

Parasite Eve FAQ/Translations Guide

by Kain

Updated to v1.2 on

Parasite Eve Guide with Translations - Version 1.2

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Once again, any help, corrections etc will be much appreciated.

Note : This is for the Japanese release only! I'll see what happens when the English version comes out, though chances are it'll be quite useful. ^_^

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As another, better and more comprehensive Parasite Eve FAQ has appeared on Gamefaqs, I will turn this into a general hint guide instead. The original FAQ will still be below for reference purposes, though.

Well, it appears that this thing will have to undergo a final revision - as I have recently been mass e-mailed by hordes of rabid fans (^_^) I feel obliged to finish up a basic story summary for those of you who just can't wait for the English release; it's below.

As a favor to me for writing this guide, I would appreciate any information on obtaining either (or both) the Parasite Eve novel as well as the movie. Thanks!

General Notes :

Most of the item, equip and PE ability is self-explanatory, so I won't be going into much detail with that. However, remember some things :

1. Aya can only hold a set amount of items. Put the rest in boxes for later use, or let Wayne at the station hold it. Remember that keys take up a considerable amount of space.
2. BP (Bonus Points) are awarded for every level Aya gains, and this increase is in direct proportion to the level attained. (That is, the higher the level the more BP) I would recommend using all your BP to increase either Item Capacity or (my personal choice) Active Time, as powering-up your weapons is kinda useless when you'll get new ones. Each 100 BP equals one increase.
3. Parasite Eve is really touchy with items etc..you'll have to stand exactly in the proper position to do some things. So if it looks like you can open a door, get a chest, push a switch or some other tricky affair and you can't, push the button repeatedly while walking around the area. Chances are you'll do whatever you want to.
4. Every time you enter the station, going to see Wayne and looking at the box on the counter will net you 30 bullets.
5. Your PE gauge charges fast the moment you enter combat, but slows considerably as the fight drags on. In order to recover a fast charge rate, change weapons.

Combat System :

I really must congratulate Square on such an innovative combat arrangement; it combines action and strategy in a incredibly fun mix. Here's how it works.

Firstly, Aya can only do anything (be it attack, change weapon etc) when her attack gauge is filled. Other than that, she has to run around avoiding her enemies attack. It might be wise to note that going too close to one of them is not a wise option; unlike Aya, they can attack pretty frequently.

Once the gauge is filled, however, certain options become available. Aya may attack with her equipped weapon or access the status screen for a wider range of choices, among them changing her weapon and using PE and items. All these actions will reduce her gauge to zero again.

Okay; first, we have attacking. Be sure to position yourself well (especially if using a close-combat weapon) before doing so. Guns also tend to do more damage close up, but be wary of firing two shots or more, in particular at multiple targets - Aya will have to stay still in order to do so, which leaves her open to attack from enemies.

Use the Pause button to assist you in battle. I cannot stress this enough, so it gets a whole paragraph to itself. ^_^ Pausing really helps, especially when dealing with a bunch of enemies or spread-fire attacks. Get a proper bearing before cutting loose with your weapon of choice.

Also, watch carefully for your enemies patterns, as they usually follow set ones. They will also vary their attacks, and change position quickly if you get to their backs - strike fast. Knowing your enemy is vitally important.

Another point to take note of is your enemy's position. You'll have to strike at exactly the correct location to do the most damage - usually from the back or side. (The yellow numbers, critical hits, will have more chance of appearing if you shoot near the enemy.) Be sure to get close enough to hit effectively; this is especially true with guns, which will do pitiful damage if too far away.

Jockey about if your attacks don't seem to be doing much harm; chances are you're not aiming right. And of course, when the green targeting circle is present, you can look carefully to see whether your attack will hit. Do take into account the enemies's movements, though.

A last note : different weapons charge your attack gauge and PE one at different rates, so pick carefully.

Now for other options. Obviously, you're going to be wanting to use your PE gauge next, which refills slowly during combat. Make use of the fact that your PE gauge regenerates! Get into combat and stay there, healing all your wounds.

You can also change your weapon by going to the Gun icon and fiddling around. It will take Aya some time to do this, so be careful. Items may also be used.

That's about it.

Reconstruction Commands :

Using the two wrench like objects in the game will allow you to access this particular function. The one with the longer name will not destroy one of the two items being re-made, but the one with the shorter one will. (What a way to classify items. ^_^)

Ignacio Delucas's explanation is a pretty good one, so I'm sticking it here.

Well, let's start with this. I'm quite sure you know about the "bonus" points a weapon/armor has, don't you? These are, well, bonuses that are added to the base parameters of the item. Each weapon/armor has three parameters which are Attack Power, Range and Ammo for weapons, and Defense, Parasite Energy and Critical Evade Rate for armor. Now, the bonus points are added to these parameters to form a particular weapon/armor's parameters. You can increase the "bonus points" of an item's parameters by using 100 of your own "Bonus Points" (the ones given to you when you level up), or by using special, one-use items.

The reconstruction stuff works more or less like the fusion thing of Chocobo Mysterious Dungeon. You fuse a "base" weapon with another one, and you get an improved version of the first. In Parasite Eve you can fuse the "bonus points" of two items (add the second's to the first's), or you can add one of the "special abilities" of an item to another. In both cases, the item which is not the "base" is destroyed.

To do this, you must first select the base item. Then, select the item whose bonus/abilities you want to add to the first. Finally, select either the bonuses or one of the abilities of the second item. Then a confirmation screen with the name of the item which will be destroyed should appear. Confirm it and that's all.

What I usually do whenever I get a new armor/item with a better base defense is to add my old equipment's bonuses to the new one. BTW, don't get too excited about adding the possibility of adding the "7 shots each round" ability to a rifle or such: the ability itself lowers the real attack power of the weapon so it will stay proportional :(. It's only use seems to pin down an enemy pumping lead on it while your ATB bar refills.

The previous walkthrough, now discontinued...

The Walkthrough

The game will start on Christmas Eve, with Aya going to see an opera with her boyfriend. Once inside, the opera will start, with the prince (the guy with blond hair) declaring that he will marry his love even if his father thinks she's a witch. His father refuses orders the girl seized; he begs to die instead of his lover - at which point he literally gets his wish, bursting into flame. The confusion continues as the star of the program begins to destroy everything in the opera hall, leading to Aya going up to confront her.

There will be a brief battle. For this one, using your nightstick is a better option - close in and whack her a few times. There will be a dialogue in which the singer's name, Eve, is revealed, and she then disappears mysteriously after telling Aya that she (Aya) has awakened. Head down to the pit in the middle of the floor, but not before grabbing the bullets in the chest next to it. Aya will see a mysterious ghostly manifestation...

A rat-monster will attack you; dispatch it with the nightstick and continue on. (Note that Aya starts with the "Heal" Parasite Ability.) From there, search all the rooms, including the cupboards etc, for items. The one to the left of the main door has a save point (in the form of a phone) as well as a place to store your items. Grab a key from the dead man in the room; you'll need it too unlock the other doors. One of the lower ones will have a face mirror. Stand in front of it and check the diary, which turns out to be the singer's.

It's not exactly a pleasant account. The singer, one Melissa Suzanne, has apparently accidentally torched her fellow singer, leaving her the only one to prepare for the concert. Her medical condition has also been worsening despite the regular consumption of some medicine she has been given. Aya will find a key in the last page of the diary. Before you progress further, you might want to go back to the front of the opera hall and get bullets from the policeman standing outside. (the one to the right) He'll give you about 60 before running out.

Now, go out through one of the doors on the left to exit into the street. Get the chest there and fight more enemies to increase your level (it should be three after defeating the other rats). Use your nightstick on the parrot if you can't seem to hit it. Alright, now head to one of the previous locked rooms on the left. Get the chest there as well, then break open the crumbling wall to receive some armor. Save and heal.

Now you can walk through the double doors in front. Do so and fight Eve for the second time. I'd suggest using the gun, and positioning yourself about half a screen length away from her, firing carefully. (a good time to shoot is also when's she moving along the air) To avoid her blast, stand right in the middle and walk with it, either up or down. If you get hit, there's always Heal - and if you find the gun not to your liking, simply use the nightstick.

There will be a short conversation about how Aya is like Eve, and that the mitochondria are awakening. (Bio note : Mitochondria are the producers of energy in animal cells.) Eve will then disappear; follow her down into the sewers using the small hole next to the piano.

You'll have to get close to the frogs in order to hurt them; use the gun, not the nightstick, and wait until they tongue you before closing in and firing. Be sure to get the other gun here - you'll need it for the next boss. Aya will then see the same child again, and follow him\her to Eve. (You can save your game at the switch which opens thegate)

Eve will tell her that she, like Eve, will soon awaken, and that the mitochondria's liberation is at hand (Note : she uses the same word as in the opening for "liberation".) Aya will ask her why only she...when Eve summons a large beast to confront her and runs off. (Second note : I don't know whether this will be apparent in the English version, but Eve's voice changes to a masculine tone when she's speaking.)

Be very careful with this guy. He will attack in two ways : by rushing at you (after gnashing his claws and teeth) or by firing a spread of wave-shaped projectiles. Of the two, the projectiles are easier to handle; stay far back and avoid them, or run to a clear patch. If he rushes, try to escape - you'll probably take a hit, though. If you do, run away quickly before his follow-up strike hits for much more damage. Don't let this guy corner you, as his attacks will become more effective that way.

You'll want to shoot his tail away first. Aiming close and accurate will do about 9 damage per shot, but be sure to have the better gun equipped and enough

bullets, because you don't want to use the nightstick against this bugger. Then take care of the head. It's easy if you look and shoot sharp.

Aya will then see another flashback sequence, in which she thinks the child on the bed is her...

Outside the opera house, (Carnegie Hall, actually!) Aya will be accosted by two reporters, who deliver the usual barrage of newspapermanspeak (this will need no explanation if you live, or have lived, in America. ^_^). Her partner, Daniel, will show up and punch the man one after he doesn't stop pestering her. The fallen reporter will indignantly ask for the police, only to have Daniel reply that he *is* the police. After clearing up the situation, Aya returns with Daniel to the station, thinking about Eve, her and the child.

Once there, there will be a short discussion about whether to trust Aya's account of the situation, her being a rookie and all. Daniel will end it with his declaration of trust in her, while Aya visits the chief, Baker. He will trust Aya, though guardedly, and give her a pass to the weapons room below. Go down and see a scene with the older man, Tress, chewing out the younger, Win, about weapon handling. Hand him the pass and he'll begin fixing one of your weapons after commenting that you'll be needing better firepower if you're going up against non-human foes. (For some strange reason, you can't seem to get your weapon back, so hand him the one you don't need.)

Head up again to see Ben, Daniel's son. Daniel is very busy and can't bring his son to the concert in Central Park - and Ben runs off saying that his dad can't keep his promise. Daniel sadly remarks on how it's not good for a child to grow up in a divorced family without a dad, and Aya consoles him by saying that that's what happened to her as well.

Go back to the chief, who wants Aya to attend the press conference along with him. Baker manages to deflect most of the comments until the attention centers on Aya, who promptly gives a summary of the whole situation, along with the mysterious woman, Eve - she is asked whether Eve is an alien. Baker, distraught and angry at the proceedings, breaks up the meeting and scolds Aya in the office, to which she responds that it was simply the truth. Daniel and Aya are then assigned to ask a doctor Clamp (Clamp? The manga artists? Is this an oblique X reference? ^_^) about the mitochondria.

After going through some comments about how the doctor is busy, Aya and Daniel will finally get to ask their questions; however, the doctor only shows interest when they mention mitochondria. He then proceeds to give a mini-biology lesson :

1. Mitochondria exist within all animal cells and are energy producers - a single centimetre of nerves, for example, can store up to 200 volts of energy .
2. This energy is often released in the form of heat, which explains the spontaneous combustion of the audience at Carnegie Hall.
3. A mutation or evolution of mitochondria could have explained the occurrence, but is unlikely.

He concludes his explanation with a laughing account of a similar case in Africa, in which something like this happened but on a smaller scale. Just then, Aya interrupts with an exclamation about the woman's name in both situations - Eve! The doctor suddenly rushes you out in a great hurry, and on the way back, Daniel complains rather loudly about his behaviour.

At the police station, another meeting is held to discuss what to do about Eve. It is interrupted abruptly by Daniel remembering that his son is at Central Park, where Eve was supposed to give another concert. Aya will rush to back him up; leave another non-used item with the chief and off you go.

You'll want to find the room with another burnt victim - it has a save point inside. Now, get the key and new items from the drawers and cupboards, and then look around the park for more stuff; you'll also need to gain a few levels here. Remember that if you can't hold any more items, the game won't let you. (and will display a message to that effect)

You will now fight another boss. Use the Pause button again to verify the movements of it's projectiles, then move accordingly. The first part is easy; you might want to consider using Barrier if you're having trouble, though.

Now for the second part. The best time to fire is when the boss is readying it's attack. This will ensure you hit and do decent damage - the drawback is that it will be able to hit you as well. Either take the tradeoff (running around later to increase PE and heal) or devise some other method of tackling it, such as maneuvering past the strikes. Watch out for the sweep attack as it's by far the deadlier and harder to avoid one. As before, using the Pause button will help immensely.

Go up the paths and through the gate to witness Eve's next act of terror. Aya will question her once again, with no response besides Eve's mocking dropping of hints about the eventual liberation that will arrive. Follow her to the factory-like structure ahead to fight another boss.

After that, Ben will be reunited with his father. Sadly, though, Loren was one of the unlucky few that were fused into the gigantic mitochondric mass created by Eve.

Basic Story summary follows : (in no particular order - it's been months since I played the game!)

1. Maeda shows up - he's an biology expert from Japan who reports a similar incident there a few years back, albeit on a considerably smaller scale.
2. Sheba the dog mutates into a monster as it's mitochondria goes awry, leading to the Chief's leave of absence due to injuries sustained, and Daniel's subsequent assumption of his duties. (He hates desk work. ^_^)
3. Aya does not burn up when confronted with Eve because her cell nuclei repulse mitochondria attempts at control - the reason is unknown.
4. Eve attacks the Police Station to eliminate Aya, and the Hospital to obtain sperm samples - the reason for the latter is apparent later...

In a nutshell, the important parts of the story are Clamp's experiments on a lady named Mariko, or rather, her two children, Aya and Maya. (Maya being the blond-haired child that Aya sees all the time.) Maya's mitochondria are ultimately the ones responsible for this whole mess - she is the original Eve, and all others are merely replicas of her.

In his bid for genetic experimentation\forced evolution, Clamp, on the pretext of treating Melissa, actually fed her nervous system "dampeners" - drugs which lowered her body's inherent resistance to attack from foreign bodies in her bloodstream - in this case, Maya's genes. (Yes, Clamp introduces the genes as well.) After a while, Eve resurfaced and the whole mess began.

Aya, by virtue of being Maya's sister, is immune to the fire-inducing effects

of Eve and is cast into the role of an unlikely heroine. She finally confronts Eve near the Statue of Liberty, but does not destroy her totally - Eve's "son" has to be dealt with with special bullets that contain Aya's exact blood samples. (Maeda took them from Aya when he was conducting the first tests.)

Finally, we discover that Aya is able to control the mitochondria to some degree as well as she had Maya's corneas transplanted to her at an early age because of an eye problem. (This explains both her Parasite Energy and her final "spell" - the description for Revelate is "gains control of mitochondria in body.") It also sheds some much-needed light on the rather confusing ending...

Okay folks - hope you liked it. Now can you leave my mailbox alone? ^_^

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