

End Of Reason

Walkthrough

Written by Gianthurtball / Chaos14u

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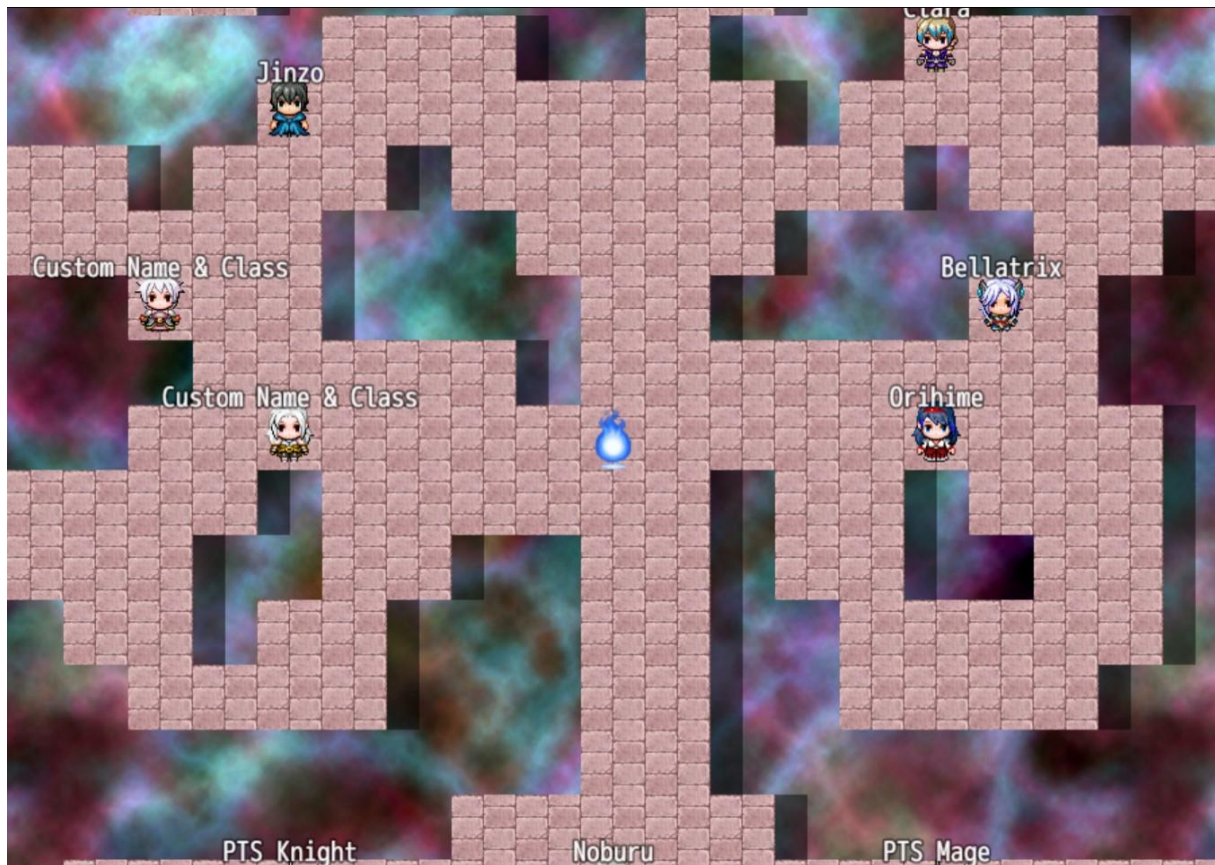
Chapter 1 Intro

Intro

As the game End Of Reason gets bigger, the secrets can easily be overlooked, but with this guide, I aim to go through every twist, turn and treasure. While helping you decide how you can trend the path you wish to take. This guide will deal with each chapter starting with chapter 1 all the way through to chapter 12 and all the mini games that are not included in the main game to avoid repeating information.

The start of chapter one, you see the God Jubokko imprisoned beneath the capital. Jubokko releases energy in a blind attempt to connect with one of his children on the surface and take control. The plan to rescue his main body. The energy he releases hits the world barrier and is reflected at two places in Phelmore, a human called Noburu and the family Ruka.

Jubokko succeeded in inserting himself into all the humans with the player and Noburu taking in the lion's share of the energy. After some time, the Jubokko shards start to grow within the player more than the other Ruka family members. Leading to the beginning of the game where you pick which character you wish to play and selecting a class. Wukai, the God of power, has retreated from losing a battle. Wukai comes to a place that only Gods can access where they reconstruct themselves. Most Gods choose a living thing to insert themselves into. The plan to rebuild themselves killing the host.



The characters that can be played are Bellatrix, Clara, Jinzo, Orihime, PTS mage, PTS knight and Noburu.

Each character has three classes with the exception being both PTS and Noburu. When selecting characters each have their different styles of play with their strength increasing if paired with certain party members. For example, Jinzo with the Nanukekai class can later be paired with a Nanukekai ally boosting all Kai type skills, and increase Kai regen allowing Jinzo to maximise the use of his skills.

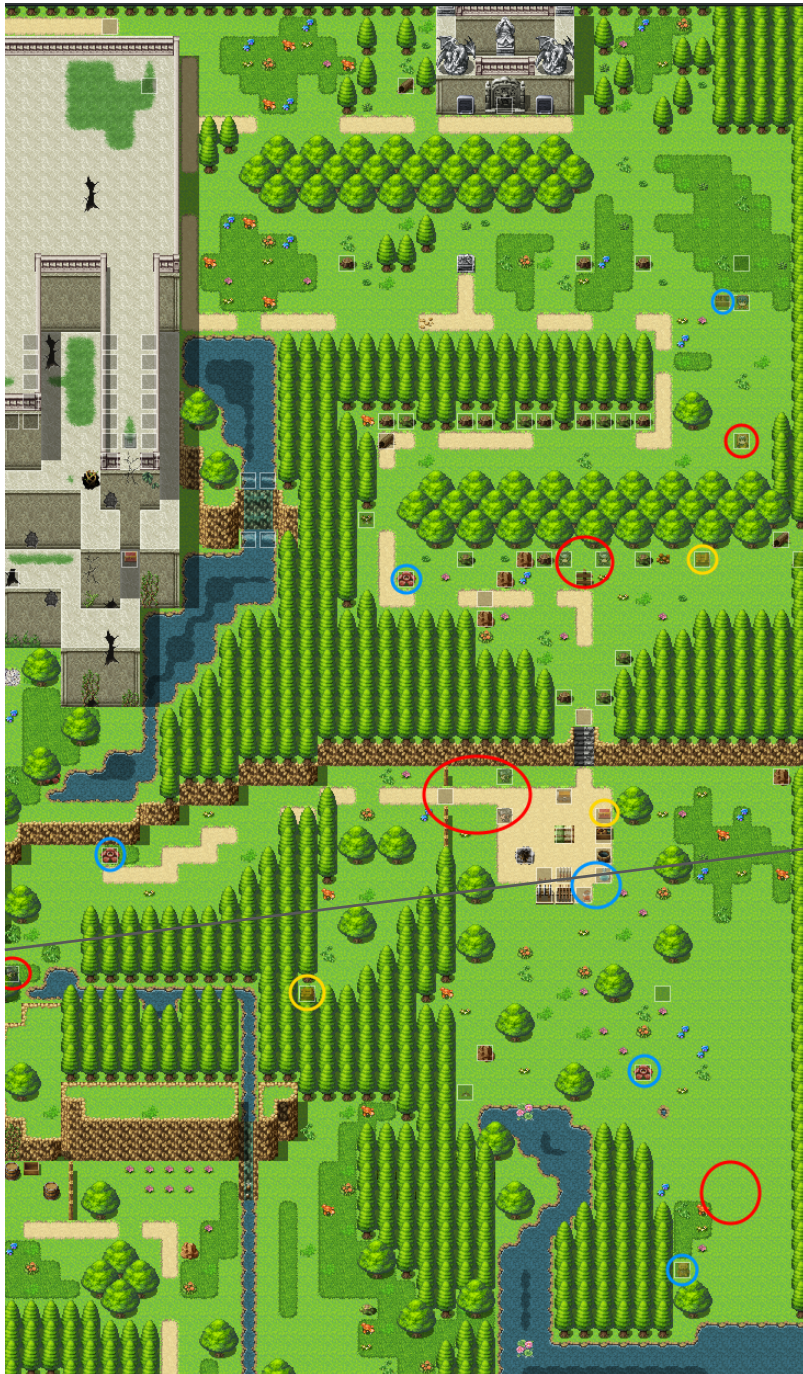
This part will be updated when both PTS and Noburu are playable.

Once you have selected your character you are then transported to the forest outside the Trangor prison ruins. Where your task is to investigate and eliminate the threat of rebels in the area.

Leading up to the ruins there are plenty of common chest scattered along your path.

On the picture are marked Chest, Lore, Item, Helper Eve and Enemies. Showing as yellow, green, blue, purple and red circles respectively.





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The second part of the forest just before the ruins has two double battles so be sure to heal if your HP is low. A monk also appears in this part and has high skill damage especially against Orihime.



As you pass the stairs on the left is a rock with hidden lore. Pick up this lore should you wish to increase your lore count for Belial or other lore related quests and secrets.

Proceed along the path on the right picking up the trangor honey along the way you'll encounter one enemy here. As the path opens you see a wooden fence on the right head down to pickup the common chest there. Head through the gap and fight your first double battle.

Here you'll find gold, trangor honey, a potion and a magic water be sure to pick them all up. Optionally there is a teddy bear to the south that can be picked up to unlock the demon party member and unlocks various other demon paths.

Upon picking up the teddy bear a rebel spawns to the North that makes a beeline towards you starting another easy fight (***note that this rebel does not count towards the rebels needed to be killed in this section***).

Proceed north up the stairs where another double battle awaits. Pick up the chest on the right and Trangor honey on the left where a cutscene of the rebel leader starts.

Follow the path and defeat the rebel monk and speak to the shop keeper (some characters have a choice to kill or perform actions on the shop keeper)

The following options and consequences below:

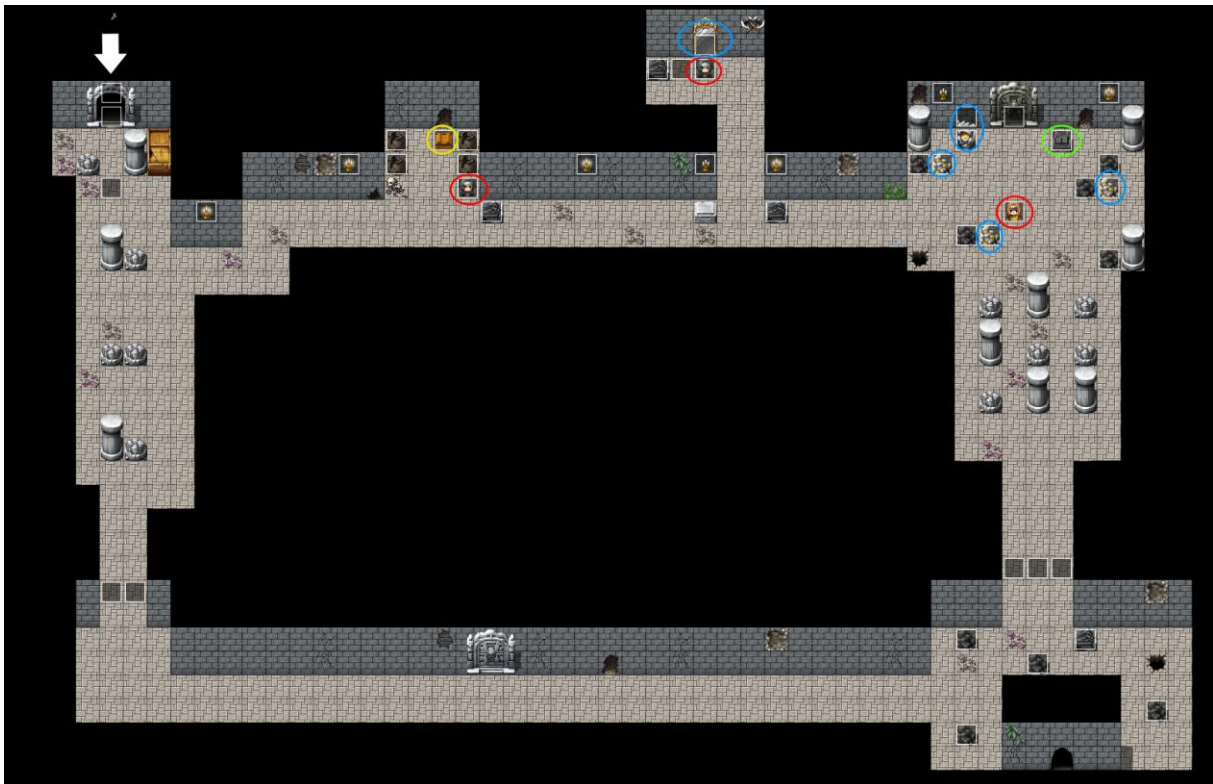
- 1) Killing the shop keeper has consequences in chapter's three court case where Rukia the rebel leaders sister will pin his death on the player. Also removes him and his shops from the rest of the game such as the temporary shop in chapter 2.
- 2) Leaving the shop keeper alive mean he testifies that you were in the area during the court case
- 3) Mind wiping him prevents the court case getting worse but also removes all shops he runs.

Choosing 1 or 2 will mean that the player will have to find more evidence for their defence in the court case.

If you choose to keep the shop keeper alive stock up on items like magic water and be sure to keep one mana absorption device on you and three to four antidotes.

Make your way Northwest towards the back of the large building on the left this is the ruins.

On the picture are marked Chest, Lore, Item, Helper Eve and Enemies. Showing as yellow, green, blue, purple and red circles respectively.



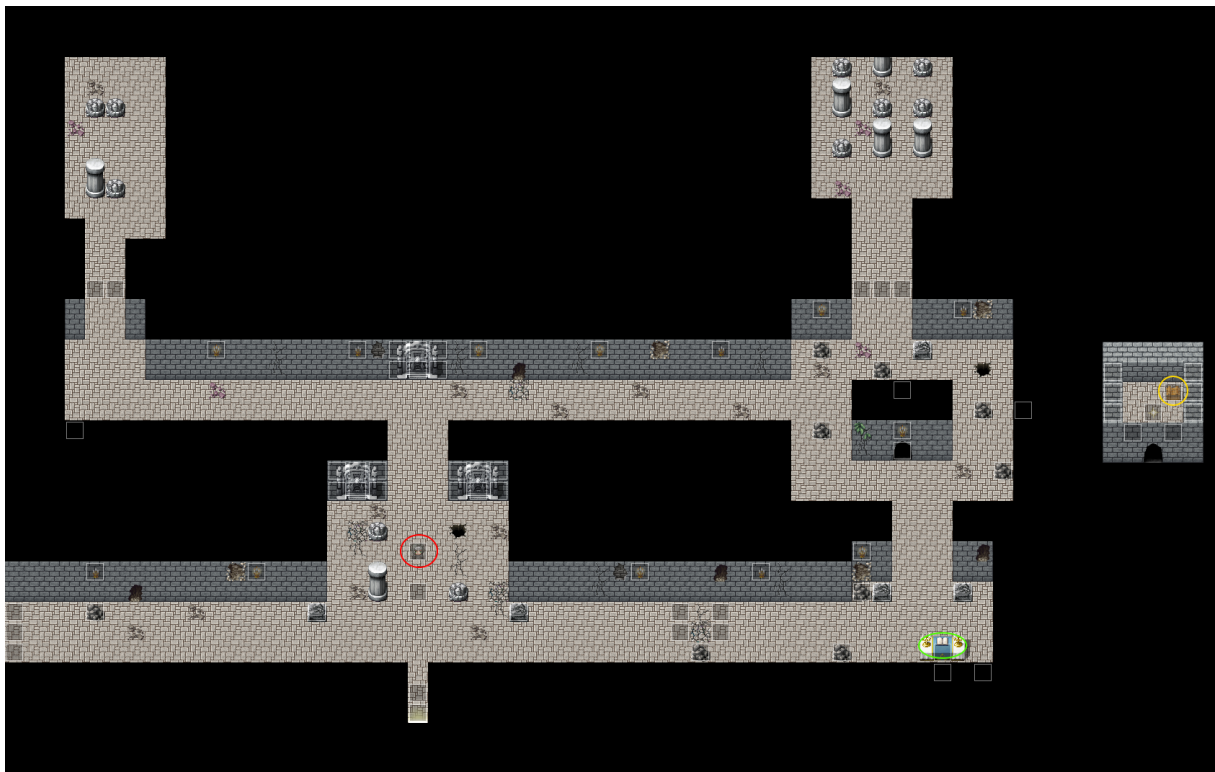
As the player enters the back entrance to the ruins, you'll appear below the white arrow in the picture above. Head east and defeat the enemies you encounter 2 rebels and 1 rebel monk. Pick up the common chest above the first enemy as you proceed east you'll see the other enemy rebel and the mirror on the northern wall this is an additional shop which is useful if you have killed the previous shop keeper (if you're playing Bellatrix and picked the

Jubokko's chosen class you'll be able to set Gren free adding the tree men location early in chapter 3 before the other characters).

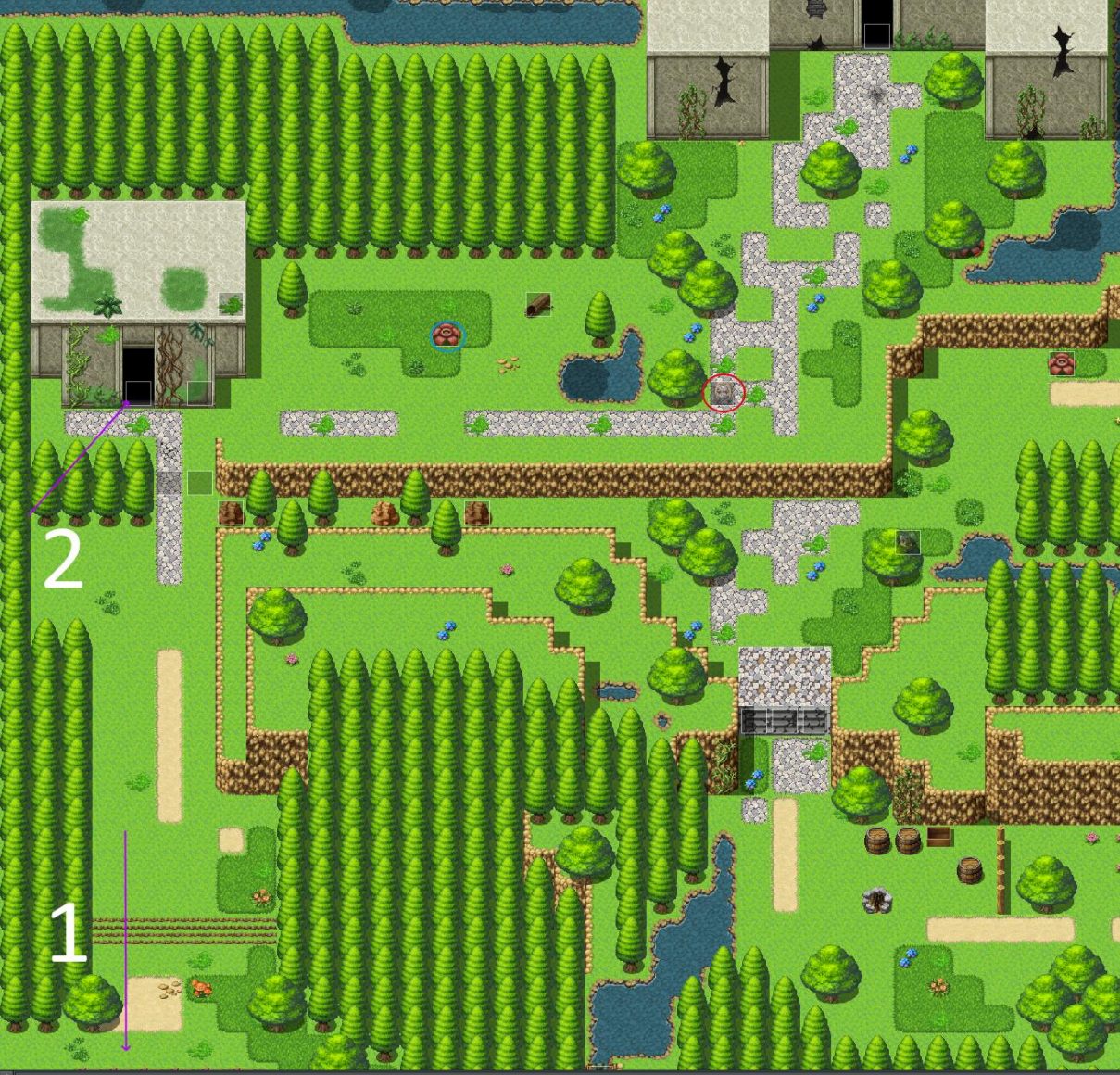
Gren will exchange uncommon loot for trangor honey. Also act as a shop to sell and buy items, but at a higher cost compared to the first shop keeper. Once freed items can still be exchanged.

Continuing east you encounter the rebel monk defeat him and head north to the statue left of the relic to obtain the yellow orb. The yellow orb will be used later to open the relic door to the south but for now collect all the gold and read the lore to increase the lore counter.

The relic on the northern wall doesn't open at this time round and will be covered in chapter 3. So, for now head south and pass through the hole in the wall leading to a common chest.



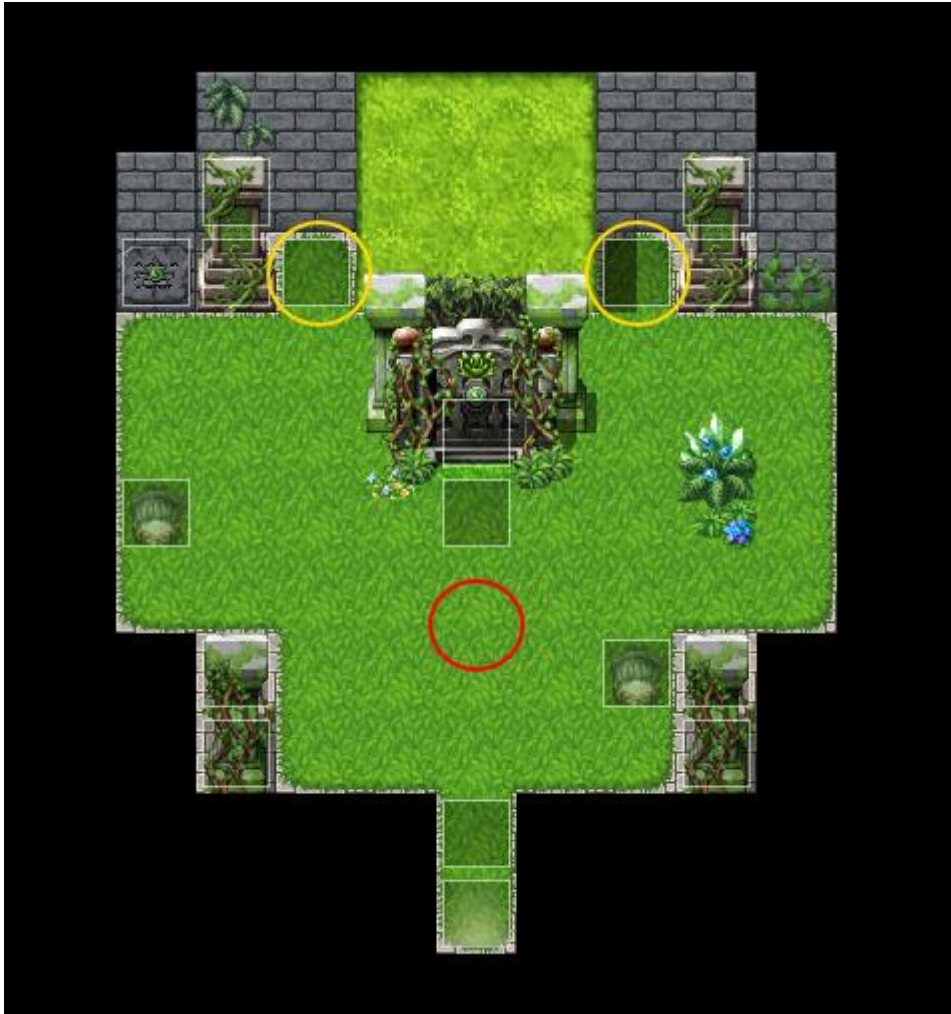
Proceed south to obtain lore, follow the wall west and defeat the rebel by the exit and head outside by going south.



Once outside continue south to the 1* on the above picture, defeat the rebel elite on the way and pick up the trangor honey.



Once you leave the map you end up on the opposite side of the river. Here there is a common and gold chest so, defeat the elite rebel claim the chests and head back up to the 2* in the picture above. It is recommended that you have healing potions and a few magic waters on you.



Heading inside the area marked as 2* is the growth chamber here you can obtain two Furry Orbs and defeat an optional boss (Trangor Scout). Orbs are used to open God specific areas and, level up your character's dedication to a specific God. There are other uses for orbs but that will be covered later on in the walkthrough.

To activate the boss head to the green gem embedded into the wall on the left you need 80 MP to activate the power source here. Once the mana switch has been activated the four pillars will have floating orbs appear, you'll now need to match the symbols with the hint on the mana switch.

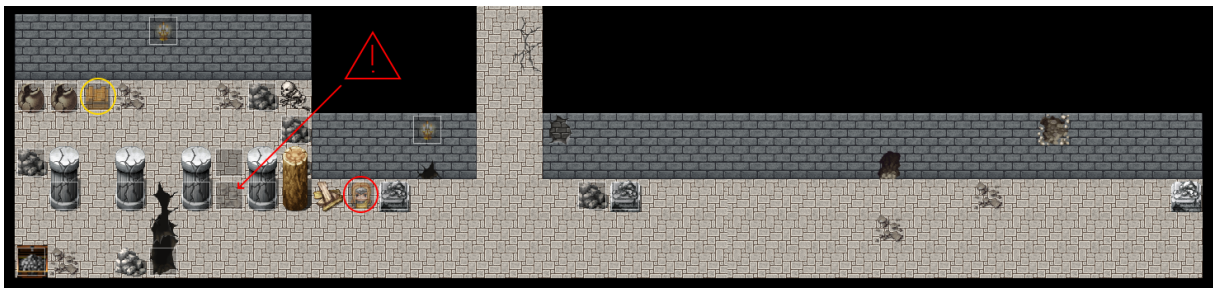
“To contact Trangor's realm ring the bell four times each time will require the sun with four points to sing.”



This is the picture you will need to select on all four pillars.

After activating the fourth pillar the optional boss will appear so save before. The boss has limited attacks but, can reduce your defence and deal critical hits to you which can be problems for low lv characters with low defence.

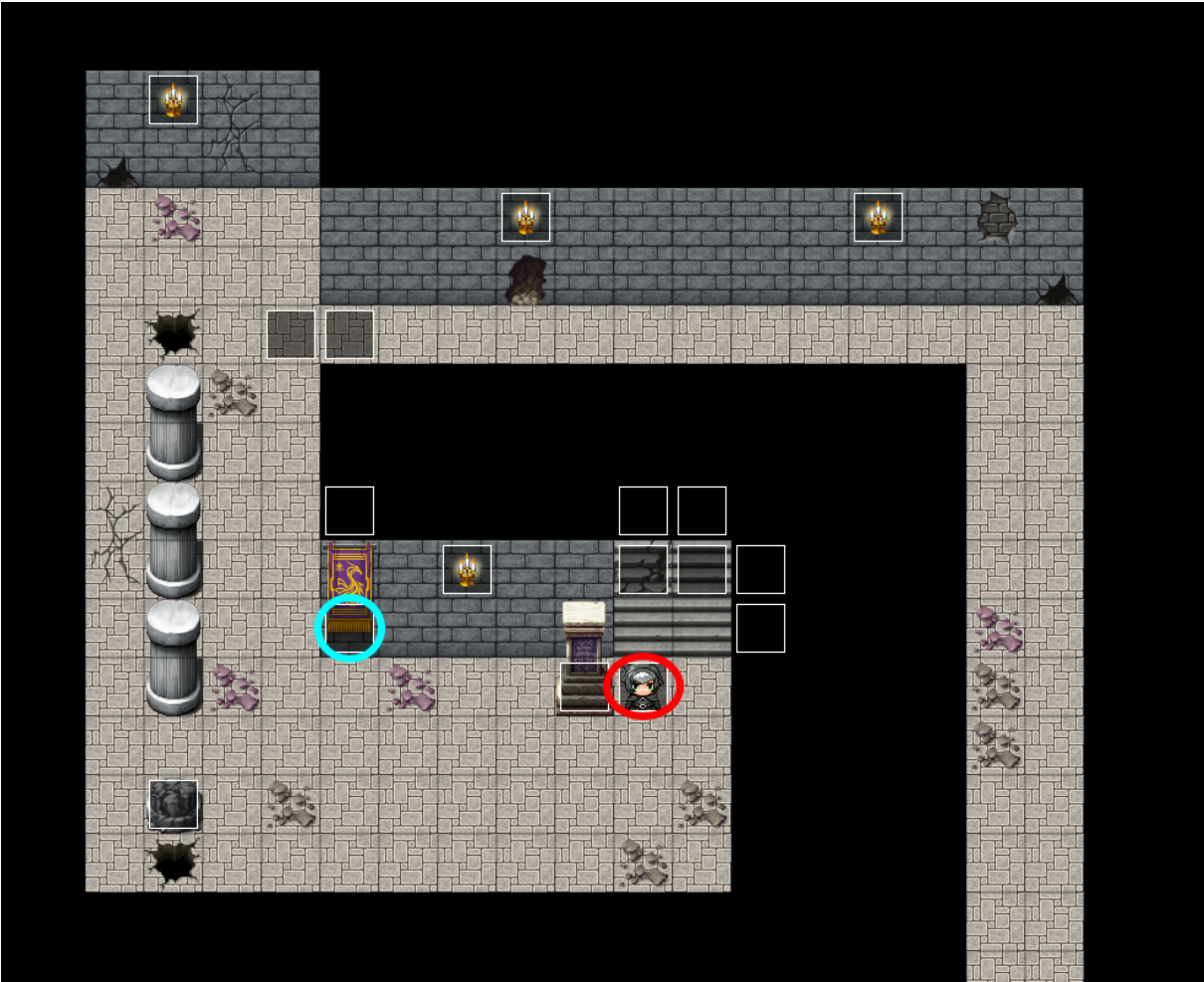
After defeating the Trangor scout claim the two chests, heal up and head back to the ruins as you come in, you'll need to head west and follow the corridor.



You'll come out in the above picture on the far right, proceed west and defeat the rebel monk. The common chest may or may not be worth your time, because where the red arrow shows in the picture above a 200 HP damage dealing event awaits. So, make sure you have at least 201 HP before trying to pick up the chest to avoid an instant game over.

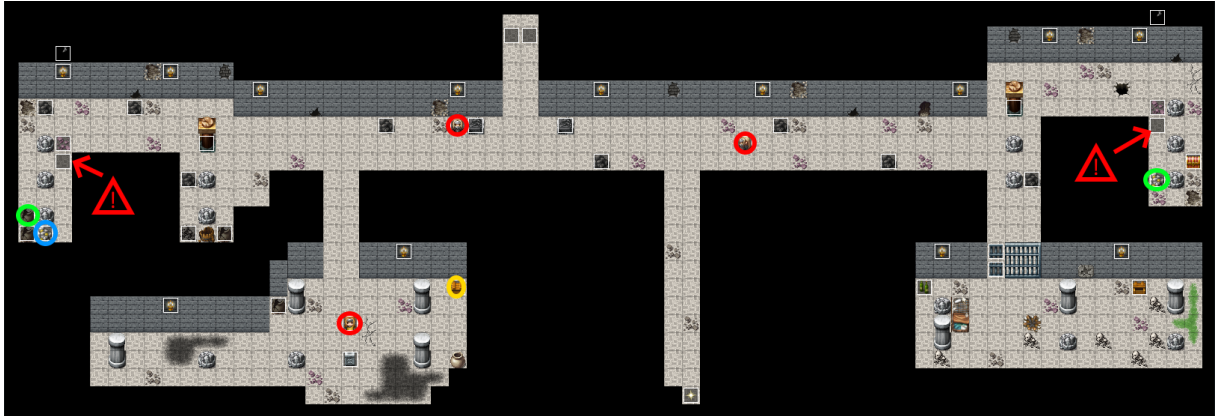
Once you have that opened the chest or decide to skip it head north.

On the picture are marked Chest, Lore, Item, Helper Eve and Enemies. Showing as yellow, green, blue, purple, and red circles respectively. (Start here for checking)



As you head north, you'll need to defeat the rebel located and pick up the red orb marked by the blue circle on the map above. If you need to heal or restore MP now is a good time for once you head up the stairs you'll be greeted by a rebel monk and a rebel elite deal with both.

On the picture are marked Chest, Lore, Item, Helper Eve and Enemies. Showing as yellow, green, blue, purple, and red circles respectively.



To be continued

Minigames

Intro

The minigame themselves are events within the main game turned into a game mode and generally you play as one of the formed characters. The formed are living creatures made from Morpheus's energy and, are rather unique in the fact they can't live without another God's energy. The formed are essentially an energy vampire.

The form gets their memories, skills, appearance from the energy they absorb while their skills and magic powers are reduced in effectiveness. [Redacted Line]

This section will be merged into the main game at the appropriate chapter for minigames that appear in the main game and minigame sections.

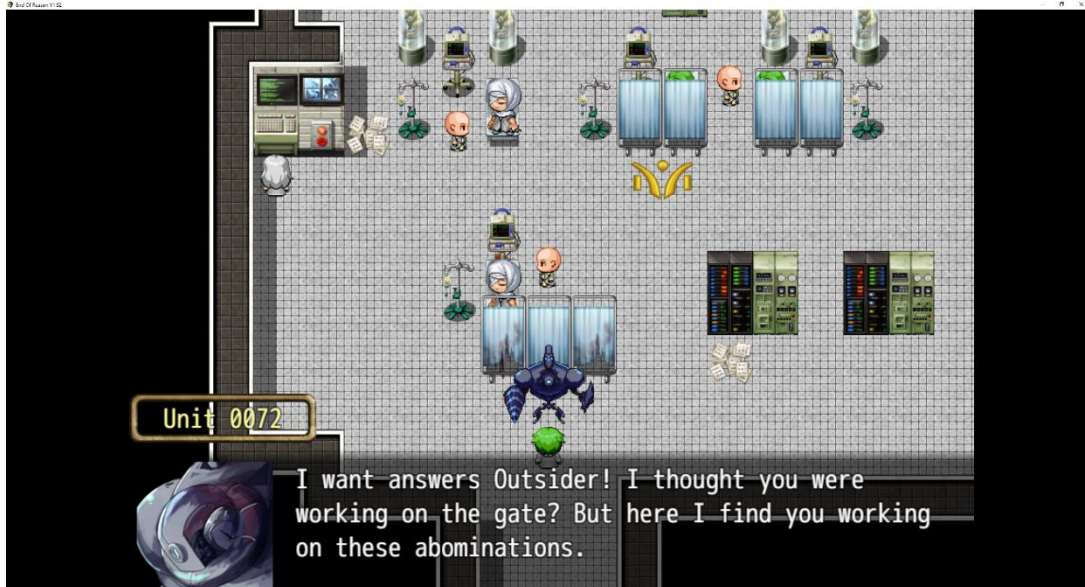
The minigames aren't considered cannon with regards to the main game's story.

Failed Experiments

Intro

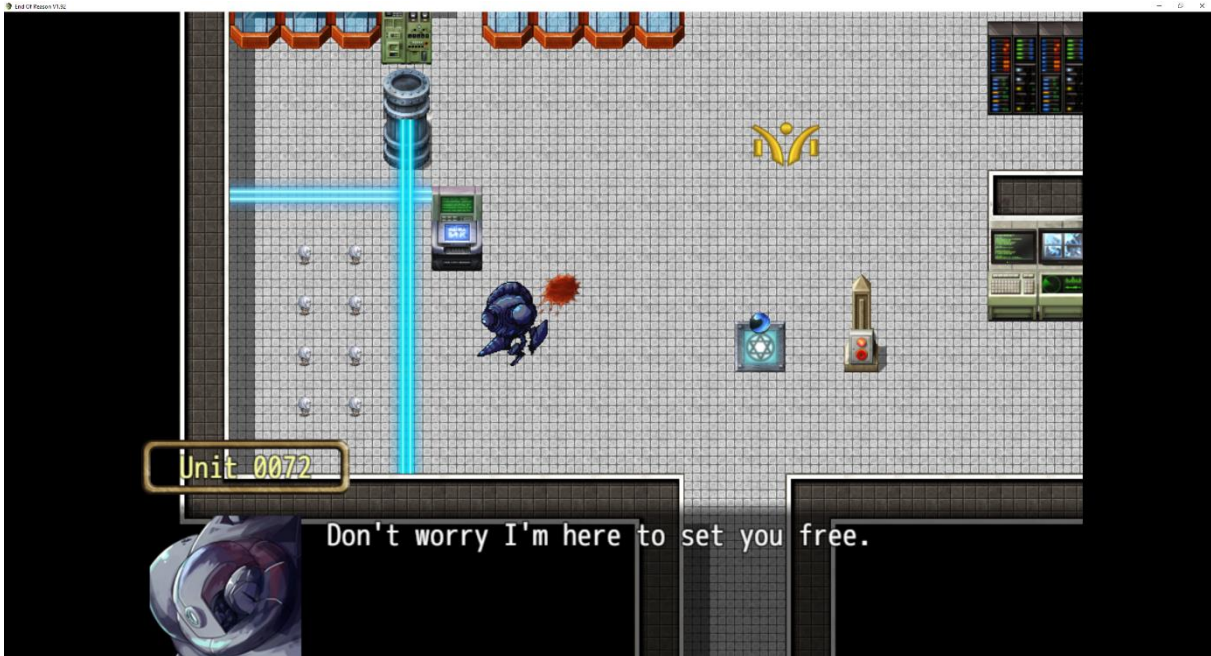
Chaos is falling behind in his formed creation plan due to the increased risk of infectious energy from Morpheus the God of dreams and imagination.

Unit 0072 comes to visit the sleeper processing unit to catch Chaos and speak with him. The machine God has grown impatient with Chaos and wanted to see some progress. Chaos had promised a weapon to destroy the sealed portal to the realm of the machine God using technology Chaos possesses and the knowledge from the God Khronos.



After speaking with Chaos Unit0072 heads straight to the lab upon arriving at area51 uploads the data he uncovered on the old Giant global systems this information is received by the machine God.

Unit0072 receives orders to destroy Chaos's lab but calculates he is unable to do so by himself, therefore decides to release some of the creatures in the labs and destroying core infrastructure would be enough to delay and disrupt Chaos's operation so, that unit0072 could retrieve the information from Khronos regarding the weapon design that Chaos was going to obtain.



The first step in the plan is to start releasing creatures into the lab which will buy time for Unit0072 to destroy the generators, material stock and morph energy storage within the labs.

So, we reach the second part of the intro of the minigame where Unit0072 has located a group of potentially powerful formed based on Belial samples. On supplying the Formed with Jubokko's energy from Petal villagers, the formed memory synergy proved to be less than desirable. Therefore, these Formed were more suitable for stealth rather than fighting Chaos's forces so, Unit0072 tasked a Form with a mission. To transport the form into a part of the lab in a different space within this dimension, according to the data the clones of Giant global labs killed a clone of Chaos so, to prevent a coup they were ported into a different dimension parallel to Phelmore but similar to Chaos's main lab. If the form was successful, the reported

unstable energy would be pushed through the hole created by the portal devices creating a sizable chain reaction.

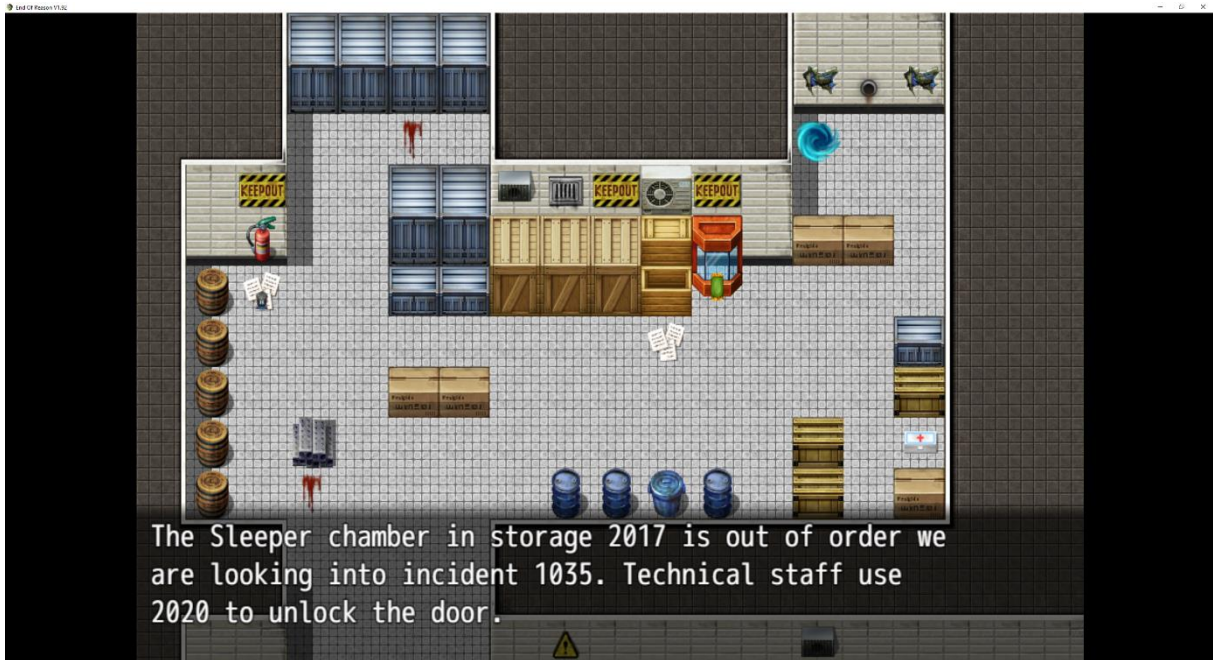
You play as the form who unknowingly volunteers for the suicide mission Unit0072 injects you with the Jubokko energy to try to increase your combat effectiveness, but this fails.

Gameplay



Once you start the game head south making sure that you check codes on pieces of paper on the floor. The cardboard box is your friend that can hide you from the enemies, patience and learning the pattern of the clones is key to planning your route. Maps of each area is included in page XX.

Your key objective is to hit all 6 power switches (big red button) with the power warning system turned off and make your way back through the portal to complete this minigame.



The first item on the list to look for is the codes for door 2017 in the above picture which contains a minigame coins chest and a morph shard (morph shards will have added features in V1.92).



As you head south you notice a blue switch on the wall these switches control lasers in the area and, will be key to getting into more areas as you proceed. There are in total 7 switches in order to get to every area and there is an order to optimise unlocking new areas.

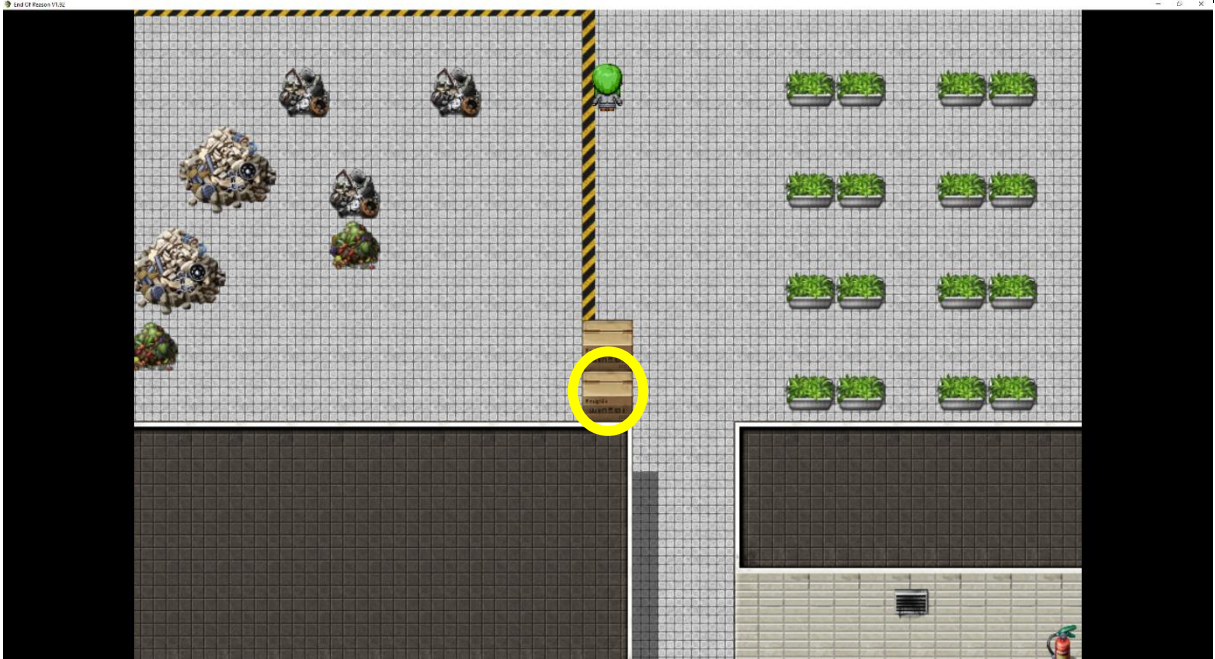
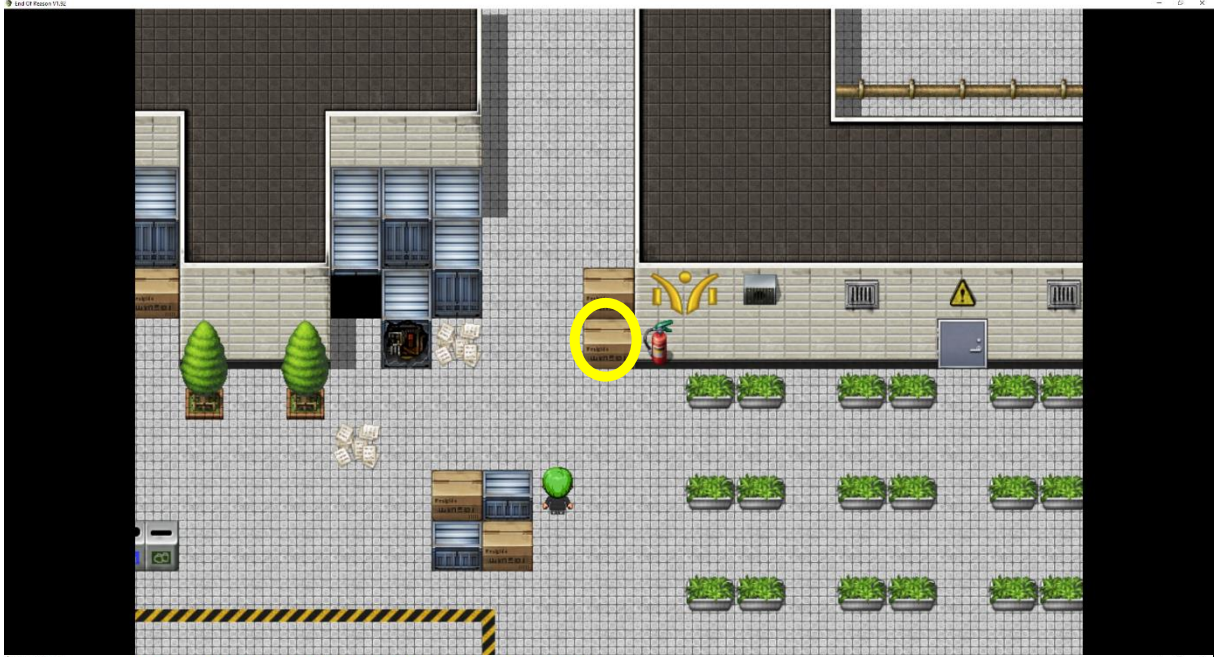
Head south avoiding the Staff patrolling the area as, meeting one will spell doom for you so, use the cardboard boxes to watch the patrol patterns from safety. In the picture below you can see a big red button this is the power safety control. This button should be pressed last as this will make your life easier when it comes to escaping the lab so for now head southeast.



You appear at the picture below his is the first hurdle that can catch you out the staff patrolling the area are offset slightly leading to death if you don't get your timings right.

If you speed run this area it is easier to get past wait for the staff member who comes from the direction of the big red button to head back west, then proceed straight down for an easy time.

Otherwise you'll need to head to the two cardboard boxes together in the picture below and wait or the staff member seen below to move off so you can move to those cardboard boxes then you need to wait so a staff member to cross from right to left after this staff member passes you by run straight down.



After reaching the boxes in the above picture, make sure you save heading south is the next direction. (heading east is not recommended and is challenging to navigate without being caught) You will appear in the picture below where you must stay until the Red Manager moves west then run for the box marked by the yellow arrow in the picture.

This bit is optional but will save you time later, so it is recommended. Our goal is the yellow switch seen on the right, which is one of three fan controllers. First, we must wait for the Red Manager to head east back into the corridor. (save if you have not yet as this part is unforgiving)

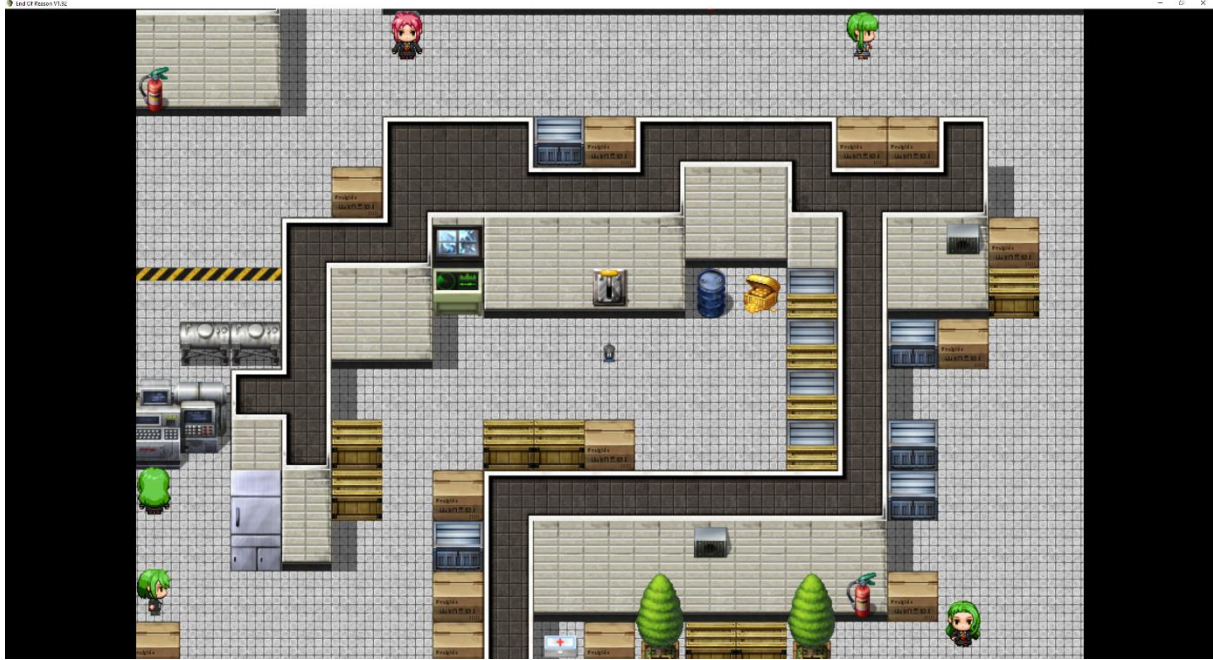
Once she has passed, head left when the staff member seen on the picture below goes left and the Green Manager that comes up goes south, head to the cardboard box marked by the yellow circle in the second picture below. Wait for the staff on the left and the Green Manager to be heading west (heading to the location picture below this one).

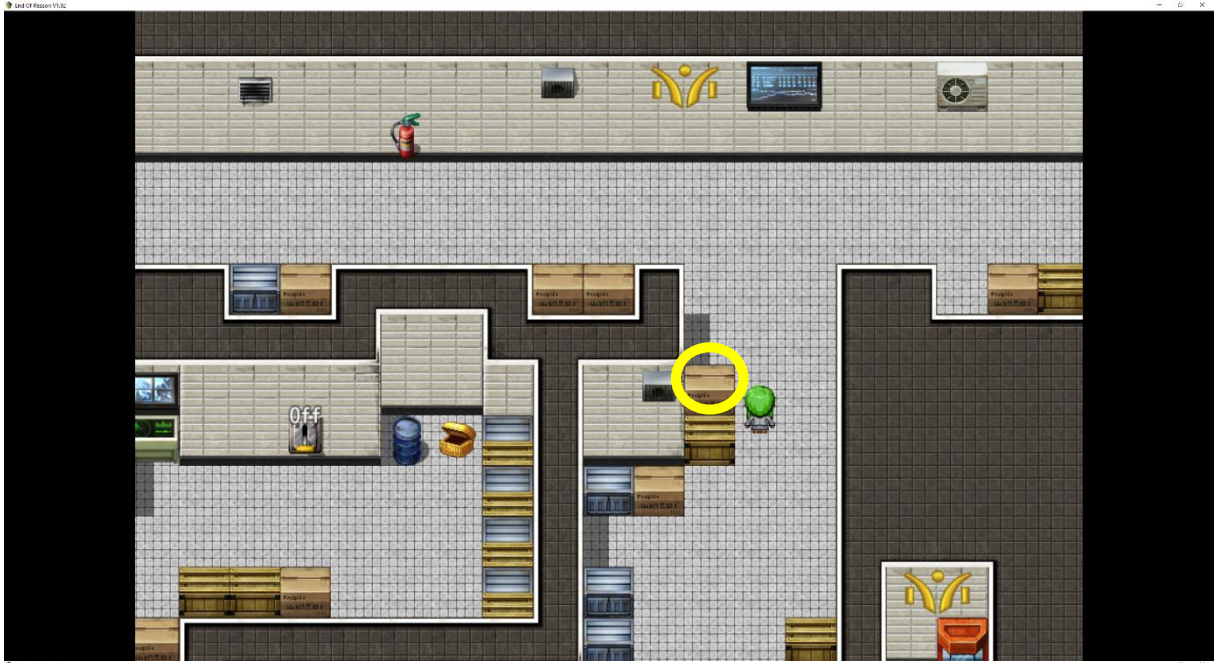




Head south for the cardboard box straight down (on the left is a minigame coin chest which is hard to get to but not impossible).

Once you are in the cardboard box as shown in the picture below, you will need to wait for the staff member on the right to head north before moving over to those cardboard boxes in the corner. Once in the corner, you will need to wait for that staff member to come down to you and then when she moves north move up with her and go right to that cardboard box under the fan switch. Hit the switch and grab the chest then make your way back (do not forget to save).





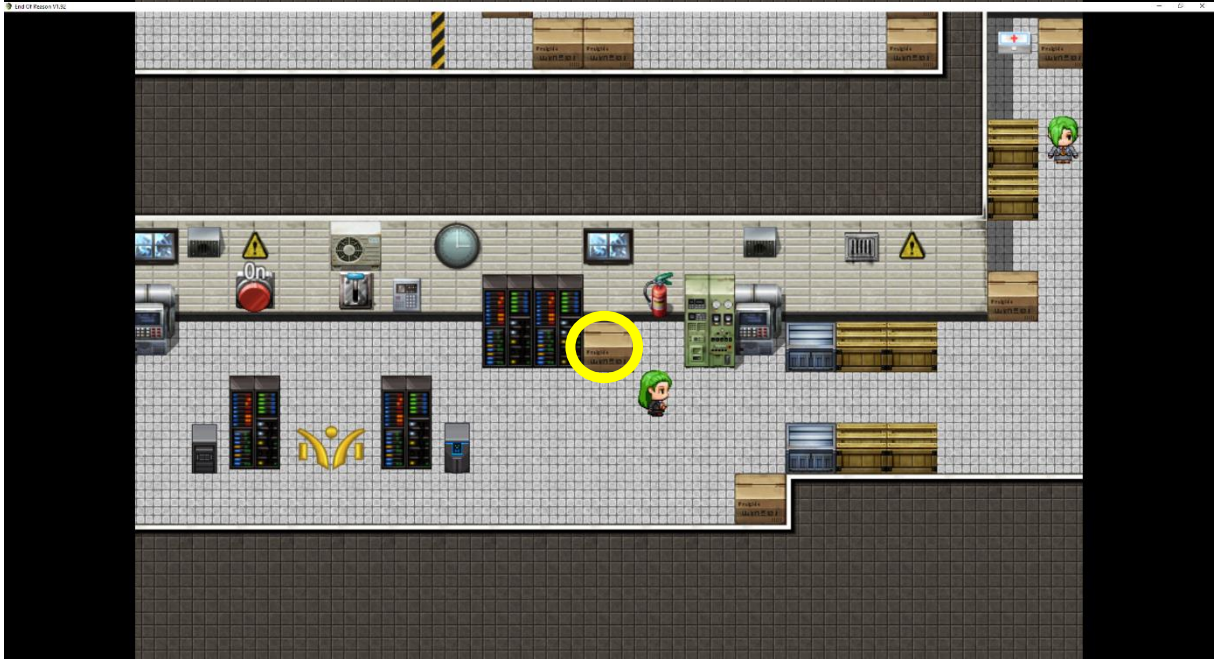
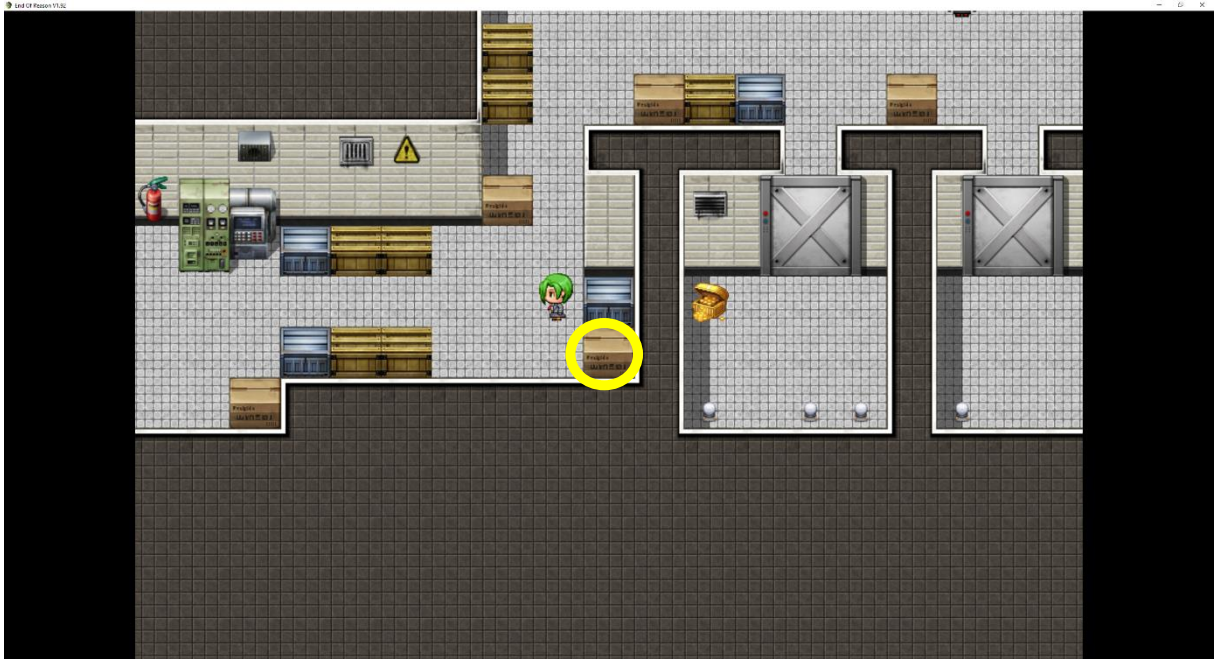
In the picture below, you can see a laser fence with laser switch you will need to hit your seventh laser switch to be able to access it. Wait for the staff member to head south then head to the cardboard box below the two metal containers.



Wait for the staff member to head east before continuing south to the cardboard box directly below and then wait for the staff member to go north. Heading west wait for the Green Manager on your left to walk up to the box that is your window to head south. Head for the cardboard

box in the bottom right-hand corner and wait for the staff member to head back north before moving west. Be cautious when heading west another staff member is patrolling there.





Wait for the staff member to proceed east before making your way to the power and laser switch.

The codes for the prisoner doors are as follows:

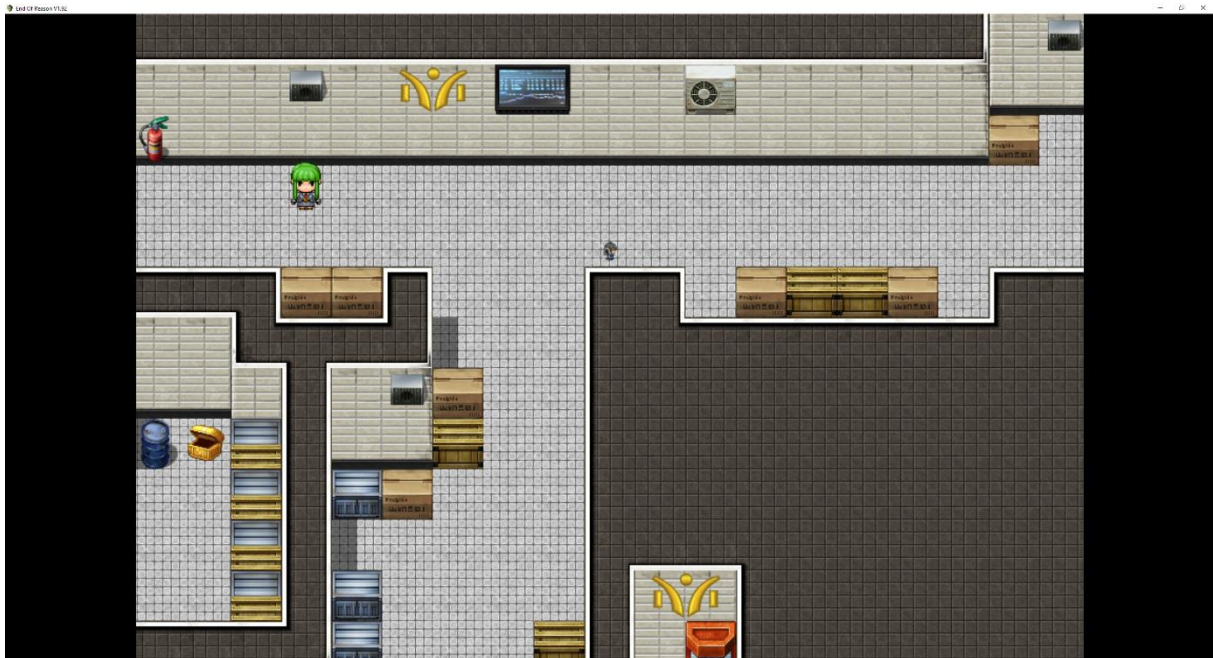
Door 1992: 1020

Door 1993: 2912

Door 1994: 5412

Door 1995: Requires two codes (**bonus content**)

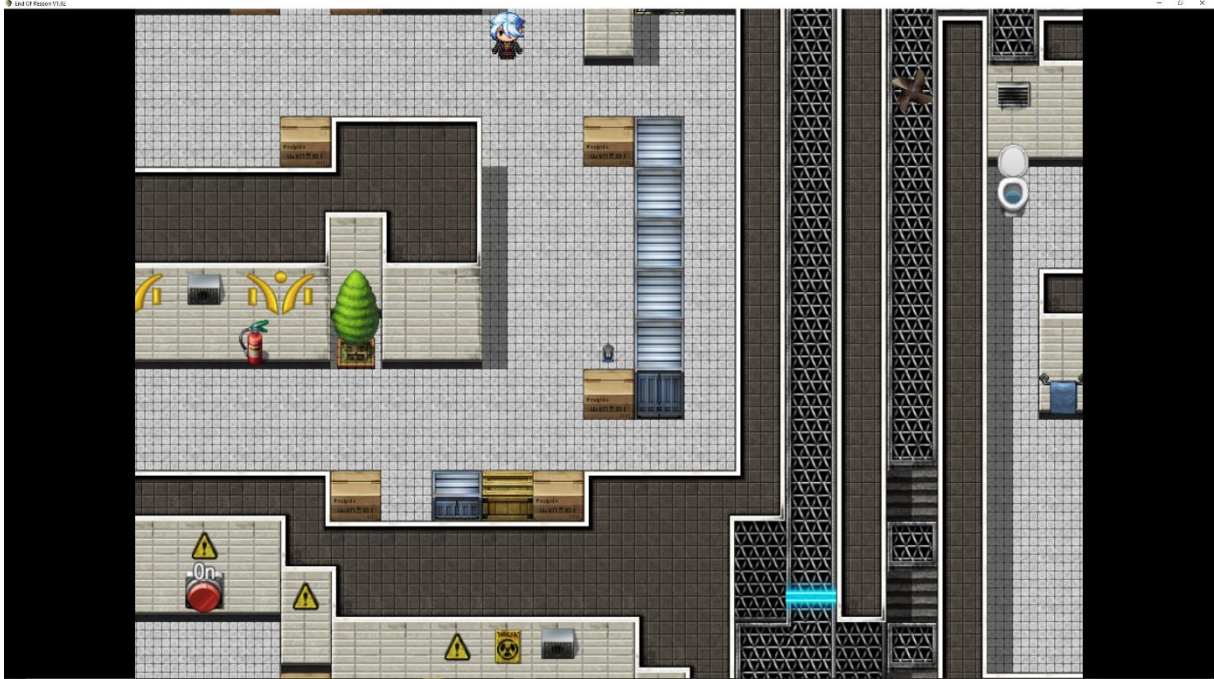
After hitting those switches head back to the T section in the picture below, wait for the staff member to head west before heading east.



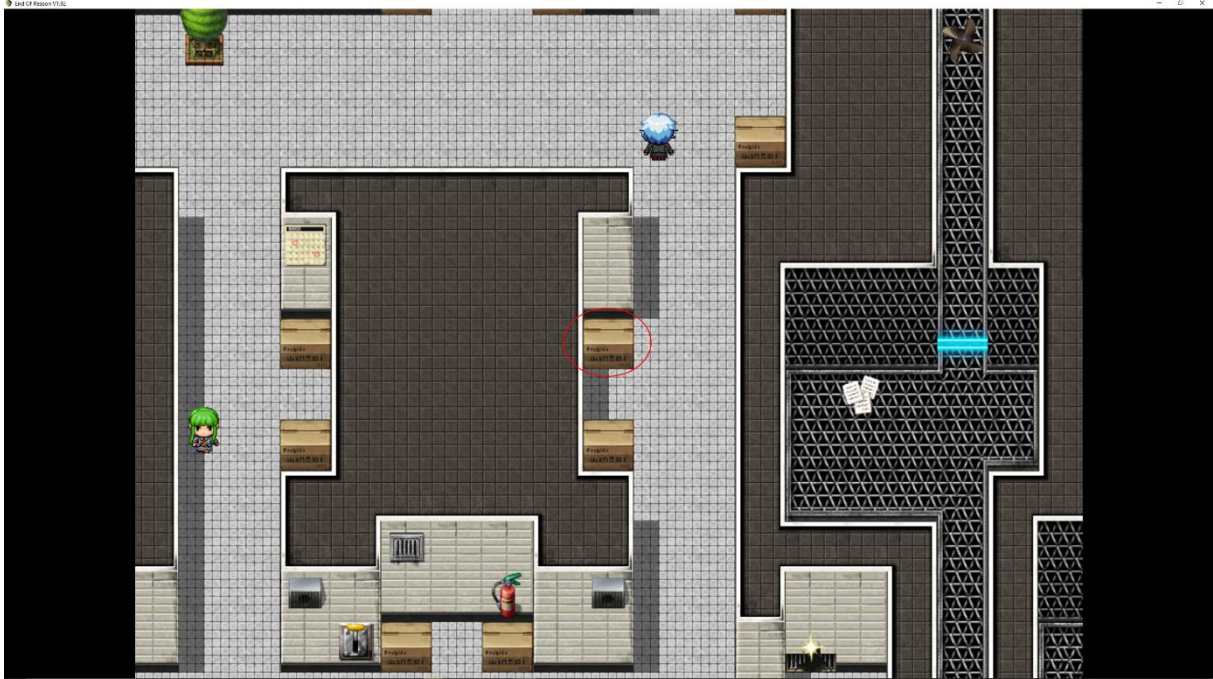
You appear at the picture below. You must head further east past the tree ornament and fire extinguisher being careful not to be seen by the Red Manager.



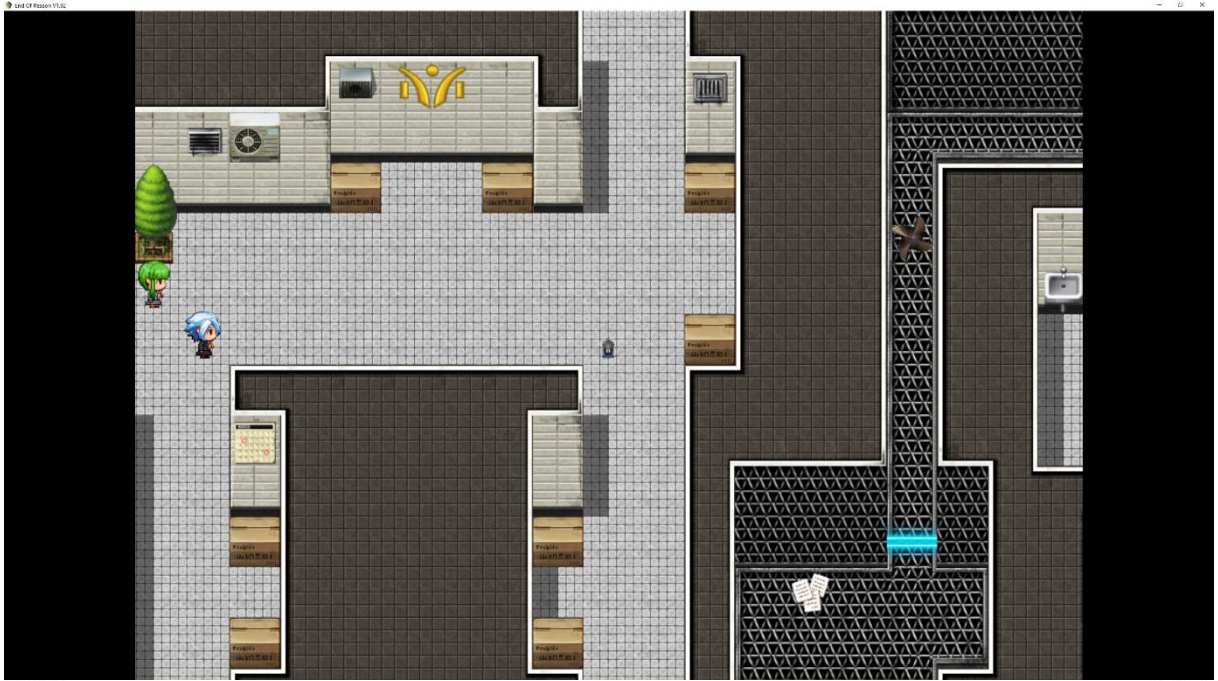
Wait for the Red Manager to head north before proceeding east. Then follow here north and watch for the Blue Manager and Clone 180 patrolling the area north.



Heading north, you will notice the vents on the right, for now, we will be going north following the Blue Manager (we will be coming back here once we have turn off the needed lasers switches).



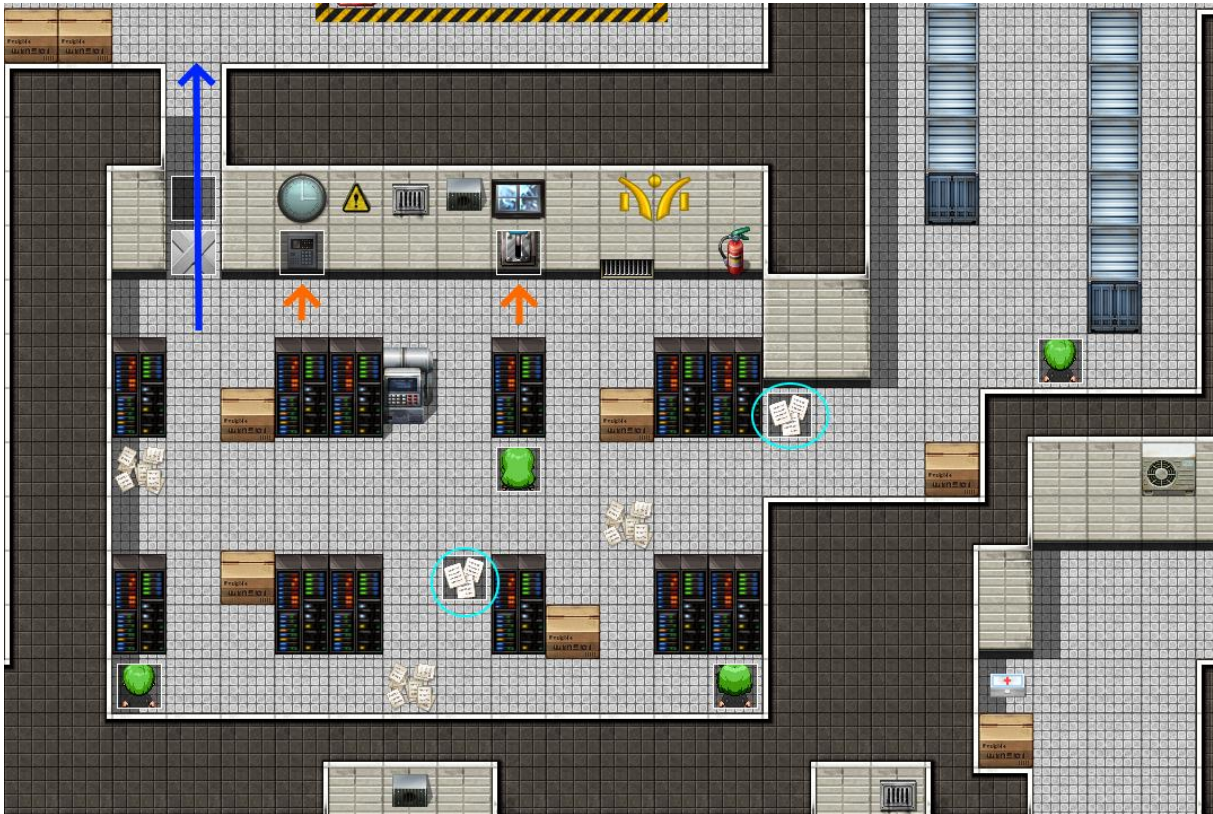
Head north and take cover in the cardboard box circled in red and wait for the Blue Manager to travel west and then head north. You are looking to head west so when the Blue Manager heads south immediately head west. The best timing is when the two staff members are stacked, as shown in the picture below.



As you head west take cover in the cardboard box circled in red and, wait for the staff member seen in the picture above to head south, before heading south to the right of the steel containers.



As the same staff member heads north, make your way to the box circled in red. You will need to collect two pages here to unlock the next door and the Operation Manager's door.



Here you will want to grab the two light blue marked papers one is for the door on the left, and the other is for entry for the Operations Manager's office needed later. The main threat in this area is the Green Manager Patrolling in the middle of the room. The picture below is the route to take:

First once the Green Manager heads west.

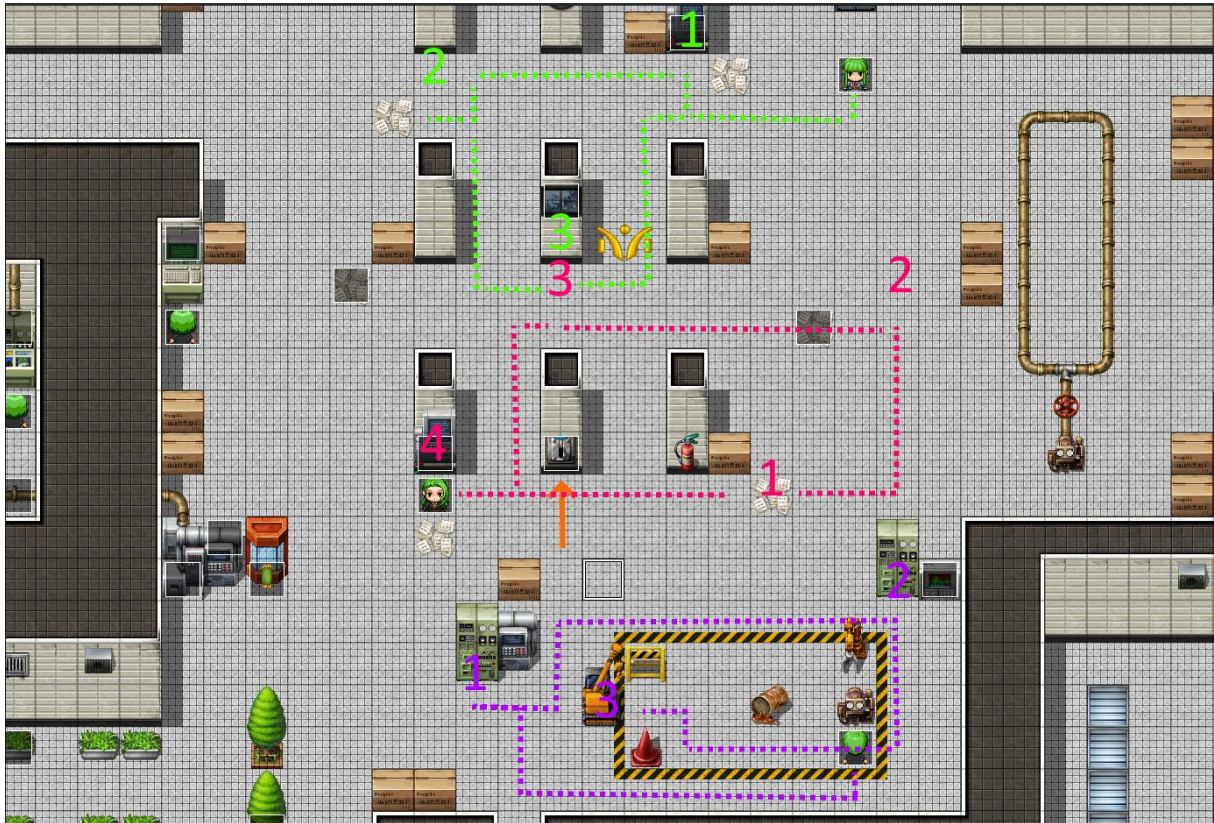
Pick up the first paper and hide in the cardboard box.

Wait till the Green Manager heads west again.

Go Pick up the second paper.

Wait here for the Green Manager to past you as she heads east.

Head straight up and hit the laser switch and door panel.

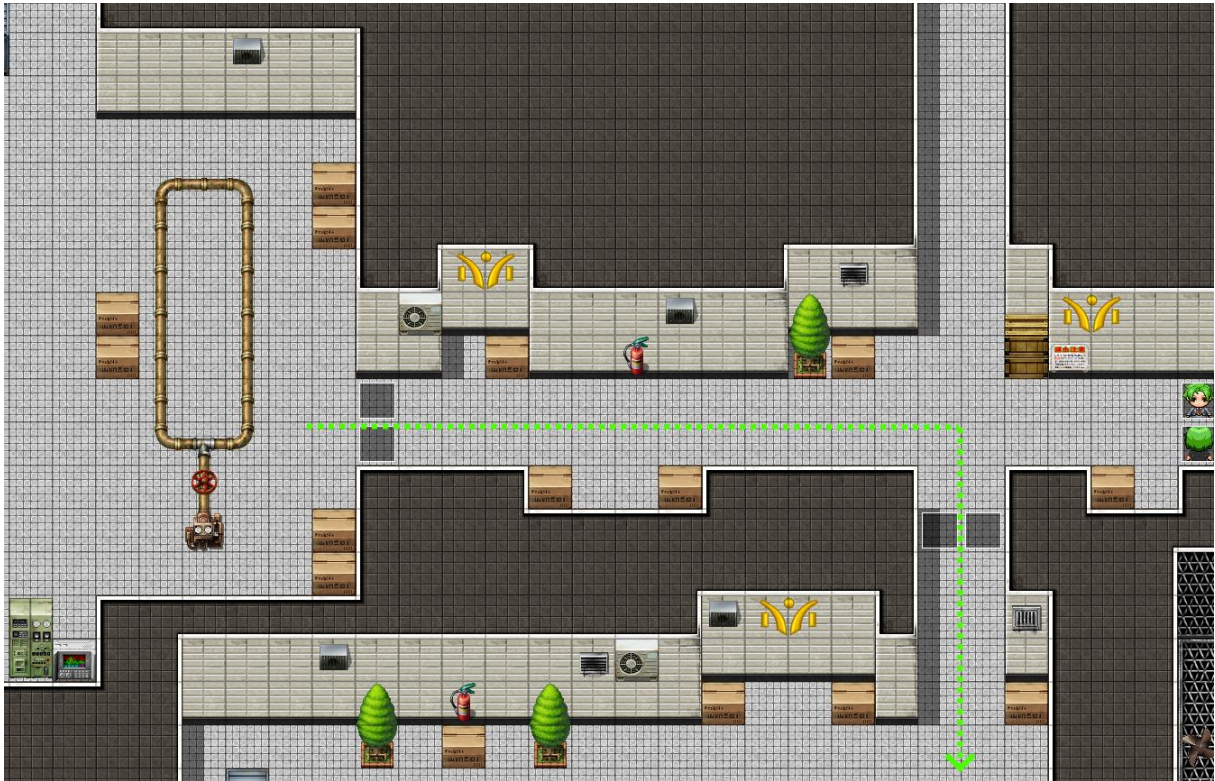


In this next area, your main goal is the one laser switch shown by the orange arrow.

The Green Manager in this area is the biggest problem and will catch you out if you are not careful, she has increased sight range.

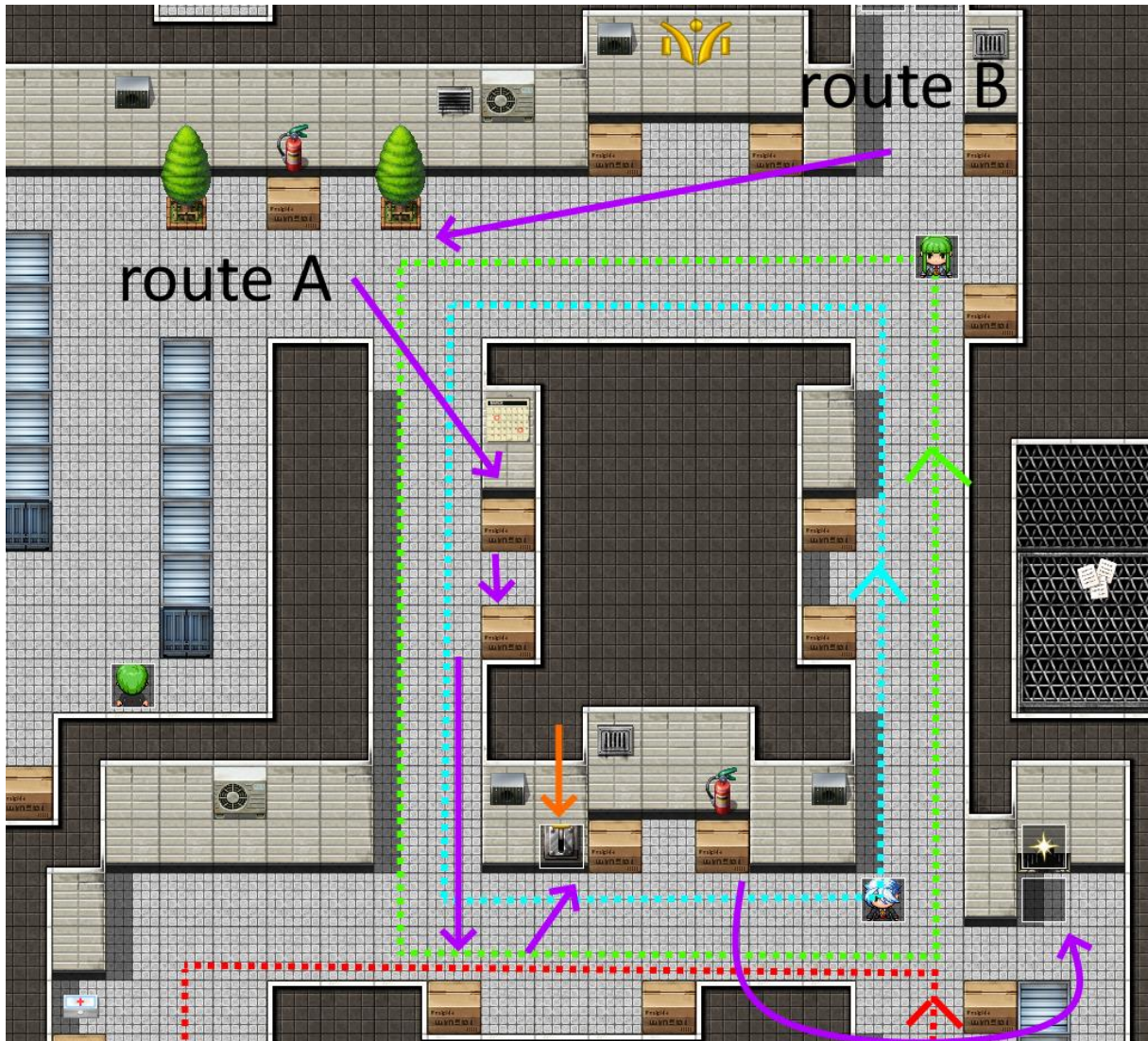
As the map loads the staff in the bottom righthand corner will begin to move to the destination marked purple 1. Wait for the clone to start moving to purple marked 2 then make a run for the cardboard box above the purple 1.

Wait for the Green Manager to move pink 1 but beware she will spin around when she reaches position 1. Wait for the Green Manager to start moving towards pink 2. Go for the laser switch. Now you have a choice either backtrack to where the Blue Manager was patrolling (A). Or head east past the pink number 2, which will drop you above where the Blue Manager is (B). Route 1 will be referred to as (A), and route 2 will be referred to as (B).



The picture above shows route B with the green dotted line indicating where to go.

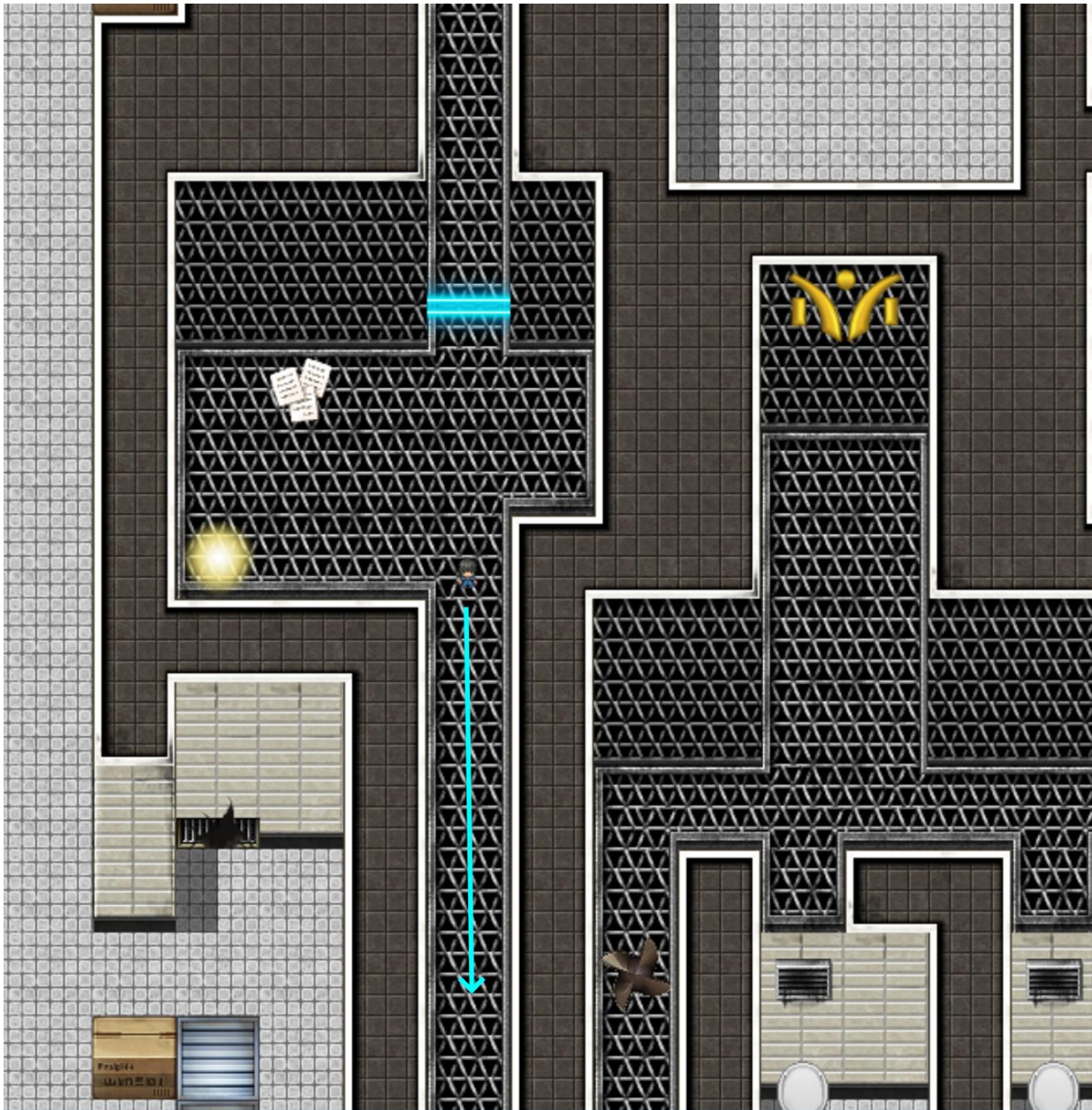
The next picture will show a previous area and the route you need to take to get to the next area, which is the vent that was passed by previously.



We arrive back in the picture above from route A or B. On the way back to the vents, we need to hit the fan switch shown in the image above using the orange arrow. The purple arrows indicate the best route to take.

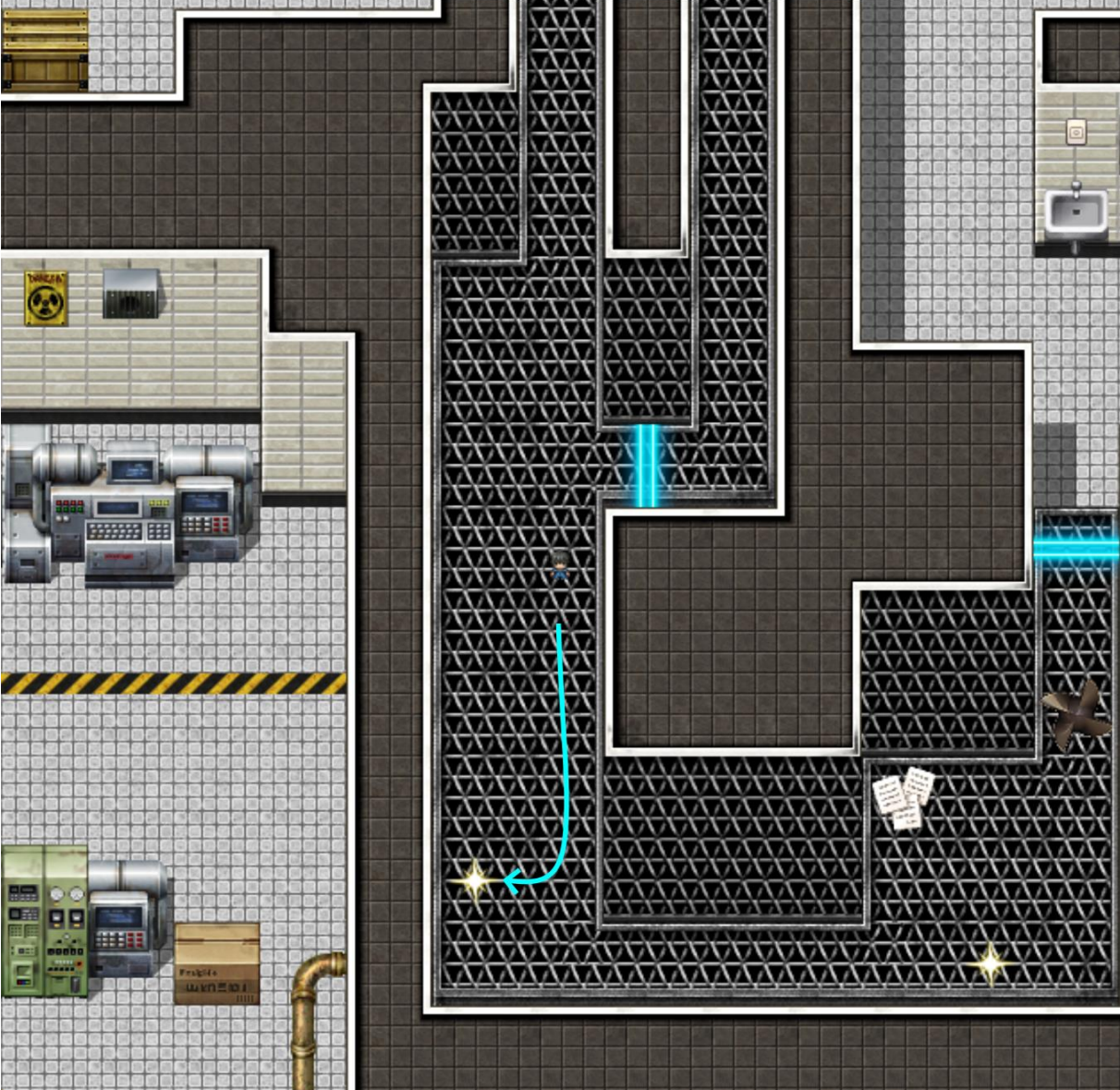
So, the first move if you are coming from route B is to head over to the left, its recommended to get both members stacked to make it easier to move left, and south to the two cardboard boxes together. Wait here for the two staff members to become stacked, then move swiftly

south to the cardboard box directly south and wait for the Red Manager to pass before making a break for the fan switch after hitting the switch make sure the green clone staff has passed before heading to the vent.



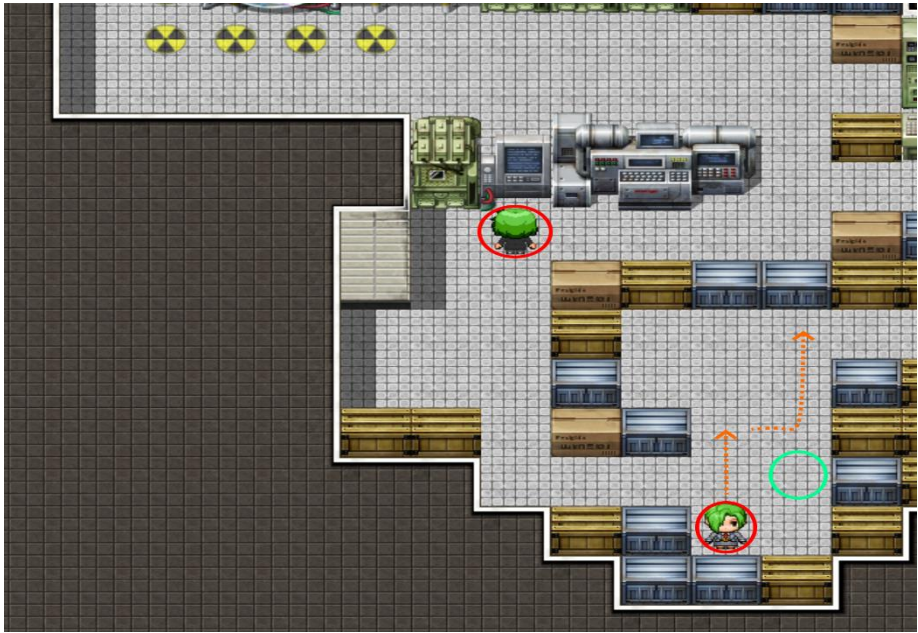
Now you have entered the vents your next destination is to head south, exit the vents through the next exit on the left.

In this next bit, avoiding the unaware staff requires just watching the pattern of movement for the first few staff members the patterns are simply left and right.



So, as you enter the room, you will notice the Blue Manager northwest of your position see the picture below. You need to avoid her at all costs. Therefore, instead of heading north head southwest, and wait for the first green haired clone to move left and head south.





Head east to the power safety switch, and then turn that off. Go left and activate the door panel with the codes you found on the papers, that you just picked up and proceed north.

As you proceed north watch out for the Red Manager patrolling this area and make your way to the vents again.

Heading east, you will see the entrance you used to get into the vents. If you hug the right-hand wall, you will be safer when travelling to the vents.



Once in head south and make your way to the southern part as shown in the picture below.

Exit out of the vents and immediately head west to hit that fan switch this will save you time later.



Once you hit the fan switch on the left head east but take your time as a Green Manager patrols this area and, will likely end you should you rush ahead.

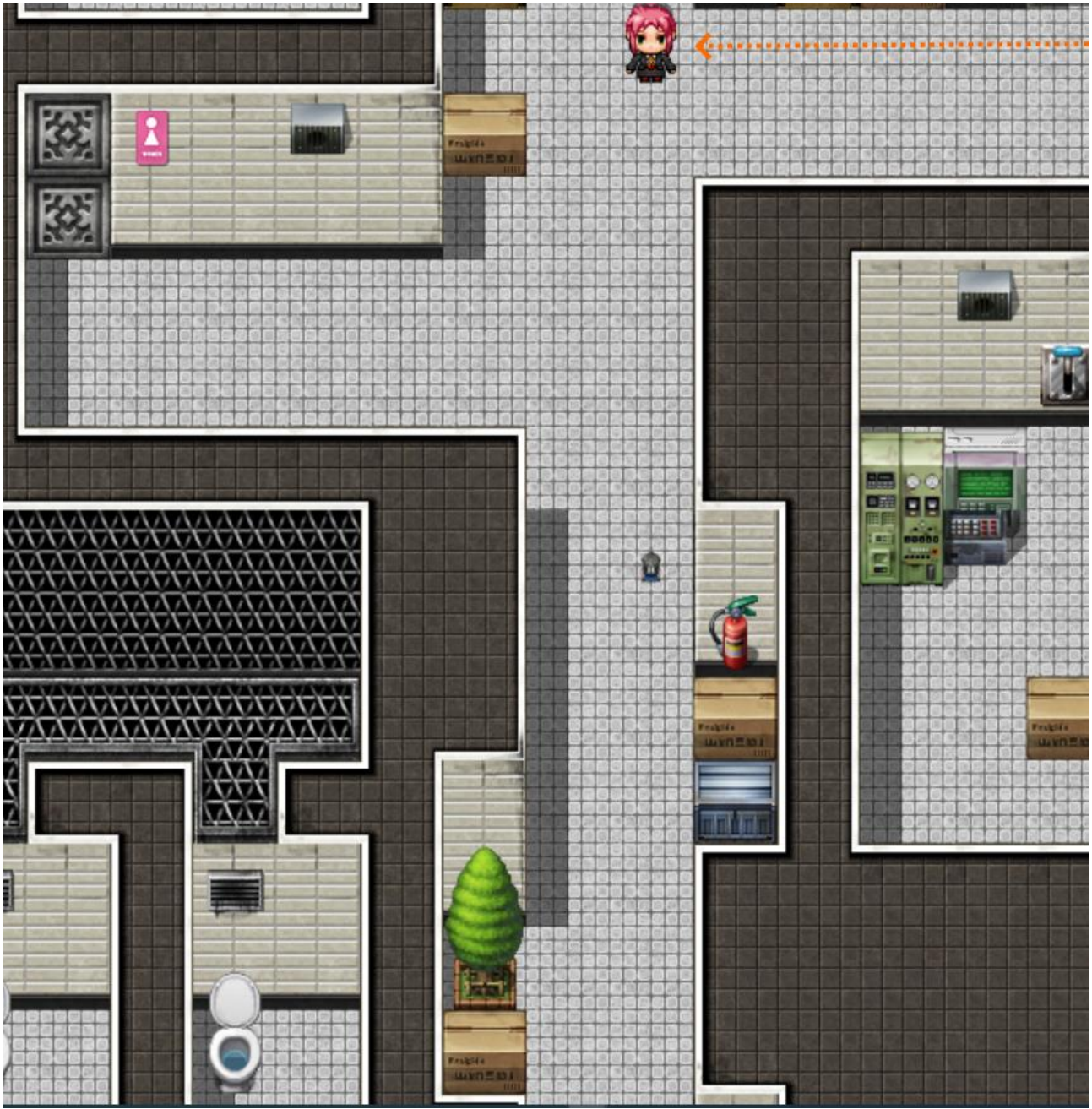
Head for the first cardboard box, as you head east indicated in the picture below. Wait for the Green Manager to be in position as seen in the image below. She will head for the computer north on the right. This is your chance head for the cardboard box below the computer. Wait for her to go north and move to the next cardboard box to the left of the computer.



As the Green Manager heads north, she will spin around to face south, as shown in the picture. Stay in the cardboard box and wait. Once the Green Manager passes you and heads south continue north.

As you head north, you will see a Red Manager patrolling the area. Wait for

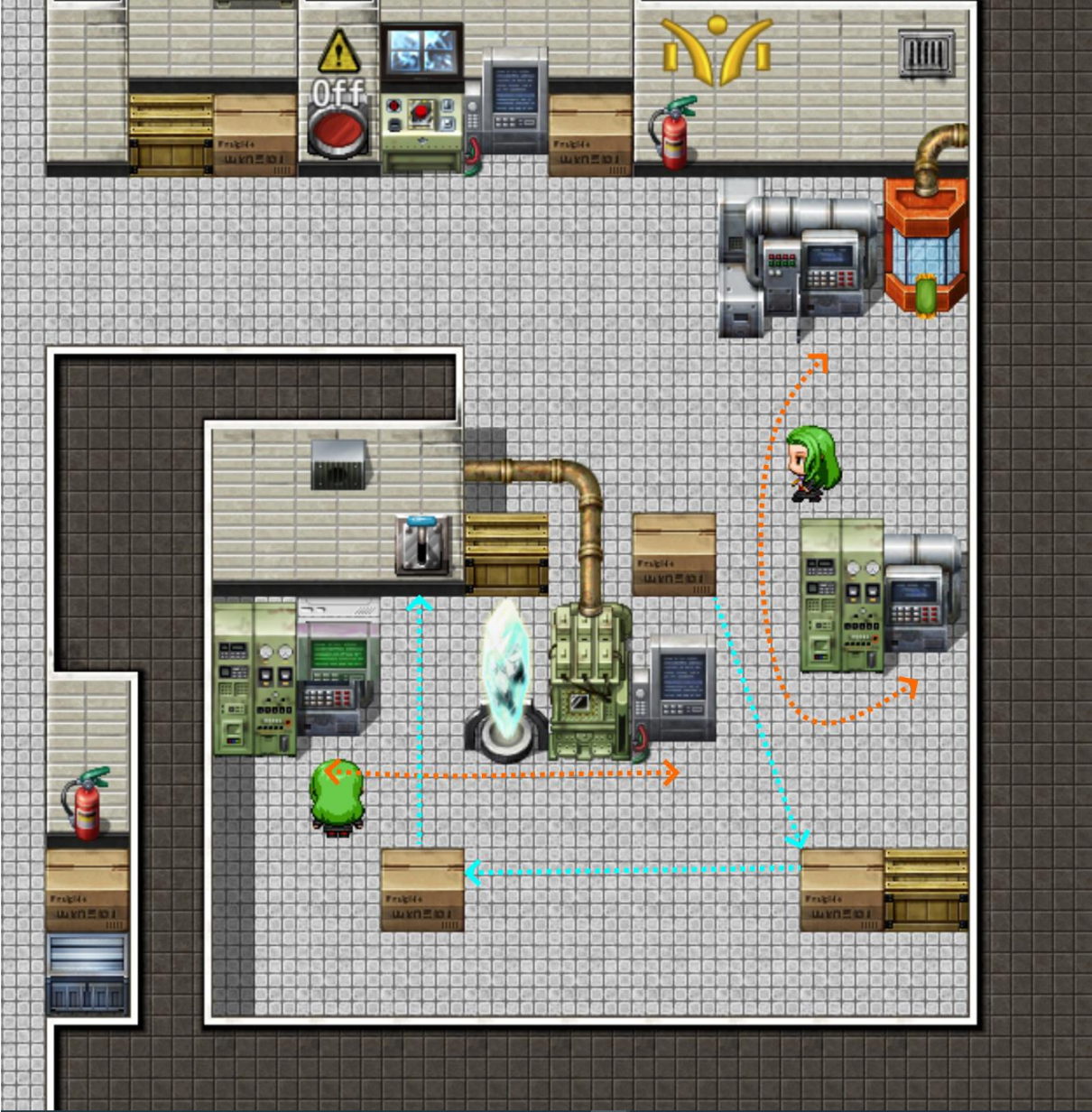
her to head east and then return to the position seen in the picture below. When the Red Manager heads north, that will be your cue to move to that area to the right.





As you head right from the main corridor, you will notice a power switch to the north and a laser switch to the south. Hit the power switch and make your way towards the cardboard box to the right of the laser switch.

As you head right, you will see a Green Manager, be sure to let her head south before following her, to get around to the laser switch. Below are the patrol paths of the staff members.



Once you hit the laser switch double back to the power switch and hide in the cardboard box to the left. The Red Manager will be coming back towards you, as shown in the picture below.

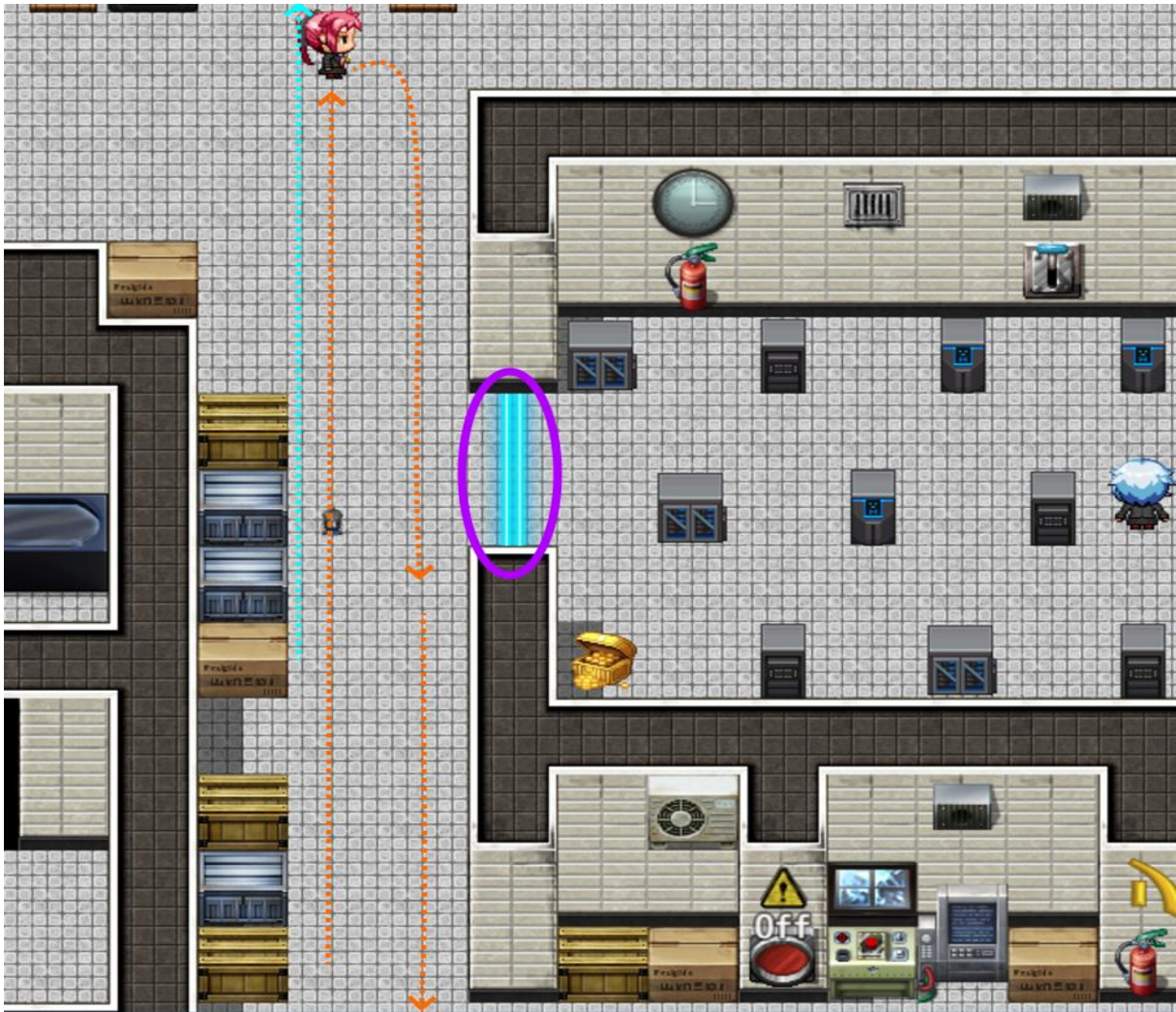


As the Red Manager heads out into the corridor wait for her to begin travelling north, before following her then when she stops as shown in the picture below, go back to the cardboard box. Wait here till she has gone south back towards the area with the power switch, now head north as seen in the picture below.



Important

If you see the blue laser on the right as you head north, that is a sign that you have missed a laser switch previously. If it is just one you missed, you will still be able to proceed, but you will need to backtrack later to locate the missing laser switch shown circled purple below.



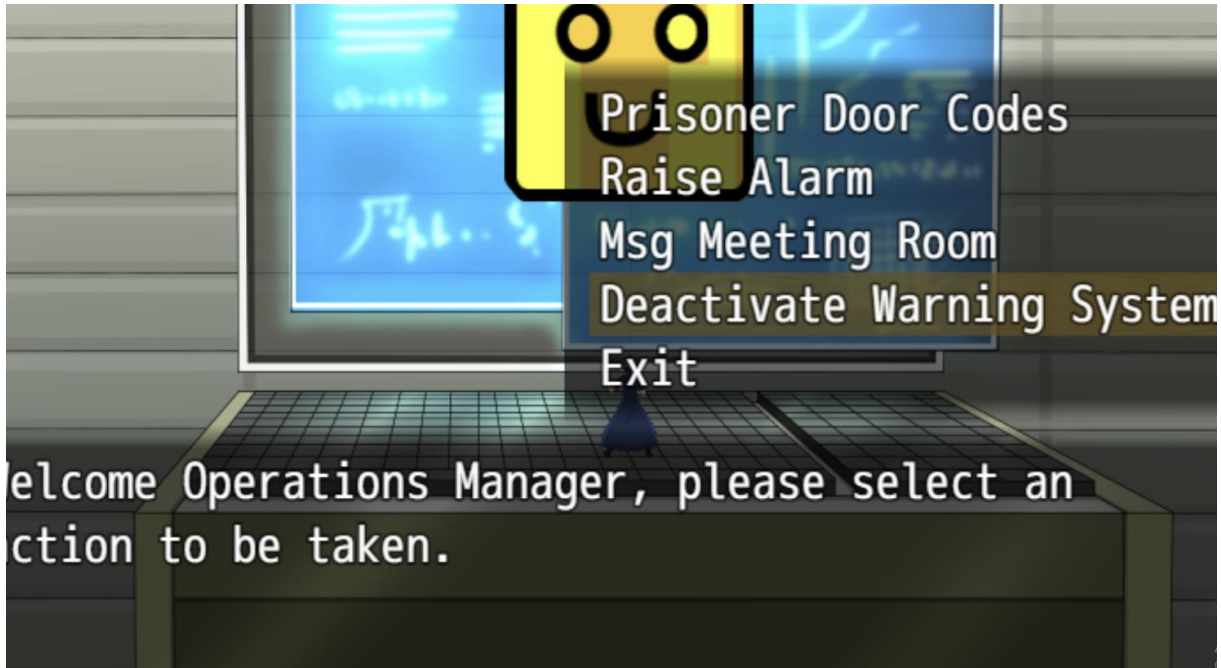


This area is large, and your main objective is to get to the power switch located towards the back on the northern wall. The first clone north of your position must be avoided when heading along the blue outlined route. The next threat is the Green Manager in the middle of the map, head to the second cardboard box along the route. Wait for the Green Manager to reach the southernmost position of her patrol and, begin to make her way back north, shadow her as she heads north. This is the quickest way to reach the back wall.



When shadowing keep diagonal to the Green Manager to avoid being seen, and then killed. An example is shown in the picture above.



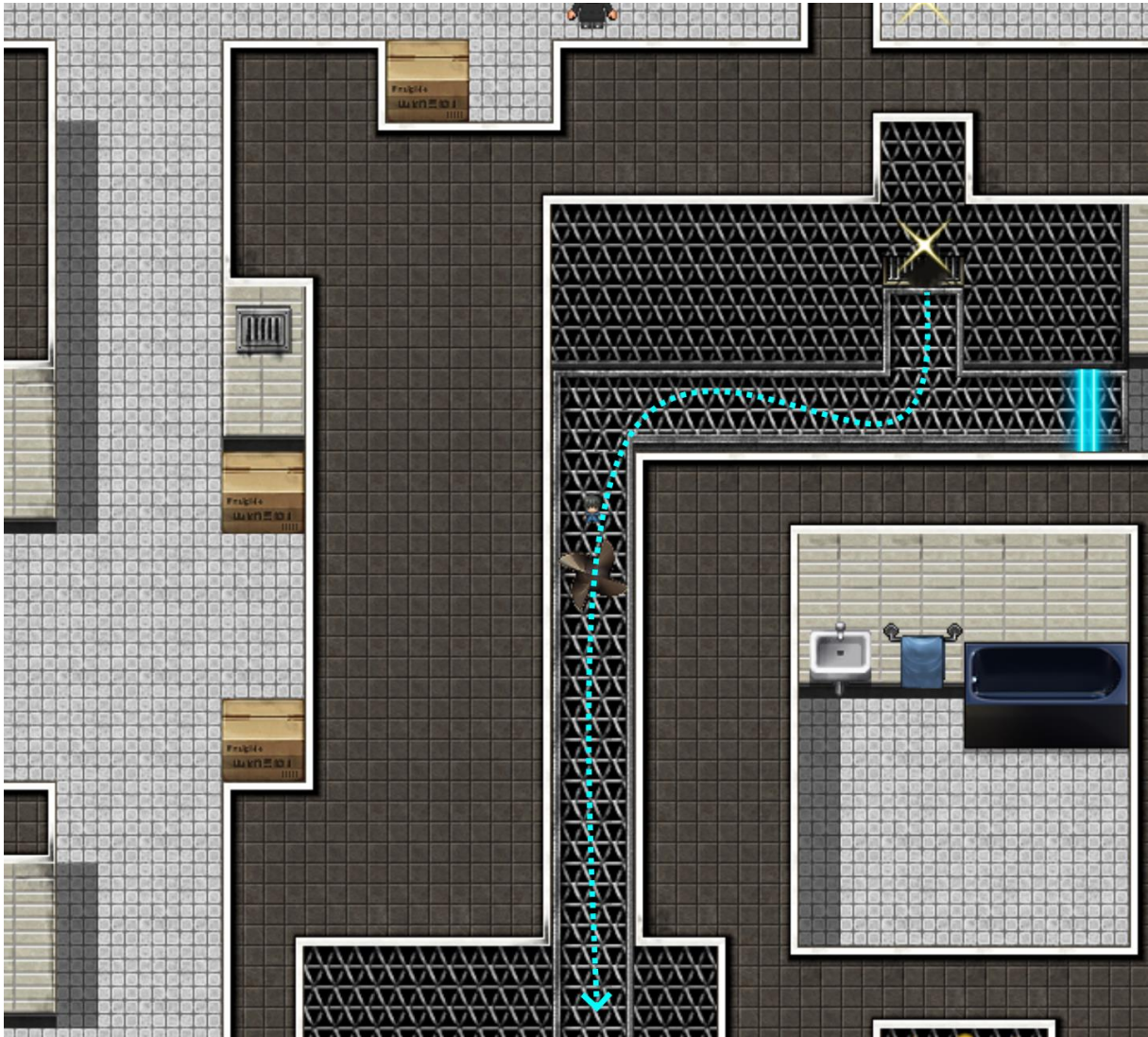


Selecting the "Raise Alarm" option from the choices will end in a game over as the Blue Manager comes into the office and kills you.

Backtrack to the back of the area with the power switch and begin shadowing that Green Manager as she heads south then proceed to leave the area.



Head to the vents if you have turned the fans off following this guide then you will be able to save time by using this shortcut.

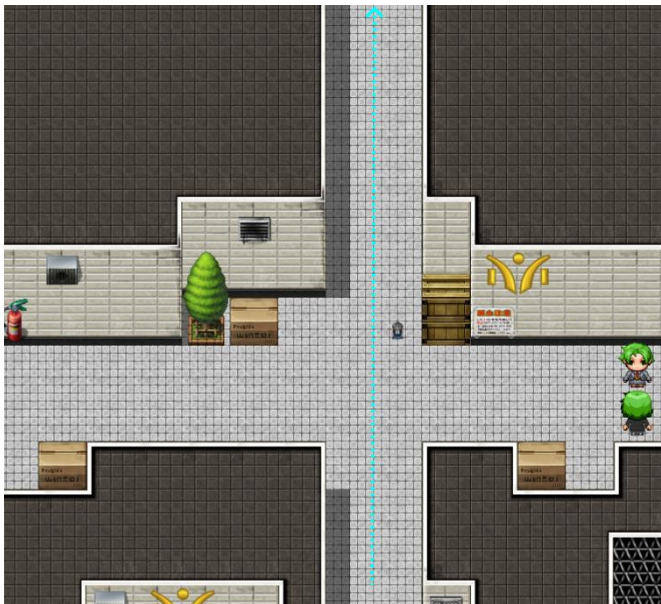


Head south under the fan and proceed to where the Blue Manager is patrolling to the west, your main goal is to head north to the canteen.



Head north as you come out of the vents, ensure you avoid the Blue Manager, and the green clone patrolling the area.

When you see the green clones on the right, keep heading north, and this will lead to the canteen as shown in the picture in the bottom left.





As you come to a crossroad, you will see the left area (note if the laser fence is up on the left that indicates that a laser switch still needs to be turned off) and the right area with a door, (1819) for which the codes are in the canteen ahead. Continue north and enter the canteen,



you will need to keep right if you do not want to be captured by the staff members, that patrol the area.

As you come to the canteen there are two routes you can use to get to the left-hand side. The shorter green route and the longer blue route will be listed below:

Green route

- The first clone to the north wait for her to head south, and then west follow her round to the end of the first arrow
- Head straight to the cardboard box on the left and wait for both the Green Manager to head north and the clone on the left follow them both north
- Follow the clone west making a beeline to the cardboard box marked before the clone turns around
- Wait for the clone to head south and make your way west

Blue route

- Head right and proceed northeast
- Once you reach the cardboard box near the wall head for the cardboard box next to the blue bin
- Wait for the northernmost clone to head south, and then proceed to the western corner
- Head east to the cardboard box to the left
- Head east as the clone passes and use the cardboard boxes to hide should the clone come your way
- Keep in the cardboard box left of the steel shutter until the path to the next cardboard box is clear and head there
- Wait for the clone to head south before proceeding west

Head west to collect the minigame coins and collect the papers for the door 1819 code then head south and go to the left hand Green Manager with the ? above her head see picture below listen in on their conversation and get the code for the canteen meeting room door 1800.



While in the meeting room, make sure the Green Manager and Red Manager are not present, or else you will get a game over when getting the warning codes. Head to the canteen meeting room where you will be greeted by a picture of the Blue Manager. Go to the Blue Manager you will be transferred to a zoom-in of the table and chair for the meeting room. Head east, as shown in the picture and begin to climb the Blue Manager's shoe.



As you begin to climb head north following the route in the pictures below as you come closer to the knees, head west but avoid the area marked with the yellow triangle as that will trigger a quick time event leading to a game over if you are unsuccessful. As you reach her hips, start your climb north.



As you head north to the top of her head avoid her back as you travel north indicated by the red circled area or risk falling down and doing a large amount of damage to the player as well as trigger the quick time event if it has not already been triggered.

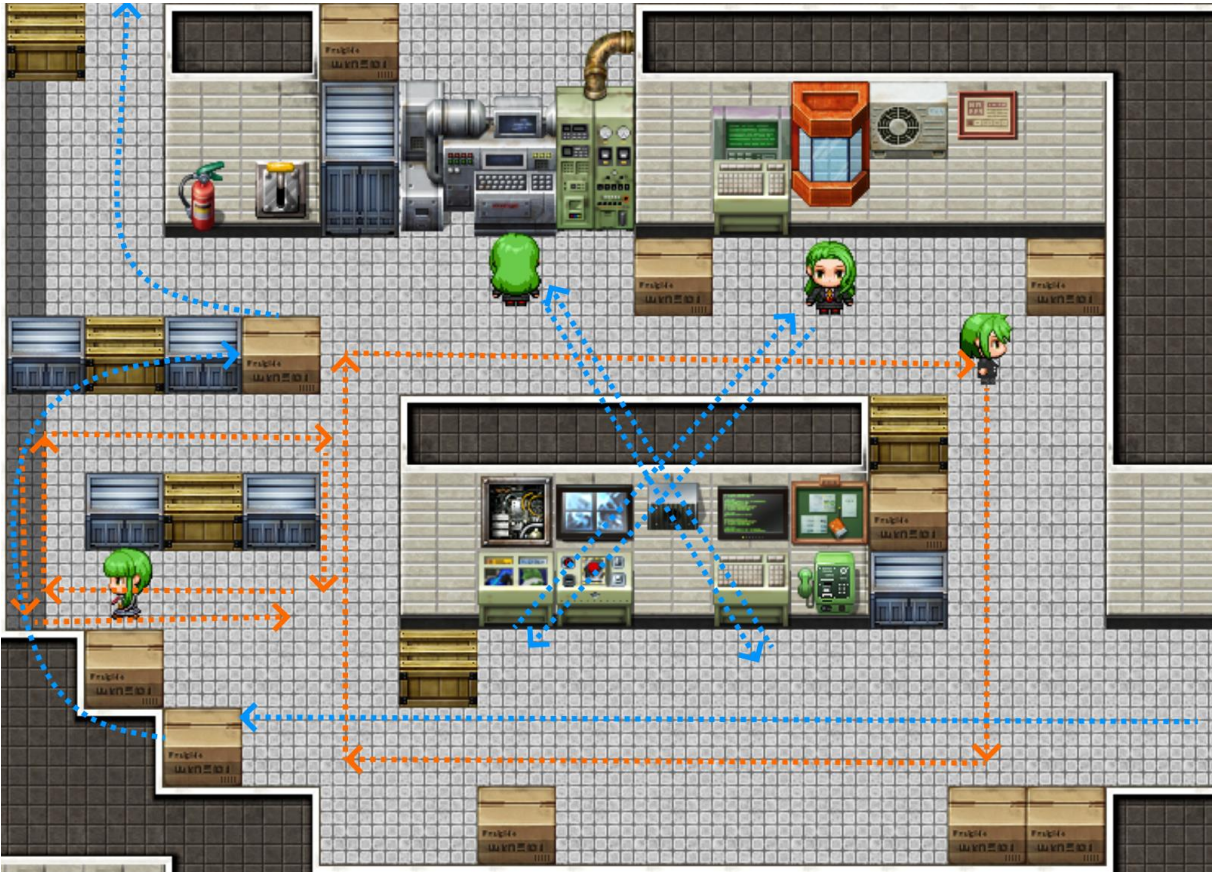
Once you reach the top you will see this paper with the codes, that you will require to deactivate the warning system. Now head back down and to where you came in.



You will now need to backtrack exit the canteen and head south till you are at the crossroads.

Head east and the code you picked up will open the door here and collect the minigame coins there. Now come back into the corridor and head west here you will hit the power switch on the back wall.



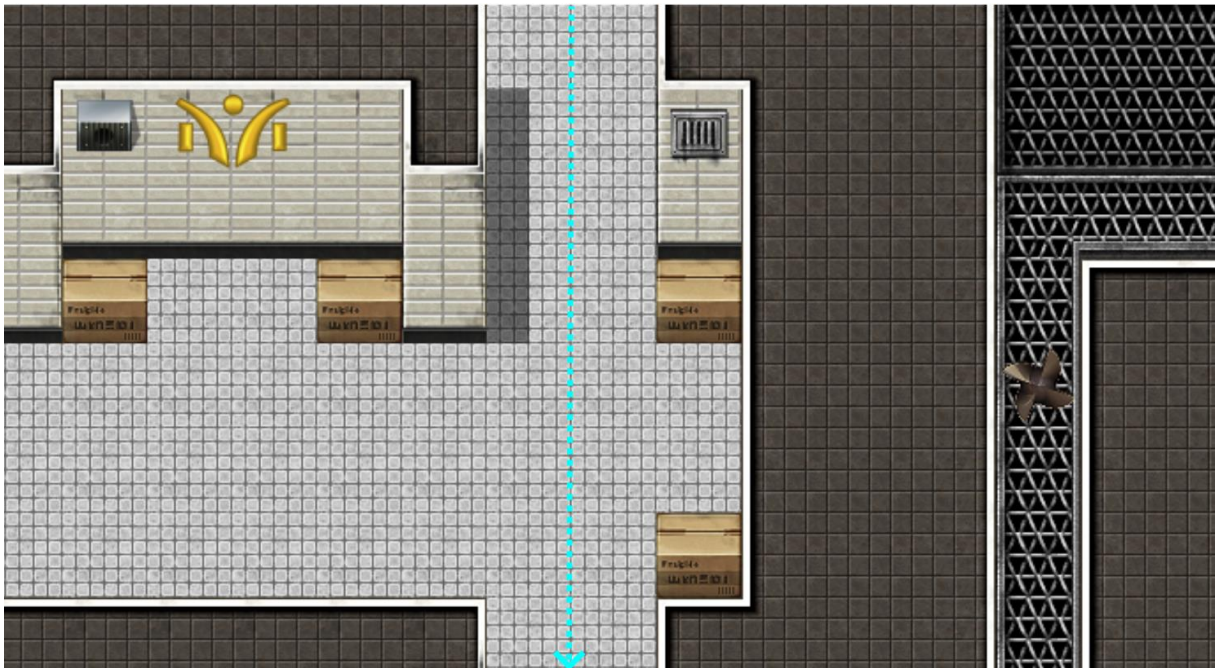


As you come into this area head west keeping to the south wall and dive to the cardboard box move further west to the two cardboard boxes together. Wait for the green clone to be in the top right of the rectangle patrol path as shown in the picture above.

If that clone proceeds south then head north to the above cardboard box, from here you can head north. Hitting this fan switch is not necessary if you have turned off the three fan switches already covered in the walkthrough, then this fourth one isn't necessary (the fourth fan switch is required for the bonus scenes which will be included in the bonus content section).

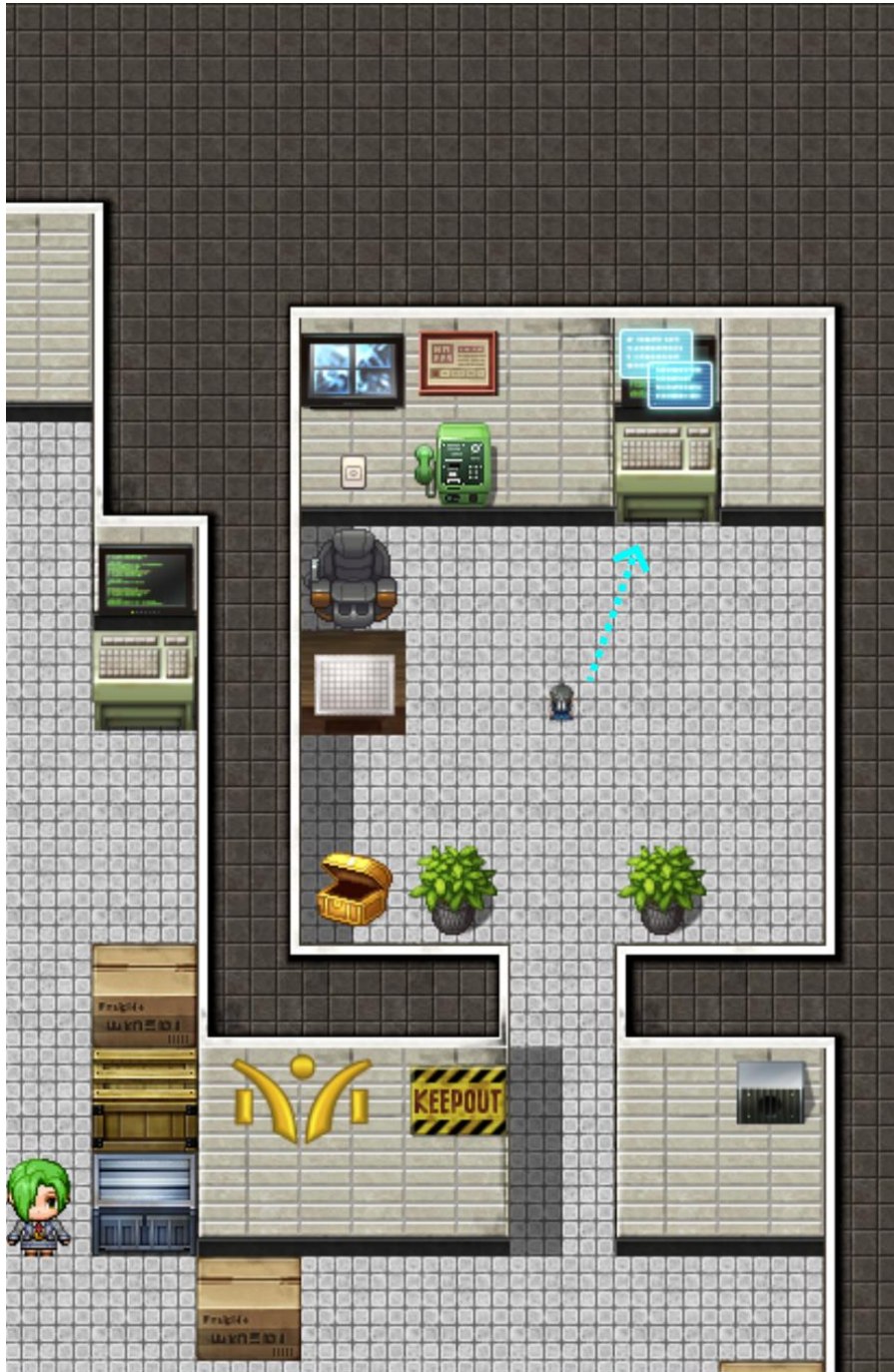
Head towards the northern wall the two Green Managers seen here only move left and right, so head east over to the power switch keeping watch of the green clone also collect the minigame coins seen to the east then backtrack to the corridor and leave this area.





Head back over to the vents and take the fan short cut to make your way back to the Operations Manager's office and access her computer input the Deactivate Warning System code.





Now onto the final stretch of the minigame, head back towards the vent shortcut and go south, then west to backtrack (route A) or north from the vent exit towards the canteen area (route B) I recommend heading south and back tracking that route.



If you chose route B here is a guide for that path back head north as if you were going to wards the canteen then head west.

A reminder of the staff patrol paths is shown in the picture below.



So, if you decided to go through route B, the picture above indicates the recommended route to take.

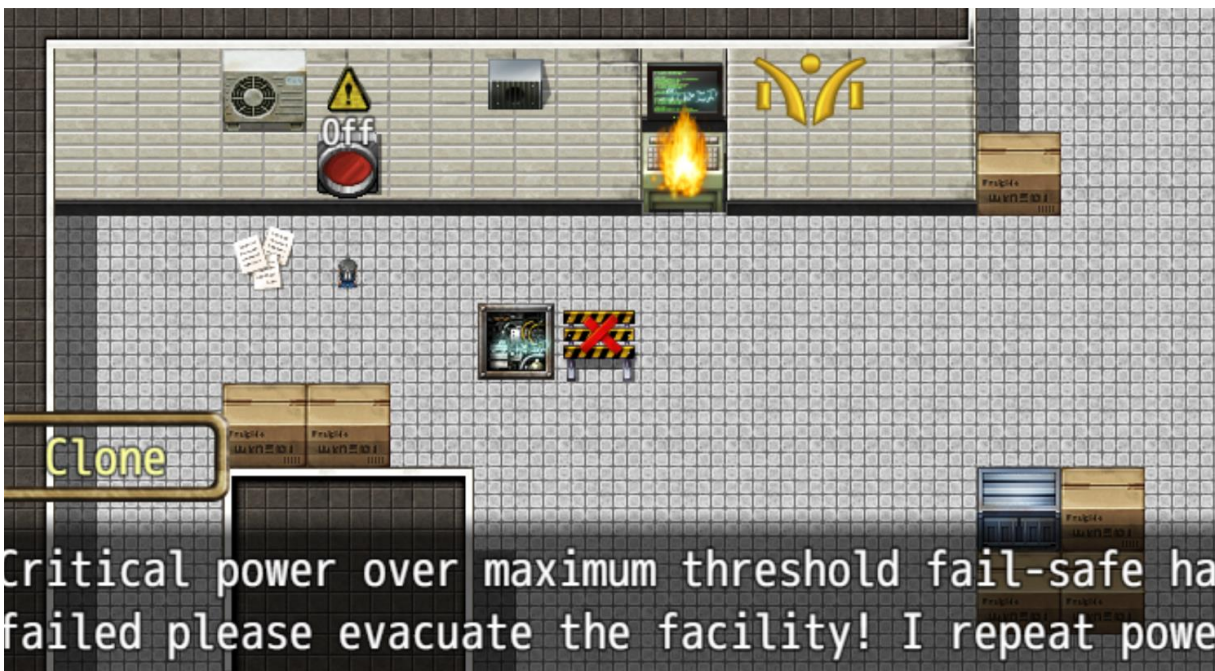
First head west to the first cardboard box if you are not quick enough the Green Manager will see you.

Once you are at the first cardboard, wait for the Green Manager to go from pink 3 to pink 1 as she is heading there move to the cardboard box to the north. Wait for the Green Manager to go from Pink 2 to 3 and for the Green clone to go from green 3 to 1.

Make a break to the cardboard box to the north as soon as the green clone moves from green 1 to 3.

At the next cardboard box, wait for the green clone to start moving from green 2, and head immediately west all the way to the cardboard box to the wall.

Wait here for any clones on the left to move passed if the road is clear head to the cardboard box to the north. Now start making your way west back to the power switch shown below.



Head to the beginning of the game where you left the first power switch and turn that off that will activate the final countdown before the lab blows up.

If the final countdown does not begin you have missed a power switch, there are 6 in total, and you will need to locate the one that you are missing.

If the timer hits zero, you will get a game over so proceed north and exit through the portal to complete this minigame.



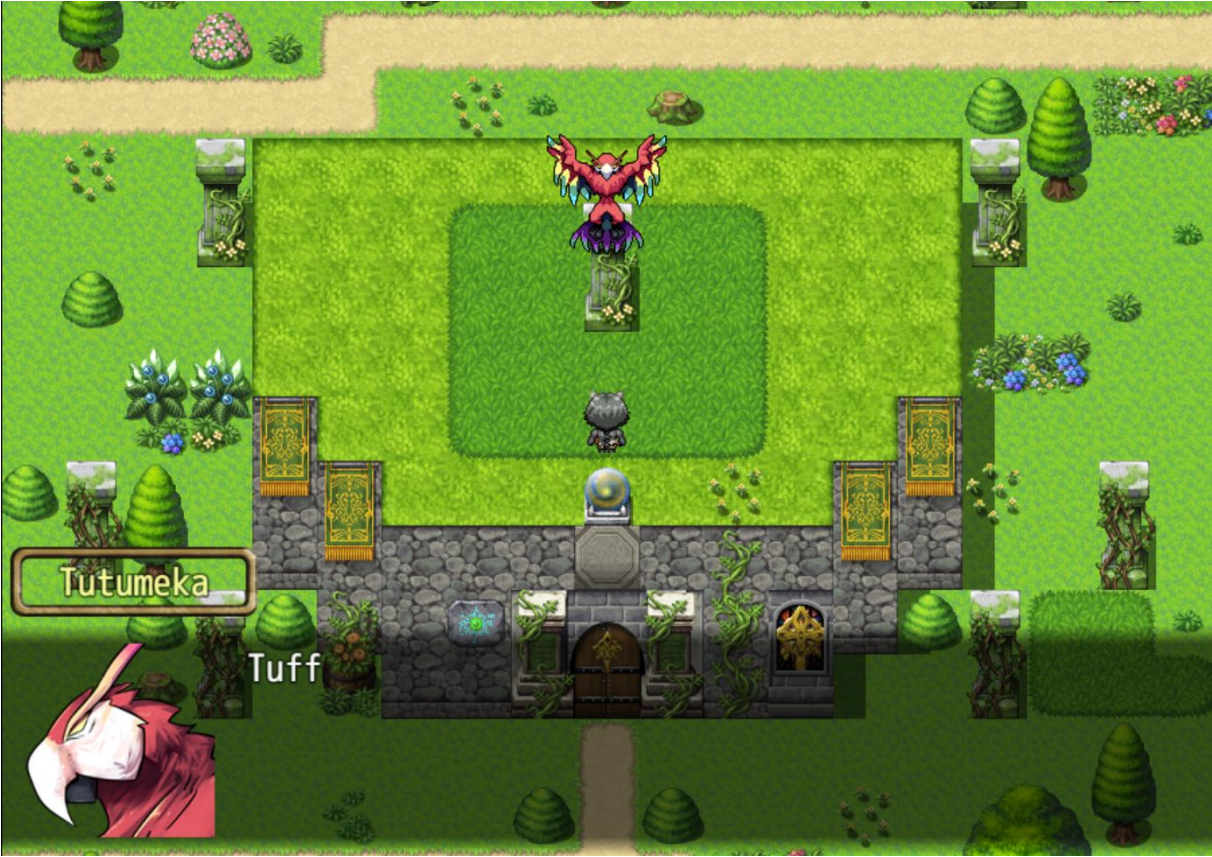
Goblin Village

Intro

As you start the minigame, you are greeted with a scene with the goblin king and goblin commander as they discuss their concerns over the reliability of the Petal village's forces. The goblin king assures the commander that the decision to form an alliance with the Petal village by Tutumeka is one he agrees with. If the commander has any doubts about the decision, he needs to speak with Tutumeka regarding this.

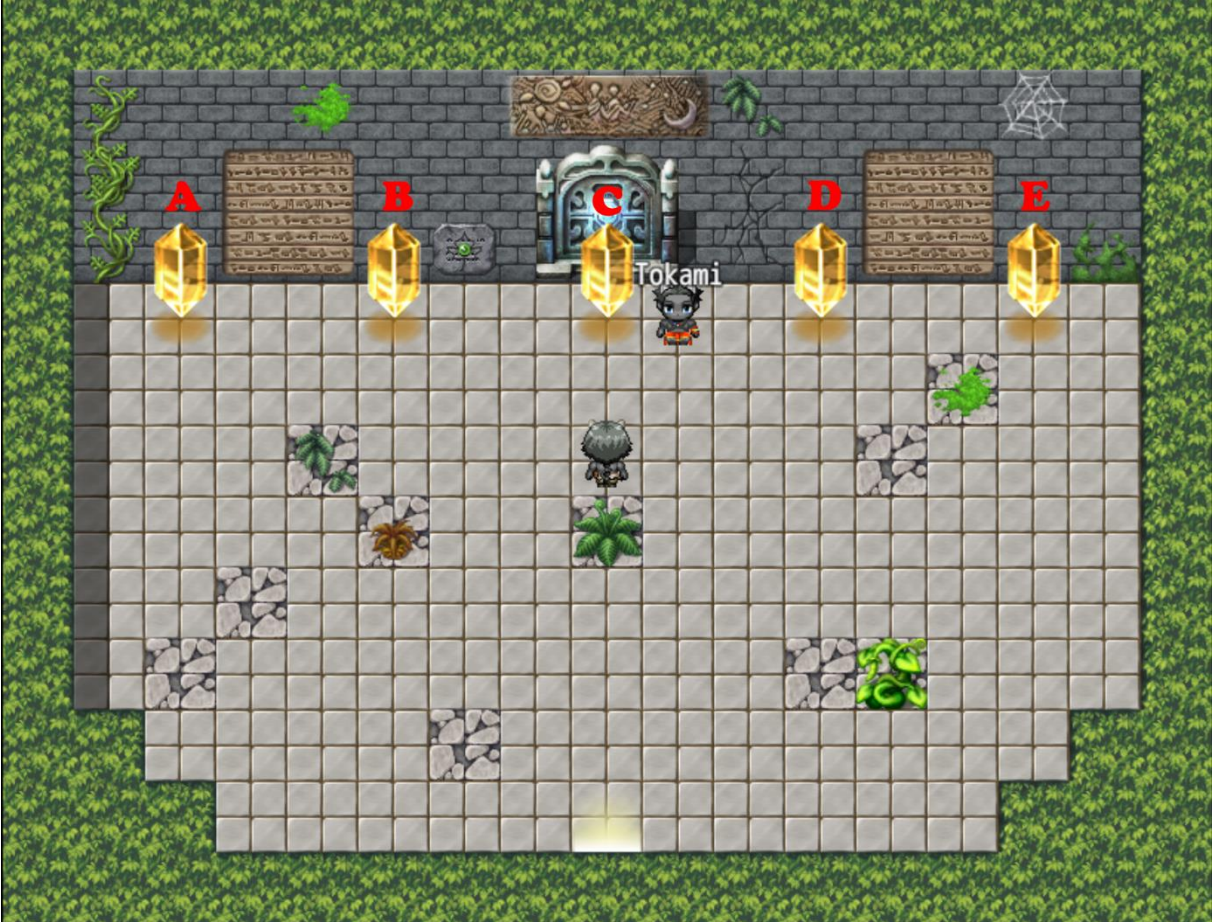


Once in the new map head towards the temple door and start the conversation with Tutumeka once you have finished head back to the temple door.



As you enter the temple speak with Tokami who will explain that your next task is to touch the crystals to turn them all red there are several ways to accomplish this below are the following combinations using the letters above each crystal to denote which should be pressed.

AABCD, BCDA, BACAD,
BDCAA, DBCAA and DCBAA.



After completing the puzzle, you will speak with Tokami where you can also save. Head round to the back of the temple and head to Fumika to start the next challenge. To be continued.

Room Service

Intro

The start of this minigame you see Hitomi looking for her belongings she decides to ring Chaos (Gianthurtball) to get some help moving and retrieving her items. Gianthurtball directs his intel leader to help Hitomi as he is currently dealing with damage control and so send an arcsizer and a hotel ID to him. Unaware that a form has escaped from his cell and has made his way into the intel communications room before the intel leader has finished up his tasks. This is where you come in.



Head east towards the white lab coats and make notes of the codes found there. Carry on going south and enter the next part of the lab.

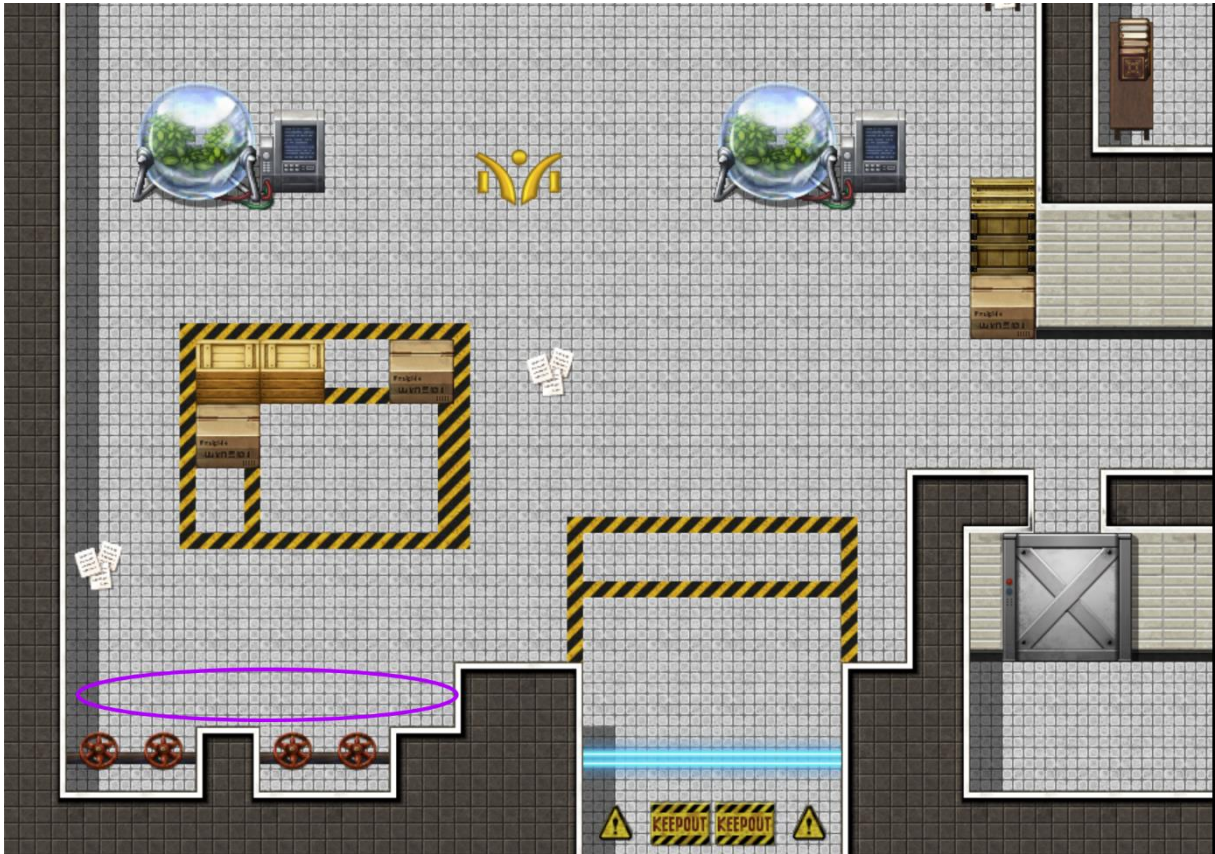


As you head into the new area, go straight to the valves on the wall and turn off the steam. This will allow you to access the switch shown in the picture below. The marked blue notes are for the door above the steam in the image below. Use the yrgyg code later as doing so now and entering the room will end in a game over for you.

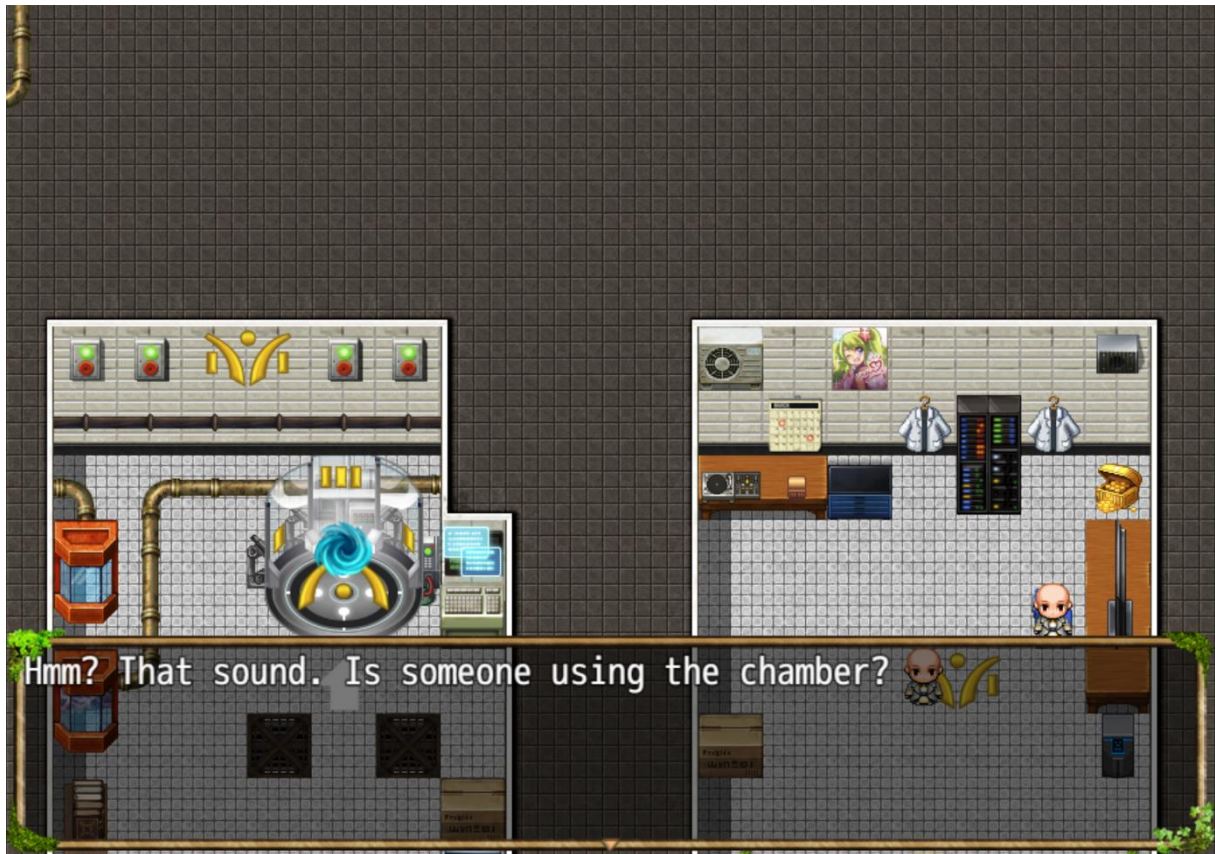


The steam marked in purple on the picture above will disappear, and you will be able to enter that small chamber to press the switch marked by the **yellow** circle and grab the Morph energy battery when you pick up the arcsizer later, this item can heal the player as well as power various doors and computers in the hotel and lab areas so use it wisely.

Once you hit the switch you will see the laser fence shut down by the other gas valves as shown in the picture below marked in purple.



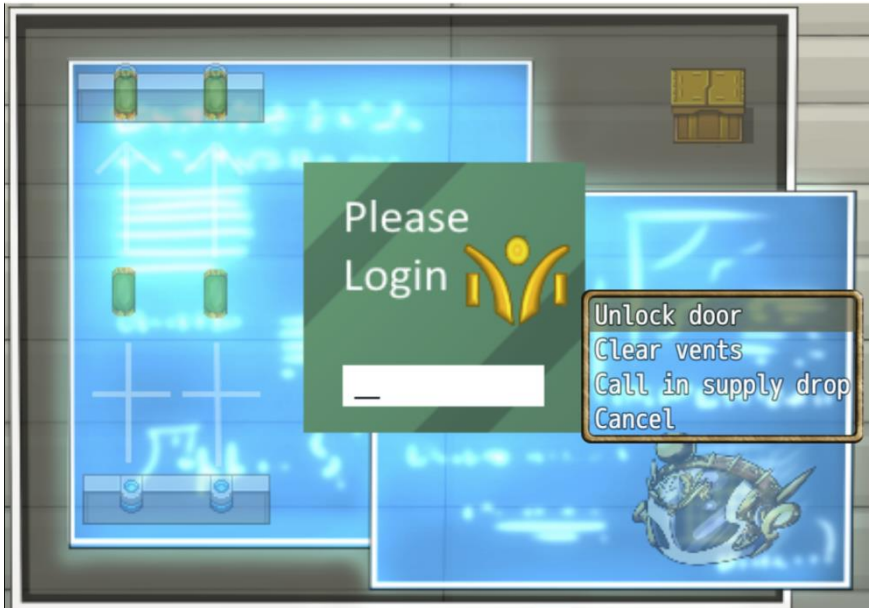
Head west to the four gas valves there, interact with them from left to right with the following values for air constituency. Nitrogen 78%, Oxygen 21%, Argon 0.9%, and Carbon dioxide 0.04%. Once you have completed this a short cutscene will play out with all four lights changing to green as shown below.



After the cutscene plays out, one of the henchmen will patrol the corridor, as shown in the picture below. Avoid this area until you send the henchmen away with the next part of the walkthrough.



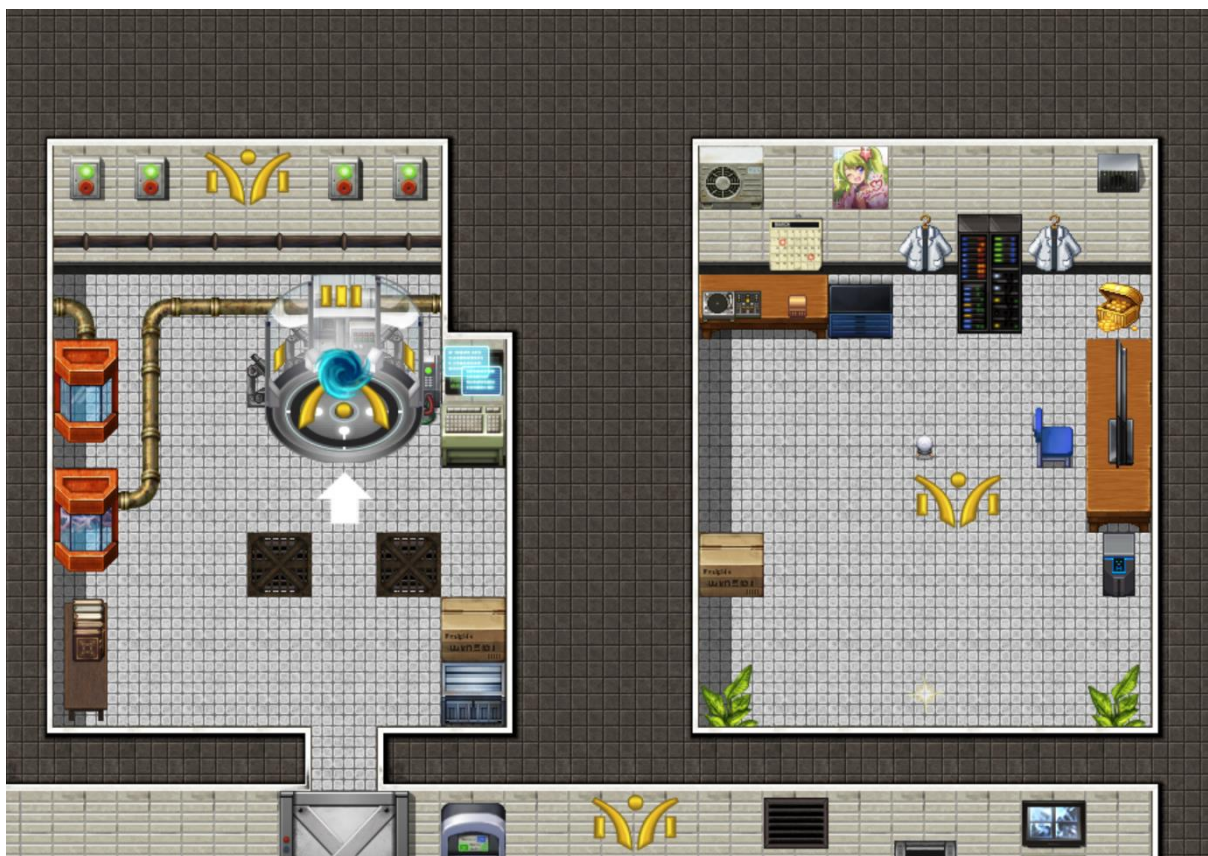
From the four valves head northeast to the computer terminal in the righthand corner and use the code from the lab coat you found near the start of the level. This will give you access to the following menu and screen, as shown in the picture below.



From this menu select, Call in a supply drop, then Clear Vents and finally Unlock the door.



When you select the unlock door function from the menu, you will see the door marked by the yellow circle will open up head there to pick up the arcsizer and an ID item for it. As come out into the corridor you will notice the henchman is no longer patrolling and no one is in the office at the end of the hall head there, and open the door using the codes found on the papers on the table.



Inside the office, there are a few items to pick up computer codes can be found in one of the lab coats along with some minigame coins in the chest. On the left on the desk is a DJ turntable using that you can start playing different music.

Head out of the office and go into the room next door with the ID you have you will be able to open the door head to the computer on the right and enter the codes found in the lab coat in the room you just left. Once you're in the menu select the first option "Change Portal To Hotel".

To be continued.