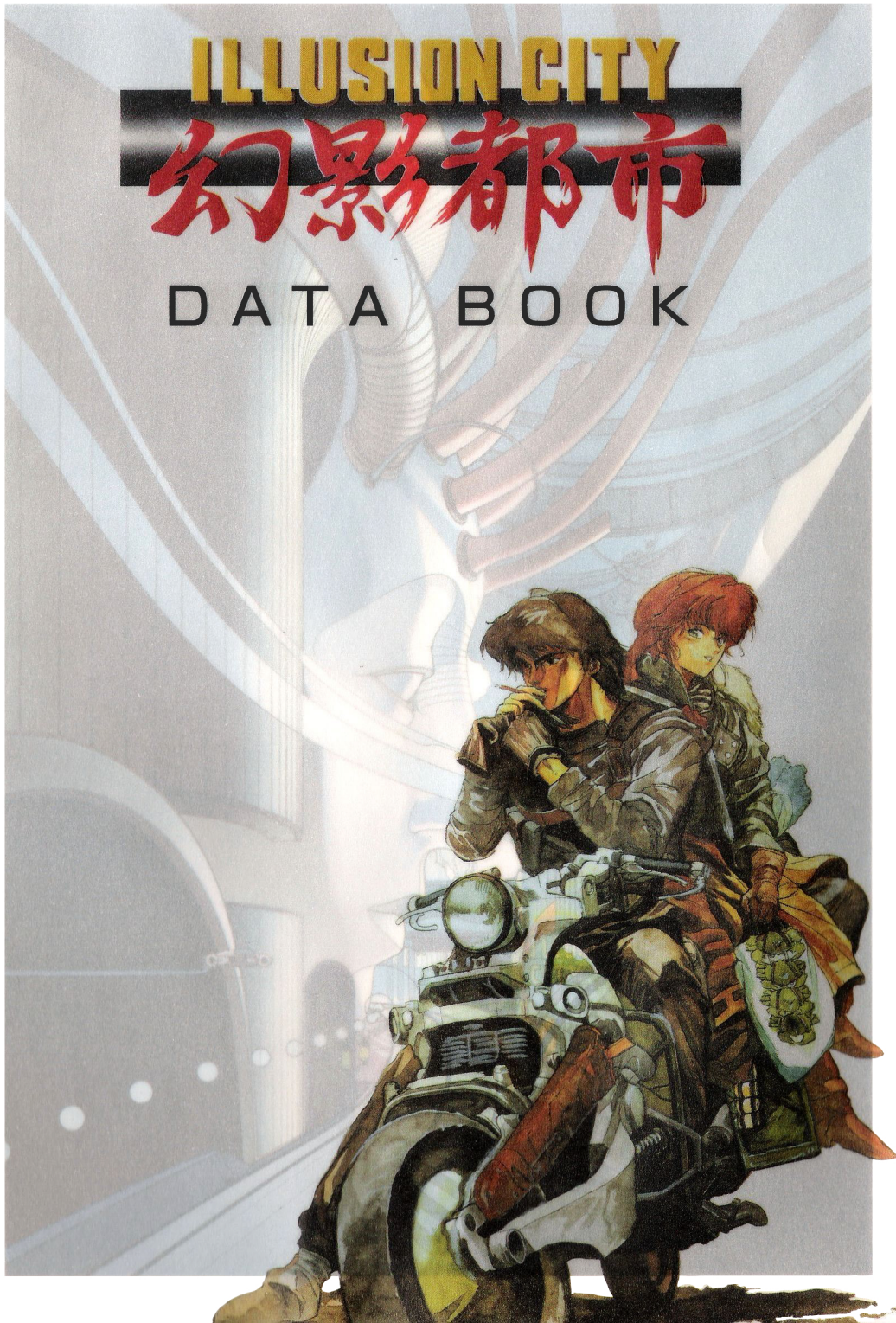


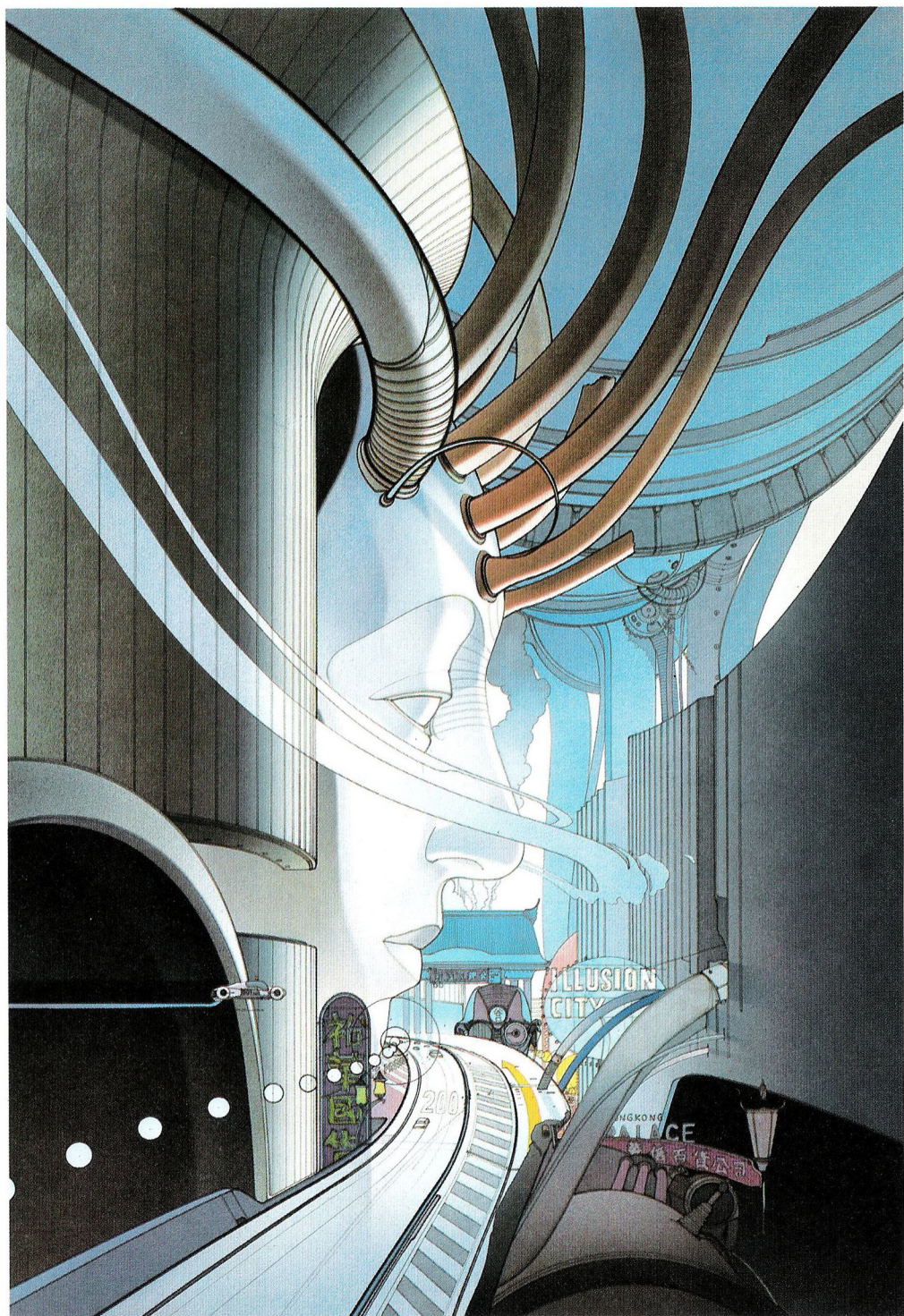
ILLUSION CITY

幻影都市

DATA BOOK









# CONTENTS

## 000: PROLOGUE ————— P01

1. Broadcast Message
2. What sets things off

## 001: HONG KONG ————— P04

## 002: CHARACTERS ————— P05

## 003: MONSTERS ————— P09

## 004: INVENTORY ————— P12

1. Weapon Data
2. Protective Gear Data
3. Item Data
4. Magic/Heal Data



## 000: PROLOGUE

### 1: Broadcast message

It's the year 200X. Not long after the handover to China, Hong Kong suffered an overnight citywide collapse due to mysterious tectonic movements. In their final broadcast, a Hong Kong based broadcasting channel went silent. It left behind the following message accompanied by images of countless grotesque silhouettes, wriggling in the darkness of the now collapsed Hong Kong City.

*"People all over the world, please destroy Hong Kong! It has turned into hell over here. Soon, I think these accursed things will swarm over the entire world. Before that, this city will be... I beg of you, please destroy these things as soon as possible!"*

Investigation parties were dispatched from China, of course, and from other nations, but not one man returned. A number of weeks went by without understanding anything about the current situation.

It's here where a private corporate organisation, that has achieved rapid growth in recent years, comes into play. This is SIVA, a group of international information organisations. It's contracted by the Chinese government to suppress the chaos in Hong Kong under the pretence of a so-called investigation.

Several months later, SIVA reports to the Chinese government, that it has concluded all of its investigation activities on Hong Kong's collapse, and it has mostly removed the "obstacles".

Before long, SIVA gains autonomy over the reborn Hong Kong provided that Hong Kong's function as a city will be restored. However even today, 20 years later, the way the investigations were conducted people still don't know in detail what has happened.

Today, under SIVA's complete control, Hong Kong has succeeded in rebuilding itself as a city of international information organisations. But there are still numerous areas where the "obstacles" of the collapse remain.

This is the city of illusions. A paradise from the spirit world that has materialised on Earth. Desire and decadence dance around each other and both pleasure and despair support people's hearts. They call this city, which is brimming with all these kinds of thoughts and feelings, "Illusion City".





## 2: What sets things off

202X, Hong Kong, the lower areas.

It's shady, not quite night or day. The whole area is covered in a haze that rises up. Broken neon signs nervously and repeatedly flicker on and off again. The barking of a dog echoes in the distance. Soon after, the footsteps of several people running can be heard, mixing in with the distant barking. The footsteps are rapidly approaching these streets.

"Quickly, sis!"

"Wait! Hou Mei!"

First, two girls appear in the street. Footsteps can still be heard from behind both of these girls.

"Hou Mei, it's... It's no use. I... I can't... run anymore."

"What are you saying?! Come on, in here!"

The girl with the short hair called Hou Mei forcibly pulls the thin arm of the other girl who has a gloomy face and they rush into a narrow alley. They continue to run without taking a breather. Both of them are covered in mud. Their clothes are torn in places, sometimes showing their scraped skin. Though their hair is messy and their faces are strained due to pain, their cute build and their facial structures are the telltale signs of beautiful Asian girls. Even though their hairstyles and clothes are different, their faces are those of twin sisters: like peas in a pod. The two of them changed paths countless times so their pursuers would have to scatter in different directions. That seemed to be successful; before long, their footsteps could not be heard. However, turning the corner briskly after who knows how many times, it's at this moment that the eyes of the twin girls simultaneously grow to the size of dinner plates and their small mouths even forget how to breathe.

"I am Lee of the Southern Heavens. I have come to pick you up. Please come with me."

Facing the girls' gazes was one man standing opposite them. His facial expressions couldn't be distinguished due to his tall stature blocking out the night light. The dark satin robe he was wearing over his shoulders was quietly swaying in the wind.

"Come on, this way."





Out from under his robe he raises a graceful hand. The body of one of the girls begins to float through the air, as though his hand invited her over. “Xiao Mei, sisssss!!” Hou Mei, who was left behind, immediately tries to grab her older sister’s hand. But, both Hou Mei’s hands, unable to oppose the invisible power, are flailing through the air in vain. She collapses to the ground with all of her remaining energy. “Hou Mei!!”

Xiao Mei fights back, twisting her body in all directions, but before long she has arrived at his upheld hand while struggling. All of a sudden she goes quiet as though she’s paralysed. Similarly, Hou Mei slumps down on the ground, and is straining with all her might to look up. “Xiao Mei!!” Xiao Mei is completely unconscious, lying in the arms of the man called Lee, and is not even able to call out.



“Relax, I will not hurt her in any way. Nor will I hurt you.” And leaving these words linger in the air, Lee turns around while carrying Xiao Mei in his arms. He disappears into the night light without even making a sound.

A while later, a group of suspicious men in black suits surround Hou Mei, who currently has lost consciousness. “This one’ll bother Lord Lee as well. Without us, sources of our troubles in the streets would just keep increasing!” “Don’t start whining! Come on.”

When each of the men dressed in black were about to take their guns out from their pockets, they hear somebody murmuring from behind them. “Where is Lee of the Southern Heavens and the twin girl of the Divine Wolf?” The group of men in black suits simultaneously turn towards the appearance behind them and aim their guns, bending at their waists. These were the actions of well-trained soldiers. “Who are you?”

A man came out from the darkness and calmly responded. “I’ll let you address me as Kai.” His appearance is a bit tall, dressed in a white kimono and his long hair loosely tied at the back, but so beautiful, he could be mistaken for a woman. However you look at it, this isn’t an appropriate look for a situation like this. “Heh, it’s a real bother we meet up with so many people like you these days. Well that’s it then, I guess we should give up for being so unlucky to meet trouble makers like you.”

The face, which is like a white mask, of the man who calls himself Kai faintly turns as if to respond to these words. “This *will* be interesting.” In an instant, the dying screams of numerous men echo through the streets. That is all. You couldn’t even hear dogs barking anymore. Covered in haze, the broken neon signs nervously flicker on and off again...



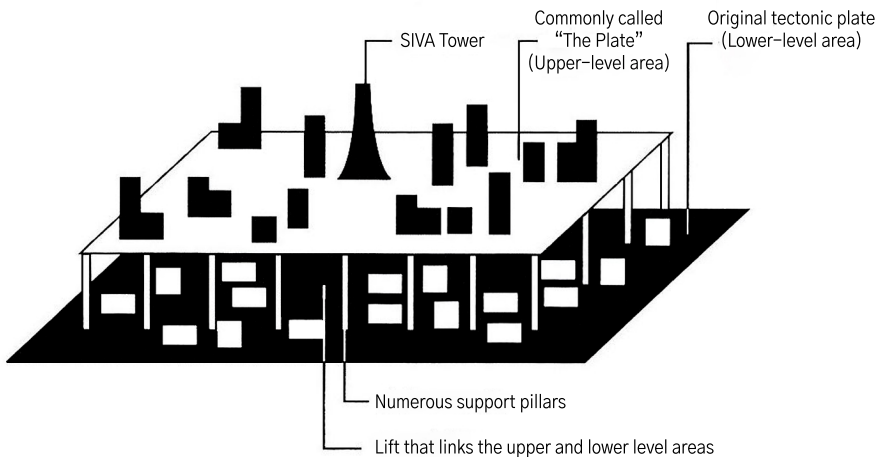
## 001: HONG KONG

### Hong Kong

20 years ago, soon after the handover to China, Hong Kong was destroyed in one night due to tectonic movements of unknown origin. However, a corporation called SIVA stepped forward which had entered in an agreement with the Chinese government. The investigation was finished in several intense months, and that's even including the elimination of so-called "obstacles" that appeared at the time of the Catastrophe. Then, the corporation entity SIVA obtained autonomy over the reborn Hong Kong under the pretext of restoring city functions.

And so, 20 years have gone passed...

Hong Kong is reborn. An ultra-modern city has been built on the artificial Earth's crust that covers the entire area to conceal the scars of the disaster. In the middle of it all, a gigantic information network centre (SIVA Tower), which is SIVA's pride and joy, rises up into the heavens. Spinners fly up through the air like they zigzag between the skyscrapers and EVs whizz over the ground. Finally, Hong Kong seems to have completed its reconstruction. However, the original ground, that stretches out below the skyscrapers and even further down the base of the artificial crust, still has numerous remaining damages. In these places the lower-class citizens live...These are known as the lower areas.



### Transportation Facilities

The EVs (Electronic Vehicles) primarily bear the burden of this era's urban transportation, which have more power and better cruising range than vehicles with an internal combustion engine. Furthermore, there's the unique creation called the Spinner. These are unique vehicles that use ultra technology (hyper-modern technology) referred to as an anti-gravity craft. They are able to float and propel themselves through the air. Only a select group of citizens are permitted to use them.



## 002: CHARACTERS

### ◆◇The main cast ◇◆

#### 01: Tian Ren (male protagonist)

A young man who runs a business as a “DIVER” that mostly operates expelling demons centred around the lower area (Outer) called Downtown. Details around his birth are unknown. He was raised by Lao Shi (Old Master) together with Mei Hong. He is especially skilled at handling handguns.



**01: Tian Ren**



**02: Mei Hong**

#### 02: Mei Hong (female protagonist)

A police woman who is attached to the Counter Demon Strike Force of the People's Police, which only has jurisdiction over the lower areas (Outers). She often teams up with Tian Ren with whom she was brought up as siblings. However, it seems that every time the trouble they get into grows bigger and bigger. As a weapon, she manipulates special metal wires called Yao Zhan Wires (Demon Slashing Wires).

### DIVERS

People referred to as a DIVER (**D**emon Intercept **V**ital **E**rase **R**unner) primarily make a living hunting monsters, an occupation that is specific to the lower areas. The DIVER computer system automatically processes the bounty as their income and pays out according to the respective level of the monsters they've hunted down. Those amongst the DIVERS who have the most outstanding skills are referred to as S-class DIVERS (Special class DIVERS). Our protagonist is one of them.



### 03: Lao Shi (old master)

There are few people who call him by his real name Shu. Having mastered the arts of his own style of Chi Kung, such strong skills don't give off a sense of his age one bit.



**03: Shu**



**04: Doc**

### 04: Doc (weapons dealer)

He runs a weapon shop in the lower area (Outer) Downtown. He doesn't limit himself to just strictly deal with entirely legal products, and also performs bio-modifications. By the way, he doesn't have a medical licence.

### 05: Airen (owner of the Tao Yuan Nightclub)

Besides running a nightclub in the lower area (Outer), they hold a major position in the distribution of intel from the world of shadows. Lao Shi, Tian Ren, Mei Hong and others are acquaintances from before, but their motto is to not let personal feelings interfere with business. Both their age and gender are unknown.



**05: Airen**



### 06: Xiao Mei

Hou Mei's twin sister. By comparison with her energetic younger sister, she's a quiet and beautiful girl. She's been abducted by someone due to a special "element" that lies dormant in her blood.



**06: Xiao Mei**



**07: Hou Mei**

### 07: Hou Mei

She's been living a somewhat peaceful life with her twin sister Xiao Mei in the lower areas (Outers), but the event of her sister's abduction starts to lead her down an ill-fated path. By nature, she's an openhearted and spirited young girl.

### 08: Kash (mercenary)

During the chaos of the Hong Kong collapse, Kash infiltrated that very city, being entrusted with an official mission for one of the major powers. After that, his contact with his home country was cut off. You can fully imagine that in the span of the 20 years, during which his situation was unknown, he probably underwent numerous bloody battle scenes, since his body has been replaced by a lot of artificial parts. It's thought that he got to know Lao Shi around that time as well. He's a fighting machine who has a heart.



**08: Kash**



## 09: Xi Tian Fei (One of Mo Tian Sect's Eight Legions)

He's one of the Eight Legions. In the 20 years after The Collapse, he shared ruling Hong Kong through SIVA together with Dong Tian Dai. As opposed to Dong Tian Dai's preference for armed conflict, he excelled at political management and was in charge of a substantial part of the general command of SIVA. However, he is a drug addict and at times shows signs of a vulnerable character. He controls the magic of the Wind Dasa.



**09: Fei**



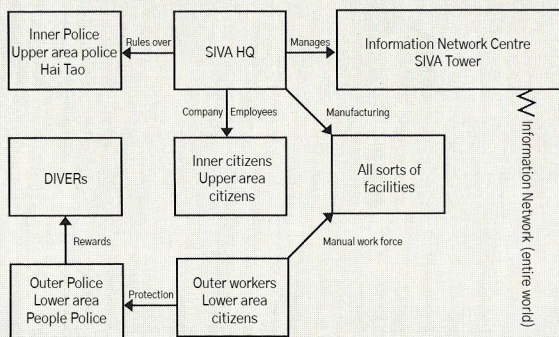
**10: Lee**

## 10: Nan Tian Lee (One of Mo Tian Sect's Eight Legions)

He was chosen after The Collapse and is the natural leader of the Mo Tian Sect Eight Legions. On top of having a body the strength of which far exceeds that of an ordinary man, Lee has mastered the magic of the Fire Dasa. He's a cool-headed warrior, who rarely outwardly shows his emotions.

## SIVA

Corporate Entity SIVA is what rules over Hong Kong. It's a key hub of the Information Network that stretched out of the entire world. SIVA's organisation, which also governs over Hong Kong, in essence has the following structure:





## 003: MONSTERS

### ◆Monster Data Files◆

#### Data about monsters that inhabit Hong Kong

After the collapse of Hong Kong, a great variety of monsters have been confirmed up to now, but still there are many things covered in mystery related to them. However, by cooperating with biologists, theosophists and other researchers who reside in Hong Kong, we will disclose the facts that are already established.

Classification data of the monsters that dwell in Hong Kong is provided below. Among them, there are even many included that can't be called monsters per se, but they are listed to define each monster individually that is designated a "Unidentified Organisms that has appeared after the Hong Kong Catastrophe".

##### **Wind Rangers:**

Monsters that primarily live in the wind as a medium. Most of the time they can be found in Danger Zones.

##### **Abominations:**

People think these are a subspecies of existing creatures and that they are bio-engineered monsters (bio creatures). It seems they probably escaped from a research institute and then have mutated and grown. Many of these inhabit the former botanical gardens.

##### **Earth Crawlers:**

Demons that got absorbed into the rock; that's what their true nature is. They feed on the souls of humans and become higher ranking demons.

##### **The Flamebound, Water Lurkers, The Hiding Deranged:**

They are almost unknown. There are virtually no eye-witnesses that survived an encounter with them. The only thing we know with certainty is these monsters are said to live in Hong Kong too.

Others include killer robots that seem to have malfunctioned from an abnormality in their AI and there even exist monsters that have assimilated ore rich industrial products. Lots of these make their appearance in the industrial area.



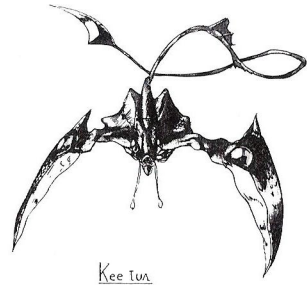
## Detailed data on Wind Rangers

### ■ Kee Tua

**Monster Type:** Phantom Demon  
**Special Ability:** Splitting Air Wave

A phantom demon that has 2 large blades and one small stinger on its tail. It slices at people's arms and legs and then slurps their blood. The weakest from amongst all the monsters that can be seen most often. Even ordinary people can pose sufficient opposition, as long as they watch out for its special ability, the Splitting Air Wave.

They frequently appear in large groups. That's when they become very formidable enemies to despise.



Kee Tua

### ■ Zu Va

**Monster Type:** Spirit  
**Special Ability:** Laughter

Spirits of dust and wind with bodies that appear gelatinous. They spit a spray of harmful dust from a dust pouch on the lower part of their head and they suck human blood with their tube-like tentacles. They vary greatly in size. There are even some people who reported that they witnessed ones of over 10 meters tall. You also have to be careful of their special ability Laughter. The laugh of a Zu Va is chilling to the bone.

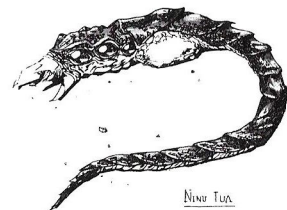


Zu Va

### ■ Ninu Tua

**Monster Type:** Phantom Demon  
**Special Ability:** Vanish

Also known by its alias "Subway Ghost". Like a sudden gust that blows your feet right from under you; that's what the Ninu Tua is like. It slashes at people's ankles and sucks both blood and the life out of them. Its body infinitely expands and contracts and then it just disappears. It has 6 red eyes that are vertically positioned above each other. These are called "Wind Perceiving Eyes" which won't let its prey escape when it has found one.



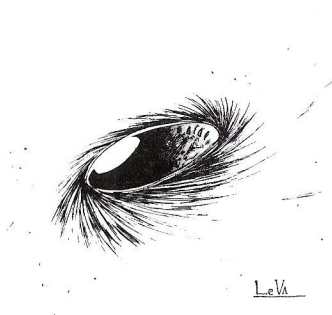
Ninu Tua



## ■ Le Va

**Monster Type:** Spirit  
**Special Ability:** Reflected Light Ray

The huge eye in the centre is the body of the Le Va. They both have a taste for human blood and love to see faces full of dread. They will cut you into little pieces. Besides that, they have a special ability that releases a Reflected Light Ray which will certainly kill you. So, in the end if they wanted to, the Le Va could always use that. Do NOT provoke them!



---

## ■ Hamelin

**Monster Type:** Unknown  
**Special Ability:** Severing Wind  
Summon Demon

A jet black six-winged monster that lurks in the darkness. It speaks human languages and it taunts people. Its true nature and its objectives all remain veiled in mystery. It whistles with its beak like playing a flute and it learns everything through its six wings, which also function as its ears.

Late at night, if you hear the sound of a flute player; in that direction is where you'll find the Hamelin. Don't approach it!





## 004: INVENTORY

### ◆ Weapon data ◆

All guns use bullets or energy packs as their ammo. To put it in a different way: if you run out of bullets, you'll not be able to use them. So please keep your remaining ammo in mind at all times. The difference between a single shot and rapid fire is the difference between individual attacks or group attacks. Rapid fire is able to attack multiple enemies in one go on the one hand, but on the other hand the drawback is it consumes a great deal of ammo.

Weapon Name	Description
Handgun	Our male protagonist's favourite gun - he owns it from the beginning.
Submachine Gun	Small machine gun. Useful against groups. Can only do rapid fire.
Hand Laser	A superconductive molecular laser gun. Rapid fire is impossible due to a heat generating problem.
Hand Blaster	Heat ray gun. High energy weaponry.
Recoilless Gun	A recoilless gun. With this it's possible to fire large calibre rounds with just a small jerk back.
Chi Blow	Chi Kung Gun. It imbues Chi on the bullets and pulverises your opponents.

Shotgun	A shotgun. It excels in man stopping power.
Rifle	A long-barrelled rifle. It has a high accuracy rate and therefore a high fatality rate as well.
Machine Gun	Machine gun. It expels a lot of rifle rounds. It's a weapon suitable against a group of opponents.
Assault Rifle	A long-barrelled assault rifle. Due to its long barrel, it has a high accuracy rate.
Blaster Shot	A long-barrelled heat ray rifle. A heat ray attacks your opponent as though it wraps around him.

Napalm Cannon	Cannon shooting incendiary shells that adhere to their targets. The flames burn everything to a crisp.
Shot Cannon	Shotgun cannon. A lot of shotgun rounds riddles an enemy with holes.
Laser Cannon	A large version of the Hand Laser. It has no heat generating problem, but it consumes much energy.
Blaster Cannon	A large calibre heat ray cannon. The best weapon in the blaster range. It has great fire power.
Rail Cannon	Electromagnetic accelerated shells cannon. Shells with high acceleration energy pierce an enemy.
Charged Particle Cannon	A particle beam cannon. It discharges and amplifies plasmafied nuclei with electromagnetism.

Mini Flamer	A flame gun. Useful in close combat. It's advantageous against a few enemies.
Buckshot Shotgun	A large shotgun. It commands great power.
Flame Gun	A flame thrower gun. It is able to project a continuing stream of flames.
Heavy Machine Gun	Heavy machine gun that scatters large calibre bullets; a powerful weapon against enemy groups.
Gatling Gun	A set of 3 machine guns. It fires off 20 - 30 bullets every second. A fiendish weapon.
Anti Tank Cannon	An anti tank rifle. It uses armour piercing bullets with depleted uranium ( $^{238}\text{U}$ ) tips.
Cylinder Knuckle Punch	An arm punch. It pulverises the enemy with the raw power of a bullet combined with a punch.
Piledriver Punch	Arm punch, strong version. The explosive force of bullets accelerates metal rods & pierce an enemy.

### ● Super Weapons ●

- Aside from the weapons that have been used since the 20th century, nowadays more powerful weapons have been making their appearance in large numbers. Below is a small selection.
- Laser:** amplifies light of the same state and wavelength, so its high energy density becomes a destroying force.
- Blaster:** amplifies high wavelength light, especially thermal radiation. It emits sharp pulses.
- A weapon that destroys with heat.
- Mass Driver:** Electromagnetically accelerates matter up to sub-light speed. It destroys matter within a Schwarzschild radius due to the kinetic mass of the blast (conforming to  $E = mc^2$ ). Feasible to the size of a ball.
- Particle Beam:** accelerates charged particles like protons etc. and creates a plasma. Proton beams, which are accelerated to sub-light speeds, disintegrate matter at the point of contact to the particle level and it is then obliterated.



Effect(s)	Skill	Ammo type	Type of shot
Hit rate up	Gun	Pistol Bullets	Single shot
	Gun	Pistol Bullets	Rapid fire only
Hit rate down	Gun	Energy Pack	Single shot
	Gun	Energy Pack	Single shot
Hit rate up	Gun	Large Calibre Bullets	Single shot
Consumes Chi (MP)	Gun	Pistol Bullets	Single shot

	Rifle	Shotgun Shells	Single shot
Hit rate up	Rifle	Rifle Bullets	Single shot
	Rifle	Rifle Bullets	Rapid fire only
Hit rate up	Rifle	Rifle Bullets	Single shot or rapid fire
	Rifle	Energy Pack	Single shot or rapid fire

	Cannon	Napalm Cartridge	Rapid fire only
	Cannon	Shotgun Shells	Rapid fire only
	Cannon	Energy Pack	Single shot or rapid fire
	Cannon	Energy Pack	Single shot
	Cannon	Energy Pack	Single shot
	Cannon	Energy Pack	Single shot or rapid fire

	Heavy weapon	Napalm Cartridge	Single shot or rapid fire
	Heavy weapon	Shotgun Shells	Single shot
	Heavy weapon	Napalm Cartridge	Single shot or rapid fire
	Heavy weapon	Large Calibre Bullets	Rapid fire only
Hit rate much up	Heavy weapon	Large Calibre Bullets	Rapid fire only
	Heavy weapon	Anti Tank Shells	Single shot
	Heavy weapon	Large Calibre Bullets	Single shot
	Heavy weapon	Large Calibre Bullets	Single shot





Weapon Name	Description
Iron Claws	These claws made from steel that slice up your enemies into many pieces.
Arm Claws	Strong Arm Claws. Claws that enhance the power of your empowered arms.
Thunder Claws	Thunder Claws. Claws that conceal the power of thunder.
Water Dragon Claws	Water Dragon Claws. Claws that conceal the power of a water dragon.
Death Claws	Death Claws. Claws that conceal the power of Death itself.

Octagonal Pole	Pole made from an oak tree. When it's used by an expert, it's a killer weapon.
Sapling Staff	Drawing up the power of a sapling tree, it will take revenge on demons.
Pole of True Will	He who equips this pole, can wield it as he sees fit.
White Snake Staff	A staff protected by a snake that has turned white.
Earth Pulse Staff	It draws the power of earth pulses and turns them into a power for destruction.
Bamboo Lance	Nicknamed Wolf Bamboo. A multi-tipped bamboo spear. A very effective weapon.

Red Hot Blade	High temperature long sword. It burns enemies with heat. Energy packs charge it.
Laser Blade	A great sword made with a laser blade. The cutting edge's superb. Energy packs charge it.
Sonic Blade	A great sword made with a blade vibrating at a high frequency. Energy packs charge it.
Earth Splitter Sword	The Seven-Branded Sword. It turns the power of Earth into a power for destruction.
Roaring Thunder Sword	A strange sword that forks into eight branches. It invokes thunder.
Flaming Sword	A symbol of enlightenment used to destroy ignorance.
Buddha's Mercy Sword	A sword that cuts away corruption and gets rid of impurities.
Lightning Sword	It channels divine energy and purifies the world so cosmic balance is maintained.
Cursed Sword Psysonic	A psychic sword that amplifies your use of magic. But watch out for that curse.
?	An unknown weapon with a vital role...

Slashing Wires	Slashing wires made from steel. These cut through enemies, showing fresh bloody cuts.
High Polymer Slashing Wires	Slashing wires made from carbon fibre.
High Frequency Slashing Wires	Slashing wires that are vibrating at a high frequency.
Lunatite Slashing Wires	Hypermodern metal slashing wires made of Lunatite.
Fibrous Lunatite Slashing Wires	Slashing wires made from lots of Lunatite fibres.

## Notes

**Man stopping power:** the power that makes a person unable to move. This means how much it can impair someone's ability to move.

**Long barrel:** the gun barrel is long. Just due to that, it makes the bullets' trajectory more stable, which increases the hit rate.

**Blade vibrating at a high frequency:** a weapon the blade of which is vibrating at a frequency of several kHz. It cuts through an enemy while breaking the molecular bonds of its target.

### Slashing Wires

Metal wires that have been stretched up to the micrometre. These wires, each thinner than a hair on your head, are wielded like cracking a whip at high speeds. They form a terrifying weapon. Because these wires are moving at high speeds and on top of that can't be seen, they can even cut a thick block of iron in two with one single stroke.







## ◆Defensive gear data◆

Equipment Name	Description	Effect(s)
Suit	Ordinary clothes. These are being worn from the beginning.	
Stun Suit		
Martial Arts Gear	An army uniform. It provides a little more defence than a suit.	
Bullet Proof Vest	A bulletproof vest. Don't expect a lot of defence from it.	
Body Armour	Bulletproof armour made from steel. A bit heavy.	Agility down
Ceramic Coat	Armour made from ceramics. It's light and strong.	
Titanium Armour	Body armour made from Titanium. It's quite strong.	
Laminar Armour	Laminated armour. Strong, consisting of ceramic and titanium layers.	Agility down
Battle Suit	Full body armour covering you entirely. It boasts a strong defence.	
Lunatite Suit	Armour of the super metal Lunatite. It has an exquisite defense.	Agility up
Carboniser	Carbon coated armour. It has fire proof properties.	Fireproof
Iron Armguards	Simple enhanced clothing. A type that reinforces your power.	Power up, agility down
Fire Proof Suit	Fire proof clothing. Makes your body resilient to fire and heat.	Fireproof
Rapid Armour	Simple enhanced clothing. A type that reinforces your agility.	
Powered Suit	Armour reinforced clothing. It increases your power amazingly.	Agility up
Vortexer		Power up
Tao Robe	Clothes of an old master.	
Sage Tao Robe	Clothes of an old master. It appears to be made by a sage.	Magic resistant
Divine Tao Robe	Old master's clothes. Appears to be made by an Enlightened one.	Magic resistant, agility up
Eight Trigrams Robe		
?	This robe has mythical powers.	
Laser Sight	Optical sight. It can increase your hit rate.	Hit rate up
Head Gear	Protection covering your head. Resists effects of outside air, paralysis etc.	Hit rate up, sleep & paralysis
Tao Headband	Band activating your Throat Chakra by tying it around your head.	Spell power up (weak)
Ajina Headband	Band activating your Third Eye Chakra by tying it around your head.	Spell power up (medium)
Sahasrara Headband	Band activating your Crown Chakra by tying it around your head.	Spell power up (strong)
Power Gloves	Enhanced armoured gloves (Rank 1)	Power up (weak)
Super Gloves	Enhanced armoured gloves (Rank 2)	Power up (medium)
Hyper Gloves	Enhanced armoured gloves (Rank 3)	Power up (strong)
Electromagnetic Ring	A ring generating an electromagnetic field, that defends against attacks.	
Field Generation Ring	A ring generating a defensive field, that defends against attacks.	
Lunatite Ring	A ring generating a repulsion field, that defends against attacks.	
Death Ring		
Leather Boots	Boots made from fine leather.	
Protect Boots	Armoured boots.	
Ceramic Boots	Ceramic armour boots.	
Lunatite Boots	Anti-gravity boots. Your movement feels lighter.	Agility up

### ◆ Enhanced Clothing ◆

The development of cyborg technology has brought forth enhanced clothing as a byproduct. However several kinds of problems continue to remain due to it being in development.

**Cyborg:** A human who has some of his body parts replaced by machine parts. The power of a combat cyborg is several dozens of times greater than that of an ordinary person.

**Enhanced clothing:** While wearing this type of clothing, machines trace movements of the body. It augments the power of its wearer. But because it also puts physical stress on the body, these cannot strengthen you to the levels of a cyborg.



## ◆ Item data ◆

Item Name	Description
Cure Tablet (Grack)	Restores 50 HP.
Silver Tablet (High Grack)	Restores 100 HP.
Gold Tablet (Super Grack)	Restores 300 HP.
Divine Tablet (Neo Grack)	Restores your HP completely.
Guiding Chi Pill	Restores 100 Chi (MP).
Sage Chi Pill	Restores 300 Chi (MP).
Divine Chi Pill	Restores your Chi (MP) completely.
Wake Up Tablet (W Tab)	It awakens you from sleep.
Restoring God Tablet (N tab)	It recovers you from paralysis.
Poison Antidote Tablet (P tab)	It removes poison effects.
Cool Headed Tablet (Tranquiliser)	Medicine that makes you recover from confusion.
Longevity Pill	It restores everything completely (both HP and MP).
Hand Grenade	It explodes in the middle of the point where it ends up.
Mine Dart	Causes a gigantic explosion that envelops everything.
Dajra Wheel	
Commando Knife	Combat knife. You use it by throwing.
Heat Knife	Highly heated knife. It features a blade that can be heated.
High Frequency Knife	A knife which has a blade that vibrates at a high frequency.
Anti Tank Shells	Armour piercing shells. Only for anti tank rifles.
Pistol bullets	They can be used in submachine guns and the like.
Rifle bullets	These bullets can be used in rifles et cetera.
Large Calibre Bullets	These can be used in heavy machine guns etc.
Shotgun Shells	Can be used for instance in shotguns and similar guns.
Napalm Cartridge	For use in napalm cannons and flame throwers.
Energy Pack	Used as an energy source for weapons.
Armour Protection Talisman (Man)	Protection from direct attacks (2 times).
Armour Protection Talisman (Sage)	Protection from direct attacks (4 times).
Armour Protection Talisman (Divine)	Protection from direct attacks (8 times).
Spell Barrier Talisman (Man)	Protection from spell attacks (2 times).
Spell Barrier Talisman (Sage)	Protection from spell attacks (4 times).
Spell Barrier Talisman (Divine)	Protection from spell attacks (8 times).
Roaring Slash Talisman	This talisman increases attack power.
Mind's Eye Talisman	This increases hit rate.
Spellbound Talisman	It seals away spells for its target.
Illusion Incense	This incense makes its target see illusions.
Dispute Talisman	The Dispute Talisman confuses its target.
Sleepy Dreams Incense	It makes its target sleepy.
Petrify Needle	This needle petrifies its target.
Anti Evil Incense	This special incense wards of evil somehow.
Spirit God Stone	



Pistol Bullet



Rifle Bullet



Large Calibre Bullet



Anti Tank Shell

### ● ● ● Bullets (Ammunition) ● ● ●

- The destructive power that bullets have is determined by their calibre and their ability to perform rapid fire shots.
- Their size corresponds with the images shown above.



※ You won't be able to use all magics from the beginning.

Earth Splitting Slash	The earth cracks open and impacts with a big THUD.	Medium	✓	✓
Earth Dragon Dashing Wave	The power of the dragon pulse dashes onward.	Large	✓	✗

- The main protagonist and Lao Shi have mastered the art of Chi Kung, that manipulates Chi and they use it
- in battle, to heal injuries et cetera. Chi is the vital force that flows through the meridians in the body. It is
- the source of all power. And all things have Chi too, although this is different, so they mutually influence
- each other. However, ordinarily we aren't able to feel that power or manipulate it freely. These techniques
- are only possible for those who have been trained in them and mastered them.









 MICRO CABIN

Yasushima 2-912, Yokkaichi City, Mie Prefecture  
☎(0593)51-6482





 MICRO CABIN

Yasushima 2-912, Yokkaichi City, Mie Prefecture

☎(0593)51-6482