

Parasite eve guide pdf

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Go to Navigation Go to Search This is the first game in the Parasite Eve series. For other games in the series, see the Parasite Eve category. *Eva Parasite* (バトヴ, Parasaito Ivu?) is a role-playing game developed and published by Square Enix. The game is a sequel to the novel *Parasite Eve*, written by Hideaki Sena. This is the first game in the *Parasite Eve* series. In the North American market it was packed with Squaresoft on PlayStation 1998 Collector's CD Vol.1; a collection of demos of future Squaresoft games. *Parasite Eve* uses a map of the world (The City of Manhattan) to move around, with a system of random encounters for battles. Fighting is a mixture of take-one and real-time, with the first consisting of the Active Time Bar (ATB) to be filled before and the action can be taken, while the second allows the characters and enemies to move freely at the same time. The main character has several options for attacking, defending and escaping as well. Weapon and armor are upgraded by tuning with tools that change the attributes and effects of the item, as well as finding more powerful weapons and armor as the game progresses. Like RPG, *Parasite Eve* uses experience-based levels with character attributes increasing along with the level. The player also receives bonus points that can be allocated for various functions, allowing for the further player determined by the growth of the character. *Parasite Eve / Table Content Parasite Eve WALKTHROUGH Day 1 - RESONANCE Carnegie Hall*
Weapon: P220 Pistol Armor: N Defender Game begins at the entrance to Carnegie Hall. Aya Brea is taken out of the limo. You know, there's a chance to rename our heroine. Do it or not. As soon as the person finishes talking, head inside the building. Once inside, run to the opposite end of the room and enter the double doors. Watch the stage and watch the chaos that ensues. When you regain control of Aya, run up to the frnt, up the stairs to the stage, and confront the actress. The battle between you and the actress will begin. Actress Level: 1 HP: 40 EXP: 0 Actress has only one attack, and that's very predictable. You will see the green energy swirling around the actress. When it starts to converge in her hands, start running in both directions, and when the shot comes out, it will pass behind you. Once you dodge the explosion, fire on it (make sure it is inside the green dome or you will do damage reduction and even have a chance to miss). After firing at her, run around while your AT is recharged, and the actress will shoot another blast at you. Dodge it again and shoot it again. Repeat this pattern until you take off enough of it HP, and the battle is over. If you run out of ammo, just switch to Club 1 and keep damaging it. Aya experiences flashbacks, and then the actress (who now opens up as Eva) escapes just as you regain control of Aya. Follow her on the left at the back of the stage. Examine suspicious hole in the ground and you will hear the cops arrive. You can jump in right now, but if you decide to forget it, then open your chest on the right side of the screen to get the medicine one. If you leave Carnegie Hall, you'll run into cops and paramedics outside. Talk to the paramedic and he will heal you from any injuries you might take during the fight with Eva. Talk to the policeman on the right and he'll give you ammunition number 6. Every time you talk to him, he will give you more ammunition. After you've spoken to him ten times, he won't give you any more. When you're done, go back to Carnegie Hall and jump down the hole backstage. You will see a little girl downstairs who laughs before running away. Continue in the same direction as she left. In this corridor, take left and continue north. If you try to open any of the doors, you will find that they are all locked. Keep going north and you will be working in a rat mutated Eva. Kill the rat, and on the new screen, pass through the door on the left. Open the third locker on the left to get the medicine 1. Go out and enter the room on the opposite side. You will run into a clown who will run out of the room. You'll hear him screaming. Now open the second locker to get ammunition number 6 and then leave the room back into the main corridor. Go north, go all the way to the end and enter the door on the left. Examine the burnt body lying on the table and it will fall to the ground. Explore it again to get a theatrical key. Also, search your breasts near the costumes on the right side of the room to get the medicine one. If you happen to open the clothing rack, the parrot will fly out. Before you leave this room, make sure you use your phone on the table to keep your progress. Back in the main corridor, go south and take the first door on the left side of the screen. Open the closet to get ammunition Number 6, and then check the table, read the diary to find out about the actress you fought before. Take the rehearsal key, and then leave the room. Enter the door at the opposite end and open the closet to get ammunition number 6. If you talk to the parrot here, it will attack you, but if you don't, then just leave the room and it won't bother you. Go south down the hall, and you might have to fight more rats. When the screen changes, walk through the first door to your left. Check the closet and the rat will pop out at you. Kill it and then check the closet again for the P220 pistol. Now open the No.1 defense chest. Walk into the corner of the room and explore the bare wall there. It collapses, allowing you to crawl in and get the N defender in the chest on the other side. Equip your new toys and then leave the room. Go north a little and enter the door on the right side. Go south of this room, open the medicine chest 1 or ammunition number 6, and then leave through the bottom door. You in front of the clown corpse you came across earlier (you've probably seen it already). Now run north through the corridor and and double doors at the end. You'll see Eva playing the piano. Her body is transformed, and she's attacking you again. Eva Level: 4 HP: 92 EXP: 0 This time it's a little tricky. She can move towards you in which you have to run in the opposite direction, otherwise Eva will swipe at you with her clawed hands. She also has another burst of energy where she uses both hands. When she's about to get him out, stay put, and the explosions have to come out on both sides of you. Eva can redirect the explosions, so be prepared to move if she does. You should note that the closer you are to Eve when she shoots an explosion, it's easier to dodge when she moves it. And of course, once your AT is filled, fire your P220 pistol at it (hopefully you picked it up). Once you drain all her HP, Eva will run away again. Check the piano and you'll find another hole. Jump through it and you end up in the sewer. Carnegie Hall Sewer Weapon: M1911A1 Pistol Armor: Kv West 1 Here, just run forward. When you get to the place with steps on both sides, check the well camouflaged

chest lying at the foot of the left stairs to get the M1911A1 pistol. Now go up the stairs and follow the path as it winds around and then back down to the stairs on the other side. You may have got nothing, but you got into a fight with two rats who were coughing up a couple of them when they died. Go back down the stairs and head north through the main tunnel. You're going to see this little girl running away again. Instead of following it, go to the left back corner of the chest area containing Medicine 1 or Ammunition 6. Check the back right corner for the chest containing the offence No.1 (or, if you're lucky, attack No 2 20% of the time). Now move down a bit and hug the eastern wall while working south. You'll end up in a hidden area where there are chests containing ammunition No. 15 or Cure-P, PE No. 1 or range No. 2, and crime Number 1 or Attack No. 2 (20% of the time). Go to the main tunnel again and follow the little girl. Continue left through this side tunnel and you will see a locked gate north at the end. Examine the device hanging on the left side of the gate, which turns out to be a switch to open the gate and the phone. Save progress first, then click on the switch. Go through the hole and you will see Eva again. It doesn't stay to fight this time, but instead leaves you with a mutated sewer alligator for you to deal with. Alligator Level: 7 HP: 120 (head), 80 (tail) EXP: 30 Even before the battle begins, you get the message that there are two parts of this monster, head and tail. When the battle starts, keep your distance. It will slowly move towards you and then swing its tail, sending some easily dodged energy rays on you. As soon as he attacks, to him and shoot at his tail, and then keep his distance again. When you destroy its tail, the view changes, as does the Alligator's strategy. He moves a little faster now, and throws a fire breath at you three three (it's still pretty easy to avoid). If you get too close, it will claw you (just touching it hurts you, but the claw hurts more), so it's best to keep your distance, since fire breathing is easier to avoid. The overall strategy here is the same as before. Reserve time, let him attack, dodge it, get close, shoot and then back up. Once you kill it, you get Kv Vest 1. When the alligator is gone, Aya leaves Carnegie Hall, and that's the end of the first day. Day 2 - FUSION New York Police Department 17th Precinct Weapon: M16A1 Rifle Armor: Cm Vest Day begins inside the New York Police Department. Talk to the people standing there and then talk to Chief Baker. Baker will give you permission to mod. If you have control, leave Baker's office and return to the place where you started the day. If you go near the bottom left of the room, you will see the phone on the table among all the other debris. Since you just saved it, there is no need to use it now, but you can go back later and save. Now get out of this room and get to the main hallway. Take the first door to your left to get to the locker room. Open the second locker on the right to get a Cm Vest 1. Open the fourth locker on the right and you will get either Medicine 2 or Cure-P. Now come out of the locker room. Back in the main corridor, keep going up and take left down the stairs. At the bottom of the stairs, go down a bit and then enter the door on the left. Open the box to your right to get the tool. Now go next to the back of the room, around the counter, and open your chest there and get the medicine one. Note that this box tops up every time you leave the Police Department and come back, so you can get as much medication as you like. On day 3 and 4, this box will contain medicine 2. On the 5th day this box contains medicine 3. Now go to the front of the counter and open the window there for ammunition number 6. This box also replenishes every time. On the 3rd and 4th day you will receive ammunition number 15, and ammunition - 30 euros on the 5th day. Now talk to the person behind the counter. A small scene will take place, and Torres will give you an M16A1 rifle. Torres will then also ask you for mod permission, which adds an extra slot for any weapon. You don't have to use it right now. Once you've finished talking to Torres, Wayne will show you how to customize your weapons and armor. Wayne will also offer to hold some of your excess equipment. Now is a good time to get rid of your theater and rehearse the keys. Also, if you haven't used mod resolution, then give it to it. And if you're not going to use the tool, then let it hold that up as well. Leave the weapons store and go back up the stairs. Go north, up there, and you'll find a little boy, will be Daniel's son. After Ben escapes, go back to Baker's office and talk to him. Baker will tell you about the press conference you're about to attend. The press conference automatically takes place, and, after Aya, you finish back to Baker Baker Baker's going to get a call, and Nix will say something about the scientist at the museum, exploring the mitochondria. You'll be at Baker's office. Now is a good time to save money. When you're done, go outside into the main hallway and take the first door to your right. Now get out of the police department. American Museum of Natural Weapons History: Armor: This is your first time you've presented with a map of New York. Your pick: New #17, Carnegie Hall and Museum. Choose a museum, and the screen will move to the police car, where Aya talks to Daniel. Once they're made, you'll be in the museum. Run up the stairs and the guard will let you inside. Once inside, follow Daniel up the stairs. The guard will ask you to come in. Go to the table in the center of the room and enter. There is also a phone on the left side of the room, but it is not necessary. Now follow Daniel up the stairs. At the top, enter the door he's standing next to. You talk to Dr. Klymp about mitochondria, and then he refuses to say anything else. At this point, leave the museum and go back to the police department. Also, note that it's night time now. N.Y.P.D. 17th Precinct Weapons: Armor: At headquarters, follow Daniel inside, then walk up the hallway and enter the door on the right at the end. Inside the briefing room, Baker will tell you that Melissa should be in Central Park today. Daniel's running away, and Baker's going to tell you to keep an eye on him. It will also give you another mod resolution. Back in the main corridor, you'll see Daniel leave the building. Instead of following, go down the stairs and go to the weapons storage room. The box on the shelf will contain more ammunition Number 6, and the box on the back will contain another medicine 1. Also, if you're not going to use mod resolution right now, then give it to Wayne to hold. Now you can leave the building. Once outside the building, Aya and Danielle, in the squad car, zoom in. Go to Central Park. Central Park Weapons: M9 Pistol or Pistol P8, M203 Grenade Armor: Sp Vest 1, Sv Vest 1 In Central Park, Daniel will try to hurry, but he will be almost burned. That leaves the task behind Aya. Now enter the park, go south a bit and you will see the phone on the parked car. Save your progress and continue south. As you around the curve, check the north side for a hidden breast containing ammunition No. 6 or Medicine 1. Now get back on the road and follow it north. On the next screen, keep going right. You'll see three gates. Check the gate on the left and you will get the medicine 1 or ammo number 6. Check the gate on the right for the same thing. Now enter the central gate. On the next screen, open the chest that is near you when you enter to get a P8 pistol or an M9 pistol. Get down the stairs and bypass the fenced area, and then left up the stairs. The screen changes and you can see the phone directly Enter the door at the phone. Inside the room, searching the office on the For Sp West 1. Turn right and open the box to get the key to the zoo. Also, examine the stretcher from the top side and Aya will push it aside. This will give you access to another cabinet that contains an M203 grenade launcher. Now get out of the room. If you want to save, do it now. Keep moving to the right and enter the first door to your left. It unlocked the zoo key you got earlier, and once you enter, go ahead a bit and enter the woods through a broken glass piece to your left. Walk around the glass track to the right side and you can find some chests containing Medication 2, Cure-P, and one containing Defense No.1 or Defense No.2. Go back to the street and continue to the right. Instead of going north, open the chest hidden behind the 15 cartridge pole and then continue to go right. Go down the stairs, look to the left at the chest containing the tool (or ammunition number 15, if you're lucky). Now continue to the right on the next screen. Continue to the right and then go north up the stairs and then head a little north and left to pass through the hole that is partially hidden on the roof. Here, open the chest at the bottom left for Medicine 2 (or Ammunition No. 15, if you're lucky). Go to the right side of this area and there will be a red chest containing ammunition number 15. Now cross the bridge on the north side of this section. Follow the main path, go south, and then go on the left path and go north and go through the gate. There is a path that divides the left (with a burned body on it), but ignore it for now, and continue north. On the next screen, continue north to the amphitheatre. After watching Eva and regaining control of yourself, run back to the right and on the previous screen. Run to the right through the door with the inscription Behind the Scenes. Eva escape, so follow her. On this previous screen, go south and take a path that divides to the left (with a burned body on it). Climb the stairs up the buildings. At the top of the ladder, search the bottom right of this area for the chest containing Revive. Now search the top left for the chest containing ammunition number 15. Now keep going north from the stairs. You will see the phone here in which you have to save. In addition, come from the phone and there will be another chest with cartridges number 15. Now go down the stairs and head to the left. You'll see a little girl run away from here. You can choose to follow it, but you can also search around for some items in the area. At the first intersection, get south. Follow him as he winds around to another intersection in which you have to go east. Continue along the path as it bends south and then go left at the intersection. It leans south and leads you to another intersection of four paths. Take the path, go northeast to find the chest with No 15, then return to the intersection and move west to the next screen. When you arrive at the new screen, there will be a red chest next to you on the north side of the road. Open it to Sv Vest 1 and then continue to continue along the way. Cross a small bridge and go down the stairs to get Defense No.1. Follow the path and continue to go west at the intersection. At the next intersection, instead of following the girl, go north. Take left at the intersection and go south to find a chest with a tool or super tool. Go back up, left, and follow the path south, and then continue west. Follow the long path down and cross the bridge. When you get to the fountain, instead of going up the stairs, go north from the fountain under the bridge. You'll find two chests containing Protection No.1 or Tool, and PE No. 1 or CR Evade No 1. After collecting these items, keep going north. After all, you're going to get the phone. Save because the boss battle is coming up. When you're saved, go straight to the next screen. You will work in a set of four giant worms. Level of giant worms: 13 hp: 120, 150, 180, 210 EXP: 0 First, four worms will be slow and somewhat lazy. They will come off the ground (always in the same place) and sometimes shoot spikes at you that are pretty easy to dodge if you're away and sometimes not. If you can help him, try not to shoot twice, especially if you have a slow weapon. Even if they are not lazy, their spikes can catch you while you are shooting. Don't inflict all your damage on one worm because as one worm dies, the other becomes more aggressive. This is easier said than done, but try to spread the damage around as much as possible. When one worm dies, the other rise and burrow faster, shoot spikes more often, and spikes more, move faster, and deal more harm. When one worm remains, it takes the bottom spot. The lone worm at the end has a different strategy. He slams himself to the ground and then sweeps himself against the clockwise fashion that covers almost the entire screen. It's pretty hard to dodge if you're not set up correctly, but if you know what to do, then it's very simple. All you do is stay on the left side where it pops up. When he comes out, start running to the right. He'll slap himself down where you're standing when he pops out and then sweep himself left, but by then, you should already be out of range. Once his attack comes out, shoot him as many times as you can and then go back to the left side and repeat. Sometimes it can try a quick kick without sweeping, but if you're already working while it's attacking, then you won't be amazed. Note that no worm has a certain amount of HP. The first worm that takes 120 HP dies, then the next worm that takes 150 HP dies, etc. you get four No.1 defenses when you win. Once the worms are dead, go back and use the phone to save, then go back to that area and go up the stairs on the right side. You will see Eve standing on the Confront her and you'll get into a fight with her. Eva Level: 14 HP: 330 EXP: 0 This battle is difficult just because there is very little room to move. Eva will float around (it won't hurt you like this) in which you have to take a do as much damage as possible. When it flies off the screen, make sure you're not near it, otherwise you may take some damage. Once it's off the screen, stand in the corner and watch where the energy fits. Wherever you notice the place where she is going to attack, run to the opposite corner. Also, when it lands, make sure it doesn't land on you. It will also swipe at you from time to time, but there's nothing you can do about it except run to another corner. Once you beat Eva and she runs away, enjoy the next scenes and it's the end of day two. Day 3 - SELECTION Soho Weapon: M11 Machine Gun, Club 2, G19 Pistol Armor: Cr West Day begins with Aya waking up in a small house in Soho. Exit to your right, but before leaving, pick up ammunition number 30 in a black chest at the door. You'll see Maeda sitting outside and then Daniel in front of the house. Head to the left, and check the floor around the trash can for the trading card. On the next screen, try to open the door to the Gun Shop. You'll know it's blocked, but Daniel unlocks it. Go to the gun shop and start browsing. It's free! Right, when you enter, there is a camouflaged chest south of the entrance that contains Bullet Cap 1 (or Bullet Cap No. 2 20% of the time). Go left and you will find another chest to your left that contains the tool. Now go to the northeast corner of the store and start collecting all the items in the chests. Starting from the corner and going in the counterclockwise direction, you get a range of No.1 (range 2 20% of the time), M11 machine gun, club 2, Ammunition No. 15, G19 pistol (it's not in the chest, but it's on the rack), and Cr Vest 1. Once you have taken all the items, leave the gun shop, return to the screen where you started, and go right. You'll come to the pharmacy. Take all the items at your leisure. In the right aisle, there is a chest containing Revive. In the aisle to the left of this, check the shelf on the right side for PE No 1 (Pe 2 20% of the time). At the northern end of the aisle left one over, there is a chest with medicine 2 inside and Cure-M on the shelf next to it. Check the shelves on the left side of the store for Medicine 3. Also, be sure to enter the room at the top left of the store. You'll find CR Evade No 1 (or CR Evade 2 20%) and the tool. Once you are done, go to the front of the store. Walk behind the counter and pick up defense No.1 (defense 2 20% time). It's a little hard to spot. Just act as if you were trying to use your phone from behind the counter. Now save and leave the pharmacy. By the way, if you find that your inventory is too full and you can't pick up goodies here, go to the NYPD, give all your unnecessary items to Wayne, then go back and get all the stuff. Go back to where the squad car is waiting and enter the car from the passenger side. American Museum of Natural Weapons History: Armor: Your First Destination Museum. There you will be automatically reached by Dr. Clamps' research lab. You have no control here, so just follow the story. When you're done, go to the police station. N.Y.P.D. 17th Precinct Weapon: M92F Pistol, SG550 Rifle, M9-2 Pistol Armor: Cm West 2, N Jacket You will find the headquarters of the scene of chaos. Daniel's going to run inside, so follow him. Maeda will give you the charm of Hamaya's good luck. When you get it, go inside. In the main corridor, talk to the policeman on the floor twice for ammunition number 6. Now go south and left to enter the locker room. Check out the second locker on the right for Medicine 3, the fourth locker on the right will have a Cure-P or Medicine 2 only if you don't open it on the second day. Talk to the fallen police officer twice for ammunition number 6. Back in the main corridor, go south to the detective's office. You'll see Warner on the ground. Talk to him twice and he'll give you ammunition number 15. Use your phone to save and then return to the main corridor. Bring the stairs down to the basement and then enter the weapons room. Wayne will give you an M92F Torres pistol. Take ammo number 15 and Medicine 2, which you should get every time you visit the gun room. Now drop off all the weapons and armor you don't plan to use, and any other excess junk you might have. Get out of the weapons room and head to the nursery, which is just north of the Armory Room on the same floor. You'll see Katie lying on the ground. Talk to her, and she'll tell you what happened. Talk to her again and you'll get ammo number 6. Now go back to the first floor. Upstairs, go north. You'll see the Knicks on the ground. Talk to him and he will tell you about Sheeva and then give you ammunition number 15. Instead of going up the stairs, keep going north to the briefing room. Take Cm Vest 2 and then go back to where the Knicks were, and climb the stairs. Talk to the downed policeman and he will give you ammunition number 6. Go through the gate and enter the door to the right of the screen. The breast to your left contains PE No. 1 (or PE 2 20%). Now go back to the main corridor, go south and then head west. street, and at the T-crossing, go left and enter the room there. You will find the medicine 3 in the chest on the table, CR Evade No 1 (or CR Evade 2 20%) in the bottom right corner and you can also keep your game here. After being done, go back to the street. Go north at the crossroads and up the stairs. (At this point the screen will switch and you will be shown a horrible FMV). At the top of the stairs, take Right. You will find a laboratory that will heal all your wounds only once. Get healed, or not, then go back outside and go north until you arrive at the intersection. Teh Teh The officer here will give you his key locker. Now go north through the double doors. You get into battle with a pretty tough monster (not the boss though). Kill him, and you'll get the SG550 rifle. In the same room, open the chest for Defense No. 1 (Defense No. 2 20% chance), and talk to the policeman twice for ammunition No. 6. Go to the top right corner of this room, through a hard-to-see door, and pick up the N Jacket in a small room. Go back to the main corridor, and if you haven't healed at Lab Tech, come back and heal now because you've probably got the damage a good bit on the dogman. You can also go back down and save again. Back at the intersection on the third floor, go east now. Now up the stairs, you can choose to go ahead and into the morgue. There, you get into a fight where, if you win, you get some medication 3 and full treatment. Or you can just go left and fight the boss. Sheeva level: 18 HP: 400 (bottom, target 1), 200 (left, target 2), 300 (right, target 3) EXP: 1000 You get the message that there are three parts of this boss. Left head, right head and central head. The central head (goal 1) is the one that can heal others, so you have to kill this first. Shev also has three attacks. One is a lunge attack that can be dodged if you've already run to the side while the attack is out. If you stand there and Sheeve lunges at you, even if you start working now, you won't be able to get out of the way in time, so keep moving this whole battle. Another attack was an orange beam. You can clearly see when this attack will come out, and when you see it, start working clockwise or counterclockwise from Sheev. You get more time to move aside, but sometimes Sheeva directs the beam across the room, so you'll need an extra second to avoid it (you won't get hit if you stand sideways or back of Sheeva). The latest attack is a purple shock wave that covers almost the entire room. In fact, it's almost impossible to dodge if you're in the same corner and Sheeva is in the opposite corner, but it's unlikely to happen, so you just need to grit your teeth and take the damage like a (wo) person. Attack your head only after you have just dodged an attack. If you wait too long, then Sheeva will start knocking you while you are still firing a gun and you will take preventable damage. You get an M9-2 pistol when you win. (Continued on the next page) page) parasite eve 2 strategy guide pdf. parasite eve official strategy guide pdf

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