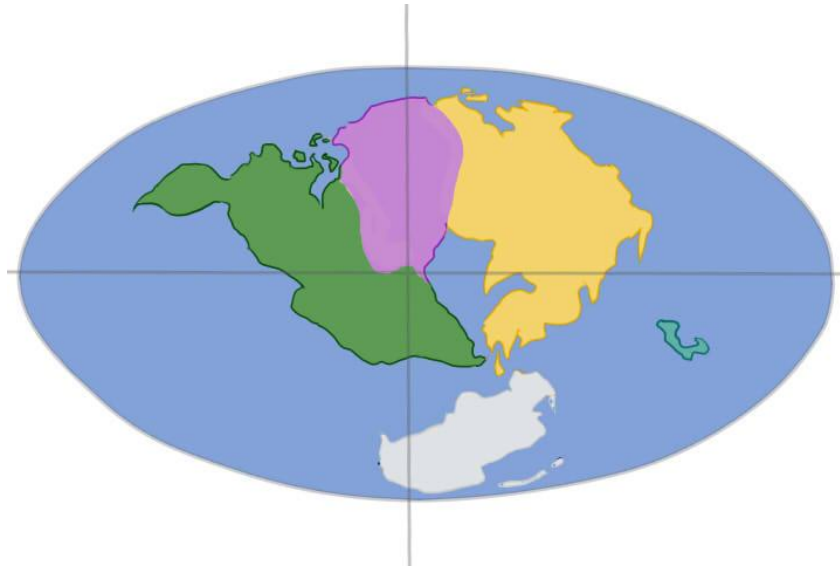


## パンゲア・プロクシマ Pangea Proxima



In a near future, a huge war accident has occurred called "ULTIMA" (ウルティマ), changing all the earth's structure and affecting completely people's lifestyle so far.

Mankind then has entered in a frenetic search for new technologies looking for suiting themselves to the new world. However, the lack of new resources and energy has led some years later most part of these attempts of world's reconstruction among technology in mere ruins and deserts.

In this new world, now called "Pangea Proxima", mankind not only pays the price for the war, but also due the unrestricted reconstruction at the post-war. The world outside is in chaos, extremely dangerous due many new creatures around, created before in the attempt of repopulating wildlife animals, which now they gather the few natural resources available.

20 years later, from the few survivors left, many tiny villages has appeared around the world, living with the least technology that has last and the incessant search for energy supplies which ended up being lost around by the years long.

Each one of these villages has a search group with young people with the task of seeking energy supplies, along with other workers at the village who helps with community works. Even though life is difficult in this new world, people are now already used with the lifestyle.

Until the moment that outside countries began threaten other villages, stealing their supplies as taxes and claiming an energy monopoly.

Tired of those injustices, each main character decides to go out from the village and defeat those responsible for the energy monopoly, as well searching for an extremely powerful energy source that some tales says that existed and was lost before the huge "ULTIMA" accident.

## Enneagram of Personality

	Characteristic Role	Ego fixation	Holy idea	Basic fear	Basic desire	Temptation	Vice/ Passion	Virtue
1	Reformer	Resentment	Perfection	Corruptness, imbalance, being bad	Goodness, integrity, balance	Hypocrisy, hypercriticism	Anger	Serenity
2	Helper	Flattery (Ingratiation)	Freedom, Will	Being unloved	To feel love	Deny own needs, manipulation	Pride	Humility
3	Achiever	Vanity	Hope, Law	Worthlessness	To feel valuable	Pushing self to always be "the best"	Deceit	Truthfulness, Authenticity
4	Individualist	Melancholy (Fantasizing)	Origin	Having no identity or significance	To be uniquely themselves	To overuse imagination in search of self	Envy	Equanimity (Emotional Balance)
5	Investigator	Stinginess (Retention)	Omniscience, Transparency	Helplessness, Incapable, Incompetent	Mastery	Replacing direct experience with concepts	Avarice	Non-Attachment
6	Loyalist	Cowardice (Worrying)	Faith	Being without support or guidance	To have support and guidance	Indecision, doubt, seeking reassurance	Fear	Courage
7	Enthusiast	Planning (Anticipation)	Wisdom, Plan	Being trapped in pain and deprivation	To be satisfied and content	Thinking fulfillment is somewhere else	Gluttony	Sobriety
8	Challenger	Vengeance (Objectification)	Truth	Being harmed, controlled, violated	Self-protection	Thinking they are completely self-sufficient	Lust (Forcefulness)	Innocence
9	Peacemaker	Indolence (Daydreaming)	Love	Loss, fragmentation, separation	Wholeness, peace of mind	Avoiding conflicts, avoiding self-assertion	Sloth (Disengagement)	Action

[http://en.wikipedia.org/wiki/Enneagram\\_of\\_Personality](http://en.wikipedia.org/wiki/Enneagram_of_Personality)