

Super Robot Taisen A (Import) Parts/Seishin/Secrets FAQ

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Updated to v1.0 on Apr 30, 2004

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SUPER ROBOT TAISEN A
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Parts List / Seishin list / Secret Information / FAQ

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Version 1.0 26/04/04
First release

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INTRODUCTION
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Best viewed in 600x800 screen resolution.

This is just a more detailed list of secrets, parts, and seishin, compared to what is already up. Facts in here are verified to be accurate and precise.

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SPIRIT
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Spirit, also known as Seishin or Psycho Spell. These are used in battle by pilots to achieve certain effects.

Every pilot that can potentially join you, will be able to use Spirits. Each pilot will learn up to 6 Spirits. To use Spirit, you must have the amount of Spirit Points available to use that Spirit. It functions similar to that of MP and Spells.

A few basics rule to remember:

- 1) Some Spirits give status. Such include Lock-On and Dodge. For such spells, they cannot be accumulated or applied again, until that Spirit Status wears off.
- 2) Spirits like Grand Strike does not grant their own status. Grand Strike gives 4 different statuses, each with its own time limit and effect.
- 3) Effects like Aid and Blessing cannot target Non-Controllable Allies. Trust and Supply can be used on Non-Controllable Allies though.
- 4) You cannot use effects like Trust or Determination on a unit that has Full HP, and you cannot use effects like Meditate or Encourage on a Pilot that has 150 morale.
- 5) Only the unit that has the status is affected, so if the user is Supported in an attack, the Supporting Attacker will not be affected.
- 6) Effects like Mercy and HotBlood will not work, if the user is Supporting Attack. However, unless I'm mistaken, effects like Concentrate and Lock-On will still work with Support Attackers.
- 7) Many Spells that work on Map Weapons will also work if they are used against Allies.

You can view the Spirit Listing on the Menu, and see who has a Spirit you want to cast. You can check for a pilot that can cast a particular Spirit. There are 30 Spirit in total.

This table will list the Spirit, and all of their effects. Those that have their own statuses will be listed beside the cost.

Spirit List:

Self-Destruct	Investigate	Speed Up	Dodge	Mercy
Concentrate	Determination	Lock-On	Effort	Trust
Iron Wall	Aid	Big Determination	HotBlood	Meditate
Luck	Disempower	Awakening	Blessing	
Confusion				
Grand Strike	Soul	Supply	Encourage	Love
Repeat Action	Devotion	Surprise Attack	Revival	Miracle

Name: Self-Destruct (Jibaku)

Cost: 1

Effect:

This unit is immediately destroyed. All surrounding units, regardless of allies or enemies, will receive damage equalling to the amount of current HP this unit has. This damage is fixed

and regardless of defense, and Shields will have no effect. You will not gain cash or items for enemy units destroyed this way, but that doesn't mean you won't have to pay for the repair costs of your own units damaged and destroyed this way.

Uses:

Arguably the most useless Spirit.

Name: Investigate (Teisatsu)

Cost: 1

Effect:

Choose one of the enemy units that you cannot view the data on, when you use this Spirit. You

can now view the enemy's data, as if you have engaged combat with it.

(Any enemy data will be held hidden until an ally unit engages into combat with it. You will

be able to view the enemy data as soon as combat is over or this Spirit is used.)

Uses:

Not very useful unless you're viewing data on an enemy you have never fought before.

Name: Speed Up (Kasoku / Accelerate)

Cost: 5 (Status)

Effect:

This unit will have a Movement gain of +3. This effect will last, until the unit has moved, regardless of distance. This bonus is added directly into the Movement stat, so terrain will

still be taken into consideration.

Uses:

Fairly useful, if you need that extra speed.

Name: Dodge (Hirameki / Flash)

Cost: 10 (Status)

Effect:

The next attack on this unit, will have an accuracy of 0%. In other words, the attack will be

avoided. This effect will last until this unit is attacked, regardless of whether in an attack, return attack, or Map Weapon, from the enemies.

Also, if a unit that has used Dodge is attacked by an enemy with a Support Attack, only the first attack will be affected, not the Support Attack.

Uses:

Very useful, especially against enemies with high accuracy and weapon power. Effective in combat.

Name: Mercy (Tekagen)

Cost: 10 (Status)

Effect:

If this unit attacks (or return attacks) an enemy unit, and deals enough damage to destroy an enemy, it will instead, deal enough damage to leave that enemy with 10 HP left. If this pilot's Skill is less than the enemy pilot's, this Spirit will have no effect.

This Spirit will not affect a Support Attack.

The effects of this Spirit will work on a Map Weapon.

This will last until this unit Attacks, Returns Attack, or use a Map Weapon.

This will also not work on an enemy that already has 10 HP or less.

Uses:

Useless, unless you are dealing with an enemy unit that can potentially join you, or you are

required to make a kill using a specific unit. This use has been suggested to allow pilots with less levels to kill stronger enemies, thus more experience. The truth is, there are much

better ways to gain experience, and this is not the most effective one. It's still pretty much useless except in rare situations.

Name: Concentrate (Shuuchuu)

Cost: 15 (Status)

Effect:

Whenever this unit attacks or is under attack, it will gain 30% in evade, and 30% in accuracy.

This effect will last for the whole turn, regardless of how often it is used.

(The 30% applies to only combat itself, and does not change the pilot ability.)

E.g. If you use an attack that has 47% on an enemy, it will now have 77% accuracy after using

Concentrate. It is not 30% of 47%, but 30% + 47%. As for evade, if you are targetted by an attack that has 70%, it will now have a 40% of hitting you.)

Uses:

Rather useful, especially against large groups. Effective in combat.

Name: Determination (Konjou / Will)

Cost: 20

Effect:

This unit recovers 30% of it's total HP.

Uses:

Not very useful, as Big Determination would be better. It's not too bad, if the unit is damaged moderately. It's not cost effective if the unit is badly damaged unless it has big HP.

Name: Lock-On (Hicchuu / Garanteed Hit / Sure Fire)

Cost: 20 (Status)

Effect:

Any of this unit's attack (including MAP) will be at 100% accuracy. This effect lasts for the

whole turn, no matter how many times it is used.

Effects like Split Image or Boson Jump will not work against this Spirit.

Uses:

Very useful, especially against enemies with high evade. Effective in combat.

Name: Effort (Doryoku / Hard Work)

Cost: 15 (Status)

Effect:

This unit gains twice as much experience in the next combat sequence, or the unit uses a Map

Weapon. This will last until the unit gets into a combat, or uses a Map Weapon. This Spirit is

wasted if no enemy unit was damaged. Will not affect Exp Gains from Supply or Repair.

Uses:

Use sparingly. Overuse will do less help than harm. Useful if the Exp gains are high. Keep in

mind that the exp gain should be more than 300 before doubling with this, to maximise the gains.

Name: Trust (Shinrai)

Cost: 30

Effect:

One allied unit (including non-controllable allies) of your choice will be recovered 2000 HP.

Uses:

Not bad at all.

Name: Iron Wall (Teppeki)

Cost: 30 (Status)

Effect:

This unit will double in Armor value. This lasts for the whole turn. You can view this change

on the Status Screen. This Spirit will also work if this unit Support Defends.

Uses:

Not very useful unless the unit has a high Armor, and is under heavy attack.

Name: Aid (Ouen)

Cost: 20

Effect:

Choose one allied unit. That unit will have Effort effect cast on it.

Uses:

Same as Effort. Use sparingly. Overuse will do less help than harm. Useful if the Exp gains are high.

Name: Big Determination (Dokonjou / Great Will)

Cost: 40

Effect:

Unit totally recovers all of it's HP.

Uses:

Not a bad healing move.

Name: HotBlood (Nekketsu)

Cost: 40 (Status)

Effect:

The next time this unit uses an Attack (including return attack or Map Weapon), that damage will deal 1.5 times as much as it originally would. This lasts until the next time the unit attacks. This effect is added before damage reducing effects, such as Beam Coating or Distortion Field.

You cannot have effects of Soul and HotBlood at the same time. If you have one, you cannot cast the other.

This will not affect Support Attacks made by this unit.

Uses:

Not too bad, but not as effective as it used to be, since it was 2 times, and not 1.5 times as

much damage. Consider whether it is worthwhile or not before using, since using it too much,

or on weak opponents, is not going to help. This Spirit is nothing compared to Soul.

Name: Meditate (Kiai / Focus)

Cost: 50

Effect:

This unit instantly gains in +10 Morale.

Uses:

Not too bad, especially when used early in battle. Considering how certain weapons need high

morale, this can prove to be useful. Use with discretion, though, as the cost is not cheap.

This is likely to be a useless move, if you use it very late in battle, or if the pilot use it while riding a unit with weapons that needs no morale.

Name: Luck (Kouun / Fortune)

Cost: 40 (Status)

Effect:

For the next combat sequence, this unit will gain twice as much money as it would normally. This last until the next combat sequence with this unit, or this unit uses a Map Weapon. If no units are destroyed this way, this spirit is wasted.

(Using this Spirit will also nullify money bonus from Kill Number. The higher the number of kills, the more cash gained. This status will nullify that.)

Uses:

Quite a good move, since more cash means more upgrades. Use only on high money yielding enemies.

Name: Disempower (Datsuryoku / Erode / Weaken)

Cost: 40

Effect:

Choose one Enemy unit. That unit will lose 10 Morale.

Uses:

Very useful on strong enemies. If an enemy requires a high morale to activate a strong Weapon, this will be useful. A good way to use it is on a unit like the GP-02. As always, do not overuse this Spirit.

Name: Awakening (Kakusei)

Cost: 50 (Status)

Effect:

After using this Spirit, this unit may act an additional time. Which means that after this unit acts, it may act once more. You may not accumulate this, though you may cast this Spirit, act, cast again, then act again.

Uses:

A rare and useful spell, but it's main drawback is its high cost.

Name: Blessing (Shukufuku)

Cost: 45

Effect:

Choose one of your units. That unit will now have effects of Luck cast over it.

Uses:

Same as luck. Use on high money yielding enemies. Very useful.

Name: Confusion (Kakuran)

Cost: 30 (Status)

Effect:

All enemies will have their accuracies halved. This is effect is only on the accuracy and evade percentages, similar to Concentrate. This effect targets all enemies, and lasts for the

whole turn. This casts a Status over the enemies, which means it cannot accumulate.

Effects of Concentrate will be taken into consideration after effects of Confusion.

(E.g. If the enemy attacks you and has accuracy of 80%, after this Spirit is used, it will only have 40% accuracy.)

((Effects of Confusion is resolved first, than with Concentrate.

E.g. An Enemy attacks one of your Units. Neither of them have statuses. Suppose that the accuracy of that enemy on your unit is 80%. What will happen after you use Confusion on your

enemies and use Concentrate on your own Unit?

Answer: $80 / 2 = 40$; $40 - 30 = 10$.

The result after both statuses are in effect is 10%.))

Uses:

Extremely useful against large groups of enemies. Use this when you are heavily outnumbered,

and you could be clearing them all out. Don't use on small numbers.

Name: Grand Strike (Kishuu / Hyper Raid)

Cost: 60

Effect:

This unit gains the effect of Lock-on, Dodge, HotBlood and Speed Up.

(Durations of these effects are corresponding to the Spirit. Meaning that Lock-On lasts for a

turn, but dodge will still only last for one use.)

Uses:

This move is quite a killer, but it's high cost make it the reason why you shouldn't use it often.

Name: Soul (Tamashii)

Cost: 60 (Status)

Effect:

The next time this unit uses an Attack (including return attack or Map Weapon), that damage will deal 2.5 times as much as it originally would. This lasts until the next time the unit attacks. This effect is added before damage reducing effects, such as Beam Coating or Distortion Field.

You cannot have effects of Soul and HotBlood at the same time. If you have one, you cannot cast the other.

This will not affect Support Attacks made by this unit.

Uses:

Definitely more worthwhile compared to HotBlood, and definitely more useful, especially on units that retreat. This is certainly more useful than HotBlood, but it has a big cost to use.

Name: Supply (Hokyyuu)

Cost: 70

Effect:

Select one allied unit (including non-controllable allies). That unit will have all ammunition

and EN restored. (No morale loss, unlike units with Supply ability.)

Uses:

Whether this Spirit is more worthwhile compared to using Supply command, is worth considering.

You can also use Supply command, then use Encourage or Meditate for the same effect.

Name: Encourage (Gekirei / Empower / Motivate)

Cost: 70

Effect:

One allied unit gains +10 morale. Unknown if it can target non-controllable allies.

Uses:

The high cost of this move makes it not very useful. I would use this move very rarely.

Name: Love (Ai)

Cost: 70

Effect:

All ally units (including non-controllable allies), will have their HP completely restored.

Uses:

Effective and useful Spirit. The truth is, once you have at least 3 units that are damaged, this move becomes worth using. But that doesn't mean you should use it that often. The best time to use it will be when many of your units are badly damaged.

Name: Repeat Action (Saidou / Move Again)

Cost: 90

Effect:

Choose one of your units that have already acted. It will now regain the ability to act once

more this turn.

Uses:

Fairly useful, but the high cost is quite another story. It should be used very rarely.

Name: Devotion (Kenshin)

Cost: 30

Effect:

Choose one allied unit. The pilots in that unit is restored 10 Spirit points each.

(May not be used on non-controllable allies.)

(As the rules apply, it cannot target a Unit whose pilot's have full Spirit Points.)

Uses:

Depending on how you use it, this can either be useful, or useless.

Name: Surprise Attack (Totsugeki / Sudden Attack)

Cost: 25 (Status)

Effect:

This unit's non-Map Weapons will all gain the "P" attribute. This means that this unit will be able to move, then use any of it's non-Map Weapons. This effect will last for the whole turn.

Uses:

Not overly useful, but it does have its uses. Whether it is worth the cost, is for you to decide.

Name: Revival (Fukkatsu)

Cost: 100

Effect:

Choose one of your units that have been destroyed. That unit will now appear on a Map Square adjacent to the unit that used this Spirit. All parameters of the Revived Unit are reset, as if the unit has just been deployed.

The effects of this on a Unit that has an Armored Carrier (Like the Full Armor Gundam or Re-GZ), are still unclear, but it is believed that the Armored Carrier will be revived.

Uses:

Extremely useful when one of your units is destroyed. This is certainly something you would want in such a situation. Not that I am encouraging you to get into such a situation in the first place. This Spirit also saves you Repair Costs, as a bonus.

(If you have 2 pilots with this spirit, they can revive each other, because spirit points will be reset.)

Name: Miracle (Kiseki)

Cost: 100

Effect:

This unit's HP is completely restored. It then has the effects of Speed Up, Dodge, Lock-On, Luck, and Soul cast. This unit's pilots also gain in 30 Morale.

Uses:

Awesome and powerful Spirit. But also one that is extremely rare. Only 2 pilots have this Spirit - Amuro and Fou.

=====
SECRETS
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Lisa

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Lisa is only available if you took the Super Robots Route right at the start of the game.

Ryou (Pilot of Getter 1) must have at least 5 kills before Scene 04 ends.

If done so correctly, when Scene 04 battle ends, after the event where the Nadesico destroys the enemies with a Gravity Blast Map Weapon, there should be a conversation between Michiru and Lisa.

A conversation between Michiru and Lisa when Scene 04 ends shows that you have done this correctly.

Lisa will join here, but she will only become usable, and show up on the Pilot list after Scene 07 ends.

If you did not take the Super Robots Route, don't bother trying, as you will not get Lisa no matter how many kills Ryou has.

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Char's Gelgoog

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You can obtain Char's Gelgoog if you destroy Char's Gelgoog (piloted by Char) in Scene 07.

You will actually have to destroy Char's Gelgoog, and not simply force him to retreat. You will have to destroy him with a strong attack, preferably with a Support, as he will retreat if his HP is low (at 30%).

GP-02 (Gato), Char's Gelgoog (Char), and Gaia, Ortega and Mash, will all retreat when one of them retreats or is destroyed, so make sure you go after Char and only Char. Also, if one of them managed to reach the NorthWest Base, they will also all retreat.

(Do not bother trying to take down more than one of them with a Map Weapon.)

Char (as well as the rest of his units), will try to move towards the east direction, away from you. So to have an easier time, surround Char and prevent him from moving there.

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Apsalus

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You must first convince Aina (pilot of Apsalus) in Scene 06, using Shiroh (Pilot of Gundam EZ-8).

In Scene 07, Aina and her Apsalus must be left alive for the whole battle. The battle will end when Aina is the only enemy left.

After the Battle, you will obtain the Apsalus.

(If you destroyed her, you'll only get the EWAC Equipment.)

(You will receive Aina and High Mobility Zak, regardless of whether you did this or not.)

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Minerva X

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During Scene 07, make sure you deploy Koji (default pilot of Mazinger Z).

You must have Koji convince Minerva X (piloted by AI), while Dragonar 3-L is alive, and Base Demonoca (Dark General) is still in battle.

If either Dragonar 3-L or Dark General is not in battle, Minerva X will simply blow up if Koji convinces her, and you won't get her of course.

If Koji convinces Minerva X while both Dragonar 3-L and Dark General are still in battle, then Minerva X will immediately become a Non-Controllable Ally (piloted by AI). This indicates you did the recruitment process correctly.

After the battle, Minerva X will join. (Obviously, you won't get the AI as a pilot.)

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Miyuki

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During Scene 07, make sure you deploy Getter 1.

Make sure that in this battle, Getter 1 VS Getter Q, Getter 2 VS Getter Q, Getter 3 VS Getter Q occur. Each time, a conversation initiates.

After all 3 forms of Getter have fought with Getter Q (Miyuki), transform back into Getter 1 if not already done so. Now have Ryou (pilot of Getter 1) convince Miyuki. She will immediately join you with her Getter Q.

(If you blow her up, you won't get her of course, but you will get a V-Up(U). Regardless of whether you obtained Miyuki or not, you will still get Getter Q.)

(Hint: If you have to attack Miyuki, use your weakest attacks. Use Hayato's Mercy if you want to avoid killing her.)

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Full Armor Gundam / G Fighter

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If Sayla Mass has more kills than Amuro Rei, or if they both have an equal number of kills

before Scene 08 starts, you will receive the G Fighter.

If Amuro Rei has more kills than than Sayla before Scene 08 starts, you will receive the Full Armor Gundam.

You will recieve the unit after Scene 08 if you took the Space Route, or after Scene 13 if you took the Earth Route. The Full Armor Gundam and G Fighter are exclusive, and you can only get one of them. You can never get both in the same game.

The Full Armor Gundam acts as an Armored Carrier for the Gundam. The G Fighter is a seperate unit that can combine with the Gundam to create 4 other forms.

Notes:

Both of them are equally good. Considering how late in the game you get the Nu Gundam for Amuro, and the fact that Amuro does not have his own Re-GZ (you can always use Kayra's), the Full Armor Gundam might be a good idea to choose. The Full Armor Gundam is naturally strong.

The G Fighter can combine with the Gundam to create 4 variations: G Armor, G Sky, G Bull, and the Gundam(MA). However, the G Fighter counts as a seperate unit, meaning that it needs another pilot, and another deployment space to use in battle. However, it is a unit with Supply, and supply units are handy to have around. This unit and Gundam's combination are less effective in combat compared to the Full Armor Gundam. Yet, the G Fighter is the only MS with Supply, and Supply and Repair units are likely to yield more Exp than those meant for combat.

Choose wisely between a fighter or a supplier.

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Boss Borot's Pressure Punch

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To get this extra Weapon for Boss Borot, have Boss get 5 at least kills before Scene 10. This is only for the Space Route.

(Try to get this if you take the Space Route. You have nothing to lose.)

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Gai & Aestevalis

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This is only available for the Space Route. To get Gai, on Scene 09 of the Space Route, you must keep Nadesico, Akito's Aestevalis, and Gai's Aestevalis alive for the whole battle.

If none of them are kept alive, Gai will blow up, and you will not get him. He will join during Scene 11, if done correctly.

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Lala & Elmeth

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Only available for the Space Route.

Make sure you assign Sayla on a unit, since she has no unit by default.

At Scene 11 Space Route, make sure you deploy Amuro and Sayla.

Have the following battles occur in Scene 11:

Amuro VS Char

Amuro VS Lala

Sayla VS Char

Sayla VS Lala

In Scene 12, destroy Char's unit, but keep Lala's unit alive.

Convince Lala using Amuro in Scene 12. Lala will immediately join with her Elmeth.

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Musashi

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Ryou must have at least 15 kills before Scene 15 ends.

At the start of Scene 15, you will lose Getter 1, and gain Getter Dragon. At the same time, Musashi is no longer one of the 3 pilots of Getter, as Benkei takes his place.

If Ryou has 15 kills, then Musashi will survive. He will now be a normal pilot, capable of piloting the Getter Q and non-transforming Getters.

After Scene 15 ends, in the intermission, you can assign him to pilot the Getter units.

If Ryou does not have at least 15 kills before Scene 15 ends, Musashi will not survive.

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Mech Iron Demon & Iron Demon

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At the start of Scene 15, Mech Iron Demon will be in the battle, as a Non-Controllable Ally.

If Iron Demon survives this battle when it ends, he will join you, along with his unit.

(It will be much easier if you deploy some Repair units in this battle, as you cannot control him, and he might get himself killed.)

(Iron Demon is also capable of piloting the Getter Q and non-transforming Getters as well as his own unit.)

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Kerot

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This unit is only available if you took the Nanbara Connection Route.

Kerot (Ikki Siblings) will join during Scene 17 of the Nanbara Connection Route.

(Don't look down on this unit. It is a useful Repair and Supply unit, and has 2 pilots.)

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Mech Butterfly Demon & Butterfly Demon

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This unit is only available if you took the Big Falcon Route.

Butterfly Demon and her unit will appear in Scene 17 of the Big Falcon Route. You must use Ryou (Getter Dragon) pilot to convince her. She will then join.

(Butterfly Demon is also capable of piloting the Getter Q and non-transforming Getters as well as her own unit. This unit has been upgraded in stats and Weapons.)

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Fou / Rosamia

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There are 2 Steps to recruiting either Fou or Rosamia.

Step 1:

In Scene 16, have Kamiyu convince the one you want. It is recommended that you convince the both of them now, because the one you did not convince, will not be available. Convince both of them, and make your decision later.

Step 2:

In Scene 18, Kamiyu will deploy in the Z Gundam at turn 4. It will be a good idea to transform into the Waverider, and try to approach the Psycho Gundams. Try to bring along a unit to support him. Once there, you can convince, but only convince one of them. The pilot that you convince, will join you at the end of the battle. The one which you did not convince, is unrecruitable. And remember that you can only convince the pilot you want if you did also convinced her in Scene 16.

Make a decision, you can only get one of these Pilots. Fou and Rosamia are exclusive to each other.

After the battle, the chosen pilot will join you. (You can't get the Psycho Gundam unit.)

Rosamia has the rather useful Disempower and Confuse.
Fou has the extremely useful Miracle and Repeat Action.

I recommend you go with Fou. There are other pilots capable of Disempower and Confuse, but Fou is one of the only 2 pilots in the game with Miracle. (The other is Amuro.) It will be better if you pick Fou instead of Rosamia.

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Nobel Gundam

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Domon (God Gundam) must first convince Allenby (Nobel Gundam B) in Scene 18.

Then in Scene 19, make sure you deploy Rain (Rising Gundam).

Perform the following steps in Scene 19:

- 1) Convince Allenby with Rain
- 2) Convince Allenby with Domon
- 3) Have Domon deal the finishing blow to Allenby's Nobel Gundam B. (It is important that Domon must deal the finishing blow, otherwise it will not work.)

If a conversation with a regular blue-haired Allenby shows up after the Nobel Gundam is destroyed, you have done the process correctly, and Allenby will join with her Nobel Gundam after the battle.

(If Domon gains 50 Morale instead when Nobel Gundam B is destroyed, you have failed horribly.)

(The only thing which makes Convince not easy in Scene 18 is Master Gundam. Don't get in front of him, or he will just use his Map Weapon.)

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Kirika

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Recruitment process done in Scene 24.

In this stage, Grandizer DS (Combination of Grandizer and Drill Spazer, piloted by Duke and Maria), will appear.

Kirika will appear as a neutral enemy unit. She will be riding a Vega Beast Zme Zme.

First, have this battle event occur: Duke & Maria VS Kirika

In other words, use Grandizer DS to attack Vega Beast Zme Zme.

A conversation between them should occur.

Next, destroy Zril's Battle Mothership, if not already done so. (Otherwise you can't convince Kirika.)

Now, separate the Grandizer DS into the Drill Spazer and Grandizer. Have Drill Spazer (Maria) use convince on Kirika.

If done correctly, the Vega Beast Zme Zme will blow up on it's own, and you will get Kirika after the battle. She has no assigned unit, and she can pilot the Mazingers and Spazers.

(If you choose not to get her, you will get a V-Up (W) instead.)

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God Gundam H's & Rising Gundam's Love Love Ten Kyou Ken

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Simply take the Devil Colony Route, to get this combination attack between God Gundam H and Rising Gundam.

You will be able to use the attack after Scene 26.

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Puru and Qubeley MK II (Purple)

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Recruitment process done in Scene 28. Be sure to deploy Kamiyu's unit in this Scene.

During this Scene, you must first destroy Glemmy's unit, the Quin Mantha. After that is done,
have this battle event occur: Kamiyu VS Puru

If done correctly, a conversation will occur, and Puru will immediately join.

Make sure you do not destroy her. Glemmy's unit must not be alive, or else it will not work.

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Purutsu and Qubeley MK II (Brown)

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Recruitment process done in Scene 28. Make sure you recruit Puru in this stage.

When Puru joins you, use her to blow up Purutsu's unit. Make sure you use Puru to destroy Purutsu's unit, or it will not work.

A conversation after the battle with Purutsu will show that you have done this correctly.

She will join you after this battle is over.

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Norris and Gouf Custom

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Norris will show up on Scene 28 as well. Once he is the last remaining enemy unit, the battle automatically ends, and he will join you after the battle, with his Gouf Custom.

His unit is already upgraded 5 times in all weapons and stats.

(It is a good idea to keep him in the water, where the Apsalus Perfect's map weapon can't

hurt
him much.)

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New Weapons for: Combattler V / Voltes V / Daimos

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Depending on the route you picked in Scene 17, you can obtain one of these 3 mech's new Weapon.

If you picked Nanbara Connection Route, you will obtain Combattler V's Grandasher.

If you picked Big Falcon Route, you will obtain Voltes V's Chodenji Ball Tenkuuken no V Giri.

If you picked Guinea Highlands Route, you will obtain Daimos' Neppu Seikentsuki Kai.

This new weapon will be available after Scene 28. It will show up on screen, and you can upgrade it normally.

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FuunSaiki

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If you did not meet the criteria for recruiting Master Asia and Master Gundam, then Fuunsaiki will join during intermission of Scene 21, if Domon has at least 30 kills before Scene 21 ends.

If you met the criteria for recruiting Master Gundam, then Fuunsaiki will show up in Scene 29, along with Master Gundam.

(Note: Both the Pilot's and the Unit's names are Fuunsaiki, so they are referred to as a whole.)

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Master Gundam

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Recruiting Master Gundam (Master Asia) is not easy, and comes with several criterias.

Steps to recruit Master Gundam:

- 1) Take the Earth Route
- 2) Take the Guinea Highlands Route
- 3) You must have recruited Allenby (Nobel Gundam).
- 4) Domon must have at least 30 kills before Scene 29.
- 5) In Scene 08, 09, and 17, make sure this battle occurs at least once in each Scene:
Domon VS Master Asia

If done so correctly, then Master Asia (Master Gundam) will show up, along with Fuun Saiki, in Scene 29, which is the stage you get Shin Getter.

(Note: It has been said that another criteria that needs to be done, is to have Domon always land the killing blow on Master Gundam whenever he shows up as an enemy, and you must finish him off in Scene 08, and not let him retreat. This criteria has yet to be proven whether to be true or false, but it is recommended that you do so just in case. Note that I do not believe that this is true, but better safe than sorry. Besides, Domon is likely to deal the most damage.)

(It has also been suggested that Master Gundam might join without Fuun Saiki if Domon does not have 30 kills. Again, this is not proven, and is not recommended to try.)

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Mass-Produced Great Mazinger

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You will get one such unit, if Tetsuya (default Great Mazinger pilot), has at least 30 kills before Scene 30 ends.

The Mass-Produced Great Mazinger has no default pilot, and it has already been upgraded 5 times in all stats and weapons.

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Falgen

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Maiyo (Falgen) will join during Scene 31, if Ken (Dragonar-1) has at least 30 kills before Scene 31 starts.

(After the battle is over, he will immediately go on the Jovian route. His unit is upgraded 5 times in stats and weapons.)

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Sazabi

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If Quattro has at least 30 kills before Stage 31 ends, you will receive the Sazabi.

This unit will immediately go on the Jovian Route.

(Contrary to previous beliefs, the Sazabi is available on ANY route. There are no route requirements for this unit. If you did not take the Jovian route, you will get to use it after stage 35, when everyone meets.)

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Daitetsujin

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Only available in the Jovian Route.

Tsukumo will be piloting the Daitetsujin at Scene 31. He supposedly joins you when Scene 31 is over. However, note that he will NOT survive if you did not take the Jovian Route.

Simply take the Jovian Route, and Tsukumo and Daitetsujin will survive and join permanently.

(Full Armor ZZ Gundam and Daitetsujin are exclusive.)

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Full Armor ZZ Gundam

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Only available in the Balme Route.

If Judoh (default pilot of ZZ Gundam), has at least 5 kills before Scene 36 starts, you will receive the Full Armor ZZ Gundam.

Judoh will automatically deploy in the Full Armor ZZ Gundam in Scene 36, if you done so correctly. If Judoh does not deploy on his own in Scene 36, you will not receive this unit.

You will not see this unit at the intermission after Scene 35, but you will see it during Scene 36.

(It is said that the required kills is 10, and not 5. I doubt that this is true, but you should try just in case. Better safe than sorry.)

(Full Armor ZZ Gundam and Daitetsujin are exclusive.)

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ENHANCE PARTS
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Also known as Conformal Parts. Parts are equipped on mechs to enhance their abilities, whether for a single use, or as long as they are equipped. Each mech has a specific amount of Parts Slots. They can equip as much Parts as they have Slots.

There are 2 different type of Parts. One is Single Use Items, the other is Permanent Parts.

Parts are obtained by destroying certain Mechs. You can only have up to 9 of any one single type of Parts. (By cheating with codes, you can have more than that, but don't be surprised by the wierd display.)

Basic Rules:

- 1) Each mech has a specific number of conformal parts Slots. Even though some Mechs carry their upgrades over, they will not carry over the amount of Parts Slots they have.
- 2) All enemy mechs that will never join you will have no Parts Slots. Some exceptions seem to arise.
- 3) In a replay game, each mech in the game will have 4 Parts Slots, including enemies.
- 4) Transformation of certain mechs will be using the same Parts. This rule does not apply to Getter. Armored Carriers will also share parts with the base mech.
E.g. The Z Gundam and WaveRider will be using the exact same Parts. So will the Super Gundam and Gundam MK II.
- 5) Getter 1, Getter 2 and Getter 3 will all be using different sets of Parts. However, they will all share their Parts effect with each other, as will the other transforming Getters.
The same applies for the Aestevalis, where one frame will share parts with the other frames.
(Does not apply for the Lunar Frame.)
- 6) The Gundam (MA), will share all Part Effects from both Gundam and G-Fighter. This also applies to other mechs such as Master Gundam and FuunSaiki.
(Let's say the G-Fighter has 2 Parts Slots, and is equipped with a V-Up Unit (W). How much Weapon bonus will the Gundam (MA) have? The answer is 200 Power, even though Gundam and Gundam (MA) have 4 Parts Slots.)

Single Use Items

Single Use Items stay dormant, without effect, until they are used. When that happens, that item will be exhausted, meaning it will be deleted. Like Spirit, you can't use an item like Repair Kit on a unit that has full HP, or Propellant Tank S on a unit with full EN, etc.

To use a part, choose from the Command Menu. Just like Spirit, you may only use these Parts before moving, and before you expanded your movement. Also, using a Part will not use up your Action, just like Spirit.

Basic Rules:

- 1) A unit may use an Item on itself, and only on self. This only applies to non-BattleShip units.
- 2) Battleships that carry Single Use Items will be able to use parts not only on themselves. They may use it on allied units from a range of 0 - 3.
(Which means they may use the part on self, or allied units within range of 3.)

Item Name: Propellant Tank S

Effect: This Unit's EN is completely restored.

Item Name: Repair Kit

Effect: This Unit's HP is completely restored.

Item Name: Cartridge

Effect: This Unit's Weapon's Ammunition is completely restored.

Item Name: Emergency Rations

Effect: All Pilots in this Unit will have their Spirit Points replenished by 50 Points.

Permanent Parts

These parts stay in permanent effect. They affect the Unit in some way.

Basic Rules:

1) Parts that give abilities like Beam Coating cannot accumulate. These abilities do not show up

on Mech Status Screen.

2) Parts that add to Weapon Range will not affect Map Weapons, or Weapons that only have a range of 1. These Range Added effects may accumulate.

E.g. If a Weapon has range of 1~3, it will be 1~4 after equipping a High Performance Radar.

If a Weapon has range of 1, it will not change in range.

Item Name: Booster

Effect: Unit's Movement gains +1.

Item Name: Mega Booster

Effect: Unit's Movement gains +2.

Item Name: Halo

Effect: Unit's Agility gains +30. Unit's Weapon Range also gain +2.

Item Name: Psycho Frame

Effect: Unit's Agility gains +20, and Limit gains +10.

Item Name: Bio Sensor

Effect: Unit's Agility gains +10, and Limit gains +20.

Item Name: Magnet Coating

Effect: Unit's Agility gains +5, and Limit gains +30.

Item Name: Apogee Motor

Effect: Unit's Movement gains +1, and Agility gains +5.

Item Name: Shuffle Medal

Effect: For every of these items this Unit has equipped, the Pilots of this Unit will start battle with +5 Morale in battle, in addition to the basic starting 100 Morale.

This bonus is given when the unit appears/deploys/revives.

(E.g. If you have one Medal, you get 105 Morale, if you have 2 Medals, you get 110 Morale in Battle.)

(Note: This will only affect Pilots of this unit during Deployment (or whenever it just join in the battle like reinforcements). Therefore, you can't expect other units that combine with this unit after Deployment to get the same bonus. E.g. You have Master Gundam and Fuunsaiki deployed, and Master Gundam has a Shuffle Medal. When they combine, Fuunsaiki will not share Master Asia's Morale bonus from the Medal.)

Item Name: Minovsky Craft

Effect: This Unit's Type will have "Air" added. This Unit's Terrain Adaptability in air will be replaced with "A". All Weapons belonging to this Unit, will have their Weapon Effectiveness in Air replaced with "A".

(In simple terms, this Unit can now fly, and will be able to use all Weapons on any enemy units that are flying.)

Item Name: High Performance Radar

Effect: This Unit's Weapon Range gains +1.

Item Name: High Performance Targetter

Effect: This Unit's Weapon's Accuracy bonus gains in +30 Accuracy.

Item Name: Jammer

Effect: This Unit gains the Jammer Ability. This ability will not show up on the Unit's ability list.

Item Name: V-Up Unit (W)

Effect: This Unit's Weapons will all increase. Increment is dependant on the number of Parts Slots this unit has.

1 Slots: +100 Weapon Power

2 Slots: +200 Weapon Power

3 Slots: +300 Weapon Power

4 Slots: +400 Weapon Power

Item Name: V-Up Unit (U)

Effect: This Unit's Statistics will all increase. Increment is dependant on the number of Parts Slots this unit has.

1 Slots: +200 HP, +30 EN, +0 Agility, +50 Armor, +5 Limit

2 Slots: +300 HP, +50 EN, +5 Agility, +100 Armor, +10 Limit

3 Slots: +400 HP, +70 EN, +10 Agility, +150 Armor, +15 Limit

4 Slots: +400 HP, +100 EN, +10 Agility, +200 Armor, +20 Limit

Item Name: Chobham Armor

Effect: Units HP gains +500, Armor gains +150

Item Name: Hybrid Armor

Effect: Units HP gains +800, Armor gains +200

Item Name: Super Alloy Z

Effect: Units HP gains +1000, Armor gains +300

Item Name: Super Alloy New Z

Effect: Units HP gains +1500, Armor gains +400

Item Name: Beam Coating

Effect: This Unit gains the Beam Coat Ability. This ability will not show up on the Unit's ability list.

Item Name: I-Field Barrier

Effect: This Unit gains the I-Field Ability. This ability will not show up on the Unit's ability list.

Item Name: Giant Magazine

Effect: This Unit's Weapon's Ammunition will be 2 times as much as it normally would be. This

effect cannot accumulate.

Item Name: EWAC Equipment

Effect: This Unit gains the EWAC Ability. This ability will not show up on the Unit's ability list.

Item Name: W-Up Unit

Effect: This Unit's Statistics and Weapon Power will all increase. Increment is dependant on the number of Parts Slots this unit has.

1 Slots: +300 HP, +50 EN, +5 Agility, +100 Armor, +10 Limit, +200 Weapon Power

2 Slots: +400 HP, +70 EN, +10 Agility, +150 Armor, +15 Limit, +300 Weapon Power

3 Slots: +500 HP, +90 EN, +15 Agility, +200 Armor, +20 Limit, +400 Weapon Power

4 Slots: +500 HP, +120 EN, +15 Agility, +250 Armor, +25 Limit, +500 Weapon Power

(Note: This is a very useful part, but it is extremely rare, and you can only get

one

of this, if you managed to destroy your Rival in Scene 13.)

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Frequently Asked Questions
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Q: Why did you decide to write an FAQ so late after the release of the game?

A: Because, quite frankly, I am surprised and disappointed that no one except for Heero Yuy has all the correct secrets.

Q: How can you tell if a unit will join you?

A: The answer would be to check the parts slots. If an enemy mech does not have any part slots, then the answer is obvious, that it will never join you.

Q: Is it possible to recruit Gato and the GP-02?

A: The answer is no. There is absolutely no way to recruit them both.

Q: But Dragoon T said that it is possible to get the GP-02. Surely there is a way?

A: Now look, if you want to believe that dumbass' bullshit, by all means, go right on ahead. I will say this very clearly. There is no way to get the GP-02! If you need any proof, go check the Parts slots. By default, it has no parts slot. That means that this unit will never join you. Period!

Q: Should I get Miyuki, or should I destroy her and get the part.

A: Quite honestly, I would tell you that all pilots and units are worth more than parts. But it's really your choice. I would go for the pilot and units.

Q: Is the Sazabi available only on the Balme route?

A: That is a common misconception. The Sazabi is obtainable on any route. The important thing is to have Quatro get 30 kills before the route split. If you did not take the route, you will be able to use it when both groups meet in Stage 35.

Q: Can you get Lisa in the Real Robots route?

A: No. Even if you get Ryou to have 5 kills or more, you cannot get Lisa on Real Robots route.

(Note: I have managed to get Lisa even when Ryou only has 4 kills.)

Q: Will Ninety-nine and the Daitetsujin join permanently?

A: Only if you chose the Jovian Route. If you did not, then Tsukumo will die, and you won't be able to get him.

Q: Is it possible to destroy the Tvyza Gain in Stage 20?

A: Well now. You are trying to destroy the Final Boss that early. Incidentally, the Tvyza Gain's design is a mix of the Soul Gain and Vysaga. Anyway, it is possible to destroy him, but it is VERY VERY HARD. Vyndell will retreat by turn 6, or if you reduce his HP to 30%. It's next to impossible, but if you managed to pull it off, you get a Halo. I would not recommend you to try if you are playing for the first time.

Q: How do I get a W-Up Unit?

A: As far as I know, the only way to get it is to destroy your rival in Stage 13. She/He will retreat once the HP is below 50%, so it's not going to be easy. That is the only place to get it.

Q: How can I get Spiegel Gundam to join?

A: There is no known way. It is very likely to be impossible without using cheats. Spiegel Gundam has a part slot, and Schubaltz has Spirit to use. They are legal, but there seems to be no way to keep them around for long.

Q: Are there any other mechs that can join?

A: As far as I know, there seem to be 2 enemy mechs that have parts slots, but does not seem to be able to join. They are the Dragoon, and Geshpenst MKII. They have parts slot, but no one seems to be able to pilot them, and no know way for them to join.

Q: What differences are there between Newtypes, and Enhanced Humans?

A: Gameplay wise, there is no noticeable difference. Story wise, enhanced humans are artificial Newtypes, and faced much greater disadvantages.

Q: Should I try to get Master Gundam?

A: Master Gundam is very powerful, and definitely worth all the trouble to get him. Quite frankly, he joins you as strong as he was when you fight him as a boss. Which is more than what I can say for what I have seen in some of the SRT series. Like the Quebeley from SRWF.
Or the Rig Contio in D.

Note that to get him, you have to forgo Gai and his Aestaevalis, Lala Sune and the Elmeth, a chance to either get Kerot or the Butterfly Demon, and also lose out on Boss Borot's Pressure Punch.

Note that the main weakness about Master Gundam, is that he only has Level 7 upgrades, and one part slot. That's really poor in a non-replay game.

In my opinion, you should try to get the rest of the other stuff in a starting game. But you should try to get Master Gundam in a replay game, as he will be even more powerful.

Q: Which Path routes do you recommend?

A: The routes are as follows.

	Nanbara Connection		
Space Route		Devil Colony	Balme Route
	Big Falcon		
Earth Route		MO-III Colony	Jovian Route
	Guinea Highlands		

Let's do a brief comparison.

The Earth Route has: Master Gundam

The Space Route has: Gai (Aestaevalis), Lala (Elmeth), Boss Borot's pressure punch.

You should only take the Earth Route if you intend to get the Master Gundam. Otherwise you

should take the Space Route.

The Nanbara Connection Route has: Combattler's extra weapon, and the Kerot Unit.

The Big Falcon Route has: Voltes V's extra weapon, and the Butterfly Demon.

The Guinea Highlands has: Daimos' extra Weapon, and Master Gundam.

If you already intend to take the Master Gundam, go to the Guinea Highlands. Otherwise, I would recommend that you take the Nanbara Connection, and get the Kerot.

The Devil Colony Route has: God Gundam's and Rising Gundam's Combination Attack

The MO-III Route has: Nothing

Obviously, the Devil Colony would be a better choice.

The Balme Route has: Full Armor ZZ Gundam

The Jovian Route has: Daitetsujin

The Full Armor ZZ Gundam is an Armor Carrier for the ZZ Gundam. It is good, but I would think that the Daitetsujin is good in it's own ways too. I would recommend you take the Jovian Route.

So here are the routes I recommend:

Earth - Guinea Highlands - Devil Colony - Jovian (if you intend to get the Master Gundam)
or

Space - Nanbara Connection - Devil Colony - Jovian (if you don't)

Q: Can I contact you?

A: I am not THAT great in this game. I seriously think you should contact someone like Gundamtotoro instead. You can try to contact me if you wish, but keep in mind that I may not be able to answer all your questions.

NO ROMS REQUESTS! I don't care if you can't find it! That's your problem! Don't ask me!

If you keep this in mind, you can contact me at:

guojun83 (at) hotmail (dot) com

cyberakumamechgouki (at) yahoo (dot) com

Remove spaces, and replace brackets with correct punctuation.

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CREDITS
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Many thanks goes to Gundamtotoro, despite his king-size ego, he is an excellent writer.

Ultimate thanks goes to Heero Yuy Ikusagami for helping me start this.

Many thanks to Soren Kanzaki for his list.

Thanks to Daba Mylord for the initial information.

End of Document

By Chen Guojun
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