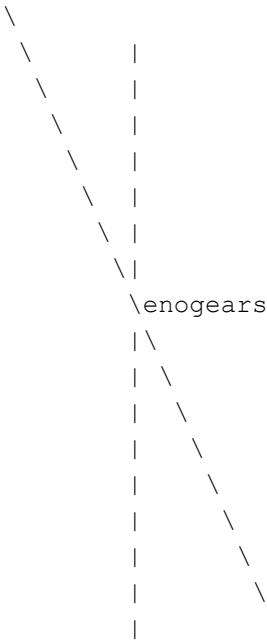


Xenogears Final Boss Strategy Guide

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Without any guidance, the final bosses will annihilate you. Turn the tables with the help of this guide and vanquish the evil....forever.

***** Disclaimer *****

I (T.S.) created this FAQ, if you wish to post it elsewhere you must give me credit for creating this FAQ. E-Mail me at arcticwolf@hotmail.com if you wish to use my faq in this fashion, I will give you permission after receiving a confirming email.

-SPOILER WARNING-

MINOR SPOILERS ARE REVEALED IN THIS GUIDE ABOUT THE FINAL BOSSES.

When you reach the depths of the deus structure, you will find your self at in what seems to be another world. Deus is in the center of the spinning globes, but before you rambo on into it, take time to read and strategize, since all is not what it seems..

Unfortunately, Deus has a few freinds that will aid him if you decide to fight deus directly (DONT FIGHT HIM DIRECTLY!!!!)

Deus starts out with 75,000 HP's and four deadly abilities thanks to his little freinds. Each time you defeat a sub-boss surrounding deus you will remove one of those abilities depending on which boss you defeat (sounds easy huh?) also, deus's hit points depend on how many of the sub bosses you've defeated.

so, lets get to the sub-boss planning and strategy...

First of all, you need to prepare (sorry to say, if you dont have the equipment listed below you will have to exit the dungeon, find these items,

and do the dungeon again...)

Did you complete the lighthouse side quest? Did you visit big joe's shop in the underground city? well do it! Get ermeralda in your party and fly to the old lighthouse located in the north western part of the largest southern continent and enter it. There are some good items down in this creepy abandoned city, as well as a little sequence that reveals why emeralda was created (visit the upstairs of the T.V. studio and check out the computer board).

When you step into one of the doors, my favortie xenogears song will start playing and you will find big joe in the room surrounded by chests (the chests regenerate each time you visit the room =D, they contain random items) the 2 items that draw the most interest to big joe's shop are gear parts. unfortunately, they carry an incredible price tag so you you might have to level up some to make your wallet grow. choose gear parts, the following indicates what parts to buy and how many to get

Item: GNRS50. Function: Engine Output up 50% Percent. Price: 65,000 G. # to buy: 4. i know that this is a tremendous amount of G, but it is rather essential in the final battles. Equip one on Xenogears, Fenrir, Andvari, and Seibzehn and watch their attack bars go off the charts.

Item: Z Charger. Function: 'Charge' restores 500 units of fuel, effect multiplied by 10 during attack level infinity (restores 5000 fuel in hyper mode) Price: 50,000 G. # to Buy: 3. Again, this is a tremendous amount of G to spend, but the Z chargers are essential to restore precious fuel during the sub boss fights.

Shop keep johnny appears in the room to the right of the final decent, buy frame HP 50's for each of your gears from him and equip one on ALL of your gears. The HP 50's restore an ample amount of HP for a not-too-hefty amount of fuel, so they are invaluable.

Item: Tank Guard. Function: protects the fuel tank. you will need 3 of these, there is no location you can purchase them if you have none. dont worry, they arn't ESSENTIAL, i beat the game without them

with these items in hand, you are ready to challenge the ultimate bosses. before you go into the final chamber, you should be in a room with a save cube and a charactor change cube. put rico and maria into your party, Equip Stier with a Z charger, a frame HP50, and the best armor you have or a level 1 deathblower. equip Seibzehn with an HP 50, one of your GNRS50's, and a Z charger (wont need armor, seibzehn has a high defense already). Now put emeralda and billy into your party. Equip renmazuo with an HP 50, a Z charger and a level 2 death blower or good armor. You will have to Equip crescens later with a Z charger, but for now just equip her with an HP 50. Now for chu-chu...PRAY THAT YOU WONT NEED CHU-CHU. Chu-chu is extremely ineffective in these fights, so dont bother equipping her.

Now that you are ready, save your game and Descend down into the deus chamber.

ATTACK LEVEL INFINITY

if you dont know about this, attack level infinity can be achieved once you reach lv. 3, use charge once you get there to achieve lv. infinity. but hyper mode is not guarnteed...attack level infinity probablility depends on many things, and you wont always be able to achieve it.

System ID allows you to reach attack level infinitely instantly...remember?

The sub bosses surround deus in a certain order:

Sundel
(healing)

Metatron DEUS Marlute
(Earth Annoit) (Fuel Drain)

Harlute
(Haven Annoit)

The parenthesis depicts what ability the boss provides to deus, and what ability they will use on you when you fight them.

they are always in this order, so if you get sundel on the first orb you fight, metatron will be the orb to the right of it, and harlute will be the orb left of it.

Once you drop down into the chamber, put Billy, Maria, and Rico in your party (you can take fei out of your party!). You will want to save Fei, Bart, and Citan for the battle with deus. Take a deep breath and run into one of the spheres....

BOSS STRATEGIES

the following bosses are in no particular order, since there is no possible way to determine which boss you will face first...

HARLUTE

HP: 45,000

Suggested Party: maria, stier with a level 1 deathblower and any other characters except for fei, bart, chu-chu, and citan.

Harlute looks like a giant brown vortex. This boss has bad agility, so it is slow and easy to hit with X attacks. Its special ability is HEAVENLY ANNOITMENT, which can cause a variety of status effects that can lower your power, evade rate, accuracy, speed, and defense. At the start of the fight, use booster on all of your gears.

This boss has a nasty trick, it will immobilize all but one of your gears for a certain amount of turns. have that gear use booster and unload with level 1 combos (you probably wont have enough time to build to attack level infinity). after a certain amount of turns, Harlute will unleash a devastating attack that hits all your gears for massive points. After that, all your gears are mobile again so begin pounding. have one of your gears use level 1 combos, have one use level 2 combos, and have one of your gears use level 3 combos. Harlute will then use status attacks until it freezes all but one of your characters again. once again, have that one gear hit hard and fast, you want to try and kill harlute before it uses its big attack again. use frame HP's if you must, but charge after you use if to restore 500 units of fuel.

After a while, Harlute will fall under your mighty power, and deus will lose heavenly annoitment.

MARLUTE

HP: 54,000

Suggested party: same as Harlute, except you can swap stier for anybody, and a level one death blower is useless so swap it for something else such as armor.

First of all, if you get Marlute on your first fight, RESTART. Marlute will take lots of fuel and lots of HP, so save it for your last fight.

Harlute looks like a big, flat, golden phoenix on the floor. You cant use combos so use your X attacks. if you have tank guards, this is where to use them. Marlute's special ability is FUEL DRAIN, which will stel 400 fuel units from you. the tank guards will prevent this, but you will fare just fine without them...

This fight will take alot of patience, you cant use combos, so unleash X attacks (you cant miss but marlute will block almost every attack) Marlute will use fuel drain alot, but if you have those tank guards theres no worry. wihtout the fuel gurads you will have to charge when your fuel reaches 0.

M's normal attck will do around 500 damage and is nothing to worry about, but M has another attack that takes a large percentage of your HP, it cant kill you, but it will bring you in range so its normal attack can kill you...When your HP reaches 1000 or so, use your frame HP's.

if you dont have the tank guards, M will drain fuel and plenty of it, so wait untill you reach attack level infinity to charge because you will restor 5000 fuel, this will be enough for the frame HP.

If seibzehn connects with an X attack and it isnt blocked, you will do close to 9999 points of damage, so all you have to do is prevent seibzehn from getting knocked out.

Booster is not recommended

METATRON

HP: 45,000

Party: Same as marlute

Metatron is a big robot, and is arguably the hardest of the sub bosses. use 2 of your top charactors (not fei, bart, or citan! and definatly not chu chu!)

Use booster and X button attacks, if Metatron starts evading your X attacks then use triangle attacks to conserve fuel. Build seibzehn up to level 3 and use X square. metatron has a nasty attack where it hits multiple times, it can hit the same charactor numerous times as well as pound on other gears. if your HP's get low use your frame HP's

SUNDEL

HP: 54,000

Party: same, but Maria and seibzehn arn't essential.

Sundel is a bunch of red spinning thingies. every once in a while, sundel will choose one of your charactors to counter attack each time sundel is attacked. each time the targeted charactor attacks sundel, it will unleash a devastating combo that will hit everyone for 6000, so have the targeted gear charge and use frame HP's. Sundel will heal itself for a random amount of HP's (1000-10,000) every couple of turns, so you will have to hit hard and often. have one of your gears build up to level 3 and use lv. 3 combos, while the other gears use lv. 1's. sundel has one attack that hits everyone,

but most of the time you will block it, and it will do around 700 points of damage.

Sundel will fall faster than you think, regardless of how much it heals itself for.

Now, for a starting party, I suggest Maria, Billy, and Rico. If you get Marlute first, start over. Depending on who you fight first, determine which orb is Marlute, and save it for your last fight. Decide whether or not your gears are fit to fight after each boss, if one of your gears is unable to continue, replace it with Crescens, who will have a complete amount of fuel and HP.

Once you get the sub bosses out of the way, put Fei, Bart, and Citan into your party, give them the Z chargers, and challenge Deus...

DEUS

HP: depends, if you defeated his friends, Deus will have a measly 40,000.

(I'll keep Deus a surprise, so I'll reveal only essential tips) Use booster and have everyone get up to attack level infinity, use X infinity attacks and Frame HP's if necessary. Without his little buddies, Deus doesn't put up much of a fight...

After defeating Deus, don't get too comfortable...

UROBOLUS

HP: ??

Use booster, and charge up to attack level infinity. Use X infinity attack to pound on Uroبولus. When attack level infinity is over, just charge up again. You should be able to defeat Uroبولus before it can do any serious damage.

After Uroبولus goes down, turn up the volume and get ready for an incredible ending....

congratulations! you've beat Xenogears!

if you wish to contact me, you can email me at arcticwol2005@hotmail.com