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03. Update Statue
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Version 1.0.1 (24/6/2001)

+Update my guide

Version 1.0.0 (24/5/2001)

+Update Scenario Skill Point+

Version 0.1.7 (28/4/2001)

+Update Senario skill point+
+Put some japanese tranlation of skill point and put other Senario skil point
to english +
+Update the Legal Stuff & Credit+

Version 0.1.0 (20/4/2001)

- Add F.A.Q & Contact+
- Update The Legal Stuff & Credit+

Version 0.0.1 (18/4/2001)

First Release
- Add Gameshark Codes....

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04. Scenario Skill Point
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+++++++
Scenario 1 - ◆í%Î◆Ä,Ñ
+++++++

Skill Point - Defeat All Enemies
Escape - get Cash + 20,000

+++++++
Scenario 2 - , , |, Ä%~¼, Ø
+++++++

Skill Point - Defeat All Titans Enemies Within 3 Turn After They Appear

+++++++
Scenario 3 - ◆ÿ-;Ö, Ì, ufTfCf`
+++++++

Difficulty "Hard" is 2 Skill Point

Skill Point - Defeat Rosamia's Psycho Gundam Mk. II

++++
Scenario 4 (RinHorse Jr. Route) - ,P,R"Ô-Ú,Ï³À
++++

Difficulty "Normal" is 2 Skill Point
Difficulty "Hard" is 3 Skill Point

Skill Point - Force the Adorastia to retreat

++++
Scenario 4 (<É"Ěžx" ,Ö) - ³<` ,í%ä,É, ,è
++++

Difficulty "Hard" is 3 Skill Point

Skill Point - |fWfff}fCfJf",ðE,'Ä | Defeat Jamaigun's Zudori |

++++
Scenario 5 (RinHorse Jr. Route) - Ěž,Ï,ä,è,©,²
++++

Difficulty "Normal" is 2 Skill Point
Difficulty "Hard" is 4 Skill Point

Skill Point - |fAfhf%fXfefAE,'Ä | Defeat Adorastia |

++++
Scenario 5 (<É"Ěžx" ,Ö) - ½,ð%ð,«•ú,Ä
++++

Difficulty "Hard" is 4 Skill Point

Skill Point - |fofXfN,ðE,'Ä | Defeat Bask's Zudori

++++
Scenario 6 (RinHorse Jr. Route) - 1, -³-p, ÌJ9
++++

Difficulty "Normal" is 2 Skill Point
Difficulty "Hard" is 5 Skill Point

Skill Point - | "G,É©,Ä,©,ç, ,A4f^ [f" ^È"à,É-Ú•Wf|fCf`fg,É"ž'B, .,é|

|Reach designated point within 4 turns without being attacked|

++++
Scenario 6 (<É"Ěžx" ,Ö) - , "ĚÄ,Ñ,É, ,ç,Ï`|žQä
++++

Difficulty "Hard" is 5 Skill Point

Skill Point - | "G4f^ [f",Ü,Ä,É"G,ðžw'è,Ï^È'u,Ü,Ä,É^Ú"©,³,¹,é|

|Draw all enemies below the designated line within 4 turns|

++++
Scenario 7 - I, í, ç, È, ç~·\<È
++++

Difficulty "Normal" is 2 Skill Point
Difficulty "Hard" is 6 Skill Point

Skill Point - | Å%, Ì"G, ð4f^f^^È"à, É'S-Å | Defeat all enemies within 4 turns |

++++
Scenario 8 - fkfrfA, í, Ì, ð
++++

Difficulty "Normal" is 2 Skill Point
Difficulty "Hard" is

7^ÈãBfS[fSf"àÖö, í'Éí, Uf^[f"-Ú, É"P'P, ·, é, ç, µ, ç, Å, ·, ^A n-ù"x, ^, U, ð' ', |, Å, ç, é, E, Uf^[f"%ß, -, Ä, àžç, Ä, Ä, , é, é, Ì, Å" | µ, â, ·, , È, è, Ü, ·B(, k, d, n, m)

Skill Point - | fS[fSf"E, 'Ä | Defeat Gogon's Mikross within 9 turns |

++++
Scenario 9 - <ðžÒ, Ì, Ò"T
++++

Difficulty "Normal" is 3 Skill Point
Difficulty "Hard" is 8BfWfff~fgft"™, ^iŠÍ, Éæ, Ä, Ä"öé, ·, é, Ì, Ä'A' ^Ó, ^K- v

Skill Point - | %Šú"z'u, Ì"G, ð'S-Å | 1st half: Defeat every enemy |

++++
Scenario 10 - -y, ©, È, éžž, Ì"p·ù
++++

Difficulty "Normal" is 3 Skill Point
Difficulty "Hard" is 9 Skill Point

Skill Point - | fOfEfgf}fWf"fK\%†\O, Éfzf%, ðE, 'Ä |

| Defeat Hora's Promous within 4 turns |

++++
Scenario 11 - %½, Å, |, ð, â, Ô, é, Ì, ^3
++++

Difficulty "Hard" is 10 Skill Point

Skill Point - | 3f^[f^^È"à, É"G, ð'S-Å, ^3, ^1, é | Defeat all enemies within 3 turns |

++++
Scenario 12 - "à, Ü, ½"à, ÌCfmfZf"fg
++++

Difficulty "Normal" is 4 Skill Point
Difficulty "Hard" is 11 Skill Point

Skill Point - Defeat Bigman's Terapascaran

++++

Scenario 13 - $\beta, \epsilon, \ll \dot{Z} \dot{O}, \dot{I} \dot{\epsilon}$
+++++

Difficulty "Normal" is 4 Skill Point
Difficulty "Hard" is 12 $\{BfrfjNf\}f", \delta" |, \mu, \frac{1}{2}E\ddot{a}, \dot{E}A, \grave{a}, \acute{a} \hat{e} "x"G, \dot{I} \dot{\epsilon} \dot{\epsilon}, \dot{E} \dot{i}, \acute{a} \cdot K-v, ^a,$
 $, \acute{e} B " \acute{a} \acute{s} r " I <, \acute{c}, \dot{I}, \dot{A} < C - \acute{I}, ^a \dot{\epsilon}, , \acute{c} f O f \{fgf\} f W f " f K [, \acute{E} \cdot K ' \dagger, \delta, \odot, \bar{,} \dot{A} \dot{\epsilon} \dot{\epsilon} X, \acute{E} " |, \mu, \grave{A}, \acute{c}, \dot{B}$

Skill Point - Defeat Timpe's Gabament within 2 turns

+++++
Scenario 14 ($\frac{1}{4} s, \cdot, \acute{e}$) - $E\dot{Z}, \dot{I} \dot{o}, \grave{A}, \acute{c}, \acute{e}, \odot$
+++++

Difficulty "Hard" is 13 Skill Point

Skill Point - Garrod reaches designated point within 4 turns

+++++
Scenario 15 ($\frac{1}{4} s, \cdot, \acute{e}$) - $, \grave{E}, \frac{1}{2}, \acute{E} - \acute{I}, \delta$
+++++

Difficulty "Hard" is 14 Skill Point

Skill Point - 1st half: Defeat all enemies within 3 turns

+++++
Scenario 16 ($\frac{1}{4} s, \cdot, \acute{e}$) - $f K f " f _ f \epsilon " , , \acute{e}, \acute{a}$
+++++

Difficulty "Hard" is 15 Skill Point

Skill Point - Defeat Hora's Gabarei

+++++
Scenario 17 ($\frac{1}{4} s, \cdot, \acute{e}$) - $E\dot{Z}, \dot{I} - \bar{}$
+++++

Difficulty "Hard" is 16 Skill Point

Skill Point - Defeat all enemies within 4 turns

+++++
Scenario 14 ($\frac{1}{4} s, \mu, \dot{E}, \acute{c}$) - $\dot{\mu}, \odot, \acute{e}, \acute{c} < q$
+++++

Difficulty "Normal" is 4 Skill Point

Skill Point - Defeat Pou's Wodom

+++++
Scenario 15 ($\frac{1}{4} s, \mu, \dot{E}, \acute{c}$) - $f f f B f A f i \sim - \ddot{O}$
+++++

Difficulty "Normal" is 5 Skill Point

Skill Point - Defeat all enemies within 5 turns

+++++
Scenario 16 ($\frac{1}{4} s, \mu, \dot{E}, \acute{c}$) - $f \dot{\epsilon} \dot{\epsilon} [f \dot{\epsilon} \dot{\epsilon} \dot{\epsilon} f \dot{\epsilon} \dot{\epsilon} [f \dot{\epsilon}$
+++++

Difficulty "Normal" is 6 Skill Point

Skill Point - Defeat all enemies within 5 turns

+++++
Scenario 17 ($\frac{1}{4} s, \mu, \dot{E}, \acute{c}$) - $"', \acute{c} \hat{e} \ll -,$
+++++

Difficulty "Normal" is 7 Skill Point

Skill Point -1st half: Get to the container before Roran

++++
Scenario 18 (ftfH[fzfZfo[f",Ös,) - -l,^fjf...[f^fCfv,¾
++++

Difficulty "Normal" is 7 Skill Point

Skill Point -Defeat all enemies within 7 turns

++++
Scenario 19 (ftfH[fzfZfo[f",Ös,) - <¤-Â, .,é-Í
++++

Difficulty "Normal" is 8 Skill Point

Skill Point -2nd half: Defeat Karis' Pandora

++++
Scenario 20 (ftfH[fzfZfo[f",Ös,) - %B<Ž,©,ç,ÏN-a
++++

Difficulty "Easy" is 5 ŽR,Ï•,çŠ,É^Ú"®,³,¹,é,ÆZII,ÆfTfUfr[,^,à,ç,!,é
Difficulty "Normal" is 9 Skill Point
Difficulty "Hard" is ŽR,Ï•,çŠ,É^Ú"®,³,¹,é,ÆfKf`fC[fW,^,à,ç,!,é

Skill Point -Reduce GP-02's HP to below 10%

++++
Scenario 18 (frfVfjfefB,ÉŽc,é) - <@ŠB,Ïb,½,ç
++++

Difficulty "Hard" is 17~ Skill Point

Skill Point -Reach designated point within 4 turns

++++
Scenario 19 (frfVfjfefB,ÉŽc,é) - •S"N,Ï-ö
++++

Difficulty "Hard" is 18 Skill Point

Skill Point -Defeat Pou's ?

++++
Scenario 20 (frfVfjfefB,ÉŽc,é) - •-öŽj,Ï^âžY
++++

Difficulty "Hard" is 19 Skill Point

Skill Point -Reduce GP-02's HP to below 10%

++++
Scenario 22 -'nã,ð,±,Ïžè,É
++++

Difficulty "Normal" is 10 Skill Point

Skill Point -Defeat Bat's Zuri

++++
Scenario 23 - "ä,Ïf%f`fhfVfbfv
++++

Difficulty "Easy" is ~5 Skill Point

Difficulty "Normal" is 6~11~ Skill Point

Skill Point -Defeat Tinpe's Gibross after he starts to run when you reduce it to 50%

++++
Scenario 24 -Lorelei, ĨŠC
++++

Difficulty "Normal" is 11 Skill Point

Skill Point -Defeat all enemies within 2 turns after Garrod boards DX

++++
Scenario 25 - `á'n, ĨŽÇEi_
++++

Difficulty "Normal" is 12 Skill Point

Skill Point -Defeat all enemies within 2 turns after Garrod boards DX

++++
Scenario 25 -, à, ¨^Š, |, È, Ç<C, ^, ¨, Ä
++++

Difficulty "Normal" is 13 Skill Point

Skill Point -Defeat all enemy reinforcements within 6 turns after you clear the first group (eg. they appear in turn 5, you have to clear them by turn 11)

++++
Scenario 26 -%Ê, Ä, ¨, È, «`á<ó, É_¼, ¨ 15~
++++
t

Difficulty "Hard" is 21 Skill Point

Skill Point -Defeat Dante (with Kouji?)

++++
Scenario 26 -, á, Ô, ê, ©, Ô, ê, Ĩf%fo ~14
++++

Difficulty "Normal" is 14 Skill Point

Skill Point -Get all Containers

++++
Scenario 27 -fz_ [f%, Ĩ^Ó'n ~15
++++

Difficulty "Normal" is 18 Skill Point

Difficulty "Hard" is 22 Skill Point

Skill Point - Trap Hora's Iron Gear with Daitarn 3 and 3 other units within 3 turns

++++
Scenario 27 -ŽĨ, Ä_çg, ŽĨ, Ä_çg, Ĩ`á_ĩ"~ ~14
++++

Difficulty "Normal" is 15 Skill Point

Skill Point - ?

++++
Scenario 28 -fCfmfZf`fg, Ĩ_•-ðŽj 15~
++++

Difficulty ?

Skill Point -Defeat Karas' Greta.Kari within 7 turns

++++
Scenario 28 - ^Ã•`â««ER, Ì'Sí ~14
++++

Difficulty "Normal" is 15 Skill Point

Skill Point -1st half: Defeat Dante

++++
Scenario 29 - ¢, ¢, ¢, ¢, ¢-æ%Ø<¼ 15~
++++

Difficulty ?

Skill Point -Reduce Erichi's Gear.Gear to below 50% with all other enemies defeated

++++
Scenario 29 - ¢, ÌS, ð, , â, Â, ê, Î ~14
++++

Difficulty "Normal" is 16 Skill Point

Skill Point -Defeat Tinpe's ?

++++
Scenario 30 - fCf`fZf`fg, ð"¢, ×, é, à, Ì (Direct attack)
++++

Difficulty "Normal" is 17 Skill Point

Skill Point -Mothership reaches designated point within 6 turns

++++
Scenario 30 - fCf`fZf`fg, ð"¢, ×, é, à, Ì (Sneak attack)
++++

Difficulty "Normal" is 17 Skill Point

Skill Point -1st half: Freedan reaches designated point in 3 turns OR 2nd half: Defeat all enemies before saving Arthur

++++
Scenario 31 - "V'n, ðŽÛ, ¢•
++++

Difficulty "Normal" is 10 Skill Point

Skill Point - Reduce Orlha's Gundam Ashtron to 10%

++++
Scenario 32 - "ò, ×¢A%F'^, Ö (Space)
++++

Difficulty "Normal" is 18 Skill Point

Skill Point - Achieve winning condition within 7 turn

++++
Scenario 32 - Žp, È, «< °-³<ó"š`à (Earth)
++++

Difficulty ?(maybe same as Scenario 32 Space)

Skill Point - Defeat the last ZenII after all other enemy have defeated

++++

Scenario 33 - f^ [f"X<N" (Space)
+++++

Difficulty "Normal" is 18 Skill Point

Skill Point - Reduce Gim's Turn-X to below 70%

+++++
Scenario 33 - fGf<f`-ÚŠo,ß,æ (Earth)
+++++

Difficulty ?(same asScenario 33 space)

Skill Point - Let Jiron stop next to running Eruch after all other enemies have been defeated

+++++
Scenario 34 - Žž,ð%z,!,½`ÎĚ^ (Space)
+++++

Difficulty "Normal" is 18 Skill Point

Skill Point - Reduce Gim's Turn-X to below 50%

+++++
Scenario 34 -,±,î,î-1,ç,î,à,î,¾ (Earth)
+++++

Difficulty "Normal" is 18 Skill Point

Skill Point - ?

+++++
Scenario 35 -ž,,,îAD.O.M.E..c-žj,ð••^ó,·,é,à,î
+++++

Difficulty "Normal" is 19 Skill Point

Skill Point - Ri.Garum reaches designated point Within 3 turn

+++++
Scenario 35 - i"-_~
+++++

Difficulty ?

Skill Point -Defeat Kamen Kamen

+++++
Scenario 36 - 'D,í,ê,½^EfQfbf^[f{f{
+++++

Difficulty "Easy" is 9 Skill Point
Difficulty "Normal" is 19 Skill Point

Skill Point - Reduce Shin Getter 1's HP to below 10%

+++++
Scenario 36 - ^fQfbf^[,u,rf}fWf`fJfCfU[
+++++

Difficulty "Easy" is 9 Skill Point
Difficulty "Normal" is 19 Skill Point

Skill Point - Defeat Gogon

+++++
Scenario 37 - -l,ç,^<,ß,½`í`^,¾
+++++

Difficulty "Normal" is 20 Skill Point

Skill Point - Defeat both Frost Brothers together

++++
Scenario 38 - ĆŽĆŠ'±
++++

Difficulty "Normal" is 20 Skill Point

Skill Point - 1st half: Defeat all enemies other than Katejina within 9 turns

++++
Scenario 39 - Ć^íIXf|fCf`fg (both)
++++

Difficulty "Normal" is 20 Skill Point

Skill Point - Reduce ALL nuclear missiles to 10% within 2 turns of them appearing

++++
Scenario 40 - ABAYO
++++

Difficulty "Normal" is 21 Skill Point

Skill Point - Defeat the 2 Kamen Kamens in the same turn, Within 4 turn

++++
Scenario 41 - Ć•-šžj, ĭIà (Hard)/Normal
++++

Difficulty "Normal" is 21 Skill Point

Skill Point - Defeat the Frost Brothers together

++++
Scenario 41 - < °-³' éĭ, ĭ-Ā, Ñ, é`ú (Easy)
++++

Difficulty ?

Skill Point - ?

++++
Scenario 42 - --³, ª-Ā, Ô`ú
++++

Difficulty ?

Skill Point - Defeat Goul's Dai

++++
Scenario 42 - 'n<..., ĭĆăĆpžò
++++

Difficulty ?

Skill Point - Defeat Zenga's Slategilmil

++++
Scenario 42 - Ć, ñ, ¼-ĉ-^
++++

Difficulty ?

Skill Point - ?

+++++
Scenario 43 -◆l-ĔŽĔ, ·, ×, «
+++++

Difficulty ?

Skill Point - 1st half: Defeat Zenga's Slategilmil within 9 turn

+++++
Scenario 44 --Ĕ-^, Ĩ'N, Ĩ, ½, ß, Ę
+++++

Difficulty ?

Skill Point - Defeat Meigas' Arugilmil within 9 turn

+++++
Scenario 45 Final - f%fOfif◆fN
+++++

Difficulty ?

Skill Point - Defeat Shu's Neo Granzon in 2 turns?

+++++
Scenario 45 Final -žž, Ĩ-Ē, ê, Ĩ%Ĕ, Ā, Ę
+++++

Difficulty ?

Skill Point - 1st half: Defeat Meigas' Arugilmil?

+++++
Scenario 45 Final - -°, ê◆A'n, Ĩ'ê, Ę
+++++

Difficulty ?

Skill Point - ?

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05. Gameshark Codes
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Gameshark Codes can be found on
<http://ww11.big.or.jp/~yuukun/flow/html/sroboa-gai-r.html>

Or i have find Gameshark codes on Messaage Board
Gameshark codes here

INFINITE CASH:
80073168 967F
8007316A 0098

One hit Lv 99
D00C5588 102B
800C558C 0001

Unlimited SP
D00B65EA 0072
800B65EA 0060
D00B6686 0045
800B6686 0040

Unlimited EN
D00B85E0 0003
800B85F8 0020

D00B85E0 0003
800B8602 3002

All Item Parts

801704AC FFFF
801704AE FFFF
801704B0 7FFF
801704BC 0707
801704BE 0707
801704C0 0707
801704C2 0707
801704C4 0707
801704C6 0707
801704C8 0707
801704CA 0707
801704CC 0707
801704CE 0707
801704D0 0707
801704D2 0707
801704D4 0707
801704D6 0707
801704D8 0707
801704DA 0707
801704DC 0707
801704DE 0707
801704E0 0707
801704E2 0707
801704E4 0707
801704E6 0707
801704E8 0707
301704EA 0007
801704EC 0707
801704EE 0707
801704F0 0707
801704F2 0707
801704F4 0707
801704F6 0707
801704F8 0707
801704FA 0707
801704FC 0707
801704FE 0707
80170500 0707
80170502 0707
80170504 0707
80170506 0707
80170508 0707
8017050A 0707
8017050C 0707
8017050E 0707
80170510 0707
80170512 0707
80170514 0707
80170516 0707
80170518 0707
3017051A 0007

it work just fine for me, Gameshark v 3.0 or v 2.2. Still can't work. Try the following steps and it should work(maybe?)

1. Get into the gameshark menu
2. Off the gameshark
3. Load the gameshark codes
4. Get into the game and load your save
5. On the gameshark

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06. F.A.Q (Frequently Asked Questions)
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1) could i translate all the japanese in my faq/guide?

Ans: i not really know translate all the japanese, but i give the address to u, find www.njstar.com and download it, it not free.

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07. Credit
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Gamefaq(www.gamefaq.com)
Thank for post my faq

Me (stevenlcw99@hotmail.com)
For write the Faq

thank to Banpresto - create great game of my favourite game series

Super Robo Fan
<<http://www02.u-page.so-net.ne.jp/cb3/akira-o/srwarufa/index.htm>>

thank people on Message board, give Gameshark codes

thank to JL Lee's faq/guide - have japanese translation skill point

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08. Contact Info
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Feel Free Email To Me :p