

SD Gundam Gaiden 2 (Import) FAQ/Walkthrough

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SD Gundam Side Story 2 -Knights of the Round Table-

SD Gundam Gaiden 2 -Entaku no Kishi-

(c) SOTSU AGENCY SUNRISE

(c) YUYAKA 1992

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GUIDE

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VERSION HISTORY

v1.0 (02/04/05) - Initial release.

***I added some cheat codes and about the game.

Please use these cheat codes.

Infinite G 7E01867F
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About the game

The carddass series from the 'Knight Gundam Gaiden' sequel is made into a theme. There are no experience points, you can raise the hero's level by adding a friend, and the party unites up to 13 people or less. By the way, you can make your own weapon.

Note

Important information to know about this strange rpg. The only way the main character of Crown Knight Gundam can level up is when other characters in the game become a friend. If Crown Knight Gundam makes all 31 characters into a friend during his journey, he will be able to reach LV99. Also, this game has the four seasons of spring, summer, autumn and winter.

Belfast Village

Search the drawers for a carddass of Crown Knight Gundam. After that, leave Sage Antonio's house, and go to the weapon shop. At the weapon shop, speak to Mihal, and there is a scene. Leave the weapon shop, and there is a scene. Speak to the Evil Knight Zakes (the one in the middle), and choose "fight." After that, there is a scene. At Sage Antonio's house, choose "yes," and then leave. Now, go to the gate. At the gate, stand in front of Soldier GM Light (the one on the right), and press the B button to make him become a friend. The party level goes up 2 points. After that, leave the village, and go south to Sentinel Village.

Sentinel Village

At the entrance, speak to Bold Fencer Plus, and choose "fight." Crown Knight Gundam will fight Bold Fencer Plus in a one-on-one battle. After defeating Bold Fencer Plus, press the B button to make him become a friend. The party level goes up 5 points. Now, go into the house that's in the lower right, and

search the bookshelf for a carddass of Bold Fencer Plus. After that, go thru the north gate, and go northeast to the Mountain.

Mountain

Go to the summit of the mountain to Vatrass' grave which is a large stone that's surrounded by six small stones, and there is a scene. After that, search Vatrass' grave to get Vatrass' sword. Now, go around to the far left of the summit, and search the top corner for a bronze clay image. After that, leave the mountain, and go east to Ox Tower.

Ox Tower

Go to the front of the tower, and press the X button to make Crown Knight Gundam cut the seal. Go inside the tower. There is a hidden path on the upper right side of 2F to get to the treasure chest on the upper right side of 1F. On 3F, there is a hidden path on the right or left side of the center room to get to the three treasure chests. Go to the top floor (4F), and speak to Evil Knight Zakes (the one in the middle) who is blocking the door. Fight Evil Knight Zakes & Soldier Hizack x2. After defeating Evil Knight Zakes who is troublesome & Soldier Hizack x2, go thru that door into the prison room. In the prison room, first speak to Armor Knight Gundam F-90, and then search the right side of the wall for a button. After that, choose "push it" to open the prison door, and there is a scene. Choose "OK!," and Armor Knight Gundam F-90 becomes a friend. The party level goes up 5 points. After that, leave the tower, and go all the way back to Belfast Village during the daytime.

Belfast Village

Go to the lower right side of the village, and speak to the Thief Kai. Choose "yes" and the Thief Kai will accompany the party. After that, leave the village, and go to Riverside Village which is southwest of Ox Tower.

Riverside Village

Go to the inn, and rest. During the night, there is a scene. After that, leave the village. Now, go south across the water path, and then go southwest to Chesterwin Town during the nightttime.

Chesterwin Town

Go into the house that's on the right side of the weapon shop, and speak to Priest GM Trainer. Choose "yes," and there is a scene. In prison area, speak to one of the guards, and choose "no" to make them release the thief Kai. Choose "OK" to the thief Kai's question. After that, leave the prison area, and go back to house that's on the right side of the weapon shop. In that house, stand in front of Priest GM Trainer, and press the B button to make him become a friend. The party level goes up 1 point. After that, go back to Riverside Village during the nightttime.

Riverside Village

Go to the lower left side of the village to where Fighter Rick Diaz is at. Stand in front of Fighter Rick Diaz, and press the B button to make him become a friend. The party level goes up 1 point. After that, leave the village, and go all the way back to Belfast Village during the daytime.

Belfast Village

Go to the lower right side of the village to where the Thief Kai is at. Stand

in front of Thief Kai, and press the B button to make him become a friend. The party level goes up 1 point. After that, go to the upper right side of the village behind the weapon shop, and search the corner area of the wall for a hidden stairs. After that, go down the stairs into the underground, search the bottom treasure chest for the dragon necklace, and there is a scene. After that, leave the village, and go all the way back to Chesterwin Town.

Chesterwin Town

Don't enter the town, just go north, and then southeast to Galma's Mansion.

Galma's Mansion

Go to where there is a small bridge. Now, face the mansion, and Crown Knight Gundam will use the power of Water Dragon to make a path. After that, go across that path, and go into the mansion. Go upward, and go up the stairs to 3F. (Also, on the far left side of 3F, there is a hidden path on the left side of a narrow small room with a treasure chest). On 3F, go down the stairs on the left to 2F. On 2F, go up the stairs on the upper left to 3F. On 3F, go down the stairs at the top to 2F. On 2F, go to the lower right, and go up the stairs to 3F. On 3F, speak to Mage Dirty Ghian who is blocking the way. Fight Mage Dirty Ghian. After defeating Mage Dirty Ghian, go up the stairs to 4F. On 4F, search the treasure chest in the upper left for a carddass of Armor Knight Gundam F-90. After that, go to where Lord Galma is at, and speak to him. There is a scene. Platinum Lord becomes a friend, and the party level goes up 5 points. Now, fight Devil Fencer Zaklord, After defeating Devil Fencer Zaklord, there is a scene. Fight Zaktopus who is annoying with its continuous attack. In battle, use Priest GM Trainer's magic of shield & heal on the party. After defeating Zaktopus, there is a scene.

Dosmarie Village

There is another scene, and then Crown Knight Gundam will be by himself. Go to the upper right side of the village, and speak to the brown-haired man who will mention something about the merchant Pelgamino. Now, go to the inn, and speak to the man behind the counter. Choose "yes" and "to rest (the middle one)" + 10G and "yes." After that, it should be night inside the village. Now, go to the weapon shop, and speak to the merchant Pelgamino who is behind the counter. After that, leave the weapon shop, and re-enter the weapon shop again. In the weapon shop, go to the upper right side of the room, and search the window on the right for a hidden stairs. Now, go down that stairs into the basement. In the basement, speak to the merchant Pelgamino, and choose "hear it" + "yes" and the merchant Pelgamino will accompany Crown Knight Gundam. After that, search the treasure chest that's nearby for for a saint's cane. Now, leave the village, and go southeast to the Barrier.

Barrier

Enter the barrier, and speak to the Soldier Hizack who is on the far right, and there is a scene. After that, leave the barrier. Now, go west, and then east to Maulz Town during the daytime.

Maulz Town

Speak to Wind Knight Gundam Mk 2, and choose "introduce yourself." Now, go into the inn, and go up the stairs to 2F. On 2F, search the window on the far upper right for a carddass of Wind Knight Gundam Mk 2. After that, leave the inn, and go into the house that's on the right side of the inn. In that

house, speak to the Elegant Knight Red Warrior, and choose "yes." After that, leave the town thru the north gate, and go to Tintarjel Castle which is nearby.

Tintarjel Castle

Go around to the back of the castle's courtyard, and speak to the soldier Hizack who is blocking the top door which is the entrance door into the castle. After that, leave the castle's courtyard, and re-enter the castle's courtyard again. Now, go thru the door at the bottom into another room. In this room, speak to the lady who is behind the counter on the left, and choose "Yes" + "End." Now, speak to the lady again for she will tell you to go into the coliseum. After that, go thru the door at the top into the bushido waiting room where there are eight people. In the bushido waiting room, go to the front of the Black Magician Kues who is in the upper left corner, and press the B button. Choose "hold it" and the Black Magician Kues becomes a friend. The party level goes up 1 point. Now, go thru the top door into the coliseum. In the coliseum, you have to fight in a four-round-battle in a one-on-one match. After winning each match, go back to the room where the lady who is behind the counter on the left is at, and speak to her twice. Then return back to the coliseum, and fight the next match. In the final match, Crown Knight Gundam will fight Elegant Knight Red Warrior, and make sure that Crown Knight Gundam's HP doesn't go below 100. On the tenth turn of the final match, there is a scene. Inside the castle, go down the stairs to 1F. On 1F, go to the left, and go down the stairs to the prison area. In the prison area, speak to Wind Knight Gundam Mk 2 who is in a prison cell, and choose "yes." After that, go back up the stairs to 1F. On 1F, go up the stairs that's in the top center area of the room to 2F. On 2F, go thru the door into the throne room, and speak to Emperor Great Degin. There is a scene. Now, fight Mirage Warrior Rommeldowadge who is troublesome. Wind Knight Gundam Mk 2 and Elegant Knight Red Warrior will join the party in the battle against Mirage Warrior Rommeldowadge. After defeating Mirage Warrior Rommeldowadge, Elegant Knight Red Warrior become a friend, and the party level goes up 5 points. Wind Knight Gundam Mk 2 become a friend, and the party level goes up 5 points. There is a scene. Go thru the door into the throne room, and search the treasure chest for G armor. Also, in the throne room, search the window on the upper right for a carddass of Elegant Knight Red Warrior. After that, go back to the prison area. In the prison area, go into the middle prison cell, and search the bed for a bronze clay image. Now, leave the castle, and go southwest to Ribarl District to where the Bridge is at.

Bridge

Speak to Heavy Fighter Heavy Gundam who is blocking the bridge, and choose "fight." Crown Knight Gundam will fight Heavy Fighter Heavy Gundam in a one-on-one match. After defeating Heavy Fighter Heavy Gundam, choose "Yes" to make him become a friend, and the party level goes up 5 points. After that, go to Sodon Town which is nearby.

Sodon Town

Go to the right side of town to where Warrior Detector is at. Go in front of Warrior Detector, and press the B button to make him become a friend. The party level goes up 2 points. Go into the house that's in the front of the weapon shop. In this house, search the drawers for a carddass of Crown Knight Gundam, and then speak to Armor Knight Gundam F-90. There is a scene in the basement of that house. After that, leave that house, and go into the house that's on left side of the village. In this house, speak to the mysterious old man. Now, leave that house, and go back to the basement of the house

where the party is at. Speak to Wind Knight Gundam Mk 2 who is sitting nearby the stairs. There is a scene, and the mysterious old man will come by. After that, go back to the house where the mysterious old man is at, and speak to him to get the silver disk (which is an item that can be used to warp to other locations on the world map). There is a scene. After that, leave the town, and go south then northwest to Zedan Fort during the nighttime.

Zedan Fort

Go to the front of Knight Gaplant who is blocking the doorway to the inside of the fort, and press the B button to make him become a friend. The party level goes up 1 point. After that, go thru that door into 1F. On 1F, go to the upper left, and search the treasure chest on the right for southern ring. (A carddass of Platinum Lord can be found inside of one of the treasure chests on the lower left side on 2F). After that, go thru door that's nearby into another room on 1F. In this room, go down the stairs that's nearby to B1. On B1, go all the way to the right, and go up the stairs to 1F. (There is a hidden passage on the left side which will lead you to a treasure chest with the item of a beautiful knife). On 1F, go thru the door at the bottom into another room. In this room, go to the left, and go up the stairs on the left to 2F. On 2F, go downward, and go up the stair to 3F. (There is a hidden passage on the lower left side which will lead you to a treasure chest with the item of medical herb). On 3F, fight Curse Knight Regelgu who is blocking the yellow door. After defeating Curse Knight Regelgu, go thru that yellow door into the next room. In this room, go upward, and there is a scene. Fight Evil Knight Gelberg & Orga Hammer. After defeating Evil Knight Gelberg & Orga Hammer, there is a scene. Fight Beast Knight Berga Dalas who is troublesome. In battle, use the Black Magician Kues' magic of anti-magic & re-double on the party. After defeating Beast Knight Berga Dalas, there is a scene.

Shrews Town

There is a scene, and Crown Knight Gundam gets full armor from Sage Antonio. Now, go to the right to the bulletin board which is nearby the small pond, and search the bulletin board. There is a scene. Choose "to help," and fight Soldier Hizack. After defeating Soldier Hizack, choose "introduce yourself" + "yes" to make Burn Knight Gundam F-91 become a friend. The party level goes up 5 points. Now, go into the house that's in the upper left, and search the jar for a carddass of Burn Knight Gundam F-91. After that, go to front of the house that's in the lower left, and speak to the person who in the window on the right. Now, go thru the door into that house. After that, try to go up to where the stairs is at, and there is a scene. Choose "good" + "yes." Now, go down the stairs into the underground. In the underground, make sure to search the top area of the stairs for a carardodas of Crown Knight Gundam, and then go all the way down, and go up the stairs to exit the underground. After that, go south to Angulucy Village during the nighttime.

Angulucy Village

Go into the house that's in the upper right (the item of crystal armor can be found inside the drawers during the daytime), and speak to the woman. Choose "yes" twice, and the party will rest. Crown Knight Gundam will have a dream about Fog Demon Forest.

Fog Demon Forest

Go thru the trees on the left, and then go upward to where King Gundam 1st is at. (King Gundam 1st is standing at the front of a small pond, and please remember the location of this small pond). Now, speak to King Gundam 1st, and

choose "It is no!." Now, Crown Knight Gundam has to fight King Gundam 1st in a one-on-one battle. On the eighth turn of the battle, there is a scene.

Angulucy Village

Choose "to help," and there is a scene. Choose "yes" to make Bishop Guntank R become a friend, and the party level goes up 5 points. After that, leave the village, and go southwest to Fog Demon Forest.

Fog Demon Forest

Go upward, and go to the left thru the trees. Now, go all the way around thru the trees on the left going upward to where there is a medium sized pond. On the upper left side of the medium size pond, there is small pond where King Gundam 1st was standing at in Crown Knight Gundam's dream. Search the area where King Gundam 1st was standing at to get a carddass of King Gundam 1st. Now, go back to the medium sized pond, and then go upward. Now, go to the upper left thru the trees. Make your way around to the lower right thru the trees into the path that leads to the exit. Now, go upward to exit the forest. After that, go south, and then go northeast to Exeter Town.

Exeter Town

Go into the house on the lower right, and speak to the person who in the window on the right. Now, go thru the door into that house. After that, speak to Warrior Heavy Gun. There is a scene. Choose "rascal," and press the B button to make him become a friend. The party level goes up 1 point. After that, leave the town, and go northwest to Parrail Tower.

Parrail Tower

Go upward, and go up the stairs to 2F. On 2F, search the treasure chest that's nearby for a carddass of Knight Gaplant. Now, go up the stairs to 3F. On 3F, go to the lower right, and go down the stairs to 2F. (On 2F, if you go down the stairs that's near by to 1F. On 1F, search the lower left side of the small empty room for a hidden stairs which will take you to a treasure chest with the item of a mirror shield). On 2F, go the left, and go up the stairs to 3F. On 3F, go down the stairs that's at the top to 2F. On 2F, go the left to where the bridge is at. Search the upper left corner of the bridge for a hidden stairs. Now, go up that stairs to 3F. On 3F, go downward, and go down the stairs to 2F. On 2F, go upward, and go up the stairs to 3F. On 3F, go up the stairs that's nearby to 4F. On 4F, go around to the right to where the waterfall is at. Go behind the waterfall into a room. In this room, search the treasure chest on the left for the "time reverse stone." After that, use Bishop Guntank R's magic of escape to leave the tower, and go west to Glasston Village.

Glasston Village

Now, go to the top area of the burnt village to the front of the small house. Search that area for a carddass of Sarpentogf. After that, leave the village, and go southwest to the Spirit Forest.

Spirit Forest

Go around to the upper right to where the pond is at. Go to the front of the pond to make the spirit of the clay figures appear. During the conversation choose "it is no" twice to get the silver & golden clay images. After that, leave the forest, and go east to the Church which is south of Exeter Town. (Since you have the golden clay image, the encounter of the enemies will

greatly increase so just choose "to escape" during each one of the battles).

Church

Go onto the altar, and there is a scene. Crown Knight Gundam (who is by himself) will use the time reverse stone to teleport back to the past to Exeter Town. There are no monsters on the field or inside the dungeon.

Exeter Town - Past

After the scene with Rothermere, go to the item shop, and sell the silver & golden clay images. Now, leave the town, and go northwest to Glasston Village which is on the west side of Parrail Tower.

Glasston Village - Past

Now, go into the house that's in the lower left, and search the bookshelf for a carddass of Bishop Guntank R. After that, go to the top area of the village, and go into the small house to the underground. In the underground, go upward, and go up the stairs to exit the underground. Now, go all the way west to Burlington City.

Burlington City - Past

Now, go to the lower right, and search the corner of the wall for a carddass of Fighter F-90 Jr. Go around to the upper right, and search the corner of the wall for a carddass of Priest F-90 Jr. Now, go to the front of the house that's in the upper left. Go to the front door of that house, and walk one step downward. Now, search that area for a carddass of Fencer F-90 Jr. There is also deposit shop where you can leave items. After that, go thru the gate on the left, and go to British Castle which is nearby.

British Castle - Past

At the gate, speak to the guard (the one in the middle), and choose "yes." There is a scene. After speaking to Storm Knight Gamma Gundam, choose the "sacred cup." After that, leave, and go back to Glasston Village.

Glasston Village - Past

Speak to Storm Knight Gamma Gundam, and choose "ok!." After that, speak to all four of Sarpentogf that are in the village to fight each one of them. In battle, Storm Knight Gamma Gundam will join Crown Knight Gundam to fight against each of four Sarpentogf. After defeating all four Sarpentogf, choose "introduce yourself" + "talk" + "yes" to make Storm Knight Gamma Gundam becomes a friend. The party level goes up 5 points. After that, leave the village, and go southwest to Spirit Forest.

Spirit Forest - Past

Go around to the upper right to where Rothermere is at, and speak to her. Choose "help" to fight against the monster, Sarpentogf. After defeating Sarpentogf, choose "yes" to make Rothermere accompany the duo. Now, go to the upper right to where the pond is at. Go to the front of the pond to make the spirit of the clay figures appear. During the conversation choose "it is no" twice to get the silver & golden clay images, and the bronze clay image will be lost. Now go back to Exeter Town.

Exeter Town - Past

Go to Rothermere's house which is in the upper right side of the town. In Rothermere's house, go to the upper right side of the room, and there is a scene. Now, search the area where Rothermere's grandmother was standing to find a hidden stairs. Now, go down that stairs to B1. On B1, search the three jars for the items of magic shield, magic armor, and unicorn lance. Now, leave Rothermere's house, and go to the item shop, and sell the silver & golden clay images. After that, leave the town, and go northwest to Parrail Tower.

Parrail Tower - Past

Go upward, and go up the stairs to 2F. On 2F, search the treasure chest that's nearby for a carddass of Knight Gaplant. Now, go up the stairs to 3F. On 3F, go to the lower right, and go down the stairs to 2F. (On 2F, if you go down the stairs that's near by to 1F. On 1F, search the lower left side of the small empty room for a hidden stairs which will take you to a treasure chest with the item of a mirror shield). On 2F, go the left, and go up the stairs to 3F. On 3F, go down the stairs that's at the top to 2F. On 2F, go the left to where the bridge is at. Search the upper left corner of the bridge for a hidden stairs. Now, go up that stairs to 3F. On 3F, go downward, and go down the stairs to 2F. On 2F, go upward, and go up the stairs to 3F. On 3F, go up the stairs that's nearby to 4F. On 4F, go around to the right to where the waterfall is at. Go behind the waterfall into a room. In this room, search the treasure chest on the right & left for the "time super stone" & "time reverse stone." After that, leave the tower. Now, go to the Church which is south of Exeter Town.

Church

Go onto the altar, and there is a scene. During the conversation, choose "yes." Crown Knight Gundam (who is by himself) will use the time super stone to teleport back to the future to the front of Exeter Town.

Exeter Town

Go to the lower left side of the town to the small island that's in the pond, and search that area for a carddass of Hyper S Dragon. After that, leave, and go back to the Church.

Church

Go onto the altar, and choose "yes" to use the time reverse stone to teleport back to the present to Exeter Town.

Exeter Town

There is a scene, and four members of the party return. After that, leave the town, and go northwest to Glasston Village.

Glasston Village

Now, go to the top area of the village, and go into the small house to the underground. In the underground, go upward, and go up the stairs to exit the underground. Now, go all the way west to Burlington City.

Burlington City

Go into the Mayor's house which is a big house that's in the top area of the city, and speak to Mayor Karbain. During the conversation, choose "yes," and there is a scene. On 2F, go thru the door on the left into the room, and

search the treasure chest. There is a scene. Inside the underground prison, search the prison door, and there is a scene. During the conversation, choose "ok" to make Swordsman F-90 Jr., Warrior F-90 Jr., and Bishop F-90 Jr. become a friend. The party level goes up 6 (2 + 2 + 2) points. After that, leave the underground prison, and go to the Mayor's house. In the Mayor's house, go up the stairs to 2F. On 2F, go thru the door on the right into the room, and there is a scene. Now, fight Knight Qubeley. After defeating Knight Qubeley, choose "forgive (one on the left)," and there is a scene. After that, go thru the gate on the left, and go into the Illusion Forest.

Illusion Forest

Make your way thru the trees until you reach the exit of the forest which is on the far lower left side of the forest. (There are two treasure chests with the items of viper sword & a carddass of Sapper Zak). After finding the exit, go to British Castle which is nearby.

British Castle

At the gate, search the right side of the corner wall for a hidden stairs. Now, go down that stairs to B1. In B1, go to the right, and go down the stairs to B2. On B2, go around to the top area, and go down the stairs to B3. On B3, go downward, and go to the right thru the wall into an area where there is flowing water. (There is a hidden passage that's in the upper right side of the water area. This hidden passage will take you to the far right side into a small room. In this small room, there is a treasure chest with the item of northeaster ring. Also, in that same small room, there is another hidden passage that's in the lower right side which will take you to another small room with a treasure chest with the item of golden armor). Now, go downward, and go all the way around to the lower left. Go up the brown stairs to B2. On B2, go upward, and go to the upper right. Go up the stairs to B1. On B1, go to the left, and go down the stairs to B2. On B2, go all the way to the lower right, and go up the brown stairs to B1. On B1, go all the way to the upper right, and go up the brown stairs into the courtyard of the castle. Now, go around to where the main door is at. Go thru that main door into a room where Evil Knight Dagi Ils is blocking the stairs. Now, go thru the door on the left into the next room. In this room, go up the stairs on the left into the next room where Swordsman Rothermere. In this room, speak to Swordsman Rothermere, and choose "yes" + "yes" to make her become a friend. The party level goes up 1 point. After that, return back to the room where Evil Knight Dagi Ils is at. (The door on the right will take you to a bedroom with two bookshelves. Search the bookshelf on the right for a carddass of Knight Qubeley). Now, fight Evil Knight Dagi Ils. After defeating Evil Knight Dagi Ils, choose "cut him" + "forgive" to make Guard Priest Dagiils become a friend. The party level goes up 1 point. Now, go up the stairs to 2F. On 2F, search the door, and there is a scene. Now, Crown Knight Gundam had to fight Dark Knight Gundam Mk 2 by himself in a one-on one battle. On the seventh turn of the battle, there is a scene. Now, fight Guard Den'an Zon & Guard Den'an Gei & Guard Ebirhu S. After defeating Guard Den'an Zon & Guard Den'an Gei & Guard Ebirhu S, search the front area of the door that's in the throne room for a carddass of Dark Knight Gundam Mk 2. Now, go up the stairs that's on the right side of the throne room to another room. In this room, speak to Mage Fou who is blocking the door, and choose "catch" + "with a friend" to make her become a friend. The party level goes up 1 point. After that, go thru that door into the room with a round table. In this room, go to the upper left corner of the wall, and search for a hidden stairs. Now, go down that stairs into a cross shaped room. In this room, search the top wall, and choose "push." Now, search the bottom wall, and choose "push." After that, go back up the stairs to the room with the round table. In this room, search the treasure chest that's on the table, and there is a scene. Now, fight

Guard Knight Zabi Giros. After defeating Guard Knight Zabi Giros, there is a scene. The 12 Knights of the Round Table are Bold Knight Plus, Heavy Armor Knight Gundam F-90, Platinum Lord, Storm Knight Gundam Mk2, Elegant Red Knight Red Warrior, Mighty Knight Heavy Gundam, Burning Knight Gundam F91, Knight F-90 Jr., Heavy Fighter Knight F-90 Jr., Wizard F-90 Jr., Bishop Guntank R, and King Gundam 2nd.

Karlion Village

After speaking to Sage Antonio, make sure to buy new equipment for the party. Now, leave the village, and go north to the Cave.

Cave

Go around to the upper right, and go down the stairs to B2. On B2, go around to the lower right, and go down the stairs to B3. On B3, go around to the lower right, and go up the stairs to B2. On B2, go around to the lower right, and go up the stairs to B1. On B1, go to the upper left, and go down the stairs to B2. On B2, go to the lower right, and go down the stairs to B3. On B3, go to the lower left, and go up the stairs to B2. On B2, go around to the upper left, and go up the stairs to B1. On B1, go around to the upper left, and go up the stairs to leave the cave. After that, go north to Riones Castle.

Riones Castle

Try to go thru the gate, and choose "fight" to battle Demon Knight Jagd Doga & Ghost Knight Jagd Doga who are blocking the gate. After defeating Demon Knight Jagd Doga & Ghost Knight Jagd Doga, go thru the main door into the castle. In the castle, go to the upper left, and go down two-flight of stairs to the underground prison. In the underground prison, search the prison door on the right, and choose "open" to open that prison door. Now, go thru that prison door, and speak to Knight Dije. Choose "talk." After that, stand in front of Knight Dije, and press the B button to make him become a friend. The party level goes up 1 point. Now, go back to 1F. On 1F, go thru the door on the right, and go up stairs to 2F. On 2F, go thru the door on the left, and search the drawer on the left for the sword called rousok. Now, leave the castle, and go thru the gate at the top area. After that, go northeast to Bangoal Castle.

Bangoal Castle

Go into the castle, and speak to the guard who is blocking the stairs. Choose "introduce yourself," and there is a scene in the throne room. After that, leave the throne room, and go up the stairs to 4F. On 4F, first, search the drawer on the left for a weapon called princess whip. Then, search the mirror which will broke to reveal a dark hidden passage. Now, go thru that hidden passage to the right into a small room with a stairs. Now, go all the way down several flight of stairs into an underground passage. In the underground passage, go downward, and go up the stairs into Guranna Village.

Guranna Village

In the graveyard, search the front of the tombstone on the top left for a weapon called double sword. Go into the house that's in the lower right, and speak to Knight Chris (the red-haired woman). During the conversation, choose "talk." After that, go back to Bangoal Castle.

Bangoal Castle

Go to the throne room, and speak to King Riones. During the conversation, choose "yes" to make King Riones accompany the party. After that, go back to Guranna Village.

Guranna Village

Go back to the house where Knight Chris is at, and there is a scene. Choose "yes" to make Knight Chris become a friend, and the party level goes up 3 points. Since there are 13 members in the party, Knight Chris will go to Britis Castle. After that, go back to Bangoal Castle.

Bangoal Castle

Go to 2F, and stand in front of Mighty Fighter G Canon (the one on the left), and press the B button to make him become a friend. The party level goes up 2 points. Since there are 13 members in the party, Mighty Fighter G Canon will go to Britis Castle. After that, open the item menu, and use the silver disk to make the world map appear. Now, move the sword pointer (white) nearby Jurua Region to be teleported to that area. Now, go to Exeter Town.

Exeter Town

Now, go to Rothermere's house which is in the upper right side of the town. In Rothermere's house, go to the upper right side of the room, and search the right side of the bed to find a hidden stairs. Now, go down that stairs to B1. On B1, search the left side of the wall for a hidden stairs. Now, go down that stairs to B2. On B2, speak twice to Versal Knight Suzuki, and choose "ok!" + "yes" to make Versal Knight Suzuki become a friend. The party level goes up 15 points. Since there are 13 members in the party, Versal Knight Suzuki will go to Britis Castle. Now, leave that house, and go to the item shop. At the item shop, buy a lot of holy water of humble to fully recover one member's HP. After that, leave Exeter Town, and go southwest to leave Jurua Region. After that, open the item menu, and use the silver disk to make the world map appear. Now, move the sword pointer (white) nearby Britis Castle to be teleported to that area. Now, go to British Castle.

British Castle

Go into the castle, and speak to the lady behind the counter. Choose "yes" + "remove" + Knight Dije (13th member) + "yes" out of the party. The 12 Knights of the Round Table are Bold Knight Plus, Heavy Armor Knight Gundam F-90, Platinum Lord, Storm Knight Gundam Mk2, Elegant Red Knight Red Warrior, Mighty Knight Heavy Gundam, Burning Knight Gundam F91, Knight F-90 Jr., Heavy Fighter Knight F-90 Jr., Wizard F-90 Jr., Bishop Guntank R, and King Gundam 2nd. The vacant spot is only for the 13th member, Dark Knight Gundam M2, who is inside Holy Mountain Rondenion. After that, leave British Castle. Now, open the item menu, and use the silver disk to make the world map appear. Now, move the sword pointer (white), northwest on the world map, nearby Holy Mountain Rondenion to be teleported to that area. Now, go to Holy Mountain Rondenion, and please remember that there should only be 12 Knights of the Round Table in the party.

Holy Mountain Rondenion

On the mountain, go around to the far upper left, and go into the cave. In the cave, go all the way around to the lower right, and go up the stairs into another area. In this area, go to the lower right, and go down the stairs to the outside of the mountain. On the outside of the mountain, go all the way to the left, and go into the cave. In the cave, go all the way to the upper right, and go up the stairs into another area. In this area, go to the upper

right, and go down the stairs into another area. In this area, go all the way around to the lower left, and go down the stairs to the outside of the mountain. On the outside of the mountain, go to the left, and climb up the vine on the far left. Now, go to the left, and walk thru the wall area. Now, go into the cave. In the cave, go to the upper right (on the lower right, there is a stairs that will take you to a treasure chest with a carddass of Evil Priest Alpha Asylum) behind the waterfalls, and go up two-flight of stairs into another area. In this area, go down the brown stairs that's nearby to the outside of the mountain. On the outside of the mountain, go to the right, and go into the cave. In the cave, go to the right behind several waterfalls to opening area, and there is a scene. Now, fight Mega Zaktopus. After defeating Mega Zaktopus, go thru that open area to the outside of the mountain. On the outside of the mountain, go to the upper right to where the long brown stairs is at, and there is a scene. Now, fight Mega Berga Dalas. After defeating Mega Berga Dalas, go thru the open area into the cave. In the cave, go to the upper right, and go up the stairs into another area. In this area, go to the lower left, and go down the stairs to the outside of the mountain. On the outside of the mountain, go up to where the bridge is at. Climp upward on the vines to the upper left, and go into the cave. In the cave, go around to the upper left, and go thru the open area to the outside of the mountain. On the outside of the mountain, go upward around the edges to the upper right to where the long stairs are at, and there is a scene. Now, fight Mega Zabi Gloss. After defeating Mega Zabi Gloss, fight Evil Priest Alpha Asylum. After defeating Evil Priest Alpha Asylum, go thru the open area into the cave. In the cave, go around to the upper left, and go thru the open area to the outside of the mountain. On the outside of the mountain, go to the top area where Silver Knight Vigna Ghina is at. Speak to Silver Knight Vigna Ghina who is blocking the open area of the cave. After that, stand in front of Silver Knight Vigna Ghina, and press the B button to make him become a friend. The party level goes up 3 points. Silver Knight Vigna Ghina will leave, and go to Britis Castle. (If you search the top area of the stairs where Silver Knight Vigna Ghina was standing while he was blocking the open area of the cave, you will find a carddass of Dark Knight Gundam Mk 2. Now, go into the cave where the two final bosses are at. In the cave, there is a scene. Then, Dark Knight Gundam M2 becomes the 13th member, and the party level goes up 5 points. The party also gets the item of holy water. Now, fight Beast Master Elemental Rafleshia. In battle, use Bishop Guntank R or Wizard F-90 Jr.'s magic of re-double on some of the party's members. After defeating Beast Master Elemental Rafleshia, there is a fusion scene. Now, fight the final boss Evil Beast Master Giga Salamander. In battle, use Bishop Guntank R or Wizard F-90 Jr.'s magic of re-double on some of the party's members. Also, use the item of holy water of humble to fully recover one member's HP, and the item of holy cup to revive the fallen members of the party.

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THE END

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Version 1.5

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