

## Critical Hits

Sometimes you will deal considerably greater damage than usual during battle. These critical hits are displayed in various colours that indicate their nature. There are four kinds of critical hits:

### Yellow – "Random" critical hit

These are based on the properties of some weapons and have a 10% likelihood to occur. They deal about double the usual damage. The chance of landing a critical hit grows the closer you come to your target.



### Blue – Critical hit due to weaknesses

Some monsters are weak against specific attacks. Humpty Dumpty, for example, is vulnerable to Fire attacks. If you use a corresponding attack, e.g. a suitable Parasite Energy, you will deal far greater damage against the monster than with a regular shot.



### Purple – Critical hit due to vulnerable body parts

Many monsters have body parts that are particularly weak against attacks. If, for example, you hit a Stranger from behind, you will deal much greater damage than with a frontal attack. Study your opponents and make use of their weak points.



### Green – Critical hit due to timing

These succeed when you hit a monster at a precise time. Humpty Dumpty, for example, is vulnerable while yawning. Hit the monster while its maw is wide open to inflict greater damage. Timing your attacks correctly is far from easy but well worth practising. Again, observe your opponents and pull the trigger at the right moment.



## Top Secret: "Parasite Energy"

You, Aya Brea, are one of the very few M.I.S.T. officers capable of using paranormal skills. These Parasite Energies were suppressed but not entirely eradicated from your memory. On the contrary: Your Parasite Energies are very present. You "only" need to accumulate enough EXP (Experience Points) in battle (these are automatically awarded after your victory) to revive Parasite Energies of your choice. Using a Parasite Energy costs MP (Mitochondria Points).

You begin your mission with 30 MP. These can be raised temporarily (even permanently on rare occasions) by using or equipping certain pieces of equipment. You always recover a scant number of MP after battle. As they do not regenerate over time you need to fill up the rest of your MP with the help of specific items.

## Reviving / strengthening Parasite Energies (PEs)

Open the Main Menu by pressing the **START** button and choose the "PEnergy" sub-menu. This opens a sub-menu with all four categories of Parasite Energy: Fire, Water, Wind and Earth, representing these four elements. If you have gained sufficient EXP you can raise the level of your Parasite Energies to enhance their effect and, in some cases, decrease the amount of MP needed to use them.

Choose a Parasite Energy and press the **△** button to display a window with detailed information if you wish. Press the **△** button again to close the information window. Now press the **×** button. If the PE has not yet been revived, you can decide whether to "Revive" it or "Cancel" your choice. If you choose a PE that has

already been revived you can determine whether to "Strengthen" it or "Cancel" the operation. The EXP cost for reviving or strengthening a PE is displayed in the window. Either action increases your MP. This increase as well as the EXP cost is listed in the Parasite Energy table at the end of this section. The column "Bonus MP" shows how many MP you gain when reviving or strengthening each PE.

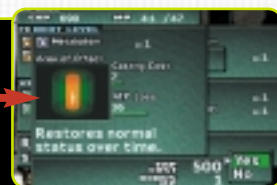
You begin your mission with the Fire PE "Pyrokinesis" (Lv. 1) revived. Once you have reached level 3 of both Parasite Energies of a particular category (e.g. Fire, Water etc.) you can revive the third PE of this category.



Choose a Parasite Energy to revive or rise by a level.



Press the **×** button and select the desired option in the newly opened window.



Detailed information on the selected Parasite Energy is now displayed. If you still want to go ahead, confirm your decision by pressing the **×** button.

## Using Parasite Energies

All Parasite Energies except for "Healing" can only be used during battle. Whichever PE you intend to use, open the Parasite Energy sub-menu by pressing the **△** button. The available PEs are now displayed at the bottom of the sub-menu screen. Choose a PE with the directional button or the Left Stick of your controller and confirm

your selection by pressing the **X** button. If you have changed your mind and no longer wish to use a PE, simply press the **△** button again to close the sub-menu screen. The following example illustrates what you should take into account when using your PEs.

### 1 USING PARASITE ENERGIES



A normal battle situation: You are in Battle Mode, your opponents are in sight and you decide to unleash your Parasite Energy "Pyrokinesis" against them. Turn to face the monsters and press the **△** button.

### 2 USING PARASITE ENERGIES



Your available Parasite Energies are now displayed at the bottom of the screen. If you can choose between more than one PE, select "Pyrokinesis" using the directional button or the Left Stick. The name of the chosen PE, its level and MP cost are now displayed. In addition, the effective range of this PE will be visualised. In the case of "Pyrokinesis", a horizontal cylindrical grid is used. You can also see the affected area on your GPS radar display. If you choose a different PE, you might flash green instead, indicating that this PE will affect you rather than your opponents. Time is suspended at this point, so you need not worry about being attacked. Press the **×** button to confirm your choice or press the **△** button to abort the action. The Parasite Energy best suited for a specific situation depends on various parameters, such as the type of monster, your distance from it (or them) and the number of opponents.

### 3 USING PARASITE ENERGIES



The ATP delay stage now begins. During this stage, while you are concentrating your Adenosine Triphosphate (ATP), you are vulnerable to attacks. Such a disturbance immediately aborts your use of a Parasite Energy. During the ATP delay stage a gauge is displayed at the bottom of the screen. The gauge indicates the time left before your Parasite Energy is unleashed. When the gauge is entirely depleted and vanishes your Parasite Energy is released.

### 4 USING PARASITE ENERGIES



Your Parasite Energy now takes effect and your MP are reduced by the amount required to unleash it. Your opponent suffers damage (displayed as a figure) and may be defeated by your attack.



The following pages contain my comprehensive report of all events during those crucial days in September 2000. In this document, I have described all areas of each location and included where I found - and, later, used - items. You will find detailed maps and high-resolution photographs as well as puzzle inserts explaining how I solved each of the tasks I was

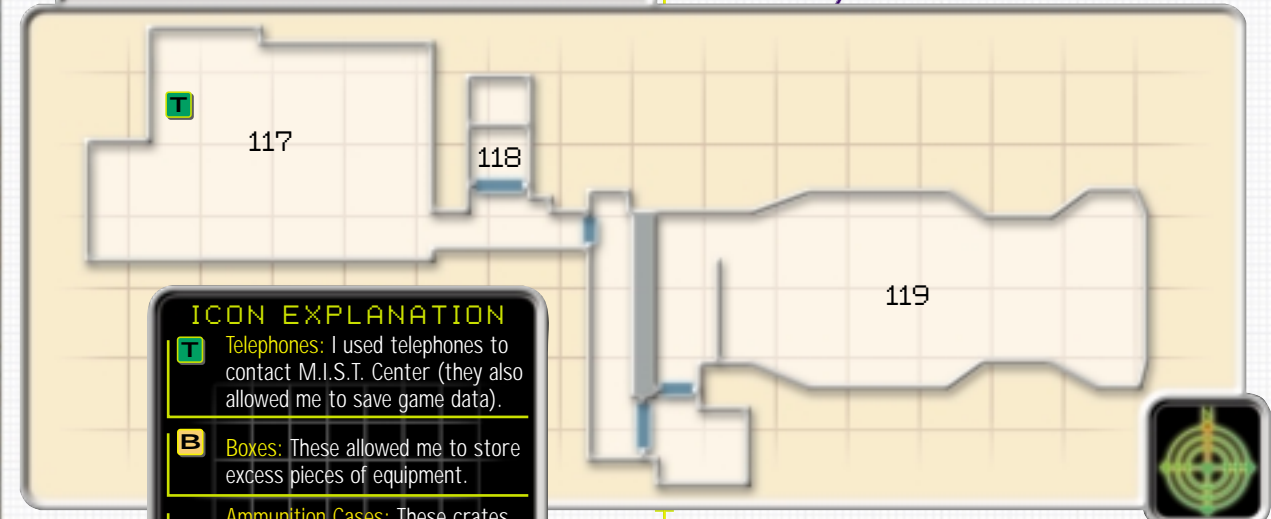
confronted with. Needless to say, all creatures I encountered are also listed here, with additional information from the M.I.S.T. Center database.

Aya Brea

September 4 - 8:18 PM

# M.I.S.T. Center, Los Angeles

## M.I.S.T. CENTER



### ICON EXPLANATION

- Telephones:** I used telephones to contact M.I.S.T. Center (they also allowed me to save game data).
- Boxes:** These allowed me to store excess pieces of equipment.
- Ammunition Cases:** These crates yielded an infinite supply of standard issue rounds.
- Open doors:** These doors could be opened effortlessly.
- "One Way" doors:** This kind of door could only be opened from one side.
- Locked doors:** Such doors required a key or could only be opened after I had solved a particular task.
- Room numbers:** A reference to the description in the main text body.
- Compass:** Indicates the geographical direction. North is always up.

SCREEN 1



## Shooting Gallery 119

Originally, I had planned to end the day with extensive practice in the Shooting Gallery but I didn't feel up to it. That was a shame, as it is always worth finishing the five levels of Pierce's shooting practise: reaching a certain number of points is rewarded with a number of BP. If you achieve outstanding results, M.I.S.T. may even hand out useful pieces of equipment. Earning bonus BP on Level 1 is not that hard at all. All of this is explained in greater detail on page 95 in the "Top Secret" section of my file. Anyway, to return to my point, I decided to call it a day and leave the Shooting Gallery. The walls of the tiny room connecting Pierce's controls and the Shooting Gallery proper were cluttered with printouts on M.I.S.T. and NMCs (Neo-Mitochondrion Creatures). I took a glance to catch up: it is known that mitochondria are responsible for generating energy in the cell nuclei of beings. Nearly every living creature on earth harbours mitochondria. In the pre-history of life these tiny biological "power plants" were independent organisms. At one point they then merged with cell-bearing organisms, entering a symbiotic relationship. Cells with two different kinds of DNA evolved. In recent times, neo-mitochondria have developed a consciousness of their own. Now, by taking over a being, they turn it into a bloodthirsty killer. It has surfaced recently that this process is irreversible. This means that we must eliminate every single creature taken over by neo-mitochondria. Pierce, who stood by the controls, had news for me (screen 1). He had just spoken with Hal - Supervising Agent Baldwin - and now told me that all hell had broken loose at the Akropolis Tower in downtown L.A. A SWAT team had been sent there, so the situation was serious. Jodie had already driven my car up to the parking lot exit but I still needed to pick up some equipment before leaving M.I.S.T. Center. I entered M.I.S.T. Parking and opened the north door to reach the armoury.

## Firearms Control 118

I exchanged my BP for some of the items Jodie had in store. She also issues bonus items for successful completion of shooting practise. I have listed all pieces of equipment available from Jodie that night. As I did not have too many BP at that point, I just took some medicine.

## M.I.S.T. Parking 117

Pierce was already waiting for me in the garage. I did not speak to him straight away, as I did not want to leave for Akropolis Tower immediately. Instead, I walked up to the shelf in the northeast corner of the parking lot and examined it. I found a Bottle, which, upon closer inspection, turned out to be **Recovery3** - a most welcome item. I could have rung up Hal ... sorry: Supervising Agent Baldwin ... from the telephone on the west wall and saved my progress but I didn't bother as I was just beginning my mission. I walked up to Pierce and confirmed that I was ready to leave.

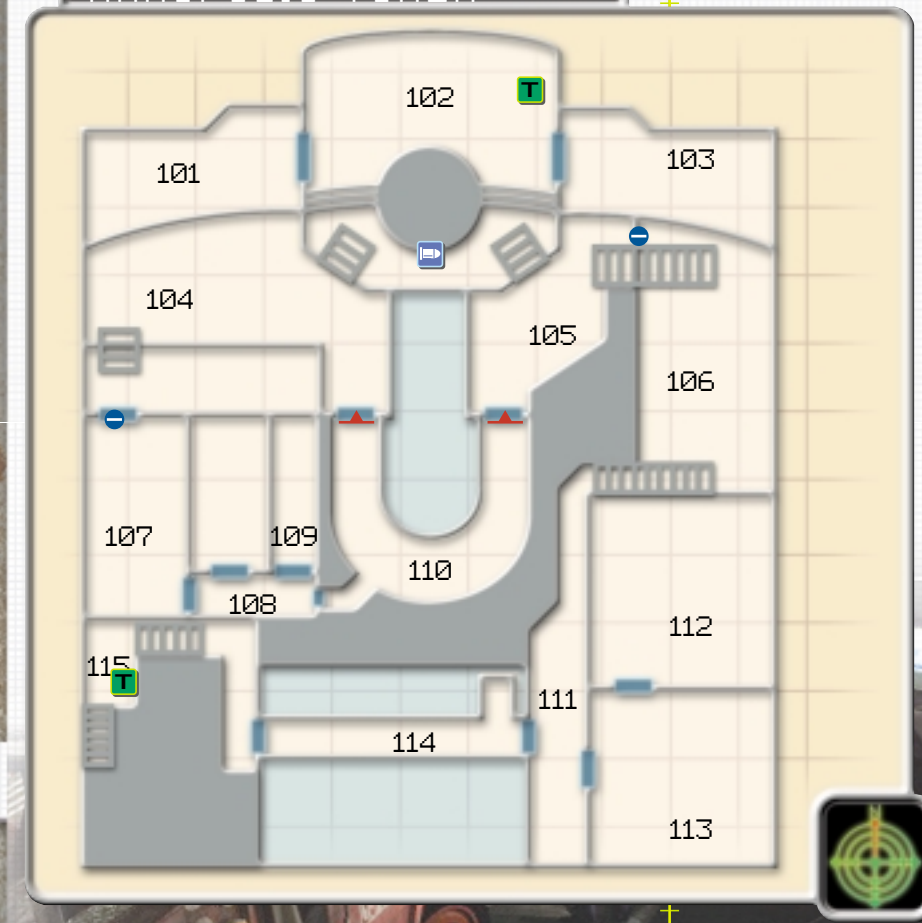
### Firearms Control, M.I.S.T. Center

Category	Item	Price in BP
Weapons	PA3	1000
	M4A1 Rifle	2450
Ammunition	Buckshot	60
	5.56 Rifle	100
	Batteries/Fuel	0
Armour	Turtle Vest	1680
	Combat Armour	3250
Items	Recovery1	100
	MP Boost1	320
	Penicillin	80
	Stim	80
	Combat Light	60
	Pepper Spray	100

# Akropolis Tower, Los Angeles

4. September - 8:56 PM

## AKROPOLIS TOWER



## In front of Akropolis Tower


I walked past the police cars outside the building and addressed the Police Sgt. He allowed me to pass once I identified myself as a M.I.S.T. agent. The Police Sgt. told me the roof had been occupied and that the situation seemed to be getting out of control. I walked past him and approached the main entrance of Akropolis Tower. The scene resembled a battlefield more than a shopping centre. The Police Officer near the glass doors informed me that the SWAT team had stormed the building but that contact with them had been lost. Fortunately, all civilians were evacuated in time. Bracing myself for the worst, I stepped into the lobby and took the elevator upstairs...





NAME

GLUTTON



SPECIAL ATTACKS	ATTACK POWER & SPECIAL EFFECTS
Spit	Sticky liquid
Mustard Gas	25 (Poison)
Acid Rain	30
Vomit	35
Tongue Attack	50 (Berserker)
Black Hole	When sucked up completely: instant death

HP	EXP	BP	MP
3000	500	200	100
(700) 10= during second battle			

BEHAVIOURAL PATTERN:  
Approaching its opponent, the Glutton opens its mouth and sucks up its prey using a Black Hole attack. At a greater distance the Glutton uses one of its other attacks.


DEFENCE	DESCRIPTION & EFFECT
Strong shoulder	Damage is reduced to 1/6. If its shoulder receives damage greater than 120 or a critical hit the Glutton will summon as many as eight Mad Chasers, one by one.
Hard forehead	Normal damage dealt by a weapon is ignored, only critical hits count
Devour	Glutton devours a Mad Chaser and recovers 100 HP

WEAKNESS	DESCRIPTION & EFFECT
Mouth	Damage x2

STRATEGY Attack the mouth of this fearsome monster that, strictly speaking, consists of several creatures, to defeat it as soon as possible. Avoid shooting at the monster's shoulders; this would only cause the Glutton to summon Mad Chasers. Watch your distance from the NMC when it begins its lethal Black Hole attack.

NAME

MAD CHASER



SPECIAL ATTACKS	ATTACK POWER & SPECIAL EFFECTS
Flying Body Attack	22

HP	EXP	BP	MP
110	20	40	1

BEHAVIOURAL PATTERN:  
Mad Chasers rarely attack. Usually, they simply laugh or hang from the ceiling. Very rarely does one of these monsters creep towards its opponent to launch a jump attack.

DEFENCE	DESCRIPTION & EFFECT

WEAKNESS	DESCRIPTION & EFFECT

STRATEGY This mutant is an inadvertent by-product of the Chaser development. As a rule, you can attack these creatures first. They are easy to dodge should they assault you.

Dumping Hole 335


I had a feeling that the Glutton had not really been defeated. After all, it had not dissolved as dead monsters do. I collected my reward from the battlefield: a dose of **Recovery3**, **80 5.56mm Rifle** ammunition and **4 Grenades**. I headed for the door, wanting to leave this hall behind. Had the Glutton not moved so far forward, I would have been able to reach the two Ammunition Cases.

Garbage Incinerator 336

I should learn to trust my instincts: No sooner had I entered this long passage than the Glutton burst through the portal behind me (screen 14). I had a choice here: Fight the monster again using the strategy that had been successful earlier (see step 1 in the following description) or avoid a gunfight (see steps 2 - 4 in the following description). After the Glutton had finally succumbed, a warning signal rang through the hall. Incineration would begin in five minutes. I was well advised to leave through the south portal. However, I did take the time to return to the Dumping Hole before making my escape.

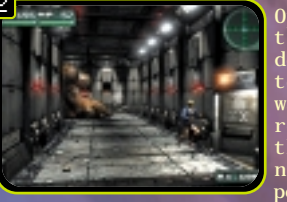


1




Should you choose to fight, you must run around the corner and attack the Glutton as in your first encounter. Defeating the monster earns you a dose of **Recovery3**, **4 Airburst** rounds and a Bottle of **Eau de Toilette**.

2




Opt for the alternative instead, dashing down the long passage to a niche in the east wall until you reach a refuse chute. Step on the floor pedal of the niche to call the disposal elevator that fills the entire abyss. This allows you to continue your flight down the passage and escape the advancing Glutton. Avoid being absorbed by its Black Hole attack simply by running away.

3




There is another niche on the far side of the disposal elevator. The floor pedal here activates the garbage crusher. You simply have to lure the entire Glutton onto the disposal elevator. As the monster stops its pursuit in front of the elevator you need to step forward again and rouse it with a few rounds from your weapon. Due to its abnormal weight the Glutton descends into the depths without any further help from you.

4



Now that the monster is trapped, step on the floor pedal to activate the garbage press. This finally seals the NMC's doom. A dose of **Recovery3** rewards your ingenuity.





# Ammunition

## Description of ammunition table

**? Name:** Name of ammunition displayed before it has been examined by pressing the button.

**Type of ammunition:** Tells you the weapon category the ammunition can be used with.

**Attack power:** Indicates how much damage this ammunition inflicts on the target i.e. the higher the figure, the greater the damage.

**Special Features:** Some types of ammunition have an additional effect aside from the regular physical damage.

**Poison:** Inflicts the status abnormality Poison on the target.  
**Burst:** A single shot affects several opponents close to one another.  
**Incendiary:** Sets target on fire, causing additional damage.  
**Flash:** A flash of light blinds your opponent(s), temporarily paralysing it/them; depends on type of opponent.  
**Explosion:** The grenade explodes on impact, causing additional damage; depends on type of opponent.  
**Piercing:** Pierces every opponent directly in its path.  
**Maximum number:** Indicates how many rounds or shells of this type of ammunition you can carry.

### Ammunition

Name of ammunition	? Name	Type of ammunition	Attack power	Special feature	Maximum number	Price at an armoury
9mm P.B.	-	9mm	10	-	500	30 BP for 50 rounds
9mm Hydra	9mm	9mm	15	-	500	50 BP for 50 rounds
9mm Sparta	9mm	9mm	20	-	500	80 BP for 50 rounds
44 Magnum	Magnum Round	44 Mag.	40	-	500	100 BP for 50 rounds
44 Maeda SP	Magnum Round	44 Mag.	70	Poison	500	800 BP for 25 rounds
5.56 Rifle	Rifle Round	5.56mm	22	-	800	100 BP for 80 rounds
Buckshot	Shotgun Shell	12-gauge	40	Burst	200	60 BP for 10 rounds
Firefly	Shotgun Shell	12-gauge	70	Incendiary	200	90 BP for 10 rounds
R.Slug	Shotgun Shell	12-gauge	90	Piercing	200	120 BP for 10 rounds
Riot	Grenade Round	40mm	60	Flash	100	80 BP for 4 rounds
Grenade	Grenade Round	40mm	270	Explosion	100	280 BP for 4 rounds
Airburst	Grenade Round	40mm	220	Burst	100	450 BP for 4 rounds

# Armour

## Description of armour table

**? Name:** Name of armour displayed before examining it by pressing the button.

**HP Bonus (Add HP):** Number of HP added to your basic HP when this piece of armour is equipped.

**MP Bonus (Add MP):** Number of MP added to your basic MP when this piece of armour is equipped.

**Number of attachment slots:** Indicates how many items can be attached to this piece of armour (can be increased to a maximum of 10).

**Special features:** Some pieces of armour have one or two additional properties.

**Resist Silence:** Automatically removes the status abnormality "Silence".

**Resist Paralysis:** Automatically removes the status abnormality "Paralysis".

**Resist Poison:** Automatically removes the status abnormality "Poison".

**Resist Confusion:** Automatically removes the status abnormality "Confusion".

**Resist Impact:** When you have less than 5 HP and take a hit that deals more than 5 HP damage you will retain 1 HP and survive. However, attacks that cause instant death (such as the Glutton's Black Hole attack) cannot be blunted by this property.

**Motion Detector:** Detects and displays moving objects in your vicinity. Covers twice the area of your standard issue GPS.

**MP Generation:** An opponent's attack restores a number of MP that equal the damage you take divided by 5.

**HP Recovery:** HP is always restored after battle. The number of HP is identical to that of MP recovered.

**Rate:** The speed at which you can target a new opponent is two times faster than usual.

**Medical Inspection:** The target's HP are displayed. Only works for around 90% of NMCs.

**MP Recovery:** Raises the number of MP recovered after battle by 25%.

### Armour

Name of armour	HP Bonus (Add HP)	MP-Bonus (Add MP)	Number of attachment slots	Special feature	Special feature 2	Price at an armoury
Assault Suit	0	10	5	Resist Poison	-	1000 BP
Aya Special	30	50	7	Quick Fire	MP Recovery	8000 BP
Chicken Plate	60	0	5	Resist Impact	HP Recovery	1000 BP
Combat Armour	40	10	5	Motion Detector	Resist Silence	3250 BP
EOD Suit	100	0	5	Resist Impact	Resist Paralysis	4580 BP
Leather Jacket	10	0	3	Resist Paralysis	-	1000 BP
Monk Robe	0	100	10	MP Generation	MP Recovery	3000 BP
NBC Suit	20	20	6	Resist Poison	Resist Paralysis	3980 BP
PASGT Vest	20	0	6	Resist Poison	HP Recovery	2980 BP
Psy Suit	0	50	4	Medical Inspection	Resist Confusion	4580 BP
Shoulder Holster	0	20	4	Quick Fire	-	2580 BP
Tactical Armour	60	30	8	Motion Detector	Medical Inspection	12800 BP
Tactical Vest (Body Armour)	50	10	7	Quick Fire	HP Recovery	2120 BP
Turtle Vest	5	20	3	MP Recovery	Resist Paralysis	1680 BP

# Miscellaneous items

## Description of miscellaneous items table

**? Name:** Name of item displayed before examining it by pressing the button.

**Effect when used on menu screen:** This is the effect of the item when it is "used" directly from the menu.

**Effect when used as an Attachment:** This is the effect of the item when it is attached to a slot in your equipped armour and used during Battle Mode. Some items are used automatically when attached, e.g. Hunter Goggles. Others, such as Cola, must be actively "used" to take effect.



### Miscellaneous items

\*These items are used automatically when attached.

Name of item	? Name	Effect when used from menu screen	Effect when used as an Attachment	Price at an armoury
Belt Pouch	Pouch	Adds an attachment slot to your equipped armour (your armour has up to a maximum of 10 attachments)	Cannot be used	10000 BP
Cola	Can	Restores 20 HP and 80 MP	Restores 20 HP and 80 MP	120 BP
Combat Light	Key Chain	Cannot be used	A blinding flash of light inflicts the status abnormality "Darkness" on your opponent(s)	60 BP
Eau de Toilette	Bottle	Cannot be used	Inflicts the status abnormality "Berserker" on you	190 BP
Flare	Small Box	Cannot be used	A blinding flash of light plus a loud noise inflict the status abnormality "Darkness" on your opponent(s)	150 BP
GPS*	-	Cannot be used	Locates moving objects	1000 BP
Holy Water*	Bottle	Raises the level of a Water-related Parasite Energy by one	Reduces damage taken by 25	5000 BP
Hunter Goggles*	Goggles	Cannot be used	Neutralises "Darkness"	1000 BP
Lipstick*	Cylinder	Increases your maximum MP by 1	Neutralises "Silence"	5000 BP
MD Player*	MD Player	Cannot be used	Neutralises "Confusion" and "Berserker"	1000 BP
Medicine Wheel*	Woven Ring	Raises the level of a Wind-related Parasite Energy by one	Additional items will be found after battle from now on	27800 BP
MP Boost1	Plastic Bottle	Restores 30 MP	Restores 25 MP	320 BP
MP Boost2	Bottle	Restores all MP	Restores 100 MP	580 BP
Ofuda*	Charm	Raises the level of an Earth-related Parasite Energy by one	The attack power of your Parasite Energies increases by half	5000 BP
Penicillin	Medkit	Cannot be used	Neutralises "Darkness", "Paralysis" and "Poison"	80 BP
Pepper Spray	Spray Can	Cannot be used	Inflicts the status abnormality "Paralysis" on your opponent	100 BP
Protein Capsule	Capsule	Restores all HP; increases maximum HP by 5	Restores all HP; increases maximum HP by 5	10000 BP
Recovery1	Tablet	Restores 50 HP	Restores 45 HP	100 BP
Recovery2	-	Restores 100 HP	Restores 90 HP	180 BP
Recovery3	Bottle	Restores all HP	Restores 150 HP	350 BP
Ringer's Solution	Vinyl Pack	Restores all HP and MP	Restores all HP and MP	200 BP
Skull Crystal*	Crystal	Raises the level of a Fire-related Parasite Energy by one	Increases the attack power of your weapons by 20%	5000 BP
Stim	Ampoule	Cannot be used	Neutralises "Silence", "Berserker" and "Confusion"	80 BP





To all agents

This section contains classified information on your past and future missions. The information contained herein is "for your eyes only" and for the exclusive use of cleared M.I.S.T. personnel.

Disclosing it to unauthorised personnel will lead to disciplinary action.

Eric Baldwin  
Supervising Agent, M.I.S.T.

# What happens after your first mission?

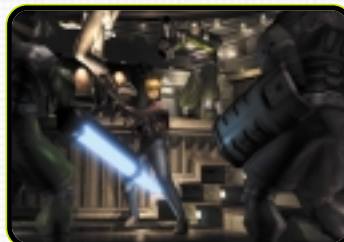
As a M.I.S.T. officer you are more or less permanently on duty. After all, new NMCs and parasite hordes can spring into existence anywhere and at anytime. View your first mission as an extended training session. The results you obtained determine the tasks M.I.S.T. Center will assign to you in future. The following missions,

explained below, are available to you but depend on your performance. In addition, you are also able to view certain personal data every time you use a telephone (time spent on mission, number of telephone calls, weapons used etc.).



## REPLAY MODE

Available after completing the first mission  
All monsters are considerably weaker and easier to defeat. New pieces of equipment are available in the armouries and with Mr. Douglas; all Parasite Energies can be bought in exchange for BP. Completing this mission fast and efficiently should pose no problem for you.



## BOUNTY MODE

Available after completing the first mission  
All NMCs are twice as strong as before, dealing double the usual damage. As your weapons only have 75% of their previous attack power you should proceed carefully and you should always ensure that you have sufficient ammunition. In addition, Golems appear in Akropolis Tower.



## SCAVENGER MODE

Available after completing the first mission and after completing Bounty or Replay Mode. Are you ready for monsters with three times their original strength? They are quite likely to eliminate you with a single blow. As the armouries are not as well stocked as before, you will need to focus your firing skills and prepare particularly well for combat. You will also begin "Scavenger Mode" with less MP than in other modes.



## NIGHTMARE MODE

Available after completing Scavenger Mode for the first time  
The toughest challenge in your M.I.S.T. career: your weapon only has 60% of its original attack power, while NMCs have three times their original strength. Also, you begin this mission with 50 HP as opposed to your usual 100 HP and you will have to deal with numerous Golems throughout.

## Further missions

Data from the first mission are your reference for 100%

	YOUR PARAMETER			Strength of NMCs	EXP required to revive & strengthen Parasite Energies	EXP and BP carried forward from last mission	Bonus factor for remaining EXP and BP after completing the mission*1
	HP	MP	Physical strength/ weapon power				
First Mode	100	30	100%	100%	100%	0 EXP, 200 BP	1
Replay Mode	100	30	100%	50%	40%	1/10	1
Bounty Mode	100	30	75%	200%	80%	1/20	3
Scavenger Mode	100	10	75%	300%	80%	1/100	5
Nightmare Mode	50	30	60%	300%	80%	-	10

\*1 = this factor refers to any BP and EXP left when you complete your mission. If, for example, you complete Bounty Mode with 3000 EXP and 600 BP factor 3 is valid, leading to 9000 EXP and 1800 BP. When you now begin Replay Mode you will carry forward 1/10 of these points, beginning your mission with 900 EXP and 180 BP.

# New equipment in Replay Mode

Each time you complete a mission three pieces of equipment will be displayed on the screen (see 'New Equipment' table). These items can only be acquired at the armouries (or at Mr. Douglas's) in Replay Mode. If you manage to make all of the items (represented in the table) available and master a further mission, you will be rewarded with 300.000 BP, allowing you to shop to your heart's content.

All EXP accumulated during a mission count: those spent using Parasite Energies and those remaining in your tally. Here, too, the EXP factors described in the above table "Further missions" are valid. For example, 40.000 EXP from Nightmare Mode will become 400.000 EXP due to factor 10.

## New Equipment

EXPERIENCE POINTS (EXP)	PIECES OF EQUIPMENT
400,001 plus	Gun Blade, Ringer's Solution, Eau de Toilette
200,001 – 400,000	Hyper Velocity, Hunter Goggles, MP Boost2
75,001 – 200,000	MM1, Air Burst, Recovery3
72,001 – 75,000	M249, 44 Maeda SP, Cola
69,001 – 72,000	Mongoose, 44 Magnum, Skull Crystal
66,001 – 69,000	AS12, R.Slug, Firefly
62,001 – 66,000	Aya Special, 9mm Spartan, Ofuda
57,001 – 62,000	Javelin, MD, Holy Water
51,001 – 57,000	Pyke, Lipstick, Tactical Armour
44,001 – 51,000	Hammer, Belt Pouch, MP Boost1
16,001 – 44,000	M203, Protein, 9mm Hydra
14,511 – 16,000	M9, M4A1 Clip, Flare
0 – 14,510	Monk Robe, Medicine Wheel, Recovery2

# Tips for Nightmare Mode

## 1 ELIMINATE THE GOLEMS:

These battles are never easy. Try to defeat the Golems to gain valuable healing items. By contrast, you can avoid combat with other monsters that "only" earn you BP from time to time.

## 2 REVIVE OFFENSIVE PARASITE ENERGIES FIRST:

Do not waste BP on reviving your Parasite Energy Healing at the beginning of your mission: One hit can be lethal at this stage. It is wiser to concentrate on your offensive Parasite Energies. Necrosis, with its poisoning effect, and Plasma are highly recommended. Towards the end of your mission, when you have increased your HP with Protein Capsules and when you have equipped stronger armour, it is worth reviving your Parasite Energy Healing.

## 3 USE AMMUNITION CASES FREQUENTLY:

Stocking up on free ammunition is advisable during all missions, but it is vital in Nightmare Mode, where your weapons cause only 60% of the normal damage and where you need more shots to defeat a monster.

## 4 ATTACH CERTAIN ITEMS TO YOUR ARMOUR:

Items such as Holy Water, Medicine Wheel, Ofuda and Skull Crystal can strengthen certain Parasite Energies when "used" but this is of secondary importance in Nightmare Mode. When these items are attached to your armour, their properties are far more beneficial.

# Rewards earned at the Shooting Gallery

The Shooting Gallery at M.I.S.T. Center offers ample opportunity to hone your targeting skills. Here, you can practise with your various weapons and are rewarded for high performance. M.I.S.T. Center awards bonus BP and valuable items following the points you accumulate on the five practice levels. You receive these bonus BP immediately after practice. The special items can be retrieved by addressing your colleague Jodie in the Firearms Control room. You only receive the items for each level once, regardless of the number of times you repeat or surpass your earlier achievement.

