

A number of trivia gems spoken about by the developers of “Solatorobo”!! 100 of them!!

Character Section

1. Red-san was blue!!

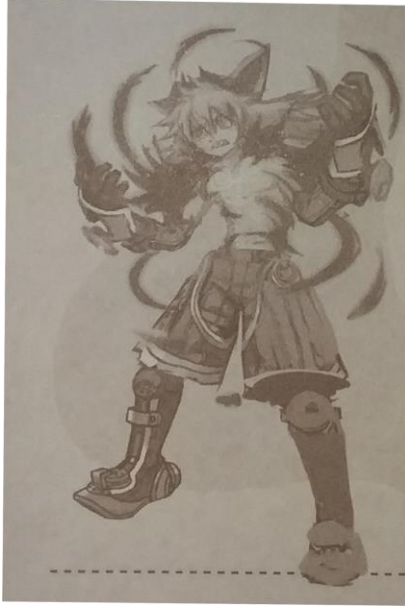
As you know, the protagonist is Red! In the early stages, the protagonist wore blue clothes, and was called “**Blue-kun**”. The name “Red” was a temporary name for the reason “**Red is (the color) red**”, but then that became the official name.



2. How does Red get his clothes back when he’s in Trance?

In truth, there is background information for this.

Red’s clothes were completely degraded the first time he awakened as a “Hybrid” and **his clothes after that were newly reformed by nanomachines**. Whenever Red is in his Trance state, the bonds of the nanomachines that constitute his clothes are broken and his upper body clothing disappears, but when he returns to his Inuhito form, it is reverted back to normal by nanomachines.



3. When did Red get his scar?

This is addressed in the final “Red Data Children” novel. The scar was something Red received when he was very young. In order to restore Red’s sanity, who was losing control due to being in Trance, Rose snapped Red’s sword, and a fragment cut into him.



4. Chocolat was a Nekohito?

The Inuhito girl Chocolat was a Nekohito in the early stages. There is evidence of her being a Nekohito in illustrations of early Chocolat with how her tail is depicted. While repeatedly working on her character reference, she became an Inuhito **before we knew it**. The whole team was shocked by this. (lol)



5. Chocolat was also a human?

In the extremely early stages, Chocolat was part of a race called, “**Hitohito**”. In other words, a human. In illustrations of the early stages, there were frequent drawings of Chocolat without ears or a tail.



6. Chocolat's meter accessory

This accessory was used for wired communication with the cockpit of the Asmodeus when it was originally operated. In the former stages, it was used to check the Asmodeus' condition. Though those stages are gone, traces of it remain.



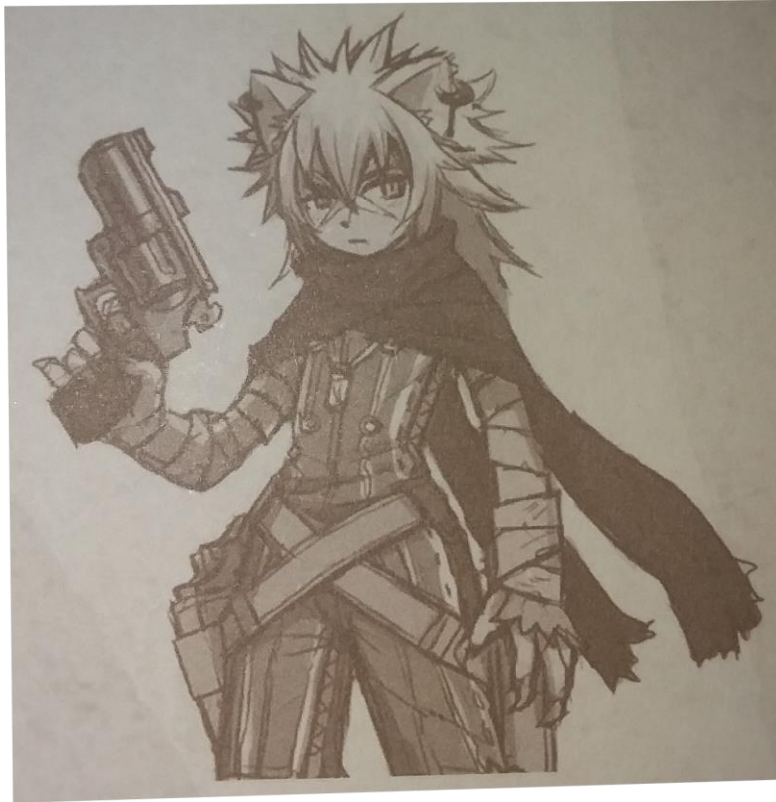
7. Elh was a big eater!?

In the 5th prototype that was posted about in this book, boy Elh was a staggeringly “large eater”. This was intended to be related to the game, not just in the setting, but also a **mini-game to grow various food to give Elh.**



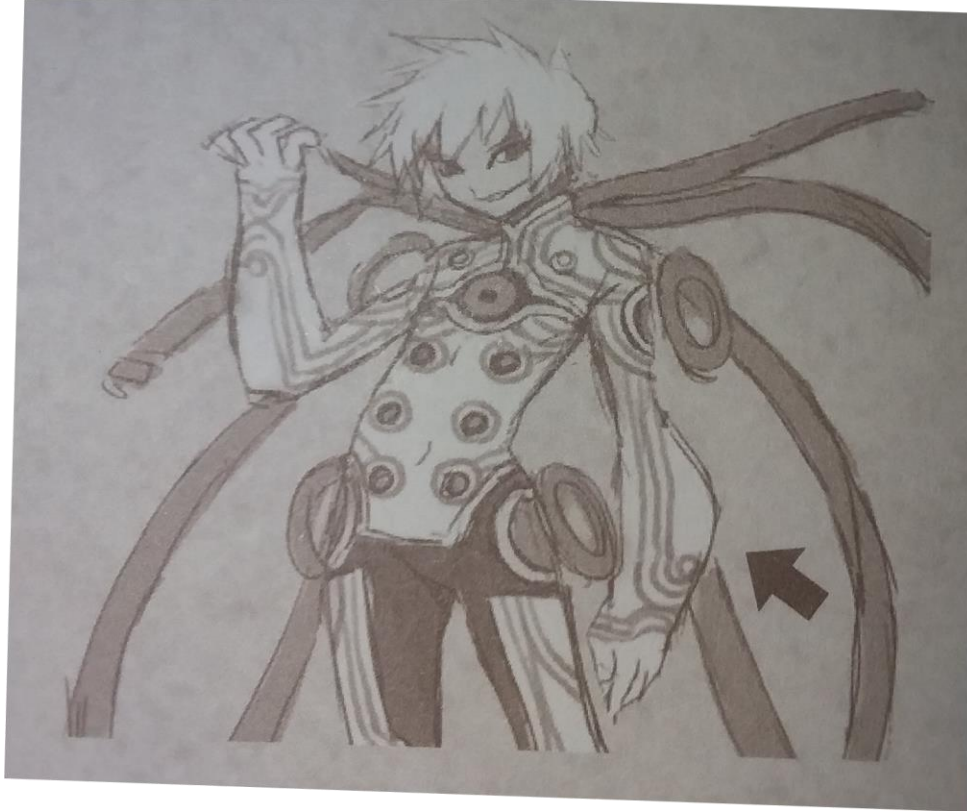
8. Beluga’s name was “Lynx”!?

In the early stages of development, Beluga’s name was “**Lynx**”. He originally had the design motif of a “Eurasian Lynx”, and was called that name for a considerably long time. Incidentally, Matsuyama will still call him “Lynx” on occasion.



9. The origin of Blanck's costume design

Blanck's clothes were initially designed with the motif of **motorcycle racer's clothing**. The bulged portion of his arms is proof of that (to reduce air resistance). This is an obsession unique to WAKA, who loves motorcycles.



10. Frito (Star) and Amelie (Rose)

Frito and Amelie, the notable Spinot pair. The pair's designs were modeled after **“the Prince”** and **“the Rose”** from **“The Prince of the Stars”**. Their costume designs also incorporated a “star” and a “rose”. That's also the reason why Amelie is a little selfish.



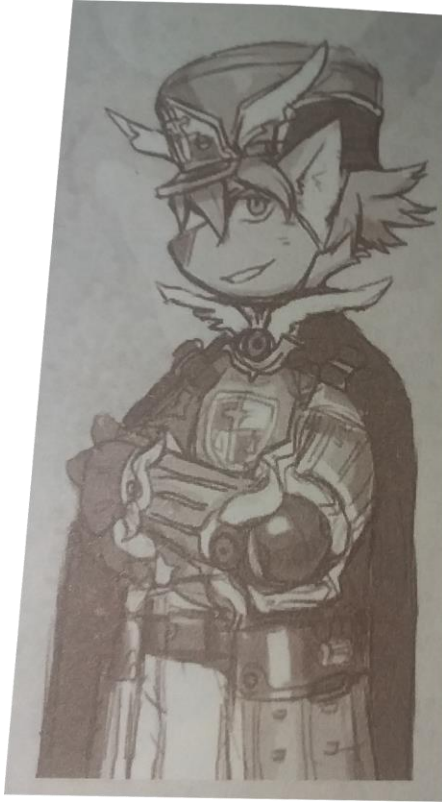
11. Frito and Amelie gradually became smaller

Frito and Amelie appeared as side-characters from the early stages of development. The character sheet down below is how they were first depicted! They were considerably taller! But as development progressed, **the height of the two gradually grew smaller** to what they are in the current setting, as you can see.



12. Cyan was a main character!?

In the early stages of development, **Cyan was one of the main characters**. He had a critically important position, but by revising the core story, he became a side-character before we knew it... Nothing lasts forever.



13. The mystery of Panta-kun

Because **there isn't a nose drawn** on Panta-kun, there were discussions within the team as to whether or not he was originally an Inuhito or a Nekohito. Some people said strange things about how he was neither, and instead some different life-form.



14. The name of the former project was “Tail Capriccio”!?

A proposal for the former project was created shortly after development for “Tail Concerto” ended. That’s what “Tail Capriccio” was!! The surprising plan was that **Panta would be the protagonist** and would customize Robos he found while on his **adventure** (This was rejected, of course). Incidentally, “Capriccio” means “fantastical music”.

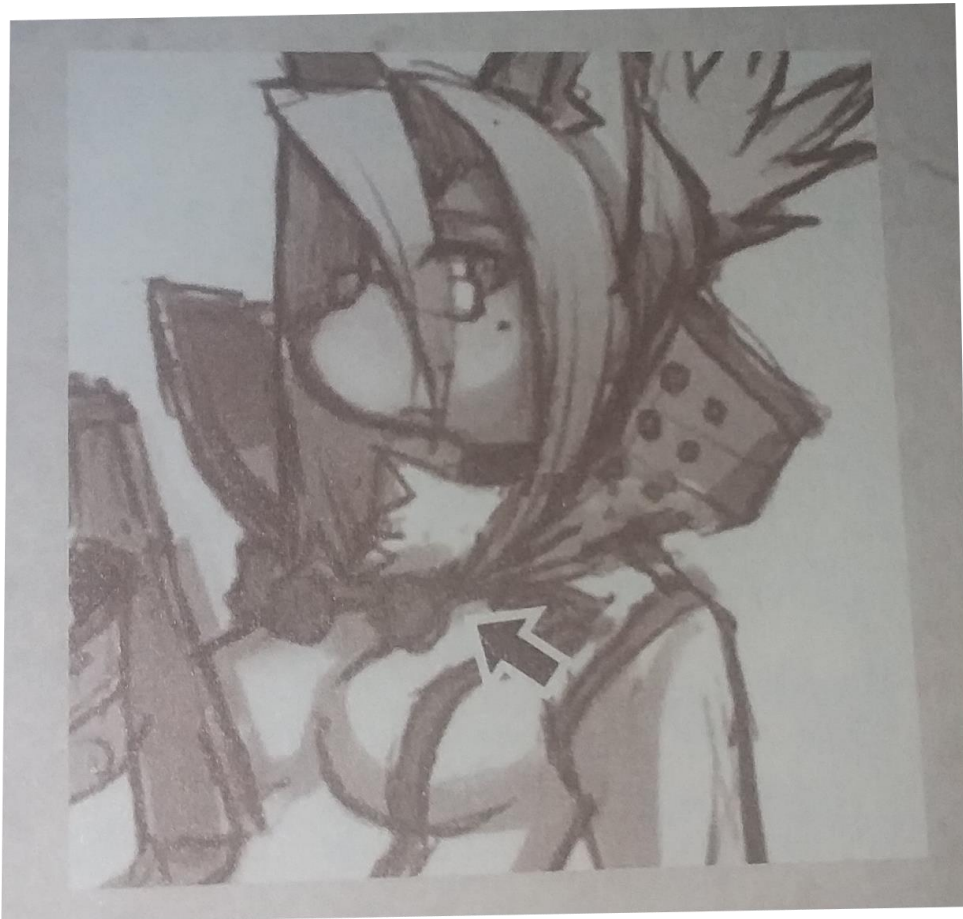
15. Merveille is a suspected Hybrid!?

There was a memo called “Merveille is a Hybrid” that was scribbled into an Excel data that summarized background information for “Solatorobo”. When pressed for an answer,

script writer Kemonoguchi said, “**That is undeniably a mistake,**”. Of course it’s just a mistake! Probably...

16. Sunglasses Merveille

Apart from her spectacles, Merveille has **rounded, colored sunglasses**. In early designs of Merveille drawn by WAKA, sunglasses were placed on her chest.



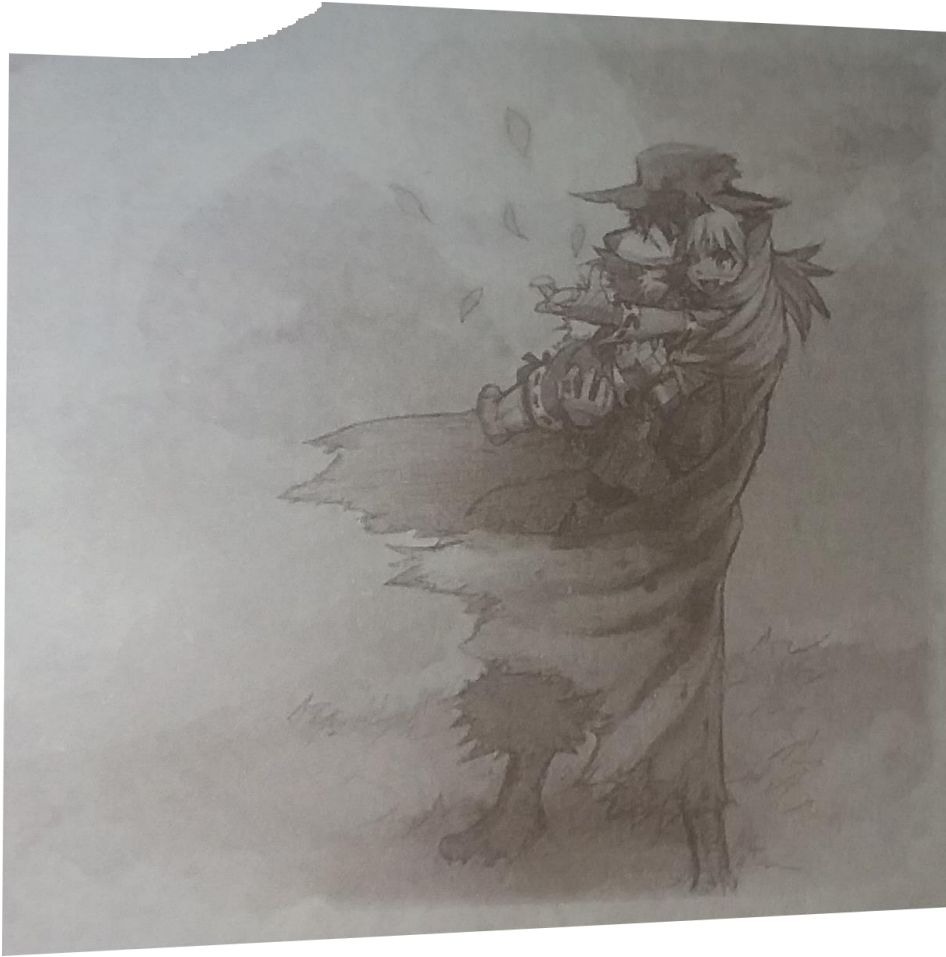
17. The character that was planned to die

In an early scenario, **Merveille was planned to be killed by a Hybrid in the second part of the game!** However, because the thought of killing off a character hadn't occurred to him before, Kemonoguchi was obstructed. Perhaps it was because of Kemonoguchi's love for Merveille.



18. The secret story to the birth of these side-characters

Image illustration appearing in P106~107 of this book. That original illustration **set the stage for Carmine and Rose** in the novel, "Red Data Children". Incidentally, it also established Quynne.



19. Quynne was one of the Hybrid test subjects

The mysterious side-character, “Quynne”.

In truth, he was **one of the Hybrid test subjects** to be disposed of before the Seven Children. His codename at that time was “**Crimson**”. After escaping with Carmine, he lives on Airedale.



20. Quynne's secret book

A book Red received from Quynne early in the story. Though it's recorded due to the player's involvement, in truth, the book was originally blank! What's written in there is actually all written by Red. When he got the book (the moment the book looked like it was shining) he was hypnotized so that Quynne could be in sync with Red, so that when Red opened the book, he could take control of Red's senses and actions. In other words, **Quynne wrote in the book using Red's body**. The sensation that the pages couldn't be opened was just Quynne manipulating Red's memory so that he didn't feel uncomfortable with that knowledge. In truth, it's because of Quynne's concern that "He needs some more studying," in regards to Red, who disliked studying. That's the reason why there's a lot of basic knowledge about the Shepherd Republic in its contents.

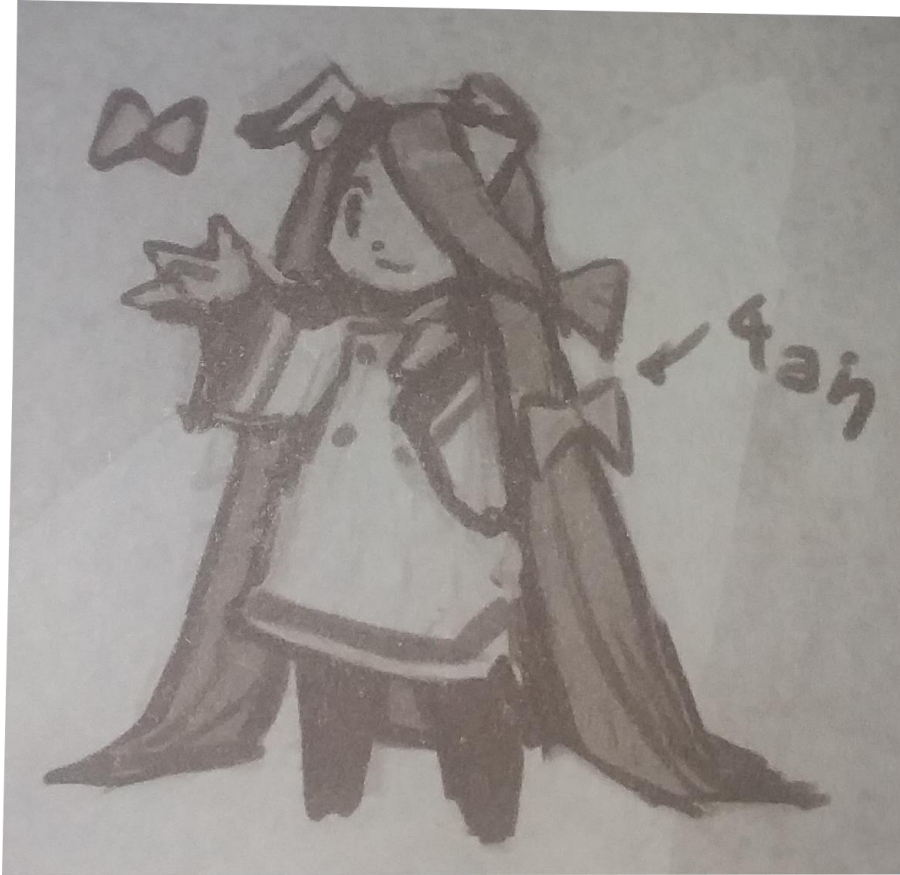
21. Characters' names in the overseas version...

Some of the characters who appear "Solatorobo" **have their names changed in the overseas version**. For example, "Souffle", the musician who lives in Airedale, is named "Iggly" in the overseas version. There are various reasons, such as the image of a character being considered differently overseas, but there might be some surprising discoveries when trying to find other reasons.



22. Apricot was a friendly girl!?

“Apricot (named Illya in the former stages)” who appeared at the Pharaoh quiz competition originally **had a friendly personality** and was originally paired with the enormous Inuhito “Gawky Big Man (named Geuze in the former stages)” at the left of the central terminal. In truth, the pair were planned to talk about stories of relationships, such as Beauty and the Beast, but in the end, those stages were lost.



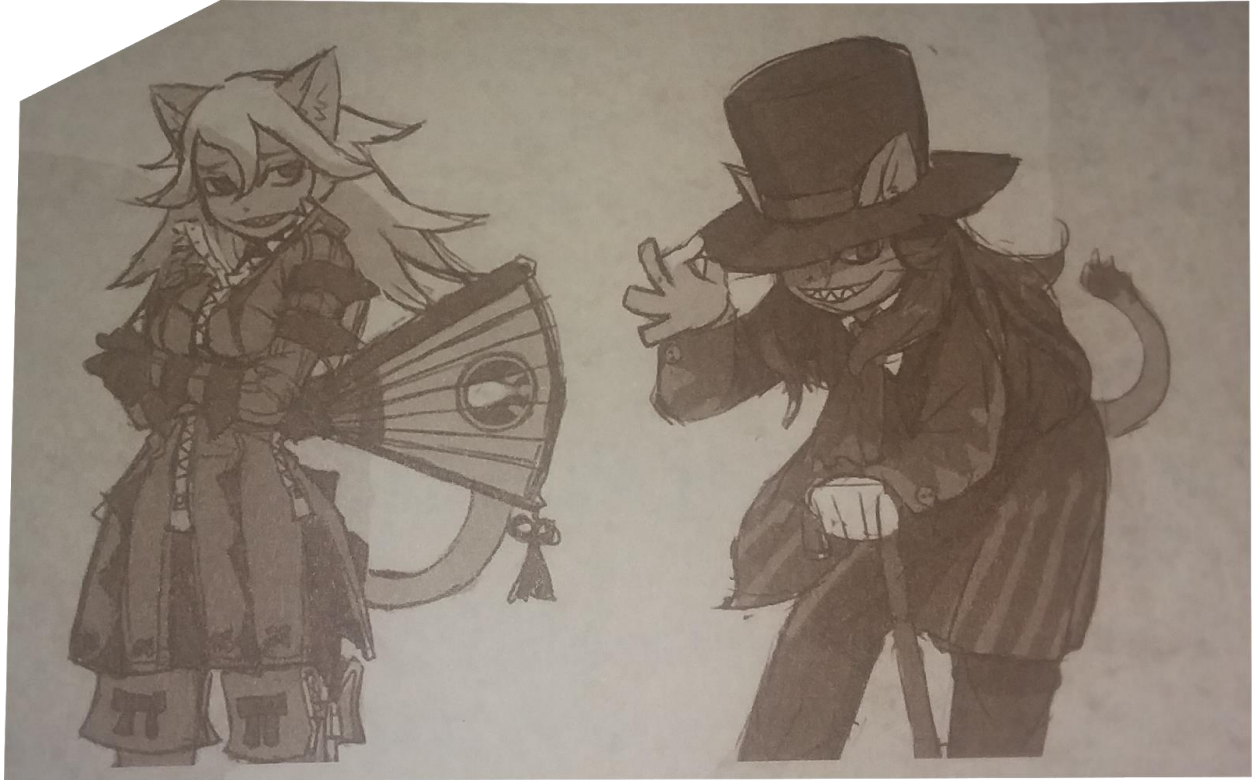
23. Who inherited the crystal stones!?

In the early stages of development, the crystal stone of Basset was supposed to be **inherited by "Illya"**, the former character mentioned above. In truth however, Opera inherited it, though she isn't aware of that fact herself.



24. Opera was a villain!?

Operan was originally set to be a villain. The illustration (shown below) where her body is depicted as grey is based on that setting. In truth, in the initial setting, there was **a stage for her to be the daughter of the rejected character, "Fool"**. With that said, the two's faces looked just like each other.



25. Opera was a hidden magic user!?

Since Nekohito are skilled with magic, there is background information that **Opera has the qualities to use ice-based magic**. Depending on how the story unfolded, perhaps she could have had a magic battle with Elh?

26. The mystery of Fromage-san

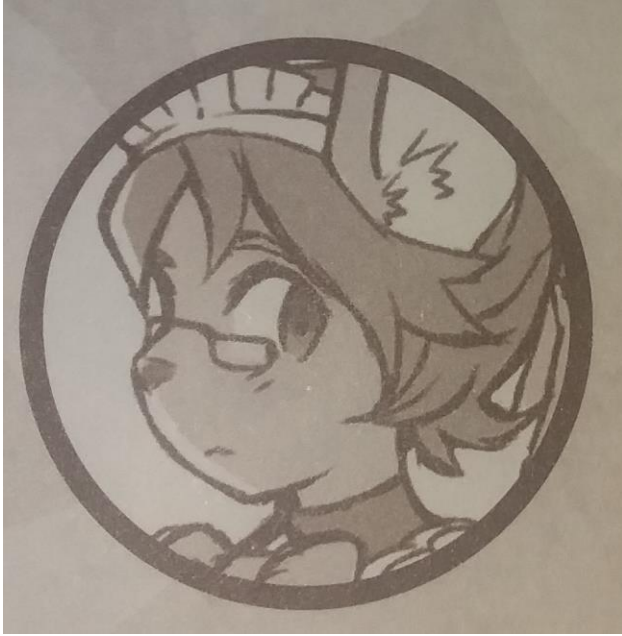
Fromage's greatest mystery is "**how she's always at every quest stand**". How is this...? It's unknown if the contents shown in the fanbook manga are true.

In the middle of development, there was the possibility of producing multi-colored Fromages, such as Fromage, Kuromage, Shiromage, Noromage, etc. In some cases, a theory about the strongest Hybrids, called the "Fromage Series", was also raised. (lol)



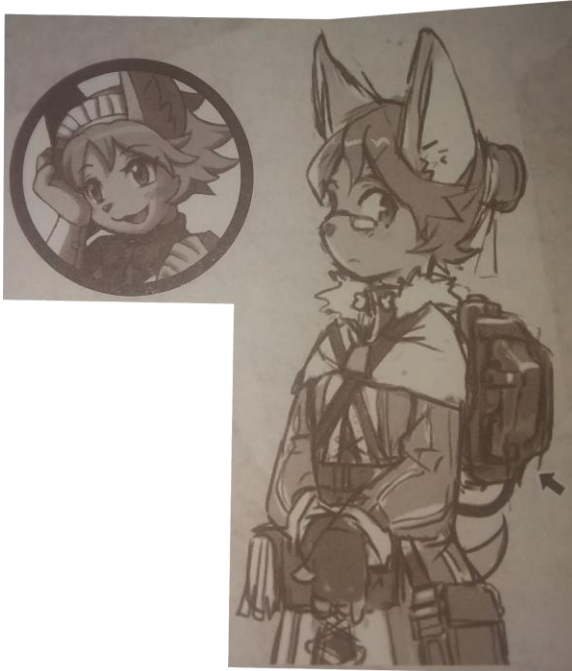
27. The secret story to Fromage-san's design

In the beginning stages of development, Fromage-san's clothes were light brown with white frills, and she wore **small glasses**. It was pointed out that she "looked like a grandma", and so she was changed to her current coloring and design.



28. The secret of Fromage-san's pose

The sign on the quest stand depicts Fromage holding her right hand to her ear, but in truth, **the background information is that she is holding a communications device to her ear.** In the original setting, she was drawn with a communications device on her back. Perhaps Fromage is exchanging information with various places?



29. Bruno's former daughter!?

In the early stages of development, “Toffee” appeared as Merveille’s assistant. In truth, her real identity was the **daughter of Bruno**, and would have been responsible for monitoring Merveille, but that ended being cut.

There is no relation to the girl “Toffee”, who became a fan of Red at the Duel Ship.



30. Bruno's hobby

Bruno is fond of Nipon culture, but in the original rejected setting where his wife had died in a war, it was his wife who was fond of Nipon culture. However, since that setting wasn't used, Bruno was settled into the setting where he was **simply crazy for all things Nipon.**



31. Québec

He is in no way a lolicon.

It's not too late to reverse this situation... Regarding Chocolat, he was thinking about his deceased partner (Chocolat's father). Really!



32. The first boss created was Calua

In the early stages of development, when creating the alpha version (the state where the flow of a game is generally entered), **the opponent character created for the first boss battle event in the demo was Calua.** In truth, he was originally intended to have a dislikable personality, which was very different from the current Calua.



33. The Nekohito who likes chewing bones?

The rookie Hunter wears a vest that, even though he is a Nekohito, has a bone holster depicted on it. This comes from the idea that Mamesuke had at the time she developed designs, **that the Hunter longed to possess an Inuhito chewing bone** and would wear it without chewing on it.



34. Super Nyatta

The original version of the entertainment piece that appeared in the main game, “Super Nyatta”, was a work called “**Super Jetter**”. This was a hobby of Inumaru’s.



35. A hidden thought in the Pink Peaches' emblem!

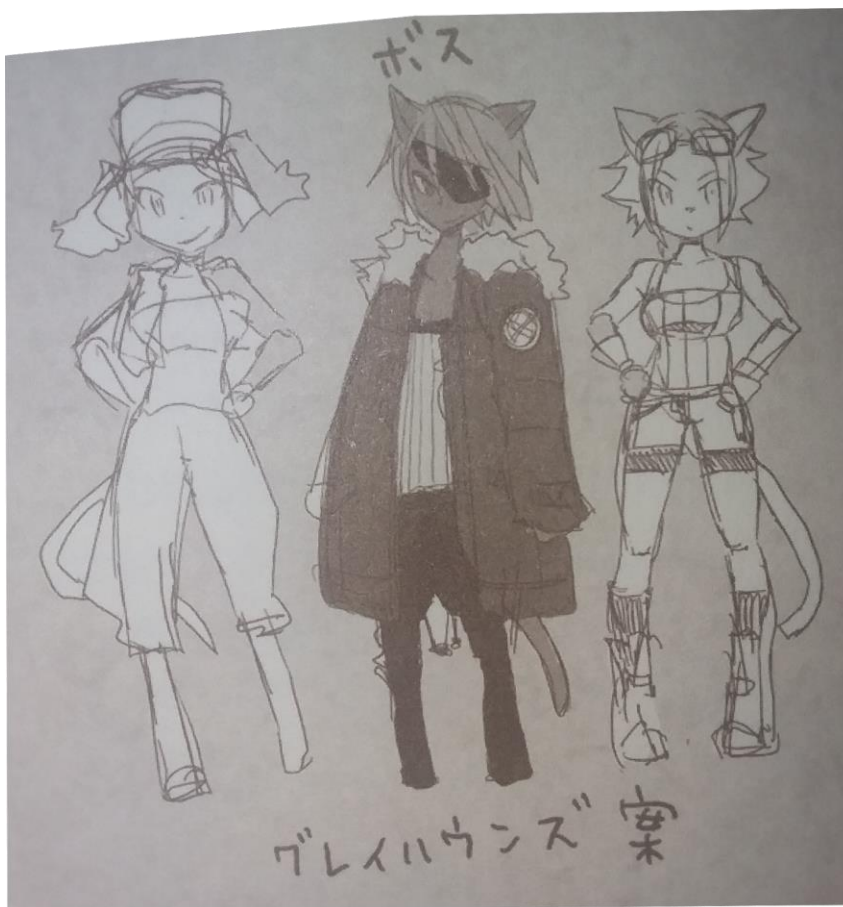
The Pink Peaches' iron rule is the prohibition of romance!

For the Pink Peaches' emblem that they carry, it is drawn with an upside down heart, and two swords forming an X. This is also a representation of **their strong will to reject love!**



36. The secret of the Pink Peaches □

The sky pirates called the Pink Peaches were originally titled the “**Grey Hounds**”. However, the team had an emergency meeting because it would be different to have an all-women sky pirate group. It was during that occasion that the ridiculous name “Pink Peaches” came out of game designer Natsumura’s mouth. It was a prompt decision. (lol)



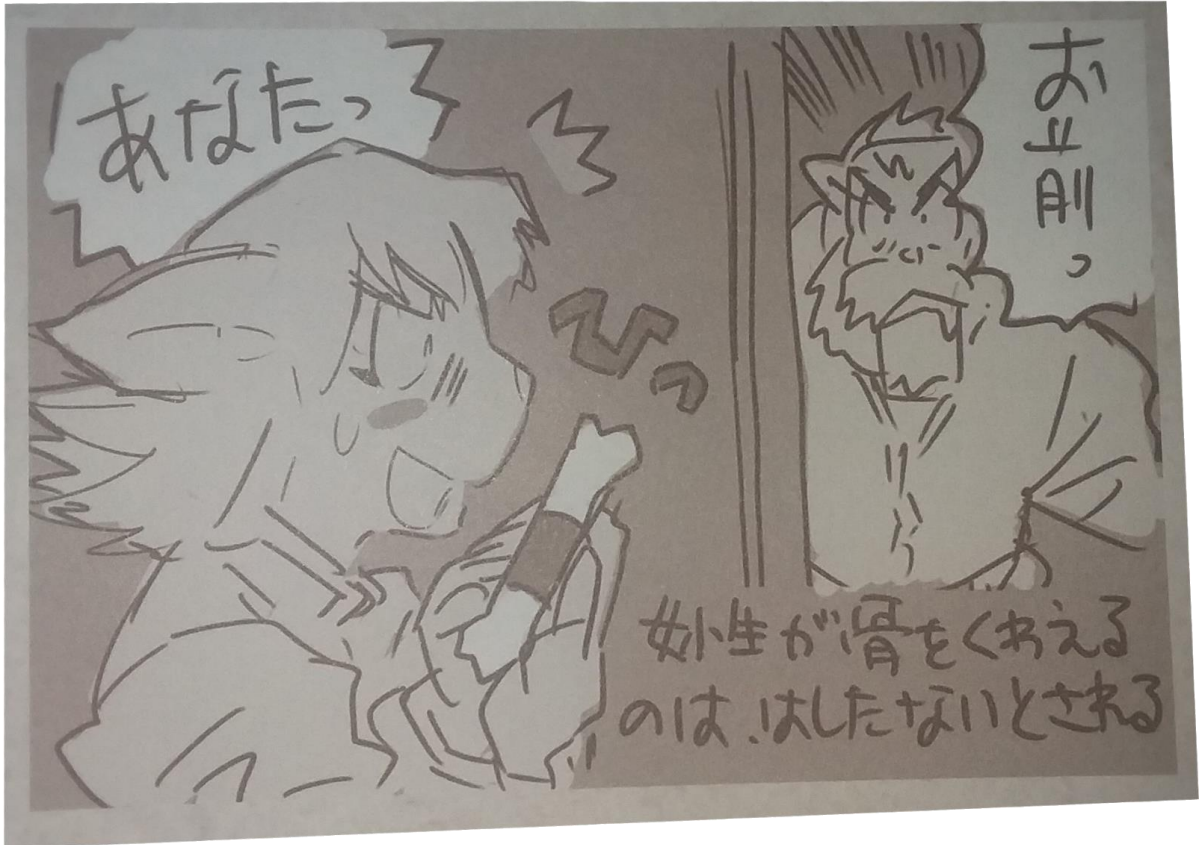
37. Crepe’s shop worker

In truth, Crepe's shop worker-kun **possesses a faint love for her**. However, since he respects her as an engineer and feels a strong sense of a teacher and student relationship between them, the possibility of progress is slim! What will be the outcome of this love!?



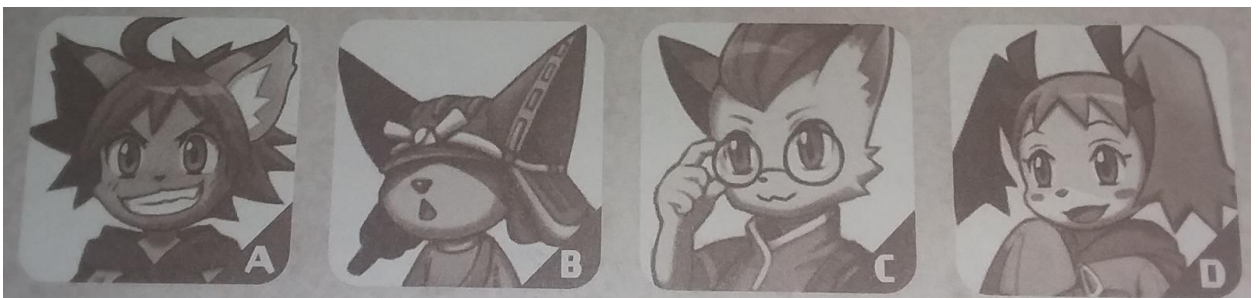
38. A woman found on the verge of biting a chewing bone

The illustration below depicts background information that explains that “it is improper for women to collect bones”. This woman’s name is **Millefeuille**. Inumaru, the child of a mother whose husband was a university professor, came up with this crazy background information.



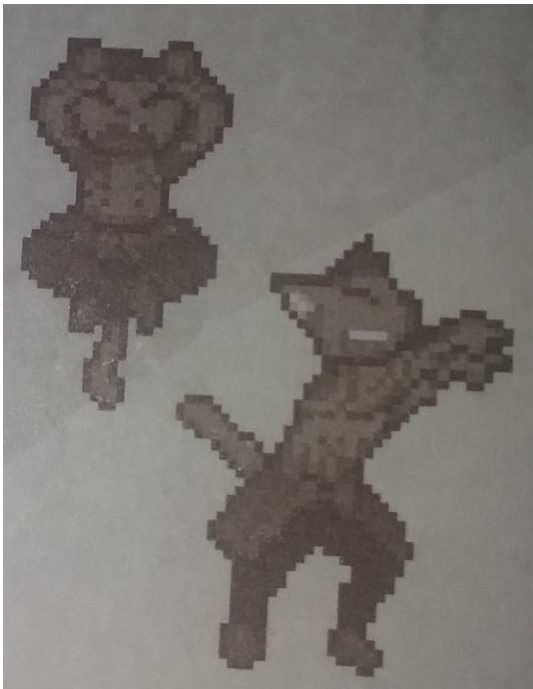
39. The Bassett children are A! B! C! D!

The 4 children of Bassett. During development, their temporary names for a while were Child A, Child B, Child C, and Child D. So as not to be confused when deciding their names again, **Argent, Biscotte, Chou, and Dessert** were given names that started with the letters ABCD.



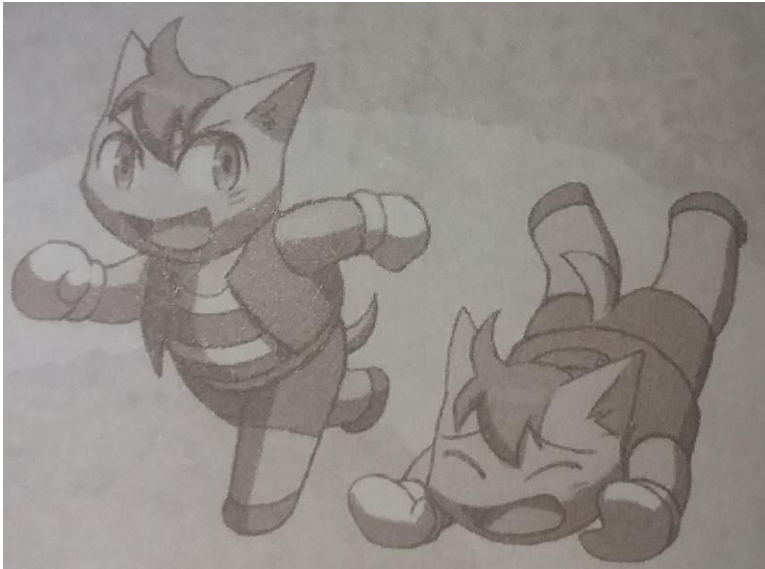
40. Youths training at Mau

Frappe and Puree strive to train at Mau. Those two were floating in the air and moving the islands, but in truth, **it was their own imagination**. The shocking reality is that the air current was floating under them, causing the island to move by coincidence! If they misunderstand and jump from the sky, we can only pray from the bottom of our hearts that they won't lose their lives.



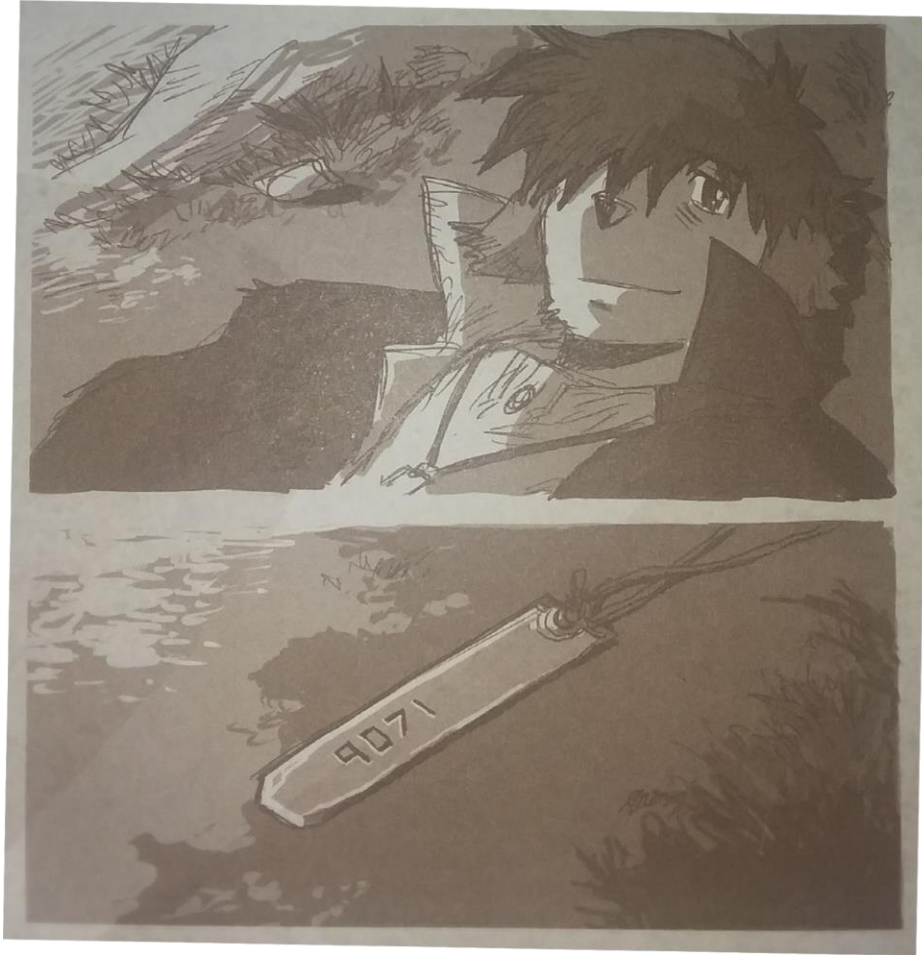
41. Cats and Release!

Waffle transports the caught kittens with the functions of his Robo. On the other hand, when Red catches a kitten, he only gets picture fragments, and the kitten itself is released on the spot. Kemonoguchi calls this **“Cats and Release”**. (lol)



42. The meaning of 9071

The first sacrifice Elh chose for the Rite of Forfeit, the experimental body number **“9071”**, was made so that it could be read as **“Kurenai (deep red)”**. Only superior Hybrids like the Seven Children and a few others (Crimson and the like) were given names based on spectrum of red, but Kemonoguchi also wanted to name this pitiable experimental body after a shade of red.

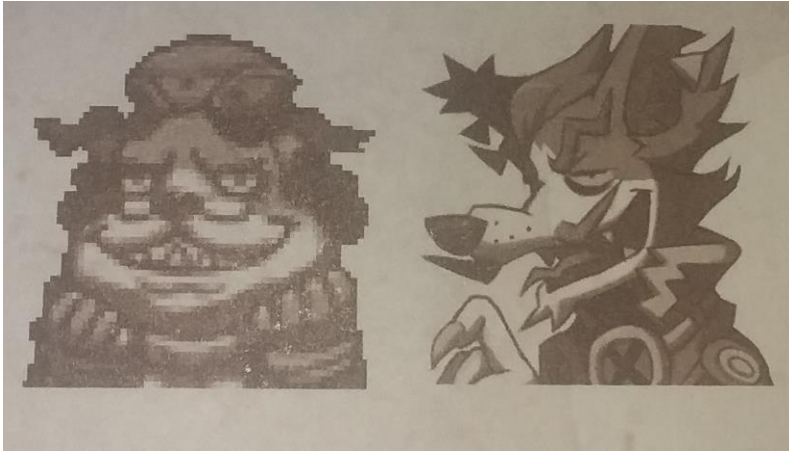


43. There was another doctor in the facility!?

During the creation of the side-story (Red Data Children), there was also the possibility that **another doctor** would appear! This doctor would have been a carefully produced Hybrid that would compete with Merveille, however this plan never came to fruition.

44. The corrupt Pharaoh merchant's business partners

The corrupt Pharaoh merchant's business partners for smuggling food are the sky pirates, the "**Gulls**". They poach sky-fish that the corrupt merchant sells to regular customers.



45. Gren and Calua's master

In truth, **Québec trained Gren and Calua during his days in the Kurvaz**. With a sword of course, everything was drilled into them so that they could live as Hunters. It was also through Québec's teachings that the two preferred to fight fair.

46. MC-san's name

The true name of the MC-san who livens up events is made public!! In truth, the cute woman has, contrary to her stylish appearance, the very subdued name of "**Anko Uguisu**". She is from Nipon and seems to have a complex about her own name. She moved away from home to fulfill her dream of becoming an idol. Her MC performance is received as work affiliated with entertainment industry. Keep at it! Anko Uguisu!!



47. The secret of Cocona

The original idea for Cocona was that she would just be a character that **appeared on signs in large cities like Pharoah, posters in stores, and in people's everyday conversations.**

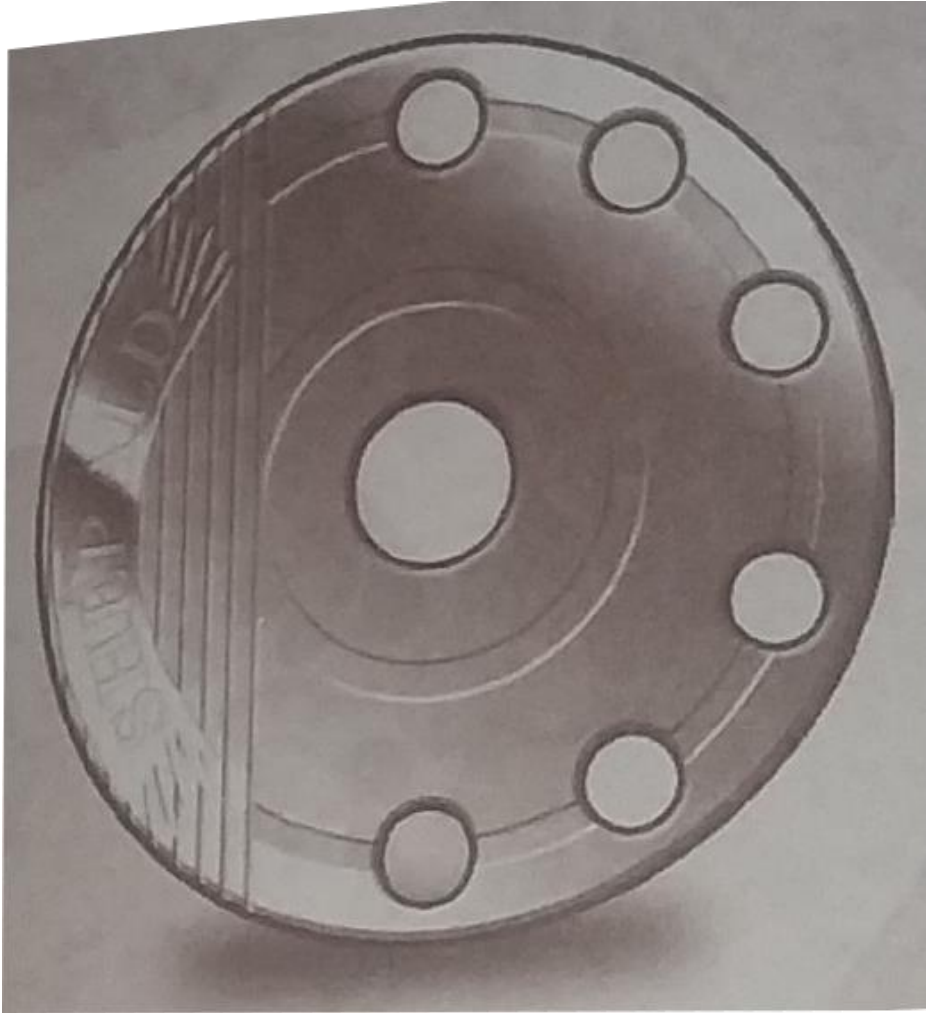
In other words, just like with "Super Nyatta", she was in a position to expand the world view. Before we knew it, she rose in popularity within the team before it was decided that she would appear as a character in a quest, and became a character loved enough to produce a song for her. She certainly seems to have advanced to being a top-idol.



Worldview

48. A world where money did not exist

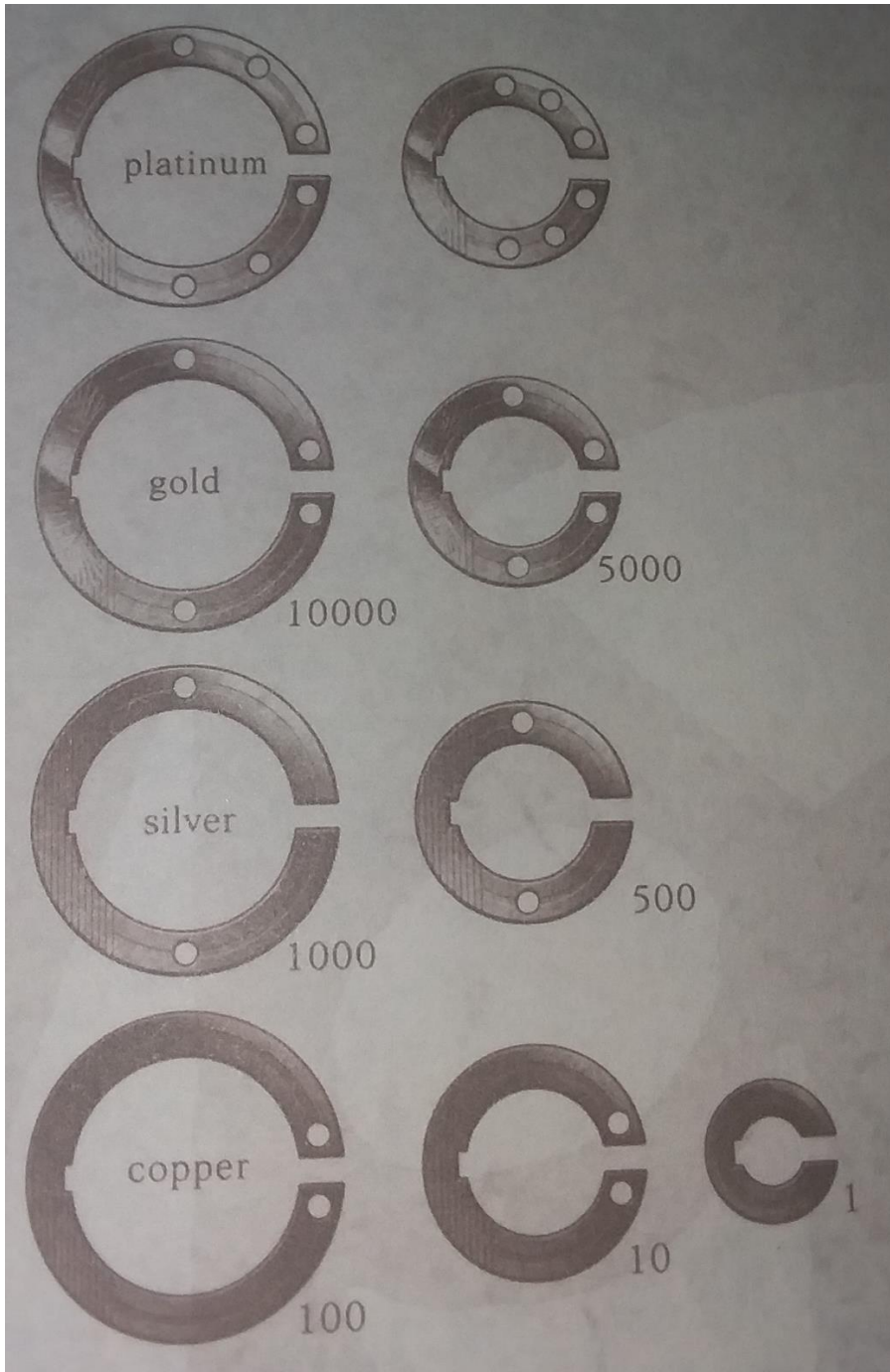
In the world view of the early stages of development, **currency did not exist** in the world. It was a cycle of bartering, contracting, and receiving requests through an equivalent exchange. However, money had to be added mid-way through.



49. Rigu was originally a ring

In the early stages of development, the currency design the world of Solatorobo used was ring-shaped, **so its name was abbreviated as rigu**. Ultimately, it was difficult to recognize it as money in its ring-shaped design, so its design was changed. However, it was decided to have a design with a hole opened in it as a remnant of that.

Incidentally, it's written as "Ring" in the overseas version.

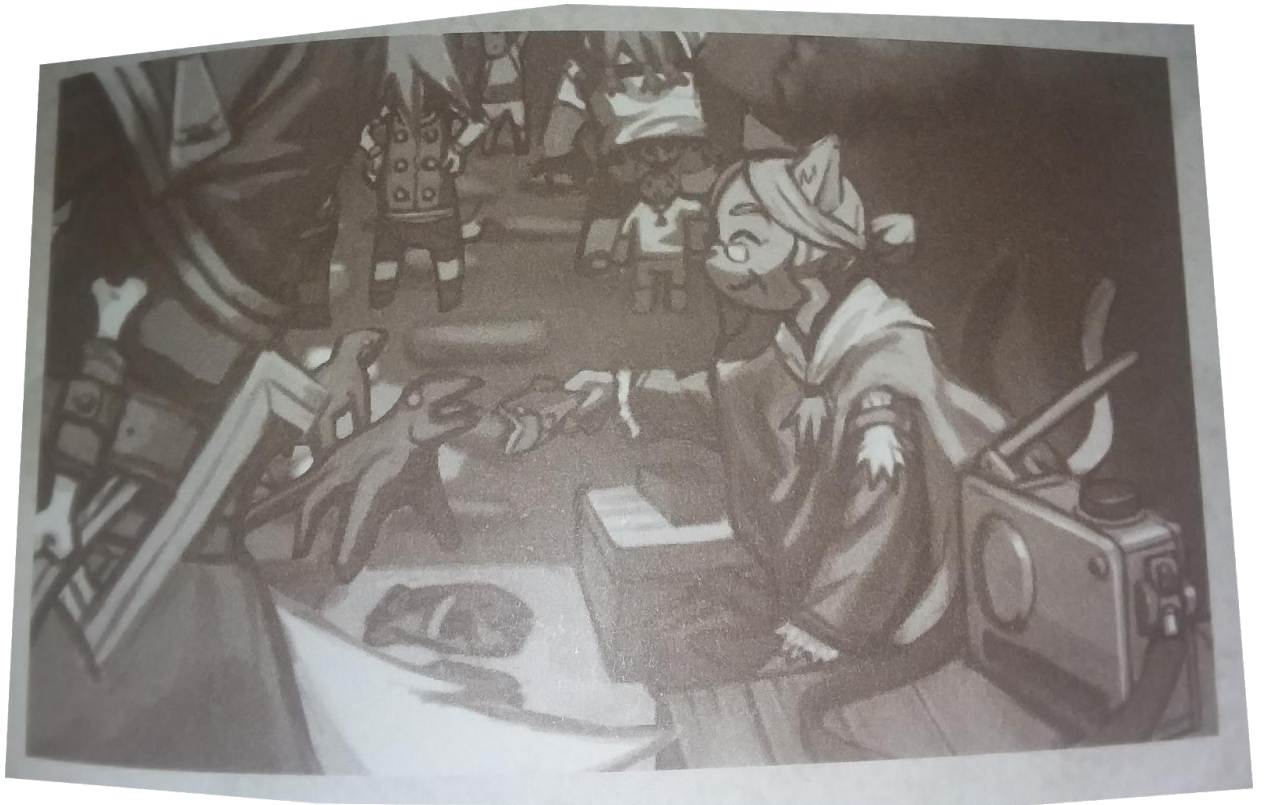


50. Public telephones hung

Originally, the idea for **prank phone calls that could be made to Waffle's house** from a public phone on the map of Pharaoh was considered. As no one could really find a reason for this to exist, it resulted in being rejected.

51. Lizard pets?

In the world of Solatorobo, **lizards** (reptile-type) are a popular pet. In addition, battles between birds (A hummingbird appears in the novel "Red Data Children") and insects are popular with children.

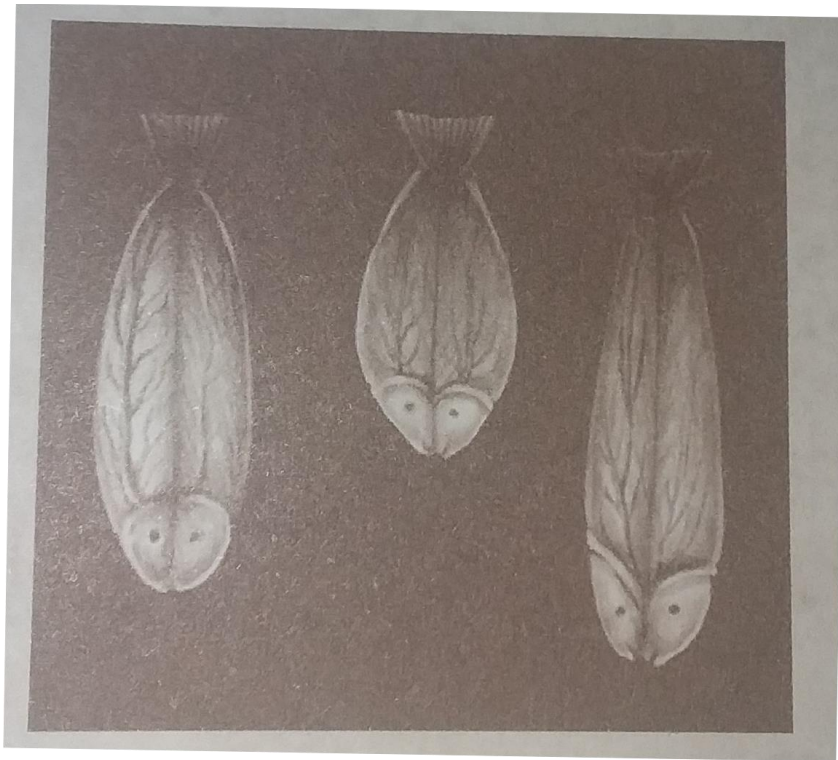


52. The orphanage of Bassett

Originally, the orphanage of Bassett **only existed as a garden**. We felt too bad for the children, so we used existing room parts and hurriedly added a new map inside the orphanage.

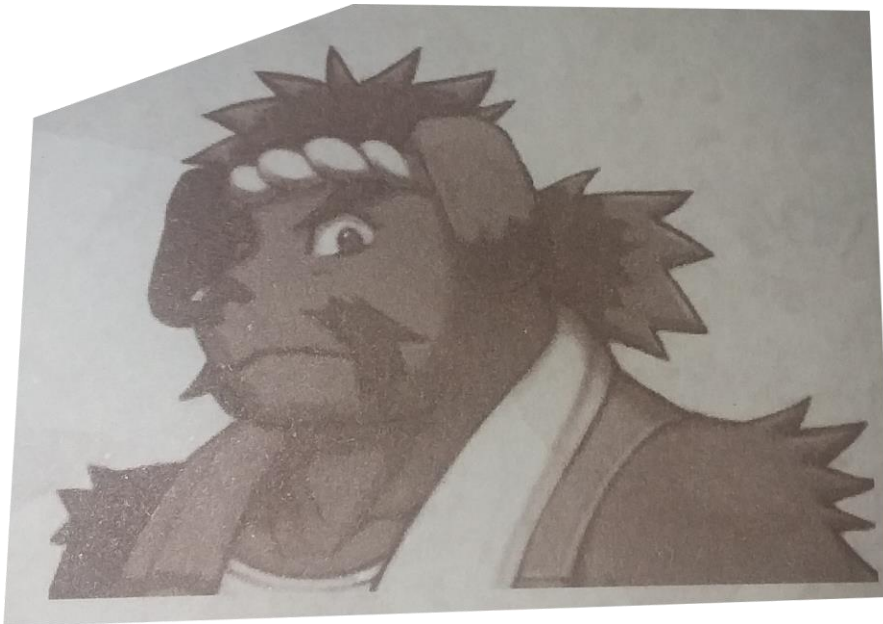
53. Secret creation of the cut open fish

The fish hanging from Sealyham was originally depicted as being **“cut open”**. The fish being cut open was born from a misunderstanding when Inumaru handed Sealyham’s rough background to Matsuno, who was in charge of backgrounds. Although it was not actually used, the work was excellent and the textures were profusely realized.



54. Sealyham's fish-tank

Long ago, **Sealyham's fish-tank was supposed to smell extremely bad!** However, as that became an unpopular idea, it was removed from the setting. Kouglaf-san's angry face comes to mind.

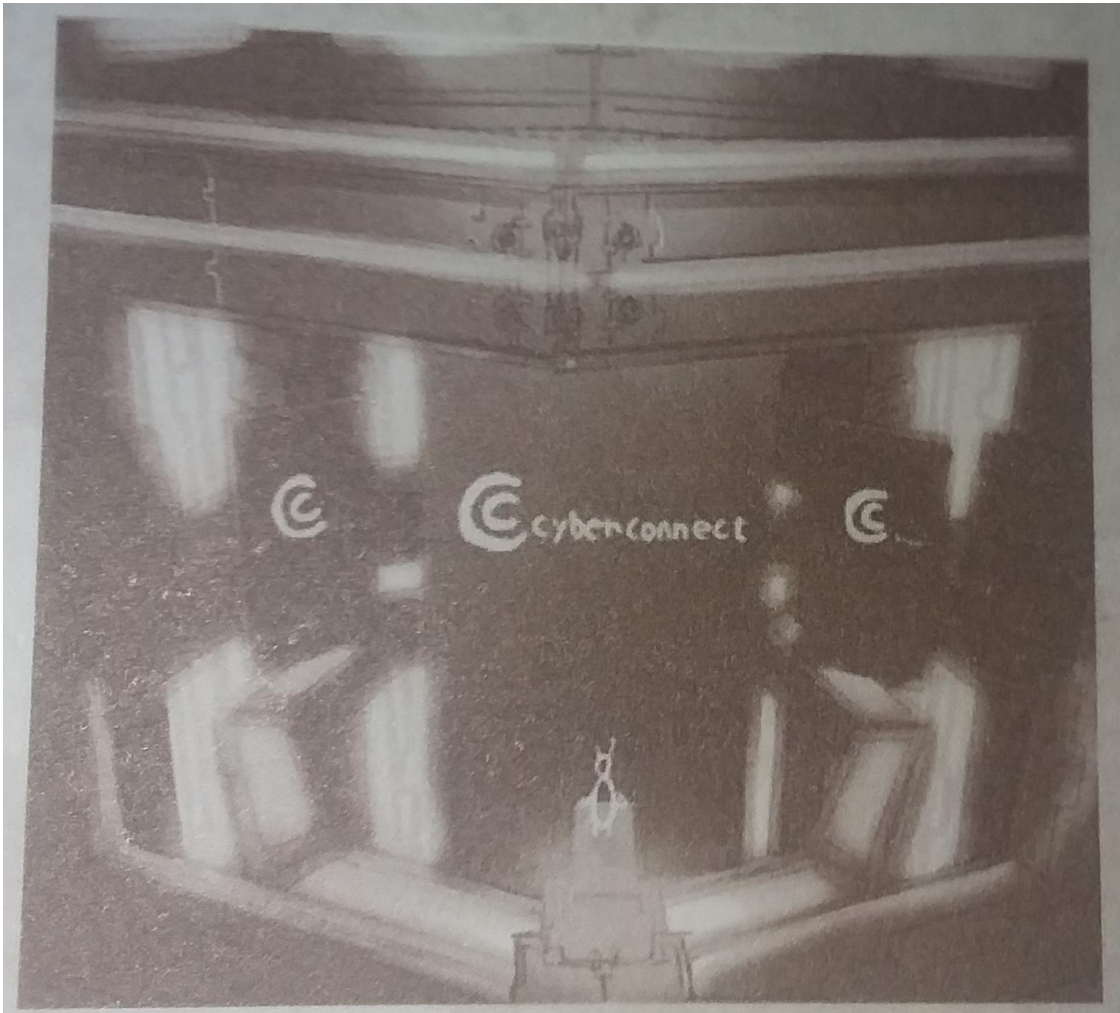


55. Ragdoll

The hometown of Elh and Beluga, "Ragdoll", **is placed on the world map** when travelling in the Asmodeus. Originally, there would have been an event to control Elh while reliving a flashback, but that had to be removed due to production circumstances. As it remains, only the shape of the island is listed on the map.

56. Letters floating on the monolith

The letters “**CyberConnect**” are displayed on the monolith of the information terminal room in the floor of Futzu Tower. In a certain work, that is the name of a notorious corporation, though the details remain a mystery.



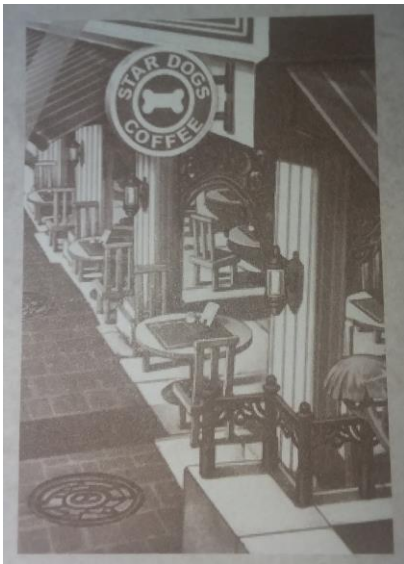
57. The decorative plate shop's signboard

By compressing the image, the letters on the signboard within Airedale's decorative plate store were written with the assumption that they would be practically impossible to read.

“Plate shop Today's Plates Plates plates PLATES Do not eat the plates”.

58. Star Dogs is a foreign company

French is the language used in the Shepherd Republic, which is the setting of Solatorobo, so signs and the like are written in French. However, only “Star Dogs Cafe” is written in English. This is because Star Dogs Cafe is a foreign-owned company.



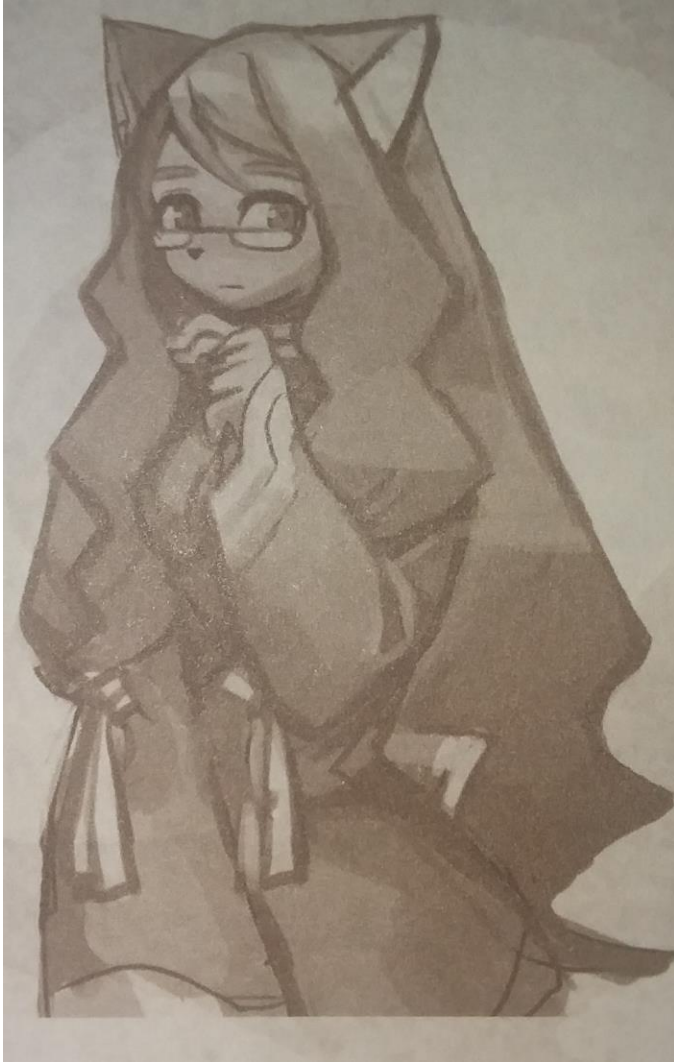
59. Moon Dog Cafe!?

Before the name “Star Dogs Cafe” was made, it actually had the name “Moon Dog Cafe”, but it was decided on “Star Dogs Cafe” after saying “it might as well have a straightforward approach”.



60. Airedale girl

In the early stages of development, there was an ill girl named "Wafer" in the blue house in Airedale. She was planned to appear as the client of the rejected quest, "Airy Diary".



61. Gunpowder is scarce in this world

Black powder is rare in this world because **there are no active volcanoes and “sulfur” cannot be collected as materials for it.** (Nipon is left as a large exception to this) Instead, because crystal gunpowder has been developed, that is what’s mainly used.

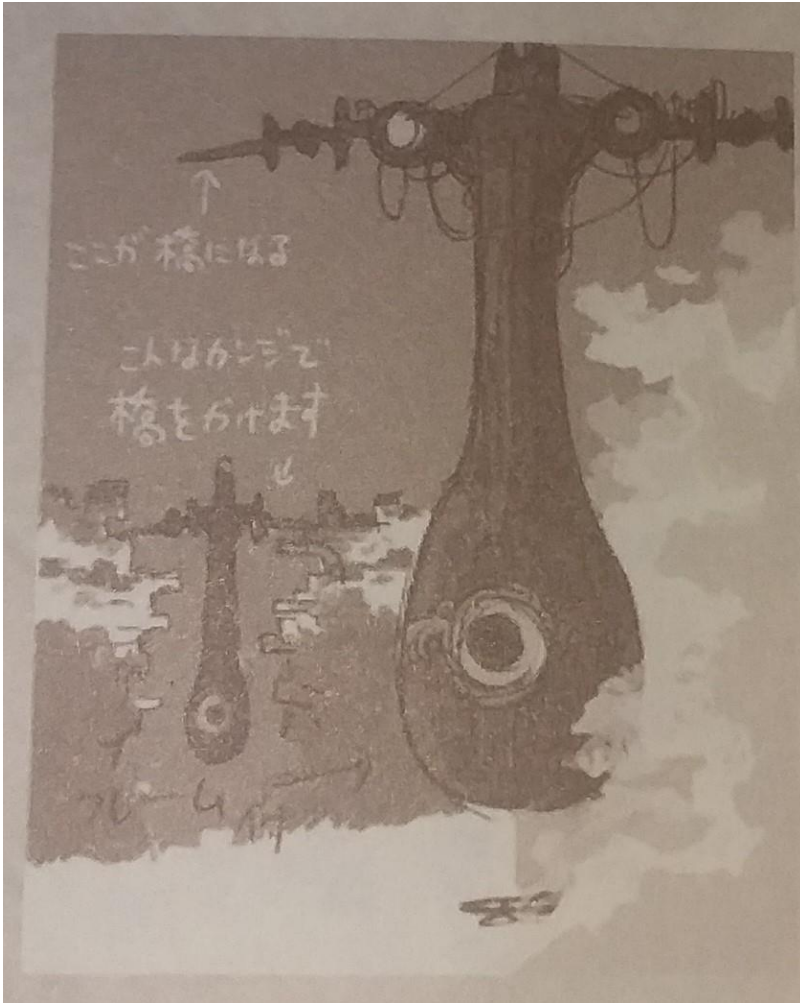
62. Vatri design secrets

The motif of “Vatri” in Samoyede and Mau is a character that appears in the CyberConnect2 development title. When Inumaru was designing it, he “came up with that sort of design when thinking about irritated birds”.



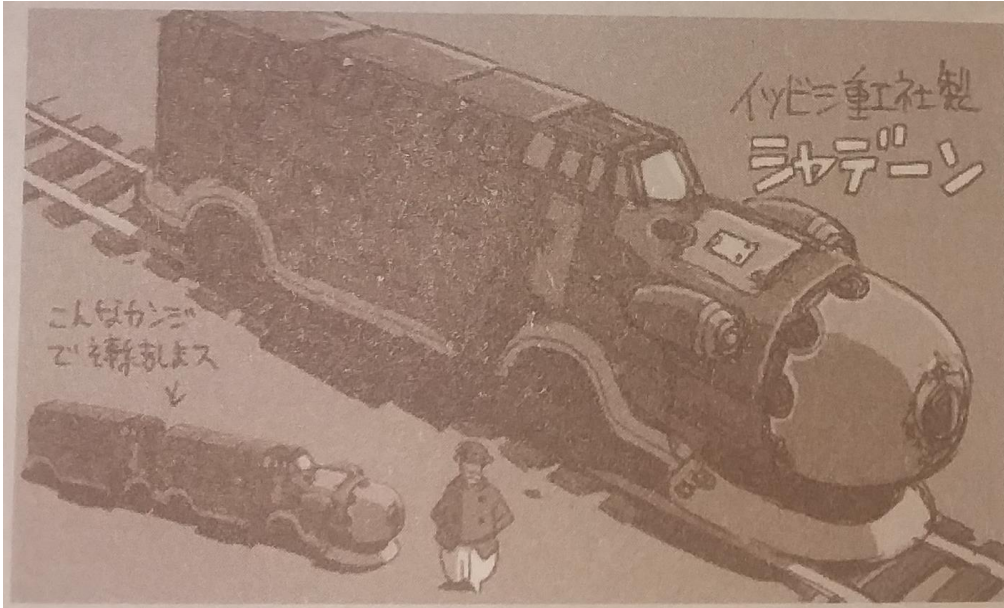
63. Vertical battleships design.

The “vertical battleships” appearing in background art from the early stages has the design motif of “The Genie Family”. (says Inumaru)



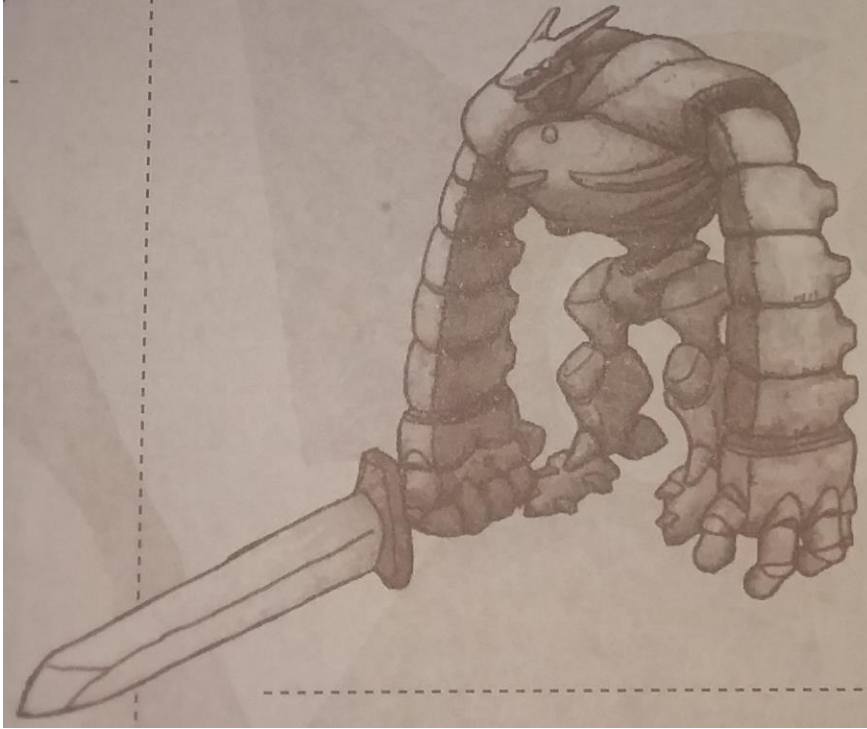
64. Shaden design

“Shaden” the train running in Pharaoh, has the design motif of a fish sausage.
(says Inumaru)



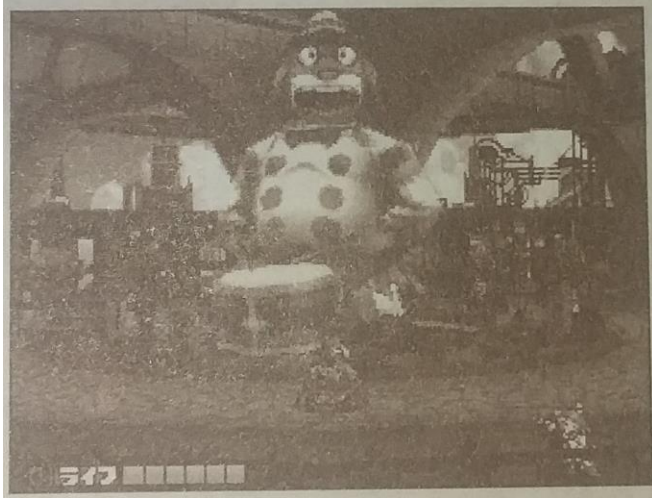
65. Titano-Machina

The “Iron Giant” that appeared in the previous work “Tail Concerto” is in the same category of “Titano-Machina” as “Lares” and “Lemures” who appeared in Solatorobo. If the threat level of Lares is 11, then the Iron Giant” of the Kingdom of Prairie is at threat level 7. Yurlungur does not know any more than that.



66. Directing the Pharaoh Quiz Competition

The large Inuhito doll in the Pharaoh park was originally planned hit the drum whenever the MC announced a correct quiz answer... But unfortunately that was never implemented.



67. Wandering Millie

If the piece of entertainment “Super Nyatta” is a work directed towards boys in the world of Solatorobo, then the work directed towards girls is “**Wandering Mille**”. Incidentally, the author of it is “Mimiko Kogarashi”.



68. Nipon Expo

It's believed that Kemonoguchi and Inumaru focused on background information for a **festival of Nipon anime and manga** that's held in the Shepherd Republic once a year, called "Nipon Expo". (lol)

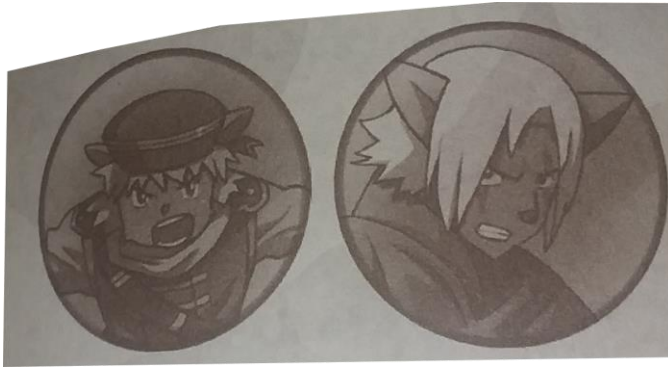
69. The grip on the front seat of the Dahak...

The grip on the front seat of the Dahak is not a cushion or something to be clenched on, but rather, seems to be **held with teeth**. In emergencies, the grip is to be bitten on in order for the Dahak to brace itself.



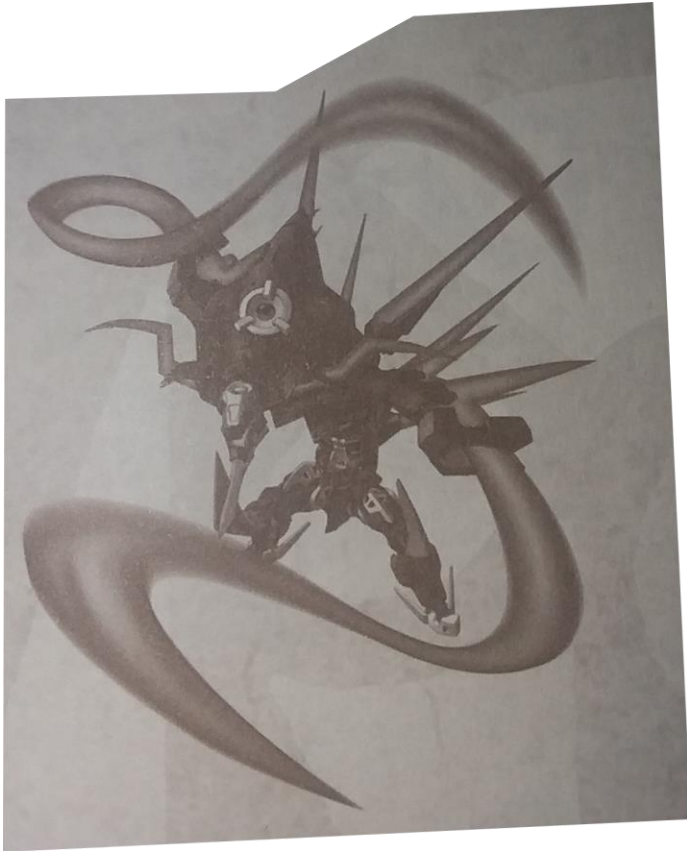
70. The secret of the TV program on Fashion Street

On the television sets in Pharaoh's "Fashion Street", **characters other than "Super Nyatta" are also displayed**. According to Inumaru "It's a story about boys trying to rescue their friend who was taken into an steam electronic brain!!".



71. Berius' second form

“Berius” appears as the Robo of Baion, the final boss of Solatorobo. In the early stages of development, Berius was considered to **change into a second form**. Although it did not end up appearing, the second form of Berius was nevertheless villainous. It would have been something amazing.



72. Berius could fly through the sky

In an earlier stage, Berius was planned to have **the feature to unfold feathers** and the possibility of an air battle was considered. Perhaps the Septentrion could have had an aerial showdown like in the opening animation?

73. Hybrid facility shadows

The Hybrid facility that appears in Red's memories. The shadow-like figures were images of **experimental bodies disposed of in Hybrid research.**

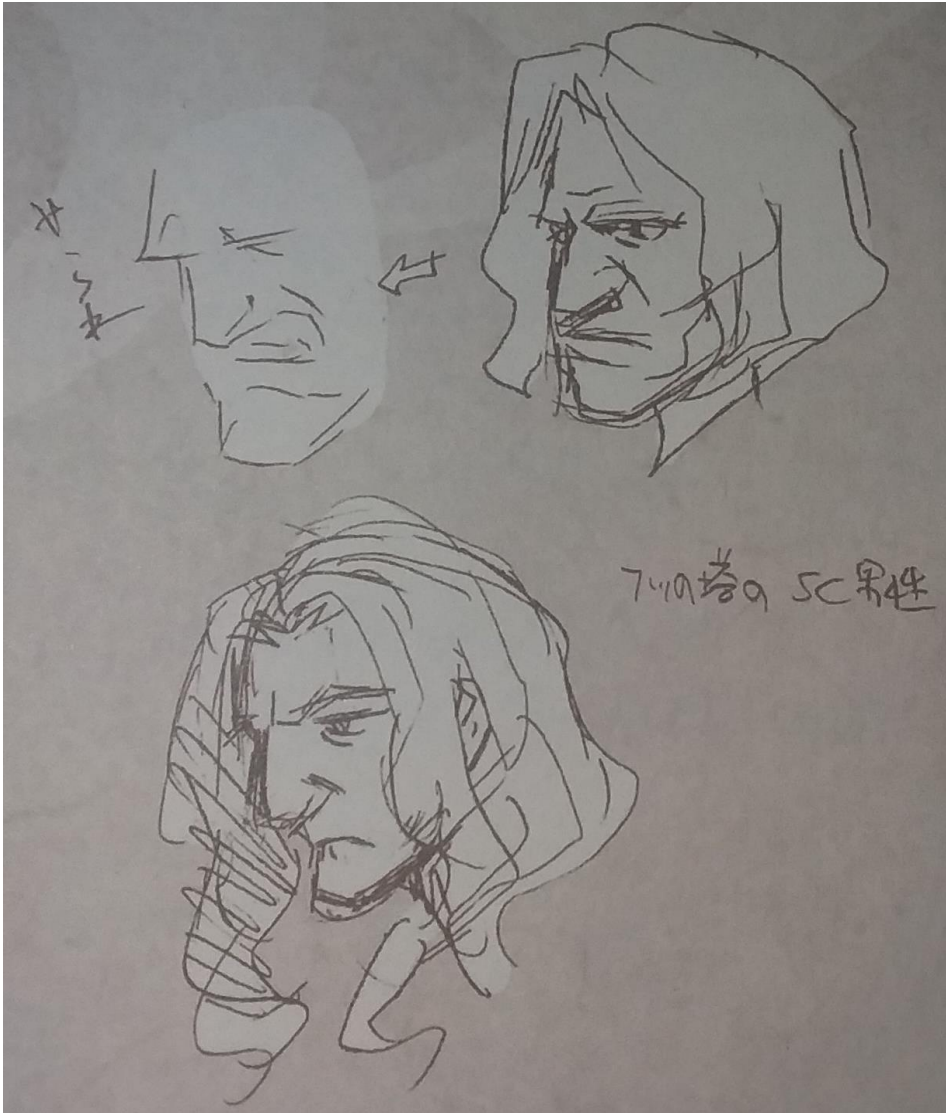
74. Former Guardian Beasts

In addition to the bird-type, fish-type, and lizard-type of Guardian Beasts that protected the flute parts and appeared in the game, a **centipede-type** and **giu-type** also existed, and although their 3D models were completed, they were removed due to specifications.



75. People from Earth in Futzu Tower

Characters besides Yurlungur were planned to appear in Futzu Tower. Although said to be characters, the setting would have actually had **a message from old era scientists (XII Owls)** displayed as an image on a screen.



76. Names of Hybrids

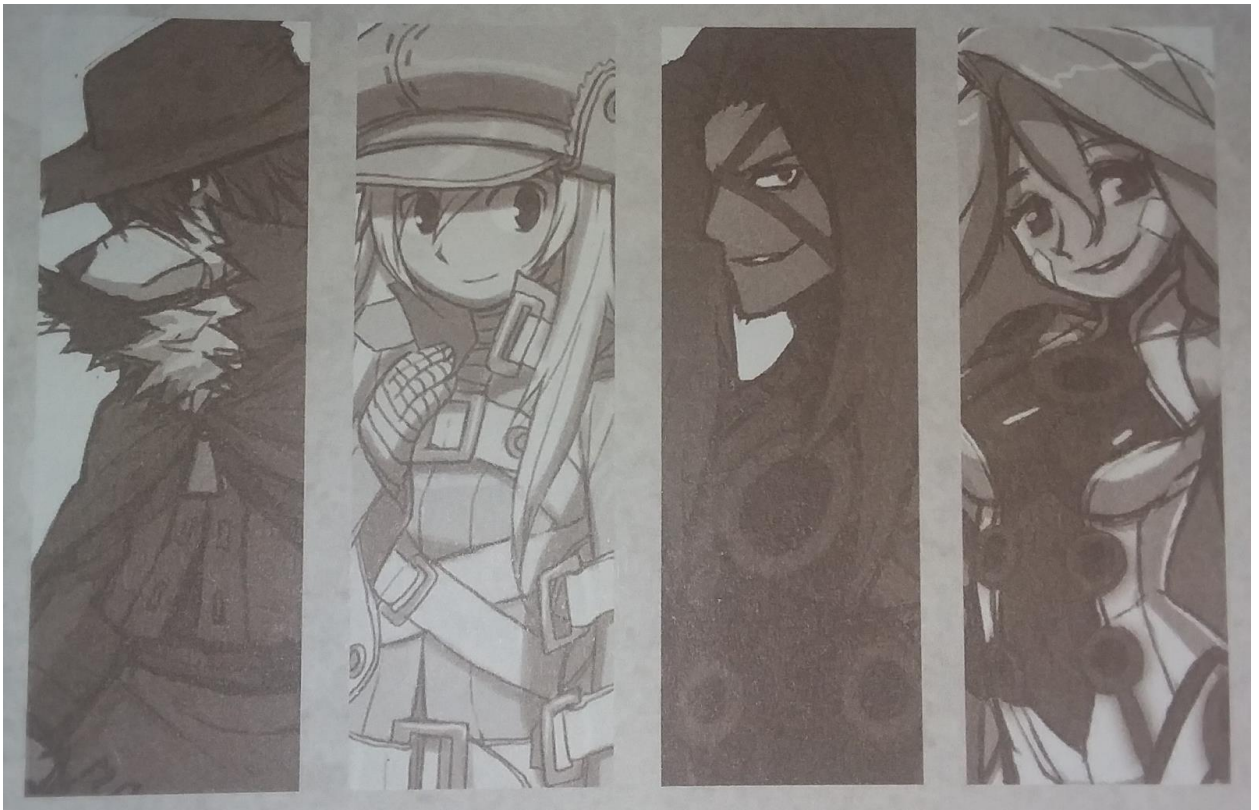
The initial name for “Hybrid” was “**Earthling**”. It was a temporary name during the early stages when the idea that world Solatorobo was set on being Earth was still solidifying.

77. The meaning of Hybrid

Besides “**mixed species made artificially**”, “Hybrid” also has the meaning of “**genetic hybrid**”. However, as a “genetic hybrid” is the type of Inuhito that Red is, they don’t really have anything to do with each other.

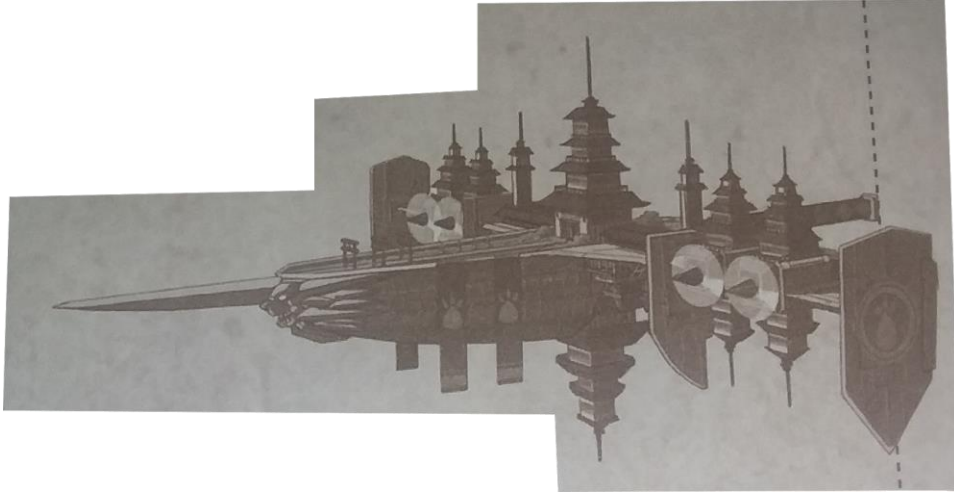
78. Origin of the Seven Children

The names of Carmine, Rose, Vermillion, and Rouge which first appeared in the novel “Red Data Children”, are unified in the **names of the “spectrum of red”** in terms of red papers=failures. At a planning meeting, the idea was instantly accepted.



79. The secret size of the Golden Roar

The size of the gigantic battleship, the Golden Roar, was decided with reference to the real 261.5m French aircraft carrier, “**Charles de Gaulle**”. It was a moment where Kemonoguchi was able to demonstrate his hobbies.



80. A skirmish between Lares and Lemures!?

Initially, **Lares and Lemures were supposed to fight one-on-one**, but that was rejected for the scenario’s sake. Even now, there are voices here and there that want to see it.



81. The secret to the number of Robo fingers

The Dahak, a Robo that appears in Solatorobo, was originally created by imagining a “dragon head”. Therefore, the number of fingers it has is **4**, based on the idea of a dragon, but in Trance-form, it has **5** fingers, based off the image of a human.

Secret Development Stories

82. Kemonoguchi was the early voice of Red

Kemonoguchi was in charge of Red's temporary voice in the prototype version. His voice was recorded in Japanese, and his **signature phrase**, “I... won't regret this!” and the voice made when **taking damage** were used for a while.



83. A Sign of Mk2

Within development, the name of the scene where the Dahak Mk2 appears is called "A Sign of Mk2". Kemonoguchi chose it as a **homage to "A Sign of Zeta"**. Therefore, Elh's brought the Mk2 here. (lol)

84. Music composition secret #1

Some song titles, such as "Battle of Fate (Shimei no Zettaichi)", were originally developed as **subtitles to each story of the game**.

85. Music composition secret #2

Song titles were named by CC2 staff Koyama (Special Direction/ UI Responsibility). Koyama proposed the title of the song that played in Merveille's laboratory in regards to Merveille's thoughts about Red as "**I handcuffed you, with love**", but WAKA dismissed it as being "terribly gloomy", so it settled into its current name of "**Mind in Chains**".

86. Music composition secret #3

The first temporary song title that was given to "And Then, to CODA", the opening theme of Solatorobo, was "Blue Sky Waltz".

87. Music composition secret #4

A child's voice sings part of the incantation "rin-sa-ya-ra ri-na-ruu-sa" in the lyrics to Solatorobo's opening theme, "And Then, to CODA". In truth, **he is the son of Chikayo Fukuda-san of the sound unit "LieN"**! At the time, her 4-year old son spent over 3 hours recording, and at the crying scene at the end, went, "Enough already...". However, the nice atmosphere it resulted in made it worth the effort.

88. Player panel function

The figure below is the game screen from the early stages of development. In truth, in the top player panel on the top screen, **Fromage-san had a feature where she would give advice based on the situation**. In addition to that, there was a system where Fromage-san would randomly give a **daily fortune**. Although the feature ended up being lost, there were many voices who wanted it to remain.



89. Former parody mode

In the stage where the scenario text was still undetermined when the game was under development, temporary dialogue was used. However, the contents of the text were nonsensical, **similar to a parody mode**.

For example: Elh's dialogue when reading the characters on the Divine Flute wall painting: "I understand these ancient documents! I am reading them! I'm reading them!!"

90. The fantastic English translators

The English translation also has combined words like the ones that appear in the game. For example, Inuhito is "**Caninu**", created by combining "**Canine + Inu**". And Nekohito is "**Felineko**", created by combining "**Feline + Neko**". Incidentally, the Clan of Contractors is the "**Paladin (knight) Clan**"! The way that sounds is really cool!!

91. Matsuyama Theater

At the plan meetings in the early stages of development, the story was being discussed late into the night, and was frequently developed with plays **performed by Matsuyama**. Everyone in the team gave their best impressions of the Airedale residents when Lares appeared, saying "**Idiot! Don't be selling milk in this situation!**" with convincing acting.



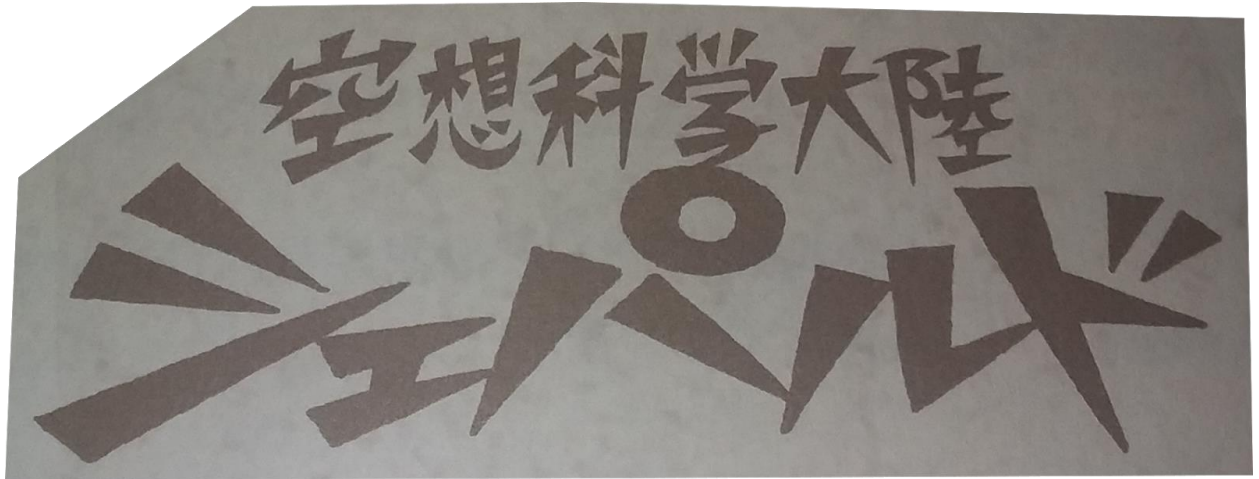
92. History of the title name

The title of this work has greatly changed and had various names. The flow that was settled into was, “Little Tail Bronx” → “Project -Coda-” → “A n d T h e n, to CODA-Rumble! Robot Action-” → “Rumble Robo- And Then, to CODA-” → “Solarobo: And Then, to CODA” → “Solatorobo: And Then, to CODA”.

Incidentally, the overseas title is “**Solatorobo: Red the Hunter**”.

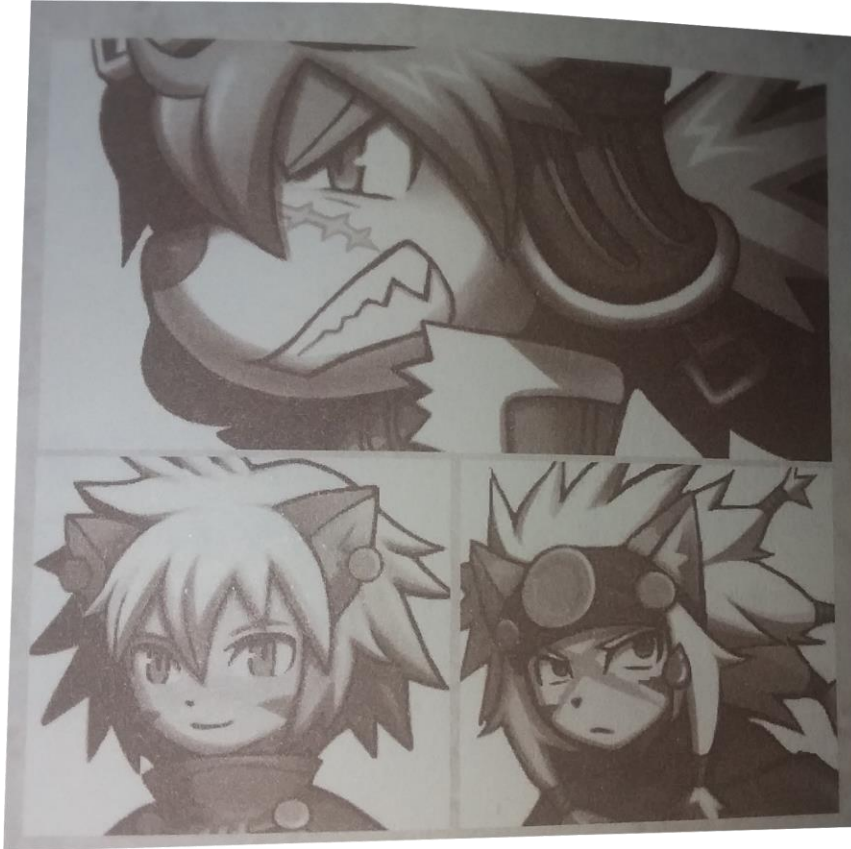
93. The former title logo

When deciding on the title names mentioned above, a title that appeared for only a moment was “**Fantasy Science Continent Shepherd**”!! Although it was a title with a very different atmosphere, a draft logo was also produced.



94. Secret of the character illustrations

Ultimately, the designs used in the game were drawn according to the designs of Nobuteru Yuki-shi, but during the early stages of development, all of the drawings were **produced by WAKA**. Comparing it to the actual game screen is a like a brand new experience.



95. I can do it by myself!

Red's attack when he is dismounted from Dahak was originally not just capable of stunning the enemy, but also **defeating them with damage**. In addition, although it is possible to fire a lightning ball as an accumulating attack, it had to be gradually weakened for the convenience of the game design. (cries)

96. The Dahak was surprisingly aggressive!?

Although it was from early in development, the Dahak's method of attack was not flipping its enemy around and throwing them, but rather, an aggressive style of **throwing them after directly striking them**.

97. Alternate ending #1

In truth, there was an **idea for an alternate ending**. In it, it had become impossible for Red to escape after exhausting his power in the Tartaros battle. It would end with Elh-san, seemingly determined, unexpectedly magically rushing into Tartaros, holding out her hand and saying, "Let's go home, Red-san". He falls in love with Elh-san. The thing is, if you had that much power, you could still fight! That's the comment that was said when it was rejected. (lol)

98. Alternate ending #2

There was another idea for an alternate ending! After battling Baion, Elh is unable to escape from Lemures, and Red knows that Lemures moved to another dimension within Tartaros→ Then, rather than escape from the Tartaros in Shepherd that's been half-way swallowed by the other dimension, Red escapes into the other dimension→ He locates Lemures drifting in the other dimension, and rescues Elh by rushing into the lone machine→ They then re-enter Tartaros→ They escape from a part of Tartaros that still hadn't completely disappeared from Shepherd— Although the development of this was considered, it was abandoned because the explanation for it would've been too long and difficult. Even now, script writer Kemonoguchi sometimes grumbles, "I want to see this ending,".

99. The meaning of CODA is

There was also some trial and error with the acronym of the subtitle, "CODA". It's simply "**COde DAhak**". There's also "**Children Of the DAemon**", meaning **Daemon = Demon**.

It was thought of as a metaphor for Hybrids.

100. The true meaning of CODA is

“CODA” means “tail” in Italian. In other words, “And Then, to Tail”, contains the significance of the world shift to the Inuhito and Nekohito. This subtitle, which holds implications for the comprehension of Solatorobo’s world, was also adopted as the name of the development team (the development team was named CODA Team).