

Gundam Battle Assault 2 God Gundam Character FAQ

by Kaiser Joel

Updated to v1.0 on Aug 15, 2002

/ GUNDAM BATTLE ASSUALT 2 /

For PlayStation Game Console
God Gundam (Burning Gundam): Character/FAQs Guide
By Kaiser Joel ~<kaiser_joel@yahoo.com>~
Version 1.0 <6th of August 2002 AD>

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DISCLAIMER
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***** READ FIRST BEFORE GOING THROUGH THE FAQ ITSELF *****

1. I am not linked to any BANDAI people, well as far as I know that is, and this is not an official Character Guide.
2. This guide is for personal use only, it is a FREE guide by a fan for fans, so it shouldn't be sold, and it shouldn't be altered in anyway.
3. I give permission for this to be used on any site, as long as you obey the above note.
4. You may use any part of this guide as you like, but please, remember to give credit to the proper people who deserve it. It is in a way giving respect to the person who spent time to create it.
5. A possible update of this guide would firstly go to GameFAQs, located at <www.gamefaqs.com> Check there first if you have any questions.
6. If you want to put in suggestions, comments, commendation, or even anything else on anything, feel free to email me. You will be credited if I include your stuff into this guide.
7. Read the "Guide's Introduction" to better understand how I write this.

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E-MAIL POLICIES
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Whenever you email me about this FAQ, put the subject as [GBA 2 FAQ] or you can write the entire thing [Gundam Battle Assault 2 FAQ]. This will not only help me sort my mail, but also help me know which one is junk and which aren't.

Remember, put the subject as [GBA 2 FAQ] or [Gundam Battle Assault 2 FAQ]

It would help me to prevent myself from accidentally deleting an email. Most of the time, I don't check my trash, so if I delete something it will be lost.

Besides this, I check my mail daily so you can expect a reply within 24 hours at the most. Unless I am obstructed with something else, this is the usual trend.

Again, don't forget, put as the [GBA 2 FAQ] or [Gundam Battle Assault 2 FAQ] as the title.

=====
MISSION OBJECTIVE
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I will try to go through everything in the game in relation with God/Burning Gundam. In details, I will try to be as accurate as I can.

You can use your own way of playing God/Burning Gundam, but I will be a bigheaded person and say that my guide will deliver light into your playing! And if you want to play God/Burning Gundam efficiently, go pick this up and read it.

But that is just how I see it.

And I will quote my friend Mochan, a fellow GameFAQs visitor, and message board poster.

I will use his very words:

"This FAQ is also designed to make my name a household name and to promote the [gulay] way of life everywhere. By reading this FAQ you have condemned yourself to become a vegetable. Have a nice day." - Mochan, The Other Me

And, truly, have a nice day.

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AUTHOR'S WORDS
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The style of gameplay I input in this guide is the way I usually play, it isn't guaranteed to be topnotch in all aspects, but as I usually do, learn and adopt.

I am a great fan of fighting games, ever since Street Fighter, I am a close fan of fighting games and after long and close vigilance on these types of games, I found out a lot of things useful to keep in mind. I will elaborate on these slowly as the guide goes on, some of them implied, and some will be directly stated.

And I cannot emphasize this better, dedication and the will to become better is an important part in being best at something. Practice and control will be an essential part too, but I believe, dedication and will itself is the major part of being better.

I will also follow my friend, Mochan's style. I will spice this up with the use of quotes from books, shows and even friends. You don't need to read these, but they can give you some insight or some small intro into the subject.

Go easy on me, as this is my first guide. But as I said, I am a self-confident creature that will say that my guide is the better one!

Promote the GULAY way of life!!!

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VERSIONS AND UPDATES
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Version 1.0 (6th of August, 2002)

- *Added* Addendum section
- Changed initial layout of Specific Strategies Section

- Specific Strategy Started

BETA Version (3rd of August, 2002)

- Introductions Started
- Informations Started
- Move Lists Started
- Strategies Started
- Street Mode Complete
- Specific Strategies: Psychoanalyzing Human Player Started
- Tips and Tricks Started
- Credits Started

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I. INTRODUCTIONS

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| A. Guide's Introduction |

(Best at 79-character width or 1 pt less than an inch in both sides)

Direct to the point type of writing isn't really my best quality. I usually have trouble doing that, since I want my messages to be clear and long than vague and short.

I will try to make a concise guide, I promise to try.

Basic usage of this is pretty much the same with any other guide. I have no special things to add but only probable personal experiences with it.

If I have something important to mention, kind of like the cream of the crop, it will be in a box like this, and the words are in CAPS:

*

IMPORTANT!

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Also, as an easy navigation to this guide, I suggest if you only need to look at a certain section of the guide, press CTRL + F You go to the Find and Replace option, which will greatly help you in case you need to go to a certain section. Well it is a very good alternative than scrolling down the pages.

"A guide always leads, so its contents seem always just beyond the student's immediate understanding." -- Go Rin No Sho

Don't expect to master everything I put in actual gameplay, maybe in practice you have mastered it, but in actual gameplay, it doesn't always come into mind the practical uses of the attacks/strategies.

Remember, everything you read will be theoretical knowledge, and the actual experience is totally different. There might be tricks or strategies, which seem impossible to do, but frankly, everything I will put are tested by myself unless specified.

In the guide itself, I may use God Gundam instead of Burning Gundam, call it purist or elitist thinking, I am well aware that Burning Gundam is the release name, but I really prefer God Gundam as the name than Burning Gundam. This also applies to Devil Gundam, I use this instead of Dark Gundam.

| B. GAME: God/Burning Gundam's Introduction |

In Future Century 61, Domon Kasshu is on a quest to find his brother. With an array of Gundam Fighters in his path, Domon must combat his brother, who has been infected with evil DG Cells.

Get ready for the ultimate in Gundam fighting action!!

-- Gundam Battle Assault 2 --

"The spirit is willing, but the wallet is weak." -- Garfield

Well, all I can say besides from this is that this game is a less expensive than I thought. But still it can hurt people's wallet. The first time I saw this on the self, it already sells for only 19.99 USD, while the initial installment on this title, Gundam Battle Assault or Gundam The Battle Master 2 in Japan, sells for 39.99 USD.

The only thing I can currently think of for the reason of this, is that Bandai must have low cost on the research for this game. If you look at it, the graphics and so forth are mostly similar to the same game. I believe the original platform is the one used for this one. Judging from this, it is highly reasonable that the price is inexpensive compared to others.

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II. INFORMATIONS
=====

| A. ANIME: Mobile Fighter G Gundam Information |

Mobile Fighter G Gundam by Yasuhiro Imagawa, famous for directing Giant Robo.

Released at 1994, this new Gundam series set the mark for the entrance of all other Alternate Universe(AU) Gundam series, including the famous New Mobile Report Gundam W.

Truly a different approach compared to the trendy Colony-Earth Wars, this Gundam series features a sport type of battles. Which different countries compete to determine the ruler of colonies, this battle is dubbed "Gundam Fight," which is controlled by the United Colonies Federation, and representatives of different countries compete until the strongest remain. It is kind of barbaric, but nonetheless, the strong shall rule.

The time the show starts is at Future Century 60, which is the time of the 13th Gundam Fight. Neo-Japan's own fighter, Domon Kasshu, sets out as the participant both willing to win the tournament and to find out some personal questions that is bugging him. With his Gundam, Shining Gundam, he seeks out to accomplish his goals. After some turn of events, he acquires the ultimate Gundam of them all, the Neo-Japan's God Gundam.

This is the only very first Gundam series to use ki/energy based abilities rather than conventional weapons, like Guns, Bazooka and so forth...

| B. God/Burning Gundam Information |

1. Anime Info

GF-13-017 NJ II GOD GUNDAM
Pilot: Domon Kasshu

"DERO, GUNDAM!" -- Domon Kasshu
(Translation - COME OUT, GUNDAM!)

It incorporates the same system as all the other Mobile Fighters(MF), the Mobile Trace System. This system completely copies the pilot's actions and converts it into the MF's actions, besides from this; it can also use attacks that require more or less pilot's energy to execute such as Martial Arts, or even ki attacks. The only problem with the Trace System is during its install to the pilot, since the Trace System will attach itself to the pilot directly, the tight form of it is a painful process to go through, hence if the pilot is weak, then he can't continue to fight.

God Gundam is indeed a very powerful unit, the moment you notice it, you already figure out that it'll wipe the tournament down; with its impressive power it is no doubt powerful. But wait, a powerful MF in the hands of an incompetent pilot then, the unit is nothing but punching bag. But this isn't the case in God Gundam, Domon Kasshu besides from being an excellent martial artist, he is a superhuman by standards!

Their powerful combination produces an incredible team, capable of dominating the battlefield. Speed, power, offensive ability, it is awesome.

2. Game Info

"Everything is balanced by Yin and Yang."

In everything there should be an opposite. If there is a sun, there is a moon. If there is good, there is bad. In everything has an opposite, and this isn't an exception. God/Burning Gundam has Advantages and Disadvantages, depending on how you look at it, it can be interpreted in a different way.

a. Pros (Advantages)

- No dependence in ammo
- Effective in aerial fights

b. Cons (Disadvantages)

- Hit End and God/Burning Finger executes itself even if it's a miss

=====
III. MOVE LISTS
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/ Legend: /

U - Up WP - Weak Punch P - Any Punch
D - Down HP - Strong/High Punch K - Any Kick
B - Back WK - Weak Kick * - Any 2 Attack Buttons
F - Forward HK - Strong/High Kick T - Thrusters

| A. Basic Moves |

Thrusters: T
Vernier Mode: D, F + T
Dash/Forward Dash: F, F
Retreat/Backward Dash: B, B
Defend: Hold B
Dodge: *
Stun: F + HP

WP - A quick punch, like a Jab in boxing
HP - An uppercut that comes out slow, but is still pretty good.
WK - Low kick in Martial Arts, some call it a "Shin-Kick"
HK - An upward kick, common front kick in Martial Arts. (Not Frontal Kick)

(Midair) WP - Midair elbow attack, pretty bad range
(Midair) HP - Midair two handed smash, ok range
(Midair) WK - Midair kick, looks like a ground HK, only that it's in air
(Midair) HK - Midair flip kick, comes out slow

(Crouching) WP - Low jab attack
(Crouching) HP - Low stronger punch swing
(Crouching) WK - Low kick, crouched that is
(Crouching) HK - A slide attack

| B. Special Moves |

"Ore no kono tega Makkani Moeru! Shoryu o Tsugame to todoruki sakebu!! Ikuso,
Bakuretsu... GODDU FINGAAA!" -- Domon Kasshu, God Gundam
(Translation - This hand of mine is burning red! I'll grasp victory and scream
for victory. Here I go, Exploding... God Finger!)

Knee Kick: (Midair) D + WK

- God Gundam thrusts downward with knees pointed downward. Bad range, okay speed.

High Kick: (Midair) D + HK

- Thrust a bit and give out a big kick. Good range, okay speed.

Vulcan Guns: D, F + P (Ground only, Uses Ammo)

- Shoot out bullets from your head. It is quick and a good multi-hit attack. It uses Ammo so be careful, don't trust this weapon that much, since it'll bite you once your ammo is diminished.

Charge: D, B + K (Ground only)

- Charges forward filled with speed. It is more of movement than an attack, but once you do this you can press one of the attack buttons (WP, HP, WK, HK). Once done, it immediately executes the pressed normal attack. This is especially useful in moving in against an opponent, and better yet, for combos.

Knee Strike: F, D, F + K

- On the ground, this attack rises up with the knee. Almost like an uppercut, only that the knee is the one used. On the air, this is a forward-moving knee charge. This comes out average in speed, but it is good in midair. It isn't really that surprising or awesome, but it has its uses.

God (Burning) Finger: D, B + P

- Thrust out your palm and charge with power. Here is something worth using, comes out quick and hits pretty good, not to mention that it is available for midair use.

God (Burning) Finger Uppercut: F, D, F + P (Ground only)

- God/Burning Gundam does a small uppercut to push them up, and follows it with an upward-forward directed God/Burning Finger. This is one of my favorite moves, it hits well and not to mention it cancels itself if the initial attack is blocked, making the entire attack less vulnerable.

Tenkyoken: B, D, F + P

- God Gundam focuses his energy and releases it in a form of energy ball. One of the better attacks available. Release speed is okay, it has mid range ability, nice and powerful too. Not to mention it can be used in air!

God (Burning) Finger Sword: F, D, B + P (Ground only, Unblockable)

- Common beam saber like slash, unblockable, which makes it more interesting to use. But speed is terrible, it comes out very slow, damage is okay and the recovery time is okay too.

Hit End!: B, D, F, B + P (Ground only)

- Charges one's hand, grabs the target and with energy burst, God/Burning Gundam blows his away. A nice grab attack, it is pretty strong. In the anime, Domon uses this as a finishing for his God Finger. After he does the God Finger, he continues it with Hit End.

======(SUPER) SEKIHA TENKYOKEN: D, F + * (Ground only)=====

- Focusing energy, the Sekiha Tenkyoken comes out quick like most supers. It is in a form of a big beam, wide straight attack. Incredible damage, good speed, and awesome range, only problem is that its width is made for ground standers mostly. So a target up in the air can only receive minimal damage or none at all.

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IV. STRATEGIES
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"Hitsuichi, Braken! Seiken! Torya!!" -- Domon Kasshu, God Gundam
(Translation - Combo, Elbow! Backhand! Torya!!)

| A. Offensive Strategies |

1. Harassment. Provoke the opponent into attacking you. In a game like this, you can't attack without removing defense this is the trick of the game. My favorite Harassment move is the Tenkyoken. It has range, doesn't use ammo, which means it can be used repeatedly. It is like having a long-range attack that can be wasted. Vulcan Guns can also be used in this.

2. Ammo is WORTHLESS. For God/Burning Gundam, ammo is expendable, if it is blocked or not, it really doesn't matter that much. You don't need ammo to do your other attacks. You are one powerhouse that doesn't need ammo! So no conservation is necessary. Whenever your opponent is running away from you, just vulcan them to put in some cheap shots.

3. Create Multiple Tactics. Create more than one play, like in sports, you create different tactics to confuse your opponent. Ground basic of this is creating a ranged strategy and a close range strategy. Either go long range when you feel like to, and engage in close range when your opponent thinks you play far away. God/Burning Gundam has charge attacks, long range attacks, close range attacks and even aerial attacks make use of them in different tactics.

4. Timing. There will always be a time when you feel like your opponent is pushing you around like crazy, and you can't into his strategy. What I advice to do is stand back and analyze his game carefully, check everything he does and concentrate on defense more than offense. Whenever you see them make a mistake, such as using a beam saber and you are far away, whack them on their opening. On this case, it is good to know the recovery time to certain attacks.

| B. Defensive Strategies |

| C. Combos |

| D. Street Mode (Game Story Mode) |

I will only provide their lines. If you want actual strategy for them, go to the "Versus Specific Units" section of this FAQ.

Battle # 1: Gundam Rose _____

Pilot: George

Before Fight:

- None -

After Fight:

Domon: Do you know the guy in this picture?

George: You have my apologies, for I do not know.

Battle # 2: Gundam Maxter _____

Pilot: Chibodee

Before Fight:

Domon: Hey, do you know who this guy is?

Chibodee: Well... if you can beat me, then I'll tell you what you want to know.

Domon: Lets go for it, then! Gundam Fight!

Chibodee: Ready! Go!

After Fight:

Chibodee: Who do you think you are?! How dare you!

Domon: Wait! Do you know this guy?

Chibodee: Huh? Never seen him before.

Battle # 3: Gundam Physalis (GP-02A) _____

Pilot: Anavel Gato

Before Fight:

- None -

After Fight:

Domon: You know anything about the guy in this picture?

Battle # 4: Bolt Gundam _____

Pilot: Argo

Before Fight:

Argo: Gundam?! What are you doing here?!

Domon: I'm searching for this man. Do you know where he is?

Argo: Why should I trust you? Here's the deal: If you can defeat me, I will answer you.

After Fight:

Argo: Well, you seem like a good guy. I can tell by the way you handle your saber.

Domon: I'm looking for this guy. Have you seen him?

Argo: No. He hasn't come around here, but I hope you can find him.

Battle # 5: Big Zam _____

Pilot: Dozul Zabi

Before Fight:

- None -

After Fight:

Domon: Brother! ...Kyoji! Where in the world are you?!

Battle # 6: Dragon Gundam _____

Pilot: Sai

Before Fight:

- None -

After Fight:

Sai: Hey, bro. Take it easy on me.

Domon: You first.

Battle # 7: Master Gundam

Pilot: Master Asia

Before Fight:

Asia: School of Touhou Fuhai! The winds of the king! Zenshin! Keiretsu!

Domon: Tenpakyouran!

Asia: Look! The East...

Domon: ...is burning red!

After Fight:

Asia: Domon, my dear student, don't tarnish the name of "King of Hearts."

Domon: Master? Of course, Master!

Final Battle! Battle # 8: Devil (Dark) Gundam

Pilot: Kyoji Kasshu

Before Fight:

Kyoji: Welcome my dear little brother, Ha, ha, ha. Ha, ha, ha, ha, ha... ha, ha, ha, ha, ha!

Domon: Enough! You think you're so funny. Because of you mother is dead and father is in suspended animation, I've waited for this day! You're not gonna get away with this!

After Fight:

Domon: Now Rain, let our hearts be together... SEKIHA LOVE LOVE TENKYOKEN!!!

Domon: I love you! I want to be with you! Rain!

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V. SPECIFIC STRATEGIES

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| A. Psychoanalyzing Human Players |

Winning a fight isn't just your skill against his skill, if that is how you used to play, then that is just brute force against brute force. As I said, the gameplay here is my own. And this portion definitely makes great deal to me, a person who doesn't psychoanalyze me while playing, has rather lesser chance of winning against me.

Psychoanalyzing is the formal term for getting into your opponent's head. To put it simple, you find out how your opponent is, how he plays, how he reacts and most importantly, how he thinks. If you can get this, then you practically dominate games against him.

* PSYCHOANALYZE, ACT AND DOMINATE *

Nothing beats a person who can read your actions, unless you are incredibly good, your chances of winning are slim.

Take advantage of any disadvantage the opponent has, if he gets irritated quickly, use that into your own glory. Irritate him by using easy moves in the game, counter his attacks with simple actions, in no time he'll be irritated and therefore, throwing off his own game skill, and his ability.

One thing to remember, everyone has the will to take revenge, whenever his character is being thrashed, he'll keep his offense up to get a hit on you. Use this for your advantage, every time you finish a combo, he'll definitely attack to pay you back, at this moment you can step back and whack him during his attack or surprise him with an attack he didn't consider.

A classic example of this is in Marvel Vs Capcom, using Spiderman, you can barrage your opponent with attacks, if he takes it or blocks it, in no time he'll counterattack, he wants to get a hit on you for all that you did, therefore, the best action is to execute a Maximum Spider, which is an attack that moves away from an opponent (evade), then immediately comes back in to attack.

Now, how do you actually psychoanalyze?

Well it takes time to be a good judge in this, but everything starts by watching your opponent play and emote at situations. If he gets angered with a certain attack, then be his guest and continue to harass him with it. If he starts being oblivious to your combos, he is either very smart and hides his emotions or he lost hope on the situation.

How do you read your opponent?

This one takes time, check what he loves to do, what attack he likes to use and what combos is sort of his trademark. And that is where you start, if you can negate the initial attack of his combo then, there is no combo. Check how he handles different situations, like if he can be good at confusing actions or furthermore, can he read you.

I have said the basics of psychoanalyzing, use these to your advantage and don't let others do it to you. Remember, if both of you know how the other play, then it is pretty much a game of who can react better. Instead of thinking of your actions, use instinct to act.

| B. Versus Specific Units |

"Knowledge of Who the enemy is, How the enemy works, and What it can do, is part of fighting. Ignorance of this is similar to attacking in darkness."

I will cut them in their respective shows and they will be in alphabetical order, as you may have already noticed in the Table of Contents.

Still Under Massive Construction

1. Mobile Suit Gundam (Series)

a. Acguy

b. Ball

- Okay you might be thinking that this is a joke or something right? Well on this case, it partly is. The Ball has no SUPER attack, only one long-range attack and it even consumes ammo. And you will expect it to go close range, and close range is God/Burning Gundam's stronger point. Don't underestimate this, it'll cost you dearly, it can do good close range damage, and some nifty combos. Just continue to either push it away, or do some simple combos behind it.

c. Big Zam

d. RX-78-2 Gundam

e. Hygogg

f. Zaku II

g. Zaku IIs

h. Zeong

2. Gundam 0083: Stardust Memory

a. GP-02A Gundam Physalis

b. Neue Ziel

3. Mobile Suit Gundam ZZ

a. Full Armor Gundam ZZ

b. Quin Mantha

4. Mobile Suit Gundam: Char's Counterattack

a. Nu Gundam

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5. Mobile Fighter G Gundam

a. Bolt Gundam

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c. Dragon Gundam

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f. Gundam Rose

g. Master Gundam

6. New Mobile Report Gundam W

a. Gundam Altron

b. Gundam DeathScythe Hell Custom

c. Gundam Epyon

d. Gundam HeavyArms Custom

e. Gundam Sandrock Custom

f. Gundam Wing Zero Custom

g. Hydra Gundam

h. Tallgeese III

7. No Specific Series

a. Psycho Gundam Mk-III

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VI. TIPS AND TRICKS
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"Practical knowledge FAR surpasses Procedure knowledge."

1. Don't walk when approaching your opponent. God/Burning Gundam isn't fast; he is an average character in speed.

2. Giant units like Neue Ziel, Big Zam and others; they will always be on their guard and wait for you to try to go to their backs. Don't disappoint them, but be cautious, because they will expect that. Besides, going to their backs is

the easiest way to win against them.

3. Giant units that doesn't need to block will throw you off if you are doing a super. Plan it carefully, and make sure you can execute your Sekiha Tenkyoken on their weaker sides. If you aren't careful, they'll cancel your super with one blow.

4. Never, I say Never PANIC. Panic will bring you to unplanned and non-strategic actions; furthermore, they will take advantage of it immediately!

5. There is a Thruster! Don't forget that you can do three boosts with it, you can avoid certain beam attacks and others of those kind with the thrust. Even Supers are avoidable with this!

6. Stun Attack. Yes, don't forget that you can stun your opponent. God/Burning Gundam is more of a close range fighter than a long range one, so make good use of this technique. Stun and do combos!

7. Blocking is essential. When you are on a tight spot, try to block don't think that you can out move your opponent every time. Also, when you are on blocking you have more time to think than to act, remember this.

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VII. FREQUENTLY ASKED QUESTIONS (FAQs)
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"Questions are growling of the mind, and Answers are food of the mind."

1. Why God/Burning Gundam?

- To put it simple, God Gundam is one of the more interesting characters. Besides from being one of the original available characters, God Gundam has a good impression to me. Besides, I finished his story mode in about 15 minutes or so, making him a very interesting character to write with.

2. Is God/Burning Gundam cheap?

- Cheap? Well not really, I do know that there are possible flaw units in games, like Guilty Gear's Millia is a flawed character, which is why she is flawless. They didn't account much for her abilities, thus making her attacks and strategies very ingenious, or as people say, cheat character. God Gundam for this matter isn't cheap, he isn't fast, and he isn't insanely powerful. In my opinion, every unit has a cheap way made into them even the Ball has one.

3. (OT) Who do you like better Alenby or Rain?

- More of an opinion question than an actual question. In any case, I like Alenby better she is cute and awesome. Rain is cool and all but if I am to choose one, I'd go for Alenby. (For readers, this is more of an anime question than for the game.)

4. I used your guide, but I still lose! How come?

- My guide isn't perfect, nor is anything. Folly is present in everything. If you can apply the things here in the best possible way, I still cannot say you will win everytime. There will always be a time when you will be inferior to others, that is why, practicing different game style is the best advice I can say.

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VIII. CREDITS
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Credit giving time! And this is straight from my hypothalamus! Also everything

is in alphabetical order, so no one comes first or last. ^_^

Allan Zane Co - For introducing me to Gundam The Battle Master 2, which is why I bought this game and made the FAQ. You are, umm, somewhat responsible for this. And regards to the gang in Philippines!

Bandai - Thanks for the game, cheap and easy for my wallet! Although it didn't really give me a sweat, it is still a game to cherish! Thanks a lot!

CjayC - For having GameFAQs, which is the home of my guide and for having me waste hundreds of hours on the message board! Thanks a lot for this place. But I really wonder if I could've done something more productive if I didn't go to GameFAQs Community...

MAHQ, New MechadDomain - Some info here and there came from their wonderful site. Specifically, God Gundam's model number, it comes directly from them. Visit their site for you mecha madness go to <www.mahq.net/index.htm>

Miyamoto Musashi - His Go Rin No Sho is a wonderful book, it helps the mind and gives a lot of insight every time you read through it. Wonderful job there!

Mochan - Yeah you, my other half. I have quotes and all from him, some of my ideas come from him also. I also have his permission, so don't go and asking me how I rip him off.

Myself - Yes, myself, I thank myself for getting my lazy ass to type this whole thing.

Someone - I won't say her name, but she inspired me to achieve and to do things more productively and properly. Thanks a lot! So much thanks is meant for you!

TallgeeseVI/Zanetsuken - A GameFAQs poster who gave me a boost to get the game. Thanks man! And yes, Devil Gundam in this game is downgraded like crazy...

You, The Reader - Credits goes for you too, since without you reading I won't be able to infect the world with Gulay Syndrome! HAHAHA!!

Anyone I forgot? Hmm, if so, beep my email and give me a piece of mind to put you inside. Sorry if I forgot someone.

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IX. ADDENDUM
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Just like in books, I have supplements and plan of addition for updates...

- Maybe a new section regarding the use of different attacks
- ASCII art maybe good, if I can get my ass to do one though