

Super Robot Wars A (Import) FAQ/Walkthrough

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Super Robot Wars A
For the Game Boy Advance
FAQ and Walkthrough
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Version .0

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Introduction:

This is more of a Quickie Help Guide for all the people who have been asking questions on this game. Right now much of the Information is still being found, so expect many updates to this document. Currently it covers:

- Several Hidden Characters
- Several Hidden Units
- Basic Strategys
- Combination Attacks

As more information is found, a Walkthrough and Full secrets section will be added.

This Guide couldn't have been Completed without the Help of Daba Myload, Refined G-Phile, Yuu Kajima and the Rest of the Guys at the SRW Board:
<http://accessboards.com/cgi-bin/forum/robotwar/messageboard.cgi>

Also, to everyone who E-Mailed me with information. Unfortunetly, my Inbox was cleaned out and I lost some of your names. If you sent me information(Especialy the person who sent me Gai's Acquisition Process) please E-Mail me.

I couldn't have done this without you guys double checking my findings and posting your own!

Although this site is in Japanese, it is still a Treasure Trove of SRW A Information:
<http://www1.neweb.ne.jp/wb/gameiroiro/srwa/>

Another Japanese site, this has basicly all the Information you could ever want^_~ Thanks to Yuu Kajima for giving me the URL:
<http://www.geocities.co.jp/Playtown/7800/srwa/Root.html>

Also: Here is a Nice ENGLISH SRW A Page! ^_~

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1: Version History

Version .01: First release, put out all known information at the time

Version .02: Added another Information Site, Redid all Information, added several new characters, verified some names, corrected some information

Version .03: Added Mass Pro Great Maz, Verified Lalah's convince process. Verified Master Asia and Funisaki's process. Fixed Aina's process. Lots of little changes as well. Thanks to All the People who E-Mailed me with name Corrections..Especially the person who sent me the Information on Grendizer. I Lost your E-Mail though -- SUPER Special Thanks to Arek from the SRW Board, who stunned us all with the Convince Process for the Previously thought unattainable Gato and GP02a!

Current Information:

Hidden Characters/Units

Lisa:

If Ryouma has 5 Kills after a certain Stage on the Super Robot Path(Not sure which one) she'll join you.

Aina Sahalian, Her Prototype Zaku, and the Asparas

Aina and her Zaku are both Compulsory, and you'll receive them as part of the story no matter what. However, there is a way to receive the Unit 'Asparas', which is what She is piloting. On stage Six Aina will pop out as Enemy reinforcements after Char and Gato appear. Simply have Shiro use the 'Convince' command on her and then reduce her HP until she retreats. The next stage, Stage 7, simply do not Destroy Aina's Asparas. If she is still alive at stage end(That is, the only enemy character left) You'll not only receive her, the Prototype Zaku, but the Asparas as well!

Minerva X:

Minerva X is very easy to get. On Stage 7 Convince her with Kouji while Ankoku Dai-Shogun is still alive(IOW: Don't blow him up^_~). If Dark Shogun is still alive then Minerva X will become an NPC and be useable if she survives. Note: Although Minerva X comes as Unpiloted, you have to assign a Pilot to her to use it. Also note: If your going for the Asparas and Miyuki be sure to leave some Fodder for Minerva X after you convince her, as she'll be quite happy to

blow them up otherwise --

Getta Q With Miyuki as the Pilot:

While the Getta Q and Michiru become useable as part of the plot, it's possible to recieve Miyuki as well. You simply have to Attack Getta Q with All 3 Forms of the Getta Robo(Initiating a Conversation each time) and then Convince her with Ryouma While One of the 'Bosses' that appear with her are still alive. While it's not known which one at this time, your better off doing it while all of 'em are alive, since Dark shogun needs to be Alive to convince Minerva X anyway^_~

Note: Minerva X, Miyuki, and the Asparas can be obtained on any route.

Chars Gelgoog:

It's possible to recieve Char's Gelgoog as a Useable Unit after Stage 7. Simply blow Char up in stage 7 and the Gelgoog is yours. Make sure that you Blow Him Up, and not simply force him to retreat.

G-Fighter:

It's possible to recieve the G-Fighter instead of the Full Armor Gundam. In order to do this, Sayla must have at LEAST 10 Kills by the End of Stage 7. If she does then you'll recieve the G-Fighter. Sayla apparently leaves after the 1st Branch: It's rumored that if her Kills Exceed Amuro's at that point then she won't. This rumor has been proven false --. Is there anyway to get her to stay? If you take Space Route this Unit is the Default...The 10 Kills or Greater is only nesscary if you go Earth Route.

Lala Sun And the Elmeth:

On the Space Route, Lala will appear on Several Maps. In order to get her you need to have Amuro AND Sayla(And Possibly Camille) Attack Both HER and CHAR Everytime! If you do this then on Map 12 after Amuro blows up Char he can Convince her, and she comes with the Elmeth too! Thanks to everyone on the GameFAQs Message Board and at the SRW Millenium board for FINALLY Verifying the exact process.

Gai Daigouji(Jiro Yamada):

On Map 9 of the Space Route, Gai, Akito, and the Nadesico will try to cross the map. Unfortunetly their path goes right through The 3 Tri-stars, Char and Gato. If you can manage to Keep All 3 of them in Good health and high HP long enough for them to cross the map, then Gai is yours. If any of them fall into Critical Status though, Gai will blow himself up. Good Luck!

Four Murasame OR Rosmaia Badam:

A: You'll have to choose between the 2. When you first find them on Earth Route, just make sure you don't blow the Psycho Gundams Up(Reduce 'em to around 2,000 Hp or so) If your on Space Route, don't worry about that step. Now, you'll evenutaly reach a mission with some Dragonar Enemys and a BIG Bridge going down the Middle of the Map(If Devil Soldiers appear in the water, it's the map I'm talking about). On this Map Make SURE you Scramble Camille. Have Him Convince BOTH Rosmaia and Four, and then Reduce their Psycho Gundams to around 2000 hp or so. If they don't retreat, Blow them up. Note that if you don't convince one of them here, you won't have the option of choosing between them later(So if you only convince Rosmaia on this map but not Four, you'll never be able to get Four)

B: A Few Maps Later Camille will automaticly Deploy in the Z Gundam(It's

the Stage where Master Asia is an NPC). Get Camille up there FAST(Master Asia WILL Blow up the Psycho Gundams(And Allenby too, but that's further down) if you give him the chance. Have Camille Convince THE ONE YOU WANT! And Then BLOW UP THEIR PSYCHO GUNDAM FIRST! The Remaining Character is Unrecruitable.

Allenby Bliskey and the Nobel Gundam

A: EVERY STAGE that Allenby Appears in have Domon Convince and then attack her until she retreats(Do NOT Blow her up). If the Convince command is unavailable, then just attack her. It's not nessescary to take Earth Route on the first Split to get her. On the Map AFTER Camille Gets the Z Gundam(The one where Domon and the Shuffle Union all Deploy on their own) Make SURE you Scramble Rain in the Rising Gundam. When Allenby appears have RAIN CONVINCHE HER FIRST! Rain MUST Convince her first to get Allenby! After RAIN CONVINCES HER, THEN Use Domon! And Then Have Domon Blow her up! You'll get her and the Nobel Gundam after the Stage.

Master Asia and the Master Gundam

Right now the Full Method is still Unknown, but here is what we believe will work:

Take the Earth Route at the first Split

Domon Deals the Killing Blow to Master Asia whenever he shows up

Choose Guinea Highlands after the 2nd Split

Convince Allenby

Domon Attacks Master Asia Twice on the Stage that you get Allenby on, Deals Master Asia the final Blow, and Domon's level is Higher then Master Asias.

FuniSaki The Gundam Horse:

Funisaki will join your Group if Domon has at least 30 kills by around stage 30.

Butterfly Demon/Oni:

At the 2nd Split choose to go to Big Falcon. The Butterfly Demon will be one of the Enemys. Have Ryouma convince her.

Kerot:

I have NO Idea WHAT this unit is. You can only get it by going to the Nabara connection at the second split though. It joins you with Combattler V

Malliot:

If Ken has 30 Kills by Stage 31 he'll join you permanently.

Anavel 'Nightmare of Solomon' Gato and the GP02a Physalis

MANY Thanks to Arek's suprise post for this Process:

1: On the Desert Maps(Maps 6 and 7 respectively) make sure you Destroy the GP02a.

2: Take the Space route and then have Kou blast Gato whenever he can. Make sure to DESTROY and not Force a Retreat^_~

3: Later on(After Quattro/Char Joins) You'll need to attack Gato with Kou, Attack Gato with Quattro and then Have Quattro destroy him

4: Next stage, Gato shows up in the Nuel Ziel. Repeat the Process(Attack with Kou, then Quattro, then blow up with Quattro)

5: LATE in the Game, when you invade Axis(Next to Last Stage) Gato will Join you.

Quattro and Kou's Kill Points MAY Affect this, but it's not been proven

Fire Blizzard Freezer Storm:

In order to get Daimos' most powerful move, you must:
Go to the Guinea Highlands

Grandasher:

In order to get Combattler V's most powerful move, you must:
Go to Nangen Connection

Chodenji Ball Tenkoken No V Giri:

In order to get Voltex V's most powerful move, you must:
Go to Big Falcon

Kirka:

A: Later in the game you'll be controlling Malliot(A Dragonar Enemy you faced previously) solo for a few rounds. After your guys appear the Getta 2 and Drill-Grendizer will Deploy and disappear for several rounds. When they Reappear there will be a Female Pilot among the Enemy's Reinforcements(NOT Cima! Cima is in the robot with the Beam Machine Gun Weapon[Gebera Tetra]). Have The Drill-Grendizer attack it, Kill the Boss Mech Nearby, Have Drill Gendizer attack again and then SEPERATE iT and have the Pilot of the Drill Spacer Convince her. Like the Butterfly Demon, you only recieve her as a Pilot and not her unit.

A Getta Enemy in a Getta-Roboish Unit:

He'll Join as an NPC on the Map you get the Getta Dragon. If he survives then he'll join you

Norris Packard and the Gouf Custom:

On the Map that Guineas attacks with the Asparas 3, Shiro AND Aina MUST Attack Norris Each and THEN Guineas Each And THEN Norris must be left alive until all other enemy units(Includring Reinforcements) are defeated. If The Above was fulfilled he'll talk to Aina and then Join you with his Unit. You may not have to have the Talks with Guineas, but I suggest it(If only to have Closure on the 08th MS Teams plot^_~)

Puru and Puru 2:

On the same Map you can get Norris you must Destroy Gremmys Units, and then use Cammile to attack and then convince Puru. Then turn around and use Puru to Blow up Puru 2.

Keep Mushahi:

It's possibly to keep Mushahi as a Support Pilot. The only Requirement is to have Ryouma with 15 or More Kills by a Certain Stage(Stage 15 I think)

Mass Produced Great Mazinger:

If Tetsuya has 30 or more kills by Stage 30 you'll receive this unit.

Sazabi:

Map 31- If Quattro has at least 30 kills you'll receive it after the map. Note that the Sazabi and FAZZ are Exclusive: You can't receive both in the Same Game. Sazabi will Only appear if you go with the Nadesico after Map 31, FAZZ if you go with The Ra Kalium.

FAZZ(Full Armor Double Zeta):

Judo needs an Unknown number of kills(Estimated at around 10 Kills) by stage 36, and you have to choose to go with the Ra Kalium after map 31.

Did you Know?

After you get the Getta Dragon you KEEP the Original Getta Robo! They even have combination attacks!

Similarly: When you get the Shin Getta, you keep the Getta Dragon! And Guess what: MORE combination attacks!

You keep the F Type Aestavlis Frame(Lunar) Akito uses in one map. It can only be used in Space Stages, and you only have One, but it's a Decently Powerful Unit.

The Stage Route you take can affect the Units and Attacks you get. For Instance, you have to choose to go into the Devil Colony in order for Rain and Domon to use the Love Love Tenkyouken, and in order to keep the Nadesico Guy in the Gekigan Type Suit, you have to choose to go with the Nadesico around stage 32.

There is no Way to keep the Dragonar Unit 0. You'll have it for the 1st 2 maps on the Real Robot Route and then you'll lose it.

There is no way to Convince your Rival Character.

Gundam Forever?: Considering how late you get the Nu Gundam, Powering up the Gundam is a good Idea. Whether your using Full Armor Gundam or the G-Fighter, both are powerful units and well worth the Upgrade costs.

Mazinkaiser is not in the game...Stop Asking.

Similarly: It's impossible to keep the Speigal Gundam

Little Known Combination Attacks:

Betcha 'ya didn't know about THESE combination attacks. While some, like the

Double Mazinger Punch, are obvious..theres a Few you may not Know about...

Double God-Finger

Performed by: God Gundam(Hyper) and Nobel Gundam

Love Love Tenkyouken:

Performed By: God Gundam(Hyper) and Rising Gundam

Shuffle Union Ken:

Performed By: Bolt Gundam(Super), Rose Gundam(Super), Maxter Gundam(Super).Dragon Gundam(Super) and God Gundam(Hyper). Note that they MUST have their Best Attacks(IE: Roses Hurricane etc)

Final Dynamic:

Performed By: Mazinger-Z, Great Mazinger, and Grendizer

Shin Shine Stunner:

Performed by: Getta Dragon and Shin Getta

Twin Laser Sword(Thanks to Aguille Delaz who e-mailed me):

Performed by: Dragonar Unit 1 and Malliot's Unit

D-Formation(And D-Formation Custom) Terrible Triple Attack/Triple Terror Attack(Thanks again to Augille Delaz):

Performed by: Dragonar units 1, 2, and 3

ButterCup Formation:

Performed By: Ryoko, Izumi, and Hikaru(Only when all 3 are in Either OG or Aerial Frames)

Double Gekigan Flare:

Performed by: Akito Tenkawa and Gai Daigouji(Only when both are in Aerial or OG Frames)

Sun/Moon Attack:

Performed by: Daitarn 3 and Zambot 3

Double Zanbo-Slash:

Performed by Daitarn and Zambot 3

Chodenji Spin No V Giri:

Performed By: Combattler V and Voltes V

Various Mazinger/Getta combinations:

As a Rule, All of the Mazingers Rocket Punchs and Breastfires Combo together. All of the Various Getta robo's(Including Getta Q's) Tomahawk Boomerang and Getta Beam will combo with each other.

Double Mazin-Blade:

Performed by Mazinger Z and Great Mazinger

Double Missile:

Performed by Byunas and Venus A

Final Dynamic Special:

Performed by Grendizer, Mazinger Z, Great Mazinger, and Shin Getta. ALL Four have to be Level 30 to pull this one off: It might not even appear until then.

Double Tenkyouken(I think)

Performed by: Master Gundam(Super) and God Gundam(Hyper)

Double ??????:

Performed by Master Gundam(Super) and God Gundam(Hyper)

FAQs:

1: How do I perform the Shuffle Domain Ken?

You have to have passed the Guinea Highlands stage. God Gundam, Bolt Gundam, Maxter Gundam, and Rose Gundam have to be in S Mode(130 Morale). They have to surround the enemy(With the 5th one Under/Next to 2 of the others..Kinda like a + Shape with the Enemy in the center and the 5th man in one of the Pluses corners). It costs 140 Energy.

2: Why don't I have Love Love Tenkyouken?

First off, Both Domon and Rain need 140 morale. Secondly, You HAD to have Gone through the Scene where they use it to Destroy the Devil Gundam, which you only see if you go with the Near Argama after Ken leaves your team(Devil Colony)

3: How do I convince my Rival?

You Can't

4: Can I get Gato?

Yes. See the process earlier in the guide

5: Whats with that 2nd Screen when I scramble an Aestivalis?

Your choosing the Frame that your unit is gonna use. Your choices are dependent on where your fighting. On Earth you can use the Artillery and Aerial Frames. In Space/Colonys/Moon you can use Zero G, Artillery, and F Type Frames

Well, That's it for now! Expect the next Update soon! ^_~