: 18% damage (total damage 126%) 7 bullets wasted.
x10: 13% damage (total damage 130%) 10 bullets wasted.
- Squall_Lionheart76
- All weapons come with lag time, and using multiple commands will definitely leave Aya open to attacks. Remember that you can cut commands short by pressing the Square button, so Aya can fire one bullet in one command, or

main attack is throwing three fireballs in a fan pattern in whatever way it's facing; avoid by flanking it or going around. Yawn.

Following, enter the door to the left -- a dressing room. One of the lockers contains a [Medicine 1], and there's a burn victim to talk to. Two doors down, on that same side, inspect the body slumped on the desk to locate the [Theater Key] which allows the other doors to be unlocked. A [Medicine 1] is in a half-hidden box near the clothes rack and a save point is here in the form of a telephone. Useless thing: there's a parrot hiding in the clothes that complains about the heat.

We can now go about unlocking rooms here:

- Next-door to the theater key room is Melissa's dressing room. Feel free to free to peruse her diary for a [Rehearse Key] while snooping for [Ammo +6] in the wardrobe. There's also a disembodied hand that talks to you...NOT!
- Across the hall from Melissa's room is a similar empty one, where another parrot has decided to roost. The wardrobe has [Ammo +6]. If you talk to the bird you can fight it as well (it has about 10 HP), earning a Medicine 1...maybe.
- The room across the hall from where Aya found the burn victim is the court jester's private area. After being told to evacuate (who says clowns in pain isn't funny?), dig around in the lockers to find [Ammo +6]
- The unlocked door kitty corner from the jester's is a storage room, with a harp and other junk. Take the [Defense +1] addition for armor and inspect the wall with the heraldry shield. It should break to reveal a secret chest behind it containing an [N Protector]! Obviously, you should equip it and use the Defense +1 on it, unless you've some kinda qualm... The wardrobe by the knightly armor has a [P220] pistol -- and a rat -- inside, although it can be hard to stumble on.
- Across from the storage area is the longest room in the hallway, having two entrances -- this is where the stage sets are kept. A rat couple and parrot ambush here, but more important is the chest with [Ammo +6] inside. Yawn. That's the last room here.

The Rehearse Key is necessary to unlock the door at the end of the hall. If for some reason you need more ammo, the mutated rats in the hall typically drop more pistol ammo.

BOSS: Eve HP: 90

This time, Eve will fire two green beams from her hands, making the safezone either side of them (they tavel this time) or in-between them. Use Heal 1 if necessary.

When the dust settles, check behind the piano to find a 2nd hole, leading down into the obligatory sewer area. Follow the sewer tunnel a bit until the [M1911A1] chest is found near a stairway. The stairways loop together, so don't bother taking them, though -- go straight through the muck.

In the next area is a scene with a little girl, who exits via a left door. A [Medicine 1] sits by said door, and in the wet corners diagonally from there, get the [Ammo +6] and [Offense +2] chests. There's a hidden tunnel by that last chest that leads to [PE +1], [Cure-P], and an [Offense +1] cache also. All good choices for the newest handgun we've found. Continue on to a portcullis with a savephone and switch; beyond is...

- [Medicine 1] is in a box near the weapons cabinet
- In the changing room, a locker holds a [Cm Vest 1] with autoheal abilities, and another has a [Medicine 2]. See the cop giggling about some item he's found? Remember that locker he's standing at for later.

[You can get extra ammo/medicine 1s by re-entering the storage room.]

Alright, upgrading equipment is possible. Aya needs (1) the equip she wants to keep (2) the obsolete equip she wants to steal bonus stats from (3) a Tool to make the change. If you look at a equip, the bonus stats are in the Plus column, and they'll be added to the new equip to make it better, as well as any extra abilities it has (provided the equip has a free slot).

Back upstairs, spy a red-shirted kid in the hallway and meet with him to see a scene, then talk with Baker in his office for a press conference. Exit the building afterwards -- the Museum of Natural History will be a location on the map now.

American Museum of Natural History

Like the precinct, you'll find that once inside this place is locked up pretty good and there's not much to do. Saving in the lobby is possible, but for now, all there is to do is meet with Dr. Klamp on 2F via the stairway (after signing in, of course).

N.Y.P.D. 17th Precinct

After meeting with Klamp, the duo automatically returns here. Check out the conference room to learn a break in the case is happening at Central Park! It'll now be on the NYC map, the last area in day two. The new [Mod Permit] given by Baker can be used now if you like, and the weapons storage has got another [Ammo +6] & [Medicine 1] bunch.

Central Park

ENEMIES: Red Snake, Yellow Snake, Bird, Orangutan, Tortoise, Polar Bear

Before gettin' into it, a short overview of enemies. Of the two kinds of snakes, only the red kind is worth mentioning -- they can inflict poison. Luckily Aya can learn Detox pretty early so it shouldn't be too much of a problem. Also, snakes typically leave Ammo +6 drops. Birds do low damage but can interrupt Aya, and will drop lots and lots of "Junk". Literally. Orangutans just do damage and have a scythe-throwing attack, which can be evaded easily by approaching toward them. Tortoises have a medium-range slap attack and can also poison, if Aya tries to hide behind them. Polar Bears have the most health and do the most damage (~20ish), and typically drop Ammo +15. That's all!

/ _ \-12	_____	01 Medicine 1
(() _____	Map: Central Park Zoo	02 Medicine 1
\ 13	and Amphitheater	03 Medicine 1
/ _____ \	_____	04 P8
/ / _____ \ \ _____		05 Zoo Key
/ \ (_____ \ /)		06 Sp Vest 1
) \ _____ / / /		07 Tool
/ \ \ _____ / / \ 3		08 Medicine 2
\ _____ /) _____ 11(7(_____)4		09 Cure-P
/ / _____ \ \ _____ / 2 _____		10 Defense +1
/ / (8 9 \ _____ \ _____ / _____ \ _____		11 Ammo +15
		12 Ammo +15

the next screen where we fight some forest friends, and take the path out of the zoo. There's an [Ammo +15] dump before doing this, though.

In the bifurcation beyond, one path leads to a gate and the other over a bridge towards the amphitheater. There's a few encounters with red snakes around here, so watch it. The screen near the theater has [Medicine 2] and an [Ammo +15] cache in plain sight. When finished with the zoo perimeter, take the aforementioned gate which leads toward the concert stage. After seeing Eve's "performance," exit outside again and look around the facade for the backstage entrance -- it should be easy to find with a little...help. Our mitochondrial gal flees however, so give chase.

Remember that long sidewalk leading to the amphitheater, and how a corpse blocked one of the sidepaths? That's now gone, and the park area is open for exploration. There's a small rest stop prefacing this area though -- steal the [Revive] and [Ammo +15] obscured by the latticework, too. Through the other end is a savepoint guarded by a mutated polar bear. Back on the path, continue along to finally enter the forest region...which is very maze-like, as expected.

For this walk in the park, the little girl will show the way to go, although she often isn't seen exiting which can make it slightly annoying to locate the right path. Luckily this isn't an enemy-packed haven and any one screen will usually have a single fight. Assume up on your TV is "north" and we'll derive directions from there.

- 1) Follow little girl down eastern path; exit east
- 2) This screen has a [Ammo +15] chest
- 3) Bridge has [Sv Vest 1] on it; continue on
- 4) Next screen's area has [Defense +1] and [Tool] chests; exit SW

From here, continue on over another bridge until a scenic overpass area is encountered. In the tunnel there, two half-hidden chests contain [Defense +1] and [PE +1] upgrades, so make sure to get 'em. One screen away is a savepoint which Aya should take, since the next screen holds...

BOSS: Giant Worms HP: 120-240 DROPS: Defense +1 [x4]

If you read information in the terrarium, you'll find these creatures are indigenous to South America (it's useless info, but whatever). To start, four small worms will pop up through the ground and then mask themselves before repeating. They can't be damaged while underground but they're fair game when exposed. If you're using the rifle, these nightcrawlers will be eviscerated in no time. Their only attack is a small explosion that will fragment into spiked projectiles, and the farther away Aya is from it, the easier it is to evade -- simply move in between the pieces in flight.

When the little'uns are mostly corpses, a much bigger worm will show up. It has the same attack as its counterparts, except everything is super-sized, including the damage. Heal 2 helps here, or some of those Medicine 2 items you've been finding in chests, garbage cans, etc.

When one of the "medium" worms are history, the largest one will show its head in a specific corner of the parking lot. It'll always appear here, too. The best strategy is to stand in the middle of the field to bait it into falling forward (attempted crush attack), then moving really close to its trunk as it flails about (attempted sweep attack). Its sweep attack is very localized, so simply switching to the opposite side of where it's facing is

often a good enough strategy. It's possible to evade all damage in this way, although if Aya does get smacked, it does about ~30 HP, depending on her armor.

NOTE: If you have a steal weapon via an 'Ex Game' file, you can steal some Tools or Ammo +15 from the worms.

Definitely save afterwards and proceed to the screen adjacent to the worm farm, where we find...

BOSS: Eve HP: 330 DROPS: ---

In one of the weirder RPG battle locations ever, this battle takes place exclusively in the back of a horsedrawn carriage. Obviously this means that there's little legroom and evasion is pretty poor. Eve basically has two attacks: (1) a claw attack she does at close-range for about 50 damage, in the way she's facing (2) an explosion with a small radius, dropped from the sky. To evade the first one, Aya has to be out of range, so basically she'll be hit a lot from this; for the other, when Eve rises up, move to one side of the carriage until the explosion starts to gather, then move away. This works best if you stand in one corner and move to the one diagonally away. There's often plenty of time to refill parasite energy here, so Heal 2 will serve the player well. [Aside: The Sp Vest 1 really minimizes the explosion damage.]

NOTE: If you have a steal weapon via an 'Ex Game' file, you can steal a PE +3 upgrade.

When the festivities and equuscide conclude, except for a few scenes, that effectively ends Day 2. And it can only go up from here!

03) Day 3: Selection

[WK03]

Soho

After moping around a bit, Aya finally decides to go out and about. Steal the [Ammo +30] in the chest near her bed and blow this hovel. After a scene, it's time for a great pasttime: larceny! As Daniel and Maeda point out, there's a gunshop and pharmacy nearby, conveniently located one screen on either side of where Daniel's parked. Let's go to the Pharmacy first.

		Ammo +30	
		Revive	
		Medicine 2	
		Cure-M	
		Medicine 3	
		Defense +1	
		CR Evade +2	
		Tool	
		Bullet Cap +1	
		Tool	
		Range +1	
		M11	
		Ammo +15	
		G19	
		PE +1	
		Club 2	
		Cr Vest 1	
		Trading Card	

Bust in Police Academy-style and survey the treasures of weaponedom: [Bullet Cap +1], [Tool], [Range +1], a [M11] rifle, [Ammo +15], a [G19] sidearm, [Club 2], and a [Cr Vest 1]

[Ammo +15] and [Medicine 2] in the chests this time. Next-door in the kennel room, talk with Cathy to get [Ammo +6]. Exit now to see a scene where Ben is chasing Sheeva through the precinct's upper floors, which are now available.

En route, talk to Nix in the hallway to get [Ammo +15], and scour around the conference room for a [Cm Vest 2] that has auto-healing capabilities. On 2F, talk with the dying cop for [Ammo +6], and enter the door near the gate to find a [PE +1] upgrade and a [Tool] in the cell. Back in the hallway, enter the next screen's first door to find an interrogation room with a few wolfmen inside. A [Medicine 3] chest and [Storage Key] can be found within this room, the latter shimmerin' on the table.

NOTE: The Storage Key unlocks the door down in the basement, which leads to an [MP5K] machinegun, [Tool], and [Offense +1]. After taking 'em, make sure to leave the key with Wayne to free up space.

The other door on 2F leads to an office with a [Medicine 3], [CR Evade +1], and savepoint inside -- head on up to 3F when ready. After the first battle, one of the foes drops a free Tool...pretty cool. The nearest door leads to a lab tech's office and she'll give a one-time-only heal session if Aya needs it. Back in the hallway, the officer gives Aya his [Locker Key] for no real reason.

NOTE: This key will open the locker in the ground-floor changing room, which produces a [Trading Card]. This new item is the "currency" in which Wayne will bore out a new slot to weapons, although he won't right at the moment. Store both items for now.

The next-nearest 3F door leads to a storage room, and there'll be a super-strong wolfman here who fought with Torres (case in point: his howl attack can do about 90 damage!). He drops a SG550 rifle for the trouble. Get a [Defense +2] in the chest and [Ammo +6] from the corpse, then look in one of the corners for a secret vent. It connects to an [N Jacket] storage room! Down the hall is the morgue, and the fight within gives a Full Cure as a reward. The perpendicular hallway outside will eventually lead to the boss battle, so now's a good time to save on 2F.

BOSS: Sheeva HP: 200/300/400 HP (Left>Right) DROPS: M9-2 EXP: 1000

As Aya points out, there are actually three targets, but all have roughly the same health. The boss likes to do lunging attacks and snap at Aya if she's close, or it may use a beam that hits everything in a fan trajectory (evade by flanking its body, if possible; its turn radius isn't that good). It can also heal 100 HP to its heads every once in awhile, so having a gun with a x5 rate of fire helps a lot. Watch out for its howling attack which halves Aya's health. Its middle head is the one that cures the others, so naturally take that out first -- it can't cure itself. You'll know a head's been defeated because Sheeva makes the howl attack motion but nothing happens. After the tongue head is killed, take out its left to stop the howl attacks, then the final one which just lunges. Keep health above 100 at all times, because while a good rate of fire helps, it often gets interrupted.

Talk with Baker afterwards and that'll end the third day.

The first order of business in this chapter is locating Maeda, who's wandered to the crime lab on 3F (the first door). Unlike Central Park, all of the bad critters have scampered off for greener pastures, so there's no fighting to be had now. When it looks like the artificial insemination hospital nearby is Eve's location, Daniel gives over [Ammo +30] for the trip.

It's worth noting that Wayne will have assumed Torres' duties of boring out slots in weapons, except he wants trading cards instead of permits. You can use the one found during Day 3 if you want, for instance.

St. Francis Hospital

Enemies: Slime, Fly, Ratman, Cadaver, Giant Slime

Slimes often appear in groups and have a projectile attack that can poison our darling Aya, so have Detox on standby. Flies' green drool will inflict stiffness if it hits, but it doesn't have much range so avoiding it isn't so difficult. The Ratman (or maybe it's a bipedal rat) throws a bomb that bounces around the room like a pinball machine, then explodes.

Cadavers are weird mutants that throw tiny little balls around the room, except these do little damage and don't die upon hitting Aya. Take the cadavers out first if you want an easier time! The Giant Slime appears only once and is just a souped-up version of the normal one. Most enemies will drop ammunition or Medicine 1/2s, although slimes drop Cure-Ps sometimes.

James Poland writes: "Don't know if you're interested, but the monster you call a cadaver in the hospital, is very useful for leveling, if you have the ammo. The target at its head is a ball it creates and throws at you. You can shoot these balls, it will create 95 total, each of which is worth 4 exp & 3 BP. Great place to collect BP!!"

01	Mayoke	11	CR Evade +1	20	Sp Jacket
02	Tool	12	Fuse 2	21	Bullet Cap +1
03	Fuse 1	13	Blue Cardkey	22	Ammo +30
04	M79	14	Offense +2	23	G3A3
05	Ammo +30	15	M10	24	CR Evade +1
06	Defense +1	16	Fuse 2	25	Junk
07	Medicine 3	17	Medicine 2	26	Elevator Key
08	Autopsy Key	18	Tool	27	Cure-M
09	Tool	19	Green Cardkey	28	Ammo +30
10	Offense +1			29	Tool

		Fusebox		To Roof---	
21	Infinite	\		25	26
A	B	14	15	11	13
22		16	17	12	
/		18	A		
Giant	Save	19	7	8	B
Slime	2	20	3	4	5
1		6			
				23	B
				29	

NOTE: Item #15 may also be a Micro UZ

Meet with Maeda in front of the place and he'll give over a [Mayoke] charm, which also has no apparent function. If you're like me and hate carrying the stupid things around, feel free to leave it with Wayne before busting in the

front door. Inside, look in the utility closet behind the receptionist desk to find a [Tool]! The double doors near the desk and elevator are both shut tight for now, but the elevator itself works. Save first, naturally.

Upon reaching the basement, the fusebox is blown and Aya is trapped...d'aww. In this claustrophobic setting with fixed camera angles, it can actually be harder to navigate than normal. Move one screen past the elevators and take the left door (right door leads to locked autopsy room) for a storage area. Sparkling on a shelf is a [Fuse 1], while the other chests have [Ammo +30] and a [M79] grenade launcher, our first. Double-back one screen and take the door at the far end, which leads to a morgue. Fight the battle, take the [Defense +1], and loot the office for a [Medicine 3] and [Autopsy Key] in a drawer.

With this new key, return to the locked autopsy room -- the key is discarded automatically. Inside, past the battle, is a [Tool] and [Offense +1] pair. The adjacent room leads to a corpse disposal facility, and while we should have some hazmat gear for this probably, we don't... Defeat the slimes and Ratman, steal the [CR Evade +1] by some suits, and find [Fuse 2] on top of a first aid kit. The corpse has the [Blue Cardkey], which will open the door in the hallway between the storage and morgue -- where the little girl first appeared. After its use, it's discarded also.

After seeing the little girl again, run towards the foreground to find a 2nd destroyed stairwell, with an [Offense +2] shimmering nearby. Double-back and pick up the [M10] in the hallway chest, then enter the nearest door to find a sterilized room. Unfortunately, there's a monster (I call it a Cadaver) in here. It's not much better than a normal enemy; just make sure to focus on the target on its back rather than its head. Afterwards, search the room for [Fuse 3], [Medicine 2], and another [Tool].

With this, all three fuses should now be collected. Put them in the fusebox in the adjacent hall and connect the wires -- this puts the elevators back online. Take one of 'em back up to the F1 lobby; the door near the clerks' desk is now flung open. Fight through the two rooms, and the nurse at the final one gives the [Green Cardkey] for saving her life. Before leaving, get the [Sp Jacket] near one of the gurney-like beds.

```
#####  
# There's a trick here where Aya can get as many Trading Cards as she can #  
# carry, but it's only doable once. Clear as much fluff from your items as #  
# possible and look behind the overturned cabinet in the room where there #  
# was a nurse and a patient who ran away. Keep inspecting the hidden box #  
# to get the cards. After doing this and exiting the room, the box'll be #  
# gone, so make sure to get as many as you can (heck, go deposit 'em with #  
# Wayne right now if you want). This area's marked on the map, too. #  
#####
```

This new keycard opens the door between the F1 elevators, which leads to a [Bullet Cap +1] chest and the nitrogen room. Inside, Aya will have to defeat a giant slime before she can turn off the sperm bank's cooling (via a valve). The big sucker drops a B Vest 1, for reference, which protects against poison. An [Ammo +30] chest's right by said valve, too. Save before going to the 13th floor sperm bank.

```
#####  
# About that giant slime: sometimes if you re-enter the room, it respawns! #  
# If you have a weapon that can steal from enemies, you can repeatedly get #  
# Defense +1s (common) or Tools (rare). Very useful to do! #  
#####
```


There's only one door accessible from here, and a slime/cadaver battle will play when going in. This one's more annoying than the previous, too. Pick up a [G3A3] rifle in the aftermath, and look for a wall card that has a red arrow on it. It points to a small machine blocking a switch, which controls the door -- push it out of the way and exit the room after. Through the next room, which has a [CR Evade +1] chest, locate the room with a savephone on a desk. Clear it out and inspect the sparkle for some stellar [Junk], then the subsequent one for an [Elevator Key]. A [Cure-M] and [Ammo +30] can also be found in this area. Save and ride the elevator to the roof...

BOSS: Black Widow HP: 900 DROPS: G23 EXP: 6500

True to a spider's nature, the widow's main attack consists of shooting 3 webs around herself, which will damage Aya and temporarily trap her if it hits. This will then open it up to a few physical attacks or its fiery projectile. These don't do much damage themselves but they're meant to add up. Since Aya should be around Lv20 by the time she gets here, Haste works very well, especially if you're using a rifle with a poor rate of fire.

After its health is about halved, Aya and the insect move to a different part of the roof to duke it out. Same strategies apply, except the field's now smaller, playing into the spiderweb attack's proverbial hands. Try to keep hasted all throughout the battle, unless healing is urgently required. Basically, if one avoids the webs, they should have no problem getting out of here alive. Now, if you DO get stuck, it might not be a bad idea to cast Barrier to even the odds (both it and the web last around the same time). [It's possible to steal a Tool or, rarely, a Super Tool during this portion.]

As soon as the battle ends, run for the corner of the roof opposite where Aya entered, which will be in the SW corner of your t.v. screen. There's forty seconds (40s) to do this before the jet crashes onto the roof. Alongside the roof ledge, there's a carpenter's scaffold. There'll be a small fight with a spider on the way down but not nearly as annoying as the one we just smoked.

N.Y.P.D. 17th Precinct

Everyone arrives back here automatically. If you have any crap to dump with Wayne, make sure to do that now. Talk with Warner in Baker's office to learn the next destination to check out: the history museum. Aya also gets a walkie talkie here, but it's not a real item in the inventory.

05) Day 5: Evolution

[WK05]

Now that the (wo)manhunt has been stepped up, a few new places show up on the island map: Warehouse and Chinatown. The order we visit the places in doesn't matter we can get a shotgun in the sewers, and that can help for the other dungeon's boss.

Chinatown

Enemies: Cat, Bat, Red Snake, Blue Frog, Alligator, Mole

Red Snakes are nothing new, and are easily killable by this point. Cats are triple-tail felines who can throw semi-homing fireballs but do mediocre damage overall (assuming your armor is properly upgraded). They drop small amounts of ammo. Bats' sonic waves can inflict darkness, and they drop a lot

		_ 10	Defense +2		savepoint and [Offense +2]
2 1		_ 11	Tool		are on the catwalk. Exiting
START		_ 12	Tool		will take Aya over the 3rd
		_ 13			screen's bridge.

In this 6th screen, steal the [Offense +2], [Defense +2], and [Tool] before sliding down the cable shaft. It's not a bad idea to save before doing this actually, or coming in with full parasite energy, 'cause...

BOSS: Crustacean HP: 1666 (Total) DROPS: AT4 EXP: 2510 DROPS: 2510

Or if you want to be cute about it, it's the Unfriendly Kingler. This ugly brute boasts three targets (claws, face) and has a small repertoire of annoying attacks. Its first is shooting two eye lasers in front of it, both of which can halve Aya's health (which equates to 3/4ths damage overall). Its watery cell attack can hit twice also and additionally lower defense power, but can be avoided by standing near its claws. Its third attack is just a close-range slap that does high damage; it's easy to figure out when it's going to be used as the boss abandons its circle-around-arena strategy and charges at Aya. So is there any good news? Sure! Barrier prevents all damage, and by standing close to the claws, the watery cell attack misses completely. Another boon is that the boss always circles away from Aya, so as long as she follows its path, she can hide by the claw and just peck away at it.

Beating this lobster earns the AT4 rocket launcher! This sucker has a base ATK of 128 and is a single-shot murder machine...so resist the temptation to waste it on slimes and other crap. This is a boss slayer, folks! A [Tool] is also sitting around in the way of some hot steam, so try to get it without taking too much damage (it does about 25).

Aya'll have to backtrack all the way out, but make sure to save first, just in case. Oh, and be sure to drop any obsolete junk with Wayne before hitting up the other new location. [The weapons department chests now give Ammo +30 and Medicine 3s].

American Museum of Natural History

Enemies: Velociraptor, Iguana, Armadillo, Pterodactyl, Scorpion

Velociraptors are small dinosaurs that have no special qualities, and drop Medicine 2/3s and Ammo +15 packets. Iguanas often appear in groups and jump around; they drop plenty of "Junk" so don't let it clog up the reserves. Armadillos roll around but generally aren't that tough; same for pterodactyls, who happen to drop high-end Medicine types.

- Item #16 may also be a Offense +1

_ 01	Medicine 4		_ 15	CR Evade +1		_ 29	Klamp Key	
_ 02	Medicine 3		_ 16	Ammo +30		_ 30	Ammo +30	
_ 03	P220-2		_ 17	Offense +1		_ 31	Medicine 4	
_ 04	Tool		_ 18	Tool		_ 32	M9-3	
_ 05	Revive		_ 19	Revive		_ 33	Tool	
_ 06	Ammo +30		_ 20	Revive		_ 34	Super Tool	
_ 07	Revive		_ 21	Medicine 4		_ 35	Cr Vest 2	
_ 08	Offense +1		_ 22	Defense +1		_ 36	Rocket [x9]	
_ 09	N Suit		_ 23	Tool		_ 37	Sv Protector	
_ 10	Defense +1		_ 24	MP5PDW		_ 38	Tool	
_ 11	Trading Card		_ 25	Revive		_ 39	M500	

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|_ 12 | Tool          | | 26 | Medicine 4    | | 40 | B Jacket 1    |
|_ 13 | M203-4           | | 27 | Full Recover   | | 41 | Cure-D          |
|_ 14 | Offense +1       | | 28 | Maeda's Gun    | |_____|_____|
|_____|_____| |_____|_____|

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|16 C| |G| NOTE: Some quiz machine payouts may differ slightly.

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|_____| [4F] | |_____|_____| | | | | | | | |
| 18 | |_____| 27 | |J| | C|_____|
|_____| | |_____| 38 39| |_____| 24 | J| |_____| 36C|
| B| | I | Eve |40 41| | | | |_____| |_____| 19|
| 13 | |_____|_____|_____| | | | |_____| -Save |_____|
|_____| |_____| |_____| |_____| 14 | |_____| |_____|
|_____| |_____| |_____| | 15 B| | | |_____| 20 | [3F]
|_____| |_____| |_____| | 12 | | 16 | |_____| |_____| | | | |
|_____| |_____| |_____| |10 11| |_____| |_____| [2F] |_____|
|_____| |_____| |_____| | 8_9_| |D 25 |_____| |_____| |D | 21 | |_____|
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|_____| |_____| |_____| | H | | 23 | | H| |_____|
| 1 | A | -Save |_____| |_____| |_____| |_____| |_____|
/2 |_____| |_____| |_____| | 26 | F | E | A| 29 | |32 | F | G |
\_/ |_____| |_____| |_____| |34 35 37 |_____| 28 | |33 | I | 22 | E|
|_____| [1F] | START| |_____| |_____| |_____| |_____| |_____|

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=== 1F ===

Upon entering, a figure will disappear through a side door; also, the easy access stairway up to 2F is now conveniently locked, as well as the elevator. Go through the door the labcoat guy went in, and locate the [Medicine 4] in a small exhibit in the corner (blindspot). The next screen has a [Medicine 3] to take, and in the final screen, Aya finally sees the person purposely lock a door to prevent her from advancing. This heralds the first fight between a few velociprators -- y'know, those small bipedal things from Jurassic Park. When they're done for, get the [P220-2] and [Tool], then return to the museum lobby, going "north" this time.

Inspect the console to be asked "How many animals are hiding"? The answer is nine. The reward is either a [Revive] or [Medicine 3], although know that if you get it wrong once, no items can be received subsequently. Check behind the jungle scenery to find an employee hallway, which leads to [Ammo +30] and a 2nd questionnaire machine. Answer "The name of the first organelle that appeared in the first organism" with "mitochondria" to obtain a [Revive] or [Medicine 2]. Fight the dinos in the storage room to get a treasure trove, too: [Offense +1], [N Suit], [Defense +1], [Trading Card], and a [Tool]. Note that a few of these are hidden behind some boxes, and Aya will push them out of the way if inspected/approached. Return to the jungle room and continue out the far end this time.

Two screens in, Aya will locate a desert room with a giant scorpion. This is big and seems boss-like but it's really not, and doesn't take much to go down in a big bloody lump. It can inflict poison though, so watch out. Beyond is a room with a giant canoe exhibit, which is the room Aya was locked out of before. Adjacent to there is a stairway that leads to 2F, but ignore it for the moment and get the [M203-4] before exiting ground-floor-style. This'll lead to an area with stone-carved faces, which obscure an exit behind 'em. It can't be entered right now, but upon trying to leave, watch the scene and inspect the area again to fight some armadillos. When they're done, make for the 2F stairway.

=== 2F ===

Inspect the machine to be asked "The mitochondria creates ATP - adenosine triphosphate - within the cell. How much energy is this equivalent to?"; be sure to answer "200,000v/cm3" to get [Ammo +30]. Through the next room, get out onto the fire escape and go back down to F1, which nets an [Offense +1] and a [Tool], which is inside the Mayan exhibit and obscured by a statue. Go up to 3F at this point. Make sure to get the [Rocket] ammo before going in.

=== 3F ===

Kill some dinos and find the nearest quiz machine, which has a really long question ending in "What was the consequence?" -- choose "Aging" to earn a [Revive]. In the next screen, the quiz screen asks "Which organism is thought to be Mitochondria Eve?" -- pick "An african female" to earn another [Revive]. Ignore the next room's stairway to 2F and take the adjacent passage, where Aya can fight the first pterodactyl. There's a reason they died out: they're complete pushovers! A [Medicine 4] is nearby. Two screens away from here is another stairway to 2F, but we'll also ignore this one. Adjacently, find a room with a broken window and [Sv Protector], which Aya gets locked into. Climb out onto the windowsill and choose to jump down to 2F's broken window when prompted (walk a little bit to earn it).

=== 2F ===

Through the first room, enter the stairway lobby that leads to Klamp's office; it's locked though, expectedly, and so's the way down. Adjacent is the museum gift shop, where a [Tool] and [Defense +1] are hidden underneath the kiosk tent. Two screens from here, there's access to the security room, where Aya can save and deactivate the alarm, which unlocks many of the doors around here. This room also contains a blind path to an elevator, who can only go to an isolated 4F room.

=== 4F ===

There's four treasures to get here: a [Tool], [Cure-D], [B Jacket 1] and a [M500]. Return down the shaft to the security room again.

=== 2F ===

On the way out, we'll see the t-rex fossil on 1F turn reanimate! Let's ignore it for now, though; go "left" out of the screen. This is the stairway up to 3F which has a [Revive] chest. The doorway requires a special key to enter, though. That's all for 3F for now, unless you want to go adjacent to the "F" entrance we came in by and answer the quiz question ("25 million years ago, oxygen increased in the air. Why?" -> Photosynthesis by bacteria). It earns a [Medicine 4] or [Tool]. Pay attention to this room as we'll come back for extra items later.

If you want, you can also get the [Full Recover] on 4F via the elevator or 3F stairway. Either way, the next stop is on 2F.

=== 2F ===

Time to visit Klamp's laboratory! Maeda is here luckily, and he's had Wayne make a special weapon to combat Eve. It's name? [Maeda's Gun] of course! When the scenes are finally concluded, the [Klamp Key] is automatically obtained. With this item, we can now unlock the remaining doors the alarm didn't catch. The doors on 2F unlock the stairway to the 3F tricerotops exhibit, or you can circumvent and just go straight for 3F. Don't matter.

=== 3F ===

Inside said exhibit...

BOSS: Tricerotops HP: 1650 DROPS: Ammo +6 EXP: 50000

The boss' head is the only point to shoot here. It can fire electrical energy around the room and do a charge attack, so it'll pay to have Barrier and Haste cast. When about half of hits health is gone, its head blows off. Naturally, its charge attacks get more hectic and frequent, not to mention more reckless... If your armor is properly upgraded its attacks all do about 50-80. Yawn!

When the boss is toast, inspect the other door here to be knocked out the window...

=== 1F ===

Aya lands in the enclosed space on 1F and is automatically healed. Look for a [Medicine 4] and [Ammo +30] right by the landing spot.

BOSS: T-Rex HP: 2400 DROPS: M8000 DROPS: 34000

Its main attack is a huge flamethrower from its head, which is shot in a 180-degree radius, or in better terms, Aya can only evade it if she flanks or gets behind it. It does about 70 damage if properly equipped. Sometimes it will shoot two homing missiles from its tail (~80/per) so keep health at 200+ to avoid any mishaps. Its third attack -- biting Aya if she's close -- can do about 130. If you're worried about damage, cast Barrier/Haste and hope for the best, 'cause it's actually a pretty simple battle as long as you can avoid the flamethrower (which multi-hits if Aya's caught in a bad position). Oh, and the fire breath always goes right to left, so stay by the left side of its face for best effect. It's the miracle of evolution, baby! [Some people have said that 100,000 EXP is gained from this fight but I ain't see that happen.]

With all that turmoil over, the tricerotops room's adjacent door can be finally opened. Enter there to see an FMV of an earthquake, then collect the [Tool] and [M9-3] hidden inside the broken exhibit. This earthquake also opens another exhibit's treasures, on 2F next to the 3F stairs; it's right nearby, then. It contains a [Super Tool] and [Cr Vest 2], for reference. But, that stairway in the "earthquake" room is the real way to go.

=== 4F ===

Meet with Eve here in one of the rooms to end the museum portion.

The Nimitz

After some scenes, Aya is prompted to save. If you're not sure you can get through the next battle, either don't save or make a duplicate.

BOSS: Eve HP: ~1900 (Top) 1750 (Mid) 1600 (Low) DROPS: ---

Okay, so we're finally nearing the endgame. Eve's attacks are:

- Four Laserbombs (move around to avoid; multi-hit)
- Hand Needles (multiple spray in a semi-circle; really fast; multi-hit)
- Purple Missiles (run around to avoid most; multi-hit)
- Tentacle (potential multi-hit; inflicts DEF Down, Confusion, HP-to-1)

All Eve's attacks are multi-hit-capable, meaning Aya will have to really move around to avoid most damage. The hand needles are the fastest and most likely to hit their mark, but the others are a bit easier provided Aya is a little ways away. To avoid the needles, Aya practically has to be behind the boss. All attacks do about 80-100 per hit, which is why it's wise to use Haste and Barrier. A cool thing is, if you've made a gun with the x2 Command in it, Aya can cast her magic and immediately attack afterward -- cool!

Now, all of the tentacle attacks are avoided in the same way: avoid the boss! They're color-coded and the red one is the worst, bringing Aya all the way down to 1 HP! If you want to use Full Recovery, make sure you have a couple items to use while the p-energy refills! [All targets must be destroyed to beat the battle!]

After beating her...

BOSS: Eve II HP: 2200 DROPS: ---

Eve will now be a single-target boss and has more agile now, which plays into her close-range attacks (make sure to cast Haste to counter). She can inflict poison, a time-stop attack, and also fly upwards and shoot a purple arrow/explosion. These all do about 80-100 damage overall, but the time-stop attack also drains all parasite energy + inflicts DEF down. Pretty lame, so be prepared to rely on items while charging. Haste/Barrier like usual and hopefully she'll go down before Aya. =p

This uber-long day ends after the battle.

06) Day 6: Evolution

[WK06]

The Nimitz

Aya will start on the carrier's outer deck, but there's nothing to do out there so go inside. Wayne'll have come from the precinct to visit and brings his storagebox and other things with. The Narita can't be dropped off still, but you can dump stuff like the Klamp Key. He'll also engrave Aya's name on the weapon & armor of her choice.

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#####  
# The items Wayne engraves Aya's name on will carry over to an Ex Game, #  
# but anything that is in the inventory will not. Make sure to store any #  
# good items on Aya's person if you want to get them next playthrough! #  
#####
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The soldier near the door has supplies if Aya needs 'em:

Medicine 3 -> [x4]
Medicine 4 -> [x2]
Cure-M -----> [x2]
Cure-P -----> [x2]
Cure-D -----> [x2]
Cure-C -----> [x2]
Ammo -----> [x90]

The medicines and ammo are the most important so definitely get those. Walk out onto the deck when ready (make sure you have Maeda's Gun with).

BOSS: Ultimate Being (Infant) HP: 1500
BOSS: Ultimate Being (Toddler) HP: 2450 (Total)
BOSS: Ultimate Being (Mature) HP: 3500
BOSS: Ultimate Being (Final) HP: 7992

As is now customary with RPGs, boss fights just aren't worthwhile unless they're multi-segment. The first form is a floating baby, and while it's pretty weak, if it drops to the ground the shockwave will reduce Aya's HP to 1. Still, there's plenty of time to use Full Recover and recharge the p-energy, so this is pretty much a gimme form.

Its 2nd evolution has two targets: the body and wings. It can shoot two streams of electricity from its hands (x3), little bombs that shoot in a rough straight line. After enough damage, the boss separates into two entities, with the body crawling around and able to fire a beam with its tail (sweeps field; hide behind if possible) and the wings shoot multiple little pulse balls at Aya. Since they're constantly moving around, the best time to shoot is when they're in the middle of an attack. Take out the Wings as soon as possible, as they're the most annoying and have the worst DEF.

The third form is the hardest, surprisingly. His repertoire includes going to a corner and shooting purple spheres outwardly; going to the middle and causing an unavoidable explosion (halve HP); an unavoidable time-stop attack that causes confusion. He also has a weak combo that does about 60 damage total. Now, while the earthquake is the cheapest, the purple spheres are a multi-hit for ~100/per. Make sure to stick close to his position and get under/behind for the sphere attack, which avoids it completely. There's also a rare HP-to-1 attack where he grabs Aya, but don't expect to see it spammed like the others. [It helps to use a Cure-C in this battle and have Revives on-hand.]

The final form is practically invincible. Heal up at the start and watch as the boss throws out some sentient crystals, which move around (can't be targeted) and shoot lasers for low-damage. The trick to this is shooting the boss even though it does little damage, and after awhile (~20 damage) there is a cutscene where Daniel throws some special ammo for "Maeda's Gun". Equip said gun on Aya and start shooting the being, doing 999+ each hit. After 8 hits it should finally die...or will it? [Apparently you can get swipe a Super Tool at this time.]

Nope! Now the stupid thing is chasing Aya and if it hits her, she dies. It's pretty slow so avoiding it is easy if you know where to go. Still, it can corner our gal if she's not careful.

EXIT-| | Aya starts on the outer deck, right where the boss fight began.
| | Sprint inside and she'll automatically look at the ship map,
| | locating the engine. Enter the door the seaman previously stood
| | in front of, and at the fork, take a left. This leads down some
| | stairs and to another fork; go "up" (towards top of screen) to
| | a hatch that leads to the boiler room. Upon dropping down, run
| | straight ahead (toward foreground, which is under pipe overhang)
| | to find the boiler room control panel with all its
| | yellow buttons. After some tweaking, run up the ladder
| | and follow the passages, which are very straightforward
| | Eventually our gal will reach the outer deck and an FMV
| | ends the festivities. Aya sunk my battle-
Boiler | | Start -ship!
| | X| /
| | | That effectively ends the game. After the

X = Don't Go Here |) credits, there'll be a save prompt. Having it on the memory card opens up the Ex Game option, as well as about 3000 bonus points earned from the final battles. See the 'Ex Game' section towards the start of this document to see what carries over and what don't. Later, folks!

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/ IV. APPENDICES [APND] |

EQUIPMENT LIST

[EQPT]

There's a crapload of equipment in the game, and many have different styles and traits to pay attention to. Here's the list of traits and what they do, although I've reworded the names a bit.

1/2 ATK Steal	Can steal enemy's item but weapon ATK power is halved	
Acid Bullet	Imbues weapon with 'acid' effect	
Attack Down	Reduces ATK value (for damage calculations)	
Attack Up	Augments ATK value (for damage calculations)	
Autocure	May auto-use "Cure" type from inventory to heal statuses	
Autoheal	May auto-use "Medicine" type from inventory if HP's low	
Burst	Hits any enemy within range of nozzle (fan formation)	
Counterattack	If attacked, will counterattack with weapon	
Critical % UP	Critical hit percentage is increased	
Cyanide Shot	Imbues weapon with 'cyanide' effect	
Freeze Bullet	Gives weapon the 'freeze' element	
Heat Bullet	Gives weapon the 'heat' element	
Item Capa. +?	Armor can hold 1-4 extra items	
Max HP Up	Augments current HP value	
PE Light	Lowers PE skill costs by one-third	
RROF 1.5	Fires x1.5 bullets (per command) at random enemies	
RROF on All	Fires x1.5 bullets (per command) on all enemies	
Quickdraw	Often starts battles at full ATB bar	
Resist Confse	Raises chances of avoiding confusion status	
Resist Dark	Raises chances of avoiding darkness status	
Resist Poison	Raises chances of avoiding poison status	
Resist Stiff	Raises chances of avoiding stiffness status	
Slow AT Bar	ATB bar is slower than normal	
Steal	Can steal enemy's item (weapon ATK is not halved)	
Tranquilizer	Imbues weapon with 'tranquilizer' effect	
x# Shot	Can fire # bullets per command	
x2 Commands	Can input two battle commands instead of one	
x3 Commands	Can input three battle commands instead of one	

Most of these are self-explanatory, although I'll touch base on some effects. 'Cyanide' can instantly kill enemies susceptible to the effect, and on those who aren't affected, normal damage is done. Heat/Freeze traits will add an elemental damage effect, which does more to those who are susceptible but'll do 1 HP damage to those who are resistant. 'Acid' inflicts acid on applicable enemies, which works like a weaker, quicker version of 'Poison'. Finally, the

rare 'Tranquilizer' skill does just what you'd think it would do: knocks out enemies or makes them sluggish -- either way, easier to kill.

Handgun	ATK+?	RNG+?	BLT+?	ABILITIES	SLT
Maeda's Gun	001+0	060+0	015+0	x2 Shot	x01
M84F	012+2	051+0	006+0	x2 Shot	x04
P220	014+1	055+0	005+0	x2 Shot	x05
M1911A1	015+2	060+0	005+1	x3 Shot	x06
M9	017+0	053+1	008+1	x3 Shot	x06
P8	018+1	054+2	007+0	-----	x01
M92F	028+1	050+1	008+3	x3 Shot	x10
G19	030+2	057+1	008+2	x3 Shot	x05
M9-2	038+1	054+1	010+1	x3 Shot	x07
PPK	045+2	048+1	012+0	x5 Shot, Quickdraw	x04
G23	047+1	058+2	010+0	x3 Shot	x07
P220-2	047+1	055+0	011+1	x3 Shot	x05
M1911A2	048+0	061+0	008+2	x3 Shot	x05
M1911A3	050+0	062+0	008+1	x5 Shot	x07
USP	051+1	056+0	009+1	x3 Shot	x04
M9-3	053+2	048+0	013+0	x3 Shot, x2 Commands	x07
M8000	057+0	058+0	012+0	x2 Commands	x05
USP-2	058+0	057+2	011+0	-----	x07
P228	059+0	055+1	012+1	-----	x06
P226	063+0	057+0	011+1	x2 Shot	x06
G20	065+0	061+0	012+2	Counterattack	x03
M1911A4	068+0	062+1	009+0	-----	x08
P229	071+0	056+0	013+0	x3 Shot	x07
USP-3	075+1	058+0	012+1	x2 Shot, Quickdraw	x03
M96	075+2	059+0	014+2	-----	x05
AM44	078+0	058+0	012+1	-----	x08
Mark 23	081+1	060+1	013+0	x3 Shot, Quickdraw	x03
M1911A5	085+1	063+0	010+1	-----	x05
M712	085+2	063+2	010+1	Counterattack	x02
M96R	088+1	059+0	020+0	x2 Shot, x3 Commands	x04
USP-TU	115+1	087+1	025+6	x5 Shot, Counterattack	x09
SP1C	118+2	067+2	018+2	x2 Shot	x06
DE50AE7	123+2	055+1	015+2	x2 Shot	x09

Sidearms are a police officer's faithful friend, which is why there's more of this type than any other. They don't boast too much firepower and they'll often have a mediocre rate of fire as well as # of slots. They're definitely worthwhile though, and are the first type of weapon in the game that boasts a x2 Command trait.

Clubs	ATK+?	RNG+?	BLT+?	ABILITIES	SLT
Club 1	009+1	010+0	-----	-----	x01
Club 2	024+2	010+0	-----	1/2 ATK Steal	x01
Club 3	038+0	010+0	-----	1/2 ATK Steal, Quickdraw	x02
Club 4	078+2	010+0	-----	Steal, Critical % Up, Cntrattk	x03
Club 5	100+2	010+0	-----	Steal, Quickdraw	x03

Clubs are melee weapons, and to ensure that Aya is never left without ammo during battle, she has to have one at all times. But PE is a gun-driven game and these will probably not be used as normal weapons. However, they're the only weapons that come with a 'Steal' ability, which is helpful for getting items from enemies without waiting for drops.

Machineguns	ATK+?	RNG+?	BLT+?	ABILITIES	SLT
M11	032+1	042+0	020+1	x5 Shot, RROF 1.5	x02
MP5K	035+1	043+0	023+1	x3 Shot	x04
M10	037+1	045+0	022+2	x7 Shot, RROF 1.5	x03
Micro UZ	038+2	043+0	018+1	x5 Shot, RROF 1.5	x04
MP5PDW	052+1	046+0	023+2	x7 Shot, RROF 1.5	x06
MP5A5	067+1	048+0	028+1	x2 Shot, RROF on All Foes	x04
Full UZ	068+0	049+1	042+1	x10 Shot, RROF 1.5	x04
PPSh41	078+2	075+1	071+0	x10 Shot	x06
MP5SD6	089+0	052+0	031+0	x3 Shot, RROF 1.5 on All Foes	x07
P90	122+0	051+2	100+1	x10 Shot, RROF 1.5	x07

These rapid-fire weapons boast high bullet counts and often times a large number of shots per turn. Although it would be a pretty lame trait on other weapons, the RROF (Random Rate of Fire x1.5) ability really brings out the best in its strengths. However, shooting random enemies is off-putting for some people so it pays to excise that trait if it's not working out.

Rifles	ATK+?	RNG+?	BLT+?	ABILITIES	SLT
M16A1	034+1	110+2	015+1	x2 Shot	x03
SG550	040+0	108+2	020+1	x2 Shot	x05
G3A3	043+1	121+2	018+1	-----	x04
Type64	050+1	112+2	014+2	x3 Shot, Critical % Up	x05
M16A2	053+2	124+0	018+1	x3 Shot	x04
PSG-1	075+0	120+0	018+1	x2 Shot	x05
SAR	085+1	135+1	016+0	-----	x03
XM177E2	099+0	158+1	016+1	Critical % Up	x06
FA-MAS	119+0	168+1	026+0	x3 Shot	x07
MAG	151+1	185+0	020+1	x2 Shot, Counterattack	x07
AK-47	155+0	152+2	023+1	x5 Shot, Critical % Up, Ctratk	x08

Expectedly, rifles have the best range out of any weapon and boast decent firepower to boot. Their downside is the poor per-shot ratio, but that can be corrected. It has to be noted that their firepower outclasses almost all other weapons except the rocket launcher, although the downside is most of the best ones are only found in the EX Game's Chrysler Building dungeon.

G. Launcher	ATK+?	RNG+?	BLT+?	ABILITIES	SLT
M203	025+2	059+1	005+0	Heat Bullet	x03
M79	044+1	065+2	004+1	x2 Shot, Tranquilizer	x04
M79-2	045+1	068+0	004+2	x3 Shot, Acid Bullet	x04
M203-2	048+1	065+0	006+1	x2 Shot, Heat Bullet	x05
M203-3	049+1	071+0	005+2	x3 Shot, Acid Bullet	x05
M79-3	052+2	068+1	005+1	x2 Shot, Frost Bullet	x05
M203-4	057+1	067+0	007+1	x2 Shot, Frost Bullet	x07
M79-4	059+2	065+0	010+0	-----	x05
M203-5	068+0	065+0	007+0	-----	x06
M79-5	075+0	067+2	008+0	-----	x05
M203-6	080+1	067+1	006+2	Cyanide Bullets	x04
M79-6	094+0	068+1	010+1	-----	x07
HK40	115+1	070+0	008+1	-----	x06

Although many games have built up grenade launchers as tools of mass fear &

destruction, they've been nerfed a bit -- in this author's opinion -- by a few flaws: (1) poor initial per-shot rates (2) elemental effects, which can often be a detriment to enemies strong against them. However, unlike the rocket launcher, they also have two great sides: (1) pretty good number of max slots (2) uses regular ammo instead of rockets. Because of this, they're way easier to swing around than a rocket launcher and at least on par with normal weapons, albeit not without some tweaking. Still, it takes time to do all that configuring so it might be easier to just use a normal gun type.

Shotguns	ATK+?	RNG+?	BLT+?	ABILITIES	SLT
M870	048+1	060+0	004+3	x2 Shot, Burst	x06
M500	057+2	061+2	005+2	x2 Shot, Burst	x08
M870-2	063+0	063+1	005+0	Burst	x07
M500-2	075+2	067+0	006+0	x3 Shot, Burst	x09
Maverick	082+0	069+2	007+0	Burst	x06
S12	097+1	072+0	008+1	Burst	x06
M10B	120+1	070+0	006+1	x3 Shot, Burst	x07

Of course the crowning reason to use shotguns is their 'Burst' trait, which will hit all enemies within a certain distance of their target (think of a 'spray' trajectory, which fans out from the direction Aya shoots). It won't hit all enemies automatically so sometimes Aya will have to adjust her fire to hit more foes within range. Because the shotgun isn't the fastest weapon and boasts a pretty poor shot-per-turn ratio, putting the burst feature on a quicker weapon can work very nicely.

R. Launcher	ATK+??	RNG+??	BLT+?	ABILITIES	SLT
AT4	128+00	202+00	001+0	-----	---
AT4-2	186+00	205+30	001+0	-----	---
LAW80	200+20	210+00	001+0	-----	---

Rocket launchers are the most powerful weapon type in the game, but not w/o a few downsides: (1) all single-shot (2) no ability slots (3) use specialty Rocket ammunition which is only found in select places (4) can't have stats increased via tools. So, although they're great in a bind -- if you're carrying one -- they're often unwieldy because of their downsides. Just sayin'...don't fall in love with 'em.

Armor	DEF+?	PNG+?	CRT+?	ABILITIES	SLT
N Vest	009+1	008+0	013+0	-----	x02
N Protector	011+1	009+0	016+2	-----	x04
Cm Vest 1	015+1	016+0	010+1	Autoheal	x02
Sv Vest 1	018+1	014+2	019+0	Item Capacity +1	x04
Kv Vest 1	019+1	011+1	015+0	-----	x02
Sp Vest 1	020+2	014+1	018+1	-----	x03
Cr Vest 1	027+2	024+0	029+1	-----	x03
B Vest 1	029+1	035+0	020+0	Resist Poison	x04
Cm Vest 2	030+1	033+2	021+2	Autoheal	x02
B Protector	032+1	038+0	022+1	Resist Stiffness	x03
N Jacket	034+1	028+1	019+0	-----	x05
Sp Jacket	035+0	029+1	026+0	-----	x03
Cm Protector	036+1	048+0	029+2	Autoheal	x03
Sp Protector	038+1	023+0	026+0	-----	x04
Sv Protector	038+1	035+1	030+0	Item Capacity +1	x05
Cr Protector	039+2	041+2	025+1	Max HP Up, Slow AT Bar	x04

Sv Jacket	042+0	038+2	033+0	Item Capacity +1	x03
Cm Jacket	042+0	048+2	032+1	Autoheal	x03
B Jacket 1	043+1	048+1	027+1	Resist Poison	x04
N Suit	043+1	035+1	022+1	-----	x06
Cr Jacket	043+1	045+0	033+1	-----	x07
Cr Vest 2	045+1	042+1	031+0	-----	x04
Kv Jacket	046+0	045+0	021+0	-----	x03
Sv Suit 1	046+1	042+0	038+2	Item Capacity +2	x06
B Suit 1	048+0	054+1	027+0	Resist Poison/Dark/Stiffness	x04
Sp Vest 2	049+1	041+0	024+1	-----	x03
Sv Suit 2	051+1	045+0	041+0	Item Capacity +2	x08
Cm Suit 1	052+0	057+1	035+0	Autocure	x04
B Jacket 2	055+0	061+1	030+2	Resist Darkness	x05
Kv Suit 1	055+1	056+0	027+1	-----	x03
Sp Suit 1	058+2	052+0	029+0	-----	x04
Sv Armor 1	065+1	062+0	045+2	Item Capacity +4	x08
Kv Armor 1	069+1	067+1	030+2	-----	x03
B Suit 2	069+1	075+1	034+0	Attack Down, Resist Confusion	x06
Sp Armor 1	075+0	069+1	032+1	-----	x06
Sv Armor 2	078+1	069+1	048+1	Item Capacity +4	x09
B Armor	085+0	086+0	045+0	Attack Down, Resist Psn/Stiff	x06
Sp Armor 2	086+1	079+1	039+1	Attack Up	x06
Cm Armor 2	088+1	096+1	041+0	Attack Down, PE Cost -33%	x06
Cr Armor 1	091+1	089+1	042+1	Slow AT Bar, Health/Attack UP	x07
Cr Armor 2	106+2	102+2	048+3	Max HP Up	x10
_____	_____	_____	_____	_____	_____

CHRYSLER BUILDING

[CHRS]

This 77-floor secret dungeon appears only during an EX Game file, which is beating the game once and loading the cleared data. It's available from the first time the map is opened and stays that way for the entire game. Here's the lowdown:

- No savepoints within
- Each floor layout (except every 10th & 77th) is randomized upon entering it
- Each floor has an armory and elevator
- Bosses appear at every 10th floor (plus 77th), and drop the elevator keys
- Elevators can't be used without the keys!
- Maps are made from 20 possible hallway types
- Chrysler Building doesn't respawn its contents after beating normal story

Things to remember:

- Save after beating each boss!!
- A lot of items are gotten in armories -- pack relatively light
- Defeating the boss removes all enemies from that series of floors!
- If you're not sure you can beat a boss, bring Revives / Use Preraise
- Only the newest key is necessary to access all floors; store the older ones
- Enemies don't appear in T- or 4-way crossroads; elevator, dead end, or stairway screens; and rarely are in the armories.

F01-10

Enemy: Bluebird, Silver Rat, Brown Bat, Velociraptor

Wepns: USP-2, M1911A4, M16A2, M79-4, P228, P226

Armor: Sp Vest 2, KV Jacket

Items: Offense/CR Evade/PE/Defense/Range/Bullet Cap Upgrades, Tools, Rockets
Cards: P38 T Card

None of the enemies on this floor are hot stuff, and if you've already played through to the museum, you should have gotten enough BP to do at least 100 damage per shot, which is instadeath to these losers. Bats drop low-level medicines, bluebirds drop Junk, velociprators drop small ammo amounts. Since the enemies on this floor are typically crap, Aya can probably fight her way through at the start of a 2nd EX File -- however, she won't be able to beat the boss. The 10th-floor map is also very straightforward so I won't bother to map it here. As for the boss...

BOSS: Black Widow II HP: 1000 DROPS: Chrysler Key1

This palette-swapped spider-girl first appears at St. Francis Hospital on day four. The main difference is there's hardly any room to maneuver here, and an unprepared person will get the crap beaten out of them in two hits if they're not careful. As before, when webs entangle Aya -- and they will definitely -- cast Barrier to the boss cherrypicking an easy win. I kicked the boss' rear end with a Cr Vest 2 having 122/93/67 stats, so anything in that ballpack should work.

F11-20

Enemy: Mole, Orangutan, Red Snake, Brown Bat, Mimic, Velociraptor
Wepns: M96, Club 4, Full UZ
Armor: Cr Jacket, Sp Suit 1, Kv Suit 1
Items: Equipment Upgrades, Tools, Rockets, Super Tools
Cards: Kasul T Card, Bhawk T Card

Most enemies here are lightweights if you blew through the first ten floors, but this also marks the appearance of Mimics, enemies who hide in armories' chests and do a lot more damage than normal. Luckily, if you have a gun with multiple commands, this can be used to repeatedly interrupt it. Typically, a mimic drops +30 ammo. Besides this, one finds the Chrysler layouts becoming more complex, using a lot more T-intersections and 4-ways. The best club in the game can also be found here, so make sure to get it if you can. Like the 10F layout before it, the 20th is also straightforward.

BOSS: Alligator [x2] HP: 1200 DROPS: Chrysler Key2, Revive

It's just two alligators like the boss from the Carnegie Hall sewers, except they're a little tougher while boasting the same repertoire. As a rule of thumb, if you had no trouble defeating the 10th-floor boss, then this one'll be almost as easy. Just make sure to pick one off before the other. They'll do damage from about 100-150 so it helps to have a few Revives as backups.

F21-30

Enemy: Red Snake, Fly, Mimic, Yellow Spider, Tortoise, Cat, Parrot, Brown Bat
Wepns: Mark 23, M870-2, Type64, M79-5
Armor: Cm Jacket, B Jacket 2, Sv Suit 1
Items: Equipment Upgrades, Tools, Rockets, Super Tools
Cards: PPKS T Card, M1 T Card

The enemies here aren't that tough, but it'll help to have an armor with a stiffness-proof trait (taken from the B Protector in the subway). The same goes for poisonproofing your armor, which is just all-around useful with the droves of snakes roaming the halls. Floor-wise, the areas are now more complex and have long meandering sections. Enemies drop Medicines 1-3, a

few status cures, and relatively small ammo doses -- not the best selection. Some floors may start having more than one armory, also. [The 30th floor is very straightforward, with the first fork leading "up" to the boss, and the other way to the armory.]

BOSS: Centipede II HP: 3200 (Total) DROPS: Chrysler Key 3

Before segmenting (after enough damage), the boss will show his teeth by using the "poison rain" attack from before, as well as shooting a bolt of lateral lightning with his tail. This should do about 100 if properly equipped, but can inflict darkness, which is not good at all. At 147 DEF, the boss was doing double-digit damage, which should be more than tolerable. After splitting into fourths, stand in the middle and just potshot the foes; this lets them all hit Aya but they'll all be within her range, and easily killed with double commands.

F31-40

Enemy: Cat, Cadaver, Velociraptor, Fly, Tortoise, Blue Iguana
Wepns: PSG-1, MP5A5, Maverick
Armor: Cm Suit 1, Sv Suit 2, Sp Armor 1, Kv Armor 1
Items: Equipment Upgrades, Tools, Rockets, Super Tools
Cards: Bar T Card, MK5 T Card, MP44 T Card, MG42 T Card

Continuing the trend, if the enemies on the previous ten floors were doing little to no damage, the same thing will be upheld here. Enemies typically drop Cure-Ms, mid-level medicines, and in the cats' case, varying amounts of ammo (from +5 to +30). The 40th floor layout is once again straightforward; just go south at the first 4-way crossing and that's the only decision to make!

BOSS: Triceratops II HP: 2800 (total) DROPS: Chrysler Key4

As before, the boss has two stages, with the final one being a headless romp. If your defense is 170 or thereabouts, the physical attacks will be paltry, which leaves only its lightning attack to do damage -- about 100 at 100ish. Either way, not much of a nightcap to this series of floors, and extremely easy with Barrier + x2 Command weapons.

F41-50

Enemy: Armadillo, Parrot, Blue Frog, Scorpion, Mimic, Velociraptor
Wepns: SAR, AT4-1, USP-3, G20
Armor: Cr Suit 1, Cm Armor 1, B Suit 1, Sv Armor 1
Items: Equipment Upgrades, Tools, Rockets, Super Tools
Cards: M29 T Card, M73 T Card

Enemies about now will start showing their fortitude, boasting about 500 HP per each -- this means a weapon with burst capabilities will be real handy. Not much to say item-wise, although toads usually drop Ammo +15 caches, and parrots rarely drop Medicine 4s. This series of floors is also special for two reasons: (1) it contains the best rocket launcher that can be obtained without Wayne creating one (2) a player may have collected 10/14 trading cards, to which Wayne will give a gift of a Tool Kit. A Tool Kit is basically an infinite 'Tool' box, so any normal tools can be thrown away from then on. Put the Cr Suit 1's "HP Max" trait to good use, too.

But let's not get ahead of ourselves: there's a boss to get through before the celebrations can begin. The 50th floor map is straightforward for the most part; to avoid any dead ends, avoid taking the "southern" or "eastern"

When the huge projectile attack is used, move right in front of the queen and unload -- that's the best time. The attack bees' confusion is very lame for evading, so use Medic if you can and take 'em out quick. There should be plenty of time to gain energy for Full Recover, and Revives help make this a rather easy time (even moreso with the "Max HP Up" armor ability). Fighting the queenie ain't as hard as some make it out to be.

You should now have obtained all rare T Cards in the Chrysler Building, so make sure to redeem 'em at Wayne's basement to obtain the Super Tool Kit as a reward. Like its lesser part before it, having it in the inventory sets the Super Tool counter at 999. Schwing!

F71-77

Before taking on this final 7-floor stretch, make sure to save and bring as many Revives/Full Recovers as you can, because the final boss is a doozie. The final seven floors are all 1-screen types, so there's no lame stuff to do on the way up.

BOSS: Maya HP: 40000 (total) DROPS: ---

This fight will be a three-stage one, not unlike that which takes place on the Carrier Nimitz.

The winged girl will float around slowly and can teleport locally, which doesn't do much in the way of evasion (although shots miss during this). If your armor is properly equipped -- and mine was 448/217/121 after about four playthroughs, which isn't ideal, but I thought I'd mention it -- her physical attacks should be pulling double digits. When small Ayas appear on the field, don't attack the boss, or the one behind her will heal her wounds -- 1000 at first, more if Aya doesn't get the idea and repeat offends. The Maya clones can also inflict stiffness 100% of the time, which ignores armor traits. It's an easy form overall, though. Other than that, the clone occasionally uses a HP-to-1 attack, and a 200-400 combo strike. These are avoidable to an extent but only if you can figure out where she'll teleport. [After the HP-to-1 attack, Maya is more vulnerable than normal.]

The healing part is the most annoying, so don't fire in multiple-command bursts if you haven't seen the healing in awhile. If your p-energy gauge is not charging, there's a "trick" about changing your armor, which makes it start up again. Obviously this can make things go bad if you switch to a weaker armor and then get annihilated, but that's how it works. The boss' enormous HP is quite a lot to go through, even with rapid-fire weapons (I used a pistol and it took forever) or 300-Junk munitions.

ALSO: Although I don't mention it too often, Liberate is a good way to inflict quick damage, if you can tolerate having your p-energy bar drained completely. Energy Shot helps as well.

So, what do we get for winning? An alternate ending and credits! There isn't a savepoint after this, so if you wanted to fight her again for old (new?) times' sake, that'd be possible too.

300 JUNKS FOR WAYNE

[JNKW]

While slaying an enemy, you may have wondered if there was any reason to take

their residual "Junk" drops, which simply take up space and have no apparent value. Well guess what: there IS value! At least if you want to work for it.

If you have any Junk items in your inventory and talk to Wayne, there's an option for him to remove them from the inventory. If you manage to give him a whopping three hundred of them, he'll use the scrap metal to build a custom gun for Aya. [Junks are commonly dropped from bird type enemies and a little less often from slimes. The 5-bird enemy flocks in Central Park on Day 2 are often cited as one of the best places to farm them, although this is blocked off on subsequent days.] Here's the items given when Wayne asks the question:

```
-HANDGUN -----> DE50AE7
-SHOTGUN -----> M10B
-MACHINE GUN -----> P90
-RIFLE -----> MAG
-GRENADE LAUNCHER ---> HK40
-ROCKET LAUNCHER ----> LAW80
-LEAVE IT TO WAYNE --> AK-47 / SP1C / PPSH41 / USP-TU
```

I'll reiterate their stats here:

Weapon	ATK+??	RNG+??	BLT+?	ABILITIES	SLT
PPSh41	078+02	075+01	071+0	x10 Shot	x06
HK40	115+01	070+00	008+1	-----	x06
USP-TU	115+01	087+01	025+6	x5 Shot, Counterattack	x09
SP1C	118+02	067+02	018+2	x2 Shot	x06
M10B	120+01	070+00	006+1	x3 Shot, Burst	x07
P90	122+00	051+02	100+1	x10 Shot, RROF 1.5	x07
DE50AE7	123+02	055+01	015+2	x2 Shot	x09
MAG	151+01	185+00	020+1	x2 Shot, Counterattack	x07
AK-47	155+00	152+02	023+1	x5 Shot, Critical % Up, Ctratk	x08
LAW80	200+20	210+00	001+0	-----	---

The LAW80 is the most powerful but also the most unwieldy, since it can't be modified and uses special ammo. The AK-47 is often a gun of choice and the best for most purposes. Also plainly evident: don't let Wayne choose which gun he's going to make, at least not without foreknowledge of what can be made. Chances are he'll make Aya a piece of outclassed crap. Not becoming of a gentleman who offered to make it in the first place, huh?

V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

[Q] - Do Maeda's charms do anything?

[A] - Apparently not -- they're wastes of space. Since they're special items and can't be dropped, you'll have to stick them in Wayne's storagebox. Note that the Narita charm cannot be removed after it's been given, but you might be able to avoid getting it if the inventory's full.

[Q] - At the hospital, how come the fuses won't work?

[A] - They have to be manually placed on the right side of the fusebox.

[Q] - What's the difference between a Tool and Super Tool?

[A] - A regular Tool will transfer weapon stats and destroy said weapon in the process, while a Super Tool simply shifts the stats while leaving the weapon intact. As is pretty obvious, super tools are indispensable

for moving traits from customized guns without screwing up playthroughs worth of upgrades.

[Q] - How do I get Wayne's Tool Kit and Super Tool Kit?

[A] - Give him 10 rare trading cards to get the Tool Kit, all fourteen to get the rare kit. Note to get each tool kit after the requisite cards have been given over, Aya must view his collection. All the rare trading cards are found in the Chrysler Building, only accessible after beating the game once and loading the clear save.

[Q] - Why did Wayne offer to custom-name my armor out of the blue?

[A] - He does this for the first armor you show him with 100+ in all areas.

VI. UPDATES & CONTRIBUTIONS

[UPDT]

11-18-08 -----+ Started walkthrough
02-08-09-----+ Finished walkthrough
02-28-09 -----+ Updated boss values / Reordered Chinatown sec.

THANKS TO...

- Sailor/Ceej, for, y'know, stuff
- Jose Ian Allado, for missing Range +1 in Chinatown sewers
- The readers, because it's my birthday! Wait, that made no sense...
- Jessica Glessner, for Museum of Nat'l History (map) corrections
- Squall_Lionheart76, missing Super Tools & random items
- James Poland, cadaver BP tip
- Daniel Frings, for missing Museum items
- The Weeping Boy, for the infinite Defense +1 tip at St. Francis Hospital
- Detis, for pointing out the M203 g-launcher I'd missed in the zoo -- d'oh!
- Andy Waltfeld, for helping me understand some of PE's finer points
- alanm227, for most of the exact boss HP values and a Chinatown tip

Like usual, if you find any corrections, give me a jingle and I'll fix 'em.

VII. LEGALITY

[LGLT]

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