Daisenryaku Portable 2 (Import) FAQ

by jvgfanatic   Updated to v0.2 on Jan 17, 2007

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FAQ for Daisenryaku Portable 2 for Sony Playstation Portable PSP
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Daisenryaku Portable 2
Developer: Systemsoft Alpha
Publisher: Genki
Release Date: 12/14/2006
Release Price: 5,040 Yen
Save File: 352K (x up to 5)
1 Player
AdHoc Supported for up to 4 players
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THIS DOCUMENT IS A WORK IN PROGRESS - THANKS FOR YOUR PATIENCE


Table of Contents

 1.0 Introduction
 2.0 About Daisenryaku Portable
    2.1 FAQs
 3.0 Controls
 4.0 Menus
 6.0 Gameplay Details
       6.1 Game Modes
    6.2 Game Flow
    6.3 Movement and Fuel Usage
    6.4 Supply (Facilities and Units, Ammo and Fuel)
    6.5 Repair (Facilities)
    6.6 Transport
    6.7 Facilities (Types, Usage, Stats)
    6.8 Missiles
    6.9 Unit Special Abilities
    6.A Artillery
    6.B Satellite


-------------------------------------------------------------------------------
                             1.0 Introduction
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Welcome to the Daisenryaku Portable 2 faq. In this early version it's a virtual
copy/paste from the original Daisenryaku Portable faq as the games are nearly
identical on the surface. I have not copied over information that differs from
Daisenryaku Portable so forgive me if this version of the faq seems incomplete.


-------------------------------------------------------------------------------
                        2.0 About Daisenryaku Portable 2
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Daisenryaku Portable 2 is the latest (as of late 2006) in a long series of
strategy games from SystemSoft Alpha of Japan. Sometimes SystemSoft publish
their own games, sometimes they let third parties write the game and they
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supply the strategic engine. In this case Genki is the publisher and it looks like between Genki and thinkArts, SystemSoft Alpha did right by the Daisenryaku series in its development as well.

Daisenryaku Portable is a modern military tactics game that takes place in the somewhat ambiguous year of 20XX. In scenario mode you play the role of a group called the "Wild Geese" (don't ask) and can produce equipment from a number of the nations included in the game. Basically the ruler of one of the local nations has died and that left a bit of a power vacuum.

The game is played out in turn-based fashion on a hexagonal grid familiar to many strategy gamers. Most games kick off with you having to queue units up for production and then alternate between Action and Production phases.

The game is in Japanese but if you have a passing familiarity with strategy games then you'll get by and you've always got this faq and message boards to fall back on. It helps immediately to have familiarity with the Unit Info screen, some of the more important info on that screen is in iconic form making quick identification fairly easy. Once you learn to read that screen you can then become familiar with the units (assuming you don't already know the difference between a Type 90 and Type 74).

Daisenryaku is not really a pick up and play game. You have to involve yourself in it. It is challenging and some of the required strategies are meant to frustrate. DP is the TWENTY-SIXTH game in the Daisenryaku series. The series has stumbled a few times but I can say with some measure of confidence that they got it right this time.

Just for the record, here is a current list of ALL console based Daisenryaku games.

```
1988.10.11 Daisenryaku - Famicom
1989.04.29 Super Daisenryaku - Megadrive
1990.04.27 Super Daisenryaku - Turbo CD
1991.06.12 Daisenryaku - Gameboy
1991.06.21 Advanced Daisenryaku - Megadrive
1991.09.28 Daisenryaku G - Gamegear
1991.11.21 Lord of Wars - Turbo CD
1992.05.29 Campaign-Han Daisenryaku II - Turbo CD
1992.09.25 Daisenryaku Expert - Super Famicom
1995.09.22 World Advanced Daisenryaku Kotetsu no Ikusakaze - Saturn
1996.03.15 World Advanced Daisenryaku Saksen Fire - Saturn
1996.03.29 Daisenryaku: Players Spirit - Playstation
1996.05.08 Iron Storm - Saturn - (USA - Release)
1996.08.30 Daisenryaku Expert WWII - Super Famicom
1997.06.27 Daisenryaku Strong Style - Saturn
1998.12.03 Daisenryaku: Master Combat - Playstation
1999.02.04 Cyber Daisenryaku - Playstation
2000.06.21 Advanced Daisenryaku Europe no Arashi - Dreamcast
2001.04.26 Advanced Daisenryaku 2001 - Dreamcast
2001.12.07 Daisenryaku for Gameboy Advance - Gameboy Advance
2003.05.29 Daisenryaku VII - XBox
2003.11.03 Daisenryaku 1941 - Playstation 2
2004.11.11 Standard Daisenryaku: Dengekisen
2005.02.16 Dai Senryaku VII: Modern Military Tactics - XBox - (USA - Release)
2005.06.02 Standard Daisenryaku: Shiwareta Shouri
2005.12.22 Daisenryaku Portable - PSP
2006.02.26 Sega Ages Vol. 22 Advanced Daisenryaku Deuch Dengeki Sakusen - PS2
2006.05.25 Daisenryaku DS - Nintendo DS
2006.12.14 Daisenryaku VII Exceed - PS2
```

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2006.12.14 Daisenryaku Portable 2 - PSP


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2.1 FAQs
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Here are some FAQs for Daisenryaku Portable 2.

Is this game coming out in North America?

     No word as yet.

What countries are represented in Daisenryaku Portable 2?

     Japan
     USA
     Russia
     China
     Korea
     Iraq
     United Kingdom

Can I play this Japanese game on my US/EU PSP without modification?

        Yes. All PSP games thusfar are region free.

What differences are there between Daisenryaku Portable Daisenryaku Portable 2?

     - DP1 takes place in SE Asia, DP2 takes place in the Middle East.
     - DP1 has 5 sub-units/unit. DP2 has 10 sub-units/unit.
     - Units are supplied when supplying unit ends its turn next to it
       while in DP1 you had to wait until the start of your turn. Units
       also supply at the start of a turn so effectively supplying units
       can now supply twice in one turn.

Where can I buy this game?

     You can purchase this game from play-asia.com or any other retailer that
     sells Japanese PSP games. Note that play-asia does not ship PSP titles
     to the EU (boo to them for caving into Sony!)

Does Daisenryaku Portable 2 support multiplayer?

     Yes to AdHoc, No to pass the PSP back and forth. One player only on
     a single PSP.

Significant facts

     - Up to 50 units per side per battle.
     - Battles last up to 99 turns.
     - Saves require 320K
     - Daisenryaku Portable 2 is set in 20XX in the middle east
     - Daisenryaku Portable 2 is compatible with 2.71
     - Daisenryaku Portable is compatible with US and EU PSPs
     - Battle cut-scenes are 3D "movies", you can disable them
     - Daisenryau Pocket supports AdHoc mode


-------------------------------------------------------------------------------
                             3.0 Controls
-------------------------------------------------------------------------------
```

```
Menus

    O         - Okay
    X         - Cancel
    D-pad     - Selection

In-Game

    O         - Okay, Select Unit, Select Hex, Open Menu
    X         - Cancel
    Square    - Information (Terrain/Unit, left/right to switch between)
              - Unit Info
              - STerrain/Hex Info
    Triangle  - Engagement Range (if on unit)
              - Hides units while held (if on empty hex)
              - Optimizes Move path while issuing a Move command
    L/R       - Select next/previous unit
    Select    - Centers the map on the selected hex
    Start     - Displays scenario overview (SCREEN006)
    DPad      - Position the selection
    DStick    - Position the selection but not during a command


-------------------------------------------------------------------------------
                                4.0 Menus
-------------------------------------------------------------------------------


Let's take a look at some of the main menus of Daisenryaku Portable 2. Once you
are playing you can refer to 5.0 Gameplay section of the faq for information.


Main Menu
---------
When you first start the game and press the start button you are presented with
the following menu unless you have save data in which case the game will ask if
you want to load that saved data (default choice is yes):


    Scenario Mode
    Free Mode
    Mission Mode
    Ad Hoc Battle
    Unit Database
    Option
    Save/Load
    Continue - This item is not present if you don't have a mid-battle save


The menu then cycles back to Scenario Mode.


Each menu item in the main menu is described in detail below:


-------------
Scenario Mode
-------------
You are an independent leader charged with certain tasks. You can choose your
path between each battle. You'll be assisting one side or the other depending
on your choices. Your army name is "Wild Geese" and consists of an amalgamation
of units from different nationalities. Completing Mission Mode battles will
yield more unit choices.


Once you've started and completed one Scenario Mode battle you'll see two
```

choices to the right of the Scenario Mode command. The top (and default) is
NEW, while the second is CONTINUE. Naturally you'll want to continue unless
you'd rather start scenario mode over.

Note if you've saved mid-battle then you'll want the main menu's Continue
command (described below) instead.

```
---------
Free Mode
---------
```
Initially you are presented with five free play maps. You earn more maps as you
complete Scenarios in Scenario Mode.

Once you choose a map you can then change the player options. They are as
follows:

```
    Controls:
    ---------
    Up/Down       - chooses option
    Left/Right    - chooses Participant (only 1 player)
    L/R Shoulder  - cycle between options

    Translations:
    -------------
    Player          - choose from Player, Com and No Participation (in Kanji)
    Nationality     - Cycles various Nationalities, Flag displays chosen
    Starting Funds  - L/R Shoulder buttons decrease/increase amount
    Alliance        - A team or B team
```

Once you confirm the player options you are taken to the Game Options screen:

```
    Translations:
    -------------
    Number of Turns          - default 50, min 10, max 99
    First Turn Production     - on/off
    Day/Night                - Day/Night
    Fog of War               - on/off
```

```
------------
Mission Mode
------------
```
This is essentially a training mode that exercises various commands and gives
the player a limited number of turns to accomplish a specific task.

```
-------------
Ad Hoc Battle
-------------
```
Choosing AdHoc Battle will present you with the following setup screens:

1. Enter your name
2. Choose which player you will be (Player 1, Player 2)
3. Select a map to play on
4. Game Settings Screen (as translated below):

```
    Number of Turns          - default 50, min 10, max 99
    First Turn Production     - on/off
    Day/Night                - Day/Night
    Fog of War               - on/off
```

5. Options (as translated below):

```
    BGM                 - on/off
    Battle Animation    - on/off
    Guide (help)        - on/off
    Hex Lines           - shown/not shown
    Move Speed          - Normal/Fast
    Income Verify       - Display/Don't Display
    Supply Verify       - Display/Don't Display
```

The game will then verify that all settings are correct, once you okay this it
will wait for another player to connect.

Unit Database

Choosing this command opens the unit database. Only units that you've unlocked
in Scenario Mode will be displayed. This is really a picture/info database
rather than a game database as the data represented here is not used in actual
gameplay though it is reflected in the stats used in-game.

The two options in the top-right corner are filters. The first allows filtering
by Country while the second filters by Unit Type.

Pressing O on a unit will open the data page for that unit.

Options

```
    BGM                 - on/off
    Battle Animation    - on/off
    Guide (help)        - on/off
    Hex Lines           - shown/not shown
    Move Speed          - Normal/Fast
    Income Verify       - Display/Don't Display
    Supply Verify       - Display/Don't Display
```

Save/Load

```
    Save
    Load
      File Information Diplayed is:
        Current Scenario Name
        Open Map Count (including ad-hoc maps)
        Cleared Mission Count
        Producable Unit Count
    Delete
```

                           6.0 Gameplay Details

6.1 Game Modes

Daisenryaku Portable 2 has a few gameplay modes available from the main menu.
Each is unique in how the game treats production and unit persistence but once
you are "in" the game they each play very similarly.

Scenario Mode is the meat of the game. In this mode you'll follow a story while
fighting several battles. Branches in the story are taken based on either
choice or success with a given mission thus playing Scenario Mode twice will
often yield different paths. There is actually more than one scenario but in
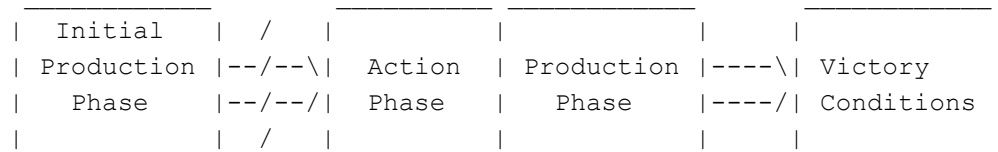order to avoid any spoilage we'll leave it at that.

In Scenario Mode you'll be given the opportunity to save surviving units after
a battle (assuming you won that battle). These units can then be launched into
the next battle

6.2 Game Flow

With the exception of the first turn every turn has two distinct phases. The
first of those is the Action or Command Phase. During the Action Phase you'll
issue orders to units, these orders include attacking, the capturing of
facilities, resupplying and the like. The second phase is known as the
Production Phase. During this phase you'll queue up units for production,
adding units to the queue will deduct that unit's value from your overall
monetary holdings. The trick during Production Phase is to balance your
strategy against your budget limitations by choosing the most effective units.

*During the Production Phase the words "Production Phase" (in Japanese) are
displayed in white in the upper left corner of the screen. No such indication
is present during the Action Phase.

A general flowchart of a Daisenryaku Pocket turn might look like this:

 _____   _____ _____   _____
Initial	/				
Production	--/--| Action	Production	----| Victory
Phase	--/--/	Phase	Phase	----/	Conditions
_____	/	_____	_____		_____

   *this only   *The enemy and computer   *the game
    happens on   controlled AI players   ends when
    the first   perform these two   victory or
    turn   phases repeatedly until..   loss is determined

Victory Conditions are usually determined by the taking of the enemy base.
Sometimes (during missions) elimination of all enemy units will satisfy the
victory conditions. Other Victory Conditions (or Loss Conditions) such as turn
limit, survival of key units, etc... will be found throughout Scenario Mode.

6.3 Movement and Fuel Usage

Ground units consume fuel as they move depdendant on the distance and terrain
that is crossed. Air units consume 1 fuel per hex moved or 1 fuel if they
remain stationary during a turn.

Each terrain has a movment cost associated with it that is also the fuel cost
required to move into a hex of that type. Here is a chart showing those costs:

        TERRAIN MOVEMENT COSTS

```
          Terrain       Move/Fuel Cost    Heli Land
          ----------------------------------------
          Plains            1               Y
          Road              1               Y
          Asphalt           1               Y
          Bridge            1
          Woods             2               N
          Forest            3               N
          Desert            2
          Dune/Rise         2               N
          Hill              2               N
          Mountain          -               N
          Shoal/Coast       -               N
          Sea               -               N
          River             -               N
```

6.4 Supply (Facilities and Units, Ammo and Fuel)

Every unit consumes fuel as it moves. Every combat unit consumes ammunition as
it engages the enemy. Fuel and Ammo are known as supplies and each unit has a
limited amount of each. This section of the faq covers resupply, for
information on Movement and Fuel costs see section 6.2 Movement and Fuel.

In order for a unit to resupply it must either be inside of a facility capable
of resupply OR it must start its turn next to a supply vehicle.

Supply Notes

+Supply trucks have infinite amounts of fuel for supply.
+Units next to a supply truck auto re-supply regardless of any settings
+There is no set pool of supply/ammo, they appear to be infinite
+Supply trucks cannot resupply themselves

6.5 Repair (Facilities)

All units consist of sub-units. As a unit takes damage, sub-units are
eliminated and the units overall effectiveness is reduced. In order to repair
a unit to full effectiveness you must garrison it in a player-controlled
facility capable of repair.

A repair special ability icon is blue-green with a screwdriver placed
diagonally and a plus in the blue corner.

Units that are garrisoned in a repair-capable base are repaired at the start
of the player's turn.

6.6 Transport

Transport is when a unit is able to carry another unit presumably so that the
transported unit gets the benefit of the transporting unit's higher movement
allowance. This allows the player to quickly move slower units to distant
locations.

Units with the Transport ability can transport other units. Units that can be

transportable have the Transportable ability. Some transport units can carry
more than one transportable unit. Note that these abilities are written in
Kanji but the "Transport" Kanji (that which allows a unit to transport another
unit) is preceded by a number (1 or 2) indicating the number of Transportable
units that it can carry.

Transporting a unit consists of the following steps:

1. The unit to be transported moves onto the transporting unit and LOADS.
2. If the transporting unit hasn't moved yet it can then MOVE.
3. The transporting unit moves to the new location and...
4. either WAITS to move again or if it didn't LOAD this turn it can UNLOAD.
5. As a transported unit is unloaded it can MOVE to its destination.

Tranport Caveats

A transporting unit must be on compatible terrain for its transported units in
order to be able to unload. In other words: a transport helicopter over a
mountain hex surrounded by plain hexes will be unable to unload because the
transported units cannot move over mountain hexes.

6.7 Facilities (Types, Usage, Stats)

There are several different facility types in Daisenryaku Portable. Each of
them plays a role in Daisenryaku Portable, here is the list with the features
of each described:

Type	Income	Sight	Refuel	Repair	Garrison
Headquarters	2000	4	Y	Y	5
Supply Base	0	2	Y	Y	3
Airbase	0	2	Air	Air	5 Air
Army Base	0	2	Gnd	Gnd	5 Gnd
Missile Silo	0	2	N	N	0
Large City	1000	3	Gnd	N	3
Small City	500	2	Gnd	N	2
Ruins	0	0	N	N	0

6.8 Missiles

Missiles have unlimited range and cannot change direction mid-course. They do
have movement strengths like other units and so the distance they move each
turn is limited.

6.9 Unit Special Abilities

Some units have special abilities and traits allowing them to perform actions
that go beyond the standard move and attack. Supply trucks, for example, are
able to refuel units in the field. A unit's Special Abilities are listed on its
unit information screen however these abilities are in Japanese.

```
    6.A Artillery
    -------------


Artillery are units capable of attacking an enemy that is more than one hex
away. Most artillery must not move in order to fire.


    -------------
    6.B Satellite
    -------------


The Satellite command allows you to review the enemy posititions of one turn
ago. Headquarters facilities can issue the Satellite command. The Satellite
command is not available if Fog of War is disabled.

Pressing X will return you to the action phase
Pressing R Shoulder will show/hide the fog of war effect

Note that you can issue no orders when reviewing Satellite data.

    ---
    EOF
```