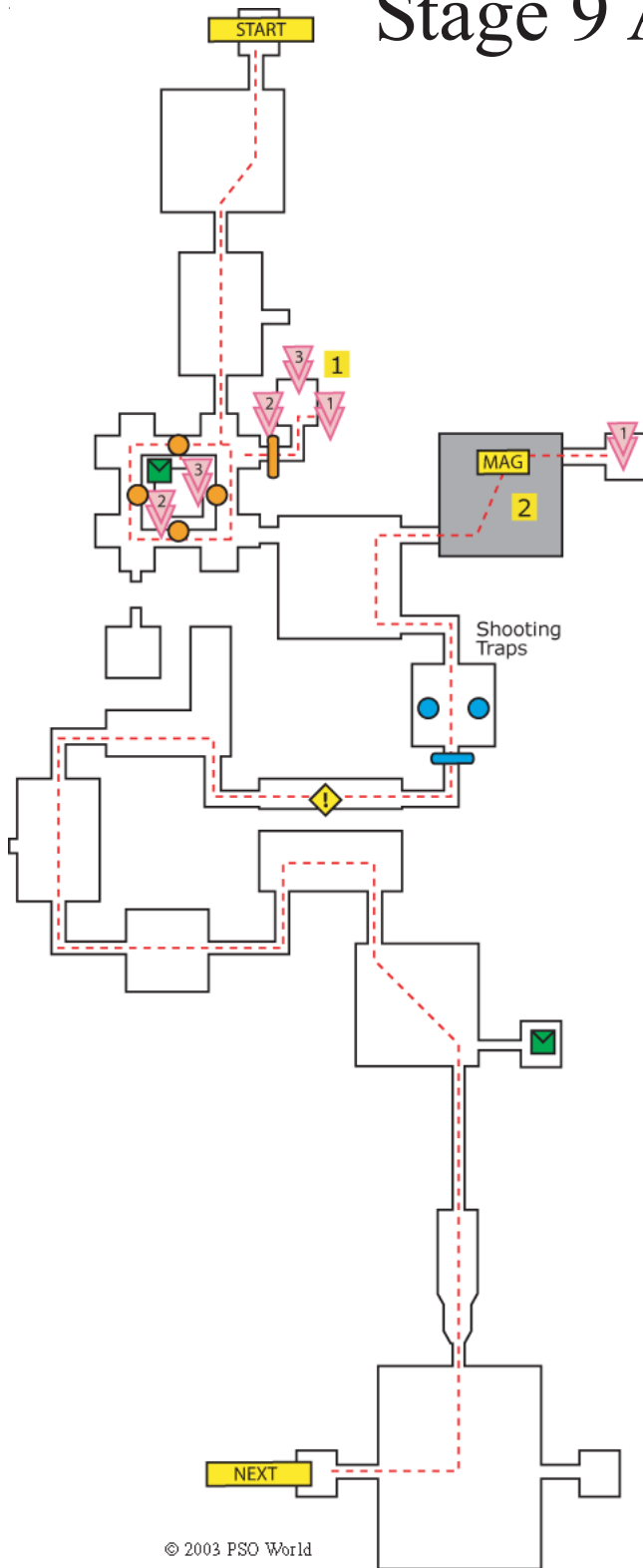
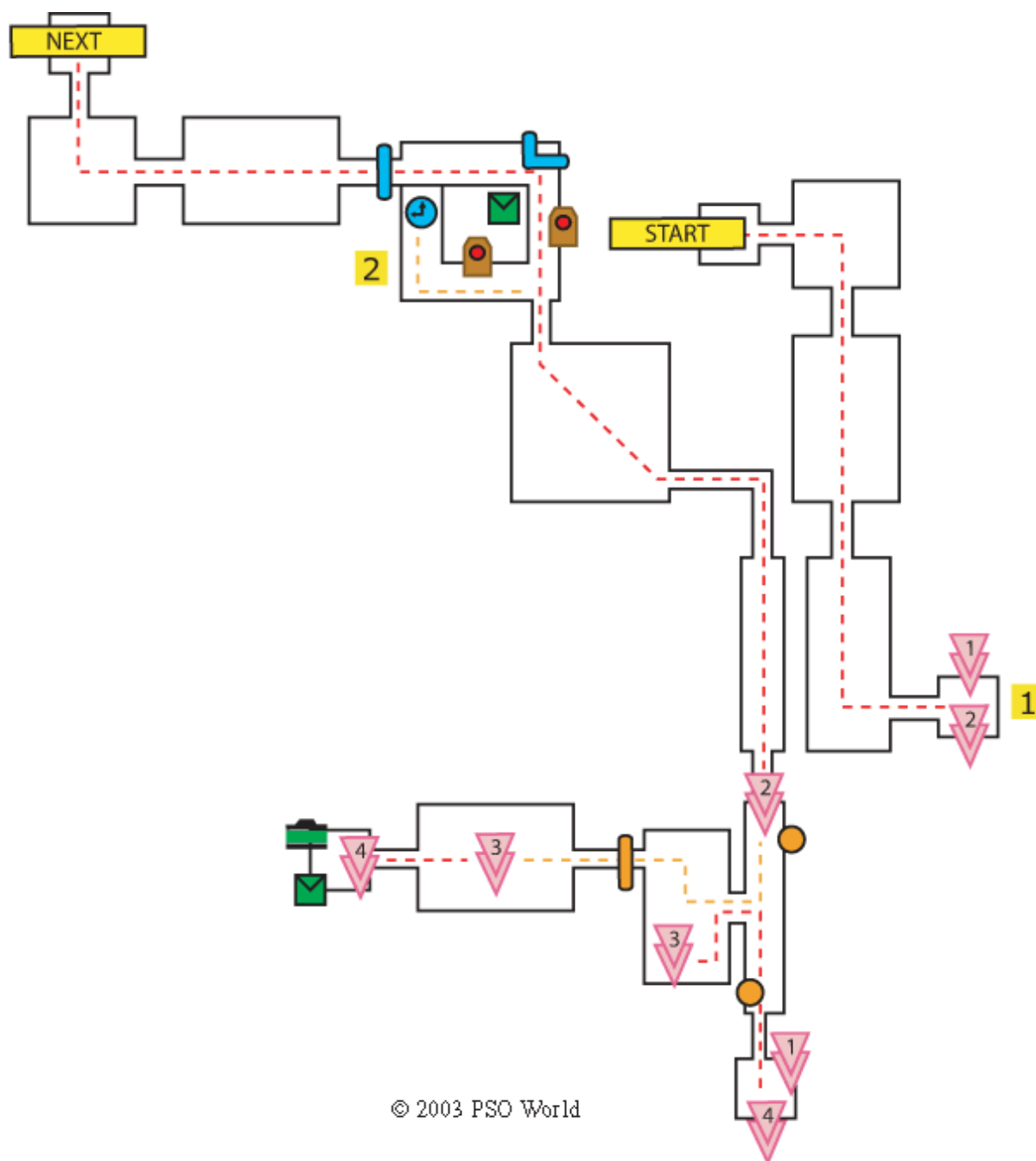


Stage 9 Area 41



1 The Force should drop a Mag here so the others can activate the light switch in the next area. The Force should take the lower-left teleport for the boxes while the others take the lower-right teleport.

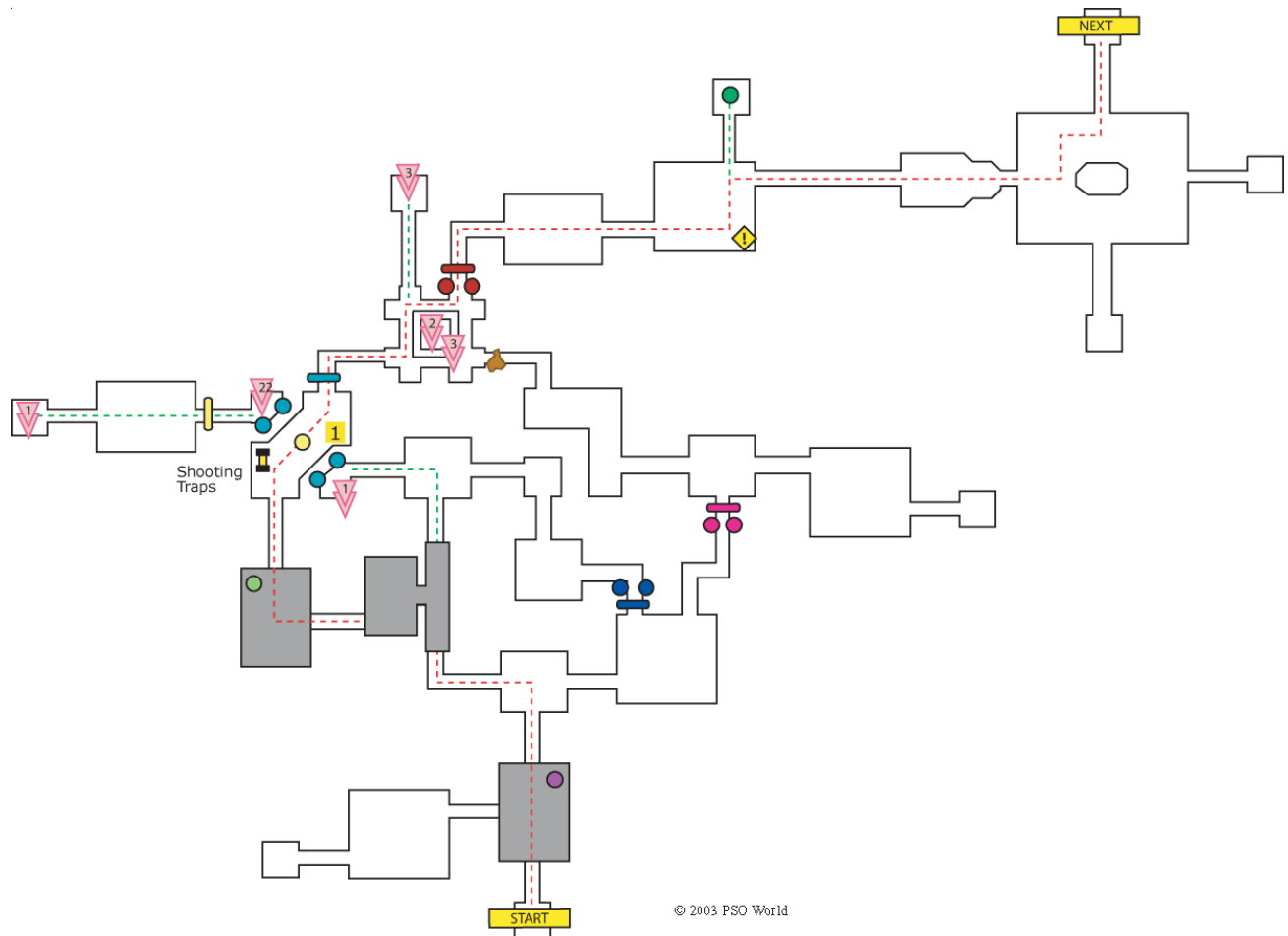
Stage 9 Area 42



1 Ideally, you'll want to have 3 player take the left teleport and 1 take the right. The left teleport will allow faster access to the next area, while the right one requires that you break through some rubble.

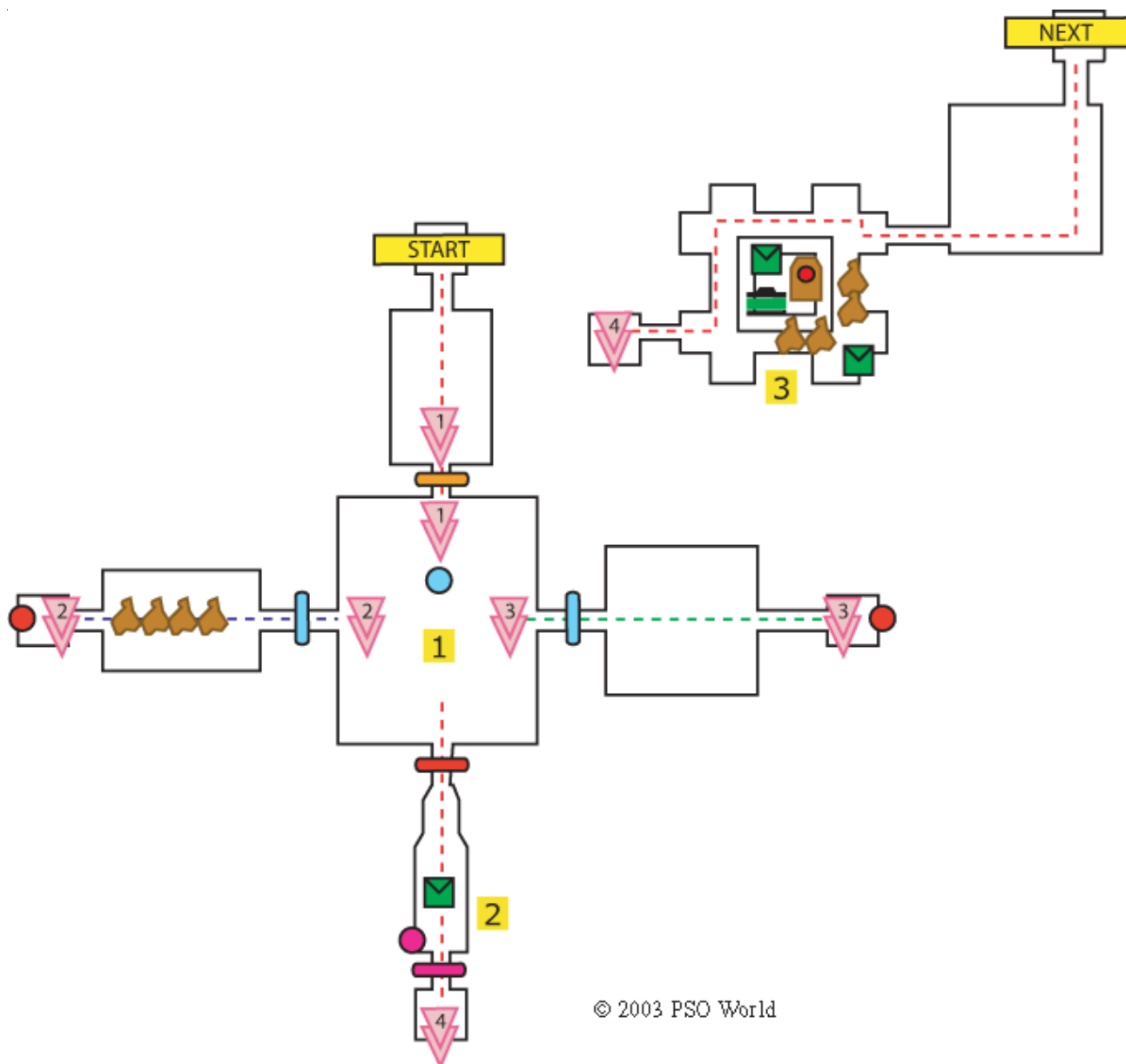
2 The teleport transport you to the middle of the room with boxes; however, taking it will also activate the foie traps present. If you're going to take the teleport, first destroy the boxes with a gun and then take the teleport so you'll have a clear shot at the traps.

Stage 9 Area 43



1 Stepping on the switch pad here will activate 4 foie traps. Be aware that a zonde trap will activate once a player activates the fourth switch. The player standing on the switch pad should move close to the locked door after the 3rd switch has been activated; this will put the player out of the zonde trap's range.

Stage 9 Area 44



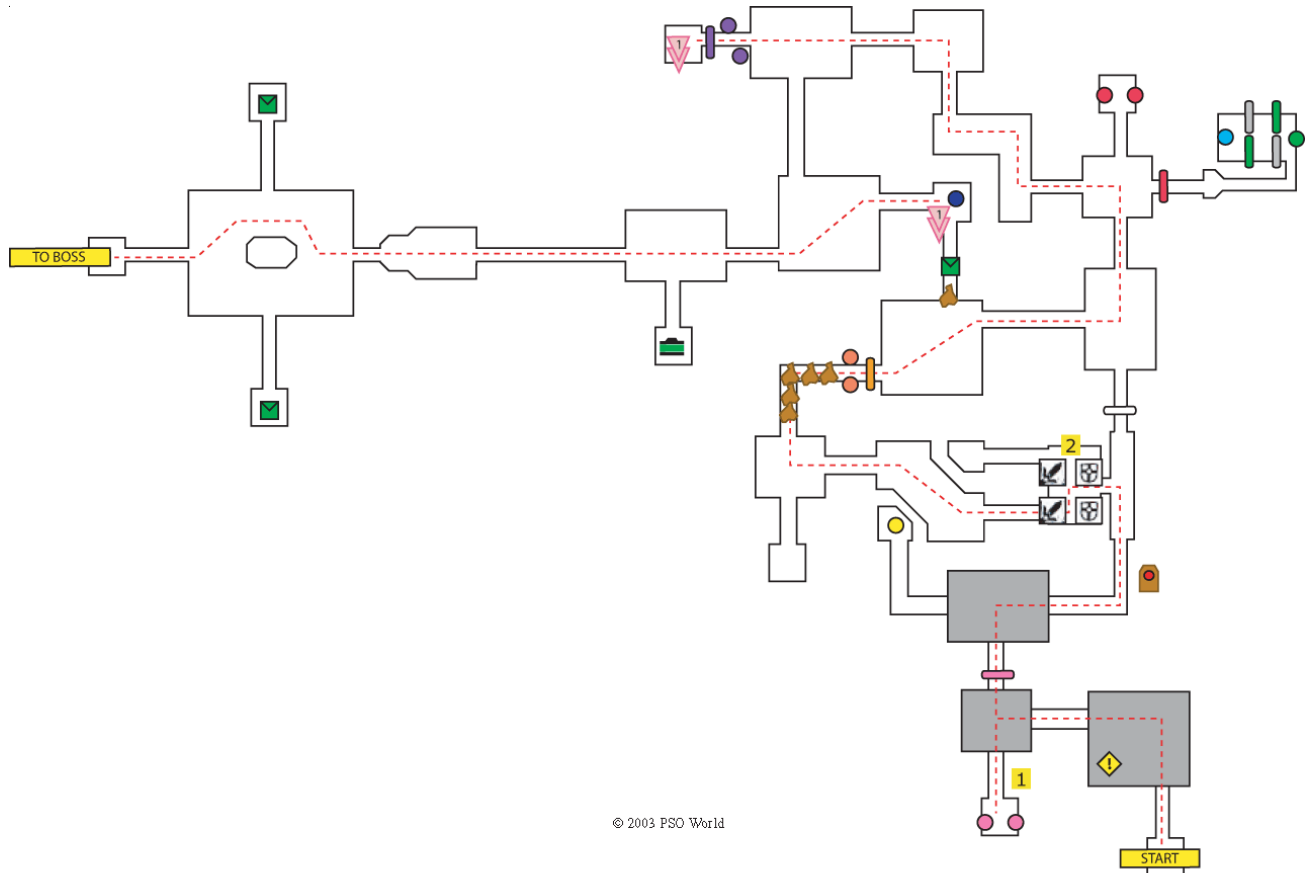
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1 1 player should stand on the switch while a player with a gun should go to the west, and 2 the other two go to the east. The player that went west should go to the east and help the other 2 after activating the switch.

2 You'll hear an error sound when you activate the switch here; ignore it. Do not activate the other switch as it'll shut off the lights.

3 Destroying the boulders will allow access to boxes; be aware that there are ceiling traps present. The boxes on the central platform are accessed by clearing the area to the north - It's probably not worth the trouble.

Stage 9 Area 45



1 Activating the 2 switches in the 3rd small room will will also activate 2 zonde traps in the previous dark room area

2 The team has to make a decision here. The four switches here require a total of 8 weapons and 8 shields. Activating each switch will also activate foie traps. Getting the required 8 weapons probably won't be a problem, but the 8 shields may be. Sacrificing a shield that you have equipped is risky, as Dark Falz can 1-hit kill a Hucast w/o any tech resistance. If you have the required number of items w/o giving up what you have equipped, take the shortcut. Otherwise, unless you have a time of under 30 minutes at this point, it's probably a better idea to pass. A great time is worth taking the risk, a so-so time isn't.

Stage 9 Area 46

Force should use Barta on the Darvants, Zonde on second form, and Barta on the third form

During the third form, everybody needs to have at least 140 HP for falz's Heaven's Punisher attack. This means that the FO needs ALL of the HP mats in the game.

HU's only need one or two dolls, give the rest to the FO.

There is no need for the FO to upgrade their resta, it just wastes TP.