

Last Legion UX (Import) FAQ/Walkthrough

by mercatfat

Updated to v0.5 on Jul 9, 2013

```
*****  
Last Legion UX Basic Translation/FAQ/Control Guide  
By Kevin Christman (mercatfat)
```

```
Version .5  
July 6 2013  
79 Character Width Version. It's not as pretty this way.
```

```
I write a blog called N64th Street, which can be found at  
http://www.deathofanalog.org/n64thstreet. It was originally created as a  
place to review games as I collected them, but I ended up collecting all  
296 American releases a lot faster than expected so... well, it's at about 75  
reviews as of writing. Someday it'll be complete, or I will be really mad at  
myself.
```

```
Version History:  
.5: Initial version. Written very quickly, so may be slightly inaccurate.  
Version number is mostly so that if this guide seems astonishingly  
incomplete, I can simply reply that I only ever claimed to be half done.  
Hopefully this won't be the case forever, though.
```

```
*****  
Index:
```

1. Important Notes (TL;DR: I CANNOT HELP YOU EMULATE THIS GAME) [IN]
2. What is Last Legion UX? [WILLUX]
3. Controls [CTUS]
4. General Basic Play Tips [GBPT]
5. Character and Weapon Manual [CAWM]
6. Story Mode Walkthrough [SMODE]
7. Things I Just Straight Up Don't Know [TIJSUDK]
8. To Do [TD4U]
9. Help Me Please and Copyright [CPSTA]

```
*****  
[IN] IMPORTANT NOTES  
*****
```

```
I am NOT playing this game on an emulator, so please do not attempt to  
contact me in regards to how to get it running on the last version of  
Project64 that still runs on Windows 98. I don't know. I don't care.
```

```
I just imported this game and fell in love with it, so I was compelled to  
write this FAQ because none exists. I have a kindergarten level of  
Japanese and a decent knack for katakana translation, so I'm also able to  
provide a few minor translations for y'all. They may be slightly imperfect,  
fair warning.
```

```
I am not going to attempt to translate the story. However, if you'd like  
to help with this, send me your translated bits. I'll do my best to make  
sure that you're not just sending me something you copied off of  
alt.rec.mecha.fanfics and then post it. I will then probably send you  
cookies, which are usually considered to be pretty damn good as cookies go.
```

Those aren't my words, just the words I hear most about them. If you're allergic to coconuts or fun, though, I guess I could just send you some neat stuff that might make it worth your while.

[WILLUX] What is Last Legion UX?

It's a 1999 mecha fighting game by Hudson Soft (!) in the spirit of Virtual On. Also, it freaking rules. If you're not familiar with Virtual On, it's basically just arcade-y mech combat in an enclosed arena. Think Robot Jox more than Pacific Rim, if you're a cinefile of robot dueling films of repute. It's only on the Nintendo 64, has a bunch of different robots with different weapons, and simple yet deep gameplay. Some robots even have multiple equipment choices, which is always pretty rad.

There are 12 characters. I think. If there are more, I don't know of them.

Although I can't tell you how to emulate this game, I can tell you this: if you're emulating the game and it isn't running fast 98% of the time, even in split screen, it's not like the real thing. I'm talking 30+ frames per second smoothly. The 2% where it tips is almost exclusively happens when the camera is in jussst the right place in levels with lots of transparencies, like the level with the waterfall. It's nothing awful.

[CTUS] Controls

A: Jump, you can double jump too.
B Button: Primary Weapon (Hold B to charge certain weapons)
Left-C/Up-C: Secondary Weapon
Down-C: Lock-On
R: 8-way Fast Strafe (Float anywhere fast, but you can't turn)
Z: Block
A+B: Melee Attack
Z+B: Super Attack (Can be used in air, and I recommend doing so with most)
Z+A: Instant Kill (Rips out opponent's power core, hard to connect with)
Start: Skip Dialog (You will press this more than you can possibly imagine)

[GBPT] General Basic Play Tips

-Story mode is arcade mode in any other fighting game.

-1P mode in the menu is just a standard 2-player mode where both players can select their characters and their accoutrements. Just, you know, a computer plays the part of person 2, except that you still get to choose his equipment. This came in extremely handy for the purposes of writing this FAQ, I tell you what.

-Hold down R pretty much always, and release when you need to turn.

-Double jump often.

-Tap Down-C often to target. I can't emphasize this enough, especially when you're just getting acquainted with the game in general.

-Some of the secondary weapons sound cooler than they are, because they're

often easy to dodge if your opponent has any degree of speed or skill.

-Try out the different weapons. I'll try to write a weapons section later. Some are much radder than others, especially against certain matchups. Like, heavy weapons against a fast character? Might not be the best of ideas.

[CAWM] Character and Weapon Manual

Notes:

-As far as I'm aware, I can only know the name of a character's primary weapon if you can select different weapons. The rest are made up by me, generally as a boilerplate descriptor. All special weapon names are made up as well, generally in the same vein. Most fake names were more or less Mega Man-inspired in style.

-Actual names for primary weapons were translated by me from the katakana or hiragana, and may be incorrect. Please correct me if it is.

Robot: Bebaion (Babylon?)

Name: Blaze

Story Mode: Yes

Special Weapon: Power Blast

(Just a basic special weapon attack, a projectile that can do big damage)

Primary Weapon: Buster Launcher

(Beam blast. Charges. Charged version shoots a straight, untargeted line)

Secondary Weapon: Plastic-C Bomb

(Grenade toss, small radius but huge damage, great in air)

Weapon Select: Yes

Shield Select: Yes

General Impressions: Pretty stock, boring, average dude for people that could be described the same. His grenade is insanely strong, though. He's also not bad at anything, which is a plus.

Robot: Galevin

Name: Spider

Story Mode: Yes

Special Weapon: Spark Blast (Semi-targeted powerful attack, pretty standard)

Primary Weapon: Gun Blaster (fast, recharges ammo, not chargeable)

Secondary Weapon: 3 Way Bomb (Chucks 3 grenades)

Weapon Select: Yes

Shield Select: Yes

General Impressions: Your basic fast dude. Secondary attack has good area of effect and modest damage. Gun is nothing special.

Robot: Lieabouts

Name: Harden

Story Mode: Yes

Special Weapon: Electric Blast

Primary Weapon: Energy Shot (6) (Fast)

Secondary Weapon: Torpedo Missile (Homing, especially on grounded targets)

Weapon Select: No

Shield Select: No

General Impressions: His primary weapon is barely useful, but his torpedo missile is awesome. Try and stick to using it primarily, alternated with cannon shots for keep away.

Robot: NL-FT-PP

Name: Omnibus

Story Mode: Yes

Special Weapon: Beam Blast

(Shoots out laser beams. Best done in air, especially in open areas.)

Primary Weapon: Burning Launcher (trans?) (Chargeable beam)

Secondary Weapon: Burn Liquid (Two small short-range laser turrets)

Weapon Select: Yes

Shield Select: No

Special Note: Hold R to hover to the ground slower than other mechs.

General Thoughts: Great special, and his secondary weapon

is great for ticking your opponent's life away. The secondary weapon

is also great for tracking your opponent. The float makes this character

especially great, but his default weapon totally sucks. Try the others

and see what you like.

Robot: Weibtiger

Name: Plasma

Story Mode: Yes

Special Weapon: Stealth

(become essentially invisible. sort of useless)

Primary Weapon: Bead Rifle (fast shot, 12 rounds, reloads, decent damage)

Secondary Weapon: Remote Bomb

(Ultra powerful when thrown in air. Press button again to detonate on ground)

Weapon Select: Yes

Shield Select: Yes

General Thoughts: His air bomb toss is key. Consider another weapon, though.

Robot: Jankees (Yes, it's actually named that)

Name: Blade

Story Mode: Yes

Special Weapon- Ground: Melee sword attack, bad accuracy?

Special Weapon- Air: Homing Sword, normal power, much versatile than ground.

Primary Weapon: Rip Saber (trans?)

(3 way homing shot, targeting is necessary to home in. Can be charged to do more damage, still homing. Melee attack has long range and may be stronger.)

Secondary Weapon: Layamine

(Use close to opponent or you'll just whiff, causes painful fire geyser.)

Weapon Select: Yes

Shield Select: Yes

General Impressions: He looks cools, but seems pretty average overall by

default. Melee attack is definitely useful against slower characters.

Robot: Globus

Name: Force

Story Mode: No

Special Weapon: Explosion

(Explodes in area, try to use close as possible to opponent)

Primary Weapon: The Worst

(Name unknown, but it blows. It's fast, at least. 6 shots, recharging)

Secondary Weapon: Flame Bringer

(Very powerful, huge area of effect, resembles tornadoes more than a fire)

Weapon Select: No

Shield Select: No

General Impressions: Primary weapon is fine for annoying your opponent

and little else. Secondary is easy to deal big damage with. Special weapon

is super strong, but hard to land against anyone speedy.

Robot: V-Bee

Name: Phoenix

Story Mode: No

Special Weapon: Phoenix Blast

(It's semi-targeted and does serious damage. The usual.)

Primary Weapon: Shotgun Stinger

(High close-range damage. Charges to energy ball blast, fires untargeted)

Secondary Weapon: Illusion Maker

(Summon stationary turrets that do okay damage and have short range.)

Weapon Select: No

Shield Select: No

General Impression: An interesting character that isn't quite as useless as it might seem at first. Turrets are mostly useful on smaller maps.

Robot: Grandejupe

Name: Crystal

Story Mode: No

Special Weapon: Squirmy Energy Ball

(Really powerful, fast, semi-targeted energy ball)

Primary Weapon: Square Shot

(Powerful, slow, charges to beam blast that does huge damage)

Secondary Weapon: Stalk Ball

(Exploding orbs, semi homing, powerful)

Weapon Select: No

Shield Select: No

(Actually has special Energy field shield thing, not sure of effectiveness)

General Impressions: Very powerful character, but slow and terribly easy to hit. Kinda weird double jump timing, too.

Robot: Amphibian

Name: Freeze

Story Mode: No

Special Weapon: Instant Death (Especially from Above)

(I'm not sure what the attack is, but it's fast and does a ton of damage.)

Primary Weapon: Gruesome Machine Gun (12 shots, semi-homing, fast, reloads)

Secondary Weapon: Deadly Raids

(Target opponent, then use to summon a air strike with a delay of ~1 second.)

Weapon Select: Yes

Shield Select: No

General Impressions: Super fast. His secondaries are kinda easy to dodge for fast characters, but can punish slower ones wuth big damage.

Robot: Bomberon

Name: Face

Story Mode: No

Special Weapon: Bomberman Face Explosion

(Fast damage to nearby enemy in eyesight.)

Primary Weapon: Pico Pico Hammer

(Toy hammer, fires decently powerful short range projectile. Melee attack may be slightly stronger. Charged attack is giant novelty oversized version of weapon that does massive melee damage.)

(Stylized in katakana: PIKO[squared symbol])

Secondary Weapon: Bakuden (Bomb)

(Great when thrown in air, decent when used up close)

Weapon Select: Yes

Shield Select: Yes

General Impressions: It's a chunky rounded robot, like the kind they'd use to show that a robot is comically fat for some inexplicable design reason.

Bomberman's head is a tiny thing on top. It's cute. Anyway, his projectile rules if you can land it, the bomb's nice, he takes damage well... and that's good, because he's slow and will take a lot of it.

Robot: Metal Bomber

Name: Kao

Story Mode: No

Special Weapon: Bomberman Head Launcher

(Launches Bomberman's head for decent special weapon damage.)

Primary Weapon: Harisen

(Paper fan, only useful when charged. Charged attack does huge melee damage.)

Secondary Weapon: Bakudan (Bomb)

(Great when thrown in air, decent when used up close)

Weapon Select: Yes

Shield Select: No (Pot Lid shield permanent)

(Kana is NABEBUTA, nabefuta would be more correct?)

General Impressions: It's a metal statue of Bomberman with normal human proportions. He's a speed guy. Definitely consider other weapons, though the melee hit is seriously awesome.

[SMODE] Story Mode Walkthrough

Story mode is basically arcade mode. 1P mode in the menu is just a standard 2-player mode where both players can select their characters and their accoutrements. Just, you know, a computer plays the part of person 2, except that you still get to choose his equipment. This came in extremely handy for the purposes of writing this FAQ, I tell you what.

Story mode is really simple. You start "Three days before today," which is said to be 12/21. That means today, in game terms, was Christmas Eve. I don't know if this was intended to be symbolic, but I'd imagine so given the time period in Japanese game writing and story direction. Hybrid Heaven is but one other similar time period example of a game that was somewhat dramatically framed around Christmas in a Die Hard-ish kinda sorta way. None of this paragraph is anything useful, just something I thought was interesting.

It's all just robot fights. Learn the controls, kill the dudes. It's actually a pretty easy game to beat, at least once you get a hang of it. What may be hard at first, though, is the final boss.

HOW TO BEAT THE FINAL BOSS GUY:

PART 1: WELCOME TO THE MACHINE

This part will be easier or harder depending on how fast and powerful your primary and secondary attacks are in tandem.

This part has 4 attacks:

1. Dude spins and shoots lasers that are easy to dodge.
2. Dude spins and shoots white balls that are hard to dodge and hit hard.
3. Dude is invincible underground and he is shooting homing missiles.
4. He charges a beam that's as insanely powerful as it is easy to dodge.

The general pattern is:

1-4-3-2-4-3-1-4-3-2-4-3 and so on.

It's not that complex when you actually do it.

Strategy:

Attack 1: Double jump up and down while firing your weapons as fast as possible. Do not use your special attack. You will take very little damage, nothing worth caring about. He will only take minor damage until the time right before he mounts attack 4. It's easy to tell that he's switching as his spinning will slow down significantly beforehand. You'll get the timing down.

Attack 2: Just hold R and run around in a circle. If possible try and figure out the timing for when you can unleash your special attack before he launches Attack 4. Well, and where you won't get hit by said attack as well. It's not that hard.

Attack 3: Just hold R and run around the arena in a circle. You'll take minimal damage. You can't do anything to hurt him.

Attack 4: Just try and be efficient. It's all about good timing if you want to squeeze in as many hits as possible before the attack launches.

It's a lot easier to deal damage to him between attacks 1 and 3 without taking much damage, which is why I recommend just using the special attack. Pretty much no matter what, the fastest you can kill him is after the second time he uses attack 1. This guy is seriously a cakewalk with make mechs.

Part 2: BRAIN DAMAGE

The boss explodes, revealing (SPOILER ALERT) a brain in a floating wheelchair. This part will seem really hard at first. It isn't all that hard, if you just take it a bit slow. He has 3 main attacks, which occur in the same order every single time. Once you figure him out, he's almost painfully easy so long as you don't get caught in an unlucky heavy attack.

Attack 1: He has a shield around him, which may or may not reflect damage. He just dashes around, doing massive damage if he hits you. Massive. What I do is just hold R and look at the radar- staying as far from the red dot as possible. If you have a powerful something like Lieabout's torpedo missile, try firing it when it might hit him. It may not do full damage, but it will do some. The idea is to only fire something that you don't have to aim in any way, if at all possible.

Attack 2: He moves to the center, shield off, and fires big-ass fireballs at you. Dodge them. Basically hold R the entire fight when he's not doing attack 3, and use a thinking-free homing attack if at all possible until he moves to attack 3.

Attack 3: He stays in the center, but shoots out 4 laser bars. These spin around. This is your chance to safely double jump in the air and pelt the boss with every powerful attack you can muster, including your special attack, without much fear of serious reprisal if you watch your landing. If you can make it to this attack twice and you're even sort of trying to beat him, he will probably die before the end of it.

[TIJSUDK] Things I Just Straight Up Don't Know:

-Are there any other buttons worth mentioning? Combinations, in particular.

-When I got my cart, I had all the characters in this FAQ unlocked. I don't know if they are by default. There is a green font for some characters and items that suggests not.

-Related, there's a bunch of items that are in green kana/gana in the menus.

They're usually something special or silly, with special meaning "uber powerful." These might be unlockables, I do not know.

-How you unlock things. If I had to guess, "beat the game on story mode."

-Any of the actual plot. I'm sure it's fascinating.

-If anyone else thinks this game is as cool as I do.

-If I made any tiny mistakes. Please correct me, but don't be a dick about it. I don't send cookies to dicks.

[TD4U] To do

-Translate/document shields and weapons that aren't default. There's a few.

-Better strategy? Probably only if someone else does the writing on that.

-Document unlockables, if any.

-Figure out why I can't fit my fist in my mouth anymore.

[CPSTA] Help Me Please and Copyright

I am more than happy to update this FAQ with anything that I don't know. Just shoot an email to mercatfat [@t \$ym801) yahoo [dotty2hotty] com. Sorry that the antispan is so dumb on that. Unlockables in particular I need, if they even exist. I am too scared to reset the data on my own cart, and who knows when I'll put forth the effort to emulate it. Please see notes at beginning for rewards for help, because that part is actually seriously serious. Thank you.

Copyright 2013-20XX by Kevin Christman (mercatfat)
Please credit where credit is due. Please play this game however you can, but don't ask me for help. Contact me if you want to host anywhere but GameFAQs. If anyone still uses those sites, I mean.

Copy Paste Instant Copyright Protection:
This may be not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

This document is copyright mercatfat and hosted by VGM with permission.