



|  |      |
|--|------|
| 21) A Faint Light From the Depths..... | SC21 |
| '--Nosferatu.....                      | EX07 |
| 22) Heaven-Bound Wings.....            | SC22 |
| '--Violated Wishes.....                | EX08 |
| 23) Fulfillment of a Promise.....      | SC23 |
| '--God Save Us!.....                   | EX09 |
| 24) Pharsti.....                       | SC24 |
| '--Promised Reunion.....               | EX10 |
| 25) Reunion.....                       | SC25 |

|   |      |
|---|------|
| IV. MECH REFERENCE . . . . .              | MCHR |
| V. CHARACTER REFERENCE . . . . .          | CHRR |
| VI. TERMINOLOGY FILE . . . . .            | TRMN |
| VII. FREQUENTLY ASKED QUESTIONS . . . . . | FAQZ |
| VIII. UPDATES + THANKS . . . . .          | UPDT |
| IX. LEGALITY . . . . .                    | LGLT |

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## I. CONTROLS

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- D-PAD -----> Battlefield/menu movement; IBS evasion/attacking
- START -----> Zoom-out to show ally/enemy unit placements
- SELECT -----> n/a
- A-BUTTON ---> Confirm selection / action button
- B-BUTTON ---> Cancels selection
- R SHOULDER -> Cycle allied units
- L SHOULDER -> Cycle enemy units

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## II. TH' BASICS

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.------.
| i. BATTLING |-[BTLG]
'-----'
  
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Battling is surprisingly simple in this game. After an enemy has been chosen as a target, a 'status screen' shows up that tells who's doing the attacking, who's being attacked, the Hit %, the damage that will be dealt, HP values, and such.

One of the tabs at the bottom is 'IBS', which is the main method of attack. This can be toggled off with the R Shoulder button, but only on the status screen. This has two outcomes:

\* Turning it on allows for first-person mode, and the player can manually evade the enemy's attacks. The easiest method of doing this is rotating the d-pad in circles or loop-de-loop patterns, which ensures beyond most chances that no damage is sustained. This also makes the difficulty very easy, but later on when enemy numbers are 15+, that difficulty won't be missed.

\* Toggling the IBS off means that attacks are based off the "Hit %" stat displayed on that battle status screen. Mathematically calculating the attacks makes for faster battles (slightly), but also means that ally positioning is far more important. The battle also becomes unbearably hard later on, when 15+ enemies can attack in one turn. Without the manual evade...well...

When an ally chooses an enemy to attack, in that first-person mode (if IBS is turned on), a new screen comes up. It contains a background, the enemy mech moving around, and a reticle (crosshairs) that the player's to move. A time limit appears for the player to move the reticle over the mech and press the action button (A) to fire. If it's on the mech it will inflict damage shown on the status screen; if not, the enemy'll evade. There's also a tiny red 'dot' that appears on the mechs, and this signifies the weak spot. If the reticle happens to fire on it, it'll do about 150% damage. The size and number vary for the enemies.

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One more thing. Attacks use up Ammo, Spirit, and Energy. Ammunition is how many times the attack can be fired before it can't be used; Spirit is a requirement that comes through defeating enemies (+5 per) or via storyline events; Energy starts out at maximum and decreases as some skills use it up. If there's a shortage in any of these categories, use a mech's "Supply" ability to refill all to full.

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| ii. LEVs |-[LVS1]
'-----'

```

#### CAGE'S LEV / TESTAMENT

| ATTACK           | ATK  | RNG | HIT | AMMO | SPRT | ENRGY | STUN | TYPE   |
|------------------|------|-----|-----|------|------|-------|------|--------|
| Tear Bullet      | 800  | 2~5 | -05 | ---- | ---- | ----- | Yes  | Shootr |
| Tear Blast       | 1100 | 2-5 | -05 | ---- | ---- | ----- | Yes  | Shootr |
| Rusty Lancer (>) | 900  | 1   | +10 | ---- | ---- | ----- | No   | Fightr |
| Rusty Cutter (>) | 1200 | 1   | +10 | ---- | ---- | ----- | No   | Fightr |
| Soulshooter (>)  | 1400 | 1   | +10 | ---- | 10   | 30    | No   | Fightr |
| Soulsection (>)  | 1700 | 1   | +10 | ---- | 10   | 30    | No   | Fightr |
| Ray Disaster     | 1400 | 2~5 | 7 0 | ---- | 10   | 30    | No   | Shootr |
| Nail Laser       | 1600 | 2~4 | +10 | 02   | 05   | ----- | No   | Shootr |
| Halberd          | 1700 | 1~6 | 7 0 | 02   | 15   | ----- | No   | Shootr |
| Comet            | 1800 | 2~5 | +15 | ---- | 15   | ----- | Yes  | Shootr |
| Shock Hi-Low     | 2000 | 2~3 | +10 | 01   | 20   | ----- | No   | Shootr |

- \* Ray Disaster obtained in Scene 05 [Always]
- \* Nail Laser obtained in Scene 07 [L Server]
- \* Halberd obtained in Scenario 10 [L Server]
- \* Comet obtained in Scene 12 / 13 [L Server]

- \* Tear Blast replaces Tear Bullet in Scene 17 [Always]
- \* Rusty Cutter replaces Rusty Lancer in Scene 17 [Always]
- \* Soulshooter becomes Soulsection in Scene 17 [Always]
- \* Shock Hi-Low obtained in Scenario 19 [L Server][Path B]
- \* Shock Hi-Low obtained in Scenario 20 [L Server][Path A]

CALIBURNUS

| ATTACK          | ATK  | RNG | HIT | AMMO | SPRT | ENRGY | STUN | TYPE   |
|-----------------|------|-----|-----|------|------|-------|------|--------|
| Laser Blade (>) | 800  | 1   | +05 | ---- | ---- | 02    | No   | Fightr |
| W Beam Cannon   | 1100 | 2~5 | +10 | ---- | ---- | 05    | No   | Shootr |
| Missile         | 1300 | 3~5 | -05 | 05   | ---- | ----- | Yes  | Shootr |
| Star Carnival   | 1500 | 2~4 | +10 | 03   | 05   | ----- | No   | Shootr |
| 360 Attack      | 1600 | 2~3 | 7 0 | 01   | 10   | ----- | No   | Shootr |

- \* 360 Attack obtained in Scene 12 [Always]

DREIZEHN

| ATTACK          | ATK  | RNG | HIT | AMMO | SPRT | ENRGY | STUN | TYPE   |
|-----------------|------|-----|-----|------|------|-------|------|--------|
| Laser Blade (>) | 800  | 1   | +05 | ---- | ---- | 02    | No   | Fightr |
| Long Rifle      | 900  | 3~7 | +15 | ---- | ---- | 02    | No   | Shootr |
| Grenade         | 1200 | 2~3 | -10 | 06   | ---- | ----- | Yes  | Shootr |
| Calamity Kiss   | 1300 | 3~7 | +15 | ---- | 05   | 30    | No   | Shootr |
| Bouquet         | 1700 | 2~3 | 7 0 | 01   | 10   | ----- | No   | Shootr |

- \* Bouquet obtained in Scene 12 [Always]

BLADE / CALIBUR

| ATTACK      | ATK | RNG | HIT | AMMO | SPRT | ENRGY | STUN | TYPE   |
|-------------|-----|-----|-----|------|------|-------|------|--------|
| Beam Cannon | 900 | 1~5 | +10 | ---- | ---- | 06    | Yes  | Shootr |

- \* Beam Cannon base attack becomes '1300' during Scene 18 [Always]
- \* Beam Cannon base range extends by one during Scene 18 [Always]

EDGE

| ATTACK       | ATK  | RNG | HIT | AMMO | SPRT | ENRGY | STUN | TYPE   |
|--------------|------|-----|-----|------|------|-------|------|--------|
| 155mm Cannon | 1000 | 1~5 | +10 | 20   | ---- | ----- | No   | Shootr |

JUSTEEN

| ATTACK          | ATK  | RNG | HIT | AMMO | SPRT | ENRGY | STUN | TYPE   |
|-----------------|------|-----|-----|------|------|-------|------|--------|
| Handgun         | 600  | 1~5 | -05 | 20   | ---- | ----- | No   | Shootr |
| Laser Sword (>) | 1100 | 1   | +15 | ---- | ---- | 02    | No   | Fightr |

|                  |      |     |     |      |      |       |     |        |
|------------------|------|-----|-----|------|------|-------|-----|--------|
| Burn Stormer (>) | 1400 | 1   | +05 | ---- | 05   | 30    | No  | Fightr |
| R-Blade Kick (>) | 1700 | 1   | +15 | 01   | 10   | ----- | No  | Fightr |
| ZZ Grenade       | 1800 | 2~3 | +15 | 01   | ---- | ----- | Yes | Shootr |

\* R-Blade Kick obtained in Scene 12 [Always]

#### ORCRIST

| ATTACK              | ATK  | RNG | HIT | AMMO | SPRT | ENRGY | STUN | TYPE   |
|---------------------|------|-----|-----|------|------|-------|------|--------|
| Split Sword (>)     | 1000 | 1   | +05 | ---- | ---- | ----- | Yes  | Fightr |
| Elfin Bow           | 1200 | 2~6 | +15 | ---- | ---- | ----- | No   | Shootr |
| Moon Ballista       | 1600 | 2~6 | +05 | ---- | 10   | 50    | No   | Shootr |
| Bounder             | 1700 | 2~5 | +10 | ---- | ---- | ----- | No   | Shootr |
| Chevalier Lance (>) | 1800 | 1~6 | +05 | 02   | 15   | ----- | No   | Shootr |

\* Bounder obtained in Scene 10 [L Server]

\* Chevalier Lance obtained in Scene 20 [L Server][Path B]

\* Chevalier Lance obtained in Scene 22 [L Server][Path A]

#### DURANDAL II

| ATTACK        | ATK  | RNG | HIT | AMMO | SPRT | ENRGY | STUN | TYPE   |
|---------------|------|-----|-----|------|------|-------|------|--------|
| Blade Cannon  | 800  | 2~3 | -05 | ---- | ---- | ----- | No   | Shootr |
| Absolute (>)  | 1300 | 1   | +10 | ---- | ---- | ----- | Yes  | Fightr |
| Gauntlet      | 1700 | 1~6 | +10 | 02   | 10   | ----- | No   | Shootr |
| Avelcaine (>) | 1800 | 1   | +05 | ---- | 10   | 50    | No   | Fightr |
| Slashboom     | 1900 | 2~3 | +05 | 02   | 15   | ----- | No   | Shootr |

\* Gauntlet obtained in Scene 07 [L Server]

\* Slashboom in Scenario 12 / 13 [L Server]

#### VJAYA

| ATTACK          | ATK  | RNG | HIT | AMMO | SPRT | ENRGY | STUN | TYPE   |
|-----------------|------|-----|-----|------|------|-------|------|--------|
| Claw Knives (>) | 1100 | 1   | +10 | ---- | ---- | ----- | No   | Fightr |
| Beam Web        | 1100 | 2~5 | +10 | ---- | ---- | ----- | Yes  | Shootr |
| Bloodsucker     | 1500 | 1   | +05 | ---- | 10   | 30    | No   | Fightr |
| Reticulator     | 1500 | 2~5 | 7 0 | ---- | 10   | 30    | No   | Shootr |
| Geyser (>)      | 1600 | 1~2 | +10 | ---- | 10   | ----- | Yes  | Shootr |
| Tri-Laser       | 1800 | 2~4 | +05 | 01   | 15   | ----- | No   | Shootr |

\* Geyser obtained in Scene 11 [L Server]

\* Tri-Laser found in Scene 15 [L Server][Path A/B]

-----  
 | iii. Split Path |-[SPLT]  
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During the course of Scene 12, the player has a 'hidden' option to change the storyline completely. The name is "Between Good and Evil," and during this

scenario, there are a bunch of unmanned drones let loose and Cage's team has to kill some with temporary allies, the Mars Angels. Here's where the path'll split: if Cage's team kills the most, this leads to 'Path A'; if the Angels destroy the most, this leads to 'Path B'. Note that the game doesn't describe the paths like this, but it's for clearer reference. From Chapter 14 on, the scenario lineup will change like so:

[PATH A]

- 15) The Darkness That Came From Light
- 16) Uncertain Future
- 17) Rebirth
- 18) Dark Half
- 19) Clawing the Red Earth
- 20) Missing Line
- 21) A Faint Light From the Depths
- 22) Heaven-Bound Wings
- 23) Fulfillment of a Promise
- 24) Pharsti
- 25) Reunion

[PATH B]

- 15) Cracks
- 16) Paradise Lost
- 17) A Bow Drawn
- 18) Hearts in Harmony, Hearts in Strife
- 19) Waves
- 20) Island of Destiny
- 21) Nosferatu
- 22) Violated Wishes
- 23) God Save Us!
- 24) Promised Reunion

Both paths have one extra 'scenario' that is purely story text after the end of the game, but regardless, Path A has the most chapters with twenty-six.

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.------.
| iv. Enemy Cash |-[NCSH]
'------'

```

| -----.       |        |   |
|--------------|--------|---|
| Sec. LEV A   | \$100  | Lemme say a couple things about the game's cash   |
| Sec. LEV B   | \$100  | flow:   |
| Unmanned A   | \$200  |   |
| Reg. LEV A   | \$300  | * Defeating enemies is the main source of making  |
| Reg. LEV B   | \$300  | cash. This is also the ONLY consistant way of     |
| Ned LEV      | \$500  | getting capital, so even when the missions call   |
| Raptor       | \$600  | for quick exits, don't hesitate to skim some \$\$ |
| LEV A a      | \$800  | off the surface if it's easy pickins.             |
| LEV B a      | \$800  |   |
| LEV C a      | \$800  | * Sometimes after battle an amount of capital is  |
| Unmanned B   | \$800  | earned. This is rare and often only after some    |
| Cyclops      | \$800  | conditions have been met, so don't count on it    |
| Mummy Head   | \$800  | being a steady paycheck or anything.              |
| Bizac        | \$1000 |   |
| Bizac S      | \$1500 | * All enemy cash drop figures listed cover both   |
| Ravana       | \$2000 | Path A & B, with all enemies listed on there.     |
| Ifrit        | \$2000 |   |
| Scarmiglione | \$2000 | * All enemies listed have the same drops, even if |
| Grafficane   | \$2000 | they are unmanned or something. Fr'instance, the  |
| HarutMarut   | \$3000 | unmanned Grafficane would have the same \$\$ drop |
| HarutMarut2  | \$3000 | as the one piloted by...well, play the game and   |
| Nerokerubina | \$3000 | find out. =)                                      |
| Iblis        | \$4000 |   |

-----' Hope you enjoyed Accounting 101!

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.------.
| v. Tips and Tricks |-[TPTR]
'------'

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<> Killing all enemies really benefits a person in the long run, especially when the game pumps up the 'difficulty' and sends in a lot more enemies

than usual. This is also a constant source of cash and OFs only gain up'd stats through battle, so there's no reason to leave any unless a specific objective is on a timer.

<> Boss (special) units are a very easy source of experience, and attacking one is basically a guaranteed level-up if an ally's lower in level. This is very important for units who've been lagging behind, as even craptastic attacks like 'Handgun' get 100+ EXP.

<> Always scan a new battlefield for an 'L Server' (local server). Moving an OF to this space will give new offensive abilities and/or passive traits to those crafts at the end of battle. These are also MISSABLE and since uploading's the only way to make OFs learn new abilities, why would you miss out?

<> When in 'IBS' mode, whether attacking or being attacked, move the reticle (crosshairs) around in circles or the periphery of the screen. This will often evade normal enemy attacks, but for boss enemies, more rapid tactics will probably be called for (quicker circles).

<> Unless you know what you're doing, or the walkthrough says so, never leave all regular enemies alone and just attack a boss. Countless times, there'll be another phase right after that with new enemies, and the old ones aren't going to leave for it. To reduce the burden, at least make an effort to get SOME foes off the field.

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### III. WALKTHROUGH (SCENARIOS)

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Just a few things about this stuff:

- \* It's spoiler-free for the most part. No big plot events are revealed and I'm not going to really bother touching base on the dialogue that happens in between fights...not much, anyway. Just a scene setup at the beginning.
- \* You don't have to follow my instructions exactly, mostly because strategy RPGs don't have one way to win. But, I write in a way that collects all of the items/skills, so those will be used in further scenes.

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### SCENE 01 - ON THE BATTLE GOD'S PALM

[SC01]

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After some scenes on the Bonaparte III spaceship, the game's protagonist is introduced (Cage) and he finds himself within a mysterious LEV mech. Its AI system notifies him an enemy is nearby and it's time to go mano e mano.

|   |  |  |  |  |                   |  |  |  |  |
|---|--|--|--|--|-------------------|--|--|--|--|
| o-----o   |  |  |  |  |                   |  |  |  |  |
| VICTORY CONDITIONS: Destroy Black Frame               |  |  |  |  |                   |  |  |  |  |
| FAILURE CONDITIONS: Cage's Frame Destroyed            |  |  |  |  |                   |  |  |  |  |
| o-----o   |  |  |  |  |                   |  |  |  |  |
|   |  |  |  |  | .-----.           |  |  |  |  |
|   |  |  |  |  | PWR   RANGE   HIT |  |  |  |  |
| .-----.   |  |  |  |  |                   |  |  |  |  |
| ENEMY   LV   HP     Rusty Cutter (>)   1250   1   7 0 |  |  |  |  |                   |  |  |  |  |

```

|-----+-----+-----| |-----+-----+-----+-----|
| Black Frame      | 01 | 2500 | | Venom Rain      | 1250 | 2~5 | +10 |
'-----'-----'-----' | '-----'-----'-----'-----'

```

This is the first battle of the game, so it's, of course, a semi-tutorial on playing. Select Cage's (blue) frame and move it to a grid square adjacent to the red (enemy) unit. It doesn't matter if you attack from behind, front, or the sides -- there is no extra damage dealt from different vantage points. A menu will come up; choose 'Attack' to bring up a skill select screen. At the current time, only Rusty Lancer is available to be used. Select the enemy as the target.

At this point, first-person mode will come up ("IBS") and the player can move a reticle (crosshairs) on the enemy, which will be trying to evade the coming attack. Press the A-button when the black frame is in the crosshairs to knock it around and inflict damage; if it's not in the crosshairs when A-button's pressed, the target evades the damage.

Note that there is a little 'dot' on the enemy when in the crosshairs? This's of little importance in a general sense, but if you move the reticle's center on it and press the A-button, a critical hit will be dealt, inflicting around 150%+ more damage than usual.

Either way, the frame's turn will come and Cage will have to try his hand at evasion. This is, quite simply, quite simple! Unless the "IBS" is turned off on accident (Press left shoulder button at matchup screen to toggle back on), the enemy cannot hit 100%.

Okay, onto evading -- this is done by moving the reticle, which represents the frame Cage is in, around out of the enemy's path. It will "shoot" reticles of its own in an attempt to lock-on before the timer is up. Simply move Cage's reticle around in circles or on the periphery/border of the window to evade the black frame's attacks. It takes a bit of practice, but once you've gotten it down, the entire game's a lot easier.

Back on the battlefield screen, choose a vacant square with the A-button and select "Phase End" to switch to the enemy's turn. Two hits will kill Cage, but three hits to the black frame ends the battle. Whew!

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Afterwards, Mars' gravitational field takes hold and sends the LEV down, down to the red planet... Save if you want and continue.

---

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SCENE 02 - PERPETUAL MOTION [SC02]

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After some hijinx at the Hellespontos prison, everyone escapes with the help of a new friend -- Deckson! But, as usual, there are some police LEVs that're hellbent on stopping the escape. JAILBREAK!

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy      |
| FAILURE CONDITIONS: Cage's Frame Destroyed |
o-----o
.----- .----- .-----
| PWR | RANGE | HIT |
.----- .----- .-----+-----+-----+-----|

```



|            |    |      |                 |     |     |     |
|------------|----|------|-----------------|-----|-----|-----|
| ENEMY      | LV | HP   | Laser Blade (>) | 450 | 1   | +10 |
| Sec. LEV A | 01 | 1600 | Handgun         | 500 | 1~4 | 7 0 |
| ENEMY      | LV | HP   | Laser Blade (>) | 450 | 1   | +10 |
| Sec. LEV B | 01 | 1600 | Machine Gun     | 600 | 2~4 | 7 0 |

Two enemies to take care of this time, but they're far away from Cage this time around. I'll let you in on a tip: enemies can move and attack only when they can get close enough to do an adjacent attack; they CANNOT move and do a long-range attack. Thus, choose to "Phase End" immediately and let them come towards you, giving you the first attack of sorts. Then, use Tear Bullet (the long-range attack) and make them waste another turn approaching! No matter the route taken, attacking and evading are the same as usual and won't change too much... Just make sure the crosshairs are on any part of the enemy when the A-button's pressed to inflict the damage. Luckily, Cage's LEV will be a lot faster than the enemy, resulting in less time for them to try and lock-on with attacks.

When the two enemy vehicles are scrapped, the battle changes to a second and last phase...

|   |    |      |                 |     |       |     |
|---|----|------|-----------------|-----|-------|-----|
| VICTORY CONDITIONS: Direct Blade to Destination |    |      |                 |     |       |     |
| Obliterate enemy                                |    |      |                 |     |       |     |
| FAILURE CONDITIONS: Cage's Frame Destroyed      |    |      |                 |     |       |     |
| Blade destroyed                                 |    |      |                 |     |       |     |
|   |    |      |                 | PWR | RANGE | HIT |
| ENEMY [x4]                                      | LV | HP   | Laser Blade (>) | 450 | 1     | +10 |
| Sec. LEV A                                      | 01 | 1600 | Handgun         | 500 | 1~4   | 7 0 |

\* NOTE: Frazer's LEV is Lv. 3

|            |    |      |                 |     |     |     |
|------------|----|------|-----------------|-----|-----|-----|
| ENEMY [x4] | LV | HP   | Laser Blade (>) | 450 | 1   | +10 |
| Sec. LEV B | 01 | 1600 | Machine Gun     | 600 | 2~4 | 7 0 |

There are now eight enemies here, but three new allies have appeared! Deckson has some allies who've come to help him out, and the player can control all three of their LEVs, now. I'll introduce 'em:

- \* Dreizehn (Razma) - Long-range capabilities, sucks in close-range combat
- \* Caliburnus (Semy1) - Medium at all combat types, but has poor movement
- \* Blade (Phil) - Has decent move and healing ability; sucks at fighting...

The 'objective' is to move Phil's vehicle Blade west to that green-glowing tile that marks the exit. However, you'll also remember that killing enemies will also win this thing...and defeating enemies is about the only way to get extra upgrade cash in this game, so defeat all of them!!! Pay attention to the surrounding geography and take advantage of the DEF and/or ESC bonus that it gives (buildings give the best).

Here's another tip you won't get: Cage's LEV can only be upgraded through the heat of battle! So, let him take care of the enemies in the east and keep Blade on-hand to heal up, if you're still getting the bearings of evasion. Just know that Blade's not meant for fighting and has poor stats in that area, making the battle timer longer than normal (but that's about all).

Oh, and Deckon's Sec. LEV A vehicle will 'shoot' crosshairs at a faster rate and have a better chance at catching Cage if he's slow at getting outta the way.

```

o-----o
| OBTAIN: Repair kit1 |
o-----o

```

---

Afterwards, it's off to Deckon's BIS base...hopefully, with \$2000 earned in the previous encounters... Use the 'Garage' function to upgrade the LEVs health, ammo, weapon power, etc. If you want a good guideline:

Dreizehn -> Laser Blade, Long Rifle  
 Caliburnus -> Laser Blade, W Beam Cannon/Missile

Don't bother with Blade, since it's attack power will always suck compared to the rest...and you can only do two upgrades with that prospective \$2000. Just play on each ally's strengths for the best effect.

REMEMBER: Vehicles listed under 'Garage' will NOT upgrade in battle! Ever!

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SCENE 03 - A HOPELESS HOPE

[SC03]

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It appears that UNSF is attacking a hospital, as Phil says. And, despite what you may think, Phil is indeed male -- yeah, weird! Either way, it's off to a sphere (domed town) where this is located.

```

o-----o
| VICTORY CONDITIONS: Approach hospital with Edge |
|                               Obliterate enemy   |
| FAILURE CONDITIONS: Edge destroyed               |
|                               Cage's Frame Destroyed |
o-----o

```

|            |    |      |                 | PWR | RANGE | HIT |
|------------|----|------|-----------------|-----|-------|-----|
| ENEMY [x4] | LV | HP   | Laser Blade (>) | 450 | 1     | +10 |
| Reg. LEV A | 03 | 1800 | Machine Gun     | 600 | 2~4   | 7 0 |

Yukito will join this battle with his own mech, Justeen. It excels at kicking stuff and close-range fighting mostly; its 'Handgun' attack is incredibly bad and weak, doing pitiful damage throughout the game. Still has its uses, to be sure... Edge, driven by Deckson, also appears here, and is Blade-like but has a better weapon (it can refill ammo and such with 'Supply' command). Razma is not present, however.

In the northwest corner's the hospital, and to start off, Edge's supposed to move there. Move in that direction just so you're near to the fighting, and destroy the enemies that approach. Leave one enemy alive, though, so Edge'll be able to find the destination. Any enemies left standing will appear for the second phase of the battle. But, if you kill all of them before Edge gets to the parking lot, you lose out on the \$1000 extra bonus reward at the end.

Once the hospital's reached or all enemies are destroyed, Ned appears to do battle with ye rascallions...

```
o-----o
| VICTORY CONDITIONS: Destroy Ned LEV |
| FAILURE CONDITIONS: Edge destroyed |
|                               Cage's Frame Destroyed |
o-----o
```

```
.....
| ENEMY          | LV | HP   | | Laser Blade (>) | 900 | 1 | +10 |
|-----+-----+-----| | Beam Gun        | 1000 | 2~5 | 7 0 |
| Ned LEV        | 10 | 3000 | | Death Rave (>)  | 1150 | 1 | 7 0 |
|-----'-----'-----'-----'-----'-----'
```

Still kinda easy, especially if you started the turn by reaching the hospital or killing the last enemy -- everyone will have their turns! Razma will have one regardless, but... Either way, Ned attacks faster than any normal enemy, so if you STILL haven't gotten the hang of evading (move the reticle in very fast circles!!!), keep Blade on-hand to do some healin'.

Attacking Ned with any vehicle is basically a guaranteed upgrade, so crappy skills like 'Handgun' are good in this case for squeezing experience out for those purposes. Ned can do some damage, but if there are a few people nearby, there's really no reason to fret. Bum-rush the fool! If you evade all of his attacks, he won't be able to use his 'Death Rave' attack which requires +5 Spirit.

```
o-----o
| OBTAIN: Supply pack1 |
| OBTAIN: $1000 Capital |
o-----o
```

Note that the \$1000 only comes if Edge went to the parking lot in the first part of the battle. The supply pack comes as a reward no matter what. Oh, and if you're wondering what to upgrade on Justeen now that he's a permanent part of the BIS crew, go for close-range skills. Don't bother upgrading Handgun, 'cause it's a piece of crap and always will be no matter what.

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SCENE 04 - DOUBLE-EDGED SWORD

[SC04]

~~~~~

Ares, Cage, and Myona are now official BIS members! Deckson suggests going to meet the organization's main financial backer, but there's some disruptive stuff happening in the sphere where s/he's located. Nedfight II!

```
o-----o
| VICTORY CONDITIONS: Go to facility entrance with Edge |
| FAILURE CONDITIONS: Edge destroyed |
o-----o
```

| Cage's frame destroyed |    |      |                 |     |       |     |  |
|------------------------|----|------|-----------------|-----|-------|-----|--|
|                        |    |      |                 | PWR | RANGE | HIT |  |
| ENEMY [x3]             | LV | HP   | Laser Blade (>) | 500 | 1     | +10 |  |
| Reg. LEV A             | 03 | 1800 | Machine Gun     | 500 | 2~4   | 7 0 |  |
| -----                  |    |      |                 |     |       |     |  |
| ENEMY [x2]             | LV | HP   | Laser Blade (>) | 700 | 1     | +10 |  |
| Reg. LEV B             | 03 | 1800 | Missile         | 800 | 3~5   | -05 |  |

First turn, head northeast to close the distance between the factory entrance tile. Turn #2 has the rest of the allies coming in, with Cage stepping back into his own LEV (Ned disappears for a moment). The allies on the eastern edge of town (Razma, Semy1, Yukito) should fortify themselves in some buildings and wait for the enemy to approach. Try to take out the Reg LEV B's first, since their attacks are far better than the other types (plus they have same HP). You don't lose out on any items if you kill the enemies before Edge reaches the green tile, mind you.

| VICTORY CONDITIONS: Destroy Ned LEV |    |      |                 |          |       |     |     |
|-------------------------------------|----|------|-----------------|----------|-------|-----|-----|
| FAILURE CONDITIONS: Edge destroyed  |    |      |                 |          |       |     |     |
| Cage's frame destroyed              |    |      |                 |          |       |     |     |
|                                     |    |      |                 | PWR      | RANGE | HIT |     |
| ENEMY                               | LV | HP   | Laser Blade (>) | 900      | 1     | +10 |     |
|                                     |    |      |                 | Beam Gun | 1000  | 2~5 | 7 0 |
| Ned LEV                             | 10 | 3000 | Death Rave (>)  | 1150     | 1     | 7 0 |     |
| -----                               |    |      |                 |          |       |     |     |
| ENEMY [x6]                          | LV | HP   | ATTACK          | PWR      | RANGE | HIT |     |
| Unmanned A                          | 05 | 1400 | Beam Gun        | 1000     | 1~3   | 7 0 |     |

A new character (Mebius) will show up in her L&A (land and air) LEV, which is similar to Cage's in that its skills go rise in power when achieving an upgrade in battle. She's mostly a long-range attacker, and her Elfin Bow is a very fearsome ability...for the enemy. ^\_\_~

Ned will get +5 Spirit automatically, allowing him to use 'Death Rave' right off the bat, so you'll want to let him approach an ally and gang up on him when possible. But, those Unmanned A enemies are pieces of crap and eat damage like it's chocolate-flavored, so build up some extra cash taking those out if possible. They just happen to be a little smaller and faster than normal mechs but that shouldn't factor in too much. Since Ned'll probably attack the east allies first, move Mebius/Edge down a bit so that everyone can do long-range projectiles in a mini pre-emptive.

---

Ned escapes with an unfamiliar woman, but things appear to be alright now...

o-----o  
 | OBTAIN: Booster1 ! |

~~~~~

SCENE 05 - A VOICE FROM FAR, FAR AWAY

[SC05]

~~~~~

Seems someone is holding orphanage kids hostage at Semyl's former sphere, so it's off to save the day 'n' stuff.

```

o-----o
| VICTORY CONDITIONS: ??? |
| FAILURE CONDITIONS: Attack enemy LEVs |
|           Cage's frame destroyed |
o-----o

```

|       |    |      |                 | PWR | RANGE | HIT |
|-------|----|------|-----------------|-----|-------|-----|
| ENEMY | LV | HP   | Laser Blade (>) | 450 | 1     | +10 |
| Jojo  | 01 | 1600 | Handgun         | 500 | 1~4   | 7 0 |

|                |    |      |                 |     |     |     |
|----------------|----|------|-----------------|-----|-----|-----|
| ENEMY [x2]     | LV | HP   | Laser Blade (>) | 450 | 1   | +10 |
| Pauly, Gilbert | 01 | 1600 | Machine Gun     | 600 | 2~4 | 7 0 |

Attacking the kids' frames will result in a game over, so don't bother just yet. Have everyone head straight north for two turns and wait; on the third turn, a new member (Warren) will appear in the Durandal II LEV, saying he'll disable the bombs.

```

o-----o
| VICTORY CONDITIONS: Destroy all bomb-free LEVs |
| FAILURE CONDITIONS: Durandal II destroyed |
|           Cage's frame destroyed |
o-----o

```

|         |    |      |                 | PWR  | RANGE | HIT |
|---------|----|------|-----------------|------|-------|-----|
| ENEMY   | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| Ned LEV | 10 | 3000 | Death Rave (>)  | 1150 | 1     | 7 0 |

Warren's mech, Durandal II, is a close-range fighter and is a heckuva good one at that. Its 'Absolute' attack is a powerful physical attack that's also got a chance of stunning the enemy, and he can use it every turn, too! The 'Avelcaine' ability is even better, and can probably OHKO most of the enemy LEVs he encounters.

To complete the objectives, move the Durandal II next to one of the three 'enemy' LEVs to disable the bomb; then, attack that vehicle to destroy it. Simple as, huh? If an enemy moves next to Warren, he'll also disable it, and that's reason enough to put him in the fray where he belongs. Ned also appears at this second phase, but attacking him will result in a game over if all LEVs aren't bomb-free, so stave off until then.

When all LEVs are destroyed, Ares shows up in a new OF called 'Vjaya.' It's

got two long-range and close-up attacks, so it should be fairly versatile for battle now. Note that its weapon skills only raise through battle upgrades!

```

o-----o
| VICTORY CONDITIONS: Destroy Ned LEV          |
| FAILURE CONDITIONS: Cage's frame destroyed    |
o-----o

```

|            |    |      |                 | PWR  | RANGE | HIT |
|------------|----|------|-----------------|------|-------|-----|
| ENEMY [x4] | LV | HP   | ATTACK          | PWR  | RANGE | HIT |
| Unmanned A | 05 | 1400 | Beam Gun        | 1000 | 1~3   | 70  |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 500  | 1     | +10 |
| Reg. LEV A | 04 | 1800 | Machine Gun     | 500  | 2~4   | 70  |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 700  | 1     | +10 |
| Reg. LEV B | 04 | 1800 | Missile         | 800  | 3~5   | -05 |

The above (^) enemies will join Ned, who receives +10 Spirit to start off the battle. Given the addition of two new powerful L&A mechs, the enemies should be quick to die, given that Reticulator, Avelcaine, Elfin Bow, and similar ones can basically OHKO. As before, attacking Ned is basically a guaranteed upgrade, so if you surround him with agile LEVs, you can use crap attacks like Blade's Beam Cannon and Yukito's Handgun to leech easy experience for themselves. Ned basically relies on Death Rave (close-range), so combat it with long-range strikes.

---

Once Ned is defeated, Cage's LEV will become 'Testament,' an L&A type that is better than before. It should've been kinda obvious if you consider how all the other types use battle upgrades, and Cage's LEV was a Land type.... Oh, well! He's now got the 'Ray Disaster' ability as well, which will have the same attack as the Soulshooter ability (+5 for each battle upgrade).

```

o-----o
| OBTAIN: Repair kit1! |
o-----o

```

Note that Warren, Ares, and Mebius' crafts cannot be upgraded in the Garage type, because, as said, they upgrade through battle experience. This is the same for all L&A types, remember?

---

Twede, Robin's secretary, divulges the man behind the UNSF attacks. As this is going on, Cage, angry with his performance at the orphanage, leaves the BIS hideout. Everyone catches up with him, however, although they can't shake the fuzz...

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy      |
| FAILURE CONDITIONS: Cage's Frame Destroyed |
o-----o

```

|            |    |      |                 | PWR | RANGE | HIT |
|------------|----|------|-----------------|-----|-------|-----|
| ENEMY [x3] | LV | HP   | Laser Blade (>) | 500 | 1     | +10 |
| Reg. LEV A | 05 | 1800 | Machine Gun     | 500 | 2~4   | 7 0 |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 700 | 1     | +10 |
| Reg. LEV B | 05 | 1800 | Missile         | 800 | 3~5   | -05 |

Cage will be in Blade, not Testament, so that's a small disadvantage to work with. To get the upper hand, move Blade southwest away from the 'arc' of foes to draw them towards the allies. Only one enemy should attack (Durandal II) if no one else moves, and then it's just time to kick some UNSF tail, y'know what I mean? Take out the LEV B types first since they've got longer range capabilities and concentrate on the others. Elfin Bow/Absolute really shred stuff here.

Everyone beats it out of the 'burbs afterwards, but it's not long 'fore Razma calls them to the downtown area for a disturbance. Cage'll be in Testament this time around...

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy      |
| FAILURE CONDITIONS: Destroy Testament     |
o-----o

```

|            |    |      |                 | PWR  | RANGE | HIT |
|------------|----|------|-----------------|------|-------|-----|
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| LEV A a    | 07 | 2800 | Machine Gun     | 900  | 2~4   | 7 0 |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| LEV B a    | 07 | 2800 | Missile         | 1000 | 3~5   | -05 |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 950  | 1     | +10 |
| Bizac      | 12 | 4000 | Beam Gun        | 1050 | 3~5   | -05 |
| ENEMY [x2] | LV | HP   | Laser Saber (>) | 1050 | 1     | +10 |
| Bizac S    | 15 | 4500 | Beam Gun        | 1050 | 2~5   | -05 |
| Bizac S    | 15 | 4500 | Lunatic Sin (>) | 1450 | 1     | 7 0 |

All enemies are souped-up now, but like any enemy you'll fight, their attacks can be evaded just by moving in rapid circles during battle. Don't let 'em intimidate you! The Bizac and Bizac S are controlled by story characters -- Nadia and Bolozof, respectfully -- so they'll gun for your demise a lot more readily than the other enemies. Bolozof won't advance until the other enemies are defeated, also, which saves the player a little grief. Attacking any of

the special vehicles is also a guaranteed level-up, so this is a perfect time to use Blade/Edge/Justeen's poorest abilities to ciphon some EXP from 'em. Fortify south of the street by the orphanage and lure Bolozof near, then use your arsenal to wipe him out before he gets a shot off. He'll flee battle when his HP gets in critical condition so there's no \$\$\$ to be obtained.

```

o-----o
| OBTAIN: Booster1 ! |
o-----o

```

~~~~~

SCENE 07 - OPPOSING TRACKS

[SC07]

~~~~~

There's another anti-tax demonstration and BIS thinks that there might be another USNF attack on the rally. Everyone goes to investigate and, what do ya know, there IS another one!

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy |
| FAILURE CONDITIONS: Destroy Testament |
o-----o

```

|            |    |      | PWR             | RANGE | HIT       |
|------------|----|------|-----------------|-------|-----------|
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 900   | 1   +10   |
| LEV A ?    | 07 | 2800 | Machine Gun     | 900   | 2~4   7 0 |
| ENEMY [x4] | LV | HP   | Laser Blade (>) | 900   | 1   +10   |
| LEV B ?    | 07 | 2800 | Missile         | 1000  | 3~5   -05 |
| ENEMY [x5] | LV | HP   | Laser Blade (>) | 800   | 1   +10   |
| LEV C ?    | 07 | 2800 | Beam Gun        | 1000  | 2~5   7 0 |

There are civilian LEVs here (2000 HP) that can basically take two hits from any attacker before they're gone. Send Warren & Yukito south to where bridge area, where they can (hopefully) draw attacks off the civilians, who will go in the 'third' part of the turn. They're all heading towards that bridge area so make sure to take out those long-range attackers! They won't move from their positions, so if you inch inside their projectile range, they won't get any attacks off. Yukito and Warren both excel at close-range attacks, so it shouldn't be too hard to take out two mechs by the second turn.

Speaking of which, on turn two, Pharsti calls Cage's attention to a server in the east part of town. Apparently, going to that space allows new attacks to be uploaded. This, by far, is one of the most important ways to upgrade the mechs' attacks -- in fact, it's the only way to get new ones of your own volition! Only OFs can upload the stuff, though, so that means Vjaya, Durandal II, Orcrist, and Testament are available. Vjaya's the closest and has the best range, so take care of some enemies before going down there.

You've probably realized that saving the civilians isn't necessary; however, each that escapes adds \$1000 to the scene-end reward list. When all of the



enemies are defeated or all civilians escape, the next phase begins.

```

o-----o
| VICTORY CONDITIONS: Lower Bolozof's HP to at least 30% |
| FAILURE CONDITIONS: Destroy Testament |
o-----o

```

|            |    |      |                 | PWR  | RANGE | HIT |
|------------|----|------|-----------------|------|-------|-----|
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| LEV A a    | 07 | 2800 | Machine Gun     | 900  | 2~4   | 7 0 |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| LEV B a    | 07 | 2800 | Missile         | 1000 | 3~5   | -05 |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 800  | 1     | +10 |
| LEV C a    | 07 | 2800 | Beam Gun        | 1000 | 2~5   | 7 0 |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 950  | 1     | +10 |
| Bizac      | 13 | 4000 | Beam Gun        | 1050 | 3~5   | -05 |
| ENEMY [x2] | LV | HP   | Laser Saber (>) | 1050 | 1     | +10 |
|            |    |      | Beam Gun        | 1050 | 2~5   | -05 |
| Bizac S    | 16 | 4500 | Lunatic Sin (>) | 1450 | 1     | 7 0 |

These guys appear at the top of the map, which means you'll probably have a shortage of people up there (if you defended the bridge). If that's the case, drive south and band up in the middle of town, drawing the enemy closer to you. This also helps you get a closer vantage point to that L Server, if it hasn't been tapped for secret abilities yet. DO THIS BEFORE YOU DEFEAT THE BIZAC S MECH!!!!

---

Afterwards, it's back to base!

```

o-----o
| OBTAIN: Repair kit1 |
| OBTAIN: Nail Laser |
| OBTAIN: Gauntlet |
| OBTAIN: $5000 |
o-----o

```

The 'Nail Laser' is a new attack for Testament, and 'Gauntlet' is a new skill for the Durandal II. Far as I know, the \$5000 gil is based off of how many of the civilian mechs are saved. Get zero, you don't get any extra cash. If the L Server's skills in the previous skirmish were not obtained, shut your game off and DO IT AGAIN. <whipcrack>

~~~~~

Turns out that Ramza's sneaked a few photos of a secret facility on Mars, and there are Bizacs being produced there it seems, as well as other OFs... Time to hit

```

o-----o
| VICTORY CONDITIONS: Discover route |
| FAILURE CONDITIONS: Be found by enemy |
o-----o

```

|            |    |      |                 | PWR  | RANGE | HIT |
|------------|----|------|-----------------|------|-------|-----|
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| LEV A a    | 08 | 2800 | Machine Gun     | 900  | 2~4   | 7 0 |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| LEV B a    | 08 | 2800 | Missile         | 1000 | 3~5   | -05 |
| ENEMY [x3] | LV | HP   | Laser Blade (>) | 800  | 1     | +10 |
| LEV C a    | 08 | 2800 | Beam Gun        | 1000 | 2~5   | 7 0 |

The target is the upper-right (NEmost) glowing tiles, which is the right way to enter the facility. Don't bother trying any others.

This can either go one of two ways. First, all enemies are stationary and, since this missions takes place under the cover of night, they won't see the ally LEVs as they move. One can get through without fighting ANY enemies. So, that's the route I'll suggest. The alternative is to fight the enemies one by one, gathering three spaces outside of their range and attacking in one swarm. If an enemy spots an ally and its turn comes around, it's game over.

Remember, the 'visual' range is three grid spaces, so as long as you keep out of that, you can't be seen by anything. Don't pass up this opportunity to make some extra cash, though -- each mech drops \$800. The first stage ends when the factory door's reached.

Yeah, it's that easy.

```

o-----o
| OBTAIN: Supply pack1 |
| OBTAIN: $2000 |
o-----o

```

There won't be a 'Garage' option here, for obvious reasons...

~~~~~

~~~~~

Nadia's found a tracer on her, and the base is on red alert, full alert, and a whole bunch of other ones, too. Will Phil and Ares escape in time.....!?

```

o-----o
| VICTORY CONDITIONS: ??????? |
| FAILURE CONDITIONS: Be found by enemy |
o-----o

```

|            |    |      |                 | PWR  | RANGE | HIT |
|------------|----|------|-----------------|------|-------|-----|
| ENEMY [x3] | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| LEV A a    | 08 | 2800 | Machine Gun     | 900  | 2~4   | 7 0 |
| ENEMY [x3] | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| LEV B a    | 08 | 2800 | Missile         | 1000 | 3~5   | -05 |
| ENEMY      | LV | HP   | Laser Blade (>) | 800  | 1     | +10 |
| LEV C a    | 08 | 2800 | Beam Gun        | 1000 | 2~5   | 7 0 |

Move everyone north to do battle with the enemy mechs. On the third turn, Blade will emerge from the factory and Nadia will show up with some more cronies (with +30 Spirit, too).

```

o-----o
| VICTORY CONDITIONS: Bring Blade to bottom of screen |
| FAILURE CONDITIONS: Blade/Testament destroyed |
o-----o

```

|            |    |      |                 | PWR  | RANGE | HIT |
|------------|----|------|-----------------|------|-------|-----|
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| LEV A a    | 08 | 2800 | Machine Gun     | 900  | 2~4   | 7 0 |
| ENEMY      | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| LEV B a    | 08 | 2800 | Missile         | 1000 | 3~5   | -05 |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 800  | 1     | +10 |
| LEV C a    | 08 | 2800 | Beam Gun        | 1000 | 2~5   | 7 0 |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 950  | 1     | +10 |
| Bizac      | 16 | 4000 | Beam Gun        | 1050 | 3~5   | -05 |

This part of the battle changes parts of the story (slightly) down the line, but I don't want to ruin anything, really... As the story sets up, Bolozof's expecting the factory to blow up, so the option to save Nadia comes up -- and this is decided by if you defeat her in battle or not. Just know that if you wreck her Bizac, she'll lend a little aid down the line...

Anyway, Blade's flanked by enemies, so move it towards the left field boundary to keep pursuers in fewer numbers (should only be two). As we all know, Blade

is not made for fighting, so fleeing is the best option -- and, luckily, it can reach the bottom of the screen without having to initiate battle once.

```

o-----o
| VICTORY CONDITIONS: Bring Blade to bottom of screen |
| FAILURE CONDITIONS: Blade/Testament destroyed      |
|                               Sixteenth turn reached |
o-----o

```

As Cage is notified on the fifth turn, the factory is set to explode on Turn #16 (already mentioned above, but eh...). This means Blade has to get to the bottom even if all enemies are defeated, so make sure to move that down. Try to hold off any enemies that may impede its progress towards the lower-left part of the screen.

```

o-----o
| OBTAIN: Booster1 |
o-----o

```

Finally, some time to use all that cash for upgrading. Don't forget about the LEVs' health, which should get upgraded every once in awhile, too.

~~~~~

SCENE 10 - A PURE HEART...AND THE PRICE IT PAYS

[SC10]

~~~~~

Mebius, Semy, Myona, and Nadia have been captured while out on the town, and Bolozof is achin' for a public execution...

```

o-----o
| VICTORY CONDITIONS: Save all hostages |
| FAILURE CONDITIONS: Destroy Testament |
|                               Destroy unit w/ freed hostages |
o-----o

```

|            |    |      |                 | PWR | RANGE | HIT |
|------------|----|------|-----------------|-----|-------|-----|
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 900 | 1     | +10 |
| LEV A a    | 10 | 2800 | Machine Gun     | 900 | 2~4   | 7 0 |

|            |    |      |                 |      |     |     |
|------------|----|------|-----------------|------|-----|-----|
| ENEMY [x5] | LV | HP   | Laser Blade (>) | 900  | 1   | +10 |
| LEV B a    | 10 | 2800 | Missile         | 1000 | 3~5 | -05 |

\* - Frazer's unit is Lv 15.

|            |    |      |                 |      |     |     |
|------------|----|------|-----------------|------|-----|-----|
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 800  | 1   | +10 |
| LEV C a    | 10 | 2800 | Beam Gun        | 1000 | 2~5 | 7 0 |

The gallows are the three-colored objects all along the main north/south street everyone starts at. Also note that L Server off to the side. Vjaya is the best selection to freeing the hostages, since it's got great movement and can handle enemies with a bit of nonpareil (lower timer). On turn three, both Warren and Yukito will show up in the western region, giving some added fire-power in the middle sector. You'll also notice that one of the upper LEVs is commanded by Frazer; attack him for better-than-usual EXP points. Testament

will get +10 Spirit if you defeat all enemies before 'robbing' the gallows, by the way. The next phase begins when all hostages are rescued.

Make sure you free all ten hostages before Turn #10, if you want to go on Path A! You must do this!

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy |
| FAILURE CONDITIONS: Destroy Testament |
| Destroy unit w/ freed hostages |
o-----o

```

|            |    |      |                 | PWR  | RANGE | HIT |
|------------|----|------|-----------------|------|-------|-----|
| ENEMY      | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| LEV A a    | 10 | 2800 | Machine Gun     | 900  | 2~4   | 7 0 |
| ENEMY      | LV | HP   | Laser Blade (>) | 900  | 1     | +10 |
| LEV B a    | 10 | 2800 | Missile         | 1000 | 3~5   | -05 |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 800  | 1     | +10 |
| LEV C a    | 10 | 2800 | Beam Gun        | 1000 | 2~5   | 7 0 |
| ENEMY      | LV | HP   | Laser Blade (>) | 950  | 1     | +10 |
| Bizac      | 17 | 4000 | Beam Gun        | 1050 | 3~5   | -05 |
| ENEMY      | LV | HP   | Laser Saber (>) | 1050 | 1     | +10 |
|            |    |      | Beam Gun        | 1050 | 2~5   | -05 |
| Bizac S    | 19 | 4500 | Lunatic Sin (>) | 1450 | 1     | 7 0 |

The enemies appear in the upper-right patch of greenery. As before, whittle down Bolozof and Amante's HP by using crappy attacks, giving everyone a share of the experience. Power up Avelcaine, Bloodsucker/Reticulator, and any other attack by smashing a few crappy mechs, then unleash on Bolozof. Same fight as before, basically, with fewer minions. A critical with Avelcaine can wipe out the Bizac S in one shot. =)

DO NOT FORGET TO GET THE L SERVER'S ABILITIESSSSS ^ \_\_\_\_\_ ^

```

o-----o
| OBTAIN: Supply pack1 |
| OBTAIN: Halberd |
| OBTAIN: Bounder |
o-----o

```

Halberd is a long-range attack for Testament, while Bounder's the 4th ability for Mebius' Orcrist. If you can't find Halberd listed, remember that this is the sixth skill for Cage and it'll be listed on the second page. Oh, and if you haven't been upgrading the 'Shell' part in the garage, know that this is the craft's defense not 'shells' as in ammunition. Don't get 'em confused! :p

~~~~~

Time to locate Zephyrs' secret factory and -- oops! -- spotted by the enemy already. That's very, very fishy... Hmm...

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy |
|                               10 turns executed |
| FAILURE CONDITIONS: Edge destroyed |
o-----o

```

```

.-----+-----+-----+-----+
| PWR | RANGE | HIT |
+-----+-----+-----+-----+
| ENEMY [x3] | LV | HP | | Laser Blade (>) | 900 | 1 | +10 |
+-----+-----+-----+-----+
| LEV A a | 11 | 2800 | | Machine Gun | 900 | 2~4 | 7 0 |
+-----+-----+-----+-----+

```

\* LEV A a that comes from west portion is Lv 12.

```

.-----+-----+-----+-----+
| ENEMY [x2] | LV | HP | | Laser Blade (>) | 900 | 1 | +10 |
+-----+-----+-----+-----+
| LEV B a | 11 | 2800 | | Missile | 1000 | 3~5 | -05 |
+-----+-----+-----+-----+

```

```

.-----+-----+-----+-----+
| ENEMY [x3] | LV | HP | | Laser Blade (>) | 800 | 1 | +10 |
+-----+-----+-----+-----+
| LEV C a | 11 | 2800 | | Beam Gun | 1000 | 2~5 | 7 0 |
+-----+-----+-----+-----+

```

\* LEV C a that comes from west portion is Lv 12.

```

.-----+-----+-----+-----+
| ENEMY | LV | HP | | Laser Blade (>) | 950 | 1 | +10 |
+-----+-----+-----+-----+
| Bizac | 19 | 4000 | | Beam Gun | 1050 | 3~5 | -05 |
+-----+-----+-----+-----+

```

Edge has to upload some information and that'll take ten turns to complete; thus, this is sort of like a "protect the hostage" mission... Keep Blade near Deckson, so that if an enemy gets close, they may at least go after the worst vehicle around (and for healing also). Try to give Durandal II/Yukito some of the kills, so they'll be able to use their best skills ASAP. It takes about three turns for the enemies to near close enough to attack, so that's seven turns of defense at minimum. But dig in as hard as the weapons allow, because during Enemy Turn #5, two more enemies appear from the west side. If you get flanked, this won't go very well...

Also don't forget that there is an L Server in the SW part of town, so once the situation's under control, send a fast-mover down there before all ranks have been turned to space dust. When all enemies are dead, the mission ends.

```

o-----o
| OBTAIN: Booster1 |
| OBTAIN: Geysers |
| OBTAIN: BulletEndure |
| OBTAIN: $1000 |
o-----o

```

Geysers is a new attack for Vjaya, while BulletEndure is a 'passive' ability for Durandal II which, if I'm not mistaken, raises defense when bullet-type

attacks (projectiles?) are used. Oh, and that \$1000 is only received if all enemies are defeated, NOT if the ten-turn limit is reached.

---

~~~~~

SCENE 12 - BETWEEN GOOD AND EVIL

[SC12]

---

~~~~~

The uploading was just a diversion to buy Cage, Ares, and Myona some time at another infiltration project.

```
o-----o
| VICTORY CONDITIONS: Obliterate enemy |
| FAILURE CONDITIONS: Testament destroyed |
o-----o
```

```
.-----.
```

| ENEMY [x14] | LV | HP   | ATTACK   | PWR  | RANGE | HIT |
|-------------|----|------|----------|------|-------|-----|
| Unmanned A  | 13 | 1400 | Beam Gun | 1000 | 1~3   | 70  |

```
'-----'
```

Yes, there are fourteen enemies to sort through, but as evident, their HP is half of the normal fleets. Luckily, their skills are all long-range, meaning they can't attack without moving into range first. It's just Testament and 3 'NPC' vehicles of the Mars Angels, who are helping to clear the monsters in the south.

The story splits a bit here, depending on who kills the most enemies. This sends the story down different routes (duh), so if you want to do a slopjob and let the ladies clean house here, that'll reflect later on. Just a head's up. =) If you didn't save all hostages in Scene #10, you can't get the 'A' Path.

Testament starts near an L Server, so there's absolutely no reason to miss it here. Mebius and Warren will show up on Turn #2, which evens the ally numbers out. Defeat more enemies than the Angels to get some information from Palme at the end; you won't get anything if they defeat the most. Shouldn't be too hard since more enemies start by your party.

```
o-----o
| OBTAIN: Repair kit1 |
| OBTAIN: SSA1 |
| OBTAIN: Replenish |
o-----o
```

SSA1 is a 'passive' ability for Orcrist, which will automatically refill some HP if Mebius' mech is hurting. 'Replenish' is the new Vjaya command, which is the same as Edge's Supply ability. It refills ammunition, energy, etc. If you payed attention, it's also clear that some LEVs will have new abilities now, being:

- \* 360 Attack (Caliburnus)
- \* Bouquet (Dreizehn)
- \* L-Blade Kick (Justeen)

---

~~~~~

SCENE 13 - THE GIFT

[SC13]

~~~~~

Stuff's goin' down at Yukito's father's television station. Let's bounce!

```

o-----o
| VICTORY CONDITIONS: Destroy Bizac S (Bolozof's Frame) |
| FAILURE CONDITIONS: Destroy Testament |
o-----o

```

|             |    |      |                 | PWR  | RANGE | HIT |
|-------------|----|------|-----------------|------|-------|-----|
| ENEMY [x10] | LV | HP   | Laser Blade (>) | 800  | 1     | +10 |
| LEV C a     | 13 | 2800 | Beam Gun        | 1000 | 2~5   | 7 0 |
| ENEMY       | LV | HP   | Laser Blade (>) | 950  | 1     | +10 |
| Bizac       | 19 | 4000 | Beam Gun        | 1050 | 3~5   | -05 |
| ENEMY       | LV | HP   | Laser Saber (>) | 1050 | 1     | +10 |
|             |    |      | Beam Gun        | 1050 | 2~5   | -05 |
| Bizac S     | 21 | 4500 | Lunatic Sin (>) | 1450 | 1     | 7 0 |

Quite a distance to travel to find enemies here. Go west along the southern city limits to lure the enemies down while everyone fortifies their positions in the building panels. When the enemy number's been reduced to a few, send an OF up to that L Server panel. If you miss it this time, you'll have a shot in the next scene, but who wants to wait 'til then? At Lv. 16, Nail Laser can just barely OHKO an enemy mech, so give Cage some early kills to cut through the masses (or use Avelcaine, which can OHKO also).

The mech values, including earned Spirit and used energy, will be the same for the next battle, so make sure everyone's got their best abilities powered up so you can get a leg-up on the competition. This also means KO'd units are going to stay that way for Round 2 (I think), so 'Restart' if your best ones get dumped on.

```

o-----o
| OBTAIN: Comet |
| OBTAIN: Slashboom |
o-----o

```

Comet is a new attack for Testament, so it'll probably be on page two of the 'Status' tab. Slashboom is the fifth attack for the Durandal II, and is full of power. If you didn't get these this time, they'll be available in the next chapter as well. There's just no accessing the Garage until then...

~~~~~

~~~~~

As Deckson talks Mebius down from her rooftop despair, there's a battle going on below. Obviously, Orcrest won't be participating in the fight. But, as the old saying goes: DON'T FENCE ME IN! Let's murder these freaks.



```

o-----o
| VICTORY CONDITIONS: Obliterate enemy |
| FAILURE CONDITIONS: Destroy Testament |
o-----o

```

|             |    |      |                 | PWR  | RANGE | HIT |
|-------------|----|------|-----------------|------|-------|-----|
| ENEMY [x12] | LV | HP   | Laser Blade (>) | 800  | 1     | +10 |
| LEV C a     | 17 | 2800 | Beam Gun        | 1000 | 2~5   | 7 0 |

This first stage is run-of-the-mill destruction, with the allies completely surrounded by the enemy forces, south of the television headquarters. Since the next phase gravitates away from this area, make sure to tap the L Server for the Comet/Slashboom abilities, if you didn't get 'em already. This will be the last chance!! As for battle tactics, well, everyone will probably go after Blade, so think about moving it away from the action (if you can keep your health in good...health) to spread the targets around.

One good thing about this battle is that the stats -- HP, Spirit, Energy used and such -- are all the same. This means anyone can start off with Avelcaine, Nail Laser, Bounder...you get the drift. Heal up your crafts when one enemy is left, so you don't take on the next phase looking like a bunch of army hospital patients.

```

o-----o
| VICTORY CONDITIONS: Destroy Bizac S (Bolozof's Frame) |
| FAILURE CONDITIONS: Destroy Testament |
o-----o

```

|         |    |      |                 | PWR  | RANGE | HIT |
|---------|----|------|-----------------|------|-------|-----|
| ENEMY   | LV | HP   | Laser Saber (>) | 1050 | 1     | +10 |
| Bizac S | 25 | 4500 | Lunatic Sin (>) | 1450 | 1     | 7 0 |

When all enemies are dead, Bolozof emerges from the headquarters to do battle with everyone -- and he gets +10 Spirit. This means he will gun for the worst LEV with Lunatic Sin, so get distance Blade/Caliburnus from him and surround the Bizac S with faster characters like Yukito and Ares. Draw out the showdown with crap attacks (Handgun, long-range fighters' close-range attacks...) 'fore you defeat Bolozof.

After that, the third waltz comes...

```

o-----o
| VICTORY CONDITIONS: Destroy HarutMarut |
| FAILURE CONDITIONS: Destroy Testament |
| Allow HarutMarut to reach TV Station |
o-----o

```

|            |    |       |                    | PWR  | RANGE | HIT |
|------------|----|-------|--------------------|------|-------|-----|
| ENEMY [x8] | LV | HP    | Missile            | 900  | 3~5   | 7 0 |
| Unmanned B | 18 | 2000  | Beam Gun           | 1000 | 1~3   | 7 0 |
| ENEMY      | LV | HP    | Flame Shooter (>)  | 1100 | 1~3   | 7 0 |
| HarutMarut | 25 | 10000 | Dimension Wave (>) | 1400 | 1~3   | +15 |

Yeah, the good doctor's monstrosity is here now and is ready to destroy the television station for ruining his reputation (among other things). He's got some unmanned airborne LEVs in tow, which now have a Missile attack. But, do not let his HP fool you -- he's like any regular enemy. Your characters, who still have their Spirit levels by the way, should be able to unleash their best and brightest abilities on contact -- Nail Laser, Avelcaine, Bounder, Reticulator, Bouquet, 360 Attack, R-Blade Kick all make this an easy victory.

The 'protect the station' request is actually very easy to accomplish, as the behemoth HarutMarut can simply be surrounded on all (4) sides to prevent more movement. Use your best close-range attackers to do that job, and move anyone with an attack range of 4(+) outside HarutMarut's range and bombard that way. The guy's got three large 'critical hit' targets, too. The only thing that really distinguishes him from other mechs is that both his attacks are made for close-range combat, despite their long-range capabilities, thus letting him launch projectiles even after moving.

Don't forget to take down as many of those unmanned crafts as you can, though, as they have poor defenses and relinquish \$800 bucks a pop.

```
o-----o
| OBTAIN: Repair kit1 |
| OBTAIN: Comet |
| OBTAIN: Slashboom |
o-----o
```

Comet/Slashboom gotten only if you forgot to upload from the local server in the previous scene, of course.

---

SCENE 15 - THE DARKNESS THAT CAME FROM LIGHT --- PATH A --- [SC15]

---

This is the same as Path B, except

- \* All 'red' enemies are Lv. 23
- \* All 'green' enemies are Lv. 20
- \* The party starts off in the northern-middle instead of western-middle

---

SCENE 15 - CRACKS --- PATH B --- [EX01]

---

There is some rioting between UNSF and Enders now, so it's time to burst the collective bubble. Mebius is back, too, although Edge won't be showing up to help (does it ever anyway?).

```
o-----o
| VICTORY CONDITIONS: Destroy UNSF/Armed civilian LEVs |
| FAILURE CONDITIONS: Destroy Testament |
o-----o
| PWR | RANGE | HIT |
+-----+-----+-----+-----+
| ENEMY [x3] | LV | HP | Laser Blade (>) | 900 | 1 | +10 |
```

|            |    |      |                 |      |     |     |
|------------|----|------|-----------------|------|-----|-----|
| LEV A a    | 21 | 2800 | Machine Gun     | 900  | 2~4 | 70  |
| ENEMY [x2] | LV | HP   | Laser Blade (>) | 900  | 1   | +10 |
| LEV B a    | 21 | 2800 | Missile         | 1000 | 3~5 | -05 |
| ENEMY [x7] | LV | HP   | Laser Blade (>) | 800  | 1   | +10 |
| LEV C a    | 21 | 2800 | Beam Gun        | 1000 | 2~5 | 70  |

There are two types fighting here, but they're all technically enemies, even if they attack each other. Tap the L Server immediately since it's so close to the starting point, and veer east to attack. Try to let Mebius get in a fair share of attacks/kills since her level will probably have lagged behind six or seven levels since we last saw her. With all the distraction and most of the bullets aimed at the 'other' enemy, this janitor job'll be a cinch.

```

o-----o
| OBTAIN: Booster1 |
| OBTAIN: Tri-Laser |
o-----o

```

Tri-Laser is a new ability for Vjaya. Long-range, natch.

---

SCENE 16 - UNCERTAIN FUTURE --- PATH A --- [SC16]

---

This battle is the same as Path B, except:

- \* All enemies are Lv. 21
- \* Enemy leader is Lv. 23
- \* After ten enemies or party leader defeated, Nadia appears in Vjaya. The enemies then retreat instead of fighting to the bitter end.

---

SCENE 16 - PARADISE LOST --- PATH B --- [EX02]

---

The BIS base gets attacked somehow and Testament's been stolen, so Cage will have to drive -- <shudder> -- Edge. Plus, the enemy units are hankering for some cheap tactics and are using 'stealth wizardry,' to borrow a term from the Wild ARMs series. Let's flush these pheasants out...

```

o-----o
| VICTORY CONDITIONS: Destroy enemy leader's frame |
| FAILURE CONDITIONS: Edge destroyed |
o-----o

```

|       |    |    |                 |     |   |     |
|-------|----|----|-----------------|-----|---|-----|
| ENEMY | LV | HP | Laser Blade (>) | 900 | 1 | +10 |
|-------|----|----|-----------------|-----|---|-----|

|             |    |      |                 |      |     |     |
|-------------|----|------|-----------------|------|-----|-----|
| LEV A a     | 19 | 2800 | Machine Gun     | 900  | 2~4 | 7 0 |
| ENEMY [x16] | LV | HP   | Laser Blade (>) | 800  | 1   | +10 |
| LEV C a     | 19 | 2800 | Beam Gun        | 1000 | 2~5 | 7 0 |

\* - Enemy leader's frame is Lv 21.

The 'hard' part about this is that the enemies are masked by the terrain and don't show up unless an ally is within three panels of 'em. This camouflage could have been quite a task, but there's one fatal flaw in this advantage: the enemy won't attack while masked! There won't be a surfeit of evasive maneuvers, thus, and this isn't nearly as hard as it could be. Head towards the western LEV C leader (already visible) and take him out to accomplish the task.

When ten enemies are defeated, or the enemy leader is defeated, the rest of the hidden masses appear again... At this time, Twede will appear in Vjaya and come help you. Defeat the leader to wrap this thing up.

```

o-----o
| OBTAIN: Repair kit1 |
o-----o

```

---

SCENE 17 - REBIRTH --- PATH A --- [SC17]

---

Cage returns from his 'wussy sabbatical' to find the BIS base destroyed, but his friends are alright. Our favorite Ravana-driver appears for another round of fightin', though.

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy |
| FAILURE CONDITIONS: Destroy Testament |
o-----o

```

|             |    |      |                 |      |     |     |     |       |     |
|-------------|----|------|-----------------|------|-----|-----|-----|-------|-----|
| ENEMY [x10] | LV | HP   | Laser Blade (>) | 800  | 1   | +10 | PWR | RANGE | HIT |
| LEV C a     | 22 | 2800 | Beam Gun        | 1000 | 2~5 | 7 0 |     |       |     |
| ENEMY       | LV | HP   | Sleeve Shot     | 1400 | 2~4 | -05 |     |       |     |
|             |    |      | Stinger (>)     | 1550 | 1   | +05 |     |       |     |
| Ravana      | 25 | 8000 | Hell Rave (>)   | 1750 | 1   | 7 0 |     |       |     |

The odd thing is that Ravana doesn't get any automatic Spirit Boosts (needs 5 to use Hell Rave), so it's crippled from the start. Did I mention that it begins RIGHT in the middle of the ally camp? This means he can be engaged and defeated at once, kicking him out of the running in the first turn! There is a scene afterwards where he retreats, but the other enemies still have to be deep-sixed before the scenario ends. You didn't think it'd be THAT easy? :p

Just build up Avelcaine/Burn Stormer and go to town. At the mid-twenties, they should be able to do 2800+ dmg.

o-----o  
| OBTAIN: Supply pack1 |  
o-----o

SCENE 17 - A BOW DRAWN --- PATH B --- [EX03]

Having left BIS due to internal pressure (understatement), Cage realizes that it's really not the right decision. He returns to the hideout to find it in shambles, but everyone's alright. Oh, and Ned's back...and the doctor... At least Testament's back in Cage's grip with all his initial abilities upgraded to a fine degree. Le's go.

o-----o  
| VICTORY CONDITIONS: Obliterate enemy |  
| FAILURE CONDITIONS: Destroy Testament |  
o-----o

|             |    |       |                    | PWR  | RANGE | HIT |
|-------------|----|-------|--------------------|------|-------|-----|
| ENEMY [x10] | LV | HP    | Laser Blade (>)    | 800  | 1     | +10 |
| LEV C a     | 20 | 2800  | Beam Gun           | 1000 | 2~5   | 7 0 |
| ENEMY       | LV | HP    | Flame Shooter (>)  | 1100 | 1~3   | 7 0 |
| HarutMarut  | 27 | 10000 | Dimension Wave (>) | 1400 | 1~3   | +15 |

The party's surrounded once again, just in a broader scale. HarutMarut will go on top of the northeastern cliff so that only OFs can reach it (or long-range attacks), at least until the enemy numbers dwindle down enough. Once again, HarutMarut's abilities are designated as close-range even though they have long-range capabilities, meaning it can move and attack in one turn as long as there's an ally in range. Leech experience by shooting it with crappy attacks (Handgun...) before dealing the finishing blow.

|            |    |       |                   |      |     |     |
|------------|----|-------|-------------------|------|-----|-----|
| ENEMY      | LV | HP    | Flame Shooter (>) | 1250 | 1~3 | +05 |
| HarutMarut | 27 | 20000 | Wisp Meteor (>)   | 1600 | 2~6 | +10 |

When its second form comes with doubled HP, surround it with the best physical fighters (Testament, Durandal II, Justeen, Orcrist) and hammer at it. Only the Dreizehn can attack outside of Wisp Meteor's range, so think about exchanging Caliburnus for Orcrist to optimize every mech, every turn. When its HP dips below 50%, it will refill all its health but retreats after some 'Twede Magic' occurs.

---

Afterwards, the mobile ship 'Saoshyant' is obtained as the new BIS base.

o-----o  
| OBTAIN: Supply pack1 |

~~~~~

SCENE 18 - DARK HALF

--- PATH A --- [SC18]

~~~~~

Desert expedition, huh? Stealth camouflage, huh? No Warren/Yukito, huh? HUH?

o-----o

| VICTORY CONDITIONS: Obliterate enemy |

| FAILURE CONDITIONS: Destroy Testament |

o-----o

|             |    |      |                  | PWR  | RANGE | HIT |
|-------------|----|------|------------------|------|-------|-----|
| ENEMY [x02] | LV | HP   | Laser Blade (>)  | 800  | 1     | +10 |
| LEV C a     | 21 | 2800 | Beam Gun         | 1000 | 2~5   | 7 0 |
| ENEMY [x13] | LV | HP   | Energy Sword (>) | 1100 | 1     | +10 |
| Raptor      | 27 | 4500 | Javelin          | 1200 | 2~4   | -10 |

(NOTE: Most of the above monsters are masked. Hidden Raptors are Lv. 28)

Raptors are a newer unmanned unit, and boast better defenses and some better attacks. They seem to prefer close-range attacking, but that's just one of my observations. Robin will be driving Edge, too, which she does with a bit more finesse than Deckson. Try to give Robin some of the kills since Edge hasn't been in use for quite awhile. At turn two, a new enemy appears in the west...

o-----o

| VICTORY CONDITIONS: Lower Grafficanes's HP below 20% |

| FAILURE CONDITIONS: Destroy Testament |

| No battle with Grafficanes by Turn 11 |

o-----o

|             |    |      |             | PWR  | RANGE | HIT |
|-------------|----|------|-------------|------|-------|-----|
| ENEMY       | LV | HP   | Flame Gale  | 1400 | 2~5   | -05 |
| Grafficanes | 27 | 7000 | Gillius (>) | 1500 | 1     | +10 |

Start sending Testament down towards our 'friend' Grafficanes, and let the others follow as well as they can while still destroying a few mechs each turn. It's rather easy to make it to there in thirteen, and even if one just barely makes it, Grafficanes initiating battle counts toward the objective.

o-----o

| OBTAIN: Repair kit1 |

o-----o

~~~~~

SCENE 18 - HEARTS IN HARMONY, HEARTS IN STRIFE

--- PATH B --- [EX04]

~~~~~

Now that riots have broken out, it seems the trans-Mars railroad is being targeted for destructive...purposes. Time to put off the Alderan search party and stop some bloodshed, folks. Blade has now become 'Calibur,' and has an upped base attack (1300) and a Replenish/RepairSystem intact now. It's a bit better than before, but not by much. Oh, and Deckson's driving Vjaya

```

o-----o
| VICTORY CONDITIONS: Defuse Bombs by 11th turn |
| Defuse Bombs by 11th Turn + Defeat Enemies |
| FAILURE CONDITIONS: Bombs not defused by 11th turn |
| Testament destroyed |
o-----o
| PWR | RANGE | HIT |
+-----+-----+-----+
| ENEMY [x15] | LV | HP | Laser Blade (>) | 800 | 1 | +10 |
+-----+-----+-----+
| LEV C a | 21 | 2800 | Beam Gun | 1000 | 2~5 | 7 0 |
+-----+-----+-----+

```

\* - Bridge LEV Cs are Lv. 24

The goal is to defuse the three bombs on the railroad tracks with Testament, the only OF capable of doing this job (like Durandal II back at Semyl's old orphanage). The enemies are also in stealth mode, which can complicate this a bit, but don't really appear until the bridge is reached. As usual, enemy AI dictates that if it can use a long-range attack instead of a close-range one, it definitely will -- there's no danger of Testament being surrounded here.

Eight more enemies appear when you near the bridge even further, and they're blocking the access to the goal points in a way (stationary). This kind of makes up for the ease in getting to the place, I guess. Avoid any wasting of time by passing by the opponent LEVs, unless there's one near the 'endpoint' of the movement phase. Once the first middle LEV is destroyed, the next two are able to be gotten; there's one more middle one to destroy for the last of the goal spots. When the eleventh turn comes or all enemies and goals are done, everyone retreats to watch the train's safe passage...only...

```

o-----o
| OBTAIN: Repair kit1 |
o-----o

```

Now's a good time to upgrade Phil's LEV's attack power, since it's no longer a 1000-and-below attacker. He's in the big leagues and is all-around now! :D

---

SCENE 19 - CLAWING THE RED EARTH --- PATH A --- [SC19]

---

Blade is reborn as 'Calibur,' at this point, and has augmented defenses and an overhauled Beam Cannon. It can now use the 'Repair' command as well -- the perfect compliment to 'Supply.' Let's have some target practice...

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy |
| FAILURE CONDITIONS: Destroy Testament |
o-----o
| PWR | RANGE | HIT |
+-----+-----+-----+

```

|            |    |      |                 |      |     |     |
|------------|----|------|-----------------|------|-----|-----|
| ENEMY [x8] | LV | HP   | Laser Blade (>) | 800  | 1   | +10 |
| LEV C a    | 25 | 2800 | Beam Gun        | 1000 | 2~5 | 7 0 |

Let the enemies approach on the first turn to gain the 'initiative' strike. Any OF past Lv. 25 should be able to do 2000+ damage a hit, and if they're just under it, attacking any high-level craft, of course, results in a huge amount of experience to level things out.

A couple of scenes take place afterwards but, yeah, that's essential it.

```

o-----o
| OBTAIN: Supply pack1 |
o-----o

```

---

SCENE 19 - WAVES --- PATH B --- [EX05]

---

Back to the Alderan search! The destination's the seaside (!?) oxygen plant, and that's where everyone intends to go...

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy |
| FAILURE CONDITIONS: Allow enemy to approach Saosyhant |
| Destroy Testament |
o-----o

```

|            |    |      |                  | PWR  | RANGE | HIT |
|------------|----|------|------------------|------|-------|-----|
| ENEMY [x8] | LV | HP   | Energy Sword (>) | 1100 | 1     | +10 |
| Raptor     | 25 | 4500 | Javelin          | 1200 | 2~4   | -10 |

New enemies for this path, the Raptors are unmanned enemies that are lightnin' on wheels and function as L&A LEVs. The ally formation encircles Saosyhant completely. Leaving everyone in that formation is a bit stupid, so whittle it down to leaving mechs on all four sides of the Saosyhant and letting the rest (L&A types, preferably) deal with the ones over the seawater. Just make sure that an enemy never comes adjacent to the cargo ship or it'll end up with a self-destruct sequence that rips it apart...game over. =/

When all enemies are done, a pretty face from the past makes an appearance.

```

o-----o
| VICTORY CONDITIONS: Destroy Scarmiglione |
| FAILURE CONDITIONS: Allow enemy to approach Saosyhant |
| Destroy Testament |
o-----o

```

|            |    |      |                  | PWR  | RANGE | HIT |
|------------|----|------|------------------|------|-------|-----|
| ENEMY [x5] | LV | HP   | Energy Sword (>) | 1100 | 1     | +10 |
| Raptor     | 25 | 4500 | Javelin          | 1200 | 2~4   | -10 |



|                   |                   |                   |                   |                   |                   |                   |
|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|
| ENEMY             | LV                | HP                | Chain Flame       | 1400              | 2~5               | -05               |
| -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- |
| Scarmiglione      | 28                | 7000              | Beatrice (>)      | 1500              | 1                 | +10               |
| -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- |

The enemies appear on the easternmost part of the bridge, so you can probably leave Saoshyant and flock to the next end, if you're just bent on defeating the Scarmiglione mech. The Raptors will flock towards the cargo ship, which means ally OFs can pick them off as they waste their turns. Nadia will move towards the nearest ally and a few Raptors might stick around then, but for the most part, it's a one-track mindset. Scarmiglione's HP is rather mediocre, and a combination of Avelcaine/Soulsection could probably take it out with no problem.

Just don't forget to tap that L Server for the new skills, eh?

```

o-----o
| OBTAIN: Supply pack1 |
| OBTAIN: Shock Hi-Low |
| OBTAIN: RepairSystem |
o-----o

```

Shock Hi-Low is a new ability for Testament, so it'll probably be on the 2nd page if you can't find it. Orcrist now has the RepairSystem, meaning it can heal comrades!

---

```

~~~~~
SCENE 20 - MISSING LINE                                     --- PATH A --- [SC20]

```

---

```

~~~~~
Stopping tragedy in West Hellespontos is, like, awesome. Too bad sidetracking also appears to be, like, awesome. Curse you, writers!

```

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy |
| FAILURE CONDITIONS: Destroy Testament |
o-----o

```

|                   |                   |                   |                   |                   |                   |                   |
|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|
| ENEMY [x10]       | LV                | HP                | Laser Blade (>)   | 800               | 1                 | +10               |
| -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- |
| LEV C a           | 26                | 2800              | Beam Gun          | 1000              | 2~5               | 7 0               |
| -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- |

```

o-----o
| ENEMY
 | LV | | HP | | | Flame Gale | | 1400 | | 2~5 | | -05 || |-----+-----+-----| | |-----+-----+-----| | |-----+-----+-----| | |-----+-----+-----| | |-----+-----+-----| | |-----+-----+-----| | |-----+-----+-----| |
| | Grafficane | | 31 | | 7000 | | | Gillius (>) | | 1500 | | 1 | | +10 |
| |-----+-----+-----| | |-----+-----+-----| | |-----+-----+-----| | |-----+-----+-----| | |-----+-----+-----| | |-----+-----+-----| | |-----+-----+-----| |

```

|                   |                   |                   |                   |                   |                   |                   |
|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|-------------------|
| ENEMY             | LV                | HP                | Chain Flame       | 1400              | 2~5               | -05               |
| -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- |
| Scarmiglione      | 33                | 7000              | Beatrice (>)      | 1500              | 1                 | +10               |
| -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- | -----+-----+----- |

Yay, two special characters this time! Despite what the victory conditions say, defeating Grafficane will end the battle, so make sure to get to the L Server before then! This can be hard if you want to get this over quickly, in which case it can probably be done by the second turn. Move all OFs north,

except Vjaya who should go diagonalish towards the server; on the second turn move Vjaya straight up to be level with the server. If it's done right, none of the LEV Cs will only move above/below Vjaya and it can get to the server without any trouble.

Graffigane descends from the middle-north and will make itself cannon fodder since it can't hit anything. Watch some 'salvation' scenes and that's all to watch, besides a bright flash of...

```

o-----o
| OBTAIN: Supply pack1 |
| OBTAIN: Shock Hi-Low |
| OBTAIN: RepairSystem |
o-----o

```

Shock Hi-Low is the last attack for Testament (look on page 2), while the RepairSystem is installed in Orcrest. Of course, this allows Mebius to use the 'Repair' command, which is just dandy.

```

yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
SCENE 20 - ISLAND OF DESTINY                                     --- PATH B --- [EX06]

```

Time to infiltrate the oxygen plant. Remember how Deckson wanted to find out how Nadia really felt? That may be important...

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy |
| FAILURE CONDITIONS: Destroy Testament |
o-----o

```

|              |    |      |                  | PWR  | RANGE | HIT |
|--------------|----|------|------------------|------|-------|-----|
| ENEMY [x4]   | LV | HP   | Energy Sword (>) | 1100 | 1     | +10 |
| Raptor       | 26 | 4500 | Javelin          | 1200 | 2~4   | -10 |
| ENEMY [x4]   | LV | HP   | ATTACK           | PWR  | RANGE | HIT |
| Cyclops      | 27 | 4500 | Dash Punch (>)   | 1300 | 1     | +15 |
| ENEMY [x4]   | LV | HP   | Laser Blade (>)  | 800  | 1     | +10 |
| LEV C a      | 26 | 2800 | Beam Gun         | 1000 | 2~5   | 7 0 |
| ENEMY [x2]   | LV | HP   | Phalanx          | 1200 | 1~4   | 7 0 |
| Mummy Head A | 27 | 4800 | Grenade          | 1350 | 2~3   | -05 |
| ENEMY [x2]   | LV | HP   | Halberd          | 1250 | 1~3   | +10 |
| Mummy Head B | 27 | 4800 | Grenade          | 1350 | 2~3   | -05 |

Yeah, a heapin' helpin' of enemies this time around. They start far away, so

think about heading north to the local server before they approach. When the Raptors approach, let the OFs with the best hi-damage, spirit-only attacks get in the kills so that they can better damage the Cyclops/Mummy Head units, which should be new on this arc. Mummy Heads are purely long-range, while the Cyclops are only short-range. Huh. Regardless, spend a turn cleansing the LEV Cs from the battlefield, since their status is relegated to 'nuisance' at this point. Since the Cyclops have to be in your grill to attack, they should be the last ones taken out; destroy the long-rangers and make this a simple(r) li'l fight.

It's more fun when there's an objective other than 'kill everything,' ain't it? Either way, that strategy of evading in circles is about the only useful thing to do in this case. If you're having trouble, don't forget to use items and Calibur/Orcrist's Repair command. When there's one enemy left, doing this is a pretty good idea. GET THE LOCAL SERVER BEFORE YOU DEFEAT THE LAST ENEMY!

---

Everyone moves farther into the factory after the enemies are scrap metal -- all Spirit values and such are maintained -- to find a waiting boss LEV!

```

o-----o
| VICTORY CONDITIONS: Destroy Nerokerubina |
| FAILURE CONDITIONS: Destroy Testament   |
o-----o

```

|              |    |       |                   | PWR  | RANGE | HIT |
|--------------|----|-------|-------------------|------|-------|-----|
| ENEMY        | LV | HP    | Punisher          | 1500 | 2~5   | -05 |
| Nerokerubina | 35 | 25000 | Guilty Charge (>) | 1600 | 1     | +05 |

Time to stab this pilot with some hot lead! Let it approach for three turns and ambush it with everything you have. Since Spirit values are the same as the previous battle, unleashing Avelcaine, Bounder, Shock Hi-Low, and others are incredibly easy. Just be sure to use the 'Supply' ability if you run out of ammo/energy for the best abilities. One good thing about this behemoth is, like HarutMarut, it's got three large 'critical hit' core points, increasing the chance of extra damage. I don't need to remind you that attacking the foe is almost an automatic level-up, right? Draw. It. Out!

But, the third act has yet to come!

```

o-----o
| VICTORY CONDITIONS: Destroy Scarmiglione |
| FAILURE CONDITIONS: Destroy Testament   |
o-----o

```

|            |    |      |                  | PWR  | RANGE | HIT |
|------------|----|------|------------------|------|-------|-----|
| ENEMY [x4] | LV | HP   | Energy Sword (>) | 1100 | 1     | +10 |
| Raptor     | 28 | 4500 | Javelin          | 1200 | 2~4   | -10 |
| ENEMY [x4] | LV | HP   | Rusty Cutter (>) | 1800 | 1     | +10 |
| Ifrit      | 28 | 6000 | Soulsection (>)  | 2000 | 1     | +05 |
| ENEMY      | LV | HP   | Chain Flame      | 1400 | 2~5   | -05 |

```

|-----+----+-----| |-----+----+-----|
| Scarmiglione      | 30 | 7000 | | Beatrice (>)    | 1500 | 1 | +10 |
|-----+----+-----| |-----+----+-----|

```

Factory's about to X-plode, huh?

The Ifrit's truly a terrible creation, a basic 'clone' of Testament with a ramped-up attack power on its three main skills. Luckily, fighting them is a bit optional (at least on your end) since Scarmiglione is the only target to end the battle. The main draw to killing the thing is they drop \$2000 bucks a pop, and with the same Spirit content as before, can go down in two attacks (minimum) if you're lucky. Their defenses don't seem to be up to par, though, so even Calibur can be hitting 2500+ with minimal attack upgrades.

When you get Nadia down to 25% of her HP (~1750), move Frazer's craft Vjaya next to her to see a special scene. She'll join BIS at the end of the battle if you do this; if not, well...

```

o-----o
| OBTAIN: Chevalier Lance |
| OBTAIN: EnergyEndure   |
| OBTAIN: SSA1           |
| OBTAIN: Booster1      |
o-----o

```

Chevalier Lance is the last ability for Orcrist, while EnergyEndure is a new passive ability for Vjaya. Durandal II now has an 'SSA1' ability, which'll refill some of its health automatically.

---

```

SCENE 21 - A FAINT LIGHT FROM THE DEPTHS          --- PATH A --- [SC21]

```

---

Stealth...what would we do without you? Well, time to get down to the nitty gritty and smash up the controls keeping the anti-stealth visible. And guess which unit's got that installed? Robin's in Calibur, by the way, and is 2x better than Deckson as a pilot. Just look at the damage increases. =)

```

o-----o
| VICTORY CONDITIONS: Destroy Ravana      |
| FAILURE CONDITIONS: Destroy Testament  |
o-----o

```

|            |    |      |                  | PWR  | RANGE | HIT |
|------------|----|------|------------------|------|-------|-----|
| ENEMY      | LV | HP   | Sleeve Shot      | 1400 | 2~4   | -05 |
|            |    |      | Stinger (>)      | 1550 | 1     | +05 |
| Ravana     | 32 | 8000 | Hell Rave (>)    | 1750 | 1     | 7 0 |
| -----      |    |      |                  |      |       |     |
| ENEMY [x9] | LV | HP   | Laser Blade (>)  | 900  | 1     | +10 |
| LEV A a    | 24 | 2800 | Machine Gun      | 900  | 2~4   | 7 0 |
| -----      |    |      |                  |      |       |     |
| ENEMY [x8] | LV | HP   | Energy Sword (>) | 1100 | 1     | +10 |
| Raptor     | 25 | 4500 | Javelin          | 1200 | 2~4   | -10 |

As usual, a bunch of enemies are hidden along the path while Ravana sits far north and waits for ambushes to take place. As such, as long as you stick to one side of the map, some enemies won't even show themselves. Stick to the right side and only fight five LEV As and the four Raptor bodyguards that'll stick by Ned.

Attacking Ravana the first time gives +5 Spirit for use of Hell Rave, so if you're hurting by then, hold off on attacking until ganging up is possible. When he gets in critical health, he runs off like a pansy -- win! Too bad that only finishes the first portion of the battle.

```

.-----|.-----|.-----|.-----|.-----|.-----|.-----|.-----|.
| ENEMY          | LV | HP   | | Punisher          | 1500 | 2~5 | -05 |
|-----+-----+-----| |-----+-----+-----|
| Nerokerubina   | 32 | 25000 | | Guilty Charge (>) | 1600 | 1   | +05 |
'-----+'-----+'-----+'-----+'-----+'-----+'-----+'-----'

.-----|.-----|.-----|.-----|.-----|.-----|.-----|.-----|.
| ENEMY [x3]     | LV | HP   | | Energy Sword (>) | 1100 | 1   | +10 |
|-----+-----+-----| |-----+-----+-----|
| Raptor         | 25 | 4500 | | Javelin          | 1200 | 2~4 | -10 |
'-----+'-----+'-----+'-----+'-----+'-----+'-----+'-----'

.-----|.-----|.-----|.-----|.-----|.-----|.-----|.-----|.
| ENEMY          | LV | HP   | | Chain Flame       | 1400 | 2~5 | -05 |
|-----+-----+-----| |-----+-----+-----|
| Scarmiglione   | 33 | 7000 | | Beatrice (>)      | 1500 | 1   | +10 |
'-----+'-----+'-----+'-----+'-----+'-----+'-----+'-----'

```

Two more 'special' units appear in the northeast and have to be dealt with. Nerokerubina moves very slowly, though, so it might be wise to take care of the leftover Raptors from the previous phase. In fact, N'bina won't even move until an enemy nears there, which is all the more reason to get rid of enemy ranks riding your coattails. Scarmiglione, however, is more than happy to oblige and guns for the nearest ally ASAP. Let the OFs get in the most kills so their attacks get powered up faster.

Nerokerubina is actually a big pushover, and has three big critical hit 'core' points that can be hit, as opposed to the regular units' one. Luckily, there is no need to whittle away its 25000 HP; just attack it with Testament and let the cutscenes occur.

```

o-----o
| OBTAIN: Repair kit1 |
o-----o

```

---

```

iiiii
SCENE 21 - NOSFERATU          --- PATH B --- [EX07]

```

---

```

iiiii
More civilian hijinx, this time with local spheres being attacked by UNSF. If you saved Nadia, she'll be piloting Vjaya; if not, Twede will be in the driver's seat. Either way, some children are being held hostage, so this'll be like an orphanage scene redux.

```

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy          |
| FAILURE CONDITIONS: Destroy Testament        |
|                : Attack Raptor containing captured children |

```

| ENEMY [x4]       | LV | HP   | ATTACK         | PWR  | RANGE | HIT |
|------------------|----|------|----------------|------|-------|-----|
| Energy Sword (>) |    |      |                | 1100 | 1     | +10 |
| Raptor           | 32 | 4500 | Javelin        | 1200 | 2~4   | -10 |
| ENEMY [x2]       | LV | HP   | ATTACK         | PWR  | RANGE | HIT |
| Dash Punch (>)   |    |      |                | 1300 | 1     | +15 |
| Cyclops          | 32 | 4500 | Dash Punch (>) | 1300 | 1     | +15 |
| ENEMY [x4]       | LV | HP   | ATTACK         | PWR  | RANGE | HIT |
| Laser Blade (>)  |    |      |                | 800  | 1     | +10 |
| LEV C a          | 32 | 2800 | Beam Gun       | 1000 | 2~5   | 7 0 |
| ENEMY            | LV | HP   | ATTACK         | PWR  | RANGE | HIT |
| Phalanx          |    |      |                | 1200 | 1~4   | 7 0 |
| Mummy Head A     | 32 | 4800 | Grenade        | 1350 | 2~3   | -05 |
| ENEMY            | LV | HP   | ATTACK         | PWR  | RANGE | HIT |
| Halberd          |    |      |                | 1250 | 1~3   | +10 |
| Mummy Head B     | 32 | 4800 | Grenade        | 1350 | 2~3   | -05 |
| ENEMY            | LV | HP   | ATTACK         | PWR  | RANGE | HIT |
| Sleeve Shot      |    |      |                | 1400 | 2~4   | -05 |
| Stinger (>)      |    |      |                | 1550 | 1     | +05 |
| Ravana           | 35 | 8000 | Hell Rave (>)  | 1750 | 1     | 7 0 |

It should go without saying, but don't attack any of the four Raptors holding the children until Testament can rescue them. And by rescue, I mean moving it adjacent to the enemy unit. It works both ways, too -- if a Raptor nears Cage the kid will automatically be rescued. Don't forget that you can rescue two at once if you happen to border 2 Raptors! Ned and his four bodyguards won't bother to approach until the regular units have bitten the dust. If all allies stay towards the bottom, Ned won't bother approaching until the battle's end, giving ample time to tap the local server in the east! Vjaya's probably the best candidate to send there.

When Ned is first attacked, he will be regenerated completely. Pharsti notes that this will happen until the metatron runs out. Attack him normally and deplete his health to see some scenes that tell of the mythology behind the name 'Ravana.'

| VICTORY CONDITIONS: | FAILURE CONDITIONS: |
|---------------------|---------------------|
| Obliterate enemy    | Destroy Testament   |

  

| ENEMY [x3]     | LV | HP   | ATTACK         | PWR  | RANGE | HIT |
|----------------|----|------|----------------|------|-------|-----|
| Dash Punch (>) |    |      |                | 1300 | 1     | +15 |
| Cyclops        | 32 | 4500 | Dash Punch (>) | 1300 | 1     | +15 |

Yeah, just a stall battle for no particular reason. Take this chance to get

to the local server in the east if you haven't already.

```

o-----o
| OBTAIN: SSA2                |
| OBTAIN: DoubleAction       |
| OBTAIN: DoubleAction       |
| OBTAIN: Repair kit1        |
o-----o

```

SSA2 is a better version of the passive healing ability 'SSA1', and is given to Testament...if you tapped the server. DoubleAction is given to Testament & Vjaya, and allows for two action turns each in a row. Yeah, the game just got a whole lot easier. :p

~~~~~

SCENE 22 - HEAVEN-BOUND WINGS

[SC22]

~~~~~

Love is -- like -- oxygen! </singsong>

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy                |
| FAILURE CONDITIONS: Testament destroyed             |
| Allow enemy to approach Saoshyant |
o-----o

```

|              |    |       |                   | PWR  | RANGE | HIT |
|--------------|----|-------|-------------------|------|-------|-----|
| ENEMY [x8]   | LV | HP    | Energy Sword (>)  | 1100 | 1     | +10 |
| Raptor       | 26 | 4500  | Javelin           | 1200 | 2~4   | -10 |
| ENEMY        | LV | HP    | Punisher          | 1500 | 2~5   | -05 |
| Nerokerubina | 33 | 25000 | Guilty Charge (>) | 1600 | 1     | +05 |

The ally formation encircles Saoshyant completely, here. Leaving everyone in that formation is a bit stupid, so whittle it down to leaving mechs on all four sides of the Saoshyant and letting the rest (L&A types, preferably) deal with the ones over the seawater. Just make sure that an enemy never comes adjacent to the cargo ship or it'll end up with a self-destruct sequence that rips it apart...game over. Pretty easy to just let the OFs do the dirty work at this point. =/

Nerokerubina will advance this time, too, thankfully. Leaving Saoshyant to surround the glacier-speed mech is a good idea, as this gets better access by the local server. You probably won't get near it before the next phase begins automatically, though (when Nero'a first attack).

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy                |
| FAILURE CONDITIONS: Testament destroyed             |
| Allow enemy to approach Saoshyant |
o-----o

```

|            |    |    |                  | PWR  | RANGE | HIT |
|------------|----|----|------------------|------|-------|-----|
| ENEMY [x4] | LV | HP | Energy Sword (>) | 1100 | 1     | +10 |

|            |    |       |                  |      |       |     |
|------------|----|-------|------------------|------|-------|-----|
| Raptor     | 28 | 4500  | Javelin          | 1200 | 2~4   | -10 |
| ENEMY [x2] | LV | HP    | ATTACK           | PWR  | RANGE | HIT |
| Cyclops    | 29 | 4500  | Dash Punch (>)   | 1300 | 1     | +15 |
| ENEMY      | LV | HP    | Flame Bullet (>) | 1250 | 1~3   | +05 |
| HarutMarut | 35 | 20000 | Wisp Meteor (>)  | 1600 | 2~6   | +10 |

A few crappy minions against two high-HP beings. If you moved away from the Saoshyant, start taking out the Raptors like crazy, since that's their main purpose here. Since most enemies will float over the sea, the OFs are better at the destruction than the cargo-ship guardians...meaning leave all the land types to guard Saoshyant if you're worried about the battle outcome.

When all cronies are dead, you can (pretty much) safely evacuate Saoshyant's environ and have all enemies go down the bridge to attack. That said, don't bother attacking Nerokerubina because HarutMarut is the only mech that has to be destroyed to fulfill the conditions. For the love of god, remember to tap the local server!!!

```

o-----o
| OBTAIN: Chevalier Lance |
| OBTAIN: EnergyEndure   |
| OBTAIN: SSA1           |
| OBTAIN: Supply pack1   |
o-----o

```

Chevalier Lance is the last ability for Orcrist, while EnergyEndure's a new trait for Vjaya. SSA1's a self-healing trait for Durandal II.

---

SCENE 22 - VIOLATED WISHES --- PATH B --- [EX08]

---

Hacking into those stupid Earthlings satellites -- what won't they think of next? Now it's time to tail those stolen kiddies and take care of a few... obstacles.

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy |
| FAILURE CONDITIONS: Destroy Testament |
| Allow enemy to approach Saoshyant |
o-----o

```

|            |    |      |                  |      |       |     |
|------------|----|------|------------------|------|-------|-----|
| ENEMY [x4] | LV | HP   | ATTACK           | PWR  | RANGE | HIT |
| Cyclops    | 34 | 4500 | Dash Punch (>)   | 1300 | 1     | +15 |
| ENEMY [x2] | LV | HP   | Energy Sword (>) | 1100 | 1     | +10 |



|              |    |      |                  |      |     |     |
|--------------|----|------|------------------|------|-----|-----|
| Raptor       | 32 | 4500 | Javelin          | 1200 | 2~4 | -10 |
| ENEMY [x4]   | LV | HP   | Rusty Cutter (>) | 1800 | 1   | +10 |
|              |    |      | Tear Blast       | 1850 | 2~5 | 7 0 |
| Ifrit        | 33 | 6000 | Soulsection (>)  | 2000 | 1   | +05 |
| ENEMY [x2]   | LV | HP   | Phalanx          | 1200 | 1~4 | 7 0 |
| Mummy Head A | 34 | 4800 | Grenade          | 1350 | 2~3 | -05 |
| ENEMY        | LV | HP   | Halberd          | 1250 | 1~3 | +10 |
| Mummy Head B | 34 | 4800 | Grenade          | 1350 | 2~3 | -05 |
| ENEMY        | LV | HP   | Flame Gale       | 1400 | 2~5 | -05 |
| Grafficane   | 38 | 6000 | Gillius (>)      | 1500 | 1   | +10 |

Protecting Saoshyant is the key to this, but there's one unit short at this time, so break formation and guard it on all four sides with the land-type LEVs. Bolozof's units won't move immediately, so waste the first turn and let the northern mesa's minions come nearer. Although there is one unit short (Vjaya), DoubleAction with Testament ensures that he can kill any foe in the allies' turns.

On Turn #3, Robin says she'll try to hack the satellite in an attempt to overcome the password failure. She'll need an extra three minutes (turns) to do some typing, so buy it. On Turn #6, the password's found and Nadia will show up to teach Bolozof a lesson. Saoshyant also leaves, so there's no point in sticking in the diamond-shaped formation.

When Grafficane's HP dips to critical condition, it gets refilled to full health and has to be fought once again, this time from the north. Should be the equivalent of a layup, what with two units having DoubleAction (I hope) for using-and-abusing.

○-----○  
 | OBTAIN: Supply pack1 |  
 ○-----○

---

SCENE 23 - FULFILLMENT OF A PROMISE --- PATH A --- [SC23]

---

Let's get to the bottom of these shenanigans. The end's approaching fast...

○-----○  
 | VICTORY CONDITIONS: Destroy Ravana |  
 | FAILURE CONDITIONS: Testament destroyed |  
 ○-----○

|            |    |    |        |     |       |     |
|------------|----|----|--------|-----|-------|-----|
| ENEMY [x2] | LV | HP | ATTACK | PWR | RANGE | HIT |
|------------|----|----|--------|-----|-------|-----|

|              |    |      |                  |      |     |     |
|--------------|----|------|------------------|------|-----|-----|
| Cyclops      | 28 | 4500 | Dash Punch (>)   | 1300 | 1   | +15 |
| ENEMY [x3]   | LV | HP   | Energy Sword (>) | 1100 | 1   | +10 |
| Raptor       | 28 | 4500 | Javelin          | 1200 | 2~4 | -10 |
| ENEMY [x3]   | LV | HP   | Laser Blade (>)  | 800  | 1   | +10 |
| LEV C a      | 26 | 2800 | Beam Gun         | 1000 | 2~5 | 7 0 |
| ENEMY [x2]   | LV | HP   | Phalanx          | 1200 | 1~4 | 7 0 |
| Mummy Head A | 28 | 4800 | Grenade          | 1350 | 2~3 | -05 |
| ENEMY [x2]   | LV | HP   | Halberd          | 1250 | 1~3 | +10 |
| Mummy Head B | 28 | 4800 | Grenade          | 1350 | 2~3 | -05 |
| ENEMY        | LV | HP   | Sleeve Shot      | 1400 | 2~4 | -05 |
|              |    |      | Stinger (>)      | 1550 | 1   | +05 |
| Ravana       | 35 | 8000 | Hell Rave (>)    | 1750 | 1   | 7 0 |

The easiest way to do this is to waste two turns and let the enemies and Ned approach, then bum-rush Ravana when it nears. It takes about four turns (with one of actual attack) for the boss craft to get in range, and this gives Vjaya plenty of time to go north to the L Server and get some new attacks. Kicking back and letting the enemy come to you is such a nice, sunny strategy... ^\_\_^

Ravana's allies will flee when it's defeated, Cage will get +10 Spirit for the upcoming phase.

|  |    |      |                |      |       |     |
|--|----|------|----------------|------|-------|-----|
| o-----o                                  |    |      |                |      |       |     |
| VICTORY CONDITIONS: Destroy Scarmiglione |    |      |                |      |       |     |
| FAILURE CONDITIONS: Testament destroyed  |    |      |                |      |       |     |
| o-----o                                  |    |      |                |      |       |     |
|  |    |      |                | PWR  | RANGE | HIT |
| ENEMY [x3]                               | LV | HP   | ATTACK         | PWR  | RANGE | HIT |
| Cyclops                                  | 30 | 4500 | Dash Punch (>) | 1300 | 1     | +15 |
| ENEMY [x4]                               | LV | HP   | Flame Gale     | 1400 | 2~5   | -05 |
| Grafficane                               | 32 | 7000 | Gillius (>)    | 1500 | 1     | +10 |
| ENEMY                                    | LV | HP   | Chain Flame    | 1400 | 2~5   | -05 |
| Scarmiglione                             | 36 | 7000 | Beatrice (>)   | 1500 | 1     | +10 |

Unmanned Grafficanes are now here, as well as any enemies that were Ravana's

detail. Luckily, the new enemies start far away and give everyone and with Cage's new spirit, start Soulsectioning any remaining enemies. Just remember to 'Supply' him more energy or he'll crap out after awhile. As usual, every Grafficane drops \$2000, so if you're short on dough, don't hesitate to slap a couple of them into purgatory. The good thing about Scarmiglione is that it has such great range, it leaves its Cyclops bodyguards behind so that it actually sets ITSELF up for an easy surround-job. Get the server abilities downloaded before the coup de grace.

But, it ain't over yet. -\_\_\_-

```

o-----o
| VICTORY CONDITIONS: Lower Iblis' HP by at least 50% |
| FAILURE CONDITIONS: Testament destroyed           |
o-----o

```

|              |    |       |                   | PWR  | RANGE | HIT |
|--------------|----|-------|-------------------|------|-------|-----|
| ENEMY [x2]   | LV | HP    | Punisher          | 1500 | 2~5   | -05 |
| Nerokerubina | 32 | 25000 | Guilty Charge (>) | 1600 | 1     | +05 |
| ENEMY [x3]   | LV | HP    | Energy Sword (>)  | 1100 | 1     | +10 |
| Raptor       | 28 | 4500  | Javelin           | 1200 | 2~4   | -10 |
| ENEMY [x3]   | LV | HP    | Flame Gale        | 1400 | 2~5   | -05 |
| Grafficane   | 32 | 7000  | Gillius (>)       | 1500 | 1     | +10 |
| ENEMY        | LV | HP    | Rusty Cutter (>)  | 1550 | 1     | +10 |
|              |    |       | Venom Rain        | 1700 | 2~5   | +10 |
| Iblis        | 38 | 20000 | Soul Eclipse (>)  | 1850 | 1     | +05 |

So, inflicting 10000 damage on Iblis...shouldn't be too hard, yeah? The best setup to do this without taking any fire is to move Testament two spaces east from where it starts; then, put Robin behind him (west), Orcrist one space to the north, and Dreizehn one space to the south. Let two turns pass and Iblis will be in each of their sights, and they can simply halve its HP. You can replace units around, of course, but include Testament since all Spirit amts carry over, thus making things like Ray Disaster/Comet accessible.

Iblis escapes with Nerokerubina when he gets too damaged.

```

o-----o
| OBTAIN: SSA2 |
| OBTAIN: DoubleAction |
| OBTAIN: DoubleAction |
| OBTAIN: Repair kit1 |
o-----o

```

SSA2 is a new trait for Testament that refills its health in more amounts than SSA1. DoubleAction is for Testament and Vjaya, and allows for two command inputs per ally active turn. Yes, the game just got a LITTLE easier, if you harness its power.

The doctor's back and he's got the kidnapped kids piloting some Ifrits!

```

o-----o
| VICTORY CONDITIONS: Attack HarutMarut II |
| FAILURE CONDITIONS: Attack Ifrits' kids at a distance |
| Crush kids' Ifrits |
| Destroy Testament |
o-----o
| PWR | RANGE | HIT |
+-----+-----+-----+
| ENEMY | LV | HP | | Attack | PWR | RANGE | HIT |
+-----+-----+-----+-----+-----+-----+-----+
| HarutMarut2 | 38 | 25000 | | Wisp Meteor (>) | 1650 | 2~6 | +10 |
+-----+-----+-----+-----+-----+-----+-----+
| ENEMY [x2] | LV | HP | | Punisher | 1500 | 2~5 | -05 |
+-----+-----+-----+-----+-----+-----+-----+
| Nerokerubina | 35 | 25000 | | Guilty Charge (>) | 1600 | 1 | +05 |
+-----+-----+-----+-----+-----+-----+-----+
| ENEMY [x8] | LV | HP | | Rusty Cutter (>) | 1800 | 1 | +10 |
+-----+-----+-----+-----+-----+-----+-----+
| Ifrit | 35 | 6000 | | Soulsection (>) | 2000 | 1 | +05 |
+-----+-----+-----+-----+-----+-----+-----+
| ENEMY [x8] | LV | HP | | Energy Sword (>) | 1100 | 1 | +10 |
+-----+-----+-----+-----+-----+-----+-----+
| Raptor | 35 | 4500 | | Javelin | 1200 | 2~4 | -10 |
+-----+-----+-----+-----+-----+-----+-----+

```

Pharsti suggests saving the kids by attacking them from close-range (1 grid), through disabling rather than destroying. Destroy the kids' Ifrits and it's a game over; attack from long-range and it's a game over, too. Once the orphan's frame is attacked, it leaves battle so that's a small load off your hands. Oh, and any unit can rescue the kids, so don't waste a bunch of time with just OFs or something.

The way the enemies are organized is that the Ifrits will reach everyone 1st, and there's about four turns to clear them out before the Raptors reach the party. The boss and his Nerokerubina entourage are moving, too, but they've got poor move. It's entirely possible to defeat all minions (besides N'binas) before HarutMarut2 gets anyone in sight.

After defeating HarutMarut2 once, it'll revive once again (Lv40) at the same HP with the same attacks. Any Nerokerubinas that were alive before will still be around, so that's one minor incentive to take 'em out. Keep any slow-moving mechs away (Caliburnus/Calibur) because it can now do 3000+ per attack. Not a good piece of news for those who have trouble using IBS. Another easy \$3000 for most players, though.

```

o-----o
| OBTAIN: Repair kit1 |
| OBTAIN: $1000 |
o-----o

```

Waste the rest of your money on upgrades, because you won't get another chance to do so.

---

SCENE 24 - PHARSTI --- PATH A --- [SC24]

---

At last we meet...Pharsti!

```

o-----o
| VICTORY CONDITIONS: Approach Nerokerubina w/ Testament |
| FAILURE CONDITIONS: Destroy Testament |
| Destroy Nerokerubina |
o-----o

```

|              |    |       | PWR               | RANGE | HIT   |     |
|--------------|----|-------|-------------------|-------|-------|-----|
| ENEMY [x7]   | LV | HP    | Flame Gale        | 1400  | 2~5   | -05 |
| Graffricane  | 35 | 7000  | Gillius (>)       | 1500  | 1     | +10 |
| ENEMY        | LV | HP    | Energy Sword (>)  | 1100  | 1     | +10 |
| Raptor       | 35 | 4500  | Javelin           | 1200  | 2~4   | -10 |
| ENEMY        | LV | HP    | ATTACK            | PWR   | RANGE | HIT |
| Cyclops      | 35 | 4500  | Dash Punch (>)    | 1300  | 1     | +15 |
| ENEMY [x2]   | LV | HP    | Phalanx           | 1200  | 1~4   | 7 0 |
| Mummy Head A | 28 | 4800  | Grenade           | 1350  | 2~3   | -05 |
| ENEMY [x2]   | LV | HP    | Halberd           | 1250  | 1~3   | +10 |
| Mummy Head B | 28 | 4800  | Grenade           | 1350  | 2~3   | -05 |
| ENEMY [x2]   | LV | HP    | Punisher          | 1500  | 2~5   | -05 |
| Nerokerubina | 32 | 25000 | Guilty Charge (>) | 1600  | 1     | +05 |

The easy objective is made even easier by the fact two OFs have (OR SHOULD HAVE =/ ) the DoubleAction ability, which lets them move, essentially, twice their normal moving range. That in mind, the strategy is to act as a 'shunt' and clear a path for Testament/Vjaya to get towards the Nerokerubina, which is moving slow as always. Wait two turns and destroy the Cyclops between the Graffricanes' formation, then move said two OFs through the line. Either way, the first wave of attacks is going to be a firestorm of crap, and it'll be hard -- can't sugarcoat that -- for the slower units like Caliburnus/Calibur. YOU MUST BE USING 'IBS' TO DO THIS OR YOU WILL GET DECIMATED. But, the turn immediately after, if this was done right, Testament can reach Nerokerubina and finish the first phase.

An alternate method of breaking through is on Turn #1, move people up to where Testament's 'longitude' and wait two turns, which will give better access to the lone Cyclops that should be right north of Testament. This also allows all Grafficanes to attack at once but NO (if you didn't move other units) Mummy Heads to get potshots in. I destroyed the Cyclops since they're easy targets, but this is an entirely plausible scenario for those who don't want to fight nine million things at once. Plus, Nero'a will approach Testament, which will complete the first objective immediately.

Once the first objective is completed, three Nerokerubinas will appear and Cage will have to find the real one. Good thing DoubleAction is on-hand, huh? The easternmost of the three is the real Ms. Alderan, so approach there and Attack/Wait to end the battle. Did I mention that she joins and so does..... THE NEROKERUBINA!?

---

No item received, but this is the last battle on this arc, so enjoy it! Make sure to empty your pockets to upgrade the LEVs HP, shell, weapons, and allot items!

---

SCENE 24 - PROMISED REUNION --- PATH B --- [EX10]

---

This is the last battle for this storyline, so give it all ya got!

```

o-----o
| VICTORY CONDITIONS: Obliterate enemy |
| FAILURE CONDITIONS: Destroy Testament |
o-----o

```

|            |    |      |                  | PWR  | RANGE | HIT |
|------------|----|------|------------------|------|-------|-----|
| ENEMY [x7] | LV | HP   | Rusty Cutter (>) | 1800 | 1     | +10 |
|            |    |      | Tear Blast       | 1850 | 2~5   | 7 0 |
| Ifrit      | 35 | 6000 | Soulsection (>)  | 2000 | 1     | +05 |

Cage will have to fight these alone, at least to Turn #5. It might be a bit rough early on, but DoubleAction will eventually allow for an enemy to be gone in one turn if your Rusty Cutter can't do 3000+ per (it takes about Lv40 to just get there). Just make sure that the enemies don't get any terrain bonuses from the slopes/rocks nearby. After reaching the fifth turn, Cage's allies'll appear to help clear out the other three. A very good tip here is to dwindle the ranks down to a single enemy and let the land-only LEVs get up that cliff towards the laboratory. Otherwise, it'll take four or so turns of combat to get them up onto level ground.

When all enemies are down, the true enemy shows himself...sorta.

```

o-----o
| VICTORY CONDITIONS: Destroy Iblis    |
| FAILURE CONDITIONS: Destroy Testament |
o-----o

```

|            |    |    |                  | PWR  | RANGE | HIT |
|------------|----|----|------------------|------|-------|-----|
| ENEMY [x9] | LV | HP | Rusty Cutter (>) | 1800 | 1     | +10 |
|            |    |    | Tear Blast       | 1850 | 2~5   | 7 0 |

|       |    |       |                  |      |     |     |
|-------|----|-------|------------------|------|-----|-----|
| Ifrit | 37 | 6000  | Soulsection (>)  | 2000 | 1   | +05 |
| ENEMY | LV | HP    | Rusty Cutter (>) | 1550 | 1   | +10 |
| Iblis | 40 | 20000 | Soul Eclipse (>) | 1850 | 1   | +05 |
|       |    |       | Venom Rain       | 1700 | 2~5 | +10 |

Since this is the last battle, you can pretty much ignore any Ifrits, at least the ones that are out-of-the-way. As you probably found against HarutMarut2 in a previous scene, with DoubleAction and a full army of cannons pointed at one mech, it's incredibly easy to do 20000+ damage in one turn, especially when Testament's probably got enough Spirit to do major damage close- & long-range. Shock Hi-Low was OHKO'ing the Ifrits (6800+), meaning with a 'Supply' command each round, taking out the trash was never so easy.

One good thing about this battle is that Iblis comes towards the party rather than sitting fat across the screen and letting its minions do the handywork. That conscious effort plays right into the player's hands, as it fights for a pole position among the ranks. Might be a little harder to surround, but find me a shortage of long-range attackers and I'd swear we're playing 2 different games here. =)

When Iblis gets busted up, the final FINAL boss appears.

```

o-----o
| VICTORY CONDITIONS: Destroy Grafficanne |
| FAILURE CONDITIONS: Destroy Testament |
o-----o

```

|              |    |      |                | PWR  | RANGE | HIT |
|--------------|----|------|----------------|------|-------|-----|
| ENEMY [x2]   | LV | HP   | Phalanx        | 1200 | 1~4   | 7 0 |
| Mummy Head A | 37 | 4800 | Grenade        | 1350 | 2~3   | -05 |
| ENEMY [x2]   | LV | HP   | Halberd        | 1250 | 1~3   | +10 |
| Mummy Head B | 37 | 4800 | Grenade        | 1350 | 2~3   | -05 |
| ENEMY [x4]   | LV | HP   | ATTACK         | PWR  | RANGE | HIT |
| Cyclops      | 37 | 4500 | Dash Punch (>) | 1300 | 1     | +15 |
| ENEMY        | LV | HP   | Flame Gale     | 1400 | 2~5   | -05 |
| Grafficanne  | 45 | 7000 | Gillius (>)    | 1500 | 1     | +10 |

The final boss appears in Grafficanne with some minions, and any of Iblis' cronies that are left will still be remaining! Spend the first turn thinning the enemy herd nearest the allies to draw Grafficanne downwards, then crack it in two like the Berlin Wall. 7000 HP is pretty crappy, but more importantly, it's managable with two DoubleAction vehicles.

And...that's the end! There's one more non-gameplay 'chapter' to see, but it doesn't go further than that. Or much better than it. Hope you enjoyed this storyline! Try to replay on the 'Path A' arc so you get a few more battles

(although, personally, I find Path B to be the best).

~~~~~

SCENE 25 - REUNION

--- PATH A --- [SC25]

~~~~~

The final battle at the old laboratory. Do it to it!

```

o-----o
| VICTORY CONDITIONS: Destroy Ravana      |
| FAILURE CONDITIONS: Destroy Testament  |
o-----o

```

|              |    |      |                  | PWR  | RANGE | HIT |
|--------------|----|------|------------------|------|-------|-----|
| ENEMY [x5]   | LV | HP   | Phalanx          | 1200 | 1~4   | 7 0 |
| Mummy Head A | 37 | 4800 | Grenade          | 1350 | 2~3   | -05 |
| ENEMY [x5]   | LV | HP   | Halberd          | 1250 | 1~3   | +10 |
| Mummy Head B | 37 | 4800 | Grenade          | 1350 | 2~3   | -05 |
| ENEMY [x5]   | LV | HP   | ATTACK           | PWR  | RANGE | HIT |
| Cyclops      | 37 | 4500 | Dash Punch (>)   | 1300 | 1     | +15 |
| ENEMY [x6]   | LV | HP   | Energy Sword (>) | 1100 | 1     | +10 |
| Raptor       | 37 | 4500 | Javelin          | 1200 | 2~4   | -10 |
| ENEMY        | LV | HP   | Sleeve Shot      | 1400 | 2~4   | -05 |
| Ravana       | 40 | 8000 | Stinger (>)      | 1550 | 1     | +05 |

Yeah, there are A LOT of enemies here and, what's worse, the allies start in the SE corner at the bottom of a cliffside. This means that land units aren't going to have an easy time getting up. Use the first turns, trying to scale a plateau by the buildings and wait for the enemies to approach. This time, it would be a stupid idea to do any shifty maneuvers -- you've got to destroy at least SOME of them, unlike last time. Not much to say there, besides move the best attackers up front, the long-range/slower units behind, and start abusing DoubleAction quickly. Luckily, the 'Ravana' won't stay behind and let its acolytes do the work; it moves right in with 'em, making it a pretty easy target after the first movement. Either way, can't avoid a huge and bloody battle. At least there's been lots of target practice so far, hmm? One good thing that may happen is, at least in the early rounds, it becomes so crowded that many enemies don't even get a turn. I estimate that it's possible for about four enemies to be destroyed per turn (without criticals), making it not TOO hard to withstand the onslaught... It's 6+ if Testament can OHKO anything, of which it's possible with Soulsection (etc.)

When Ravana gets smoked, it retreats and someone familiar comes out to play.



```

o-----o
| VICTORY CONDITIONS: Destroy Iblis      |
| FAILURE CONDITIONS: Destroy Testament |
o-----o

```

|       |    |       |  | PWR              | RANGE | HIT |     |
|-------|----|-------|--|------------------|-------|-----|-----|
| ENEMY | LV | HP    |  | Rusty Cutter (>) | 1550  | 1   | +10 |
|       |    |       |  | Venom Rain       | 1700  | 2~5 | +10 |
| Iblis | 45 | 20000 |  | Soul Eclipse (>) | 1850  | 1   | +05 |

At this point, if you can go to meet Iblis with Vjaya/Testament, do so as it can save a few turns of it approaching. It's a powerhouse now, and its Soul Eclipse attack can do 4000+ damage. However, there's still the matter of all those enemies left over from the previous phase. Remember that Mummy Heads have a horrible attack range of only three panels, so if you can move outside that, they'll have to waste their turn following.

When Iblis is destroyed, the game ends. Hope you enjoyed the Path A arc!

~~~~~

#### IV. MECH REFERENCE

[MCHR]

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The 'MechReference' section of the Options tab allows the player to find more information about the LEVs (mechs), their make, model, and that kinda stuff. References only show up after encountering that mech in the story/battle, so if you're missing one of these, it may be because of that. Note that only the Ifrit (I believe) is missable, since it's found only on the Path B storyline. Spoilers are at a minimum here.

---

#### [BIZAC]

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.

#### [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.

#### [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.

#### [BLADE]

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.

[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.

[CALIBUR]

Category: AFV

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

[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.

[CONSTRUCT 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.

[CYCLOPS]

Category: OF

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

[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."

[DURANDAL II]

Category: OF

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.

[EDGE]

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.

[GRAFFICANE]

Category: OF

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.

[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.

[IBLIS]

Category: OF

The true identity of the Black Frame. An older model of the Animus series, it is equipped with Version (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.

[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 the LEV is "Francesca."

[LEV A a]

Category: LEV

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

[LEV B a]

Category: LEV

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

[LEV C a]

Category: LEV

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

[M 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 discernable by pink stripe on wing.

[MUMMY HEAD A]

Category: OF

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

[MUMMY HEAD B]

Category: OF

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

[NED LEV]

Category: LEV

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

[NEROKERUBINA]

Category: OF

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."

[ORCRIST]

Category: OF

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

[RAPTOR]

Category: OF

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

[RAVANA]

Category: OF

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.

[REG. LEV A]

Category: LEV

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

[REG. LEV B]

Category: LEV

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

[SCARMIGLIONE]

Category: OF

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

[SEC. LEV A]

Category: LEV

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

[SEC. LEV B]

Category: LEV

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

[TESTAMENT]

Category: OF

The true identify 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."

[UNMANNED A]

Category: Fighter

Unmanned fighter machine widely used by UNSF. Effectiveness moderate.

[UNMANNED B]

Category: Fighter

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

[VJAYA]

Category: OF

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.

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V. CHARACTER REFERENCE

[CHRR]

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The 'CharaReference' choice under the 'Options' tab details information about the game's characters. Obviously, there will be spoilers abound here, so don't read in ignorance, plz. As always, characters only show up when they're found in-game, but I don't believe any are missable.

[AMANTE]

Name : Amante Furlair  
Sex : Female  
Age : 16  
Blood: ???

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.

[ARES]

Name : Ares Enduwa  
Sex : Male  
Age : 17  
Blood: AB

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."

[BOLOZOF]

Name : Bolozof Velasgo  
Sex : Male  
Age : 29  
Blood: 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...

[CAGE]

Name : Cage Midwell  
Sex : Male  
Age : 17  
Blood: O

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 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.

[CUBICK]

Name : Cubick Noyce  
Sex : Female  
Age : 29  
Blood: 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". Weight: secret. 38-25-33. Favorite stone: champagne-colored fancy diamond. Dislikes: sweat. (Source: Mars Angels Fan Club Newsletter)

[DECKSON]

Name : Deckson Geyse  
Sex : Male  
Age : 42  
Blood: 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.

[DIGIT]

Name : Digit Carlyle  
Sex : Female  
Age : 19  
Blood: 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)

[FRAZER]

Name : Tim Frazer  
Sex : Male  
Age : 38  
Blood: 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 BIS leader Deckson on a number of occasions, but has never been able to keep him. Has one half-brother

[GILBERT]

Name : Gilbert Kelly  
Sex : Male  
Age : 12  
Blood: B

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

[IRVING]

Name : Johnny Irving  
Sex : Male  
Age : 43  
Blood: O

High-ranking officer in the Mars Army. He is a pushover who was bullied into cooperating with 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.

[JAEGER]

Name : Patrick Jaeger  
Sex : Male  
Age : 55  
Blood: 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.

[JIMMER]

Name : Lance Jimmer  
Sex : Male  
Age : 20s  
Blood: ???

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.

[JOJO]

Name : Jordy Jones  
Sex : Female  
Age : 11  
Blood: 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.

[LEWY]

Name : Lewy  
Sex : Male  
Age : 31  
Blood: B

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

[MEBIUS]

Name : Mebius K. Lylekraft  
Sex : Female  
Age : 26  
Blood: 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.

[MYONA]

Name : Myona Alderan  
Sex : Female  
Age : 17  
Blood: A

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...

[NADIA]

Name : Nadia Candido  
Sex : Female  
Age : 19  
Blood: 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.

[NED]

Name : Ned Noachim  
Sex : Male  
Age : 27  
Blood: 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 women, 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."

[PALME]

Name : Palme Winston  
Sex : Female  
Age : 24  
Blood: 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)

[PAULY]

Name : Pauly McLaud  
Sex : Male  
Age : 10  
Blood: A

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

[PHARSTI]

Name : Pharsti  
Sex : ---  
Age : ---  
Blood: ---

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?

[PHIL]

Name : Philbright  
Sex : Male  
Age : 17  
Blood: 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 unable 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...

[RAIAH]

Name : Raiah  
Sex : Male  
Age : 38  
Blood: ???

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."

[RAZMA]

Name : Razma Cascade Jr.  
Sex : Male  
Age : 19  
Blood: 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...

[ROBIN]

Name : Robin O'Connell  
Sex : Female  
Age : 33  
Blood: 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 towards BIS members.

[RYAN]

Name : Ryan Stewart  
Sex : Male  
Age : 65  
Blood: 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.

[SEMYL]

Name : Semyl Shambrow  
Sex : Female  
Age : 16  
Blood: 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 difficult, 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.

[TAKAHIRO]

Name : Takahiro E. Yukito  
Sex : Male  
Age : 53  
Blood: B

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

[TWEDE]

Name : Twede Grey  
Sex : Male  
Age : 30s  
Blood: ???

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.

[YUKITO]

Name : Tadamichi E. Yukito  
Sex : Male  
Age : 24  
Blood: 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]

Name : Warren Lumenlux  
Sex : Male  
Age : 33  
Blood: 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.

[ZEPHYRS]

Name : Dezeele Zephyrs  
Sex : Male  
Age : 49  
Blood: 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 towards all people who are rewarded with money and opportunity despite a profound lack of talent. This resentment caused him to turn his talents towards 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.

This is just a 'dictionary' about made-up words and phrases that are commonly used throughout the game. There's a chance there's spoilers, but most stuff is just expounding on the unfamiliar.

[A.I.]

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

[ANIMUS]

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

[ANTI-PROTON REACTOR]

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

[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.

[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 Robin Foundation.

[ARKJET ENGINE]

Electric power source. Used as propulsion system in LEVs.

[BAHRAM]

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

[BURST ATTACK]

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

[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.

[COUNTY]

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

[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.

[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.

[ENDER]

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.

[HANDY PC]

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

[HBC]

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

[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.

[LEV]

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

[LOCAL SERVER]

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

[MAGALITYFEL]

Refers to Magalityfel County, the central county on 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.

[MODULE]

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

[NEST]

A gathering of Spheres.

[NUT]

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.

[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.

[OXYGEN PLANT]

Terraforming facility that supplies oxygen to Spheres and Nests.

[PANDORA FRETUM]

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

[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.

[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 influence. Also supports other groups besides BIS.

[RYAN CORPORATION]

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

[SPECIAL TASK FORCE ACEMOS]



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

[SPHERE]

Dome-encapsulated city on Mars.

[SSA (SELF-SUPPORTING ARMOR)]

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.

[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.

[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.

[UNSF]

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

[URENBECK CATAPULT]

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.

[VACILIA COUNTY]

Home county of BAHRAM.

[WEST HELLAS]

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

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VII. FREQUENTLY ASKED QUESTIONS

[FAQZ]

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[Q] - How do I power-level?

[A] - It's not really possible naturally; however, using the 'Retreat' option or dying still results in experience/cash retained.

[Q] - How are the upgrades managed for Shell/Energy/HP? How much do they cost?

[A] - There's a maximum of six upgrades max for each, and all follow this \$\$ plan per upgrade:

\$1000 -> 2000 -> 4000 -> 6000 -> 8000 -> 10000

As for the increments each upgrade adds...

\* HP : 200 -> 300 -> 500 -> 800 -> 1200 -> 1500

\* EN : +40/per

\* WPN : +30/per

\* SHELL: +40/per

So a weapon with 1000 attack would become 1030 on its first upgrade...

You get the picture.

[Q] - So allies can play catchup by attacking higher-levelled enemies?

[A] - Sorta, I s'pose. It doesn't work with just bosses, though -- I've had a low-level Orcrist get 700+ EXP for killing a regular LEV C, which kinda makes me think the game is going easy on the player.

[Q] - It says I got an ability but I can't find it!

[A] - Any craft that has 5+ abilities has a rollover onto the second page. It's easy to miss, and I didn't know I about it until my second playthrough, if it's any consolation.

[Q] - I missed a local server skill. Can I go back and get it?

[A] - Nope, it's gone forever.

[Q] - Hey, you don't tell me how to defeat [so-and-so]!

[A] - The reason I don't go in-depth is because the game basically offers you the difficulty setting of your choice. Either choose to use IBS and get good at manual evasion, i.e. the no-damage salvation, or turn off IBS and have a much harder time passing the game. In short, no enemy, whether it boss or otherwise, has a huge strategy because they can all be foiled by the same tactic.

[Q] - Which path should I choose? A or B?

[A] - Personally, I found Path B to be the more 'cheerful' one, if that makes any sense. It's a feel-good kind of path, whereas Path A is realistic... and sort of a downer.

[Q] - Hey, bub, you forgot to mention [so-and-so]! I am outraged, etc.

[A] - Drop me a line and I'll fix it, bub.

[Q] - Why aren't there any OFs shown in the garage????

[A] - Orbital frames get upgrades through battling, while only land-type mechs can be upgraded through purchased ones. When an OF goes a level-up, it'll increase all of its weapon abilities by 5 and its pilot will go up a bit as well.

[Q] - Is HarutMarut an LEV or an OF?

[A] - Well, the mech reference section says 'Large LEV' but it can float over water, so it seems to have OF properties. It's a rather special craft, so I'm not completely sure.

[Q] - Do you recommend having the Anime scenes and IBS system on?

[A] - No to the first, yes to the second. Anime scenes only prolong battles, even if only a few seconds -- they're lengthy enough without all the fluff, yeah? As for IBS, they also lengthen battles but are absolutely crucial to survival, so never turn that off...'less you're a daredevil or something.

[Q] - What's your favorite OF?

[A] - Orcrist! Kinda basic, but, man, Elfin Bow rocks. Always loved those long-range guys. Dreizehn comes in a close second, but it's not an OF and it ain't terribly decent outside of sniping.

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VIII. UPDATE + THANKS

[UPDT]

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4-02-07 -----+ Added to GameFAQs  
+ Walkthrough 100% done  
+ Appendices 100% done

And, of course, I couldn't have made this possible without:

- Yami Shuryou ----> Made an awesome guide for this game
- Picholoman -----> For pointing a nebulous line in Part 8
- Mr Crispy -----> Showed me the ropes of the split path scenarios, and told what triggers them off. Muchos gracias, senior!

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IX. LEGALITY

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MAY THE WIND TAKE  
YOUR TROUBLES AWAY

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E N D O F D O C U M E N T

