

# Parasite Eve Chrysler Building Guide

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\\\[PARASITE EVE] - CHRYSLER BUILDING GUIDEBOOK ver 4.0///

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===WARNING===

This manual does contain spoilers, but only to a small extent. I am certain that the suspense will be maintained.

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1-///INTRODUCTION///

Hello again fans of the Parasite Eve franchise ^^

It's been almost 10 years since I last decided to update this guide. And what can I say? I sure do miss the classics sometimes! Yes, this game is indeed one of my all-time favorites.

I haven't updated in so long, since I believed that version 2.0 had more or less served its purpose, but with age I've decided to leave it all out here with a few more helpful things that I forgot to mention and perhaps explain a few things a bit more clearly in this more COMPLETE version 4.

(Version 3 had too many punctuation errors in it still ^^')

Even though we have The 3rd Birthday on PSP, I'm certain that long time fans and newbies alike will still enjoy returning to the 1st hit.

The aim of this guide is to help the player as much as possible in navigating and ultimately clearing the dreaded Chrysler Building in the EX Game of Parasite Eve.

Most of the information (if not all) presented, has been gleaned from my observations through so many hours of gameplay and countless playthroughs. Some info has been confirmed by viewing other sources on GameFAQs, which means that the tips & tricks I'll share with you are accurate and do-able (with patience).

This guide will be as in-depth as necessary, keep in mind that it is NOT a WALKTHROUGH, all it does is try to help make some tedious tasks a bit less of a drag, if only you knew what you were doing.

With that said, at first, beating the Chrysler building will seem impossible but using my advice you can have tons of fun in there! I'll explain the dynamics of how the building works and provide you with a few simple tips on how to build the ultimate weapon and armor! I have made a complete strategy guide towards defeating the toughest of the tough bosses and have also spent some time explaining how to defeat the TRUE EVE.

## 2-///UNLOCKING THE CHRYSLER BUILDING - EX GAME///

To play the Chrysler Building, you'll have to beat the game once. After the credits are finished rolling, you'll be awarded 3000 bonus points. Reinsert Disc 1 and prepare yourself for the EX Game, in which the Chrysler Building is available straight after you beat the Carnegie Hall stage.

\*You start an EX Game with your engraved weapon and armor from the last game. All other items that were in your inventory are lost. Any items/equipment you stored with Wayne are kept for the next game, except for lucky charms and key items of course.

\*You can earn up to 3000 extra BP in an EX Game by completing a Day, without using a phone (saving) and depending on how well you fought your battles. You generally earn more BP in an EX Game, than normal playthrough.

\*With each successive Round you clear an EX Game, the enemies get tougher and tougher.

## 3-///PREPARATIONS///

In order to even survive in the Chrysler Building, you'll need to have LIBERATE, the final PE move (or a Fortress for an Armor). This means you'll have to be level 32 and over. To accomplish this, beat up to the T-Rex boss and then proceed into the Chrysler Building for some 'smooth sailing' until Floor 50.

But if you really feel like you're up for a challenge, try beating the first level after completing Day 2. Then alternate between Day Bosses & Floor Bosses, ultimately you'll end up going for the Level 5 boss after defeating the T-Rex.

For those entering the CB on their 1st EX Game, please note that you will no longer be able to enter the CB if you decide to face Eve (Melissa) in the Museum on Day 5.

## 4-///THE CHRYSLER BUILDING///

Navigating your way through the CB can be a frustrating job, because

all the hallways resemble, and there are a lot of dead ends and paths that can have you running around in circles all day!

There are basically 11 types of pathways, and 4 dead-end paths. Which are described as follows:

1. Top-Left Elbow/Corner \*enemy encounters (Group A)
2. Top-Right Elbow Corner \*enemy encounters (Group B)
3. Bottom-Left Elbow Corner \*enemy encounters (Group B)
4. Bottom-Right Elbow Corner \*enemy encounters (Group A)
5. EW Corridor \*enemy encounters (Group B)
6. NS Corridor \*enemy encounters (Group A)
7. N T-Junction
8. S T-Junction
9. E T-Junction
10. W T-Junction
11. Cross-Roads

\* The enemies come in mainly two types of groups that vary with each successive level you ascend. A further example is given in the following Tips & Tricks section.

And here's another thing, every 10 floors (1 level) you go up, you'll have to fight a (Floor) Boss to proceed to the next level. Everytime, you defeat a boss, you'll get a key for the elevators. If you don't defeat a boss, and you re-enter the building, all the pathways will be automatically changed; this applies to even when you step out of the building and re-enter it from the 1st floor!

So what I recommend to you is to shoot first and ask questions later. This means, to just go up and defeat the sub-bosses, so when you get the key, you'll have no trouble in getting at those powerful guns, armors and rare trading cards in any missed storage rooms (every floor has one & an elevator). Also, if you happen to find a storage room right after an elevator, you are most likely heading towards a Boss Battle, so be prepared.

However, you might want to hold up on killing the Level 1 Boss, before having the chance to collect all the Junk you need to make the weapon that you'll use to beat the game! That's because when you kill a floor boss, you stop hearing BGM for all the floors preceding it, which means...no more random enemy encounters ^^'

#### 5-///TIPS & TRICKS///

-1. Here is the 'easiest' way to get 300pcs of Junk to make a spanking new weapon; On floors 2-10 of the CB, in certain types of corridors, you'll encounter Yellow Rats & Purple Crows. Rats will sometimes give you Cure-M and Crows will mostly give you Junk (if not Med 2's). They will only appear in 3 particular types of corridors, these are: top-left and bottom-right elbow corners, and North-South corridors. I recommend running up and down a NS Corridor, since you'll have a pretty good chance of encountering 5 (yes 5!) Purple Crows.

So let's see...if your item capacity is around 40-42 and you have like 10-12 items you can't do without, you'll be bringing about 30 x Junk to Wayne from just running around on the 2nd floor of the CB! That's abt 10 trips :P ~Happy jogging -er I mean hunting!

-2. Although the enemies of floors 61-70 are downright pains in the backside, they yield tons of EXP. I recommend that you tarry around these levels to level up a bit. The 70th floor boss will definitely be a 'toughie' if you're at a low level.

-3. Collect 10 or 12 Rare T Cards and give them to Wayne and then ask him to see his Rare T Card Collection and he will give you a Tool Kit (an Infinite supply of Tools).

-4. Give him 2 more rare cards and ask him to see his collection once more and he will give you the Super Toolkit (veerrrrryy useful!)

#### \\THE "SHOTTA" GUN\\

Well this gun cannot be found in the game actually! This was actually a MAG rifle, then I customized it and Wayne asked me if I wanted to engrave a name onto it\*. This gun had:-

STATS - Attack - 300

Range - 270

Bullets - 120

SPECIAL EFFECTS - Quick Draw; Triple Command; Burst; Critical Bonus; Counter and Cyanide.

I guess you want one too! Well it's simple really, just shift all your bonus points to the attack stat of your favourite gun plus all those other gun power-ups. Work hard, get lots of BP and maybe your gun might turn out as good as mine or even better!

Also try not to waste too much of your BP on AT gauge and Item cap, since all those BP are lost in the next round, if you plan on going another round.

#### \\THE "AYA SP" ARMOR \\

This was also a custom made armor (was originally a CR SUIT 2) that was forged in the depths of the Armory in the 17th precinct.

Here's the rollout:-

STATS - Defense - 330

PE Energy - 280

Critical - 250

SPECIAL EFFECTS - MAX HP Increase; Attack Increase; Auto Potion; Auto Heal; Resist Poison, Darkness, Stiffness, Confusion; +4 Item Space

Tuning up this armor can take some time (a few play-throughs, took me about 6 EX Rounds to make these) and BP but it's worth it. You won't believe how much of a 'lifesaver' this is!

N.B - These are just small references and examples to what you can do with a Super Toolkit and a trunk full of extra guns & armor.

\*And one last note about engraving, you get that option from Wayne when you present to him a weapon and/or armor that has 100+ stat pts added to each stat. Only engraved equipment survive in your inventory for the next round with their remaining ammo.

#### C.B - LEVEL 1 BOSS - SPIDER

Well he looks scary but he's a wuss just like his brother from the Hospital. The only difference is that you can't get away from his webs very easily because there isn't much space to run around in. The only thing you should do is LIBERATE, and kick his sorry behind. (Note: A Rifle with Burst effect, is the weapon of choice for most CB Floor Bosses)

#### C.B - LEVEL 2 BOSS - CROCADILES

These guys are just like those pair of crocs that I am certain that you have encountered in the sewers and...they're the stupidest idea for a floor boss! They're so lame, you don't even need to use LIBERATE! Just blow them away and get it over with!

#### C.B - LEVEL 3 BOSS - CENTIPEDE

He has the same attacks and strategy as the one in the Subway. But he's a little faster. However it's really no big deal how fast he is. Just blow him apart with LIBERATE and blow away his four segments afterwards. (Note: The head segment can poison you and the tail segment can cause Darkness --- Ouchies!).

#### C.B - LEVEL 4 BOSS - TRICERATOPS

The only difference between this guy and the one from the Museum is their color, I guess! Just break off his head armor with LIBERATE and blow him the hell away afterwards!

#### C.B - LEVEL 5 BOSS - COCKROACH

(Note: I recommend a rifle with the Burst effect for this boss). Well this a suprise--a new boss! This guy isn't a cockroach for nothing! It's gonna take A LOT of HIGH damaging shots to kill him. But he's simple really, the key is staying as far away from him as possible, but keeping him within firing range at the same time. Otherwise if you get too close by a little distance, he's gonna whip you with his antennae good! Try using LIBERATE from a distance to weaken him a bit, because he'll lay an egg that will hatch and grow into another cockroach! Now you'll have two of them to deal with! And this is the hard part. While one is flying around shooting balls of fire at you, one will be trying to whip your little ass! And the second cockroach is a bit faster, so use HASTE to help you get around him and those fireballs. Shoot them alternately or simultaneously, so that when one dies, the other wouldn't have a chance to lay another egg. Concentrate on the one on the ground, most likely the flying one will die first and the other will get ready to lay another egg, so kill him before the egg hatches! And it'll be the end of those killer cockroaches!

#### C.B - LEVEL 6 BOSS - HYPER CRAB

(Note: I recommend a rifle/shotgun with the Burst effect for this boss). Whoa! This guy is on some serious caffeine! He's pretty fast to keep up with at normal speed, so use HASTE ever so often. Like his brother in the Warehouse, he likes to start things off with his eye lasers, do your best at dodging them, because they come at you fast and furious! Now get ready to chase him down, cuz if you're not at his side he'll wipe you out with his bubble attack. There is one thing though; everytime you shoot him, he does a counter attack where he shoots out his two pincers in a forwards motion simultaneously, so corner him, stay at his side and keep on pumping lead into his pincers until you blow both of them off. Now's the hard part. He's gonna crawl even faster, so don't run in a complete circle to catch up, but just run straight at his side and wait until he does the bubble attack to shoot. It's the only possible way of getting rid of him without losing your head!

## C.B - LEVEL 7 BOSS - QUEEN HORNET

This boss is a downright Royal~you know what! She's big and she does this attack where she sends out this big wave at you and two boomerang-like projectiles all at once! They come at you so fast, you shall definitely need to use HASTE to dodge this killer attack! She also has two drones that give her 250 HP when she's hurt so don't even think about using LIBERATE, because you'll be wasting precious PE. This boss' strategy is to move to the center of the room and then move quickly to either the left or right top end and do the wave attack. While this is going on, the drones will be trying to sting you. Even when you kill them, more will be back to serve their queen. So here's your strategy: Dodge the first wave attack, run to the opposite side from where the queen is at and fire at her and the drones (A rifle with BURST, works wonders here). Use this strategy everytime she does a wave attack. Also don't shoot the queen while a drone is healing her, shoot the drone instead in order to kill him before he heals the queen. Another precaution when dodging a wave attack, while avoiding the boomerang beams, try not to get cornered by the drones, they can kill you instantly with just one sting! (Fortress Armor or not!)

## PARASITE EVE (77th floor Chrysaler Building) - TRUE FINAL BOSS - MAYA

(PREPARATIONS - I hope that you're well stocked for this fight because it will surely take a lot of lives to beat this lady! Just keep a lot of Revives and a few Med 4's if you have any. You can collect these in the Museum from enemies if you need to stock up. Customize your primary weapon to the fullest, and your armor as well. You won't need a R. Launcher, it will only slow you down and plus it won't have much of an effect on Maya. Deposit any lucky charms and such for more room for recovery items. Now save your game, go up to the 77th floor cross your fingers and take a deep breath.)

This is how Maya strings her attacks together: First she just floats around the rather SMALL room and vanishes and reappears to do a LIBERATE attack. This can be dodged by waiting for her to fully reappear and run in a direction furthest away from her (HASTE is a must), when she teleports to hit you run in a tight circle around her to get behind her attack (At first she does just one hit but when she gets weakened, she does more hits. All you have to do is to always try and get behind her, so that her attack misses you. Good luck in dodging them though!). Secondly, when she's really weakened, she'll vanish and reappear on some corner of the room and powers up (it takes about 5 seconds) and dashes straight towards you with blinding speed! When you get hit, it leaves you down to a staggering 1HP. Sadly enough, I've tried many different techniques in trying to dodge this killer attack but it was all in vain...which means that this attack is inescapable. What you can do is stand up and suck it in, then shoot Maya when she's huffing and puffing in a corner after the charge attack. Just make sure she doesn't touch you after the dash attack, so stay out of those corners and ends of the room.

Now Maya will call a little girl (Who has a striking resemblance to little Maya). If this happens---DON'T SHOOT MAYA! (the real one that is!) Otherwise all your efforts will be naught when she gets healed from one of her helpers. Wait until they are ready to leave then you can return to shooting the living daylights out of Maya. Repeat the same steps, but don't be hasty wait and see what Maya is going to do next then shoot depending on the situation. If you have survived long enough to see Maya disintegrate, you shall be revealed to the rest of the story. Enjoy the cool CG artwork afterwards!

## CREDITS & ACKNOWLEDGEMENTS

This guide is a revision that has been uploaded using my new GameFAQs account. (old name: Suppo)

As I have stated earlier, no one has helped me in figuring out how to defeat the true final boss neither has anyone helped me in writing this guide. So therefore I have only myself to thank! (;p)

I must acknowledge that I was able to dodge Eve's Ultimate Charging Attack on a few occasions, but I haven't devised a fail-safe way of describing the technique. Even now I still think it was just dumb luck :P

If there was anything in this guide you did not understand or failed to confirm in other guides, you are welcome to send me an email stating your question or concern. Make sure "Parasite Eve FAQ" is in your subject line, or I may most likely delete it with the rest of junk I get...

And finally, if I see it truly necessary, I shall update this guide once again, to include a FAQs section.

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