

from them, and what are you supposed to do while playing each of them.

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=====
= a) FREE TURN [EVA03a] =
=====
```

This is the main phase of the game. Here you can interact with other characters, perform all sort of actions (eat, drink, sleep, study, go to WC, take a bath...), visit different locations, do a little hacking, create a Card, train your Skills, etc... Some characters may perform unique actions in their own Scenarios.

The menus surrounding the screen where the action takes place will look something like this in Free Turn:

```
-----
|CLOCK / DEFCON          STATS OF OTHER CHARACTERS |
|                                                              |
|                                                              |
|                                                              |
|                                                              |
|                                                              |
|                                                              |
|                                                              |
|                                                              |
|              (AVAILABLE COMMAND) |
|                                                              |
|YOUR A.T. .... |
| ..... YOUR IMPULSE |
-----
```

Clock shows the in-game time. DefCon (Defense Condition) marks the proximity of the next attack. The Available Command is a text box that will appear when you are near to something you can interact with, stating the main action/s you can perform if you access the Commands Menu. The A.T. and Impulse bars are very important for your progress with the game (check further details about them in the "Character Parameters" section). In the top right corner, you will see the names of the characters that are present at the current scenery, their A.T. and their IMPULSE.

You will start a day in your bedroom. From here you can do whatever you want. However, you should try to keep your Status parameters (Hunger, Thirst, Fatigue, WC and Cleanliness) at a high value (green bar). Also, be careful: your A.T. shouldn't drop too low. Watch your Impulse: it is meant to pay for certain actions and dialogue commands, but Pilot Characters will also use it in Combat, so try to keep it balanced for them. (You may check more info about all these concepts in the "Character Parameters" section.)

While you are walking around, time will go by rather quickly (not in real time: 1 minute will go by after every second, more or less). In-game time is shown in the clock of the top left part of the screen. When performing an action, talking or even travelling from place to place, certain time will also go by. When it's late in the night, you can go to bed. If you don't, after some time going around, your character will auto-return to his/her bedroom (the exact hour when this happens depends of the character), and then the screen will turn black for a few seconds. A new day will then begin and your A.T. and maximum Impulse can vary (raising in most of cases), depending on your actions from the previous day. The more actions/dialogues/tests you did, the more likely that your Impulse will be increased a lot.

Your character determines: the places you can access (e.g non-NERV staff cannot travel to NERV Headquarters, non-students cannot go to High School, etc), the actions you can perform, your starting relationship with every other character, the items you can buy, your starting money...

In case you don't know Evangelion, this the classification of characters, so you have a better orientation of what they can and can't do while in free turn:

-Students: Shinji, Rei, Asuka, Touji, Kensuke, Hikari, Kaworu.

-NERV Personnel: Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji.

-EVA Pilots: Shinji, Rei, Asuka, Touji (Pilot), Kaworu.

Although it's a good idea to have a daily routine, it's not necessary. If you are Shinji, the logical day would be: breakfast at Misatos' Apartment, then studying at school until 3p.m., then going to NERV until night. All this while interacting with other characters, improving your skills and keeping your Status O.K. But you could also not visit NERV for the whole day, for example.

Besides the day-by-day structure, the game is also divided in chapters. Each chapter represents the time preceeding an Angel attack There are five blue spheres in the top left corner of the screen, next to the clock. As time goes by, they will go turning red. When the five of them are red, a cutscene will happen showing the attack of an Angel, and the Battle phase will then begin (check the next subsection for further information). Once the Battle phase ends, you will be able to Save your game and a new chapter (and a new day) will begin.

There is not actual target in the game, but to reach the end of the story for each character, thus clearing the Scenario if you meet certain requirements that will vary in each Scenario. Being in good terms with everyone, improving your Skills, and having good care of your Status will make it easier to clear a Scenario with the best ending, but you can still get a good ending at some Scenarios if you play the game without having too much care of your skills and Relationships (while others will be impossible to clear if you don't).

Sometimes in the "Free Turn", some events and cutscenes will happen. Some of them will be keyscenes of your character Scenario, and many of them will happen thanks to your performance through the game. Most of them are determined by the "Modes" (Serious, Familiar, School...). The present Mode you are on will be hinted by the title screen at the beginning of each chapter, and it's a consequence of your acts (e.g: doing a lot of Hacking will mostly activate the Serios Mode, etc). Each Mode also affects several things: your status gains/losses, your mood, the commands and actions, the cutscenes and events that can happen, etc...

As you can see, the game and its parameters are very complex, with a wide variety of elements and variables. We could even say that "everything affects everything". It's almost impossible to control all the stats, parameters and variables that affect your Status, commands and Relationships. But that's why the game is so rich: every time you play, it's different.

```
=====
= b) BATTLE TURN [EVA03b] =
=====
```

After the all the Spheres from the DefCon (Defense Condition, the blue spheres next to the clock) have turned red in the Free Turn, the action will stop, some alarms will ring and thus the Battle Turn will begin.

Only the Scenarios of the EVA Pilots and Misato have this phase in full. Whenever an Angel attacks, the Scenarios of every other character will show a short briefing, told by Misato, with static pictures of the battle and info about its results.

The EVA Pilots will have to defeat the enemy instead. After an introductory sequence of the attack, the action takes place in a 2D map, with different icons representing the EVAs, the enemies and the support facilities that may be featured in the battle field. You control the icon of your EVA unit, introducing several commands. The Battle Commands Menu will show different options depending on your position and the elements around. You may only attack your enemy when it's in the range of your weapon or of your close combat attacks. When you attack or are attacked, a spectacular 3D sequence of the battle will be shown.

In the top part of the screen, the enemy life bar will be shown, while on the bottom part, the EVA unit life bar and the Synchro of its Pilot will be shown. Your primary target is to reduce the life bar of the enemy to 0 before it reaches the Geofront or NERV Headquarters. If your EVA unit become destroyed, the game will end.

In Misato's Scenario, you won't have a direct control over the EVA units. You will choose their equipment and initial positions instead, and once the battle begins, you will give orders to the Pilots. The target is to reduce the enemy's life bar to 0 anyway.

After the Battle Turn ends, you will be given a report of the results and then you will be able to save your game. A new chapter will then begin. Your character's Impulse bar will be restored, and the A.T. may also vary.

There are some special battles with a different methodology, and even some of them may be interactive even in non-Pilots and non-Misato Scenarios. For further explanations of this phase, and strategies to win the enemies, check the "Battles" section.

```
=====
= c) SCENES [EVA03c] =
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```

Scenes are a set of static pictures, with music, voice-overs and text that develop the story. They can happen in Free Turn when you enter a new location or during Sleeping Time, but they can also appear in the middle of a Battle.

There are two types of scenes: Key scenes and Random scenes. Key Scenes tell the main story of each Scenario and are unique to it. They must be activated to watch its best ending. You must meet certain requirements before a Key Scene is activated: possessing an object, meeting someone, visiting a concrete location, having a minimum value of A.T. or Skill, etc. On the other hand, Random Scenes can happen in any Scenario, but they won't necessarily be activated. They are short scenes from the series and also many alternate events; but they don't belong to the main plot of the Scenario. Depending on how you play, your character's stats and many other things, some scenes may be activated (but always with a random factor). Getting special weapons and facing certain Angels require to activate some Random Scenes before. Random Scenes are great because they provide the game a lot of variety.

An introductory scene will also play before every battle (and sometimes after too).

Note that Shinji's first Scenario only has Key Scenes.

```
=====
= d) PULSES [EVA03d] =
=====
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This is an exclusive addition for the PSP version of the game. It's not a game phase, actually, but an interactive event during the Free Turn phase. To increase a Skill, or even to perform some other actions like hacking, you will be transported to the a new screen, where you need to pass a test by correctly pressing a fast sequence of 10 buttons. If you fail to press the correct button, the Pulse ends.

There are two types of Pulses. You can check the type of Pulse in the top right corner of the Pulse Screen.

```
-----
- EFFICACY JUDGE -
```

```
-----
```

You will get a reward depending on how many successful inputs you perform. The higher inputs you perform, the higher reward you will get. When raising Skills, the growth will moslty vary from +0 (no successful input) to +6 (10 successful inputs). Failing it may only harm your A.T. value and current mood. A perfect score of 10 inputs will be expressed with a "Perfect!".

```
-----
```

```
-----
- SUCCESS OR FAILURE -
```

```
-----
```

You will only get the reward if you successfully input the 10 buttons. Failing this Pulse can even lead to a Game Over (in events like Magma Diver), and it may also harm your A.T. value and current mood. A perfect score of 10 inputs will be expressed with a "Success!". The name of this type of Pulse will be shortened to "S/F PULSE" in other sections.

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```

In the middle of the Pulse Screen, there will be a green area. A random series of three horizontal rainbow-coloured bars will be crossing it. They are the Triangle, O and X bars. You have to press the button (Triangle, O or X) when its corresponding bar is being filled and its edge is within the green area. If you are too quick or too slow, you will fail and the Pulse will end. This is quite a hard process, as the bars will be filled at random speed, so there's no actual pattern to predict. Also, note that sometimes, a bar will be filled for a short time without reaching the green area. Don't press any button or you will fail the Pulse: it's just a distraction. Once a Pulse ends, you will be told its results, and the Free Turn phase will continue.

The width of the green area and the speed of the bars (in other words, the difficulty of the Pulse) will be based on your current A.T. (always) and also other Skills or Parameters, which will vary depending on the type of pulse you are undertaking. E.g.: Misato's Homework Pulse is based on her Work Skill, and Pen-Pen's Take-Off the Coupon Pulse is based on his current WC value. When a Pulse is not based on one given Skill or parameter, it will be affected by your current mood.

Once you raise a Skill up to its maximum value (99), the corresponding "Raise Skill Pulse" will disappear from the available commands.


```
=====
= e) CONTROLS [EVA03e] =
=====
```

```
-----
- FREE TURN -
```

```
-----
D-PAD: Walk (Slow) / Move between menu Options
ANALOG PAD: Walk (Fast) / Move between Menu Options
TRIANGLE: Open System Menu
O: Open Commands Menu / Accept Command/Option
X: Cancel / Skip
-----
```

```
-----
- BATTLES -
```

```
-----
ANALOG PAD: Move your EVA Unit / Move the pointer around
TRIANGLE: Map
O: Open Battle Commans Menu / Accept Command/Option
X: Cancel / Skip
-----
```

```
-----
- BATTLES' MAP -
```

```
-----
ANALOG PAD: Move the pointer around
TRIANGLE: Go to National Air Force position
O: Check Status
SQUARE: Switch between EVA Units positions
X: Cancel / Exit
-----
```

```
-----
- SCENES -
```

```
-----
O: Next
X: Skip
-----
```

```
-----
- PULSES -
```

```
-----
TRIANGLE: Input
O: Input
X: Input
-----
```

```
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
```

```
04. MENUS [EVA04]
```

```
This section will cover the most important menus that you will find through the
```

game, their options and their utility. Remember that in japanese games, you accept with the O button, and you cancel with the X button.

```
=====
= a) START MENU [EVA04a] =
=====
```

This is the first menu you will encounter when you start playing.

```
-----
- START MENU -
```

```
-----
Scenario Selection
Data Load
Options
Watch Mode
-----
```

Here are the explanations of the utility of every option:

SCENARIO SELECTION: lets you start a new game by selecting the Character Scenario you want to play. Up to 18 Scenarios can be unlocked, and you will easily identify them thanks to the character portrait and his/her name in western text. Complete Scenarios (with the good ending) will be marked with the smiling portrait of the character and its text box in blue.

DATA LOAD: used to load your saved game from the Scenarios that you already played. You can save up to 18 different data.

OPTIONS: lets you change some parameters of the game. When you exit this menu, select the first option to save the changes and the second one to restore the default modes.

```
-----
- OPTIONS MENU -
```

```
-----
Timer Speed
  -Fast
  -Normal
  -Slow
Characters' Graphs
  -On
  -Off
Voices
  -On
  -Off
D-Pad
  -Movement
  -Like Triangle / Square / O / X buttons
Exit
  -Save changes
  -Don't save
-----
```

WATCH MODE: lets you enter in a mode where you can't control the character that you select, you will just watch the AI playing and interacting with the other characters. It will appear after you finish at least one Scenario (even with a bad ending). Although it's a pretty useless mode, you can watch certain angles and sections of some sceneries that wouldn't appear in the main game. I haven't checked if there's any time limit or completion in this Mode.

```
=====
= b) SYSTEM MENU [EVA04b] =
=====
```

As its name says, this menu is accessed when pressing the Triangle button while playing (except in combats). It can even be accessed from the Map Menu. Note that not every option from this menu can always be accessed.

```
-----
- SYSTEM MENU OPTIONS -
-----
Status
Relationships
Secret Files
Tutorial
Options
Back To Title
Data Save
-----
```

Here are the explanations of the utility of every option:

STATUS: lets you know about the status of your character. Due to its complexity, it is further covered at the "Character Parameters" section.

RELATIONSHIPS: used to know about the relationship between two characters. Learn more about this at the "Character Parameters" section.

SECRET FILES: lets you read all the secret files you have unlocked so far. They cover important aspects of Evangelion's plot.

TUTORIAL: lets you access the tutorials of some gameplay elements.

OPTIONS: the same as the "Option" from Starting Menu.

BACK TO TITLE: exit the Scenario and return to the start screen (select first option to stay, second one to exit)

DATA SAVE: save your game through this option. (Only accessible if you're in the Map Menu.)

```
=====
= c) MAP MENU [EVA04c] =
=====
```

This menu is where you choose your next destination. It is available whenever you exit a scenery. Select a place from the list and press O to access it. This menu is divided in two sections: Neo Tokyo-3 and NERV. The first options of each list are not sceneries actually, but an option to travel to the list of NERV or Neo Tokyo-3 places.

They appear listed in the same order as in the map menu. However, not all the places will always be shown in the list where you select your destination. This will be fully covered in the 8th section of this guide, "PLACES". Check it for further details about every scenery.

For each place, you will be given a list of symbols informing about the basic

services available here (EAT / WC / DRINK / BATH / VENDING MACHINES / SLEEP) and also the avatars of the characters who are currently visiting this place ("stayers").

- NEO TOKYO-3 CITY PLACES -

Go to NERV Headquarters
Misato's Apartment
Convenience Store
High School
Rei's Apartment
Park Of The Hill
New Hakone Yumoto Station
Home
Ruins

- NERV HEADQUARTERS PLACES -

Go to Neo Tokyo-3 City
Primary Command Room
Chief Commander's Official Orders Section
Misato's Paperwork Section
Ritsuko's Development Section
Kaji's Individual Section
Public Canteen
Vending Machines Corner
NERV Public Baths
Central Dogma
Shooting Lessons Training Place
EVA-00 Cage
EVA-01 Cage
EVA-02 Cage
EVA-03 Cage
EVA-04 Cage
Board Staff Chambers
Personnel Chambers
Pilots Chambers

=====
= d) COMMANDS MENU [EVA04d] =
=====

This menu can be accessed while pressing the "O" button in the main game. It's the "action menu", so to speak, as you will select every action from here. Plenty of options may appear in this menu, depending on your position, the place you are at, who is/are near you, etc. Both Actions and Dialogue options appear in the Commands Menu.

A basic Commands Menu (when standing far from anyone and anything, and without holding any special item) would look like this:

- COMMANDS MENU -

-Items
-Idleness

However, when there is someone or something near you, after certain events have happened, when you hold a phone or other objects, etc... there will be far more commands available. Something like this:

- COMMANDS MENU -

-Interact with objects/places (Several options possible)
-Dialogue Commands (Several options possible)
-Items
-Cheer yourself up (A.T.: 35+ / IMP: 020)
-Use the phone to track someone's whereabouts
-Idleness
-Labyrinth of the Heart (IMP: 080)

Whenever you get close to a place or an object that you can interact with, you will see the main action that you can do inside a text box located at the bottom right corner. In such case, open the Commands Menu with "O" button and the action will mostly be the first command there. (E.g. when being near a fountain, the command to drink water from it will appear; when you are next to a table of the Dining Room, the command to have a meal will appear, etc.) As you see, this tends to be rather logical.

The dialogue options also appear in this menu, but they are far more complex. For a dialogue command to appear, you need to be at a close distance from another character. If you are at a medium distance and access the Commands Menu, an option to observe the other character may appear. If you are too far, no dialogue option will appear. The dialogue commands are wide and they depend on the characters, their past actions, their relationship values, their parameters, their emotions, etc. When you talk to someone, he or she will reply, and then a dialogue will be set, where both of you will reply or react with several dialogue commands. Have fun experimenting with the almost infinite dialogues options. For more information about dialogues, check the next subsection, "Dialogue Commands".

But, despite of the wide possibilities of the Commands Menu, there are two options that will always appear (located generally at the bottom of the list), Items and Digression:

ITEMS: To check the list of items you have. They are listed in order of obtention: the last item you got, will be the last in the list. Pressing "O" when having selected an Item, will open its explanation. Press "O" in the first option here to use it (it will only have effect if it can be used) or select the second option to drop the Item. If you want to leave without using or dropping it, press X.

DIGRESSION: Your character will take a short break while thinking about random events. A little Impulse or A.T. recovery is also likely to happen. Digressions can later be commented with other characters when talking to them.

It's possible that sometimes, an option to cheer yourself up (A.T.: 35+ / IMP: 020) will appear between Items and Digression, and it will usually raise your A.T. a little bit.

At the beginning of most Scenarios, after interacting with someone for the

first time, a command will appear at the very bottom of the list: Labyrinth of the Heart (IMP: 080). Choose it to watch your character analyzing himself like in the two last episodes of the original series. The purpose of this option is still unclear to me, and I don't know for sure why, when and how many times can it be activated. (I suspect that choosing this option in some Scenarios, may activate a special ending, but will prevent you from getting the good ending needed to complete the Scenario.)

Note that holding certain items or events can make appear new commands in this menu, thus changing the usual order of the other commands. E.g.: the mobile phone will introduce a new option between the Items and the Digression commands, used to track other characters' whereabouts.

Other interesting commands are those that let you exchange objects with another character. If you are at a close distance from someone, and your Relationship is not too bad, three commands will appear in the Commands Menu, just before the "Question about Classified Information" and "Items" options. They will be: "Show an Item", "Ask for an Item" and "Exchange Items". (More info about them at the next subsection.)

When you're next to a wall and in bad mood, an option to punch it may appear (A.T. 45- / IMP: 030). In such case, it will be the first option.

When, for any reason, you can't choose a certain command, it will not appear in the list or it will be listed, but shaded in grey letters. Not having enough A.T. or IMPULSE can be two of the reasons.

These are just a few examples of all the commands that may appear throughout the game. You can check more info about the commands available at each scenery in the "Places", or also read further details about the dialogue commands in the next subsection.

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=====
= e) DIALOGUES [EVA04e] =
=====
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The dialogue options appear in the Commands Menu when you're next to a Character, and they allow you to set a conversation with him or her, thus helping to develop your Relationship, getting new Items or even useful information. When you talk to someone, he or she will reply, and then a dialogue will be set, where both of you will reply or react with several commands. Once the conversation ends, the Relationship graphic will appear to show how the relationship has progressed. Have fun experimenting with the almost infinite dialogue options, and enhance your relationship the better that you can!

Dialogues play a large role in this game, so it can be difficult to play without knowing what are you saying or what they are replying to you. This is why I'm dedicating a subsection for the Dialogues, separated from the Commands. I will list here the main options that will usually appear in the commands menu that let you set a conversation, so you're not too lost when selecting them. However, these are the principal options; new ones may appear depending on who you are, who you talk to, previous events and conversations, certain items you are holding (such as briefings or documents). As you see, dialogues can be very complex.

The dialogue commands are wide and they depend on many things. What's worse is that even the "good" dialogue options, may harm your relationships values depending on the A.T. & mood of both you and who you're talking to. Previous

events & conversations may also affect the conversation flow. As a general advice, I recommend not to talk to someone with very low A.T. (25-) or with very low Impulse (as he or she will not be able to choose "good" replies that require some Impulse cost, so they will have to choose the worse ones). However, sometimes you MUST talk to someone (e.g.: to raise his or her A.T.); in this case I recommend you to use commands like showing an Item to give it as a present (and keep your fingers crossed, hoping that they accept it).

Remember that when you're at far distance from someone, you can't talk to him or her. When you're at a medium distance, you can observe and (once per day and person) greet him or her, but not talk. When observing someone, you may later choose the type of observation (e.g: Interest / Curiosity), the first option will usually be the best one in developing your relationship.

You can't talk to someone when he or she is already doing an action or talking to another person. In this case, sometimes you may still interrupt the conversation (A.T.: 45+ / IMP: 004). You will know what is someone doing, by checking the bottom right part of the screen, inside a text box next to his or her avatar. If nothing appears there, that person is "free" and you can start a conversation.

If you can start a conversation with two different persons at the same time, after choosing the dialogue command, you will be asked the character who you want to talk to.

Also note that sometimes, the dialogue will be started by the character controlled by the computer, not you, and then you will be the one replying. When replying usually the first option, and/or the one with the most IMPULSE cost will be the best one, but there are many exceptions to this. There's a reply with an Impulse cost of 012 that replies with a little laugh, and it's usually very positive; use it when you're not sure about the others.

When, for any reason, you can't choose a certain command, it will not appear in the list or it will be listed, but shaded in grey letters. Not having enough A.T. or IMPULSE can be two of the reasons.

Try to memorize the effects of the many commands, soon you will learn which ones will have a positive effect most of the time. There's always some logic behind them. For example: commands like "Go to NERV/School together" or "Do Homework together" will help to develop your relationship with someone, but the other person may still refuse your proposal if the relationship or his/her mood are too low.

Remember that the commands "Items" and "Digression" will always be the last ones from the commands menu, despite of the Dialogue options available, while the available commands to interact with the environment (open door, punch wall, etc) will usually appear before any Dialogue command.

- DIALOGUES AT MISATO'S APARTMENT -

-Greet the Character (A.T.: 40+) (Only once per day/person, before interacting with him or her)

-Abandon from being a Pilot (A.T. 45+ / IMP: 040) (Only Pilots when talking to Misato)

-Ask for pocket money (A.T.: 45+ / IMP: 012) (Only Shinji & Asuka when talking to Misato, only once from time to time)

-Go to High School together (A.T.: 40+ / IMP: 020) (Only students when talking to other students before 3p.m.)

-Go to NERV together (A.T.: 40+ / IMP: 020) (Only Pilots & NERV Personnel when

talking to their colleagues / Students only after 3p.m. / Not during evening or night)

- Study together (A.T.: 40+ / IMP: 012) (Students only, when talking to other Students)
- Present an Idea Report (IMP: 008) (Only Misato, Ritsuko, Maya, Hyuga and Aoba when they talk to Misato, Ritsuko, Fuyutsuki or Gendou after creating an Idea Report)
- Ask for knowledgement about certain subject (A.T.: 45+ / IMP: 040) (Only NERV Personnel when talking to a colleague)
- Comment previous battle (Only once per person/battle, and only if you are a Pilot or you are talking to a Pilot)
- Comment Neo Tokyo-3 situation (Only once per person/battle, and only when both interlocutors are part of NERV Personnel)
- Ask about Work (A.T.: 40+ / IMP: 012) (Only when talking to Misato)
- Talk about the weather (Morning only, not always)
- Say something fun (A.T.: 45+ / IMP: 004) (Good relationship needed)
- Have a little chat
- Kiss (A.T.: 60+ / IMP: 090) (Very good relationship needed)
- Ask for a hug (A.T.: 55+ / IMP: 070) (Very good relationship needed)
- Take by the hand (A.T.: 50+ / IMP: 060) (Good relationship needed)
- Hug (A.T.: 55+ / IMP: 070) (Good relationship needed)
- Talk about future projects (A.T.: 60+ / IMP: 020)
- ??? (A.T.: 60+ / IMP: 040)
- Express "Favour" to the person (A.T.: 55+ / IMP: 040)
- Ask for something (A.T.: 55+ / IMP: 040)
- Complain to the character (A.T.: 45-)
- Talk about your problems (A.T.: 40-)
- Open your A.T. to sincere about something (A.T.: 45+ / IMP: 008)
- Have a chat about personal things (A.T.: 55+ / IMP: 008) (Good relationship needed)
- Show an Item (A.T.: 45+ / IMP: 012)
 - Give it as a present (IMP: 016)
 - Only wanted to show it
 - Give it as a present (IMP: 004)
 - Hide it
- Ask for an Item (A.T.: 55+ / IMP: 020)
 - Select item from list
- Exchange Items (A.T.: 45+ / IMP: 020)
 - Select item from list
- Question about Classified Information subject (A.T.: 45+ / IMP: 020) (When you have a high Relationship and there's no one else around)
- Take care of Pen-Pen (A.T.: 40+) (Only when talking to Pen-Pen)
 - Caress Pen-Pen (IMP: 008)
 - Tell Pen-Pen to behave

- DIALOGUES AT HIGH SCHOOL -

- Talk to Classmate (IMP: 012) (Only when you're near an anonymous Classmate)
- Greet the Character (A.T.: 40+) (Only once per day/person, before interacting with him or her)
- Do Homework Together (A.T.: 40+ / IMP: 012) (If the other character accepts, you will make a PULSE that will recover some of your IMPULSE and enhance your Relationship with the other person.)
- Go to NERV together (A.t.: 40+ / IMP: 020) (Only Pilots when talking to other Pilots after 3p.m. / Not during evening or night)
- Comment previous battle (Only once per person/battle, and only if you are a Pilot or you are talking to a Pilot)

- Talk about the weather (Only before 8 a.m., not always)
- Say something fun (A.T.: 45+ / IMP: 004) (Good relationship needed)
- Have a little chat
- Kiss (A.T.: 60+ / IMP: 090) (Very good relationship needed)
- Ask for a hug (A.T.: 55+ / IMP: 070) (Very good relationship needed)
- Take by the hand (A.T.: 50+ / IMP: 060) (Good relationship needed)
- Hug (A.T.: 55+ / IMP: 070) (Good relationship needed)
- Talk about future projects (A.T.: 60+ / IMP: 020)
- ??? (A.T.: 60+ / IMP: 040)
- Express "Favour" to the person (A.T.: 55+ / IMP: 040)
- Ask for something (A.T.: 55+ / IMP: 040)
- Complain to the character (A.T.: 45-)
- Talk about your problems (A.T.: 40-)
- Open your A.T. to sincere about something (A.T.: 45+ / IMP: 008)
- Have a chat about personal things (A.T.: 55+ / IMP: 008) (Good relationship needed)
- Show an Item (A.T.: 45+ / IMP: 012)
 - Give it as a present (IMP: 016)
 - Only wanted to show it
- Ask for an Item (A.T.: 55+ / IMP: 020)
 - Select item from list
- Exchange Items (A.T.: 45+ / IMP: 020)
 - Select item from list
- Question about Classified Information subject (A.T.: 45+ / IMP: 020) (When you have a high Relationship and there's no one else around)

- DIALOGUES AT OTHER NEO TOKYO-3 PLACES -

- Greet the Character (A.T.: 40+) (Only once per day/person, before interacting with him or her)
- Go to High School together (A.T.: 40+ / IMP: 020) (Only students when talking to other students before 3p.m.)
- Go to NERV together (A.T.: 40+ / IMP: 020) (Only Pilots & NERV Personnel when talking to their colleagues / Students only after 3p.m. / Not during evening or night)
- Present an Idea Report (IMP: 008) (Only Misato, Ritsuko, Maya, Hyuga and Aoba when they talk to Misato, Ritsuko, Fuyutsuki or Gendou after creating an Idea Report)
- Ask for knowledgement about certain subject (A.T.: 45+ / IMP: 040) (Only NERV Personnel when talking to a colleague)
- Comment previous battle (Only once per person/battle, and only if you are a Pilot or you are talking to a Pilot)
- Comment Neo Tokyo-3 situation (Only once per person/battle, and only when both interlocutors are part of NERV Personnel)
- Say something fun (A.T.: 45+ / IMP: 004) (Good relationship needed)
- Have a little chat
- Kiss (A.T.: 60+ / IMP: 090) (Very good relationship needed)
- Ask for a hug (A.T.: 55+ / IMP: 070) (Very good relationship needed)
- Take by the hand (A.T.: 50+ / IMP: 060) (Good relationship needed)
- Hug (A.T.: 55+ / IMP: 070) (Good relationship needed)
- Talk about future projects (A.T.: 60+ / IMP: 020)
- ??? (A.T.: 60+ / IMP: 040)
- Express "Favour" to the person (A.T.: 55+ / IMP: 040)
- Ask for something (A.T.: 55+ / IMP: 040)
- Complain to the character (A.T.: 45-)
- Talk about your problems (A.T.: 40-)
- Open your A.T. to sincere about something (A.T.: 45+ / IMP: 008)

- Have a chat about personal things (A.T.: 55+ / IMP: 008) (Good relationship needed)
- What shall I eat? (A.T.: 45+ / 008) (Only when you're in the Cantine)
- Show an Item (A.T.: 45+ / IMP: 012)
 - Give it as a present (IMP: 016)
 - Only wanted to show it
- Ask for an Item (A.T.: 55+ / IMP: 020)
 - Select item from list
- Exchange Items (A.T.: 45+ / IMP: 020)
 - Select item from list
- Question about Classified Information subject (A.T.: 45+ / IMP: 020) (When you have a high Relationship and there's no one else around)

- DIALOGUES AT NERV -

- Talk about Work (A.T.: 45 / IMP: 008)
- Greet the Character (A.T.: 40+) (Only once per day/person, before interacting with him or her)
- Undertake a Harmonics Test (IMP: 020) (Only Pilots when talking to Ritsuko or Maya, used to raise your A.T.)
- Undertake a Synchro Skill Test (A.T.: 40+ / IMP: 020) (Only Pilots when talking to Ritsuko or Maya)
- Do some Battle training together (Only Pilots when talking to other Pilots, used to raise their Synchro and Relationship)
- Present an Idea Report (IMP: 008) (Only Misato, Ritsuko, Maya, Hyuga and Aoba when they talk to Misato, Ritsuko, Fuyutsuki or Gendou after creating an Idea Report)
- Ask for knowledgement about certain subject (A.T.: 45+ / IMP: 040) (Only NERV Personnel when talking to a colleague)
- Comment previous battle (Only once per person/battle, and only if you are a Pilot or you are talking to a Pilot)
- Comment Neo Tokyo-3 situation (Only once per person/battle, and only when both interlocutors are part of NERV Personnel)
- Say something fun (A.T.: 45+ / IMP: 004) (Good relationship needed)
- Have a little chat
- Kiss (A.T.: 60+ / IMP: 090) (Very good relationship needed)
- Ask for a hug (A.T.: 55+ / IMP: 070) (Very good relationship needed)
- Take by the hand (A.T.: 50+ / IMP: 060) (Good relationship needed)
- Hug (A.T.: 55+ / IMP: 070) (Good relationship needed)
- Talk about future projects (A.T.: 60+ / IMP: 020)
- ??? (A.T.: 60+ / IMP: 040)
- Express "Favour" to the person (A.T.: 55+ / IMP: 040)
- Ask for something (A.T.: 55+ / IMP: 040)
- Ask recommendation about what to eat (A.T.: 45+ / IMP: 008) (Only at the Canteen)
- Complain to the character (A.T.: 45-)
- Talk about your problems (A.T.: 40-)
- Open your A.T. to sincere about something (A.T.: 45+ / IMP: 008)
- Excuse about ??? (A.T.: 40-)
- Have a colleagues conversation (A.T.: 45+) (Only NERV Personnel when talking to a colleague)
- Show an Item (A.T.: 45+ / IMP: 012)
 - It's a present (IMP: 016)
 - Only wanted to show it
 - Give it as a present anyway (IMP: 004)
 - Hide it
- Ask for an Item (A.T.: 55+ / IMP: 020)

- Select item from list
 - Exchange Items (A.T.: 45+ / IMP: 020)
 - Select item from list
 - Question about Classified Information subject (A.T.: 45+ / IMP: 020) (When you have a high Relationship and there's no one else around)
 - Talk to NERV Personnel (IMP: 012) (Only at the Vending Machines Corner, when you're near an anonymous NERV Worker)
-

Each day, when you first meet someone, I recommend you to choose the "Greet the Character" option before any other option. It usually helps to raise your Relationship, and it will only appear once per day before interacting with the character.

When the Pilots talk with Ritsuko or Maya at NERV, they can ask them to undertake a Harmonics or Synchro Test. Choosing this, will take them to a new screen with several options. The 3-5 first options, which have an IMPULSE cost, will activate the test. The higher IMPULSE cost, the easier that the test will be. A Harmonics Test will raise the Pilot's A.T., and the Synchro Test will raise his/her Synchro value. A higher Synchro Skill will help them to enhance their performance in battle, the speed and resistance to damage of their EVA and the filling speed of the Charge Bar.

Be careful with the "Comment previous battle" command. You may only select it the day after a battle, if you are a Pilot or you are talking to a Pilot. This command will have a positive effect if the battle went well (no one hurt and minor damage to the city), but will lower your relationship and mood if the battle didn't develop as good. "Comment Neo Tokyo-3 situation" is very similar to the "Comment previous battle" command, but can only be used by NERV Personnel when they are talking to their colleagues.

OTHER DIALOGUE COMMANDS

- When someone's feeling low: Ask about feelings (IMP: 008)
- When you're close, but not too much, from someone: Get close to him/her (A.T.: 45+ / IMP: 012) (instead of "Take by the hand" or "Hug"; it may also appear at other times or as a reply)

REPLIES

- If asked to do homework together: accept (IMP: 008) or refuse.
- If someone gets close to you: step back (IMP: 050), hug (IMP: 070), ???.
- Laugh (IMP: 012)
- Kindly finish the conversation (IMP: 004)

WHEN SOMEONE ASKS TO ENTER

(These options will appear when someone asks to enter the apartment your character lives in.)

- Let the visitor come in (IMP: 004)
- Pretend there's no one home
- Refuse (IMP: 010)

WHEN SOMEONE IS LOOKING AT YOU

- Wave (IMP: 012)
- Smile (IMP: 004)
- Be shy (IMP: 020)
- ?
- ?

(More info about dialogues coming soon...)

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=====
= f) BATTLE MENUS [EVA04f] =
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These commands appear while in battle. There will be different options available depending on your position, the distance from the Angel, if you are a Pilot or Misato, etc.

- PILOTS: BEFORE CONTACTING THE ANGEL MENU -

- Get new weapon (Only when you're next to a Yellow Building)
- Plug Umbilical Cable (Only when you're next to a Red Building)
- Enlarge Weapons Range (IMP: 040) (Only with 10+ Synchro)
- Enlarge Positron-S Range (IMP: 060) (Only with 10+ Synchro)
- View Map from above
- Drop Current Equipment
- Unplug the Umbilical Cable (YES / NO)
- Cancel

- PILOTS: ANGEL IN SIGHT MENU -

- Weapon Attack / Remaining bullets (Only if you have a weapon equipped)
- Close Combat Attacks (Only if the Angel is close to you, and in range)
- Attacks Power Up (IMP: 010) (Only with 10+ Synchro)
- Knife Power Up (IMP: 020) (Only with 30+ Synchro)
- Sword Power Up (IMP: 040) (Only with 70+ Synchro)
- Enlarge Weapons Range (IMP: 040) (Only with 10+ Synchro)
- Enlarge Positron-S Range (IMP: 060) (Only with 10+ Synchro)
- Spread out your A.T. Field (A.T.: 50+ / IMP: 120)
- Synchronize with the EVA (Only Kaworu)
- View Map from above
- Drop Current Equipment
- Unplug the Umbilical Cable (YES / NO)
- Cancel

- MISATO: SETTING THE BATTLE STRATEGY MENU -

- Place EVA-00 here (if deployed)
- Place EVA-01 here (if deployed)
- Place EVA-02 here (if deployed)
- Place EVA-03 here (if deployed)
- Place EVA-04 here (if deployed)
- Set EVA-00 Equipment (if deployed)
 - Weapons Selection Menu
- Set EVA-01 Equipment (if deployed)
 - Weapons Selection Menu
- Set EVA-02 Equipment (if deployed)
 - Weapons Selection Menu
- Set EVA-03 Equipment (if deployed)

- Weapons Selection Menu
- Set EVA-04 Equipment (if deployed)
- Weapons Selection Menu
- Place National Air Force here
- Change Pilots deployed
- Start Battle Order

The Weapons Selection Menu from which you will select the initial equipment for every EVA, pops up as follows:

- MISATO: WEAPONS SELECTION MENU -

- Nothing
 - Pallet Rifle
 - Rifle
 - Positron Rifle
 - Positron-S
 - Shield
 - Mastema (Only after Ritsuko develops it)
 - Dual Saw (Only after Ritsuko develops it)
-

- MISATO: BATTLE COMANDS MENU (Pointer over an EVA Unit) -

- Cancel
 - Status
 - Sever Nerve Connections
-

- MISATO: BATTLE COMANDS MENU (Pointer over any point in the map) -

- Ask to move here (One option for each deployed Pilot)
 - Set Battle Mode
 - Deployed Pilots Names
 - Cancel (Exit Battle Commands Menu)
 - Stand still (Only when moving)
 - Close Combat Attacks (Only after seeing the Angel)
 - Shooting Attacks (Only after seeing the Angel)
 - Retire (Only after seeing the Angel)
-

Accessing the Battle Commands Menu when the pointer is over a Yellow Building, it will bring information about the weapon that it contains.

You can get further details and information about these menus and the battles in Misato's Scenario at the "Battles" section.

=====

= g) VENDING MACHINES MENU [EVA04g] =

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There are Vending Machines located at: Park Of The Hill, New Hakone Yumoto

Station and NERV's Rest Corner. When you approach them, the command "Juice-O Kau" ("Buy something to drink") will appear in the Commands Menu. Select it to open this Vending Machines Menu, and then choose the thing you want. This is the usual order of options (and the price given in Yens):

- VENDING MACHINES MENU (DEFAULT) -

Green Tea (100·)
Coffee (100·)
Juice (100·)
Sports Drink (200·)
Max Water (300·)
Hedgehog's Extract (400·)
Don't Buy Anything

However, Misato, Ritsuko, Aoba, Hyuga and Maya can write an idea report to change the Vending Machines providers. If this idea is approved by their supervisor, the products available will vary, with a mix of old and new drinks. The possible new drinks are:

- POSSIBLE NEW DRINKS (AFTER PROVIDERS CHANGE) -

Cry Drink (300·)
Balkan Juice (400·)
Unbeatable Mamushi Snake Drink (900·)
Hola Drink (300·)
Happiness Z (500·)

Not all of them will necessary appear, and it looks like regular drinks like "Green Tea", "Coffee" and "Juice" will be kept. Also, after some time passes by, it's possible that the default set of drinks is automatically restored.

You can obtain more info about every drink and their effects at the "Items" section of this guide.

=====
= h) CONVENIENCE STORE PRODUCTS MENU [EVA04h] =
=====

When standing next to the shelves of the Convenience Store at Neo Tokyo-3, you can select a command which will open up the list of products currently available at the store. Here you can check the items and their price in Yens. Their full utility and facts can be consulted at the "Items" section.

Note that the list of products may vary depending on the level of destruction of the City, and the last 14 of them will only appear after completing certain scenarios.

I couldn't have done this list without the help of Jogeekid (who posted a list of most of the products at Gamefaqs forums), Anonymous (who provided the translation of some of the secret items) and Kadokawa's Official Guide of this game.

- CONVENIENCE STORE MENU -

Snack Candy (100·)
Konbini Bento (500·)
Sweet Pan (100·)
Sandwich (200·)
Instant Noddles (200·)
Short Cake (200·)
Pudding (150·)
Juice (100·)
Coffee (100·)
Green Tea (100·)
Beer (300·)
Watermelon (300·)
Newspaper (200·)
Weekly Magazine (1.000·)
Manga (300·)
Travel Guide Book (2.000·)
Necklace (3.000·)
Handkerchief (500·)
Pocket Tissue (30·)
Eye Drops (500·)
Perfume Sachet (2.000·)
Hand Mirror (300·)
Cold Band (500·)
Etiquette Spray (500·)
Aroma Oil (100·)
Bath Products (1.000·)
Sunglasses (3.000·)
Earrings (3.000·)
Ring (10.000·)
Erotic Book (1.000·)
Study Guide (5.000·)
Omamori Amulet (3.000·)
SDAT (30.000·)
PDA (50.000·)
Stuffed Bear (5.000·)
Mug Cup (1.000·)
Camouflage Suit (10.000·)
Mobile Phone (10.000·)
High Quality Cloth (30.000·)
Sleeping Pillow (3.000·)
Rare Shaped Mirror (-) (I'm not sure when this Item appears)
Gift of the Wise Man (40.000·) (Unlocked after completing one Scenario)
Spirit of Understanding (40.000·) (Unlocked after completing two Scenarios)
Spirit of Passion (40.000·) (Unlocked after completing three Scenarios)
Unbreakable Heart (40.000·) (Unlocked after completing four Scenarios)
Soul Of ? (40.000·) (Unlocked after completing five Scenarios)
Foolish Man's Stone Board (40.000·) (Unlocked after completing six Scenarios)
Wizard Ability (40.000·) (Unlocked after completing seven Scenarios)
Prudent Soul (40.000·) (Unlocked after completing eight Scenarios)
Abilities Of The Ancestor (40.000·) (Unlocked after completing nine Scenarios)
Growing Money Ability (40.000·) (Unlocked after completing ten Scenarios)
Word Of Forgiveness (40.000·) (Unlocked after completing eleven Scenarios)
? (40.000·) (Unlocked after completing twelve Scenarios)
Word Of ? (40.000·) (Unlocked after completing thirteen Scenarios)
Endless Heart (40.000·) (Unlocked after completing fourteen Scenario)

Once you have selected all the items that you want with O button, you must exit this menu and go to the checkout desk to pay.

Emotion and Condition set the current mood of a character. If a character is in a bad mood due to low Emotion and/or Condition, its in-game model will have a sad expression in the face.

It's important to keep Condition (and the character needs) at good balance, to prevent your A.T. from dropping and also have access to better dialogue commands. In the other hand, Emotion is a more abstract concept, and it may affect the flow of the dialogues and the reactions of the characters when interacting with someone, but it's too complex, so don't worry too much about it and its parameters.

- SKILLS -

To the left of Emotion and Condition, you will see some SKILLS next to their value: Work, Knowledge, Self Defense. They express the capacity of each character when undertaking certain tasks and Pulses.

WORK: Used to create documents, make ID cards, go on business trips... It can be raised from desks around the sceneries and when studying at school.

KNOWLEDGE: Used for things like hacking. It can be raised from desks around the sceneries and when studying at school

SELF DEFENSE: Used to avoid assassination from certain events, like secret agents attacks and NERV's invasion. It is not related to combats against Angels. It can be raised from NERV's Shooting Lessons Training Room.

Also, certain characters may have a more specialized fourth skill: Synchro, Operator, Development, General Staff and Spying.

SYNCHRO: The fourth Skill of the EVA Pilots (Shinji, Rei, Asuka, Touji and Kaworu), meant to synchronize with their EVA Units, thus enhancing their performance while in battle. It can be raised at NERV: ask Ritsuko or Maya to undertake a Synchro Test, or ask another Pilot to train together.

OPERATOR: The fourth Skill of Maya, Makoto and Shigeru, meant to improve NERV's activity with their work. It can be raised from their own desks.

DEVELOPMENT: The fourth Skill of Ritsuko, meant to develop new equipments for the EVAs: weapons, armors, the Dummy Plug... It can be raised from her own desk.

GENERAL STAFF: The fourth Skill of Misato, meant to write briefings, raise the funds destined to the EVAs development and the reconstruction of the EVAs and Neo Tokyo-3. She will also be able to create official documents. It can be raised from her own desk.

SPYING: The Skill of Ryouji, helping him to hack NERV's system and to create Business Travel Permissions. The "Spying" value will be added to some of his Pulses, making them easier. It can be raised from his own desk.

You can increase the value of all of these skills up to 99.

- NEEDS -

Then you have the 5 bars of the bottom part of the screen, which are (in order, from top to bottom): HUNGER, THIRST, FATIGUE, WC and CLEANLINESS. Their names are quite descriptive about what they stand for, aren't they?

When the bars are full, they will be green and you shouldn't worry about this parameter. When they are yellow, you should take care of it to recover it to green. And when they are red you must take care of it fast. Having these bars in yellow or red will turn in losing A.T. very fast, being in bad mood, and even auto-returning to your bedroom to rest in the case of the FATIGUE bar.

HUNGER: can be restored by having a meal (some drinks will also restore part of it).

THIRST: can be restored by having a drink (some foods will also restore part of it).

FATIGUE: can be restored by going to sleep at your restroom (some items will also restore part of it).

WC: can be restored by going to the toilet.

CLEANLINESS: can be restored by having a bath or a shower.

In the lower part of the screen you will also notice two other bars, but they can always be seen while playing. They are A.T. and Impulse and will be covered in detail in the next subsection.

If you press the O button while in the Status screen, you will access the list of items and the money (in yens) that your character is currently holding. You can store up to 16 objects, and 999.999. Press O button again to return to the Status screen. Pressing right or left will take you to the Status screen of every other character, so you can check their Skills, Needs, Emotion and Condition.

Press X to Exit the Status Menu.

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=====
= b) A.T. & IMPULSE [EVA05b] =
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A.T. and Impulse are the two bars shown in the lower part of the screen during every gameplay moment. They are two of the most important (and complex) parameters of the whole game. You can check the A.T. and Impulse of the other characters in the top right corner of the Free Turn screen (if they're in the same place than you) or in the Status screen.

- A.T. -

A.T. (Absolute Terror Field) could be described as the spiritual energy of your character to face every day and to interact with other people. A.T. plays a large role in the series, and also in the game.

Almost everything you do in the game will affect your A.T., either by lowering or rising it: something you say, something you are told, going to a certain place, accessing a room, having a drink or a meal, going to the toilet, having

a bath, taking a test, holding certain item, etc. Also, when beginning a new day your A.T. may change depending on the global result of the previous day, and the same goes when you begin a new chapter. Certain key scenes will also affect your A.T. And this is only a short list of the things that can affect it!

Different options and events can be accessed depending on your A.T. level. Having a low A.T. is not recommended, as it can even turn into a Game Over or a plot twist that will shorten your game (e.g Shinji leaves NERV). Having a high A.T. is always preferred as, for example, it will help you to interact with other characters, will make tests a lot easier or will even let you watch cool optional events.

Also, keep in mind that A.T. is vital when playing a pilot Scenario (Shinji, Rei, Asuka, Touji or Kaworu) because the A.T. of the character will have a direct effect in the combats development and their Synchro rate. (Read the combats section for further details about this).

The maximum A.T. is 100. Whenever you reach the 100 level, your A.T. will stay at its highest position for a while (although some key scenes, certain commands or starting a new day or chapter may still lower it again).

When your A.T. is very low (30 or less), your character will be sad and there will not be too many things to do (many commands require a higher A.T. value). If you happen to have 30 or less A.T., avoid as much as possible talking to people (because of that, the relationships values will mostly decrease and the A.T. will drop down even more). Instead, take care of your Status values, perform any commands you have access to and if you're lucky, your A.T. will raise again when a new day starts.

As you see, having total control over your A.T. is (almost) impossible. However, when playing the game you will notice that certain sentences or actions will generally have a positive effect (e.g saying hello to a character will rarely lower your A.T.). So don't be afraid of experimenting and learning, and repeat these positive things while probably avoiding the negative ones.

Pilots may raise their A.T. by talking to Ritsuko or Maya and ask them to perform a "Harmonics Test" (IMP: 020).

- IMPULSE -

Impulse is not as complex as the A.T. It's basically the physical energy of your character, needed to "pay" for some actions and options.

Although some of them are free, many actions and conversational options will require a certain amount of Impulse. If you don't have enough of it, you won't be able to perform them, so you will have to choose a "cheaper" one. The Impulse needed is marked in blue numbers next to the option.

You can get up to 300 Impulse points. Your maximum Impulse will automatically be risen sometimes in a random amount, when beginning a new day or chapter. There is no fixed pathern for this. Interacting a lot with other people, using lots of commands that require some Impulse, performing well in a combat or undertaking a lot of tests is recommended, although doing so, won't guarantee a significative Impulse increase at the beginning of the next day or chapter (but it will definitely help).

In any case, when you begin a new chapter (after a Battle), the Impulse will be fully recovered to its current maximum points. Certain actions, items and conversations may also recover a small amount of Impulse during gameplay, but it's rather unpredictable. In most cases, using the toilet, having a bath, and eating or drinking will recover a short amount of it, so it's pretty safe to perform some of these actions when you need more Impulse.

Don't waste your Impulse and use it wisely. This is very important when playing in a Pilot Scenario (you will need many Impulse points for a better performance in the combats). Avoid expensive actions or conversational options (e.g. 50 or more required points), except if you are completely sure that they will have a positive effect. Reducing your Impulse to 0 won't turn into a Game Over, but will mean worse or more limited options and actions, thus probably lowering your A.T. or having a negative effect in your relationships with other people.

When your Impulse is not too high, be careful before selecting commands that may require extra Impulse payment after it. E.g: the command for showing an Item has a cost of 12 impulse, and then saying that it's a present costs 16. If you don't have 28 or more Impulse left, don't start showing the Item in the first place, or you will not be able, and it may harm your Relationship values.

In other sections of this guide, when a certain command or action requires a minimum amount of A.T., I will express it too with an expression like: "A.T.: 50+" (meaning you need an A.T. value of 50 or more), "A.T.: 30-" (an A.T. value of 30 or less), etc. The Impulse you need to pay in order to perform certain commands and actions in the scenery will also be expressed in a similar way: "IMP: 025" (meaning Impulse Cost: 25).

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= c) RELATIONSHIPS [EVA05c] =
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The Relationships between Characters can be checked in the second option of the System Menu. They are expressed in a graph with two coordinates, Interest (Horizontal) and Favour (Vertical). These two coordinates have values from 0 to 1000. The higher values, the closer to the red area of the graph you will be (the red area marks more or less the beginning of 700+ values). The better Relationship you have with someone, the more options that will be available in the commands menu when interacting with him or her.

Each character starts each Scenario with pre-set Relationships values. When you talk or interact with other characters, your actions, comments and responses will vary your Relationship with other people. It's hard to raise the values of a relationship, but there are some commands that will prove positive most of the time, like saying hello, looking with interest, giving a present, etc. After interacting with a character, the graph of your Relationship will pop up, showing the changes after the interaction.

Different Relationship values may also affect the commands that will or will not appear when you interact with a certain person (e.g: with high Relationship values, you may Kiss someone; with low ones, they will mostly ignore your dialogue comamnds).

Be careful when interacting with someone with a very low A.T. or in a bad mood, as it may not only harm your Relationships values, but also lower your own A.T. and mood. Also, keep in mind that a character with a low Impulse may not be

able to choose the best answers or commands (which require an Impulse cost), so it's better to avoid interacting with them too.

Raising a Relationship with someone is vital in certain cases (Misato should be in good terms with the EVA Pilots so they obey her in battle, the EVA Pilots can be better assisted by their companions if they have high relationship values, etc), and it even may be necessary to complete certain Scenarios. Different Relationship values will also affect events and alternate scenes, and like I said higher relationship values will activate new commands, like exchanging items, kissing someone, etc.

To unlock a new Scenario, you must develop the Relationship with the character that you want to unlock until you receive 700+ values of both Interest and Favour from him or her, with not too much difference with your own values. Then, finish the game and save the System Data to unlock the new Scenario/s. Keep in mind that if the character died during the gameplay, he or she will not be unlocked.

You can't know the exact values of your Relationships, but you can deduce it from the position of the pointer and the red area. When I mention concrete values in this guide, for me 500+ values start at the middle part of the graph and 700+ start at the red area (when it's red-red, not degraded red-green). Check the current values at the "Relationship" option of the System Menu.

Keep in mind that if you don't interact with someone for a long period, it is very likely that the relationship drops meanwhile.

xx

-WALKTHROUGH-

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06. SCENARIOS [EVA06]

This game is divided in Scenarios. In each Scenario, you will play as a different character. The places that you can access and the things that you can do will change depending on the character you are playing. Each character has at least one unique ending. Only the EVA pilots Scenarios (Shinji, Rei, Asuka, Touji and Kaworu) involve combats.

Scenarios 1-4 are unlocked from the beginning. To unlock Scenarios 5-17 you need to finish another Scenario (even a game over will do) developing the Relationship with the character that you want to unlock until you receive 700+ values of both Interest and Favour from him or her, with a difference of 300 or less with your values. Then, finish the game and save the System Data to unlock the new Scenario. You can unlock more than one character each time with this method, if you have high enough Relationship with them,

Shinji has three Scenarios. The first one is the best to get started in the game, as it features many tutorials and follows the series & movies story. The second one is a free Scenario, like 3-17, where angels appear randomly and you can access alternate scenes and other events. Shinji's third Scenario is a special one. Some people reported it happened in the alternate world seen in the last episode of the original series, but it looks like it happens in the same world as Scenarios 1-2, but without a preset story. More details when I finish it.

In Scenario 01, the Angels will attack the same moment as it happened in the original series. In every other Scenario, you will have a counter in the top left corner of the screen, called DefCon (Defense Condition), represented by 5 Blue Spheres that will turn red as time passes by. Once they are all red, a random Angel will attack.

After an Angel is defeated, a new Chapter begins. This may activate new scenes and events, and at the start of each Chapter, the Impulse of all characters will be restored, and their A.T. may vary depending on the results of the battle. The title for each Chapter is picked depending on the current "mode", which is a direct consequence of your behavior in the previous chapter: doing a lot of hacking will activate the Serious Mode, going to school the Student Mode, etc. Some scenes will only happen during certain mode, but it's difficult to have control over this, so don't worry too much about it.

When a certain command or action requires a minimum amount of A.T., I will express it too with an expression like: "A.T.: 50+" (meaning you need an A.T. value of 50 or more), "A.T.: 30-" (an A.T. value of 30 or less), etc. The Impulse you need to pay in order to perform certain commands and actions in the scenery will also be expressed in a similar way: "IMP: 025" (meaning Impulse Cost: 25). I will also point out if the command takes you to a Pulse: "WORK PULSE" (meaning that the selection of this command will take you to a Pulse where your Work Skill will set the difficulty).

The "Main target" of each Scenario is the requirements that you must meet to get a "Complete Scenario" and watch the best ending. There may be some Key Events that you must activate, and I will try to list them the best that I can. The "Character Skills" shows the skills of the character, and their initial value, while the "Character Stats" shows the initial values of both A.T. and IMPULSE. The "Sleeping Time" is the part of the day when your Character will go to sleep automatically (many events will happen only when you are sleeping), although sometimes it is possible to wake up in the middle of the night.

In the Pilots Scenario, during NERV's final invasion, your Pilot will be saved by the NERV staff member with whom they have the highest relationship value. If they both have a high Self Defense Skill, it's more likely that they survive.

Also in Pilots Scenario, remember that they can raise their A.T. and Synchro. Ask Ritsuko or Maya to perform a Harmonics test, or another Pilot to train together, and you will undertake a pulse to raise your A.T. You can also ask Ritsuko or Maya to perform a Synchro test to undertake a Pulse to raise your Synchro Skill. It's important to have a good level of these two values, to enhance your performance in battle. Remember to reserve some of your Impulse for the battle, too, as it is needed to select some commands. Check the Dialogues Menu section for further details.

Having a high Self Defense Skill is also necessary to avoid assassination from certain events that will be activated if you sneak too much into Central Dogma and/or do a lot of hacking and get too many Secret Files, so be careful.

To Complete an Scenario, you need to activate the good ending. You know that you have completed an Scenario because, at the Scenario Selection menu, the portrait of the character will be smiling, and the text box will be blue. If you watch any other ending, you will finish the Scenario, but not Complete it. Completing Scenarios will unlock new special items at the Convenience Store.

I will try to avoid as many Spoilers as possible, but be warned that in this Section you may still read some Spoilers about certain events leading to the completion of some Scenarios, so don't read this if you don't want to be spoiled.

I couldn't have written some parts of this guide, and I couldn't have cleared some Scenarios without the help of the official guide by Kadokawa Publishing. Also, Anonymous helped me with some details.

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= a) SCENARIOS LIST [EVA06a] =
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SCENARIO 01: Shinji Ikari (Series & Movies Story)
SCENARIO 02: Shinji Ikari (Free)
SCENARIO 03: Rei Ayanami
SCENARIO 04: Sohryu Asuka Langley
SCENARIO 05: Misato Katsuragi
SCENARIO 06: Gendou Ikari
SCENARIO 07: Kouzou Fuyutsuki
SCENARIO 08: Ritsuko Akagi
SCENARIO 09: Maya Ibuki
SCENARIO 10: Makoto Hyuga
SCENARIO 11: Shigeru Aoba
SCENARIO 12: Ryouji Kaji
SCENARIO 13: Touji Suzuhara
SCENARIO 14: Kensuke Aida
SCENARIO 15: Hikari Horaki
SCENARIO 16: Kaworu Nagisa
SCENARIO 17: Pen-Pen
SCENARIO 18: Shinji Ikari (?)

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= b) SCENARIOS GUIDE [EVA06b] =
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- SCENARIO 01: Shinji Ikari -

TITLE: "Angel, Attack"

MAIN TARGET: Defeat all the Angels and the Eva Series.

CHARACTER SKILLS: Work (10), Knowledge (10), Self Defense (02) and Synchro (10)

CHARACTER STATS: A.T.: 42 / IMP: 60

SLEEPING TIME: From 01 a.m. to 07 a.m.

This is the first Scenario you should play. It covers the whole series & movies story, and features plenty of tutorials. The Angels arrival order is not random. There are not free or alternate events: the key scenes you will watch will all be from the main series and the movies, with more than a hundred different events. The difficulty is set to easy. The game is divided in chapters, its titles corresponding to the ones from the series. Those players who want to play a game loyal to the series events, will be very pleased with this Scenario.

You will control Shinji Ikari both in the Free Turn and the Battles, except in some special combats, like the one of the "Magma Diver" chapter, where you will control Asuka.

Shinji is allowed to enter most of the places. His recommended schedule should be something like this: breakfast at Misato's apartment, study at school, train at NERV and back to Misato's apartment (of course, with any changes and variations that you want, depending on your character's daily needs and your preferences).

It's an easy Scenario, and because of this you shouldn't worry too much about raising your Skills, although higher Parameters may obviously help.

After several key scenes, combats and events following the storyline of the original series, the game finishes with "The End of Evangelion" events. The good ending which you need to watch to Complete the Scenario will only happen if you manage to beat the 9 EVA Series (with Asuka surviving).

- SCENARIO 02: Shinji Ikari -

TITLE: "I like this world, though"

MAIN TARGET: Get along with every other character and beat the EVA Series.

CHARACTER SKILLS: Work (10), Knowledge (10), Self Defense (02) and Synchro (10)

CHARACTER STATS: A.T.: 42 / IMP: 90

SLEEPING TIME: From 01 a.m. to 07 a.m.

In this Scenario, Shinji must try to get along with every other character (except PenPen), so he can feel more comfortable with his life in Neo Tokyo-3. Shinji must raise his relationship values with everyone at +700, and everyone must feel for him the same high relationship values. This is quite tough to achieve, specially without the help of any special item like "Unbreakable Heart".

Once you reach +700 values with someone that also feels +700 values for Shinji, a scene will activate in which Shinji and the character share an intimate (and usually fun) event that develops their friendship. These events will only appear when you enter at the required place for each character:

Misato's apartment (before 4 p.m.): Misato, Asuka and Kaji.

School (studying time): Hikari, Kensuke and Gendou.

Convenience Store: Hyuga (7-11 p.m.) and Touji (3-9 p.m.).

NERV: Fuyutsuki, Maya, Aoba, Kaworu, Rei and Ritsuko.

You must activate every key event (at any order) before the EVA Series attack, or you won't complete the Scenario with the best ending. Keep in mind that random alternate events may happen in this Scenario too, but it shouldn't be difficult to recognize the "intimate scenes", as they are unique to this Scenario and involve only two characters. Also, the key events won't appear during Israfel and Ireul's attacks.

Shinji's recommended schedule should be something like this: breakfast at Misato's apartment, study at school, train at NERV and back to Misato's apartment. However, you will be changing it a lot if you want to complete this Scenario. It's good to focus on one or two characters at a time, instead of trying to raise every relationship at once.

The order of the battles is random (except the first against Sachiel), and they

can get quite tough depending on your ability, stats, and the help that you get from other Pilots. I recommend you to do a lot of training with other Pilots. Not only it will raise your Synchro, but also will enhance your relationship.

You will know that the EVA Series are about to attack when the DefCon has all turned red but still no Angel attacks. Once you enter NERV, you will watch many scenes. Misato (or your favourite NERV Personnel person) will come to rescue you, and then your Self Defense will be important to survive. (If you happen to die here, reload your game: it's a random event, actually, although the higher Self Defense, the higher probabilities that both you and the Misato will survive.) After this, the battle against the EVA Series will begin. Defeat them to watch the ending.

Note that if any character dies for any reason during this Scenario, you will not be able to get the best ending.

- SCENARIO 03: Rei Ayanami -

TITLE: "Rei, beyond the heart"

MAIN TARGET: Don't help Gendou to activate the Third Impact.

CHARACTER SKILLS: Work (11), Knowledge (10), Self Defense (02) and Synchro (30)

CHARACTER STATS: A.T.: 55 / IMP: 90

SLEEPING TIME: From 01 a.m. to 07 a.m.

In this Scenario, you will control the Pilot of the EVA-00, Rei Ayanami. As a Pilot, she must raise her Skills, specially the Synchro. It's not important to raise Self Defense in this Scenario.

The order of the battles is random, and they can get quite tough depending on your ability, stats, and the help that you get from other Pilots.

Her recommended schedule should be something like this: study at school, train at NERV and back to her apartment (of course, with any changes and variations that you want, depending on your character's daily needs and your preferences).

Besides relating with Gendou (but not too high), you must develop at least one relationship with some other character with values of 700+ of both Favour and Interest. It shouldn't be that difficult to be in good terms with characters like Shinji. If you do so, once Gendou asks Rei to help him activate the Third Impact, she will be able to select a command to reject it (second command), and you will complete the Scenario.

If you don't have a good relationship with anyone but Gendou, Rei won't be able to select any command and she will help Gendou.

Note: It seems like this method doesn't guarantee getting the good ending, maybe there are certain random factors involved. (Thanks to KYG from GameFAQs forum for warning me about it. Some research needs to be done.)

- SCENARIO 04: Sohryu Asuka Langley -

TITLE: "A kiss in a taboo place"

MAIN TARGET: Defeat Israfael, Leliel and the Eva Series.

CHARACTER SKILLS: Work (30), Knowledge (30), Self Defense (06) and Synchro (02)

CHARACTER STATS: A.T.: 61 / IMP: 120

SLEEPING TIME: From 02 a.m. to 08 a.m.

In this Scenario, you will control the Pilot of the EVA-02, Asuka. As a Pilot, she must raise her Skills, specially the Synchro, as she begins with a too low Synchro. Raising your Self Defense is also recommended, as it will be used in some events near the end of the game.

Her recommended schedule should be something like this: breakfast at Misato's apartment, study at school, train at NERV and back to Misato's apartment (of course, with any changes and variations that you want, depending on your character's daily needs and your preferences).

The order of the battles is random (except the first against Gaghiel), and they can get quite tough depending on your ability, stats, and the help that you get from other Pilots. To add more difficulty, besides watching many scenes at School, Home and NERV, you MUST encounter two battles before the end of the game to complete this Scenario: Israfael (twin Angels) and Leliel (black & white orb). If you are not lucky and don't encounter these two Angels, the EVA Series will attack anyway, and you will have to defeat them, but won't complete the Scenario. There will be some key scenes after Israfael and Leliel's battles.

You will know that the EVA Series are about to attack when the DefCon has all turned red but still no Angel attacks. Once you enter NERV, you will watch many scenes. Misato (or your favourite NERV Personnel person) will come to rescue you, and then your Self Defense will be important to survive. (If you happen to die here, reload your game: it's a random event, actually, although the higher Self Defense, the higher probabilities that both you and the Misato will survive.) After this, the battle against the EVA Series will begin. Defeat them to watch the ending.

Asuka has a special command, randomly available, unique of her Scenario: "Talk about Kaji (A.T.: 50+ / IMP: 012).

There seem to be some concrete things needed to clear this Scenario, besides the ones explained here. I'm still trying to find out. Any help will be much appreciated.

(More info coming soon...)

- SCENARIO 05: Misato Katsuragi -

TITLE: "A woman's fight"

MAIN TARGET: Discover Gendou's plans and prevent him from activating the Third Impact.

CHARACTER SKILLS: Work (40), Knowledge (50), Self Defense (60) and General Staff (10).

CHARACTER STATS: A.T.: 61 / IMP: 160

SLEEPING TIME: From 04 a.m. to 10 a.m.

Misato suspects that something fishy is going on at NERV. She must discover Gendou's true purposes to save the whole Humankind from the Human Instrumentality Project.

Like Scenario 01, Misato's Scenario begins with the Attack of the 3rd Angel, and it covers the whole series & movies story. Many free and alternate events may still happen, though. Except in the first battle against Sachiel (which takes place right after the intro sequence), the other Angels' arrival order is random and they will only appear when the spheres of the DefCon have all turned red.

Misato seems to experiment quicker IMPULSE recoveries, although she becomes exhausted more often if she drinks too much of her preferred drink (Beer). She needs to make reports and briefings, whether from the PC of her room, or the one at her office. This way, she will help with the Eva and Tokyo-3 reconstruction and development, even enhancing in-battle support from the military airplanes.

When an Angel attacks, you as Misato must select the Pilots that shall be deployed, then the weapons that each Eva shall be equipped with and also the initial position of the National Air Force. Once the combat starts, Misato will not have direct control over the EVAs or the pilots, but she can recommend them where to go by clicking any point of the map, and also ask them to perform some actions. Because of not having direct control over the action, her Battles are amongst the hardest ones of the whole game. Also, if the Pilots have too low A.T. and Synchro value (around 20% or less), they won't move or attack while in battle, so it's important to take care of their A.T. during the Free Turn.

Due to her General Staff Skill, Misato must do a lot of paperwork after the battles, both at the desk from her bedroom and the desk at her own NERV section. This way, she will write briefings, raise the funds destined to the EVAs development and the reconstruction of the EVAs and Neo Tokyo-3. She will also be to create official documents. Without doing all this paperwork, the status of the EVA Units and Neo Tokyo-3 would be too fragile and then the battles will be even harder.

To Complete the Scenario, you must raise your Skills (even Self Defense), do as many paperwork as you can, but more importantly, you must do a lot of Hacking from Misato's Desk at NERV. Once you obtain all the secret files of the "Gendou Ikari" and "Gendou's Ambitions" entries, you will discover Gendou's plans and prevent him from activating the Third Impact after the EVA Series attack. Asking other characters, like Fuyutsuki, to tell you about "Gendou Ikari" and "Gendou's Ambitions" is also recommended.

This way, you will watch the best ending of her Scenario. If you happen to fail in revealing Gendou's plans, you may still watch a cool ending, but won't get a "Cleared Scenario". The events from "The End of Evangelion" will happen after most of the Angels are destroyed. You will know that the end is coming when the spheres from the DefCon have all turned red but no Angel attacks. Don't go to NERV yet: save your game. After some events, in order to help your favourite Pilot from being killed, you should have a high Self Defense Skill; you may be killed in one of the four "Live or Die" scenes otherwise. It's a random event, actually, but the higher Self Defense, the higher probabilities that both you and the Pilot will survive. If you die, just reload your game and retry. After

this, the battle against the EVA Series will happen (you will be helped by the powerful Jet Alone Prime if Misato went to the Jet Alone launch and Neo Tokyo-3 has not been destroyed). Then you will stop Gendou's plans (if you obtained the Classified Information files) or you will assist to the Third Impact (if you didn't).

Be careful, as it seems like getting too many Classified Information may prevent you from getting the best ending (you will watch an alternate version).

Misato has a special option available at her desk, called "Write an Idea Report". It's a good idea to make use of it, so you can raise EVAs and Neo Tokyo-3 repair efficiency, as well as enhancing NERV defenses and even changing the Vending Machines Providers. Check the "Idea Reports" under the "Other Subjects" section for further details, but don't worry: it's absolutely possible to beat the Scenario without using this option.

- SCENARIO 06: Gendou Ikari -

TITLE: "Human Instrumentality Project"

MAIN TARGET: Activate the Third Impact to reunite with Yui.

CHARACTER SKILLS: Work (60), Knowledge (60) and Self Defense (20).

CHARACTER STATS: A.T.: 61 / IMP: 240

SLEEPING TIME: From 01 a.m. to 07 a.m.

Gendou's dream is to reunite with his wife, Yui. But she is dead, so the only chance for Gendou is to go use Seele's Human Instrumentality Project for his own profit.

This is not a difficult Scenario, but it's long nonetheless. All you have to do to complete it is to raise your Relationship with Rei as much as possible and play through all the battles and events. When an Angel attacks, Gendou will get a briefing, like every character except the Pilots and Misato, but sometimes he will watch the Battle (I'm not sure what activates this), although he won't be able to give orders or anything.

Of course, besides raising your Relationship values with Rei, you can do whatever you want, like improving your skills and performing the Commander Tasks option available at the Chief Commander's section, a place that obviously Gendou can access. But only the Relationship with Rei is important to complete the Scenario, and improving it it's not too hard either.

After all the Angels have been defeated, the DefCon will turn all red once again but no Angel will attack. After certain time passes and you choose to go to NERV, Gendou will call Rei and, if they share high Relationships values, she will help him to activate the Third Impact and reunite with Yui.

If you get a bad ending, reload your game. Try to avoid going to NERV until you have a high Relationship value with Rei. Talk to her at Neo Tokyo-3 places, give her some presents... Note that if Rei dies for any reason, you won't be able to Complete this Scenario.

Inside his Chief Commander's Official Orders Section, Gendou can do Commander Paperwork, a Work Pulse that increases the repair efficiency of Neo Tokyo-3.

(Third value when checking NERV Information.)

- SCENARIO 07: Kouzou Fuyutsuki -

TITLE: "The dream of a brightful day in the end"

MAIN TARGET: Find the way to reunite with Yui Ikari.

CHARACTER SKILLS: Work (50), Knowledge (40) and Self Defense (10).

CHARACTER STATS: A.T.: 59 / IMP: 240

SLEEPING TIME: From 01 a.m. to 07 a.m.

Although Fuyutsuki is a rather secondary character in the series, he shared with Gendou the knowledgement about most of Evangelion's deepest secrets. In this Scenario, he will undertake an investigation, trying to understand what happened to his love interest: Yui Ikari. Or is it an obsession?

Activating most of this Scenario's key scenes is not difficult, but you will find some problems while playing: by default, all characters act very cold towards Fuyutsuki, so it's hard to start raising a Relationship with anyone. It will affect your A.T. too, because they may even act cold when you greet them, thus lowering your A.T.

There is no need to raise Fuyutsuki's Skills, as you won't need them to Complete it, although raising the Work Skill may help a little.

A couple of key scenes will activate after you first meet Gendou and enter the EVA-01 Cage. Then, you will get two more scenes during the next two Sleeping Times. When you enter the Chief Commander's Section at NERV, you will notice a new command as the first option available: Create a "Travel to Kyoto University" Pass (IMP: 010). Choose it and pass this S/F PULSE based on your Work Skill (if you find the test too hard, try raising the Skill first). Once you obtain the Travel Pass, leave the Chief Commander's Section and you will watch a key scene of Fuyutsuki's travel and his findings there. Two more scenes will be activated during the following Sleeping Times, and as a result your A.T. will suffer a huge drop, probably reaching a value around 10.

After this, the same scene will keep repeating over and over during each Sleeping Time. The next one will be activated after you recover from the A.T. drop, but you may find it difficult to do so: with this low value and the natural coldness of every character towards Fuyutsuki, it's almost impossible to raise a Relationship or to use commands that have a positive effect in Fuyutsuki's A.T. Cross your fingers, hoping that his A.T. raises after Sleeping Time or after a Battle... or wait until you unlock the 1st or the 14th special items, as they can raise your A.T. At this moment, you probably have unlocked the 1st special item (you just need to complete one Scenario), which is called "Gift of the Wise Man": buy several copies of the same item from the Convenience Store, and use them. Each one will usually restore 1, 2 or 3 points of A.T. This is an expensive method (40.000 per unit), but Fuyutsuki should have enough money left. If you have completed fourteen Scenarios, you may buy the very last special item, which is similar to the "Gift of the Wise Man", but with an unlimited use. Whatever method you use, once you recover from the A.T. drop and get back to the 60+ values, a new scene will be activated during the next Sleeping Time.

Don't worry about the new A.T. drop (this time reaching a value around 20), the Scenario is almost finished. Enter the Convenience Store for a new scene and then buy the Aroma Oil (100·). Another scene will happen during the next Sleeping Time. Then, some new scenes will be activated when you visit these places (in order): EVA-01 Cage, NERV Map Menu (when you try to exit from the Cage), Primary Command Room and, finally, the EVA-01 Cage again. In this last Scene, you will be asked if you want to go back or not. Choose the first option ("Don't go back") to complete Fuyutsuki's Scenario. Quite a sad ending, isn't it?

Note that if the EVA-01 becomes destroyed for any reason, you won't be able to complete this Scenario.

Inside the Chief Commander's Official Orders Section, Fuyutsuki can do some Commander Paperwork, a Work Pulse that increases the repair efficiency of Neo Tokyo-3. (Third value when checking NERV Information.)

- SCENARIO 08: Ritsuko Akagi -

TITLE: "Ardent woman"

MAIN TARGET: Get Relationship values of 700+ from most of male characters.

CHARACTER SKILLS: Work (40), Knowledge (80), Self Defense (10) and Development (10).

CHARACTER STATS: A.T.: 55 / IMP: 160

SLEEPING TIME: From 04 a.m. to 10 a.m.

Ritsuko is jealous of Rei because Gendou spends a lot of time with her. So she plans a strategy: seducing other men, so Gendou starts feeling jealous too.

In this Scenario, you must raise the feelings from most of male character up to 700+. I think that Ritsuko's feelings for these men are not important. A key event will happen during sleeping time or the next time you meet the character when you reach the required level of relationship.

Sleeping time: Shinji and Kaji.

Meeting at map: Fuyutsuki, Aoba and Hyuga.

Of course, random battles and many alternate events may still happen, but it shouldn't be too hard to activate all the key events before the EVA Series attack. I recommend you to focus on a single person at a time, instead of trying to raise every relationship at once.

After seducing Shinji, Kaji, Fuyutsuki, Aoba and Hyuga, you must seduce Gendou (again, raising his relationship values). The best ending of this Scenario will be activated the next time you meet Gendou or in the next Sleeping time.

Additional encounters may be activated if you seduce Touji, Kaworu and even Maya, but they are not key scenes, so you don't need them to complete Ritsuko's Scenario.

Ritsuko will have some unique commands available at her desk:

-Dummy Plug Development (A.T.: 35+ / IMP: 010 / DEVELOPMENT S/F PULSE)

-Development of EVAs Equipment (A.T.: 35+ / IMP: 010 / DEVELOPMENT S/F PULSE)

-A.T. Field ??? (A.T.: 35+ / IMP: 010 / DEVELOPMENT PULSE)

-A.T. Field ??? (A.T.: 35+ / IMP: 010 / DEVELOPMENT PULSE)

-Improve Development Skill (A.T.: 40+ / IMP: 010 / PULSE)

Raising the Development Skill is important not only for the other 4 commands, but also during the Battle against Ireul Angel, the only interactive one in Ritsuko's Scenario. The Dummy Plug, the Development of EVAs Equipment and the A.T. Field options will raise the EVAs performance and effectivity in battle, so it's a good idea to make use of them but it's not necessary to complete the Scenario.

- SCENARIO 09: Maya Ibuki -

TITLE: "The peak of the young grass"

MAIN TARGET: Have a date with Shigeru Aoba.

CHARACTER SKILLS: Work (50), Knowledge (60), Self Defense (05) and Operator (10).

CHARACTER STATS: A.T.: 55 / IMP: 120

SLEEPING TIME: From 03 a.m. to 09 a.m.

Maya is very nervous and has problems to eat. Maybe it has something to do with her Operator colleague, Shigeru Aoba. Or maybe it is because of the tasks that Ritsuko has just asked her to do, related to NERV's deepest secrets...

This is a rather easy and short Scenario if you know what to do. After several scenes showing encounters with Aoba and Ritsuko, a new command will appear as the first option of the Commands Menu. Use it (costs IMP: 100) to call Aoba and then go to the Convenience Store to activate a new scene. After this, you must improve your relationships with everyone, so you get an average of more than 550. Then, improve your relationship with Aoba until you reach values of 800+ of both Favour and Interest. Gifts like the SDAT will help a lot. After more scenes showing encounters with Aoba and Ritsuko, a new command will appear as the first option of the Commands Menu. Use it (costs IMP: 150) to call Aoba and ask him to have a date. The ending scene will happen during the next Sleeping Time.

While doing all this, it is recommended to also improve all your skills (specially the Operator Skill) and do Operator Tasks from your desk, but don't worry about Hacking or improving your Self Defense, because you won't need them to complete this Scenario. Although you won't Hack, improve your Knowledge Skill, as a Pulse based on it will be needed to create the Anti-Ireul Program when this Special Angel attacks.

Your current Operator Tasks level can be checked at the second window of the "Check NERV Files" option from every NERV desk. Even if you raise them up to 99%, the Operator Tasks will go slightly down after each battle, so take care of it to keep them balanced.

Maya has a special option available at her desk, called "Write an Idea Report". It's a good idea to make use of it, so you can raise EVAs and Neo Tokyo-3 repair efficiency, as well as enhancing NERV defenses and even changing the

Vending Machines Providers. Check the "Idea Reports" under the "Other Subjects" section for further details, but don't worry: it's absolutely possible to beat the Scenario without using this option.

- SCENARIO 10: Makoto Hyuga -

TITLE: "Marvelous Sky"

MAIN TARGET: Prevent Misato from dying

CHARACTER SKILLS: Work (50), Knowledge (51), Self Defense (30) and Operator (10).

CHARACTER STATS: A.T.: 54 / IMP: 140

SLEEPING TIME: From 03 a.m. to 09 a.m.

Hyuga is in love with Misato. Despite considering Hyuga a good friend, she is more interested in Kaji, with whom she is investigating NERV's deepest secrets. Because of this, Hyuga is worried about his love interest.

Three key scenes with Misato will be activated during Sleeping Time as you play. It seems like Misato needs to have obtained some Classified Information files before certain key scenes appear. To help Misato, I recommend to give some presents to her: Weekly Magazine and a PDA (to raise her Knowledge Skill). But you can also do some Hacking and give her the files you obtain (before reading them!), just like any other present. Also, you must raise your Relationship with her up to a very good level (700+). Don't worry (or not too much) if days and combats go by, and still no new scenes appear. It may take some time to activate certain scenes. Just be sure to have a good Relationship with her, and don't forget to provide her the secret files you create from Hacking.

After enough time passes by, a new command will appear as the first option when you talk to Kaji (IMP: 200). Use it. After this short conversation, a new command will appear as the first option when you talk to Misato (IMP: 250). After you use it, you will watch Hyuga's best ending during the next Sleeping Time. Note that, if Misato dies for any reason during this Scenario, you won't be able to watch the key scenes or the good ending.

While doing all this, it is recommended to also improve all your skills (specially the Operator Skill) and do Operator Tasks from your desk, but don't worry about improving your Self Defense, because you won't need them to complete this Scenario. Improve your Knowledge Skill too. Like I said, it's highly recommended to do some hacking (it will help Misato's investigation) but you may also need your Knowledge Skill for another important event, as you must undertake a Pulse based on this skill to help creating the Anti-Ireul Program when this Special Angel attacks.

Your current Operator Tasks level can be checked at the second window of the "Check NERV Files" option from every NERV desk. Even if you raise them up to 99%, the Operator Tasks will go slightly down after each battle, so take care of it to keep them balanced.

Hyuga has a special option available at his desk, called "Write an Idea Report". It's a good idea to make use of it, so you can raise EVAs and Neo Tokyo-3 repair efficiency, as well as enhancing NERV defenses and even changing

the Vending Machines Providers. Check the "Idea Reports" under the "Other Subjects" section for further details, but don't worry: it's absolutely possible to beat the Scenario without using this option.

- SCENARIO 11: Shigeru Aoba -

TITLE: "Cobalt Sky"

MAIN TARGET: Play the guitar at Cobalt Sky's live concert

CHARACTER SKILLS: Work (51), Knowledge (41), Self Defense (30) and Operator (10).

CHARACTER STATS: A.T.: 54 / IMP: 140

SLEEPING TIME: From 03 a.m. to 09 a.m.

When he was younger, at his college days, Aoba was the guitarrist of a band called Cobalt Sky. Although he liked playing guitar, he felt like it was impossible to get a living from it. So he studied hard and started working as Operator at NERV, forgetting about his old friends.

This is a rather easy and short Scenario if you know what to do. When entering the Convenience Store for the first time, Aoba will see the Cobalt Sky members being interviewed at TV: they are famous and their new album is selling a lot. After this, there will be new scenes at the Control Room, your Home, and two with Fuyutsuki (after a battle) and Maya (when meeting her). After this, enter the Convenience Store once more for a new scene. Some more scenes will happen when you go to sleep, after the next battle, and when you meet Fuyutsuki. Then, if all the students and Maya are alive, you will watch the best ending of this Scenario during the next Sleeping Time.

While doing all this, it is recommended to also improve all your skills (specially the Operator Skill) and do Operator Tasks from your desk, but don't worry about Hacking or improving your Self Defense, because you won't need them to complete this Scenario. Although you won't Hack, improve your Knowledge Skill, as a Pulse based on it will be needed to create the Anti-Ireul Program when this Special Angel attacks.

Your current Operator Tasks level can be checked at the second window of the "Check NERV Files" option from every NERV desk. Although you raise them to 99, the Operator Tasks will go slightly down after each battle, so take care of it to keep them balanced.

Aoba has a special option available at his desk, called "Write an Idea Report". It's a good idea to make use of it, so you can raise EVAs and Neo Tokyo-3 repair efficiency, as well as enhancing NERV defenses and even changing the Vending Machines Providers. Check the "Idea Reports" under the "Other Subjects" section for further details, but don't worry: it's absolutely possible to beat the Scenario without using this option.

- SCENARIO 12: Ryouji Kaji -

TITLE: "VS. Seele"

MAIN TARGET: Get all the "Classified Information" files.

CHARACTER SKILLS: Work (60), Knowledge (70), Self Defense (50) and Spying (60).

CHARACTER STATS: A.T.: 66 / IMP: 200

SLEEPING TIME: From 05 a.m. to 11 a.m.

Kaji is a triple spy: he works for Seele (spying NERV), he works for Gendou (spying Seele) and he also works on his own to uncover all the secrets. In his Scenario, you must get all the "Classified Information" files. That's right: all 4 levels of information for all 24 subjects. Kaji begins knowing some things by default, but he lacks a lot of information anyway, and he needs to gather all the secret files before Kaworu reveals himself as Tabris. Also, he must survive Seele's secret agents, who will try to prevent him from investigating any further.

There are some good news, though. Kaji has a unique Skill, "Spying", which can be raised from his desk, just like Work and Knowledge. When he undertakes certain Pulses (like Business Travel Permission or Hacking), "Spying" will be added to the default Skill (Work/Knowledge) required for the Pulse. Therefore, his Pulses are easier, with larger green areas and more time to press the correct button.

My advice is as follows: the first days, spend your Impulse by raising your Skills (even Self Defense) once and again, as much as you can. Be nice with everyone and have good care of your needs, so your A.T. raises a little bit too. After one or two Angels have attacked, ignore everything and everyone. Concentrate on hacking, creating Business Travels Passes, exploring Central Dogma, asking secret information from other characters... Don't bother too much about Kaji's needs, unless his A.T. lowers too much (in that case, have a little break, and recover him with Coffees, Sport Drinks and going to the WC). Your priority is to get all the Classified Information files before all the Angels have attacked and Kaworu reveals himself as Tabris. All this spying business is dangerous, and there may be some assassination events whenever Kaji accesses NERV HQ map. To have a higher probability of survival, remember to have a high Self Defense value. If you die, reload from your last save.

There will be a couple of scenes during Sleeping Time. When you have gathered enough information, you must meet Misato at any location to activate a conversational scene. Then meet Ritsuko to activate yet another conversation. (If you meet them and no scene is activated, you may need to gather more Classified Information files.) There will be another scene during Sleeping Time. A last scene will be activated during Sleeping Time when you have obtained the 100% of the Classified Information files (you must have watched every other scene that I mentioned), thus completing the Scenario with a sad, yet beautiful, ending.

(You may want to check the "Classified Information Files" section to learn more about these files and how to obtain them.)

- SCENARIO 13: Touji Suzuhara -

TITLE: "Prudence of the heart"

MAIN TARGET: Become a Pilot, then defeat all the Angels and the Eva Series.

CHARACTER SKILLS: Work (05), Knowledge (02), Self Defense (10) and (when becoming an EVA's pilot) Synchrono (20).

CHARACTER STATS: A.T.: 66 / IMP: 90

SLEEPING TIME: From 02 a.m. to 08 a.m.

Touji takes care of her little sister, which remains in hospital, recovering from the wounds suffered after Sachiel's battle. Touji blames Shinji for his clumsy controls of the EVA-01, but he ignores what destiny has planned for him.

The first key scene will happen after the first Sleeping Time. Then, you must stick to the usual routine of the Student character: Study at School from 8 a.m. to 3 p.m. and then interacting with other characters at School or other Neo Tokyo-3 places. Soon, the first Angel will attack, and then the Chapter 2 will begin. As soon as Touji wakes up on this new day, enter Misato's apartment. This will activate a long key scene, with flashbacks and scenes of Touji becoming the Pilot of EVA-03.

After this, Touji's routine should change to the usual one of a Pilot: study at school in the morning, interacting with other students, and then going to NERV to train a little more and interact with NERV Personnel (of course, with any changes and variations that you want, depending on your character's daily needs and your preferences).

When talking to Misato, Ritsuko or Kaji after becoming a Pilot, Touji should have two new dialogue commands, "What is NERV? (IMP: 012)" and "What are the EVAs? (IMP: 012)". It's not necessary to use them, but once you do, the character will try to explain you about the subject, and then the command will disappear when talking to that character.

The next key scene will be activated after the following Sleeping Time, and then, from time to time, there will be some scenes at School and NERV. When the DefCon turns all red but no Angel attacks, enter School for a scene. After this, you won't be able to enter School anymore. Go to NERV for the final events. You must defeat the 9 Series to watch the best ending.

- SCENARIO 14: Kensuke Aida -

TITLE: "Waking up from the dream"

MAIN TARGET: Uncover the secrets behind "EVAs' Development" and the "Marduk Institute", and become an EVA Pilot.

CHARACTER SKILLS: Work (10), Knowledge (20) and Self Defense (20).

CHARACTER STATS: A.T.: 66 / IMP: 90

SLEEPING TIME: From 02 a.m. to 08 a.m.

Although this Scenario is not very difficult, it has a certain section where it can get really annoying and it may prevent you from clearing the Scenario if you aren't quick enough.

Kensuke can access every location of Neo Tokyo-3, and none of NERV. When you don't have anything else to do, you can follow the usual routine of the student

characters: school at morning, and after this, interacting with his or her colleagues. But it's not very likely that you will have enough time left for this...

If you have unlocked it, I recommend you to gather money until you can buy the special item "Unbreakable Heart", as it will help you a lot.

After some scenes at school and during sleep time, Kensuke must get the four secret files of "EVAs Development". As he can't access NERV, he must gather the information from other people. Good news: the Park Of The Hill and the New Hakone Yumoto Station will be more crowded than usual with NERV personnel and other people. Gendou and Fuyutsuki are the two more likely person that will let you ask them about the "EVAs Development", but not the only ones. However, I'm not sure what exactly activates the dialogue command of asking about Classified Information, but sure you need a very good Relationship and keep talking to the person in good therms until he or she lets you ask him/her about it. Presents may help too. I think that the dialogue command about the A.T. may prove useful too.

Once it appears, the "Question about Classified Information subject" command will be the last dialogue command available in the list, right before the "Items" command. You will need A.T.: 45+ and IMP: 020 to choose it, and then you must select the first option ("EVAs Development") to ask about it. If you're lucky, you will get one of the four Classified Information files that you need about this subject (check it at the "Classified Information" menu of the System Menu). If not... the character will refuse to talk you about it (either because he/she doesn't want to, or because he/she doesn't know anything about it), and the relationship may be harmed.

While you are trying to raise your relationships with people (specially Gendou and Fuyutsuki) so they let you ask them about the Classified Information, I recommend you not to leave the Park or the Station, taking care of your character needs only in case of emergency. Otherwise, if you do other things or lose time visiting other places (even school!), you may see how the days go by, the combats happen, and the time left until the events from the End of Evangelion arrive becomes shorter.

When you get the four files, a scene will happen during sleep time... and then you must repeat the whole nasty process, but this time asking about the "Marduk Institute", which is the seventh option under the "Question about Classified Information". Once again, Gendou and Fuyutsuki are the two more likely person that will let you ask them about the subject. Once you get the four Classified Information files, another scene will happen during sleep time, and some more at school (during study time), the map menu and during sleep time again.

During this last scene, Kensuke will have to decide between two options: select the second one if you want to clear the Scenario. Then, more scenes will happen when you go to school (twice, during study time), when you talk with Asuka and after going to sleep. The very last scene will happen at school, during study time. Here Kensuke will see his dream fulfilled and you will complete the Scenario.

If you don't make all of this or if you selected the first option when you were asked to, the gameplay will still go on until every Angel is defeated. Then the DefCon will turn all red and no combat will happen. Time and days will pass by until sometime, the game ends and it's Game Over.

As you see, it's not a hard scenario, but it can get tricky and frustrating as hell if you don't unlock the "Question about Classified Information" options. If I discover more things on how to unlock it, I will update this

Scenario. Write me to lleonardpler@yahoo.es if you know or discover anything.
Thanks!

- SCENARIO 15: Hikari Horaki -

TITLE: "The person who watched the spring"

MAIN TARGET: Prevent Touji from dying and express him your feelings

CHARACTER SKILLS: Work (20), Knowledge (05) and Self Defense (02).

CHARACTER STATS: A.T.: 66 / IMP: 90

SLEEPING TIME: From 01 a.m. to 07 a.m.

This Scenario is not very difficult, although there are lots of scenes to activate. It is a rather light-hearted Scenario, like a high school comedy. Hikari is in love with Touji, but he doesn't seem very interested about it...

Hikari can't access the Convenience Store, but she will be given some meal when a new day begins. she also begins with little money, but it will increase as days go by. It's not like she has much to spent it on, but it's always good to buy a drink or two.

Hikari hasn't got much to do: go to school at morning and interact with people for the rest of the day. I recommend to get along with other Students, study or do homework with them. During School Time, choose to raise her Work Skill.

If someone doesn't attend school, Hikari will be given some Prints after the school time ends (3 p.m.), and a new option will appear in her command menu: "Pendent Prints", where she can check the yet ungiven Prints. when talking to someone, two new dialogue commands may appear: "Give Prints" (if you're talking to the person who you need to give them) or otherwise "Ask to give the Prints to someone" (IMP: 012). Girls and Shinji seem to have a higher rate of acceptance when they are asked to bring the Prints to someone. Not giving all the Prints may harm Hikari's mood and A.T.

After some events happen and Hikari talks to Rei and to Touji later, she won't be able to talk to Touji and their Relationship will suffer a huge drop (in this phase, don't choose the dialogue command that appears when interacting with Touji or the Relationship values will drop even more). Hikari won't be able to talk to Touji until a scene of a conversation with Asuka happens. After this, Hikari's Favour and Interest for Touji must reach 700+ and Touji's Favour and Interest for Hikari 500+, then some new scenes will happen. Keep playing as normal until a new conversation with Touji happens and you face a S/F Pulse. You must pass it with 10 successful inputs (otherwise, some alternate events leading to Touji's death will happen). After this, Hikari will start bringing meal for Touji when they meet at school... until he becomes hurt in one battle. After another event during sleep time, a new command will appear in first place when talking to Shinji, Asuka or Rei. Use it and then go to talk with Misato: select the new command that will appear in first place when talking to her. When the next day begins, you will watch a scene at the hospital and you will have to pass yet another S/F Pulse with 10 successful inputs. Only if you do it right, you will watch the best ending of the Scenario, thus completing it.

- SCENARIO 16: Kaworu Nagisa -

TITLE: "Broken Wings"

MAIN TARGET: Discover who you really are and avoid causing the Third Impact.

CHARACTER SKILLS: Work (99), Knowledge (99) and Self Defense (02).

CHARACTER STATS: A.T.: 81 / IMP: 200

SLEEPING TIME: From 01 a.m. to 07 a.m.

You will play as Kaworu, the EVA-04 Pilot, in this Scenario. Due to his Angel origin, Kaworu hasn't got any Synchronicity value, but can pilot an EVA anyway.

Because of the starting values of his abilities, you won't have to lose any time training them. Self Defense is not needed to complete this Scenario. However, keeping a schedule like in other Pilots Scenarios is not a bad idea: breakfast at NERV, go to School, interact with other characters at Neo Tokyo-3 and NERV, and back to the Pilots' Chambers to sleep.

At battles, because of his lack of a Synchronicity Skill, Kaworu should select the "Synchronize with the EVA" option from the Battle Commands Menu to enhance his performance in each combat.

Kaworu will have many doubts and thoughts about his existence and about the Humankind. To help him discover who he really is, you must develop a Relationship with 500+ values of both Favour and Interest with someone. After this condition is met and you defeat Leliel (the big black & white orb), a new option will appear at Kaworu's Command Menu, called "Release Tabris Power". You may still play as normal if you want to, but to complete the Scenario and watch the best ending, you must select the "Release Tabris Power" command.

- SCENARIO 17: Pen-Pen -

TITLE: "Yet untouched by the hand of Humankind"

MAIN TARGET: Get Nuigurumi by filling coupon sheets.

CHARACTER SKILLS: Work (03), Knowledge (03) and Self Defense (02).

CHARACTER STATS: A.T.: 66 / IMP: 40

SLEEPING TIME: From 03 a.m. to 09 a.m.

You can't leave Misato's home in this Scenario. There's a special story happening here: PenPen was watching TV and saw the advert of a Pet Shop. PenPen asked Misato to buy a dog-like robot called Nuigurumi, because he wants to take care of this virtual pet. Therefore, Misato goes to the shop but Nuigurumi is too expensive. However, she is given a coupon sheet to take part in a raffle for various products from the Pet Shop.

Your target in this Scenario is to get 5 coupons from Juice's cans, fill the coupon sheet and then get the virtual pet that PenPen wants.

Whenever you drink a juice from the fridge, you will be able to take off a

coupon from it. However, you need to perform a "Success or Failure" Pulse before (IMP: 020), and its difficulty will be based upon your WC value. So be sure to go often to the toilet between each test. With a high A.T. and WC values, these Pulses should be very easy.

Once you successfully get a coupon, you may check the Coupon Sheet at PenPen's fridge to stick any new coupon you obtained. Once you have stuck the 5 coupons required to fill the sheet, talk to any character and select the first command to ask them to post the sheet for you. They will mostly agree. You can fill in as much sheets as you want in a single day, just be sure to ask someone to post each of them.

Then, when the next day arrives, the postman will deliver a package containing a product from the Pet Shop. The first times it will be an ugly mobile strap of a dried man. The game will continue until you get the Toy Pet that PenPen wants. You will get Nuigurumi once your A.T. is higher than (100 minus the total of Dried Man straps you have got). I.e: if you've got an A.T. value of 80, and you already own 2 straps (value: $100-40=60$), you will get Nuigurumi.

Also, after a Battle, you will lose any coupon sheet that you sent, meaning that no postman will come right after a Battle. So if there are only 2 or so Blue Spheres left in the DefCon, it's better not to ask anyone to post the coupon sheet until this Battle passes by.

Developing your relationships in this Scenario is perhaps easier than in other ones. Most of the dialogue commands available will raise your relationship values and Misato's house will often be more crowded than in other Scenarios, with many visitors through the day. PenPen is too cute. You will quickly detect which dialogue commands will not have a positive effect, so memorize them, and avoid to use them when possible.

PenPen starts with only an Impulse value of 40, but it will grow pretty fast as long as you get many coupons and interact with other characters through the day. Also, remember not to give away any mobile strap, as if you do so, it will lower your probabilities of getting Nuigurumi and you will need to gather more mobile straps.

Once you obtain Nuigurumi, the funny ending scene will happen and you will have completed this Scenario.

- SCENARIO 18: Shinji Ikari -

TITLE: "Silver Muratic Balance"

MAIN TARGET: -

CHARACTER SKILLS: Work (10), Knowledge (10), Self Defense (02) and Synchro (30)

CHARACTER STATS: A.T.: 42 / IMP: 20

SLEEPING TIME: From 01 a.m. to 07 a.m.

I don't quite understand the purpose of this Scenario. You start living at Misato's apartment, and every character is already living at Neo Tokyo-3, even Asuka, Kaji and Kaworu. But even if there's 5 Pilots at NERV, it seems like Shinji aboard the EVA-01 will be the only one deployed in battle, so be prepared for some tough battles. The Angels appear at random order, and it

In Battle Turn, after an introductory sequence of the attack, the action takes place in a 2D map, with different icons representing the EVAs, the enemies and the support facilities that may be featured in the battle field.

After the Battle Turn ends, you will be given a report of the results and then you will be able to save your game. A new chapter will then begin. Your character's Impulse bar will be restored, and the A.T. may also vary.

- SUPPORT BUILDINGS -

There are four types of Support Buildings, differenced by their colour:

RED BUILDINGS: A new Umbylichal Cable can be obtained from them. When a Pilot stands next to it, a new command will appear to plug the Umbylichal Cable. Only one plugged EVA per Red Building is allowed.

YELLOW BUILDINGS: A new weapon can be obtained from them. The weapon contained in it can be checked (when viewing the map) by moving the pointer to the Building and pressing the O button. When a Pilot stands next to it, a new command will appear to grab the weapon. Only one weapon per battle can be obtained from each Yellow Building.

BLUE BUILDINGS: They are turrets that will attack the enemy, slowing it down for a while.

DARK BLUE BUILDINGS: They are not interactive. They represent standard buildings from the City, and block the way. Angels may destroy them.

Besides these elements, there are also some Walls scattered through the map, and marked by a green square in the ground.

WALLS: Higher defense and A.T. for the EVA Unit standing on its mark. May prevent the Angel from detecting you, too.

If the Angel manages to reach the Geofront frontier, the Battle will move to another map, the Geofront. There, a NERV building will be located in the bottom part of the map. The game will end if the Angel reaches it.

- NATIONAL AIR FORCE -

The airplanes from the National Air Force are marked with purple icons moving around the map. They can't be controlled. They will approach the enemy and attack it. It is very unlikely that they defeat the enemy on their own, but they will help you to drop down its vitality.

The number of airplanes is variable from battle to battle. I have seen from 2 to 4 in some battles, and I'm yet unsure of what changes this.

- BATTLE CONTENDERS -

This is a list & explanation of how the different battle contenders are

depicted in the map:

EVA UNITS: They are represented by an inverted blue diamond symbol with the number of the Unit.

ANGELS: They are represented by a dark circle with a red "A" (Angel) inside. Its exact position is only visible if it's in the visual area of the EVAs, the National Air Force or a Blue Building.

JET ALONE PRIME: It is represented by an inverted orange diamond symbol.

- LIFE BARS -

In the top part of the screen, the enemy life bar will be shown, while on the bottom part, the EVA unit life bar and the Synchro of its Pilot will be shown. Your primary target is to reduce the life bar of the enemy to 0 before it reaches the Geofront or NERV Headquarters.

You will notice that each life bar has segments of three colours: Yellow, Green and Red.

YELLOW: Durability

GREEN: "Heifrick", resistance to damage

RED: A.T. Field, Defense

Life may be restored as time passes by.

- AUXILIAR MAP -

The auxiliar map to the right of the screen shows the positions of the EVA Units and the National Air Force (yellow marks), of the Red Buildings (red marks), and a green trajectory depicting the probable path that the Angel will follow to reach the Geofront.

It is a useful tool to check for support buildings when you don't see any of them in the big map screen, and also to locate the Angel position.

- RANGE OF ATTACK -

The grey area around each battle contender, like a radar, is a representation of the RANGE of their attacks. EVA Units with a weapon equipped will have two grey areas around them, one for their close combat attacks, and another one for the range of the weapon.

Angel's ranges vary a lot in width and length. When facing an enemy, try to avoid the range of its attack as much as possible, so it can't hit you. Also, you will only be able to select attacks commands from the menu when you have an enemy on your range.

Each close combat attack has a different angle of range, so the Angel position in your close range area will determine which ones will be available (e.g: the Front Kick can only be performed if you have the Angel in front of you, and the Middle Kick is only available if it's located at your side.)

It's obvious, but you can't choose any attack command from the battle commands menu if the Angel is not inside your range. There are some commands that allow to enlarge your fire weapon's range:

- Enlarge Weapons Range (IMP: 040) (Only with 10+ Synchro)
- Enlarge Positron-S Range (IMP: 060) (Only with 10+ Synchro)

They require a lot of Impulse, but don't hesitate to use these commands when you need to attack while staying far from the Angel.

- CHARGE -

After performing an attack (which will be shown in a spectacular 3D sequence), both the EVA Units and the Angels must wait a certain time until they can attack again. This charge time is represented by a bar above them that will be filling until the charge ends and the EVA or the Angel can attack again.

The time that takes to fill up the bar again varies depending on the attack that preceded it. The most powerful attacks and weapons will lead to longest waits. This is mentioned as "Charge Time" in the "Attacks & Weapons" subsection. The EVA Pilots can reduce their charge times by raising their A.T. and Synchro values.

While charging, the EVA Units and the Angels can still move and perform other actions not involving combat.

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= b) BATTLE INSTRUCTIONS [EVA07b] =
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- PILOTS' SCENARIOS -

Before the combat starts, Misato will show you the weapon that each EVA will be equipped with, as well as the Pilots deployed. Later, she will show you the combat map (exit from it with X, then choose the first option). It's recommended to check the distribution of weapons at the Yellow Buildings, and the position of the Red Buildings to think about an strategy. Then you can ask her to change the weapons at random (it's the second option), but generally the best equipment available will be selected from the beginning. So after you are done, let Misato give the launching order (choose the first option). Then, the Battle will start.

The target of each Battle in the EVA Pilots' Scenarios is to defeat the enemy by using the attack commands from the Battle Menu (press O to open this Menu). Depending on the Battle, the previous results and events, and even each character parameters and the Relationships values, you may or may not be assisted by other Pilots. If you're lucky, powerful attacks from other Pilots may kill the Angel before you can even reach its position. But that's rarely

the case, so it's better that you take the lead.

From your initial position, you must direct to the area where the Angel is. It will be told and updated by the Operators (e.g: "The Angel is at the H-9 Area!"). The area name is given in Occidental writing, so you should have no problem on identifying it (the Angel position also appears in the auxiliar map anyway, in case you need help). You can move around your EVA with the analog pad, but it can't go backwards. The Battle Menu is accessed by pressing O, and here you will choose between the available commands (they may vary depending on your position, the flow of the current battle, your Pilot parameters, etc).

Note that the Umbilical cable that connects an EVA to the source power has a distance limit. When it turns from orange to blinking red, your moves will be very slow. In such case, it's recommended to unplug your current Umbilical Cable (last but one option) and then hurry for the next Red Building, where you will be able to attach a new cable from the commands menu (generally it's the first or second command when being next to a Red Building). Stretching the cable limits too much, may also result on getting the cable automatically unplugged. Although its movements will be faster, an EVA has 5 minutes of autonomy if it's not plugged to an Umbilical Cable, and the power will only last about 1 minute or so of in-game time. If it runs out of power, the EVA will stop working for the rest of the battle, also becoming very vulnerable to the Angel's Attacks. Running out of energy, will probably mean a Game Over if the other EVAs don't kill the Angel. So don't be too risky, and before dropping your Umbylical Cable, locate a Red Building nearby. Another good strategy is to switch the cables when you are standing next to a Red Building: with this method, you don't need to unplug the cable, and you will just replace it with the new one, but it's not always possible to do so. Note that you start some battles without the Umbylical Cable plugged. Sometimes, Ritsuko may do some research to enhance the EVAs autonomy up to 10 minutes.

Most weapons have a limited number of bullets. If they reach 0, you should head to the nearest Yellow Building to get a new weapon from it (generally it's the first or second command when being next to a Yellow Building), or you may also stick to close combat attacks, which are unlimited but also weaker.

Having a weapon equipped (specially the most powerful ones) will slow down your EVA's movement, so it is recommended to drop the weapon whenever you need to run fast towards somewhere. It will automatically be dropped when you run out of bullets.

Your EVA will always have its Progressive Knife available, besides the weapons that you can equip. It doesn't run out of bullets, slow down your EVA or substitue any other weapon.

These are the basic options that will appear in the Battle Commands Menu when you're still not in combat:

- Get new weapon (Only when you're next to a Yellow Building)
- Plug Umbilical Cable (Only when you're next to a Red Building)
- Enlarge Weapons Range (IMP: 040) (Only with 10+ Synchro)
- Enlarge Positron-S Range (IMP: 060) (Only with 10+ Synchro)
- View Map from above
- Drop Current Equipment
- Unplug the Umbilical Cable (YES / NO)
- Cancel

And these are the basic options that will appear if you have visual contact with the Angel:

- Weapon Attack / Remaining bullets (Only if you have a weapon equipped)
- Close Combat Attacks (Only if the Angel is close to you, and in range)
- Attacks Power Up (IMP: 010) (Only with 10+ Synchro)
- Knife Power Up (IMP: 020) (Only with 30+ Synchro)
- Sword Power Up (IMP: 040) (Only with 70+ Synchro)
- Enlarge Weapons Range (IMP: 040) (Only with 10+ Synchro)
- Enlarge Positron-S Range (IMP: 060) (Only with 10+ Synchro)
- Spread out your A.T. Field (A.T.: 50+ / IMP: 120)
- Synchronize with the EVA (Only Kaworu)
- View Map from above
- Drop Current Equipment
- Unplug the Umbilical Cable (YES / NO)
- Cancel

Remember that you may only attack an Angel if it's in the range depicted by the grey area/s around you, and that after using an attack, you must wait until the charge bar fills up to select another attack command. If these conditions are not met, the commands of the attacks may not even appear.

Right before attacking, it's not a bad idea to use one of the "Power Up" options, as it lasts a very short time (expressed by a red bar), but it will increase the power of your attacks meanwhile. The "Enlarge Weapons Range" options, even if temporary like the Power Ups, are also useful when you are too far from an Angel to attack it, but you don't want to get close to it.

If the EVA's A.T. is very high, and also higher than the Angel's A.T., your EVA may break the Angel's A.T. automatically when you get close to the enemy. This is useful to break down the Angel's defenses. You can also try to use the "Spread out your A.T. Field" command. The A.T. is depicted by a yellow hexagon surrounding the unit icon.

If your EVA unit becomes destroyed or the Angel reaches NERV, the game will end. To enhance your performance in battle, remember to keep your A.T. as high as possible, keep your IMPULSE balanced (it's a good idea to save at least 50 Impulse points before a Battle), and also perform Harmonics and Synchro Tests (by talking to Ritsuko or Maya, or training with another Pilot). A high Synchro is very important, as it may raise the speed and the resistance to damage of the EVA and also the filling speed of the Charge Bar.

- MISATO'S SCENARIO -

In Misato's Scenario, you won't have a direct control over the EVA Units but the target is the same: to defeat the enemy by lowering its life bar to 0. In order to succeed, you will choose the EVA equipment and initial positions, and once the battle begins, you will give orders to the Pilots.

After the attack sequence, Misato will have to select the Pilots that will be deployed into battle. Selecting Pilots sharing low Relationships values between them or with Misato will lower their cooperation and obedience, but most of the time won't have any other choice but to deploy them anyway. The Pilots with a Synchro value of 30% or less will be unselected by default, but you can select them if you want (the shiny kanjis below their avatar will turn from red to blue).

Once you have selected the Pilots, you will make the initial settings from a 2D map like the real battle one. The controls are the same as in the Battle Map and the big orange circle marks the Angel Arrival Area, the zone where it's

expected to arrive first.

If the pointer is on a EVA Unit symbol and you press the O button, you can check its attacks list. With the pointer everywhere else, there will be a long list of actions available in the commands menu.

- Place EVA-00 here (if deployed)
- Place EVA-01 here (if deployed)
- Place EVA-02 here (if deployed)
- Place EVA-03 here (if deployed)
- Place EVA-04 here (if deployed)
- Set EVA-00 Equipment (if deployed)
 - Weapons Selection Menu
- Set EVA-01 Equipment (if deployed)
 - Weapons Selection Menu
- Set EVA-02 Equipment (if deployed)
 - Weapons Selection Menu
- Set EVA-03 Equipment (if deployed)
 - Weapons Selection Menu
- Set EVA-04 Equipment (if deployed)
 - Weapons Selection Menu
- Place National Air Force here
- Change Pilots deployed
- Start Battle Order

The first options are meant to set the initial position for the EVAs. There is a position command for each EVA Unit deployed. Choosing this command, will place the EVA icon to the pointer position, meaning that this is where it will begin the battle from. When placing an EVA Unit, be sure to do it next to a Red Building, or it will begin the battle without being plugged to the power (meaning it will only have 5 minutes of autonomy).

The next row of options refer to changing the default Equipment of the EVAs, and there is an option for each EVA Unit deployed. Choosing this command, will open up the Weapons List. Select one of the available weapons, having in mind that there is more than one copy of each weapon except the Positron S (only one of this is available).

These are the weapons that will appear weapon selection:

- Nothing
- Pallet Rifle
- Rifle
- Positron Rifle
- Positron-S
- Shield
- Mastema (Only after Ritsuko develops it)
- Dual Saw (Only after Ritsuko develops it)

The next command in the list is to set the initial position of the National Air Force. Choosing this command, will bring the National Air Forces icons to the pointer position, meaning that this is where it will begin the battle from.

The next command will take you back to the Pilots deployment menu, so you can make changes in it.

The last command is to give the Start Battle order. Before that, she will explain the strategy to the Pilots and will listen their reactions. Changes may still be made (second option), or you can begin the the battle (first option).

When in battle, Misato can recommend the Pilots to perform certain actions, but this doesn't mean that they will always obey them. The Pilots are controlled by the A.I. of the game, and also things like the Relationships between them and with Misato, their mood, their A.T. and Synchro values, etc, may lead them to act one way or another. Pilots with a very low Synchro, can't be assigned any order, and their name will be shaded in grey in the commands menu.

The battle commands available will vary according to the pointer position and the development of the battle.

Pointer is selecting an EVA Unit:

- Cancel (Exit battle commands menu)
- Status (To check the Status of the Unit and its attacks)
- Sever Nerve Connections (I'm not sure what this option stands for: sometimes I cut off the energy of the EVA to prevent the Pilot from being hurt and sometimes I manage to raise the A.T. and Synchro of the Pilot.)

Pointer is selecting any point in the Map:

- Move Here (Ask a Pilot to bring the EVA Unit to this point, there will be one option for each EVA deployed)
- Set Battle Mode
 - Deployed Pilot Names
 - Cancel (Exit battle commands menu)
 - Stand still (Only when moving)
 - Close Combat Attacks (Only after seeing the Angel)
 - Shooting Attacks (Only after seeing the Angel)
 - Retire (Only after seeing the Angel, moves back)

The "Move Here" and "Set Battle Mode" are the two options that Misato will use the most, one to lead the EVAs where you want to, and the other one to configure the combative behaviour of the Pilots. The "Shooting Attacks" mode can't be assigned if the EVA Unit is not equipped with a firing weapon. An assigned battle mode will stay like this until you select another one or ask the EVA to move to somewhere.

Moving an EVA next to a Building, will probably mean that the Pilot will make use of it: plugging to the Umbilical Cable, grabbing a new weapon... If the Pilot doesn't obey, move the EVA around the Building, very close to it, until the Pilot obeys. Remember to make use of this when the Umbilical Cable of any Unit is stretched to its limit (blinking red): lead the EVA to a nearby Red Building.

When the Pilot can't be assigned any order because his or her A.T. and Synchro are too low, I recommend you to give a try to the third option when the pointer is on his or her EVA Unit. When the green bar becomes filled, the A.T. and Synchro may (or may not) experiment an increase.

Accessing the Battle Commands Menu when the pointer is over a Yellow Building, it will bring information about the weapon that it contains.

If all the EVA Units become destroyed or the Angel reaches NERV, the game will end.

- BATTLE FACTS (OTHERS' SCENARIOS) -

In other Scenarios, the characters won't take part in the Battle. After the 5 Blue Spheres of the DefCon have turned red, you will watch a series of static screens, the briefing of the Battle results and then a new chapter will begin.

Please note that the EVA Pilots will NOT always defeat the Angels, as you may get a Game Over even in these non-Pilots Scenarios. So try to keep the A.T. of the Pilots high with kind dialogues and lots of gifts!

There are some exceptions to this method, though: the Ireul special battle is interactive in many Scenarios, and Gendou may watch (but not give orders) some of the combats. I will give detailed instructions in the "Battle Strategies" subsection for these special cases.

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= c) ATTACKS & WEAPONS [EVA07c] =

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I couldn't have written this subsection without the help of the Official Guide of this game by Kadokawa Publishing. The exact amount of the charge time and power of the attacks are taken from it as it was difficult to calculate from the gameplay itself.

Remember that your EVA will always have its Progressive Knife available, besides the weapons that you can equip. It doesn't run out of bullets, slow down your EVA or substitute any other weapon.

I will list the Type (Close Combat o Shooting Attack), Power and Charge Time of each attack and weapon. As you will see, the attacks with higher power usually require a higher Charge Time: sometimes it's difficult to choose whether you prefer quick, weak attacks or slow, powerful attacks. I also will list the required conditions to have this attack (if any) and the initial bullets of each weapon.

The picture below the attacks tries to depict the EVA looking upwards (front) and the approximate range and position where the Angel must be located for this attack to appear in the Battle Commands Menu.

- CHOP -

Type: Close Combat Attack
Power: 70
Charge Time: 0.6

 x x
 o

- MIDDLE KICK -

Type: Close Combat Attack
Power: 90
Charge Time: 1.5

 x x
 xxOxx

x x

- FRONT KICK -

Type: Close Combat Attack

Power: 100

Charge Time: 1.8

x

x

o

- PROGRESSIVE KNIFE (uncentered) -

Type: Close Combat Attack

Power: 110

Charge Time: 2

x x

o

- PROGRESSIVE KNIFE (centered) -

Type: Close Combat Attack

Power: 140

Charge Time: 3.5

x

o

- MASTEMA (close combat) -

Type: Close Combat Attack

Power: 140

Charge Time: 3

Available: After Ritsuko develops the Mastema and you're equipped with it

xxx

o

- MAGOROKU EXTERMINATE SWORD (Vertical attack) -

Type: Close Combat Attack

Power: 220

Charge Time: 3

Available: (?)

x
x
o

- MAGOROKU EXTERMINATE SWORD (Horizontal attack) -

Type: Close Combat Attack

Power: 280

Charge Time: 4

Available: (?)

x
x
o

- A.T. FIELD ATTACK -

Type: Close Combat Attack

Power: 180

Charge Time: 3.5

Available: After Ritsuko develops it.

xxx
x x
x o x
x x

- DUAL SAW -

Type: Close Combat Attack

Power: 150

Charge Time: 3.5

Available: After Ritsuko develops the Dual Saw and you're equipped with it

x
x
o

- EVA SERIES SPEAR -

Type: Close Combat Attack

Power: 160

Charge Time: 3.5

Available: In the last battle (?)

xxx

o

- SHIIPURATON KICK -

Type: Close Combat Attack

Power: 300

Charge Time: 5

Available: (?)

xxx

xxx

o

- HYPER CHOP -

Type: Close Combat Attack

Power: 100

Charge Time: 1

Available: After Ritsuko develops the F-Type Equipment

xx xx

xxxxx

x x

- PROGRESSIVE DAGA (uncentered) -

Type: Close Combat Attack

Power: 130

Charge Time: 1.5

Available: After Ritsuko develops the F-Type Equipment

x x

x x

o

- PROGRESSIVE DAGA (centered) -

Type: Close Combat Attack

Power: 160

Charge Time: 3

Available: After Ritsuko develops the F-Type Equipment

x

x
o

- IMPACT BOLT -

Type: Close Combat Attack
Power: 180
Charge Time: 4
Bullets: 3
Available: After Ritsuko develops the F-Type Equipment

x
x
o

- HAMMER -

Type: Close Combat Attack
Power: 80
Charge Time: 3
Available: Only Jet Alone Prime may use it

xxx
xxxxxx
xxOxx
x x

- ELECTRIC ATTACK -

Type: Close Combat Attack
Power: 80
Charge Time: 3
Available: Only Jet Alone Prime may use it

xxx
xxxxxx
xxOxx
x x

- PALLET RIFLE -

Type: Shooting Attack
Power: 100
Charge Time: 0.8
Bullets: 4
Available: If you're equipped with the Pallet Rifle

- RIFLE -

Type: Shooting Attack
Power: 140
Charge Time: 1.8
Bullets: 5
Available: If you're equipped with the Rifle

- MASTEMA (ranged combat) -

Type: Shooting Attack
Power: 160
Charge Time: 2
Bullets: 3
Available: After Ritsuko develops the Mastema and you're equipped with it

- POSITRON RIFLE -

Type: Shooting Attack
Power: 170
Charge Time: 3
Bullets: 2
Available: If you're equipped with the Positron Rifle

- N2 MISSILE -

Type: Shooting Attack
Power: 280
Charge Time: 5
Bullets: 1
Available: After Ritsuko develops the Mastema and you're equipped with it
(Caution: N2 Missile inflicts sever damage to Neo Tokyo-3 and the support
facilities.)

- POSITRON-S -

Type: Shooting Attack
Power: 300
Charge Time: 7
Bullets: 3
Available: If you're equipped with the Positron-S

- SHIELD -

Type: Defense
Durability: 400

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= d) BATTLES LIST [EVA07d] =
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3rd Angel: Sachiel
4th Angel: Shamshel
5th Angel: Ramiel
6th Angel: Gaghiel
7th Angel: Israfil
8th Angel: Sandalphon
9th Angel: Matarael
10th Angel: Sahaquiel
11th Angel: Ireul
12th Angel: Leliel
13th Angel: Bardiel
14th Angel: Zeruel
15th Angel: Arael
16th Angel: Armisael
17th Angel: Tabris
Special: EVA Series

=====
= e) BATTLES STRATEGIES [EVA07e] =
=====

- SACHIEL -

DESCRIPTION: The 3rd Angel in the series, with humanoid shape and the big red S2 core clearly visible in his stomach.

SCENARIO 01 (SHINJI)

This is the fixed first Battle of Scenario 01, and it happens right after the intro sequence. It serves as a rather tutorial combat, as you will receive many explanations from NERV's personnel. First, move around the EVA a little bit with the analog pad. Then, check the battle commands menu with Circle. Then you must get close to the Angel, and select an attack from the menu. Then you will be told about the Charge Bar. Use close combat attacks, which will mostly fail, while the Angel will hurt the EVA a lot and will also regenerate very fast. Don't worry: it's meant to happen. Soon, the EVA-01 will go Berserker like in the series and will automatically defeat the Angel.

PILOTS' SCENARIOS

It seems like this Battle will only happen for sure in Shinji's Scenarios. For all the other Pilots, it's rare (but not impossible) to battle Sachiel. This Angel is very weak and you shouldn't have problems with it. Attacking from the distance is recommended (grab a new weapon from a Yellow Building if you run out of bullets), but you can try close combat too. Sachiel is weak, slow and its resistance is not too high, so you will defeat it soon.

MISATO'S SCENARIO

This is the fixed 1st Battle in Misato's Scenario and it takes place right after the intro sequence. Fuyutsuki will teach you a tutorial throughout it, with detailed instructions of what to do. First you must use the Analog Pad to navigate the pointer around the map until you meet the Angel. After this, open the Battle Commands Menu and select the only option available: this way, you will ask Shinji to bring the EVA-01 to the Angel position. After many explanations, wait for Shinji to get close to the Angel. He may automatically cut off the Umbilical Cable. When Shinji has visual contact with the Angel, the battle will begin. Note that the EVA-01 may not be equipped with any weapon in this battle, Progressive Knife apart, but you can lead the EVA-01 next to a Yellow Building to grab one. If you want to get used to Misato's Battle system, switch between the close combat (if your Charge Bar is filled) and long ranged combat (if Shinji grabbed a new weapon) from the battle commands menu and Shinji will defeat Sachiel without much trouble. However, you may also not select any instruction when the battle begins and the Angel will most probably be defeated anyway, because it's a very easy battle and the automatic commands of the EVA-01 will be enough.

ALTERNATE EVENT: If the EVA-01 becomes too damaged in this Battle and the A.T. and Synchro of Shinji drop too much, the EVA-01 will go into Berserker Mode like in the Series, reaching 100% Synchro and automatically defeating the Angel.

(More info coming soon...)

- SHAMSHEL -

DESCRIPTION: The 4th Angel in the series, it's purple, has a weird shape and two long tentacles.

PILOTS' SCENARIOS

As long as you keep attacking the Angel with weapons, without getting close to it, it should be a very easy battle. Shamshel hasn't got a specially high defense, and it can only perform close ranged attacks. If you've got enough IMPULSE left, use Power Up before your attacks, or even enlarge their range. If you run out of bullets, you can either get another weapon from a Yellow Building or, if you're feeling confident and the Angel hasn't got much life left, get close to the enemy and kill it with some deadly close combat attacks.

MISATO'S SCENARIO

This is a very easy battle. Deploy every Pilot available, place the EVAs and the National Force near the Angel and equip them with fast re-charging weapons like the Pallet Rifle and the Rifle. You may equip one of them with a Positron Rifle or Positron-S, too, if you want. Once in battle, tell the Pilots to shoot at the Angel, avoiding close combat attacks, and it shouldn't be long until it's gone.

- RAMIEL -

DESCRIPTION: The 5th Angel in the series, it's a blue tetrahedron with a nasty wide range.

PILOTS' SCENARIOS

Usually, Misato will equip you with the Positron Rifle; a second Pilot will be equipped with a Shield, and every other Pilot can be equipped with anything. In this battle, Ramiel can be defeated with a single shot of the Positron Rifle (but only the one equipped at the beginning of the battle: other Positrons weapons that may be scattered through the Yellow Buildings will not be powerful enough). But the Positron weapon is also heavier than usual, meaning that your EVA will move really, really slow in this Battle. Your target is to have visual contact with the Angel before the other Pilots, so they don't get hurt (an EVA may be destroyed with two or three hits from Ramiel, or even just one if it's not equipped with the Shield). Be careful because Ramiel has a very long range of attack, so if it's aiming in your direction, try to get back and go round until you can aim the Angel from a safe position. Once you manage to shoot at it, Ramiel should be defeated (if you're using the original Positron, of course). If not, go round until the Charge Bar fills again and shoot again. Note that having a low A.T. or Synchro may prevent you from killing Ramiel with a single shot and you will need more hits (grab a new weapon, ideally another Positron, from a Yellow Building when you run out of bullets). Note that it's very hard to defeat Ramiel without the original Positron that Misato gives you before this battle, because the Angel has a strong resistance and a fast regeneration rate.

Although being unplugged from the Umbilical Cable would let you to move slightly faster even with the Positron Rifle, I don't recommend to do it in this Battle, because you need time to concentrate and to get the best aiming position. (Besides, if you run out of energy, the other EVAs will mostly be destroyed without the help of your Positron Rifle.)

If before the battle, your A.T. and/or Synchro were too low, you will be the Pilot equipped with the Shield or another random weapon. In this case, you should just cover the EVA equipped with the Positron, and wait that it shoots at the Angel and destroys it.

MISATO'S SCENARIO

Due to the very long range of Ramiel's attacks, you need to attack it from the distance. At least one of the EVAs should be equipped with a Positron Rifle or a Positron-S, and if possible, another one with the Shield. You can deploy more than two EVA Units if you want, but I wouldn't recommend it as it's a tough battle and using the minimum Units may prevent you from losing too many of them. Then, position the EVA Units far from each other, one at each side of the Angel Area if possible. Then position the National Air Force in the upper part of the Angel Area. When the battle begins, the Angel should be distracted by the airplanes attacks. Take profit of it and lead the EVA with the Positron weapon until it has visual contact with the Angel and it's inside the range area. Then shoot. If you're lucky, Ramiel will be defeated with a single shot. If not, retire the EVA with the Positron weapon until its Charge Bar fills up again. Meanwhile, lead the Shield-equipped EVA close to it, until the Angel attacks it and is distracted from the other Unit. As soon as its Charge Bar is filled, lead the EVA with the Positron weapon close to the battle area, until the Angel is within range and you can shoot again. The EVA holding a Shield shouldn't stand close to the Angel after being attacked once, or the Unit will mostly be destroyed by a second attack. Note that all this strategy is easier said than done, but possible.

- GAGHIEL -

DESCRIPTION: The 6th Angel in the series, it's an aquatic being that attacks the navy float that is transporting the EVA-02 by sea.

The attack of this Angel is not related to the DefCon. It may attack at any moment when you enter NERV, depending on the mode and the previous events. Before the attack, you will watch a sequence where Misato and the other Pilots go to meet Asuka. Gaghiel is the fixed first enemy of Asuka's Scenario.

PILOTS' SCENARIOS

This is a special battle. Your Pilot will be piloting his/her EVA Unit under the sea (Asuka will control the EVA-02 in Shinji's first Scenario). The Angel moves around you in circles, continuously. You need to be facing its trajectory when the Angel approaches, so turn around the EVA to match its range with the red pointer (which marks the Angel's position) and then go ahead in that direction to get even closer. When the Angel is within the range area, press the O button to attack it. If you fail and the Angel touches the EVA, you will be the one attacked. Gaghiel has a life bar of 100 points; a centered attack will take off 20 points from it, and an uncentered one, just 10 points. Your EVA Unit has a similar life and receives the same damage when hit. Once Gaghiel's life bar is almost empty, the Angel will bite your EVA after the next attack. Misato will explain a new strategy to beat the Angel: open its mouth to make it eat some bombardiers. To do that, you must undertake a S/F Pulse based on the EVA's remaining life energy, so you better haven't been hit too much! You must pass this Pulse to defeat the Angel. Failing it will lead to a Game Over.

MISATO'S SCENARIO

This battle is not interactive in Misato's Scenario. After Gaghiel attacks, you just will get a briefing of the results, like in other Scenarios.

- ISRAFEL -

DESCRIPTION: The 7th Angel in the series, divides himself into two separate entities that must be defeated at once.

The attack of this Angel is not related to the DefCon. It may attack at any moment when you enter NERV, depending on the mode and the previous events.

PILOTS' SCENARIOS

After an introductory scene, depicting EVA-01 and EVA-02 defeated by the Twin Angels, Misato will explain the Unison strategy. After this, you will have some time left (marked, as usual, by the DefCon) until Israfel regenerates and strikes back. Meanwhile, you can follow with your usual routine. But whenever you talk to another Pilot, you will notice a new Command, appearing at the top of the Commands list: "Do some Unison Training (IMP: 010)". If you choose it, and the other Pilot accepts, you will undertake a Pulse. The more correct inputs, the higher your Unison value will be raised (max: 12 points per Pulse). The target is to do some Unison Training with your preferred character, so both of you can fight in the impending battle. Once the DefCon is filled (5 red spheres), Israfel will attack again. Misato will choose your companion based on your Unison values (the higher Unison with someone, the higher probabilities that he or she will be picked). If you didn't use the Unison Training, Misato

will choose a companion anyway. After that is done, the battle will begin.

In this combat, you will be controlling two EVAs, but they're depicted with a single icon. Also, they share the same life bar, A.T. and Impulse. When you choose a Battle Command, both will perform the action in unison. It feels like you are controlling a single EVA, actually, but the 3D animations are cooler. This battle shouldn't be too difficult, although it will probably be long. First, locate the Angel as usual (Israfel is divided in two entities, but they are depicted by a single icon), get close to it and then attack it with everything you have. Israfel regenerates fast, so I recommend using attacks with fast recharge, but a powerful weapon may be useful too. Use the Power Up commands if you have enough Impulse. Try to avoid its range areas, as Israfel has some reasonably strong attacks (but a slow recharge). when Israfel's life bar is almost empty, a scene showing his fusion into a single being will be activated. You must hurry and attack the Angel once more with any offensive command you want. Note that at this point, Israfel may still attack. Once you attack it for the last time (with a cool "unison" animation), the Angel will be destroyed.

MISATO'S SCENARIO

I haven't yet faced this Battle in Misato's Scenario, so I don't know how it will work in her case. Any help will be much appreciated.

- SANDALPHON -

DESCRIPTION: The 8th Angel in the series, it's in an embrionary form inside a volcano when NERV decides to catch him.

The attack of this Angel is not always related to the DefCon. It may attack at any moment when you enter NERV, depending on the mode and the previous events.

PILOTS' SCENARIOS

This is a special battle. Your Pilot will be piloting his/her EVA Unit inside the lava of the volcano (Asuka will control the EVA-02 in Shinji's first Scenario). The Angel moves around you in circles, continuously. You need to be facing its trajectory when the Angel approaches, so turn around the EVA to match its range with the red pointer (which marks the Angel's position) and then go ahead in that direction to get even closer. When the Angel is within the range area, press the O button to attack it. If you fail and the Angel touches the EVA, you will be the one attacked. Your EVA has a life bar of 100 points, and will receive a damage of 10 or 20 point if you are hit by Sandalphon. Unlike in Gaghiel's battle, Sandalphon hasn't got a life bar. But you must attack the Angel anyway, proceeding like I said before. Once you have hit Sandalphon several times (without apparent effect), Ritsuko will explain a new strategy to beat the Angel: make it swallow the refrigerating liquid that keeps the EVA safe from the magma. To do so, you must hit the Angel just once more. After this, Sandalphon will be defeated and then the Pilot you're in best terms with (or Shinji in the first Scenario), will come to rescue you. Then you will undertake a S/F Pulse based on the EVA's remaining life energy, so you better haven't been hit too much! You must pass this Pulse to be rescued. Failing it will lead to a Game Over.

MISATO'S SCENARIO

This battle is not interactive in Misato's Scenario. After Sandalphon attacks, you just will get a briefing of the results.

- MATARAEEL -

DESCRIPTION: The 9th Angel in the series, looks like a spider, with many eyes in its body that throw acid.

PILOTS' SCENARIOS

This battle can be very tough. Matarael has an insane wide and long range of attack, it's strong and has a lot of defense. It is also super fast. If your A.T. is really high, hurry and touch the Angel to break its A.T. Once you do so, you can attack it (always trying to do it from the Angel's sides or its back, where Matarael can't reach you), and it will be over after a while. If your A.T. is not high enough to break the Angel's field, then you must stick to long ranged attacks from its back (using the Enlarge range command if you have enough Impulse). Remember to move your EVA constantly, so it never walks into the enemy's range; it can be tricky because Matarael moves and turns around so quickly. Wish for help from the other Pilots, because you will probably need it... and wish that Matarael doesn't kill them. Insist on attacking from the distance, grab new weapons when your run out of bullets and you will eventually kill Matarael.

MISATO'S SCENARIO

Due to its wide and long range area, it's better to attack it from behind with long range weapons, like a Rifle or one of the Positrons. Deploy every Pilot available. If possible, place the EVAs to the north of the Angel Arrival Area, and equip them with the above mentioned weapons. Place the National Air Force opposed to the EVAs positions: the target here is that the Angel faces the airplanes and not the EVAs. If you manage to attack the Angel from behind, it won't be long until it dies without even hurting the EVAs. Close combat is not recommended because the Angel will probably turn around to face the EVA and then it will be very difficult to escape from its range area.

- SAHAQUIEL -

DESCRIPTION: The 10th Angel in the series, comes from outer space to collapse with the Earth surface. It has a big eye in the center of its orange body.

PILOTS' SCENARIOS

This battle shouldn't be a problem, actually. You don't have to kill Sahaquiel: you just have to get on time up to the collision point altogether with your two companions, and then release your A.T. field to stop the Angel. You will start without being plugged to the Umbylichal Cable, and if you don't want to lose precious seconds, you shouldn't head to plug one. Just concentrate on catching the Angel on time. First, the approximate collision area will be marked with a wide blue circle in the auxiliar map. Get as close to this area as you can, or if your initial position is close enough, walk towards its center. After a short time, three consecutive, corrected, more precise collision areas will be appearing in order, marked by green, yellow and red circles. Like with the blue circle, you need to get close to the center of the new circle that appears, and

then head to the next one. After the red circle (you shouldn't be too far from it at this moment), Sahaquiel's exact collision point will soon be revealed, marked in white in the auxiliary map, and with a red area in the main field. You must reach this area on time, and then open the Battle Menu and select the first option to spread your A.T. field (it requires no Impulse). If you are the first or the second EVA that catches the Angel, you will face several Pulses (once every five seconds or so) until the other EVAs have arrived, but they shouldn't be too difficult. Failing a Pulse will lower your A.T. field (more or less, depending on your correct inputs). If you are the last EVA to catch Sahaquiel, you just need to spread your A.T. field. Once the three EVAs have arrived and spread their A.T. fields, the Angel will be destroyed. Keep in mind, however, that if you or one of the other EVAs runs out of energy, or if you don't catch on time Sahaquiel, you will get a Game Over.

When you are running through the battle field, trying to get close to the collision areas, there will be a special command that lets you move faster (it will be the first command in the Battle Menu). Higher velocity will only be available after you have activated the previous one. It is highly recommended to make use of these commands, but it's not obligatory.

-Run (A.T.: 30+ / IMP: 020)

-Run faster (A.T.: 40+ / IMP: 040)

-Dash (A.T.: 50+ / IMP: 080)

MISATO'S SCENARIO

This battle is not interactive in Misato's Scenario. After Sahaquiel attacks, you just will get a briefing of the results.

- IREUL -

DESCRIPTION: The 11th Angel in the series, it's a nanomachine that infects NERV's main computer, MAGI.

The attack of this Angel is not related to the DefCon. It may attack at any moment when you enter NERV, depending on the mode and the previous events. As this is a sort of computer virus, there is no regular battle in this Scenario. While Ireul is attacking NERV's system, the DefCon won't be filled, you can't leave from NERV, and entering the Canteen, the Vending Machines Corner and the Public Baths is not allowed. There available commands will also be very limited, and most of the dialogue commands won't appear while the attack takes place.

OPERATORS' SCENARIOS

While Ireul is attacking MAGI, the Operators must help Ritsuko to develop the program which will erase the Angel from NERV's system. This is done at their desks, where only 3 options will appear: Create Anti-Ireul Program, Stand Up and Check NERV Files. The option to create the program has a cost of IMP: 004, and it will take you to a Knowledge Pulse, but it's rather easy. I recommend you to perform this Pulse once and again, only stopping to restore your IMPULSE and A.T. if needed. After certain time passes, Ritsuko will try to activate the Program, taking you to a S/F PULSE based on the Program Stats. You have 5 tries, if you fail all of them, it's Game Over. Between each try, you can still raise the Program Stats by using the option Create the Anti-Ireul Program. When you succeed with the S/F Pulse, Ireul will be erased.

RITSUKO'S SCENARIO

(More Info coming soon...)

REST OF NERV PERSONNEL SCENARIOS

The target here is to raise Ritsuko's A.T. and Impulse by encouraging her and, if possible, giving gifts to her. Ritsuko will try to erase Ireul using the Program she has been developing thanks to your kind words & gifts. When she tries to use the program, you need to pass a S/F PULSE based on the Program stats. You have 5 tries; if you fail all of them, it's Game Over. Between each try, you can still encourage Ritsuko and walk around NERV. When you succeed with the S/F Pulse, Ireul will be erased.

- LELIEL -

DESCRIPTION: The 12th Angel in the series, it's a big black & white orb whose soul can absorb anything into the Sea of Dirac.

PILOTS' SCENARIOS

Unlike what happens in usual battles, when Leliel attacks, you will be deployed without any previous explanations from Misato about the plan or situation. In the scene that follows, your EVA will be sucked into the Sea of Dirac by the Angel's shadow. While Misato and Ritsuko struggle at NERV to rescue you from this alternate dimension, you must face a mysterious shadow, claiming to be you (or at least the "you" that lives inside other characters). This is a dialectic combat. You must reply to the shadow's sentences, trying not to be depressed. Each one of your replies will subtract 4 points from the shadow's A.T. (in the upper part of the screen), but will also affect your own A.T. and Impulse (in the lower part of the screen) in different ways. The target is to reduce the shadow's A.T. to 0, while preventing yours to reach 0 (or it will be a Game Over). You will be choosing options and options (with possible scenes in between) until one of the two A.T. fields reaches 0. I'm uncertain about the formula that calculates the initial A.T. of the shadow, sometimes it will be very high and sometimes just about 20. Your A.T. and Impulse are the same as the values previous to the battle. The key here is to have a high Impulse and A.T., so you have more margin and can choose options to deplete the shadow's A.T. without being worried about yours.

I recommend to try selecting these options, as they seem to be the route that harms you the less:

SHINJI: 1-1-2-2

REI: 2-1-1

ASUKA: 2-2-2

TOUJI: (Coming soon.)

KAWORU: (Coming soon.)

If after this row of options you haven't defeated the Shadow, keep repeating the same choices until its A.T. is reduced to 0. Then, a cool scene will be activated and the battle will end.

(Any suggestion about better routes, hints about the shadow's A.T. initial value, etc are welcome. Write me to lleonardpler@yahoo.es. Thanks!)

MISATO'S SCENARIO

This battle is not interactive in Misato's Scenario. After Leliel attacks, you

just will get a briefing of the results.

- BARDIEL -

DESCRIPTION: The 13th Angel in the series, it possesses the EVA-04 Unit when it's being transported to Japan.

MISATO'S SCENARIO

This may be a hard combat. Deploy the EVAs around the Angel Arrival area, equip them with weapons like the Rifle or the Positron. Try to keep the EVAs far from Bardiel, and order the Pilots to shoot at it, avoiding Close Combat at all costs. Bardiel's attacks are deadly, so the Pilots shouldn't get close to it. Remember to lead the EVAs near a Yellow Building if they run out of bullets.

ALTERNATE EVENT: If Shinji fails to attack Bardiel, the EVA-01 becomes too damaged and the Dummy system has already been developed, Gendou will order to activate the Dummy Plug so it fights and kills Bardiel instead of Shinji.

(More info coming soon...)

- ZERUEL -

DESCRIPTION: The 14th Angel in the series, it's a large blocky being, with two arms that can blend like paper but cut like a sharpened razor.

PILOTS' SCENARIO

This is a very hard battle. You will depend a lot on the other Pilots deployed and their performance: their help may prove vital here. Zeruel has a high resistance, regenerates pretty fast and one of its attacks (the paper-arms one) is really strong. The ideal combat would be: attacking Zeruel with a strong weapon, like Positron Rifle, to hurt the Angel as much as you can, until you run out of bullets. Then attack the Angel with Close Combat attacks (using the Power Up commands if possible), or go to a Yellow Building nearby to grab a new weapon if you feel confident enough. Whatever you do, you will hurt Zeruel little by little due to its fast regeneration. While charging, try to stay at the Angel's back, or in the large gap between his two range areas. Be patient, keep attacking, and you will eventually destroy Zeruel. If you're lucky, at least one of the other EVAs will get to the combat area and start attacking Zeruel. With two or more EVAs consecutively using their offensive commands, the Angel won't be able to regenerate as fast as usual, and then the Battle will be much easier (and faster). Also, according to Anonymous, Zeruel's A.T. Field can only be neutralized when two or more EVAs surround the Angel.

MISATO'S SCENARIO

Zeruel is a really annoying Angel, because of its high defense and resistance to damage. The point is to hurt him fast with powerful weapons, like the Positron Rifle and Positron-S, so equip your Pilots with every such weapon available. Prevent them from getting close to the Angel, and lead the EVAs near Yellow Buildings to get new weapons when the Positron Rifles or the Positron-S run out of bullets.

(More info coming soon...)

- ARAEL -

DESCRIPTION: the 15th Angel in the series, it's a winged, shiny being with a powerful mental attack.

PILOTS' SCENARIOS

This battle will be automatically won after enough time passes by. There will be three individual scenes: EVA-02 walking through Central Dogma, EVA-02 grabbing the Spear of Longinus, and EVA-02 throwing it at Arael to destroy it. Meanwhile, you should stay out of the Angel's attacks. Arael's position is not marked in the auxiliar map, but you will know that it's approaching you due to its massive range area. If you step on it, Arael will attack your mind: you will undertake a Pulse then, and you must pass it or your A.T. will drop and the EVA response will be worse to your commands (it may even stop). Luckily, Arael is rather slow, so you shouldn't have too much problems when trying to stay out of its range. Other deployed Pilots will not be as intelligent, and it's very likely that they become struck by Arael's attacks (meaning a very low A.T. and a very bad mood after the battle, in the main game). Once Rei uses the Spear of Longinus to defeat Arael, the combat will end and you will get the results.

REI'S SCENARIO

In Rei's Scenario, you must stay out of Arael's wide range just like in the other Pilots Scenarios (or you will face a Pulse to prevent the Angel's attack, which may lower your A.T.). Check previous strategy for further details. After some time passes by, Gendou will call Rei to explain her his new plan, and then you will watch the full scene of EVA-02 grabbing the Spear of Longinus and throwing it at Arael to defeat it. The combat will end and you will get the results.

MISATO'S SCENARIO

This battle is not interactive in Misato's Scenario. After Arael attacks, you just will get a briefing of the results.

- ARMISAEEL -

DESCRIPTION: The 16th Angel in the series, looks like a circle formed by two wires of light.

PILOTS' SCENARIOS

Due to the Angel's short range and slow speed, you shouldn't have much problems to kill it from the distance using any long range weapon you want. Armisael is strong and has a decent resistance, but if you keep at attacking at it from a safe position (and then rush for a Yellow Building when you run out of bullets), you will soon succeed. It's important to defeat the Angel before Rei destroys herself in the Alternate Event. If the Angel's A.T. is very low and you don't have any bullets left, it's better to run at it and attack one last time with any close combat command (otherwise, it will regenerate pretty fast).

MISATO'S SCENARIO

Unless you're really good at battles, I don't recommend you to deploy Rei in this battle, as she may sacrifice herself to beat the Angel if her EVA becomes too damaged and that may be a big loss to face further battles. My advice is to deploy every other available Pilots instead, equipped with weapons like the Rifle or the Positron S. Armisael is not very fast, but even if slow, its attacks are powerful. So try to avoid close combat, keep the Pilots at a prudent distance, and ordering them to attack from the distance.

ALTERNATE EVENT: If the EVA-00 becomes too damaged in this battle, Rei will sacrifice herself to defeat the Angel. She will be successful, but the EVA-00 will be lost, so Rei ("new" Rei, to speak of) won't be able to participate in battles anymore.

- TABRIS -

DESCRIPTION: The 17th Angel in the series, also known as Kaworu Nagisa.

Before this Battle happens, Kaworu must have arrived at NERV. Tabris attack is not related to the DefCon, as he may attack even when you wake up at morning. His target is to get deep into Terminal Dogma to reunite with the Angel awaiting there.

SHINJI'S SCENARIOS

Shinji is the only Pilot that will face Tabris. This is a special combat. Tabris controls the EVA-02 with the mind and, at first, Shinji will be fighting from the EVA-01 against the other machine. You can't move during this battle, but the charge time is kept.

You can open the Battle Commands menu with the "O" button. These options will appear:

-Cancel
-Punch
-Progressive Knife

If you don't attack, EVA-02 will hit you once and again until you are defeated. So attack once with the punch or the knife. The next time you open the Battle Commands menu, a new option will appear:

-Cancel
-Talk to Tabris
-Punch
-Progressive Knife

Choose the "Talk to Tabris" command. You will face various series of dialogue commands. If you want to rescue Kaworu and have him alive for the rest of the game, you must choose the correct answers. It is said that the correct order changes each time you play. However, I find that this set of commands will work: 3-1-1-1.

Repeat the process: attack EVA-02, talk to Tabris, commands 3-1-1-1, as many times as required.

After a while, you will arrive to Terminal Dogma. Tabris will be deceived about it because he doesn't find what he was expecting and will try to sacrifice himself. Before this, you will face the last series of dialogue commands. Choose the same set: 3-1-1-1. After a while, Kaworu should change his mind and join you again.

If you don't care about Kaworu, just keep attacking, don't talk to Tabris, and choose any option in the final assault. Tabris will sacrifice himself and the battle results will appear.

(If you have a better method to save Kaworu or further details about the process, please write me at lleonardpler@yahoo.es. Any addition or correction will be welcomed. Thank you!)

OTHER PILOTS' SCENARIOS

This battle is not interactive in the other Pilots' Scenarios. After Tabris attacks, you just will get a briefing of the results.

MISATO'S SCENARIO

This battle is not interactive in Misato's Scenario. After Tabris attacks, you just will get a briefing of the results.

----- - EVA SERIES -

DESCRIPTION: They are the mass production EVAs, from EVA-05 to EVA-13. They look scary, can regenerate and each one is equipped with a copy of the Spear of Longinus. The Auxiliar Map isn't available in this battle.

PILOTS' SCENARIO

It is very likely that you start this Scenario without a weapon equipped (maybe the Shield, if you're lucky, or the Mastema if it's been developed). This may be OK for the first part of the battle, as beating the 9 EVA Series shouldn't be too difficult at this stage, they are weak and your stats should be high enough by now. However, once the EVA Series regenerate (after they all have been defeated, they "resurrect"), they will be faster, stronger, and more resistant, so it's a good idea to hurry to a Yellow Building to get a new weapon, possibly the Positron Rifle or the Positron-S, and attack the EVA Series from the distance, using as many Power Ups as you can (although many of them, for some reason, aren't available in this battle). Also, always try to avoid encountering more than one or two EVA Series at once: they are very deadly when too many of them surround you. If your EVA becomes too damaged, get far from the EVA Series to restore part of your energy. As a last advice, try not ever unplugging the Umbilical Cable: it is too risky in this battle, unless you need to run fast to a point which happens to be close to a Red Building. There may be other Pilots helping you in this battle, but it's very likely that they get killed after the EVA Series regenerate.

It looks like the Pilots can grab a Spear of Longinus from a dead EVA Series and use it as a weapon. I've seen my companions using it, but I still have to discover how is it done. Any help will be much appreciated, you can write me at lleonardpler@yahoo.es. Thanks!

MISATO'S SCENARIO

After the DefCon turns all red, the events previous to this battle will only happen when you enter NERV. Check her her Scenario Briefing for more info about it. Misato will give orders to her favourite Pilot and, luckily, she will receive help from the amazing Jet Alone Prime if she assisted to the J.A. launch. The EVA Series are not that difficult to defeat one by one (with one or two hits, they will be dead), but the problem comes when they surround the Pilots and attack them one after another too fast: to preven this, lead the EVAs only to areas where there are one or two EVA Series. Also, if any Pilot becomes too damaged, ask him or her to go to a calm place until the EVA has regenerated enough. The battle mode recommended is close combat. After the EVA Series regenerate, their attacks will be more powerful, but they can be killed more easily, so you shouldn't have much problems if you stick to the previous formula. As it's a long battle, don't let any EVA Unit to unplug its Umbilical Cable: if this happens, lead it to a nearby Red Building, so the Pilot plugs it again.

ALTERNATE EVENT: If Misato assisted to the Jet Alone launch and Neo Tokyo-3 has not been destroyed yet, the Jet Alone Prime, a powered-up version of the original J.A., will come to help you in this battle. It is very powerful. It can't be controlled, but may destroy many of the EVA Series anyway. The EVA Series may kill J.A. Prime too. After the EVA Series regenerate, the Jet Alone Prime may run away.

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-ADDITIONAL DATA-

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08. PLACES [EVA08]

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= a) PLACES LIST [EVA08a] =
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This section will be just a list of the different places that you can go to while playing the game. The first Neo Tokyo-3 & NERV places are not a scenery actually, but an option to travel to NERV or Neo Tokyo-3 places list.

They will be listed in the same order as in the map menu where you select your destination. Not all the places will always be shown in the list where you select your destination. This will be fully covered in the next section, "Places Briefing".

Your character may not be able to enter all places. Non-NERV workers cannot go to NERV, non-Students cannot access the High School, PenPen can't leave from Misato's flat, etc. When you can't access a certain place, it will either be shown in grey, with a "KEEP OUT" sign, or will not appear in the map menu.

Also, in places such as Misato and Rei's flats, you may need to ask permission to enter, and the resident(s) may or may not let you enter.

Some places will only appear after certains events happen, and others may disappear if Neo Tokyo-3 gets too damaged in a Battle.

- NEO TOKYO-3 CITY PLACES -

Go to NERV Headquarters
Misato's Apartment
Convenience Store
High School
Rei's Apartment
Park Of The Hill
New Hakone Yumoto Station
Home
Ruins

- NERV HEADQUARTERS PLACES -

Go to Neo Tokyo-3 City
Primary Command Room
Chief Commander's Official Orders Section
Misato's Paperwork Section
Ritsuko's Development Section
Kaji's Individual Section
Public Canteen
Vending Machines Corner
NERV Public Baths
Central Dogma
Shooting Lessons Training Place
EVA-00 Cage
EVA-01 Cage
EVA-02 Cage
EVA-03 Cage
EVA-04 Cage
Board Staff Chambers
Personnel Chambers
Pilots Chambers

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= b) PLACES BRIEFING [EVA08b] =
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Here I will explain what you will find in each scenery from the game, the things that you can do, which commands may appear to interact with the objects, if it leads to a Pulse, etc.

For each scenery, you will see the main(s) action that will appear when you get close to a certain object and place, and below this, the list of options that you can access from here (e.g: sitting at someone's desk will make a menu appear with the options to increase your Knowledge and Work).

When a certain command or action requires a minimum amount of A.T., I will express it too with an expression like: "A.T.: 50+" (meaning you need an A.T. value of 50 or more), "A.T.: 30-" (an A.T. value of 30 or less), etc. The Impulse you need to pay in order to perform certain commands and actions in the scenery will also be expressed in a similar way: "IMP: 025" (meaning Impulse Cost: 25). I will also point out if the command takes you to a Pulse: "WORK PULSE" (meaning that the selection of this command will take you to a Pulse

where your Work Skill will set the difficulty).

The Leave/Stay options available in the Entrance of every place will automatically appear when you get very close to the exit area. You can stay by either selecting "Stay" or pressing the X button to close the menu.

:::::::::::::::::::::
: NEO TOKYO-3 PLACES :
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- MISATO'S APARTMENT -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Ritsuko, Kaji, Touji, Kensuke, Hikari, PenPen.

AVAILABLE SERVICES: EAT / WC / DRINK / BATH / SLEEP

Misato's Apartment is the home for Misato herself, Shinji, Asuka and PenPen. It's one of the biggest locations in the game. Its residents can have for free something to eat and to drink. They also come here to sleep, and there are a lot of other things that they can do. Rei, Kaji, Ritsuko, Hikari, Touji and Kensuke may also ask to visit this apartment, but they have a more limited list of things to do. If you are a resident, letting someone enter the flat will mostly enhance your Relationship with that person.

ENTRANCE

-Leave Misato's Apartment
-Stay
-Abandon home (A.T.: 40- / IMP: 090) (Residents only, when feeling low)
(The third option must be selected from the Commands Menu).

LIGHT SWITCHES

-Turn on/off light (IMP: 004) (Night only / PenPen can't)
(There are Light Switches: at the kitchen, the living room and each bedroom).

FRIDGE

-Open fridge (Residents Only)
 -Drink juice (Shinji, Asuka and PenPen)
 -Try to obtain coupon (PenPen only) (IMP: 020 / WC S/F PULSE)
 -Drink beer (Misato)
 -Close fridge

KITCHEN

-Cook some meal (Shinji and Asuka only) (A.T.: 40+ / IMP: 030 / PULSE)

PENPEN'S FRIDGE

-Check Coupons' Sheet (PenPen only)
-Sleep (PenPen Only)

DOORS

-Open door
(Each Bedroom has a door)

BATHROOM CURTAIN

-Open Curtain

TOILET (Bathroom's left door)

-Use the Toilet

BATH (Bathroom's right door)
-Have a bath (Residents only)

DINING TABLE (Located in the living room)

-Seat to the table
-Idleness
-Talk to the person nearby (A.T.: 40+) (Only if there's someone)
-Ask to join the meal (A.T.: 40+ / IMP: 030) (Only if there's someone eating)
-Have a drink (Only when there's a Drink in your Items list)
-Have something to eat

TV

-Watch TV together (Residents only, if there's already someone watching it)
(A.T.: 45+ / IMP: 040)
-Change Channel (IMP: 008)
-Keep watching TV
-Switch off TV
-Watch TV

MISATO'S DESK

-Do Homework (A.T.: 40+ / IMP: 010 / WORK PULSE) (Misato only, after battles)

MISATO'S BED

-Sleep (Misato only)

SHINJI'S DESK

-Study (Improve Work Skill) (IMP: 020 / PULSE) (Shinji only)

SHINJI'S BED

-Sleep (Shinji only)
-Sit down (Shinji only)
-Stand up
-Watch the ceiling
-Think about someone
-Think about something fun (A.T.: 55+ / IMP: 004)
-Think about worries (A.T.: 45-)
-Listen to music (SDAT required)

ASUKA'S DESK

-Study (Improve Work Skill) (IMP: 020 / PULSE) (Asuka only)

ASUKA'S BED

-Sleep (Asuka only)
-Sit down (Asuka only)
-Stand up
-Watch the ceiling
-Think about someone
-Think about something fun (A.T.: 55+ / IMP: 004)
-Think about worries (A.T.: 45-)
-Listen to music (SDAT required)

Note that Shinji's Bedroom will be replaced by Asuka's one when she arrives,
and he will be assigned the room in front of it.

- CONVENIENCE STORE -

ALLOWED ENTRANCE: Shinji, Asuka, Misato, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba,
Touji, Kensuke.

AVAILABLE SERVICES: WC / BUY

This shop is open 24/7 (poor worker, he's always there). Here, you can buy many meals, drinks and other objects unavailable anywhere else. Like in a real shop, you first select the items you want from one of the many shelves around and then you proceed to checkout. You can't leave without paying for the items you selected.

This place is not accessible when 60% or more of Neo Tokyo-3 City becomes destroyed, and the available products will also vary depending on the level of destruction (more info at the "Items" section). The higher destruction, the less products depicted on the shelves.

ENTRANCE

- Leave the Store
- Stay

SHELVES

- Select products (Opens the "Convenience Store Products" menu)

CHECKOUT DESK

- Proceed to checkout
 - Accept to Pay
 - Cancel

TOILET

- Use the Toilet
-

- HIGH SCHOOL -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Touji, Kensuke, Hikari, Kaworu.

AVAILABLE SERVICES: WC / DRINK

Only students can enter here. If you enter in the morning, which is study time, you will have to select a task to do (improve one of your skills, look around or sleep), and the clock will move fast until 3p.m. Then you will be free to walk around the school to interact with people and elements or leave to another place.

Unique dialogue commands and events may appear while being in the school, like doing homework together, which leads you to a Pulse and lets you improve both your Skills and Relationship values.

Before entering the school, it's a good idea to save your game, as the long time going by when studying may mean that the remaining Spheres from the DefCon will all turn red and an Angel will attack as soon as 3p.m. arrive.

STUDY TIME MENU (from 8 a.m. until 3 p.m.)

- Normal
- Be serious (Improve Knowledge Skill) (A.T.: 50+ / IMP: 020 / PULSE)
- Do a side job (Improve Work Skill) (IMP: 010 / PULSE)
- Look around

-Rest

ENTRANCE

-Leave the School

-Stay

CORRIDORS EDGE

-Leave the School

-Stay

FOUNTAIN

-Drink water from the fountain

WOMEN TOILET (Left)

-Use the Toilet (Only female characters)

MEN TOILET (Right)

-Use the Toilet (Only male characters)

UPSTAIRS (To the right of the Entrance)

-Go to the School's Roof

-Stay

(These options will automatically appear when you get close to this area.)

ROOF ENTRANCE

-Return to the School

-Stay

(These options will automatically appear when you get close to this area.)

There is not much to do in the School's Roof but to watch Neo Tokyo-3 from a privileged position.

- REI'S APARTMENT -

ALLOWED ENTRANCE: Shinji, Rei, Gendou, Fuyutsuki, Ritsuko, Maya, Aoba, Touji, Kensuke, Hikari, Kaworu.

AVAILABLE SERVICES: EAT / WC / DRINK / BATH / SLEEP

This is the gloomy apartment where Rei lives. She can sleep and use the toilet here. Visitors need to ask her permission to enter, but she will rarely let you in except if you're Gendou, Shinji or someone sharing high Relationships values with her. Sometimes, you may still enter if the apartment is empty or Rei is sleeping.

ENTRANCE

-Leave Rei's Apartment

-Stay

(These two options will automatically appear when you get very close to the entrance door.)

LIGHT SWITCHES

-Turn on/off light (IMP: 004) (Night only)

(There are Light Switches: at the entrance, the toilet, and the bedroom.)

BATHROOM CURTAIN

-Open the curtain

BATHROOM

- Use the Toilet
- Have a Shower

REI'S BED

- Sleep (Rei Only)
-

- PARK OF THE HILL -

ALLOWED ENTRANCE: Everyone except PenPen.

AVAILABLE SERVICES: WC / DRINK / VENDING MACHINES

This is a beautiful park located at the top of a hill near Neo Tokyo-3. It may be a nod to Hakone's famous parks. It's a rather relaxing place, but there's nothing special to do here. It might be specially crowded during afternoons.

ENTRANCE

- Leave the Park
- Stay

VENDING MACHINES

- Buy a drink (open Vending Machines Menu)

FOUNTAIN

- Drink water from the fountain

WOMEN TOILET (Left)

- Use the Toilet (Only female characters)

MEN TOILET (Right)

- Use the Toilet (Only male characters)

BENCH

- Talk to the person sitted (A.T.: 40+) (Only when there's someone sitting)
 - Sit down
 - Stand up
 - Idleness
 - Talk to the person nearby (A.T.: 40+) (Only when there's someone sitting next to you)
 - Have a drink (Only if you have a Drink in your Items List)
-

- NEW HAKONE YUMOTO STATION -

ALLOWED ENTRANCE: Everyone except PenPen.

AVAILABLE SERVICES: WC / DRINK / BUY

This is the train station of Neo Tokyo-3, located near the mountains which surround the city. It might be specially crowded during afternoons.

When your character is Shinji, Asuka or Misato and they are feeling down, they can try to abandon their home and then leave the city by taking a train here.

You won't get a good ending this way, but it can be fun nonetheless. Some Seele agents may stop your escapade, though.

ENTRANCE

- Leave the Park
- Stay

VENDING MACHINES

- Buy a drink (open Vending Machines Menu)

FOUNTAIN

- Drink water from the fountain

WOMEN TOILET (Left)

- Use the Toilet (Only female characters)

MEN TOILET (Right)

- Use the Toilet (Only male characters)

BENCH

- Talk to the person sitted (A.T.: 40+) (Only when there's someone sitting)
- Sit down
 - Stand up
 - Idleness
 - Talk to the person nearby (A.T.: 40+) (Only when there's someone sitting next to you)
 - Have a drink (Only if you have a Drink in your Items List)

PLATFORMS ENTRANCE

- Leave the city (Very low A.T. and bad mood / IMP: 090)

If you choose to leave the city when you have a low A.T. and a bad mood, you will take a train. NERV-related characters will probably be stopped by Seele's Agents. If you succeed on leaving the city, it will be a Game Over and you won't complete the Scenario.

- HOME -

ALLOWED ENTRANCE: Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji, Kensuke, Hikari.

AVAILABLE SERVICES: EAT / WC / DRINK / BATH / SLEEP

This place is where Gendou, Fuyutsuki, Ritsuko, Kaji, Touji, Kensuke, Hikari, Makoto, Shigeru and Maya come to rest.

It's not an interactive scenery. Your character will automatically sleep when you enter this location.

- RUINS -

ALLOWED ENTRANCE: Everyone except Kensuke, Hikari and PenPen.

AVAILABLE SERVICES: -

If Neo Tokyo-3 is destroyed (either after a hard battle or after some events), every location of the city will disappear, and only the "Ruins" will be left. There's nothing to do here, actually.

:::::::::::::::::::::::::::
: NERV HEADQUARTERS PLACES :
:::::::::::::::::::::::::::

Remember that only the EVA Pilots and NERV Personnel may select "Go To NERV" from the Neo Tokyo-3 map.

When you are trying to Hack NERV's System from any of the computers, or even when you are creating a card, you will be interrupted if someone else enters the room. If someone is already in the room, these commands will not even appear.

Checking NERV files will inform you about many parameters: the EVAs and Neo Tokyo-3 reconstruction rate and funds, the Operators productivity, etc.

The commands for creating travels permission from the computers at Misato's, Ritsuko's and Kaji's sections will only appear after your Work Skill is high enough. You can learn more about this at the "Classified Information" section.

- PRIMARY COMMAND ROOM -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu.

AVAILABLE SERVICES: -

This is a very important place in the series and in the game, the sequences before a Battle will often be set here. But while in Free Turn, only Hyuga, Aoba and Maya have something to do here besides interacting with other people.

ENTRANCE

- Leave the Room
- Stay

AOBA'S DESK (Left one)

- Sit Down (Shigeru only)
 - Create Anti-Ireul Program (IMP: 004 / KNOWLEDGE PULSE) (Only during Ireul Attack)
 - Stand up
 - Do Operator Tasks (A.T. 35+ / IMP: 010 / OPERATOR PULSE)
 - Improve Operator Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Write an Idea Report (A.T.: 40+ / IMP: 010) (Limited use)
 - Raise EVA's repair efficiency (WORK S/F PULSE)
 - Raise Support Facilities repair efficiency (WORK S/F PULSE)
 - Reinforce NERV Personnel defense facilities (WORK S/F PULSE)
 - Change Vending Machines providers (WORK S/F PULSE)
- Check NERV Information

HYUGA'S DESK (Center one)

-Sit Down (Makoto only)

-Create Anti-Ireul Program (IMP: 004 / KNOWLEDGE PULSE) (Only during Ireul Attack)

-Stand up

-Do Operator Tasks (A.T. 35+ / IMP: 010 / OPERATOR PULSE)

-Improve Operator Skill (A.T.: 40+ / IMP: 010 / PULSE)

-Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)

-Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)

-Write an Idea Report (A.T.: 40+ / IMP: 010) (Limited use)

-Raise EVA's repair efficiency (WORK S/F PULSE)

-Raise Support Facilities repair efficiency (WORK S/F PULSE)

-Reinforce NERV Personnel defense facilities (WORK S/F PULSE)

-Change Vending Machines providers (WORK S/F PULSE)

-Check NERV Information

MAYA'S DESK (Right one)

-Sit Down (Maya only)

-Create Anti-Ireul Program (IMP: 004 / KNOWLEDGE PULSE) (Only during Ireul Attack)

-Stand up

-Do Operator Tasks (A.T. 35+ / IMP: 010 / OPERATOR PULSE)

-Improve Operator Skill (A.T.: 40+ / IMP: 010 / PULSE)

-Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)

-Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)

-Write an Idea Report (A.T.: 40+ / IMP: 010) (Limited use)

-Raise EVA's repair efficiency (WORK S/F PULSE)

-Raise Support Facilities repair efficiency (WORK S/F PULSE)

-Reinforce NERV Personnel defense facilities (WORK S/F PULSE)

-Change Vending Machines providers (WORK S/F PULSE)

-Check NERV Information

- CHIEF COMMANDER'S OFFICIAL ORDERS SECTION -

ALLOWED ENTRANCE: Gendou, Fuyutsuki.

AVAILABLE SERVICES: -

This is Gendou's Office and this is way only he and Fuyutsuki may enter it.

It's not an interactive scenery, but a static screen with these options:

-Create a "Travel to Kyoto University" Permission (IMP: 010 / WORK PULSE)
(Fuyutsuki only, after certain events happen.)

-Leave the Section

-Commander Paperwork (A.T.: 35+ / IMP: 010 / WORK PULSE)

-Check NERV Information

- MISATO'S PAPERWORK SECTION -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu.

AVAILABLE SERVICES: -

This is Misato's Office. She may undertake unique tasks here, but other characters may also enter here to improve their skills, create cards, do a little hacking or check the Status of NERV and Neo Tokyo-3.

To complete Misato's Scenario, it's very important that she comes here to perform many of the actions available. This way, you will enhance the EVAs performance, and the Neo Tokyo-3 status. You will also discover Gendou's plans. Check more information at her Scenario Briefing.

ENTRANCE

- Leave the Section
- Stay

MISATO'S DESK (Misato)

- Sit down
 - Stand up
 - Raise EVAs repair funds (A.T.: 35+ / IMP: 010 / GENERAL STAFF PULSE)
 - Raise Neo Tokyo-3 repair funds (A.T.: 35+ / IMP: 010 / GENERAL STAFF PULSE)
 - Improve General Staff Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Write an Idea Report (A.T.: 40+ / IMP: 010) (Limited use)
 - Raise EVA's repair efficiency (WORK S/F PULSE)
 - Raise Support Facilities repair efficiency (WORK S/F PULSE)
 - Reinforce NERV Personnel defense facilities (WORK S/F PULSE)
 - Change Vending Machines providers (WORK S/F PULSE)
 - Create a Card or Pass (A.T.: 40+)
 - Create a Seele Card (IMP: 120 / WORK S/F PULSE) (Only if Work Skill is 80+)
 - Create a Board Staff Card (IMP: 100 / WORK S/F PULSE) (Only if Work Skill is 60+)
 - Create a High Staff Card (IMP: 080 / WORK S/F PULSE) (Only if Work Skill is 40+)
 - Create a NERV Staff Card (IMP: 040 / WORK S/F PULSE) (Only if Work Skill is 20+)
 - Create a "Travel to Kyoto" Pass (IMP: 040 / WORK S/F PULSE) (Only if Work Skill is 30+)
 - Create a "Travel to 2nd Base" Pass (IMP: 050 / WORK S/F PULSE) (Only if Work Skill is 40+)
 - Create a "Travel to Germany" Pass (IMP: 060 / WORK S/F PULSE) (Only if Work Skill is 60+)
 - Create a "Travel to South Pole" Pass (IMP: 070 / WORK S/F PULSE) (Only if Work Skill is 70+)
 - Create a "Travel to Sea Ruins" Pass (IMP: 080 / WORK S/F PULSE) (Only if Work Skill is 90+)
 - Hack NERV's System (A.T.: 40+ / IMP: 020 / SPYING + KNOWLEDGE PULSE)
 - Check NERV Information

MISATO'S DESK (Everyone else)

- Sit down
 - Stand up
 - Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Create a Card or Permission (A.T.: 40+)
 - Create a Seele Card (IMP: 120 / WORK S/F PULSE) (Only if Work Skill is 80+)
 - Create a Board Staff Card (IMP: 100 / WORK S/F PULSE) (Only if Work Skill is 60+)

- Create a High Staff Card (IMP: 080 / WORK S/F PULSE)
- Create a NERV Staff Card (IMP: 040 / WORK S/F PULSE)
- Create a "Travel to Kyoto" Pass (IMP: 040 / WORK S/F PULSE) (Only if Work Skill is 30+)
- Create a "Travel to 2nd Base" Pass (IMP: 050 / WORK S/F PULSE) (Only if Work Skill is 40+)
- Create a "Travel to Germany" Pass (IMP: 060 / WORK S/F PULSE) (Only if Work Skill is 60+)
- Create a "Travel to South Pole" Pass (IMP: 070 / WORK S/F PULSE) (Only if Work Skill is 70+)
- Create a "Travel to Sea Ruins" Pass (IMP: 080 / WORK S/F PULSE) (Only if Work Skill is 90+)
- Hack NERV's System (A.T.: 40+ / IMP: 020 / SPYING + KNOWLEDGE PULSE)
- Check NERV Information

 - RITSUKO'S DEVELOPMENT SECTION -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu.

AVAILABLE SERVICES: -

This is Ritsuko's Office. She may undertake unique tasks here, but other characters may also enter here to improve their skills, create cards, do a little hacking or check the Status of NERV and Neo Tokyo-3.

To complete Ritsuko's Scenario, it's very important that you come here to perform many of the actions available. You can develop new equipment for the EVAs, like new weapons and armors. Check more information in her Scenario Briefing.

ENTRANCE

- Leave the Section
- Stay

RITSUKO'S DESK (Ritsuko)

- Sit down
 - Stand up
 - Dummy Plug Development (A.T.: 35+ / IMP: 010 / DEVELOPMENT S/F PULSE)
 - Development of EVAs Equipment (A.T.: 35+ / IMP: 010 / DEVELOPMENT S/F PULSE)
 - A.T. Field ??? (A.T.: 35+ / IMP: 010 / DEVELOPMENT PULSE)
 - A.T. Field ??? (A.T.: 35+ / IMP: 010 / DEVELOPMENT PULSE)
 - Improve Development Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Create a Card or Permission (A.T.: 40+)
 - Create a Seele Card (IMP: 120 / WORK S/F PULSE) (Only if Work Skill is 80+)
 - Create a Board Staff Card (IMP: 100 / WORK S/F PULSE) (Only if Work Skill is 60+)
 - Create a High Staff Card (IMP: 080 / WORK S/F PULSE) (Only if Work Skill is 40+)
 - Create a NERV Staff Card (IMP: 040 / WORK S/F PULSE) (Only if Work Skill is 20+)
 - Create a "Travel to Kyoto" Pass (IMP: 040 / WORK S/F PULSE) (Only if Work Skill is 30+)

- Create a "Travel to 2nd Base" Pass (IMP: 050 / WORK S/F PULSE) (Only if Work Skill is 40+)
- Create a "Travel to Germany" Pass (IMP: 060 / WORK S/F PULSE) (Only if Work Skill is 60+)
- Create a "Travel to South Pole" Pass (IMP: 070 / WORK S/F PULSE) (Only if Work Skill is 70+)
- Create a "Travel to Sea Ruins" Pass (IMP: 080 / WORK S/F PULSE) (Only if Work Skill is 90+)
- Hack NERV's System
- Check NERV Information

RITSUKO'S DESK (Everyone else)

- Sit down
- Stand up
- Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)
- Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)
- Create a Card or Permission (A.T.: 40+)
 - Create a Seele Card (IMP: 120 / WORK S/F PULSE) (Only if Work Skill is 80+)
 - Create a Board Staff Card (IMP: 100 / WORK S/F PULSE) (Only if Work Skill is 60+)
 - Create a High Staff Card (IMP: 080 / WORK S/F PULSE) (Only if Work Skill is 40+)
 - Create a NERV Staff Card (IMP: 040 / WORK S/F PULSE) (Only if Work Skill is 20+)
 - Create a "Travel to Kyoto" Pass (IMP: 040 / WORK S/F PULSE) (Only if Work Skill is 30+)
 - Create a "Travel to 2nd Base" Pass (IMP: 050 / WORK S/F PULSE) (Only if Work Skill is 40+)
 - Create a "Travel to Germany" Pass (IMP: 060 / WORK S/F PULSE) (Only if Work Skill is 60+)
 - Create a "Travel to South Pole" Pass (IMP: 070 / WORK S/F PULSE) (Only if Work Skill is 70+)
 - Create a "Travel to Sea Ruins" Pass (IMP: 080 / WORK S/F PULSE) (Only if Work Skill is 90+)
- Hack NERV's System (A.T.: 40+ / IMP: 020 / SPYING + KNOWLEDGE PULSE)
- Check NERV Information

- KAJI'S INDIVIDUAL SECTION -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu.

AVAILABLE SERVICES: -

This is Kaji's Office, so it will only appear after he arrives at NERV. He may undertake unique tasks here, but other characters may also enter here to improve their skills, create cards, do a little hacking or check the Status of NERV and Neo Tokyo-3.

ENTRANCE

- Leave the Section
- Stay

KAJI'S DESK (Kaji)

- Sit down
- Stand up

- Improve Spying Skill (A.T.: 40+ / IMP: 010 / PULSE)
- Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)
- Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)
- Create a Card or Permission (A.T.: 40+)
 - Create a Seele Card (IMP: 120 / WORK S/F PULSE) (Only if Work Skill is 80+)
 - Create a Board Staff Card (IMP: 100 / WORK S/F PULSE) (Only if Work Skill is 60+)
 - Create a High Staff Card (IMP: 080 / WORK S/F PULSE) (Only if Work Skill is 40+)
 - Create a NERV Staff Card (IMP: 040 / WORK S/F PULSE) (Only if Work Skill is 20+)
 - Create a "Travel to Kyoto" Pass (IMP: 040 / WORK S/F PULSE) (Only if Work Skill is 30+)
 - Create a "Travel to 2nd Base" Pass (IMP: 050 / WORK S/F PULSE) (Only if Work Skill is 40+)
 - Create a "Travel to Germany" Pass (IMP: 060 / WORK S/F PULSE) (Only if Work Skill is 60+)
 - Create a "Travel to South Pole" Pass (IMP: 070 / WORK S/F PULSE) (Only if Work Skill is 70+)
 - Create a "Travel to Sea Ruins" Pass (IMP: 080 / WORK S/F PULSE) (Only if Work Skill is 90+)
- Hack NERV's System (A.T.: 40+ / IMP: 020 / SPYING + KNOWLEDGE PULSE)
- Check NERV Information

KAJI'S DESK (Everyone else)

- Sit down
 - Stand up
 - Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Create a Card or Permission (A.T.: 40+)
 - Create a Seele Card (IMP: 120 / WORK S/F PULSE) (Only if Work Skill is 80+)
 - Create a Board Staff Card (IMP: 100 / WORK S/F PULSE) (Only if Work Skill is 60+)
 - Create a High Staff Card (IMP: 080 / WORK S/F PULSE) (Only if Work Skill is 40+)
 - Create a NERV Staff Card (IMP: 040 / WORK S/F PULSE) (Only if Work Skill is 20+)
 - Create a "Travel to Kyoto" Pass (IMP: 040 / WORK S/F PULSE) (Only if Work Skill is 30+)
 - Create a "Travel to 2nd Base" Pass (IMP: 050 / WORK S/F PULSE) (Only if Work Skill is 40+)
 - Create a "Travel to Germany" Pass (IMP: 060 / WORK S/F PULSE) (Only if Work Skill is 60+)
 - Create a "Travel to South Pole" Pass (IMP: 070 / WORK S/F PULSE) (Only if Work Skill is 70+)
 - Create a "Travel to Sea Ruins" Pass (IMP: 080 / WORK S/F PULSE) (Only if Work Skill is 90+)
 - Hack NERV's System (A.T.: 40+ / IMP: 020 / SPYING + KNOWLEDGE PULSE)
 - Check NERV Information

- PUBLIC CANTEEN -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu.

AVAILABLE SERVICES: WC / VENDING MACHINES

This place is where the EVA Pilots and NERV workers can have a meal for free. There are 4 Benches and 6 tables around the room.

ENTRANCE

- Leave the Canteen
- Stay

BENCH

- Talk to the person sitted (A.T.: 40+) (Only when there's someone sitting)
- Sit down
 - Stand up
 - Idleness
- Talk to the person nearby (A.T.: 40+) (Only when there's someone sitting next to you)
- Have a drink (Only if you have a Drink in your Items List)

TABLE

- Have something to eat
- Ask to join the meal (A.T.: 45+ / IMP: 020)
 - Join the meal (Only if the other character accepted)

- VENDING MACHINES CORNER -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu.

AVAILABLE SERVICES: EAT

This small place is where the EVA Pilots and NERV workers can buy drinks or go to the toilet. It's like the rest area. There are many Benches and Vending Machines. Most of the time, a lot of people from NERV's Personnel will be walking around. They are not characters from the series and you can't develop any Relationship with them, but you can talk to them anyway if you want to.

ENTRANCE

- Leave the Corner
- Stay

VENDING MACHINES

- Buy a drink (Opens Vending Machines Menu)

WOMEN TOILET (Left)

- Use the Toilet (Only female characters)

MEN TOILET (Right)

- Use the Toilet (Only male characters)

BENCH

- Talk to the person sitted (A.T.: 40+) (Only when there's someone sitting)
- Sit down
 - Stand up
 - Idleness
- Talk to the person nearby (A.T.: 40+) (Only when there's someone sitting next to you)
- Have a drink (Only if you have a Drink in your Items List)

- NERV PUBLIC BATHS -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu

AVAILABLE SERVICES: BATH

You can take a bath here, in order to recover your Cleanliness bar.

It's not an interactive scenery, but a static screen with two options:

-Leave NERV Public Baths
-Take a bath

After the bathing screen, your Cleanliness bar will fill up and you will auto-return to NERV's map menu.

- CENTRAL DOGMA -

ALLOWED ENTRANCE: Gendou, Fuyutsuki, Ritsuko, Kaji. After Kaji's arrival, some other characters may access it too.

AVAILABLE SERVICES: -

This secret area is only available for certain characters, like Gendou, Fuyutsuki and Kaji.

It's not an interactive scenery, but a series of static screens and options to choose paths. It could be best described as a labyrinth of menus, and this is why it's so difficult to make a map of it. Choosing the correct options will lead you to some secret areas inside NERV. There, you will be able to do some hacking (from MAGI) and also discover Classified Information files when you find certain places.

You will need a Board Staff ID Card and a Seele ID Card to have access to most of these areas. These cards can be created from Misato, Ritsuko and Kaji's desks. If you find a security door and you can't go through it, then you need the proper card.

This a full map of Central Dogma, with the options (in order) that you must choose to navigate all through its corridors and doors. "Option 0" means that there's only one choice available at this point. When you exit to NERV or Neo Tokyo-3, you will return to the main map of these two places.

OPTION 1

 OPTION 1

 OPTION 1: Exit to NERV

 OPTION 2: MAGI

 OPTION 3 - OPTION 0

 OPTION 1: Exit to NERV

 OPTION 2

 OPTION 1: Exit to NERV

 OPTION 2

```

OPTION 1
    OPTION 1 - OPTION 0
        OPTION 1: Exit to Neo Tokyo-3
        OPTION 2: Exit to NERV
    OPTION 2: Terminal Dogma
OPTION 2
    OPTION 1: Exit to NERV
    OPTION 2: Exit to NERV
    OPTION 3: Exit to NERV
OPTION 3
    OPTION 1: Exit to Neo Tokyo-3
    OPTION 2 - OPTION 0: Exit to NERV
OPTION 4 - OPTION 0: Exit to Neo Tokyo-3
OPTION 2
    OPTION 1 - OPTION 0: Exit to NERV
OPTION 2
    OPTION 1 - OPTION 0: Exit to Neo Tokyo-3
OPTION 2
    OPTION 1: Exit to NERV
    OPTION 2: Dummy Origin Spot
OPTION 2
    OPTION 1
        OPTION 1 - OPTION 0 - OPTION 0: Dummy Plug Production Area
        OPTION 2
            OPTION 1 - OPTION 0: Exit to NERV
            OPTION 2
                OPTION 1
                    OPTION 1 - OPTION 0
                        OPTION 1: Exit to NERV
                        OPTION 2 - OPTION 0
                            OPTION 1: Exit to NERV
                            OPTION 2 - OPTION 0 - OPTION 0:
                                Geofront Undergrounds
                    OPTION 3: Exit to NERV
                OPTION 2
                    OPTION 1: Exit to Neo Tokyo-3
                    OPTION 2
                        OPTION 1: EVA Graveyard
                        OPTION 2: Exit to NERV
                OPTION 2: Exit to Neo Tokyo-3
                OPTION 3: Exit to NERV
        OPTION 2: Exit to NERV
        OPTION 3: Exit to NERV

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And this is a brief version of the map, just to locate the interesting areas within Central Dogma, and the options you must choose to get there:

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MAGI: 1-1-2 (Board Staff ID Card is required)
Terminal Dogma: 1-1-3-0-2-2-1-2 (Seele ID Card is required)
Dummy Origin Spot: 1-2-2-2-2 (Seele ID Card is required)
Dummy Plug Production Area: 2-1-1-0-0 (Board Staff ID Card is required)
Geofront Undergrounds: 2-1-2-2-1-1-0-2-0-2-0-0
EVAs Graveyard: 2-1-2-2-1-2-2-1

```

(Thanks to Anonymous for helping with the map of this place.)

- SHOOTING LESSONS TRAINING PLACE -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya,
Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu

AVAILABLE SERVICES: -

You can raise your Self Defense Skill in this room, so it's an important place
in Scenarios where is likely that you need to avoid assassination, like Misato
and Kaji's ones.

It's not an interactive scenery, but a static screen with two options:

- Leave the Shooting Lessons Training Place
- Self Defense Training (A.T.: 40+ / IMP: 020 / PULSE)

The last option will disappear if the Self Defense Skill of your character has
already reached 99.

- EVA-00 CAGE -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya,
Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu.

AVAILABLE SERVICES: -

This place is where the EVA-00 Unit is hold until battle. There is an entrance
and an Information Point at each side of the room, while the Eva Unit is
located in the center of the platform.

ENTRANCE

- Leave the Cage
- Stay

INFORMATION POINT

- Exit
- Check the Battle Power
(Consult EVA-00 Battle Power Stats)

EVA-00 UNIT

- Watch the Evangelion
(Consult EVA-00 Stats & Attacks)

- EVA-01 CAGE -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya,
Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu.

AVAILABLE SERVICES: -

This place is where the EVA-01 Unit is hold until battle. There is an entrance
and an Information Point at each side of the room, while the Eva Unit is
located in the center of the platform.

ENTRANCE

- Leave the Cage

-Stay

INFORMATION POINT

-Exit

-Check the Battle Power

(Consult EVA-01 Battle Power Stats)

EVA-01 UNIT

-Watch the Evangelion

(Consult EVA-01 Stats & Attacks)

- EVA-02 CAGE -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu.

AVAILABLE SERVICES: -

This place is where the EVA-02 Unit is hold until battle. It will only appear after Asuka arrives. There is an entrance and an Information Point at each side of the room, while the Eva Unit is in the center of the platform.

ENTRANCE

-Leave the Cage

-Stay

INFORMATION POINT

-Exit

-Check the Battle Power

(Consult EVA-02 Battle Power Stats)

EVA-02 UNIT

-Watch the Evangelion

(Consult EVA-02 Stats & Attacks)

- EVA-03 CAGE -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Fuyutsuki, Ritsuko, Kaji, Kaworu.

AVAILABLE SERVICES: -

This place is where the EVA-03 Unit is hold until battle. It will only appear after Touji becomes an EVA Pilot. There is an entrance and an Information Point at each side of the room, while the Eva Unit is in the center of the platform.

ENTRANCE

-Leave the Cage

-Stay

INFORMATION POINT

-Exit

-Check the Battle Power

(Consult EVA-03 Battle Power Stats)

EVA-03 UNIT

-Watch the Evangelion
(Consult EVA-03 Stats & Attacks)

- EVA-04 CAGE -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu.

AVAILABLE SERVICES: -

This place is where the EVA-03 Unit is hold until battle. It will only appear after Kaworu arrives. There is an entrance and an Information Point at each side of the room, while the Eva Unit is in the center of the platform.

ENTRANCE

-Leave the Cage
-Stay

INFORMATION POINT

-Exit
-Check the Battle Power
(Consult EVA-04 Battle Power Stats)

EVA-04 UNIT

-Watch the Evangelion
(Consult EVA-04 Stats & Attacks)

- BOARD STAFF CHAMBERS -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu

AVAILABLE SERVICES: SLEEP

If Neo Tokyo-3 becomes destroyed, this place will appear. Gendou and Fuyutsuki may rest here. There are two rooms available.

GENDOU'S BED

-Sleep (Gendou only)

FUYUTSUKI'S BED

-sleep (Fuyutsuki only)

- PERSONNEL CHAMBERS -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu

AVAILABLE SERVICES: SLEEP

If Neo Tokyo-3 becomes destroyed, this place will appear. Misato, Ritsuko, Hyuga, Aoba and Maya may rest here. There are five rooms available.

MISATO'S DESK

-Do Homework (A.T.: 40+ / IMP: 10 / WORK PULSE) (Misato only, after battles)

MISATO'S BED

-Sleep (Misato only)

RITSUKO'S BED

-Sleep (Ritsuko only)

HYUGA'S BED

-Sleep (Hyuga only)

AOBA'S BED

-Sleep (Aoba only)

MAYA'S BED

-Sleep (Maya only)

- PILOTS CHAMBERS -

ALLOWED ENTRANCE: Shinji, Rei, Asuka, Misato, Gendou, Fuyutsuki, Ritsuko, Maya, Hyuga, Aoba, Kaji, Touji (Pilot), Kaworu

AVAILABLE SERVICES: SLEEP

If Neo Tokyo-3 becomes destroyed, this place will appear. Shinji, Asuka, Rei, Touji (after he becomes an EVA Pilot) and Kaworu may rest here. There are five rooms available.

This place will also appear after Kaworu arrives, but only he can use his room here while Neo Tokyo-3 is still standing.

SHINJI'S DESK

-Sit down (Shinji only)

-Stand up

-Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)

-Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)

SHINJI'S BED

-Sleep (Shinji only)

-Sit down (Shinji only)

-Stand up

-Watch the ceiling

-Think about someone

-Think about something fun (A.T.: 55+ / IMP: 004)

-Think about worries (A.T.: 45-)

-Listen to music (SDAT required)

ASUKA'S DESK

-Sit down (Asuka only)

-Stand up

-Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)

-Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)

ASUKA'S BED

- Sleep (Asuka only)
- Sit down (Asuka only)
 - Stand up
 - Watch the ceiling
 - Think about someone
 - Think about something fun (A.T.: 55+ / IMP: 004)
 - Think about worries (A.T.: 45-)
 - Listen to music (SDAT required)

REI'S DESK

- Sit down (Rei only)
 - Stand up
 - Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)

REI'S BED

- Sleep (Rei only)

TOUJI'S DESK

- Sit down (Touji only)
 - Stand up
 - Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)

TOUJI'S BED

- Sleep (Touji only)

KAWORU'S DESK

- Sit down (Kaworu only)
 - Stand up
 - Improve Work Skill (A.T.: 40+ / IMP: 010 / PULSE)
 - Improve Knowledge Skill (A.T.: 40+ / IMP: 010 / PULSE)

KAWORU'S BED

- Sleep (Kaworu only)

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09. ITEMS [EVA09]

This is a list of the Items that you may find throughout the game, their price, their utility, and some other important facts, like the availability. I divided this section in "Food", "Drinks" and "Objects" to make it clearer. The order in which these products appear in the Vending Machines and Convenience Store lists can be checked in the "Menus" section.

I couldn't have done this section without the help of Jogeekid (who posted a list of most of the products at Gamefaqs forums) and specially, Kadokawa's Official Guide of this game, from which I took most of the values and effects (but not without checking them in the game, and correcting some of them).

The "Availability" only affects the items sold at the Convenience Store, and it depends on the Neo Tokyo-3 Destruction Rate (which may be checked at NERV's terminals).

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= a) FOOD [EVA09a] =

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This a list of the food that you can buy at the Convenience Store, and there is also a list of the meals that Shinji and Asuka can cook. Remember that the Menu at NERV's Canteen and Misato's dining table is completely random.

- SNACK CANDY (100·) -

Recovery: Hunger (+15%)

Loss: -

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- KONBINI BENTO (500·) -

Recovery: Hunger (+70%)

Loss: Fatigue (-5%), WC (-15%)

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less

- SWEET BREAD (100·) -

Recovery: Hunger (+30%)

Loss: WC (-5%)

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- SANDWICH (200·) -

Recovery: Hunger (+40%)

Loss: Fatigue (-5%), WC (-10%)

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 14% or less

- INSTANT NOODLES (200·) -

Recovery: Hunger (+40%)

Loss: Fatigue (-2%), WC (-10%)

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less

- SHORT CAKE (200·) -

Recovery: Hunger (+20%)
Loss: WC (-5%)
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 14% or less

- PUDDING (150·) -

Recovery: Hunger (+15%)
Loss: -
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 14% or less

- WATERMELON (300·) -

Recovery: Hunger (+20%), Thirst (+20%)
Loss: WC (-10%)
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- MEALS COOKED AT MISATO'S KITCHEN (Free) -

Shinji and Asuka can cook their own meal at Misato's Kitchen, selecting the "Cook some meal" command, which will take them to a Pulse. The meal that they will eat as a result depends on the number of correct inputs.

7+ INPUTS: Hunger (+80%), Thirst (+80%), Fatigue (+80%)
6 INPUTS: Hunger (+80%), Thirst (+60%)
5 INPUTS: Hunger (+60%)
4 INPUTS: Hunger (+40%)
3 INPUTS: Hunger (+30%)
2 INPUTS: Hunger (+20%), Comfort (-30%)
1 INPUT: Hunger (+20%), Nervousness (-60%), Comfort (-90%)

=====
= b) DRINKS [EVA09b] =
=====

Drinks can be bought from the Convenience Store and the Vending Machines.

Remember that the Vending Machines are located at: Park Of The Hill, New Hakone Yumoto Station, NERV's Rest Corner and at the back of the Convenience Store. The Vending Machines providers may be changed by Misato, Maya, Aoba and Hyuga (they need to write an Idea Report and receive approval from their supervisor). This will change the drinks available.

If you don't have any money left, you can always drink for free from the water fountains located at: High School, Park Of The Hill and New Hakone Yumoto Station.

- JUICE (100·) -

Recovery: Hunger (+5%), Thirst (+90%)

Loss: WC (-10%)

Sold at: Convenience Store, Vending Machines

Availability: Neo Tokyo-3 Destruction Rate is 39% or less

(Shinji and Asuka can drink it for free from the fridge of Misato's Flat.)

- COFFEE (100·) -

Recovery: Thirst (+50%), Fatigue (+5%)

Loss: WC (-10%)

Sold at: Convenience Store, Vending Machines

Availability: Neo Tokyo-3 Destruction Rate is 39% or less

- GREEN TEA (100·) -

Recovery: Thirst (+50%), Fatigue (+5%)

Loss: WC (-10%)

Sold at: Convenience Store, Vending Machines

Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- BEER (300·) -

Recovery: Thirst (+99%)

Loss: Fatigue (-5%), WC (-30%)

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 34% or less

(Misato can drink it for free from the fridge of her own flat. Students can't buy it.)

- SPORTS DRINK (200·) -

Recovery: Hunger (+20%), Thirst (+40%)

Loss: Nervousness (-10%)

Sold at: Vending Machines

- MAX WATER (300·) -

Recovery: Thirst (+90%)

Loss: WC (-90%)

Sold at: Vending Machines

- HEDGEHOG'S EXTRACT (400·) -

Recovery: Thirst (+50%)
Loss: WC (-10%), Mental Arithmetic (-60%)
Sold at: Vending Machines

- CRY DRINK (300·) -

Recovery: Thirst (+40%)
Loss: WC (-10%), Comfort (-60%)
Sold at: Vending Machines
(It will only be available if Vending Machines providers are changed.)

- BALKAN JUICE (400·) -

Recovery: Thirst (+60%), Mental Arithmetic (+60%)
Loss: Comfort (-60%)
Sold at: Vending Machines
(It will only be available if Vending Machines providers are changed.)

- UNBEATABLE MAMUSHI SNAKE DRINK (900·) -

Recovery: Hunger (+30%), Erotism (+20%), Rudeness (+90%)
Loss: -
Sold at: Vending Machines
(It will only be available if Vending Machines providers are changed.)

- HOLA DRINK (300·) -

Recovery: Thirst (+90%), Nervousness (+30%)
Loss: Comfort (-60%)
Sold at: Vending Machines
(It will only be available if Vending Machines providers are changed.)

- HAPPINESS Z (500·) -

Recovery: Hunger (+30%), Fatigue (+30%), Comfort (+60%)
Loss: -
Sold at: Vending Machines
(It will only be available if Vending Machines providers are changed.)

=====
= c) OBJECTS [EVA09c] =
=====

This is a list of the additional objects that can be bought from the Convenience Store, and what they are used for. "Possession" means that its effects are activated just by having the item, "Use" that you must use it from the Items menu to activate the effects (single use unless I specify otherwise), and "Gift" that it must be given to someone as a present and it will help to develop the Relationship or some of the gifted character values (in this case, the Relationships values will also raise depending on the character/gift, e.g: Kensuke will like the Camouflage Suit more than Misato, and because of this the Relationships will experiment a higher raise).

- NEWSPAPER (200·) -

Possession: Work Skill +1
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- WEEKLY MAGAZINE (1.000·) -

Possession: Knowledge Skill +1
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- MANGA (200·) -

Gift: Boredom +10%
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 14% or less

- TRAVEL GUIDE BOOK (2.000·) -

Gift: Friendship +10%
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 14% or less

- NECKLACE (3.000·) -

Gift: Romance +10%
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- HANDKERCHIEF (500·) -

Use: Cleanliness +6% (Unlimited Use)
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 39% or less

- POCKET TISSUE (30·) -

Use: Comfort +6%
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 39% or less

- EYE DROPS (500·) -

Use: Fatigue +6%, Comfort +2% (Unlimited Use)
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- PERFUME SACHET (2.000·) -

Gift: Romance +10%
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 14% or less

- HAND MIRROR (300·) -

Gift: Favour +10% (with all the characters)
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- COLD BAND (500·) -

Use: Fatigue +20%, Nervousness -2%
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 39% or less

- ETIQUETTE SPRAY (500·) -

Use: Cleanliness +20%, Comfort +2%
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 39% or less

- AROMA OIL (100·) -

Use: Nervousness -30%

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less

- BATH PRODUCTS (1.000·) -

Possession: Baths are more effective on restoring your Cleanliness.

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- SUNGLASSES (3.000·) -

Gift: Confidence +10%

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- EARRINGS (3.000·) -

Gift: Sensuality +10%

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- RING (10.000·) -

Gift: Romance +10%

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 14% or less

- EROTIC BOOK (1.000·) -

Gift: Erotism +10%

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less
(Students can't buy it.)

- STUDY GUIDE (5.000·) -

Possession: Work Skill +10
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 39% or less

- OMAMORI AMULET (3.000·) -

Gift: Bad Luck Prevention +10%
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 14% or less

- SDAT (30.000·) -

Possession: Activates a new command to hear some music when you're on your bed.
Gift: Boredom +10%
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- PDA (50.000·) -

Possession: Knowledge Skill +10
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- STUFFED BEAR (5.000·) -

Gift: Favour +10% (with all the characters)
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 14% or less

- MUG CUP (1.000·) -

Gift: Thirst is restored by an additional +10% when drinking
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- CAMOUFLAGE SUIT (10.000·) -

Gift: Justice Sense +10%
Sold at: Convenience Store
Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- MOBILE PHONE (10.000·) -

Possession: Activates a new command to know the whereabouts of other characters.

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 34% or less

- HIGH QUALITY CLOTH (30.000·) -

Gift: Attractiveness +10%

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 14% or less

- SLEEPING PILLOW (3.000·) -

Use: Fatigue +90%

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 14% or less

- RARE SHAPED MIRROR (Free) -

Gift: Romance +10%

Sold at: Convenience Store

Availability: -

(I'm not sure when this item appears and whet it doesn't.)

=====
= d) SECRET ITEMS [EVA09d] =
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These last 14 items will only be unlocked after you complete a given number of Scenarios. They can be bought at the Convenience Store, they are located at the bottom of the products list. These items are expensive (40.000· each one of them) but will give you some unique effects that will prove helpful. I recommend to use them only at your second play of a Scenario, as they will lower the challenge and joy.

The good thing is that if you have a savedata of a Scenario previously to unlocking some secret items, the next time you load this game they will appear at the Convenience Store menu of that Scenario anyway.

- GIFT OF THE WISE MAN (40.000·) -

Use: Random A.T. Raise (usually between +1/+3, can be more)

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less

(Unlocked after completing one Scenario.)

- SPIRIT OF UNDERSTANDING (40.000·) -

Gift: Character gains Favour +80% from the gifted character

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less

(Unlocked after completing two Scenarios.)

- SPIRIT OF PASSION (40.000·) -

Gift: Romance +120%

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less

(Unlocked after completing three Scenarios.)

- UNBREAKABLE HEART (40.000·) -

Use: Impulse +100 (Unlimited use)

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less

(Unlocked after completing four Scenarios.)

- SOUL OF ? (40.000·) -

Possession: Easier to obtain the best Classified Information files

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less

(Unlocked after completing five Scenarios.)

- FOOLISH MAN'S STONE BOARD (40.000·) -

Use: A.T. -10

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less

(Unlocked after completing six Scenarios.)

- WIZARD ABILITY (40.000·) -

Possession: Physical Conditions don't get low

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less
(Unlocked after completing seven Scenarios.)

- PRUDENT SOUL (40.000·) -

Gift: Bad Luck Prevention +120%

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less
(Unlocked after completing eight Scenarios.)

- ABILITIES OF THE ANCESTOR (40.000·) -

Possession: Every Skill of the Character +99

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less
(Unlocked after completing nine Scenarios.)

- GROWING MONEY ABILITY (40.000·) -

Use: Current Money +100.000· (Unlimited use)

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less
(Unlocked after completing ten Scenarios.)

- WORD OF FORGIVENESS (40.000·) -

Use: Every character gains +100 Interest from every other Character

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less
(Unlocked after completing eleven Scenarios.)

- ? (40.000·) -

Use: All Characters' A.T. -10

Sold at: Convenience Store

Availability: Neo Tokyo-3 Destruction Rate is 39% or less
(Unlocked after completing twelve Scenarios.)

- WORD OF ? (40.000·) -

Use: Every character gains +100 Favour from every other Character

Dead Sea Scrolls
The First Ancestral Race
The Second Angel
Second Impact
Third Impact
The Spear Of Longinus
Dummy Plug
Geofront

=====
= b) THE OBTENTION OF CLASSIFIED INFORMATION [EVA10b] =
=====

Each character starts with a pre-set degree of knowledge about each of the subjects in the Classified Information, generally none or "Public Information". The obtention of additional Classified Information Files can be done in many ways, and is a very important process in certain Scenarios, like Misato or Kaji's ones, where you will only complete them if you get certain Files.

Hacking NERV's computers, visiting Central Dogma, talking to other characters and going out on business travels are the main methods to obtain Classified Information files.

- HACKING -

The easiest method is to Hack NERV's system from one of the computers located at Misato's, Ritsuko's and Kaji's own sections. Hacking may only be done when there is no one else around (you may even be interrupted after you have started hacking). Performing a Hack Pulse, requires: A.T. 40+, and IMP: 020. This kind of Pulse is based in your Knowledge and your Spying skills (Spying is unique to Kaji). So it's a good idea to raise them before undertaking a Hack Pulse, as it's one of the harder tests in the game.

The quality of the information you get will depend on your performance at this Pulse. To get an "In-Depth Information" file you should make a Perfect score of 10 correct inputs, although you may get it with less inputs if you're lucky enough. Less correct inputs, will probably mean a lower degree Classified Information, like "Official Information", for example. The subject from which the Classified Information file is obtained will be random.

After hacking, check your Items list. The last object in the list will be the file you just got. Use it, so your character reads it and adds the information tp the "Classified Information" section from the System Menu. Note that unread secret files can be given to other characters, just like any other present.

Hacking can also be done at MAGI system inside the Central Dogma. It's a harder test (S/F PULSE), it takes two hours, and it drains out more energy from your character, but the obtained information could also be better and you won't be interrupted. What's better: hacking from MAGI requires no Impulse.

- CENTRAL DOGMA -

Certain routes of the Central Dogma labyrinth will take you to key secret places of NERV, and you will obtain Classified Information when you reach them.

The subject obtained will vary depending on the place.

Central Dogma is only accessible for some concrete characters, and only after certain events happen in the case of certain characters. A Board Staff ID Card or a Seele ID Card is needed to access these secret areas.

DUMMY PLUG CREATION POINT: Obtain "Dummy Plug" Official Information

EVAs GRAVEYARD: Obtain "EVAs' Development" Confidential Information

GEOFRONT UNDERGROUNDS: Obtain "Geofront" Confidential Information

TERMINAL DOGMA: Obtain "Adam" Confidential Information

DUMMY ORIGIN SPOT: Obtain "The Second Angel" In-Depth Information

You can check more information about the Terminal Dogma at the "Places" section. You will also find a map that I did with the help of Anonymous.

- TALKING -

You may also talk to other characters to get the Classified Information. One of the many dialogue commands will eventually be to ask him or her to talk to you about a given subject that you may choose. Whether they answer or not will depend on both your Relationship and their knowledge of the subject. Be careful, though, because if they refuse to talk to you, the Relationship values may decrease a lot.

To activate this dialogue command, you must develop a very good relationship with someone, and then talk to him or her when you are alone in a scenery. If there's someone else around, the dialogue command will not appear. Keep in mind that even if you meet the requirements, the dialogue command may not always appear. Just keep trying, and remember to keep a really high relationship with the person. Presents may help too.

Recommended persons for this method: Gendou, Fuyutsuki, Misato, Ritsuko...
I mean: don't waste time asking about anything to Hikari or PenPen, they will rarely have knowledge about any Classified Information subject.

(Thanks to Anonymous for giving me some hints about all this.)

- BUSINESS TRIPS -

The last method to obtain Classified Information is to go out on business trips. You can travel to Kyoto, 2nd Base (America), Germany, South Pole and Sea Ruins.

First, you must raise your Work Skill until one of the "Create Travel Permission" options appear under the "Create Cards" command at Misato's, Ritsuko's and Kaji's sections.

After undertaking the S/F PULSE, if you succeed on creating the Permission, a new Item will appear in your Items List. Use it when you're ready. Then, go to NERV the next day and you will watch the sequence of the travel and your findings there. (Sometimes, it will take more than one day to activate the travel; just keep visiting NERV once per day.) When you come back, the information you just discovered will be added to your "Classified Information" section.

Scenario and will have to start all over again if you want to do so.

Certain scenarios require that you raise your relationships with some people to complete them, so unlocking and playing these Scenarios first is a good idea to obtain all the others. Examples: Shinji's 2nd Scenario, Ritsuko's Scenario, Maya's Scenario...

Keep in mind that if the character died during the gameplay, he or she will not be unlocked.

(Check the Game Bugs section for further details about how to unlock Hikari and Touji's Scenarios.)

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= c) COMPLETING SCENARIOS [EVA12c] =
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In order to complete a given Scenario, you need to play it until the end and watch the good ending (which will only happen if you meet certain requirements that are different for every Scenario, although some Scenarios may have more than one good ending). Then you must save the System Data. You will know that you have been successful if in the Scenario Select menu, the option for the Scenario you just beat now appears in blue, and with a smiling portrait of the character. Otherwise, you can load your last savegame from the Scenario and try to beat it in a different way than you did before.

Completing Scenarios will also unlock special Items at the Convenience Store, which may help you a lot when playing further Scenarios.

Read the Scenarios briefing for more information about how clearing each Scenario.

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= d) UNBREAKABLE HEART [EVA12d] =
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Once you have beaten at least 4 Scenarios, I recommend you to ALWAYS buy the new special item that will appear in the Convenience Store, "Unbreakable Heart". It's quite expensive, but very useful, as it restores 100 Impulse every time you use it, and there is no limited number of uses. No more waiting for a new chapter to refill your Impulse!

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=====
= e) GAME BUGS [EVA12e] =
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While playing the game, I have encountered some bugs:

UNLOCKING TOUJI/HIKARI BUG

When you raise your relationship with Hikari Horaki, you will unlock her Watch Mode, but Touji's Scenario. In the other hand, when you raise your relationship with Touji Suzuhara, you will unlock his Watch Mode, but Hikari's Scenario. Have this in mind if you don't want to go crazy trying to properly unlock their Scenarios. (Thanks to Anonymous for that.)

CONVENIENCE STORE

 If you exit through the sliding doors right when some other character is entering, it is very likely that, instead of being asked if you want to leave or stay, you can walk around the outdoor area of the Convenience Store. There's nothing to do there, but it's always fun to walk around an area you were not supposed to have access to. To exit, get close to the sliding doors and you will be asked if you want to leave or stay.

PEN-PEN AND PREVIOUS BATTLE

 The "Comment previous battle" may only be used by Pilots, and only once per person and battle. However, for some reason, you can use it with Pen-Pen as many times as you want. It's useful if the battle was successful, as using this command will raise both yours and Pen-Pen's A.T. Your relationship values will also increase.

PEN-PEN'S LABYRINTH OF THE HEART

 This is a curious bug. I was walking around NERV's Vending Machines corner in Hyuga's Scenario when suddenly the load screen appeared and Pen-Pen's Labyrinth of the Heart played. After this, Hyuga's Scenario continued like always.

XX

-CONCLUSION-

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13. CLOSING [EVA13]

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 = a) THANK YOU & CREDITS [EVA13a] =
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I couldn't enjoy the game as much as I do, and of course I couldn't have written this FAQ / Guide without the help from the kind people of Gamefaqs board for this game. So I would like to thank these people:

Anonymous, for correcting a lot of things and helping with some hints about the game, like the menu at school, names of some items, some missing translations, Idea Reports, Central Dogma map, Sahaquiel's battle, etc.

Batigoal41, for explaining his trick to increase the Impulse when trying to enter the bathroom when there is already someone inside.

Jogeekid, for posting the translation of the main items at the Convenience Store and also for writing a good tutorial about the Status menu and the Combat System in the PS2 version, which helped me a lot in my first go with the PSP game.

KYG, for warning me about the different Rei's Scenario endings.

Pscck5984, for explaining his trick to increase the Impulse when someone is sleeping.

Red Zer0, for his lists about the Angels appearance and the possible story twists.

Werewolf16, for explaining me that it's possible to get a Game Over in battles in non-Pilot Scenarios.

ZoharContact, for additional info about Work/Knowledge/Fighting skills and how can they be enhanced, and also for his clear explanations of the Combat System in the PS2 version. Also for his useful advices about IDs, the Virus Angel, making people like you, borrowing from someone, giving items, saving Kaworu, objects' functions, the shooting area, assassinations, Scenarios, EVAs special equipments, playing modes, and AT increase/decrease.

And everyone else that keeps alive this board. Thank you all!

I would also like to thank:

Reichu, for his translation of the Classified Information Files, which I am checking to compare and correct my own translation.

Sheaman, for compiling Reichu's translation.

Bandai Namco and Alpha System for developing such a great game.

Kadokawa Publishing for releasing their cool official guide, which helped me a lot when playing the game and writing this guide. Some of the lists and facts in this guide are taken from it (I mentioned it in the corresponding section).

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= b) VERSIONS HISTORY [EVA13b] =
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00. VERSIONS HISTORY [EVA00]

Version 0.05 (02/11/2006): Started writing this guide.

Version 0.10 (16/11/2006): Continued writing the guide.

Version 0.16 (20/11/2006): Continued writing the guide. Added the Scenarios and the Advices & Tips sections.

Version 0.17 (07/01/2007): Continued writing the guide. Added the Scenarios Briefing, Gameplay, Places and Items sections, and also added many other contents to most of the sections.

Version 0.18 (10/01/2007): Continued writing the guide.

Version 0.19 (11/01/2007): Corrected some things and added new subsections (like Vending Machines Menu or Items' subsections) throughout the guide. Continued writing the guide.

Version 0.20 (12/01/2007): Continued writing the guide. Added Drinks and their effects in the "Items" section.

Version 0.21 (14/01/2007): Continued writing the guide. Corrected some things and names throughout the guide, like Skills names and Places names. Added the Character Skills and Scenario Titles in "Scenarios" Section. Added new texts at the "Gameplay" Section.

Version 0.22 (15/01/2007): Corrected some things. Added the "Battles" section.

Version 0.23 (16/01/2007): Continued writing the guide. Corrected some things. Added the "Classified Information Files" section. Added new contents to the "Places Briefing" section. Did new look-changes to clarify the structure of the guide.

Version 0.24 (17/01/2007): Added new contents at "Places" section.

Version 0.25 (18/01/2007): Added "Controls" under "Gameplay" Section.

Version 0.26 (19/01/2007): Continued writing the guide. Modified its structure. Added contents to the "General Battle Facts" subsection under "Battles". Added contents to the "Places" section. Corrected some tips and other minor things. Added contents to Pen-Pen's Scenario.

Version 0.27 (20/01/2007): Added contents to "Battle Turn" under the "Gameplay" section and under "Battles" section. Corrected minor things.

Version 0.28 (21/01/2007): Added "Relationships" under the "Character Parameters" section. Completed the info about Misato's Scenario and added the "Main Target" instruction for some of the Scenarios. Corrected minor things.

Version 0.38 (22/01/2007): The "Places Briefing" subsection is almost complete now. Corrected a lot of things throughout the guide.

Version 0.39 (23/01/2007): Added new contents to the "General Battles Facts" subsection. Corrected minor things throughout the guide.

Version 0.40 (24/01/2007): Added new contents to the "General Battles Facts" and "Battles Strategies" subsections.

Version 0.41 (25/01/2007): Added new contents to the "Battles" section.

Version 0.42 (26/01/2007): Added new contents to the "Battles" and "Items" sections. Corrected some things in the "Battles" section. Corrected the "PS2 / PSP differences" section.

Version 0.43 (28/01/2007): Added new contents to the "Items" section, which is almost complete now. Corrected some things throughout the guide.

Version 0.44 (29/01/2007): Added new contents to the "Battles", "Menus" and "Classified Information Files" sections. Corrected some things throughout the guide.

Version 0.45 (01/02/2007): Added new contents to the "Battles" section, and also new info at Misato's Scenario briefing. Corrected things throughout the guide.

Version 0.46 (02/02/2007): Added new contents to the "Battles" and "Scenarios" section. Corrected information about unlocking new Scenarios, and also corrected and added other minor things throughout the guide.

Version 0.56 (06/02/2007): Added info about the Scenarios of Gendou, Maya and Aoba at the "Scenarios briefing" subsection. Updated the "Places Briefing" subsection, which is almost complete now. Added new contents to the "Battles Strategies" subsection. Corrected the special items at the "Objects" subsection. Corrected many things throughout the guide.

Version 0.66 (08/02/2007): Added "Dialogues" to the "Menus" section, I hope that it helps you when interacting with other characters. Added new contents to

the Battles Section. Corrected some things at the "Places Briefing" section and throughout the guide.

Version 0.67 (09/02/2007): Added and corrected some contents at the "Dialogues" subsection. Corrected other things throughout the guide.

Version 0.77 (10/02/2007): Added and corrected some contents at the "Scenarios" section. Added new contents to the "Battles" and "Advices, Tips & Curious Things" sections.

Version 0.78 (12/02/2007): Added new contents to Hikari's Scenario and to the Battle section. Corrected some contents at the "Dialogues" subsection and throughout the guide.

Version 0.79 (14/02/2007): Completed contents for Hikari's Scenario. Corrected some things at "Places" and "Battles" sections.

Version 0.80 (09/03/2007): Added new contents to Kensuke's Scenario and additional info on unlocking characters.

Version 0.81 (30/05/2007): Corrected lots of things with the great help from Anonymous.

Version 0.82 (17/06/2007): Added Kaji's Scenario. Corrected lots of things, like Game Bugs (about unlocking Touji & Hikari's Scenarios). Added information about how to obtain Classified Information Files. Completed Kaji's Individual Section at "Places" section.

Version 0.83 (18/06/2007): Added Central Dogma map, and completed information about Misato/Maya/Aoba/Makoto desks at the "Places" section. Added the "Idea Reports" guide at the "Other Subjects" section. Corrected things throughout the guide.

Version 0.84 (19/06/2007): Added new contents to the Commands and Dialogue commands menus, to the "Places" sections and to Sahaquiel's battle. Corrected things throughout the guide.

Version 0.85 (20/06/2007): Added Israfel and Zeruel's battles. Added new contents to the "Commands", "Items" and "Battles" sections.

Version 0.86 (22/06/2007): Added Leliel and Matarael's Battles.

Version 0.87 (25/06/2007): Added Armisael's Battle and corrected some contents at "Battles" section. Updated the "Dialogues" subsection. Added a new bug at the "Other Subjects" section. Corrected things throughout the guide.

Version 0.88 (26/06/2007): Updated the "Dialogues", "Places" and "Idea Reports" sections. Added Hyuga's Scenario. Structure of the Guide has been revised, hoping to make it clearer.

Version 0.88b (27/06/2007): Updated Hyuga's Scenario. Corrected Sachi and Sahaquiel's battles (thanks to Anonymous).

Version 0.89 (28/06/2007): Started Fuyutsuki's Scenario. Added new contents at the Gameplay section. Updated the "Menus" and "Places" sections.

Version 0.90 (29/06/2007): Finished Fuyutsuki's Scenario and started Touji's one. Added Arael at the "Battles" section. Updated the "Menus", "Places" and "Items" sections.

