

Xenogears Items Guide

by Lightopia

Updated to v0.3 on Apr 21, 2001

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Xenogears Item FAQ v0.3
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Sony Playstation - English Version
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- i. Legal Information
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I. Revision History
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Version 0.3 - April 21, 2000

Heh, okay, so maybe I'm, what, five months late on what was scheduled to be version 0.3? Okay, so maybe I'm a procrastinator. But, I did get a good bit done. I remodeled the Revision History so it looks nicer. I added Legal Information. I added more to the Shopping List, although it isn't fully complete yet. I'm also thinking of remodeling the lists, because it seems sort of cramped, in my opinion. But I honestly don't know how else it could be done. Ah, well. Expect (but don't take MY word for it) version 0.4 around May, and the Shopping List should be 100% complete, and if I have the time I'll try to start on the Accessories List and Gear Parts List.

Version 0.2 - December 3, 2000

Added and fixed lots of stuff. Most the spelling and grammatical errors are fixed, and most of the lists had information added to them. The Shopping List should be totally complete by version 0.3. You can expect version 0.3 around mid-December.

Version 0.1 - November 25, 2000

The first version of this FAQ! Yay! Yes, I know that it's only like 50% done, but don't worry, I'm working hard to finish it. It should probably be completed by somewhere around January. ^_^

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II. Introduction
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Oh wow! This is my first FAQ and I'm very excited. Well, anyway, let's get down to buisness. First of all, I just want to say that this this FAQ should have probably been made much earlier this this, mainly because the game came out almost two years ago. I played it for about a month or two, and completed it. Then I stopped playing it for, I don't know, half a year or something like that. I then started replaying the game, and then compared the first time I played to the second time. I noticed that I had a lot more items in the second rather than the first. So, I decided to make an item FAQ. I played the game numerous times, figuring out most of the item locations, shopping lists, gear stuff, etc. Well, I've gotten about 75%-80% of the stuff, so here it is!

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III. Key
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Hm, I bet you're asking yourself "Huh? Key? What's this guy talking about?" I'm talking about the key to my read my list (sort of like a legend, I guess). This is an example of what most of it will look like:

Item Name	Cost (G)	Effect	Location
Aquasol	20	Restores 50 HP	See section IX

Note that for most of the other lists in this FAQ, "Effect" will most likely be replaced with something else ("Attack", "Defense", etc.). Now you're probably jumping for joy because I actually put every item's location. You better be happy, because it took me endless hours of playing to find most of the items, and some I still haven't found yet. Bah, I thought I could find everything... Oh! Wait! Okay, this is the last thing you need to know. Under the location of the item, if it says "See FAQs", check section X - Frequently Asked Questions to see the how to get that item, because if it says "See FAQs", the specified item most likely has a purpose or is hard to get. Uh, yeah.

IV. Item List

Alrighty, here's the list of items. The items are in alphabetical order. Note that most (not all) of the healing items that can be used in battle, can also be used outside of battle. I didn't put the selling price on the item's because a good bit of them sell for about half of their buying price, with the exception of a few like ivory, gold nuggets, scales, gold bullions, etc. I have listed these items on another list in this section. Finally, most of the battle items and non-battle items can be bought in stores. To find exactly what stores the item is in, just check section IX - The Shopping List.

Battle Items

Item Name	Cost (G)	Effect	Location
Aquasol	20	Recover 50 HP	See section IX
Aquasol S	100	Recover 150 HP	See section IX
Aquasol DX	300	Recover 300 HP	See section IX
Alphasol	1000	Recover all HP	See section IX
Panalphasol	10000	Recover all HP (whole party)	See section IX
Rosesol	100	Recover 10 EP	See section IX
Rosesol S	300	Recover 20 EP	See section IX
Rosesol DX	800	Recover 30 EP	See section IX
Sigmasol	1500	Recover all EP	See section IX
Zetasol	100	Revive from KO'd status	See section IX
Zetasol DX	1000	Revive from KO'd status (with full HP)	See section IX
Physisol	10	Remove body status effects	See section IX
Mentsol	20	Remove mind status effects	See section IX
Physimentsol	50	Remove all status effects	See section IX
White Star	500	Earth Def UP / Wind Def DOWN	See section IX
Brown Star	500	Wind Def UP / Earth Def DOWN	See section IX
Red Star	500	Water Def UP / Fire Def DOWN	See section IX
Blue Star	500	Fire Def UP / Water Def DOWN	See section IX
Hard Star	800	Defense up until end of battle	See section IX
Speed Star	1000	Speed up until end of battle	See section IX
Tragedienne	10	Cause "Play Dead" status	See section IX
Comedienne	10	Remove "Play Dead" status	See section IX
Igissol	2000	Prevent body status effects	See section IX
Aegissol	2000	Prevent mind status effects	See section IX

Blue Rose	1500	Remove physical Ether support	See section IX
Red Rose	1500	Remove mental Ether support	See section IX
Black Rose	1500	Remove equipment Ether support	See section IX
ElementAero	1200	Makes attack wind-elemental	See section IX
ElementTerra	1200	Makes attack earth-elemental	See section IX
ElementPyro	1200	Makes attack fire-elemental	See section IX
ElementHydro	1200	Makes attack water-elemental	See section IX
Samson'sHair	1000	Weapon attack up until end of battle	See section IX

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Non-Battle Items
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Item Name	Cost (G)	Effect	Location
Omegasol	50	Recover all HP/EP (one person)	See section IX
Survival Tent	150	Recover all HP/EP (whole party, can only use at Memory Cube)	See section IX
STR Drive	10000	Attack +1	See section IX
VIT Drive	10000	Defense +1	See section IX
ETH Drive	10000	Ether +1	See section IX
ETHDEF Drive	10000	Ether Defense +1	See section IX
HP Drive	20000	Maximum HP +20	See section IX
EP Drive	20000	Maximum EP +5	See section IX
Hob-Jerky	N/A	Recover 50 HP (or sell at Battling Arena)	Defeat Hob-Gob around Lahan
Hob-Meat	N/A	Recover 150 HP (or sell at Battling Arena)	Defeat Hob-Gob in Nortune Sewers
Hob-Steak	N/A	Recover 500 HP (or sell at Battling Arena)	Defeat Hob-Gob around Lahan with a fire-elemental attack
Fang	N/A	Sell at Bledavik Market or Battling Arena	Defeat Bat Rat
Eyeball	N/A	Sell at Bledavik Market or Battling Arena	Lahan well
Scales	N/A	Sell at Bledavik Market or Battling Arena	Defeat Croaker Tribe
Ivory	N/A	Sell at Bledavik Market or Battling Arena	Defeat Tusk Tusk
Gold Nugget	N/A	Sell (or give to tunnel digger in crashed Shevat)	Defeat Forbidden
Gold Bullion	N/A	Sell (or give to tunnel digger in crashed Shevat)	Defeat Forbidden
Bizfruit	10	Recover 10 EP	See section IX
Elfanana	10	Recover 50 HP	See section IX
Ariberry	10	Recover 50 HP	See section IX
Radish	10	Background item	See section IX
Durian Juice	10	Background item	See section IX
Nisan Water	10	Background item	See section IX

Aveh Water	10 Background item	See section IX
Toy Gun	80 Background item	See section IX
Minigear	120 Background item (or give to kid in Shakhan Square for hint)	See section IX
Anoret Seed	N/A Lose 2 KG	250 BP at Battling Arena
Anoret Fruit	N/A Lose 4 KG	750 BP at Battling Arena
Bulimy Seed	N/A Gain 2 KG	250 BP at Battling Arena
Bulimy Fruit	N/A Gain 4 KG	750 BP at Battling Arena

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Event Items
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Item Name	Cost(G)	Effect	Location
RPS Badge	N/A	/ Exchange for items in crashed	Shevat
H&S Badge	N/A	/ Shevat (Chu-Chu room) in disc	Shevat
Tag Badge	N/A	/ two	Shevat
Mermaid Tear	N/A	Give to woman in crashed for Mermaid Ring (disc 2)	Shevat Lahan Bar
UFO Photo	N/A	Background item/useless	Big Joe's Shop
Master Key	N/A	Key for door in Nortune Gear Dock	Nortune Gear Dock
Sewer Keys	N/A	Key for door in Nortune Sewers	Nortune Sewers
Bell Amulet	N/A	Use to lure out Redrum	Nortune Sewers
Book 1	N/A	/ Use at Orphanage to go into	Orphanage
Book 2	N/A	/ secret door to obtain a gun	Orphanage
Book 3	N/A	/ for Billy	Orphanage (give Bell Amulet to kid)
Spider	N/A	Give to Chu-Chu for Ether Veiler	Mountain Path
Bird Egg	N/A	Give to Yui to cook to gain some weight	Mountain Path
Dog Food	N/A	Give to dog in Kislev (useless)	Kislev D Block
Spider Web	N/A	Use to fish for Dawn Rock	Mountain Path
M Disk	N/A	Listen to Jukebox in Kislev	Give 5000G to Big Joe, then check ally in A Block later
Chu-Chu Doll	N/A	This is Chu-Chu before she joins your party	In inventory when you rescue Margie
Tickets	N/A	Use to see ceremony in Solaris	Solaris (Etrenank)
Cabin Key	N/A	Use to open door in Transport ship	Transport ship
Kislev Map	N/A	Map of Nortune sewers	Nortune sewers
Merkava Map	N/A	Map of Merkava (Deus)	In inventory when you enter Deus
Shevat Map	N/A	Map of Shevat shafts	Shevat shafts
Rock	???	???	???
Dawn Rock	N/A	/ Go to Shevat (NOT when it's	Shevat

Dusk Rock	N/A / crashed) and go to broken	Shevat
Dark Rock	N/A / stepping stone to get a bunch of items	Shevat
Army Keycard	N/A Use to get into Solaris Dust Chute in Solaris	Get from Elly in Solaris
Work Permit	N/A Use to walk around Solaris freely	Get from Samson in Solaris
Dirty Badge	??? ???	???

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V. Equipment List

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Okay, here is the list of equipment. If under location it says a city, that usually means that item can be bought there. For some of these items, I could not find out if they can be bought or not (Golden Hood, for example), nor could I find any location at all - few a select few of them. If you know an item's location that I might have missed, I'd love to hear from you. ^_^

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Head Equipment - Unisex

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Equipment Name	Cost(G) Defense	Location

Martial Cap	30 +1	Initially equipped on Fei, Dazil
Fencing Cap	40 +2	Dazil
Leather Hat	80 +6	Dropped by Aveh Corporal (Desert Attack!), Bledavik
Metal Helmet	200 +10	Buy from Hammer in Kislev
War Helm	600 +20	Shevat, Nisan
FeatheredCap	1200 +28	Solaris (Etrenank)
Black Helmet	2000 +35	Anima Dungeon #1 and #2
Golden Hood	N/A +45	Dropped by Neo Tears (outside crashed Shevat)

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Head Equipment - Female

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Equipment Name	Cost(G) Defense	Location

White Beret	N/A +8	Initially equipped on Chu-Chu
Silver Beret	N/A +24	Transport ship, initially equipped on Maria
Ruby Helmet	N/A +32	Shevat Emergency Shafts
Starlight	N/A +38	Anima Dungeon #1
Vivid Turban	N/A +50	Crashed Shevat
Blessed Helm	N/A +55	See FAQs

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 Head Equipment - Male
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Equipment Name	Cost (G)	Defense	Location
Iron Helmet	N/A	+10	Bledavik (get 1000 points on 'Merry Go Pop' in Shakhan Square)
Knight Helm	N/A	+18	Kislev Sewers
Dark Helm	N/A	+35 (Ether Defense +5)	Solaris (Krelian's Lab)
King's Helm	N/A	+40	Anima Dungeon #2
Kaiser Helm	N/A	+54	See FAQs

=====
 Body Equipment - Unisex
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Equipment Name	Cost (G)	Defense	Location
Martial Wear	50	+2	Initially equipped on Fei, Dazil
Fencing Wear	80	+4	Initially equipped on Citan, Dazil
Leather Vest	150	+10	Transport (Desert Attack!), Bledavik
WeddingDress	N/A	+14 (Ether Defense +5)	Don't attack Dan at the tournament
Metal Vest	N/A	+18	Defeat Big Joe at the tournament, initially equipped on Rico
Metal Jacket	550	+28	Buy from Hammer in Kislev
Penguin Coat	1000	+40	Thames, Transport Ship
Holy Habit	N/A	+42	Initially equipped on Billy
War Mail	1800	+52	Shevat, Nisan
Crimson Vest	2800	+64	Solaris (Etrenank)
BlackLeather	4200	+76	Anima Dungeon #1 and #2
Golden Vest	N/A	+90	Dropped by Ramsus (Merkava Calls), dropped by Neo Gimmicks (crashed Shevat area)

=====
 Body Equipment - Female
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Equipment Name	Cost (G)	Defense	Location
Pilot Uniform	N/A	+6	Initially equipped on Elly
Uniform	???	??	???

BellonaTunic	??? ??	???
DervishDress	1400 +44	Thames
Fuzzy Frock	N/A +50	Initially equipped on Chu-Chu
Battle Dress	N/A +56	Initially equipped on Maria
Mermaid Mail	N/A +58	Sargasso (Gate 3 - The Deep)
Devil Dress	N/A +62	Initially equipped on Emeraldalda
Beastly Robe	N/A +82	Anima Dungeon #2
Angelic Robe	N/A +60 (Evade +10, Ether Defense +10)	Solaris (Krelian's Lab - Jail Cells)
Goddess Robe	N/A +80 (Evade +10, Ether Attack +10)	Taura's house
ExecutorGown	N/A +100	See FAQs
Blessed Habit	N/A +100	See FAQs

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Body Equipment - Male
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Equipment Name	Cost (G)	Defense	Location
Battle Vest	??? ??		??? (I really hate these items...)
Red Mail	N/A +14		Initially equipped on Bart
Iron Mail	N/A +20		Fatima Castle (armory)
Knight Mail	N/A +34		Kaiser's room (Nortune Central District)
Dark Armor	N/A +60	(Ether Defense +10)	Solaris (Krelian's Lab)
Rose Tabard	N/A +85		Anima Dungeon #2
Slayer Robe	??? ???		???
Manly Mantle	N/A +105	(Defense up when ally's HP is 0)	Taura's house
Hero Costume	N/A +112	(Defense down when ally's HP is 0)	Crashed Shevat
Kingly Armor	N/A +120	(Defense up when ally's HP is 0)	Duneman's Isle

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Accessories
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Equipment Name	Cost (G)	Description	Location
Power Ring			
Power Ring S			
Stamina Ring			
StaminaRingS			
Glasses			
SuperGoggles			
Step Shoes			
PremierShoes			
Ether Stone			

EtherStoneLg
 AntiEthStone
 AntiEthRockL
 Speed Ring
 Speed Ring S
 Gallant Belt
 Yamato Belt
 Econometer
 WizardryRing
 HerculesRing
 Trader Card
 Holy Pendant
 Life Stone
 Power Crisis
 GuardianRing
 Evasion Ring
 LongDarkCoat
 Battle Apron
 Body Guard
 Mind Guard
 Poison Guard
 Sleep Guard
 Cool Shades
 Brain Guard
 Speed Shoes
 Muscle Belt
 EtherDoubler
 Ether Guard
 Wind Ring
 Earth Ring
 Fire Ring
 Water Ring
 EtherReversa
 Ether Veiler
 Ether Maxer
 Fei Jr.Doll
 Bart Jr.Doll
 BillyJr.Doll
 Elly Jr.Doll
 Emer Jr.Doll
 Combo Star
 Mermaid Ring
 Chu-Chu Idol
 MementoChain

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 VI. Weapon List
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Here's the list of all of the weapons in the game. I have listed the weapon types in this order: Rods (Elly), Whips (Bart), Guns (Billy), and Swords (Citan). Note that for Billy, the guns will have their rank instead of Attack.

=====
 Character Weapons
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Equipment Name	Cost(G)	Attack	Location

Elly

Magical Rod	50 +2	Initially equipped on Elly, Dazil
Arcane Rod	100 +4	Blackmoon Forest, Dazil
Hot Rod	??? ???	???
Lunar Rod	N/A +8	Thames Supply Entrance
Marshal Rod	1000 +12	Thames (when you first arrive)
Thunder Rod	2200 +14	Shevat
Stone Rod	2200 +14	Shevat
Flare Rod	2600 +16	Shevat
Ice Rod	2200 +14	Shevat
Queen Rod	N/A +18	Shevat Emergency Shafts
Dynamite Rod	4500 +20	Shevat
Dark Rod	N/A +22	Sargasso (Gate 3 - The Deep)
Chaos Rod	??? ???	???
Psycho Rod	N/A +28	Solaris (Elly's house)
Skull Rod	??? ???	???

Bart

Leather Whip	60	Initially equipped on Bart, Dazil
Iron Whip	120 +4	Bart's Hideout, Bledavik
WhippaSnappa	280 +6	Bledavik
Cobra Cracka	N/A +5 (may cause "Poison")	Fatima Castle
Serpent Sting	1200 +7	Thames
Black Snake	N/A +7 (Ether capacity down)	Zeboim
Silver Blood	2800 +8	Shevat
Whip-Lasher	N/A +10	Shevat Emergency Shafts
Desert Worm	N/A +12	Nisan Mausoleum
Sonic Wave	5600 +14	Krelian's Lab, crashed Shevat
Wonder Whip	6200 +16	Anima Dungeon #1 and #2
Thor's Thunda	7500 +20	Crashed Shevat
Death Adder	N/A +24	See FAQs

Billy

- Hand guns

B&J M10 Gun	N/A A	Initially equipped on Billy
B&J M686 Gun	N/A AA	Get all 3 books,

then go to Orphanage
and open secret book
shelf

Matchlock	12000 AA	Solaris (Etrenank)
Godfather	N/A AAA	Duneman's Isle

- Hand gun Ammo

B&JM10A Ammo	20 +18 (B&J M10)	See section IX
B&JM10S Ammo	40 +21 (B&J M10)	See section IX
B&JM10X Ammo	60 +24 (B&J M10)	See section IX
B&JM686AAmmo	40 +30 (B&J M686)	See section IX
B&JM686SAmmo	60 +36 (B&J M686)	See section IX
B&JM686XAmmo	80 +42 (B&J M686)	See section IX
MatAero Ammo	150 +48 (Matchlock, Wind Elemental)	See section IX
MatTerraAmmo	150 +48 (Matchlock, Earth Elemental)	See section IX
MatPyro Ammo	150 +48 (Matchlock, Fire Elemental)	See section IX
MatHydroAmmo	150 +48 (Matchlock, Water Elemental)	See section IX
MatLightAmmo	??? ???	???
MatUmbraAmmo	??? ???	???
Godson Ammo	200 +60 (Godfather)	See section IX

- Ether Gun Ammo

EthWind Ammo	1000 - (Wind Elemental)	See section IX
EthEarthAmmo	1000 - (Earth Elemental)	See section IX
EthFire Ammo	1000 - (Fire Elemental)	See section IX
EthWaterAmmo	1000 - (Water Elemental)	See section IX
EthLightAmmo	??? ???	???

- Big gun Ammo

ShotG50 Ammo	30 +30	See section IX
ShotG60 Ammo	60 +36	See section IX
ShotG70 Ammo	90 +42	See section IX
ShotG80 Ammo	120 +48	See section IX

Citan

SengokuSword	N/A +30	Initially equipped on Citan (when he gets his swords)
Yamame Sword	12000 +32	Anima Dungeon #1 and #2
Yamoto Sword	N/A +35	Duneman's Isle
Mumyo Sword	N/A +40	See FAQs

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Gear Weapons
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Equipment Name	Cost (G)	Attack	Location
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Vierge and Regurus

Magic RodG	+2
Arcane RodG	+4
IronFistRodG	+8
SparetheRodG	+12
Hot RodG	+24
ThunderRodG	+60
Stone RodG	+60
Flare RodG	+65
Ice Rod G	+60
Chrono RodG	+75
Smoke RodG	+78
Chaos RodG	+80

Brigandier and Andvari

LeatherGWhip	+10
Iron GWhip	+16
SnapperGWhip	+18
SerpentGWhip	+35
BSnake GWhip	+50
SBlood GWhip	+56
Thor GWhip	+100
Sonic GWhip	+120

Renmazuo and El Renmazuo

- Hand guns

G-M10 Gun	A
G-M686 Gun	AA
G-Matchlock	AA
G-Godfather	AAA

- Hand gun Ammo

G-M10A Ammo	+18
G-M10S Ammo	+30
G-M10S Ammo	+42
G-M686A Ammo	+24
G-M686S Ammo	+36
G-M686X Ammo	+48
G-MAero Ammo	+60
G-MTerraAmmo	+60
G-MPyro Ammo	+60
G-MHydroAmmo	+60
G-MLuminAmmo	+54
G-MUmbraAmmo	+54
G-GodsonAmmo	+72

- Big gun Ammo

G-GG040 Ammo	+24
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G-GG060 Ammo	+36
G-GG080 Ammo	+48
G-GG100 Ammo	+60

 Heimdall and Fenrir

SengokuSword	+90
Yamame Sword	+110
Kishin Sword	+120
Yamato Sword	+160
Kijin Sword	+200

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 VII. Gear Parts List
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Here's the Gear Parts List. This part, along with accessories, will probably take the longest to complete, as finding the items and their location is like going through hell.

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 Gear Parts
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Part Name	Cost (G)	Description	Location

Extra Ar			
Extra Ar +1			
Extra Ar +2			
Extra Ar +3			
Extra Ar +4			
Extra Ar +5			
Extra Ar +6			
Extra Ar +7			
Extra Ar DX			
Lite Ar+1			
Lite Ar+2			
Lite Ar+3			
Silver Ar			
Silver Ar+1			
Lite Alloy			
Heavy Alloy			
Beam Coat			
Mirror Ar			
Mirror Ar+1			
Mica			
Insulated Ar			
InsulateAr+1			
Molecular Ar			
Stress Ar			
Stress Ar+1			
ShockproofAr			
Seal Ar			
Seal Ar+1			
Angel Ar			
Angel Ar+1			
Angel Ar S			

Ether Ar
Ether Ar+1
Ether Ar+2
Ether Ar+3
Wind VeilAr
EarthVeilAr
Fire VeilAr
WaterVeilAr
Cast Ar
Old Circuit
Simp Circuit
Resp Circuit
Def Circuit
A Circuit
B Circuit
C Circuit
D Circuit
E Circuit
C Circuit+1
A/C
Beam Jammer
Ground
Stress Mat
AirtightHull
Noise Filter
AntiAngelSys
O2 Cylinder
Magnetic Coat
Ballast
Gold Plate
Seal Barrier
Energy Saver
Power Magic
Veil Doubler
Sword Veil
Lens Cover
Magic Guard
Engine Guard
Pilot Shield
Tank Guard
Ar Repairer
Motion Guard
Frame HP10
Frame HP30
Frame HP50
Frame HP70
Frame HP90
FX Cleaner
DeathBlower1
DeathBlower2
DeathBlower3
GNRS20
GNRS50
A Charger
S Charger
X Charger
Z Charger

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VIII. Gear Upgrades List

Here's the list of all of the gear upgrades in the game. And example of "Output/Fuel" could be 100/1000 (100 output or power, I guess you could say, and 1000 units of fuel). "Hit Points" is, obviously, the number of HP the that the gear frame has, and "Gear" is which gear the frame is available to. "Def/EthDef" is for armor, while "Def" meaning the gears normal defense with the particular piece of armor, and "EthDef" meaning the Ether Defense. Pretty self-explanitory.

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Gear Engines
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Engine Name	Cost (G)	Output/Fuel	Location
G4-1200	N/A	4/1200	Initially on Weltall and Brigandier
G6-1200	1200	6/1200	Ol' Man Bal (Stalactite Cave)
Z9-1500	1800	9/1500	Yggdrasil (early in the game)
V10-2000	2000	10/2000	Kislev C Block Battling Arena (Hammer)
V12-2000	2600	12/2000	Kislev C Block Battling Arena (Hammer)
W13-1700	N/A	13/1700	Initially on Stier
V15-2000	3000	15/2000	Thames (after Goliath Shot Down)
V18-2000	4000	18/2000	Thames (after Goliath Shot Down)
E20-2700	4000	20/2700	Yggdrasil (before Babel Tower)
R23-3000	6000	23/3000	Yggdrasil (before Babel Tower)
V28-2200	6000	28/2200	Yggdrasil (before Babel Tower)
B30-4200	10000	30/4200	Shevat
K35-3500	12000	35/3500	Shevat
F40-5400	13000	40/5400	Thames (before Gate 3 - The Deep)
G45-4600	18000	45/4600	Anima Dungeon #1 and #2
S50-6600	24000	50/6600	Anima Dungeon #1 and #2
N55-5800	24000	55/5800	Anima Dungeon #1 and #2
Y60-7000	32000	60/7000	Crashed Shevat
X70-8000	50000	70/8000	Crashed Shevat
V80-2000	65000	80/2000	Lighthouse (Big Joe's shop)
Z90-1500	65000	90/1500	Lighthouse (Big Joe's shop)
OMEGA 100	65000	100/1000	Lighthouse (Big Joe's shop)

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Gear Frames

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Frame Name	Cost (G)	Hit Points/Gear	Location
WELT-01800	N/A	1800/Weltall	
WELT-02100	400	2100/Weltall	
WELT-02500	800	2500/Weltall	
WELT-03000	1400	3000/Weltall	
WELT-03600	2200	3600/Weltall	
WELT-04300	3200	4300/Weltall	
WELT-05100	4400	5100/Weltall	
WELT-06100	4700	6100/Weltall	
WELT-07300	6100	7300/Weltall	
WELT-08700	8000	8700/Weltall	
WELT-10400	8900	10400/Weltall	
WELT-12400	11300	12400/Weltall	
WELT-14800	11900	14800/Weltall	
WELT-17700	12400	17700/Weltall	
WELT-21200	15100	21200/Weltall	
WELT-25400	15500	25400/Weltall	
XENO-30400	N/A	30400/Xenogears	
VIER-01500	N/A	1500/Vierge	
VIER-04000	2900	4000/Vierge	
VIER-04800	3900	4800/Vierge	
VIER-05800	4100	5800/Vierge	
VIER-07000	5200	7000/Vierge	
VIER-08400	7200	8400/Vierge	
VIER-09800	8100	9800/Vierge	
VIER-12000	10600	12000/Vierge	
VIER-14300	13600	14300/Vierge	
VIER-17000	15600	17000/Vierge	
HEIM-02500	N/A	2500/Heimdall	
HEIM-03200	1800	3200/Heimdall	
HEIM-05400	4600	5400/Heimdall	
HEIM-06400	4900	6400/Heimdall	
HEIM-07800	6700	7800/Heimdall	
HEIM-09200	7700	9200/Heimdall	
HEIM-11000	9700	11000/Heimdall	
HEIM-13000	11200	13000/Heimdall	
HEIM-15800	???	???	
HEIM-19000	13300	19000/Heimdall	
HEIM-23000	???	???	
HEIM-27000	15500	27000/Heimdall	
BRIG-01900	N/A	1900/Brigandier	
BRIG-02200	500	2200/Brigandier	
BRIG-02700	900	2700/Brigandier	
BRIG-05400	4600	5400/Brigandier	
BRIG-06400	4800	6400/Brigandier	
BRIG-07700	6300	7700/Brigandier	
BRIG-09100	7100	9100/Brigandier	
BRIG-11000	9900	11000/Brigandier	
BRIG-13000	11200	13000/Brigandier	
BRIG-15800	12400	15800/Brigandier	
BRIG-18500	???	???	
BRIG-22200	15000	22200/Brigandier	

BRIG-26000	16200	26000/Brgandier
STIE-05800	N/A	5800/Stier
STIE-06900	5600	6900/Stier
STIE-08200	7200	8200/Stier
STIE-09800	8300	9800/Stier
STIE-11700	10000	11700/Stier
STIE-13800	12000	13800/Stier
STIE-16500	13000	16500/Stier
STIE-20000	14200	20000/Stier
STIE-25000	???	??/?
STIE-30000	17400	30000/Stier
STIE-36000	30000	36000/Stier

RENM-06000	N/A	6000/Renmazuo
RENM-07200	6000	7200/Renmazuo
RENM-08600	7600	8600/Renmazuo
RENM-10200	8600	10200/Renmazuo
RENM-12000	10700	12000/Renmazuo
RENM-14200	12800	14200/Renmazuo
RENM-17000	???	??/?
RENM-20800	14900	20800/Renmazuo
RENM-24800	16200	24800/Renmazuo

#17-18000	N/A	18000/Seibzehn
#17-22000	15000	22000/Seibzehn
#17-30000	16200	30000/Seibzehn
#17-38000	40000	38000/Seibzehn

CRES-14000	N/A	14000/Crescens
CRES-17200	12500	17200/Crescens
CRES-20800	14500	20800/Crescens

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Gear Armor
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Armor Name	Cost (G)	Def/EthDef	Location
MS 3	N/A	30/0	Initially on Weltall and Brigandier
MS 6	500	60/0	Ol' Man Bal (Stalactite Cave)
MS 7.5	1000	75/0	Bledavik
MS 9	1500	90/0	Yggdrasil (early in the game)
MS 12	2500	120/0	Hammer in the Battling Arena
MS 15	3500	150/0	Hammer in the Battling Arena
Z Alloy20/5	5000	200/50	Thames
XMS 25	6500	250/0	Thames
XMS 30	8000	300/0	Yggdrasil (right before Babel Tower)
Z Alloy30/10	10000	300/100	Yggdrasil (right before Babel Tower)
XMS 40	10000	400/0	Shevat
Z Alloy40/15	12500	400/150	Thames (right before Gate 3 - The Deep)
RX Metal 50	12500	500/0	Shevat

Z Alloy50/20	15000 500/200	Merkava (Repair Bot)
RX Metal 60	15000 600/0	Merkava (Repair Bot)
Z Alloy60/25	20000 600/250	Merkava (Repair Bot)
RX Metal 70	20000 700/0	Merkava (Repair Bot)
RX Metal 80	25000 800/0	Lighthouse (Big Joe's shop)
Z Alloy80/30	29000 800/300	Lighthouse (Big Joe's shop)
RX Metal 90	31000 900/0	Lighthouse (Big Joe's shop)
Z Gold 100	32500 1000/0	Lighthouse (Big Joe's shop)

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IX. Shopping List

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This is the shopping list. Most of it is still under construction, but I've got as much in as I possibly can for v0.1, and it should be completed or almost completed by v0.3.

Lahan

Item Shop:

Aquasol.....20G
Rosesol.....100G
Omegasol.....50G
Survival Tent.....150G

Dazil

Item Shop:

Aquasol.....20G
Rosesol.....100G
Physisol.....10G
Mentsol.....20
Survival Tent.....150G

Equipment Shop:

Magical Rod.....50G
Arcane Rod.....100G
Leather Whip.....60G
Martial Wear.....50G
Fencing Wear.....80G
Martial Cap.....30G
Fencing Cap.....40G
Power Ring.....200G
Stamina Ring.....150G

Ol' Man Bal (Stalactite Cave)

Gear Shop:

Engine(s)-
G6-1200.....1200G
Frame(s)-
WELT-02100.....400G
WELT-02500.....800G
HEIM-03200.....1800G
BRIG-02200.....500G
BRIG-02700.....900G

Item Shop:

Aquasol.....20G
Rosesol.....100G
Omegasol.....50G
Survival Tent.....150G

Armor-
MS 6.....500G
Weapon(s) -
None
Part(s) -
Extra Ar +1.....50G

Yggdrasil: Chap. 9 (Pirates Lair) through Chap. 15 (Recapture Aveh)

Gear Shop:
Engine(s) -
Z9-1500.....1800G
Frame(s) -
WELT-03000.....1400G
Armor-
MS 9.....1500G
Weapon(s) -
Iron GWhip.....1600G
Snapper GWhip...2000G
Part(s) -
Resp Circuit....2500G
Def Circuit....2500G
C Circuit.....250G
Magnetic Coat...4000G
Lens Cover.....2500G
Engine Guard....5000G
Tank Guard.....3000G
Ar Repairer.....4000G
Motion Guard....4000G

Item Shop (Maison):
Aquasol.....20G
Aquasol S.....100G
Rosesol.....100G
Rosesol S.....300G
Zetasol.....100G
Physisol.....10G
Mentsol.....20G
White Star.....500G
Brown Star.....500G
Red Star.....500G
Blue Star.....500G
Hard Star.....800G
Speed Star.....1000G
OmeGasol.....50G
Survival Tent.....150G

Equipment Shop (Maison):
Power Ring.....200G
Stamina Ring.....150G
Speed Ring.....1200G
Guardian Ring.....2000G

Bart's Lair/Hideout

Gear Shop:
Engine(s) -
G6-1200.....1200G
Frame(s) -
WELT-02500.....800G
HEIM-03200.....1800G
BRIG-02700.....900G
Armor-
MS 7.5.....1000G
Weapon(s) -
Iron GWhip.....1600G
Part(s) -
Resp Circuit....2500G
Def Circuit....2500G
C Circuit.....250G
Magnetic Coat...4000G
Lens Cover.....2500G
Engine Guard....5000G
Tank Guard.....3000G
Ar Repairer.....4000G
Motion Guard....4000G

Item Shop:
Aquasol.....20G
Aquasol S.....100G
Rosesol.....100G
Rosesol S.....300G
Zetasol.....100G
Physisol.....10G
Mentsol.....20G
White Star.....500G
Brown Star.....500G
Red Star.....500G
Blue Star.....500G
Hard Star.....800G
Speed Star.....1000G
OmeGasol.....50G
Survival Tent.....150G

Equipment Shop:
Power Ring.....200G
Stamina Ring.....150G
Speed Ring.....1200G
Guardian Ring.....2000G

Bledavik

Gear Shop:

Engine(s) -
G6-1200.....1200G
Frame(s) -
WELT-02500.....800G
HEIM-03200.....1800G
BRIG-02700.....900G
Armor -
MS 7.5.....1000G
Weapon(s) -
Iron GWhip.....1600G
Part(s) -
Resp Circuit....2500G
Def Circuit....2500G
C Circuit.....250G
Magnetic Coat...4000G
Lens Cover.....2500G
Engine Guard....5000G
Tank Guard.....3000G
Ar Repairer....4000G
Motion Guard....4000G

Item Shop:

Aquasol.....20G
Rosesol.....100G
Zetasol.....100G
Physisol.....10G
Mentsol.....20G
Omegasol.....50G
Survival Tent.....150G

Equipment Shop #1:

Magical Rod.....50G
Arcane Rod.....100G
Iron Whip.....120G
Whippa Snappa.....280G

Equipment Shop #2:

Leather Vest.....150G
Leather Hat.....80G
Power Ring.....200G
Speed Ring.....1200G

Sell Only Shop:

Fang.....+150G
Eyeball.....+300G
Scales.....+600G

Street Merchants:

Radish.....10G-8G (wait for lower price)
Ariberry.....10G-8G (wait for lower price)
Elfanana.....10G-8G (wait for lower price)

Restaurant:

Delicious.....300G (raises weight a bit)
Cheap.....90G (raises weight a lot)
Fast.....210G (raises weight a bit)

Shakhan Square Stuff:

Durian Juice.....10G
Nisan Water.....10G
Aveh Water.....10G
Bartweiser Lite....50G (raises weight a bit)
Spiced Cake.....20G
Iced Cake.....30G
Toy Gun.....80G
Minigear.....120G
Ballon Games.....10G
Fortune Teller.....50G

Nisan: Chap. 14 (City of Peace) through Chap. 35 (Babel Tower)

Gear Shop:

Engine(s) -

Item Shop:

Aquasol.....20G

Z9-1500.....1800G	Aquasol S.....100G
Frame(s)-	Rosesol.....100G
WELT-03000.....1400G	Rosesol S.....300G
Armor-	Zetasol.....100G
MS 9.....1500G	Physisol.....10G
Weapon(s)-	Mentsol.....20G
Iron GWhip.....1600G	Omegasol.....50G
Snapper GWhip...2000G	Survival Tent.....150G
Part(s)-	
Resp Circuit....2500G	Equipment Shop:
Def Circuit....2500G	Power Ring.....200G
C Circuit.....250G	Stamina Ring.....150G
Magnetic Coat...4000G	Speed Ring.....1200G
Lens Cover.....2500G	Guardian Ring.....2000G
Engine Guard....5000G	Holy Pendant.....8000G
Tank Guard.....3000G	Life Stone.....20000G
Ar Repairer.....4000G	Ether Doubler.....38000G
Motion Guard....4000G	

Kislev Border Mountain/Cave - Repair Bot

Gear Shop:

Engine(s)-
 Z9-1500.....1800G

Frame(s)-
 WELT-03000.....1400G

Armor-
 MS 9.....1500G

Weapon(s)-
 Iron GWhip.....1600G
 Snapper GWhip...2000G

Part(s)-
 Resp Circuit....2500G
 Def Circuit....2500G
 C Circuit.....250G
 Magnetic Coat...4000G
 Lens Cover.....2500G
 Engine Guard....5000G
 Tank Guard.....3000G
 Ar Repairer.....4000G
 Motion Guard....4000G

Kislev D Block - Hammer

Item Shop:

Aquasol.....50G
Rosesol.....100G
Zetasol.....100G
Physisol.....10G
Mentsol.....20G
Omegasol.....50G
Survival Tent.....150G

Equipment Shop:

Metal Jacket.....550G
Metal Helmet.....200G
Poison Guard.....1500G
Sleep Guard.....1500G
Brain Guard.....1500G
Guardian Ring.....2000G

Kislev C Block Battling Arena - Hammer

Gear Shop:

Engine (s) -

V10-2000.....2000G

V12-2000.....2600G

Frame (s) -

WELT-03600.....2200G

WELT-04300.....3200G

Armor-

MS 12.....2500G

MS 15.....3500G

Weapon (s) -

None

Part (s) -

Extra Ar +1.....50G

Extra Ar +2.....75G

Kislev A Block

Item Shop:

Aquasol.....20G

Rosesol.....100G

Zetasol.....100G

Physisol.....10G

Mentsol.....20G

Omeegasol.....50G

Survival Tent.....150G

Equipment Shop:

Metal Jacket.....550G

Metal Helmet.....200G

Poison Guard.....1500G

Sleep Guard.....1500G

Brain Guard.....1500G

Guardian Ring.....2000G

Kislev Gear Dock Hangar - Automated Gear Shop

Gear Shop:

Engine (s) -

V10-2000.....2000G

V12-2000.....2600G

Frame (s) -

WELT-04300.....3200G

WELT-05100.....4400G

VIER-04000.....2900G

HEIM-05400.....4600G

HEIM-06400.....4900G

STIE-06900.....5600G

Armor-

MS 12.....2500G

MS 15.....3500G

Weapon (s) -

Hot RodG.....4200G

Part (s) -

Extra Ar +1.....50G

Extra Ar +2.....75G

Extra Ar +3.....100G

Resp Circuit....2500G

Def Circuit.....2500G

Frame HP10.....250G

Goliath Factory - Hammer

Gear Shop:

Engine (s) -

V10-2000.....2000G

V12-2000.....2600G

Frame (s) -

WELT-04300.....3200G

WELT-05100.....4400G

VIER-04000.....2900G

HEIM-05400.....4600G

HEIM-06400.....4900G

STIE-06900.....5600G

Armor-

MS 12.....2500G

MS 15.....3500G

Weapon (s) -

Hot RodG.....4200G

Part (s) -

Extra Ar +1.....50G

Extra Ar +2.....75G

Extra Ar +3.....100G

Resp Circuit....2500G

Def Circuit.....2500G

Frame HP10.....250G

Yggdrasil: Chap. 24 (Escape Ignas) through Chap. 34 (Deep Sea Girl)

Gear Shop:

Engine (s) -

V15-2000.....3000G

V18-2000.....4000G

Frame (s) -

WELT-05100.....4400G

WELT-06100.....4700G

VIER-04800.....3900G

VIER-05800.....4100G

HEIM-05400.....4600G

HEIM-06400.....4900G

BRIG-05400.....4600G

BRIG-06400.....4800G

RENM-07200.....6000G

Armor-

Z Alloy20/5.....5000G

XMS 25.....6500G

Weapon (s) -

G-M10A Ammo.....100G

G-M686A Ammo....200G

G-GG040 Ammo....100G

Part (s) -

Extra Ar +4.....150G

Lite Ar +1.....150G

Resp Circuit....2500G

Def Circuit.....2500G

Frame HP10.....250G

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Here's some of the FAQs, asked from both people and from the lists above. If you have any questions, feel free to email me.

Q: WHAT ITEMS CAN I GET FROM THE DRAGON ENEMY?

A: Ah, the Dragon. Near the end of the game, when you're in the Snowfield Hideout, you can go to this place called Duneman Isle, which is filled with enemies know as Dragons. I'm not gonna go into details about how you get there, but here's a list of the items that they drop. Note that you MUST have the Trader Card equipped to get these items.

- Kaiser Helm
- Blessed Helm
- Blessed Habits
- Death Adder
- Mumyo Sword

Q: HOW DO I GET THE TRADER CARD?

A: Beat Hammer, without escaping. It's easier said than done. Just save up for Attack Level Infinity then let him have it. Good luck.

Q: ARE THERE ANY OTHER ITEMS I CAN GET WITH THE TRADER CARD?

A: Yeah, there are. If you have it equipped when you fight Miang in the Opiomorph or whatever, when you beat her you should get the ExecutorGown. Also, if you fight the white slug-type-things in the forest around Taura's house you can get some Speed Shoes (Wowza!). I'm sure there's more stuff, just keep looking around!

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XI. Contact Information
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My doors are open for any emails. Whether it be flame, praise, questions, comments, or anything else. You can email me at:

lightopia@hotmail.com

I usually check my mail about once a day for about 15 minutes, and if I'm really piled up it might take me awhile. I will eventually respond, however.

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XII. Special Thanks
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Shout outs go to the following people/places:

- GameFAQs for hosting this FAQ
- loki15@bellsouth.net for telling me how to get the Iron Helmet
- Everyone over at the www.xenogears.org forums for helping me out
- Squaresoft for making such a kickass game