

Xenogears Perfect Works FAQ

by Quiddity

Updated to v1.7 on Feb 5, 2004

Xenogears Perfect Works FAQ and Guide
Version 1.7
Last Updated on 2/05/2004
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I. Introduction

Xenogears is a game for the Sony Playstation first released in Japan in January of 1998 and in America in October of that same year. With its unique gameplay, innovative 3D environment, stunning musical score, and enthralling story, Xenogears has become known as one of the best non Final Fantasy RPGs ever made.

Xenogears Perfect Works is a roughly 300 page book put out by the producers of Xenogears. It contains everything from design sketches, to fiction. However, the heart of the book and the favorite is the vast amount of information on the storyline of the game, information that reinforces and helps better interpret the game's vast and sometimes confusing storyline.

Unfortunately for english speaking fans Perfect Works is written entirely in Japanese and has no official translation. That's where I come in. Ever since Xenogears Perfect Works started being imported into this country a few years ago from various fans of the game, translation projects have been attempted to translate the vast book. None of ever ended successfully with a full translation of the book. I myself have attempted many failed translation projects. With the coming of this FAQ/Guide, I hope to finally put out the web's first full translation of this book into english. Its a large project, but one I'm putting quite a lot of heart and effort into. After all, the game Xenogears has interested me like no other. So, sit back and enjoy.

This FAQ contains 4 more sections. They are as follows:

Translation

Translation of the book. Those who have a copy will find it easy to follow the diagrams and descriptions. Those without will find it considerably more difficult.
(This section is specifically for those with the book)

Discussion

Discussion of the concepts/information brought up from the translation. Those who do not

have

the book will find this section much more useful.

(This section is specifically for those without the book)

FAQ and Notes

Frequently asked questions dealing with Perfect Work/Xenogears.

Disclaimers and Thanks

Self explanatory.

A web page version of this guide can be found at my website, located at:

<http://www.escaflowneonline.com/xenogears/>

Latest Updates:

2/05/04: Got a major update reflecting translations that have already been put up on the site.

A large portion of the History section including the entire timeline throughout the section;

the major diagrams on pages 8, 10, and 11; the little blurbs about the Eldridge, Zohar, Anima

Relics, Excalibur and Merkava; plus information on the finding of Zohar, Panspermia, and the

Nisan Teaching have been put up. This represents approximately half of the section, the rest

will follow in an upcoming update. Also, although done a while back it hasn't been updated until now; the remainder of the Gear Statistics have been put up in the Gear section.

Updated

email address.

7/20/03: Well, its been a while, but I've finally updated again. I'll be reformatting this

entire faq soon, compressing the 2 big sections into one. Rather than having one section where I literally translate things and another where I summarize them, I'm going to focus more on the latter, summarizing/explaining what is written on each page with descriptions of the diagrams and such rather than trying to duplicate them here. I've included a small sample, with some small translations of the Social Structure section. Sections already translated have not yet been translated to the new format, but will eventually. In addition

to that, I've put more detail into the Table of Contents and have put up stats for all the main Gears in the game (the ones with the color pictures in the Gear section). The stats for the rest of the Gears (in addition to the bios) are coming soon.

8/28/02: Finally have some new translations up. They're all ones in the character section,

belonging to Franz, the Yggdrasil crew members, the Thames Captain, Hans, the Thames crew, and Joshua Blanche. All rather small bios, but its better than nothing, ain't it? ;)

8/17/02: Made some minor corrections throughout the FAQ. No notable additions this time though.

4/21/02: Updated site address. Hope to have more translations up soon, although I've been very busy with school.

2/26/02: More translations up, including the character bios for the Elements, General Vanderkaum, and the Gebler Special Forces that Elly is in charge of in the game.

2/13/02: Pages 174 and 175 have been completely translated and put up in both the translation

and discussion section. These are the pages on Emperor Cain and the Gazel Ministry, which also includes a full list of the Anima Relics and who they are aligned with. Some more minor technical issues have been edited, including the addition of the pages with nothing notable to translate in the Gear and Gallery sections.

2/8/02: There's been a change of plan. I'm no longer going to be updating this FAQ with full sections, but with individual pages. I found that doing it by section became quite a chore.

I will enjoy the process much more this way. Anyway, I've got both the translation and discussion parts up for page 191 of the book. This covers Jessie and Bishop Stone. With the change of my policy, updates should hopefully be more frequent, although the content of each

update will be smaller. I've also added to the disclaimer, if anyone cares. Please read it before using any information in this FAQ for your own purposes.

I'm also wondering if anyone wants to scan pages of Perfect Works for me. I'm in desperate need of them for my web page version, but have no scanner.

1/30/02: The entire monster section has been translated and put up in both the translation and discussion section. Sorry, but I have still not translated the leftover stuff from the Science Section that I have not done yet (the huge boring paragraph on page 72, and the comics).

They are rather low on my priority list at this time but I will try to translate them soon since I have every other part of that section translated. The next section I am working on will be the Social Structure section, I have no idea when that will be done since it will have been the longest of the sections I've done thus far.

1/18/02: The first edition of this FAQ is up on the web! You can find this FAQ either at www.gamefaqs.com, or at my Xenogears site, <http://xenoquarters.xenogears.org>. This first edition contains a full translation/discussion of the Science Section. The next section that will be translated is the Monster section. With luck, expect it next week.

II. Translation

These translations are not exact. The explanation is simple. The book is in another language. Kanji/kana doesn't exactly make sense when translated literally over to english. Thus, I've paraphrased everything, rewriting them in my own words. And obviously keep in mind that mistakes are always possible. If you know Kanji/kana and spot any, feel free to email me and let me know.

A. History

A detailed timeline of everything the Xenogears world, going back before the Eldridge was

even created.

(Page 7)

Before mankind set out for the universe, it accidently found the origin of the species...

Beginning of the Third Millenium.

Timeline:

[A.D.]

2510 - A project the scope of the entire world, the Space Emigration Project commences. 15 years ago a national institution was founded that supervised the start of this project. The name of the era is changed to TC(Transcend Christ), where 365 days per year remains the norm.

[T.C.]

0016 - 16 years ago the National Institution was founded people's wish is being realized. 500 years late an emmigrant fleet leaves the Earth and heads into the abyss of space

on a journey. Earth is taboo after this, it is known as Lost Jerusalem.
(Reasons are unknown, most likely due to sudden change in the environment).

0294 - For roughly 250 years the emmigrant fleet wanders around and discovers a feasible residence at the M24 Sagitarius star cluster. They land. This planet becomes a beginning, and the land is christened 'Neo Jerusalem'. Emigrant Management and the National Institution are reorganized and combined. The first chairman is elected. With Neo Jerusalem as a starting point, mankind sets its sights to the abyss of space.

0295 - The Star Cluster Federation is started.
New Jerusalem is the principal planet of the Star Cluster Federation.

-4500 Blank Years-

Main Paragraph of the Page:

2001 A.D. - Mankind excavated an Object of Deep Knowledge

This era of history was referred to as "At the end the Messiah appears". This rare prophecy left behind feelings of fear, and after 1000 years of service mankind entered the beginning of the third Millenium.

2001 A.D.

The discovery shook the world. An eye shaped object was discovered in a stratum approximately 3.9 billion years old. From its shape, the object appeared to be artificial. Research Organizations made hyptohesis about the object and a public announcement was made to the world.

The geological features from the era of the start of the Earth caused some to believe this object was the source of all life, an Artificial Panspermia (Pan-Universal Embryo) and... In the academic world there was a number of hypothesis that started to give it unusual, romantic and jumbled opinons and speculations about what it was. A flood of them focused on

the grounds of existence of the object and what it was. Its existence was puzzling and there were many questions surrounding this artificial creation. There was a lot of deep confusion surrounding the object and many reckless, blind hypothesis's were made. But this and other hypothesis met their demise. Dating of the object found it to be from 15 billions years ago, confirming the belief that it existed since the beginning of the universe.

The official announcements about the object helped increase the confusion. This object, if not of artificial creation was already from a Godlike domain. Eventually the object, which had magnetic properties was labelled MAM(Magnetic Abnormal Matter) for convenience. Research on a national scale was conducted on the object but problems arose with the budget, which was eventually frozen. One group of voluntary researchers continued with very detailed analysis. These researchers gave the object another name. The name was Zohar.

Panspermia:

Advocated by astrophysicist Fred Hoyle, the Panspermia Theory is about the origin of life from space. This theory has been submitted after a large amount of organic matter has been known to exist on comets.

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From 10,000 years ago to 15,000 years ago, it was a period of scientific technology.
Timeline:

The Interstellar War gets more violent / Deus runs wild -- 7th Millenium

4743 - Through the hand of Archeological Researchers and others, a relic from the Lost Jeruselum era, MAM(Magnetic Abnormal Matter) is discovered. It was discovered on a transport freight ship belonging to cosmic wanders in a Pilgramage Fleet who worshipped an ancient religion.

4744 - Roughly 5000 years passes, the MAM analysis is resumed.

4750 - Through the MAM analysis process, the Phenomenon Alteration Theory comes into existence.

4751 - Top priority was given to completing research on MAM.
Project Zohar is started based this research.

4752 - The cosmic conflict becomes aggravated.

4765 - The planet where Project Zohar was destroyed through an accident due to ignorance. MAM was discovered drifting and was recovered.

4766 - Work on Control System Kadamony and Zohar is finished for the time being. Kadamony's central element, Persona is developed although the details are unknown. The Strategic Integration Weapon System Deus is developed to stop the current cosmic

war. Zohar is to be used at its main engine.

4767 - In March Zohar becomes Deus's main engine. Both systems were connected at NGC6744(Note 1), aka Miktam 04 Beta Immigant Planet (immigration was taking place at

a satellite during construction). That same year, due to unknown reasons there was an accident and both systems went haywire, invading the environment of Miktam 04 Beta. Quite an enormous amount of damage was dealt. Deus's amazing and uncontrollable

power

was such a threat that the military made a great sacrifice to force it into suspended

activity. Afterwards analysis concluded that Deus's core had to be sealed. After an investigation the Enterprise's Large Space Cruiser Eldridge was commandeered by the military. Approximately 120 million workers, survivors, and colonies were safeguarded

by going on board the Eldridge.

The diagram at the bottom of the page:

The Eldridge:

Many ships and buildings that are seen in the game actually came from the Eldridge. Blocks of the Eldridge were composed of warships and other weapons when it embarked.

Preastar Mobile Cruiser Excalibur (No. 1) - After the Eldridge crash, this was excavated and given repairs by Shevat. 500 years ago in the big war Sophia got aboard this ship and used it to kamikaze into the Merkava, sinking both instantly.

Preastar Mobile Cruiser Excalibur (No. 2) - This too was excavated and repaired by Shevat. It became the Yggdrasil's "Sword". Outside of Excalibur a considerable number of warships embarked.

Land Assault Craft Yggdrasil IV - One of the great variety of offensive powers from the void of space. It had many forms depending on the target (warship, colony, etc...)

Two Blocks of the Ship:

The Ship's Bow (Babel) - Each block that made up the Eldridge's hull was independent. One of these is the Babel Block of the Ship's hull, which is known as Babel Tower in the game. Another block was an HLV plant which was eventually constructed as the centerpiece of Shevat.

The Ship's Central Block (Mahanon) - This is the block that contains Raziel, which controlled the whole ship. Like Babel this was an independent block, and had a soft landing when it hit the ground. It contained information on the Eldridge, Alien Civilizations and Weapons, and the materials that make up Deus. The Gazel Ministry did not want this information to be known to the people and made a gate to go and come from Mahanon.

Since this ship's purpose was a long distance journey its not an exaggeration to say that small scale countries were formed. It was a private ship and the amount of armaments went up during Deus's transfer.

Each core part of Deus was stopped from operating and taken apart to be put on the Eldridge.

The Kadamony Mainframe, the Biological Electronic Brain (Persona) was repeatedly called Alpha 1 in the opening movie. Deus's main body was called Omega 1.

Timeline:

Resistance of Deus / Self Restoration Program Starts

4767 - Midway through the trip Deus (in suspended condition) unexpectedly started up. Deus was sealed, but it was able to use Zohar to hack into the Eldridge Mainframe, the Artificial Electronic Brain Raziel. Metastasis mode started and Deus changed the Eldridge's plan to the Main Planet. Eldridge Captain Shigeyoshi Inoue, of the Research

HQ and also a Special Duty Captain decided to evacuate the ship. He tried to use the ship's blast plug on the hull, but Deus suppressed it and made its use impossible. Hidden circuits via the Spinal Shaft were executed (Note 2). This caused the Spinal Shaft to separate (Note 3). This was done in desperation when facing reality and the Eldridge lost its mass balance and navigational control. Thus, the Eldridge hurled into

the atmosphere of a nearby planet. Gravity dealt damage to the Eldridge's hull and blocks of the ship were destroyed. The Eldridge used its emergency navigation during

the collision which saved some of the blocks in the collision. The central hull of the ship, containing Deus's real form sunk to the bottom of the Ocean. Zohar sank elsewhere

at many kilos per second. Before that Zohar separated Kadamony from the ship, which had a soft landing near the coastline of a nearby continent.

[New Era]

0000 - The central element, Persona's key program Program Elehaym starts System Hawwa. The first intelligent life on the planet is born. From Animus, the composition part of Kadamony, System Hawwa gave life to the planet's founders, Cain and the 12 Gazels.

From System Hawwa came Elehaym and Miang, who were supervisors. Only one life remained from the Eldridge, a boy, Abel (7 years old at the time) who later happened to meet Elehaym. Cain uses a function of Kadamony to mass produce diverse, natural "original type" people. They took the opportunity to increase the life at a set rate.

0010 - People's faith in Cain as a God begins. Abel opposes this faith. Abel's ideology becomes an obstacle for Cain.

0011 - Cain schemes about doing away with the outsider Abel. Abel and Elehaym's fate is death. Miang is the careful supervisor.

The paragraph about the Eldridge in the middle of the page:
Second of the Extra Large Interstellar Space Warship, Eldridge:

The Second Philadelphia class private interstellar transport ship was called the Eldridge. A colony was stored in the inner shell of the hull. In the opening movie the porthole opens and you can see streets inside. The Eldridge was requisitioned by the army for the purpose of transporting Deus. 8 percent of the Bridge personnel are soldiers.

Spec Data:
Standing Weight - 27 billion tons

Max. Width - 42 kilometers

Length - 100 kilometers

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The Diagram at the bottom of the page:

Unified Connection Experiment:

The connection of Zohar to Deus resulted in the descent of a higher order existence. At that time a boy unexpectedly made contact with the wave existence. It had a big effect on Deus's Self Recovery Program.

This figure shows the relationship between the various factors at the time. The Wave Existence was brought into the Phenomenon Alteration Engine Zohar through the Path of Sephirot. Abel had made contact with Zohar. Connected to Zohar is the Interstellar Strategic Integration Weapon, Deus. Part of Zohar is the Biological Computer Kadomony, which awakened Miang Hawwa. Miang split into Elehaym(Elly) and Miang (M0000). Before that, she created the original bodies of the Animus. Things are either colored red (the Wave Existence's side) or yellow(Deus's side). The Wave Existence's side is itself, the Path of Sephirot, Abel, Original Elehaym(inside Kadomony), and Elehaym. Everything else is Deus's side, including the rest of Kadamony. Each part of this diagram has little blurbs about it. Here they are:

Wave Existence:

This higher order of existence has no flesh, from our perception it is a wave. Before the birth of the universe, the Wave Existence was around. Through the Phenomenon Alteration Engine Zohar the Wave Existence was pulled through the boundary into the 3 dimensional world.

Abel:

A boy that unexpectedly came across the army's top secret experiment. Through some miracle

he made contact with the Wave Existence and acquired power.

Zohar - Deus Connection:

The start up of an experiment with the Phenomenon Alteration Engine Zohar and Deus. Zohar which emits infinite energy from what is called a pseudo-eternity engine.

Kadamony:

Abel by chance came across the place where the connection experiment between Deus and Zohar

was held and made contact with the Wave Existence that had descended to this dimension, resulting in the creation of a woman inside. In the game, Abel's mother's will results in the

creation of Elly. The truth isn't so shallow.

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The diagram at the bottom of the page, continued from the previous page:

The Revival Program is Invoked:

Because of the Eldridge's crash into the surface of the planet, Deus makes the judgement to separate Kadamony from Zohar, and it has a soft landing. From Kadamony, Miang Hawwa awakens

and creates the founder, Cain. Deus sleeps at the bottom of the sea awaiting the Day of Revival.

Elehaym(Elly) - Miang:

Miang Hawwa returned to the organic preservation plant after creating Cain and split into Elehaym and Miang.

Abel:

The sole life that remained after the crash of the Eldridge. Through the will of the Wave Existence he is destined to destroy Deus.

Anima Relic:

1 organic element of the Biological Computer Kadamony. After the Eldridge's crash its whereabouts are unknown.

Original Body of Animus:

Mankind's founders were created from the organic element of Kadamony, the Animus. Later, people were mass produced as parts of Deus.

Animus:

The original people created by Cain were of a special variety. After their creation from Kadamony they evolved.

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A highly advanced civilization had already existed four thousand years ago, but it...

Timeline:

Anticipation of Nanotechnology / Miang's Conspiracy -- Zeboim Civilization

6053 - The Twin Miang Sisters (M0611 & M0612) awaken.

6055 - Kim and Elehaym are born.

6071 - Kim enrolls in the Medical Department of the College Federation.

6074 - Kim takes the exam for the Department of Science, specialization in BioChemistry.

He begins research on Molecular Mechanisms. The same year Elly becomes a Nurse for the

Federation's Medical Bureau.

6075 - Kim enters Graduate's school and earns his Master's Degree.

6077 - Kim's research team present a thesis on genetic procedures using a Molecular Machine to

the Institute. It is a specific plan creating life in a nanomachine pseudo-colony.

This

is seen as profane and heresy. Kim is banished from the Institute. Kim re-enters the

Medical Department to become a doctor.

6078 - Miang's judgement is that people of this era are unfit to be used as parts for Deus. In

order to make preliminary arrangements for a nuclear war, she becomes aide to the Prime

Minister of Zeboim.

6079 - Kim becomes a doctor for the Federation's Medical Bureau. At the hospital he meets Elehaym.

6081 - The Anti-Government organization Ravine blows up the Central Power Plant. This terrorist

act resulted in a loss of power for 50% of the capital. Kim was operating on a girl at

the time and she lost her life even though the hospital had a backup generator. The same

year, Miang read Kim's thesis paper. She was interested in his views on human evolution

and decided to sponsor more research from him. Kim started working on his nanomachine

project. The same year Ravine found his thesis paper. They thought it had applications

with their weapons and contacted him.

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Timeline:

Emeralda's Creation

6082 - Ravine convinces Kim to join them although he originally refused. They had aggressively

contacted him. The same year around Thanksgiving Day Emeralda was created.

6083 - The sponsor, Miang, discovers Kim's true colors regarding Ravine and Emeralda. She sends special military forces to his research facility. Elehaym sacrificed herself to prevent their oppression. Kim managed to seal up Emeralda during this. There is an

outbreak of all out nuclear war. Due to nuclear attacks and Bio-Chemical Weapons more

than 90% of humanity was wiped out.

6084 - The dust in the atmosphere brought about a nuclear winter. Surviving animals escaped

the above ground research facility. This was the Chu-Chu, a sub species of humans.

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Timeline:

Founding of Solaris / Birth of Elehaym -- Birth of Nisan Religion

9088 - Adoriel begins the Nisan teachings.

9164 - Cain judges that humans have reached their final stage. Solaris is founded.

9226 - Shevat is founded atop Babel Tower.

9301 - Modern day boundaries for Aveh and Kislev are formed. Nimrod is founded.

9440 - Kusel Raodikia becomes the fifth king of Nimrod and his dynasty begins.

9453 - Kusel Raodikia makes the Nisan teaching the official religion of Nimrod.

9457 - There is a meeting between Bishop Penel and the Nisan Assembly

9458 - Penel Monastery founded.

9465 - Krelian is born. The same year his mother Elazel passes away.

9469 - Rene and Roni Fatima are born.

9475 - Lacan is born in eastern Ignas (present day Lahan). Elehaym, one of 3 sisters of Ashera is born.

9481 - Both of Lacan's parents die.

9482 - Elehaym becomes Penel's adopted daughter. She enters his monastery.

9483 - The Ashera Monastery was moved to the eastern part of Ignas and was used to care for the ill. The same year Lacan and Elehaym meet. Elehaym went again to the Penel Monastery. Lacan started painting Elehaym's portrait. She changed her name to Sophia.

9486 - Zephyr, the third imperial princess of Shevat was born.

The following paragraph is in the lower left hand corner of the page:

Rise of the Nisan Teaching:

Adoriel, the founder of the Nisan Teaching was one of the rare people who had the ability to

use ether. This miraculous power fascinated many people and the believers of the religion increased. The Nisan teaching originally was small, out of Adoriel's dwelling and was not a

universal religion. But Adoriel possessing this ether ability caused it to develop into one.

After Adoriel's death a successor had to have high ether ability to be chosen, one who started

to have abilities at Adoriel's levels. In Fei's era the Nisan Church had been changed by the former Great Mother of Nisan, Sophia.

(Page 15)

Timeline:

- Outbreak of Solaris War / Sophia Dies -- A great war 500 years ago
- 9488 - There is an attack on the Penel Monastery. Sophia and Krelian Meet. The same year, the Nisan teaching collapses.
- 9490 - Raodikia Dynasty Collapses. Kusel Raodikia is murdered. The Nisan Church collapses.
- 9493 - Solaris participates in a coup rebellion causing Lacan to leave his hometown and meet Krelian. Krelian, knows what they're thinking and the reunion with Lacan and Sophia is soon over.
- 9495 - Sophia becomes a candidate for the Great Mother of Nisan after 7 years, going before the leaders of the Nisan church. Due to her experience with the Penel Monastery she became Great Mother at 20 years old. The Nisan Cathedral was built and their doctorines were reformed. Jikrinde became her advisor. Nisan's military was established with Krelian as a head soldier.
- 9496 - Lacan, Sophia and Ashera meet again at the Monastery. The same year an alliance of Anti-Solaris countries form near Shevat. The war with Solaris begins.
- 9497 - Many refugees seek a place to stay after the war and settle in Nisan. Lacan meets Roni and Rene, who were in charge of the army.
- 9499 - Nisan gains influence on the ground due to the influx of refugees. The Shevat Council sent the third imperial princess, Zephyr as an ambassador. Nisan formed an anti-Solaris alliance. Solaris raised to the sky while the Soyilent System was established on the surface. Antagonism forms between Miang and the Gazel Ministry. Krelian recommends Lacan paint Sophia's portrait.
- 9500 - Lacan searched for the Anima Relics. In the process he learned of the existence of Zohar. Four of the Anima Relics were taken from various countries on the land that Lacan and others had stepped on. The Shevat Council had a secret meeting with the Gazel Ministry. Sophia was killed defending others in the war. She was 25 years old. Miang became Shevat's prisoner.

Descriptions of the Excalibur and Merkava, with pictures are featured:

Excalibur:

Used for the purpose of opposing Solaris's Merkava, this cruiser was excavated and repaired by Shevat. Its automatic attacks made it possible to be controlled by only one pilot.

Merkava:

Created 500 years ago, the Gazel Ministry decided to build Deus's Mothership, although Miang opposed. Merkava was completed during the Great War and used to strike Shevat.

(Page 16)

Timeline:

Diabolos Army Appears / Krelian's Secret Maneuvers -- Days of Destruction

9501 - Roni discovers traces of warships from the Eldridge in Ignas (the Yggdrasil IV) and repairs them for use. Lacan releases Miang from Shevat. He looks for Zohar in Bethlehem

and finds it, but his contact with it is incomplete, resulting in the creation of Grahf. Grahf uses the Diabolos(Deus Prototype Maneuverable Terminal Weapons), as a result 96% of humanity is lost. The people, led by Roni put their total concentration towards defeating the Diabolos. Original Weltall was the key target and head of the forces. During this battle Roni's brother Rene Fatima was killed. Afterwards

Lacan's whereabouts in Ignas are unknown.

9502 - The people restore Nisan after the Days of Destruction. The same year Izolde was born.

She was the daughter of Great Mother of Nisan Jikrinde and Rene Fatima. Izolde later becomes the Second Great Mother of Nisan.

9505 - Zephyr and the 3 Wiseman revive Shevat.

9506 - Cain and Krelian meet. Krelian revives the Gazel Ministry's data by transplanting it to the SOL-9000.

9510 - Roni Fatima founds Aveh. The same year Lacan dies. Lacan's lingering spirit remains and becomes Grahf.

9511 - Krelian visits Shevat. He gives long life treatment to several people including Zephyr.

The same year the Ethos was founded on the surface to help Solaris manage the land dwellers.

9513 - Kislev Founded.

9698 - Solaris starts its first invasion of Shevat. Krelian forcibly takes action to put limiters in the Lambs.

9701 - Solaris starts a second invasion of Shevat.

(Page 17)

Timeline:

Ignas War Outbreak / Flood of Humanity -- Threat of Gospel

9715 - Ignas War Outbreak. Aveh proclaims war on Kislev.

9959 - Krelian drives towards developing the 5th Generation Malakh Angel and meets Miang 0996.

9965 - Jessiah is born, his parents were Abraham and Mariah Blanche.

9969 - Rico was born to Sigmund and Anna. He is a demihuman, and an Ethos conspiracy seems to be involved. He and his mother are expelled.

9970 - Hyuga Ricdeau(Citan) is born, one of 9 children of Shiyouki and Lily Ricdeau. Sigurd

Harcourt is boarn, son of Aveh King Edbart the Fourth and Shalimar Harcourt.

9975 - Krelian creates a copy of Emperor Cain, 080819 Ramses and works on him for roughly 10 years.

9978 - Jessiah enters the Jugend.

9979 - Rico's mother Anna dies, an underlying cause is excess operations by Ethos doctors.

9981 - Fei is born, his parents are Khan and Karen Wong. Elly is born, her parents are Erich

and Medena Van Houten. Bart is born, his parents are King Edbart the fourth and Queen

Mariel. Sigurd's mother Shalimar dies. He meets Edbart at the funeral and starts working under him.

9982 - A disease spreads from the Soylent System to many 3rd level citizens of Solaris.

Hyuga's advanced skills become clear.

9983 - Margie is born to Nisan Great Mother Elvira Fatima and Francis Ravan. Jessiah and Raquel have a son, Billy. The same year Sigurd is brought to Solaris for experiments.

9985 - Karen, now Miang realizes Fei is a contact. Karen meets Krelian and he disposes of Ramsus. Ramsus kills a level 2 citizen Karlin Becker and takes his ID to enter Jugend.

There, Ramsus meets the girl who eventually becomes Miang. Hyuga and Sigurd also join.

10 months into the year Fei's power kills Karen and Miang goes to her new body.

9986 - Maria is born, her parents are Nicolai and Claudia Balthasar. The same year the Elements, led by Ramsus are formed (Jessie, Ramsus, Citan, Sigurd).

9987 - There is a Ku de Grace in Aveh led by Shakhan. With help from Maison and Sigurd, who left Solaris, Bart and Margie escape.

9990 - Jessie is given command of Gebler but leaves Solaris with his family. The same year Citan becomes a Guardian Angel. Maria's mother Claudia dies. Maria's grandfather Balthasar saves her and takes her and Seibzehn away from Solaris.

9991 - Rico becomes Battling Champ.

9992 - Citan takes part in an invasion of the third level of Shevat. Jessie is part of the guerilla ground troops and meets Gaspar. Billy's younger sister Primera is born.

9993 - Jessie leaves his household. Solaris attacks Elru. The same year Margie goes to Nisan and becomes Great Mother.

9994 - Elly enters the Jugend. Citan marries Yui and Midori is born. Jessie works with Joshua Black in Shevat and takes his face after his death.

9995 - Bart's Gear Brigandier is completed and participates in its first battle. Billy's mother

Racquel is killed by Wels. Stone takes Billy under his wing.

9996 - Fei's father Khan and Grahf fight again. An injured Fei is brought to Lahan. Emperor

Cain sends Hyuga to the surface under the name Citan Uzuki. Maria and Balthasar go to

Shevat.

9997 - Bart and Sigurd each lose an eye in an incident with the slave generator. Billy's father

Jessie returns home.

9998 - Elly goes crazy from the drive. Her father Erich resigns as head of the Soyilent System.

Billy becomes an Etone and opens the Orphanage.

9999 - Game Start Time.

B. Social Structure

Social Structure is a complex look into the various political and social aspects of the various contries in the Xenogears world.

(Page 26)

-Holy Empire of Solaris-

The first 2 pages cover interal politics of Solaris.

In the top left hand corner is the crest of Solaris, which is the Tree of Sephiroth. It is also the crest of Merkava's Main Cannon.

Below this we have a picture of a General Purpose Solaris Gear with a small blurb about it.

Various optional parts equipped to the Gear allow it easy interaction with the environment.

These are a majority of the war power that Gebler possesses.

There's a complex diagram on the bottom half of the page covering all the various powers at the highest level of Solaris. At the center is Heavenly Emperor Cain, with the Gazel Ministry, Gebler, 'Ethos', Holy Assembly and Dept. of Strength surrounding him. The Defense Force Head is below.

Below this diagram are descriptions of the chief duties of each.

1. Heavenly Emperor Cain

The highest person of power in Solaris. However, with the appearance of Krelian and Miang in the forefront, his power is diminished.

2. Gazel Ministry

The Gazel are 8 men that exist as computer data on the SOL-9000. They are counselors to the public, and are the Administration that rule Solaris along with Cain and Krelian.

3. Head of Defense Force

Krelian has been given authority regarding this since no National Assembly exists. He is the highest power in Solaris with jurisdiction to the Emperor.

4. Guardian Angel

General term for the special official appointed by the Emperor, head of Gebler, and the 'Ethos'. He has a high level of authority and has been transferred for his official duty.

5. Holy Assembly (Jugend)

Trains the bodyguards who are managed authorities appointed by the Emperor. The head of Jugend manages each domestic set.

6. Church - Gebler

1.

2. Financial Department

3.

4. Communication Department

Handles communication affairs for the entire Solaris homeland. This agency holds the practical power of the Holy Assembly.

5.

6. Department of Foreign Affairs

7.

8.

9.

(Page 35)

-The Thames-

There's a small diagram on the bottom right part of the page, right above a small paragraph. This shows the Thames' relationship with factions in the area, namely the Yggdrasil (which they are on friendly terms with) and the 'Ethos', who are business partners.

-The War Between Aveh and Kislev-

(Page 36)

(Page 37)

To the right of this paragraph is a diagram breaking down the ratios of weaponry between


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Figure 55-1:

Mimi (Worm)

This enormous sand earthworm inhabits the desert zone. Usually its in the sand due to its special skin, but sometimes it goes astray to attack. It inhales the bodily fluids of the pray where the water is scarce. It is able to reach its point with its sharp bill.

Figure 55-2:

(Hobgob)

The mushroom of the Basidiomycetes [the hammer] unites with an astroid structure through evolution to form this creature. The tube foot of the astroid part enables it to move, and absorb bodily fluids of its prey. It inhabits the dark habitat of the forest and when captured is used for food.

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| See |
| Figure |
| 56-1 |
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| 56-2 | See |
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| | 56-4 |
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| 56-3 |
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Figure 56-1:

Modes of life of the monsters in various environments

Figure 56-2:

Source of all lives

The protozoan which was the first creature and the ancestor (founder) of all living things,

the unicellular animal, was born in the sea. In the shallow water with considerable speed it evolved into a mammal, forming the present ecosystem. The oceanic monster designates plankton as the base organism. As it considerably accelerated as a result of the evolution, the oceanic creature became larger and several times more powerful. Furthermore, the creation of artificial creatures eventually came into being. As for the ocean developing in comparison to the land, the number of extinct species due to marine pollution and rebellion is not very high. But, as humans continue to invade this area, the problems and risks will increase.

Figure 56-3:

Land of vivid green

The forest/prairie zone that occupies approximately half the land mass in the world has warm air and an abundant water source, giving good results to the flora and fauna that exist there, including humans. The people benefit from the fertile land, which supplies a lot of the world's agriculture. But as those areas develop, and scientific rebellions increase, the risks of monsters existing in this environment increases. The monsters in this environment become fierce due to these changes. Breeding and gene manipulation has influenced the environment and the life that exists there.

Figure 56-4:

<--- Natural Kind Artificial Kind
 --->

O	Kragen (Strong)	Griffon	Deathscythe
C			Deathscythe
E			
A			
N			

D	?????????	Sand Shark	Shadey
Wels?		Planter	Puchiariman
E		Sand Shark	Mimi
S		(Strong)	Ripper
E		Dragon	
R			
T			

Figure 57-1:

Natural Kind

Before mankind was born on the planet, living beings were present. Over long years evolution has produced a variety of different subspecies due to natural selection. As for the natural monsters, they usually appeared with features similar to the original flora and fauna existing in that environment.

Figure 57-2:

Artificial Kind

The result of twisting evolution with artificial gene manipulation is the creation of many living creatures. The burdens on their brains and bodies is high. Differential reasons of abilities between individuals remain. Also, the case where the operated monster thrusts the natural into extinction is rare.

Figure 57-3:

The dried up desert

The large area of the Ignas continent - where the sun beats on the large desert of sand. The maximum air temperature of Japan and China rarely exceeds 50 degrees Celsius, but the earth temperature is 70 degrees here. The amount of rainfall each year is little, causing many of the oasis's that depend on the weather to disappear. The struggle for existence here is harsh and extreme because of the small amount of water, which makes this the severest environment. In addition, droughts are rapid. The desert air makes this area a roughly forged area, like the Aquvy Region. The monsters that inhabit the desert absorb the bodily fluids of their prey. They have hard skin and require less water by adapting through various body mutations, which lets the entire body overcome the heat.

Figure 57-4:

Monster Hideout

The special environments classified here, the oceanic desert (roughly forged) points to the environment that does not belong to the forest/prairie. There are the artificially made environments, like the underground aqueduct, excavation site of the city, which becomes the habitat of many monsters classified by one. Those are formed where there is no interaction of most outside worlds that the microcosm due to the monster and animal COD is formed. Predation is dense, here where the beautiful tree of the ecosystem is formed, the object of gene manipulation. Thinking of that compatability has improved. A regrettable thing is that there is risk involved while researching these monsters in special environments. In the future, it is at the point where formation of larger scale counterintelligence corps is desired.

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| |         See Figure 58-1         | |
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| Figure 58-2                Ocean  |
|                             Figure 58-3 |
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| Figure 58-4                |
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|                             Figure 58-6 |
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Figure 58-1:

Habitat classified by environment | Monster Theory Figure

Figure 58-2:

The sketches here explain the typical monsters in each environment. They are drawn in detail. The creature's framework, organs and features in order to adapt to the environment are included.

Figure 58-3:

7/10's of the planet is the wide ocean, but there is little life there. The habitat is limited to the deep sea.

Figure 58-4:

Kragen(Strong)
It has 2 enormous tentacles on the left and right. By absorbing ions in the water, it is able to generate electricity and discharge it in attacks. The other tentacles are used when eating, to get food into the mouth.

Figure 58-5:

Griffon
This creature dwells in the small orphan island of the sea deep within the rocks. Its good vision enables it to view threats from kilometers away. It also has super speed, up to 1000

kilometers per hour.

Figure 58-6:

Deathscythe

These flying fish like creatures are from the deep sea. Its empty head in the body of the primitive Pisces is similar to a human's.

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|                                     Desert|
|               See Figure 59-1 |
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|               Figure 59-2       Figure 59-3 |
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|               Figure 59-4       Figure 59-5 |
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|               Figure 59-6 |
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Figure 59-2:

Planter

This plant like monster seeks water. The nutrients from the water enable its movements. It usually can use the supply of water it consumes for up to half a year.

Figure 59-3:

Sand Shark

The origin of this Chondrichthyes like creature is a creature who lived on the earth and gained the ability to dive through the sand with its sharp, hard head which lets it shovel through the sand. It has a heart-lung function and degenerate eyes.

Figure 59-4:

Ripper

This kind of insectibrous plant evolved and reached the point where it can move. Its digestion is secreted with strong acidity.

Figure 59-5:

Shadey

This small race of women fighters appear in the Aquvy area. When left alone, they do not seem so strong, but they are professional hunters.

Figure 59-6:

Dragon

These fossil like creatures leave their ancient form and live. There were times when it could fly, but its wings have degenerated into a forelimb. With the hind leg's departure, walking upright has become possible.

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|Forest/Prairie            |  
| See Figure 60-1          |  
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| Figure 60-2           Figure 60-3 |  
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| Figure 60-4           Figure 60-5 |  
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|          Figure 60-6    |  
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Figure 60-1:

The monsters multiplying here is a result of the forest and grassy plain's flora and fauna being damaged by humans. There has been a higher tendency of them here.

Figure 60-2:

Beeneck

This high sight seeing creature takes time to let you show yourself. It understands the mind and conduct of humans. It might have originated this from its time as a domesticated pet.

Figure 60-3:

Hopper

[Suitable name for someone who leaps] It moves gently due to the jumping ability enabled by its 2 long, strong legs. A gentle, cowardly creature, it eats grass and shrubs.

Figure 60-4:

Jackal

This monster is a subspecies of the wolf. Its a mammilian type with raw motion in large groups. Its heel legs provide a strong weapon.

Figure 60-5:

Forest Elf

The sub-race that inhabits the forest. It lives in the woods, moving freely on the branches. Its grappling skills become clear even when attacking.

Figure 60-6:

Rankar Dragon

Its prey is defeated with its strong tail. This creature is the strongest of the remaining meat eating dinosaurs. It has power in this environment, but verges to the crisis of extinction.

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| Figure 61-1 Figure 61-2                |
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|                               Figure 61-3 |
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| Figure 61-4      Figure 61-5          |
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|           Figure 61-6                  |
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|                               Figure 61-7 |
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Figure 61-1:

Kobold

This race of little people hunt proudly with a bow and arrow. It has the ability to jump high due to its legs, and can hide easier due to its small size.

Figure 61-2:

Dwarf

Swinging a primitive club, this creature is accustomed to attacking with it. Its intelligence isn't very good, but it imitates humans proudly.

Figure 61-3:

Golem

This experimental creature of Solaris appears in the snowfields after Deus terraforms. Its structure and intelligence is low, along with its degenerated eyes and mouth.

Figure 61-4:

Croaker Tribe

A subspecies of Tokage, this is a reptilian monster. Its highly evolved, with an individualized culture and clothes draped from its member's bodies.

Figure 61-5:

Rhino

This mammal of a vegetarian diet has a sharp tusk. Its entire body is covered with a hard skin, giving it high defensive ability. There is a relationship of interest between it and the bird on its back.

Figure 61-6:

Edelweiss

This is an alpine plant of the Chrysanthemum which grew enormous in the rocky mountains. It started eating meat and changed into a monster, but when it lacks proper nutrition it can still use photosynthesis.

Figure 61-7:

Sufal Person

[The form of the person from Merkava] transfigured. Its molecular changes is a burden to its life, resulting in a short lifespan. They seek the blood of healthy people.

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| Others                               |
| See Figure 62-1                       |
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| Figure 62-2          Figure 62-3      |
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Figure 62-4	Figure 62-5
Figure 62-6	Figure 62-7
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Figure 62-1:

There are many monsters which are administered artificial gene manipulation and inhabit special environments. They have powerful attack power and don't associate with common animals because of their special condition.

Figure 62-2:

Fear
The head absorbs ether with the tentacles in its hair, restored by your own energy. The lower half of the body has a cartilaginous like thorned back

Figure 62-3:

Shell(Shellbelle)
It has a hard husk similar to the Oumugai. Its lungs are in its head, which is structured similar to a human's. It possesses a poison storing organ in its tail.

Figure 62-4:

Rotten(Rotten Sod)
This kind of creature was produced by stopping the growth of it while still an embryo in its parent's womb. The physical strength of its prey is absorbed by holding through a presumption of its parent.

Figure 62-5:

Batrat
A excellently powerful rat. It is active in the darkness, which can cause confusion. It can also shoot out an ultra-wave.

Figure 62-6:

Armored Bugs
It is covered by a hard husk since it was a larvae. By the time of pupua, it emerges in this structure. It attacks be secreting acid through its mouth.

Figure 62-7:

Carrier

This creature, a subspecies of the alligator which had its genes manipulated, attacks with its tough tail. Its forelimbs and eyes are degenerated, but it has nimble movement.

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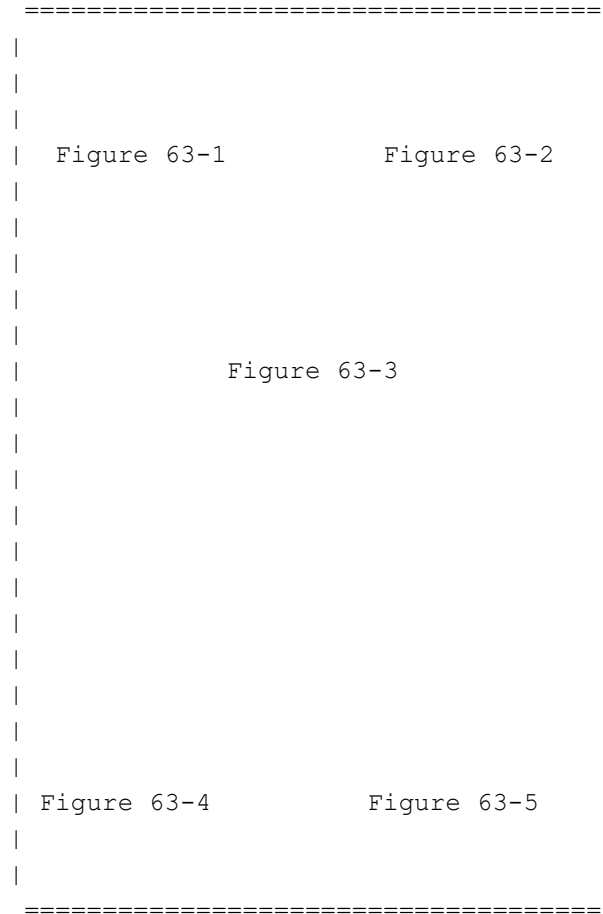


Figure 63-1:

Hammerhead

This subspecies of Chondrichthyes adapt to the non-water environment. They usually hide, but possess a tail which can absorb the ether power of its prey.

Figure 63-2:

Gimick

True to its name, this creature designates the eticate of the person as its energy source. This mechanism enables the creature to lack the typical predictable habits. They live in the Shevat shafts due to the protection.

Figure 63-3:

Forbidden

At one time, these monsters were frozen in carbonite in Shevat. Its ability to convert grudge enables it to break out of its restrained state with its tough power.

understand explanation.

The many incomprehensible keywords that come up in various scenes, which there are many of, come from a unique super scientific world view. As the story advances and more puzzles arise, several of these are explained, mostly on disc 2. The intended secure puzzles eventually become known.

What is the true purpose of the Deus System? Here is the story's largest puzzle (focusing on the elucidation of the Deus System). The keyword explanations regarding science are explained here.

(Page 67)

The system which grants all desires [Zohar]

You think, and someone desires that thought. People hope to be able to move the world in their own way. And what circumstances are brought up through this? When people pray, it is elevated with a certain expectation. And who is prayed to? [God] It is the creative aspect of all people.

[Communication with God] But if the world is where it is due to science, whom do you pray to?

(Page 68)

-Intention of the Advanced Weapon-

Top Paragraph:

As for the start of the original incident, the 7th generation electric brain Razael was hacked into while traveling between stars. The start up of the weapon system (Deus) on the ship was requested by this hack. The Deus System was wrapped in a puzzle, but Deus was able to break free.

The incident ended with Deus crashing on an unmanned planet. There, a new mankind was born.

Individual civilization and science became the basis of this new world. Here is the beginning of the story, the story that the Deus System is the nucleus of (in scientific terms)

The Middle Paragraph goes over the Deus System and its 4 main parts.

Strategic Integrated Weapon System [Deus System]

In order to be transported through space, the Deus System is split into 4 regions. Due to this, independent operation is possible.

First, the Phenomenon Conversion System Zohar, whose intention/intelligence produces the drive energy of all systems present. The energy is supplied when specified.

Next, the main attack unit of the biological weapon system Deus, a single unit produced to utilize the energy of Zohar to obtain maximum power. The link to Zohar is 100% from the start.

The system's conduct, and the control computer that controls the two is the biological electric brain Kadamony. This itself is divided into 2, the organism element, and the 8th generation

computer that makes integrated calculations.

Finally is the dense, super enormous mothership Merkava. Merkava's function is to

(C):

The biological electric brain Kadamony which generalizes the whole system.

The energy of Zohar controls the entire artificial intelligence system. In order to decide the best conduct, the biological element's indefinite operation and the logical element's operation are done simultaneously. There is no times when it is controlled by a third party [brain] when roles are carried out.

(Page 69)

The diagram at the top left hand corner of the page shows how each part of Deus conducts itself. Zohar is in the center as a non-independent entity. It provides energy when demanded to Kadamony, Deus and the Seraphs. Kadamony, aka Project AI is at the top of the figure and its intention parallels the transmission of energy from Zohar. Kadamony has control over Zohar and rules Deus. Deus meanwhile, which can have independent control, has control over the Seraphs, which are also non-independent.

This is the paragraph to the right of the diagram.

The phenomenon conversion system offers the drive energy from Zohar. Zohar's intended to continue supplying the energy while the other system demands it. On one hand, the Deus System has 2 independent systems with independent conduct. The electronic biological brain Kadamony gets its energy supply from the main part of Zohar, which enables its operation. In other words, the power of margin and Zohar gives power to the appropriate parts of the Deus System.

The Glossary on the right of the page has the following terms:

Navigation Starship

A spaceship which can move intergalactically from star to star and travel to various solar systems.

Hacking

An illegal invasion(hack) is the behavior done when lots of data is obtained through a computer, with the databank being destroyed when the hack is done.

Electronic Brain Central Kadamony

The computer Database which has control of the Malakh Angel. This mythical knowledge base is actually artificial intelligence.

Phenomenon Conversion

The change of time is called the converting phenomenon. This is the unique ability that Zohar has that allows it to contact other dimensions.

Seraph

Controlled by Deus itself, these angel's true purpose is to defend Deus. The general term for

the group that is used with Merkava to defend Deus. The fuselage outputs 7 different attributes including water, wind, earth, fire, etc...

Logical performing region

The system in the central computer that answers all arithmetic expressions. There is no time when answering is led by all means.

Biological Element

The part of the computer that is actually a living being. The indispensable element is mentioned above [indefinite operation].

The remainder of the page features from top to bottom, images and descriptions of the four parts of Deus.

Strategic Subjugation Mother Ship Merkava

This enormous 80km mothership is the outside husk of the Deus System. The Seraphs are on the outside used for defense. The name of the ship means 'the chariot to heaven'.

Organism Weapon Deus (Main Body)

It is not the inorganic machine, but the organism part of Deus that forms this special feature.

It has a self recovery system and can even change its own structure if it sees fit.

Phenomenon Conversion System Zohar

The main part of Zohar is the eye itself. Its an artificial form clearly; the puzzling device

appears to have existed since the creation of the universe. This device's existence is a key

point of the story and the world's background.

Biological Electric Brain Kadamony

Packed in the inner part of the pupil of Zohar is the control computer. The technology that enabled this to be made is unclear.

(Page 70)

-Growth of the Weapon Deus-

This page covers the evolution of Deus.

The main paragraph of the page:

The extreme weapon grows unlimited destructive power.

The biological weapon Deus, which has the ability of growth and self-recovery, can take charge

of the strategic integrated weapon system that its a part of (Deus System) and destroy any target. Deus get its nutrition from absorbing mass amounts of life forms. This function is controlled by a mechanical part of the organism.

In its initial condition, Deus can destroy a planet by simply absorbing all of its living things.

This would make the planet a dead planet. When the planet is destroyed, Deus stops its current

conduct. As for Deus's drive energy, the Deus System gets it from the phenomenon conversion system Zohar, which also supplies the power that enables it to move through outer space on Merkava. The strategic warship Merkava is designated as Deus's mother ship. The attack from Merkava has Zohar providing the appropriate drive energy. Once the planet is destroyed, Merkava goes to another planet and repeats its growth. This unlimited potential of growth makes it the ultimate weapon.

To the right of this is an image of many Seraphs, and an individual picture of a Sky Seraph.

The caption below is as follows:

Terminal Interface Weapons of Deus

Deus is protected by the Seraphs, which are produced from the unlimited organic parts absorbed

into Merkava. The Seraphs are to Merkava as leucocytes are to the blood in the human body.

Inside Merkava, it circulates, and creates those which exterminate all threats outside.

The bottom half of the page displays the evolution of Deus through the various stages we see in the game.

Omega 1

This form appears when Deus begins to go astray from the reactor. Its size was approximately

20-30 meters. At this stage, it already had the strength to attack a planet.

1st Grade Period

In the depth of the sea, where the Eldridge lay, Deus remained in this form for 10000 years.

After the truth is known, and it is destroyed by Fei and the others, this phase of its development is over and it goes to the 2nd phase.

2nd Grade Period

Destroyed in Merkava, this portable form is Deus immediately before evolving into its adult

phase. The substance is hidden in the whirling looking shell.

Teraforming Body

Once this structure reached its final stage, it unified with the planet through teraforming.

Inside, Deus evolved into its adult or final stage.

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	=====	See	
	See	See	Figure
	Figure	Figure	71-3
	71-1	71-2	
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(F) :

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|F | Kadamony | | | | |
|o | ===== |
|rE| | biological element | |
|el| | ===== | |
|ie| | | parent | | |
|gm| | | A A PS | | |
|ne| | | n n rt | | |
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(G) :

Figure 71-5:

Glossary

Omega 1

The mainframe of Kadamony, or the main element -persona- [named Alpha 1] is Deus itself, which was divided and transported, connecting in an accident and started to experiment. Omega 1 is the codename.

Teraform

To make the Earth(Terra) change somehow. The biological weapon Deus teraforms until the planet is embodied with itself. It makes the planet itself change and become a section of its body. After Merkava was destroyed, Deus chooses another planet to teraform with.

Navigation Ship Eldridge

The Space Enterprise built this large size emigration ship. During experimentation the military divides the reckless Deus System and puts it on this ship. The ship is divided into the passenger section and the control section. All travel is controlled by the artificial electric brain Razael.

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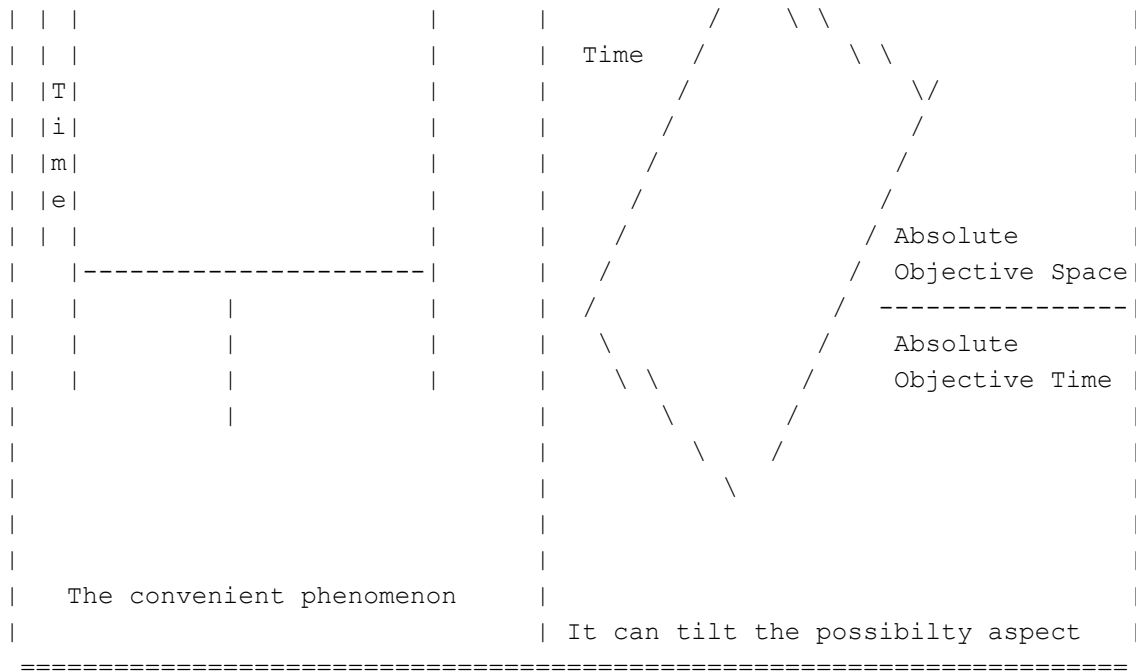



Figure 73-2:

Figure 73-3:

Glossary

Energy Potential Displacement

Difference of energy level which changes at front and back of a certain displayed circumstance.

Physical Energy Shifter Level 2

Among all masses of outer space, about which one has converted to energy? With the ratio which is displayed.

Energy Phase Distribution

The energy (and the substance) has been distributed to which part of outer space? With the deviation said is displayed.

Relativity

As for the speed of light, its physicist Einstein's(1879-1955) important theory of physics which is defined. Constant velocity motion and all physical laws must be displayed in the same way.

Big Bang

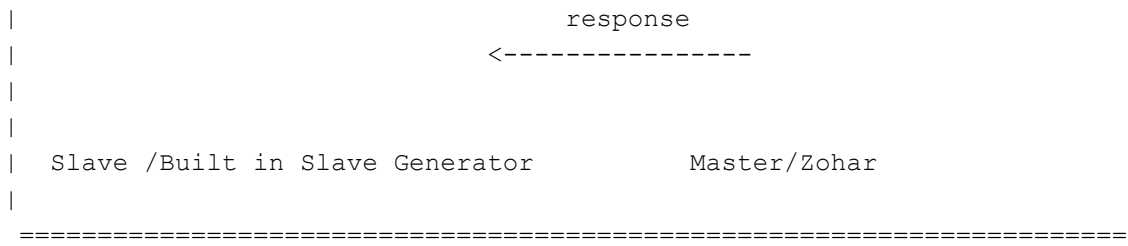
The space beginning theory which assumes that outer space was born by a large explosion which the scientist Gamofu lectured in 1954. It happened approx. 15 billion years ago.

Active Subject

When circumstances change, the person who is displayed to the person who is performing their intentions.

Entropy

Thermodynamics 2nd law. The entropy of greek(change) is derived. Sense with respect to the theory of heat which Claudius designates. The entropy, the heat that is displayed to a certain extent, increases. Being expanded is used with information theories on life.



(A):

The machine with the Slave Generator built in
 When the energy decreases, the master(Zohar)is requested appropriate energy dynamically

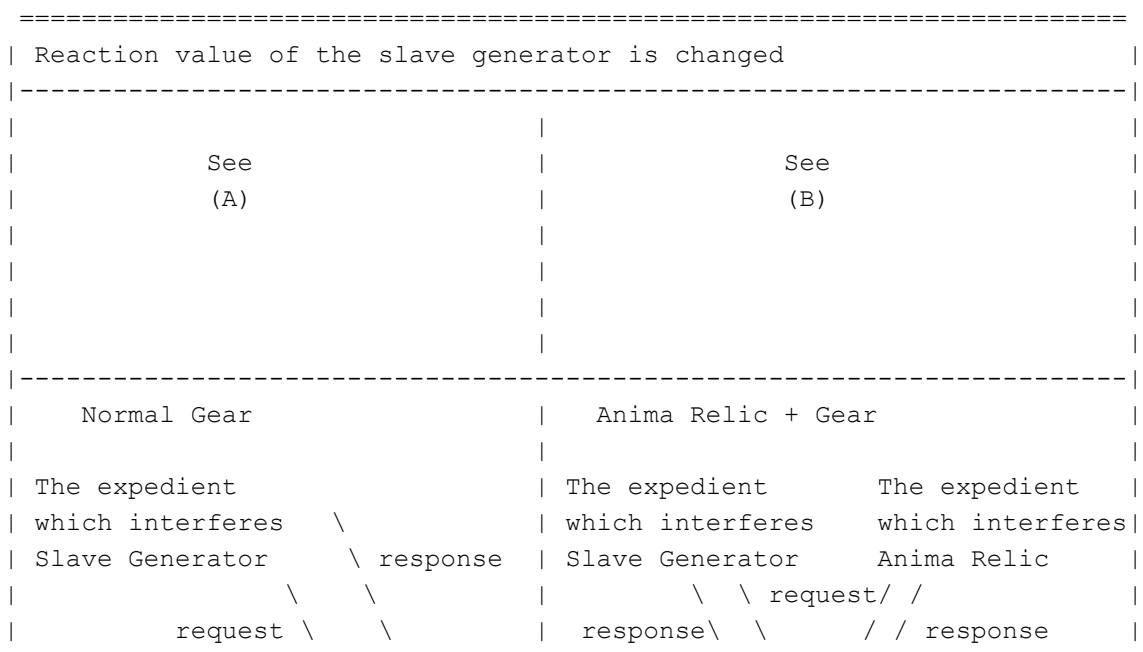
(B):

Unlimited energy generator Zohar
 The master of the slave, provides energy in the generator when the request is made.

Figure 74-2:

Energy information[reception] of the Slave Generator
 Various energy output occurs from the phenomenon conversion system Zohar. The device that receives this drive energy is the Slave Generator. Zohar is displayed here as the master, with the Slave Generator as the slave.
 The Slave Generator's energy tank capacity and charge resources are derived from Zohar. The Slave Generator receives the appropriate energy from its requests to the master. The master then provides the slave with the energy.
 The notion thats important here is the energy rating appropriated. The master verifies the slave through this. There are naturally no times where it would overload.
 Being within a certain setting in the Slave Generator, the system that the drive is in (Gear) cannot have an energy potential above its set rating. The functional upper limit has been decided. However, with the addition of a semi-permanent drive, an additional energy rating is possible.

Figure 74-3:





(A):

The Anima Relic is actualized as a single unit inside the domain of the Gear's connection with Zohar. This bears the role of the Animus, which is separated by the self recovery program of the domain, adjusting to molten as a core of the movement terminal of Zohar.

(B):

By adapting by fusing, it is possible to gain more powerful access to Zohar. The rated capacity of the Slave Generator, which is an internal organ of the Gear, and the Gear itself sees a raise in its abilities.

Figure 74-4:

Glossary

Maaking

Decides the ability level rating of the Slave Generator, set by Zohar. Regular Government officials are unable to effect this. In the game, Graf is the only official able to raise the ability of his Gear.

Ether

The theory that the physicist Huygens had back in 1678, on the basis of the wave theory of light. The existence of this was later denied in 1905. Einstein, on the basis of relativity used the chemical compound R-O-R where the hydrocarbon radical abbreviation 2 of the compound ethyl ether connects with the oxygen atom... The notion that it may not exist is disregarding in the RPG world of the game.

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|           See           See           |
|           Figure       Figure         |
|           75-1         75-2          |
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| 75-3         75-4    |           |u5 |
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	See	
	Figure	
	75-6	
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Figure 75-1:

Normal Gear

Because its a production model, the slave generator's capacity is low. The potential is low compared to an Omnigear.

Figure 75-2:

It materializes and converts the energy [ether]

A similar relationship to the Zohar-S.Gene is the ability of a person to use ether.

Similar

to the slave generator of a Gear, it allows a person to get abilities through direct communication with Zohar. Its strictly during the phenomenon conversion from Zohar to the Slave

Generator that the energy occurs. Ether is drawn from Zohar's ability to convert the remote

image of that person. Hawwa does not have a limitation in her ether potential rating. Fei,

Grahf, etc... and Id, who can destroy a Gear with his bare hands, don't have a limit either.

But outside of these produced from Kadamony(Animus) ether potential in a person is always low.

Figure 75-3:

As for the Anima Relic [False Zohar], its an assistant basis of the unstable Zohar, which was

designed for use before -persona- loads. As for the Animus, if anything other than the Anima,

is the weapon control element. Originally there was no emission function(use) of the Zohar-like

Anima. However, the Animus has started to appear through generations.

Figure 75-4:

Omnigear

The Anima and the Animus(person) form on one side of Kadamony. They form the core of the anti-business terminal of Deus and detach when in function. The Anima are false Zohars that

when combined with the Animus makes the normal Gear much more powerful.

Figure 75-5:

Even within the raw human body, mighty power can be obtained from Zohar.

Figure 75-6:

	Figure	
	77-4	
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	See Figure 77-5	
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Figure 77-1:

Nanoassemblers and Nanodissassemblers

As for the organic weapon Deus, it can recover itself with help from its interal nanomachines.

Because of this, damage done in battle can be recovered instantaneously. Nanomachines used for self recovery are called nanoassemblers, which create new substances by rearranging the atom, or the part of the body that is damaged. This enabled complete recovery. Assuming the atom was lost temporarily, a nanoassembler can recover it. The opposing factor is the nanodissassembler. This is used to destroy the assembler, out of fear that the nanomachines could become reckless without a task. The dissassembler is able to destroy the assembler in purpose. In the case of using the nanodissassemblers on the nanoassemblers in Deus, the self recovery function can be negated, which will allow actual damage to be done to Deus.

Figure 77-2:

Nanoreactor

The life support system that parented Emeraldal was made for the purpose of repairing the human body at the molecular level.

Figure 77-3:

Glossary

Path of Sephirot

The phenomenon conversion system Zohar selects the probability phenomenon and the 0 possibility phenomonon, and tilts space halfway, making the time base half parallel. This allows a link with an existence from a higher dimension. At that time, the contact point between the boundary of existence in our space, and the higher order space is called the Path of Sephirot. This is where God is contacted and appears with the image of water (for example, when Fei makes contact with the Wave Existence).

Soylent System

The biological weapon Deus uses the organisms produced through this to restore its body.

It disassembles the device in order to reuse the materials. The materials created from this are also used for constructing the Seraphs of Merkava.

Figure 77-4:

Emeralda

The girl produced by nanomachines, all organs formed by them at the molecular level. Metamorphosis is enabled to produce the girl's final form.

Figure 77-5:

The Danger of considering Nanotechnology

The human body is comprised of DNA which administers hereditary information. DNA exists in the nuclear acid of the nucleus. The gene itself remembers the organism's info. It is duplicated during cell division. As for the mechanism of hereditary of the living thing, it is fixed by base arrangement in the phosphoric acid and deoxyribose sugar. Well, if the nanomachine can be active within the atomic structure of the DNA, can a fearful possibility come to be? Like the scientist Kim of Zeboim found, you can obtain the individual cell of a person with mutual compensation. This enables the creation of nanocolonies. Through this concept, the first artificial lifeform, Emeraldal, was created. What will become of a person in the case that the military used nanomachines to install the lack of rebellion at the hereditary level? The control of the endogeneous forming substance in teh brain can be made to depend on nanomachines. Solaris had a program that administered the limiter through hereditary on terrestrial people. Furthermore, faithfullness becomes complete, making people into puppets. People lose their individuality due to this. This has been a fear of the subject from the beginning. If we assume the nanomachine limiter is administered to offspring artificially, instinct and shackles in the mind are installed.

F. Gear

The Gear Section is split into 3 main parts. The first part covers the main Gears of the game, with full stats, color pictures from multiple angles, and detailed bios. The second part covers every other unique, non-Omnigear Gear in the game, with black and white pictures stats, and a shorter bio. The final part covers the Omnigears and the main Gears again, in addition to Deus and others, but features only Designer Notes, no stats at all.

Conversion:

1 Sharl = 0.97 Meters
1 Suru = 33.3 Centimeters
1 Kan = 1.08 Tons
1 Shaitle = 62 Seconds
1 Repsol = 0.97 Kilometers per second

1 Ulia = 0.97 Meters per second

(Page 80)

-Weltall-

Pilot: Fei
Height: 16.3 Sharls
Dry Weight: 17.8 Kans
Equipped Weight: 22.7 Kans
Sub-Generator Torque: 400
Main Generator Coefficient: 4.2
Battery Life: 480 Shaitle
Frame Durability: 250
Reaction Time: 0.8
Ether Induction: 43.5
Speed(Ground): 260 Repsols
Speed(Air): 970 Repsols
Armaments:
 Installed Chain Gun x1

(Page 81)

-Weltall Id-

Pilot: Id
Height: 19.4 Sharls
Dry Weight: 17.8 Kans
Equipped Weight: 22.7 Kans
Sub-Generator Torque: 400
Main Generator Coefficient: 18.0
Battery Life: infinite Shaitle
Frame Durability: 260
Reaction Time: 0.3
Ether Induction: Infinite
Speed(Ground): Unmeasureable
Speed(Air): Unmeasureable
Armaments:
 Unknown

(Page 82)

-Weltall 2-

Pilot: Fei
Height: 19.4 Sharls
Dry Weight: 18.7 Kans
Equipped Weight: 23.2 Kans
Sub-Generator Torque: 560
Main Generator Coefficient: 5.1(12.8)
Battery Life: 710(9.7) Shaitle
Frame Durability: 370
Reaction Time: 0.9(.52)
Ether Induction: 89
Speed(Ground): 416 Repsols
Speed(Air): 1310 Repsols
Armaments:
 Installed Chain Gun x3
 System Id

(Page 83)

-Vierge-

Pilot: Elly
Height: 15.7 Sharls
Dry Weight: 10.2 Kans
Equipped Weight: 14.7 Kans
Sub-Generator Torque: 410
Main Generator Coefficient: 3.4(6.0)
Battery Life: 600 Shaitle
Frame Durability: 220
Reaction Time: 1.0(.73)
Ether Induction: 60(135)
Speed(Ground): 280 Repsols
Speed(Air): 850 Repsols
Armaments:
 Installed Vulcans x2
 Attack Weapon Aerods x12
 Handheld Rod x1
 Limiter

(Page 84)

-Hiemdal-

Pilot: Citan
Height: 16.9 Sharls
Dry Weight: 14.0 Kans
Equipped Weight: 18.1 Kans
Sub-Generator Torque: 390
Main Generator Coefficient: 4.6
Battery Life: 500 Shaitle
Frame Durability: 230
Reaction Time: 0.94
Ether Induction: 38.4
Speed(Ground): 250 Repsols
Speed(Air): 775 Repsols
Armaments:
 Installed Vulcans x2

(Page 85)

-Brigandier-

Pilot: Bart
Height: 17.0 Sharls
Dry Weight: 13.9 Kans
Equipped Weight: 18.6 Kans
Sub-Generator Torque: 370
Main Generator Coefficient: 4.1
Battery Life: 410 Shaitle
Frame Durability: 270
Reaction Time: 1.1
Ether Induction: 40.4
Speed(Ground): 350 Repsols
Speed(Air): 792 Repsols
Armaments:
 Installed Chain Gun x2
 Heat Rod x2

(Page 86)

-Stier-

Pilot: Rico
Height: 19.0 Sharls
Dry Weight: 20.38 Kans
Equipped Weight: 27.5 Kans
Sub-Generator Torque: 520
Main Generator Coefficient: 4.0
Battery Life: 340 Shaitle
Frame Durability: 335
Reaction Time: 1.8
Ether Induction: 29.3
Speed(Ground): 220 Repsols
Speed(Air): 665 Repsols
Armaments:
 Installed Vulcans x2
 Machine Cannon x2
 Flanks x1
 Hand-equipped Claw x1

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-Renmazou-

Pilot: Billy
Height: 15.9 Sharls
Dry Weight: 11.6 Kans
Equipped Weight: 16.1 Kans
Sub-Generator Torque: 400
Main Generator Coefficient: 3.7
Battery Life: 441 Shaitle
Frame Durability: 240
Reaction Time: 1.02
Ether Induction: 50.9
Speed(Ground): 322 Repsols
Speed(Air): 840 Repsols
Armaments:
 Installed Vulcans x2
 Arm Gun x2
 Hand Gun x2

(Page 88)

-Siebzehn-

Pilot: Maria
Height: 28.2 Sharls
Dry Weight: 33.5 Kans
Equipped Weight: 46.0 Kans
Sub-Generator Torque: 610
Main Generator Coefficient: 5.5
Battery Life: 730 Shaitle
Frame Durability: 440
Reaction Time: 2.3
Ether Induction: 20.4

Speed(Ground): 180 Repsols

Speed(Air): 622 Repsols

Armaments:

Micro Rocket Pod Missile Launcher x2

5 Gate Finger Missiles x2

Chest Gravity Cannon x1

Tornado Hammer x2

(Page 89)

-Crescens-

Pilot: Emeraldalda

Height: 15.4 Sharls

Dry Weight: 9.7 Kans

Equipped Weight: 13.3 Kans

Sub-Generator Torque: 450

Main Generator Coefficient: 3.3

Battery Life: 710 Shaitle

Frame Durability: 200

Reaction Time: 1.0

Ether Induction: 44

Speed(Ground): 300 Repsols

Speed(Air): 1100 Repsols

Armaments:

Wing Shaped Aerods (Nanomachine System) x2

(Page 90)

-Wyvern-

Pilot: Ramsus

Height: 17.8 Sharls

Dry Weight: 14.5 Kans

Equipped Weight: 18.1 Kans

Sub-Generator Torque: 500

Main Generator Coefficient: 4.5

Battery Life: 5.4 Shaitle

Frame Durability: 320

Reaction Time: 0.8

Ether Induction: 17.7

Speed(Ground): 290 Repsols

Speed(Air): 1200 Repsols

Armaments:

True Sword x1

Vulcan Cannon x4

Induction Type Body Gun Large Size Aerods(Dual Purpose Cure) x1

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-Original Weltall-

Pilot: Grahf

Height: 19.6 Sharls

Dry Weight: infinite

Equipped Weight: infinite

Sub-Generator Torque: negative

Main Generator Coefficient: less than 20 (unmeasureable)

Battery Life: infinite

Frame Durability: infinite

Reaction Time: less than 0.3 (unmeasureable)

Ether Induction: infinite

Speed(Ground): unmeasureable

Speed(Air): unmeasureable

Armaments:

Hyper Mode

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-Calamity-

Pilot:

Height: 27.8 Sharls

Dry Weight: 34.8 Kans

Equipped Weight: 46.8 Kans

Sub-Generator Torque: 470

Main Generator Coefficient: 4.3

Battery Life: 720 Shaitle

Frame Durability: 350

Reaction Time: 2.1

Ether Induction: 17.7

Speed(Ground): 170 Repsols

Speed(Air): 590 Repsols

Armaments:

Missile Pod x2

Rotating Rocket Arm

-Dora-

Pilot: Vanderkaum

Height: 22.4 Sharls

Dry Weight: 70.2 Kans

Equipped Weight: 91.5 Kans

Sub-Generator Torque: 525

Main Generator Coefficient: 4.8

Battery Life: 640 Shaitle

Frame Durability: 360

Reaction Time: 2.0

Ether Induction: 10.5

Speed(Ground): 230 Repsols

Speed(Air): n/a

Armaments:

Machine Controller x2

Main Cannon x1

Dora Cannon x1

Equipped Anti-Gear Arm x2

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-Shakhan's Gear-

Pilot: Shakhan

Height: 32.5 Sharls

Dry Weight: 42.3 Kans

Equipped Weight: 44.5 Kans

Sub-Generator Torque: 420

Main Generator Coefficient: 5.0

Battery Life: 690 Shaitle

Frame Durability: 370

Reaction Time: 1.8

Ether Induction: 45.5
Speed(Ground): 250 Repsols
Speed(Air): 510 Repsols
Armaments:
 Internal Shielded Seal Cannon x1
 Installed Ether Claw x1

-Alkanshel-

Pilot: Stein
Height: 45.2 Sharls
Dry Weight: 58.3 Kans
Equipped Weight: 69.6 Kans
Sub-Generator Torque: 840
Main Generator Coefficient: 4.1
Battery Life: 710 Shaitle
Frame Durability: 410
Reaction Time: 2.3
Ether Induction: 56.5
Speed(Ground): 120 Repsols
Speed(Air): 330 Repsols
Armaments:
 Seal Cannon x1
 Equipped Anti-Gear Jammer x2

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-Jessie's Gear-

Pilot: Jessie
Height: 15.1 Sharls
Dry Weight: 12.6 Kans
Equipped Weight: 20.8 Kans
Sub-Generator Torque: 350
Main Generator Coefficient: 3.5
Battery Life: 540 Shaitle
Frame Durability: 240
Reaction Time: 1.3
Ether Induction: 31.4
Speed(Ground): 250 Repsols
Speed(Air): 765 Repsols
Armaments:
 Manned Rocket (When transformed into Cannon Mode)

-Cl Vierge (Miang's Gear) -

Pilot: Miang
Height: 16.2 Sharls
Dry Weight: 12.1 Kans
Equipped Weight: 17.4 Kans
Sub-Generator Torque: 430
Main Generator Coefficient: 3.4
Battery Life: 600 Shaitle
Frame Durability: 230
Reaction Time: 0.8
Ether Induction: 130
Speed(Ground): 265 Repsols
Speed(Air): 920 Repsols
Armaments:
 Ether Cannon x6

Removable Defense Shield x1
Defensive Ether Barrier x1

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-Hecht Gear-

Pilot: Dominia
Height: 189 Sharls
Dry Weight: 56000 Kans
Equipped Weight: 56020 Kans
Sub-Generator Torque: 380
Main Generator Coefficient: 3.4
Battery Life: 600 Shaitle
Frame Durability: 230
Reaction Time: 3.1
Ether Induction: 62
Speed(Ground): 580 Repsols
Speed(Air): n/a
Armaments:
 Aerods x 6
 Big Aerod x 1

-Haishao-

Pilot: Dominia, Kelvena
Height: 27.8 Sharls
Dry Weight: 66.7 Kans
Equipped Weight: 78.3 Kans
Sub-Generator Torque: 620
Main Generator Coefficient: 4.5
Battery Life: 640 Shaitle
Frame Durability: 380
Reaction Time: 2.3
Ether Induction: 36.8
Speed(Ground): 130 Repsols
Speed(Air): n/a
Armaments:
 Electro-Magnetic Claw x1

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-Achtzehn-

Pilot: Nicolai
Height: 28.4 Sharls
Dry Weight: 34.6 Kans
Equipped Weight: 49.4 Kans
Sub-Generator Torque: 605
Main Generator Coefficient: 5.6
Battery Life: 740 Shaitle
Frame Durability: 450
Reaction Time: 2.4
Ether Induction: 24.4
Speed(Ground): 230 Repsols
Speed(Air): 835 Repsols
Armaments:
 Installed Rocket Pod with Micro Missile Launcher x2
 Gravity Rifle x1
 Tornado Hammer x2

5 Finger Missiles x2
Chest Gravity Cannon x2

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-Hammer's Gear-

Pilot: Hammer
Height: 13(41.4) Sharls
Dry Weight: 9.3 Kans
Equipped Weight: 14.2(32.2) Kans
Sub-Generator Torque: 540
Main Generator Coefficient: 5.2
Battery Life: 730 Shaitle
Frame Durability: 390
Reaction Time: 2.2
Ether Induction: 20.2
Speed(Ground): 230 Repsols
Speed(Air): 655 Repsols
Armaments:
 Transformation System
 Gel Spray

-Renken-

(This Gear is known as Rattan in the game)

Pilot: Renken
Height: 28.5 Sharls
Dry Weight: 34.4 Kans
Equipped Weight: 47.3 Kans
Sub-Generator Torque: 760
Main Generator Coefficient: 7.4
Battery Life: 722 Shaitle
Frame Durability: 480
Reaction Time: 1.3
Ether Induction: 31
Speed(Ground): 310 Repsols
Speed(Air): 720 Repsols
Armaments:
 Exclusive Arm Hammer x1
 Arm Equipped Shield x1

-Tenpou-

(This Gear is known as Mugwort in the game)

Pilot: Tenpou
Height: 29.6 Sharls
Dry Weight: 35.7 Kans
Equipped Weight: 52 Kans
Sub-Generator Torque: 740
Main Generator Coefficient: 7.1
Battery Life: 765 Shaitle
Frame Durability: 470
Reaction Time: 1.0
Ether Induction: 33.8
Speed(Ground): 330 Repsols
Speed(Air): 740 Repsols
Armaments:
 Hand Equipped Claw

-Wandknight-

Pilot: Renk, Helmholz
Height: 18.5 Sharls
Dry Weight: 16.8 Kans
Equipped Weight: 20.3 Kans
Sub-Generator Torque: 380
Main Generator Coefficient: 3.5
Battery Life: 520 Shaitle
Frame Durability: 240
Reaction Time: 1.4
Ether Induction: 28.4
Speed(Ground): 254 Repsols
Speed(Air): 760 Repsols
Armaments:
 Power Beam Cannon x1

-Swordknight-

Pilot: Stratski
Height: 18.1 Sharls
Dry Weight: 16.5 Kans
Equipped Weight: 19.8 Kans
Sub-Generator Torque: 380
Main Generator Coefficient: 3.9
Battery Life: 530 Shaitle
Frame Durability: 240
Reaction Time: 1.4
Ether Induction: 28.4
Speed(Ground): 255 Repsols
Speed(Air): 770 Repsols
Armaments:
 Chain Gun x2
 Installed Gattling Gun

-Aegisknight-

Pilot: Broyer
Height: 18.1 Sharls
Dry Weight: 17.2 Kans
Equipped Weight: 22.6 Kans
Sub-Generator Torque: 380
Main Generator Coefficient: 4.3
Battery Life: 520 Shaitle
Frame Durability: 240
Reaction Time: 1.4
Ether Induction: 28.4
Speed(Ground): 255 Repsols
Speed(Air): 770 Repsols
Armaments:
 Pile Rubanck x2
 Installed Shield
 3 Gated Missile Launcher x2

-Clawknight-

Pilot: Vance
Height: 18.1 Sharls
Dry Weight: 17.6 Kans
Equipped Weight: 18.2 Kans
Sub-Generator Torque: 380
Main Generator Coefficient: 4.2
Battery Life: 530 Shaitle
Frame Durability: 240
Reaction Time: 1.4
Ether Induction: 28.4
Speed(Ground): 250 Repsols
Speed(Air): 765 Repsols
Armaments:
 Large Size Claw x1
 Projection Shield x1

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-Bladegash-

Pilot: Dominia
Height: 15.8 Sharls
Dry Weight: 11.2 Kans
Equipped Weight: 14.6 Kans
Sub-Generator Torque: 400
Main Generator Coefficient: 4.5
Battery Life: 600 Shaitle
Frame Durability: 250
Reaction Time: 0.9
Ether Induction: 55.4
Speed(Ground): 270 Repsols
Speed(Air): 960 Repsols
Armaments:
 Ether Sword x1

-Marinebasher-

Pilot: Kelvena
Height: 23.5 Sharls
Dry Weight: 18.9 Kans
Equipped Weight: 23.6 Kans
Sub-Generator Torque: 320
Main Generator Coefficient: 4.6
Battery Life: 590 Shaitle
Frame Durability: 240
Reaction Time: 0.9
Ether Induction: 57
Speed(Ground): 255 Repsols
Speed(Air): 720 Repsols
Armaments:
 Water Pressure Cannon x1

(Page 101)

-Skyghene-

Pilot: Tolone
Height: 17.7 Sharls
Dry Weight: 12.1 Kans
Equipped Weight: 14.2 Kans

Sub-Generator Torque: 380
Main Generator Coefficient: 4.4
Battery Life: 580 Shaitle
Frame Durability: 260
Reaction Time: 0.9
Ether Induction: 55.6
Speed(Ground): 370 Repsols
Speed(Air): 1300 Repsols
Armaments:
 Sonic Web Cannon x1

-Grandgrowl-

Pilot: Seraphita
Height: 16.5 Sharls
Dry Weight: 12.8 Kans
Equipped Weight: 17.2 Kans
Sub-Generator Torque: 500
Main Generator Coefficient: 4.2
Battery Life: 590 Shaitle
Frame Durability: 230
Reaction Time: 0.9
Ether Induction: 56.8
Speed(Ground): 260 Repsols
Speed(Air): 1080 Repsols
Armaments:
 Heat Web Cannon x1

(Page 102-3)

-G Elements-

Pilot: Dominia, Kelvena, Tolone, Seraphita
Height: 37.0 Sharls
Dry Weight: 55.0 Kans
Equipped Weight: 69.0 Kans
Sub-Generator Torque: 1600
Main Generator Coefficient: 4.3
Battery Life: 450 Shaitle
Frame Durability: 300
Reaction Time: 1.2
Ether Induction: 55
Speed(Ground): 180 Repsols
Speed(Air): 880 Repsols
Armaments:
 Holy Sword x1
 Burst Knuckle x2
 Gaon Cannon x1

G. Character

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| |
| See |
| Figure |
| 174-1 |

The original crime - Emperor's Intentions

See Figure 174-2 See Figure 174-3 See Figure 171-4

Present See Figure 174-5 See Figure 174-6

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Figure 174-1:

The highest leader of Solaris. Along with the Gazel Ministry, he is born from Kadamony and is one of the original 13 humans still alive today. The skull-like face is a mask. In the game he doesn't appear without it until his death. He and the Ministry are able to sway public opinion towards him and create relief. In order to ascertain Fei's power as the contact, Cain sent Citan to watch him.

Figure 174-2:

100 years ago (beginning)

Figure 174-3:

"Founder" of Beginning Age
13 people are born from Miang including Cain and the organic Animus prompt (Gazel Ministry).
The population increased rapidly through propogation.
The original 12 and Cain managed and controlled the people. Eventually, Cain spread the word of a 'God' in order to control the people more easily. (The Mother) Miang, supports this. Cain manages the people, transmitting Miang's fabrication. (From this, the legend of God first appears)

Figure 174-4:

Opposition of Abel
Cain's false beliefs are spread to the people, who consciously believe it. Abel eventually rises in opposition to it. Details of the opposition are not clear, but 'free will' was evident in Abel, who does not want to revive Deus like Cain. In addition, Abel was united with Elehaym, who was similar to the High Nisan Priest Sophia. Because of this, Cain plans to kill

Abel. Cain

is forced to eliminate Elly to accomplish his plan. Elehaym dies as a result. Elehaym was part of the original 'Mother'. Cain's views on humanity are forever changed likely due to this fact.

Figure 174-5:

Immortal Flesh

Cain was destined to have absolute power along with the Animus until the revival of Deus. However, this power is weakening due to his age and bodily harm. Cain's immortal existence eventually becomes an obstacle to Krelian and the Gazel. Cain offers his suffering body to research processes, bringing his flesh to the limit. Krelian is able to prolong his life and increases his power because of it.

Figure 174-6:

The Emperor as a normal person

600 years after Solaris was founded, Cain was still viewed as an absolute monarch. But behind the scenes, Cain's anxiety enables him to be easily manipulated by the Gazel Ministry and Krelian. Cain's power in country matters are transferred to the Gazel and Krelian. This shows how Cain can be politically restrained by many people. His power and elongation of life do nothing to assist him in this aspect. This is because his crime greatly influenced his character.

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| Aspiration of person - |
|           Expectation of "Anonelbe"|
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| See           See           |
| Figure       Figure       |
| 175-1       175-2       |
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|           |
| See           |
| Figure       |
| 175-3       |
|           |
| Gazel Ministry |
| See           See           See   |
| Figure       Figure       Figure |
| 175-4       175-5       175-6   |
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Figure 175-1:

Anonelbe

Anonelbe is the person born in this world who will lead all to God's paradise. Cain interprets this to mean that the contact Fei, who has powers of both relief and destruction, is the Anonelbe.

The person who is released from the spell of the Deus System, the contact, is Anonelbe. But

will he bring relief or destruction? Cain tried to ascertain the power of the contact. This

causes relief, and he entrusts things to him. If destruction comes, the existence will be freed and people will fall in ruin. Cain would accept this as punishment for his crimes.

Figure 175-2:

Life of Citan

For Cain to ascertain Fei's ability as the contact, the Guardian Angel Hyuga(Citan) watches

over him. He is sealed, but since there's a possibility that he can awaken, Hyuga is sent to

the surface. Citan often reports the state of Fei to Cain. Citan's information brings relief to

Cain, who thinks Fei is Anonelbe. He decides that everything will be entrusted to the contact.

Figure 175-3:

It is the Animus, the 12 member senate that rules Solaris. Four of them died in the great war

500 years ago. The rest died soon after in the "Days of Destruction" but were revived by Krelian

as memory data on a computer. Their ambition is to revive Deus and expand their authority to

other planets. In order to regain their "fleshly bodies", the people who can align with the

Anima Relics are searched for.

Figure 175-4:

Time of the Gospel

The Gazel Ministry have anticipated the Time of the Gospel as the time when Deus enters its

final recovery program stage. The Gaetia Key(which was held by the Ministry) is activated in

order to mutate the people and hasten Deus's recovery. This is blocked by Cain, but his murder

enables the Ministry to activate it. The Time of the Gospel is at hand and enables Deus to get

the material that will help him revive.

Figure 175-5:

-Names of the Ministers-

Presently, 8 of the named Ministry members remain. Correspondence with their personality is

unclear.

Enoch

Irada
Mefusel
Mahalalel
Lamech
Jabal
Jubal
TubalCain

Figure 175-6:

-Anima Relics-

Dan - It aligns with a land dweller
Joseph - It aligns with a land dweller
Gad - It aligns with a land dweller
Asher - It aligns with Hyuga
Zebulun - It aligns with Ramsus
Judah - 500 years ago, it aligned with Krelian
Dinah - 500 years ago, it aligned with Sophia
Reuben - 500 years ago, it aligned with a Ministry member
Simeon - 500 years ago, it aligned with a Ministry member
Levi - 500 years ago, it aligned with a Ministry member
Issacher - 500 years ago, it aligned with a Ministry member
Naphtali - 500 years ago, it aligned with Grafh

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| See          See          See          |
| Figure      Figure      Figure      |
| 177-1      177-2      177-3      |
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|          See          See          |
|          Figure      Figure      |
|          177-4      177-5      |
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| |          Figure      |
| |          177-6      |
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Figure 177-1:

-Not translated yet-

Figure 177-2:

Dominia

She has earth abilities. She excels and does what Elly does not try. She has envious feelings and is irritated with Elly. She holds the strongest feelings for Ramsus.

Figure 177-3:

Kelvena

She has water abilities. She is calm and composed as she carries out her missions. Her ether ability is so high that she has to keep her eyes closed. She was Elly's roommate in Jugend.

Figure 177-4:

Tolone

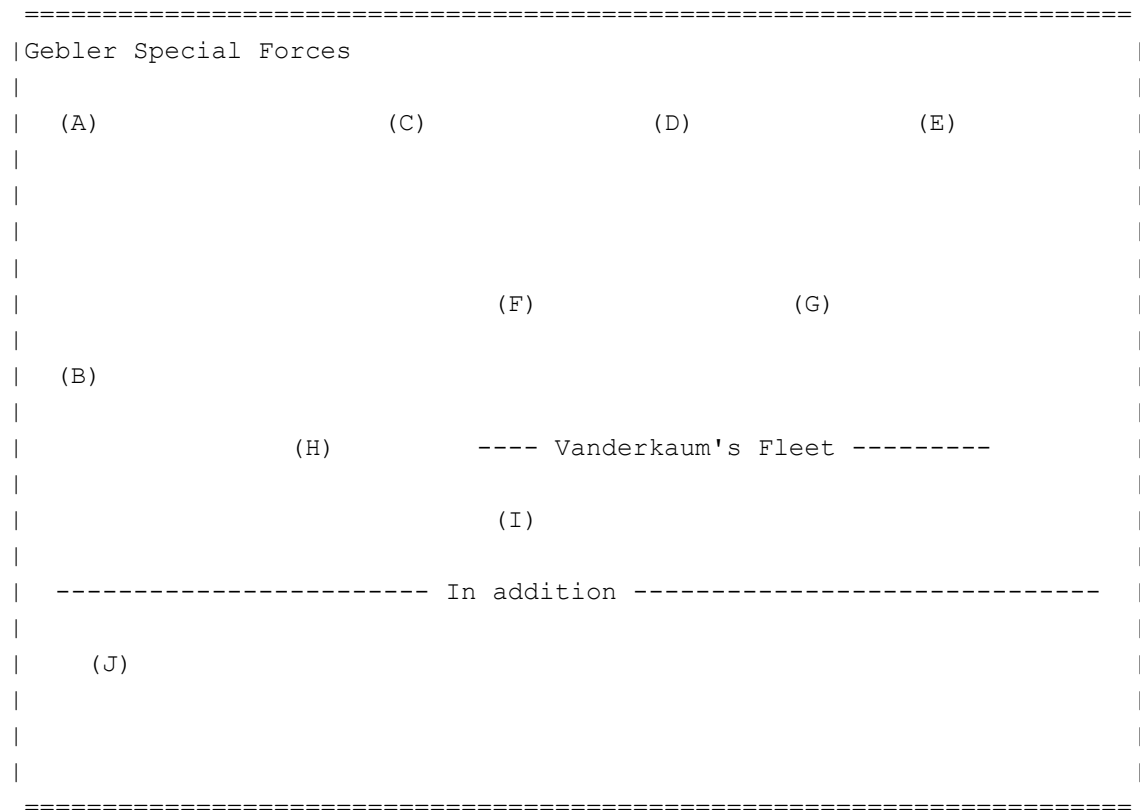
She has wind abilities. She has been converted to 90% cyborg, and various weapons are equipped on her due to this. The reason and purpose for this is unclear.

Figure 177-5:

Seraphita

She has fire abilities. She was a member of a sub-race that was destroyed and put in the Soy lent System. Ramsus rescued her, along with the other 3, and was entrusted as their leader.

Figure 177-6:



(A) :

-Not translated yet-

(B) :

-Not translated yet-

(C):

Renk

He fights with pride as captain of the Special Forces Unit. He pilots Wandknight.

(D):

Stratski

He is a light, cold hearted companion who trusts few. He is an expert at the art of shooting.

He pilots Swordknight.

(E):

Helmholz

He is calm and composed, superior in the appreciation of his ability. He pilots Wandknight.

(F):

Broyer

Despite his giant figure and marvelous strength he actually has a gentle personality. But when he gets excited, this distinction disappears. He pilots Aegisknight.

(G):

Vance

There is a tendency with the youngest member to be a narcissist. He pilots Clawknight.

(H):

Vanderkaum

Originally the commander in Aveh, he is demoted to border guard. His obsession with large naval guns eventually results in his demise.

(I):

Koksa - He's on the aeronautical staff of the Kefeinzel. Vanderkaum throws him out for drinking.

Hochi - A member of the Kefeinzel's gunnery staff.

Von Hipper - The secondary admiral who leads the 2nd fleet.

(J):

Samson - The youth who looks a lot like Timothy. He helps Fei escape from the 3rd class level, but dies.

Kenlen - Assistant of Krelan who is fused with a gear. He has a foul politeness.

DK1200 - Assistant of Krelan who is fused with a gear. He has little character.

Carlin Becker - The boy who lived in the 2nd class section of Solaris and was murdered by Ramsus, who took his body.

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See	See	
Figure 183-1	Figure 183-2	
	See	
	Figure 183-3	
-----Yggdrasil Crew-----		
	See	
	Figure 183-4	
See		
Figure 183-5	See	
	Figure 183-6	
See	See	
Figure 183-7	Figure 183-8	
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Figure 183-1:

-Not translated yet-

Figure 183-2:

-Not translated yet-

Figure 183-3:

-Not translated yet-

Figure 183-4:

-Not translated yet-

Figure 183-5:

Maison

At one time he was a member of Aveh's imperial guards serving Edbart IV (Bart's Father). He helped rescue the confined Bart and Margie, and take control of the Yggdrasil. He is usually very calm but it does appear that he was a considerable fighter for a time.

Figure 183-6:

Franz

A dolphin sub-human, he is in charge of Sonar on the Yggdrasil. Due to his very delicate hearing, he is able to hear many sounds, even those in the sand. His hobby is collecting various sound samples.

Figure 183-7:

Larton -- Handler of Gun Attacks.

Marseille -- Operator

Jericho -- Quartermaster (for those not familiar with what a quartermaster is, its someone

in charge of supplies)

Bingo -- Quartermaster Trainee

Banana -- Draws up maps for navigation and attack plans.

Mirock -- Gear Commander. Heroic Military man. 16 year old daughter Jane belongs to Gear Unit.

Falke -- Member of Gear Unit.

Farrant -- Member of Gear Unit.

Vind -- Member of Gear Unit.

Figure 183-8:

Boss -- In charge of Gear servicing.

Grandpa -- Chief Engineer

Grandma -- Head cook and wife of chief engineer. She takes care of the children.

Nurse -- The Yggdrasil's nurse. She's a good surgeon, but not good with injections.

Martle -- Loved dog of the chief engineer.

Francois -- The beloved dog originally belonged to this man, an Aveh soldier. This caused conflict over ownership.

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| See | See | ----- |
| Figure | Figure | See |
| 191-3 | 191-4 | Figure |
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| See Figure |
| 191-6 |
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Figure 191-1:

History

34 Years Ago: Jessie is born in Solaris. His parents are Abraham and Maria Blanche.

21 Years Ago (13 Years Old): Jessie enters the Jugend school.

16 Years Ago (18 Years Old): Racquel is pregnant. Billy is born later that year.

9 Years Ago (25 Years Old): Jessie is given command of Gebler, but leaves Solaris. He settles

in a quiet area, an island where the Orphanage stands today.

7 Years Ago (27 Years Old): Gaspar and Jessie meet in the 3rd level of Shevat and plan their

strategy. Jessie participates with Shevat's ground troops. Gebler starts posting bases on the

surface. Jessie gets a Buntline Gear.

6 Years Ago (28 Years Old): Jessie permanently leaves his home.

5 Years Ago (29 Years Old): Jessie works with Joshua Black in Shevat. After his death, Jessie

has his face surgically altered to look like him.

2 Years Ago (32 Years Old): Jessie comes back to the surface and stays in what becomes the Orphanage.

Present (34 Years Old): Jessie continues to contact Shevat while living on the surface.

Figure 191-2:

Jessie Black (Jesiah Blanche)

The father of Billy is a man with terrible burns on both cheeks. His trenchcoat hides his body

and the holster where his Godfather-class weapon is held. Since returning to Billy about a

year ago in his fraudulent condition, he often gets Billy in trouble.

The real name of Billy's father is Jesiah Blanche. He graduated in Solaris, where Billy was

born to his wife. He entered the Jugend, and had a good record, which caused rumors of him

becoming the next leader of Gebler to surface. But Jesiah was defiant and started having doubts

about Solaris. During the Jugend period, Jesiah married Racquel and Billy was born. After this he started investigating the truth about the 'M Plan'. When the truth became clear, he

he

fled Solaris with his family.

Figure 191-3:

Solaris Age

Jessie encountered Ramsus in Jugend, who also disliked the way things were run in Solaris.

They start the Elements Group soon after and join with Hyuga & Sigurd, who had similar feelings

about Solaris's discriminatory policies. They had hoped to deviate from the methods of

discrimination. After learning about the M Plan, he leaves Solaris. This formed the basis of his investigations into Solaris, and the search for Maria & Seibzehn on the ground.

Figure 191-4:

Jessie's Real Intentions

The disappearance of Jesiah, which was actually a last minute arrangement with Racquel, is an

abrupt occurrence for Billy. Jesiah supports Gaspar in leading Shevat's 3rd invasion terrestrial

guerilla forces. They are able to capture the Buntline Gear from the terrestrial Gebler base,

enraging them but not resulting in any action taken against Shevat. Jesiah fears an attack

from Solaris and is on the run for the next year, causing him to be separated from his family.

He keeps contact with Shevat every place he goes.

Figure 191-5:

Jesiah before the Surgery

Jessie meets the Shevat agent Joshua Black and they work together. Joshua tries to find the real intention of Jesiah, but dies in Shevat during a Solaris attack. After this, Jesiah takes on Joshua's appearance through surgery, even down to his fingerprints, and receives considerable benefits from his false identity. Three years later he returns to his son Billy, who has trouble remembering his father who looks so different.

Figure 191-6:

Church - Orphanage

Bishop Stone

Autonym of Stone[Bishop of the 'Ethos'] who is a kind priest in public. He was in Jugend at the same time as Jessie and desired Racquel as well. Jessie's marriage to her created a grudge, which eventually caused Stone to murder her.

-Church

Verlaine -- An etone, who is actually a member of Solaris's assassination unit.

Pontiff -- The head of the 'Ethos'. Shakhan held this position at one time.

-Orphanage

Davy -- The boy who likes the flying saucer

Bubi -- The boy running around outside the fence.

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| See Figure
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| See Figure          See Figure
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| See Figure          See Figure
|                      193-4
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| See Figure
| 193-5
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| See Figure          See Figure
| 193-6              193-7
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| (A) (B) |
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| |
| (C) |
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(A) :

Captain

The job of Thames Captain has been in the current captain's family since his Grandfather's generation. The Thames Captain was a pirate in his youth, a scar on his foot is a remainder of that time.

(B) :

Hans

A dolphin sub-human. He and others accompany the captain. He's the Thames Vice-Chief and single handedly does everyting in place of the Captain.

(C) :

In Addition:

Doctor - Thame's exclusive doctor. His per person ration is very bad.

Anego - The popular card game competitor on the Thames.

Anne - Wife of a henchman, she married Hans after he died.

Kanna - Anne's daughter.

Lance - Han's stepson.

Sandmans - The Sandman's Island Base is primarily occupied by thieves from Aveh's desert.

H. Drama

I. Gallery

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Page 228

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Page 230

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Page 258

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Page 262

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J. Other

III. Discussion

D. Monster Section

This section is basically a study of most of the non-human monsters you battle during the game (it does not include the Solaris Soldiers, Aveh Soldiers, tournament fighters, etc...). The monsters are split into 4 main sections: Ocean, Desert, Forest/Prairie, and other. Here are the small bios on the creatures, split up into the appropriate environments.

Ocean

Kragen(Strong)

It has 2 enormous tentacles on the left and right. By absorbing ions in the water, it is able to generate electricity and discharge it in attacks. The other tentacles are used when eating, to get food into the mouth.

Griffon

This creature dwells in the small orphan island of the sea deep within the rocks. Its good vision enables it to view threats from kilometers away. It also has super speed, up to 1000 kilometers per hour.

Deathscythe

These flying fish like creatures are from the deep sea. Its empty head in the body of the primitive Pisces is similar to a human's.

Desert

Planter

This plant like monster seeks water. The nutrients from the water enable its movements. It usually can use the supply of water it consumes for up to half a year.

Sand Shark

The origin of this Chondrichthyes like creature is a creature who lived on the earth and gained the ability to dive through the sand with its sharp, hard head which lets it shovel through the sand. It has a heart-lung function and degenerate eyes.

Ripper

This kind of insectibrous plant evolved and reached the point where it can move. Its digestion is secreted with strong acidity.

Shadey

This small race of women fighters appear in the Aquvy area. When left alone, they do not seem so strong, but they are professional hunters.

Dragon

These fossil like creatures leave their ancient form and live. There were times when it could fly, but its wings have degenerated into a forelimb. With the hind leg's departure, walking upright has become possible.

Forest/Prairie

Beeneck

This high sight seeing creature takes time to let you show yourself. It understands the mind and conduct of humans. It might have originated this from its time as a domesticated pet.

Hopper

[Suitable name for someone who leaps] It moves gently due to the jumping ability enabled by its 2 long, strong legs. A gentle, cowardly creature, it eats grass and shrubs.

Jackal

This monster is a subspecies of the wolf. Its a mammilian type with raw motion in large groups. Its heel legs provide a strong weapon.

Forest Elf

The sub-race that inhabits the forest. It lives in the woods, moving freely on the branches. Its grappling skills become clear even when attacking.

Rankar Dragon

Its prey is defeated with its strong tail. This creature is the strongest of the remaining meat eating dinosaurs. It has power in this environment, but verges to the crisis of extinction.

Kobold

This race of little people hunt proudly with a bow and arrow. It has the ability to jump high due to its legs, and can hide easier due to its small size.

Dwarf

Swinging a primitive club, this creature is accustomed to attacking with it. Its intelligence isn't very good, but it imitates humans proudly.

Golem

This experimental creature of Solaris appears in the snowfields after Deus terraforms. Its structure and intelligence is low, along with its degenerated eyes and mouth.

Croaker Tribe

A subspecies of Tokage, this is a reptilian monster. Its highly evolved, with an individualized culture and clothes draped from its member's bodies.

Rhino

This mammal of a vegetarian diet has a sharp tusk. Its entire body is covered with a hard skin, giving it high defensive ability. There is a relationship of interest between it and the bird on its back.

Edelweiss

This is an alpine plant of the Chrysanthemum which grew enormous in the rocky mountains. It started eating meat and changed into a monster, but when it lacks proper nutrition it can still use photosynthesis.

Sufal Person

[The form of the person from Merkava] transfigured. Its molecular changes is a burden to its life, resulting in a short lifespan. They seek the blood of healthy people.

----- Other -----

Mimi (Wurm)

This enormous sand earthworm inhabits the desert zone. Usually its in the sand due to its special skin, but sometimes it goes astray to attack. It inhales the bodily fluids of the pray where the water is scarce. It is able to reach its point with its sharp bill.

(Hobgob)

The mushroom of the Basidiomycetes [the hammer] unites with an astroid structure through evolution to form this creature. The tube foot of the astroid part enables it to move, and absorb bodily fluids of its prey. It inhabits the dark habitat of the forest and when captured is used for food.

Fear

The head absorbs ether with the tentacles in its hair, restored by your own energy. The lower half of the body has a cartilaginous like thorned back

Shell (Shellbelle)

It has a hard husk similar to the Oumugai. Its lungs are in its head, which is structured similar to a human's. It possesses a poison storing organ in its tail.

Rotten(Rotten Sod)

This kind of creature was produced by stopping the growth of it while still an embryo in its parent's womb. The physical strength of its prey is absorbed by holding through a presumption of its parent.

Batrat

A excellently powerful rat. It is active in the darkness, which can cause confusion. It can also shoot out an ultra-wave.

(Armored Bugs)

It is covered by a hard husk since it was a larvae. By the time of pupua, it emerges in this structure. It attacks be secreting acid through its mouth.

Carrier

This creature, a subspecies of the alligator which had its genes manipulated, attacks with its tough tail. Its forelimbs and eyes are degenerated, but it has nimble movement.

Hammerhead

This subspecies of Chondrichthyes adapt to the non-water environment. They usually hide, but possess a tail which can absorb the ether power of its prey.

Gimick

True to its name, this creature designates the eticate of the person as its energy source. This mechanism enables the creature to lack the typical predictable habits. They live in the Shevat shafts due to the protection.

Forbidden

At one time, these monsters were frozen in carbonite in Shevat. Its ability to convert grudge enables it to break out of its restrained state with its tough power.

Redrum

A homicidal maniac who inhabits the Kislev Sewers. It used to be human, but it was operated/ mutated into this appearance. The name reminds of its time as a human.

Tears

This fearful kind of monster is similar to a Gimick and inhabits the shafts of Shevat with its homicidal behavior. It always takes 2 bodies to act cooperatively.

E. Science Section

Deus

Deus is split into 4 basic regions: The main attack body (the turtle like thing you fight in

Mahanon); Zohar, the power source; Kadamony, the brain; and Merkava, the transport.

The main body of Deus had 3 separate evolution stages. The first was when it appeared on the Eldridge 10000 years ago. This form remained when Fei and the others arrived at Mahanon and it was destroyed. The second stage of its evolution appeared in Merkava as a white, multi-eyed being when Fei and the others arrived. This form too was soon destroyed. When Merkava went down, a bizarre structure rose from the wreckage. Deep inside, Deus evolved to its final form, the form you fight at the end of the game. Deus is able to tap into 100% of the power that Zohar has, and has restorative abilities due to its ingrained nanomachines.

Zohar is the power source of the entire Deus System, providing appropriate drive energy not only to Deus and Merkava when requested, but also to Gears and even people. The energy goes to the slave generators in the gears, which enable the Gear's operation. When a person wants to use his ether power (although only the Animus have adequate ether ability) Zohar provides the appropriate energy immediately.

Kadamony is essentially the brain of the entire system. It is split into 2 parts, the logical or computer part, and the biological part. The biological part includes person (aka the original Elly/Miang), the Anima and the Animus. When Deus crashed on the planet, Kadamony had a soft landing and was able to continue to activate effectively (outside of the separated Anima). -System Hawwa- was started, which produced the woman you see in the intro movie. Eventually the Animus were spawned as well.

Merkava is used for transporting the rest of the Deus System. It is protected by an army of Seraphs, angelic creatures with immense power. The Seraphs are actually created out of living creatures absorbed into Merkava.

The entire system together is called the Deus System (Yabeh in the american release).

Nanomachines

Nanomachines are tiny robots that are at the 1/10 billionth size scale. Because they're so small, they're able to work at the molecular level and are able to reconstruct living matter at the smallest level. The nanomachines that do this are called nanoassemblers. Among other things, these assemblers enable Deus to recover all damage done to it immediately. Another type of nanomachine is the disassemblers, which are used to cancel out the effect of the nanoassemblers. These, installed in the Gears late in the game, cancel out Deus's instantaneous healing power.

Nanomachines can also be used to install certain thoughts into people. Solaris used these nanomachines to create the -limiters- installed in all the terrestrial humans. Among other

things, these prevented people from having rebellious thoughts against Solaris. This is one of the dangers of nanomachine technology because it can be used to control people's thoughts to a certain extent.

Various other things nanomachines were used for include the creation of Emeraldal, and the upgrade of Weltall into Weltall 2, which enabled it to use the special 'System Id' mode.

Glossary

Navigation Starship

A spaceship which can move intergalactically from star to star and travel to various solar systems.

Hacking

An illegal invasion(hack) is the behavior done when lots of data is obtained through a computer, with the databank being destroyed when the hack is done.

Electronic Brain Central Kadamony

The computer Database which has control of the Malakh Angel. This mythical knowledge base is actually artificial intelligence.

Phenomenon Conversion

The change of time is called the converting phenomenon. This is the unique ability that Zohar has that allows it to contact other dimensions.

Seraph

Controlled by Deus itself, these angel's true purpose is to defend Deus. The general term for the group that is used with Merkava to defend Deus. The fuselage outputs 7 different attributes including water, wind, earth, fire, etc...

Logical performing region

The system in the central computer that answers all arithmetic expressions. There is no time when answering is led by all means.

Biological Element

The part of the computer that is actually a living being. The indispensable element is mentioned above [indefinite operation].

Omega 1

The mainframe of Kadamony, or the main element -persona- [named Alpha 1] is Deus itself, which was divided and transported, connecting in an accident and started to experiment. Omega 1 is the codename.

Teraform

To make the Earth(Terra) change somehow. The biological weapon Deus teraforms until the planet is embodied with itself. It makes the planet itself change and become a section of its body. After Merkava was destroyed, Deus chooses another planet to teraform with.

Navigation Ship Eldridge

The Space Enterprise built this large size emigration ship. During experimentation the military divides the reckless Deus System and puts it on this ship. The ship is divided into the passenger section and the control section. All travel is controlled by the artificial electric brain Razael.

Energy Potential Displacement

Difference of energy level which changes at front and back of a certain displayed circumstance.

Physical Energy Shifter Level 2

Among all masses of outer space, about which one has converted to energy? With the ratio which is displayed.

Energy Phase Distribution

The energy (and the substance) has been distributed to which part of outer space? With the deviation said is displayed.

Relativity

As for the speed of light, its physicist Einstein's(1879-1955) important theory of physics which is defined. Constant velocity motion and all physical laws must be displayed in the same way.

Big Bang

The space beginning theory which assumes that outer space was born by a large explosion which the scientist Gamofu lectured in 1954. It happened approx. 15 billion years ago.

Active Subject

When circumstances change, the person who is displayed to the person who is performing their intentions.

Entropy

Thermodynamics 2nd law. The entropy of greek(change) is derived. Sense with respect to the theory of heat which Claudius designates. The entropy, the heat that is displayed to a certain extent, increases. Being expanded is used with information theories on life.

Zohar's Big Bang

When Zohar selects the phenomenon of probability, the possibility phenomenon is 0, which continues to tilt the time base parallel, but...? The active time subject contains both the beginning and the end of time, and if we assume that the possibility phenomenon is 0, mass is created. This is the start of the 'Big Bang'.

Maaking

Decides the ability level rating of the Slave Generator, set by Zohar. Regular Government officials are unable to effect this. In the game, Grahf is the only official able to raise the ability of his Gear.

Ether

The theory that the physicist Haygens had back in 1678, on the basis of the wave theory of light.

The existence of this was later denied in 1905. Einstein, on the basis of relativity used the chemical compound R-O-R where the hydrocarbon radical abbreviation 2 of the compound ethyl ether

connects with the oxygen atom... The notion that it may not exist is disregarding in the RPG world of the game.

Path of Sephirot

The phenomenon conversion system Zohar selects the probability phenomenon and the 0 possibility phenomenon, and tilts space halfway, making the time base half parallel. This allows a link with an existence from a higher dimension. At that time, the contact point between the boundary of existence in our space, and the higher order space is called the Path of Sephirot. This is where God is contacted and appears with the image of water (for example, when Fei makes contact with the Wave Existence).

Soylent System

The biological weapon Deus uses the organisms produced through this to restore its body. It disassembles the device in order to reuse the materials. The materials created from this are also used for constructing the Seraphs of Merkava.

G. Character Section

This section is composed of biographies of all the characters in the game, even down to the minor characters. They are in the order that they appear in the book.

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Mini Bios - 'Ethos'
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Emperor Cain

The highest leader of Solaris. Along with the Gazel Ministry, he is born from Kadamony and is one of the original 13 humans still alive today. The skull-like face is a mask. In the game he doesn't appear without it until his death. He and the Ministry are able to sway public opinion towards him and create relief. In order to ascertain Fei's power as the contact, Cain sent Citan to watch him.

"Founder" of Beginning Age

13 people are born from Miang including Cain and the organic Animus prompt (Gazel Ministry).

The population increased rapidly through propagation.

The original 12 and Cain managed and controlled the people. Eventually, Cain spread the word

of a 'God' in order to control the people more easily. (The Mother) Miang, supports this. Cain manages the people, transmitting Miang's fabrication. (From this, the legend of God first appears)

The Opposition of Abel

Cain's false beliefs are spread to the people, who consciously believe it. Abel eventually rises

in opposition to it. Details of the opposition are not clear, but 'free will' was evident in

Abel, who does not want to revive Deus like Cain. In addition, Abel was united with Elehaym,

who was similar to the High Nisan Priest Sophia. Because of this, Cain plans to kill Abel. Cain

is forced to eliminate Elly to accomplish his plan. Elehaym dies as a result. Elehaym was part

of the original 'Mother'. Cain's views on humanity are forever changed likely due to this fact.

Immortal Flesh

Cain was destined to have absolute power along with the Animus until the revival of Deus. However, this power is weakening due to his age and bodily harm. Cain's immortal existence

eventually becomes an obstacle to Krelan and the Gazel. Cain offers his suffering body to

research processes, bringing his flesh to the limit. Krelan is able to prolong his life and increases his power because of it.

Present Political Power

600 years after Solaris was founded, Cain was still viewed as an absolute monarch. But behind

the scenes, Cain's anxiety enables him to be easily manipulated by the Gazel Ministry and Krelan.

Cain's power in country matters are transferred to the Gazel and Krelan. This shows how Cain

can be politically restrained by many people. His power and elongation of life do nothing to

assist him in this aspect. This is because his crime greatly influenced his character.

Anonelbe

Anonelbe is the person born in this world who will lead all to God's paradise. Cain interprets this to mean that the contact Fei, who has powers of both relief and destruction, is the Anonelbe.

The person who is released from the spell of the Deus System, the contact, is Anonelbe. But will he bring relief or destruction? Cain tried to ascertain the power of the contact. This causes relief, and he entrusts things to him. If destruction comes, the existence will be freed and people will fall in ruin. Cain would accept this as punishment for his crimes.

For Cain to ascertain Fei's ability as the contact, the Guardian Angel Hyuga(Citan) watches over him. Id is sealed, but since there's a possibility that he can awaken, Hyuga is sent to the surface. Citan often reports the state of Fei to Cain. Citans information brings relief to Cain, who thinks Fei is Anonelbe. He decides that everything will be entrusted to the contact.

The Gazel Ministry

It is the Animus, the 12 member senate that rules Solaris. Four of them died in the great war 500 years ago. The rest died soon after in the "Days of Destruction" but were revived by Krelian as memory data on a computer. Their ambition is to revive Deus and expand their authority to other planets. In order to regain their "fleshly bodies", the people who can align with the Anima Relics are searched for.

Time of the Gospel

The Gazel Ministry have anticipated the Time of the Gospel as the time when Deus enters its final recovery program stage. The Gaetia Key(which was held by the Ministry) is activated in order to mutate the people and hasten Deus's recovery. This is blocked by Cain, but his murder enables the Ministry to activate it. The Time of the Gospel is at hand and enables Deus to get the material that will help him revive.

Names of the Ministers

Presently, 8 of the named Ministry members remain. Correspondence with their personality is unclear.

Enoch
Irad
Mefusel
Mahalalel
Lamech
Jabal
Jubal
TubalCain

Anima Relics

Dan - It aligns with a land dweller
Joseph - It aligns with a land dweller
Gad - It aligns with a land dweller
Asher - It aligns with Hyuga
Zebulun - It aligns with Ramsus
Judah - 500 years ago, it aligned with Krelian
Dinah - 500 years ago, it aligned with Sophia
Reuben - 500 years ago, it aligned with a Ministry member
Simeon - 500 years ago, it aligned with a Ministry member
Levi - 500 years ago, it aligned with a Ministry member
Issacher - 500 years ago, it aligned with a Ministry member
Naphtali - 500 years ago, it aligned with Grahf

Elements

Unfortunately there's very little information about the Elements, atleast in the character section. Not even a full paragraph for each, just little blurbs.

Dominia

She has earth abilities. She excels and does what Elly does not try. She has envious feelings and is irritated with Elly. She holds the strongest feelings for Ramsus.

Kelvena

She has water abilities. She is calm and composed as she carries out her missions. Her ether ability is so high that she has to keep her eyes closed. She was Elly's roommate in Jugend.

Tolone

She has wind abilities. She has been converted to 90% cyborg, and various weapons are equipped on her due to this. The reason and purpose for this is unclear.

Seraphita

She has fire abilities. She was a member of a sub-race that was destroyed and put in the Soyilent System. Ramsus rescued her, along with the other 3, and was entrusted as their leader.

Gebler Special Forces

Renk

He fights with pride as captain of the Special Forces Unit. He pilots Wandknight.

Stratski

He is a light, cold hearted companion who trusts few. He is an expert at the art of shooting.
He pilots Swordknight.

Helmholz

He is calm and composed, superior in the appreciation of his ability. He pilots Wandknight.

Broyer

Despite his giant figure and marvelous strength he actually has a gentle personality. But when

he gets excited, this distinction disappears. He pilots Aegisknight.

Vance

There is a tendency with the youngest member to be a narcissist. He pilots Clawknight.

Vanderkaum

Originally the commander in Aveh, he is demoted to border guard. His obsession with large naval guns eventually results in his demise.

Mini Bios for Vanderkaum's Unit

Koksa - He's on the aeronautical staff of the Kefeinzel. Vanderkaum throws him out for drinking.

Hochi - A member of the Kefeinzel's gunnery staff.

Von Hipper - The secondary admiral who leads the 2nd fleet.

Mini Bios for Solaris citizens:

Samson - The youth who looks a lot like Timothy. He helps Fei escape from the 3rd class level, but dies.

Kenlen - Assistant of Krelian who is fused with a gear. He has a foul politeness.

DK1200 - Assistant of Krelian who is fused with a gear. He has little character.

Carlin Becker - The boy who lived in the 2nd class section of Solaris and was murdered by Ramsus, who took his body.

Maison

At one time he was a member of Aveh's imperial guards serving Edbart IV (Bart's Father). He helped rescue the confined Bart and Margie, and take control of the Yggdrasil. He is usually very calm but it does appear that he was a considerable fighter for a time.

Franz

A dolphin sub-human, he is in charge of Sonar on the Yggdrasil. Due to his very delicate hearing, he is able to hear many sounds, even those in the sand. His hobby is collecting various sound samples.

Mini Bios for Yggdrasil Crew:

Larton - Handler of Gun Attacks.

Marseille - Operator

Jericho - Quartermaster (for those not familiar with what a quartermaster is, its someone

in charge of supplies)

Bingo - Quartermaster Trainee

Banana - Draws up maps for navigation and attack plans.

Mirock - Gear Commander. Heroic Military man. 16 year old daughter Jane belongs to Gear Unit.

Falke - Member of Gear Unit.

Farrant - Member of Gear Unit.

Vind - Member of Gear Unit.

Boss - In charge of Gear servicing.

Grandpa - Chief Engineer

Grandma - Head cook and wife of chief engineer. She takes care of the children.

Nurse - The Yggdrasil's nurse. She's a good surgeon, but not good with injections.

Martle - Loved dog of the chief engineer.

Francois - The beloved dog originally belonged to this man, an Aveh soldier. This caused conflict over ownership.

Jessie Black (Jesiah Blanche)

The father of Billy is a man with terrible burns on both cheeks. His trenchcoat hides his body

and the holster where his Godfather-class weapon is held. Since returning to Billy about a

year ago in his fraudulent condition, he often gets Billy in trouble.

The real name of Billy's father is Jesiah Blanche. He graduated in Solaris, where Billy was

born to his wife. He entered the Jugend, and had a good record, which caused rumors of him

becoming the next leader of Gebler to surface. But Jesiah was defiant and started having doubts

about Solaris. During the Jugend period, Jesiah married Racquel and Billy was born. After this he started investigating the truth about the 'M Plan'. When the truth became clear, he

fled Solaris with his family.

-Solaris Age

Jessie encountered Ramsus in Jugend, who also disliked the way things were run in Solaris. They start the Elements Group soon after and join with Hyuga & Sigurd, who had similar feelings

about Solaris's discriminatory policies. They had hoped to deviate from the methods of discrimination. After learning about the M Plan, he leaves Solaris. This formed the basis of his investigations into Solaris, and the search for Maria & Seibzehn on the ground.

-Jessie's Real Intentions

The disappearance of Jesiah, which was actually a last minute arrangement with Racquel, is an

abrupt occurrence for Billy. Jesiah supports Gaspar in leading Shevat's 3rd invasion terrestrial

guerilla forces. They are able to capture the Buntline Gear from the terrestrial Gebler base,

enraging them but not resulting in any action taken against Shevat. Jesiah fears an attack

from Solaris and is on the run for the next year, causing him to be separated from his family.

He keeps contact with Shevat every place he goes.

-Jesiah before the Surgery

Jessie meets the Shevat agent Joshua Black and they work together. Joshua tries to find the

real intention of Jesiah, but dies in Shevat during a Solaris attack. After this, Jesiah takes on Joshua's appearance through surgery, even down to his fingerprints, and receives considerable benefits from his false identity. Three years later he returns to his son Billy,

who has trouble remembering his father who looks so different.

-Jessie's Character Timeline

34 Years Ago: Jessie is born in Solaris. His parents are Abraham and Maria Blanche.

21 Years Ago (13 Years Old): Jessie enters the Jugend school.

16 Years Ago (18 Years Old): Racquel is pregnant. Billy is born later that year.

9 Years Ago (25 Years Old): Jessie is given command of Gebler, but leaves Solaris. He settles

in a quiet area, an island where the Orphanage stands today.

7 Years Ago (27 Years Old): Gaspar and Jessie meet in the 3rd level of Shevat and plan their

strategy. Jessie participates with Shevat's ground troops. Gebler starts posting bases on the

surface. Jessie gets a Buntline Gear.

6 Years Ago (28 Years Old): Jessie permanently leaves his home.

5 Years Ago (29 Years Old): Jessie works with Joshua Black in Shevat. After his death, Jessie

has his face surgically altered to look like him.

2 Years Ago (32 Years Old): Jessie comes back to the surface and stays in what becomes the Orphanage.

Present (34 Years Old): Jessie continues to contact Shevat while living on the surface.

Bishop Stone

Autonym of Stone[Bishop of the 'Ethos'] who is a kind priest in public. He was in Jugend at the

same time as Jessie and desired Racquel as well. Jessie's marriage to her created a grudge,

which eventually caused Stone to murder her.

Mini Bios for 'Ethos' members

Verlaine - An etone, who is actually a member of Solaris's assassination unit.

Pontiff - The head of the 'Ethos'. Shakhan held this position at one time.

Mini Bios for Orphanage children

Davy - The boy who likes the flying saucer

Bubi - The boy running around outside the fence.

Joshua Blanche

A member of Shevat. Although he was active on the surface for a while with Jessie, he frequently made contact with Shevat. For a while they teamed up, but while under pursuit of Solaris Joshua was killed. Afterwards Jessie took on his physical appearance and his status.

Thames Captain

The job of Thames Captain has been in the current captain's family since his Grandfather's generation. The Thames Captain was a pirate in his youth, a scar on his foot is a remainder of that time.

Hans

A dolphin sub-human. He and others accompany the captain. He's the Thames Vice-Chief and single handedly does everyting in place of the Captain.

Mini Bios for Thames Crew

Doctor - Thames's exclusive doctor. His per person ration is very bad.

Anego - The popular card game competitor on the Thames.

Anne - Wife of a henchman, she married Hans after he died.

Kanna - Anne's daughter.

Lance - Han's stepson.

Sandmans - The Sandman's Island Base is primarily occupied by thieves from Aveh's desert.

IV. FAQ and Notes

Can I email you suggestions/corrections/comments?

Sure! All comments are welcome. Email me at msheal@rcn.com

Why isn't _____ section translated yet?

I simply haven't done that section yet. I'm working on sections one at a time, in an order at my discretion. There's no set timetable for when a specific section will be translated, when I'm finished, it'll go up, as simple as that.

Where can I get Perfect Works?

Try various japanese book distributers online. I got the book nearly 2 years ago, and the place I got it from no longer supplies them, so I'm not of much help here.

How rare exactly is this book?

A few years ago, before the book became really well known, it was quite rare. Very few had it, it took me months just to find a place that I could import it from. Since then Digicube has gone back and done a reprinting. Not only is it much easier to find now (well atleast compared to a few years ago) but it also is a lot cheaper. I spent over a hundred dollars getting mine, don't be surprised if you can find it for only fifty dollars today.

How did you translate the book?

I used the following to assist me in the translation:

The Kodansha Kanji Learner's Dictionary by Jack Halpern

Japanese Grammar by Carol and Nobuo Akiyama

Jim Breen's WWWJDIC at <http://www.csse.monash.edu.au/~jwb/wwwjdic.html>

Will you teach me Japanese?

No.

V. Disclaimers and Thanks

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