

Lost Heroes FAQ/Walkthrough

by Joekage

Updated to v1.2 on Sep 4, 2014

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*LOST HEROES FAQ/WALKTHROUGH *  
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*v1.0 (August 07 2014) *  
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Version's History

August 12 2014: first launch, incomplete
September 01 2014: second launch, 99% complete
September 04 2014: final release. Fix battle system explanation and add comment on main characters' data.

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I. Introduction
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Lost Heroes is a typical Role Playing Game originally released by Banpresto at 09/05/2012. The game has a battle system with many new features compare to the previous RPG games like Super Heroes Sakusen I and II. Difficulty is just right if you know what to do, but very tough if you, basically, can't understand Japanese or at least can't gather information from the walkthrough at Japanese sites.

In this FAQ I only explain basic informations so no story translation or the like. If you like Ultraman, Kamen Rider and Gundam, this game is for you. Even I don't like all of them, I would rate this a nearly perfect RPG game. A very good game I've to say.

Note 1: To view Japanese font, switch your Internet browser encoding to Japanese (Shift-JIS). This is best view with Internet Explorer.

Note 2: Name's translation are rough, don't ever email me about it, for example: why Ple? why not Puru?

(Disclaimer: I don't care if you make use of this FAQ for any purpose, but if you're a good man, please note my authority of this FAQ, since this is my long and hard work.)

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II. Battle System
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1. Character's Status.

Lv: If this goes up each time you reach the requirement of exp value each status will increase.

HP: If this goes to 0 that character can't be used.

SP: The number of points require to use a skill.

Physical Attack Power **物理攻撃力**: Related to power of attacks like punch or kick.

Indirect Attack Power **間接攻撃力**: Related to power of attacks like Riffle or Light.

Physical Defense Power **物理防御力**: Related to power of defense against enemy's physical attack.

Indirect Defense Power **間接防御力**: Related to power of defense against enemy's indirect attack.

Physical Strength **腕力**: Related to power and defense power of physical and slashing attack.

Morale **気力**: Related to power and defense power of physical and slashing attack.

Speed **速度**: Related to how fast the character is acting in the middle of the battle.

Luck **運**: Related to the percentage of critical and chance of escape.

Technic **技術**: Related to power of indirect and slashing attacks.

Focus **集中**: Related to percentage of critical, power of indirect and slashing attacks and defense strength.

Mind **精神**: Related to resistance against bad status.

2. Attack Type:

The enemies have two type of attribute: weakness and resistance. If you hit an enemy at its weakness, the ''weak'' word will appear and damage increases. On the opposite, if you hit the enemy which resist the weapon, the word ''resist'' will appear and damage decreases.

3. Hero Gauge:

If you land a hit on the enemies in battle or receive damage, the gauge will increase. If the gauge is full, you can perform a drive which will increase the selected skill by one level. The hero skill is available when the gauge is

enough to perform the drive three times and doesn't cost any SP. You can chose normal skill and hero skill at the skill tree.

4. Ultraman series Color Timer:

At the start of the battle the timer shows a blue color showing Ultraman's natural power. After three turn the timer turns into red and Ultraman's ability is greatly decreased. In return, the critical rate goes highest. After another three turns or when the battle ends the timer returns to blue.

5. Crossover Skill:

The combination attack of two heroes. This skill takes both Hero Gauges of the two characters (two drives each).

6. Ride Dungeon:

You can use the drill of the Ride Machine to breakthrough the wall in the dungeon. Notice that not all the walls are breakable at drill level 1 but some require higher level. If you break a wall energy and HP of the ship will restore.

7. Ride Battle:

It is a battle between the heroes which control the Ride Machine and the Guardian. The only weapons that can do a significant damage to a Guardian is the main cannon with full charge and the drill. You charge the cannon with チャージ command and attack with the 発射 command. The more bars you charge, the more powerful the cannon became. Aside from 発射 and 掃射 command, all other commands consume energy. You can also restore HP of the ship by chosing the 装甲修理 command. Enemy's action can also be cancel by the 銃座->弹幕 command. The Ride Machine also has three slots for item equipment.

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III. Menu Translation
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1. Base 拠点:

1.1 Briefing Rom ブリーフィングルーム:

Party Organization パーティ編成: form a party.

Standby Action 待機行動: a sub-action for members that doesn't join the party. Depend on the chosen action, you can gather money and exp.

Standby Action 待機行動	Effect 効果
カジノ強化	Increase gifts and mini games
訓練施設強化	Get exp
整備任務	Get materials
素材採取	Get items
何もしない	Don't do action

Chip Report チップ報告: turn chip into force. You can equip a character with force while in the cube.

Save セーブ: save the game.

Talk 話をする: talk (get instruction).

1.2 Item Lab アイテムラボ:

Buy 購入: buy items

Sale 売却: sell items

Strengthen Equipment 装備強化: combine two items to form more powerful item. To avoid wasting items and money, you must chose 装備 items (circle) for base and 素材 items (R) for sub. When you press (R), the box will list the expendable items that you can get (through battle). Hit the circle one more time to combine. Note that the combination is limited to 5 times so use it wisely.

Storehouse 倉庫: 預ける (save) and 引き出す (draw)

Talk 話をする: talk

1.3 Quest Room クエストルーム:

This is the place where you can enable sub-quest (サブクエスト受注). Complete the sub-quest will give you rewards and unlock new weapons.

1.4 Kanegon Casino カネゴンカジノ:

Arena 闘技場: fight powerful enemies to get rewards.

Slot スロット: play mini-game by slot.

Poker ポーカー: play mini-game by poker.

Concentration 神経衰弱: if standby action for Casino reaches level 2 this option is available. Play mini-game by betting.

Coin Exchange コイン交換: exchange coin with money.

Goods Exchange 景品交換: buy goods with coin.

1.5 Gate Port ゲートポート:

Cube Selection キューブ選択: go to a cube.

Repair Shop 整備場: strengthen Ride Machine

Random Cube ランダム・キューブ: a place for training where you can get items from treasure boxes. The more you cleared, the harder it becomes and more items are available.

2. Camp

2.1 Item アイテム: use, throw away and arrange item.

決定 (circle): make decision.

整理 (triangle): arrange.

捨てる (square): throw away. If your items reach 50s limit, you're forced to use this option.

2.2 Use Skill スキル使用: note that only some limited skills can be used WITHOUT entering battle. An important example of this is the heal (ヒール) which you can equip to a mech (force equipment フォース).

2.3 Skill Tree スキルツリー: show skills' information and unlocking skill with AP. Note that the locked skills contain information to be unlock if you select them.

2.4 Status ステータス: show mech's information.

2.5 Equip/Force 装備・フォース: use equipment and force. Note that the forces are not all good. For example 経験値なし prevent you from gaining exp through battle.

2.6 Database データベース: show informations of force, characters, record and tutorial. Note that if you want 100% (cube, force, crown) of those, you must check this section.

2.7 Quest Confirmation クエスト確認: confirm a quest is done or not.

2.8 Option オプション: nothing special here. You can do soundtest (6th option) and custom soundtrack (7th option).

2.9 Break-Save 中断セーブ: save the game while in cube.

2.10 Return リターン: return to the base. Cancel current position and send you back to the newest save point.

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IV. Playable Characters' Database
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*Note: I use 'S' as for Slashing Attack, 'I' for Indirect Attack, 'P' for Physical Attack, 'L' for Light Attack, 'T' for Lightning Attack, 'F' for Fire Attack, 'W1' for Water Attack, 'W2' for Wind Attack, 'H' for Hero Mode, 'C' for Cross Over

1. Gundam:

1.1 Nu Gundam

Comment: 'Nu Gundam is not for show' ^_^ . Anyway, this is undoutly the best gundam of the game. Fin Funnel is amazingly strong (only available after sub quest). Lock-on and Defence Back-up are both very useful. While you can save Lock-on for other heroes like Zeta or Wing Zero, Defence Back-up is an unique feature that allow you to give protection for an ally before enemies can act. I-Field is something you can't miss against bosses. A must have member of the team yeah!

Skill's Name	Lv	Power	Target	SP Consumption	Type
Beam Saber	1	140	Single Enemy	5	S
	2	160		7	
	3	180		9	
	4	200		11	
	5	220		13	
Vulcan	1	120	Single Enemy	3	I
	2	160		5	
	3	190		9	

Beam Rifle	1	155	Single Enemy	7	I
	2	175		9	
	3	200		11	
	4	220		13	
	5	240		15	
Nu Hyper Bazooka	1	160	Single Enemy	9	I
	2	180		11	
	3	200		13	
	4	220		15	
	5	240		18	
Fin Funnel	1	150	All Enemies	12	I
	2	200		15	
	3	250		18	
	4	275		25	
	5	300		35	
I-Field	1-5		All Allies	70/67/65/62/60	
Shield	1-3		Self	12/10/8	
Defence Back-up	1		One Ally Aside Self	45	
Dummy Balloon	1-3		All Allies	10/8/6	
Lock-on	1-3		All Enemies	15/10/3	
Force Capacity Arousal I	1-5		Self		
Force Capacity Arousal II	1-5		Self		
Force Capacity Arousal III	1-5		Self		
Hero Gauge Arousal I	1		Self		
Hero Gauge Arousal II	1		Self		
Nu Gundam Combo	1	400	Single Enemy		I (H)
	2	440			
	3	470			
	4	500			
	5	540			
Fin Funnel Combo	1	240	All Enemies		I (H)
	2	290			
	3	350			
	4	420			
	5	500			
Double Rifle	1	320	Single Enemy		I (C)
	2	440			
	3	600			
Twin Slash	1	450	Single Enemy		S (C)
	2	600			
	3	750			
Twin Shot	1	200	All Enemies		I (C)

Force Capacity Arousal II フォースキャパシティ上昇?: Increase Force Capacity by 1 level

Force Capacity Arousal II フォースキャパシティ上昇?: Increase Force Capacity by 1 level

Hero Gauge Arousal I ヒーローゲージ上昇?: Increase the maximum value of hero gauge by one gauge part.

Hero Gauge Arousal II ヒーローゲージ上昇?: Increase the maximum value of hero gauge by one guage part.

Nu Gundam Combo ヌガンダムコンボ: Launch a combo attack at an enemy

Fin Funnel Combo フィン・ファンネルコンボ: Launch a super strong combo attack at all enemies

Double Riffle ダブル・ライフル: Two gundams attack an single enemy with an indirect attack

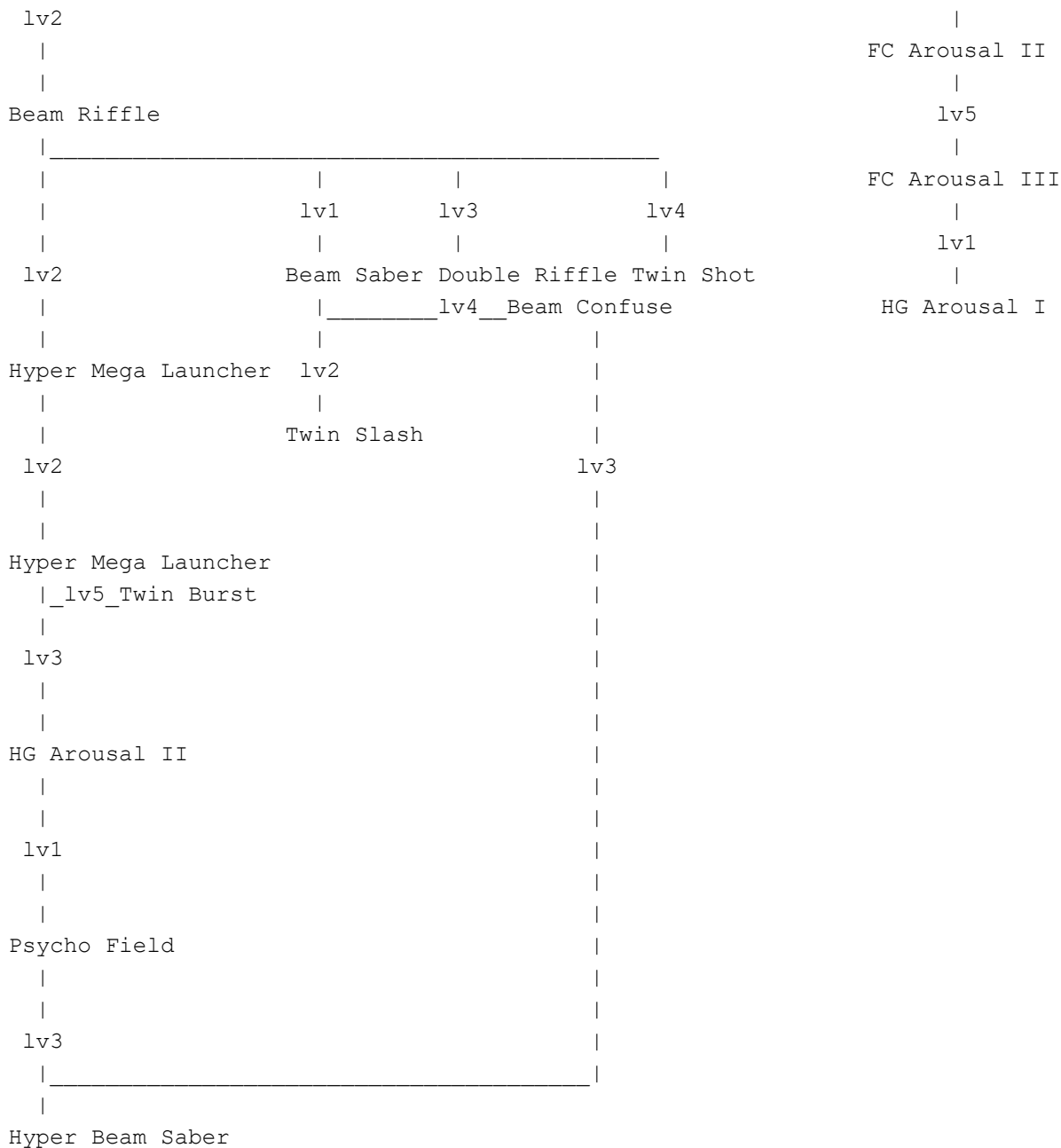
Twin Slash ツイン・スラッシュ: Two gundams attack a single enemy with an slashing attack

Twin Shot ツイン・ショット: Two gundams attack all enemies with an indirect attack

1.2 Zeta Gundam

Comment: Believe in... Zeta! ^_^ Arguably best unit against grunt, Grenade Launcher, Lock-on, Psycho Field and Beam Confuse are top class. Powerful all attacks that can cheese the bosses like Hyper Beam Saber and Hyper Mega Launcher. The down point is he likely to receive bad status and has a little portion of HP. -_-

Skill's Name	Lv	Power	Target	SP Consumption	Type
Vulcan	1	120	Single Enemy	3	I
	2	160		5	
	3	190		9	
Beam Riffle	1	155	Single Enemy	7	I
	2	175		9	
	3	200		11	
	4	220		13	
	5	240		15	
Grenade Launcher	1	140	Single Enemy	8	I
	2	160		11	
	3	180		14	
	4	200		17	
Hyper Mega Launcher	1	180	Single Enemy	10	I
	2	210		15	
	3	240		20	
	4	280		25	
	5	320		32	
Beam Saber	1	140	Single Enemy	5	S
	2	160		7	
	3	180		9	



Description:

Grenade Launcher グレネード・ランチャー: Launch an indirect attack with a chance to cause stun effect.

Hyper Mega Launcher ハイパー・メガ・ランチャー: Release a strong indirect attack at a single enemy

Support Shooting 援護射撃: Do an additional attack at the time an appointed ally do a normal attack

Beam Confuse ビーム・コンフューズ: Release a strong indirect attack at all enemies

Psycho Field サイコ・フィールド: Only at the turn it is used, negate any attack from the enemies

Hyper Mega Launcher ハイパー・メガ・ランチャー: Release a super strong indirect attack at all enemies

Hyper Beam Saber ハイパー・ビーム・サーベル: Release a super strong slashing attack at all enemies

Twin Burst ツイン・バースト: Two gundams attack all enemies with an strong indirect attack

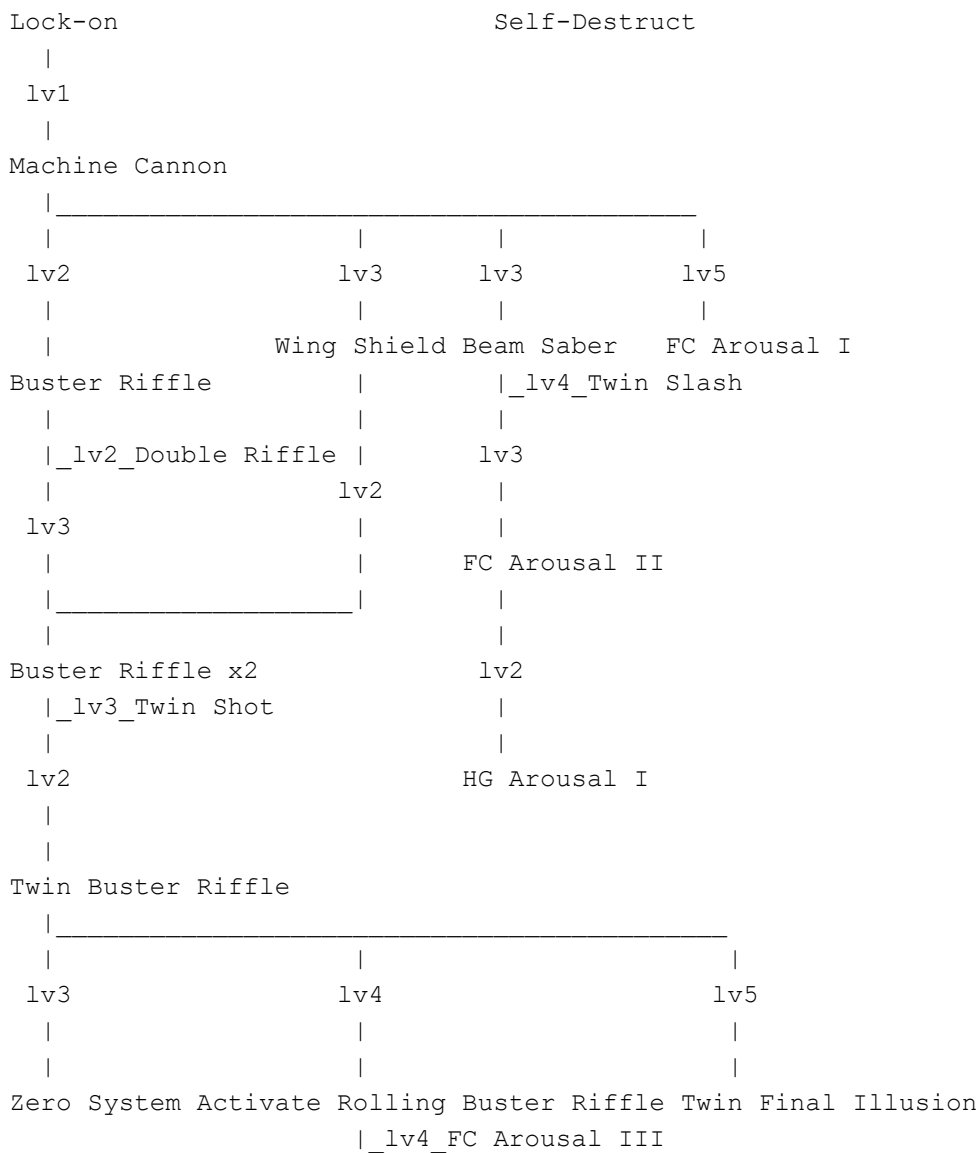
1.3 Wing Gundam Zero

Comment: ''Target confirmed! Commencing immediate destruction'' Oh wait, where is Heero? -- I love this gundam. Zero System is nice, having both single target and all target Hero Skill and a powerful Buster Rifle and interesting combo attacks. The only weak point is he doesn't have any defense option...

Skill's Name	Lv	Power	Target	SP Consumption	Type
Lock-on	1-3		All Enemies	15/10/3	
Self-Destruct	1	300	All Enemies	3	P
	2	350		4	
	3	400		5	
Machine Cannon	1	145	Single Enemy	6	I
	2	155		7	
	3	165		8	
	4	170		9	
	5	180		10	
Buster Rifle	1	140	Single Enemy	6	I
	2	160		8	
	3	180		12	
Buster Rifle x2	1	180	Single Enemy	10	I
	2	200		16	
	3	220		22	
	4	240		28	
Wing Shield	1-4		Self	25/20/15/10	
Beam Saber	1	165	Single Enemy	5	S
	2	190		7	
	3	215		10	
	4	240		14	
	5	265		19	
Activate Zero System	1-5		Self	15/18/21/25/30	
Rolling Buster Rifle	1	80	All Enemies	16	I
	2	90		19	
	3	100		24	
	4	120		29	
	5	150		35	
Twin Buster Rifle	1	400	Single Enemy		I (H)
	2	440			
	3	470			
	4	500			
	5	540			
Rolling Buster Rifle	1	240	All Enemies		I (H)
	2	290			
	3	350			
	4	420			
	5	500			

Double Riffle	1	320	Single Enemy	I (C)
	2	440		
	3	600		
Twin Slash	1	450	Single Enemy	S (C)
	2	600		
	3	750		
Twin Shot	1	200	All Enemies	I (C)
	2	280		
	3	360		
Twin Final Illusion	1	500	All Enemies	I/L (C)
	2	600		
	3	700		
Force Capacity Arousal I	1-5		Self	
Force Capacity Arousal II	1-5		Self	
Force Capacity Arousal III	1-5		Self	
Hero Gauge Arousal I	1		Self	
Hero Gauge Arousal II	1		Self	

Skill Tree:



|
 lv3
 |
 |
 Rolling Buster Rifle
 |
 lv2
 |
 HG Arousal II

Description:

Self-Destruct 自爆: Attack all enemies with a self-destruct and can't continue to fight after that

Machine Cannon マシンキャノン: Attack a single enemy with a continuing indirect attack

Buster Rifle バスターライフル: Attack a single enemy with a indirect attack

Buster Rifle x2 バスターライフルx2: Attack a single enemy with a indirect attack two times

Wing Shield ウイングシールド: Lower damage to self at a set number of turn

Activate Zero System ゼロシステム発動: Raise the parameter with a set number of turn. After the effect end HP becomes 1

Rolling Buster Rifle ローリングバスターライフル: Attack all enemies with a indirect attack

Twin Buster Rifle ツインバスターライフル: Attack a single enemy with a super strong indirect attack

Rolling Buster Rifle ローリングバスターライフル: Attack all enemies with a super strong indirect attack

Twin Final Illusion ツインファイナリユージョン: W and Wing Zero attack all enemies together

1.4 Double 00 Gundam

Comment: He is... a Gundam! ^_^ Oh no, he is not Setsuna. This one is the only gundam that can compare with Nu in term of usefulness. Transam is #1 in this game that can boost every status unbelievably and allow him to act before any boss. With that to say, Transam Burst is another option which is damn broken. And he doesn't just mean to be a supporter, his Hero Skills are powerful as hell and there is a good reason to add Ultraman Mebius to the team for Limit Over Blade.

Skill's Name	Lv	Power	Target	SP Consumption	Type
GN Sword II	1	135	Single Enemy	3	S
	2	155		5	
	3	175		7	
GN Sword II Beam Saber	1	140	Single Enemy	4	S
	2	160		6	
	3	180		9	

GN Sword II Riffle Mode	1	150	Single Enemy	4	I
	2	170		7	
	3	190		10	
GN Shield	1-3		Self	25/20/15	
Activate Transam	1	20	Self	10	
	2	25		13	
	3	30		16	
	4	35		19	
	5	45		23	
Quantization	1-3		Self	20/16/12	
GN Sword III	1	160	Single Enemy	7	S
	2	180		10	
	3	200		14	
	4	220		18	
GN Sword III Beam Saber	1	170	Single Enemy	8	S
	2	190		11	
	3	210		15	
	4	230		20	
GN Sword III Riffle Mode	1	170	Single Enemy	8	I
	2	190		11	
	3	220		15	
	4	240		19	
GN Micro Missile	1	40	All Enemies	12	I
	2	60		14	
	3	80		16	
	4	100		18	
Transam Burst	1		All Allies	45	
Transam Combo	1	400	Single Enemy		S(H)
	2	440			
	3	470			
	4	500			
	5	540			
Transam Raiser Sword	1	240	All Enemies		S(H)
	2	290			
	3	350			
	4	420			
	5	500			
Double Riffle	1	320	Single Enemy		I(C)
	2	440			
	3	600			
Twin Slash	1	450	Single Enemy		S(C)
	2	600			
	3	750			
Limit Over Blade	1	600	All Enemies		S(C)
	2	700			
	3	800			

slashing attack

GN Sword II Riffle Mode GNソードII・ライフルモード: Attack an enemy with a indirect attack

GN Shield GNシールド: Lower physical damage to self at a set number of turn

Activate Transam トランザム発動: Parameter is temporary increased

Quantization 量子化: Increase self dodge rate during transam

GN Sword III GNソードIII: Attack an enemy with a strong slashing attack

GN Sword III Beam Saber GNソードIII ビームサーベル: Attack an enemy with a strong continuing slashing attack

GN Sword III Riffle Mode GNソードIII・ライフルモード: Attack an enemy with a strong indirect attack

GN Micro Missile GNマイクロミサイル: Attack all enemies with an indirect attack

Transam Burst トランザムバースト: Restore full HP of the whole party during transam

Transam Combo トランザムコンボ: Attack a single enemy with a super strong combo attack

Transam Raiser Sword トランザムライザーソード: Attack an enemy with a super strong slashing attack

Limit Over Blade リミットオーバーブレード: Mobius and Double 00 attack all enemies together

1.5 God Gundam

Comment: Meh, don't expect him to be useful like the Super Robot Wars series. He is just a wimp here, join late, too difficult to distribute AP. What's the point of having high HP while other status are just crap! >_<

Skill's Name	Lv	Power	Target	SP Consumption	Type
Machine Cannon	1	140	Single Enemy	3	I
	2	150		5	
	3	160		7	
	4	170		10	
	5	180		15	
God Field Dash	1	150	Single Enemy	4	P
	2	160		6	
	3	180		9	
	4	200		13	
	5	220		18	
God Slash	1	140	Single Enemy	4	S
	2	160		6	
	3	180		9	
	4	200		13	
	5	220		19	
God Slash Typhoon	1	45	All Enemies	7	S

		lv3
Bakunetsu God Finger	lv3	
		Backing
_lv2_King of Heart	FC Arousal II	
_lv5_Bakunetsu Big Bang Finger		lv2
	lv2	
lv3		Bunshin Sappu God Shadow
	Bakunetsu God Slash	
HG Arousal I		lv1
	lv3	
lv1		FC Arousal III
	HG Arousal II	
Sekiha Tenkyou God Finger		

Description:

God Field Dash ゴッド・フィールド・ダッシュ: Release a strong attack to a single enemy

God Slash ゴッド・スラッシュ: Release a powerful slashing attack to a single enemy

God Slash Typhoon ゴッド・スラッシュ・タイフーン: Attack all enemies with a slashing attack

Bakunetsu God Slash 爆熱ゴッド・スラッシュ: Attack a single enemy with a super strong slashing attack

Amass ためる: Accumulate a fixed amount to your own gauge

Fire Power ファイアパワー: All fire attribute attacks of the whole party increase

Backing かばう: Take damage of an ally to your own

Bunshin Sappu God Shadow 分身殺法ゴッド・シャドー: Self dodge rate goes up

King of Heart キング・オブ・ハート: By an amount of turn ignore enemies' resistance

Bakunetsu God Finger 爆熱ゴッド・フィンガー: Release a super strong fire attack on an enemy

Sekiha Tenkyouken God Finger 石破天驚ゴッド・フィンガー: Attack an enemy with a super strong attack

Bakunetsu Big Bang Finger 爆熱ビッグバン・フィンガー: Zero and God Gundam attack an enemy together

2. Kamen Rider:

2.1 Kamen Rider #1

Comment: He has the HP like the Ultramans. Most of his skills depend on physical strength so pay attention. His weak points are speed and indirect attack. Because his element is wind, you can kinda think of force that boost wind strength and Wind Power. Imposing Stance seems to be impressive but I don't know how to use it against bosses...

Skill's Name	Lv	Power	Target	SP Consumption	Type
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Rider Punch	1	135	Single Enemy	3	P
	2	155		4	
	3	175		5	
	4	190		6	
	5	215		10	
Rider Kick	1	150	Single Enemy	4	P
	2	170		6	
	3	190		8	
	4	210		10	
	5	230		13	
Rider Screw Kick	1	150	Single Enemy	7	P/W2
	2	170		8	
	3	190		9	
	4	210		11	
	5	230		14	
Rider Drop Kick	1	40	All Enemies	8	P
	2	65		11	
	3	90		14	
	4	120		17	
	5	145		20	
Lightning Rider Kick	1	155	Single Enemy	10	P/T
	2	175		12	
	3	195		14	
	4	220		18	
	5	240		22	
Imposing Stance	1-3		Single Enemy	5/7/7	
Rider Chop	1	110	Single Enemy	7	P
	2	130		8	
	3	150		9	
Wind Power	1-3		All Allies	10/8/5	W2
Decoy	1		Self	4	
Consecutive Combo	1	400	Single Enemy		P(H)
	2	440			
	3	470			
	4	500			
	5	540			
Rotation Kick	1	460	Single Enemy		P(H)
	2	520			
	3	580			
	4	630			
	5	700			
W Rider Kick	1	500	Single Enemy		P(C)
	2	600			
	3	700			
Ultra Rider Kick	1	600	Single Enemy		P(C)
	2	700			
	3	800			

Force Capacity Arousal I 1-5 Self

Force Capacity Arousal II 1-5 Self

Force Capacity Arousal III 1-5 Self

Hero Gauge Arousal I 1 Self

Hero Gauge Arousal II 1 Self

Skill Tree:

Rider Punch

|_lv2_FC Arousal I_lv3_Decoy_lv1_Imposing Stance_lv1_Rider Chop

|

lv1

|

|

Rider Kick

|

lv2 lv2 lv3 lv3 lv4

|

| W Rider Kick Rider Screw Kick Ultra Rider Kick Rider Drop Kick

Consecutive Combo

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lv3 lv2 lv3

|

| Wind Power Lightning Rider Kick |_lv4_FC Arousal III

FC Arousal II

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lv2
HG Arousal I
lv1
Rotation Kick
lv3
HG Arousal II

Description:

Rider Punch ライダーパンチ: Punch an enemy

Rider Kick ライダーキック: Kick an enemy

Rider Screw Kick ライダースクリューキック: A wind attribute kick that can cause stun to an enemy at fixed rate

Rider Drop Kick ライダードロップキック: Kick all enemies

Lightning Rider Kick 電光ライダーキック: A lightning attribute kick aim at an enemy

Imposing Stance 仁王立ち: Cause pressure to an enemy at fixed rate

Rider Chop ライダーチョップ: A chop that can cause stun to an enemy at fixed rate

Wind Power ウインドパワー: Raise power of wind attribute attacks to all allies

Decoy おとり: Aiming at enemies becomes easy

Consecutive Combo 連続コンボ: Release a super strong combo at an enemy

Rotation Kick 回転キック: Release a super strong kick at an enemy

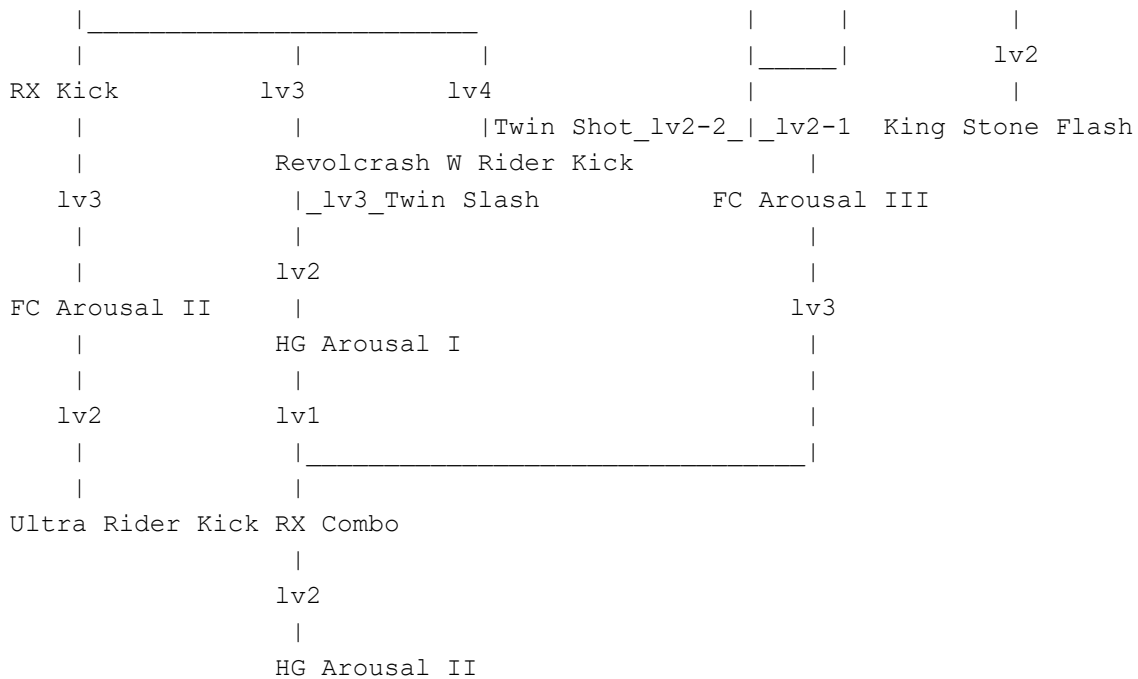
W Rider Kick Wライダーキック: Two Kamen Rider do a consecutive kick at an enemy

Ultra Rider Kick ウルトラライダーキック: An Ultra soldier and a Kamen Rider do a consecutive kick at an enemy

2.2 Kamen Rider Black RX

Comment: He is more physical than interval and most attacks are physical attacks. His Bio Attack is the only move that uses water among the heroes of the game, ''strengthen water attribute attack'' is recommended. His speed is low so boost speed is vital. Robo Punch is a move that trigger at the latest so depend on tactic please pay attention.

Skill's Name	Lv	Power	Target	SP	Consumption	Type
RX Punch	1	130	Single Enemy	3		P
	2	150		5		
	3	170		7		
	4	190		9		
	5	210		10		
Revolcane Slash	1	140	Single Enemy	5		S
	2	155		7		
	3	180		9		
	4	200		10		
	5	220		12		
RX Kick	1	145	Single Enemy	6		P
	2	165		9		
	3	185		10		
	4	210		12		
	5	230		13		
Robo Punch	1	160	Single Enemy	5		P
	2	180		6		
	3	200		7		
	4	220		8		
Hard Shot	1	150	Single Enemy	9		I
	2	170		11		
	3	190		13		
	4	210		15		
	5	230		17		
Spark Cutter	1	150	Single Enemy	7		S
	2	170		9		
	3	190		11		
	4	210		13		



Description:

RX Punch RXパンチ: Punch an enemy

Revolcane Slash リボルケインスラッシュ: Slash an enemy

RX Kick RXキック: Kick an enemy

Robo Punch ロボパンチ: A strong punch at an enemy

Hard Shot ハードショット: Launch an indirect attack at an enemy

Spark Cutter スパークカッター: Slash an enemy

Bio Attack バイオアタック: A water attribute attack aim at a single enemy

Macro Eye マクロアイ: Attacks at all enemies are sure-hit

King Stone Flash キングストーンフラッシュ: Add darkness to all enemies at fixed rate, negate arousal effect of all enemies

Revolcrash リボルクラッシュ: Do a super strong slashing attack at an enemy

RX Combo RXコンボ: Do a super strong combo attack at all enemies

Twin Slash ツイン・スラッシュ: Two heroes do a consecutive slashing attack at an enemy

Twin Shot ツイン・ショット: Two heroes do a consecutive indirect attack at all enemies

2.3 Kamen Rider Den-O

Comment: This guy has a balance between physics and indirect attacks/defense. Because of that feel free to distribute either physic/interval/slashing attack. His ''Our Hitsatsu W Version'' combo with W is the strongest move of the game.

Skill's Name	Lv	Power	Target	SP Consumption	Type
Disorder Slash	1	140	Single Enemy	3	S

	2	160		4	
	3	180		6	
	4	200		10	
Denrider Kick	1	180	Single Enemy	5	P
	2	200		6	
	3	230		9	
Solid Attack	1	135	Single Enemy	4	P
	2	155		6	
	3	175		10	
Dynamic Chop	1	200	Single Enemy	5	S
	2	230		8	
	3	260		11	
Step Shot	1	40	All Enemies	5	I
	2	65		8	
	3	90		11	
Wide Shot	1	150	Single Enemy	4	I
	2	170		5	
	3	190		9	
Boisterous Punch	1	160	Single Enemy	10	P
	2	180		13	
	3	205		16	
	4	230		20	
	5	260		25	
Boisterous Shout	1	50	All Enemies	10	I
	2	70		13	
	3	95		16	
	4	125		20	
	5	150		25	
Skill Connection	1-3		All Allies	10/8/5	W1
Dance	1-3		Self	4/5/6	
My Hitsatsu Part 5	1	400	Single Enemy		S(H)
	2	440			
	3	470			
	4	500			
	5	540			
Boisterous Slash	1	460	Single Enemy		S(H)
	2	520			
	3	580			
	4	630			
	5	700			
Twin Slash	1	450	Single Enemy		S(C)
	2	600			
	3	750			
Twin Shot	1	200	All Enemies		I(C)
	2	280			
	3	360			

Solid Attack ソリッドアタック: An attack that add stun to an enemy at fixed rate

Dynamic Chop ダイナミックチョップ: A powerful attack but the hit rate is low

Step Shot ステップショット: Attack all enemies with an indirect attack

Wide Shot ワイルドショット: Attack an enemy with an indirect attack

Boisterous Punch ボイスターズパンチ: Release a strong punch at an enemy

Boisterous Shout ボイスターズシャウト: Attack all enemies with an indirect attack

Skill Connection たくみな交渉: Increase power of water attribute attacks of all allies

Dance ダンス: Aiming at enemies becomes easy

My Hitsatsu Part 5 俺の必殺技Part5: Attack an enemy with a strong slashing attack

Boisterous Slash ボイスターズスラッシュ: Attack an enemy with a super strong slashing attack

Form Change Combo フォームチェンジコンボ: Two Kamen Rider attack consecutively at an enemy

Our Hitsatsu W Version 俺達の必殺技Wバージョン: W and Den-O attack an enemy together

2.4 Kamen Rider W

Comment: He got great speed mong the Kamen Riders. Because his HP and physical defense is low, please pay attention. Double Action is a very special move that can do an action twice in a turn. His combos are very powerful but need up to 3 Kamen characters.

Skill's Name	Lv	Power	Target	SP	Consumption	Type
Cyclone Blow	1	125	Single Enemy	3		P/W2
	2	145		5		
	3	165		9		
Metal Branding	1	130	Single Enemy	5		P/F
	2	150		7		
	3	170		10		
Joker Cyclone Kick	1	140	Single Enemy	4		P/W2
	2	160		6		
	3	180		10		
Trigger Full Burst	1	105	Single Enemy	7		I/L
	2	110		9		
	3	115		12		
Entire Trigger Full Burst	1	40	All Enemies	10		I/L
	2	65		13		
	3	90		16		

Fang Strider	1	145	Single Enemy	9	S
	2	170		11	
	3	190		13	
	4	205		15	
Prism Break	1	150	Single Enemy	14	S/L
	2	175		16	
	3	195		18	
	4	210		20	
	5	225		22	
Double Extreme	1	150	Single Enemy	12	P/W2
	2	175		14	
	3	195		16	
	4	210		18	
	5	225		20	
Bicker Final Illusion	1	50	All Enemies	16	I/L
	2	75		18	
	3	100		20	
	4	120		22	
	5	140		24	
Double Action	1-5		Self	25/23/20/17/15	
Maximum Drive Combo	1	400	Single Enemy		P(H)
	2	440			
	3	470			
	4	500			
	5	540			
Bicker Charge Break	1	350	Single Enemy		S/L(H)
	2	520			
	3	580			
	4	630			
	5	700			
W Rider Kick	1	500	Single Enemy		P(C)
	2	600			
	3	700			
Ultra Rider Kick	1	600	Single Enemy		P(C)
	2	700			
	3	800			
Twin Shot	1	200	All Enemies		I(C)
	2	280			
	3	360			
Form Change Combo	1	640	Single Enemy		P(C)
	2	730			
	3	820			
Twin Final Illusion	1	500	All Enemies		I/L(C)
	2	600			
	3	700			
Double Rider Kick	1	1100	Single Enemy		P(C)
	2	1200			
	3	1300			

Cyclone Blow サイクロンブロー: Punch an enemy with wind attribute

Metal Branding メタルブランディング: Release an attack with fire attribute at an enemy

Joker Cyclone Kick ジョーカーサイクロンキック: Kick an enemy with wind attribute

Trigger Full Burst トリガーフルバースト: Add panic at fixed rate to a single enemy with an attack of light attribute

Entire Trigger Full Burst トリガーフルバースト全体: Release an indirect attack of light at all enemies

Fang Strider ファングストライザー: Slash an enemy

Prism Break プリズムブレイク: Release a slashing attack of light at an enemy and negate enemy's arousal effect

Double Extreme ダブルエクストリーム: Do a strong kick of wind attribute at an enemy

Bicker Final Illusion ビッカーファイナリユージョン: Do an indirect attack of light attribute at all enemies

Double Action ダブルアクション: Attack two times in your turn in two turns

Maximum Drive Combo マキシマムドライブコンボ: Do a super strong combo attack at an enemy

Bicker Charge Break ビッカーチャージブレイク: Do a super strong slashing attack of light attribute at an enemy

Double Rider Kick ダブルライダーキック: OOO and W attack an enemy together

2.5 Kamen Rider OOO

Comment: Most of his powerful moves are fire, so get him a fire attribute force. Gravity Control can have effect by 75% on bosses, and 90% with Drive. Sagohzo Impact is another impressive move that can hit enemies mutiple times.

Skill's Name	Lv	Power	Target	SP Consumption	Type
Tatoba Kick	1	140	Single Enemy	4	P
	2	160		6	
	3	180		10	
Gatakiriba Kick	1	120	All Enemies	5	P
	2	165	Random	8	
	3	210		10	
Kuvagata Horn Torpedo Attack	1	45	All Enemies	7	I/T
	2	70		10	
	3	95		13	
Liodias	1	40	All Enemies	6	I/F
	2	65		9	
	3	90		12	

Latorartar Cross	1	165	Single Enemy	7	S
	2	185		10	
	3	205		12	
Sagohzo Impact	1	180	Single Enemy	8	P
	2	200		11	
	3	220		14	
Gravity Control	1-3		Single Enemy	4/5/6	
Voltarm Whip	1	120	Single Enemy	8	P/T
	2	140		10	
	3	140		12	
	4	160		15	
	5	170		18	
Giga Scan	1	50	All Enemies	14	I/F
	2	75		17	
	3	100		20	
	4	120		23	
	5	140		26	
Strain Doom	1	180	Single Enemy	16	I
	2	215		19	
	3	250		22	
	4	265		25	
	5	275		28	
OOO Bash	1	150	All Enemies		S(H)
	2	180			
	3	220			
	4	250			
	5	300			
Prominence Drop	1	315	Single Enemy		P/F(H)
	2	520			
	3	580			
	4	630			
	5	700			
W Rider Kick	1	500	Single Enemy		P(C)
	2	600			
	3	700			
Ultra Rider Kick	1	600	Single Enemy		P(C)
	2	700			
	3	800			
Form Change Combo	1	640	Single Enemy		P(C)
	2	730			
	3	820			
Twin Burst	1	240	All Enemies		I/L(C)
	2	310			
	3	380			
Tajadol Dynamite	1	600	All Enemies		P/F(C)
	2	700			
	3	800			

Latorartar Cross ラトラータークロス: Slash an enemy

Sagohzo Impact サゴーズインパクト: Release a strong attack at an enemy

Gravity Control 重力操作: Pull down enemies' speed at fixed rate

Voltarm Whip ボルタームウィップ: A lightning attribute attack that add stun at fixed rate to an enemy

Giga Scan ギガスキャン: Release a fire attribute attack at all enemies

Strain Doom ストレインドゥーム: Release a strong indirect attack at an enemy

OOO Bash オーズバッシュ: Release a super strong slashing attack at all enemies

Prominence Drop プロミネンスドロップ: Release a super strong fire attribute kick at an enemy

Tajadol Dynamite タジャドルダイナマイト: OOO and Tarou attack all enemies together

3. Ultraman:

3.1 Ultraman

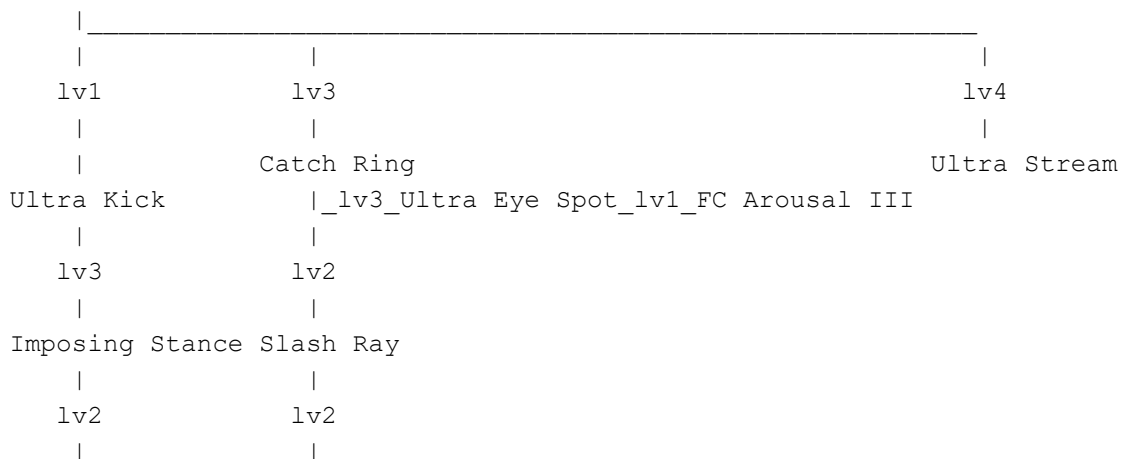
Comment: The Ultraman with the most variant uses, from defence to attacking. He is also the one ends up with ones with the highest status and #1 in defense. The not so good thing is his speed is low but that depends on tactic. Also, Ultra Planet Tactic looks great but having too high requirement. That's why I recommend Gundam 00 over him.

Skill's Name	Lv	Power	Target	SP Consumption	Type
Ultra Punch	1	140	Single Enemy	3	P
	2	160		5	
	3	180		7	
	4	200		9	
	5	220		12	
Ultra Kick	1	150	Single Enemy	4	P
	2	170		6	
	3	190		8	
	4	210		12	
	5	230		16	
Catch Ring	1-3		Single Enemy	7/9/12	
Ultra Stream	1	150	Single Enemy	5	I/W1
	2	165		8	
	3	185		11	
	4	205		14	
Imposing Stance	1-3		Single Enemy	5/7/10	
Slash Ray	1	45	All Enemies	7	I/L
	2	65		9	
	3	85		12	
	4	110		15	
	5	130		18	

Ultra Eyespot	1		Single Enemy	5	
Ultra Attack Ray	1	200	Single Enemy	9	I/F
	2	220		13	
	3	240		17	
	4	260		20	
Rebound Ray	1-5		Single Ally	10/15/18/20/25	
Ultra Charge	1		One Ally Aside Self	10	
Specium Ray	1	400	Single Enemy		I/L(H)
	2	440			
	3	470			
	4	500			
	5	540			
Yatsuzaki Kourin Combo	1	460	Single Enemy		S(H)
	2	520			
	3	580			
	4	630			
	5	700			
Double Shot	1	420	Single Enemy		I/L(C)
	2	500			
	3	600			
Twin Burst	1	240	All Enemies		I/L(C)
	2	310			
	3	380			
Ultra Planet Tactics	1		All Allies		(C)
Force Capacity Arousal I	1-5		Self		
Force Capacity Arousal II	1-5		Self		
Force Capacity Arousal III	1-5		Self		
Hero Gauge Arousal I	1		Self		
Hero Gauge Arousal II	1		Self		

Skill Tree:

Ultra Punch



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FC Arousal I      Specium Ray
  |                |_lv3_Double Shot
lv5               |
  |                lv2
FC Arousal II    |
                  Ultra Attack Ray
                  |_lv3_HG Arousal I
                  |
                  lv3
                  |
                  Rebound Ray
                  |_lv3_Ultra Charge_lv1_Ultra Planet Tactics
                  |_lv4_Twin Burst
                  |
                  lv2
                  |
                  Yatsuzaki Kourin Combo
                  |
                  lv2
                  |
                  HG Arousal II

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Description:

Ultra Punch ウルトラパンチ: Punch an enemy

Ultra Kick ウルトラキック: Kick an enemy

Catch Ring キャッチ・リング: Add stun to an enemy at fixed rate

Ultra Stream ウルトラ水流: Release a water attribute indirect attack at an enemy

Imposing Stance 仁王立ち: Cause pressure to an enemy at fixed rate

Slash Ray スラッシュ光線: Release a light attribute indirect attack at an enemy

Ultra Eyespot ウルトラアイスポット: Negate an enemy's arousal effect

Ultra Attack Ray ウルトラアタック光線: Release a fire attribute indirect attack at an enemy

Rebound Ray リバウンド光線: Spead a reject barrier against indirect attack to an ally

Ultra Charge ウルトラチャージ: Share hero gauge to an appointed ally

Specium Ray スペシウム光線: Release a super strong light attribute indirect attack at an enemy

Yatsuzaki Kourin Combo 八つ裂き光輪コンボ: Release a super strong combo attack at an enemy

Double Shot ダブル・ショット: Two Ultra soldiers release an consecutive indirect attack at an enemy

Ultra Planet Tactics ウルトラの星作戦: Ultraman and Seven comporate and fully heal HP of all allies

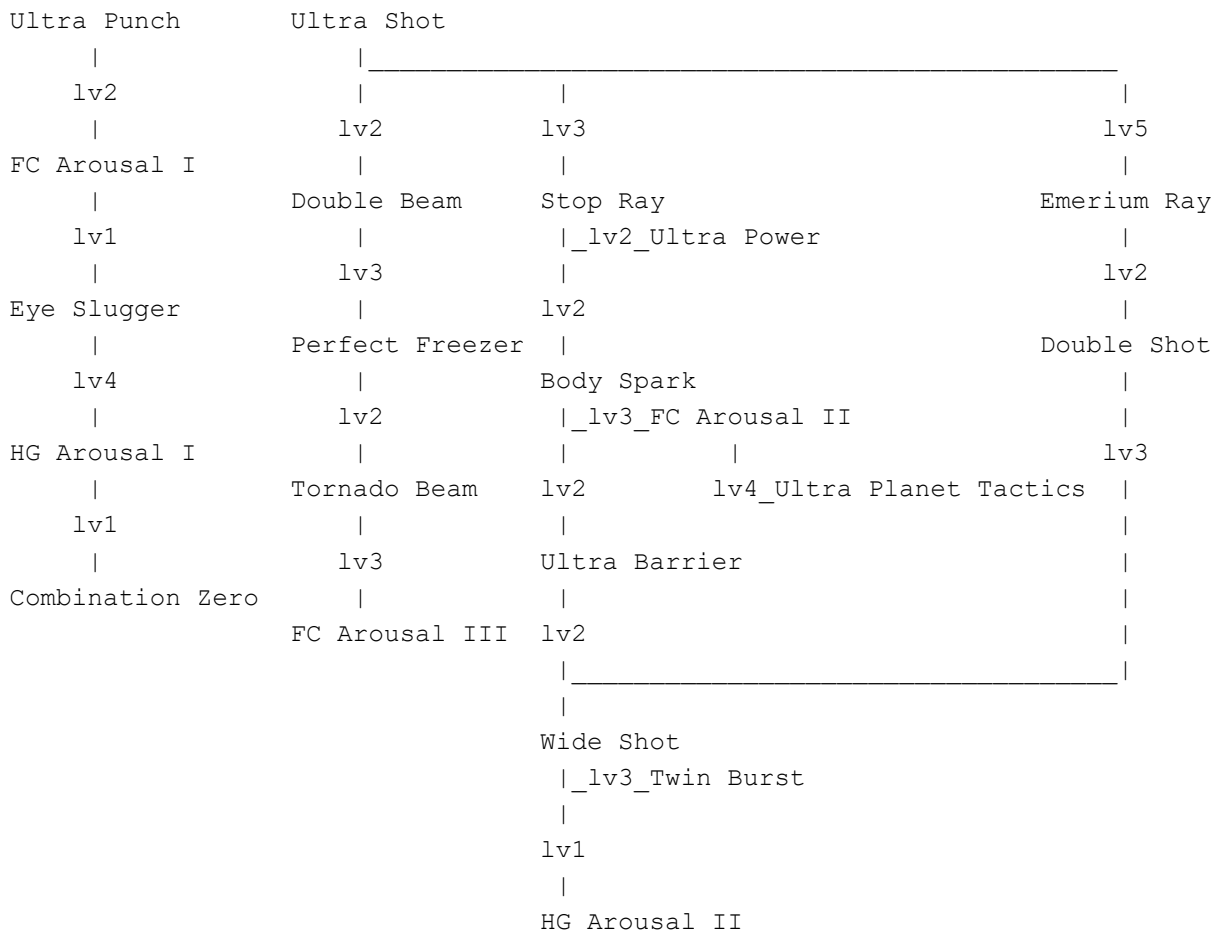
3.2 Ultra Seven

Comment: His Wide Shot Hero Skill is a 2-hit-strike, which makes him an absolute boss killer. The other combos are also variant so they can be useful.

Skill's Name	Lv	Power	Target	SP Consumption	Type
Ultra Punch	1	140	Single Enemy	3	P
	2	160		5	
	3	180		9	
Ultra Shot	1	30	All Enemies	5	I/L
	2	50		7	
	3	70		10	
	4	90		13	
	5	110		17	
Double Beam	1	35	All Enemies	6	I
	2	65		9	
	3	90		12	
	4	110		15	
Stop Ray	1-3		Single Enemy	6/8/10	L
Eye Slugger	1	40	All Enemies	7	S
	2	60		9	
	3	80		12	
	4	100		15	
	5	120		18	
Perfect Freezer	1	165	Single Enemy	7	I/W1
	2	180		10	
	3	205		13	
	4	220		17	
Body Spark	1-3		All Enemies	8/10/12	
Ultra Power	1		Single Ally	10	
Tornado Beam	1	145	Single Enemy	10	I/W2
	2	175		13	
	3	205		16	
	4	235		20	
Ultra Barrier	1-4			71/64/57/50	
Emerium Ray	1	400	Single Enemy		I/L(H)
	2	440			
	3	470			
	4	500			
	5	540			
Wide Shot	1	460	Single Enemy		I/L(H)
	2	520			
	3	580			
	4	630			
	5	700			
Double Shot	1	420	Single Enemy		I/L(C)
	2	500			
	3	600			

Twin Burst	1	240	All Enemies	I/L(C)
	2	310		
	3	380		
Combination Zero	1	300	All Enemies	S(C)
	2	400		
	3	600		
Ultra Planet Tactics	1		All Allies	(C)
Force Capacity Arousal I	1-5		Self	
Force Capacity Arousal II	1-5		Self	
Force Capacity Arousal III	1-5		Self	
Hero Gauge Arousal I	1		Self	
Hero Gauge Arousal II	1		Self	

Skill Tree:



Description:

Ultra Shot ウルトラショット: Release a water attribute indirect attack at all enemies

Double Beam ダブルビーム: Release an indirect attack at all enemies

Stop Ray ストップ光線: Add stun at fixed rate to an enemy

Eye Slugger アイ斯拉ッガー: Slash all enemies

Perfect Freezer パーフェクトフリーザー: Release a water attribute indirect attack at an enemy

Body Spark ボディスパーク: Add darkness at fixed rate to all enemies

Ultra Power ウルトラパワー: Recover normal status of a single ally

Tornado Beam トルネードビーム: Release a wind attribute indirect attack at an enemy

Ultra Barrier ウルトラバリヤー: Negate indirect attacks to an ally in a number of turn

Emerium Ray エメリウム光線: Release a super strong light attribute indirect attack at an enemy

Wide Shot ワイドショット: Release a super strong light attribute indirect attack at an enemy

Combination Zero コンビネーションゼロ: Zero and Seven attack all enemies together

3.3 Ultraman Tarou

Comment: Since Tajadol Dynamite has fire attribute, if you want to use him you can add force that increase fire power. While his physical attacks are top class there are almost no use of indirect attacks. Since Ultra Dynamite can reduce his HP to 1, although it is risky there are plenty of forces that support this situation. Use Drive with King Bracelet can increase chance of stun from 25% to 75%. Relive Ray is another useful skill and at level 5 it can recover 100% HP of an ally.

Skill's Name	Lv	Power	Target	SP	Consumption	Type
Tarou Cutter	1	140	All Enemies	4		S
	2	160	Random	6		
	3	180		9		
	4	200		12		
Storium Ray	1	145	Single Enemy	6		I/L
	2	165		8		
	3	185		11		
	4	205		14		
	5	225		19		
Blue Lazer	1	150	Single Enemy	6		I/F
	2	170		8		
	3	190		10		
Tarou Spout	1	50	All Enemies	7		I/W2
	2	75		9		
	3	100		12		
Tarou Fire	1	40	All Enemies	8		I/F
	2	70		11		
	3	100		14		
	4	120		16		
	5	140		18		

Atomic Punch	1	155	Single Enemy	14	P/F
	2	175		17	
	3	200		20	
	4	220		24	
	5	240		27	
Bracelet Lancer	1	140	Single Enemy	5	I
	2	160		7	
	3	180		8	
King Bracelet - Electrical Charge	1	35	All Enemies	7	I/T
	2	50		10	
	3	65		15	
Thunder Power	1-3		All Allies	10/8/5	T
King Bracelet - After Image	1-3		Self	20/15/12	
Relive Ray	1	50	Single Ally	10	
	2	60		15	
	3	70		20	
	4	80		25	
Ultra Dynamite	1	450	All Enemies		P(H)
	2	480			
	3	510			
	4	540			
	5	580			
Storium Ray Combo	1	460	Single Enemy		I/L(H)
	2	520			
	3	580			
	4	630			
	5	700			
Double Shot	1	420	Single Enemy		I/L(C)
	2	500			
	3	600			
Twin Burst	1	240	All Enemies		I/L(C)
	2	310			
	3	380			
Tajadol Dynamite	1	600	All Enemies		P/F(C)
	2	700			
	3	800			
Force Capacity Arousal I	1-5		Self		
Force Capacity Arousal II	1-5		Self		
Force Capacity Arousal III	1-5		Self		
Hero Gauge Arousal I	1		Self		
Hero Gauge Arousal II	1		Self		

Skill Tree:

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Tarou Cutter
  | _lv3_FC Arousal I
  |
  lv2
  |
Storium Ray
  |_____
  |                               |
  lv2                               lv4
  |                               |
Blue Lazer                          Ultra Dynamite
  | _lv2_Double Shot              | _lv4_HG Arousal I
  |                               |
  lv2                               lv2
  |                               |
Tarou Scout                          Tarou Fire
  |                               |
  lv1                               lv3
  |                               |
FC Arousal II                       Atomic Punch
                                      | _lv4_Tajadol Dynamite
Bracelet Lancer                      |
  |                               lv4
  lv2                               |
  |                               Storium Ray Combo
King Bracelet - Electrical Charge    |
  |                               lv3
  lv2                               |
  |                               Twin Burst
Thunder Power
  |
  lv2
  |
King Bracelet - After Image
  |
  lv1
  |
Relive Ray
  | _lv2_HG Arousal II
  |
  lv1
  |
FC Arousal III

```

Description:

Tarou Cutter タロウカッター: Release two times randomly slashing attack at all enemies

Storium Ray ストリウム光線: Release a light attribute indirect attack at an enemy

Blue Lazer ブルーレーザー: Release a fire attribute indirect attack at an enemy

Tarou Spout タロウスパウト: Release a wind attribute indirect attack at all enemies

Tarou Fire タロウファイヤー: Release a fire attribute indirect attack at all enemies

Atomic Punch アトミックパンチ: Release a fire attribute punch at an enemy

Bracelet Lancer ブレスレットランサー: Release an indirect attack at an enemy

King Bracelet - Electrical Charge キングブレスレット・放電: Add stun to all enemies at fixed rate and release a lightning attribute indirect attack to them at the same time

Thunder Power サンダーパワー: Raise power of lightning attribute attack to all allies

King Bracelet - After Image キングブレスレット・分身: Raise self dodge rate

Relive Ray リライブ光線: Recover HP of a single ally

Ultra Dynamite ウルトラダイナマイト: Release a super strong self-destruct attack to all enemies. After that HP remains 1

Storium Ray Combo ストリウム光線コンボ: Release a super strong light attribute indirect attack at an enemy

3.4 Ultraman Mebius

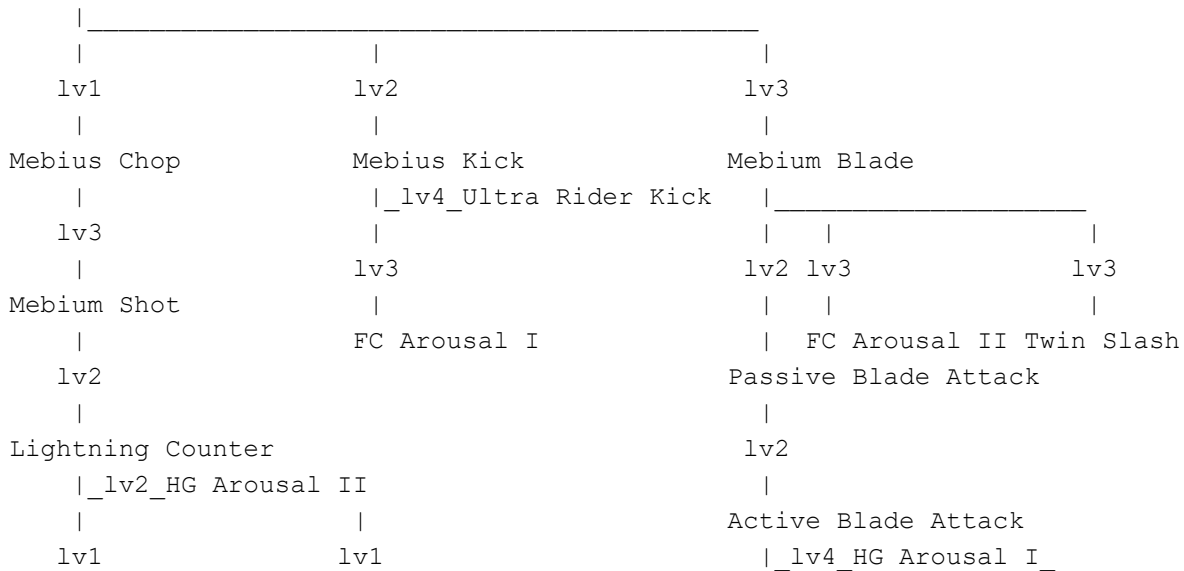
Comment: In my opinion he is the best Ultraman in the game! ^_^ You can always give a force that boost light attribute and watch him slay enemies. His Hero Skills have variant uses which is nothing to sneeze at, and his damage dealt can compete with anyone!

Skill's Name	Lv	Power	Target	SP	Consumption	Type
Mebius Punch	1	140	Single Enemy	3		P/F
	2	160		4		
	3	180		7		
	4	200		10		
Mebius Chop	1	110	Single Enemy	6		P
	2	140		8		
	3	140		11		
Mebius Kick	1	150	Single Enemy	4		P
	2	170		6		
	3	190		8		
	4	210		10		
	5	230		12		
Mebium Blade	1	145	Single Enemy	3		S
	2	165		5		
	3	185		7		
	4	205		9		
	5	225		11		
Passive Blade Attack	1-4		Self	20/25/30/40		
Lightning Counter	1	140	Single Enemy	5		I/T
	2	160		7		
	3	180		10		
Active Blade Attack	1	160	Single Enemy	8		S/L
	2	185		10		
	3	210		12		

	4	235		14
	5	260		16
Mebium Pinger	1-3		Single Enemy	8/10/12
Mebius Defense Circle	1-5		Single Ally	77/69/61/53/45
Mebium Shot	1	320	Single Enemy	I/L(H)
	2	360		
	3	420		
	4	500		
	5	600		
Mebium Knight Shot	1	220	All Enemies	I/L(H)
	2	260		
	3	310		
	4	370		
	5	450		
Twin Slash	1	450	Single Enemy	S(C)
	2	600		
	3	750		
Ultra Rider Kick	1	600	Single Enemy	P(C)
	2	700		
	3	800		
Limit Over Blade	1	600	All Enemies	S(C)
	2	700		
	3	800		
Force Capacity Arousal I	1-5		Self	
Force Capacity Arousal II	1-5		Self	
Force Capacity Arousal III	1-5		Self	
Hero Gauge Arousal I	1		Self	
Hero Gauge Arousal II	1		Self	

Skill Tree:

Mebius Punch



Mebium Pinger	lv2	lv3	lv1
Mebius Defense Circle		lv3	
			FC Arousal III Limit Over Blade
			Mebium Knight Shot

Description:

Mebius Punch メビウスパンチ: Do a fire attribute punch to an enemy

Mebius Chop メビウスチョップ: A chop that add stun at fixed rate to an enemy

Mebius Kick メビウスキック: Kick an enemy

Mebium Blade メビウムブレード: Slash an enemy

Passive Blade Attack パッシブブレードアタック: bounce back an indirect attack to self at fixed rate

Lightning Counter ライトニングカウンター: Release a lightning attribute indirect attack to an enemy

Active Blade Attack アクティブブレードアタック: Release a light attribute indirect attack to an enemy

Mebium Pinger メビウムピンガー: Add pressure to an enemy at fixed rate

Mebius Defense Circle メビウスディフェンスサークル: Negate indirect attacks to an ally in a number of turn

Mebium Shot メビウムシュート: Release a super strong light attribute combo attack to an enemy

Mebium Knight Shot メビウムナイトシュート: Release a super strong combo attack to all enemies

3.5 Ultraman Zero

Comment: Great actually, despite there are no defensive skills. Bakunetsu Big Bang Finger is second powerful move and his moves have almost all element attributes. The only negative thing is his single Hero Skill ain't that good in term of damage.

Skill's Name	Lv	Power	Target	SP Consumption	Type
Zero Knuckle	1	135	Single Enemy	4	P
	2	155		5	
	3	175		6	
	4	200		7	
Ultra Zero Kick	1	140	Single Enemy	5	P/F
	2	160		7	
	3	180		9	
	4	200		11	
	5	220		14	

Emerium Slash	1	155	Single Enemy	7	I/L
	2	175		9	
	3	195		11	
	4	215		14	
	5	235		19	
Beam Zero Spike	1	115	Single Enemy	5	I/T
	2	140		8	
	3	160		11	
Zero Slugger	1	40	All Enemies	8	S
	2	65		11	
	3	90		14	
	4	120		17	
	5	140		20	
Light Power	1-3		All Allies	10/8/5	L
Weak Point	1-2		Single Enemy	10/8	
Zero Slugger Attack	1	150	All Enemies	16	S
	2	190	Random	20	
	3	230		25	
	4	270		32	
Wide Zero Shot	1	45	All Enemies	10	I/L
	2	70		13	
	3	95		17	
	4	125		19	
	5	145		22	
Zero Twin Shoot	1	165	All Enemies		I/L(H)
	2	200			
	3	240			
	4	275			
	5	340			
Plasma Spark Slash	1	240	All Enemies		S
	2	270			
	3	330			
	4	450			
	5	600			
Double Shot	1	420	Single Enemy		I/L(C)
	2	500			
	3	600			
Ultra Rider Kick	1	600	Single Enemy		P(C)
	2	700			
	3	800			
Twin Burst	1	240	All Enemies		I/L(C)
	2	310			
	3	380			
Combination Zero	1	300	All Enemies		S(C)
	2	400			
	3	600			
Bakunetsu Big Bang Finger	1	900	Single Enemy		P/F(C)

2 1000
3 1100

Force Capacity Arousal I 1-5 Self
Force Capacity Arousal II 1-5 Self
Force Capacity Arousal III 1-5 Self
Hero Gauge Arousal I 1 Self
Hero Gauge Arousal II 1 Self

Skill Tree:

Zero Knuckle

|_lv4_Bakunetsu Big Bang Finger

|

lv2

|

Ultra Zero Kick

|

lv1

lv2

lv3

lv4

Emerium Slash Ultra Rider Kick

Beam Zero Spike FC Arousal I

|_lv2_Zero Slugger

|_lv3_Weak Point

|

|_lv2_Zero Slugger Attack

|

lv1

|_lv3_Combination Zero

lv2

|

Double Shot

lv1

Light Power

|_lv3_FC Arousal II

Zero Twin Shoot

|

lv3

lv2

|

Wide Zero Shot

HG Arousal I

|_lv4_Twin Burst

|

|

lv1

lv3

|

Plasma Spark Slash

|_lv3_FC Arousal III

|

lv2

|

HG Arousal II

Description:

Zero Knuckle ゼロナックル: Punch an enemy

Ultra Zero Kick ウルトラゼロキック: Do a kick with fire attribute to an enemy

Emerium Slash エメリウムスラッシュ: Release a light attribute indirect attack to an enemy

Beam Zero Spike ビームゼロスパイク: Release an indirect attack with lightning attribute that add stun to an enemy at fixed rate

Zero Slugger ゼロスラッガー: Slash all enemies

Light Power ライトパワー: Raise power of light attribute attacks of all allies

Weak Point ウィークポイント: Lower an enemy's resistance

Zero Slugger Attack ゼロスラッガーアタック: A consecutive attack that slash all enemies randomly

Wide Zero Shot ワイドゼロショット: Release a light attribute indirect attack to all enemies

Zero Twin Shoot ゼロツインシュート: Release a super strong light attribute indirect attack to all enemies

Plasma Spark Slash プラズマスパークスラッシュ: Release a super strong slashing attack to all enemies

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V. Enemies' Database

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I will not add Furigana or Kanji in the name. You can check the game's database for that.

Key:

-Series-

'U'=Ultraman

'R'=Kamen Rider

'G'=Gundam

-Bad Status-

'S'=Stun

'H'=Panic

'D'=Darkness

'P'=Pressure

'B'=Berserk

'I'=Infection

-Element-

'F'=Fire

'L'=Light

'T'=Lightning

'M'=Water

'K'=Wind

-Attack Type-

'V'=Physical Attack

'G'=Indirect Attack

'C'=Slashing Attack

-Attribute-

'We'=Weak Point

'Re'=Resistance

-Negative-

'Ne'=Ineffective

-Place-

ビギンズ・キューブ(Begins Cube)='BC'
|Area A(East District)='ed'
|Area B(Center District)='cd'
|Area C(West District)='wd'

デザート・キューブ(Desert Cube)='DC'
|Area A(Ruins Area)='ra'
|Area B(Quicksand Area)='qa'
|Area C(Wasteland Area)='wa'
|Area D(Military Base)='mb'

アジト・キューブ(Hideout Cube)='HC'
|Area A(Laboratory B1)='lb1'
|Area B(Stone Pit South)='sps'
|Area C(Laboratory B2)='lb2'
|Area D(Stone Pit North)='spn'

ウルトラ・キューブ(Ultra Cube)='UC'
|Area A(First Layer)='l1'
|Area B(Second Layer)='l2'
|Area C(Third Layer)='l3'
|Area D(Fourth Layer)='l4'

ショッカー・キューブ(Shocker Cube)='SC'
|Area A(Historic Ruins B1)='hrb1'
|Area B(Museum 1F)='m1f'
|Area C(Museum 2F)='m2f'
|Area D(Historic Ruins B2)='hrb2'

ヴェーダ・キューブ(Veda Cube)='VC'
|Area A(Upper Stratum)='us'
|Area B(Middle Stratum)='ms'
|Area C(Lower Stratum)='ls'
|Area D(Innermost)='in'

ジェノサイド・キューブ(Genocide Cube)='GC'
|Area A(West Monster Graveyard)='wmg'
|Area B(Center Monster Graveyard)='cmg'
|Area C(North Monster Graveyard)='nmg'

カオス・キューブ(Chaos Cube)='CC'
|Area A(Gaze of Hatred)='gh'
|Area B(Breath of Awakening)='ba'
|Area C(Shinto of Hopeless)='sh'

ランダム・キューブ(Random Cube)='RC'

サブクエスト(Sub-quest) = 'SQ'

Table with 10 columns: No, Name, HP, EXP, M, We, Re, Ne, Place. Rows include Gavadon, Hi-Zack, Fly Man, Masquerade Dopant, Alien Cool, Marasai, Galbaldy beta.

17	Galbaldy β	G 4215	1980	1300				CCgh	
18	Bemura	U 150	14	10				BC-ed,cd	
19	Spider Man	R 180	18	15				BC-ed,cd	
19	Spider Man	R 480	150	120		SP	DP	HClb1	
10	Sweets Dopant	R 155	16	16	FK	V		BCcd	
10	Sweets Dopant	R 5920	4100	2990 FK	V			CChs	
10	Sweets Dopant	R 10850 3820	1820 FK	VSH	DP			SQ#14	
11	Alien Meteoron	U 120	18	12				BCcd	
11	Alien Meteoron	U 2400	895	655				GCwmg	
11	Alien Meteoron	U 1550	320	150		SH	DP	SQ#1	
12	Burricane	U 160	20	15		TKL		BC-cd,wd	
12	Burricane	U 5300	3480	2320	TKL			CCba	
13	Waste Yummy	R 100	7	1				BC-cd,wd	
14	White Yummy	R 140	11	5				BCcd	
15	Bat Man	R 200	22	14	K			BCwd,UC11	
15	Bat Man	R 540	150	110	K	SH	DP	HClb1	
16	Magma Dopant	R 230	30	30	M	F		BCwd,UC11	
16	Magma Dopant	R 5350	3800	2530 M	F			CChs	
16	Magma Dopant	R 850	0	0	M	F		SQ#5	
17	Astromons	U 210	27	25				BCwd,UC11	
18	Ageha Yummy	R 150	26	22				BCwd	
18	Ageha Yummy	R 5080	3680	2750				CCba	
18	Ageha Yummy	R 3500						Casino	
19	Baraba	U 1200	80	50		SH	DP	BCed	
19	Baraba	U 9250				SH	DP	Casino	
20	Hamburabi	G 200	55	60				DCwa	
20	Hamburabi	G 3580	620	650			HDP	SQ#5	
20	Hamburabi	G 6980						Casino	
21	Seamons	U 770	110	70		KSH	DP	BCed	
21	Seamons	U 8400				KSH	DP	Casino	
22	Seagorath	U 700	100	85		KSH	DP	BCed	
22	Seagorath	U 6300				KSH	DP	Casino	
23	Bogal	U 1920	400	200	T		SHDP	BCcd	
24	Negataros	R 350	150	10		SH	DP	BCcd	
24	Negataros	R 10500				SH	DP	Casino	
25	Nega Den-O	R 1390	400	200			SHDP	BCwd	
25	Nega Den-O	R 4980					SHDP	Casino	
26	Weather Dopant	R 1720	450	350		FMTK	SHDP	BCwd	
26	Weather Dopant	R 5700				FMTK	SHDP	Casino	
27	Pink Rabbit Imagin	R 160	27	45				DC-ra,qa	
28	Kemura	U 210	28	32		F		DC-ra,qa,wa	
29	Chaps	R 210	29	21				DC-ra,wa	
30	Aries	G 190	30	25				DC-ra,mb	
31	Phantom	G 220	31	30				DC-ra,qa	
31	Phantom	G 2600	576	450				VCin	
32	Taurus	G 190	31	25				DC-ra,wa	
33	Tragos	G 200	32	28				DC-ra,qa	
34	Leo	G 240	33	25				DCra	
35	Anf	G 230	34	31				DC-ra,qa,wa	
36	Siam-Neko Yummy	R 190	36	35				DC-qa,wa	
37	Tieren	G 240	38	30				DC-qa,wa	
37	Tieren	G 2400	576	450				VCin	
38	AEU Hellion	G 200	38	30				DC-qa,wa	
39	Salamandora	U 250	40	35	M	F		DC-qa,wa	
40	Todogirah	R 240	55	35		M		DCwa	
40	Todogirah	R 570	150	110		FMSH	DP	HClb1	
41	Piranha Yummy	R 160	55	35				DCwa	
42	Barzam	G 220	57	40				DC-wa,mb	
43	Samekujira	U 270	60	35	T			DC-wa,mb	
43	Samekujira	U 5500	3910	2600 T				CC-gh,ba	

44	Same Yummy	R	200	63	35	F	M		DCwa	
44	Same Yummy	R	5550	3950	2630	F	M		CCba	
45	Aries (Commander)	G	350	65	50				DC-wa,mb	
45	Aries (Commander)	G	6090	4180	2770				CCba	
46	Meta Hebi	R	360	75	50				DC-wa,mb	
47	Snowman Imagin	R	270	73	45	F	M		DCmb	
48	IceAge Dopant	R	300	73	45	F	M		DCmb	
48	IceAge Dopant	R	960	0	0	F	M		SQ#5	
49	Kublican	R	290	75	50	T			DCmb	
50	Antler	U	2760	200	200		SH	DP	DCqa	
50	Antler	U	8235	1990	2085		SH	DP	SQ#9	
50	Antler	U	11800				SH	DP	Casino	
51	Mezool	R	4650	400	500	F	M	SHDP	DCwa	
51	Mezool	R	18050	15000	3500	F	M	SHDP	RC (Boss)	
51	Mezool	R	4950	1000	500	F	M	SHDP	SQ#25	
51	Mezool	R	10550			F	M	SHDP	Casino	
52	Gundam Throne Eins	G	1320	300	100			SHDP	DCwa	
52	Gundam Throne Eins	G	9520					SHDP	Casino	
53	Gundam Throne Zwei	G	1150	300	120			SHDP	DCwa	
53	Gundam Throne Zwei	G	8680					SHDP	Casino	
54	Gundam Throne Drei	G	1560	300	100			SHDP	DCwa	
54	Gundam Throne Drei	G	10140					SHDP	Casino	
55	The-O	G	6540	700	700			SHDP	DCmb	
55	The-O	G	10500					SHDP	Casino	
56	Mantis Man	R	290	85	40				HClb1	
57	Neko Yummy	R	380	85	45		C		HC-lb1,sp	
58	Dada	U	320	88	35				HClb1	
58	Dada	U	5150	2550	1700				CCgh	
58	Dada	U	4500						Casino	
59	Bemstar	U	410	93	65	C	FL		HClb1	
59	Bemstar	U	5820	1200	780	K	CSH	DP	GCnmg	
59	Bemstar	U	5310	3610	2415	C	FL		CCba	
60	Verokron	U	400	97	70				HC-lb1,sp	
61	Alien Lyros	U	460	99	65				HC-lb1,sp	
62	Bison Yummy	R	550	102	45				HCsps	
62	Bison Yummy	R	6840	4570	3210				CCsh	
63	Crazygon	U	320	104	110				HC-sps,sp	
63	Crazygon	U	2150	680	500		SH	DP	SQ#8	
64	AEU Enact	G	370	104	65				HClb1	
65	GN-X	G	260	106	70				HClb1	

66	Byarlant	G	320	105	65				HC-lb1,lb2,	
									sp	

67	Virus Dopant	R	480	105	75	F			HC-lb2,sp	
68	Cockroach Dopant	R	490	108	75	GL			HClb2	
69	Anomalocaris Dopant	R	570	110	85		M		HClb2	
69	Anomalocaris Dopant	R	4050	2050	1350		M		CCgh	
70	Bound Doc (A)	G	3500	500	500				DCmb	
70	Bound Doc (B)	G	400	117	45				HC-lb1,sp	
70	Bound Doc	G	10500						Casino	

71	Zanjioh	R	650	128	125	F			HC-lb1,lb2,	
									SChrb1	

72	Geara Doga	G	350	130	75				HClb2	
73	Rikugame Yummy	R	470	133	155	T			HC-lb2,sp	
74	Geara Doga (Commander)	G	500	140	80				HC-lb2,sp	
74	Geara Doga (Commander)	G	5420	2570	1820				CCgh	

75	Gebacondor	R 600	145	125				HC-lb1, spn,	
								SChrb1	

76	King Crab	U 565	148	125				HC-lb1, spn	
77	Tieren Taozi	G 480	150	125				HCspn	
77	Tieren Taozi	G 1520	576	450				VCin	
78	Bee Woman	R 2160	1000	300		SH	DP	HClb1	
78	Bee Woman	R 11800				SH	DP	Casino	
79	Bemstar (Remodelling)	U 1440	350	80	K	CSH	DP	HClb1	

80	Sabotendar	U 1290	350	100	F	VSH	DP	HClb1	
	(Remodelling)								

81	Verokron (Remodelling)	U 1720	350	80	G	FSH	DP	HClb1	
82	Gundam Heaven's Sword	G 3930	800	400		FK	SHDP	HClb1	
83	Inhumanoid	R 1670	600	400	V	CSD	HP	HClb2	
83	Inhumanoid	R 4280			V	CSD	HP	Casino	
84	Kamen Rider Skull	R 2010	700	50		S	DP	HClb2	
85	Fake Ultraman	U 1720	600	100		S	DP	HClb2	
85	Fake Ultraman	U 15500				S	DP	Casino	
86	Dummy Dopant	R 1290	500	80		S	DP	HClb2	
87	Alien Zarab	U 1200	800	200		S	DP	HClb2, UC13	
87	Alien Zarab	U 8590	1920	1800		S	DP	SQ#23	

88	Mega Greeed Rampage	R 7480	1500	800		MH	SDP	HClb2	
	Form								

89	Ace Killer	U 8640	1300	150			SHDP	HCspn	
89	Ace Killer	U 11150					SHDP	Casino	
90	Alien Guts	U 1300	1100	450		SH	DP	HCspn, UC13	
90	Alien Guts	U 8045	2690	2400		SH	DP	SQ#23	
91	Mebius Killer	U 3600	1100	400			SHDP	HCspn	
91	Mebius Killer	U 9200					SHDP	Casino	
92	Ultimate D	R 2590	900	750			SHDP	HCspn	
92	Ultimate D	R 7190					SHDP	Casino	
93	Giant Yapool	U 2880	1000	500		FL	SHDP	HCspn	
93	Giant Yapool	U 8480				FL	SHDP	Casino	
94	Alien Baltan	U 9525	3080	1500	L		SHDP	SQ#10	
94	Alien Baltan	U 9525	4000	3000	L	SD	HP	SQ#16	
95	Vayeate	G 3280	1520	840			SHDP	SQ#7	
95	Vayeate	G 4400					SHDP	Casino	
96	Mercurius	G 5570	1520	840			SHDP	SQ#7	
96	Mercurius	G 9200					SHDP	Casino	
97	Vakishim	U 670	164	120	C			HClb1, UC11	
97	Vakishim	U 2010	876	658	C			GCwmg	

98	Gaina Ninpo	R 590	172	130		K		UC11, HClb2,	
								SChrb1	

98	Gaina Ninpo	R 9950				K		Casino	
99	Alien Shaplay	U 555	179	145		M		UC-11, 12	
100	Giradorus	U 600	191	220	C	FMTK		UC-11, 12	
100	Giradorus	U 5200	2680	1780	C	FMTK		CCgh	
101	Cobra Man	R 580	202	180				UC11	
101	Cobra Man	R 5050	2450	1630				CCgh	
102	Union Realdo	G 610	205	250				UC11	
103	Asshimar	G 630	208	270				UC-11, 12	
103	Asshimar	G 18500						Casino	
104	Union Flag	G 640	214	280				UC-12, 13	
105	Gandar	U 645	217	300	F	M		UC-12, 13	

106 Gomora	U 950	221	160				UC12,HCsps	
106 Gomora	U 8200	3200	0		SH	DP	GCcmg	
107 Snowgon	U 570	224	130	F	M		UC-12,13	
108 Woo	U 720	229	200	F	M		UC-12,13	
108 Woo	U 5150	2440	1690	F	M		CCgh	
108 Woo	U 820	237	200	F	MSH	DP	SQ#3	
109 Red King	U 720	241	160	M			UC12,HCsps	
109 Red King	U 7300	3200	0	M	SH	DP	GCcmg	
109 Red King	U 8900			M			Casino	
110 Over Flag	G 830	242	227				UC-11,13	
111 Hi-Zack Custom	G 690	247	300				UC13	
112 GN-XIII	G 815	257	260				UC14	
112 GN-XIII	G 5660	3790	2680				CCba	
113 Gyango	U 825	271	150				UC-13,14	
114 Skullma	R 700	284	180	L			UC-13,14	
114 Skullma	R 1505	500	400	L	SH	DP	SQ#11	
115 Skullmatar	R 720	288	200	L			UC-13,14	
115 Skullmatar	R 5700	4200	2860	L			CC-gh,sh	
116 Bat Imagin	R 780	305	255				UC14	
117 Alien Emperor	U 2700	580	500	C	FTSH	DP	UC13	
117 Alien Emperor	U 11560	880	3000	C	FTSH	DP	SQ#23	
118 Alien Nackle	U 2500	470	450		SH	DP	UC13	
118 Alien Nackle	U 10280	980	2400		SH	DP	SQ#23	
119 Grand Gundam	G 8480	2500	1000			SHDP	UC13	
120 Uva	R 6540	2000	2000		T	SHDP	UC12	
120 Uva	R 20840	15000	3500		T	SHDP	RC (Boss)	
120 Uva	R 6350	1000	500		T	SHDP	SQ#25	
120 Uva	R 13900				T	SHDP	Casino	
121 Walter Gundam	G 10360	2600	1500		M	SHDP	UC13	
122 Kamen Rider Gaoh	R 11280	3200	1650			SHDP	SQ#13	
122 Kamen Rider Gaoh	R 38190	18050	6200			SHDP	SQ#24	
122 Kamen Rider Gaoh	R 58190					SHDP	Casino	
123 Zamsher	U 12240	3000	1500			SHDP	UC14	
123 Zamsher	U 38600					SHDP	Casino	
124 Zetton	U 14400	4200	3000		F	SHDP	UC14	
124 Zetton	U 32000	19200	6000		FSH	DP	GCnmg	
124 Zetton	U 26500				F	SHDP	Casino	
125 Gamel	R 16450	3500	2000			SHDP	UC?	
125 Gamel	R 23500	15000	3500			SHDP	RC (Boss)	
125 Gamel	R 7840	1000	500			SHDP	SQ#25	
125 Gamel	R 16250					SHDP	Casino	
126 T-Rex Dopant	R 730	353	200				SC-hrb1,m1f	
127 Bird Dopant	R 690	367	215	G	K		SC-hrb1,m1f	
128 Gaplant	G 1070	378	270				SChrb1	
128 Gaplant	G 10200						Casino	
129 Rhino Imagin	R 880	394	265				SC-hrb1,m1f	
130 Jelly Imagin	R 750	401	140	GL	VT		SC-hrb1,m1f	
130 Jelly Imagin	R 5750	4120	2740	GL	VT		CCba	
131 Hanzagiran	U 950	403	300				SC-hrb1,m1f	
132 Violence Dopant	R 555	409	398				SCm1f	
133 Alien Icarus	U 850	411	250				SCm1f	
134 Money Dopant	R 1120	419	1000				SC-m1f,m2f	
134 Money Dopant	R 12500	6000	5000		SH	DP	SQ#18	
135 Arms Dopant	R 1080	427	515				SCm1f	
135 Arms Dopant	R 12080	2500	1500		SH	DP	SQ#24	
136 Rhino Beetle Yummy	R 1080	435	300				SC-m1f,m2f	

137 Kuwagata Yummy	R 960	440	255		T		SC-m1f,m2f,	
							hrb1	

137	Kuwagata Yummy	R	9220				T		Casino	
138	Jasyuline	U	1380	495	340				SC-m2f,hrb2	
138	Jasyuline	U	1880	925	720				GC-cmg,nmg	
139	Gabthley	G	810	510	150				SCm2f	
139	Gabthley	G	5270	4390	3110				CCsh	
140	Oct Imagin	R	1080	515	350		G		SC-m2f,hrb2	
141	Kraken Imagin	R	870	518	365	V	M		SC-hrb1,m2f	

142	Mururoa	U	1200	523	320	L			SC-m2f,hrb1,	
									hrb2	

143	Crow Imagin	R	890	514	405	G	K		SC-hrb1,m2f	
144	Gaza-C	G	850	518	315				SC-hrb1,hrb2	
145	Black King	U	1125	522	320				SC-hrb1,hrb2	
145	Black King	U	8120						Casino	
146	Isoginjaguar	R	1020	520	350				SC-hrb1,hrb2	
147	Granzairas	R	1440	543	355	FMTKL	VGC		SC-hrb1,hrb2	
148	Shiomaneking	R	1200	555	365	F	CM		SC-hrb1,hrb2	
149	Eleking	U	12000	2400	800		TSH	DP	SC-hrb1	
149	Eleking	U	12530				TSH	DP	Casino	
150	King Pandon	U	10800	4500	2000	CL	FKSH	DP	SChrb1	
150	King Pandon	U	26520	16500	8500	L	FKSH	DP	GCnmg	
150	King Pandon	U	12050			CL	FKSH	DP	Casino	
151	General Black	R	8400	840	560	M	SH	DP	SCm1f	
151	General Black	R	2000	1000	780	M			GCnmg	
151	General Black	R	25000			M	H	SDP	Casino	
152	Lion-Kurage Yummy	R	12600	980	650		FMTSH	DP	SCm1f	
152	Lion-Kurage Yummy	R	2160	1055	825		FMT		GCnmg	
153	Kazari	R	20050	15000	3500		K	SHDP	RC (Boss)	
153	Kazari	R	12200				K	SHDP	Casino	
154	Masurao	G	17625	6800	3200			SHDP	SQ#15	
155	Bogarmons	U	18000	5500	2000		TH	SDP	SCm2f	
156	Taboo Dopant	R	14400	5000	2000			SHDP	SCm2f	
156	Taboo Dopant	R	17200					SHDP	Casino	
157	Tyrant	U	21500	8000	3500		FMLSH	DP	SChrb2	
157	Tyrant	U	35000	21050	4500		FMLSH	DP	GCnmg	
158	Shocker Greeed	R	24000	9000	8000			SHDP	SChrb2	
158	Shocker Greeed	R	29000					SHDP	Casino	
159	Ika Devil	R	8260	5700	3000			SHDP	SChrb2	
159	Ika Devil	R	11825					SHDP	Casino	
160	Garagaranda	R	10640	5200	2500			SHDP	SChrb2	
160	Garagaranda	R	15180					SHDP	Casino	
161	Terror Dopant	R	12360	6800	3200			SHDP	SChrb2	
161	Terror Dopant	R	16520					SHDP	Casino	
162	Shadow Moon	R	18500	13500	9000			SHDP	SQ#17	
162	Shadow Moon	R	32000	17500	9650		SH	DP	SQ#22	
162	Shadow Moon	R	65005				SH	DP	Casino	
163	Mole Imagin	R	950	500	475				VC-us,ms	
163	Mole Imagin	R	4760	2305	1780				CCgh	
163	Mole Imagin	R	710	110	60		SH	DP	SQ#4	
164	Automaton	G	1000	550	400				VC-us,ms	
165	Scorpion Imagin	R	1150	615	485				VC-us,ms	
166	Ahead	G	950	620	450				VC-us,ms,in	
166	Ahead	G	2050	625	400		SH	DP	SQ#12	
167	Gudon	U	1290	628	462				VC-us,ms	
168	Twintail	U	1150	630	458				VC-us,ms	
168	Twintail	U	1720	824	620				GC-wmg,cmg	
169	Turtle Bazooka	R	1320	634	480				VC-us,ms	
169	Turtle Bazooka	R	5970	3940	2615				CCba	
170	Hobby Hi-Zack	G	3000	3000	1000				VCus	

208	Birdon	U	22200	6200	3500		FKSH	DP	GCwmg	
209	Gundam Head	G	7000	3000	2000		SH	DP	GCcmg	
209	Gundam Head	G	3000	2000	1000		SH	DP	GCcmg	
209	Gundam Head	G	14000				SH	DP	Casino	
210	Gelonimon	U	18600	8000	6120		GSH	DP	GCcmg	
211	Grand Master Gundam	G	30580	20000	8000			SHDP	GCcmg	
212	Kyouryu Greeed	R	39980	23500	9000	F	W	SHDP	GCnmg	
212	Kyouryu Greeed	R	41980			F	W	SHDP	Casino	
213	Ultraman Berial	U	45000	25000	8200			SHDP	GCnmg	
213	Ultraman Berial	U	52000					SHDP	Casino	

214	Devil Gundam Final	G	48000	26000	8500		VGCFMTKL	SHDP	Rydges Core	
	Form									

215	Kamen Rider Core	R	52000	26000	8500		F	SHDP	Rydges Core	
216	Beryudora	U	65000	35000	8500		VL	SHDP	Rydges Core	
217	Death Beast	G	3800	2000	1330				CCgh	
218	Virgo II	G	5100	2450	1630				CCgh	
219	Alien Valkie	U	5250	3000	2000	F	M		CC-gh,ba	
220	Jagd Doga	G	5400	3820	2540				CCba	
220	Jagd Doga	G	5600	3950	2630				CCba	
220	Jagd Doga	G	4570	680	780		SH	DP	SQ#6	
221	Pandon	U	5450	3850	2560	C	F		CCsh	
222	Bolinoak Sammahn	G	5650	3950	2630				CCsh	
223	Palace Athene	G	5800	4250	2830				CCsh	
224	Daigarugu	U	5850	4450	2960				CCsh	
225	Kreutzer	R	5900	4500	3000		F		CCsh	
226	Leo Imagin	R	8000	8500	5660				CCsh	
227	Messala	G	12500	10000	6660				CCsh	
228	Gel-Shocker Leader	R	90000	99999	9999			SHDP	CCsh	
229	Sazabi	G	82000	99999	9999			SHDP	CCsh	
230	U-Killersaurus Neo	U	98500	99999	9999			SHDP	CCsh	
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VI. Guardian
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No	Name		HP		EXP		M		We Re		Ne	Place
_	_____	_	_____		_____		_____		_____		_____	_____
1	MRX-009 Psycho Gundam	G	8000		300		400					DC Outer Wall
2	Gigantes Heaven	R	8000		220		200		I			DC Outer Wall

3	Gigantes Hell	R	12000		280		250		G			DC Outer Wall
												HC Outer Wall

4	GNMA-YOOO1 Empruss	G	8000		200		180		B			HC Outer Wall

5	Space Robo King Joe	U	10000		450		500		GB			DC Outer Wall
												HC Outer Wall
												UC Outer Wall

6	AEU-MAO7013 Agrissa	G	12000		330		300		V			UC Outer Wall

7	Super Crisis Fortress	R	18000		1000		680		V		B	UC Outer Wall
												SC Outer Wall

8	Gigantes Hades	R	20000		420		600		G			SC Outer Wall

9	Unparalleled Iron God Imperializer	U	30000	500	800	IB	VGP	SC	Outer Wall	
10	Robot Superman Fake Ultraseven	U	15000	450	400		VPB	VC	Outer Wall	
11	Robot Monster Builgamo	U	17500	300	100	PB		VC	Outer Wall	
12	MRX-010 Psycho Gundam MKII	G	35000	8000	1000	IB	VG	VC	Outer Wall	
13	NZ-333 α Azieru	G	30000	400	200	G		GC	Outer Wall	
14	Space Robo King Joe Black	U	22500	500	600		VPB	GC	Outer Wall	
15	King Dark	R	50000	15000	2000		VGP	IB	GC	Outer Wall

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VII. Item Laboratory
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1. Expendable Item

Name	Value	Effect	Obtaining
Life-Kit	100	Restore 200 HP	Hi-Zack, Marasai, Galbaldyß
Mega Life-Kit	500	Restore 750 HP	Treasure
Giga Life-Kit	2000	Restore 1500 HP	
Recovery-Kit	30000	All members restore 1500 HP	Sweets Dopant, Skullma, Alien Emperor, Alien Nackle, Grand Gundam, Uva, Walter Gundam, Kamen Rider Gaoh, Zamsher, Zetton, Gamel, Money Dopant, Eleking, King Pandon, General Black, Lion-Kurage Yummy, Masurao, Bogarmons, Taboo Dopant, Tyrant, Shocker Greeed, Ahead, Aheadsmultron, Gaga
Revival-Kit	300	Recover fighting ability of a single ally and heal him 100HP	Gavadon, Hi-Zack, Galbaldyß
Super Revival Kit	5000	Recover fighting ability of a single ally and fully heal his HP	Spider Man, Baraba, Seamons Seagorath, Bogal, Negataros Todogirah, Antler, Mezool, Gundam Throne Eins, Bee Woman, Bemstar Remodelling Sabotendar Remodelling, Verokron Remodelling, Gundam Heaven's Sword, Kamen Rider Skull, Fake Ultraman, Dummy Dopant, Alien Zarab, Mega Greeed Rampage Form, Ace Killer, Alien Guts, Mole Imagin
Cure Virus	200	Remove a single ally's	

		infection	
Cure Stun	200	Remove a single ally's	
		stun	
Cure Panic	200	Remove a single ally's	
		panic	
Cure Dark	200	Remove a single ally's	
		darkness	
Cure Pressure	200	Remove a single ally's	
		pressure	
Cure Negative	200	Remove a single ally's	
		negative	
Ultimate-Kit	3000	Remove a single ally's	
		bad status	
Spirit-Tab	3000	Recover 50SP of a single	
		ally	
Mega Spirit-Tab	10000	Recover 100SP of a single	
		ally	
Giga Spirit-Tab	30000	Recover 200SP of a single	
		ally	
Smoke Grenade	500	Escaping rate at 100%	
Minovsky Craft	2000	Take no damage on the map	Gundam Throne Zwei,
		20 steps	Gundam Throne Drei
Signal Bullet	500	Within 75 steps random	
		encounters are easy	
Hyper Jammer	650	You hide yourself so that	
		within 75 steps it is hard	
		to meet enemies	
Active Cloak	1500	Will not meet any enemy	
		within 75 steps	
Strength Crystal		Max HP value increases by	Bemstar,Tieren Taozi,
		50	Alien Zarab,Alien Guts,
			Gomora,Red King,Alien
			Temperor,Alien Nackle,
			Kamen Rider Gaoh,Zetton,
			Gamel,Arms Dopant,King
			Pandon,Tyrant,Gaga,Gaddes
			Gadessa,Garazzo,Susanowo
			Jark Midla,Master Gundam,
			Devil Gundam,Gundam Epyon
			Regnant,Arche Gundam,
			Pteranodon Yummy,Birdon,
			Gundam Head,Gelonimon,
			Grand Master Gundam,
			Kyouryu Greeed,Ultraman
			Berial

Magic Crystal		Max SP value increases by	Mezool
		30	
Crystal of		Add 1 to physical attack	
Martial Arts		power	
Crystal of		Add 1 to indirect attack	
Interval Attack		power	
Crystal of		Add 1 to physical defense	
Martial Defence		power	
Crystal of		Add 1 to indirect defense	
Interval Defence		power	
Crystal of		Add 1 to speed	Kazari
Alertness			
Crystal of		Add 1 to technique	Kazari
Technique			
Crystal of		Add 1 to luck	Kazari
Fortune			
Crystal of		Add 1 to physical strength	Gamel
Iron-arms			
Crystal of		Add 1 to will	Uva
Fighting Spirit			
Crystal of		Add 1 to spirit	Mezool
Intelligence			
Crystal of		Add 1 to focus	Uva
Astringency			
Book of Technic		Add 40 to AP	
Book of Secret		Add 100 to AP	
Technique			

-Name Translation-

Japanese	English
ライフキット	Life-Kit
メガライフキット	Mega Life-Kit
ギガライフキット	Giga Life-Kit
リカバリーキット	Recovery-Kit
復活キット	Revival-Kit
大復活キット	Super Revival Kit
キュアウィルス	Cure Virus
キュアスタン	Cure Stun
キュアパニック	Cure Panic
キュアダーク	Cure Dark
キュアプレッシャー	Cure Pressure
キュアネガティブ	Cure Negative

万能キット	Ultimate-Kit	
スピリットタブ	Spirit-Tab	
メガスピリットタブ	Mega Spirit-Tab	
ギガスピリットタブ	Giga Spirit-Tab	
スモークグレネード	Smoke Grenade	
ミノフスキークラフト	Minovsky Craft	
信号弾	Signal Bullet	
ハイパージャマー	Hyper Jammer	
アクティブクローク	Active Cloak	
体力の結晶	Strength Crystal	
魔力の結晶	Magic Crystal	
物攻の結晶	Crystal of Martial Arts	
間攻の結晶	Crystal of Interval Attack	
物防の結晶	Crystal of Martial Defence	
間防の結晶	Crystal of Interval Defence	
俊敏の結晶	Crystal of Alertness	
技巧の結晶	Crystal of Technique	
運気の結晶	Crystal of Fortune	
豪腕の結晶	Crystal of Iron-arms	
気概の結晶	Crystal of Fighting Spirit	
知性の結晶	Crystal of Intelligence	
収斂の結晶	Crystal of Astringency	
技能の書	Book of Technic	
秘技の書	Book of Secret Technique	

2. Equipment

Name	Value	Effect
Imagins'clothes and all	300	Interval Defense+10
Pinwheel	400	Speed+10,Wind+30
Pants of tomorrow	400	Spirit+5,Pressure+50,Negative+75
BatShot	500	Darkness+50,add darkness+5% to normal weapon
FrogPod	600	HP+30,Water+30
Struggle700	800	Interval Attack+20,turn normal attack into fire
Batta Candroid	800	Speed+15
Sunglass	800	Focus+5,Darkness+100
Goggle	800	Focus+10,Wind+30,Darkness+50
Tora Candroid	800	Martial Attack+25
Beta Capsule	1000	HP+40,SP+10
Reflector Bit	1000	Interval Attack+30
GUYS suits	1000	Martial Defense+15,Interval Defense+15,Fire +20,Water+20,Wind+20,Light+20,Lightning+20
Tako Candroid	800	Water+30, turn normal attack into water

Dober Gun	800	Interval Attack+25,Speed+10
Curry Spoon	1800	HP+45,SP+15,Panic+50
Stag Phone	1400	Interval Attack+25,Stun+50
Escape Pod	1400	Speed+15
Back Weapon System(BWS)	1400	Martial Attack-10,Martial Defense+20,Interval Defense+20,Infection+50,Panic+50
High Efficiency Analyzer	1400	Infection+50,Stun+50,Darkness+50
Ultra Badge	1800	HP+80,Darkness+50,Negative+100
Supergun	1800	Interval Attack+45
Gundam Shield	1800	Martial Defense+15,Interval Defense+15
Spider Shock	1400	Technic+15,Attached speed-down to normal attack by 20%
Meteor Badge	1400	Stun+50,Panic+50,Darkness+75
Beetle Phone	2500	HP+80,Technic+10
Zeronos Card		Technic+15,Focus+15
Piero's Mask	2500	Speed+20,Wind+30,Stun+50
Maquette Attache Case	2500	Panic+50,Pressure+50
Heat Shotel	2500	Martial Attack+60, -5% interval defense of normal attack
Planet Defensor		Martial Defense+20,Interval Defense+20, Lightning +50
Gorilla Candroid	3200	Martial Attack+40,Physical Strength+15
Rose Bit	3200	Interval Attack+60
Magnet Coating	3200	Physical Strength+15,Technic+10,Speed+25
RS Computer	2500	Panic+75,Pressure+75
Flying Armor	2500	Speed+35
Ultra Bell	6500	HP+175,Martial Defense+30,Interval Defense+30 Fire+50
Memorial Astronomical Telescope	6500 	SP+20,Spirit+15,Darkness+50
Fighting Knuckle	6500	Martial Attack+80
Ballute	5000	Speed+20,Infection+50,Panic+50
Denki Unagi Candroid	5000	Lightning+30,Stun+50,Add Lightning to normal

		attack
Pocket Watch	6500	SP+45, Technic+20, Focus+15, Darkness+100
0 Medal Holder	6500	SP+45
Slipper	6500	Martial Attack+35, Add panic to normal attack by 5%
Deneb Candy	6500	Interval Attack+40
GUYS Toughbook	5000	Fire+30, Lightning+30, Light+30, Panic+75, Pressure+50
ZAT Helmet	15000	HP+100, Fire+30 (Physic+30)
Graviton Hammer	10000	Martial Attack+70, Add stun to normal attack by 10%
Feilong Flag	10000	Martial Attack+75, Fire+30, Lightning+30
GN Shield	12000	Martial Defense+20, Interval Defense+20, Fire+ 30, Stun+50, Pressure+50
Bio Sensor		Physical Strength+15, Technic+15, Will+10, Focus +15, Speed+20, Spirit+15, Luck+10
Hat of Great Detective	10000	Will+20, Focus+20, Pressure+50
Master Cloth	10000	Martial Attack+100, Add pressure to normal attack by 15%
Beam Gatling	10000	Interval Attack+100
Kujaku Candroid	12000	Interval Attack+75, Interval Defense+45, Fire+ 30, Add Fire attribute to normal attack
Shiranui		Martial Attack+80, Will+35
Unryuu		Martial Attack+80, Focus+35
Spuriousness Solar Reactor		HP+300, Speed+20, Infection+50
Zero Gravity Bullet	12000	Interval Attack+110, lower interval defense for normal attack 10%
Psycho Frame		Physical Strength+30, Technic+35, Will+20, Focus +20, Speed+35, Spirit+20, Luck+25
Video-Ceiver	12000	Fire+50, Water+50
Sonic Blade	12000	Martial Attack+80, Speed+20
Motocrystal	20000	SP+60
GN Fang	12000	Interval Attack+90, Add panic by 15% to normal attack
Beam Scythe	12000	Martial Attack+90, lower martial defense by 5%

		to normal attack
GN Buster Sword		HP+350, Martial Attack+80
Ring of Promise	20000	SP+45, Spirit+30
Heavy Weapon System(HWS)	20000	Interval Attack+90, Martial Defense+50, Interval Defense+50
Tectorgear Zero		Martial Defense+70, Interval Defense+70, Speed -15, Negative+100
Shenlong Shield		Interval Defense+40, Stun+50, Pressure+50, Negative+30
Soten		Martial Attack+130, Will+30, Focus+30, Speed+30, (Slashing Attack+30)
Torikera Candroid	30000	Martial Attack+110, Physical Strength+30, Stun +50
Ptera Candroid	30000	Speed+65, Wind+30, Add wind attribute to normal attack
Mars 133		Martial Attack+140
AZ2006		Martial Attack+130, Add light attribute to normal attack

-Name Translation-

Japanese	English
イマジンたちの着ぐるみ	Imagins' clothes and all
風車	Pinwheel
明日のパンツ	Pants of tomorrow
バットショット	BatShot
フログポッド	FrogPod
ストラグル700	Struggle700
バッタカンドロイド	Batta Candroid
サングラス	Sunglass
ゴーグル	Goggle
トラカンドロイド	Tora Candroid
ベーターカプセル	Beta Capsule
レフレクター・ビット	Reflector Bit
GUYSスーツ	GUYS suits
タコカンドロイド	Tako Candroid
ドバーガン	Dober Gun
カレー Spoon	Curry Spoon
スタッグフォン	Stag Phone
脱出ポッド	Escape Pod
バック・ウェポン・システム	Back Weapon System(BWS)
高性能アナライザー	High Efficiency Analyzer
ウルトラバッジ	Ultra Badge
スーパーガン	Supergun
ガンダムシールド	Gundam Shield
スパイダーショック	Spider Shock
流星バッジ	Meteor Badge

ビートルフォン	Beetle Phone	
ゼロノスカード	Zeronos Card	
ピエロの仮面	Piero's Mask	
マケットアタッシュ	Maquette Attache Case	
ヒートショータル	Heat Shotel	
プラネイトディフェンサー	Planet Defensor	
ゴリラカンドロイド	Gorilla Candroid	
ローゼス・ビット	Rose Bit	
マグネットコーティング	Magnet Coating	
RSコンピューター	RS Computer	
フライイングアーマー	Flying Armor	
ウルトラベル	Ultra Bell	
思い出の天体望遠鏡	Memorial Astronomical Telescope	
ファイティング・ナックル	Fighting Knuckle	
バリュート	Ballute	
電気ウナギカンドロイド	Denki Unagi Candroid	
懐中時計	Pocket Watch	
オーメダルホルダー	O Medal Holder	
スリッパ	Slipper	
デネブキャンディ	Deneb Candy	
GUYSタフブック	GUYS Toughbook	
ZATヘルメット	ZAT Helmet	
グラビトン・ハンマー	Graviton Hammer	
フェイロン・フラッグ	Feilong Flag	
GNシールド	GN Shield	
バイオ・センサー	Bio Sensor	
名探偵の帽子	Hat of Great Detective	
マスタークロス	Master Cloth	
ビームガトリング	Beam Gatling	
クジャクカンドロイド	Kujaku Candroid	
シラヌイ	Shiranui	
ウンリュウ	Unryuu	
擬似太陽炉	Spuriousness Solar Reactor	
無重力弾	Zero Gravity Bullet	
サイコ・フレーム	Psycho Frame	
ビデオシーバー	Video-Ceiver	
ソニックブレード	Sonic Blade	
モトクリスタル	Motocrystal	
GNファンング	GN Fang	
ビームサイズ	Beam Scythe	
GNバスターソード	GN Buster Sword	
約束の指輪	Ring of Promise	
ヘビー・ウェポン・システム	Heavy Weapon System(HWS)	
テクターギア・ゼロ	Tectorgear Zero	
シェンロンシールド	Shenlong Shield	
ソウテン	Soten	
トリケラカンドロイド	Torikera Candroid	
プテラカンドロイド	Ptera Candroid	
マルス133	Mars 133	
AZ2006	AZ2006	

3. Materials

Name	Effect	Obtaining
Disinfection Extract	Infection+10	Alien Cool, Alien Meteoron
Sharp Bone	Stun+10	Fly Man

Broken Fang	Panic+10	Astromons,Gigantes Hell
Crack Carapace	Darkness+10	Masquerade Dopant,Magma Dopant, Gigantes Heaven
Bone Fragment	Pressure+10	Gavadon,Bat Man
Livid Water	Negative+10	Burricane
Dry Scale	Fire+8	Bemura
Spider Silk	Water+8	Spider Man,Waste Yummy
Weird Feeler	Lightning+8	Sweets Dopant,White Yummy
Flexible Feather	Wind+8	Ageha Yummy
Iron Spine	Martial Attack+3	Spider Man,Bat Man,Astromons,Anf
Burning CPU	Interval Attack+3	Alien Meteoron,Barzam
Small Armor Fragment	Martial Defense+3	Marasai,Magma Dopant,Phantom
Scrap Iron	Interval Defense+3	Bemura,Burricane,Hamburabi,Psycho Gundam
Discard Fuel Cell	Technic+6	Alien Cool,White Yummy,Tieren
Growth Spring	Physical Strength+6	Fly Man,Masquerade Dopant,Leo
Greasy Clay	Will+12	Ageha Yummy,Meta Hebi
Feldspar	Focus+12	Sweets Dopant,Waste Yummy, Kublican
Splendid Bone	Stun+15	Todogirah,Snowman Imagin
Solid Scissor	Pressure+15	Siam-Neko Yummy
Profound Carapace	Panic+8,Darkness+12	Chaps,Samekujira
Cool Water	Infection+8,Negative +12	Pink Rabbit Imagin,IceAge Dopant
Solid Scale	Fire+11	Kemura,Salamandora
Sticky Skin	Water+11	Piranha Yummy
Sharp Tail	Lightning+11	Same Yummy
Stink Oil	Wind+11	Aries,Taurus,Aries (Commander)
Waste Oil	Light+11	Tragos,AEU Hellion,Empruss
Manly Curve Iron Spine	Martial Attack+7 	Bogal,Leo,Samekujira,Bemstar
Torn-off Fuel Tube	Interval Attack+7	Baraba,Pink Rabbit Imagin,Anf, Siam-Neko Yummy,Tieren Taozi

Big Armor Fragment	Martial Defense+7	Seagorath, Phantom, Tragos, Geara Doga
Big Scrap Iron	Interval Defense+7	Hamburabi, Seamons, Taurus, Geara Doga, Psycho Gundam, Builgamo
Vacuum Tube	Martial Defense+4, Physical Strength+7	Nega Den-O, Aries, Salamandora, Aries (Commander), Byarlant
Used Up Battery	Interval Defense+4, Technic+7	Negataros, Tieren, AEU Hellion, Bound Doc
Flat Stone	Martial Attack+4, Will+15	Kemura, Piranha Yummy, Snowman, Imagin, Verokron
Moss-covered Rock	Interval Attack+4, Focus+15	Weather Dopant, Chaps, Todogirah, Same Yummy, Crazygon
Strange Antenna	Spirit+22	Kublican
Curve Steel Frame	HP+40	Barzam, Empruss
Split Generating Plate	SP+40	Meta Hebi
Irony Beard	Speed+15	IceAge Dopant
Insectivorous Extract	Infection+15	Mantis Man, Cockroach Dopant
Good Living Tentacle	Stun+15	Anomalocaris Dopant, Zanjioh
Giant Fang	Panic+15	Alien Lyros, Gigantes Hell
Spine Shell	Darkness+15	Rikugame Yummy, King Crab
Broken Horn	Pressure+15	Bison Yummy
Light Water	Negative+15	Dada, Virus Dopant
Iron Hair	Fire+14	Verokron, Zanjioh
Antibacterial Film	Water+14	Virus Dopant, Cockroach Dopant
Supple Tail	Lightning+14	Neko Yummy, Rikugame Yummy, Gigantes Heaven
Mineral Oil	Wind+14	Crazygon, Geara Doga (Commander), King Joe
Engine Oil	Light+14	AEU Enact, Byarlant
Stiff Feather	Lightning+8, Wind+11	Gebacondor
Silver Beard	Water+8, Light+11	Neko Yummy
Shining Skin	All Element+7	Bemstar, Anomalocaris Dopant
Brass Stone	Luck+36	Weather Dopant, Mezool, Alien Lyros

		King Crab,Over Flag,King Joe
Broken Blade	Martial Attack+9, Martial Defense+3,Will +12	Bound Doc,Gebacondor,GN-XIII
Camera's Lens	Interval Attack+9, Interval Defense+3, Focus+12	Dada,GN-X,Union Realdo
Honeycomb State's Armor Fragment	Martial Defense+6, Interval Defense+6, Speed+3	Gundam Throne Eins,The-O,Geara Doga,Tieren Taozi,Hi-Zack Custom, Super Crisis Fortress
Lifting Stone	HP+40,SP+30	Nega Den-O,Antler,Mantis Man, Bison Yummy,Cobra Man
Strengthen Extract	Infection+15,Negative +10	Skullma
Vajra Shell	Infection+10,Darkness +15	Giradorus,Asshimar,Gigantes Hades
Long Winding Corner	Darkness+10,Pressure+ 15	Gomora
Mercury	Pressure+10,Negative+ 15	Snowgon
Sharp Claw	Stun+13,Panic+13	Vakishim,Red King
Fresh Green Nectar	Fire+17	Alien Shaplay
Sticky thread that can't be cut	Water+17	Gaina Ninpo
Splendid Tail	Lightning +17	Gandar,Gyango
Quality Thread	Water+11, Light+11	Woo,Skullmaster
Wing with Wind	Lightning+9,Wind+13	Bat Imagin
Smooth Skin	All Element+8	Gandar,Red King,Bat Imagin
Dark Gravel	SP+30,Physical Strength+30	Sabotendar,Alien Guts,Ultimate D, Gyango,Skullma,Rhino Imagin
Round Gravel	SP+30,Technique+30	Verokron,Dummy Dopant,Mebius Killer,Cobra Man,Skullmaster, Money Dopant
Large Gear	Martial Attack+15, Martial Defense+7	Ace Killer,Mercurius,Union Flag, Hi-Zack Custom,Gaplant,Builgamo
Electric Circuit	Interval Attack+15, Interval Defense+7	The-O,Gundam Heaven Sword,Kamen Rider Skull,Giant Yapool,Gaina Ninpo,Union Realdo,Asshimar, Gaza-C,Agrissa
Water Crystal	HP+40,Will+22,Focus+22	Mega Greed Rampage Form,Snowgon,

		Woo
Mysterious Part	Spirit+45	Bee Woman,Fake Ultraman,Vayeate,
		Alien Shaplay,Over Flag,Gabthley
Copper Ore Stone	Luck+57	Bemstar (Remodelling),Alien Zarab
		Vakishim,Giradorus,Gomora,Mururoa
Wing of Missile	Physical Strength+9,	Alien Baltan,GN-XIII
	Technic+9,Speed+15	
Impure Mucus	Infection+15,Stun+15	Jelly Imagin,Alien Icarus,Oct
		Oct Imagin,Kraken Imagin
Sharp Animal Fang	Panic+20,Darkness+10	T-Rex Dopant,Isoginjaguar
Scarce Horn	Darkness+15,Pressure+	Kuvagata Yummy,Black King
	15	
Mineral Water	Negative+25	Arms Dopant,Shiomaneking,
		Imperializer
Heat-Resisting Shell	Fire+17,Water+8	Jasyuline,Gigantes Hades
Magma Liquid	Fire+8,Water+17	Violence Dopant,Granzairas
Rainbow-Colored	Lightning+9,Wind+13,	Bird Dopant,Rhino Beetle Yummy,
Feather	Light+9	Crow Imagin
Imperial Wrath of	All Element+9	Hanzagiran
Beast		
Fuel Tank	Martial Attack+22	Vayeate,Grand Gundam,Arms Dopant,
		Virgo
Particle Cable	Interval Attack+22	Giant Yapool,Alien Temperor,Alien
		Icarus,Gaza-C,Turtle Bazooka,King
		Joe Black
Tin Stone	Martial Defense+22	Alien Baltan,T-Rex Dopant,
		Isoginjaguar,Ahead
Titan Bolt	Interval Defense+22	Mercurius,Kraken Imagin,Mururoa,
		Crow Imagin,Death Army
Water Attract Stone	Martial Defense+15,	Walter Gundam,Oct Imagin,
	Will+60	Shiomaneking,Alien Varduck
Lightning Stone	Interval Defense+15,	Uva,Kamen Rider Gaoh,Jelly Imagin
	Focus+60	Kuvagata Yummy,Eledortus,Fake
		Ultraseven
Lava Stone	Physical Strength+30,	Zetton,Violence Dopant,Automaton
	Technique+30	
Iron Ore Stone	Luck+72	Alien Nackle,Hanzagiran,Black
		King,Gudon,Fake Ultraseven
Spike	SP+30,Spirit+45	Zamsher,Rhino Imagin,Jasyuline,
		Zone Dopant

Light Frame	SP+30, Speed+22	Ultimate D, Bird Dopant, Gaplant, Gabthley, Gaga, Psycho Gundam MKII
Dacite	HP+110	Mebius Killer, Money Dopant, Rhino Beetle Yummy, Kemjila, Imperializer
Super Conduction Circuit	Martial Attack+7, Interval Attack+7, Martial Defense+7, Interval Defense+7, Speed+7	Granzairas, Agrissa
Distilled Water	Infection+25	Twintail, Batta Yummy
Animal's Black Claw	Stun+18, Panic+18	Scorpion Imagin, Rodera
Shining Dust	Infection+10, Darkness+ 10, Pressure+10, Negative+10	Jewel Dopant, Bullton
Strong Acid Mucus	All Bad Status+8	Hobby Hi-Zack, Bullton
Jet Black Fur	Fire+11, Water+11, Lightning+11	Mole Imagin
Hybrid Oil	Wind+14, Light+14	Aheadsmultron
Scale of Light	All Element+10	Hobby Hi-Zack, Zone Dopant
Micro Chip	Martial Attack+22, Technic+30	Zetton, Bogarmons, Automaton, Psycho Gundam MKII
Engine Piston	Martial Attack+15, Martial Defense+15, Physical Strength+15	Ika Devil, Ahead, Gaga, Death Navy
High-End Resistor	Interval Attack+22, Physical Strength+30	Masurao, Tyrant, Turtle Bazooka, Azieru
Damaged Bit	Interval Attack+15, Interval Defense+15, Technique+15	Shocker Greeed, Aheadsmultron, Death Birdie
Minimum Magnetic Drum	Martial Defense+22, Focus+30, Speed+7	Lion-Kurage Yummy, Shadow Moon, Batta Yummy, Super Crisis Fortress Azieru
Crankshaft	Interval Attack+15, Martial Defense+15, Will+15, Focus+15	General Black, Twintail, Virgo, Jamila
Fluorite	Interval Attack+22, Will+30, Speed+7	Garagaranda, Kemjila
Silver Ore	Luck+80	Taboo Dopant, Mole Imagin, Grost
Electronic Magnet	HP+20, SP+20, Spirit+30	Gamel, Eleking, Rodera, Eledortus, Alien Reflect

Anti Waste Tube	HP+60,SP+20,Physical	King Pandon,Gudon,Death Army
	Strength+15,Technic+15	

Moon Stone	HP+100,SP+40	Terror Dopant,Jewel Dopant,Alien
		Varduck,Lunaticks

Quantum Functional	Speed+30,Luck+12	Kazari,Scorpion Imagin,Alien Borg
Unit		

Bubble Water	Infection+15,Darkness+15,	Mochiron,Mukadender
	15,Negative+15	

Long Claw of the	Stun+15,Panic+15,	Alien Magma,Mukadender
King	Pressure+15	

Thick Crimson Scale	Fire+13,Wind+18	Alien Meteoron

Azure Cilia	Fire+14,Wind+14,	Sorichra
	Lightning+8	

Mane of True Crimson	Fire+8,Lightning+14,	Nova
	Light+14	

Snow White Fur	Fire+12,Water+12,	Lion-Kurage Yummy
	Lightning+12	

Nano Chip	Martial Attack+30,	Shadow Moon,Devil Gundam,Death
	Technique+30	Navy,Sorichra,Bolinoak Sammahn,
		King Joe Black

Quartz	Interval Attack+30,	Susanowo,Jark Midla,Reborns
	Physical Strength+30	Gundam,Alien Borg

Tamahagane	Martial Defense+30,	Master Gundam,Gundam Epyon,
	Focus+60	Mukadender

Sekiei	Interval Defense+30,	Regnant,Nova,Death Birdie,Alien
	Will+60	Reflect,Daigarugu

Nugget	Luck+108	Garagaranda,Gaddes,Garazzo,
		Mochiron

Reactor	HP+60,SP+60,Spirit+45	Ika Devil,Gadessa,Jamila,Alien
		Magma,Virgo II,Jagd Doga

X-Motor	Speed+37	Terror Dopant,Arche Gundam,
		Lunaticks,Grost,Palace Athene,
		Kreutzer

Feather of Fallen	Panic+20,Pressure+20,	Ageha Yummy,Dada,Giradorus
Angel	Darkness+20	

Fur of King	Fire+15,Water+15,	Alien Valkie
	Lightning+15	

Galaxy Feather	Wind+20,Light+20	Death Beast,Pandon

Empty Sand	Martial Attack+60	Kyouryu Greeed

Singing Planet Sand	Interval Attack+60	Birdon

Sapphire Stone	Martial Defense+45, Physical Strength+15, Technique+15	Gelonimon
Ruby Stone	Interval Defense+45, Physical Strength+15, Technique+15	Union Flag, Pteranodon Yummy (female), Jagd Doga
Topaz Stone	Martial Attack+37, Interval Attack+37	Grand Master Gundam, Pandon, Leo Imagin
Diamond	Martial Defense+30, Interval Defense+30	Bolinoak Sammahn
Black Diamond	Martial Attack+20, Physical Strength+45, Will+60	Palace Athene, King Dark
Opal Stone	Interval Attack+20, Technique+45, Focus+60	Alien Valkie
Obsidian	Spirit+60, Luck+125	Ultraman Berial
Secret Stone of Miracle	HP+120, SP+50	Pteranodon Yummy (male)
Thruster Nozzle	Speed+45	Reborns Gundam, Gundam Head, Death Beast
Amethyst Stone	Martial Attack+15, Interval Attack+15, Martial Defense+7, Interval Defense+7, Physical Strength+7, Technique+7, Will+15, Focus+15	Sweets Dopant, Jelly Imagin
Aquamarine	HP+50, SP+50, Speed+20	Virgo II
Shell of Genmu	HP+150, SP+100, Martial Defense+20, Interval Defense+20, Will+30, Focus+30, All Element+7, Infection+5, Negative+5, Stun+5	Devil Gundam Final Form, Kreutzer
Fang of Hakko	Martial Attack+45, Interval Attack+45, Martial Defense+15, Interval Defense+15, Physical Strength+20, Technique+20, Stun+5, Infection+5, Negative+ 25	Kamen Rider Core, Leo Imagin
Imperial Wrath of Blue Dragon	Martial Attack+15, Interval Attack+15, Martial Defense+45, Interval Defense+45,	Beryudora, Messala

	Physical Strength+10,	
	Technique+10,Speed+10,	
	Infection+5,Negative+5	
	Stun+25	

Feather of Shujaku	Physical Strength+20, Devil Gundam Final Form,	
	Technique+20,Will+15, Daigarugu	
	Focus+15,Speed+50,Stun	
	+5,Infection+25,	
	Negative+5	

Beard of Yellow Dragon	HP+80,SP+80,Stun+10, Kamen Rider Core,Beryudora,	
	Infection+10,Negative+ Messala,Gel-Shocker Leader,	
	10,Martial Attack+30, Sazabi,U-Killersaurus Neo	
	Interval Attack+30,	
	Martial Defense+20,	
	Interval Defense+20,	
	Physical Strength+15,	
	Technique+15,Speed+5,	
	Spirit+40,Luck+60,All	
	Element+5	

-Name Translation-

Japanese	English
殺菌エキス	Disinfection Extract
尖った骨	Sharp Bone
折れた牙	Broken Fang
ひび割れた甲殻	Crack Carapace
骨片	Bone Fragment
青藻水	Livid Water
乾いた鱗	Dry Scale
蜘蛛の糸	Spider Silk
不気味な触角	Weird Feeler
柔軟な羽根	Flexible Feather
鉄のトゲ	Iron Spine
焦げたCPU	Burning CPU
小さな装甲片	Small Armor Fragment
鉄くず	Scrap Iron
捨てられた燃料電池	Discard Fuel Cell
伸びたバネ	Growth Spring
油っぽい粘土	Greasy Clay
長石	Feldspar
立派な骨	Splendid Bone
固いハサミ	Solid Scissor
重厚な甲殻	Profound Carapace
清涼な水	Cool Water
硬い鱗	Solid Scale
ネバネバの皮	Sticky Skin
トゲトゲの尻尾	Sharp Tail
臭う油	Stink Oil
廃油	Waste Oil
雄々しく曲がった鉄のトゲ	Manly Curve Iron Spine
ちぎれた燃料チューブ	Torn-off Fuel Tube
大きな装甲片	Big Armor Fragment
大きな鉄くず	Big Scrap Iron
真空管	Vacuum Tube

切れてるバッテリー	UsedUp Battery	
扁平な石	Flat Stone	
苔むした岩石	Moss-covered Rock	
奇妙なアンテナ	Strange Antenna	
曲がった鉄骨	Curve Steel Frame	
割れた発電版	Split Generating Plate	
鉄製のヒゲ	Irony Beard	
食虫エキス	Insectivorous Extract	
活きの良い触手	Good Living Tentacle	
巨大な牙	Giant Fang	
棘の甲羅	Spine Shell	
砕けた角	Broken Horn	
光る水	Light Water	
鉄の毛	Iron Hair	
抗菌膜	Antibacterial Film	
しなやかな尻尾	Supple Tail	
鉱物油	Mineral Oil	
エンジンオイル	Engine Oil	
強靱な羽毛	Stiff Feather	
白銀の髭	Silver Beard	
ピカピカの皮	Shining Skin	
黄銅石	Brass Stone	
砕けた刃	Broken Blade	
カメラのレンズ	Camera's Lens	
ハニカム状の装甲片	Honeycomb State's Armor Fragment	
力石	Lifting Stone	
強化エキス	Strengthen Extract	
金剛甲羅	Vajra Shell	
長い巻角	Long Winding Corner	
水銀	Mercury	
鋭利な爪	Sharp Claw	
新緑の蜜	Fresh Green Nectar	
切れない粘糸	Sticky thread that can't be cut	
立派な尻尾	Splendid Tail	
上質の糸	Quality Thread	
風纏う翼	Wing with Wind	
つるつるの皮	Smooth Skin	
黒砂利	Dark Gravel	
玉砂利	Round Gravel	
大型の歯車	Large Gear	
電気回路	Electric Circuit	
氷の結晶	Water Crystal	
不思議な部品	Mysterious Part	
銅鉱石	Copper Ore Stone	
ミサイルの翼	Wing of Missile	
濁った粘液	Impure Mucus	
鋭い獣牙	Sharp Animal Fang	
希少な角	Scarce Horn	
鉱水	Mineral Water	
耐熱殻	Heat-Resisting Shell	
マグマ液	Magma Liquid	
虹色の羽根	Rainbow-Colored Feather	
怪獣の逆鱗	Imperial Wrath of Beast	
フューエルタンク	Fuel Tank	
粒子ケーブル	Particle Cable	
スズ石	Tin Stone	
チタンボルト	Titan Bolt	
水呼びの石	Water Attract Stone	
雷電石	Lightning Stone	
溶岩石	Lava Stone	

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 VIII. Force
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Note: I won't include Furigana and Kanji for names. Please check the database (force data) for identify those.

No	Name	Effect	Chip Requirement
1	Assist Accel	Increase great speed to one ally	Kamen Rider Accel Weather Dopant
2	Assist Trial	Increase speed to all allies	Kamen Rider Accel Trial, Terror Dopant
3	Assist Methuss	Lower indirect defense of an enemy	Methuss, Hi-Zack
4	Assist Hikari	Greatly increase indirect defense of an ally	Ultraman Hikari, Bogal, Mebius Killer
5	Assist Ankh	Increase physical attack power of all allies	Ankh, Siam-Neko Yummy
6	Assist Rider#2	Greatly increase physical attack power of an ally	Rider#2, Bee Woman
7	Assist Cherudim	Increase indirect attack power of an ally	Cherudim Gundam Agrissa
8	Assist Alios	Add stun at fixed rate to a single enemy	Alios Gundam, Tieren Taozi, Empruss
9	Assist Seravee	Increase indirect defense of all allies	Seravee Gundam Gundam Throne Eins
10	Assist Death Scythe Hell	Increase dodge rate of all allies	Gundam Death Scythe Hell, AEU Enact, Builgamo
11	Assist Heavy Arms	Lower speed of an enemy	Gundam Heavy Arms Kai, Leo, Taurus
12	Assist Sandrock	Lower physical defense of a single enemy	Gundam Sandrock Kai, Gigantes Hell
13	Assist Altron	Add pressure at fixed rate to all enemies	Altron Gundam, Vayeate, Mercurius, α Azieru
14	Assist Birth	Add panic at fixed rate to all enemies	Kamen Rider Birth Uva
15	Assist Ace	Greatly increase indirect attack power of an ally	Ultraman Ace, Ace Killer, Fake Ultraseven
16	Assist Jack	Greatly increase physical defense of an ally	Ultraman Jack, Giant Yapool, King Joe
17	Assist Zophy	Greatly increase indirect	Zophy, Zetton, Tyrant

		attack power of all allies	
18	Assist Momotaros	Lower a fixed amount of Hero Gauge of an ally	Momotaros Chaps
19	Assist Urataros	Grant panic at fixed rate to an enemy	Urataros Same Yummy
20	Assist Kintaros	Lower physical defense of all allies	Kintaros, Todogirah, Gigantes Heaven
21	Assist Ryutaros	Increase greatly an ally's dodge rate	Ryutaros, Psycho Gundam
22	Heal I	Heal 200HP of an ally	Baraba
23	Heal II	Heal 750HP of an ally	Grand Gundam
24	Heal III	Heal 1500HP of an ally	Devil Gundam
25	Heal Rain I	Heal 150HP of all allies	Aries, Pink Rabbit Imagin, Gundam Throne Drei, Kemura, Aries (Commander)
26	Heal Rain II	Heal 500HP of all allies	GN-XIII, Oct Imagin, Shiomaneking, Taboo Dopant, Bird Dopant
27	Heal Rain III	Heal 1200HP of all allies	Nova, Death Birdie, Death Navy, Grost, Alien Valkie, Kyouryu Greeed
28	Cure	Heal abnormal stage of an ally	Mezool, Piranha Yummy, Samekujira, AEU Hellion
29	Revive	Restore ally from inefficiency	Zanjioh, Dummy Dopant
30	Resurrection	Resurrect with full HP an ally from downing stage	Dada, Over Flag, Gundam Epyon, Aheadsmultron, Gyango
31	Encounter Halve	Reduce the chance of encountering the enemies by half	Garagaranda, Scorpion Imagin, Death Army
32	No Encounter	Reduce the chance of encountering the enemies by 100%	Gaina Ninpo, Bolinoak Sammahn, Palace Athene, Pteranodon Yummy (female)
33	Encounter Double	Increase the chance of encountering the enemies by 100%	Gabthley Lion-Kurage Yummy
34	Damage Floor Halve	Taken damage from floor is lower by half	Alien Lyros Alien Guts
35	Damage Floor Nullified	Take no damage from floor	Terror Dopant, Zone Dopant, Hanzagiran
36	Heal HP by walking	Heal HP a bit by walking	Twintail, Gudon, Jewel

			Dopant, Gadessa
37	Recover SP by walking	Recover SP a bit by walking	Virgo II, Death Beast, Kamen Rider Core
38	Preempt Rate UP	When encounter enemies preempt doing becomes easy	Hobby Hi-Zack, Mole Imagin, Roderia, Kazari, Kraken Imagin
39	No surprise attack	When encounter enemies do no surprise attack	Zamsher, Mururoa, Union Realdo
40	Escape Rate UP	When fighting escaping is easy	Hamburabi
41	Counter	At battle there is a chance with fixed rate of reflecting enemies strike	Walter Gundam, Asshimar Arms Dopant, Hi-Zack Custom, Masurao
42	Critical Rate UP	At battle critical appearance becomes easy	The-O, Snowman Imagin, IceAge Dopant
43	At one time nullified a physical attack	Nullified a physical attack at you for only one time	Anomalocaris Dopant, Ultimate D, Alien Baltan, Inhumanoid
44	At one time nullified an indirect attack	Nullified an indirect attack at you for only one time	Bemstar, Geara Doga, Kamen Rider Skull, Crazygon
45	At one time nullified a slashing attack	Nullified a slashing attack at you for only one time	Kublican, Gundam Throne Zwei, Tieren
46	Strengthen fire attribute attack	Power up your own fire attribute attack	Magma Dopant, Red King, Zetton
47	Strengthen lightning attribute attack	Power up your own lightning attribute attack	Uva, Giradorus, Vakishim
48	Strengthen water attribute attack	Power up your own water attribute attack	Woo, Snowgon
49	Strengthen wind attribute attack	Power up your own wind attribute attack	Gandar, Bat Imagin, Bemstar (Remodelling)
50	Strengthen light attribute attack	Power up your own light attribute attack	Mebius Killer
51	Hero Gauge UP	Rise your hero gauge up an amount	Tragos, Anf, Phantom, Weather Dopant
52	Hero Gauge UP2	Rise your hero gauge up a large amount	Verokron, Verokron (Remodelling), GN-X
53	SP Consumption 2/3	SP spend 1/3 less than normal	Jark Midla, Lunaticks
54	SP Consumption 1/2	SP spend 1/2 less than normal	Devil Gundam Final Form, Alien Magma, Daigarugu, Messala

55	When on the verge of death attack power raise by 20%	_	Byarlant, Neko Yummy, Geara Doga, Gaddes
56	When on the verge of death defense power raise by 20%	_	Virus Dopant, Master Gundam
57	When on the verge of death dodge rate raise by 20%	_	Alien Reflect, Jagd Doga, Kreutzer, Shocker Greeed, Pandon
58	When crushing enemy HP recover 15%	_ (Self)	Kuwagata Yummy, Tyrant
59	When crushing enemy SP recover 3%	_ (Self)	Gundam Head Isoginjaguar
60	Hit rate on target goes up	At battle aiming at enemies becomes easy	Nega Den-O Meta Hebi
61	Hit rate on target goes down	At battle aiming at enemies becomes difficult	Waste Yummy, White Yummy, Bogal, Alien Cool
62	HP recover each turn	At battle, each turn HP recover a little	Reborns Gundam Leo Imagin
63	HP amount increase	When you use HP recover skill or item, your own HP increases	Bound Doc, Cockroach Dopant, Gundam Heaven Sword
64	HP absorb	HP recover each time you're hit	General Black, Sorichra Gigantes Hades
65	When on the verge of death nullify physical attacks	Nullify physical attacks from enemies on the verge of death	Rhino Imagin, Alien Varduck, Alien Borg, Mukadender, Ika Devil
66	When on the verge of death nullify indirect attacks	Nullify indirect attacks from enemies on the verge of death	Garplant, Jamila, Alien Ikarus, Jelly Imagin, Alien Temperor
67	When on the verge of death nullify slashing attacks	Nullify slashing attacks from enemies on the verge of death	Garazzo, Violence Dopant, Gaza-C, Black King, Shadow Moon
68	Sakigake	At turn 1 in battle act first	Virgo, Gaga, Alien Zarab
69	Each 3 turns recover HP	At each 3 turns recover a small amount of HP	Astromons, Galbaldy β, Seagorath
70	Persistence	Even you receive a lethal attack, HP remain 1 for only one time	Bogarmons, Turtle Bazooka, Eledortus, Gebacondor
71	Hero Spirit	Even combat is unavailable, self hero gauge is still there	Gavadon, Bemura, Bat Man Hi-Zack
72	When battle ends HP recover	When battle ends self-recover a small amount of HP	Jasyuline, Giant Yapool

73	Overswing	Hit rate goes down but attack power increases	Gomora, Super Crisis Fortress
74	Step	Attack power goes down but dodge rate increases	Pteranodon Yummy (male) Union Flag
75	Step-Heal HP	If dodge enemy's attack, self-recover a large amount of HP	Bee Woman Fly Man
76	Step-Heal SP	If dodge enemy's attack, self-recover a large amount of SP	Alien Shaplay, Alien Nackle, Cobra Man
77	Slow Start	When battle, self action is the latest	Barzam
78	Matchless Iron Will	Nullify all attacks at the 1st turn of the battle	Imperializer Psycho Gundam MKII
79	Chip Drop Rate increases	Enemy easily drops chip after battle	Granzairas, Masquerade Dopant, Rhino Beetle Yummy, Gamel
80	Wake Up	Power raises up a bit if you hit enemy's weak point	Marasai, Alien Meteoron, Seamons
81	Wake Up 2	Power raises up greatly if you hit enemy's weak point	Crow Imagin Ace Killer
82	Critical Power	Critical Power raise up a little	Antler Salamandora
83	Critical Power 2	Critical Power raise up greatly	T-Rex Dopant King Pandon
84	Super Evasion	At the 1st turn only, dodge the skill that use attack system	Regnant Bullton
85	With all one's might	When HP remaining 1, attack power goes up	Ageha Yummy, Burricane, Negataros
86	Ultra Spark	Extend Ultra Color Timer to be used in one more turn	Grand Master Gundam, King Dark, King Joe Black
87	EXP Obtaining UP	After battle get EXP more than normal	Mochiron, Birdon
88	AP Obtaining UP	After battle get AP more than normal	Kamen Rider Gaoh, Ultraman Berial, Beryudora, Gelonimon
89	Money Obtaining UP	After battle get material more than normal	Mega Greed Rampage Form, Rikugame Yummy, Money Dopant
90	Item Drop Rate UP	After battle enemies drop item easily	Fake Ultraman, King Crab, Skullma, Skullmaster

91	No experience value	You can't obtain EXP after battle with this	Gundam Throne Eins
92	Assault	At preempt time, all allies' attack power goes up	Automaton, Ahead
93	Posture	At surprise attack time, all allies' defense power goes up	Sabotendar, Mantis Man, Bison Yummy
94	Step Counter	When successfully dodge enemy's attack you counter	Susanowo, Arche Gundam
95	Will of trouble	When receive bad status, attack power goes up	Sweets Dopant, Spider Man
96	Antibody Spirit	Recover from abnormality in shorter time	Kemjila, Batta Yummy, Eleking

=====
IX. CROWN
=====

No	Name	Obtaining
1	Proof of Justice	Game Clear
2	Proof of Hero	EX-Dungeon Clear
3	Proof of Beginner	Clear 10% of all cubes
4	Proof of Backbone	Clear 30% of all cubes
5	Proof of Advance	Clear 50% of all cubes
6	Proof of Mastery	Clear 80% of all cubes
7	Proof of Domination	Clear 100% of all cubes
8	Proof of Ceremony Training	Win battle 100 times
9	Proof of Brilliant	Win battle 500 times
10	Proof of Asura	Win battle 1000 times
11	Proof of High King	Conquer Arena (Casino)
12	Proof of Jewelry	Strengthen items 100 times
13	Proof of Arc Moon	Collect 30 chips
14	Proof of Half Moon	Collect 100 chips
15	Proof of Ring	Collect all chips
16	Proof of Affinity	Use 100 times Crossover Skill
17	Proof of Fortune	Reach 10000 Casino coins

=====
X. Result Bonus
=====

There are some bonus consider items, exp and money if you fulfill certain requirement.

Name	Condition	Effect
Nitai douji gekiha	Kill two enemies at the same time by one attack	Drop 5% UP
Santai douji gekiha	Kill three enemies at the same time by one attack	Drop 7% UP
Shitai ijou douji gekiha	Kill four enemies or more at the same time by one attack	Drop 10% UP
Hero skill finish	Kill the last enemy with Hero Skill	Drop 5% UP
Teki ni koudousasezu ni gekiha	Kill all enemies before they can act	Drop 10% UP
Matador	Dodge a lot of enemies' attacks	Drop 50% UP
HP Full Tank Finish	Defeat all enemies with full HP remain	EXP 5% UP
No Damage gekiha	Defeat all enemies taken no damage	EXP 5% UP
Only attacking weak point	Defeat all enemies only by attacking their weak point	EXP 10% UP
Combination skill finish	Kill the last enemy with crossover skill	EXP 10% UP
Force Bonus EXP	Set skill "'obtain EXP up'" and defeat enemies	EXP 10% UP
(?) Girigiri Shouri	(?) Winning at the edge of death	EXP 30% UP
Overkill	Kill an enemy with damage much bigger than their own HP	MATE 5% UP
Weak point attack finish	Kill the last enemy by attacking its weak point	MATE 10% UP
Only normal attack	Kill all enemies with only normal attack	MATE 10% UP
1 turn clear	Kill all enemies in one turn	MATE 10% UP
Saidai charge shuhou finish	Kill the guardian by full charge cannon	MATE 10% UP
Zorome damage	(?)Distribute equal damage to all enemies	MATE 100% UP

Trigger a conversation with Ultraman Mebius and Hikari: quest#4 cleared!

Quest No.5: Defeat Seamons and Seagorath!

Return to where you triggered quest#3. Go forward and fight.

Boss Fight: Heroes VS Seamons and Seagorath

Tips: Fight one by one. Good luck!

After you won: quest#5 cleared.

```
+-----+
|Treasure Box:|
|Live-Kit    |
|Pinwheel    |
|Cure Virus  |
|1000M       |
|Revival-Kit |
|Live-Kit    |
|Cure Stun   |
+-----+
```

Quest No.6: Where is Hikari?

Go to the right to enter another area.

1.1.b. Center District

http://s4.postimg.org/ielr2n5gt/lost_heroes_1002_1.jpg

Advance until you meet a three-way road. Turn left and go down to trigger an event with Momotaros, Urataros, Kintaros and Ryutaros. Continue to go down and fight.

Boss Fight: Heroes VS Waste Yummyx2

Tips: It is a cake-walk

Follow the only road to the center room and fight.

Boss Fight: Heroes VS Negataros/Pink Rabbit Imagin/Siam-Neko Yummy/Todogirah

Tips: None

Advance to the right to get the core chip at the dead end corner. Go all the way up and turn left to get the event with Momotaros, Urataros, Kintaros and Ryutaros. Follow upmost and turn left to meet Hikari: quest#6 cleared!

Quest No.7: Save Mebius!

Follow the road and meet Ankh. Advance to the three way road and turn down. Go to the corner at the farmost right to trigger an event. Now return to where you meet Hikari and go down again. Investigate the wall at the lowest side of the square and now you can transfer to the other side. On this side, go down all the way to the bottom dead end at the right to investigate and get the item. After that go to the blocked door on your way from before and fight.

Boss Fight: Heroes VS Snowman Imagin and IceAge Dopant

Tips: They got a fire element weak point so burn them. Also remember kill one by one.

After battle Ultraman Mebius joins: quest#7 cleared!

Quest No.8: The one waiting at the center is...?

Now find the save point at the topmost corner at the upper left. Go up and fight.

Boss Fight: Heroes VS Bogal

Tips: He seems pretty tough so don't forget bringing healing items

After battle: quest#8 cleared!

Turn left and go to another area.

```
+-----+
|Treasure Box:|
|FrogPod      |
|Revival-Kit  |
|Cure Negative|
|Live-Kit     |
|Cure Panic  |
|Live-Kit     |
+-----+
```

1.1.c. West District

http://s18.postimg.org/8zv771djt/lost_heroes_1003_1.jpg

Quest No.9: Chase Negataros!

Follow down the only extended road until you meet a 3-way split. Find the two switch and activate them. Now return back to the split and go through the doors. Advance through the save point to trigger an event. Go to the room at the topmost left corner to get a conversation with Negataros and Weather Dopant: quest#9 cleared!

Quest No.10: Beat Weather Dopant!

Return to the base. You will get the Denden sensor from Hikari and get Kamen Rider Den-O to join. Now from the save point go back to the room to fight.

Boss Fight: Heroes VS Nega Den-O and Weather Dopant

Tips: Fight one by one. Push down Nega Den-O first since he is the weaker.

After battle: quest#10 cleared!

Quest No.11: The safety of Kamen Rider#1 and #2

Return to Center Distric at the gate located at the center of the map and meet

Kamen #1 and #2 being put in ice cubes: quest#11 cleared!

Quest No.12: Behind the transfer device is...?

Investigate the transfer device nearby. You will be send to Desert Cube: quest #12 cleared!

```
+-----+
|Treasure Box:|
|750M         |
|Revival-Kit  |
|Live-Kit     |
|Live-Kit     |
|500M         |
|Cure Stun    |
|Tora Candroid|
+-----+
```

1.2. Stage Two: Desert Cube

1.2.a. Ruins Area

http://s27.postimg.org/mzd9earkz/lost_heroes_1004.jpg

Quest No.13: Ruin World

Go down to talk with Ankh. At this point the quest room is opened at the base. Go to the farmost left and go down. Meet the Leos and fight.

```
-----
Boss Fight: Heroes VS Leox5
-----
```

Tips: Kill them one by one

After the battle you will be automatically transfer to the far middle side: quest#13 cleared!

Quest No.14: That Star Being

Sub quest#1 and #2 is available at this point.

Advance the only longest road to meet Death Scythe Hell. Go all the way down and advance to the left, (don't forget to open a short-cut) where you meet the mobile floor. Right before the gate you will meet Maganac: the gate transfer is now available.

```
+-----+
|Treasure Box:|
|Live-Kit     |
|Revival-Kit  |
|Mega Live-Kit|
|1000M        |
|Cure Dark    |
|Revival-Kit  |
|Live-Kit     |
|1000M        |
|Sunglass     |
+-----+
```

1.2.b. Quicksand Area

http://s24.postimg.org/p6wr4wkat/lost_heroes_1005.jpg

There are tons of mobile floor on this map and it is really devastating to find the way. Anyway, find your way to the upper farmost right and talk to Heavy Arms and Lyros. Now Wing Gundam Zero is available. Quest#14 cleared!

Quest No.15: The legendary town barrage

Continue to find your way through the damn floors until you meet a new area with (thanks God) no more mobile floors. Advance to the farthest and meet the Ultraman to get the barrage stone: quest#15 cleared!

Quest No.16: The nest of Antler

Return to where you meet Heavy Arms and go up and fight.

Boss Fight: Heroes VS Antler

Tips: Require at least level 16 for the party. This is the toughest one so far so becareful.

After the fight took the left road to get Double 00 joins: quest#16 cleared!

Quest No.17: The resurrected wing

At this point sub quest#3 and #4 are available.

Return to the gate located at the upper side of where you're transfered and talk to Maganac. You can access it now. To the Wasteland Area.

+-----+
|Treasure Box: |
|1500M |
|Mega Live-Kit |
|Live-Kit |
|Revival-Kit |
|Sticky Skin |
|10M |
|2000M |
|Big Scrap Iron |
|Profound Carapace|
+-----+

1.2.c. Wasteland Area

http://s28.postimg.org/vamylp6jhh/lost_heroes_1006.jpg

Quest No.18: Tactic A (Get back the Emeral Crystal)

Don't forget to open the short-cut nearby. Go up all the way to the upper left area and fight.

Boss Fight: Heroes VS GN-Xx4

Tips: Easy

At the upper side nearby, investigate to get the Emeral Stone: quest#18 cleared!

Quest No.19: Tactic B (Get back the Gundanium Alloy)

Return to where you're transfered and go to the downmost right area. At the middle of the way fight.

Boss Fight: Heroes VS Meta Hebi/Chapx2

Tips: Easy

At the farthest side there is Mezool waiting for you...

Boss Fight: Heroes VS Mezool

Tips: Another tough one. He got a fire weak point so use Ultraman Zero's Zerokick.

After the battle, do the same when you got Emeral to get the Alloy: quest#19 cleared!

Now move all the way back to the starting point and take the middle split of the three way. Advance and get:

Quest No.20: Tactic C (Attack the armed storage carbinet)

Investigate the area at the topmost right and get the Gaia Cannon item. Now fight three gundams.

Boss Fight: Heroes VS Gundam Throne Eins/Gundam Throne Zwei/Gundam Throne Drei

Tips: Kill them one by one

After battle: quest#20 cleared!

```
+-----+
|Treasure Box:   |
|750M           |
|Strange Antenna |
|Mega Live-Kit   |
|Cure Stun      |
|Cure Panic     |
|1500M          |
|Torn-off Fuel Tube|
|Splendid Bone  |
|Revival-Kit     |
|Reflector Bit  |
+-----+
```

After you get the three materials, return to the save point of Ruins Area (use the short-cut) and talk to Ultraman Hikari: quest#17 cleared!

Now return to the Quicksand Area and go to where you meet Double 00. Go up a bit and access the Cube's outer wall.

1.2.d. Desert Outer Wall

http://s30.postimg.org/45reu6oq9/lost_heroes_1031.jpg

Quest No.21: Ride Machine takeoff

Go up and fight the Psycho Gundam. It will take a while to get acquainted with the new battle system but it is actually easy. After you defeated the Psycho Gundam, go right up to access the Military Base: quest#21 cleared!

Now sub quest#5 and #6 are available.

```
+-----+
|Treasure Box:          |
|Shield Strengthen Material|
|Torimochi              |
|Armor Fusion Bullet    |
|Strengthen Barrier Wall |
+-----+
```

1.2.e. Military Base Area

http://s11.postimg.org/uo3y3yk1v/lost_heroes_1007.jpg

At nearby quest No.22 trigger:

Quest No.22: To the center of Desert Cube

Get all the way to somewhere at the farmost right side: quest#22 cleared!

Quest No.23: The captured BLACK RX

Advance to the center area near the locked door and fight:

```
-----
Boss Fight: Heroes VS Bound Doc and Tieren Taozi
-----
```

Tips: Not a tough one but be careful with the Bound Doc since it has a powerful all attack

After battle: quest#23 cleared!

Quest No.24: Pursuit The-O

Now return back to where you meet Black RX and fight:

```
-----
Boss Fight: Heroes VS The-O
-----
```

Tips: oh damn this is really tough. You must be prepare for this. Remember to bring some Revival-Kits.

After the battle the Pellucidar Drill is obtained. Now you can use the Ride Machine's drill to penetrate through the blocks. If you return to the base, Kamen Rider BLACK RX joins too.

Quest#24 cleared!

Quest No.25: For peace

Quest No.26: Pellucidar Drill

Now return back to Desert Outer Wall and use the drill to go to the upmost right side and go through the warp to the Hideout Cube.

```

+-----+
|Treasure Box:      |
|Curve Steel Frame|
|1500M              |
|Mega Live-Kit     |
|Live-Kit           |
|Stink Oil          |
|Light Water        |
|Mega Live-Kit     |
|Revival-Kit        |
|Cure Dark          |
|Ultimate Kit       |
|Escape Pod         |
|Revival-Kit        |
|Ultimate Kit       |
+-----+

```

1.3. Stage Three: Hideout Cube

1.3.a. Hideout Outer Wall

http://s17.postimg.org/nnkx3ijin/lost_heroes_1032.jpg

Note: if you having trouble beating the Gigantes Hell (the dog-like monster) use the drill instead of the main cannon. My drill level 2 does a woopping 7600 damage though I'm not sure about drill level 1.

Go to the warp to the lab B1 at the middle of the right and fight King Joe:

```

-----
Boss Fight: Heroes (Ride Machine) VS King Joe (Guardian)
-----

```

Tips: An extremely tough battle. Using the drill to power-down him is absolutely necessary. Believe it or not but you need a lot of luck and somewhat an ability to go through a narrow door. >_< (Note that you can use the drill to damage him but I'm not sure how effective it is since it is just at level 1) However, if you run out of energy, do this trick: charge the cannon just one time and fire at the next turn. It will grant 30 EN (you don't need to full charge to get 30 EN)

After battle: quest#25 and #26 cleared!

```

+-----+
|Treasure Box:      |
|Armed Dull Bullet  |
|Strengthen Recover Material|
|EN Strengthen Material  |
|2000M              |
+-----+

```

1.3.b. Laboratory B1

http://s12.postimg.org/gulj94lwd/lost_heroes_1008.jpg

At this point you should be able to get the Heal Rain I by grinding some fights for the require chips. It is damn useful so don't forget to get it!

From the save point go ahead a bit to get quest#27.

Quest No.27: Weird Laboratory Institution

Random Cube is now available if you go to the Gate Port.
Advance to the right and meet Weather Dopant: quest#27 cleared!

Quest No.28: Bizzare! Resurrected Dopant

Go up and meet Kamen Rider #2 and Skull. Advance further and trigger a conversation with Kamen Rider #2 and Skull again and you will be forced to the lower left room. Fight.

Boss Fight: Heroes VS Bee Woman and Gebacondor

Tips: Easy

After battle: quest#28 cleared!

Quest No.29: Return (my) #1!

Quest No.30: Return the Ultraman!

Go up and take the road at the left of the short-cut in the middle. Now you can go through it to where quest#31 trigger ahead.

Quest No.31: Find the macromolecule blaster bomb!

Now return to the base and talk in the briefing room. Search for the bomb putting at the upper area of the lowest treasure box: quest#31 cleared!

Quest No.32: Rematch, remodelling Bemstar

Go to where you trigger quest#31 and fight.

Boss Fight: Heroes VS Bemstar (R)/Sabotendar (R)/Verokron (R)

Tips: Yes they all got weak point so it should be easy

After battle: quest#32 cleared!

Quest No.33: Change! Hero calling on

Take the gate and transfer to the Stone Pit South. Advance to the deeper side of the road and meet God Gundam. Go up and fight:

Boss Fight: Heroes VS Gomora

Tips: Easy

Take the gate to go back to laboratory B1. Go to the deeper area to meet God Gundam one more time. Now head right and fight.

Boss Fight: Heroes VS Todogirah/Bat Man/Spider Man

Tips: Kill them

Boss Fight: Heroes VS Bee Woman and Zanjioh

Tips: Kill them

Remember to open the short cut here. Continue advance to the north and fight.

Boss Fight: Heroes VS King Crab/Gundam Heaven Sword/Vakishim

Tips: Kill all before touch your hand on Gundam Heaven Sword. The bad new for you: if you don't have the Heal Rain here, you're in trouble with its very powerful all attack. Nu gundam should take the task here since it is dodgy. Healing is absolute needed however.

Now take the gate ahead to go back to Stone Pit South.

```
+-----+
|Treasure Box:                |
|(Laboratory B1)              |
|Smoke Grenade                |
|Mega Live-Kit                |
|200M                          |
|BWS                           |
|Ultimate Kit                  |
|Honeycomb State's Armor Fragment|
|(Stone Pit South)            |
|Brass Stone                   |
|Engine Oil                    |
+-----+
```

1.3.c. Stone Pit South

http://s12.postimg.org/a7zfaea59/lost_heroes_1010.jpg

Head up and you will notice a locked door. Continue to head up and fight:

Boss Fight: Heroes VS Red King

Tips: Easy

After battle: quest#33 cleared!

Quest No.34: The brutal Red King

Now return to the locked door and open it. Move up to the gate to laboratory B2.

Treasure Box: Light Water

1.3.c. Laboratory B2

http://s27.postimg.org/atycka3hf/lost_heroes_1009.jpg

Advance to the save point and fight:

Boss Fight: Heroes VS Inhumanoid and Gaina Ninpo

Tips: Easy

After the battle return to the base to find out Kamen #1 and #2 return. Now Kamen Rider #1 joins the party: quest#34 and #29 cleared!

Quest No.35: The life of #1! The life of #2!

Advance to the top. Fight:

Boss Fight: Heroes VS Skull and Fake Ultraman

Tips: None

Boss Fight: Heroes VS Dummy Dopant and Alien Zarab

Tips: Alien Zarab is more dangerous so take him down first

Go top to pick up another fight:

Boss Fight: Heroes VS Mega Greeed Rampage Form

Tips: Heal the party first before doing anything. Don't attack him with water element since it is his strong point.

After battle: quest#35 cleared!

Quest No.36: Now, to the weapon storage

Go up a bit to unlock the all the doors on the map. Go through the door at the farmost room at the right to get the Spinner. Now you will be send back to the base: quest#36 cleared!

At this point the Casino will be unlock. Try some fun battles in the arena in there. ^_^

Quest No.37: Attack that rock!

Go back to the Stone Pit South

+-----+
|Treasure Box:|
|Lifting Stone|
|Cure Dark |
|Mineral Oil |
|Mineral Oil |
|3000M |
|Mega Life-Kit|
|2500M |
|Revival Kit |
|Ultimate Kit |
|Gundam Shield|
+-----+

Go back to where you fight the Red King. Do ''YES'' when being asked to use the Spinner. Continue to advance to trigger a conversation with Giant Yapool and Ika Devil: quest#37 cleared!

Quest No.38: Save the Ultra Soldiers!

Pick up the broken Perumida on the way to the north and head back to the base to give it to Hikari. Chose one of the gates near the latest save to head to Stone Pit North.

1.3.d. Stone Pit North

http://s18.postimg.org/981y31ws9/lost_heroes_1011.jpg

If you chose the left gate, head to the upmost and fight Ace Killer:

Boss Fight: Heroes VS Ace Killer

Tips: He is strong. You will be forced to loss in the first encounter. He uses light attack so you can equip your party with the items that resist it.

If you chose the right gate, do the same and fight Alien Gutsx2.

Boss Fight: Heroes VS Alien Gutsx2

Tips: Easy

Now the middle gate will be unlock. Return to the Stone Pit South and open it. Go up for an event where Zophy will be rescued and return to the base: quest#38 and #30 cleared!

At the base a conversation will happen. Now Ultraman and Ultra Seven join the party.

Quest No.39: Decisive Battle! Giant Yapool

Go to the top to fight...

Boss Fight: Heroes VS Giant Yapool/Mebius Killer/Ultimate D

Tips: A very tough battle here. Kill Ultimate D first since he is the weakest of the three. Yapool has telekinesis power to nullify any physical attack so don't use it.

After battle return to the base and notice Ride Machine is now equipped with Perumida drill: quest#39 cleared!

Quest No.40: sincerely wish for Ultra sign

Go to Hideout Outer Wall. Use the drill to destroy the level 2 blocks to the Ultra Cube Outer Wall.

+-----+
|Treasure Box:|
|Piero's Mask |
|Giant Fang |
+-----+

1.4. Stage Four: Ultra Cube

1.4.a. Ultra Cube Outer Wall

http://s30.postimg.org/g09zwgukh/lost_heroes_1033.jpg

Go to the warp at the topmost left and fight the Super Crisis Fortress.

Boss Fight: Heroes (Ride Machine) VS Super Crisis Fortress (Guardian)

Tips: Note that new items are available from the time you pass the Hideout Outer Wall so remodel your ship. This is going to be a fucking long fight since this shit really got tough defence. It is not frustrating as the fight with King Joe though.

First, power-down him with command that lower the defense and weapon damage. Second, remember to equip one hero with force that cause stun and at your turn make sure he ALWAYS attack (no charge, repair, blah blah blah...). Stun is unbelievable useful here and if you don't have that I'm sorry, you can't beat this shit >_< I suggest attacking with drill is best since it can deal more damage than even a fully charge cannon.

+-----+
|Treasure Box: |
|HP Strengthen Material |
|Shield Strengthen Material|
|GN Condenser |
+-----+

1.4.b. First Layer

http://s7.postimg.org/mivtq4ax7/lost_heroes_1012.jpg

Hm at this point quest#40 should be cleared though I don't know when. Anyway head through the warp to the first layer.

Quest No.41: The frozen hometown

Go down. Follow the open road and fight Ultraman Berial, although you're completely get toast. After the fight head back to the base and obtain the Magnerium Medicaliser: quest#41 cleared!

Quest No.42: The dark ultra soldier

Continue to move down and investigate the wall at downmost middle and you'll be forced to the large room. Fight!

Boss Fight: Heroes VS Granzairas

Tips: Easy

After battle: quest#42 cleared!

Quest No.43: Rydges Fight

Go up and open the locked door near the save point. Advance and fight:

Boss Fight: Heroes VS Over Flagx4

Tips: Easy as well

After battle: quest#43 cleared!

Quest No.44: Fight, Hero! The ring of the country of light!

Go down and take the left road where you will meet God Gundam. Now follow down the only road to a wide area and fight:

Boss Fight: Heroes VS Jasyuline

Tips: Kick his ass

After battle: quest#44 cleared!

Quest No.45: Down! The terrify water mysterious team

Go ahead and take the gate to transfer to Second Layer.

+-----+
|Treasure Box: |
|Strength Crystal |
|Revival Kit |
|Zeronos Card |
|Minovsky Craft |
|Long Winding Corner|
|Quality Thread |
|5000M |
|Ultimate-Kit |
|Cure Dark |
|Giga Life-Kit |
|3500M |
+-----+

1.4.c. Second Layer

http://s3.postimg.org/tg4a91q7n/lost_heroes_1013.jpg

Turn right and go down. You'll see a match between Zamsher and Alien Valkie. Head back and go to the left side of the transferred gate and fight:

Boss Fight: Heroes VS Jelly Imagin/Shiomaneking/Oct Imagin

Tips: Easy

After battle: quest#45 cleared!

Quest No.46: Destroy the dark!

Go back to the right and head down and fight:

Boss Fight: Heroes VS Mururoa

Tips: Easy

After battle: quest#46 cleared!

Quest No.47: Impact! Jack Team is crushed

Turn left and go straight all the way. On the way to the gate there will be an

event: quest#47 cleared!

Quest No.48: To the final! 2 hours before time

Take the gate to go to the Third Layer

```
+-----+
|Treasure Box: |
|Mysterious Part|
|Cure Dark      |
|Mega Live-Kit  |
|Heat Shotel    |
|Mysterious Part|
|Giga Life-Kit  |
+-----+
```

1.4.d. Third Layer

http://s30.postimg.org/9ijseq3gh/lost_heroes_1014.jpg

You need to go through a shit load of fire floors. Use the Minovsky Craft to prevent damage. At the end to the right there are two gates and a treasure box. Remember to open the short-cut. Now follow down and fight:

Boss Fight: Heroes VS Alien Zarab/Alien Guts/Alien Temperor/Alien Nackle/Black King

Tips: Kill them

After battle: quest#48 cleared!

Quest No.49: Hero is aimed! The trap of combined aliens

After the latest fight go down to meet God Gundam. Now God Gundam joins. Follow a long way to the bottom with a road to the left and fight:

Boss Fight: Heroes VS Grand Gundam

Tips: Throw him everything you got. It is just annoying since his defence is high.

After the fight proceed to the gate (remember there is a short-cut nearby). Go back to Second Layer.

Go down to watch an event: quest#49 cleared!

Quest No.50: Open! The finals of Rydges Fight

Now turn right and head to the second room on the top. Be prepare for battle:

Boss Fight: Heroes VS Rhino Beetle Yummy/Uva/Kuwagata Yummy

Tips: Be careful from now on since all the fights are very tough. I suggest you save your game before every fight.

Anyway, the Kuwagata Yummy won't appear until second turn so focus on the Rhino Beetle Yummy. Use Zeta Grenade Launcher to stun him. Concentrate on the yummys first. Fin Funnel should be unlocked at this point so use it.

After battle: quest#50 cleared!

Quest No.51: Final! The second fight

Wandering around and watch the other fights and you should be able to open the third door on the top. Now take the gate and proceed to Third Layer.

There are some annoying ice layers again. Do some works will get you to the bottom door. Open it and fight Walter Gundam.

Boss Fight: Heroes VS Walter Gundam

Tips: You'll probably need some Mega Live-Kits and Super Revival Kits. Don't hesitate to use them from now on. This shit got great speed so use Heavy Arms to slow him down too.

After battle: quest#51 cleared!

Quest No.52: Time of conclusion!

Go to the top door to confirm your qualify. After that go to the middle door behind some ice cubes. Go through it to Fourth Layer.

+-----+
|Treasure Box: |
|Cure Stun |
|Smoke Grenade |
|Minovsky Craft |
|2000M |
|Giga Life-Kit |
|2000M |
|Giga Life-Kit |
|Cure Dark |
|Super Revival Kit|
|Ultimate Kit |
|Super Revival Kit|
+-----+

1.4.e. Fourth Layer

http://s30.postimg.org/9ijseq3gh/lost_heroes_1014.jpg

At the area next to the save point you meet another shit load of ice floors again, and they are even more annoying than the quicksand. Anyway after a long time finding through this you enter the center where you'll fight...

Boss Fight: Heroes VS Zamsher

Tips: This is bad news. He is tough and very fast so use Heavy Arms to slow him down. I hope you've equipped at least 10 super live kits or else...

Boss Fight: Heroes VS Zetton

Tips: Don't be a fool to chose fight right away. Take a break to return to the save point and heal everyone. You'll need at least 5 super live kits each to beat these monsters.

After you defeated Zetton: quest#52 cleared!

Quest No.53: Rescue Tarou!

Investigate the nearby east area. Our heroes now use the Magnerium Medicaliser to rescue Tarou. Return to the base and you'll see Tarou joins: quest#53 cleared!

```
+-----+
|Treasure Box:          |
|2500M                  |
|1000M                  |
|Memorial Astronomical Telescope|
|500M                   |
|Vajra Shell           |
|Ultimate Kit          |
|Super Revival Kit     |
|Giga Live-Kit         |
|Wing of Missile       |
|Splendid Tail        |
|Smooth Skin           |
+-----+
```

1.5. Stage Five: Shocker Cube

1.5.a. Shocker Cube Outer Wall

http://s1.postimg.org/rr3tajey7/lost_heroes_1034.jpg

Quest No.54: To the new cube, ready, go!

Now this map is fucking irritating. I still don't know how to beat those stupid Gigantes Hades faster. It often takes 20-25 minutes per one kill, more likely forever! >_< They got 20000 HP and stupid strong attacks. Anyway, if you keen enough, head to the down west side where you will fight an Imperializer. Thanks God this one just has high HP and his attacks are not so bad. Once you take him down, enter the warp to the Shocker Cube.

```
+-----+
|Treasure Box:          |
|EN Strengthen Material |
|4000M                  |
|Emplacement Strengthen Material|
|Apoji Motor           |
|Strong Acid Bullet    |
|5000M                  |
|Recover Strengthen Material |
+-----+
```

1.5.b. Historic Ruins B1

http://s29.postimg.org/kzcmf1ph3/lost_heroes_1016.jpg

Quest No.55: Welcome to museum

Keep advance and you meet Garagaranda. Talk and fight King Pandon:

Boss Fight: Heroes VS King Pandon

Tips: This guy is no problem. He just hit hard with his ''double target''
attack.

Finish the fight: quest#55 cleared!

Advance to the topmost right and go to Museum 1F.

Treasure Box: Spike

1.5.c. Museum 1F

http://s22.postimg.org/ivqt856xt/lost_heroes_1017.jpg

Quest No.56: The ticket to the monster garden

Advance to the middle and fight:

Boss Fight: Heroes VS Arms Dopant and Jewel Dopant

Tips: Easy

Finish the fight: quest#56 cleared!

Quest No.57: Find the Extreme Memory

Examine the doors of the large rooms: quest#57 cleared!

Quest No.58: Solve the password of the door

Now advance to the big room at the topmost left. You can't advance down unless
you fill in the code ''GAIA'' to the locked door. Find the G,A,I and A letter
from the switch attached to the blocks: quest#58 cleared!

Quest No.59: OOO medal display room

Unlock the door and go down. Examine the blocks in the room and fight:

Boss Fight: Heroes VS Lion-Kurage Yummy

Tips: Just kill him

Finish the fight: quest#59 cleared!

Quest No.60: Kazari ruins

Advance until you find a water tank. Go ahead and fight:

Boss Fight: Heroes VS Kemjila/General Black/Rodera

Tips: Kill them

Continue to go ahead and fight:

Boss Fight: Heroes VS Kazari

Tips: This shit got about 15000 HP so prepare to bring some revival kits with you.

After this battle 000's new skills will be unlocked: quest#60 cleared!

Go down to the lowest right corner to museum 2F.

```
+-----+
|Treasure Box:          |
|Super Revival Kit      |
|Super Conduction Circuit|
|Lightning Stone        |
+-----+
```

1.5.d. Museum 2F

http://s30.postimg.org/itf5geb2p/lost_heroes_1018.jpg

Quest No.61: The search for Extreme Memory

Enter the room that write ''the place manage spuriousness solar reactor''
(擬似太陽炉管理区域) and fight:

```
-----
Boss Fight: Heroes VS Virgox2
-----
```

Tips: Easy

Advance ahead and fight:

```
-----
Boss Fight: Heroes VS Bogarmons
-----
```

Tips: Like the fight vs Kazari

After battle pick up the keys from the floor: quest#61 cleared!

Quest No.62: Now, to the special exhibition room
(From the northwest of 1F to 2F)

Quest No.63: To the center of the special exhibition room
(Enter the room of the northeast)

Quest No.64: The visitor is H/twisted play
From 2F, go the the large room at the topmost northeast. There are some hidden zones that will automatically send you back if you advance so try to avoid those zones and eventually you can reach Taboo.

```
-----
Boss Fight: Heroes VS Taboo Dopant and Zone Dopantx2
-----
```

Tips: Kill Zone Dopants first then Taboo

```
+-----+
|Treasure Box:          |
|Light Frame            |
|Imperial Wrath of Beast|
|Fuel Tank              |
|Magma Liquid           |
|3000M                  |
+-----+
```

+-----+

After battle you'll be automatically transferred back to the base: quest#64 cleared!

Quest No.65: The search of Gaia Gate

Return back to Historic Ruins B1. Now you can open the gate. If you read the content from the gate, you've to fight monsters. Now go back to the place the first time you see the water tank. Go through it and enter Historic Ruins B2.

+-----+

```
|Treasure Box:      |
|Heat-Resisting Shell  |
|Rainbow-Colored Feather|
|Ballute           |
|Giga Life-Kit      |
|Magic Crystal      |
|5000M             |
+-----+
```

1.5.e. Historic Ruins B2

http://s18.postimg.org/ocvasnrg9/lost_heroes_1019.jpg

Advance, enter the room at southwest and fight

Boss Fight: Heroes VS Tyrant

Tips: If you find it difficult, remember to full charge the Hero Gauge before combat. Remember to buy some Super Revival Kits too.

Finish the fight: quest#65 cleared!

Quest No.66: Let's destroy the device

Go up the floor to B1. Exploit the black holes in B1. Fall into one of those and go to the northeast. Go ahead and fight:

Boss Fight: Heroes VS Shocker Greeed

Tips: Like above

Finish the fight: quest#66 cleared!

Quest No.67: Prevent the Gaia Impact!

Continuing advance and fight

Boss Fight: Heroes VS Ika Devil/Terror Dopant/Garagaranda

Tips: Watch out for the toughest battle so far. This fight is kinda at the same level of difficulty you find at the arena of the Casino so be careful. Fully charge the Hero Gauge is a must. Concentrate on Ika Devil first then the others one by one. Z Gundam Hyper Mega Launcher and Nu Gundam Fin Funnel is a nice choice here.

After the fight you will be sent back to the base: quest#67 cleared!

Now go to Desert Cube Outer Wall.

```
+-----+
|Treasure Box:      |
|Super Revival Kit|
|Graviton Hammer  |
|6000M              |
|Particle Cable    |
|Recovery-Kit      |
|Pocket Watch      |
+-----+
```

1.6. Stage Six: Veda Cube

1.6.a. Veda Outer Wall

http://s3.postimg.org/513ujfidv/lost_heroes_1035.jpg

Use the drill level 3 to breakthrough the blocks at Desert Cube Outer Wall and you should be there.

Quest No.68: To the sixth cube...

This map is very easy. Use acid bullet and power-down enemies fire power and you should be fine. Remember don't mess up with enemies here because they can spam infinitely. Head to east and enter Veda Cube (no boss here): quest#68 cleared!

```
+-----+
|Treasure Box:      |
|HP Strengthen Material |
|Emplacement Strengthen Material|
|5000M              |
|Berserk Bullet     |
+-----+
```

1.6.b. Veda Cube

Map:

Upper Stratum: http://s30.postimg.org/5vin5oylt/lost_heroes_1020.jpg

Middle Stratum: http://s24.postimg.org/nhcwx5279/lost_heroes_1021.jpg

Lower Stratum: http://s4.postimg.org/msi7u3dkt/lost_heroes_1022.jpg

Innermost: http://s7.postimg.org/z85dc2jt7/lost_heroes_1023.jpg

Quest No.69: Veda Recapture Battle

Go up and fight

Boss Fight: Heroes VS Virgox4

Boss Fight: Heroes VS Virgox4

Tips: Very easy

Finish the two consecutive battles: quest#69 cleared!

Quest No.70: The prologue to the recapture

After fighting the Virgos the road are now open. Advance all the way to the top and take the right road to a room, fight:

Boss Fight: Heroes VS Gaddes

Tips: Your team should overpower him

Finish the fight: quest#70 cleared!

Quest No.71: The shadow of hopeless

After battle take the road to go back to the left. The road blocked by the Virgos is now opened. Keep on advancing to the top and go to the room at the north, there is an event and you'll obtain an item called 'message mechanism': quest#71 cleared!

Quest No.72: The end of the world

Now go back to the lowest floor and take the left door at the topmost direction. Go down and fight:

Boss Fight: Heroes VS Gadessa and Garazzo

Tips: Not really hard as long as you know what to do ^_^

Finish the fight: quest#72 cleared!

Quest No.73: The morning of preparation

Go outside the warp nearby to fight:

Boss Fight: Heroes (Ride Machine) VS Psycho Gundam MKII

Tips: Fire the acid bullet and let it do the job. If you don't have that? Sorry you're doom

Finish the fight: quest#73 cleared!

Quest No.74: Escape from the destruction of the boundary line

Take the warp nearby and go back to the cube. Advance to the lower save point and there is an event: quest #74 cleared!

Quest No.75: The aim of a murder intention

Now find the red hole near the save point of the middle floor that has two door and an event will happen: quest #75 cleared!

Quest No.76: The blade of charge

Follow the road and take the gate port at the left will take you to Lower Stratum.

Advance to the lower left and fight Death Armyx3. After that, head to the farmost north and fight another Death Army troop. Head to the big room and fight:

Boss Fight: Heroes VS Jark Midla

Tips: Ugh, he got high defence. Other than that nothing special about this guy.

Keep on advance until you see the save point. Go up and fight:

Boss Fight: Heroes VS Devil Gundam and Master Gundam

Tips: Remember to full charge the Hero Gauge or you will be regret. Throw everything that is most powerful to them and they'll be toast.

After the fight: quest#76 cleared!

Quest No.77: Evil returns

Return to save point 2 and go down and there will be an event. Now go through the locked door at the right and go down. There will be an event which transfers you to new road: quest#77 cleared!

Quest No.78: Pure insanity

Follow the only long road and Gundam Epyon will catch you in the middle of the way:

Boss Fight: Heroes VS Gundam Epyon

Tips: This is just a bit harder than the previous battle. Charge Hero Gauge before battle and you'll be fine.

Keep advancing and use the gate port to transfer into a new area. There will be an event when you reach a control room: quest#78 cleared!

Quest No 79: At the end of justice

Continue to take the road will lead you to the innermost area. Turn left and fight:

Boss Fight: Heroes VS Phantom and Tieren Taozi and Tieren

Tips: Kill them

Advance and in the middle of the way will be...

Boss Fight: Heroes VS Aheadsmultron and Aheadx2

Tips: No need to say

Keep on advancing to the left and fight:

Boss Fight: Heroes VS Regnant

Tips: Very easy if you charge the gauge before fighting.

Quest No.80: Reborns's assault

After some steps ahead there will be an event force you to another road. Follow that until you see a save point. Open the door at the right and go down. Then fight:

Boss Fight: Heroes VS Gaddes and Gadessa and Garazzo

Tips: A bit hard but you get used to them right?

Go down to the room and there will be an event: quest#80 cleared!

Quest No.81: Inside the scattered particles

Go back to save point 4. Now enter the door at the lower side. Keep on advancing and fight:

Boss Fight: Heroes VS Arche Gundam

Tips: Don't get cocky and you'll win this

Go ahead and fight the boss of this cube:

Boss Fight: Heroes VS Reborns Gundam

Tips: He could be annoying if he activates Transam, plus a stupid all attack that can cause negative. Anyway fully charge the gauges and throw everything you had at him and you should be fine.

Finish the fight: quest#81 cleared!

After the fight take the warp to the final cube.

Treasure Boxes:

+-----+
|Upper Stratum: |
|6000M |
|Recovery Kit |
|Book of Technic |
|Hat of Great Detective|
|Bio Sensor |
+-----+

+-----+
|Middle Stratum: |
|GN Shield |
|Beam Gatling |
|Signal Bullet |
|Hyper Jammer |
|5500M |

```
|Ultimate Kit      |
|Damaged Bit      |
+-----+
```

```
+-----+
|Lower Stratum:   |
|8000M            |
|500M             |
|Crystal of Technique|
|Electronic Magnet |
|Crystal of Alertness|
|Giga Live-Kit    |
|Silver Ore       |
|3000M            |
+-----+
```

```
+-----+
|Innermost:      |
|Crystal of Iron-arms |
|Crystal of Intelligence |
|Crystal of Fighting Spirit|
|Crystal of Fortune   |
|10000M            |
|Crystal of Astringency |
+-----+
```

1.7. Stage Seven: Genocide Cube

1.7.a. Genocide Cube Outer Wall

http://s8.postimg.org/exa3kqa81/lost_heroes_1036.jpg

Damn I got stuck by King Dark and now I know why... If you don't pay enough attention, it may cost you dearly. >_< The problem is there are some items laid on the floor of the Dungeons that can not be seen. However, there is an item search option for this. If you reach near the place with an item, the light on the top right of the screen will shine, and the degree will extent the nearer you approach. When you are there, just press A and you will get the item. Since the main cannon and the drill are main weapon, if you can't upgrade the main cannon, it is impossible to beat King Dark. Make sure the main cannon upgrade up to 3 times before battle. There are also a bunch of shield, EN and HP to power up so make sure you grab them all.

Quest No.82: To the cube of decisive battle

Boss Fight: Heroes VS King Dark

Tips: Equip the best items and smash him. GN Shield Bit, Transam System and GN Condensare are highly recommended. All other status should be level 4 or else it will be very hard. Good luck.

Finish the fight and the quest should be completed.

Treasure Box: Recovery Strengthen Material

1.7.b. Genocide Cube West Monster Graveyard

http://s11.postimg.org/yx89amyeb/lost_heroes_1024.jpg

Quest No.83: Monster Graveyard

Go up a bit and fight:

Boss Fight: Heroes VS Bemstar/Alien Metoron/Vakishim

Tips: Too easy

Finish the fight: quest#83 cleared!

Quest No.84: The MonsLoad of hopelessness

Go to the room at the central of the map and fight:

Boss Fight: Heroes VS Pteranodon Yummy(male) and Pteranodon Yummy(female)

Tips: This battle doesn't look easy as it seems. Kill the female first since it has a very annoying all negative attack. Even if you have all your forces it is still irritating. >_<

Finish the fight: quest#84 cleared!

Quest No.85: The final existence and Yummy and Memory

Go all the way up and fight Birdon:

Boss Fight: Heroes VS Birdon

Tips: Charge the Hero Gauge and you should be fine

```
+-----+
|Treasure Box:          |
|Crystal of Martial Arts|
|Crystal of Interval Attack|
|5500M                  |
|Super Revival Kit      |
|Minovsky Craft         |
|Crystal of Martial Defence|
|Crystal of Interval Defence|
+-----+
```

1.7.c. Genocide Cube Center Monster Graveyard

http://s15.postimg.org/u2hx8f1ln/lost_heroes_1025.jpg

I absolutely love this cube. There is always a save point at the beginning of every map. Good grief you don't have to always find the crap way to get to the save point like others. ^_^

Go right a bit and fight:

Boss Fight: Heroes VS Gundam Head

Tips: Easy

Go up and fight:

Boss Fight: Heroes VS Gundam Head

Tips: Easy

There are some ports that can transfer you to new area. Step on it and fight those Gundam Head blocking the way. After a while you will find yourself stuck with 4 Gundam Head:

Boss Fight: Heroes VS Gundam Headx4

Tips: Kill them

After battle: quest#85 cleared!

Quest No.86: Devil Gundam's menace

After some stupid warping you will fight:

Boss Fight: Heroes VS Gelonimon/Red King/Gomora

Tips: Thanks God these guys are slowpoke. Just kill them.

Now go all the way up and fight:

Boss Fight: Heroes VS Grand Master Gundam

Tips: Kill him

After battle: quest#86 cleared!

Quest No.87: The monster graveyard in rest

Go back to the path blocked by Gundam Head near the short-cut at the northwest corner. Advance and take the gate port to the new area.

```
+-----+
|Treasure Box:      |
|Strength Crystal  |
|Magic Crystal     |
|Zero Gravity Bullet|
|Tamahagane       |
|Strength Crystal  |
|Crystal of Martial Arts|
+-----+
```

1.7.d. Genocide Cube North Monster Graveyard

http://s27.postimg.org/4rns5u477/lost_heroes_1026.jpg

Advance to northwest until you reach a door and there will be an event: quest #87 cleared!

Quest No.88: The battle with the great monster!

Return to the save point then go up and fight:

Boss Fight: Heroes VS King Pandon

Tips: ^o^

Quest No.89: The battle with the great monster! VS Zetton

Now find the crystal pillar at the topmost left side and fight:

Boss Fight: Heroes VS Zetton

Tips: ^o^

Finish the fight: quest#89 cleared!

Quest No.90: The battle with the great monster! VS Tyrant

Find the crystal pillar at the downmost left side and fight: (remember to go through the short-cut first to heal your party)

Boss Fight: Heroes VS Tyrant

Tips: ^o^

Finish the fight: quest#90 cleared! Quest#88 cleared!

Quest No.91: Now, to the decisive battle!

Return to the door you can't open from the time before you defeat King Pandon (quest No.87). It is now open. Go up and fight:

Boss Fight: Heroes VS Kyouryu Greeed

Tips: Kill him ^o^

Finish the fight: quest#91 cleared!

Quest No.92: Final decisive battle! The dark Ultra soldier

Go up a bit more and fight:

Boss Fight: Heroes VS Ultraman Berial

Tips: He isn't tough as he seems to be really. Charge all Hero Gauges first. Now here is the fun part: forget all the crappy defence and dodge, focus yourself on attacking with Assist Zophy. I recommend give it to Double 00 since he is a good support unit. Once you boosted indirect attacks, he will go down in only 3 to 4 turns. Yes! I'm not kidding. Fin funnel did a minimum 2800 damage and Wing Zero Twin Buster Riffle did a whopping 5500 damage! Zeta? 4900 damage with critical for Hyper Beam Saber lol. ^o^

Finish the fight: quest#92 cleared!

Quest No.93: Lost Heroes

Go on and take the warp in front of the crystal pillar.

```
+-----+
|Treasure Box:          |
|Book of Secret Technique |
|Ultimate Kit          |
|Book of Secret Technique |
|Crystal of Martial Defence|
|Tectorgear Zero       |
+-----+
```

1.7.e. Rydges Core

http://s4.postimg.org/q94r9fczx/lost_heroes_1027.jpg

Equip at least 20 Giga Spirit-Tab, 10 Recovery-Kit, 6 Super Revival Kit, 6 Ultimate-Kit or you'll be sorry, I mean it! (That's $30000 \times 20 + 30000 \times 10 + 6 \times 5000 + 6 \times 3000 = 948000$, quite huge isn't it? But by this point you should have around 600000M so calculate carefully ^o^)

Advance to the top and fight Devil Gundam.

Boss Fight: Heroes VS Devil Gundam Final Form

Tips: This slowpoke isn't that bad except that it takes long to bring him down due to his stupid HP recovery >_<

Now things become bad:

Boss Fight: Heroes VS Kamen Rider Core

Tips: I can't give you any advice except throw everything you've got to him and remember: this is a CONSECUTIVE BATTLE, means you don't have any chance to heal at all, that's why I advised you to buy so many SP items.

Boss Fight: Heroes VS Beryudora

Tips: Yes another CONSECUTIVE BATTLE means you fight a $48000 + 52000 + 65000 = 165000$ HP boss. Yes they Banpresto aren't joking at all. Save as much items, especially SP recovery for this bastard. Use the same tip I told you about Ultraman Berial and he'll go down.

After the long fight watch the ending: quest#93 cleared!

Save the game and reload it. Then you get the drill level 4 which allows you to penetrate through level 4 blocks, plus a bunch of new equipments available at the shop! Now, to Ultra Cube Outer Wall...

1.8. Stage Eighth: Chaos Cube

Quest No.94: To the unknown cube

Go to topmost northeast side of Ultra Cube Outer Wall and enter Chaos Cube. Assist Zophy is vital here. Choose members from your team that have most powerful indirect attacks. Hyper Jammer and the force that reduce encounter occurrence to half are also good here.

1.8.a. Chaos Cube: Gaze of Hatred

http://s18.postimg.org/kw2nqqv0p/lost_heroes_1028.jpg

After exploring some warps, turn on the red switch at the center of the map and go through the locked door at somewhere at the bottom. Take the gate to another area.

1.8.b. Chaos Cube: Breath of Awakening

http://s2.postimg.org/9k03lqsx5/lost_heroes_1029.jpg

Ugh! Not ice floor again >_<. After you find your way through those shits, use the gate port at the farthest left side to transfer to the next area (remember to open all the short-cuts, they're useful as hell).

```
+-----+
|Treasure Box:      |
|Secret Stone of Miracle|
|Sapphire Stone    |
|Aquamarine        |
|Ruby Stone        |
+-----+
```

1.8.c. Chaos Cube: Shinto of Hopeless

http://s21.postimg.org/ic7zgu0mf/lost_heroes_1030.jpg

This area is very straight forward. No flame or ice floor stand in your way so explore everything and go all the way to the top and fight the three bosses. The good order is from left to right. The left side boss is very easy, he just has high HP. However, the stupid Sazabi at the middle and U-Killersaurus Neo (it is from Ultraman if I'm not mistaken) at the right side isn't something to laugh at. Now here are some tips:

- Charge full all the hero gauges before every battle. Good thing for you: you can always return to the base and heal everyone before taking challenge on the next one.
- Nu Gundam is a must have member, since its I-field can nullify the deadly funnel of Sazabi and all attack of U-Killersaurus Neo.
- Assist Zephy is another must have force to use at battles.
- Assist Heavy Arms is another extremely useful force since it will slow down enemies. I can't believe it costs only one slot? lol

The team is for you to choose but remember playing what you like will make things very difficult (of course I'm not stage 'mission impossible' >_< but I use only Gundams till then and at the end I feel I've to make a change -_-) I like Mebius and Wing Zero as main attackers, Double 00 as supporter and Nu as core unit. ^o^

My comment on the map: very good design one and it makes you feel easy ^_^ . 7 new units are introduced (not counting bosses, probably the highest number) so make sure you collect all the important chips before battle. Some are worth trouble fighting: no encounter, SP 2/3, SP 1/2... The units that drop the best items are on the top northwest floor near the bosses and on the road leads to the three rooms. The Hobby Hi-Zack carries the best one and gives an incredible amount of exp. However it often runs at the beginning of the battle and has a weird way of beating conditions. Given only 20 HP, the only max damage you can do to it is 3 though a critical hit will instantly kill it (kinda similar to the silver and gold Kageon in Hero Senki). You can give your unit a force that allows it to act first at the beginning of the match and pray for a critical hit

because you can't beat its speed. However, don't be sad if you can't own it since the Messala can give an equal valuable item too. I got one 青龍の逆鱗 if I remember correctly. OK enough chatting, to battles:

Boss Fight No.1: Heroes VS Gel-Shocker Leader

Tips: No big deal, smash him!

Boss Fight No.2: Heroes VS Sazabi

Tips: I hope you farm some items before this tough one because those materials you can get here really can boost your characters to a new level. First, use Double 00's Assist Heavy Arms to slow him down and Assist Zophy. After that, go right into Transam mode and do Transam Burst to heal everyone. At around the bastard's 75% HP you should use I-Field and watch carefully when it loses its effect to renew. This stupid robot will boost its defence and attacking right at the beginning so there is no easy way beating this son of a ... Hopefully your Ultraman and Fin Funnel will bring it down.

Boss Fight No.3: Heroes VS U-Killersaurus Neo

Tips: U-Killersaurus Neo is the hardest boss of the game so give him some respect. Like Sazabi except it has much stronger attack. Repeat the same strategy with Sazabi and I'll pray for your success. T_T

After all three fights: quest#94 cleared!

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|Treasure Box:          |
|Strength Crystal      |
|Magic Crystal         |
|Crystal of Martial Arts|
|Crystal of Interval Attack|
|Crystal of Martial Defence|
|Crystal of Interval Defence|
|Soten                 |
|Book of Secret Technique |
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2. Sub-quest:

By the time of the main quest No.13, the subquest will be available at the quest room. Depend on the sub-quest some new skills will be unlocked as well.

Quest No.1: The city which is aimed

Enter the Center District of Begins Cube. There is a room at the northeast of the map (from the lower gate port heading up and a bit to the right). Meet the GM II and go to the North District. From the save point go straight to the left and fight Alien Meteoron. After the fight return to the base and report information at the quest room to get the items: quest #1 cleared!

Quest No.2: Collect Cell Medal

At the Center District of Begins Cube, kill the White Yummy to collect 100 Cell Medal (a White Yummy will drop 10 Cell Metal)

Quest No.3: Beast of Illusion (needed character: Ultra soldier)

Fight the Woo at the southwest of Center District of Begins Cube. After the fight return to the base and report information at the quest room to get the items: quest #3 cleared!

Quest No.4: Request of Maganac (needed character: Z Gundam)

At the southeast area of Quicksand of Desert Cube where there is no quicksand, talk to Maganac. At the place where you fight Antler, fight Mole Imaginx3. After you beat them, return to the base and report information at the quest room. Now Z Gundam skill Hyper Mega Launcher will be unlocked: quest #4 cleared!

Quest No.5: The lost mobile suit (needed character: Z Gundam)

Go to the place where you get the Emerald Stone at northwest of Desert Cube's wasteland. After you talked to Hamburabi fight Hamburabi/Magma Dopant/IceAge Dopant. After the fight return to the base and report information at the quest room to get the items: quest #5 cleared!

Quest No.6: Psycommu Weapon (needed character: Z Gundam, Nu Gundam)

Investigate the rom with no treasure box located near the save point of the military base of the Desert Cube. You will be automatically transfered to a new area. Go to the center and fight Jagd Doga. After the fight return to the base and report information at the quest room: quest #6 cleared!
Now Fin Funnel will be unlocked.

Quest No.7: Two mobile dolls (needed character: Wing Gundam)

Head to the small room at the east side of the military base (the room right under the large room where RX being captured). Inside fight Vayeate and Mercurius. After the fight return to the base and report information at the quest room: quest #7 cleared!
Part Obtain: Planet Defensor

Quest No.8: Crazygon Subjugation (needed character: Gundam 00)

Head to the area where you meet Maganac before at sub quest #4 and talk to him. Search the Crazygon at the right and fight. Go ahead and fight two more times. After the battles are finished, the broken 0 raiser is obtained. Return to where you meet Maganac and talk: quest #8 cleared!

Quest No.9: We meet again, Antler

Find Maganac near the lower left CB camp of the center room of DC ruins area. Head to southwest and fight Antler. After the fight return to the base and report: quest #9 cleared!

Quest No.10: Strange Visitor (needed character: Ultraman)

Talk to Maganac near the save point of Hideout Cube Stone Pit South. Fight Alien Baltan at the west side of Stone Pit North. After the fight return to the base and report: quest #10 cleared!

Quest No.11: The sorrowful prince (needed character: Kamen Rider Black RX)

At the save point of Begins Cube North District head to the room located at the east side. Fight Skullma. After the fight return to the base and report: quest

#10 cleared! Now RX's skill: Robo Punch/Spark Cutter will be unlocked.

Quest No.12: Get back the 0 Raiser (needed character: Gundam 00)

At laboratory B1 of the Hideout at the save point near the Ride Gate talk to Maganac. After passing the shortcut, fight Ahead/Aheadsmultron at the small room at northeast. After battle you get the 0 Raiser: quest #12 cleared!
Now Double 00's new skills will be unlocked.

Quest No.13: The rumor of the strong robbery group (needed character: Kamen Rider Den-O)

Head to the area store treasure at layer 4 of Ultra Cube. Fight Kamen Rider Gaoh. After the fight return to the base and report: quest #13 cleared!

Quest No.14: The ultimate ice

Go until the treasure box at the east side of Ultra Cube layer 3. You will notice a giant ice and fight Sweets Dopant. After the fight return to the base and report: quest #14 cleared!

Quest No.15: The information of the secret Veda Machine (needed character: Gundam 00)

Head to the room with 2 treasure boxes at southwest of Shocker Cube's museum 1F. Enter the room and fight Masurao. After the fight return to the base and report: quest #15 cleared!

Quest No.16: The counterattack of Alien Baltan (needed character: Ultraman)

Near the save point of stone pit south talk to Maganac. Head to the east side of stone pit north and fight Alien Baltanx3. After the fight return to the base and report: quest #16 cleared!

Quest No.17: The shadow of the prince (needed character: Kamen Rider Black RX)

From the stairs of the southeast of Shocker Cube's museum 1F head to museum 2F. After the talk with Shadow Moon head to the big room and fight Shadow Moon. After Shadow Moon was defeated return to the base and report: quest #17 cleared!

Quest No.18: The challenge of Money Dopant

Head to the colosium near the save point of layer 2 of Ultra Cube. You have a choice to draw Eleking or Red King. If you chose Red King, fight Money Dopant. Either ways, return to the base and report: quest #18 cleared!

Quest No.19: The mental state of clear mirror-still water

Head to the reservoir at the southeast room of the wasteland of Desert Cube. Fight Master Gundam. After battle return to the base and report: quest #19 cleared!

Quest No.20: A letter of challenge to Double 00 (needed character: Gundam 00)

Head to the terminal unit (red hole) near the save point of Veda Cube's middle stratum. Talk to Susanowo and fight. After battle return to the base and report: quest #20 cleared!

Quest No.21: Backing Altron (needed character: Wing Gundam Zero)

Talk to Maganac near the save point 1 of Veda Cube. Head to the room at southeast of the Innermost. On the middle of the way fight Gagax5. After battle return to the base and report: quest #21 cleared!
Item obtain: Altron Gundam's chip

Quest No.22: We meet again, Shadow Prince! (needed character: Black RX)

Head to the room with treasure box at the west of Veda Cube Upper Stratum. Fight Shadow Moon. After battle head back to the base and report: quest #22 cleared!

Quest No.23: The tenacity of aliens' combination (needed character: Ultraman Mebius)

Head to the pedestal of Plasma Spark near save point 3 of Ultra Cube (the place where Tarou being freezed). Inside, fight Alien Zarab, Alien Guts, Alien Nackle, Alien Temperor. After battle head back to the base and report: quest #23 cleared!

Quest No.24: The revival of evil robbery group!

Head to the control room at northeast of Veda Cube Upper Stratum. Inside, fight Kamen Rider Gaoh and Arms Dopant. After battle head back to the base and report: quest #24 cleared!

Quest No.25: The revival of the Greed (needed character: Kamen Rider OOO)

Head to the center of Ultra Cube Second Layer (save point 2) where you fight Uva. Fight Gamel, Uva and Mezool. After battle head back to the base and report: quest #25 cleared!

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XII. About the Ride Dungeon
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If you do the item search, some good equipments for the ship can be found:

- Genocide Cube: all upgrade materials for the ship
- Hideout Cube: GN Shield Bit
- Veda Cube: Transam System
- Shocker Cube: main cannon strengthen material
- Ultra Cube: main cannon strengthen material

In order to beat the guardian, the order of pilots is extremely important. If HP of the ship run low, it is better repair first than leave it in later turns. Also since fire the cannon can cause stun, depend on pilot's order you can pull out fire before or after the drill.

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XIII. Kageon Casino
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You can level up the Casino by 待機行動 >> カジノ強化. When Casino was level up, new options will be unlock and 景品交換 will sell more items.

Name	Coins	Casino Level
Revival-Kit	20	1

Mega Life-Kit	40	1	
Hyper Jammer	50	1	
Minovsky Craft	300	1	
Spirit-Tab	2000	3	
Zeronos Card	3500	3	
Bio Censor	6000	5	
Psycho Frame	15000	6	
GN Buster Sword	25000	8	
Tectorgear Zero	50000	9	
Mars 133	100000	10	

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XIV. Random Cubes
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You can access random cubes early in the game. However, reaching level 7 is another story (all levels before that are crap). You need at least the force that immunizes to fire floors and forces that reduce encounter rate (if you don't have that, expect to buy hell lots of Hyper Jammer!) At level 7, some good expendable items will appear, along with the awesome Beard of Yellow Dragon and Imperial Wrath of Blue Dragon, etc... However, fighting bosses in order to obtain is tough also (not really if you're at around level 45 or more) Just remember to do a Matador for easy acquiring. By the way, there are around 30 mini maps to advance to level 7 (yes it is tedious as hell). Plus, items from treasure boxes are mostly absolute crap so don't expect much.
Note: The maps are infinite.

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XV. Frequently Asking Questions
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Q: I hate the map. I'm lost when there are so many crossing. How can I find the way?

A: Press START. The screen will highlight where you are at and the yet undiscovered area. Then check out my walkthrough for instruction.

Q: How would you rate this game?

A: Tough. Even I play with an emulator, I still find it tough, especially the final battle with 3 bosses consecutively.

Q: What is the best Gundam in the game?

A: No doubt it's Nu, follow closely by Double 00. God Gundam sucks period. I can't understand why some Japanese sites suggest it as main attacker???

Q: I can't find the AEU Enact. Where is it?

A: This is tough. The only place it appears seem to be Hideout Cube Lab B1 at the road to the room at the upper northwest and the percentage of it to come out is extremely low, let alone hoping it to drop the chip.

Q: I've collected all the chips from the enemy characters list but couldn't gather the trophy Proof of Ring. What am I missing?

A: There are three enemies that drop the chips that weren't mentioned from the database. Those are: Alpha Azieru (Genocide Cube Outer Wall), Bat Imagin (Ultra Cube fourth layer) and Gaza C (Shocker Cube Historic Ruins B1). Make sure you collect them all.

Q: What is the best strategy?

A: Attack, attack and attack! Boost defence and evade is a VERY, VERY bad tactic since bosses' attacks are very powerful and dodging an attack is

extremely hard. Remember what I told you? There are plenty of wonderful items to boost attack so why don't you use it?

Q: Should I use Drive?

A: Depend, but I recommend you not to use at all. One Hero move is always better than three drives, which ain't that good.

Q: I boost Indirect Attack status but the damage dealt is absolute crap!

A: Damage doesn't alone depend on Indirect Attack status. Technique also affect largely the use of skill and hence, damage boost.

Q: The fights at Kageon Casino look tougher than normal.

A: At the beginning, yes it does. But later when your team grow strong with overpowered items and forces it is a joke. The only ones that are troublesome are the fight VS Master Gundam (95000HP and Super Mode. What The Heck?) and the fight VS Shadow Moon and Kamen Rider Gaoh so I suggest you wait till you passed Chaos Cube.

Q: Can I farm expendable items like Strength Crystal? (give you 50HP for nothing)

A: Theoretically, yes! The only way is play the random cube level 7 (It takes shit load of maps to get to that level sadly >_<). The only 2 pairs of enemy drop this kind of expendable item are: Mezool/Gamel and Kazari/Uva. The later give nearly useless items (boost one status by one). HOWEVER, you need an emulator to farm, and it is purely masochist. Do this trick: when you fight the bosses at map 4 of a cube, instead of chose yes will result an unwanted enemies chose no, then return and chose yes (save stage first before chose yes). Repeat until you get to fight Mezool/Gamel. Then equip Assist Deathscythe Hell to boost evade together with Nu Gundam Dummy Balloon. Evade at least 10 times (or is it 15?) to get Matador which will increase dropping to 50%, equip item force to get 10% bonus and finish them both with Hero Skill. That should do the work!

Q: The final fight is so hard! How can I survive fighting 3 bosses without healing?

A: I admit it is very hard. Like I said before, buy as much SP items as possible. If you can get to level 7 of random cube, you can get the best material without even playing Chaos Cube (the purple Messala drop it). However strengthen an item with it cost 55000M. Well if you can get Psycho Frame + 5 those materials nobody can kill you.

Q: I don't know Japanese. Can I at least enjoy this game?

A: Hard to say, I afraid. Without knowing some basic words you'll be more likely in trouble. I hope this FAQ can be useful for you and if not, I don't know what to say ^o^

Well, that's all for now V_(^_-)

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XVI. Credits
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1. Gamefaqs.com for posting this guide.
2. Some Japanese people who are very kind to make a walkthrough wiki. Without them I wouldn't have pass this game.
3. You ofcourse for reading this guide.

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