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Disruptive Conflicts in Computopic Space

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A Excerpts of JackSpade's (2002) *SoM Percentage FAQ*

This FAQ is list of scenes I and some friends have found out in the game to share it with the people who want a full 100% percentage, thus they need ALL the cut-scenes from each chapter. [...] I wish to give Extra Special thanks to Yunakitty for helping me check the validity of this FAQ and supporting me with it, you are great yunakitty! Please read her Character List FAQ as well! Another special thanks to Curty who helped me find some hard to get scenes. Special credits to ichmari for finding the elusive scene in chapter 7 that everyone was looking for!"

[...]

From [14/08/01] to [19/08/01]

I finished the game at least 10 times., recorded about 263 scenes or more..a lot of questions popped into play, about scenes and the fact that you can do them in different chapters..where do these scene belong? For example: You can give Sybila the kitten in 3 different chapters, start a tab in different chapters too..but they only count towards 1..hmm..Also, I'm 92% sure that all scenes in the list counts towards a 100% Total Achievement percentage but I won't be sure until I check them out with the new procedure.."

[...]

[26/08/01]->7:45

My worst fear has come true!

I just finished Chapter 8 with 100%...and I have uncovered that the scenes are not tied with a fixed % number! Oh man, how can I explain this to you..I will try..

You see, before today, I thought that a particular scene was worth a fixed % number. Like seeing Eike dying for the 2nd time in Chapter 4 was worth 4%...but it is not so! You see, there are a certain number of scenes in each chapter, and everytime you do one, the percentage goes up, for example:

| | |
|--|----------|
| 012 .- Talk with boy: "Will you save my grandpa?" | Worth 4% |
| 013 .- Eike: "Sorry kid." | Worth 3% |
| 014 .- Talk with boy: "Are you gonna help my grandpa?" | Worth 3% |
| 015 .- The bar on fire(Inside). | Worth 4% |

If you delete the game and change a little of those scenes order like this:

| | |
|--|----------|
| 012 .- Talk with boy: "Will you save my grandpa?" | Worth 4% |
| 013 .- Eike: "Sorry kid." | Worth 3% |
| 014 .- Performer cut-scene: Getting the egg | Worth 3% |
| 015 .- Meeting the dogs..again | Worth 4% |
| 016 .- Talk with boy: "Are you gonna help my grandpa?" | Worth 4% |
| 017 .- The bar on fire(Inside). | Worth 3% |

As you can see, Scene 014 is worth 3%, no matter which scene it is. I hope someone has enough explaining skill so they can figure this out and send me a mail telling me how to explain this concept..oi... well anyway.

I won't reformat my FAQ, but I will put up a note that the numbers show there are for my game and may vary from game to game.

*Roberto Corsaro has a different and very interesting theory about this, read onward to read his theory about scene percentages.

[...]

[12/09/01]->1:02pm

Logged into Gamefaq's board and saw PS2 4 life post about the idea ichmari had about the elusive scene, and it worked! Chapter 7 is at 100%! I'll submit the update soon and afterwards.

[...]

Here's Roberto's Theory on scene's percentages:

"I think they are not integer values, but that there's a hidden decimal that might lead to apparent incongruence in scoring when the scenes are played in a different order ("if for instance, and this is just an example" ^_^ we have two scenes worth 3.5 point and the game approximates 0.5 to 0 *when displaying scores*, the first played would be 3 points worth and the second one would be 4 points worth).

Now, let's come to the Prologue.

When you have unlocked the Extra game, you have to play the normal game once more (by answering "am I dead" and "who's there?") to unlock a scene worth 3 point (and this should lead you to reach 100% in Total Achievement too). Then this:

*****MDS*****

-Curty -[2] .- Time runs out with the stone: "You'll have to work harder"

*****+*****+*****+*****+

This only occurs when time runs out twice.

B Excerpts from Gene's (2002) *Rez Secrets FAQ v1.2*

3) Unlocking Secrets

There are many secrets to be unlocked over time. Most of them require that you complete a certain task. However, some of them are unlocked over time.

3.1) Completing the game

There are five areas in the basic game. Only four areas are selectable at the start. You must unlock the fifth area. After completing the first four areas, you will unlock Score Attack for each area. After completing the fifth area, you will unlock Beyond Mode (Lost Area), Beyond Mode (Direct Assault) and Score Attack Area 5.

3.2) Unlocking Secrets

Here is the list of the secrets and how to unlock them. Each one must be played in a certain mode. Play mode means the regular Play mode accessed from the main menu. Other secrets are unlocked from Score Attack and Direct Assault.

Play Mode

| | |
|---------------|-----------------------------|
| Unlock Area 2 | Clear Area 1 (Play mode) |
| Unlock Area 3 | Clear Area 2 |
| Unlock Area 4 | Clear Area 3 |
| Unlock Area 5 | Clear Area 1-4 (100% Clear) |

Score Attack Mode

| | |
|---------------|--------------------------|
| Unlock Area 1 | Clear Area 1 (Play mode) |
| Unlock Area 2 | Clear Area 2 |
| Unlock Area 3 | Clear Area 3 |
| Unlock Area 4 | Clear Area 4 |
| Unlock Area 5 | Clear Area 5 |

Beyond Mode

| | |
|-------------------------------------|--|
| Unlock Direct Assault - Normal | Clear Area 5 (Play mode) |
| Unlock Direct Assault - Ambient | Clear Direct Assault - Normal (or once) |
| Unlock Direct Assault - Punk | Clear Direct Assault - Ambient (or twice) |
| Unlock Direct Assault - Oldschool | Clear Direct Assault - Punk (or 3x) |
| Unlock Direct Assault - Psychedelic | Clear Direct Assault - Oldschool (or 4x) |
| Unlock Direct Assault - Trance | Clear Direct Assault - Psychedelic (or 5x) |
| Lost Area | Clear Area 5 (Play mode) or Play time over 5 hours |
| Trancemission | Rank 1st (Lost Area) |
| Boss Rush | Area 1-5 Shot down > 95% |

Beyond Mode Options

| | |
|---------------|---|
| Player Select | |
| Zero Form | Unlocked with Second Form |
| Second Form | Any Area Shot down 100% (Play mode) / Play time over 5 hours |
| Third Form | Any 2 areas Shot down 100% (Play mode) / Play time over 6 hours |
| Fourth Form | Any 3 areas Shot down 100% (Play mode) / Play time over 7 hours |
| Fifth Form | Any 4 areas Shot down 100% (Play mode) / Play time over 8 hours |

| | |
|--------------------|---|
| Final Form | Any 5 areas Shot down 100% (Play mode) / Play time over 9 hours |
| Morolian Form | Area 1-5 Shot down, Item capture 100% (Play mode) / Play time over 10 hours |
| Immortal | Clear all Direct Assault modes |
| Beam Type 1 | Clear Score attack more than 5 times |
| Beam Type 2 | Clear Score attack more than 10 times |
| Beam Type 3 | Clear Score attack more than 15 times |
| Beam Type 4 | Clear Score attack more than 20 times |
| Beam Type 5 | Clear Score attack more than 25 times |
| Beam Type 6 | Clear Score attack more than 30 times |
| Overdrive Infinity | Rank 1st (Boss Rush) |
| Camera View | |
| Near view | Rank 1st Area 2 (Score attack mode) |
| Far view | Rank 1st Area 3 (Score attack mode) |
| Dynamic view | Rank 1st Area 4 (Score attack mode) |
| First Person view | Rank 1st Area 5 (Score attack mode) |

C Excerpts from iamradiox's (2008) *Rez - Complete Game Guide*

Secrets:

 -There are different boss fight forms. Tera, Giga and Mega (Tera being the hardest and Mega being the easiest). If you shot down more than 98% of the enemies before a boss fight on any level on any mode, you will fight the Tera form. Also, on Score Mode, that form will give you much more points. For the Giga form, you must get a little less percentage than that and even less for Mega. Sadly, I don't know the exact percentage to get those two forms.

-On the DreamCast version, there is a line under the name Rez displayed on the VMU (Virtual Memory Unit). If you look at it while listening to any song (in the menu or in the game), it should pulse at the song's beat.

-A screensaver fonction appears when you leave the game on the pause menu for five minutes or more.

-Here's the text displayed during Area 5:

"A great prosperity came, as life conquered even the highest mountains...
 Mass extinctions came wave after wave...
 but empty niches always quickly refilled...
 to once again prosper, grow, and reproduce...
 Someday the next great emigration will occur...
 as we leave this existence looking for another...
 The journey will begin anew...
 I hold within me all the memories that have passed...
 Who am I..."

D List of Examples

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