

= Xenogears =

Xenogears is a science fiction role @-@ playing video game developed and published by Squaresoft (now Square Enix) for Sony 's PlayStation . It was released on February 11 , 1998 , in Japan and on October 20 , 1998 , in North America . The game was never released in PAL territories . It was re @-@ released by Squaresoft as a Greatest Hits title in 2003 , and on the PlayStation Network on June 25 , 2008 , in Japan and on February 22 , 2011 , in North America .

Xenogears follows protagonist Fei Fong Wong and several others as they journey to uncover the truth behind mysterious , cabalistic entities operating in their world . The principles and philosophies of Friedrich Nietzsche , Sigmund Freud and Carl Jung influence the plot , character design , and world of Xenogears . Additionally , the symbols , theological concepts , and devotional practices of several world religions are represented in fictionalized forms in the game . Major psychological themes are the nature of identity and human memory , particularly as these relate to the phenomenon of dissociative identity disorder . The relationship between humanity and machines is central to the game 's plot , as indicated by the presence of giant robots dubbed " gears , " which almost each playable character can control .

Xenogears received critical acclaim , with a 91 % rating on Game Rankings and a score of 83 out of 100 at Metacritic . Reviews particularly praised the storyline with multiple subplots , the gameplay , the characters , the themes (including allusions to Jungian psychology , Freudian thought , and Gnostic spirituality) , and the generally epic scope of the narrative . It was voted the 16th best video game of all time by readers of Famitsu in 2006 . Xenogears has shipped 1 @.@ 19 million copies worldwide as of March 31 , 2003 .

= = Gameplay = =

Xenogears combines traditional role @-@ playing video game structures such as Square 's signature Active Time Battle system with new features particular to the game 's martial @-@ arts combat style . It features two slightly different battle systems : in the first the user controls human characters in turn @-@ based combat manipulated through the sequencing of learned combos . The second , making use of " gears , " introduces different sets of statistics and abilities for each character . Xenogears features both traditional anime and pre @-@ rendered CGI movie clips by Production I.G to illustrate important plot points .

The player advances the protagonist and his companions through a fully three @-@ dimensional fictional world . There is an overworld map with visitable cities , geographical sites , and other important locations spread out across several continents . A couple of locations encountered throughout the game exist not on the original world map , but in the sky . At first , the party only travels on foot , but is eventually permitted to make use of a variety of vehicles , including their gears and the " sand submarine " Yggdrasil .

= = = Battle system = = =

Battle in Xenogears is a variant of the Active Time Battle system found in games such as Chrono Trigger and the Final Fantasy series . Most enemy encounters in Xenogears are random . When a battle begins , there is a transition to a separate screen with a combat interface . Player @-@ characters use a combination of martial arts moves , " Ether " (magical) attacks , and special " Deathblow " combinations which are learned through the repetition of specific proportions of strong , moderate , and weak hits . All offensive actions use Action Points (AP) , costing either three points , two points , or one point , corresponding to the intensity of the attack . Each character can initially use only three AP per turn , but at higher levels , they can eventually use up to seven AP per turn . At a certain point in the game , characters can begin using " Elemental Deathblows , " which , as the name implies , attach elemental attributes to physical combos . In addition to being used for attacks , AP may be saved and allocated to Attack Points for combo attacks during later turns . A total of 28 AP may be accumulated for combo attacks .

Characters can also use a variety of magical abilities for both offense and ally @-@ support . These abilities are limited by the number of Ether Points (EP) that are available to a character , which must be replenished using items during exploration (non @-@ combat) sequences . For most characters , these abilities are attributed to " Ether , " a mysterious power to which (presumably) all humans have access . Some characters ' magical abilities are referred to by different names , implying differences in their origins . For example , Fei 's magic is called " Chi " and Citan 's is called " Arcane " . While fighting in gears , human Ether abilities are amplified , though some change or become unavailable during this type of combat .

= = = Gear battle = = =

In addition to small @-@ scale , hand @-@ to @-@ hand combat , the characters sometimes fight from within their respective giant robots , called gears . In gear combat , the limiting factor of AP is replaced by fuel , with each attack consuming an amount corresponding to its power . For these battles , " deathblows " may only be executed after first building up the " Attack Level " ? an abstract concept represented by a number in the bottom @-@ left of the gear combat interface ? through the execution of simple strong , moderate , or weak attacks . One deathblow is allowed per point on the Attack Level gauge . There are three levels for normal gear deathblows and , beyond the third level , an " infinite " level with its own set of deathblows . To reach Infinity Mode , a character has to stay at attack level 3 while performing any other action . With each turn , there is a chance that Infinity Mode will be reached . Having a duration of three turns , " Infinity Mode " allows fuel to be recharged in much larger quantities and , while in this mode , gears have access to " Infinity " attacks . This mode is actually referred to as " Hyper Mode " in @-@ game through a little @-@ known text read @-@ out found in one of the bonus dungeons at the end of the game .

Gears can regain fuel with a " Charge " command . The gears can also activate " Boosters " which enable them to act faster at a cost of extra fuel per turn . The " Special Option " command allows for gear HP restoration abilities and special , fuel @-@ consuming attacks . When a gear has no fuel left , it can no longer execute attacks , use special options , or use boosters . They can , however , Charge to regain fuel and use Ether abilities . Gear fuel , parts , and upgrades may be purchased in shops or from certain individual vendors .

= = Plot = =

= = = Setting = = =

Xenogears initially takes place on Ignas , the largest continent of the Xenogears world , and the site of a centuries @-@ long war between the nations of Aveh and Kislev . A church @-@ like organization known as the Ethos has excavated gears , ostensibly for the preservation of the world 's culture . Although Kislev originally had the upper hand in the war , a mysterious army known as Gebler appeared and began to provide assistance to Aveh . With Gebler 's help , the Aveh military not only recovered its losses , but began making its way into Kislev 's territory . As the story unfolds , the setting broadens to encompass the entire world and the two floating countries , Shevat and Solaris . Solaris , ruled by Emperor Cain and the Gazel Ministry , commands the Gebler army and the Ethos and secretly uses both to dominate the land @-@ dwellers . Shevat has been the only country to evade the control of Solaris .

Much of Xenogears plot and backstory is detailed in the Japanese @-@ only book Xenogears Perfect Works . This book , produced by the now defunct DigiCube , details the history of the Xenogears universe from the discovery of the Zohar to the start of the game . According to the Perfect Works schematic (as well as the game 's end credits) , Xenogears is the fifth episode in a series of six , with events spanning multiple millennia .

= = = Characters = = =

Xenogears ' nine playable characters hail from different areas of the game 's world . The game begins on Ignas , a continent with two countries , Aveh and Kislev . Fei and Citan at first appear to be from this land , although it is later learned that they originate from the capital cities Aphel Aura and Etrenank of the floating countries of Shevat and Solaris , respectively . Fei is the story 's protagonist , and has initially lost his memories of his past . Citan is a man whose knowledge of the world and technology often aids in the party 's quest . Bart , a desert pirate , is also from Ignas and is the rightful heir to the throne of Aveh . Rico , a demi @-@ human with incredible strength , lives in a Kislev prison , spending his days as a gear @-@ battling champion . Solaris , a hidden city of advanced technology , is home to several characters in the game . Billy , a pious worker for the Ethos religious group , was originally from Solaris . Elly , a beautiful Gebler officer of Solaris , is destined to be near Fei and falls in love with him by the end of the game . Maria and Chu @-@ Chu are both from Shevat , the floating city and the only place resisting Solaris ' domination . Emeraldia is a humanoid being constructed by an ancient civilization from a colony of nanomachines , and was retrieved from the ruins of the ancient civilization Zeboim . Significant non @-@ playable characters include Krelian and Miang , both leaders of Solaris who seek to revive Deus , a mechanical weapon that fell to earth thousands of years ago . They serve as the game 's main antagonists . Grahf , a mysterious man with immense power , serves as a major antagonist ; he follows Fei and his group and often fights them , though his goals remain a mystery until very late in the game . As being the Contact , the Anti @-@ type and the Complement , Fei , Elly , and Miang have been reincarnated several times throughout the game 's history .

= = = Story = = =

Xenogears centers around the protagonist Fei Fong Wong , an adopted young male in the village , Lahan , brought by a mysterious " masked man " three years ago . The events surrounding Fei 's arrival at the village cause him to have retrograde amnesia . During an attack on Lahan from Gebler , Fei pilots an empty gear and fights the enemy , accidentally destroying the village . As a result , Fei and Citan , the village 's doctor , decide to leave with the abandoned gear to get it away from the village . Fei meets Elly , a Gebler officer , and Grahf , who claims to know about Fei 's past . Eventually , Fei and Citan are picked up by Bart , a desert pirate and heir to the throne of Aveh . Fei again loses control of himself inside his gear while Bart and Citan are attacked by an unknown red gear . Fei wakes up in a Kislev prison and meets Wiseman , a mysterious masked man , who originally brought Fei to Lahan . Fei is able to escape with the help of his friends , but he and Elly are separated from the rest of the party and accidentally shot down by Bart.

They are rescued by the Thames , a mobile floating city . After learning Elly 's whereabouts , Gebler attacks Thames to kidnap Elly and Miang , a Gebler officer , unsuccessfully brainwashes her . Ramsus , who holds a vendetta against Fei , attacks Thames , searching for him . Afterward , Billy , an Ethos worker onboard Thames , allows Fei to use the Ethos ' advanced medical technology . Bishop Stone , Ethos ' leader , reveals to the party Ethos 's true purpose of controlling the land dwellers , or " Lambs " , for Solaris . The group follows Stone to Zeboim , an excavation site . They discover a young girl composed of nanomachines , which is what Krelian , a Solarian leader , seeks . Stone takes the girl while the group fights Id , the mysterious red gear 's pilot , who wants the girl , but is stopped by Wiseman . The group returns and finds Fei awake and standing at his gear with a case of anterograde amnesia . Fei and his friends decide to ally themselves with the floating city of Shevat , the only remaining city capable of resisting Solaris . When entering Solaris , they encounter Emeraldia , the nanomachine colony . She attacks at first , but recognizes Fei , referring to him as " Kim " , much to Fei 's confusion . In Solaris , Fei learns that Citan has been working for Emperor Cain and that Solaris has been producing food and medicine out of recycled humans in the Soylent System facility . The party also learns that the Gazel Ministry seeks to revive Deus and achieve eternal life , while Krelian seeks to possess Elly . Back at Shevat , Citan informs his friends that Id is actually Fei 's split personality .

The Gazel Ministry uses the Gaetia Key , an artifact that manipulates the DNA of massive amounts

of humans around the world , turning them into mutants called Wels in order to collect flesh to reconstruct a god called Deus that crash @-@ landed on the planet ten thousand years ago . During this time , Elly and Fei become romantically involved with each other . They learn that they are the reincarnations of Sophia and Lacan . Lacan was a painter while Sophia was the Holy Mother of Nisan around the time of the war between Shevat and Solaris five @-@ hundred years earlier . Lacan blamed himself for Sophia 's death during the war and , with the help of Miang , became Grahf and sought to destroy the world . Although defeated , he and Miang have transmigrated their minds into other humans since . Krelan and Miang dispose of the Emperor and the Gazel Ministry because they are no longer necessary and kidnap Elly , the Mother , who must be sacrificed in order to revive Deus . Miang is killed by an enraged Ramsus as he realizes he has been used , and Elly turns into Miang , becoming absorbed by Deus . Fei , as Id , attempts to make contact with the Zohar . Wiseman , who reveals himself to be Fei 's father , stops him , giving peace to Fei 's other personalities . Fei 's gear transforms into the Xenogears and Grahf appears , revealing that he had been inside Fei 's father 's body . At this time , Fei makes contact with the Wave Existence ? an extra @-@ dimensional being who is trapped inside Deus and is the source of power for all gears ? and learns that he must destroy Deus to free humanity . Grahf , who tries to merge with Fei , is defeated .

Fei discovers that he is a descendant of Abel , a young boy who was a passenger on board the Eldridge , a spaceship that was being used to transport Deus , the core of an interplanetary invasion system created by a federation of spacefaring humans , one that was deemed far too dangerous for use and was therefore dismantled . Deus , however , had become self @-@ aware and took over the Eldridge . Amidst the confusion , Abel was separated from his mother and accidentally made contact with the Wave Existence through the Zohar , Deus ' power source . It gave him the power to one day destroy Deus and the Zohar in order to free itself . The Wave Existence also sensed Abel 's longing for his mother and used the biological computer Kadomony to create a woman for a companion . When Deus gained full control over the Eldridge , the captain decided to initiate the self @-@ destruct sequence in an attempt to destroy it . Both Deus and the Zohar survived the explosion and landed on a nearby planet along with Abel , under the protection of the Wave Existence . He was the sole survivor , but was soon united with the woman that the Wave Existence had created for him as a companion , Elly . Abel and Elly , at first , led a happy life , but Deus had also created Miang , Cain , and the Gazel Ministry to begin a human civilization on the planet , one which would be under their control to one day be turned into Wels and be absorbed into Deus to recover its strength . When the now @-@ adult Abel and Elly discovered this , they openly challenged Cain and the Gazel Ministry , but lost . However , through the power of the Wave Existence , they are able to be reincarnated in later eras to combat Deus . One of these incarnations lived during an ancient technologically advanced era in Zeboim , where Abel 's incarnation went by the name Kim and created Emeralda .

Fei sets out to destroy Deus and free the Wave Existence and Elly . In Merkaba , the party defeats Deus , but they realize that the energy released from the Wave Existence 's shift will destroy the planet . Elly , inside Deus , tries to move it away from the planet and Fei , in his Xenogears , follows to save her , but both disappear in the rift . Krelan confronts them , telling Fei he only sought to end the pain and suffering that comes with human existence by reverting everything back to when it all began , when all was one , to ascend to the realm of God . Fei rejects Krelan 's ideology with his love for Elly , but Krelan challenges Fei , telling him to prove this love that could make him independent of God , and calls forth Uroborus , a gigantic serpent @-@ like incarnation of Miang . Xenogears appears and Fei uses it to defeat Uroborus . Krelan releases Elly and reveals to Fei that he had planned to become one with God along with Elly . During her time with Krelan , Elly had seen inside his heart and realized it was full of sadness and despair for all the atrocities he had committed . Despite everything , Elly says that Krelan truly loved people more than anyone else . Because no one will forgive his sins , he declines Fei 's offer to return and ascends to a higher plain of existence along with the Wave Existence , telling Fei and Elly that he envies them . Fei and Elly then return to their planet along with Xenogears and reunite with the rest of the party .

= = Development = =

Xenogears was produced by Hiromichi Tanaka , who previously worked on the SNES game Secret of Mana . The scenario of the game was written by director Tetsuya Takahashi and by Kaori Tanaka . Yasuyuki Honne served as art director , while Kunihiro Tanaka was responsible for the character designs . Tetsuo Mizuno , Tomoyuki Takechi , and Final Fantasy creator Hironobu Sakaguchi were executive producers for Xenogears . Koichi Mashimo , an animation director and his studio Bee Train , was in charge of the anime cut scenes . Xenogears started out as an early concept conceived by Tetsuya Takahashi and Kaori Tanaka for the Square game Final Fantasy VII . Their superior in the company deemed it " too dark and complicated for a fantasy " , but Takahashi was allowed to develop it as a separate project . The project began under the working title " Project Noah " . The main impetus for Takahashi was that he was growing frustrated with the Final Fantasy series . The initial concept was to make Xenogears a sequel to Chrono Trigger , but after multiple clashes with the company over this and unspecified practical difficulties , it was decided to make it a completely original title . Due to this initial development idea , there were concepts unsuited for a fantasy world , so a compromise was made by incorporating both fantasy and science fiction into the game 's world .

Development took approximately two years , and included a staff of thirty developers . Preliminary planning and creation of the backstory extended to several years before that . The word " Xeno " had been decided between staff from an early stage , with its meaning being " something strange or alien " . " Gears " was chosen from multiple suggested words . The game 's Gears were not present during early stages , with their places being filled by traditional summoned monsters . The game 's use of anime cutscenes was chosen as it was difficult to properly recreated Tanaka 's Gear artwork into 3D CGI . The game 's engine was also designed to be best suited for the 3D map displays and battle arenas . Takahashi had wanted to create the game in full 3D , but the PlayStation 's capacities meant this could not be managed , resulting in the current mesh of 2D sprites against 3D backgrounds . The themes and story were greatly influenced by the works and philosophies of Friedrich Nietzsche , Sigmund Freud and Carl Jung . According to Tanaka , the reason for this correlation was simply due to a common interest with her husband . According to her , the story revolved around " where do we come from , what are we , where are we going " . There was a large portion of story and artwork that did not make it into the final game .

Square had announced that Xenogears may not have come out in the United States due to " sensitive religious issues " . The English translation of Xenogears was the first instance in which an English localization team worked directly with Square developers . It also was the first major project of Square translator Richard Honeywood . According to Honeywood , translating the game was a particularly difficult task due to it containing numerous scientific concepts and philosophies . He came into contact with it because its previously assigned translators quit or asked for reassignment due to its challenge . In a later interview , Honeywood stated that the biggest issue was with the multiple religious references , and the concept at the end of " killing God " , which needed to be adjusted so that it remained faithful to the original premise while stepping around some content that might offend . Honeywood unintentionally had a hand in the Japanese naming of Deus : the staff were originally going to call it Yahweh , and during his argument against it he said " yabeh @-@ o " , a Japanese phrase meaning something dangerous . Seeing it as a good pun , the staff used Yabeh as the name .

Square Enix released Xenogears on the Japanese PlayStation Network on June 25 , 2008 and in North America on February 22 , 2011 .

= = = Audio = = =

The music in Xenogears was composed by Yasunori Mitsuda , composer of the SNES title Chrono Trigger . The Xenogears Original Soundtrack was released on two discs and published by DigiCube in Japan . The score contains 41 instrumental tracks , in addition to a choral track and two songs . According to Mitsuda , the music of Xenogears belongs to the traditional music genre . Though he

first described it as stemming from " a world of [his] own imagining " rather than any specific country , he has also claimed a strong Irish or Celtic music influence . There are two vocal tracks included on the OST , and both are sung by Joanne Hogg . One of the tracks , " Stars of Tears " , did not appear in the final version of the game . It was originally intended to play in a cut scene at the start of the game along with the main staff credits . The scene , however , was removed for pacing issues , as it would have made the combined opening movie and introduction scenes last roughly ten minutes . The other , " Small Two of Pieces ~ Screeching Shards ~ " , was the first ending theme with sung lyrics to ever appear in a game developed by Square .

An arranged soundtrack of Xenogears also composed and arranged by Mitsuda was released as Creid . For Creid , he expanded on the theme from the original album of having Celtic influences in " easy @-@ to @-@ listen @-@ to " pop tracks to create an album of arranged Xenogears music with a more prominent Celtic style . The album contains a mixture of vocal and instrumental tracks , and combines Japanese and Celtic music together in its pieces . The album features five vocal tracks and five instrumental tracks . The main lyricist , Junko Kudo , wrote the lyrics to four of the five vocal tracks , while Mitsuda wrote the lyrics to the title track , which were then translated from Japanese to Gaelic for the recording . Celtic singer Joanne Hogg did not reprise her role in Creid . Instead , Tetsuko Honma sang the four tracks written by Kudo , while Eimear Quinn sang " Creid " .

In October 2010 , Mitsuda announced that he planned to work on Myth : The Xenogears Orchestral Album , a second arranged album of music from the game , in an orchestral style . He took suggestions from fans as to which tracks to include .

== Merchandise ==

There have been several Japanese books and comics published concerning the Xenogears franchise . Xenogears God Slaying Story , a series by Masatoshi Kusakabe , was published by Shueisha in 1998 . DigiCube published both Xenogears Perfect Works and a memorial album named Thousands of Daggers , which contains the entire script to the game in Japanese , along with screenshots . Two manga books , Xenogears Comic Anthology and Xenogears 4koma Comic , were released by Movic . Movic also released wallscrolls , notebooks , pins , keychains , stickers , and postcards depicting the Xenogears cast .

== Reception ==

Xenogears was a commercial success in both Japan and North America . It sold over 890 @, @ 000 copies in Japan by the end of 1998 . As of March 31 , 2003 , the game had shipped 1 @. @ 19 million copies worldwide , with 910 @, @ 000 of those copies being shipped in Japan and 280 @, @ 000 abroad . As a result of these sales , it was re @-@ released as a Greatest Hits title in December 2003 . In Japanese gaming magazine Famitsu , Xenogears was voted the 16th best video game of all time by its readers in a poll held in 2006 . On a similar poll at GameFAQs , users of the website voted Xenogears the 32nd " Best Game Ever " in 2005 . It was placed in the same position in IGN 's " Top 100 Games - Readers Choice " feature in 2006 , and as number 28 in 2008 .

== Critical response ==

Xenogears was met with critical acclaim . Electronic Gaming Monthly praised the story , characters , gameplay , graphics , and soundtrack . IGN described it as the " hands @-@ down best RPG " of the year , praising the storyline , gameplay , graphics , presentation , and soundtrack . GameSpot described it as one of Squaresoft 's best role @-@ playing games , praising the story , gameplay , and audio , but criticized the lack of graphical polish . Allgame pointed out in a positive light that the character battles are " unlike most role @-@ playing games from this company " . Retrospectively , Edge commented that although it is " considered by some to be a multimillion @-@ yen , convoluted science @-@ fiction vanity project , Xenogears nevertheless remains one of the most keenly

eulogized PlayStation RPGs . " The magazine also noted that it was Takahashi 's " most challenging and pure work " and that the Xenosaga series never quite matched up to Xenogears .

The game 's story and characters were well received . Electronic Gaming Monthly said it is " rich in story and character development . " Game Informer and Next Generation agreed that the plot was one of the game 's highlights , the former drawing comparisons to Star Wars , Star Blazers , the Old Testament , and many other Square games , making it " a game every RPG fanatic must play . " IGN said the storyline is intricate , engrossing , " deep , complex , and once in a while even confusing , until more of the real underlying plotline is uncovered . " GameSpot said the story is " excellent " and " thought @-@ provoking " but said it can be " a little preachy at times " , but went on to say that the religious and existential themes " enhance the story and [our] understanding of the game 's deep characterizations " . Game Revolution described the storyline as " epic " and " fabulous " with " many twists and turns " and a large cast of characters . RPGFan said " the story is unique and probably the most complex and interesting of any RPG " , giving it a 99 % rating for the story . Retrospectively , Edge praised the plot 's scope and ambition and the protagonist as the " most complicated Freudian hero " in video games , but said it has a " flawed " script and " muddled " translation , as well as too many cut scenes , especially on the second disc , where the use of the world map is restricted for an extended period and the amount of cut scenes increases . Years after the game 's release , Jeremy Parish of Electronic Gaming Monthly called the game 's plot " one of the wackiest game plotlines ever " , but said that it " actually makes sense " if the player ignores all of the sideplots . IGN , however , stated that despite having too many cut scenes and a sometimes confusing plot , " immersion is a key factor in Xenogears and the questions you may have about the storyline are all answered at some point in the game . " Following the PSN release , RPGFan 's James Quentin Clark said Xenogears has " hands down the best single story I have seen in any video game , " giving it a 100 % rating for the story .

Reviewers largely praised Xenogears ' gameplay . Next Generation praised Square 's Active Time Battle gauge and said that inclusion of the AP meter and combo attacks " is not only refreshing in a turn @-@ based RPG , but gives players a higher level of interaction during battle . " IGN claimed that " the most impressive feature in combat is the ability to use massive " Gears " or mechs " , noting that Square 's attention to programming these battles is made evident by how " visually satisfying " they are . IGN praised the game 's exploration , saying that the ability to jump and climb " adds even more depth to exploration of different environments and distances Xenogears from being too straightforward of a traditional RPG " , the only complaint being that the rotating camera is sometimes " clumsy " .

The soundtrack was well received . Electronic Gaming Monthly said the game sounds as " beautiful " as it looks . GameSpot said it " expertly uses audio to push the story along " and noted that many of the games ' tracks " include voice or chanting and all are appropriately uppy or low with the game 's mood " , but said there were many areas with silence or ambience making the " game 's soundtrack a tad sparse . " Xenogears was the first Square game to feature voice overs and anime cut scenes . Electronic Gaming Monthly said they are " some of the slickest animation cinemas " they have seen . Game Revolution praised the " absolutely spectacular and stunning " hand @-@ drawn anime cut @-@ scenes , but stated that they were sparse and poorly synched with the voice acting .

= = Legacy = =

Shortly after Xenogears was released , there was speculation of a sequel being released , although this never occurred . In 1999 , Tanaka said that a project related to Xenogears was being developed . He also revealed that a sequel to Xenogears was initially planned , but never came to be . While Xenogears has never had an official sequel or prequel , there was wide speculation that Namco and Monolith Soft 's Xenosaga was a prequel when it was first announced . Tetsuya Takahashi was the director and writer for both Xenogears and Xenosaga and has noted that " with our relation between Square , I think it is difficult for us to say it is a direct sequel or prequel " . Approximately twenty members of the Xenosaga development staff had previously worked on Xenogears .

On the connection between Xenogears and Xenosaga , Takahashi has stated :

It 's probably more suitable to say that it follows the direction and style of Xenogears . [...] Now that we are under a different company , we figured we should start everything from scratch all over again . Though there are familiar faces that serve as important characters in Xenosaga , others are more like self @-@ parodies , so we don 't really want Xenogears fans to overreact . Like movies , sometimes you have the director of the movie or friend of the leading actor appearing as cameos , so it 's similar to that .

Several members of the Xenogears staff came together in 2008 to work on Sands of Destruction , a role @-@ playing game for the Nintendo DS , published by Sega . These staff members include Masato Kato , Kunihiro Tanaka , and Yasunori Mitsuda .