This walkthrough has been written to accompany the English fan-translation patch of the game released by the AGT Team.

The aim of the game is to raise an angel from an embryo to full maturity over the course of a week. There are 23 possible final forms, which change depending of the conditions the angel was raised in. See below for a full guide.

## Controls

The controls change depending on whether you're in adventure mode (free roaming), or Angel raising mode.

|  |  |  |
| --- | --- | --- |
|  | Adventure Mode | Angel Raising Mode |
| Y Buttons (1-4) | Not used | Not Used |
| X Buttons (1-4) | Control Kaji  Browse your items | Browse your items |
| A button | Confirm selection  Talk to characters  Pick up items  Open drawers | Confirm selection |
| B button | Return/cancel | Return/cancel |

## Angel Guide

|  |  |  |
| --- | --- | --- |
| Name | Type | Conditions |
| Sachiel | Humanoid | Born when density and electrolysis don't apply to another humanoid angel |
| Shamshel | Humanoid | Density: 20~50  Electrolysis: 55~80 |
| Ramiel | Inorganic | Born when density and electrolysis don't apply to another inorganic angel |
| Gaghiel | Organic | Born when density and electrolysis don't apply to another organic angel |
| Israfel | Humanoid | Density: 50~80  Electrolysis:20~45 |
| Sandalphon | Organic | Density: 20~50  Electrolysis:55~80 |
| Matarael | Organic | Density: 50~80  Electrolysis:20~45 |
| Sahaquiel | Organic | Density: 0~20 or 80~100  Electrolysis:80~100 |
| Ireul | Unique | Required Item: Corrosive |
| Leliel | Inorganic | Density: 20~50  Electrolysis:55~80 |
| Bardiel | Humanoid | Density: 0~20 or 80~100  Electrolysis:0~20 |
| Zeruel | Humanoid | Density: 0~20 or 80~100  Electrolysis:80~100 |
| Arael | Inorganic | Density: 50~80  Electrolysis:20~45 |
| Armisael | Inorganic | Density: 0~20 or 80~100  Electrolysis:0~20 |
| Kaworu Nagisa | Unique | Required Item: Cassette |
| Lilith | Unique | Required Item: LCL from Terminal Dogma |
| Adam | Unique | Required Item: Salt Crystal |
| MP Eva | Unique | Required Item: S2 Sample |
| Unit-00 | Unique | Required Item: Unit-00 Core |
| Unit-01 | Unique | Required Item: Unit-01 Core |
| Unit-02 | Unique | Required Item: Unit-02 Core |
| Rei Ayanami | Unique | Required Item: Rei's LCL |
| Pen Pen | Unique | Required Item: Feather |

## Key Item Guide

|  |  |  |
| --- | --- | --- |
| Name | Use | Obtained |
| Beaker | Stores LCL and fish | In the clinic, after delivering the DVD Disk |
| Beaker (Rei's LCL) | Raise Rei Ayanami (Must be used before the Larval stage) | Condition: Possess a Beaker  Method: Use the beaker to collect the leaking LCL in CL3 |
| Beaker (LCL from Terminal Dogma) | Raise Lilith (Must be used before the Larval stage) | Condition: Possess the E3 & HD Keys and a Beaker  Method: Go to the furthest point on the bridge in Heaven's Door and use the beaker |
| Beaker (Fish) | Give to Pen Pen to obtain a feather | After speaking to the fisherman at Ashinoko Lake |
| Feather | Raise Pen Pen (Must be used before the Larval stage) | After giving Pen Pen the Beaker filled with fish |
| Corrosive | Raise Ireul (Must be used before the Larval stage) | Condition: Raised 3 or more angels.  Time: 21:00-9:00  Method: Investigate a stain on the right-hand side of the Test Site |
| Salt Crystal | Raise Light Giant (Must be used before the Larval stage) | After using the HD Key to gain access to Heaven's Door |
| Cassette | Raise Kaworu Nagisa (Must be used before the Larval stage) | Condition: Raised 5 or more angels. Method: Go to Misato's house and talk to Shinji |
| S² Sample | Raise MP Eva (Must be used before the Larval stage) | Condition: Possess the HD card, raised Shamshel to maturity  Method: Examine the wreckage in the makeshift cabin |
| Unit-00 Core | Raise Unit-00 (Must be used before the Larval stage) | Condition: Possess the E3 Key and Salt Crystal  Method: When the above conditions are fulfilled, an event will play in CL3 |
| Unit-02 Core | Raise Unit-02 (Must be used before the Larval stage) | Condition: Possess Unit-00's Core  Method: When the above conditions are fulfilled, an event will play in the Test Site |
| Unit-01 Core | Raise Unit-01 (Must be used before the Larval stage) | Condition: Possess Unit-02's Core Method: When the above conditions are fulfilled, it can be obtained after an event in Ikari's Office, on top of his desk |
| HD Key | Opens Heaven's Door | Head to the field after receiving an email from the Ministry of Interior |
| E-3 Key | Unlocks Elevator-3 on Floor-D | Once you have the Desk Key, open the drawer of the desk in Ikari's Office |
| Desk Key | Opens the desk in Ikari's Office | Can be found from 21:00 in the Command Seat |
| ID Card | Travel to Tokyo-3 | Unlocked after clearing the game for the first time. At the start of your second lap, go to Kaji's room and speak to the man there. |

## Card Game Guide

For each turn there will be a player on offense and a player on defense. The player on offense who goes first will use an Attack type card to deal damage. The player on defense uses a Recovery type card to recover health. You win by bringing the opponent's health to zero.

If you have a Reverse card while on defense, you can do a counterattack instead of healing. An N2 Land Mine card will incapacitate the opponent for a turn. An AT Field Down card removes the opponent's Defense stat from the damage calculation.

### Stats

HP - 1/10 of Strength (max 40)

Defense - 1/80 of AT Field (max 5)

### Attack Types

A - 1/50 of Strength (max 8)

B - 1/50 of Intelligence (max 8)

C - 1/50 of AT Field <attack> (max 8)

D - 1/50 of lowest recorded ability (max 8)

The cards show a letter which corresponds to the stats of the angel which are determined as the data is saved.

Damage calculation is the corresponding stat (A, B, C, D) + the number on the card - the Defense of the opponent (assuming an AT Field Down card has not been played).

The AT Field Down and Incapacitated sections in the middle of the screen show the number of turns that those effects will be active.

# Closing

You've made it to the end of the walkthrough!

https://tenor.com/view/congratulations-omedetou-evangelion-neon-genesis-evangelion-gif-18965404

Did you know the game also contains a hidden debug menu? You can read all about it at the Cutting Room Floor!

Credits:

English translation patch by the Anime Game Translations Team.

Hacking: Illidan

Translation: Haribeau

Graphics: Frogatr

Questions, comments or typos?

Join us at discord using the invite link https://discord.gg/xtVzrEk to send us your questions, check out our other projects or even lend a hand in our mission to bring more anime games to the English-speaking fandom!