

Super Robot Wars Alpha (Import) Guide

by The Blackjoker

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A Super Robot War Alpha Guide
For the Sony Playstation console
only by
The Blackjoker
The Real Robot Route

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(This Faq is under construction so if you have any tips or hints or secrets to be added, mail them to me and i will add your name to the credits.)

Option -Accept the idea to go on a holiday (Get Hyper Hyukevain MKIII)
-Refuse the idea to go on a holiday

Scenario 1
Winning Condition-Kill all enemies
Losing Condition-Defeat of main character/ Defeat of all allied units

Option-Read manual

-Do not read manual +1

Turn 2:AEUG forces arrive.

Scenario 2

Winning Condition-Reach Gundam MK2/Kill all enemies

Losing Condition-Kamiryu is defeated

-Defeat of all allied units

*Reach Gundam MK2 in 2 Turns +1

Option-After battle goto Hangar to see Gundam Mk2 (To get GP03 later)

-Go directly to briefing room (To get G3 Gundam later)

Option-Accept offer to join in attack

-Refuse offer to join in attack +1

Scenario 3

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

Scenario 4

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

*Use Kamiryu to convince Ema +1

Scenario 5

Winning Condition-Protect the Ahgamar till Turn 7

Losing Condition-Carrier is destroyed

-Defeat of all allied units

Defeat all enemies in less than 7 Turns +1

Scenario 6

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

Option- Stop Duo from attacking +1

-Do not stop Duo from attacking

Scenario 7

Winning Condition-Kill all enemies

Losing Condition-Defeat of any one of Combattler V components/Defeat of all allied units

Turn 3: AUEG reinforcements arrive

Option-Go with Koji to the city

-Do not go with Koji

Scenario 8

Winning Condition-Kill all enemies

Losing Condition-Defeat of Giant Robo/Defeat of all allied units

Defeat URANUS and AUEG reinforcements will arrive.

*Giant Robo single-handedly destroys all BF forces +1

Scenario 9

Winning Condition-Kill all enemies

Losing Condition-Defeat of Psybuster

-Defeat of all allied units

SRX Team will arrive in Turn 2

Enemy reinforcements will arrive in Turn 3 and 4

Option-Go to South Antaria (a)

-Go to Jaburo (b)

Scenario 10a

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

Option-Let Ryusei launch first +1

-Wait and plan first

Scenario 11a

Winning Condition-Gato does not escape/Kill all enemies

Losing Condition-Gato escapes/Defeat of all allied units

*Gato suffers more than 60% damage and does not escape +1

The next Turn after Gato escapes, AUEG forces will appear

Option-Go with Shapiro

-Refuse to go with Shapiro

Scenario 12a

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

*Kill Gato +1

*Kill Cima +1

Option-Agree with Combattler V Team

-Disagree with Combattler V Team

Option-It was just circumstances

-There is someone masterminding everything

Scenario 13a

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

Option-Surrender to OZ (If you wish to get Milliardo and Tallgeese 3 later)

-Do not Surrender to OZ

Scenario 10b

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

*Amuro will be in G3 Gundam if you had chosen the correct option earlier and have 6 AP Points

Scenario 11b

Winning Condition-Kill all enemies

Losing Condition-Mavet is defeated/Defeat of all allied units

Turn 4:AUEG forces will arrive

Scenario 12b

Winning Condition-Kill all enemies

Losing Condition-Ussu is defeated/Defeat of all allied units

Turn 2:AUEG forces appear

Turn 4:Enemy reinforcements appear

Option- Neither choice will affect the game -Support Koji

-Do not support Koji

Scenario 13b

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

Option-Surrender to OZ

-Do not Surrender to OZ

*To get Tallgeese 3 later on, agree with Zechs (Surrender)

*Use Duo to convince Heero after first group of enemies are destroyed.

*Destroy Weileta +1 (She will run away if more than 60% damage.)

Scenario 14

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

Turn 5-Wufei and Quattre appear

*defeat all BF before Turn 5 +1

Scenario 15

Winning Condition-Kill Angel

Losing Condition-Alberto is defeated/Defeat of all allied units

Option-Agree

-Disagree

Option-Just nothing

-Perhaps there is something

Option-Launch Immediately

-Wait +1

Scenario 16

Winning Condition-Kill Angel

Losing Condition-EVA-01 runs out of EN

Option-Agree to pilot EVA-01

-Refuse to pilot EVA-01 (Super Robots will fight instead. EVA-01 will appear in Turn 3)

Scenario 17

Winning Condition-Destroy GR2

Losing Condition-Defeat of Giant Robo

*Kill Gorgon +1

After Gorgon appear, next Turn Londo Bell forces appear
Next Turn Brock and monsters appear

Scenario 18

Winning Condition-Kill all enemies

Losing Condition-carrier is destroyed/Defeat of all allied forces

Option-Let Faa launch first

-Do not let Faa launch +1 (Must choose if you want Zeta II later)

Turn 2: R1 appear

Turn 4: Trowa appear(enemy)

Turn 5: Londo Bell forces appear

*Kill Trowa +1

Option-Ask about SRX Project

-Ask about Ingram

Scenario 19

Winning Condition-Kill all enemies

Losing Condition-Defeat of EVA-01/Defeat of all allied units

Option-Agree

-Disagree +1

Turn 4: Londo Bell forces appear

Turn 6: Ingram appears

Scenario 20

Winning Condition-EVA-01 survives 4 Turns

Losing Condition-Defeat of EVA-01/Defeat of all allied units/carrier destroyed

*Kill all enemies in 3 Turns +1

Option-Go with the League Militaire(a)

-Remain in the base(b)

-Rendezvous with EVA-02(c)

Scenario 21a

Winning Condition-Kill all enemies/Jr survives 8 Turns

Losing Condition-Defeat of Jr

Option-Go to Launch Pad

-Go to Hangar +1

Turn 2-The Shrike Force appears

Turn 3-Kamiryu in Zeta Gundam appears

Turn 4-Four in Psycho Gundam appears

Attack Four with Kamiryu and convince her twice if you want to recruit her later.

Scenario 22a

Winning Condition-Kill all enemies

Losing Condition-Defeat of Usso

Turn 3-Rainhorse Jr appears

Turn 4-Enemies appears

Turn 4-Allies appears

Main character or Kou kill Cima +1

Scenario 23a

Winning Condition-Kill all enemies

Losing Condition-Defeat of Rainhorse Jr

Judo reach Rainhorse Jr in 3 Turns +1

Turn 2-Gp01 appears

Scenario 24a

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

After the 3 robots are killed, F91 will appear

Attack the robot which took Cecily +1

Scenario 25a

Winning Condition-Kill all enemies

Losing condition-Defeat of all allied units

Kill Angel in 3 Turns with EVA-02 +1

Kill Bernard with Christina to convince him later

Scenario 21b

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied Units

Option-Surrender Base +1

-Do Not Surrender Base

Kill Shapiro +1
Kill Wileda +1

Scenario 22b
Winning Condition-Kill all enemies
Losing Condition-Defeat of all allied units

Scenario 23b
Winning Condition-Kill All Enemies
Losing Condition-Mazinger-Z destroyed

Have Mazinger Hp down to 30% to have Great Mazinger appear

Kill General Dark +1
Kill Dante +1

Scenario 24b
Winning Condition-Kill all enemies
Losing Condition-Defeat of all allied units

Option-Give weapon to Voltez V +1
-Give weapon to Combattler V

After a few turns, the Super Robot Team will appear to assist.

Scenario 25b
Winning Condition-Kill all enemies
Losing Condition-Defeat of all allied units

Enemies and allies will appear in a turn by turn basis.

<Go to Scenario 26c>

Scenario 21c
Winning Condition-Kill all enemies/Protect Ahgamar
Losing Condition-Defeat of all allied units/Ahgamar destroyed

Turn 5-Nii and help arrives.

Scenario 22c
Winning Condition-All units reach designated spot within 8 turns

Losing Condition-Defeat of all allied units/ Fail to reach designated spot in 8 turns

Escape in 5 Turns +1

Scenario 23c

Winning Condition-Gara-Garan reach designated spot

Losing Condition-Defeat of all allied units/ Gara-Garan destroyed.

Option-Let Gara-Garan escape +1

-Do not let Gara-Garan escape

Scenario 24c

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units/Ahgamar destroyed

Kill Bahn in 2 Turns +1

Kill all enemies +1

Scenario 25c

Winning Condition-Kill all enemies

Losing Condition-Shou Zama is defeated/Defeat of all allied units

*Convince Galaria with Shou +1

Enemy reinforcements will appear,
Next Turn Londo Bell appear,
Next Turn Mazinga and Super Robots appear.

Option-Meet Asuka +1

-Meet League Militaire -1

Scenario 26c

Winning Condition-Kill Angel

Losing Condition-Defeat Of EVA-02/ Defeat of all allied units

Asuka kills Angel in 3 Turns +1

Option-Go to South Atalia +1

-Go to Markesas

Scenario 27

Winning Condition-Kill all enemies
Losing Condition-Psybuster is defeated

Turn 3: Allies appear

Kill Drake +1 (Will leave if sustained 50% damage)

Scenario 28

Winning Condition-Kill Angel
Losing Condition-Macross is damaged

Rei kill angel +1
Bright kill angel +2

Once it splits in 2, allied units will appear

Scenario 29

Winning Condition-Kill all enemies
Losing Condition-Defeat of all allied units

Option-Use Super Robots (b)
-Use EVA-02 (a)

Scenario 30a

Winning Condition-Kill all enemies
Losing Condition-Macross is damaged

Kill both Angels in same turn +1
Kill both Angels in first turn +2

Option-Use Super Robots (a)
-Use EVA AT Field (b)

Scenario 30b

Winning Condition-Kill all enemies
Losing Condition-Defeat of all allied units

Kill both Angels in same Turn +1

Enemies will appear

Option-Use Super Robots (a)
-Use EVA AT Field (b)

Scenario 31b

Winning Condition-Kill all enemies
Losing Condition-Macross is damaged

Turn 3-Skull Team appears
Turn 5-Allies appear

Option-Guard the rear of the Macross (a)
-Guard the Macross +1 (b)

Scenario 32a
Winning Condition-Macross is undamaged till launch
Losing Condition-Macross is damaged

Destroy enemy carrier +1

Scenario 32b
Winning Condition-Macross is undamaged till launch
Losing Condition-Macross is damaged

Destroy enemy carrier +1

Scenario 33b
Winning Condition-Kill all enemies
Losing Condition-Macross is defeated

Option-3 Turns
-5 Turns +1

Destroy Breetai`s Flagship +3

Scenario 34b
Winning Condition-Kill all enemies
Losing Condition-Excellion is defeated

Option-Open Fire
-Do not open fire +1

Turn 2 Isamu appears.
Turn 3 Macross appears.

Scenario 35b
Winning Condition-Kill all enemies
Losing Condition-R1 is defeated

Destroy R Gun if you want it later +2
Have R1 attack Rebi 3 times and have R1 defeat Rebi +1

Use Dancougar to defeat Shapiro +1

Scenario 36b

Winning Condition-Kill all enemies

Losing Condition-Hikaru is killed

Hikaru rescue Minmay +1

Kill all enemies -1

Scenario 37b

Winning Condition-Kill all enemies

Losing Condition-????-R is defeated

Option-Intercept enemy

-Recover ????-R

R1 attack Rebi twice +1

Rebi is defeated +2 (will run away at 70% hp)

Scenario 38b

Winning Condition-Kill all enemies

Losing Condition-Enemies reach other side

Turn 3 Allies arrive

Scenario 39b

Winning Condition-Kill all enemies

Losing Condition-Hikaru and Minmay is defeated

Defeat Kamjin in 2 Turns +1

Scenario 40

Winning Condition-All allied units escape in 8 Turns

Losing Condition-Fail to escape

Option-Karfan kiss Minmay

-Hikaru kiss Minmay (Will not be in next battle)

Defeat Milia with Max +1 (required if you want her later)

Scenario 41

Winning Condition-Survive 8 Turns

Losing Condition-Enemy enter Sara Base

Option-Let her go

-Do not let her go +1

Turn 5 Daitarn 3 appear

Option-Go with Rainhorse Jr (a)

-Go with Gran Garan (b)

-Go with Goroan (c)

Scenario 42a

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

Option-Remember promise (get Powered Nu Gundam later)

-Forget promise

Option-Accept Hamaan`s proposal (if you want her later)

-Refuse

Scenario 43a

Winning Condition-Infiltration team enters Axis

Losing Condition-Fail to enter axis

Convince Elpie Puru with Judo (If you want Elpie Puru 2 later)

Scenario 44a

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

All units escape in 17 Turns +2

All units escape in 18 Turns +1

Kill all enemies -1

Convince Bernard with Christina +1

Convince Hamaan with Quattro (If you want her later)

Option-Talk to Judo

-Leave him alone

Senario 45a

Winning Condition-La Kailam escape

Losing Condition-Fail to escape

Kill all enemies/escape in 6 Turns +2

Kill all enemies/escape in 7 Turns +1

Scenario 46

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

Kill GR2 and enemy reinforcements appear.

Scenario 47

Winning Condition-Kill Angel

Losing Condition-Angel reaches NERV

Let Shinji be defeated by Angel if you want the S2 engine

Scenario 48

Winning Condition-Kill all enemies

Losing Condition-carrier is attacked

Kill all enemies in 4 Turns +1

Scenario 49

Winning Condition-Escape

Losing Condition-Fail to escape

Turn 4 Gunbuster Appears

Escape by Turn 14 +2

Scenario 50

Winning Condition-Kill all enemies

Losing Condition-Defeat of all allied units

Turn 3 Ingram appears

Turn 5 enemies appear

Use Nii to convince Rimru if you want her.

Next Turn Allies appear

Option-Go with the Ra-Kailam (a)

-Go with the Gran-Garan (b)

-Go with Goroan (c)

Scenario 51a

Winning Condition-Quattro reaches designated area

Losing Condition-Quattro is defeated

Option-Char +1
-Quattro

Turn 2 Main character appear

Kamiryu fight Psycho Gundam x1 and Kamiryu destroy the Psycho Gundam (If you want Four)

Scenario 52a

Wining Condition-Kill all enemies
Losing Condition-Macross is defeated

Turn 2 Enemies appear

Use Puru to convince Puru x1 + Judo to convince Puru x1 (If you want Puru 2 later)
Use Char to convince Quess (If you want her)

Scenario 53a

Winning Condition-Macross enters Solomon
Losing Condition-Macross fails to enter Solomon

Option-Decoy tactic
-Direct assault +1

Kill all 12 Rik Doms in 3 Turns

Scenario 54a

Winning Condition-Kill all enemies
Losing Condition-Defeat of all allied units

Option-Go after Angel Halo +1
-Ignore it

Katsu convince Sara (If you want her later)
R1 fight Rebi x1 (If you want her later)
Defeat Rebi +1

Turn 4 enemies appear

Option-Lover +1
-Friend

Scenario 55a

Winning Condition-Macross enters Solomon in 10 turns
Losing Condition-Macross fails to enter Solomon

Scenario 56

Winning Condition-Reach the Colony Laser in 4 Turns

Losing Condition-Fail to reach the Colony laser in 4 Turns

Judo fight Puru2 x1 + Judo Convince Puru x1 + Judo destroy Psycho Gundam MK2 (If you want Puru2)

*Once you enter the Laser, enemies appear

Turn 4 enemies appear

Option-Accept Treaty +5

-Refuse Treaty

