

Super Robot Wars Alpha Gaiden (Import) Secrets FAQ

by Daba Myrod

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Super Robot Wars Alpha Gaiden (SRWAG)
for Playstation
Secrets Guide
by Daba Myrod (daba_myrod@srwgenesis.every1.net)
Current Update: None

GUIDE DESCRIPTION

SRWAG was one heckuva game. Eventually, that's the only game I know where people kept on re-playing just to get one famous secret... the G-Bit Attack. My inbox was bombarded with requests on how to get it, and so I put up my site's SRWAG sector. Then, months later, some pages were ready until a software change corrupted my files, taking the shots with them. Discouraged, I halt for a few months paving the way for my semester in College. That time, my inbox continued to flood AG secrets. So, I created this guide to serve as the "text version" of my AG pages. This guide shall tackle each convincible character and obtainable secret unit, together with some of my clarifications.

WARNING AND OTHER PRE-EMPTIVE STUFF

Again, as mentioned before, this guide can be found currently in my site, SRWGenesis. URL is <http://surf.to/srwgenesis> and obviously, in GameFAQs, <http://www.gamefaqs.com>. That means that other sites that host this guide may be hosting illegally or otherwise. Usually, when webmasters want stuff from me, they would always write in their sites about them asking permission so they can be easily identified. If the disclaimer is not mentioned in the site, that means that they've taken it illegally. Report cases like this to me via e-mail on daba_myrod@srwgenesis.every1.net and you will be rewarded loyally.

Names and translations are informal. They are translated literally and I applied my usual western accent in translation. There may be some minor errors since I'm not perfect. Should there be any mistakes or there IS an official name, don't hesitate to e-mail me and you'll be given all the credit in the world. Of course, you may also contact me if there are any corrections to be done in this guide, including spelling and grammar. Likewise, you'll be credited for your trouble.

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FRESH MEAT

Although SRWAG may not have as much secrets as Alpha had, this game boasts of newly improved

character design, not to mention the addition of my 2 favorite Gundam series... After War Gundam X and Turn-A Gundam. These 2 are the main reasons why I loved this game to the core.

GX was a favorite of mine, and so did Turn-A on its 1st release. This game never failed to amaze me even if its difficulty was sometimes a little overboard (but bearable compared to the monstrous SRWFF). Now, I'll point out the steps on how to crack SRWAG's secrets, with my usual mouthwash statements to clarify things for you. On with the show!

1) OBTAINING HAMAN'S QUEBELEY

Step 1: In scenario 9, have Judo and Puru convince Puru2. During that scenario, have Judo defeat Puru2, giving her the final blow.

Step 2: In scenario 30, have Judo convince then afterwards defeat Puru2.

Things you need to know:

- You should be able to convince Puru2 only THRICE. Twice in scenario 9 and then one in scenario 30. If Puru has the convince command in Scenario 30, then consider yourself failed since you'll be getting Puru2's Red Quebeley instead of Haman's Quebeley.
- Puru2 is a surefire joining character. If you didn't perform any of the convince processes, she'll join you without a unit. The only reason why you'll be convincing her is to determine what unit she'll be piloting when she joins you.

2) OBTAINING THE JENICE KAI (ENILE CUSTOM)

Step 1: In scenario 16, have Garrod defeat Enile.

Step 2: In scenario 22, have Garrod defeat Enile.

Step 3: In scenario 32, have Garrod convince Enile.

Things you need to know:

- Enile is a surefire joining character. Performing the convince process only determines on whether you'll be able to tag her Jenice Kai along or not.
- If you never got the Jenice Kai, you'll never be able to get the G-Bit attack later.
- Enile won't automatically sortie in scenario 22. This is the trickiest part of all why bucketloads of players failed to convince her. In this scenario, you'll need to deploy Garrod personally. Enile won't come out in the map if Garrod doesn't.
- Jenice Kai is upgraded. Equip it with a Minovski Craft and a High Performance Targeter.

3) OBTAINING GAVAN'S BORJANON (ZAKU I)

Step 1: In Turn-A route scenario 16's 1st half, Gavan will sortie in his Borjanon. All you need to do is to make sure that Rolan DOESN'T kill him in that scenario.

Things you need to know:

- To be able to pull the convince process off, decrease Gavan's life by half or so. Then, on your next turn, have Rolan cast "mercy" then attack Gavan using Turn-A's Gundam Hammer

or perhaps the Beam Sabre. That way, you'll leave Gavan 10 HP, and you'll succeed.

4) OBTAINING THE RED CAPULE AND CONVINCING COREN NANDER

Step 1: In Turn-A route scenario 17, have Rolan and Sochie attack Coren.

Step 2: In Turn-A route scenario 17, move IRON GEAR near Coren and convince him. Although you're using Iron Gear, Kiel Heim (actually Diana Sorelle) will do the talking.

Step 3: In scenario 32, have Rolan attack Coren but make sure you DON'T KILL HIM. An event will take place and Coren will retreat.

Things you need to know:

- Coren is NOT a character who'll join your party automatically. You'll need to convince him. Without him, you won't get the Red Capule and vice versa.

- Should you get the Red Capule, and you have enough Blue Stones, you can buy Coren's mech,

the Eagel at the Bazar. If that's the case, you can give the Red Capule to Sochie or Meshie if you want.

5) CONVINCING TRON MIRAN AND OBTAINING HER YELLOW KAPRICO

Step 1: In scenario 28, have Jiron defeat Tron USING ONLY PUNCHES within 2 turns.

Step 1.2: Alternative convince process: In scenario 28, ignore Tron. When the enemy arrives, she'll

switch into an NPC. Keep her alive until the end of the scenario and she'll join you later. Her Yellow Kaprico is already upgraded.

Things you need to know:

- To be able to defeat Tron using only punches, from the very start of the scenario where Jiron can be played for the 1st time in the game, have Jiron keep on attacking and killing

enemies using punches, kicks and the Xabungle Full Power attack. That way, Jiron's melee power will be increased. Take the Turn-A route and obtain the Donkey Bun item in scenario

16 and then before scenario 28 equip it to Jiron's Walker Galliar. When the scenario starts, cast all the necessary spells to raise Jiron's morale as high as you could, then cast "hot blood" and attack Tron. In the next turn, use the Donkey Bun item to replenish Jiron and Chill's SP atjem cast the spells again. This time kill Tron with a lethal punch.

- Tron is NOT a character who'll join your party automatically. You'll need to convince her

to get her and her Yellow Kaprico. It comes to your inventory upgraded, and you can sell it at the Bazar, but it's advisable not to do so.

6) OBTAINING THE G-BIT ATTACK AND TIFA ADIL AS CO-PILOT

Step 1: In GX route scenario 15's 1st half, have Garrod defeat 6 Jenice units within 3 turns.

Step 2: In GX route scenario 19, have Garrod defeat Karis in the Vertigo.

Step 3: In GX route scenario 19, have Garrod defeat Karis in the Batouria at point blank range. A special event will take place.

Step 4: In scenario 23, allow the G-Bit event to take place by not letting Jamil reach beside DX within 4 turns.

Step 5: In scenario 32, have Garrod convince Enile.

Things you need to know:

- To defeat Karis in the Batouria at point blank range, decrease the Batouria's HP by 1/3

or so. Put GX Divider beside Batouria, and Combattler-V beside GX Divider. In your next turn have Garrod attack Karis using the Divider Beam, assisted with Combattler-V's Chodenji Spin. If there are any more substitutes you can replace Combattler-V with any strong Super Robot.

- If you can't convince Enile in scenario 32, then you can't obtain the G-Bit attack.
- One reason why a lot of people missed this move is because they failed to let Garrod kill

6 Jenice units within the time limit on scenario 15's 1st half. So even if you did get the

Jenice Kai, you won't get the G-Bits if the 6 kills did not take place because there's a conversation between Garrod and Tifa every time Garrod kills 2 Jenice units.

- For GX, you can only use the G-Bit attack if the Divider Shield/Harmonica is removed. If you install the Harmonica and turn GX into GX Divider, the G-Bit attack is disabled. You will need to remove it if you wish to use the G-Bit attack continuously.
- Only 3 GX pilots can use the G-Bit attack: and they are Garrod, Jamil and Karis.

7) OBTAINING THE BRACKARY AND ERUCHI AS MAIN PILOT

Step 1: In scenario 29, have Jiron convince Eruchi TWICE.

Step 2: In scenario 30, have Jiron convince Eruchi again.

Step 3: In earth route scenario 33, have Jiron convince Eruchi.

Things you need to know:

- If you obtain the Brackary, Eruchi will be a main Walker Machine pilot, that means she'll give up being the Iron Gear's co-pilot, leaving Gotset alone as pilot for Iron Gear.
- One reason many players failed to obtain the Brackary is because of the 1st step. Make sure you don't overlook it and have Jiron convince Eruchi TWICE in scenario 29.

8) OBTAINING THE WAVERIDER ATTACK FOR Z GUNDAM

Step 1: During scenario 39, simply deploy Kamiyu in the Z Gundam and halve Rosamia's Psycho

Gundam mk II's HP. An event will take place and you'll get it on the spot.

Things you need to know:

- When attacking Rosamia, make sure Z Gundam is in MS form (robot form). If the event takes place and Z Gundam is in Waverider (plane) mode, the game will hang.

9) CONVINCING ZENGAR ZOMBOLT AND OBTAINING THE SLEDGELMIL (GRUNEGUST SANSHIKI)

Step 1: In scenario 40, defeat Zengar using any character.

Step 2: In scenario 41, defeat Zengar using any character.

Things you need to know:

- You must be in the hard level by scenario 40 if you wish to recruit Zengar.
- Once you recruit him, Zengar will lose his flair in his abilities so that means he'll be downgraded as well as his Sledgelmil.

10) OBTAINING THE POWER-UP GETTA DRAGON

Step 1: In space route scenario 36, have Ryouma defeat Bat Shogun in the Shin Getta-1.

Things you need to know:

- Getta Dragon will get an upgrade in stats, and Shine Spark requires less morale to activate.
- If you get the Power-Up Getta Dragon, you'll no longer obtain the Shin Getta. Weigh out this choice carefully and decide which unit you want to keep.

11) OBTAINING THE POWER-UP MAZINGER-Z

Step 1: In earth route scenario 36, have Tetsuya in the Great Mazinger go beside Koji in the

Mazinger-Z. An event will take place.

Step 2: In earth route scenario 36, have Koji in Mazinger-Z decrease Mazinkaiser's HP by 30%.

Things you need to know:

- Simply pick the Earth route and do the winning conditions in scenario 36. Picking the earth route is probably the only thing you need to do to obtain Power-Up Mazinger-Z.
- You can obtain both Mazinkaiser and Power-Up Mazinger-Z in your party. You won't lose any of them no matter what.
- By picking the Earth route, this is the only chance where you get to see Mazinkaiser's original SRWAlpha Fire Blaster animation attack sequence. When you obtain the Mazinkaiser later, it will be switched to the new-improved SRWAG attack animation sequence.

12) CONVINCING GULD

Step 1: In scenario 9's 1st half, all you need to do is to make sure that Isamu doesn't counter-attack when Guld attacks him for 3 turns. He'll join you on the spot.

Things you need to know:

- Guld is a surefire joining character. You convince him just for fun and so you could get to use him earlier than expected. It makes scenario 9's 1st half a lot easier.

13) CONVINCING CHANG WU FEI

Step 1: In Lean Horse Jr. route scenario 4, have Heero attack Wu Fei TWICE.

Step 2: In Lean Horse Jr. route scenario 5, have Heero attack Wu Fei.

Step 3: In Lean Horse Jr. route scenario 7, have Heero attack then convince Wu Fei TWICE. He'll join you on the spot.

Things you need to know:

- a) Wu Fei is a surefire joining character. You convince him just so you could use him a lot earlier and making scenario 7 a whole lot easier.

14) "CONVINCING" WILL GAME III

Step 1: In Turn-A route scenario 19, bring Iron Gear beside Will Game and convince him.

Although you're using Iron Gear, it's Kiel Heim (actually Diana Sorelle) talking.

Things you need to know:

- Will Game is NOT a convincible character. Convincing him is just for fun and it adds a little dramatic touch to scenario 19. No more, no less. May be a waste of time.

Right now, that's the drill for this guide. I will see if I could add some more of those skill point-related mechs. Currently I'm anxious on how to get R-1 Kai because I've been receiving loads of theories about it. Therefore, it's still under research to see which method is truly accurate. Until then, wait for the next update for this guide.

CREDITS

1) The MB Boys (<http://accessboards.com/messageboard/robotwar.html>)- My primary source of info. All of you there no by now how deeply I owe this guide to you. Thanx for all of

your help!

- 2) GameFAQs (<http://www.gamefaqs.com>)- For hosting my guide, of course. That also includes the people in the message board whom have been nice and supportive in my return after a full absence of one year. A million thanx to you guys for your kind attention and facilitation!
- 3) Lee Jin Lai (aka JL Lee)- His guide was the my 1st source of information, and so credit goes to him for all the 1st-hand information presented in this guide. THANK A LOT PAL!
- 4) http://www.geocities.co.jp/Playtown/7800/g_guide/gameguide.html- I dunno how to translate the site's name officially, but I can assure you that when I made mistakes, this site helped me shed some light. Arigatou Gosaimasu!
- 5) Banpresto (<http://www.banpresto.co.jp>)- Without them, SRW would never have been created.
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- 11) YOU (yes, you, the one reading right now)- This guide is for you to use. Thanx for taking the time to read it!

Of course, to my beloved parents who understood me and gave me the time to write this guide even in the wee hours in the morning and to may siblings who sacrificed playing Yuri's Revenge and CS on the PC just so I could write this guide. Finally, my greatest thanx to God Almighty for giving me the strength to write this guide, and for giving me inspiration to go on and write more guides to serve me fellowmen.

This game is special, and this guide is written for a very special person in my life, my very own real life Tifa Adil. This guide is dedicated to you...

APOLOGIES AND OTHER AGENDAS

This is one humble section dedicated to those whom I have missed or not mentioned in the credits. Therefore, sorry for those whom I forgot... please e-mail me so I'll add you ASAP!

Also, I admit that I have made millions of mistakes in the past (and stupid, selfish ones too). So I deeply apologize to all those people online whom I may have offended, whether it's by e-mail, by the message board or by any means necessary. I hope to reconcile with you guys. I know I may have made mistakes in the past, and I hope you people will find the time to forgive me. Of course, I won't expect you guys to do so if you think I'm not worth forgiving at all. At least I get to apologize and that works good for me.

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