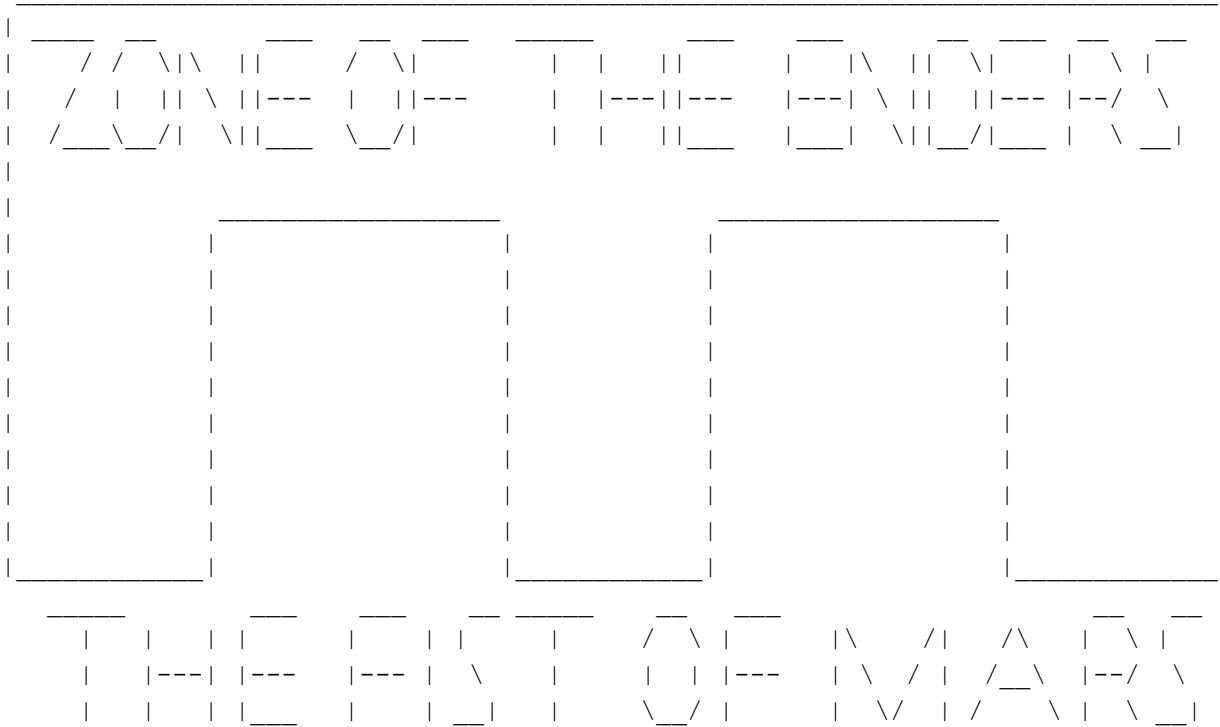


Zone of the Enders: The Fist of Mars FAQ/Walkthrough Final

by Yami Shuryou

Updated on Jun 2, 2005



ASCII Credit of LivingNightMare185

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Now, what about the password? Well, press Ctrl + F, and you'll open up a Search Box. Enter the Password in, and it'll take you to the section that you so desire.

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2. Walkthrough	100%	2WKTGH
2a. Bonaparte III	100%	2ABIII
2b. Mars Prison	100%	2BMPRS
2c. Sphere/Hospital	100%	2CSOHS
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2n. Zephyrs' End		100%		2NZPEN
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2va. Heaven-Bound Wings		100%		2VAHBW
2vb. Violated Wishes		100%		2VBVLW
2wa. Fulfillment		100%		2WAFLF
2wb. God Save Us!		100%		2WBGSU
2xa. Pharsti		100%		2XAPHA
2xb. Promised Reunion		100%		2XBPRU
2y. Reunion		100%		2YARUN
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3. Battle		100%		3BTTL
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5b. Character Reference		100%		5BCHRF
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6. Version Updates		-		6VSPDS

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"Most of the Earth's natural resources had finally been exhausted, and the tiny planet was unable to support the soaring population of humans. In 2045 mankind began to look beyond Earth for solutions and built the first Earth-space track orbital elevator. The "Space Age" had officially begun, and countries all over the world dove into countless research projects and space development plans.

It was then that the human race created and discovered several new tools that would change life forever; the LEV, a pilot-controlled interspace robot; the resource Metatron, excavated from the Jupiter Moon, Callistoe; and the Urenbeck Catapult, a device which, by manipulating space, enabled hyper-speed travel. The discovery and invention of these so-called "tools" expedited the progress of the space development project resulting in an exodus into space; in the span of a single century, more than 20 million people took up residencies in colonies on the moon, Mars, and as far as Jupiter territory. The transition from Earth to space seemed to be going smoothly - however, new conflicts were just beginning to materialize.

Human beings left on Earth began to refer to these colonists as "Enders", a

derogatory term for those "living at the end of civilization", expressing their prejudiced attitudes toward non-Earth inhabitants. In response, these immigrants, who were subject to discrimination on top of living in harsh environments, bonded together in their bitterness against Earth... and tensions between the two groups would only be magnified as time passed.

In 2158, anger on the immigrant side culminated in the founding of BAHRAM, an anti-Earth military unit based in Vacilia County, Mars - and its subsequent clandestine invention of the Metatron "Orbital Frame", an entirely new type of LEV-like machine.

From there, it was one tragedy after another. The Deimos Incident. Anterior Intervention. The threat of orbital elevator destruction. Since the advent of BAHRAM and the Orbital Frame, the already precarious equilibrium keeping the peace between Earth and space was rapidly falling apart. And in 2173, amidst the political turmoil, another ship filled with immigrants left Earth for the Zone Of The Enders..."

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|2WKTGH+                2. Walkthrough                +2WKTGH|  
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Some notes on the walkthrough. READ before going on.

- This guide is NOT SPOILER FREE. If you want something that IS spoiler free, erase all the none-TACTIC parts in each scene.
- For information on the 24 Scene/25 Scene path, refer to section 4. 24/25 Scene Paths.
- I have no plans to retell the story word for word. Between each scene, I will give a brief update on the story that's happening so far, and that WILL be it.
- I am assuming you have your IAS on by default, so that you can actually cause damage quickly enough. Otherwise, many of the feats that this walkthrough lists for you to do would be impossible.
- My apology with associating LEV with Frame, but since it registers in my mind as the same thing far too often, I sometimes use one term where the other is supposed to be used.

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|2ABIII+                2a. Bonaparte III                +2ABIII|  
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You'll be introduced to your main character; Cage, a young blue-haired boy working on the ship Bonaparte III. At the beginning, there'll be some confusion as a man confronts Cage and accuses him of stealing his wallet. Cage's friend Ares will show up and stop the fight that is about to happen, and the man will give Cage the "Handy PC" after some shady things happen. Ares will be exasperated at how easy Cage gets in trouble.

Afterwards, the ship is about ready to begin it's landing. On a cutscene away from Cage, you'll learn that the ship is carrying a 'mystery cargo', when the pilot and his captain report something huge coming their way that's not showing up on radar.

Afterwards, Cage will spot a mysterious blue-haired girl. As he finds her, the ship will be rocked with a hit from the unidentified object, and the ship will begin to malfunction. With no time left, Cage will get into a large LEV that he found in the hangar, learning the girl's name in the process (Myona Alderan), and they'll take off....Only to fight....

SCENE ONE

On the Battle God's Palm

VICTORY: Defeat the Black Frame!

FAILURE: Cage's Frame destroyed!

The Bonaparte will explode, and the autopilot detects 42 living. The autopilot introduces itself as a navigation system, then notes the orbital frame coming their way. Afterwards, we fight.

TACTICS: This battle is a good time to get yourself introduced to the battle system. I'll be giving you a somewhat condensed version of how to fight. Start off by pressing the A button on the blue machine, and with it, move it onto one of the blue panels next to the red machine. Once you're in position, press Attack, and choose your only available option, the Rusty Lancer. Choose the red machine next to you to attack.

Now, you'll have eight seconds to attack the enemy Orbital Frame. You do this by trying to get the crosshairs you have on the screen over the Orbital Frame, and then pressing A to fire (If you have IAS disabled, you will automatically fire). However, do you see that red spot on the Orbital Frame? If you can get your crosshairs within that red spot, and you fire, the enemy unit will take critical damage.

Afterwards, move your cursor on the map away from any Orbital Frames, press A, and choose PhaseEnd. You'll then move on the defensive, and the enemy will attack. Here, you'll have a crosshair again, but instead of trying to hit the enemy Orbital Frame, you want to move it away. The enemy will shoot out his own crosshairs, and if they run into your crosshair, you'll be damaged. If he misses and time runs out, you'll avoid the attack.

Fight until you bring the enemy Orbital Frame to a low amount of HP. Communication will cut off as the enemy says something, and after evading an attack, Cage decides that he can't let himself be defeated. He'll then defeat the Orbital Frame, and the enemy Orbital Frame will run off. However, Cage will be pulled down to Mars below by the gravitational field...

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|2BMPRS+ 2b. Mars Prison +2BMPRS|
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We'll learn that said girl has amnesia, and the navigation program will interrupt and introduce itself as Pharsti. In the Mars wasteland, three Martian police will come out and arrest Cage, saying he's destroyed public property. Meanwhile, in some room elsewhere, we'll hear two people talk about a Plan 261, and also discuss political turmoil.

Back at the ranch, a security personnel will call Cage a liar when Cage tells

his story, and shows a news report that says everyone on the Bonaparte was dead. When put back in the cell, Cage will reveal a button that plays music he got from Ares, which seems familiar to Myona. Ares will suddenly show up, and when he tries to open the lock, another figure gives Ares the combination. Afterwards, they'll run away.

SCENE TWO
Perpetual Motion

VICTORY: Defeat all enemies!
FAILURE: Cage's Frame destroyed!

Cage will introduce Myona to Ares, and the new figure introduces himself as Deckson. Two security LEVs come in, and Cage will take off with Pharsti.

TACTICS: Wait out the first turn, so that the enemies will move closer to you but still not be in hitting range. Once your first turn is out and you're into your second turn, hit the enemy within attacking range with your Tear Bullet, and eliminate the same enemy a turn later with at least one critical hit between the two attacks. Afterwards, focus your fire on the other unit, until that LEV is down.

Afterwards, the security guard from before, whose name is Frazer, will show up with eight of his own men. However, one of those men will be destroyed as some of Deckson's friends show up. We'll also get our new objective; direct Blade, the vehicle-like LEV, to the flashing spot on the map.

VICTORY: Defeat all enemies!/Direct
Blade to the flashing spot!
FAILURE: Cage's Frame destroyed!/

Blade is destroyed!

TACTICS: With your first move, put Blade left and out of harm's way for the time being. Next, concentrate your fire on one LEV at a time over with Razma and Semy, picking off one unit a turn. Next, have Cage follow along with Blade as an escort, stopping to take on anybody who decides to have a run-in with Blade. With Frazer's units lagging behind and the Razma and Semy duo taking care of their targets, Blade should be able to make it to the flashing spot without a problem, thus ending the mission in a victory.

Afterwards, a member of the UNSF Special Task Force Acemos, Nadia Candido, shows up and ridicules Frazer. Afterwards, you'll receive your rewards for the mission. Of special note right now is that you can use the Garage during intermission, and can upgrade your LEV's HP, Shell, and Weapons Attack power.

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|2CSOHS+ 2c. Sphere/Hospital +2CSOHS|
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At the Born in Space hideout, Deckson will introduce their organization to Cage. We'll learn a bit of background, and see some more of Semy's and Razma's personality. However, Phil will rush in and inform us that the UNSF is raiding the hospital. Apparently, another BIS member named Yukito is there, and the

UNSF is raiding the hospital to steal a drug and sell it at a higher price.

SCENE THREE

A Hopeless Hope

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VICTORY: Defeat all enemies!/Approach
the hospital with Edge!

FAILURE: Cage's Frame destroyed!/
Edge is destroyed!

Ned Noashim and his crew will raid the hospital, and demand some unrealistic demands. At the same time, two UNSF soldiers will stop the transport of the drug, but Yukito will show up and bust them up. Deckson, Cage, and everyone else will show up, and Deckson will offer to deliver the drug, showing he isn't a terrorist. Afterwards, we'll have to battle.

TACTICS: You need to get the Edge vehicle within the range of the flashing squares. First and foremost, send out Cage's LEV, Yukito's LEV, and Semyl's LEV out to the front lines, and have Edge and Blade follow them in behind. Once you're in a tactical position with the short-range fighters facing in front against the incoming vehicles and the long-range fighters behind them, wait for each of the enemy LEVs to approach, and pick them off one by one. With this, one of the conditions will have been fulfilled.

Afterwards, Ned threatens to destroy the hospital and turn it into propaganda against BIS. However, Cage spots a Morse code and buys time, and Razma appears, sniping down Ned.

VICTORY: Defeat Ned!

FAILURE: Cage's Frame destroyed!/
Edge is destroyed!

TACTICS: You have a free shot at Ned with Razma right off the bat. Next, move up all your other units to encounter Ned. Ned will more than likely move down to Razma, but he'll be far enough so that you have another hit at him. If you got both hits critical ratings, Ned will go down. Otherwise, he should still fall after a bit of a beating.

Afterwards, Ned will make meaningless threats, then recognize Cage. After thinking something about Plan 261, he'll run off. Afterwards, the Hospital Director apologizes to BIS, because he can't have them around any longer. Deckson will philosophise over how if they win there's no applause, and if they lose, they're terrorists. Afterwards, we'll head back to BIS Headquarters.

Here, we'll be formally introduced to Yukito. Deckson reveals that many atrocities on Mars are covered up, and BIS merely protects people's rights. Suddenly, Myona will remember stuff about her family and a fire, and faint. Afterwards, Semyl gives Myona a speech and tells her that if she wants to remember, Semyl will help her out and she should just take it easy. Afterwards, you'll receive your prizes for the mission.

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We'll learn that Myona was supposedly a stowaway on the Bonaparte III, and that a "Logistic Lewy" was on the Barnaparte III. Myona's parents are dead, too, it seems. Deckson then asks Ares, Myona, and Cage to join Born In Space, and the three will accept. However, Myona will then fall sick. Phil appears and reveals that UNSF framed BIS for destroying the hospital, when UNSF has apparently set off an explosion at Saint Mars Hospital. Deckson then tells the other two about Robin O'Connell, who's their funder and supporter in one.

SCENE FOUR
DOUBLE-EDGED SWORD

VICTORY: Get Edge to the flashing spot!/
Destroy Ned's LEV!
FAILURE: Edge is destroyed!

It'll be shown that Ned is burning Mars civilian homes. Deckson will then direct Cage's attention to a factory, after saying something worrisome about a possible leak. Your goal will be to get to the flashing spot over by the factory.

TACTICS: Start off by moving Edge chiefly upwards. Afterwards, your own forces will come out, with Yukito, Razma, and Semyl to the right, and Phil as well as Cage's LEV to the left. Once this is done, pick out the forces on the right side using your long-range guns, while Phil and Cage's LEV take on their own enemies. All the time, continue moving up Edge to the flashing spot. Pit Cage's LEV on frontal combat, while leaving Phil on long-range; if Cage's LEV gets damaged, Phil can fix it. Once Edge begins to get close to the factory, make sure all your opponents have been destroyed, then get all your other units near Edge. Afterwards, continue moving forward with Edge until you get to the flashing spot.

Afterwards, Robin will come out, aghast at what Ned has done, but Ned will suddenly appear and make some threats. However, Robin's assistant Mebius will appear behind Ned with another LEV, and damage Ned. Ned will then run off, and summon another platoon of frames.

VICTORY: Destroy Ned's LEV!
FAILURE: Edge is destroyed!/
Cage's Frame is destroyed!

TACTICS: Band your forward fighters together, and keep the long-range fighters right behind them. These enemies here are new, and while they're a lot smaller, they have a lot less HP; as a result, a more powerful-end attack or even a single critical hit can mop up each enemy. By keeping your long-range attackers just behind your short-range attackers, the enemies will come to try and attack one of the units. From there, you can pick off said nemesis and then turn your fire to another enemy on the battlefield. After the platoon is down, concentrate your fire on Ned, and hit him from all sides.

Afterwards, Nadia will show up, and say something about a higher figure, and order Ned to follow orders. Afterwards, the BIS members will head back to base.

At BIS, introductions will be made around, and Robin will explain the Robin Foundation to Cage. Afterwards, Mebius gives Myona a stuffed animal and warns her about Razma (xd). After a brief talk about the Orbital Frame that Mebius had and what the UNSF is doing, Ares suggests the possibility of traitors in the Born In Space. Afterwards, we'll go elsewhere.

Here, we'll see a scene between Nadia and her superior Lieutenant Bolozof, where it's suggested that they are lovers but Bolozof is using Nadia to his own ends.

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|2ESMOR+                2e. Semyl's Orphanage                +2ESMOR|  
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Phil will break in, and get in a brief fight with Razma. Afterwards, Phil brings the news; heavy taxes will be imposed on custom duties on commodities. Robin will call out her secretary Twede; the tax is limited to the county BIS is located in. Semyl will get angry over UNSF deliberately trying to starve people, and Razma will give her a going-down. Robin decides to go and find the force behind this incident, and afterwards, Twede will intervene to reveal that a supposed BIS-owned Frame operated by a pilot named 'Den' is creating chaos at Pandora Frettum - where Semyl's orphanage is located.

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                SCENE FIVE  
A Voice from Far, Far Away  
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VICTORY: ???  
FAILURE: Attack any enemy frames!/  
                Cage's Frame is destroyed!
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'Den' will be making the orphans feel bad, when BIS shows up. 'Den', who's really Ned, will reveal to the BIS members that the children are in orbital frames that will approach the BIS on auto-pilot and attack them; but if BIS attacks the orbital frames, they will explode. He later reveals that the orphanage will explode if he is attacked.

TACTICS: First and foremost, DO NOT ATTACK ANY ENEMIES. If you do, explosions will happen, and you will lose the game. Instead, move your units up about five panels each, and then wait for three turns, dodging any attacks that may be thrown at you. After your three turns are over, a mysterious new Frame will appear, operated by a pilot named Warren.

Ned will be shocked at Warren's arrival, and it's revealed that Ned works for a person named Zephyr. Warren tells Cage he'll disarm all the bombs.

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VICTORY: Destroy all enemy LEVs!  
FAILURE: Durandal II is destroyed!/  
                Cage's Frame is destroyed!
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TACTICS: Immediately, bring Warren to your guys, and guide him toward the bomb-armed LEVs. Basically, what you need to do is have Warren move to a panel RIGHT NEXT to one of the LEVs with bombs on them, and he will disarm them. Once they are disarmed, you can go and attack said LEV without the bombs exploding. DO NOT ATTACK NED. Once all three LEVs have been destroyed, it's good.

Ned will threaten to nuke the orphanage, but Ares will appear with his own

Orbital Frame Vjaya and disarm the bomb in the orphanage. Ned will then go mad, retreat, and bring in more forces to battle against.

VICTORY: Ned's Frame destroyed!
FAILURE: Cage's Frame is destroyed!

TACTICS: Start off by moving Vjaya (with it's large movement frame) down to where all your other guys are, and your enemies will start following you. From here on in, start picking off the enemy units that come in, as now is a very good time to start gaining some experience. Be sure to test out Warren's Absolute and Vjaya's two attacks; you'll be surprised to find out how powerful they are. Once the line has been broken, mopup the remainders with Edge, Blade, and Razma along with Semy1, and bring your other guys (Cage's LEV, Vjaya, Durandal II, etc.) forward to block Ned in and take him out for once and for all.

Afterwards, Ned threatens to set off bombs that are on the collars of the children. Pharsti will suggest to Cage that she can stop it, and Cage will take it. Suddenly, Cage's LEV will turn into the Orbital Frame Testament! Pharsti and Cage will then destroy Ned's LEV, and kill Ned along with it. Cage will be mournful as he realizes what he has done. Afterwards, Deckson orders everyone to get back to BIS as the Security Keeping Force is on its way.

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|2FBISO+                2f. BIS Outside                +2FBISO|  
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Bolozof and Zephyrs meet, and Bolozof warns Zephyrs that the political situation could come tumbling down on Zephyrs. Zephyrs then warns Bolozof about Nadia, saying that her naivete could make her a dangerous double-edged sword. After, Zephyrs will speculate on something called a Vale and the Animus Series of Orbital Frames.

Back at BIS, talk will be made between people, and it'll be decided to let Cage come to terms on his own. Afterwards, the BIS members will get worried over what Earth is up to, stating that now that they're constructing Orbital Frames, Mars could lose the battles for freedom for sure. Twede enters and reveals Zephyrs is behind all this. After some theories are made, turns out Cage has opened the outer hatch and is gone. Damn.

With Cage, he'll run into Myona, who'll comfort him a bit as to his situation; apparently, Cage just wanted to lead a quiet life. Myona then reveals some stuff she remembers, and gives Cage a moral speech. However....

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SCENE SIX  
One Wing's Promise  
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VICTORY: Destroy all enemy frames!
FAILURE: Cage's Frame is destroyed!

UNSF forces appear and order Cage to disembark. Myona forces Cage to stay on, and just as UNSF forces are about to fire, the other Born In Space members show up and counterfire. After a bit of chit-chat, everyone will throw their support forward for Cage (BTW, this is perhaps the BEST MUSIC EVAR in the game).

TACTICS: Move Semy1 and the three support vehicles in a cross position, with

Semyl on the back (if you can, however, fire at the enemy craft instead). In the same turn, move up Yukito and the three Orbital Frames so that they're close enough to attack next turn, and make sure Vjaya takes out one of the enemy UNSF LEVs. After the UNSF forces are done their attacks, take them out with your long/short-range cross formation forces, and move up Yukito and the Orbital Frames to take care of them on the short-range zone.

Afterwards, everyone throws their words of support towards Cage again, and Razma calls in by radio, and the orphan kids thank Cage for his help in stopping Ned earlier. Razma also gives Cage a speech, but is suddenly interrupted, saying something first about how 'they' are here. The BIS members will rush to the city.

In the city, we'll meet up with Bolozof and Nadia, whose forces are destroying the orphanage. Nadia will question Bolozof's orders, but the BIS forces will show up. Bolozof will order them captured, but Razma will show up and eliminate all the LEVs except for Bolozof and Nadia. Bolozof offers Razma a position, but Razma refuses. Bolozof insults Martians, and then Cage wishes Pharsti were around...and summons her in doing so. Some foreshadowing later, Cage takes reign of Testament, and Myona leaves on the spare Blade.

VICTORY: Destroy all enemy frames!

FAILURE: Testament is destroyed!

TACTICS: Start off by moving down your Orbital Frames just next to Razma, and have Razma fire off at an enemy LEV. Once that's done, move everyone else down, following the Orbital Frames. After the next turn, the regular UNSF LEVs will follow up, but none of them will be in firing range yet. Take this opportunity to devastate their forces, and try to leave no LEV living. Once they are all gone, Nadia will have started her ascent upwards to the top, so wait it out until she gets in range, then surround her in one turn from all sides. Once Nadia is down for the count, Bolozof will come after you. Use the same strategy as you did with Nadia - wait for Bolozof to come up to you, then surround him from all sides with short and long-range combat units.

After, Bolozof will retreat, and Cage thanks Pharsti. Afterwards, Cage explains that he now knows that he cannot run away from reality. After some foreshadowing, Cage apologizes to Pharsti for placing blame on her, and we learn that Testament was named after the deal between the two, and that Cage is Pharsti's unconditional master. Back at BIS, Myona will comment to Ares that Cage is a strange boy, and he has something that she just can't pull herself away from.

In a secret conversation elsewhere, two people talk about progression of events, Pharsti, and Mars' freedom.

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|2GDTRI+                2g. Downtown Riots                +2GDTRI|  
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Robin will be doing tests on Testament, and Cage will leave. Meeting up with Myona, they'll have a little chat, and Robin tells Cage afterwards that Pharsti is very mysterious. After Cage and Myona leaves, Twede comes out; it appears the two are working for another employer.

In the meeting room, Deckson explains that there is another demonstration downtown later on, and it appears that an earlier 'demonstration' where civilians were injured was really the early BIS-Bolozof fight, edited to seem like a civilian demonstration where civilians fired first. After, Deckson decides to wait in ambush for any anti-Mars forces.

SCENE SEVEN
Opposing Tracks

VICTORY: Destroy all enemy frames!
FAILURE: Testament is destroyed!

The security forces will be worried about the Earth UNSF forces, and then the protestors show up, demanding equal rights for Martians. Down below, Razma explains to Cage that some things can only be seen from on the ground. They'll meet with Nadia, and a suspiciously unconscious child. After their brief confrontation, the two head back up to the LEVs.

Up top, Nadia will fire in guise of a civilian LEV, and UNSF forces will show up. Turns out the security forces were set up, and UNSF will destroy the two security LEVs and a protestor. After, the Born In Space members will show up, and tell the protestors to move south.

TACTICS: The main goal of this battle may be to stop all the UNSF forces, but remember that you have to escort the demonstrators out of here. Start off by sending Testament and Durandal II on the left side down to take care of the four UNSF units here, and the other three units on the left should snipe down the remaining UNSF forces coming in on their side. Everything going down ideally, the left side should be eliminated totally within a maximum of three turns. On the right side, send Yukito down to meet the incoming forces, while Vjaya, Blade and Orcrest fend off the three units up top, then send them down to Yukito if help is required. Now, see that square with a vortex-like icon on the right side? Send one of your Orbital Frames there in the second turn. It'll collect data that will be useful for later. Afterwards, do whatever you need to do on the southern front, and make sure Razma comes down if you have him up there.

After, Bolozof will come out of hiding, along with Nadia. Nadia orders Cage to give back the Testament, and decides she'll have to take it by force instead. More men appear to fight you.

VICTORY: Lower Bolozof to 30% HP-!
FAILURE: Testament is destroyed!

TACTICS: Start off by organizing your BIS members into a single unit; the UNSF forces are going to be coming at you in full force. Once they do, meet them with open force, and take out your most powerful weapons to destroy them in a single shot or two. Eventually, Bolozof and Nadia will make their way down. When this happens, stop whatever you are doing; Bolozof is the most important target here. Once Bolozof is within striking range, take four of your close-range units and surround him so he can't get out, and strike at him in turn with each of your LEVs. Once he is reduced to 30% HP or less, Cage and co. will escape from him.

Afterwards, Bolozof will be angry, because apparently BIS thinks they spared

his life.

Back at BIS, we learn stuff about Acemos, and how they're a dangerous group, along with Bolozof. It also seems Zephyrs is the power behind Acemos. Razma says he has a lead, and leaves to go look into it. After, Ares says that the human hearts have become like the vast territory they have claimed (empty), and Phil gets brushed aside once more.

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|2HFRFC+                2h. Frame Factory                +2HFRFC|  
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Back at BIS, Razma will return and show pictures of a private OF-manufacturing factory. After learning Razma put a tracer on Nadia, Yukito points out that the factory is owned by the Ryan Corporation, and is likely to have high security. Ares will be for invading quickly, and after Warren asks why, explains that all that is needed now is proof of Earthling involvement and data from the local server to bring a verdict against Zephyrs. After, Twede shows up with a battle plan.

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                SCENE EIGHT  
Darkness Dyed by Darkness  
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VICTORY: Find the right entrance!
FAILURE: You are spotted!

Yukito will explain that if an enemy LEV gets within 3 spaces of you, you need to take it out immediately. Afterwards, Deckson says he's sending Ares and Phil on the Blade since they're the best hackers on the group. Twede will disable the security system, sending Nadia off elsewhere, and now we'll have the perfect opportunity to infiltrate the factory.

TACTICS: The most important part to note in this scenario is that if you get within three panels of an enemy LEV, they will spot you. The only way to prevent your game from ending is to eliminate that LEV before your turn ends. Because there is no penalization for being seen, you could ideally take out every enemy with two groups of three units each, or a single large group, and then search out for the correct entrance. Speaking of the correct entrance, the correct one is the upper-right-most entrance. What you will likely want to do, however, is send one group up to your left and one group up to your right, and eliminate one enemy LEV at a time. Once you hit the upper-right corner, you can go into the flashing panels there, and end the battle.

Afterwards, Razma takes a sleep, and Cage hopes Ares and Phil make it.

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|%%%%%%%%$+++++%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%$%%$|  
|2IFFII+                2i. Frame Factory II                +2IFFII|  
|%%%%%%%%$+++++%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%$%%$|  
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Nadia sees Bolozof about the war likely to break out on Mars, and Bolozof gives Nadia a ticket to Earth. He then discovers the tracer on her, and calls a

security alert. Back with the BIS members, they decide to go back in and rescue Ares and Phil.

SCENE NINE

Sincerity

VICTORY: ???

FAILURE: Testament is destroyed!

The BIS forces will appear on the battlefield, and start waging combat with the security forces.

TACTICS: Wait two turns, until Ares and Phil appear on the Blade craft.

Ares and Phil will show up, but as they try to escape, Nadia appears with a platoon of LEVs. Bolozof appears and tells Nadia to take care of the BIS members, and then leaves.

VICTORY: Bring Blade to the bottom of the screen!

FAILURE: Testament is destroyed!/
Blade is destroyed!

Blade is destroyed!

TACTICS: Move Blade down to the left, and then go down, keeping out of the firing and moving distance of the enemy LEVs with your superior speed. At the same time, on the bottom, start taking out the first LEV platoon with the BIS forces, and once the second turn is over, start bringing Testament, Durandal II, and Yukito's LEV up and to the left to start taking on the forces that are chasing Blade.

Once Cage moves during the fifth turn, Pharsti will alert him that the factory is set to explode on the sixteenth turn. Thankfully, this is more than a sufficient amount of time to accomplish the mission, so don't worry too much about it.

VICTORY: Bring Blade to the bottom of the screen!

FAILURE: Testament is destroyed!/
Blade is destroyed!/
Sixteenth turn comes!

Blade is destroyed!/
Sixteenth turn comes!

TACTICS: With the remaining BIS members at the bottom mopping up forces, start moving more of them up and to the left to help out Blade. All the while, Testament, Durandal II, and Yukito's LEV all wield powerful attacks, and should use them as such. With luck, you'll get some critical hits down, destroying the enemies in single attacks. After a while, you'll end up fighting against Nadia's Bizac. Depending on if you can or cannot defeat her within the time given, the aftermath of this mission will vary slightly. Thankfully, she isn't that hard, as a single critical hit of Testament's Nail Laser can destroy her Bizac. During the fighting, make sure you bring Blade down to the bottom, although if you want to gain as much experience as possible, keep Blade just above the bottom panels until you destroy all the enemy LEVs within the area.

Afterwards, Cage will go and drag Nadia out of the factory before it explodes. Outside, the BIS members will ask Cage why he let Nadia go, Ares says the hacking was easy, and Ares comforts Phil after Phil is brushed aside once more. Afterwards, Nadia ponders over her life.

|%%\$%\$%\$+++++++|
|2JDTEX+ 2j. Downtown Executions +2JDTEX|
%%\$%\$%\$+++++++

Yukito and Warren are gone to the gym, the girl trio to shopping...Cage and Warren decide to go annoy people at the hangar. There, Ares cannot decode the data that he got, but Pharsti gives it a go with her capabilities, and decodes it.

With Zephyrs, he and Ryan, leader of Ryan Corporation, are talking about finding "it", and Ryan warns him not to go too far, and offers to take care of the factory incident. Zephyrs decides to give permission to Bolozof to carry out a plan.

Back with Cage and co., Pharsti hands over the data, which turns out to be data on experiments on human subjects. The rest of the data needs to be opened up with a proper password. Twede then shows up and shows a live news update where UNSF blames the factory explosion on BIS, and have taken random people off the streets to execute as BIS members - including Mebius, Semyl, and Myona. BIS decides to go rescue them, while Twede tells Robin that it isn't in the plans of the 'higher-ups'.

SCENE TEN
A Pure Heart...And the Price It Pays

VICTORY: Free hostages!
FAILURE: Testament is destroyed!/
Units with freed hostages are destroyed!

Semyl, Mebius, and Myona are being tied to posts, and Semyl tells Myona the BIS forces will come. Nadia, also tied, says if somebody did that in the military, they would lose their position. Bolozof comes in and introduces Amante, his new assistant, and Amante taunts Nadia, as well as tearing up her ticket to Earth. Zephyrs comes in and expresses his disbelief at Nadia collaborating with the terrorists; and Myona seems to know who Zephyrs is. One of the executioner LEVs will begin to fire when the BIS forces come in and destroy said LEV. Now it's time to fight.

TACTICS: At the start of the battle, look to your right. You should see another server here. Move Vjaya right to go over the server on the second turn, and in the meantime, start breaking through enemy lines with your other men. Make sure that you keep Razma's LEV supplied - his Calamity Kiss attack can take out a single LEV in one turn, and will be very handy in this battle. After turn two is over, Warren and Yukito will show up, so have them move right and cut off any support that the enemies are offering to the forces taking on Cage and co. Once that little part is done, continue moving up, and put Durandal II and Testament over the three sets of people tied up. Before getting all three done, make sure to move up any forces that are still on the bottom of the screen up a bit and into place. Once you liberate all three sets, this round is done.

After the four ladies are rescued, Mebius will give Nadia a piece of her mind. Frazer then comes in to take Nadia away, saying that as her teacher, he needs to save his pupil, and reveals he's no longer part of UNSF or any security force. Nadia then gives the password to the coded files - ARIEL.

After they disappear, Bolozof, Amante, and some Acemos forces appear. Cage tells Bolozof he's not going to get away. Bolozof answers he doesn't care about people dying, and tells Amante that if she can defeat the Animus, then the Animus isn't worth caring about.

VICTORY: Defeat all enemies!
FAILURE: Testament is destroyed!/
Units with freed hostages are destroyed!

TACTICS: Hopefully, you have all your units concentrated in the northern center part of the map. Anyways, get as much a jump on the Acemos forces as you can, focusing on the regular LEVs. In the next turn, you'll have to survive a brief onslaught from the Acemos units, but after that, you're in the clear - you should have enough power to take out all the regular units, and cause severe damage to Amante and Bolozof. Once you're in position, don't let them get away. Amante will go down only after she's been defeated entirely, but Bolozof will run off after being dwindled to 30% of his max HP. After that, mop up any enemies left in the area. If any of your units that picked up hostages are close to being destroyed, pull them out behind everyone else quickly; letting them be destroyed here is an automatic game over.

Afterwards. everyone will head back to BIS. Here, Semyl and Razma will get into another fight with each other, and the three ladies head off. Everyone else goes to have a rest. At the hangar, Robin will speculate over Pharsti and metatron, and we'll see a scene with one of the shadow portraits.

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|$$$$$+++++|  
|2KMLSV+          2k. Military Server          +2KMLSV|  
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Robin's deciphered the rest of the data with the ARIEL password. Turns out Zephyrs did make the Testament. Ares will say some stuff about roots of words, and we'll learn Zephyrs was working on a system that had total symbiosis between frame runner and machine - but at the risk of somebody invading the symbiosis and controlling the runner. Thankfully, Testament isn't equipped with said system. Ares has an idea, though, as Myona gets out of bed...

SCENE ELEVEN
Double Deal

VICTORY: Defeat all enemies!/
Last Ten Turns!
FAILURE: Edge is destroyed!

It's explained that Edge is going to hack the server here and obtain some proof of Zephyrs' involvement, then escape. However, Amante will then show up with several LEVs, sans Bolozof. After some more Martian taunting by Amante, we learn we need to wait out ten turns or defeat all the enemies.

TACTICS: You're actually given nearly the perfect position to fight in your starting positions. The only thing that you really need to do is to bring Durandal II to the southwest, where there is a server on one of the panels out there. Once that's done, rush Durandal II back up. At the same time, Amante and her men will be coming left; put Mebius and

Yukito in front, and the other three behind. When the enemy LEVs start getting close, fire at them with no mercy. With a packed defense line, you should be able to clear out any enemy troops as soon as they come in. Since you're likely to defeat Amante and her various men before ten turns are up, you're most likely to win that way.

Afterwards, Deckson calls on everybody to evacuate, as the password has been changed. Outside, it turns out they were a decoy to let Ares, Cage, and Myona get into the main facility. After, Warren notes that he has a hunch about Ares being a bit unusual.

With Robin, turns out her real name is Dana Anderson. Twede comes in and talks to her a bit about their superiors, and this scene ends.

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|2LMRAN+                21. Mars Angels                +2LMRAN|  
|%%$$%$+++++++%$%$%$|  
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The facility is empty thanks to Deckson's crew, and Myona begins to think that Ares seems familiar. Inside, the only one who can go out the vent is Myona, and she volunteers to head out, after taking Cage's bell. Afterwards, an alarm rings, but it's due to a problem outside. Cage goes ahead and goes outside.

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SCENE TWELVE

Between Good and Evil

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VICTORY: Defeat all enemies!

FAILURE: Testament is destroyed!

Out here, we'll see three ladies who say a whole lot of gabblegook in LEVs, and will destroy two of the three UNSF LEVs that appear. The third one will run off as unmanned LEVs come in, along with Cage. Cage and the three girls, known as the Mars Angels, will at least fight together for this battle.

TACTICS: There are two VERY FUNDAMENTAL PARTS TO THIS BATTLE. The first is that depending on whether you or the Mars Angels destroy more units in this battle, later on in the game, you will get either a good side of scene paths, or a bad side. If you destroy more units, you get the good side. If you destroy less units, you get the bad side. The second important part here is the server to the left of where Testament is placed, so be sure to head there. Once the second turn starts, Warren and Mebius will show up, so now you have three units to wreak havoc with. Since more units should've gone up your way, take care of them quickly, while the Mars Angels defeat their enemies. If you want the bad side, then pull out a bit, and let the Mars Angels defeat your enemies as well.

Afterwards, Palme gives Cage the data log for the Bonaparte, and the Mars Angels will leave. Meanwhile, Pharsti will detect four people within the facility. Inside, we'll see Myona fighting Zephyrs, whom will confess that he really is responsible for the Bonaparte III's destruction. He also calls her Subject #479, suggesting some implications, as well as mentioning something about Myona's brother. Myona will be paralyzed, but Cage's Button will play, and this time she'll have the force of will to do what she needs. Two UNSF soldiers will come in, but it turns out it's Razma and Semyl, and they'll pull

a sleep-bomb on Zephyrs and then escape. Outside, Myona will wonder who she is, and gives the BIS forces the data log. And Yukito will be jealous of Cage for meeting the Mars Angels.

|%%\$%\$%\$+++++|
|2MHLBC+ 2m. Hellespontos Broadcasting +2MHLBC|
%%\$%\$%\$+++++

Turns out we're going to leak this stuff to the press, and the Hellespontos Broadcasting company. Besides doing this, we're going to have to be on the lookout for counterattacks. Because of tightened security, Deckson and Mebius are heading out alone, with Twede for backup.

In Zephyrs' room, he meets up with a partner named Irving, and mentions that he's given up on obtaining the Animus. He then meets up with somebody who is supposedly one of the terrorists that has information.

Back at BIS, Phil informs the other members that Deckon is not calling back, and it seems that Zephyrs' men has Deckson and Mebius trapped. Yukito decides they need to plan a strategy, whether it starts a battle or not. He also says that each LEV has a new feature before we have to head out.

SCENE THIRTEEN
The Gift

VICTORY: Bizac S is destroyed!
FAILURE: Testament is destroyed!

Apparently Deckson has escaped, but Bolozof still has Mebius. Yukito's father asks to see the disk of fabrications and lies BIS had, but Bolozof refuses, saying it has national security at stake. Bolozof calls the search for Deckson off as the rest of BIS appears. Deckson appears to BIS, and he and Myona goes to infiltrate the broadcasting tower, and Bolozof tells Cage and co. that they will not escape from here.

TACTICS: Your forces will be quite outnumbered in this encounter, but that is no cause. You'll still have a fairly good chance at defeating them. Although all you have to do is defeat Bolozof in battle, you may as well take down everyone else for some experience. Anyways, start moving everyone left until you get close to the double lane street. Out here, put your Orbital Frames and Yukito at the front of the battle formation, with the longer-range fighters right behind, and take on the onslaught of forces that are coming at you. Sometimes during the skirmish when the enemies begin to slow down momentarily, take Vjaya and move it left and up some more, and access the information from the server.

Afterwards, Bolozof reveals Mebius, about to jump off the top of the tower. Bolozof orders all the BIS units to power down. Outside, son and father Yukito will meet, and Yukito Senior will give paid justice and hurt his son with words. However, he also reveals that Myona is just about to start her program on the Broadcasting channel, and she ends up starting it. BIS 1, Zephyrs 0.

|%%\$%\$%\$+++++|

Zephyrs shows his superior General Jaeger blueprints for a HarutMarut LEV, and says they already have a prototype. Jaeger tells Zephyrs that it's come to his attention Zephyrs has been abusing his status, and makes a metaphor between the two of them and a dog and it's master. Unfortunate for Zephyrs, Jaeger catches wind of Myona's speech, and watches as she denouces Zephyrs and his actions.

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SCENE FOURTEEN

The Card Turned Down

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VICTORY: Defeat all enemies!

FAILURE: Testament is destroyed!

Mebius will be making herself feel all guilty when Deckson comes on deck. Deckson starts blaming himself, but saves Mebius from suiciding, although he takes fire from an UNSF soldier.

Down below, Yukito Senior informs Cage and co. of how events have been leading up, and reveals that they had to set things up so that it would not look like Yukito authorized the story to go on. He also apologizes to his son for his earlier words. Mebius calls in and says Deckson is hurt, and while the truth about Zephyrs is out, Bolozof still has aims to defeat the BIS members. However, Twede will arrive and unrestrain all the BIS members.

TACTICS: This fight is easy. Your first turn is really more or less a turn of "Beat the shit out of as many enemy LEVs as you can" turn. And with the exception of Edge, and *maybe* Caliburnus and Vjaya, all your LEVs and Orbital Frames should be able to take out one of the opposing LEVs with one shot. In the enemy's first turn, you'll have to face a round of dodging a lot of attacks, but once you get the gauntlet back again, the enemy will drop like flies once more. Unable to stop the bleeding, you should be able to have totally eliminated enemy forces by the time the third turn is over. Of course, you'll likely want to go into a fourth turn, as there is a fight ahead, and all the units that moved in the last turn will still be out of combat until the next turn.

Afterwards, Bolozof shows up. He calls out Amante, who says that now that Zephyrs is over, her job is over too. She also reveals that she isn't exactly supportive of Earth either...she's a member of BAHRAM. Angry that he was being used, Bolozof swears to take out BIS for once and for all.

VICTORY: Bizac S is destroyed!

FAILURE: Testament is destroyed!

TACTICS: This is actually a very simple fight. If you waited until round four of the last battle, you should only have one unit not able to operate until the next turn. To commemorate this moment, surround Bolozof, and pepper fire at him until he finally goes down.

Afterwards, Bolozof exclaims that he will not be killed by them, and self-destructs.

Inside the studio, Myona is revealing more of Zephyrs' crimes. Yukito Senior then calls Zephyrs and gives him an opportunity to prove himself innocent. When Zephyrs tries to make Myona's speech look like lies, he is tricked into saying

too much. Jaeger and Irving then reveal a Handy PC, which has evidence that Zephyrs was indeed behind the Bonaparte III destruction. Zephyrs slays them in turn.

Back at the studio, Phil reports Zephyrs coming their way, and Ares offers to take Myona out of here. Outside, Zephyrs will say stuff about Pharsti amidst all his ramblings, and reveal his intentions to destroy the TV station.

VICTORY: HarutMarut is destroyed!
FAILURE: Testament is destroyed!/
HarutMarut approaches the TV Station!

TACTICS: Move your forces to the north-right of the TV station, long-range in the back, short-range ahead. Once the upgraded Unmanned LEVs start pouring in, start firing at them without an end. By the time Zephyrs makes it over to you with the HarutMarut, the Unmanned LEVs should be for the most part eliminated, with one or two units left to mop up. With HarutMarut as the primary enemy, surround him at the very least on the left, right, and bottom sides. Although he has 10000 HP, he bleeds life, and the fact that he has three large critical hit spots doesn't help. Once you down him, he'll come back as an Orbital Frame with 20000 HP. This time, concentrate all firepower on him if there are still Unmanned LEVs left, until you finally take down HarutMarut.

Afterwards, Zephyrs mentions something about a person named Vale and associates it with the Animus, then moves to the broadcasting tower where he sets HarutMarut on self-destruct mode. However, Vjaya comes out and destroys the Orbital Frame before it succeeds in doing so. Just as Cage and Ares talk over old times, the Black Frame comes out! Ares calls it Iblis, and it promptly attacks him, killing him in the process. Alternatively, Zephyrs will accuse Ares of blowing up the Bonaparte III, but Ares will self-destruct to stop Zephyrs as Zephyrs runs away.

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|2ODTRI+                2o. Downtown Riots                +2ODTRI|  
|%%$%$%$+++++|  
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Deckson is stable, Zephyrs is alive. With Myona, she goes to see Cage. Cage asks for his button back, but when he plays it, all the while speculating on how he feels alone, Myona needs it shut off. Phil then comes in and tells the two to come to the conference room. Back in here, it's learned that riots are happening over the place, what with the recent revelations, and they need to stop it. Robin suggests that they need to add fuel to the fire by helping the rioters, but Warren rebuffs, saying that doing so would cause a catastrophe. After the BIS members leave to stop the riots, Twede confronts Robin over stuff about the higher ups and himself.

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SCENE FIFTEEN  
The Darkness That Came From Light  
(Cracks)  
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VICTORY: Destroy all rioting and UNSF forces!
FAILURE: Testament is destroyed!

Rioting LEVs will take out an UNSF LEV, then a protesting citizen LEV. However,

more UNSF forces will come to repress the civilians. The BIS members then show up and reveal how they intend to stop both rioter and UNSF. Time to turn to the Dark Side, young one </wit>.

TACTICS: What to do...what to do...actually, it's quite simple in this case. What you should try to do first is just wait a turn. During this time, the civilian and UNSF LEVs will start attacking each other, doing some substantial damage. During the second turn, bring Testament and Orcrest down to the left side, and a second turn of the UNSF and rioting LEVs beating the crap out of each other will occur. On the third turn, have Testament and Orcrest get over the server, then bring your other forces down a bit so they're within a reasonable attacking range. From here, wait some more for UNSF and rioters to fight each other, and eliminate all those whom stray off the path to fight you. Once one side begins to ultimately lose, step in and take out everyone you can in one turn, then mop the rest up in the next turn.

After, the civilians will run off, and Pharsti notes the burned city. Cage will suddenly go mad and laugh his head off, mocking his achievements, and stating his life is worthless. Back at BIS, the members discuss Cage and what is causing this, and they'll notice Myona missing. In the hangar, Cage will tell Myona to leave him alone, and Pharsti will talk to Myona. Something very odd will happen, and the scene ends.

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|2PHQFR+          2p. Headquarter Frontier          +2PHQFR|  
|%%$%%$+++++|  
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Cage will be in his room pondering over earlier words of Myona, when the base is attacked. In the strategy room, we learn that the rioters are out for revenge due to yesterday. Cage will come in and ask what he did to deserve this, and Warren and Razma will give him downing speeches, as they inform him of Testament's and Myona's disappearance.

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          SCENE SIXTEEN  
          Uncertain Future  
          Paradise Lost  
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VICTORY: Leader's frame is destroyed!  
FAILURE: Edge is destroyed!
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Out here, it's figured out that the enemies are using stealth abilities. Yukito then reveals everyone has anti-stealth programs installed, and reveals two enemies. The leader is also revealed, and it's decided to take him out.

TACTICS: Start off by moving all units left except for Yukito, whom should battle the two units that he discovered. You'll encounter a nest of four enemies. Once they're down, go left some more to fight three more enemies. Once you've taken out eight enemies, all the enemies will throw away their stealth, and Twede will show up in Vjaya. From here on in, plow through the enemies to your left, and head over to the leader. If you don't want the experience at the moment, take out the leader right here and now. If you do, however, want some experience, you should instead go and take on the other LEVs first before coming back and destroying the leader.

The rioters will run off, mentioning something about a leader of their's. If you've got the Paradise Lost scene, you'll also see a scene with Tim Frazer. Inside, Twede refuses to give Robin's location, and says the Robin Foundation can no longer support them. Nevertheless, he'll help them escape. Razma and Twede turn the conversation to Cage, and self-guilt will make Cage quit. Before Cage leaves, Warren tells him to never put blame on somebody else, and that Cage should act for himself.

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|2QNDRT+          2q. Ned's Return          +2QNDRT|
|%%$$%$+++++++|
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At the airport, Cage will meet his correspondent, Raiah. Raiah will give Cage new clothes and a false identity. Cage will then play his button, and he gets a message from Myona, and changes his mind about many things. Raiah reappears and reveals that his former friends are fighting to buy Cage time to go to Earth. Cage then decides to head back on to his friends.

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SCENE SEVENTEEN
Rebirth
A Bow Drawn
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VICTORY: Destroy all BAHRAM forces and Ned/Zephyrs!/
In the case of A Bow Drawn, reduce second
form HarutMarut to 50%-!
FAILURE: Testament is destroyed!

Unfortunately, the hideout is gone, and Cage will dismiss Raiah, saying that staying here is good for him. Four civilian rioters will then appear, and decide to make sport of Cage when they spot him - until the BIS forces appear and destroy them. After some general chit-chat and apologies both ways, Cage asks to be able to rejoin BIS. However, out comes a man whom is supposed to be dead - Ned! Yukito will show on the screen to counter Ned's presence (In A Bow Drawn only, Zephyrs will show up on the screen and talk a bit). Ned will then try to go and squash Cage, but Cage calls on Pharsti, who unfortunately does not have Myona with her. BAHRAM forces will appear to aid Ned, and now it's a war of anti-Earth faction against faction.

TACTICS: For the time being, concentrate all your fire on Ned before he can be a threat. You have the easy advantage on your side; Ned is in the middle of enemy territory, and you can quickly surround him and take him out in a manner of only a few mere attacks. Yes, he really is that easy. (However, if you're playing A Bow Drawn, he'll run off and be in Zephyrs' HarutMarut, so follow after Zephyrs and fight him. The first time he falls, he'll rise again, and you'll have to take him out again. Attack him head on with a few close-combatants, such as Yukito and Cage, and leave the long-range attackers behind to take out the incoming LEVs. HarutMarut 2nd form will fall at less than 50% HP).

After, the operator of Ned's LEV is...a brain! Turns out that Ned's brain is operating the LEV, and is his real body. Twede will then appear, with explosives on his LEV, ready to take out Ned's recuperated body. Robin will then appear with an old transport vessel, and note that Testament's right hand has changed. Robin reveals Twede locked her up, and tries to play the guilt

card on Twede, trying to convince him not to suicide. Twede will then pilot to Ned, and self-destruct; but he's escaped mere seconds before. Now we have to fight the rest of the enemies off before we can board the Saoshyant.

VICTORY: Destroy all BAHRAM forces/
FAILURE: Testament is destroyed!

TACTICS: This is a pretty simple fight from now on, though it might be a tad on the more difficult side for those not skillful at IAS. You will basically have a lot of BAHRAM forces from all sides, so start off by bring your forces to the lower right part, the place with the lowest concentration. Defeat the enemies that are here, then turn around and take on the enemies coming in from the left, and finally start defeating the enemies that are coming from the upper-left area - the group with the highest concentration. Once you've defeated that part, you've won the battle.

If you're in A Bow Drawn, more likely than not you've got your forces concentrated in the upper-right corner, so take out who you can when you're given free reign again, and move your anti-HarutMarut forces down. The next turn should be the decisive hits, and after that, the turn the enemies get will barely do anything. From there, you can do a simple mop-up and win the battle.

Afterwards, we learn that the Saoshyant is really the hideout, and the hideout was a freight ship buried underground. Deckson's also up, and after some words between him and Cage, we fly off to a hiding point. If you were on A Bow Drawn, Cage offers Phil an apology and Yukito mentions that there were strange characters on the anti-stealth chips he installed, which Deckson takes a look at.

READ: From now on, depending on who eliminated more enemies in Scene 12, you will take either a good ending path or a bad ending path that is more drastic in differences than earlier scenes. More information is available in Section 4.

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|2RADRH+                2ra. Dark Half                +2RADRH|  
|%%%%%%%%+++++%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%$%%$|  
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Good ending only (Must have defeated more units than the Mars Angels).

After learning that the Saoshyant is hidden from sensor, Ares is shown on TV! Under the name of Vale Shatner, he's raising resistance to Earth for Mars' freedom, and is the leader of the organized rioters. Phil then comes in and reveals that Razma and Warren, who were doing patrolling, are not responding. The BIS members will then head outside.

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SCENE EIGHTEEN  
Dark Half  
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VICTORY: Destroy all enemy forces!
FAILURE: Testament is destroyed!

After Phil runs off, enemies show up with stealth frames.

TACTICS: For the first turn, go down and take out the only enemy that you can get a chance to take a jab at.

Ares/Vale will show up in the Black Frame, and reveals that he was the one who directed the Black Frame, called Iblis, to sink the Bonaparte III. He also reveals that his entire family was used for Zephyrs' experiments, and his parents were killed by Zephyrs. After some more taunting, he calls out Phil, who's switched sides. Phil is ticked at Cage for taking credit all the time (and Myona taking Cage over Phil doesn't help), and he attacks the imprisoned Razma and Warren to prove he means business. After, Ares/Vale leaves, dropping a hint that he knows where Myona is. Pharsti also reveals more enemies are laying in ambush.

VICTORY: Lower Phil's HP to 20%-

FAILURE: Testament is destroyed!/
No battle with Phil's frame by Turn 11

TACTICS: Start off by taking out the enemies that are right near you. Next, start moving left, and you'll encounter another nest of foes to take out. Once you eliminate the four frames that are here, continue on left to the upper-left corner of the screen, where you'll encounter a third screen of three Raptors. Take them out, and then head down to where Phil is. After a brief chat, you'll have to encounter him in combat. Don't give him any mercy - take him out as soon as possible before he can become too much of a threat.

Afterwards, Phil reveals that he hates Cage because Cage got liked too fast, and Phil wants to prove his worth with an Orbital Frame. Deckson will suddenly intervene in communications and tells Phil to stop, but Phil will run away. Nevertheless, Razma and Warren are still alive.

Back at BIS, Razma and Warren are OK, and Razma asks Semyl if she's over Ares. Robin will then explain Phil's earlier accusation about her being an agent of NUT: Until recently, she was a member of an NUT division that basically covered up incidents that could bring down the company. She also funded BIS to get battle data and fuel the fires for anti-Earth tensions, perfect for NUT. However, she's quit now, and is helping out BIS without any lies. Cage will end the scene wondering if things could ever be what they once were.

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|2RBHAS+                2rb. Harmony and Strife                +2RBHAS|  
|%%%%%%%%$+++++%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%$%%$|  
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Bad ending only (Must have defeated less units than the Mars Angels).

Jaeger talks to Zephyrs about the HarutMarut, and orders him to terminate plans. Ryan and Irving will come in, and Zephyrs will kill them all as a mysterious man named Jimmer comes in, and orders Zephyrs along. Back at BIS, it's learned that apparently Myona operated Testament without using Pharsti, and they thus cannot locate her.

Yukito's father will then communicate with BIS, and inform them of a military movement on the trans-Mars railroad - and civilians with military LEVs are moving to stop it. Cage and co. decides to go. Phil will ask Cage about Myona, and decides to be happy for the two of them.

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SCENE EIGHTEEN

Hearts in Harmony, Hearts in Strife

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VICTORY: Defeat all enemies + Defuse
all bombs by Turn 11!

FAILURE: Testament is destroyed!/
Bombs not defused by Turn 11!

Deckson begins his time of riding Vjaya, and Phil shows off his new transport vessel - an upgraded Blade called Calibur. It's also figured out the enemies are using stealth. A civilian LEV will then show up, and after some talk, we learn we have to defuse some bombs by Turn 11 and take out some civilians too.

TACTICS: Start off by sending Yukito, Cage, Deckson, and Warren in their respective frames up north. Send the other four units up-rightish. Once the former four get up to the train line, they should start heading right, and uncover a nest of enemy rioting LEVs. At about the same time, your second group should be near up to the LEVs. The first unit should start off by directly going head-to-head with the rioters, uncovering more enemies on the bridge at the same time, while the second group should act as a thorn in the rioters' side. Once the guards are cleared out, start moving onto the bridge, and try to maneuver Testament so he gets onto one of the bomb-panels and still be able to cut down enemies at the same time. Just to reference, only Testament can defuse bombs.

Afterwards, the BIS forces will back off to watch the incoming train. More rioters will come out with bombs, but the train will start, supposedly having gotten a warning ahead of time. The two sides will begin to fight, but suddenly, Ares shows up on TV! Apparently, he's the leader of the rioters. After, Ares shows up in person, and directs a giant beam of light that destroys the entire UNSF force. Ares will leave, and Cage will try to follow him, only to be stopped by Bolozof! Bolozof talks about Mars becoming a battlefield, and Nadia shows up to accuse Cage of taking the anti-stealth chips from Frazer, and is bloodlust. Bolozof and Nadia will leave, and the BIS members with them.

Back at BIS, Ares is on TV again, where he denounces Earth's policies, declares Mars independent, and asks all Martians to join him against Earth or else. After, Ares contacts BIS, and tells them he needs Testament. He then reveals some important details, and says that he's at the oxygen plant at West Hellespontos. After, Deckson tells Cage to make the choice, saying that he can't, since he always believed that he mirrored Mars' will.

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|2SARDE+ 2sa. Red Earth +2SARDE|
|%%\$%\$+++++%%\$%\$%\$|
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Good ending only (Must have defeated more units than the Mars Angels).

It's decided that another motive is influencing events here, and we also need to put an end to the rioters before they can get out of hand, and Mars is turned into a battlefield. It also seems an LEV shipment from UNSF is coming in, and a battle will start soon. Robin's also done some work on Blade, upgrading it into the transport vehicle Calibur.

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SCENE NINETEEN

Waves

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VICTORY: Defeat all enemies!
FAILURE: Testament is destroyed!/
Enemies approach Saoshyant!

After some tactical discussion on the seawater, a new type of enemy unit will show up, and we'll have to fight them.

TACTICS: Keep your units locked in the cage that they're in at the beginning of the battle, and take the initial attacks against the enemy. Once they start moving in and get their first attack in, unleash hell against them. They'll get a second semi-strong attack in, but after that, they'll finally all fall.

Nadia will then show up, intent on avenging Frazer and helping out Bolozof.

VICTORY: Defeat Scarmiglione!
FAILURE: Testament is destroyed!/
Enemies approach Saoshyant!

TACTICS: Form your units into two different lines, both guarding the Saoshyant. Move right, and take out all the Raptors that get right into your path. Continue right, and send a single of your Orbital Frames off your blockade to get onto the server. Once you approach Nadia, reroute your own forces and surround her from four sides so she cannot escape. From here, merely blast the hell out of her until she falls.

Afterwards, Nadia will not deign to surrender, but Bolozof will call her back. Pharsti says that Scarmiglione has the same feel as Testament, and Cage believes it to be a self-binder.

Back at the Saoshyant, we learn that BAHRAM is backing Bolozof up, and a bit of history will come up about BAHRAM. BAHRAM is still quiet over the recent incidents, and Robin tells Cage that Ares might truly not be what he was like. Warren and Mebius will have a private conversation where Warren reveals he was once like Cage, not wanting to suspect his friends. Cage asks Pharsti what it means to be a friend, and they too get a bit of talk together.

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|2TAMSL+ 2ta. Missing Line +2TAMSL|
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Good ending only (Must have defeated more units than the Mars Angels).

Deckson will speculate over his life and how he's growing old to Mebius, and what his actions have caused. Mebius tells him that they're not perfect, and that they should make up for what they've done. At the bridge, Cage wants to stop Ares, because he thinks taking Mars' independence by revolution leads to a very bleak future. SemyI then pressures him into answering the question of Myona; Cage will rescue her no matter what, no matter how idealistic it seems. Deckson recaps, saying Ares will attack West Hellespontos if Testament is not handed over, and Twede shows up with a list of strategic locations to fire the beam from. Robin then reveals she got NUT to back up BIS with funding again, through anti-BAHRAM officials and flirts. Yukito will have a toast, and Twede

will then take Saoshyant to the main location.

However, on the way, we'll intercept SOS signals and land in one of the spheres.

SCENE TWENTY
Missing Line

VICTORY: Destroy all enemy forces!

FAILURE: Testament is destroyed!

Here, we'll meet up with Amante, and Mebius will be shocked with the destruction. Phil will also show up and ignore Deckson's words, saying the battle's between him and Cage.

TACTICS: For the first turn, move Vjaya to the left and the rest of your units up to where Phil is coming in from. For the second turn, move Vjaya up closer to the server, but out of range of the enemy LEVs' attack. By this time, Phil should have been attracted to your main task force, thus trapping him inside your field of range. In the third turn, place Vjaya over the server to download the new attacks, then start raining fire on Phil. For extra experience, try to attack some of the other enemy LEVs so that your last possible attack defeats Phil, as the mission ends when Phil is defeated. Of course, you could ideally also go over the third turn and try to defeat all other enemy forces before taking on Phil, but it can be real painful due to a lot of enemy LEVs being on the battlefield.

After, Ares/Vale reveals that Phil's escape pod is stuck and that his OF is set to explode in a 1 km radius, and the rest of the rioters will leave. Deckson goes over to Phil and moves the Orbital Frame after a telling-off of Phil, but dies in the resulting explosion. Back at BIS, Calibur has been abandoned, and Phil is nowhere to be found. Twede suggests heading to the spot the enemies will attack from soon, and Robin comes in. Everyone will decide to go stop Ares/Vale and co. right now, after some mourning over Deckon.

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|2TBIOD+ 2tb. Island of Destiny +2TBIOD|
%%\$%\$%\$+++++

Bad ending only (Must have defeated less units than the Mars Angels).

At the oxygen plants, the UNSF and West Hellespontos civilians are discussed, and motives are strengthened for stopping Ares quickly enough. Phil then identifies a high amount of heat waves in the area, presumably the Marlblanke beam. Afterwards, everyone heads down.

SCENE TWENTY
Island of Destiny

VICTORY: Destroy all enemy forces!

FAILURE: Testament is destroyed!

Phil will be unable to identify Marlblanke's location, Cage hears a ringing in his ear, and a crapload of BAHRAM forces show up. Afterwards, Cage realizes the Metatron in his frame are resonating.

TACTICS: Don't move right towards the enemies. Instead, assemble a 4x2 line of units, with the long-range attackers in the front, short-range attackers in back. The Raptors will be the quickest units of all, and due to their characteristic of going ahead too far, they'll be easy pickings before the other units can come in and aid them. Once the Raptors are done for, move the short-range fighters ahead of the long-range fighters IF the other enemies are still on the move. If the rest of the BAHRAM force is in position, go and take them on with the more powerful short-combat units, and those that have useful long-range attacks (ie. Yukito and ZZ Grenade) should stick behind and cause damage where he can do the most good. The enemies will get one harmful shot at you with a lot of might, but that'll be it; the next turn will see their forces scoured, and the turn after that should more likely than not be their downfall.

Afterwards, Pharsti tells Cage that Ares is probably along a ways, and we head out a bit. Out here, we meet Ares, who laughs at Cage talking about friendship. Cage asks for a chance to talk to the real Ares, and gets it if he can defeat the new Orbital Frame.

VICTORY: Nerokerubina is destroyed!

FAILURE: Testament is destroyed!

TACTICS: This is really a very easy battle. Merely let Ares and the Nerokerubina approach you, and after his second movement, use one of the Testament's attacks (Halberd should be open to you) against him to make the first damage. When he moves a third time, he should be within firing range of most if not all of your units, and will fall very shortly afterwards thanks to this and his single-unit approach.

After, Cage's button plays, and Ares comes back to his senses. Ares mentions something about Pharsti when Bolozof comes in and tries to attack Cage. Ares takes it, and lives although his Orbital Frame is destroyed. Zephyrs then appears and reveals some things, including that he was using Cage for battle data, and Nadia appears with Testament-lookalikes - the Ifrit. Zephyrs and Bolozof then leave, giving Nadia orders to stop Cage long enough for the factory to explode.

VICTORY: Scarmiglione is destroyed!

FAILURE: Testament is destroyed!

TACTICS: Unfortunately, Nadia's force can possibly move in perfect unison. However, once they get near Cage and co., they'll break up and fall apart. Take advantage of this by arranging your forces and gunning down the Raptors and Ifrits as they come. Several of your BIS members will be able to take an Ifrit down with one shot (Testament's Halberd, Orcrist's Bounder, Yukito's ZZ Grenade, Durandal II's Avelcaine), so try to take an Ifrit out when you get the chance. Otherwise, have the Raptors as your primary target, then take out the Ifrits, and lastly, Nadia. Or, if you wanted to, you could just defeat Nadia before anything else and win the battle quickly.

Afterwards, Pharsti will indicate that Nadia's frame is the object that has all the explosives in. If Scarmiglione explodes, the oxygen plant will be damaged. Deckson then goes and takes Nadia's frame away, speculates to Cage over life, and dies in the explosion.

Back at BIS, Razma will get his anger out of the way, then everyone decides they have no time to mourn after getting some of it out of the way. BIS then

decides they have to stop BAHRAM.

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|2UAFTL+                2ua. Faint Light                +2UAFTL|  
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Good ending only (Must have defeated more units than the Mars Angels).

The Orbital Frame to fire the attack is being disguised by stealth. The Born In Space members will get themselves motivated, and talk over life a bit before heading down.

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SCENE TWENTY ONE

A Faint Light from the Depths

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VICTORY: Ravana is destroyed!

FAILURE: Testament is destroyed!

Ned appears, and is revealed to have the stealth control device. It's decided to take out Ned for once and for all, and stop Ares/Vale's plan to destroy West Hellespontos in the meantime.

TACTICS: Simply move north-west in the direction that Ned's Orbital Frame is in. On your way, you'll encounter a nest of five enemy LEVs. Once they have been dispatched, continue on your way to Ned. Once you reach Ned, you'll uncover his personal bodyguard of four Raptors. Take care of these enemies, then go and converge your units on Ned until he finally falls.

Unfortunately, Ned will run away again. Myona will then appear, and when Cage tries to call to her, Amante appears and tells him she's a puppet. Amante makes Cage feel guilty and tells a bit of what Myona is doing, then reveals that to stop the attack, Cage needs to destroy the cockpit of the Nerokerubina.

VICTORY: Approach/Fight Nerokerubina!

FAILURE: Testament is destroyed!

TACTICS: Let the Raptors and Amante's Orbital Frame come to you instead of going to them. Once they get within shooting range, fire at them. Once all four have been eliminated, take Cage and head over to where the Nerokerubina is.

Pharsti will ignore Cage and try to attack the cockpit; however, Phil comes in and severs the link between energy flow and Orbital Frame. With the energy gone, Myona is slowly become a bit more sane. However, Amante comes out and kills Phil, but as a result, it makes Myona snap out of it. Amante then steals Myona out as the broken Nerokerubina begins to self-destruct. Everyone else retreats before it can hit them.

Back at the Saoshyant, Twede confirms the destruction of Marlblanke, and everyone will mourn the deaths of Phil and Deckson. Cage go talks to Pharsti, and learns that the Myona personality in Myona/Pharsti is beginning to fade.

At a lab, Jimmer and Zephyrs will talk about Ned while Zephyrs exposes Jimmer's real identity, and Zephyrs then calls in Bolozof to shoot Jimmer. Bolozof shoots Zephyrs instead, but feels an immense pain while he's at it. Zephyrs is still alive, but encounters a mysterious figure.

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|2VAHBW+                2va. Heaven-Bound Wings                +2VAHBW|
|%%$%$%$+++++|
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Good ending only (Must have defeated more units than the Mars Angels).

Ares/Vale is on TV again, and shows the accuracy of a (second) Marlblanke by hitting a surveillance satellite. Twede then traces the origin of the beam to the Hellas Sea's oxygen plant. It's decided to go over there to stop Mars forces, though it'll waste Saoshyant's energy. Yukito also exposes Warren's liking for Mebius a bit, and after some rough-housing, we're off.

We'll see Amante meet a mysterious man named Jimmer.

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SCENE TWENTY TWO
Heaven-Bound Wings
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VICTORY: Defeat all enemies!
FAILURE: Testament is destroyed!/
Enemies approach Saoshyant!

Saoshyant will be ambushed, and the BIS members will surround the defenseless Saoshyant, hoping to defend it, Robin included. Myona will appear, and Cage tells her he will get the real her. Pharsti will do a small amount of thinking as well.

TACTICS: What you need to do here is protect the Saoshyant at all costs, and your best bet at succeeding in this is to keep in the defense ring that you are placed in at the beginning of the scene. Your first turn will consist primarily of shooting long-range. The enemies will then close in on you, with about half of them in striking range; endure it. Once your turn comes by again, demolish as many as you can, and then take the rest of the raptors out in the third turn. From here on in, set up a line of six of your units so that they guard the bridge, then advance forward with two units in front (preferably OFs) until you hit Myona. Strike her once.

Zephyrs will appear once more in his HarutMarut, and call Myona over, commanding her to destroy the BIS members. More Raptors will appear along with a new unit called the Cyclops, and Pharsti reveals that stopping Zephyrs will cause Myona to snap out of it.

VICTORY: Defeat all enemies!
FAILURE: Testament is destroyed!/
Enemies approach Saoshyant!

TACTICS: Keep your line in place, and this time, hold it and wait for the Raptors and Cyclops to come to you. When they do that, eliminate them at point-blank range, and do NOT let them past your line. Once the

regular task force has been decimated, take out Vjaya (and replace it if it was in your line) and send it east towards the server to download some new moves. Besides that, keep your line steady, and fight Myona when she comes - once she drops below 50%, she'll retreat. With her out of the way, Zephyrs will come to you at last. Eliminate him for once and for all.

Zephyrs says the abilities granted by Metatron will elevate humanity to a new level. After some philosophical talk, however, he finally dies in a self-explosion. Pharsti reveals him to only be alive thanks to Metatron. Back in the Saoshyant, Twede reveals things a bit more on Zephyrs, and Robin reveals their interest. After, everyone is more determined to stop Ares.

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|%%$$+$+++++++%$%$%$|  
|2VBVLW+                2vb. Violated Wishes                +2VBVLW|  
|%%$$+$+++++++%$%$%$|  
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Bad ending only (Must have defeated less units than the Mars Angels).
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Razma and Yukito have set things up so they can hack into the Earth surveillance satellite, and respond to tracers Razma put on the children earlier back when he thought something like this might happen once more. After Phil and Semyl express their disgust and then change their minds, Phil suddenly detects an enemy coming their way.

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SCENE TWENTY TWO  
Violated Wishes  
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VICTORY: Defeat all enemies!  
FAILURE: Testament is destroyed!/  
Enemies approach Saoshyant!
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We'll finally meet up with Jimmer, and he admits that BAHRAM did not plan on what Ned did. He also says he merely helped Ares sink the Bonaparte III, and reveals that ten years ago, Zephyrs tested military weapons on a ship, killing most of the passengers; except for two siblings, Vale and Pharsti Shatner. After some more talk about the Animus series, Bolozof shows up with four Ifrits, revealing that he used the resonance of Testament to find Cage. Twede will need three turns to hack the satellite, Jimmer will leave, and now we fight.

TACTICS: First and foremost is the note that Testament can act twice in a turn from now on. Anyways, bring your units in downwards to surround Saoshyant, and leave an opening only in the south-right corner. Take out the two Raptors that come at you right away, then wait for the four Cyclops to hit you from four sides. Take them out quickly, then when the Mummyheads come in from the top, send Durandal II up to stop them in their tracks. At about this time, the Saoshyant will be able to retreat, so take everyone else and focus them on the Ifrits coming in from the southwest. Like the last time you faced the Ifrits, they should not be too hard to take time, especially considering that your OFs are stronger now, and that Testament has two turns instead of just one. Once they're done, wait on the Grafficane to come in, and also another Ifrit from the northwest, and then once you're done defeating both of them, there's another victory in for you.

After Bolozof falls, he realizes that the BIS members have grown stronger, but refuses to believe it. Jimmer then appears and summons Bolozof, revealing that

the Graffigane had a self-binder on it. Bolozof will be renewed with interest to defeat BIS, and Jimmer will disappear again. Also, when you defeat Nadia in that last Ifrit, she will be satisfied with serving to the death, finally dying.

VICTORY: Defeat all enemies!

FAILURE: Testament is destroyed!

TACTICS: If you haven't defeated Nadia yet, do so now, and then wait on Bolozof to come back down in his Graffigane. Once he does, surround him and give him no forte; destroy him quickly.

Bolozof's frame will explode and Bolozof will finally die. Everyone will get into the Saoshyant as we see a mysterious figure remain behind. Back on the Saoshyant, Jimmer is revealed as being the mastermind behind this whole thing, and some speculation is put forward as to who or what Pharsti and Testament really are. Saoshyant will then head forth to where Myona is.

Cage and Pharsti then have a talk, about being partners and friendship.

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|2WAFLF+                2wa. Fulfillment                +2WAFLF|  
|%%$$%$+++++%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%$%%$|  
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Good ending only (Must have defeated more units than the Mars Angels).

After a discussion on maintenance and spiritual conflicts, Yukito gets Cage to define friendship. Afterwards, Warren and Twede reveal that they will be jumping off from the Saoshyant to the oxygen plant, via using the Orbital Frames to put the regular frames on the ground. To solve the problem of Calibur, Twede's locked up Robin to keep her safe. Nevertheless, Robin will have a few tricks up her sleeve.

SCENE TWENTY THREE
Fulfillment of a Promise

VICTORY: Ravana is destroyed!
FAILURE: Testament is destroyed!

After landing problems are smoothed out, Robin comes down in a parachute with Calibur. Ned will then show up, a bit surprised that Zephyrs is dead, and once more swears to take out BIS, revealing that Ares is in the back in the meantime.

TACTICS: Move your units around so that you have a strong line-up, and then wait for the combination of Raptors, Cyclops, Armored LEVs, and the new unit called Mummy Head to come to you. Once they come, get into position and start firing. In the second or third turn of battling (depending on whether you want to defeat Ned quickly or leave him for last), take Vjaya and go northwards and onto the server. Once he downloads the data, move it back down, and continue the fighting with Ned and his forces until Ned has been eradicated.

Afterwards, Ned will try to switch LEV bodies, but will suffer a communication failure and be destroyed. After that, Amante will come in and after offering some word poetry, tries to stop Cage.

VICTORY: Scarmiglione is destroyed!

FAILURE: Testament is destroyed!

TACTICS: Form into your protective line again, and wait for the Grafficanes coming down from the northeast. When they come in, start peppering fire at them, and when Amante and her Cyclops come in, divert your force into two groups - one to take on the Grafficanes, the other on Amante. If you want to end this battle swiftly, take out Amante as soon as possible to win the battle. Otherwise, take out the Grafficanes and Cyclops, then take out Amante.

Afterwards, Amante reveals she always had boyfriends who only cared about how she looks. She convinces Cage to help her into death, but changes her mind, giving him some wisdom, then dies with the explosion of Scarmiglione. Cage heads on to find Ares.

After warnings of high energy, Ares comes out in the Marlblanke. Cage asks what he would do with Testament, and Ares reveals that Testament is equipped with a special Mindflow System that can be used by anyone, and is the only one in existence. Cage will then play his button, and reveals that Ares is being controlled. We'll then fight after some more chat.

VICTORY: Iblis' HP reduced to 50%~!

FAILURE: Testament is destroyed!

TACTICS: For the first two turns, hold your position, only moving your units around to accomodate the enemy forces that are coming to you very soon. Once they do come, take out the Raptors first, then focus on the Grafficanes. At the same time, Ares/Vale will have come down in Iblis; ignore him until the majority of the Raptors and Grafficanes have been eliminated. After that, you can choose either between eliminating Iblis, or mopping up the rest of the Raptors and Grafficanes along with the incoming Cyclops, then taking out Iblis.

After, Ares will be back to normal, but warns Cage off, saying he doesn't want to see him. Myona appears and tells Cage to back off, and that if he follows, it really is goodbye between the three of them. After, Pharsti forces a retreat on Cage.

Back at BIS, Razma feels something missing, but unfortunately, there will be no final battle. Warren tells Cage that Ares has made his own decision, and Cage heads off to find Pharsti. Talking to Pharsti, they'll talk about 'home', and they'll decide to fly out. Warren intervenes, but Cage retorts; he's just making his own decision and following his own destiny. The rest will hope.

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|2WBGSU+                2wb. God Save Us!                +2WBGSU|  
|$$$$$+++++%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%$|  
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Bad ending only (Must have defeated less units than the Mars Angels).

From now on, everything is kept spoiler-free.

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SCENE TWENTY THREE  
God Save Us!  
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VICTORY: HarutMarut2 is destroyed!
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FAILURE: Testament is destroyed!/
Ifrif's with kids on them are attacked!

TACTICS: At this point in time, this is beginning to be a bit ridiculous. The Ifrits will present a difficult problem, and trying to keep track of which Ifrits have the three children on them will be a chore. If you're not willing to try and go on a big expedition of killing and all, there IS one thing you can try and do, and that is to take Testament, whom still has a double-attack-per-turn movement, and move it up to HarutMarut2 while running away from resistance, and taking out many of the enemies on your way. Meanwhile, the rest of the group can follow, taking out their own enemies. Once HarutMarut2 is destroyed and reappears, take that out too, while the rest of BIS comes to Testament and concentrates on picking off the enemies (with the exception of the Ifrits bearing the children).

|%%%%%%%%\$+++++%%\$%%\$|
|2XAPHA+ 2xa. Pharsti +2XAPHA|
%%%%%%%%\$+++++%%\$%%\$

Good ending only (Must have defeated more units than the Mars Angels).

Out in the Hellespontos Mountain Range, Cage and Pharsti will talk a bit. Pharsti will detect Iblis, and start following after it. However, a mysterious man will intercept Cage.

SCENE TWENTY FOUR
Pharsti

VICTORY: Approach Nerokerubina with Testament!
FAILURE: Testament is destroyed!/
Nerokerubina is destroyed!

Cage will meet with Jimmer of BAHRAM fame, who will go into auto-bastard mode. Myona will appear as Jimmer appears, and tells Cage he must be stopped. She then reveals up ahead is Zephyrs' secret lab, with a Metatron Lab, Ares, and the second Marlblanke. From here, Ares can wipe out the entire planet, and believes it right because of the Martians' inability to stand up. A giant force of BAHRAM forces is then summoned, but the BIS members will then show up to help out.

TACTICS: Wait out the first two turns, arranging your forces into three different groups; Testament, a Yukito + Durandal II + Vjaya group, and a sniping group with the rest of the members. Using them, have Testament act as a single unit, plowing through everything that gets near it. The Vjaya group should also do the same thing, but with more coordination between the three members, and the snipers should stay out of the central conflict area. Of course, there's more to this battle than what you think there is at first; both Testament and Vjaya will be able to act twice per turn during this battle. This means that a fully powered Testament could take out two units per turn, and Vjaya will be no piece of cake either. The first counterattack from the enemies will be brutal, though; but once you withstand that, your own counterattack should be decimated. Once you feel you've accomplished enough here, go and approach the Orbital

From now on, I'm going into my stance of not spoiling end game story. For now, go to the right OF (though it might be random), and stuff will occur.

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|2XBPRU+                2xb. Promised Reunion                +2XBPRU|
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Bad ending only (Must have defeated less units than the Mars Angels).

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SCENE TWENTY FOUR
  Promised Reunion
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VICTORY: Defeat all enemies!
 FAILURE: Testament is destroyed!

TACTICS: Move Cage up a miniscule amount, and wait for the Ifrits to come to you. With his double attack, he should be able to clear out two or three of the Ifrits before reinforcements arrive. When they do, have them concentrate on taking out the rest of the Ifrits, and direct Cage up to the northwest and into the large mine that's up there.

After you defeat all the units, more units will arrive.

VICTORY: Iblis is destroyed!
 FAILURE: Testament is destroyed!

TACTICS: Start moving your BIS units up to the mine, but take Cage and sneak him past all the Ifrit guards and up to Iblis, along with Twede in the Vjaya. Reaching Iblis, you should take the Black Frame out as quick as possible, while the rest of the units take out the Ifrits that get close to them. Once you finish off Iblis, your victory is complete.

More units show up.

VICTORY: Grafficanne is destroyed!
 FAILURE: Testament is destroyed!

TACTICS: Reorganize yourself, and wait for the Mummy Heads and Cyclops to show up. You can take them out if you wish; however, this is the final battle, and Grafficanne, being naturally faster than the Mummy Heads and Cyclops, will stray ahead of the former. Once he gets within shooting range, bust a cap on his ass and never look back.

After, enjoy your ending.

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|2YARUN+                2y. Reunion                +2YARUN|
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Good ending only (Must have defeated more units than the Mars Angels).

VICTORY: Destroy the Ravana!
 FAILURE: Testament is destroyed!

TACTICS: That's quite the mighty force there. Set up all your forces so that the mightiest of your close-combat units are up front, and keep your long-range very close so that they can take out enemies before they can hit your lines. Because once they do, it will be hell when the forces under Jimmer launch their counterstrike. When you survive the chaos that his men can do to you, take them out as fast as possible, and don't let up; sacrifice an opening if you have to to eliminate your enemies. But don't take out Jimmer fast, either. If you wait, you'll have to do a routine mop-up of the rest of the forces afterwards, so take out the Ravana's supporting forces first, then the Revana itself.

Stuff.

VICTORY: Destroy the Iblis!
FAILURE: Testament is destroyed!

TACTICS: So, here it is....the final battle at once....Mop up any forces you left behind from the last battle, and then let the Iblis come to you rather than move your forces over to Iblis.

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Battling in this game is rather simple, so I'll try to keep it short.

Moving

When it's your turn, your units on the map should be colored blue. Hover the cursor over one of them, and press A. Doing so will allow you to select this specific unit, and you can choose to move your unit. Panels around the unit will flash blue - this is the range of the area that your LEV/Frame/Vehicle can move within the current turn. Once the unit has ended it's turn, it will turn grey, signifying it's inability to do any more for the turn.

Attacking

Attacking is easy, along the lines of Moving. You select your unit, and you can do two things; if, at the start of the turn, you are within range, you can fire a long-range attack at an enemy. If not, you can alternatively move right up to the enemy, and then attack them with a short-range hit.

Some of your weapons may be lacking ammo. If this is the case, then you merely have to move a Blade straight up to said unit and supply it with the ammo so it can fire with more attacks available.

However, the actual attacking is something that's out of the usual. Instead of the game calculating seeds and stuff to determine damage, you instead are thrust into a semi-action battle. The enemy will be placed against a 2D backdrop, and it will move around. You will have a cursor that acts as crosshairs, and you must move it around onto the enemy and press A to cause damage. Additionally, a red heart exists in the center of the enemy unit, and

if you can hit it, you will cause critical damage.

Upgrading

In the intermission between most scenes (but not all, such as 13 and 14, for storyline reasons), you will be able to access a garage. In this garage, you will be able to upgrade the components of the LEVs and vehicles (but not the Orbital Frames). By using money gained from destroying your foes, you can strengthen your defense, HP, and the attack power of separate weapons.

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|42425S+                4. 24/25 Scene Path                +42425S|
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Zone of the Enders: The Fist of Mars has two different paths that you can take. What causes the decision of which side is Scene 12. If you defeated less units than the Mars Angels in Scene 12, you'll immediately start getting different story happenstances starting in Scene 14 than if you defeated more units, and from Scene 15 to 17, you have different scenario names. From Scene 18 to 24, you will follow an entirely different story path, and if you defeated more units than the Mars Angels, you will have 25 scenes instead of 24.

Defeated less units than the Mars Angels

Harmony and Strife > Waves > Island of Destiny > Nosferatu > Violated Wishes > God Save Us! > Promised Reunion

Defeated more units than the Mars Angels

Dark Half > Red Earth > Missing Line > Faint Light > Heaven-Bound Wings > Fulfillment > Pharsti > Reunion

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Cage's LEV

Category: LEV

The LEV used by Cage in his escape from Bonaparte III. Higher-grade than the average LEV, it is equipped with Pharsti, the A.I. who is a source of support to the inexperienced Cage.

Testament

Category: Orbital Frame

The true identity of Cage's LEV. Secretly tested and built by Zephyrs, Bolozof should have been its frame runner. Limitless capacity. Named "Testament" by Pharsti, which may refer to the covenant between Pharsti and Cage...But there seems to be a deeper underlying meaning to its nomenclature. Zephyrs and his crew call it the "New Model Animus."

Vjaya

Category: Orbital Frame

OF used by BIS, whose composition allows for ninja-like agility and speed. Comparatively lower in offensive ability, but can perform two types of burst attacks. Rare model.

Orcrist

Category: Orbital Frame

First-ever OF used by BIS, designed as mid- to long-range backup support. Lacking in durability.

Durandal II

Category: Orbital Frame

OF used by BIS, designed specifically for close-range combat. Durable, and reserved for the best frame runners in the galaxy. Durandal I (LEV) was destroyed by Warren.

Justeen

Category: LEV

LEV used by BIS. Much more agile than the average LEV, and excels in combat involving the "leg" area. "Justeen," along with "Dreizehn," was the nickname given these machines by Yukito; the official name of this LEV is "Francesca."

Dreizehn

Category: LEV

LEV used by BIS. Better at long-range sniper-style shooting than the average LEV. "Dreizehn" is a nickname, meaning "thirteen" in German. Official name: "Torador."

Caliburnus

Category: LEV

LEV used by BIS. Contains stronger defense structures than the average LEV, but a bit sluggish. Ability to attack and/or serve as a backup support unit. Name means "steel" in Latin.

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Edge

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Category: AFV

Tanker used by BIS, designed as a means of transporting humans. Since defense mechanisms and other devices are kept to a bare minimum, it is unfit for battle. Replenishment system on board.

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Blade

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Category: AFV

Tanker used by BIS, designed as a means of transporting various goods. Maintenance resources on board. Moderate defensive capacities, but inadequate for combat.

=====

Calibur

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Category: AFV

Tanker used by BIS with replenishment system, the base of which is the Blade model. Robin's customization of replenishment utilities and weapons has made its operation complicated, but these changes are necessary in the complexities of warfare.

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Security Force LEV A

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Category: LEV

Slightly older-model LEV for Security Force use. Features handgun for close combat.

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Security Force LEV B

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Category: LEV

Slightly older-model LEV for Security Force use. Features machine gun for mid-range combat.

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Regular Force LEV A

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Category: LEV

New-model LEV for UNSF use. Not that fit for battle. Features machine gun.

Regular Force LEV B

Category: LEV

New-model LEV used by the UNSF. Able to attack at great distances by missile.

Reinforced LEV A

Category: LEV

New-model LEV with modifications further fortifying its defensive and offensive features. Equipped with machine gun.

Reinforced LEV B

Category: LEV

New-model LEV with modifications further fortifying its defensive and offensive features. Equipped with missiles.

Reinforced LEV C

Category: LEV

New-model LEV with modifications further fortifying its defensive and offensive features. Equipped with beam bullets.

Ned LEV

Category: LEV

New-model LEV customized by Ned. Features include the terryifying Death Masquerade, a maneuver in which a laserblade continually slices everything with which it makes contact.

Bizac S

Category: LEV

Modified LEV used by Special Task Force Acemos. Bolozof's pride and joy, it uses technology developed by Zephyrs. Thick outer shell equipped with blades.

Bizac

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Category: LEV

Modified LEV used by Special Task Force Acemos. Basically identical to the Bizac S, but with a thinner outer shell and reinforced thruster unit.

HarutMarut

Category: Large LEV

Large LEV utilizing metatron advocated by Zephyrs; used mostly in riot control. Roughly 2-3 times the size of the average LEV, assistance intelligence installed enables complex maneuvers to be handled with ease, even by just one pilot. Looks like an octopus, jellyfish, or other similar deep-sea creature. (Interior is a direct plagiarism of Tempest.)

HarutMarut

Category: Large LEV

The HarutMarut after reconstruction following damage; also known as "Number 2." Unlike previous models, the inner mechanisms are based on Zephyrs' research of the Tempest.

HarutMarut II

Category: Large LEV

The HarutMarut with still more improvements. Although the spherical cover parts have been removed, it possesses great durability and a solid defense mechanism. Just like "I," it features self-binder and has the capacity to control itself.

Unmanned Fighter A

Category: Fighter

Unmanned fighter machine widely used by UNSF. Effectiveness moderate.

Unmanned Fighter B

Category: Fighter

Unmanned fighter machine widely used by UNSF. Effectiveness moderate. Equipped with missiles for long-range attack.

Black Frame

Category: ???

The mystery machine that destroyed Bonaparte, the spine of which is a bony structure reminiscent of a bird's wing. Completely black, conjures up images of the devil.

Iblis

Category: Orbital Frame

The true identity of the Black Frame. An older model of the Animus series, it is equipped with Versino Alpha of the I.D.O. Mindflow System, making it an imposing enemy even for Testament; it is possible, however, for the pulse to flow backwards and kill the frame runner inside.

Raptor

Category: Orbital Frame

Unmanned OF devised by BAHRAM. Endless variations in programs, outer shell, and other options.

Mummy Head A

Category: Orbital Frame

Unmanned OF devised by BAHRAM with tremendous attack potential. Equipped with phalanx, a shooting weapon.

Mummy Head B

Category: Orbital Frame

Unmanned OF devised by BAHRAM with tremendous attack potential. Equipped with halberd, a shooting weapon.

Cyclops

Category: Orbital Frame

Unmanned OF devised by BAHRAM. Lacking in durability, but has the ability to approach its target quickly and undetected.

Ravana

Category: Orbital Frame

OF used by BAHRAM, and Ned's latest machine. Metatron in interior enables automatic self-repair. Unmanned combat mode also available. Has distinctive

hands with knives at the ends.

Grafficane

Category: Orbital Frame

OF used by BAHRAM which resembles a large praying mantis. Both hands equipped with gillius, razor-like clamps with which it seizes enemies and slices them in half.

Scarmiglione

Category: Orbital Frame

OF used by BAHRAM, same base as Grafficane. Beautiful red exterior, features cat's claw-like weapon, beatrice, for close-range combat.

Nerokerubina

Category: Orbital Frame

OF used by BAHRAM. Same class machine as the "Tyrant," but features the addition of the Mindflow System as well as extensive interior renovation to counteract the Marlblanke Effect. Equipped with gigantic bullet barrels on either hand, it excels in both long- and close-range combat. The two weapons compatible with this model are called "crime" and "punishment."

Ifrit

Category: Orbital Frame

The last of the "Animus Series," modeled after the Testament battle data found by Zephyrs in the enzyme factory. I.D.O. Mindflow System Version Gamma installed. Features the latest in OF technology. Named after the genie in the magic lamp, it fulfills Zephyrs' every desire.

Construction LEV

Category: LEV

Widely used by civilians for construction purposes, the Construction LEV has no battle features but is the only means of fighter unit for most.

Mars Angels LEV

Category: LEV

LEV driven by the Mars Angels. Exterior identical to the average LEV, but all

the Angels have customized various parts to suit their tastes. Easily discernible by pink stripe on wing.

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Cage Midwell  
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Male  
17 years old  
Blood Type O
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A kindhearted, gentle youth. Began working on board the Bonaparte III along with Ares, whom he met a year earlier. Born 17 years ago to an unknown mother on the cargo deck of the Midwell, which was smuggling illegal immigrants, Cage was raised on the ship by the Captain, who took the boy under his wing. Though he was treated well by fellow Midwell staff, Cage always harbored a feeling of loneliness and isolation in his heart, which translated into low self-esteem and overly passive behavior. When the Captain died and Midwell was deemed unfit for flight, Cage boarded Bonaparte III, where he met Ares. His new friendship with this boy, who was the same age as him and yet seemed so mature, had a profound effect on Cage, and helped him recover from his psychological wounds. However, the knowledge that he owes his rebirth to Ares has proven problematic in itself, as Cage depends on Ares entirely, and suspects that he will never be able to exist independently of him.

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Ares Enduwa  
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Male  
17 years old  
Blood Type AB
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A co-worker of Cage aboard the Bonaparte III, a colonist spacecraft linking Earth and Mars. Having already worked on Bonaparte III for 4 months when Cage first boarded a year earlier, Ares showed Cage the ropes. Something of a genius, the normally taciturn Ares met Cage late one night after work, when he was playing a "piano" that he had conjured by altering a program on a PC in the ship's lobby. Cage happened upon his impromptu concert and was so moved that he began talking to him. At first, Ares was irked by the intrusion, but he eventually gave in to Cage's perseverance and found himself, much to his own surprise, becoming Cage's friend and looking after him. Fellow Bonaparte staff dubbed the unlikely pair "The Eighth Wonder of Bonaparte."

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Myona Alderan  
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Female  
17 years old  
Blood Type A
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A mysterious girl found hiding in a storage room on board the Bonaparte III. Since the accident involving the unidentified object, she sticks with Cage and his group. Having suffered retrograde amnesia since the incident, what little personal information that is known of Myona has been pieced together based on occasional hints about her past. Though she sometimes hints at a determined and headstrong personality hidden deep inside, she is shy and rarely acts aggressively. Serious yet somehow flighty, she also seems slightly imbalanced, which may have something to do with her loss of memory....

Pharsti (Artificial Intelligence)

The "Navigation Program" installed in the vehicle boarded by Cage and Myona immediately following the Bonaparte III's collision with the unidentified object. In these days, when voice-activated OSs are a dime a dozen, he (she?) is special, incorporating highly advanced technology not found in other programs found on LEVs. What secrets could possibly lie hidden in its creation?

Seryl Shambrow

Female
16 years old
Blood Type O

A robust girl who, for some reason, speaks in street slang. Constantly aware of the fact that she is short. Has a love-hate relationship with Razma. Although she grew up in an orphanage, she displays the healthy outgoingness of someone who had a very happy childhood. In reality, her childhood was difficulty, having been subject to Ender prejudice by humans from Earth. Joined the Resistance early to regain respect for herself, and also to help ensure a happier future for her "siblings" at the institution. Lost a friend recently to some trouble associated with a romantic relationship with an Earthling human. A responsible big sister at the orphanage, underneath it all, she's just a sensitive 16-year-old.

Mebius K. Lylekraft

Female
26 years old
Blood Type B

A mature lady whose soft, kind demeanor belies her skilled, sharp strategic abilities. Mebius moved to Mars with her husband, who died in an accident while on his way to buy a toy for the couple's unborn baby; she then lost her baby (who was to be named Tia) due to a miscarriage. It was then that Mebius, despondent over the loss of her loved ones and waiting for death's embrace, met Deckson, who was conducting research into the very accident which killed her husband, in an attempt to prove that an Earthling General was responsible for the tragedy. Hurt and angry, she joined BIS, where she works alongside Deckson. It seems that Mebius has deeper feelings for Deckson than just trust, but she either does not realize this, or she is in denial as they work together and as she remains loyal to her dead husband.

Razma Cascade Jr.

=====

Male

19 years old

Blood Type A

The skirt-chasing troublemaker of BIS, he is surprisingly reliable where it counts. Somewhat childish, but also remarkably perceptive sometimes. A gifted sharpshooter with excellent hearing and eyesight. Seems to have a thing for Semyl, but nothing has materialized as of yet. His only family is his sick mother, who tells him that his father was a "high-profile Earthling"; however, they have never spoken with one another. Obsessed with the idea of the father he never met, he may have found a paternal figure in Deckson...

Tadamichi E. Yukito

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Male

24 years old

Blood Type AB

Ardent fan of and expert in old-school sci-fi, low-budget movie stars, and 20th-21st century Japanimation. Deeply involved in his own world, he is fiercely individual and mature in his self-assurance. Raised in a very proper, traditional family consisting of his father and his siblings, he ignored his family's wishes for him to join the corporate pack, stating, "Suits don't become me," and left home. The rest is history.

Warren Lumenlux

=====

Male

33 years old

Blood Type A

Prudent and overly cautious, he is often the butt of jokes; regardless, he is trusted for his knowledge and experience. A former mercenary, he always wears black sunglasses and does not speak much, giving him the aura of the "consummate professional." Once an expert gunman, he gave up his profession after an accident in which he mistakenly shot a young female hostage. Following the event, he wandered from place to place, eventually ending up in BIS on Mars. Has romantic feelings for a certain BIS member, but, not being very suave, has not yet succeeded in winning her over.

Philbright

=====

Male

17 years old

Blood Type AB

Full name "Philbright Westriverside Warehouserock XXVI." Excels in household chores such as cooking, cleaning, and laundry. Easily frazzled. Because of his long, beribboned blond hair and his high-pitched voice, he is often mistaken for a girl. Phil owes his long name to his "father," who believed an old superstition that luck comes to people with long names. He grew up in a happy family among many unrelated siblings, but tragedy struck one day when his

"father" sampled a medication which induced a sudden fit of insane violence. Confused and horrified, Phil was able to defend himself from the savage attack, but when he came back to his senses, his entire family, including his father, was dead. The manufacturer of the medicine attempted to cover up the incident and lay the blame on Phil, at which time Deckson rescued the unfortunate youth and took him under his wing. Now a BIS member support officer, he has a crush on Myona...

Deckson Geyse

Male
42 years old
Blood Type O

Founder and father figure of BIS. Believing that he merely lent a hand to the Mars Resistance movement, he does not realize the full extent of his influence in Martian politics, although he would gladly give his life to support the cause. A family man, he used to be an officer in the UNSF, where he enjoyed moderate success, but was divorced by his wife due to long work hours. Having lost his main motivation in life and besieged with guilt over his participation in the Enders, he left the UNSF and began to research the strange goings-on brought on by Earthlings, earning him both friends and foes along the way. His support base continued to grow, and eventually formed BIS.

Robin O'Connell

Female
33 years old
Blood Type O

BIS's main sponsor. Roughly 90% of BIS capital comes from the Robin Foundation, an underground group run by Robin herself. Boasting a wide network of connections and tremendous resources, the group does whatever it can to assist BIS, from procuring power source units and other parts for army machine prototypes to finding maintenance experts and catching fugitives. A beautiful but tough businesswoman-type, she is nurturing and motherly toward BIS members.

Twede Grey

Male
30s
Blood Type Unknown

Robin's secretary. Cloaked head-to-toe in black with dark glasses and black gloves, he rarely speaks and almost never reveals any of his emotions. Keen and observant, he is almost psychic in his understanding of people; he is precise and swift in his work, often getting the job done before others even think of asking him to take care of it.

Lance Jimmer

Male

Blood Type Unknown

Man of mystery. Has razor-thin slits for eyes, and is somewhat reptilian. Although he gives the impression that he is always smiling, his eyes are eerily expressionless. In fact, his face is like a creepy mask. Nobody really knows of his origins nor his motivations, but it is clear that he does not champion the Martians' cause.

Dezeele Zephyrs

Male

49 years old

Blood Type B

High-ranking officer from Earth. Has a tendency to look down on others, but will not tolerate others doing the same to him. Convinced that he is better than anyone, he is self-centered and feels no guilt for all the suffering he has caused in his career. Born to a poverty-stricken household as the youngest child, he harbors a resentment toward all people who are rewarded with money and opportunity despite a profound lack of talent. This resentment caused him to turn his talents toward getting ahead at all costs. After gaining success as a scientist, he quickly moved up the hierarchy to his current position as Lab Supervisor. While he is disliked, nobody dares cross him because he is as influential as he is unpleasant.

Ned Noachim

Male

27 years old

Blood Type O

Zephyrs' assistant. Completely lacks any sort of leadership skills, but thanks to Zephyrs, has achieved a degree of status in the army. Views Martians as subhuman and repeatedly commits racist crimes against them. Also prejudiced against woman, who find him loathsome. He attributes his complex to past experience without realizing that it's no excuse to be a pig. Used to be called "Scarface."

Bolozof Velasgo

Male

29 years old

Blood Type A

Silver-haired and lithe, with glittering eyes that hint at a soul full of malice. Cold and robotic, he escaped to Mars to avoid trouble he spawned when he permanently injured some colleagues in training. Views Martians as nothing more than slaves to be bent to his will. He follows the orders of Zephyrs, but...

Nadia Candido

=====

Female
19 years old
Blood Type A

One of Bolozof's assistants, as well as his mistress. The fact that the Martian-hating Bolozof keeps her at his side leads her to believe mistakenly that Bolozof recognizes her talent and loves her. A hard-working and earnest military employee.

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Amante Furlair
=====

Female
16 years old
Blood Type Unknown

Like Nadia, an assistant of Bolozof. Under her youthful and innocent appearance lurks the heart of a cruel, vicious demon. The wicked look in her eyes betrays something of her true nature. Numerous men have approached her, judging her wrongly by her harmless looks, only to find themselves used and dumped in the end. Looks to be about 16, but her actual age is unknown.

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Tim Frazer
=====

Male
38 years old
Blood Type A

Mars Army officer. Looks older than his years due to endless problems with the Resistance, which may have something to do with his being forever single. No star qualities, but a nice guy nonetheless. Has caught the BIS leader Deckson on a number of occasions, but has never been able to keep him. Has one half-brother.

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Cubick Noyce
=====

Female
29 years old
Blood Type B

The eldest of the "Mars Angels," she zips around space in her custom-built LEV in pursuit of eligible bachelors. She is naturally beautiful, but her looks are also a product of unthinkable effort and an arsenal of makeup. Complains a lot. Not too fond of Palme, and calls her "Ms. Palme." Height: 5'9" Favorite stone: champagne-colored fancy diamond. Dislikes: sweat. (source: Mars Angels Fan Club Newsletter)

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Palme Winston
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Female
24 years old
Blood Type AB

Introverted middle "sister" of the Mars Angels. (The Mars Angels are not related by blood.) Good-looking, but can't seem to land a boyfriend due to personality issues. Well-trained in hexes and divination, she remembers every person who has done her wrong, what they did, and when. Mysterious, but with a unique charm about her. Height: 5'6". Weight: ?? 36-27-38 Ideal Man: Aleister Crowley. Dislikes: direct sunlight. (source: Mars Angels Fan Club Newsletter)

Digit Carlyle

Female
19 years old
Blood Type O

The youngest of the Mars Angels. High-pitched voice, loudmouthed, talkative. Idolizes Cubick. Not afraid to speak her mind, even mouths off to Palme. Height: 5'4". Weight: Not telling!. 34-25-30. Likes: Anything you can eat with your hands. Dislikes: being hungry. (source: Mars Angels Fan Club Newsletter)

Ryan Stewart

Male
65 years old
Blood Type AB

CEO of the Ryan Corporation, which comes (a distant) second after NUT. Gives off a personable first impression, but has no qualms about committing heinous acts against his enemies.

Takahiro E. Yukito

Male
53 years old
Blood Type B

Father of Yukito and CEO of the Tide Company, a holding company with many subsidiaries. Wears glasses.

Johnny Irving

Male
43 years old
Blood Type O

High-ranking officer in the Mars Army. He is a pushover who was bullied into cooperating by Zephyrs. Emotionally weak, scrawny, and always has a look of consternation on his face. He and Zephyrs call each other by name, but there doesn't seem to be a real friendship between them.

Patrick Jaeger

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Male
55 years old
Blood Type A

High-ranking officer from Earth. Lets nothing escape unnoticed. He has escaped death on numerous occasions, and seems kind but is actually not as soft as he looks. His age is starting to show.

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Jordy Jones
=====
Female
11 years old
Blood Type O

Nickname "Jojo." A simple and innocent young girl from the same orphanage that Semyl grew up in. In stark contrast to her dark past, she is outgoing and free of issues. Wants to marry Cage when she grows up.

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Gilbert Kelly
=====
Male
12 years old
Blood Type B

Playful yet shy boy from the same orphanage that Semyl grew up in. Going through an awkward almost-teenager stage, he has a little crush on Semyl and dislikes all males that make passes at her.

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Pauly McLaud
=====
Male
10 years old
Blood Type A

Well-behaved child from the same orphanage that Semyl grew up in. Polite and religious, he is always carrying a crucifix.

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Raiah
=====
Male
38 years old
Blood Type Unknown

The self-styled "#1 Broker on Mars." Rumor has it he moved to Mars due to some trouble at home. Overly sensitive about the topic of his blonde-haired, well-built, family man father for some reason.

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Lewy
=====

Male
31 years old
Blood Type B

A.k.a. "Logistic Lewy." Surprisingly well-known as a mover and shaker, he specialized in petty crime, even trying to score some change off of Cage on one occasion. Perished with the rest of the staff and passengers on board Bonaparte III. Oh well.

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Urenbeck Catapult
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Derived from metatron technology, the Urenbeck catapult utilizes the distortion and potential energy of space to enable travel at great speeds through space. Because tremendous amounts of electricity and power are necessary to activate this device, it is not used for regular commercial purposes. Currently, the Catapult can be found at L2 on Earth and Deimos near Mars. There is also a catapult at the L2 on Europa near Jupiter, which is used as the gateway to the Anterior.

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LEV
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Laborious Extra-Orbital Vehicle. Developed to facilitate the building of space stations and colonies. Manned vehicle used for transportation in space.

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Ender
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Refers to an inhabitant of space in the area between Mars and Jupiter, the "end of the world" - the term connotes a country bumpkin. For Earthlings, the word is used to describe inhabitants of Mars; for Martians, it points to those living in Jupiter territory.

Orbital Frame
=====

Known as an OF. Battle unit invented and used by BAHRAM. Because it runs on the precious resource metatron, it is much faster and stronger than an LEV.

SSA (Self-Supporting Armor)
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Found on the outer shell of Orbital Frames. Derived from metatron technology, the metatron alloy coating on the exterior simultaneously gives it pliability, strength, and hardness exceeding that of ceramic components. Also able to self-repair using its own energy and metatron alloy.

Deimos Incident

Terrorist attack by anti-Earth officials of BAHRAM. The Orbital Frame, which was being tested by BAHRAM, was seized, the UNSF was assaulted, and Deimos Station was engulfed in a terrible tragedy. Since then, the Orbital Frame has become public property, and tensions between Earth and Mars have been on the rise.

Transplantation

Refers to the act of "downloading" on a metatron computer. On a von Neumann-type computer it would correspond to "file transfer," but in this case the actual circuits comprising the file are physically transported to a new location and the old circuits expunged.

NUT

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Nereidum Universal Technology. Major conglomerate which began a space development program in the early 21st century. The largest manufacturer of LEVs, as well as the inventor of the Orbital Frame. Headquarters located in Nereidum County, Mars.

Martian

Refers to those born in Martian territory.

Metatron

Considered one of the two greatest discoveries in space development, along with the LEV, this mineral ore was found on Callisto, a moon of Jupiter, in the early 21st century. Widely researched and applied in a number of different fields.

Metatron Computer

An enormous improvement upon the previously popular von Neumann digital computer, this quantum computer, which incorporates metatron-based integrated circuits, is both compact and exceedingly quick. Memory and programs are managed on a single, constantly changing set of circuits, so that both of these operations take place simultaneously and constantly. In terms of quantum physics, it operates in a different dimension.

Cage's Button

An outdated model of wearable player containing the recording of Ares' impromptu performance. Can be clipped onto one's garments for easy mobility, and includes basic features such as playing, recording, and voice memo.

Handy PC

Mobile device given to Cage by Lewy. Although small, it has the largest memory allocation in its class and can even play memories.

Debris

Floating space garbage comprised of satellites and other flotsam. Very dangerous, as it can move at speeds of up to several kilometers per second.

Burst Attack

Highly effective type of attack in which the output of the fighter unit is increased temporarily.

UCM (United Colonies of Mars)

Congregation of county representatives on Mars. There are a total of 16 counties, each corresponding to a country on Earth and each with its own governing body. The board of politicians makes decisions concerning the counties as a whole, such as the use of UC Dollars as currency.

Peacekeeping Force

The army of the United Colonies of Mars, which is actually under the direct command of the UNSF. Most members are Martians, but the force is controlled by Earthlings.

Hellespont County

One of the 16 counties on Mars. Nestled between the Hellespontos Mountain Range to the north and south and a desert to the west, the county does not play a major role in Martian affairs, but the bulk of Mars' population is concentrated there due to its proximity to the Hellas Ocean to the east.

County

Semi-autonomous political division on Mars. There are 16 counties in total.

UNSF

United Nations Space Force. Military unit composed mainly of troops from Security Council member countries. Includes the Martian Peacekeeping Force

under its jurisdiction.

Special Task Force Acemos
=====

Unit of the UNSF under the direct leader of Zephyrs. Composed chiefly of Earthlings who are especially anti-Ender.

Anti-Terrestrial League BIS
=====

Official name "Born in Space." Resistance Group founded by Deckson Geyse. Uses a complex network of underground tunnels as its secret headquarters. Supported by the Robin Foundation.

Arkjet Engine
=====

Electric power source. Used as propulsion system in LEVs.

Anti-Proton Reactor
=====

Technology which uses metatron to considerably reduce fuel consumption. The Orbital Frame owes its smallness, lightness, and power to this concept.

Pandora Frettum
=====

A region in Hellespontos; the location of the Sphere which housed Semyl's orphanage.

Animus
=====

Psychology term. Refers to deeply repressed masculine traits in females. Zephyrs uses this term as a code name for his new invention.

Ryan Corporation
=====

Ranking a distant second after NUT in the tech manufacturing industry.

Local Server
=====

Computer memory terminal. During the game, it is possible to obtain new weapons or abilities by accessing the local server.

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A.I.

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Refers to "Artificial Intelligence", or any computer in which a human-like intellect has been installed. Pharsti is an example of an A.I.

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HBC

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Hellespont Broadcasting. The largest broadcast network in Hellespontos. Owned by Yukito's father.

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BAHRAM

=====

Military unit composed of Martians living in Vacilia County. The Orbital Frame was developed as an anti-Earth weapon in Vacilia Country, where anti-Earth sentiment is stronger than anywhere else on Mars.

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Anti-stealth Sonar

=====

Mechanism which counteracts stealth, weakening it or negating it entirely. In this game, it will activate within a set distance from the enemy.

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Robin Foundation

=====

Patron of BIS, having donated 90% of BIS capital. The "Foundation" is actually just a front for an elusive underground group - which, while not an official corporation, boasts impressive financial connections and influences. Also supports other groups besides BIS.

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Vacilia County

=====

Home county of BAHRAM.

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Malgalityfel

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Refers to Malgalityfel County, the central county on Mars.

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West Hellas

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Largest Nest of Hellespontos, located near the shores of the Hellas Ocean.

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Nest

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A gathering of Spheres.

Sphere

Dome-encapsulated city on Mars.

Oxygen Plant

Terraforming facility that supplies oxygen to Spheres and Nests.

Module

A type of life-sustaining structure found on Mars. Rendered obsolete due to the widespread construction of Spheres.

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|6VSPDS+                               6. Version Updates           +6VSPDS|
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02/06/05 Version Final 161 KB

- Got the Battle Section done.
- Got the 24/25 Scene Path done.

31/05/05 Version 1.9 157 KB

- Got all Character Reference done.
- Got all Terminology done.

29/05/05 Version 1.8 144 KB

- Got all of the MechReference done.
- Got about half of the CharacterReference done.

28/05/05 Version 1.7 121 KB

- Done the Bad Ending Path.

27/05/05 Version 1.6 106 KB

- Done up to Waves on the Bad Ending Path.

25/05/05 Version 1.5 96 KB

- Good Ending Path done.

23/05/05 Version 1.4 90 KB

- Walkthrough done up to and including the Fulfillment of a Promise scene.

21/05/05 Version 1.3 61 KB

- Walkthrough has been done up to and including Zephyrs' End.

18/05/05 Version 1.2 36 KB

- Walkthrough has been done up to and including Downtown Riots.

17/05/05 Version 1.1 26 KB

- Got up to and including the Semyl's Orphanage mission completed.

- Started the FAQ.
- Got the ASCII down.
- Up to and including Hospital/Sphere mission completed.

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Contact

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Before emailing me, read this;

- Please do NOT email me questions that are CLEARLY answered in the FAQ. I will not bother to answer if you do so.
- Do NOT ask a question on something that I have yet to do (which of course, does not apply once the entire guide is done).
- PLEASE use at least a semi-assed effort at grammar and spelling. I cannot read incoherent letters and be expected to reply.

yamishuryou AT gmail DOT com

~~~~~

Thanks to...

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- Dan Engel for at least making an FAQ for this game. Despite it being one of the better Konami games for the GBA, it seems to have gotten largely ignored.
- LivingNightMare185 for the ASCII.

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