

The Great Battle IV FAQ/Walkthrough

by ZeroHiei

Updated to v1.2 on Mar 31, 2002

```
=====
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
[ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]
```

Made by BANDAI/BANPRESTO TM

```
=====
THE GREAT BATTLE 4 FAQ by ZEROHIEI
[busterwing@hotmail.com]
COPYRIGHT 2002 ZEROHIEI / MICHAEL HO
```

DISCLAIMER/COPYRIGHT

The author has no affiliates or relations with any organisations who made the game, and should not be treated as one who has participated in the making of THE GREAT BATTLE 4. The FAQ cannot be used for any kind of commercial purposes or advertisement. It cannot be used in magazines, guides, books, etc. or in any other form of printed or electronic media (including mediums not specifically mentioned) in ANY way, shape, or form (including reprinting, reference or inclusion), without the express written permission of the author, myself.

This FAQ is created and owned by me, ZeroHiei. All copyrights and trademarks are acknowledged and respected that are not specifically mentioned in this FAQ. Many thanks to zs_Knight who started up the zsnw emulator and allowed me to play this wonderful game.

VERSION / UPDATES / HISTORY

Version 1.0 [29/03/02] - Well well well. Finally beat the game on EASY and not that proud of myself ~_*
Decided to make a FAQ for both GB3, 4 and 5.

Version 1.1 [30/03/02] - Added some new attacks for Compact Kaiser.
This baby is getting cooler every day =D
Finished Walkthrough, beat the game on normal.

Version 1.2 [31/03/02] - This is THE final version. Yippee! You probably won't see another update unless I find a huge flaw. Bye---

=====

CONTENTS

=====

----- I -----
INTRODUCTION

----- II -----
GAME PLAY

- II.1 Characters
- II.2 Basics
- II.3 Controls

----- III -----
WALKTHROUGH

- III.1 Kaiser GO! - X's Battleship
- III.2 Let's Rock! - The Metal Planet of Larga
- III.3 Tarzan, Anybody? - The Strange Plant World of Twurus
- III.4 I'm Flying! - The Floating World of Martom
- III.5 Cowboy Battles! - Wild West Planet of Ranof
- III.6 It's Freeeeezing! - Water World of Saus
- III.7 Operation "KAISER GO" - Final Battle in Omega

----- IV -----
MISCELLANEOUS

- IV.1 Enemies
- IV.2 Boss strategies
- IV.3 Gameshark/GameGenie Codes

----- V -----
FREQUENTLY ASKED QUESTIONS

----- VI -----
CREDITS

=====

I - INTRODUCTION

=====

The Great Battle series are, as always comprised of 4 characters from different series. There's Gundam, Kamen Rider or Masked Rider if you didn't know, and Ultraman. The last character is always Roa, originating from SD Great Battle. I get the feeling Roa's always the weakest, too ^_^ Like all good games, the GB series were never released outside Japan, so everybody else missed out on what would have been named a "Concerto of Heroes".

The graphics, despite SNES outdatedness, are good and characters look cute. The floating angel is a nice touch. Hilarious, in fact. The sound and BGMS are very well made, but they sometimes get muffled by your shots and explosions. The boss theme I particularly like ^_^ The controls are simple and easy to master, but once you get to the hardcore

parts of life conserving, you scream and yell at that stray bullet that you "caught". The robot battles are extremely fun to play around with and this adds greatly to the replay value. You will hum along to the Kaiser theme and chant the Roa "GO KAISER!" as they line up for merging ^_^ I suspect SUNRISE had a hand in this... ^_^!!

I don't know where in heck you found the cart, but you must be pretty damned lucky to do so with ROM anyway ^_^ The best emulator around is probably [actually, it is ^_^] Zsnesw [my current one is 1.337]. The ROM can be found on the internet SOMEWHERE. If you are really desperate, email me and I'll see what I can do for you. I tried to translate some of the names and stuff, but since the GBs had always been action-oriented instead of syrupy love stories, I couldn't be bothered to do the rest ^_^

You lead the four main characters around blowing up stuff as a group called BattleForce [as denoted by the BF on Roa's bandana]. Your guys have different abilities, such as flying, double jumps, ball-transforming [this one cracked my ribs] and wall-climbing. Use these well and you'll get through the game with small problems. Neglect their uses and you won't be able to get past stage 1. At the end of each stage, you'll fight a boss [original, isn't it? ^_^] and depending on what kind, either your 4 guys vs 1 bad guy, or Compact Kaiser vs Mutated Soon-To-Be-Metal-Scrap robot.

=====

II - GAMEPLAY

=====

- II.1 - Characters

Key - Weapon - Duh
Special - Abilities the fighters have
[L] - Initiated by pressing L button

--- V2 Gundam ---

-- He is very versatile, especially in air and water. Use him after reaching Level 2 or 3 for weapon. Beam Sword comes in very handy. Although he IS a bit weak at Level 1.

Weapon - Level 1 - Shotgun shell / Explode on contact / Small spread
- Level 2 - Shotgun shell / Explode on contact / Medium spread
- Level 3 - Shotgun shell / Explode on contact / Huge spread

Special - Beam Sword [L] - Level X times 2-ish damage, short range.
- Wings of Light - Like a booster pack. Lasts for 1 second and lets you fly above those annoying enemies. Looks cool until you realize you are dropping towards spikes. Lots of them. Multiple use as long as you are in the air. Press B in air to initiate.

--- Ultraman Powered ---

-- VERY VERY VERY useful. By far the most powerful of the bunch. Should be using him when not using V2 and during boss battles. He can cut the time used for boss battles in half and slam through hordes of enemies at Level 3.

Weapon - Level 1 - Single Rocket / Explode on contact / Small blast
- Level 2 - Double Rocket / Explode on contact / Smallish blast
- Level 3 - Double Rocket / PENETRATES [!!] / Spreadable

Special - Cross Beam [L] - Level 5-ish damage, medium range.
- Ball - So it's not a very exciting name. Shoot me.
UP transforms into a ball and you can 'roll' into tight places. Press and hold B for 2 seconds.

--- Kamen Rider ZO ---

-- I wanted to slaughter the guy who designed ZO. ZO is ABSOLUTE crap in GB4. He has NOTHING on the other characters. Roa can at least shoot FURTHER. Flamethrower damage is amazingly weak. You have to be suicidal to get THAT close to an enemy to watch them burn after 4 seconds of non-stop torching, when 1 second with a well-aimed rocket can kill the lot. USELESS.

Weapon - Level 1 - Flamethrower 4 balls / Medium damage
- Level 2 - Flamethrower 5 balls / Medium damage
- Level 3 - Flamethrower 6 balls / Medium damage

Special - Wall-climbing - If you've played Megaman X series, you'll laugh with glee at this. The difference? You can't shoot, you can't dash-jump from the wall, you're damned useless unless scaling a height that V2 or Roa can't reach. Press B while clinging to wall. Sad.

- Rider Kick - Hellooooo. Rider kick. Nuff' said.
Press right two times to start dashing then Y to kick. At least it does SOME damage.

- Lock position [L] - OMFG. It's SOOOOOO useful </sarcasm>
You get locked onto your current position and start firing at different directions with a combination of D-Pad and Y.

--- Roa ---

-- Our hero. Also one of the most useless video game character created, next to ZO. You have a gun, whose bullets BOUNCE. Whoa, cool. You as much damage as an asmetic ant with a feather as a club. Yippee.

Weapon - Level 1 - Semi-automatic Pistol / Weird noise / What damage?
- Level 2 - Semi-automatic Pistol / Weird noise / Some damage
- Level 3 - Semi-automatic Pistol / Weird noise / Hey! Damage!

Special - Double-Jump - Cool thing to have. Accesses some of the more difficult places. Press B in air.
- Lock position [L] - At least you can shoot further. *Sigh*

--- Compact Kaiser ---

-- Really sad if you are above the age of 13. 12, even. Anyway, you get to use this baby in some stages to battle another robot, piloted by X. The attacks look cool but some features are really really sad...

Weapon - Level - N/A

Jump - Pitiful

Squat - You get hit anyway

Attacks-

- Abdomen punch - Y [REALLY useful in last battle]
- Straight Punch - B [Long punch, quite useful]
- Shoulder Cannon 1 - HCB Y [VERY useful]
- Shoulder Cannon 2 - HCB B [Uses more energy than 1, but same damage]
- Kaiser Vulcan 1 - QCB HCF Y [Quite good for long range]
- Kaiser Vulcan 2 - QCB HCF B [Same, but I think this one hits harder]
- Beam Cannon - HCF Y or B [Powerful, good as finish, otherwise useless. Note that you need a FULL energy bar to use it. Not worth the wait, IMO.]

Defense-

- Defend - X
- Beam Shield - HCF X [1 attack only, useless]
- Reflection Shield - HCB X [VERY useful, reflects beams for 1.5 sec]

X-Ray Scan - A

Gives you a scope and you can see the interior of your opponent. If you make the scope stay on the 'critical' spots long enough, you can get a briefing on the power generated and stuff. If you can get the scan onto beam launching system, you will get an upgrade and become immune to beams for that battle! Really useful if you can't predict when to reflect those beams.

- II.2 - Basics

Attacking - Your range differs with each character and weapon. Specials can either be useful or awful. Or both. Learn how to attack from heights/air and you'll do great. Be sure to pump out that extra bullet. You never know what might come out as you turn your back.

Defense - You can block some projectiles, but if you try to block physical contacts, you'll get sm00shed.

Jumping - Your preliminary skill to master. A single jump will save you from lots of spikes. A well-timed jump will save you from falling through a gaping hole.

Angel Movement - Once you die, you'll become an angel and be able to float around until time limit is up. Use this time well and get through as much area as possible.

- II.3 - Controls

D-Pad - Control your character's movement. Up is jump and down is squat when using Compact Kaiser.

Y - Attack

B - Jump

X - Select which character you want to switch to

A - Confirm switch character

L - Special weapon / Position

R - Block

Select - Ultra Bomb

Start - Pause

=====

III - WALKTHROUGH

=====

III.1 - KAISER GO! - X's Battleship

You start out shooting down a door and surprising a bunch Barutans and Kamen Baddies. A few Spark Cannons are your real worries, but lying down will make them miss all the time. I suggest UP and V2 for most of the level, until you get to the part of escalators. Z0 is actually useful there! Climb the walls until you meet X, who has kidnapped your precious professor. Meet him the second time and suddenly, a robed figure will come in and shoot a single weency bullet. X will release the prof. and run away. You see a huge robot. You decide to go after it. Whoop-dee-do. "KAISER GO!!"

The Kaiser battle is really not that hard, even if it is your first time. Use your reflection shield when X shoots that white laser thing. It'll hit him back! Use your Shoulder Cannon 1 and pummel some juice into that crappily-made robot.

III.2 - Let's Rock! - Metal World of Larga

This place is, well, a huge chunk of metal. Battle your way through some nasty baddies and you'll meet what's name, robot guy from Ultraman series. Anyway, he'll come out as four separate parts that you can fire at, while they drift past you. As soon as you have seen all the four, they merge into the well, mini-boss. His attacks are not hard to avoid, providing you're using V2. If you decide to use UP, just go berserk. You'll probably kill him before he kills you. With others, I suggest stay away or hit & run. Pretty soon you'll come across exploding pipes that you have to cross. I suggest waiting up for the pipes to explode so you can get the bomb. If you're desperate for a weapon upgrade, use V2 to fly back once you've landed on the safe side and grab the capsule. Be careful of the lava below! Kill off the wimp boss and go on to...

III.3 - Tarzan, Anybody? - The Strange Plant World of Twurus

Ahh, all those plants. Jump on them and they'll give you enough height

to breeze through the stage. Just remember V2 is great at flying. V2 + height = no enemy. Anyway, just be careful when you come to the ridge pass. Kamen baddies with dynamite will set off some charges and drop boulders on you. Shoot them at a distance before proceeding. Progress through until you meet those pterdactyls. Jump on them for a short journey until the other side. Those green lil' dinos may look cute, but get in front of them and you'll suffer =D Shoot them at a distance. One thing - you may want to destroy the energizer at a part where you can climb. This will deactivate those annoying zappers. Progress through and take the elevator down. This will bring you to Lava a la Jump Paradiso. Just be careful of those lava chains and you'll do fine. Remind you of Contra 3 stage 1? Yehhh. Remember you can Down + Jump to get on the lower part of the stepping stones. Anyway, the boss is some dwarvish bearded arse on a black cloud. Defeat him and you'll get to fight Scorpio Dig. Take out that drill ASAP! UP is great for this battle. When it uses the machine gun, just crouch. Otherwise, go berserk on it.

IV.4 - I'm Flying! - The Floating World of Martom

Rule No.1 - Fall and you die. There is NO risk-free route in this area. All I can say is good luck and save state if you can =D Just take care of the eagles and MAs that suddenly appear and you'll be fine. Don't drop onto those electric fields or you'll suffer. If you dare, go for the upgrade capsules and extra lives, but I wouldn't recommend it. V2 is god here and I have no doubts you'll efficiently use his flying abilities. The boss is a ***** to fight and her platform form will probably cause you MUCH more trouble than the helicopter does. Anyway, both are wimps if you are using UP.

IV.5 - Cowboy Battles - Wild West Planet of Ranof

Well, this place sure doesn't look deserted. Beware of the new gunmen who really can gun you down pretty quickly. They are the cowboys... or cow machines? Anyway, get through to the Bar, then Hotel and then the Theater. The theater's fun, actually, you get some good music and the kamen baddies come out as dancers. The band leaps at you =D Note that one member leaps first, so shoot a rocket that direction and quickly run to the empty space avoid damage. There are two heal capsules anyway, so you might as well not =D

The boss is called Teiguil and he wants to rip BattleForce into shreds. Let's show him. This guy probably played Street Fighter too much, because he acts like Vega and can be trashed the same way. Shoot him while he's hanging and jump over him when he comes for you. Once his done for, you'll have to fight a monster machine out of the wall, GaruArmor. This thing can dish out damage quickly, so get RIGHT beside the head for a safe spot. Do it so that the head will always be trying to bite you. Squat when he does this and then send a rocket up the nose. Do it right and you'll get through in less than a minute.

IV.6 - It's Freeeeezing! - Water World of Saus

This stage IS ice, but that doesn't make you slip. I wonder why? Ah well, V2 is god of maeuvering here, so make use of him! When you get to that octopus mini-boss, V2's beam sabre will work wonders here. Keep avoiding his attacks until octopus does that bomb dropping attack and get to the side he is not dropping on. Go berserk on your L button and slash that thing into sashimi. Take the right path [trust me on this] and get through that area. The left path will be hell if you aren't the

type who haven't lost a single life in Super Mario Brothers - The Lost Levels. Moreover, you have to fight octopussy in the left path again! Go figure. The boss looks like Mini-Me of Mazinger Z with a bomb as a head. Anyway, use UP all the way here. Stay on the top two platforms for the second form. You'll be safe and able to fire rockets from there. Beware that you do need to move at some points though!

IV.7 - Operation "KAISER GO" - Final Battle in Omega

The beginning looks like you just arrived in the middle of intestine transplant. Don't hit the eggs unless you want to have some tadpole things leaping at you. But if you do, 1 hit will destroy them. Anyway... In the second area, there's nothing to really say, just beware of falling monsters. As always, get to the right side to carry on. Third area is slightly more precarious, so take care in timing, You will have to fight the same bosses again, minus Kaiser battles. Just beware that some of them may have added attacks. The last area looks like hell and it is. Find your way through openings and get through to the right side.

It's the final showdown, so get ready your bombs. When you get in, the emperor will be sitting there looking like an idiot. He calls in X, and tells him to shoot you. X pulls out his gun and... shoots the emperor! The emperor is furious and shotts at YOU. X takes the shot for you and reveals he is Cross, Roa's father. Now kick the living hell out of emperor, because you are pissed. Use ALL your bombs. There is no point whatsoever in saving them up now. Right after you kill his normal form, Kaiser battle begins. Just kill the golden form as you would normally, but don't bother scanning, because this guy HAS NO WEAK POINT.

In his final forms, the emperor has a 'shell' and a 'brain'. you must first destroy the shell for the brain to emerge. Use Shoulder Cannon 1 as fast as you can, because you ain't got long before he resumes the shell. If your fingers are fast and good, you can kill him third time round after blasting the shell. A hint here - use Y repeatedly and get as close as you can. This will hurt the shell and give him no time to recuperate. Good luck!

=====

IV - MISCELLANEOUS

=====

- IV.1 - Enemies

====Enemy Name=====	Series=====	Attacks=====	HP [LV1]=====
Barutan	Ultraman	Shot, Tackle	6
Kamen Baddy	Kamen Rider	Shot, Dance, Tackle	6
Spark Cannon	Kamen Rider	Spark Shot	6
Zaku	MS Gundam	Shot, Tackle	6
Blue Tiger	MS Gundam	Shot, Rocket, Tackle	10
X	Great Battle	Shot, Take shot	?
General Land	Great Battle	Charge, Zaku release	Lots
General Wind	Great Battle	Fan, Stomp, Cannon	Lots
General Aqua	Great Battle	Bomb release, Charge	Lots
Egg	Great Battle	Pulse	1
Tadpole	Great Battle	Annoy	1
Spikes [ALL]	Umm...	Hurt	Infinite
Black Ball	Great Battle	Charge	1

Swing Ball	Great Battle	Swing & hurt lots	3
Radio Messnger [Zaku]	GB/MSG	Contact reinforcements	6
Explosives Kamen Baddy	GB/KR	Blow up cliffs	6
Band Members	GB/KR/U/MSG	Play music, Leap at you	6
Green Dino	Great Battle	Jump at you	12
Emperor OverLord	Great Battle	Spikes, Telekinesis	LOTS

- IV.2 - Boss Strategies

Curgel Scorpion

- Stay on the GROUND
- Take out the Drill first
- Take out Head / Machine gun
- Take out Missile Launcher
- Take out Tail

Hawk Wind

- Stay on the speakers
- Use UP and go berserk when the helicopter stops moving

Graf Kragen

- Use UP and stay on the top two girders
- Always use the double shot

Emperor OverLord

- Release 9 bombs and then shoot 3 LV3 Rockets into him

- IV.3 - Gameshark / GameGenie codes

I don't approve of cheating but I have some codes for those who really are desperate.

Infinite Bombs - [9]

7E1C-E509

=====

V - FREQUENTLY ASKED QUESTIONS

=====

Q - How do I get through those tight places? I've tried everything!

A - Simply change to UP and press & hold B until he transforms into a ball.

Q - The specials never work! How do I make them effective?

A - For V2, close combat situations such as octopus mini-bosses are situations you can use his beam sabre in. For Ultraman, have you tried to toast those green dino things?

=====

VI - CREDITS

=====

Me, Myself, and I - busterwing@hotmail.com - Upcoming FAQs - GB 3 and 5
GameFAQs / CJayC - www.gamefaqs.com - For such a great site and boards!
PE2000 / Raven - www.pe2000.net - Yet another great site and boards!
zsKnight / Demo - www.zsnes.com - Greatest emulator and designers!
BANDAI / BANPRESTO - www.bandai.com - Greatest series and games!

This document is copyright ZeroHiei and hosted by VGM with permission.