

# Gundam Side Story: 0079 FAQ/Walkthrough

by JunoGem

Updated to v1.3 on Aug 15, 2000

Gundam Side Story 0079: Rise From The Ashes FAQ/WALKTHROUGH

By: JunoGem (Aaron Knepper)

Hello and welcome to my third FAQ/WALKTHROUGH. This one is on the Sega Dreamcast system and is called Gundam Side Story 0079: Rise From The Ashes. I hope this help you out, and if you need to contact me, my E-mail address is at the bottom of this and every FAQ/WALKTHROUGH.

---

Version History-

New Version:

Version 1.3 (8/15/00)

Not much of a update but I have some bad news, I'll be moving this week and I won't reply to any mail for a week, but other than that it's all A OK. JunoGem

Past Versions:

Version 1.0 (7/22/00)

First version. Nothing to say here.

Version 1.1 (7/23/00)

Fast update, I'm happy. Just changing some stuff.

Version 1.2 (8/3/00)

New version, I added information on the Japanese Premium Disc.

---

Table of Contents:

1. Game Information
2. Story

3. Controls
4. Main Menu
5. Briefing Menu
6. B.I.C. System (Pause) Menu
7. Characters
8. Mobile Suits (MS)
9. Weaponry
10. Hints and Tips
11. Walkthrough
12. FAQ (Frequently Asked Questions)
13. Game Shark Codes
14. Premium Disc
15. Disclaimer
16. Credits
17. Contact Me
18. E-Mail that I'll Accept or Delete
19. Other FAQs made by me
20. Where you can find this FAQ/WALKTHROUGH
21. FAQ/WALKTHROUGH Information

---

## 1. Game Information-

Platform: Sega Dreamcast  
Publisher: Bandai  
Developer: Bandai  
Genre: Action  
Origin: Japan  
Number of Players: One  
Peripherals: Analog Memory Pack/Visual Memory Unit  
Approved for use by: Sega

---

## 2. Story-

January, UC 0079

The space colony Side 3 declares itself the Duchy of Zeon and begins a war of independence against the Earth Federation government. As hostilities commence, the Zeon Army carries out Operation British, dropping a space colony on Earth. Its target is Jabrow, the Earth Federation Army's stronghold in South America.

Due to desperate resistance by the Earth Federation Army, the colony disintegrates in the skies above Saudia Arabia after it enters the Earth's atmosphere. The drop onto Jabrow is prevented, but the leading edge of the enormous colony falls on Sidney Australia, transforming the city into an enormous bay.

The Zeon Army, which doesn't have the resources to sustain a protracted conflict because it is a space colony state, anticipates a lengthening of the war after failure of Operation British. They immediately begin a series of Drop Operations to secure resources, and rapidly occupy 2/3 of the Earth's surface.

The Zeon Army invades Australia, hardest hit by Operation British, in order to secure its abundant subterranean resources. The Federation Army in Australia, having suffered a

crushing blow, doesn't appear to stand a chance.

11 months after the beginning of the war, the Earth Federation government launches a massive counteroffensive in Europe called Operation Odessa, and is victorious. Due to the success of Operation Odessa, the military balance on Earth begins to shift significantly in favor of the Federation Army, and counteroffensive commence all over the globe. Even in Australia, still recovering from the devastation of Operation British, a counteroffensive is about to begin.

---

### 3.Controls-

Analog Stick: Adjusts viewing angle.

D-Pad: Moves MS. Double tap and hold to dash. Double tap and hold done to crouch.

"Y": Activates Sniper Scope.

"B": Locks on to enemy or centers view when held.

"A": Attacks with equipped weapon.

"X": Changes weapon.

Right Trigger: Guard

Left Trigger: Jump or fly when held.

Start: Activates B.I.C. System (Pause)

---

### 4. Main Menu-

New Game: It lets you start out on the first mission.

Continue: Select this to continue a game saved onto VMU or a normal memory card.

Options: Change features of the game, it saves these changes.

Extra Options: Add some new features, it saves the features you add on. You earn this after you beat the game.

---

### 5. Briefing Menu-

This is where you go before every mission. There are many features, but there not hard to remember.

Briefing: Here is where you get your missions and objectives from.

Garage: Here Bob will help you prepare for you missions. He will set up the MS, the weapon, and shield for Fang 1, Fang 2, and Fang, 3.

Mailbox: This is the place where you check your E-mail from Leung, Max, and Anita.

System: This is the Options menu.

Exit: Take you to your next mission.

---

### 6. B.I.C. System (Pause) Menu-

This is the screen you see when you press Start during game-play.

Map: This shows you a sky view of the area. It shows you enemies and allies.  
Command: In this screen you can issue orders to Fang 2, Fang 3, and Oasis.  
Condition: It shows you the condition of Fang 1, Fang 2, Fang 3, and Oasis.  
Mission: It displays your mission(s). Once you accomplish all of them you exit the level.  
Exit: It takes you back into battle.

---

## 7. Characters-

Here's a list of the major characters of the game.

### White Dingo

Master Pierce Rayer

AKA: Rayer

Rank: Lieutenant Junior Grade

Age: Late20s

This is the main character and he is you. He is a brave man, but he's not stupid. In combat he is Fang 1.

Stanley Hawkins

Rank: Commander

Age: 40s

A friendly man from a military family. He gives you your missions and objectives in every briefing.

Leung Lee-Fai

AKA: Leung

Rank: Ensign

Age: Late20s

He responds to every challenge with a cool head, but don't take him lightly. He was once a tank driver but now uses his skills in his MS. In combat he is called Fang 2

Maximilian Berger

AKA: Max

Rank: Ensign

Age: Mid-20s

He's a thinker and a lover, but he's no sissy. If I were from Zeon, I wouldn't mess with him. In combat he is known as Fang 3.

Anita Julianne

AKA: Anita

Rank: Chief Petty Officer

Age: Mid-20s

A kind women with a pure heart. Although she does not fight in combat, she is very helpful when using the S.P. Search. In combat she is known as the hovertruck Oasis.

Bob Rock

AKA: Bob

Rank: Chief Mechanic (Earth Federation Army)

Age: Late40s

A great mechanic and a great person. People would do anything to have Bob work on their MS.

Zeon

Visch Donahue

Rank: 1st Lieutenant (group leader, Zeon Forces)

Age: Early30s

He is known as Wild Thunder, and is just as dangerous. He is an excellent MS pilot and is your rival.

Walter Curtis

Rank: Lt. Colonel (Commander, Zeon Forces)

Age: Late40s

He's a very nice guy but he's on the wrong side. He believes that this war is a Holy War.

---

## 8. Mobile Suits (MS)-

Here I will list the Mobile Suits in the game.

White Dingo

Model Name: GM

Model Number: RGM-79

SPECS: Total Height 18 m. Dry Weight 41.2 t

Fixed Weapons: 60 mm head-mounted Vulcan cannon x2, Beam Saber.

Hand-held: 100 mm Machine Gun, Rocket Launcher, P-Beam Rifle, B-Spay Gun, Beam Rifle, Grenades.

Energy: 800

JunoGem's note: I recommend this until you have the Extra options. It is great for ramming and faster than the GM Cannon so it is better used in Close Combat.

Model Name: GM Cannon

Model Number: RGC-80

SPECS: Total Height 17.8 m. Dry Weight 49.9 t.

Fixed Weapons: 60 mm head-mounted Vulcan Cannon x2, Beam Saber, 240 mm Cannon.

Hand-held: 100 mm Machine Gun, P-Beam Rifle, B-Spray Gun, Beam Rifle.

Energy: 900

JunoGem's note: Great for sniping. When sniping you always use your 240 mm Cannon. You may be able to get in two shots if you blow off a part of the enemy on your first shot.

Model Name: RXD

Model Number: RX-77D

SPECS: Unknown.

Fixed Weapons: 60 mm head-mounted Vulcan Cannon x2, 240 mm Cannon x2.

Hand-held: 100 mm Machine Gun x2

Energy: 1500

JunoGem's note: Don't use in Close Combat because the RXD is slow and it's 100 mm Machine Gun x2 may fire fast, but they don't do enough damage. When sniping use the 240 mm Cannon x2 and blow a part of the enemy away. Since there are two shots each time you may be able to inflict great damage on an enemy MS. If you are too close to an enemy and you can't run, ram your enemy and blast 'em.

Model Name: GM Sniper.

Model Number: RGM-79SP

SPECS: Unknown.

Fixed Weapons: Beam Saber.

Hand-held: 100 mm Machine Gun, Rocket Launcher, P-Beam Rifle, B-Spay Gun, Beam Rifle,

Grenades.

Energy: 1000

JunoGem's note: If your engine is at 0% it will only go up to 10% when ramming. Best for sniping.

#### Duchy of Zeon Mobile Suits

Model Name: Zaku

Model Number: MS-06J

Fixed Weapons: Beam Axe.

Hand-held: Grenade, Rocket Launcher.

Energy:400

JunoGem's note: A normal Zaku, easily destroyed. They're fast, but not fast enough.

Model Name: Zaku II

Model Number: MS-06S

Fixed Weapons: Beam Axe.

Hand-held: Grenade, 100 mm Machine Gun.

Energy:600

JunoGem's note: Not much better than the original. Easily destroyed.

Model Name: Zaku Cannon

Model Number: MS-06K

Fixed Weapons: Beam Axe, Cannon.

Hand-held: 100 mm Machine Gun.

Energy: Unknown.

JunoGem's note: It's a GM Cannon with the MS of a Zaku. That 240 mm Canon is dangerous, so be careful.

Model Name: Gouf

Model Number: MS-07B

Fixed Weapon: Beam Axe, Energy Chain.

Hand-Held: 100 mm Machine Gun x3.

Energy: Unknown

JunoGem's note: Watch out, this is one dangerous MS. If it gets you with it's Energy Chain it will shoot you or a friend with it's 100 mm Machine Gun x3 on it's left arm.

Model Name: Gogu

Model Number: MSM-03

Fixed Weapon: Claws, Energy Cannon (in chest)

Hand-held: None

Energy: Unknown.

JunoGem's note: Snipe these bad babies, they can rip you apart, literally. They are very claws are dangerous, and the Energy Cannon implanted in their chest is even more dangerous. The Beam is aimed at you so jump as soon as it is shot. If your too close, your in trouble.

Model Name: Geloog

Model Number: MS-14G

Fixed Weapon: Double Sided Beam Saber, Grenade.

Hand Held: P-Beam Rifle.

Energy: Unknown.

JunoGem's note: I like this one, its really cool. It's P-Beam Rifle can take you out, so be careful. It's Double Sided Beam Saber is very effective too.

---

## 9. Weaponry-

Here I will list the weapons you can use in the game and then I will give them a comment a rating of 1 (sucks), 2 (okay), or 3 (kick butt).

60 mm head-mounted Vulcan Cannon x2: It has very low accuracy and does little damage. It may over heat and not be able to shoot until it cools down. If your head is destroyed you can not use it. Don't use it on an enemy MS, use it on fliers or ground units. I give it a 1.

100 mm Machine Gun: A weak gun that can shoot rapidly. If you choose to use it you need to either snipe so you get in a few hits or get close up so you can do damage. Only choose this if your using the GM Cannon and you don't have the Extra Options yet. Can become unusable if right arm is damaged or destroyed. I give it a 1.5.

Rocket Launcher: One strong gun that can be dangerous. If Fang 2 and/or Fang 3 are fire at an enemy make sure they don't hit you and/or you don't hit them. Can become unusable if right arm is damaged or destroyed. I give this a 2.5

Grenade: You can lob these babies a long distance and are very devastating, but they are hard to use. I highly recommend these, if you can aim. Can become unusable if left arm is damaged or destroyed. I give it a 2.5.

240 mm Cannon: One great weapon. It is a long range weapon and is great for sniping. It packs a punch. I give it a 2.5.

Beam Saber: By far my favorite weapon in the whole game. Good for de-arming any enemy, literally. Strong and swift, just be sure not to get hit by one. Can become unusable if right arm is damaged or destroyed. I give it a 3.

P-Beam Rifle: It is also known as a High-Output Beam Cannon. It is a great gun that takes a long time to reload but can destroy any MS in four or less clean shots. Can become unusable if right arm is damaged or destroyed. You must unlock this. I give it a 3.

B-Spray Gun: A smaller Beam Rifle that fire more and reloads quicker. Good gun. Can become unusable if right arm is damaged or destroyed. I give it a 2.5

Beam Rifle: A great gun that does less damage than the P-Beam Rifle but it recharges faster than it. Can become unusable if right arm is damaged or destroyed. I give it a 2.5.

Small Shield: A good shield that gives little cover but has ramming capabilities. If you ram an opponent, their gonna feel it. Can become unusable if right arm is damaged or destroyed, or if the shield itself is destroyed. I give it a 2.5

Medium Shield: I love it. It is a cross between a Small Shield and a Large Shield. I takes less damage than a Large Shield, but it's ramming capability deploys more damage that a Small Shields does. Can become unusable if right arm is damaged or destroyed, or if the shield itself is destroyed. I give it a 3.

Large Shield: It's okay. I don't use it because it doesn't have ramming capabilities. On the bright side, it takes a lot of shots to destroy this baby. Can become unusable if right arm is damaged or destroyed, or if the shield itself is destroyed. I give it a 2.

-----

## 10. Hints and Tips-

- \* A strong offense is the best defense.
  - \* Sniping may take time, but it can help you avoid damage.
  - \* Don't go into close combat unless you are good with a Beam Saber.
  - \* Use Fang 2 and Fang 3, they can take on a MS easily while you take on another.
  - \* The game is easy, even if you have it on hard.
  - \* The best weapon is the P-Beam Rifle.
  - \* Ram an enemy and then get him while he's down.
  - \* The 100 mm Machine Gun is good for sniping, but it doesn't do that much damage.
  - \* There are only nine levels.
  - \* You get Extra Options by beating the game.
  - \* Don't give up.
  - \* Always have OASIS perform a S.P. Search as soon as possible.
  - \* If you loose your lock on a MS when in close combat, evade!
  - \* Who ever said it wasn't fair to go 3-on-1?
  - \* Use the Sniper Scope to get the first hit on an enemy.
  - \* Use a faster MS in close combat so you can evade and receive less damage.
  - \* You go into close combat when your locked onto an enemy and your 100 or less feet away from an enemy MS.
  - \* Aim for the head when sniping because it will stun the enemy MS for a moment to get in a another shot if the head is destroyed. Best when using strong weapons.
  - \* SHORT attacking is 200-0 feet away. This is best if every body is using it so your comrades don't shoot each other.
  - \* MEDIUM is just getting close and pumping the enemy full of lead.
  - \* LONG is distant shots and/or sniper shots.
  - \* An enemy may not show up on the map or your radar even if it shooting you if it isn't in one of you Mobile Suits search range.
- 

## 11. Walkthrough-

I hope this helps you people out, but I'll change it every once in a while. NOTE: in my recommendation is if you are not using the extra options.

### Mission 1

Rainbow Valley

Nov. 23rd, UC 0079

5:20 A.M.

#### Objectives:

Destruction of enemy MS

Destruction of target (15 Gun Turrets)

Enemy Mobile Suits in area: MS-06J (3)

JunoGem's recommendation:

Fang 1: GM/Rocket Launcher/Small Shield

Fang 2: GM/Rocket Launcher/Large Shield

Fang 3: GM Cannon/100 mm Machine Gun/Large Shield

As you start the level you will be in front of a small town (few buildings small). Have Oasis perform a S.P. Search. After the search is complete you will see there is a MS-06J a few hundred feet behind the small town. There is another one a few hundred feet to the right (on the map) of the first one. The third one will go after Oasis after she finishes moving on her own. Have Fang 2 and Fang 3 attack the MS right of the first MS you located. After you take out your enemy MS help Fang 2 and Fang 3. Now send Fang 2 and Fang 3 to attack the last MS-06J after the enemy reinforcements arrive. Now take out the Gun Turrets and Magellas. If before you end the level you feel like you have to take out some enemy



fliers, use your Vulcan Cannons.

## Mission 2

Alice Spring

Nov. 25th, UC 0079

11:30 A.M.

Objectives:

Destruction of target (supply train)

Perform S.P. Search

Enemy Mobile Suits in area: MS-06J (2), MS-07B (1)

JunoGem's recommendation:

Fang 1: GM Cannon/100 mm Machine Gun/Large Shield

Fang 2: GM/Rocket Launcher/Large Shield

Fang 3: GM/Rocket Launcher/Large Shield

This mission can be very hard if you don't know what the hell you are doing. Oasis will perform the S.P. Search without you commanding her too, so don't bother. The first enemy MS is straight ahead in the city. Once you see it shoot at it, it will dive behind a building. Before it pops out and shoots at you (then dives again and will repeat unless you follow it you destroy the building it dives behind) use your Sniper Scope and select your 240 mm Cannon. Each time it comes out it will shoot, now is the time to shoot it once, if you shoot before it does it will dive again. After the target is destroyed have Fang 2 and Fang 3 go after the other MS-06J. While they are doing this attack the Gun Turrets, be careful because they pack a punch (enough to knock you out of the sky. If you finish destroying the Gun Turrets before Fang 2 and Fang 3 are finished, help them out. Soon a cut scene will occur. There are three ways to make this happen. 1, destroy the supply train, let the supply train leave, or damage the Gouf a lot. When the enemies retreat don't attack them because the Gouf gets fully repaired and it will most likely kill you. If you let them leave, you still finish the level.

## Mission 3

Simpsons Gyapps

Dec. 1st, UC 0079

2:07 P.M.

Objective:

Destruction of Gaw

Enemy Mobile Suits in area: MS-06J (4), MS-06S (2)

JunoGem's recommendation:

Fang 1: GM Cannon/P-Beam Rifle/Large Shield

Fang 2: GM/Rocket Launcher/Large Shield

Fang 3: GM/Rocket Launcher/Large Shield

In this level you will need to destroy the Gaw, a giant aircraft. The first MS will be in front of you about 800 feet. The next one is on the right of that a few hundred feet away. After you destroy all the Mobile Suits the Gaw and four MS-06Js. When the Gaw comes into combat it will start dropping bombs, if you can't escape use your shield. You'll still get hurt, but the shield will help you out. One of your air units will fly into the Gaw and self detonate and stop the bombing. Now aim for the engines with your P-Beam Rifle and blow them away. Have Fang 2 and Fang 3 attack the nearest enemy MS. After all four engines on the Gaw have been destroyed you and your comrades will need to take out all the enemies to end the mission.

## Mission 4

Carrieton  
Dec. 18th, UC 0079  
10:15 A.M.

Objective:

Destruction of enemy Mobile Suits  
Enemy Mobile Suits in area: MS-06K (3), MS-07B (2)  
JunoGem's recommendation:  
Fang 1: GM/Rocket Launcher/Small Shield  
Fang 2: GM/Rocket Launcher/Small Shield  
Fang 3: GM/Rocket Launcher/Small Shield

As you enter the level you will notice it is around an old mine, the owner died during Operation British. The First MS-06K is in a ditch right in front of you. Use your Sniper Scope and blow his head off and shoot him again (use a grenade if your good with them) and then command Fang 2 and Fang 3 to destroy him. After he is gone command your comrades to attack the MS-06K on the left side of the map. You then go by the mine and blow away the Magellas by the other MS-06K. Now take out the MS-06K. Then destroy the stray Magella by the back of the map. Command Fang 2 and Fang 3 to move to the spot on the map that is a box (part of the runway) and destroy the MS they were attacking. Now a cut scene will occur. After wards go to the run way and have everyone attack The MS that is after the Hover Truck. If that Hover Truck gets destroyed you lose. The reason I want you to go 3-on-1 is that these Mobile Suits have Energy Chains that can grab you and then they can shoot with their 100 mm Machine Gun x3 on the left hand. After the two enemies are destroyed you beat the mission.

Mission 5

Adelaide  
Dec. 23rd, UC 0079  
9:42 A.M.

Objectives:

Search for enemy presence  
Destruction of enemy Mobile Suits  
Destruction of target (Submarine)  
Enemy Mobile Suits in area: MS-06S (1) MS-06J (1) MSM-03 (2)  
JunoGem's recommendation:  
Fang 1: RXD/100 mm Machine Gun x2  
Fang 2: GM/Rocket Launcher/Small Shield  
Fang 3: GM/Rocket Launcher/Small Shield

This mission can be easy or it can be hard, it all depends on what you do and how you do it. First you will need to find the two enemy Mobile Suits. Once you spot them have Fang 2 and Fang 3 take on the other MS. After they are destroyed head for the submarine and take out the two Zeon helicopters. Now go directly in front of the submarine and dive into the water. Under the water the submarine cant get you and it is easiest destroyed this way too. Select your 240 mm Cannon x2 and lay waste to the belly of the sub. After the submarine is destroyed two MSM-03 will arrive. Have Fang 2 and Fang 3 attack on while you get the other. Use the rest of your 240 mm Cannon ammo on these guys so they just die. They are a BIG pain, but they die. After you destroy the two MSM-03s the mission ends.

Mission 6  
Broken Hill  
Dec. 25th, UC 0079  
3:28 P.M.

Objectives:

Destruction of enemy MS

Destruction of target (Giant Hover Tank)

Enemy Mobile Suits in area: MS-06J (2), MS-09 (1), MS-06S (2)

JunoGem's recommendation:

Fang 1: GM/Rocket Launcher/Small Shield

Fang 2: RXD/100 mm Machine Gun

Fang 3: GM/Rocket Launcher/Large Shield

As you enter the level Oasis will get shot and will not be able to perform a S.P. Search. I recommend taking the MS on the right side (around the huge hill) then going after the DOMs. The DOMs hover so you'll need to go into SHORT range combat to keep them still and destroy them. Ram them and then hit them with your Beam Saber for best results. Now the Giant Hover Tank will appear. It is very strong but it has a weakness, it is slow. After you destroy it, it will deploy two more Mobile Suits to destroy. After all enemies are destroyed you finish the level.

Mission 7

Torinton

Dec. 26th, UC 0079

6:04 P.M.

Objectives:

Guard your defense post

Backup friendly unit

Destruction of enemy MS

Enemy Mobile Suits in area: MS-09 (3), MS-06J (1)

JunoGem's recommendation:

Fang 1: GM Cannon/100 mm Machine Gun/Small Shield

Fang 2: GM/Rocket Launcher/Small Shield

Fang 3: GM/Rocket Launcher/Small Shield

This mission is rather easy. All you really need to do is destroy the enemy Mobile Suits before they can cause any damage. It is easiest to go 3-on-1 but if you don't destroy one MS fast enough the others will cause some trouble. I suggest having Fang 2 and Fang 3 attack one MS-09 while you take on the other. After those two are destroyed all three of you should attack the last MS-09.

Then a MS-06J will come into the combat area. If you can take him on yourself so Fang 2 and/or Fang 3 don't shoot you. The battle is very easy, I suggest shooting him with your 240 mm Cannon and walk to 110 feet then ram him onto the ground and get a good slice in, then finish him off. When his health gets low a message will be sent to all troops from Walter Curtis telling his troops they got what they game for. After all enemies are destroyed you go home for some rest.

Mission 8

Hughenden Fortress

Jan. 1st, UC 0080

10:00 P.M.

Objectives:

Destruction of target (Giant Hover Craft)

Enemy Mobile Suits in area: MS-06K (2)

JunoGem's recommendation:

Fang 1: GM/Rocket Launcher/Small Shield

Fang 2: GM/Rocket Launcher/Small Shield

Fang 3: GM/Rocket Launcher/Small Shield

If you know what you are doing you will be able to finish this mission with relative ease, but it will take you a while. As you get closer to the enemy base you'll notice your being shot at by four cannons implanted on the base, take them out with your Vulcan Cannons. Now have Fang 2 and Fang 3 attack one of the Zaku Cannons while you take on the other. After all shooting enemies are done and forgotten take out all the anti-air equipment. On the map you will notice in the base there is a four square enemy that you can't find, it is the Giant Hover Craft. The Giant Hover Craft will be launched in an all out attack against you and your team so beware. The Giant Hover Craft will shoot some type of electricity beam at you so be careful. After you destroy your target you head to the last mission.

## Mission 9

Hughenden HLV Base

Jan 2nd, UC 0080

6:23 A.M.

### Objectives:

Destruction of enemy MS

Destruction of target (HLVs)

Enemy Mobile Suits in area: MS-14G (1)

JunoGem's recommendation:

Fang 1: GM Snipe/Rocket Launcher/Medium Shield

Fang 2: GM Snipe/Rocket Launcher/Medium Shield

Fang 3: GM Snipe/Rocket Launcher/Medium Shield

This mission is fairly easy. As you start out Visch Donahue will contact you and start his assault on your team. Destroy him as fast as you can because a Hover Tank is coming and it will kill you if you aren't careful. Don't get in Close Combat because his Double Sided Beam Saber will get you good. After you waste his MS he'll ask you not to let his comrades die because they are mostly condense and just kids. Now have Fang 2 and Fang 3 attack the Hover Tank and Movie Oasis or she'll be shot. Now go destroy the eight anti-air cannons (4 at each HLV) so your backup can help you out. Now go finish off the Hover Tank. You will need to finish this mission alone so no one else gets hurt. Go to the northern HLV and shoot it. You will have had help as long as you destroyed the anti-air forces. As you shoot the HLV your ally aircraft will drop bombs on the HLVs. After you destroy the HLVs you will walk past Visch Donahue's MS and the game ends. After the Battle Record you will have the Extra Options.

NOTE: If you destroy the Booster Packs on the HLVs they will have trouble and blow up. It takes less time and ammo to do it that way instead of shooting the base of the HLV.

---

## 12. FAQ (Frequently Asked Questions)-

Q: How many levels are there?

A: Nine.

Q: This isn't Gundam Wing, where are the Gundams and characters like Heero Yuy and Duo Maxwell?

A: This is before their time.

Q: Why do they call the Mobile Suits Gundams, when there aren't any Gundams?

A: On the contrary, there are Gundams. Most of the Mobile Suits you use are Gundam Class Mobile Suits though.

Q: Where can I find this game?

A: At any game retailer.

Q: How much does it cost?

A: \$45 to \$60.

Q: It says that you can attack enemies with the Small and Medium Shield, how do you do it?

A: Most people think you use it as a weapon, but you don't. When you dash (double tap and hold the D-Pad) you will damage and knock down your enemy. Then you can use the Beam Saber to finish the job.

Q: I heard that after you beat the game you get a code, hat does it do?

A: This is only in the Japanese version. In it you get a premium disc if you send the code in. You get to face Amuro Ray. I think it expired 9/30/1999.

Q: What does UC mean?

A: Universal Century

Q: What is the Battle Record?

A: It is a record of how many things you destroyed, how many Mobile Suits Fang 1, Fang 2, and Fang 3 lost.

Q: Are you a fan of Gundam?

A: Yes, I think all of the Gundam Universe is great.

E-mail me with some more.

---

### 13. Game Shark Codes-

Here are the Game Shark codes I found. NOTE: I have not tested these codes.

Level 1-Infinite Armor:

80F396D700000384

Level 1-Infinite Ammo Primary Weapon:

49DA041F0000001C

Level 1 Infinite Ammo Special Weapon:

7E25C8D40000001C

Level 1-Low Engine Heat:

B7B6215B00000000

Level 1-Low Vulcan Cannon Barrel Heat:

7E1DC8D400000000

Level 2-Infinite Armor:

15A4305D00000384

Level 2-Infinite Ammo Primary Weapon:

EF773E580000000A

Level 2-Infinite Ammo Special Weapon:

2FE745890000000A

Level 2-Low Engine Heat:

85A3ABCC00000000

Level 2-Low Vulcan Cannon Barrel Heat:

2FDF458900000000

Level 9-Infinite Ammo Primary Weapon:

975828310000000A

Level 9-Infinite Ammo Special Weapon:

C8DBC53E0000000A

Level 9-Low Engine Heat:

37A1068100000000

Level 9-Low Vulcan Cannon Barrel Heat:

C8E3C53E00000000

Level 9-Infinite Armor:

CCDBC53F00000384

---

#### 14. Premium Disc-

Since so many people wanted information on the Premium Disc, I added some.

First of all the Premium Disc is and is only for the Japanese version of the game. What happens is the Japanese people beat the game and they send in a code they get from beating the game. When Bandai Japan gets it, they send the person the Disc. In the Disc you have to face Amuro Ray and his two Mobile Suits. You get a RX-78SP.

- 1.) You die. You get a Game Over and you get to restart.
- 2.) You defeat one of his Mobile Suits, either the RX-75 or the RX-77, he'll complement you.
- 3.) You defeat both of his Mobile Suits and he complements you even more.
- 4.) Fang 2 and Fang 3 get defeated he will tell you that the simulation is over.

I have never played it, but you can. You can purchase it for \$19.95 at <http://www.BuyRitel.com> and play it on an import Dreamcast or use yours if you have a Game Shark. That's right, Game Shark allows you to play import games.

---

#### 15. Disclaimer-

I, JunoGem (Aaron Knepper), swear that all of this FAQ/WALKTHROUGH is created by me and only me. I did get help though, those who helped me are at the bottom of this page and tell who I got the information from. If I see any of this FAQ/WALKTHROUGH somewhere else I will hunt you down to the ends of the Earth and chase you into He... just kidding. If you wish to use any of my FAQ/WALKTHROUGH for anything or need any help just E-mail me. I believe credit is due and here it is...

---

16. Credits-

Thanks to the other FAQ/WALKTHROUGH writers for help when I first got the game.

Thanks to the booklet that comes with the game for the 'Story' section.

Thanks to <http://www.GameShark.com> for the Game Shark codes.

Thanks to CJayC for putting up yet another FAQ/WALKTHROUGH for me.

---

17. Contact me-

If you need to contact me for any reasons feel free to E-mail me at [JunoGem@AOL.com](mailto:JunoGem@AOL.com) (that's where I get JunoGem from). My name is Aaron Knepper if you need to know. I also have AOL Instant Messenger.

---

18. E-mail that I'll Accept or Delete-

I will accept:

Questions.  
Comments.  
Suggestions.  
Hints.  
Tips.  
Rumors.  
Corrections.  
Codes.  
Valid criticism

I will delete and won't reply to:

Repeated questions.  
Stupid questions with obvious answers.  
Porn.  
Viruses.  
Chain-letters.  
Letters that aren't in English.  
SPAM.  
Threats.  
Questions that are clearly answered in this FAQ/WALKTHROUGH.  
Invalid criticism

---

19. Other FAQs made by me-

Harvest Moon GBC FAQ/WALKTHROUGH  
Legend of the River King FAQ/WALKTHROUGH  
Warlocked FAQ/WALKTHROUGH  
Harvest Moon 64 FAQ (incomplete)

---

20. Where you can find this FAQ/WALKTHROUGH-

You can find the newest version of this FAQ at the following web-sites, if you see it anywhere else please inform me.

<http://www.GameFAQs.com>

<http://www.GamesDomain.com>

<http://www.GameWinners.com>

<http://www.GamesOver.com>

<http://www.CheatCC.com>

<http://Go.Compuserve.com/VidGameCentral>

---

21. FAQ/WALKTHROUGH Information-

I really dislike this part but it has to be done.

Font: Courier New

Font Size: 10

Pages: 14

Words: 5,475

Characters: 26,646

Paragraphs: 482

Lines: 928

Total Editing Time: 469 minutes

---

7 Copyright JunoGem, 2000