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CONTACT LINE:

Please contact me at my e-mail, which is arcamdunit@yahoo.com, if you have the following

- Questions
- Suggestions
- Corrections
- Comments
- Tips
- Things that I may have missed out

Don't forget to put SD Gundam G Generation Portable: 08th MS Team Scenario as the subject of your e-mail

Otherwise, I will ignore your e-mail as spam mail

NOTES: PLEASE, PLEASE PUT THE NOTED SUBJECT ABOVE WHEN YOU E-MAIL ME AND TAKE MY WARNING VERY SERIOUSLY!! I HAVE HAD SOME E-MAILS IN WHICH THE SUBJECT LINE WAS NOT COMPLETE OR UNAPPROPRIATE!! I JUST HAD THEM IMMEDIATELY DELETED AND I WON'T HESITATE TO DO THE SAME THING TO YOURS AND I MIGHT BLOCK YOUR E-MAIL ADDRESS! SO, PAY ATTENTION TO THEM OR ELSE...

(In other words, when you have to ask/comment/suggest/correct/hint/tell me something in the e-mail, it has to be something that's not either found on this FAQ or what should be in this FAQ. Thank you very much.)

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I. Version

1.00

- My 1st version of this guide

1.01

- Minor correction

1.11

- Made major corrections
- Added logo
- Updated Credits

1.21

- Made updates on Walkthrough
- Updated Gallery Unlockables
- Updated Credits

1.22

- Made minor updates

1.23

- Minor update on Gallery Unlockables

1.30

- Added Playable section
- Updated Battle Hints section
- Major updates complete for now.

II. Overview of FAQ

This guide is created to assist SD Gundam G Generation Portable players in playing the Mobile Suit Gundam: 08th MS Team Scenario, one of the many levels in the game. From reading this guide, players would know what to do in order to finish the scenario's 2 levels and earning its hidden characters and mobile suits.

III. Scenario

The 08th MS Team Scenario takes place during the One Year War in Universal Century 0079 in the Asian continent, particularly in the Southeast Asian region and later on in Tibet, where Shiro Amada and his comrades in the 08th MS Team must take down Zeonic forces in the region in order to achieve victory for the Earth Federation.

The scenario is mostly based on the series, with the addition of the Gundam Generation characters. Also, the scenario takes a little twist after some things will happen to Shiro, which will be discussed later on.

IV. Walkthrough

Prologue:

Area: Space

Allies: Shiro Amada

Terry Sanders

Space Transport Ship Captain

Enemies: Aina Saharin

Deployment Spots: None

Objectives:

Mission: Defeat MS-06RD-4 Zaku II

Failure: Death of Shiro Amada

Death of Terry Sanders Jr.

Scenario:

While Shiro and Michel are on their way to Earth to be transferred to the Earth Federation Army, the two witness a battle between a RGM-79[E] GM Type E and a MS-06RD-4 Zaku II mobile suit with the former deploying signal flares for help.

Shiro, wanting to assist his fellow Earth Federation comrades, prepares to fly out on a RB-79K Ball, despite some problems with the captain of his Space Transport Ship. With this, Shiro flies out to space and faces the Zaku II in combat.

Resolution:

First of all, Terry's GM Type E is badly damaged that you have to make sure he's out of range from Aina's Zaku II before she decides to finish him off for good. Also, the ship's captain can't do anything to assist Shiro since it doesn't have any weapon systems. You're on your own.

But basically, the level's quite easy. All you have to do is engage Aina's Zaku II with the Ball's tackle and 180mm cannon attacks. She should go down after a few turns.

Level 1:

Area: Forest

Allies: Shiro Amada

Karen Joshua

Terry Sanders Jr.

Eledore Massis

Enemies: Aina Saharin

Norris Packard

Masado

Several Zaku II J pilots

Several Heli/Dopp Pilots

Deployment Spots: North and Southeast

Objectives:

Mission: Defeat All Enemies

Failure: Death of any 08th MS Team member

Scenario:

Landing on Earth, Shiro was indoctrinated into the 08th MS Team alongside Terry, who he rescued back in space. Soon later, Kojima introduced Shiro to Karen Joshua and Eledore Massis, who are assigned to the same team with Shiro.

The team is given their first assignment to track down Zeon forces in the forests, where they were believed to be sighted.

Resolution:

Deploy the non-scenario battleship to the Southeast, since it's easier to support the 08th MS Team. Norris Packard will appear in a MS-06J Zaku II with Masado in a Gunship Heli and will scramble reinforcements, including more Zaku II Js, Gunship Helis and Dopp Fighters.

This is pretty easy, if you take it slow. Let the 08th MS Team take on the Zaku reinforcements near the river, while the non-scenario characters take on the incoming Zaku II Js, the Helis and the Dopps. Careful here, since the non-scenario characters may die easily if there are ganged up by the Zakus with their low levels. Use the battleship's armaments to support your guys and sent them back to the ship if their EN meter starts to drop down to a point that you have little or no attack skills left.

Team attacks are the main key here if you want them to have some experience.

Norris, in his Zaku II J, will try to either move in on Shiro and his team or your non-scenario characters. Whatever comes first, be ready to use strong attacks and team attacks to damage him since for an ace pilot like him, he has a lot of life even if he's at level one. If possible, use team attacks on him when you engage him with 2 to 3 people so's to drain his life. Masado will try to attack with his Gunship chopper, but he's pretty easy. Just use a strong attack move to kill him or the battleship's cannons or lasers. If you want to look dramatic, use a team attack on him and he'll die on one turn. Watch out for the Dabude class ships that will unleash Helis when you're close to it and keep an eye for it to launch its main cannons. If possible, evade when its chances of hitting you are low. Otherwise, be ready to send fresh units to attack it.

As you mop up enemy mobile suits, fighters and choppers, use attacks that can easily take out the turrets on the hills like the 180mm cannon or the rocket launchers of the RX-79[G] Gundams. Let the non-scenario characters assist them since they'll need early experience for them and their mobile suits. Same thing goes with the Zaku cannons stationed in the area also.

Movie Bonus:

If you destroy all the turrets, you'll get a CG movie where more Zeon forces are deployed into the forests. Bad luck for the heroes!

As soon as the Apsalus II and more Zeon mobile suits, choppers and Dopps arrive, let some of the Zaku II Js try to get close, then use team attacks and moves that can critically injure them or kill them in one turn. Slowly move close to the Apsalus II and take out more Helis and Dopps. Two Dabude class ships are here and will not hesitate to deploy in Heli cargo at you. Divide the forces in half and let the non-scenario characters take out the choppers while Shiro and the others face the Dabude class ships.

When you're almost done, the Apsalus II and some mobile weapons (Dopp Fighters for sure) will hang out with it. Get some mobile suits to take out the Dopps while a team attack with Shiro should take out Apsalus II. Be sure to keep an eye for its mega particle cannon. If you're hit by it, it's usually bad news.

Fight it with the help of the battleship's weapon systems and keep using team attacks or good attack moves to take down Apsalus II.

Movie Bonus:

If Shiro guns down Apsalus II, a special cut scene will be shown where Shiro met Aina in a snowy mountain, possibly in Tibet.

Eventually, Shiro and the others will withdraw after they eliminate the Zeon forces in the area. Good work! Mission complete!

Level 2:

Area: City near Mountains

Allies: Shiro Amada

Karen Joshua

Terry Sanders Jr.
Eledore Massis
Several Guntank Pilots
GM Sniper Pilot
Ethan Ryer
Several GM Ground Type Pilots
Several Jet Core Booster Pilots

Enemies: Ginias Saharin
Norris Packard
Several Zaku II J pilots
Several DOM pilots
Several Dopp pilots

Deployment Spots: West, Center Area
North, Center Area
East, Center Area

Objectives:

Mission: Defeat All Enemies

Failure: Defeat of any 08th MS Team member
Destruction of Big Tray class ship

Scenario:

Ethan Ryer, in a Big Tray class ship, is accompanied by Kojima in the area where Zeon forces are believed to be held up in the nearby mountain. Meanwhile, Shiro and the others are in a city on a scouting mission for any signs of Zeon activity when out of nowhere, Norris leaps out and attacked one of the Guntanks with a MS-07B3 Gouf Custom mobile suit by stabbing the Guntank's cockpit, killing its pilot.

Afterwards, teams of Zakus and DOMs appear out of nowhere to ambush Shiro and other Earth Federation Army units stationed in the area, leading to a trap.

Resolution:

The first part of this level can be very difficult if you don't try to let Shiro or the Guntank pilots stay alive in order to survive. First, deploy the non-scenario battleship near the MS Team, preferably on the South or the West so as to use its beams to take out multiple enemy mobile suits. Gather the allies together so as they can support each other, making sure that Shiro does not get damaged.

Wait for the enemy mobile suits to come near, then use the ship's beam attacks to kill them. Also, team moves will be needed to play a role in defeating all the enemy mobile suits, especially Norris' Gouf Custom. Be careful, he's on Level 3 and can dish out a lot of damage if you're not careful. Team attacks and strong attack moves are the key in defeating him.

Shiro disappears from the map and teleports to the mountain area, where Ginias is on his Apsalus III with additional Zaku and DOM reinforcements with 2 Dabude class ships. When your turn starts, get Shiro to keep running away until he gets to Ryer's Big Tray class (See! This is why Shiro has to be in perfect health when it happens since enemies will try to damage him.). Let him evade as much as possible until he gets near Ryer's party.

When the Dopps and Zakus approach Ryer's party, try to evade

and unload the GM Ground Type mobile suits from the Big Tray class and fire its weapons at the incoming Zakus and Dopps with Shiro backing them up.

After mopping up the enemies in the city area, slowly approach the mountain area, but watch out for DOMs and Zakus that appear out of nowhere to ambush you guys. Fight back and use team moves or the ship's weapon systems to kill them off. Link up with Ryer and if he needs help, assist in mopping up the enemies near the base of the mountain before approaching the mountain itself.

As you slowly come near the mountaintop, DOMs and Zakus will descend and try to attack you. Be ready to counterattack and move carefully when you're near the summit since the Apsalus III can easily toast the GM Ground Type and Guntanks nearby. Use attack moves that can drain the Apsalus III's health and use them when you have the chance to get into team attack formation. If you move in on the left side of the summit, a squadron of Dopps will try to stop you. If you move to the right, Nothing happens. It's up to you basically, but I'd recommend going to the right side so as to prevent any surprise attacks.

Movie Bonus:

If Shiro guns down the Apsalus III, a special cutscene Appears with Shiro's Ez8 finishing off Ginias' Apsalus III with assistance from Aina.

With Shiro gone (If you trigger the cutscene mentioned Above), you'll all alone in mopping up the rest of the enemies. Without Shiro's Ez8, tread carefully and use the non-scenario characters in mopping up the opposition.

All the members of the 08th MS Team will try to find Shiro, but report him to be MIA.

In another part of the area, Shiro and Aina are happy that their allegiance to their former leaders are now over as the battle has finally ended without their comrades seeing them as they prepare to start a new life together.

Even if Shiro's (And Aina's) gone, mission's still complete! Good work!

In finishing the scenario, you're able to unlock two characters as mobile weapon pilots and several mobile weapons, including the RX-79[G] Gundam Ground Type mobile suit.

In addition, I've also been given some advice on how to finish Stage 2 of the 08th MS Team Scenario.

NOTE: The following are edited in order to make them clear and concise to the readers.

"I beat this stage using very cheap tactics. Spread

out your units at the beginning so that Shiro and the Guntanks will not be attacked. Kill off ALL units on the map unit the blue zaku is left. Finish off the blue Zaku (Gouf Custom) and Shiro will be transported to the new map. Have Shiro retreat right away and hide behind the flying units. Slowly but surely bring your ws (Warship) and main units up while having Shiro and the plane units always on evade."

- fillinthe_____

"Having a strong MS from another series might help. Here's how I did it. I sent out my God Gundam and had him destroy the 1st guy that sends Shiro to the other place unharmed. From there, I just had the planes and battleships and the other MSes wear down the guys on the mountains until I got my mothership w/ my MSes there, and then sent it along with Shiro to finish the level off."

- football_fan

V. Battle Hints

Prologue:

- Nothing much. Everything's easy here. Just let Shiro deal the damage to Aina from his RB-79K Ball unit.

Stage 1:

- Deploy on the southern portions, both in the forest and river. That way, you won't get easily overwhelmed.

- Use team moves to take out the big units (e.g. ships, especially Apsalus models). You'll dish out much damage that way.

- Protect the 08th MS Team members at all costs. A single casualty from them means game over.

- If facing ground and air units in a battle, prioritize the Dopps and Helis. They'll be a pack of trouble if you don't get rid of them.

- When facing the Dabude class ships, try to use strong single and team moves to heavily damage it. That way, you won't need to face the threat of its cargo. (In this case, the Helis)

- Later on, Masado appears in a Heli gunship. Don't try to waste strong moves on him. Simple techniques that can attack air units can easily kill him if close.

- Norris appears here on Level 1. Don't take him too lightly. He's too good for someone who's on a basic level. Use team moves and the battleship's weapon systems to take him out.

Stage 2:

- In the start of the game, move everyone in together so as to support each other. But be on the lookout to make sure not everyone is injured in an attack that may take two mobile suits on. Make sure that Shiro's health is in good shape.
- Use the Guntanks for team attack support. Use them only if the enemy's life is low and if their health is good.
- Norris returns, this time in a Gouf custom. Defeating him will make Shiro "appear" in the mountains. Be sure to defeat the grunt Zakus before killing him.
- Move carefully. You literally don't want to be caught by your pants when DOMs, Zakus and Dopps start to appear out of nowhere while you're not prepared for action.

VI. Gallery Unlockables

Characters:

Shiro Amada
Aina Saharin
Karen Joshua
Terry Sanders Jr.
Eledore Massis
Michel Ninorich
Norris Packard
Ginias Saharin
Kojima
Ethan Ryer
Topp
Dell
Arth
Masado

Mobile Weapons:

Apsalus II
Apsalus III
Big Tray class ship
Dabude class ship
Dopp
Gunship Heli
Jet Core Booster
Cargo Carrier (Aircraft)
MS-05B Zaku I
MS-06B Zaku II
MS-06J Zaku II
MS-06K Zaku Cannon
MS-06RD-4 Zaku II Prototype
MS-07B3 Gouf Custom
MS-07H8 Gouf Flight Type
MS-09 DOM
RB-79K Ball
RGM-79 [G] GM Ground Type
RGM-79 [G} GM Sniper

RX-75 Guntank
RX-79 [G] Gundam Ground Type
RX-79 [G] Ez8
Space Transport Ship
Type 74 Hover Truck

VII. Playables

Characters:

Shiro Amada
Aina Saharin

Mobile Weapons:

Apsalus II
Apsalus III
Dabude class ship
Dopp
Gunship Heli
Jet Core Booster
Cargo Carrier (Aircraft)
MS-05B Zaku I
MS-06B Zaku II
MS-06J Zaku II
MS-06RD-4 Zaku II Prototype
RB-79K Ball
RX-79 [G] Gundam Ground Type
RX-79 [G] Ez8
Space Transport Ship
Type 74 Hover Truck

VIII. Credits

I would like to thank the following:

Namco Bandai Games
- for creating and developing the game

Bandai
- for publishing the game

Sony Computer Entertainment
- for marketing the game for the PSP

My brother Nicholas
- for helping me get to the shop in Granville Island that had the White PSP

<http://www.network-science.de/ascii/> (ASCII Generator)
- for providing the ASCII text

fillinthe_____ and football_fan
- for providing useful advice that I used to finish the last stage

You
- for taking your time to read my FAQ

