
PlayStation
NTSC | U/C
PlayStation
MATURE
M
CONTENT RATED BY
ESRB
SLUS-01266/01275/
01276/01277
fear effect 2
RETRO HELIX™
EIDOS
INTERACTIVE

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning To Owners of Projection Televisions

Do not connect your Playstation game console to a projection TV without first consulting the user manual for your projection TV, Unless it is of the LCD type. Otherwise, it may permanently damage your TV Screen.

Use of Unofficial Product

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

Handling Your PlayStation Disc

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Need Help? Call the Eidos Interactive Hint Line

1-900-77EIDOS (773-4367) U.S. Only, 1-900-643-4367 Canada

Cost of call: $0.99/minute. Must be 18 years or have parent's permission. Touch-tone phone required.

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Fear Effect 2: Retro Helix

1990 A.D.

The U.S. Human Genome Project is a 12-year effort coordinated by the U.S. Department of Energy (DOE) and the National Institutes of Health (NIH). Project goals are to

- identify all the approximate 100,000 genes in human DNA,
- determine the sequences of the 3 billion chemical bases that make up human DNA,
- store this information in databases,
- develop tools for data analysis, and address the ethical, legal and social issues (ELSI) that may arise from the project.

1994 A.D.

Taking advantage of new capabilities developed by the Genome project, DOE also initiates the Microbial Genome Program to sequence the genomes of bacteria useful in energy production, environmental remediation, toxic waste reduction, and industrial processing. As a result, the new field of Microbial Genomics is founded.

2000 A.D.

Scientists manage to map 97 percent of the 23 human chromosome's genetic material. 3 percent of which are deemed unmapable; the so-called Retro Helix, leftovers from our human evolution, much like our tailbone or the appendix are considered relics from our past.

2028 A.D.

The first known case of EINDS (Environmentally Induced Nucleotides Degeneration Syndrome) is diagnosed. Within a short four-year span, over 700 million people worldwide have contracted this dreadful disease. EINDS quickly becomes the latest and the most lethal epidemic the world has ever seen. Unlike other forms of terminal affliction that simply kills the patient slowly, EINDS inhibits Protein Synthesis at the DNA level. It stops Transcription and Translation (the splitting of DNA into mRNA and tRNA, a key process of Cellular Mitosis) resulting in the prevention of cellular reproduction and replication. EINDS kills not simply individuals but inevitably the entire human species at its root. It kills by stopping the process we call human evolution.

The cause of EINDS is of yet unknown and therefore no known cure has been found. What's worse is that no one seems to know how this disease is contracted. It is speculated that in the endless strive to improve our world and our species through extensive genetic manipulation and alteration, mankind may have unleashed this ultimate genocidal killer upon itself and sealed its own fate.

Delve into the colorful histories of the original cast of three mercenaries and the extraordinary circumstances that brought them together. Find out what drives characters like Hana Tsu-Vachel, the beautiful assassin, desired by many yet belonging to none; Royce Glas, the master counter intelligence operative who is haunted by a dark past; Jakob "Deke" Decourt, the cold-blooded killer driven by money and murder. Meet for the first time Rain Qin, a stunning new character and close companion to Hana with unparalleled beauty wrapped around a dark secret core.

When Hana, Glas and Deke are independently hired under mysterious circumstances to acquire three separate items of unknown purposes, what starts out as a routine infiltration and retrieval assignment, spawns a chain of bizarre events that forces our unlikely heroes to put aside their differences and unite their skills to save the world from impending doom. For what they've obtained is more than a mere cure to the most prolific killer disease known to man - the three items combined, in fact, is the only weapon they have against the onslaught of oblivion from our maker's new agenda for mankind.

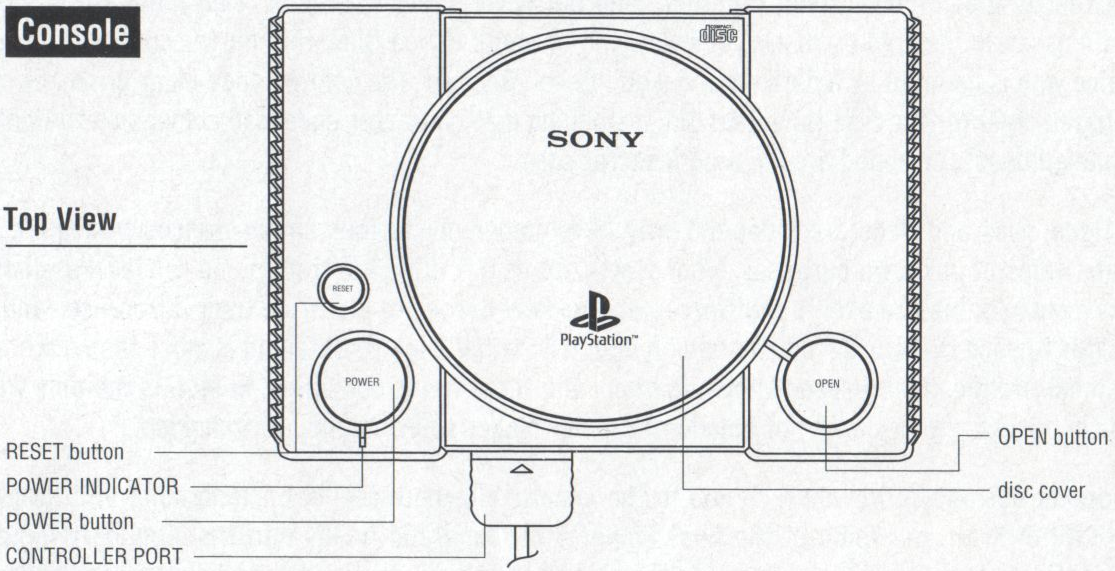
The mercenaries adventure will take you to the chaotic alternate reality of Hong Kong, the formidable Walled City of Xi'an, the Tomb of the First Emperor of China and finally into the legendary mountain-island of the immortals – Penglai Shan. As they reach their final destination and come face to face with Rain's evil twin sister Mist, in that fateful moment in time, you will decide who is to live and who is to die.

Your PlayStation®

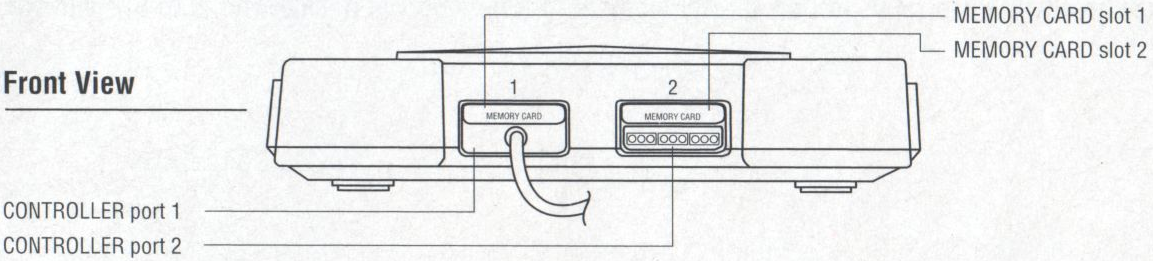
Set up your PlayStation® game console according to the instructions in this instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the FEAR EFFECT® disc. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

Top View

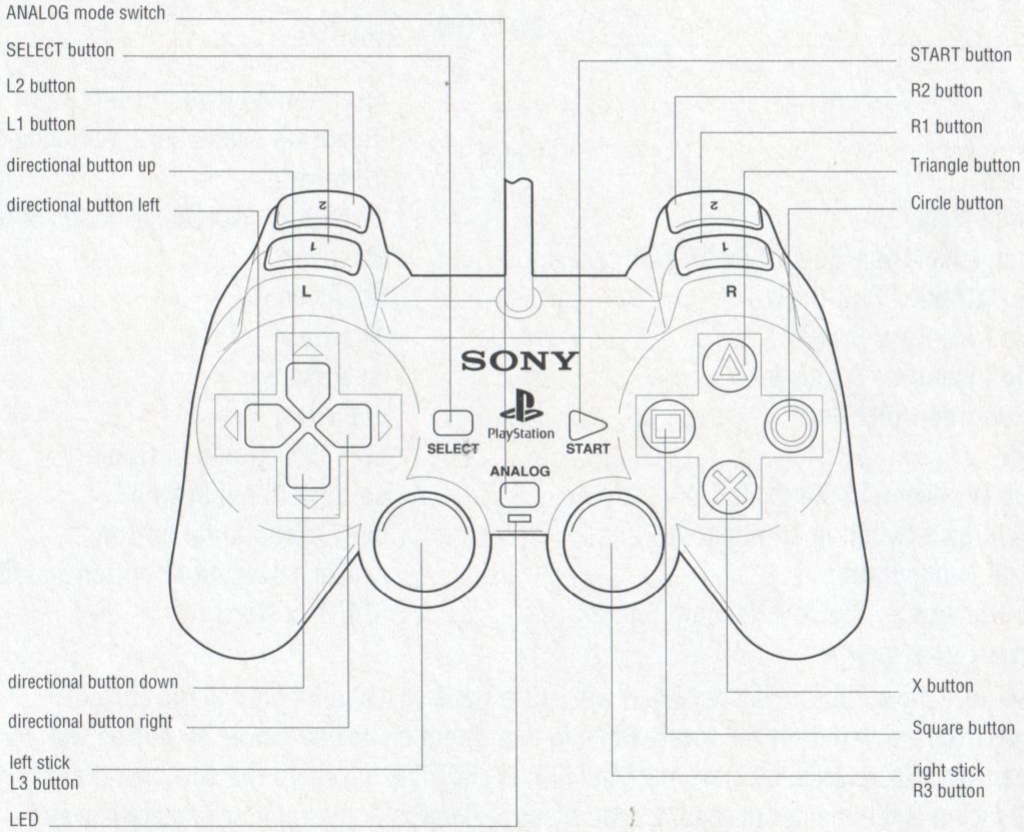


Front View



Playstation® Controls

DUALSHOCK™ analog controller



Controls

The Default Controller Configuration for FEAR EFFECT is designed to be intuitive to use, while still providing you maximum control flexibility for all of the available actions that Hana can perform. (Note: Rain, Glas and Deke use the same control structure as Hana. We will use Hana for our examples. This information is valid for your other characters.) You can personalize the controller configurations in the Controls Option Screen.

ACTION	BUTTON CONTROL
Walk	directional button or left stick
Run	R1 button + directional button or left stick
Crouch	R2 button
Crouch Walk	R2 button + directional button or left stick
Action (Use/Look/Equip/Climb/Take)	△ button
Fire / Attack / Fast Draw	✕ button
Cycle Inventory Forward	□ button
Cycle Inventory Backwards	○ button
180-Degree Quick Turn	L1 button
Evade	L2 + directional button
Climb Up (when in Climb Mode)	up directional button
Climb Down (when in Climb Mode)	down directional button
Puzzle Manipulation	directional button, ✕ button and △ button
Skip Narrative - Pause / Resume Game	START button

BUTTON OR LEFT STICK

When the ▲ directional button is pressed, it will cause Hana to move forward in the current direction. ◀ button and ▶ button will rotate Hana in that direction as you move. ▼ button will cause Hana to step Backwards. All movement in FEAR EFFECT 2 is based on the direction that the Character is facing and remains consistent, regardless of Camera Angles and/or Camera Moves. This means that ▲ button on the directional button will always move the Character forward

relative to the Character's position.

CROUCH /CROUCH WALK **R2 button / R2 button + directional button**

When you press and hold down R2 button, Hana will Crouch. This can be very useful during combat. Hold down R2 button in combination with the Directional button to make Hana Crouch Walk. When you are Crouch Walking, it is harder for enemies to detect you. If you need to sneak up on an enemy, or avoid detection, it is best to Crouch Walk.

RUN **R1 button+ directional button**

Hold down R1 button while using the Directional button to make Hana run.

ACTION **△ button**

When △ button is pressed, Hana will perform a variety of Actions. Pick up Inventory Items, Weapons and Ammunition by moving over the Items and pressing △ button when you see them appear in on Action Indicator. You will also press the Action Button to have Hana open doors, look at objects, equip weapons, climb ladders and use Inventory Items. If you press the Action Button, but Hana rejects your choice with a Negative Audio Cue, then you will need to complete more objectives, or perhaps use an Inventory Item. For instance, to open a Door with a Key from your Inventory, move near the Door until the Action Indicator appears on-screen. Select the Key from your Inventory by pressing ○ or □ button until the Door Key is in the Inventory Display. When the Key is active, press the Action Button, △ button, and Hana will use the Key on the Door.

FIRE / ATTACK / FAST DRAW **✕ button**

In FEAR EFFECT 2, pressing ✕ button will Fire the Active Weapon(s). Depending on the Weapon, pushing ✕ button key may cause Hana to Fire a Single Shot from a Pistol, a Burst from a Machine Gun, or swift roundhouse kick (Glas has a Smak Jack, Deke has the raw power of his Hands and Brass Knuckles). The Fire button may be used in combination with any other move function, meaning that Hana can fire her weapons while Standing, Walking, Running, Crouching and Crouch Walking. If Hana has two Weapons drawn, then she will fire both when ✕ button is pressed. Hana cannot fire weapons while Climbing. If a weapon has been holstered, Hana can quickly draw her weapon(s) by pressing ✕ button.

CYCLE INVENTORY FORWARD ■ button

Pressing ■ button will Activate the Inventory, which will appear at the Bottom of the Gameplay Screen. Your currently active Weapon(s) will appear first. This allows you to fast reload your current Weapons by accessing the Inventory with ■ button, then hitting ▲ button to equip. If Hana doesn't have an active weapon, then you will first see her Hand Weapon. To make Hana change Weapons, toggle the Inventory by pressing ● button. Then cycle through the Available weapons by pressing ■ button repeatedly. Should you go past the Weapon(s) you want, you can move Backwards through your Inventory by pressing ● button. When you find the weapon(s) you want to use, press the Action Button ▲ button to equip. You can also cause Hana to Holster her weapons by choosing the Holster Icon and then using the Action Button ▲ button. You will find that it is sometimes in Hana's best interest not to walk around with her guns drawn.

All of the Weapons in your Inventory are listed first, so Cycling Forward through your inventory gets you right to your Weapons when you need them, such as in the middle of a gunfight. Your Holster is the last Weapon related item listed in your inventory, so if you are Cycling Forward and see your holster, press ● button to stay in the Weapons section of the Inventory.

IMPORTANT:

Remember, accessing the inventory doesn't stop the game. Since only active weapons appear in your inventory, you'll have less cycling to do in the heat of combat if you need to change Weapons. Weapons equipped from your Inventory automatically reload as they are drawn as long as ammunition is available. The Inventory will turn off automatically when you equip a weapon or use an Object. It will also turn off after a moment should you choose not to take any action.

CYCLE INVENTORY BACKWARDS ● button

You can also activate the Inventory by pressing ● button. This will start the Inventory at the Objects end of the Inventory List. Pressing ● button repeatedly will move backwards through the Inventory. When you find the Object in your Inventory you want, press the Action Button ▲ button to use the Item. If you miss the item, press ■ button to cycle forward through your Inventory. Remember, Weapons are at the front of Inventory, Objects are at the back. If you accidentally cycle the wrong way when you

first access your Inventory, (starting at the Objects end of the Inventory while trying to get your guns, for instance) simply cycle forward through the Inventory List by pressing ■ button. Your weapons will appear after one or two items.

180 DEGREE QUICK TURN **L1 button**

In certain situations, you may find it necessary to quickly change Hana's direction. Use L1 to make Hana turn 180 degrees from her current direction. This move is especially useful in combat.

EVADE **L2 button + diretional button**

Press L2 in combination with the Directional Pad or Left analog stick to have Hana perform an Evade Maneuver. Hana will move without changing the direction she is currently facing. Hana may lose her Weapon Tracking during this maneuver, but will usually reacquire her target when the move is completed. Evading during combat greatly reduces the accuracy of your enemies' attacks.

CLIMB **△ button**

When Hana is near a ladder or other climbable object, press the Action Button △ button and Hana will use it. You can then move her up and down the Ladder with the ▲ button and ▼ button on the directional button.

REMEMBER:

Hana cannot fire her weapons when she is on Ladders. However, if Hana had an Active Weapon, then when she exits off the Ladder, she will draw that Weapon automatically.

PUZZLE MANIPULATION **directional button, ✕ button, and △ button**

When Hana uses a Puzzle, the screen will ZOOM IN to a CLOSE UP of the Puzzle. You can move Puzzle Objects around with the directional button. Some puzzles may require you to scroll through multiple choices using ✕ button. Press ✕ button to choose the Item(s) you have manipulated. Press the Action Button △ button to exit the Puzzle.

SKIP NARRATIVE - PAUSE / RESUME START button

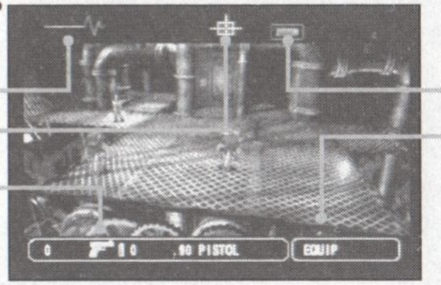
Pressing the START button, while the game is playing a Narrative, will cause the game to skip the Narrative and move to the next Gameplay Screen. It is advisable to do this only after you have seen the Narrative at least once, because valuable hints and clues on how to proceed are revealed through FEAR EFFECT 2's unfolding story.

While in Gameplay, pressing the START button will cause the game to Pause. You can resume by Pressing the START button again, or choose to Quit the Current Game and return to the Main Screen.

Displays

As you move through the worlds of Fear Effect 2, you will notice that the game is highly cinematic, utilizing seamless transitions between story and gameplay. Because of this cinematic quality, Fear Effect 2 is Letterboxed throughout the game. This means that the game screen will always have a black bar at the top and bottom of the screen. However, these areas of the screen are also where you will find the various interactive displays that will help you during gameplay.

THE DISPLAYS ARE:



FEAR METER

The Fear Meter keeps track of the overall Fear of Hana. It appears anytime there is a change in Hana's level of Fear. You will see and hear Hana's heartbeat increase as she becomes more fearful. When Hana is next to an Enemy, or finds herself in a highly stressful situation, the Fear Meter will activate.

The Fear Meter moves from Calm Green at no Fear Effect to Intense Red at Maximum Fear. When Hana



is at Maximum Fear, she can be killed with a single gunshot.

There are no health power-ups available in Fear Effect. To increase Hana's chance of success, you will have to perform well in stressful situations. Sneak killing enemies, doing well in gunfights, solving puzzles and discovering needed items will keep Hana's confidence high, which means that her Fear Meter will remain relatively stable.

Conversely, taking damage, running out of ammunition and being detected by enemies will add to Hana's Fear.

When you reach certain gameplay milestones, you will notice that Hana will have a Rush Moment. This is when Hana's confidence returns and her Fear Meter will reset to Calm.

If you are to succeed in FEAR EFFECT 2, you must Control Hana's Fear. Every action you choose will have some effect on Hana's Fear, so plan your strategy with this in mind.

TARGETING ICON



Whenever an enemy enters Hana's Cone of Fire, Hana will begin tracking that enemy with her currently active weapon(s) and your Targeting Icon will become active. When the Targeting Icon illuminates, you can hit the target.

If you move to within a certain distance of the enemy you are tracking, you will see the Targeting Icon turn Solid Red. When this happens, you can execute a One-Shot-Kill with your chosen weapon. To be able to perform a One-Shot-Kill, you will have to get fairly close to the enemy without being detected. NOTE: ONCE ENEMIES ARE ALERTED, ONE-SHOT KILLS CANNOT BE PERFORMED.

INVENTORY

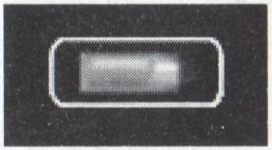
FEAR EFFECT 2 utilizes an innovative inventory system that allows you to access your weapons and items without leaving the action of the game. You can access all the functionality of Hana's Inventory at anytime, during any actions that she can perform other than climbing. This means that you can swap out weapons on the run, without having to stop the game. Inventory appears at the lower left corner of the screen.

ACTION INDICATOR

As you explore the worlds of Fear Effect 2, you will come in contact with many usable items. Whenever you are near an object that you can interact with, or have chosen one from your Inventory, the Action Indicator will become active. The Action Indicator will display one of five possible prompts:

USE		EQUIP	
CLIMB		SAVE	
TAKE			

Press the Action Button △ button while the Action Indicator is on screen to perform the displayed action with the active item. Action Indicator appears at the lower right corner of the screen.



LOW AMMO WARNING

Hana will continue to reload her Weapons as long as ammunition is available. Whenever Hana has only One Clip of Ammo left for the current Weapon, the Low Ammo Warning Display will activate. The Warning Display is an Ammo Cartridge surrounded by a Red Bracket that will appear in the upper right of the Gameplay Screen.

You will need to gather Ammo or switch to another Weapon with available Ammo should you see this display. If you are completely out of Ammo, use Hana's Hand Weapon.

Running out of Ammunition will increase Hana's level of Fear.

Exploration

Be aware of your surroundings as you explore. There are important gameplay clues and items that must be collected. Enemies can be lurking around any corner.

Pay special attention when entering certain scenes, as they may require split second timing to successfully navigate.

Combat

In addition to exploration, you must fight your way through the worlds of Fear Effect 2. Whenever you have a weapon active and are within range of an enemy, Hana will begin tracking the target. If your hand weapon is equipped and you reach the enemy before he is aware of your presence, watch for the Targeting Icon to turn Red, then attack. You will achieve a Silent Kill. This keeps other enemies within an earshot from becoming aware that you've attacked. You can also perform a One-Shot-Kill when the Targeting Icon is Red with any other Weapon, but additional Enemies in the area will be alerted to your presence.

If you chose to go guns blazing, it is advisable to keep moving. Your weapons will automatically track as long as your facing is relatively towards your enemy. With practice and experience, you will learn how far each weapon will track.

In Fear Effect 2, Hana will have the opportunity to use more than one gun at the same time. If you have two guns drawn, it is also possible to track multiple enemies, with each weapon tracking a different target. Face toward the mid-point between two enemy targets to track each enemy. If you chose to concentrate all of your fire on one enemy, simply turn Hana to face that enemy and the Tracking will reacquire the single enemy. Hana will now train both weapons on the single target.

Your weapons will automatically reload as long as you have ammunition available. If you run out of ammunition for your active weapon, you will need to access your Weapons Inventory and change to another. You may find it useful to Force Reload your weapons, especially when entering areas where you suspect a large enemy presence. You can Force Reload your Active Weapon(s) by pressing ■ button, then △ button.

When enemies die, they spawn usable items, such as ammunition, Weapons and Inventory Items. To collect these, move over them and then press the Action Button △ button. You will also receive more Ammunition from Enemies that have been the victim of a Silent Kill.

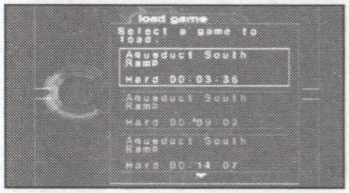
The Game Menus

The menu system of FEAR EFFECT 2 is designed to move you quickly and simply to the available functions of the game. From the Menus, you can start a New Game, Load previously Saved Games and Configure the various Game Options.



MAIN SCREEN

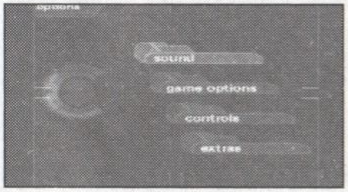
From the Main Screen, you can Start a New Game, Load a previously Saved Game of FEAR EFFECT 2 from a MEMORY CARD, or go to the Options Screen. Use ◀ button and ▶ button on the directional button to highlight the selection you want, then Press ⊗ button.



LOAD GAME SCREEN

At the Load Game Screen, you will see your Saved Games and the time it took you to reach that point in Gameplay. Choose the game you wish to Load with the directional button, then Press ⊗ button to Confirm your choice. You can return to the Main Screen by pressing △ button.

Note: You may be prompted to Insert the Correct Disc to continue your game after you have chosen to Load a Saved Game.



OPTIONS SCREEN

Within the Options Screen you have various options which you can use to personalize your gameplay experience.

Use the directional button to select one of the various options and ⊗ button to confirm your choice. Options available include Sound, Game Options, Controls, and Extras. If you select any of these Options, you will go to their corresponding sub-menus.

SUBTITLES SCREEN

The Subtitles Option allows you to see text of the Dialogue at the bottom of the Screen during Narratives. The Default Option is OFF.

SOUND SCREEN

You can choose to have FEAR EFFECT 2 play in Mono or Stereo Sound from the Sound Screen. The Default Setting is Stereo. You can also adjust the Master Volume for the Game from this Screen.

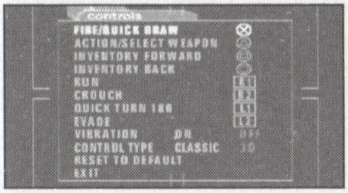
GAME OPTIONS SCREEN

The Game Options Screen allows you to set the Difficulty Level for FEAR EFFECT 2. There are two choices: Normal and Hard.

NORMAL – This is the Default Setting for the game.
HARD - More difficult, but ultimately more rewarding.

Use the Directional Pad to choose your Difficulty Level. Confirm your choice with ⊗ button. You can also change the Auto Draw Setting. When turned ON, the player pulls out the last weapon holstered by pressing the Fire/Quick Draw button ⊗ button. You can turn this option ON (Default) or OFF.

There is an additional option for the Save Beacon. When turned ON, a Save Beacon will be visible on screen anywhere you can save your game. You can turn this option ON or OFF (Default).



CONTROLS SCREEN

From the Controller Screen, you can personalize your controller and individually map every action.

You can also choose the Vibration Option for your Dualshock analog controller from this Screen. The Default is ON.

There are two choices for Control Type, Classic (Default) and 3D.

With Classic Control all movement is based on the direction that the Character is facing and remains consistent, regardless of Camera Angles and/or Camera Moves.

3D Control permits true 3D movement based on the direction the player moves the character in relation to the screen. Each time the camera changes or moves, the controls adapt to the new conditions.

Select Reset to Default by pressing the ⊗ button to go back to the default settings.

EXTRAS SCREEN

Within this screen you can go into the Art Gallery for each disc and view art from the game. To unlock the art you will need to input a code during the title screen that will be given to you after completing the game. To obtain codes from other discs, start your game with the save file created after completing the game each time.

Saving Games

While you are playing FEAR EFFECT 2, there will be moments when your CELL PHONE will become active and begin to ring. When this happens, you have an opportunity to save your game.

To Save your Game, select the Cell Phone from your Inventory, then Press the Action Button △ button while it is ringing. You will be prompted to save your game. Press ✕ button to Confirm, or △ button to cancel. In the Inventory Window, you will be able to scroll through all of the available slots on your MEMORY CARD with directional button ▲ button and ▼button. Choose a slot and Press ✕ button to Confirm. The Game will be saved to that slot of the MEMORY CARD. (MAXIMUM OF 15 SLOTS CAN BE SAVED ON ONE MEMORY CARD.)

If you choose a slot that already has data, you will be prompted to overwrite that slot. Once again, Press ✕ button to Confirm or △ button to cancel. It is advisable to use these save opportunities when they are presented to you throughout the game. FEAR EFFECT 2 only recognizes save games from a MEMORY CARD in MEMORY CARD slot 1.

The Characters

In FEAR EFFECT 2, you will play all of the four distinct main characters... Hana, Rain, Glas and Deke. All Character Switching in the game is automatic, and happens at key moments in the story. When you switch characters, your Inventories will update to reflect the current character being controlled. However, the Fear Meter is shared by all three characters.

Each of your heroes will discover unique situations and be presented with unique challenges. Be sure to remember what each of your characters is doing, because what is happening with Hana may affect how you'll make decisions for Glas.



The following are brief descriptions of the Characters:

HANA TSU-VACHEL

Age:	22
Height:	5'10"
Weight:	120 lbs
Born:	Hong Kong Province, ROC

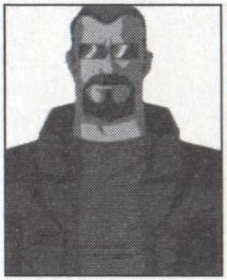
Profile: Part French, part Chinese, fluent in six different languages; most of Hana's other professional profiles are shrouded in secrecy. Rumor has it that she was raised and trained by the Triad in their "Black Inns" of Shan Xi. While a world-class marksman and ace pilot, Hana's true specialty lies in the dealings of love as well as death. Her orphan upbringing conditioned Hana to be distant to those who she does not know and to be careful of whom she will trust. Desired by many yet belonging only to one, Hana lives life with passion and takes life without reservation. Occasionally taking on assignments from Jin for the extra cash, Hana's primary goal in life is to buy back her "contract" from the Triad so that she may leave her past behind and control her own destiny.



ROYCE GLAS

Age:	28
Height:	6'2"
Weight:	190 lbs.
Born:	Pacifica, California, USA

Profile: Commander Royce Glas, ex- U.S. Military. Once, a highly decorated officer of the U.S. Government, Glas belonged to a branch so secret that even the CIA is not aware of its existence. He is an expert in high tech weaponry and counter intelligence. After his fallout with the administration, Glas became a hunted man by the very same government he once so proudly served. Now a renegade with the knowledge of secrets that can topple the balance of powers in the world, Glas operates on the edge of the law and will kill in defense of himself or of his mission without hesitation. Numbed by vengeance and reconciliation, Glas now takes on various dangerous assignments for the money and for the satisfaction of his own sense of justice.



JAKOB "DEKE" DECOURT

Age:	32
Height:	6'
Weight:	235 lbs.
Born:	Christchurch, New Australia

Profile: Deke walks a fine line between aggressive and psychotic. A large, stocky man with distinct features, Deke is attractive to women, but not a pretty boy. As a professional hitman by trade, he perceives life as a trivial highway to obscurity, paved with the souls of the numerous men and women he murdered for the sake of money and survival. Being a cold-blooded killer by heart, Deke enjoys his work immensely for it gives him a sense of power and pleasure. Working with Deke is like making a deal with the devil: he's extremely effective, but he leaves a wide wake of carnage and bloodshed along the way. Deke honed his talents mostly during the many range wars that until recently plagued New Australia. Currently, he is under the employment of a secret conglomerate out of East Asia.



RAIN QIN

Age:	Unknown (believed to be 21)
Height:	5'10'
Weight:	104 lbs
Born:	Unknown

Profile: Rain is an enigma. During a routine visit to her parents' memorial at Jing Sum Temple, Hana stumbled across Rain lying unconscious in the back garden beneath a mural of the Eight Immortals. For unknown reasons, Hana felt compelled to help. She brought Rain home and attentively nursed her back to health. A week later, Rain regained consciousness but remembered nothing of her past. Hana offered Rain shelter until she could be on her own again. Within a short time, Hana noticed the exceptional intelligence that Rain possessed. It became clear to Hana that Rain was a genius in various technical and academic disciplines. In time, the two became partners and more...

Weapons

Each of your Hero Characters in FEAR EFFECT 2 will have access to a variety of weaponry. Weapons are divided into Four Main Groups. Each weapon has its own strength, such as rate of fire on Machine Guns, or Scatter Effect on Shotguns. Some weapons will work better than others in certain situations. Ammunition that you find in the world will only work for weapons within a group, so if possible, try to keep at least some ammunition available for each of your weapons.

MELEE WEAPONS

Hana will always have a BOOT BLADE available to her. Glas has a SMAK-JACK, Rain a KNIFE, and Deke has BRASS KNUCKLES which he can use to execute a devastating punch on any enemy. If you are to successfully Sneak Kill an Enemy, you will need to use your Melee Weapon.

PISTOLS

Hana can use a variety of Pistols during the course of FEAR EFFECT 2. She can also go double guns with any pistol type. Deke carries custom-made 50 caliber hand cannons that do massive amounts of damage to anything they hit.

MEDIUM WEAPONS

Medium Weapons include Sub-Machine Pistols, and Machine Guns which can be used in both hands. Other Medium Weapons include the Arc Taser, EMP, and Psi Amplifier that can be fired one at a time.

HEAVY WEAPONS

Shotguns, Flame Thrower, Grenade Launcher, Heavy Machine Guns and Assault Rifles are all Heavy Weapons. Unlike Pistols and some Medium Weapons, only one Heavy Weapon may be fired at a time.

Solving Problems

As you play FEAR EFFECT 2, you will be presented with a myriad of challenges. Some may require that you be fast on the trigger, others may test how closely you've paid attention to the world around you for hints and clues.

Remember that the narratives will provide you with clues as well, so follow along with the story as it progresses.

All of the puzzles and challenges in FEAR EFFECT 2 are logical, so if you are having trouble, stop and think through the problem you are facing. If Hana moves next to an Object, and the Action Indicator activates, yet Hana refuses to use the item, then perhaps you must find something in the world to use on it. And remember that what Hana does may effect what happens to Deke and Glas and vice-versa, so think back to problems that you've already solved with another character. It is possible that the answer may be found in how the characters interactions relate to one another.

Every clue and object you need to solve all of the Puzzles in FEAR EFFECT 2 can be found within the game.

Finally, your guns are extremely useful tools that you will utilize frequently throughout FEAR EFFECT 2. However, there are times when even your guns will not solve a problem. Sometimes, sneaking through an area by Crouch Walking or Holstering your weapons to not draw the attention of your enemies can be a wise choice.

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Deke .....LEX LANG
Rain .....DOROTHY MELENDREZ
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Notes:

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