

this game will not dissapoint any Gundam fan. Now, this guide is only for the Full Armour ZZ Gundam.

First off, the strategies in this guide are mine, so they may not work for everyone, as they are based off how I play the game.

Also, reading this guide will not make you good. As much as I would love for that to happen, it's not. To get better, you must practice practice practice! So, after you get the general consensus of the game(hopefully from this faq) you will go get better!

As a final note, Full Armor ZZ Gundam is considered top tier. Meaning it is a little more powerful than some other mobile suits. Some people may dislike the fact that you are using the ZZ Gundam, so be forwarned.

*Note: To unlock Full Armor ZZ Gundam, beat street mode with Tallgeese 3.

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|--... 3.Controls/Key ...-----|\  
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Up- Jump
Down- Crouch
Away(from opponent)- Block/Walk back
Forward- Walk forward
Double forward- Run
Double backward- Backdash

X- Weak Kick(WK)
O- Strong Kick(SK)
Square- Weak Punch(WP)
Triangle- Strong Punch(SP)

R1- Boost
L1- Boost

QCF- Quarter Circle Forward
QCB- Quarter Circle Backward
HCF- Half Circle Forward
HCB- Half Circle Backward

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|--... 4.Full Armour ZZ Gundam ...-----|\  
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Model number: FA-010S
Code name: Full Armor Enhanced ZZ Gundam
Unit type: prototype general purpose transformable mobile suit
Manufacturer: Anaheim Electronics Company
Operator: Anti-Earth Union Group
First deployment: UC 0089
Accommodation: pilot only, in panoramic monitor/linear seat cockpit in torso with Core Block System using FXA-07GB Neo Core Fighter
Dimensions: overall height 23.14 meters; head height 19.86 meters
Weight: empty 32.7 metric tons; max gross 87.2 metric tons; mass ratio 1.54
Construction: gundarium alloy on movable frame

Powerplant: Minovsky type ultracompact fusion reactor, output rated at 7340 kW
Propulsion: rocket thrusters: 4 x 31200 kg; vernier thrusters/apogee motors:
36
Performance: maximum thruster acceleration 1.43 G
Equipment and design features: sensors, range 16200 meters; bio-sensor system;
ejectable external armor and additional armaments, must be ejected before
Enhanced ZZ Gundam can transform into G-Fortress mode
Fixed armaments (base MSZ-010S Enhanced ZZ Gundam): double beam rifle, power
rated at 21.2 MW total (2 x 10.6 MW), mounted on right forearm; 2 x hyper beam
saber, power rated at 1.1 MW, stored in recharge racks in backpack,
hand-carried in use, both hyper beam sabers double as double beam cannon,
fire-linked, power rated at 40 MW (2 x 20 MW) total, mounted in backpack;
high mega cannon, power rated at 50 MW, mounted in head, operable in mobile
suit mode only; 2 x 60mm double vulcan gun, fire-linked, 400 rounds of
ammunition per gun, mounted in head; 2 x 18-tube missile launcher, 2 round
magazine per tube, mounted on backpack
Additional external armor fixed armaments: 2 x 6-tube spray missile launcher,
mounted on shoulders; hyper mega cannon, mounted on torso; 3-tube missile pod,
mounted on left forearm; 2 x 8-tube missile pod, mounted on torso; 2 x 2-tube
large missile pod, mounted on torso

Technical and Historical Notes

Despite its high power and performance, the AEUG's MSZ-010 ZZ Gundam did
suffer from one critical flaw: its complicated construction and transformation
systems made it somewhat structurally weak. During the last days of the First
Neo Zeon War, the ZZ received some minor improvements in armor and armaments
in the form of the MSZ-010S Enhanced ZZ Gundam, but still suffered from its
weak build. A stopgap measure was introduced, not only giving the Enhanced ZZ
a temporary fix for the problem, but also a significant boost in armor
protection and weaponry. This form was called the FA-010S Full Armor Enhanced
ZZ Gundam, and it was comprised of the Enhanced ZZ Gundam with lots of heavy
external armor components - many containing missile launchers, as well as a
powerful hyper mega cannon on the torso armor component. Now more
well-protected from enemy fire that could easily deliver a critical blow to
its structure, the Full Armor ZZ could continue to bring its tremendous power
into the battlefield - and then some. The only drawback to the Full Armor
components was that they were fixed around the Enhanced ZZ in mobile suit mode
only, and thus the Full Armor ZZ could not transform into G-Fortress mode
without first ejecting the extra armor and weapons.

Miscellaneous Information

Pilot: Judau Ashta
Appearances: Mobile Suit Gundam ZZ; Gundam: The Battle Master/Gundam Battle
Assault; Gundam Battle Assault 2
Original mechanical designer: Mika Akitaka

Thanks to mahq.net for the information!

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|--.:. 5.Move List .:-----  
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Weak Laser.....QCF+WP
ZZ Gundam will fire 1 laser from it's cannon. The cannon is relatively fast,
it can be performed in the air, and it does about a quarter of an inch of
damage. Good pinch move. It uses 50 ammo with every use.

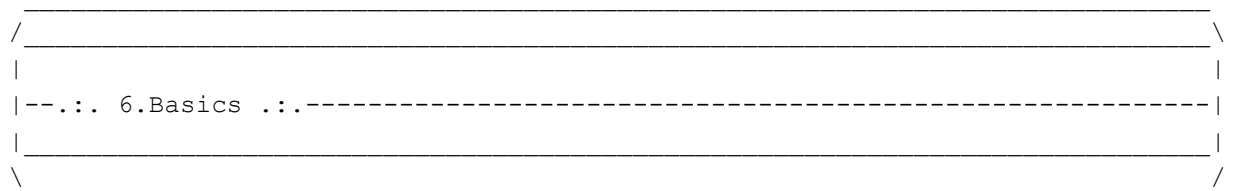
Strong Laser.....QCF+SP
Fires off 3 lasers from the same cannon. It can do up to an inch or 2 of damage. If your opponent is hit by the first laser, it will be unable to dodge the next 2. The move causes a loss of 150 ammo, so use it sparingly.

Missile Launch.....QCB+SP or WP
This move makes the ZZ Gundam hunch over and launch 3 waves of missiles (all containing 3 missiles each) at the opponent. The missiles are semi-heat seekers. The move is very slow, and easily dodgeable (if the MS targeted merely comes close, all of the missiles will go over, and you will be wide open for an attack). The move uses no ammo though.

Beam Saber.....HCB+WP or SP
The beam saber is a very powerful, but very slow move. The move is easily predictable, so use it when your opponent least expects it, otherwise you will be raped while you wind it up. The beam saber can do a good half inch of damage if you get a direct hit.

Kick Shot.....QCF+WK or SK
The kick shot is a very close range move. ZZ Gundam will knee the opponent, and if it makes contact, will kick it into the air and fire 2 shots at it, doing very good damage. However, the situation rarely calls for this type of move. As you need to be VERY close to pull it off. The move will also cost you a good 100 ammo.

Super Special.....QCF+WK & WP
ZZ Gundams super special is what the real main pull of the mobile suit is. ZZ's special tracks, if you hit your opponent, the beam will follow it wherever it goes, if the suit flies up, so does the beam. It also does very good damage and is relatively fast. The main idea for this super special is catching your opponent in the air. If you do that, they will not be able to block it, and you will do it's damage in it's entirety.



ZZ's basic moves.

WK:

WK(Reg.)- Double Knee.

WK(Down)- Extends leg closest to the screen for poke damage.

WK(Up)- Leg away from screen will kick.

SK:

SK(Reg.)- A beam will fly from the ZZ's torso.

SK(Down)- ZZ will extend it's entire body and trip.

SK(Up)- Same as reg., but in air.

WP:

WP(Reg.)- Regular low damage punch.

WP(Down)- Poke damage punch, no range.

WP(Up)- Same as reg.

SP:

SP(reg.)- Extend cannon/shield to hit enemy.

SP(Down)- Smashes down at opponenets legs, cuasing a trip if contact.

SP(Up)- ZZ will extend sheild over head and smash downwards.

Parries-

Pressing X and Square at the same time will do a parry. However, for ZZ, it is different. Instead of doing a parry, ZZ will create a clear protective sheild. This sheild is good for 1 hit, or ~2 seconds, whichever comes first.

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|--.:. 7.Strategies .:.------ |  
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Bolt Gundam-

The Bolt Gundam relies on it's brute strength to win. So, stay out of his range! If you see him charge you will his shoulder down, pull out your super special and he will be unable to block the attack. You can also keep him at bay by using your strong kick.

Dragon Gundam-

Dragon Gundam is a mid-range Gundam. Stay far away from it. Use your strong kicks or your beam cannon to keep him away. DO NOT use your missile attack. When you do, the Dragon usually runns up and does a punishing combo. If you find yourself cuaght, use your parry. If the Dragon Gundam uses it's super special, do the same to knock it out of the air.

Burning Gundam-

Burning Gundam is a short range Gundam. So, as with the other Mobile Suites, keep your distance. The strong kick seems to work very well, and if the Gundam gets too close, use your kick to shot technique. It's super special is crazy hard to dodge, so you are better off blocking.

Rose Gundam-

Annoying is this. Do not get backed into a corner! That is the most impotent thing. If you do, all hope is lost. Rose Gundam can pull of some tres damaging combos if you give him the opportunity, and parrying usually doesn't help much at all. Using the missiles actually works quite well on Rose Gundam, so abuse it.

Gundam Maxter-

Maxter is strictly close range. Just wait on one side of the screen until Maxter tries to close in, then fire your lasers on it to knock it back to where it came from. If you can keep the distance, use your missiles. If the Maxter tries to do something stupid(like pulling off a punch technique out of range), use your super special.

Master Gundam-

Master Gundams techniques don't have much range. So, bait him to use something (like his Darkness Finger) and quickly bachdash and use your super special or your laser. Make sure you are never UNDER him, because he has a air kicking attack that can get you on the way down.

Gundam Sandrock Custom-

Sandrock has air superiority, don't try to jump over him, because he has many anti-air type attack. Your parry can block almost every single one of his attacks, so use it and use it well. Overall, the same tactics can bring him down as any other Mobile Suit, but you can try to take to the air.

Gundam Heavyarms Custom-

Long range indeed. Do not get far away, otherwise you will be raped. Get up close and pummel him, do not let him go anywhere. This is where your weak punch and weak kick make their usefulness. If he jumps over you, try to shoot him out of the sky with your super special.

Gundam Deathscythe Hell Custom-

Stay out of range of the scythe, it is very damaging. Deathscythe will teleport around and try to damage you. Stay one step ahead of him and disable him when he reappears, then pull off a super special.

Gundam Wing Zero Custom-

Wing Zero likes to try and take the air, but your super special won't allow that. Keep him busy with your projectiles, then do the real damage when you surprise him when he hits the earth again, use your parry a lot, because most of his attack will not break it.

Altron Gundam-

Do not allow yourself to be pushed into a corner. Altron is a master at not letting you out. Stay at mid to far range. If he tries to pull off an attack and is out of range, use a super special.

Tallgeese 3-

Plays almost exactly like the Wing Zero Custom. Watch out for the heat whip though. Use the same strategy as on the Wing Zero Custom.

Zeong-

Watch for the Zeong's extending hands. Zeong also has a hell of a projectile attack, so parry or block when you hear the "Shot Down!" from the announcer. Tripping Zeong seems to work well, and just spamming it with the SP also seems to do the trick.

Sazabi-

Sazabi's projectile is very damageing, toteing 3 shots at once, so don't get caught in it. The rest should be fairly normal and easy.

RX-78 Gundam-

Gundam has many flaws. First off, low range, staying away means an instant win. However, close range could mean death. The Gundam LOVES to use it's beam saber, but it is fairly predictable. Also, when it uses it's hammer, there is lag between when it hits the ground and retracts, use this time to hit it with something huge.

Zaku II-

Zaku II is fast. So try to keep up. It does some good damage in the form of it's grenades and projectile, and it's saber isn't bad either. But, if you catch it in the air, it's dead.

Nu Gundam-

Nu Gundam has no super special, but makes up for it in it's powerful 3 hit combo attack. Watch for the "spikes" on it's back to detach and fly forward. When this happens, parry or block, cause they are really really damaging. Do not use your special move unless Nu Gundam is in the air, or disabled.

Zaku IIS-

Same as Zaku II, but 2x as fast, use the same strategy.

Quin Mantha-

Quin Mantha is the first of the behemoths. It is slow, big and does an assload

of damage. However, it won't attack unless you let it. Keep it busy with missiles and lasers(which it hardly decides to block) then hit it with your super special.

Acguy-

Very fast. Use the same methode with this as you did with Zaku II and Zaku II S.

Hygogg-

Hygogg is small and fast. It has very damaging combos and focuses mostly on it's low and high game, it won't really go for the mid section. Use your missiles a lot, and your beam cannon can win you this fight.

GP-O2A Phsyalis-

Use the same method as with Quin Mantha, but watch it when GP-O2 fires it cannon into the air, because some fire will rain down afterwards.

Ball-

Much like Hygogg, use the same strategy.

Neue Ziel-

Neue Ziel won't block, but it has much more health than the average gundam. Your missiles are your best freind as you take on this huge thing. Use the missiles(and projectiles altogether) as much as possible. When you get it's health pretty low, start spamming your super special for a win.

Big-Zam-

Use the same strategy as Neue Ziel, but keep greater distance, the kicks from the Big-Zam are punishing.

Hydra Gundam-

Hydra Gundams porjectile attacks are really good. They usually consist of 2 shots each, but all of those can be parried. Just keep your distance.

Epyon-

Much like Tallgeese 3, but a lot more cheap. Stay the hell away from the whip and spam him with your beam cannon

Dark Gundam-

Dark Gundam is all luck, it will block just about anything then rape you. Try to figue out your own strategy for him

Pshyco Gundam-

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Questions? Comments? Concerns? Email me at Wasabi.X@gmail.com, or you can catch me on AIM under the screen name RedAlertZero.

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|---... 9.Thanks ...-----  
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-CJayC; for GameFaqs.

-Bandai, for releasing the game in the USA.

-Sunrise Studios, for making Gundam ZZ.

And remeber kids...

*****Winners don't do drugs*****

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|---:. 10.Rate My Work .:---|  
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