

# Gaia Saver (Import) FAQ/Walkthrough

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Gaia Saver - Hero Saidai no Sakusen  
Gaia Saver - The Hero's Greatest Tactics  
(c) ISHIMORI PRO-TOEI (KAMENRIDER CLUB)  
(c) TSUBURAYA PRO  
(c) SOTSU AGENCY-SUNRISE  
(c) BANPRESTO 1993

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GUIDE

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Please use these three cheat codes.

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Infinite EC           7E02667F  
                      7E026796  
                      7E026898  
EXP After Battle   7E0FC0FF  
                      7E0FC1FF  
No Encounter        7E00F7FF  
                      7E00F800  
100%                7E026E64  
Population         7E026CFF  
                      7E026DFF  
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## About the game

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An RPG where you fight to connect an alliance with the SD heroes for peace on the earth. The heroes advance in three parties, while the story progresses, various heroes become a companion, and participate in the battle.  
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## Battle Command

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In battle, there is a top bar with the three words of "Status - Decide - Retreat." On that top bar, just press the DOWN button onto a member of the group, and then press the X button to open the menu with the four words of "Attack - Killer Shot - Item - Defend."  
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## The First Story

### Jaburo

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Now, speak to the Base Commander who is nearby to get the light disk. After that, leave the Base Commander's room. Now, go to the right, and go thru the door at the bottom into the deck room that has F91. In the deck room, there is a scene. Now, fight Kozun, Akoosu, and Captain Ranba Ral. Amuro will loose the battle, and there is a scene. After Maso and Leo of the Ultraman family defeat Kozun, Akoosu, and Captain Ranba Ral, there is a scene. Now, speak to Leo who is at the bottom to make him become a friend. After that, leave the deck room. Now, go to the right, and go thru the door into the deck room with the spaceship White Base. There is a scene.  
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### Department Group Headquarters

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There is a scene. After that, speak to Member Ide who is standing in front of the computer on the top left side, and choose "yes." Now, leave that room. After that, go to the upper left, and go thru the door into the deck room

that has Astonarge. In the deck room, speak to Astonarge, and then search the Gundam that's nearby to get it. Now, leave the deck room. After that, go to the upper right, and go into the elevator. In the elevator, choose "1F." On 1F, go to the upper right, and go thru the door into the shop room. In the shop room, speak to man, and buy some recovery items & equipment for the duo. Now, leave that room. After that, go to the lower left, and go thru the opening to exit the Department Group Headquarters. Now, go northeast to Aomori.

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Aomori

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Now, choose "Analysis Center (the one on the top left)." In the Analysis Center, go thru the door at the top into the next room. In this room, speak to the researcher who is nearby the computer. After that, leave Aomori. Now, go south back to the Department Group Headquarters, and then go west to Osaka.

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Osaka

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Now, choose "Takoyaki Shop (the one on the top left)." In Takoyaki Shop, speak to Dr. Ninomiya who is on the left side of the room sitting by the table, and choose "yes." After that, leave Osaka. Now, go west to Hiroshima.

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Hiroshima

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Now, choose "Stone Circle (the one on the bottom left)." In the Stone Circle, there is a scene. Now, speak to Amazon who is lying on the ground to make him become a friend, and then speak to Dr. Iwamoto who is also lying on the ground to get the floppy. After that, leave Hiroshima, and go back to Osaka.

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Osaka

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Now, choose "Stone Circle (the one on the top right)." In the Stone Circle, there is a scene. Now, fight Combatant x3. After defeating Combatant x3, there is a scene. After that, leave Osaka, and go back to the Department Group Headquarters.

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Department Group Headquarters

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Now, go into the elevator, and choose 4F. On 4F, go to the lower left, and go thru the door into the room. In this room, speak to Oyassan who is on the top right side of the table. Now, leave that room. After that, go to the upper left, and go thru the door into the deck room that has Astonarge. In the deck room, speak to Astonarge, and then search the Pooch Mobile that's nearby to get it. After that, leave the Department Group Headquarters. Now, go east to Tokyo.

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Tokyo

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Now, choose "Conference Place (the one on the top left)." In the Conference Place, speak to the Police Inspector (man in the office), the Cop and Mark Hunter who is blocking the door. After that, try to leave, and there is a scene. Now, fight Zangeor. After defeating Zangeor, there is a scene. Now, speak to Mark Hunter twice, and choose "yes" to make him become a friend. After that, leave the Conference Place, and choose "Central Building (the one on the top right)." In the Central Building, go into the elevator that's nearby, and choose B1. On B1, there is a scene, and Mark Hunter gets the equipment shield of manhole cover. Now, go thru that manhole into the Secret Base. In the Secret Base, go all the way around to the lower right, and go thru the door into the room. In this room, there is a scene. Now, fight

Generalissimo Machine. After defeating Generalissimo Machine, there is a scene, and Mark Hunter leaves the group. Now, leave that room. After that, go back to the lower left, and go thru the door into the prison room. In the prison room, there is a scene. Now, speak to the Japanese Prime Minister who is nearby the iron prison door twice, and there is a scene. Choose "yes" to save the game.

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### The Second Story

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Department Group Headquarters

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There is a scene. After that, leave that room. Now, go into the elevator, and choose "2F." On 2F, go thru the door that's nearby into the deck room. In the deck room, go to the front of the airplane Beetle, and choose "Bombay Base (#2)."

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Bombay

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Now, leave the deck room. After that, go to the right, and go thru the opening. Now, press the B button. After that, go south to Koochin.

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Koochin

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Now, choose "Zakkyo Building (the one on the left)." In Zakkyo Building, go into the elevator that's nearby, and choose "2F." On 2F, go into the room on the left, and buy some recovery items. After that, go into the room on the right, and speak to the Spy (the brown-haired man with the dark blue suit) to get the compass. Now, speak to the Spy (the red-haired man) five times to get 5 bombs. After that, leave Koochin. Now, go all the way north, and go down the stairs into Himalayas Base.

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Himalayas Base

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There is a scene. Now, fight Combatant x2. After defeating Combatant x2, V3 accompanies the group. Now, go to the upper left, and go up the stairs to 2F. On 2F, go around to lower right, and go down the stairs to 1F. On 1F, go to the lower right, and go thru the door into the room. In this room, there is a scene. Now, fight Dr. God of Death. After defeating Dr. God of Death, search the front right side of the eruption control device "Babel," and choose "yes" to place the bomb. Now, leave that room, and go back up the stairs to 2F. On 2F, there are 3 more rooms that have the eruption control device "Babel." Make sure to go into each of the three rooms, search the front right side of the eruption control device "Babel," and choose "yes" to place a bomb. After that, go to the lower left, and go back down the stairs to 1F. On 1F, there is one more room that has the eruption control device "Babel." Make sure to go into that room, search the front right side of the eruption control device "Babel," and choose "yes" to place a bomb. After that, leave Himalayas Base, and there is a scene.

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Department Group Headquarters

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There is a scene. Then, RX becomes a friend, and V3 leaves the group. After that, leave that room. Now, go into the elevator, and choose "2F." On 2F, go thru the door that's nearby into the deck room. In the deck room, search the airplane Beetle, and choose "Sydney Base (#3)."

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Sydney

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Now, leave the deck room. After that, go to the left, and go thru the opening. Now, move the arrow to the right, and choose "Public Office (the

one on the left)." In the Public Office, speak to Kai, and choose "yes."  
After that, speak to Kai again. Now, leave Sydney, and go west to Perth.

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Perth

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Now, choose "Komirii's House (the one on the top left)." In Komirii's House, speak to Olson who is lying down on the bed, and choose "yes" to get the small box. Now, leave Komirii's House, and choose "Gibson's House (the one on the top right)." In Gibson's House, speak to the old man Gibson to get the letter. After that, leave Perth, and go down the stairs that's nearby into the Secret Path.

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Secret Path

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There is a scene. After that, go to the upper right, and speak to the child, Maruko. Now, go upward, and there is a scene. Then, Amuro leaves the group. Now, go all the way around to the lower right into Darwin.

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Darwin

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On B1 of Hotel Shinkaron, go into the elevator that's nearby, and choose 1F. On 1F, go thru the opening, and choose "Plaza (the one on the top left)." In the Plaza, there is a scene. Now, fight Captain Ranba Ral. On the fourth turn of the battle, choose retreat (the one on the right), and there is a scene. Then, Captain Ranba Ral accompanies the group. After that, leave the Plaza, and choose "Hotel Shinkaron (the one on the top right)." In Hotel Shinkaron, go into the elevator, and choose B1. On B1, go thru the the manhole back into the Secret Path.

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Secret Path

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Now, go back to where Maruko and Amuro are at, and there is a scene. Then, Amuro rejoins the group again. After that, go back into Darwin.

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Darwin

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On B1 of Hotel Shinkaron, go into the elevator that's nearby, and choose 1F. On 1F, go thru the opening, and choose "Open Space (the one on the top left)." In the Open Space, there is a scene. Now, fight Captain Ranba Ral again. After defeating Captain Ranba Ral, leave the Open Space. Now, move the arrow to the right, and choose "Shuttle Base (the one on the right)." In the Shuttle Base, go to the left, and thru the door at the top into the room. In this room, there is a scene. After that, speak to Dr. Albert who is nearby the computer, and choose "yes." There is a scene, and Amuro leaves the group. Choose "yes" to save the game.

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The Third Story

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Department Group Headquarters

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There is a scene. After that, leave the Department Group Headquarters. Now, go east back to Tokyo.

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Tokyo

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Now, move the arrow down, and choose "Hayasaka's House (the one on the top left)." In Hayasaka's House, speak to Seiji who is nearby. After that, try to leave that house, and there is a scene. In the Underground Secret Base, there is a scene. Now, fight Hell's Ambassador. After defeating Hell's Ambassador, leave that room. Now, go around to the lower left, and go thru

the opening into the Center Building. On B1 of the Center Building, go into the elevator that's nearby, and choose "1F." After that, leave Tokyo. Now, go west, and go down the stairs that's on the top left side of Osaka into the next area of the map. In this area, go southwest to Kochi.

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Kochi

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Now, choose "Asagaya's House (the bottom one on the left)." In Asagaya's House, speak to Asagaya. After that, leave Asagaya's House, and choose "Shimada's House (the top one on the right)." In Shimada's House, speak to Shimada. After that, leave Shimada's House, and choose "Ochiai's House (the bottom one on the right)." In Ochiai's House, speak to Jiisan of Ochiai. After that, leave Ochiai's House, and choose "Enemy's Secret Base (the bottom one on the left)." In the Enemy's Secret Base, go around to the lower right, and go thru the door into the room. In this room, speak to Combatant Shocker. Now, fight Combatant x2. After defeating Combatant x2, leave Kochi. Now, go northeast, and go down the stairs back into the other area of the map. In this area, go all the way west, and go down the stairs that's on the top left side of Hiroshima into the next area of the map. In this area, go southwest to Kagoshima.

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Kagoshima

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Now, choose "Ultra Security Force (the top one on the left)." In the Ultra Security Force, go thru the door that's nearby into the room. In this room, speak to the Operator Chisato-san who is the first person (counting from left to right) standing nearby the computer. After that, leave that room. Now, go to the upper right, and go thru the door into the room that has Guardman. In this room, speak to Guardman, who is blocking the way, twice. After that, speak to Furuhashi Member who is lying on the bed on the right. Now, leave the Ultra Security Force, and choose "Sakurajima Building (the one on the top right)." In Sakurajima Building, go into the elevator, and choose "3F." On 3F, speak to Salary Man. After that, go back into the elevator, and choose "2F." On 2F, speak to Salary Man (the black-haired man on the left). Now, leave Sakurajima Building, and choose "Takizawa's House (the bottom one on the left)." In Takizawa's House, speak to Takizawa's Uncle. After that, leave Takizawa's House, and choose "Heights Daifunka (the middle one on the left)." In Heights Daifunka, go into the elevator, and choose "2F." On 2F, speak to Salary Man who is in the bottom room. After that, leave Heights Daifunka, and choose "Katou's House (the middle one on the right)." In Katou's House, speak to Katou. After that, leave Katou's House, and choose "Suspicious Building (the bottom one on the right)." In the Suspicious Building, there is a scene. Now, fight Combatant. After defeating Combatant, go around to the lower right, and go thru the door into the room that has Ultra Killer. In this room, there is a scene. Now, fight Ultra Killer. At the end of the fourth turn, the battle will be stopped, and there is a scene. After that, leave Kagoshima, and go all the way back to Tokyo.

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Tokyo

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Now, move the arrow to the right, and choose "Park (the one on the left)." In the Park, speak to Midori's Aunt to get the pendant. After that, leave Tokyo, and go all the way back to Kagoshima.

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Kagoshima

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Now, choose "Suspicious Building." In the Suspicious Building, go around to the lower right, and try to go thru the door into the room that has Ultra Killer. There is a scene, and Mark Hunter rejoins the group. After that, go

thru that door into the room, and speak to Ultra Killer. Now, fight Ultra Killer. After defeating Ultra Killer, there is a scene, and Mark Hunter leaves the group.

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#### Department Group Headquarters

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There is a scene, and Ultraman becomes a friend. After that, leave that room. Now, go into the elevator, and choose "2F." On 2F, go into the deck room, and search the Beetle. Choose "Loss Department Group Base (#4)."

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#### Loss

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Now, leave that room. After that, go to the upper left, and go thru the door into the room. In this room, speak to Taki who is standing at the front side of the desk. Now, leave Loss, and go southeast to New Orleans.

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#### New Orleans

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Now, choose "Plaza (the top one on the left)." In the Plaza, there is a scene, and choose "yes." Now, fight Zangeor. After defeating Zangeor, go back to Loss.

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#### Loss

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Now, choose "Department Group Headquarters (the top one on the left)." In the Department Group Headquarters, go thru the door that's nearby into the room. In this room, there is a scene. Now, leave that room, and go to the upper right, and go thru the door into the room. In this room, speak to Member Ide to get the 3D illusion. Now, leave that room, and go back into the room where the Beetle is at. In this room, search the Beetle, and choose "London Department Group Base (#5)."

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#### London

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Now, leave that room. After that, go to the lower left, and go thru the opening. Choose "Sara's House (the one on the left)." In Sara's House, go thru the door at the top into the next room. In this room, speak to Sara. Now, leave Sara's House, and choose "Department Group Headquarters (the one on the right)." In the Department Group Headquarters, go to the right, and go thru the door into the deck room where the Beetle is at. In the deck room, speak to Beetle's Mechanic who is blocking the airplane on the right, and choose "yes." After that, go into Karikari which is nearby.

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#### Karikari

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Now, choose "Asylum." In the Asylum, go around to the upper left, and go up the stairs to 2F. On 2F, go around to the lower right, and go thru the door into the prison room. In this prison room, there is a scene. After that, try to go thru the door, and there is a scene. Now, fight Combatant x2. After defeating the Combatant x2, leave that room. Now, around to the left, and go thru the door into another prison room. In this prison room, there is a scene. After that, try to go thru the door, and there is a scene. Now, fight Combatant x2. After defeating the Combatant x2, leave that room, and there is a scene. Choose "yes" to save the game.

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### The Fourth Story

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#### Lunats

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There is a scene, and choose "yes." Now, leave that room. After that, go to

the upper right, and there is a scene. Now, go into the elevator, and choose "4F." On 4F, go to the lower left, and go thru the door into the deck room. In the deck room, there is a scene. After that, leave the deck room. Now, go back into the elevator, and choose 1F. On 1F, go to the upper right, and go thru the door into the room. In this room, there is a scene. Now, leave that room. After that, go back into the elevator, and choose "3F." On 3F, go to the upper left, and go thru the door into the room. In this room, speak to the Base Commander. Now, leave that room. After that, go back into the elevator, and choose "4F." On 4F, go to the lower left, and go back into the deck room. In the deck room, there is a scene, and Amuro gets the New Gundam. After that, go thru the opening on the left side of the deck room into the spaceship Saramisu. Now, move Saramisu to the far northeast into Colony 201.

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#### Colony 201

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Now, choose "Ranch (the one on the left)." In the Ranch, there is a scene. After that, leave Colony 201, and move Saramisu a little to the east into Colony 203.

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#### Colony 203

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Now, move the arrow to the right, and choose "Yuge Riraa's house (the top one on the left)." In Yuge Riraa's house, go up the stairs that is nearby to 2F. On 2F, speak to Yuge Riraa, and choose "yes." After that, leave Colony 203, and there is a scene. Then, Leo, Seven, and Ultraman become a friend.

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#### UFO

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There is a scene. Now, fight Alien Mefiras. After defeating Alien Mefiras, leave the UFO, and there is a scene. Now, move Saramisu southwest back into Lunats.

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#### Lunats

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Now, leave the deck room. After that, go back into the elevator, and choose "3F." On 3F, go to the upper left, and go thru the door into the room. In this room, speak to the Base Commander. Now, leave that room. After that, go back into the elevator, and choose "1F." On 1F, go to the upper right, and go thru the door into the room. In this room, there is a scene, and Judor accompanies the group. Now, leave that room. After that, go back into the elevator, and choose "4F." On 4F, go back into the deck room. In the deck room, go thru the opening on the left side of the deck room into the spaceship Saramisu. There is a scene. Now, move Saramisu a little to the east into Colony 104.

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#### Colony 104

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Now, choose "Control." In the Control, go around to the upper right, and go thru the door into the room. In this room, there is a scene. After that, leave Colony 104, and there is a scene. Choose "yes" to save the game.

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#### The Fifth Story

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There is a scene.

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#### Department Group Headquarters

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There is a scene. Now, leave that room. After that, go into the elevator, and choose "2F." On 2F, go into the deck room. In the deck room, speak to Beetle's Mechanic who is blocking the airplane on the right, and choose

"yes." There is a scene.

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Ankara

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Now, leave Ankara, and go southeast to Anada.

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Anada

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Now, choose "Hoze's House (the one on the right)." In Hoze's House, go up the stairs to 2F. On 2F, speak to Hoze's Grandson. Now, leave Hoze's house, and choose "Plaza (the bottom one on the left)." In the Plaza, there is a scene. Now, fight Ultra Killer. On the fourth turn of the battle, choose "retreat," and there is a scene. Then, Super 1 and Shiibakku become a friend. Now, fight Ultra Killer again. On the first turn of the battle, press the DOWN button, choose "Amazon," press the X button, choose "item (#3)" + "pendant," and then press the UP back to "decide (the middle one)." There is a scene. After that, leave Anada, and go north to Samsung.

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Samsung

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Now, choose "Fan's House (the top one on the left)." In Fan's House, speak to the old man Fan. After that, leave Samsung. Now, go south, and then go down the stairs into the Cave which is north of Anada.

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Cave

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Now, go to the upper right, and there is a scene. Now, fight Ereking x2. After defeating Ereking x2, go to the right, and speak to Dr. Ninomiya. After that, go to the upper left, and go up the stairs into 1F. On 1F, go to the left, and there is a scene. Now, fight Alien Baltan x3. After defeating Alien Baltan x3, Amazon gets the lithography. Now, leave the Cave, and go all the way back to Ankara.

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Ankara

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Now, choose "Hangar (the top one on the right)." In the Hangar, search Beetle, and choose "Department Group Base (#1)."

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Department Group Headquarters

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Now, leave the Department Group Headquarters, and go northeast back to Aomori.

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Aomori

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Now, choose "Analysis Center (the top one on the left)". In the Analysis Center, go thru the top door into the next room. In this room, there is a scene, and Amazon gets the pendent. After that, leave Aomori, and go back to the Department Group Headquarters.

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Department Group Headquarters

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Now, go back into the elevator, and choose "4F." On 4F, go to the lower left, and go thru the door into the room. In the room, there is a scene. After that, speak to Ultra's Father who is nearby, and choose "yes" to enter the inside of the Japanese Prime Minister's body. In the Japanese Prime Minister's body, go all the way to the right, and speak to Darii. Now, fight Darii. After defeating Darii, there is a scene. Now, leave the Department Group Headquarters, and go east back to Tokyo.

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Tokyo

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Now, choose "Conference Place (the top one on the left)." In the Conference Place, there is a scene. Now, fight Dark Ambassador. After defeating the Dark Ambassador, leave Tokyo, and go back to the Department Group Headquarters.

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Department Group Headquarters

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Now, go back into the elevator, and choose "4F." On 4F, go to the lower left, and go back into the room. In this room, speak to Muramatsu who is behind the desk. Now, leave that room. After that, go back into the elevator, and choose "2F." On 2F, go back to the deck room. In the deck room, search the Beetle, and choose "London Department Group Base (#5)."

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London

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Now, leave that room. After that, go to the upper left, and go thru the door into the room. In this room, speak to Member Annu who has his back to the computer, and there is a scene. In the Enemy's Base, go around to the upper left, and go up the stairs to 2F. On 2F, go around to the upper right, and go thru the door into the room. In this room, there is a scene. Now, fight Rider Killer. After defeating Rider Killer, there is a scene. Choose "yes" to save the game.

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The Sixth Story  
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Department Group Headquarters

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Now, leave that room. After that, go back into the elevator, and choose "2F." On 2F, go back into the deck room. In the deck room, search Beetle, and choose "New York Base (#7)."

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New York

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Now, leave that room. After that, go to the lower left, and go thru the opening. Now, choose "Steel Building (the top one on the left)." In the Steel Building, go into the elevator, and choose "6F." On 6F, speak to George to get the documents. Now, leave New York, and go all the way west to Denver.

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Denver

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Now, choose "Gabriel's House (the bottom one on the left)." In Gabriel's House, go up the stairs to 2F. On 2F, speak to Gabriel, and there is a scene. Now, fight Mystery Man Flea. After defeating Mystery Man Flea, leave Denver, and go back to New York.

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New York

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Now, choose "Steel Building." In the Steel Building, go into the elevator, and choose "6F." On 6F, speak to George to get the card. Now, leave the Steel Building, and choose "NY Building (the middle one on the left)." In the NY Building, go into the elevator, and choose 3F. On 3F, speak to the Bodyguard Geirii who is blocking the door. Now, go thru that door into the room, and there is a scene. After that, leave the NY Building, and choose "Steel Building." In the Steel Building, go into the elevator, and choose "6F." On 6F, speak to George to get the letter of introduction. Now, leave the Steel Building, and move the arrow down. Choose "Arthur's House (the top one on the left)." In Arthur's House, speak to the Bodyguard Bifu who is blocking the way. Now, speak to Arthur. After that, leave New York, and go southwest to New Orleans.

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New Orleans  
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Now, choose "Plaza (the top one on the left)." In the Plaza, speak to Jeison (the man with the blacksuit). Now, leave the Plaza, and choose "Hideout (the bottom on the left)." In the Hideout, there is a scene. After that, try to leave the Hideout, and there is a scene. Now, fight Zangeor. After defeating Zangeor, Amazon leaves the group. Now, leave New Orleans, and go back to New York.

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New York  
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Now, choose "Federal Building (the top one on the right)." In the Federal Building, there is a scene, and Mark Hunter becomes a friend. Now, fight Zangeor. After defeating Zangeor, Mark Hunter leaves the group. Now, leave the Federal Building, and there is a scene. After that, go back into New York, and choose "Ultra Garrison (the bottom one on the right)." In the Ultra Garrison, go back into the deck room. In the deck room, search Beetle, and choose "Muu (#8)."

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Eratarm  
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Now, leave Eratarm, and go northwest to Iratarm.

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Iratarm  
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Now, move the arrow to the right, and choose "Alliance Branch (the top one on the right)." In the Alliance Branch, there is a scene, and Seven becomes a friend. Then, Amuro hets uindamu capsule and mikurasu capsule. After that, leave Iratarm, and go a little to the east to Mutatarm which is nearby the mountains.

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Mutatarm  
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Now, choose "Shrine." In the Shrine, go up the stairs to 2F. On 2F, go around to the right, and go up the stairs to 3F. On 3F, go around to the upper left, and go thru one of the doors into the throne room. In the throne room, speak to the King of Muu. After that, leave Mutatarm, and go back to Eratarm.

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Eratarm  
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Now, choose "Plaza (the one on the left)." In the Plaza, there is a scene. After that, leave Eratarm, and go back to Iratarm.

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Iratarm  
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Now, move the arrow to the right, and choose "Alliance Branch." In the Alliance Branch, speak to Beltchika. After that, leave Iratarm, and go southeast to Noratarm.

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Noratarm  
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Now, choose "Clinic (the top one on the left)." In the Clinic, speak to the Child of Muu who is standing at the front of the bed with the old man. After that, leave the Clinic, and choose "Graveyard (the top one on the right)." In the Graveyard, there is a scene. After that, leave Noratarm, and go back to Iratarm.

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Iratarm  
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Now, move the arrow to the right, and choose "Alliance Branch." In the Alliance Branch, speak to Beltchika. After that, leave Iratarm, and go back to Mutatarm.

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Mutatarm

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Now, choose "Shrine." In the Shrine, go back to 3F. On 3F, go back into the throne room. In the throne room, there is a scene. After that, leave Mutatarm, and go back to Noratarm.

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Noratarm

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Now, choose "Clinic (the top one on the left)." In the Clinic, speak to the Hard-Working Nurse. After that, leave Noratarm, and go back to Iratarm.

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Iratarm

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Now, move the arrow to the right, and choose "Minister's House (the top one on the left)." In the Minister's House, there is a scene. Now, fight Alien Magma. After defeating Alien Magma, Shiibukku gets the goddess statue. After that, leave Iratarm, and go back to Mutatarm.

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Mutatarm

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Now, choose "Shrine." In the Shrine, go back to 3F. On 3F, go back into the Throne Room. In the Throne Room, there is a scene. Now, leave the throne. After that, go to the lower right, and go thru the door into the Stone Circle Room. In the Stone Circle Room, there is a scene. Now, fight Agent. After defeating Agent, leave the Stone Circle Room, and go back to the Throne Room. In the Throne Room, speak to King of Muu, and there is a scene. Choose "yes" to save the game.

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The Seventh Story

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Department Group Headquarters

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There is a scene. Now, leave that room. After that, go back into the elevator, and choose "2F." On 2F, go back into the deck room. In the deck room, speak to Beetle's Mechanic, and choose "yes." There is a scene.

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Lunats

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Now, leave that room. After that, go back into the elevator, and choose "3F." On 3F, go to the upper left, and go thru the door into the room. In this room, speak to the Base Commander. Now, leave that room. After that, go back into the elevator, and choose "1F." On 1F, go the upper right, and go into the room. In this room, speak to Judor. Now, leave that room. After that, go back into the elevator, and choose "4F." On 4F, go back into the deck room. In the deck room, go thru the opening on the left side of the deck room into the spaceship White Base. Now, move White Base to the far northeast into Colony 201.

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Colony 201

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Now, choose "Ranch (the one on the left)." In the Ranch, leave that Ranch, and choose "Ranch (the one on the right)." After that, leave Colony 201, and move White Base around until there is a scene. Now, fight Gundam Killer. On the fifth turn of the battle, there is a scene. Please remember the area where you encounter Gundam Killer. After that, move White Base back into Lunats.

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## Lunats

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Now, leave that room. After that, go back into the elevator, and choose "3F." On 3F, go to the upper left, and go thru the door into the room. In this room, speak to the Member Ide to get the sub-space sensor and sub-space generator. Now, leave that room. After that, go back into the elevator, and choose "4F." On 4F, go back into the deck room. In the deck room, go thru the opening on the left side of the deck room into the spaceship White Base. Now, move White Base to the area where you encounter Gundam Killer. After that, open the menu, and choose "item (#4)" + "sub-space sensor" + "use it." Now, open the menu again, and choose "item (#4)" + "sub-space generator" + "use it." There is a scene. After that, move White Base into Colony Laser which is nearby.

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## Colony Laser

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Now, go around to the upper left, and go up the stairs to 2F. On 2F, go to the right, and go thru the door into the room. In this room, there is a scene. Now, search the top left corner of the computer, and there is a scene. After that, move White Base southeast into the real Colony Laser, and there is a scene. Now, fight a Agal. After defeating a Agal, there is a scene. Now, search the top right corner of the computer, and choose "yes" to push the switch. Now, leave Colony Laser, and there is a scene. After that, move White Base north into Solomon.

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## Solomon

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There is a scene. Now, fight Denan Zon x 4. After defeating Denan Zon, leave that room. After that, go into the elevator that's nearby, and choose "1F." On 1F, go thru the door that's nearby into the room. In this room, there is a scene. Now, fight Bug x4. After defeating Bug x4, there is a scene. Now, leave that room. After that, go back into the elevator, and choose "3F." On 3F, go downward, and go thru the door into the room. In this room, speak to the Neo Zeon Soldier. Now, leave that room. After that, go to the upper left, and go thru the door back into the deck room. In the deck room, search kyuberei, and there is a scene. After that, move White Base back into Lunats.

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## Lunats

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Now, leave that room. After that, go back into the elevator, and choose "3F." On 3F, go to the upper left, and go thru the door into the room. In this room, speak to the Base Commander. Now, leave that room. After that, go to the lower left, and go thru the door into the room. In this room, speak to the Operator Jemii who is on the far left. Now, leave that room. After that, go back into the elevator, and choose "4F." On 4F, go back into the deck room. In the deck room, go thru the opening on the left side of the deck room into the spaceship White Base. Now, move White Base a little to the south into Colony 617.

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## Colony 617

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Now, choose "Control (the top one on the left)." In the Control, go to the upper right, and go thru the door into the room. In this room, there is a scene. Now, fight Denan Zon x 4. After defeating Denan Zon, there is a scene. Now, leave Colony 617, and move White Base back into Lunats.

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## Lunats

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Now, leave that room. After that, go back into the elevator, and choose "3F."

On 3F, go to the upper left, and go thru the door into the room. In this room, speak to the Base Commander, and there is a scene. choose "yes" to save the game.

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### The Eighth Story

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New York

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There is a scene. Now, fight Alien Gats. After defeating Alien Guts, leave the Plaza Hotel. Now, choose "Ultra Garrison (the bottom one on the right). In the Ultra Garrison, go back into the deck room. In the deck room, search Beetle, and choose "Department Group Base (#1)."

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Department Group Headquarters

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Now, leave that room. After that, go back into the elevator, and choose "4F." On 4F, go to the lower left, and go thru the door into the room. In this room, there is a scene. Now, leave that room. After that, go back into the elevator, and choose 2F. On 2F, go back into the deck room. In the deck room, search Beetle, and choose "Mu."

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Eratarm

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Now, leave Eratarm, and go northwest to Iratarm.

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Iratarm

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Now, move the arrow to the right, and choose "Alliance Branch (the top one on the right)." In the Alliance Branch, speak to Mark Hunter, and there is a scene. Then, Mark Hunter becomes a friend. After that, leave Alliance Branch. Now, move the arrow to the left, and choose "Warehouse (the one on the right)." In the Warehouse, there is a scene. Now, fight Zangeor. After defeating Zangeor, leave Iratarm, and go back to Eratarm.

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Eratarm

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Now, choose "Plaza (the one on the left)." In the Plaza, speak to the man. After that, search Beetle, and choose "Department Group Base (#1)."

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Department Group Headquarters

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Now, leave that room. After that, go back into the elevator, and choose "4F." On 4F, go to the lower left, and go thru the door into the room. In this room, speak to Bright who is on the top left side of the desk. Now, leave that room. After that, go back into the elevator, and choose 2F. On 2F, go back into the deck room. In the deck room, search Beetle's Mechanic, and choose "yes."

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Eratarm

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There is a scene, and Mark Hunter leaves the group.

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White Base

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Now, leave that room. After that, go to the right, and go into the elevator. In the elevator, choose "3F." On 3F, there is a scene. Now, fight Dark Ambassador. After defeating Dark Ambassador, go back into the elevator, and choose 1F. On 1F, go downward, and go thru the door into the room. In this room, there is a scene. Now, Mark Hunter has to fight Rider Killer by himself. On the fifth turn of the battle, there is a scene, and Mark Hunter

rejoins the group.

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## Colony 709

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There is a scene. Now, leave Control. Now, move the arrow down, and choose "Richard's House." In Richard's House, search the child bug on the top right. Now, fight Bug. After defeating Bug, leave Richard's House. Now, move the arrow to the right, and then move the arrow up. After that, choose "Shocker's Headquarters (the bottom one on the left)." In Shocker's Headquarters, go to the right, and go thru the door into the room. In this room, there is a scene. Now, fight Agent. After defeating Agent, leave that room. Now, go to the upper right, and go thru one of the doors into the prison room. In the prison room, there is a scene. Now, leave Colony 709, and move White Base southeast into Colony 501.

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## Colony 501

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Now, choose "Control (the top one on the left)." In the Control, go around to the upper right, and go thru the door into the room. In this room, there is a scene. After that, leave Colony 501, and there is a scene. Now, fight Gundam Killer. After defeating Gundam Killer, there is a scene. Now, move White Base northwest into the Moon, and there is a scene.

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## White Base

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Now, select three friends to join Amuro. I choose Mark Hunter, Hayata, and Moroboshidan. After that, go into the elevator, and choose "1F." On 1F, go to the lower left, and go thru the door into the deck room. In the deck room, go thru the opening on the left side of the deck room onto the Moon. On the Moon, go northeast, and walk into the giant crater into Granada Base.

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## Granada Base

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Now, go around to the center area, and go thru the door into the room. In this room, speak to Iron Mask. Now, fight Rafreshia. After defeating Rafreshia, leave that room, and go up the stairs to 2F. On 2F, go to the right, and go thru the door into the room. In this room, there is a scene. Now, fight Agent. After defeating Agent, there is a scene.

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## Sub-Space

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Now, go upward, and go thru the opening into the next area. In this area, go to the far right, and go thru the opening into the next area. In this area, go down thru the middle opening that's nearby into the next area. In this area, go thru the opening that's nearby on the right into the next area. In this area, go to the upper right, and go thru the opening into the next area. In this area, go to the right, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the next area. In this area, there is a scene. Now, fight the final boss System. After defeating System, fight System (2nd form). After defeating System (2nd form), there is a scene. Now, fight Ultra Killer. On the first turn of the battle, press the DOWN button, choose "Amuro," press the X button, choose "item (#3)" + "pendant 2," and then press the UP back to "decide (the middle one)." There is a scene, and Zofii becomes a friend. Now, go back thru the opening at the bottom into the other area. In this area, go downward, and go thru the opening into the other area. In this area, go to the far left, and go thru the opening into the next area. In this area, go upward, and go thru the opening into the room. In this room, there is a scene. Now, fight Yapul. After defeating Yapul, there is a scene.

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THE END

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Version 1.0

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