

Cyber Knight II (Import) FAQ/Walkthrough

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Cyber-Knight 2 - Ambition of Earth's Empire

Cyber-Knight 2 - Chikyuu Teikoku no Yabou

1992 (c) GROUP SNE / TONKINHOUSE

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GUIDE

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Please use these cheat codes that are listed below to easily beat this game.

Infinite Repair Kit 7E08DE63 (Modules' EP)
Infinite Cure Kit 7E08DF63 (Characters' LP)
No Encounter 7E0D9700
EXP 7E0638FF (For the Hero)
 7E0639FF (For the Hero)

About the game

The sequel to 'Cyber Knight.' A great adventure that's crowded with the galactic system so that the same characters as the former work may defend peace in space. The game system hardly change in the former work for example the combat of the simulation style that was popular in the former work.

As a reminder, please use the basic training tutorial that's in the spaceship Galbotarju to get a much better understanding of the combat system. Also, the neo parts that you get from the enemies or bosses can be turn into items such as weapons [at the "labo (#5)" + "analysis (#1)" that's inside the spaceship Galbotarju]. Press the B button and the cross key (directional button) to make the group walk faster.

Now, choose "from the beginning (#1)" + "end (#3)." There is a long opening scene.

ACT.1 New Weapon Meta-Reform

Cazerin (GL4420 Third Planet)

There is a scene. Now, choose "movement (#2)" + "airlock (#4)" + "sortie (#2)" to leave Galbotarju (spaceship). Now, go into the beach house that's nearby. In the beach house area, go upward, and speak to the man who is blocking the door of the base. Now, go into the base. In the base, go into the room that is in the upper right, and speak to Adam (man with the green suit) to get some infomation. After that, leave, and go back into Galbotarju (spaceship). In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 3 times" + "move downward 4 times" + "Kujiraza Tau - Highland" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "2." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Highland (Cetus [Kujiraza] T [Tau] Second Planet)

Now, go into the building, and speak to the guard who is blocking the gate. After that, go to the upper right, and speak to CJ who is hiding behind the cottage that is surrounded by a wall. Now, go to the front of the cottage,

and search the gate. After that, go to the lower right, and speak to the Module who is nearby the armored vehicle. Now, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "hangar (#6)" + "sortie (#4)." After that, go back into the building. Now, go to the lower right, and speak to the Module who is nearby the armored vehicle, and there is a scene. Now, fight Rex and Winner. After defeating Lex and Winner, hop into the armored vehicle, and there is a scene. Now, go thru the front door into the cottage. In the cottage, go to the upper left, and go thru the back door into the yard where there are a lot of palm trees. In this yard, go to the right, and then go thru the back door on the right into the cottage. Now, go up the stairs that's nearby on the left to 2F. On 2F, go to the right, and try to speak to Professor Denet who is nearby. Now, fight Lex Beta and Jupiter x3. After defeating Lex Beta and Jupiter x3, the group gets the neo parts of Lex Beta (light deflector) and Jupiter, and there is a scene. In Galbotarju, all members of the group get points. Now, choose "movement (#4)" + "bridge (#1)" + "L Jump (#3)" + "move upward 2 times" + "Taiyoukei - Chikyuu Hoka" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "4." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)."

Mars (Solar System [Taiyoukei] - Earth [Chikyuu] Other [Hoka] Fourth Planet)

Now, go into the base that's nearby. In the base, go upward, and go thru the door into the building. Now, go to the lower right, and go down the stairs to B1. On B1, go all the way around to the upper left, and try to speak to the Repairer. Now, fight Mars and Jupiter x3. After defeating Mars and Jupiter x3, the group gets the neo parts of Mars (attack power up of the laser system weapon). Now, speak to the Repairer who is nearby to get some information about the spaceship Swordfish. After that, leave, and go back into Galbotarju. In Galbotarju, all members of the group get points. Now, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move downward 2 times" + "move to the left 2 times" + "move downward 1 time" + "Kyoshichouza Beta - Gagarin" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)." As a reminder, Nigina must be in the battle party.

Gagarin (Tucana [Kyoshichouza] Beta Third Planet)

Now, go into the building that's nearby. In the building area, go all the way up, and speak to the man in the blue suit who is blocking the way. Now, go to the left, and then go downward. Now, speak to Alex who is a friend of Nigina. After that, go to the upper left, and speak to the man who is blocking the entrance to slum town. Now, go thru the gate into slum Town. In slum Town, go into the room that's in the far upper right. In this room, speak to one of the Terrorists. Now, fight Fatman and Terrorist x2. In battle, first remove the Terrorist x2 with the sub-machine gun. Since the trio's guns are not effective against Fatman, remove their guns, move them closer to Fatman, and choose "equip (#4)" + "weapon (#1)" + "combat knife (#4)" + "L" + "don't hold it at all (#1)" + "R" + "OK?" + "attack (#1)" to give Fatman damage. [Hint: Kiri (Soldier) and Crain (Soldier) close range "punches" are very effective against Fatman]. After defeating Fatman and Terrorist x2, leave, and go back into Galbotarju. In Galbotarju, all members of the group get points. Now, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 4 times" + "move to the left 3 times" + "move downward 1 time" + "GL4420 - Cazerin" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a

scene. Now, press the B button to go back to the menu, and choose + "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Cazerin (GL4420 Third Planet)

Now, go into the beach house that's nearby. In the beach house area, go upward, and speak to the man who is blocking the door of the base. Now, go into the base. In the base, go downward, and go thru the sliding door into the room. In this room, speak to the lady who's on the middle right to get some information about the captain of the cargo spaceship who lives on Melcain. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 2 times" + "Umihebiza Tau 1 - Melcain" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)."

Melcain (Hydra [Umihebiza] T [Tau] 1 Third Planet)

Now, go into the base that's nearby. In the base, go thru the sliding doors into the middle room that's in the top left. In this room, speak to the captain of the cargo spaceship to get some information about a strange container in Caanga. Now, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move downward 1 time" + "move to the right 4 times" + "move downward 4 times" + "move to the left 1 time" + "Mizuhebiza Beta - Caanga" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "4." There is a scene. Now, press the B button to go back to the menu, and choose + "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Caanga (Hydrus [Mizuhebiza] Beta Fourth Planet)

Now, go into the town that's nearby. In the town, go to the lower right, and speak to CJ who is hiding behind the warehouse. Now, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "hangar (#6)" + "sortie (#4)." After that, go back into the town. In the town, speak to the module that's blocking the door of warehouse, and there is a scene. Now, fight Neptune x3 and Titan PA x2. After defeating Neptune x3 and Titan PA x2, go thru that door into the warehouse. In the warehouse, go around to the upper right, and try to search the big red container. There is a scene. Now, fight Boom Boom x3 and Storm who are troublesome & annoying. In battle, use ray blade + shield, massher claw + shield, buster knuckle + shield on Boom Boom x3, and M missile pod, plasma gun, lazer gun & a close up punch on Storm. After defeating Boom Boom x3 and Storm, the group gets the neo parts of Boom Boom (attack power up of the beam system weapon) and Storm (hand missile), and a berserker. In Galbotarju, all members of the group get points, and then "Act. 2 The Extending war" begins.

Act. 2 The Extending war

Cazerin (GL4420 Third Planet)

There is a scene. After speaking to Adam, go to the left, and then go downward. Now, go thru the sliding door into the room. In this room, speak to all six of the ladies to get some information. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 1 time" + "move to the right

1 time" + "GL4530 - Dizarl" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "1." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "module (#3)" + "battle module (#2)" + "yes (#1)" + "Blade/Cybelle, Kiri/Titan, Nigina/Winner" + "press the Y button" + "press the B button" + "sortie (#4)." As a reminder, make sure to equip Blade with the battle module Cybelle to see where the land mines are located around the dome.

Dizarl (GL4530 First Planet)

Now, go into the village that's nearby. In the village, go all the way to the upper left, and try not to step on the land mines. After that, go into the dome. In the dome, go to the upper left, and then go into the center room where the control center (machine) is at. In the center room, search the control center, and there is a scene. Now, fight Lex x3 and Watcher. In battle, since the trio's guns are not effective against Watcher, use ray blade + shield, massher claw + shield, buster knuckle + shield on Watcher. After defeating Lex x3 and Watcher, the group gets the neo parts of Watcher (hyper laser), and there is a scene. After that, leave, and go back into Galbotarju. In Galbotarju, all members of the group get points. Now, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 2 times" + "Otomeza 61 - Elysium" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "lounge (#3)" + "party (#2)" + "yes (#1)" + "Blade, Vind, Kiri [battle], Shine, Crane, Nigina [support]" + "press the Y button" + "movement (#3)" + "hangar (#6)" + "sortie (#4)." As a reminder, Vind must be in the battle party.

Elysium (Virgo [Otomeza] 61 Third Planet)

Now, go into the village that's nearby. In the village, go all the way to the upper right to where there is a bird who is walking quickly to the left and quickly to the right), and then go into the large forest that's nearby on the left. In the forest that's nearby on the left, make your way thru those annoying trees that have hidden passages until you have reached the inside of the barrier where there are two bases that are side by side. Now, go into the base on the left. In this base, go around to the top area, and then search the machine. Now, leave the base on the left, and go into the base on the right. In this base, go all the way around until you have reach the top area, and search the machine. Now, fight Saurus x3 and Watcher. In battle, since the trio's guns are not effective against Watcher, use ray blade + shield, massher claw + shield, buster knuckle + shield on Watcher. After defeating Saurus x3 and Watcher, there is a scene, and then Vind releases the barrier. After that, leave the base. Now, go downward, and speak to the commander of Cazerin Army. There is a scene. After that, leave, and go back into Galbotarju. In Galbotarju, all members of the group get points. Now, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the left 3 times" + "move downward 1 time" + "GL4420 - Cazerin" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose + "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)." -----

Cazerin (GL4420 Third Planet)

Now, go into the beach house that's nearby. In the beach house area, go upward, and speak to the man who is blocking the door of the base. Now, go

into the base. In the base, go into the room that is in the upper right, and speak to Adam. After speaking to Adam, go to the left, and then go downward. Now, go thru the sliding door into the room. In this room, speak to all six of the ladies to get some information. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 2 times" + "move downward 3 times" + "move to the left 1 time" + "Mizuhebiza Beta - Caanga" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "4." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)."

Caanga (Hydrus [Mizuhebiza] Beta Fourth Planet)

Now, go into the town that's nearby. In the town, go all the way up, and speak to the man who is lying down on the ground. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move downward 1 time" + "Kyoshichouza Beta - Gagarin" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)." As a reminder, Nigina who is a friend of Alex must be in the battle party.

Gagarin (Tucana (Kyoshichouza) Beta Third Planet)

Now, go into the building that's nearby. In the building area, go to the upper left, and go into slum town. In slum Town, go all the way up, and speak to Alex who is lying on the ground. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 3 times" + "move to the right 5 times" + "Ryuuz Sigma - Nairanjanar" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "2." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Nairanjanar (Draco (Ryuuz Sigma) Second Planet)

Now, go into the town that's nearby. In the town, go upward, and speak to the man who is blocking the way. After that, go all the way to the top area, and speak to CJ who is standing on the right side of the shrine to get some information about Priest Larna. Now, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "hangar (#6)" + "sortie (#4)." After that, go back into the town. In the town, go up a little on the green grass, and then go to the left. Now, walk into the river. In the river, swim to the left, and then swim thru the tunnel on the left into the sewer. In the sewer, go around to the upper left, and go up the stairs to 1F. On 1F, speak to the priest who is nearby for he will mention something about Priest Larna. Now, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "airlock (#4)" + "sortie (#2)." After that, go back into the town. In the town, go upward, and speak to the man who is blocking the way. After that, go all the way to the top area, and go into the shrine. In the shrine, go upward, and speak to the fake Larna. Now, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the left 3 times" + "Lalande 21185 - Vee" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)." Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" +

"movement (#2)" + "hangar (#6)" + "sortie (#4)." As a reminder, make sure to equip Blade with the battle module Cybelle to see where the land mines are located, and Vind must be in the battle party.

Vee (Lalande 21185 Second Planet)

Now, go north, and go into the base. In the base, go to the lower left, and walk onto the red triangular to go to B1. On B1, go to the upper left, and walk onto the red triangular to go to 1F. On 1F, go to the upper right, and walk onto the red triangular to go to B1. On B1, go to the lower right, and do not walk onto the red triangular. Just go to the left into the control room where the machine is at. In the control room, search the machine, and there is a scene. Now, fight Saurus x3 and Lex Beta. After defeating Saurus x3 and Lex Beta, Vind removes the barriers, and there is a scene. After that, go back to the lower right, and walk onto the red triangular to go to 1F. On 1F, go to the left, and exit the base. There is a scene. After that, go back into Galbotarju. In Galbotarju, all members of the group get points. Now, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 3 times" + "Ryuuzza Sigma - Nairanjanar" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "2." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)."

Nairanjanar (Draco [Ryuuzza] Sigma Second Planet)

Now, go back into the town. In the town, go up a little on the green grass, and then go to the left. Now, walk into the river. In the river, swim to the left, and then swim thru the tunnel on the left into the sewer. In the sewer, go around to the upper left, and go up the stairs to 1F. On 1F, speak to the priest again to get some more information about Priest Larna. After speaking to the priest, go down the stairs to B1. On B1, go to the upper right, and go thru the open passage into the town area. After that, walk onto the bridge that's nearby. Now, go all the way to the top area, and go into the shrine. In the shrine, go upward, and speak to the fake Larna again. There is a scene. Now, fight Cyborg x4. After defeating Cyborg x4, the group gets the neo parts of Cyborg (attack power up of the laser system weapon), and there is a scene. Now, fight Dollman. After defeating Dollman, the group gets the neo parts of Dollman (Plasma Cannon), and there is a scene. Now, leave, and go back into Galbotarju. In Galbotarju, all members of the group get points. Now, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 1 time" + "move to the left 5 times" + "GL4420 - Cazerin" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Cazerin (GL4420 Third Planet)

Now, go into the beach house that's nearby. In the beach house area, go upward, and speak to the man who is blocking the door of the base. Now, go into the base. In the base, go into the room that is in the upper right, and speak to Adam to get the secret documents x3. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 6 times" + "Ryuuzza Kai - Borgabate" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Borgabate (Draco [Ryuuz] X [Kai] Third Planet)

Now, go north, and go into the cave. In the cave, go down the stairs that's nearby to B2. On B2, go around to the upper left. Now, go downward, and go up the stairs on the top left to B1. On B1, go down the stairs that's nearby on the left to B2. On B2, go downward, and go thru the opening into the town. In the town, go to the right, and then go upward. After that, go thru the door into the center building of the town. In this building, go upward, and speak to the President to give him the secret documents B (1-3). Then, the group gets the pass for the elevator. Now, leave the building. After that, go to the upper right, and go into the elevator. In the elevator, walk onto the red triangular on the right to go to 1F. On 1F, go thru the doors that are nearby to exit the elevator. After that, go back into Galbotarju. In Galbotarju, all members of the group get points. Now, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the left 6 times" + "GL4420 - Cazerin" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Cazerin (GL4420 Third Planet)

Now, go into the beach house that's nearby. In the beach house area, go upward, and speak to the man who is blocking the door of the base. Now, go into the base. In the base, go to the far upper left, and speak to the engineer for he will mention something about the jump generator for Galbotarju. There is a scene, and then "Act. 3 The Counterattack of the Four Planet Alliance" begins.

ACT.3 The Counterattack of the Four Planet Alliances

Cazerin (GL4420 Third Planet)

There is a scene. After speaking to Adam, go to the left, and then go downward. Now, go thru the sliding door into the room. In this room, speak to all six of the ladies to get some information. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 1 time" + "move to the right 2 times" + "move upward 1 time" + "Otomeza Beta - Far Away" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "4." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Far Away (Virgo [Otomeza] Beta Fourth Planet)

Now, go into the town that's nearby. In this town, go upward, and go thru the door into the building. In this building, go upward, and speak to the president. After that, leave the building. Now, go around to the back of that building, and speak to CJ to get some information. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the left 1 time" + "GL4540 - Hyper Boria" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)."

Hyper Boria (GL4540 Third Planet)

Now, go into the weapon factory that's nearby. In this weapon factory, speak to the red module that is beside the door, and there is a scene. Now, fight Nightstalker x2 and Samurai. After defeating Nightstalker x3 and Samurai, the group gets the neo parts of Samurai (Multi Missile Pod). [On the way, make sure to collect Iron Man's neo parts that is a black glove which is a field item used in battle against the enemy's laser, heat or beam attack]. Now, go around to the upper right, and go up the stairs to 2F. On 2F, go downward, and go into the room on the left where the new type modules are at, and there is a scene. Now, go downward, and then go to the left. After that, speak to the employee to get some information. Now, go all the way around to the top area, and go down the stairs to 1F. On 1F, go downward, and search the machine. There is a scene. Now, fight Samurai x3 and Monitor. After defeating Samurai x3 and Monitor, the group gets the neo parts of Monitor (Flame Thrower), and there is a scene. In Galbotarju, all members of the group get points. Now, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 1 time" + "Otomeza Beta - Far Away" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "4." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Far Away (Virgo [Otomeza] Beta Fourth Planet)

Now, go into the town that's nearby. In this town, go upward, and go thru the door into the building. In this building, go upward, and speak to the president to give him the secret documents A (2-3). Now, leave that building. After that, go to the upper right, and go to the back of the building. At the back of this building, search carefully to find the president's secretary to get the antigravity unit (press the X button to use it). After that, leave, and go back into Galbotarju. In Galbotarju, the group gets points. Now, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 2 times" + "move downward 1 time" + "Kaminokeza Beta - Balnibarbi" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)." As a reminder, Kiri must be in the battle party.

Balnibarbi (Coma Berenices [Kaminokeza] Beta Third Planet)

Now, press the X button to use the antigravity unit. After that, go north, and go to the cave which is a base. Just fly closer to the big rocks try to avoid flying on those annoying small stones. In the base, go all the way around to the lower right, and go into the control room. In the control room, speak to the yellow module. There is a scene. Now, fight Saurus and Watcher x3. In battle, use the plasma cannon and hyper laser on the Watchers. After defeating Saurus and Watcher x3, there is a scene. After that, leave, and go back into Galbotarju. In Galbotarju, all members of the group get points. Now, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 1 time" + "move to the right 2 times" + "Oogumaza 36 - Black Hawk" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "1." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Black Hawk (Ursa Major [Oogumaza] 36 First Planet)

Since the gate is closed, make a detour from the southeast to the northwest, and go into the town. In the town, go to the upper right, and go into the

building. In this building, go upward, and speak to the president to give him the secret documents C (3-3). After that, leave, and go back into Galbotarju. In Galbotarju, all members of the group get points. Now, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move downward 1 time" + "move to the left 3 times" + "move downward 2 times" + "GL4420 - Cazerin" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Cazerin (GL4420 Third Planet)

Now, go into the beach house that's nearby. In the beach house area, go upward, and speak to the man who is blocking the door of the base. Now, go into the base. In the base, go to the far lower left, and speak to the engineer to get two new type modules called Sharon and Champ. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 2 times" + "move to the right 2 times" + "move upward 1 time" + "Ryoukenza Beta - Blue Water" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "4." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)."

Blue Water (Canes Venatici [Ryoukenza] Beta Fourth Planet)

Now, press the X button to use the antigravity unit. After that, fly all the way east across the swamp, and fly into the spaceship. In the spaceship, fly all the way around to the lower left, and go try to go into the control room. Now, fight Iron Man x3 and Supersaurus. After defeating Iron Man x3 and Supersaurus, the group gets the neo parts of Iron Man (black glove) and neo parts of Supersaurus (negative ball). As a reminder, the negative ball is a very powerful weapon. Now, go into the control room, and speak to the seriously injured scientist who is lying on the floor. There is a scene. After that, leave, and fly back into Galbotarju. In Galbotarju, all members of the group get points. Now, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the left 1 time" + "move downward 6 times" + "move to the left 1 time" + "Takamagahara - Kujakuza Delta" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)." As a reminder, Shine and Kiri (or Crane) must be in the battle party.

The Heavens [Takamagahara] (Pavo [Kujakuza] Delta Third Planet)

Now, go into building that's nearby. In the building, go upward, and speak to Mirei who is blocking the tunnel. After that, go into the tunnel. In the tunnel, go thru the hidden passage that's nearby on the right into the laboratory. In the laboratory, go all the way around to the top area into the control room. Now, fight Lex and Saturn x2. In battle, use the flame thrower of Kiri (or Crane) on Saturn x2. After defeating Lex and Saturn x2, Shine gets the disintegrator, and there is a scene. In the shrine, there is another scene. Now, fight Bodyguard and Cyborg. In battle, use the flame thrower of Kiri (or Crane) on Cyborg. After defeating Bodyguard and Cyborg, there is a scene. After that, leave, and go back into Galbotarju. In Galbotarju, the group get points. Now, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 3 times" + "move to the left 2 times" + "GL4420 - Cazerin" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3."

There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Cazerin (GL4420 Third Planet)

Now, go into the beach house that's nearby. In the beach house area, go upward, and speak to the man who is blocking the door of the base. Now, go into the base. In the base, go into the room that is in the upper right, and speak to Adam. After speaking to Adam, go to the left, and then go downward. Now, go thru the sliding door into the room. In this room, speak to all six of the ladies to get some information. (The lady on the lower left will mention something about CJ who is on Melcain. After that, speak to the lady on the lower left again). After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 2 times" + "Umihebiza Tau 1 - Melcain" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)."

Melcain (Hydra [Umihebiza] T [Tau] 1 Third Planet)

Now, go into the base that's nearby. In the base, go thru the sliding doors. After that, go to the right, and go into the center room. In the center room, speak to CJ to get some information about the spaceship Swordfish which is on Jupiter. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 1 time" + "move downward 3 times" + "Taiyoukei - Chikyuu Hoka" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "6." There is a scene. Now, press the B button to go back to the menu, and choose + "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)." As a reminder, Vind and Kiri (or Crane) must be in the battle party. Also, make sure to equip the battle party's modules with the field item of black glove which gives a 90% defense against enemies' lasers, beams, and heats.

Jupiter's [Mokusei] Third [Daisan] Satellite [Eisei] Ganymede

(Solar System [Taiyoukei] Sixth Planet)

Now, go into the cave that's nearby. In the cave, go all the way to the right, and go down the stairs to B1. On B1, go into the spaceship Swordfish which is nearby. In the outside area of Swordship, go all the way to the right, and then go up the stairs to 2F. On 2F, go around to the upper left, and go thru the sliding door into the inside area of Swordship. In the inside area of Swordfish, go down the stairs that's nearby to 1F. On 1F, go around to the left, and then go up the stairs to 2F. On 2F, go all the way to the far, far left which is a dead end, and go down the stairs to 1F (engine room). On 1F, go thru the sliding door that's near on the right, and search the machine with the red light. Now, fight Havog x3 and Monitor. (In the first turn of the battle, use the field item of black glove on Vind's Sharon or Kiri's Champ). After defeating Havog x3 and Monitor, the group gets the neo parts of Havog (Sonic Buster), and then Vind gets the jump generator. There is a scene. After that, go back into Galbotarju. In Galbotarju, the group get points. Now, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the left 2 times" + "move upward 1 time" + "GL4420 - Cazerin" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie

(#2)."

Cazerin (GL4420 Third Planet)

Now, go into the beach house that's nearby. In the beach house area, go upward, and speak to the man who is blocking the door of the base. Now, go into the base. In the base, go to the far upper left, and speak to the engineer to install Swordfish's jump generator into Galbotarju. There is a scene, and then "Act.4 The Dictatorial Planet Baronet" begins.

ACT.4 The Dictatorial Planet Baronet

Cazerin (GL4420 Third Planet)

There is a scene. After speaking to Adam, go to the left, and then go downward. Now, go thru the sliding door into the room. In this room, speak to all six of the ladies to get some information. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 1 time" + "move upward 2 times" + "move to the right 5 times" + "Oogmaza 36 - Black Hawk" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "1." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Black Hawk (Ursa Major [Oogmaza] 36 First Planet)

Now, go east, and then go north. After that, go into the town. In the town, go to the upper right, and go into the building. In this building, go upward, and speak to the president to get the new type module Blount (former name Saurus). After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the left 4 times" + "Otomeza - Far Away" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "4." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Far Away (Virgo [Otomeza] Beta Fourth Planet)

Now, go into the town that's nearby. In this town, go upward, and go thru the door into the building. In this building, go upward, and speak to the president. After that, leave, and go back into Galbotarju. In Galbotarju, the group gets points. Now, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the left 1 time" + "GL4540 - Hyper Boria" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)."

Hyper Boria (GL4540 Third Planet)

Now, go into the weapon factory that's nearby. In this weapon factory, go around to the upper right, and go up the stairs to 2F. On 2F, go downward, and go into the room on the left where the new type modules are at. Now, go downward, and then go to the left. After that, speak to the employee to get the new type module Dored (former name Lex). After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 2 times" + "move downward 5 times" + "Kyoshichouza Beta - Gagarin" + "press the Y button."

There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)." As a reminder, Nigina who is a friend of Alex must be in the battle party.

Gagarin (Tucana [Kyoshichouza] Beta Third Planet)

Now, go into the building that's nearby. In the building area, go to the upper left, and go into slum town. In slum Town, go all the way up, and speak to Alex. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 4 times" + "move to the left 3 times" + "move upward 1 time" + "Umihebiza Tau 1 - Melcain" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)." As a reminder, Crane who is a friend of Phoebe must be in the battle party.

Melcain (Hydra [Umihebiza] T [Tau] 1 Third Planet)

Now, go into the base that's nearby. In the base, go thru the sliding doors. After that, go to the right, and go into the middle room that's in the lower left. In this room, speak to Phoebe to get some information. Now, go to the right, and go thru the sliding doors to the outside area of the base. In this area, go upward, and speak to the red module to get a hint where Captain Pike's treasure, the star diamond, is at on El Dorado. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 4 times" + "move downward 5 times" + "Uoza 54 - El Dorado" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "2." There is a scene. Now, press the B button to go back to the menu, and choose + "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)."-----

El Dorado (Pisces [Uoza] 54 Second Planet)

Now, press the X button to use the antigravity unit. After that, fly all the way east across the river to a small piece of land that's in between the trees that are in the shapes of a "big Q" (east) and "small A" (southeast). On this small piece of land, fly west into the large forest that's nearby. In this large forest, make your way thru those annoying trees that have hidden passages until you have reached the center of the large forest where there is a mountain. In this mountain, fly into the cave. In the cave, fly around to the far upper right, and then fly to the left. After that, fly around to where there are three diamonds that are nearby in the far upper right area. Now, search the diamond that is blocking the way to make it disappear, and then fly into the area where the three diamonds are at. After that, search the middle diamond. Now, fight Shadow Demon x3 who are annoying. After defeating Shadow Demon x3, the group gets the neo parts of Shadow Demon (Pine Bomb). Now, search the middle diamond again to get the star diamond. After that, leave, and fly back into Galbotarju. In Galbotarju, all members of the group gets points. Now, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 5 times" + "move to the left 4 times" + "Umihebiza Tau - Melcain" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)." As a reminder, Crane who is a friend of

Phoebe must be in the battle party.

Melcain (Hydra [Umihebiza] T [Tau] 1 Third Planet)

Now, go into the base that's nearby. In the base, go thru the sliding doors. After that, go to the right, and go into the middle room that's in the lower left. In this room, speak to Phoebe to give her the star diamond. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move downward 1 time" + "move to the right 1 time" + "move downward 4 times" + "Rechikuruza Beta 1 - Baronet" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "1." There is a scene. Now, press the B button to go back to the menu, and choose + "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)." As a reminder, do not put Kiri (or Shine) into the battle party.

Baronet (Reticulum [Rechikuruza] Beta 1 First Planet)

Now, go into the cave that's nearby. In the cave, go to the upper left to exit the cave. After that, go into the town that's nearby. In the town, go all the way up, and speak to one of the guards who are blocking the gate to the town. Now, go thru that gate into the town. In the town, go to the upper left, and go thru the gate into the outside back area of the town. In the outside back area of the town, go thru the green door into the warehouse. In the warehouse, go down the stairs that's nearby to B1. On B1, speak to the six rebel leaders who are nearby. Now, leave the town, and go back into the cave. In the cave, go all the way to the right, and speak to man on the bottom to make the three men leave the cave. After that, go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "lounge (#3)" + "party (#2)" + "yes" + "Blade, Vind, Kiri [battle], Shine, Crane, Nigina [support]" + "press the Y button" + "movement (#3)" + "hangar (#6)" + "sortie (#4)." As a reminder, Kiri must be in the battle party. Now, go back into the cave. In the cave, go to the upper left to exit the cave. After that, go into the town that's nearby. In the outside front area of the town, go all the way up, and then walk into the river that's on the right side. In this river, swim to the upper right into the town. In the town, swim to the left. After that, go thru the fence that's nearby, and go thru the door into the building. In this building, go all the way around to the upper left, and go up the stairs that's in the small narrow passage to 2F. On 2F, go all the way around to the right side to get into the room at the top. In this room, speak to President Ramon. Now, fight Bodyguard x3 and Dollman. After defeating Bodyguard x3 and Dollman, there is a scene. After that, leave, and go back into Galbotarju. In Galbotarju, all members of the group gets points. Now, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 1 time" + "Tablesanza Alpha - Beyond" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "4." There is a scene. Now, press the B button to go back to the menu, and choose + "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)."

Beyond (Mensa [Tablesanza] Alpha Fourth Planet)

Now, press the X button to use the antigravity unit. After that, fly all the way around to the upper left over the land mines, and go into the cave which is a secret base. In the secret base, fly to the upper right, and go down the stairs to B1. On B1, fly around to the left, and fly into the room where Lyra is at. In this room, speak to Lyra. Now, fight Lyra. After defeating Lyra, the group gets the neo parts of Lyra (gamma flare). Now, fly around to the upper left, and fly into the stairs to 1F. On 1F, fly around to the lower left, and fly into the red triangular to B1. On B1, fly around

to the right to where there are two red squares and four red triangulars. Now, fly into the first red triangular counting from left to right to B2. On B2, fly all the way around to the bottom area, and fly into the room where President Ramon is at. In this room, speak to President Ramon. Now, fight Fang x3 and Ramon. After defeating Fang x3 and Ramon, the group gets the neo parts of Fang (special coating) and Ramon (hell fire). In Galbotarju, all members of the group gets points, and then "Act.5 Last Battle" begins.

ACT.5 Last battle

Cazerin (GL4420 Third Planet)

After speaking to Adam, go to the left, and then go downward. Now, go thru the sliding door into the room. In this room, speak to all six of the ladies to get some information. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 2 times" + "Umihebiza Tau - Melcain" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)." As a reminder, Crane who is a friend of Phoebe must be in the battle party.

Melcain (Hydra [Umihebiza] T [Tau] 1 Third Planet)

Now, go into the base that's nearby. In the base, go thru the sliding doors. After that, go to the right, and go into the middle room that's in the lower left. In this room, speak to Phoebe. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move downward 1 time" + "move to the right 1 time" + "GL4530 - Dizarl" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "1." There is a scene. Now, press the B button to go back to the menu, and choose + "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)."

Dizarl (GL4530 First Planet)

This part is optional. Now, go into the village that's nearby. In the village, walk around, and there is a scene. You will have to collect the neo parts of Scarecrow (hit rate up of the laser system weapon), Phantom (hit rate up of the heat system weapon), and Triffids (hit rate up of the beam system weapon) to level up the system weapons. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 2 times" + "move downward 4 times" + "Kyoshichouza Beta - Gagarin" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose + "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)." As a reminder, Nigina who is a friend of Alex must be in the battle party.

Gagarin (Tucana [Kyoshichouza] Beta Third Planet)

Now, go into the building that's nearby. In the building area, go to the upper left, and go into slum town. In slum Town, go all the way up, and speak to Alex to hear his story. After that, leave, and go back into Galbotarju. In Galbotarju, the group gets points. Now, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move upward 4 times" + "move to the left 3 times" + "move downward 1 times" + "GL4420 - Cazerin" +

"press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "airlock (#4)" + "sortie (#2)."

Cazerin (GL4420 Third Planet)

Now, go into the beach house that's nearby. In the beach house area, there is a scene with CJ. After that, leave, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "bridge (#1)" + "take off (#1)" + "L Jump (#3)" + "move to the right 3 times" + "move downward 2 times" + "Taiyoukei - Chikyuu Hoka" + "press the Y button." There is a scene. Now, press the B button to go back to the menu, and choose "S Jump (#1)" + "5." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)."

Pallas (Solar System [Taiyoukei] Fifth Planet)

Since there are two bases nearby, it doesn't matter which one you go into. In base A, go thru the sliding door that's nearby. After that, go all the way to the left, and go across the narrow passage into base B. In base B, go to the lower left, and go the sliding door to the outside area of base B. In the outside area of base B, go all the way to the left, and go thru the sliding door into base A. In base A, walk into the red triangular that's nearby to B1. On B1, go around to the lower right, and try to go into the control center. Now, fight Daredevil x3 and Monitor. After defeating Daredevil x3 and Monitor, the group gets the neo parts of Daredevil (attack power up of the beam system weapon). Now, go up, and speak to MICA (computer) by standing on the small square to get the password. After that, go to the upper right, and walk into the red triangular to 1F. On 1F, go thru the top sliding door, and exit the base. After that, go back into Galbotarju. In Galbotarju, the group gets points. Now, choose "movement (#5)" + "bridge (#1)" + "take off (#1)" + "S Jump (#1)" + "3." There is a scene. Now, press the B button to go back to the menu, and choose "landing (#1)" + "press the Y button" + "movement (#2)" + "hangar (#6)" + "sortie (#4)." [I choose Blade (Cybelle), Crane (Blount) and Kiri (Dored)].

Earth [Chikyuu] (Solar System (Taiyoukei) Third Planet)

Now, go into the town that's nearby. In this town, go to the upper left, and go into the shrine. In the shrine speak to Dr. Mifune who is nearby. After that, leave the shine, and go to the center area of the town where the water fountain is at, and go in between the four pillars that are nearby the water fountain. There is a scene. Now, fight (Iron Man x3 and) Monitor. After defeating Iron Man x3 and Monitor, the control center is destroyed. Now, go back into the shrine, and speak to Dr. Mifune who will mention something about a hidden stairs in a small room in the shape of a plus, and four special alloy doors that must be opened in sequences by a switch counting from right to left. After that, leave the town, and go back into Galbotarju. In Galbotarju, all members of the group gets points. After that, choose "movement (#5)" + "airlock (#4)" + "sortie (#2)." Now, go north, and go into the cave that's nearby the town and Galbotarju. In the cave which is the defense center, go thru the sliding door into the small room that's in the shape of a plus that's nearby. In this room, go downward into the hidden stairs into B1. On B1, go thru the fourth pipe that's nearby the stairs counting from bottom to top. In this pipe, go to the left into another area. In this area, go up the stairs that's nearby to 1F. On 1F, go thru the sliding door on the top right, and search the switch to release the door lock (1-4). After that, go back down the same stairs to B1. On B1, go thru

the pipe on the top right. In this pipe, go to the right back into the other area. In this area, go thru the fifth pipe that's nearby the stairs counting from bottom to top. In this pipe, go to the left into another area. In this area, go up the stairs that's nearby to 1F. On 1F, go down the stairs on the top left into B1. On B1, go up the stairs that's nearby on the left to 1F. On 1F, go thru the sliding doors that are nearby, and search the switch to release the door lock (2-4). After that, go back down the same stairs to B1. On B1, go back up the stairs that's nearby on the right to 1F. On 1F, go back down the middle stairs to B1. On B1, go thru the bottom pipe on the left. In this pipe, go all the way to the left into another area. In this area, go thru the top pipe on the left. In this pipe, go to the left into another area. In this area, go up the stairs that's nearby to 1F. On 1F, go thru the sliding door on the top left, and search the switch to release the door lock (3-4). After that, go down the stairs that's nearby on the bottom left into B1. On B1, go to the left, and go thru the pipe that's nearby the stairs. In this pipe, go to the right into another area. In this area, go up the stairs that's nearby to 1F. On 1F, search the switch that's nearby to release the door lock (4-4). After that, leave the defense center, and go back into Galbotarju. In Galbotarju, choose "movement (#3)" + "hangar (#6)" + "sortie (#4)." Now, go back into the defense center. In the defense center, go to the left to the first opened doorway. Now, fight Man Hunter x3 and Phantom x2. After defeating Man Hunter x3 and Phantom x2, the group gets the neo parts of Man Hunter (attack power up of the impact system weapon). After that, go to the left to the second opened doorway. Now, fight Havog x3 and Man Hunter x2. After defeating Havog x3 and Man Hunter x2, go to the left to the third opened doorway. Now, fight Iron Man x3 and Warlord. After defeating Iron Man x3 and Warlord, go to the left to the fourth opened doorway. Now, fight Scarecrows x3 and Monitors x2. After defeating Scarecrows x2 and Monitors x2, all the way to the left, and speak to the computer. Now, fight the final boss Brainiac (first form). In battle, use the gamma laser and close range "punches" on Brainiac (first form). After defeating Brainiac (first form), fight Brainiac (second form). In battle, use close range "punches" with the ray blade and negative ball on Brainiac (second form). After defeating Brainiac (second form), don't attack Brainiac (final form) again. Just equip the group with any type of gun, and then move the cursor onto the mural that's on the wall. There is a scene. Now, fight Brainiac (final form) Brainiac (main body) who are troublesome and annoying. In battle, remove Brianiac (main body - the head) first by using close range "punches" with the plasma rifle and negative ball, but if you defeat Brainiac (final form) first, Brainiac (final form) will continuously revive itself. After defeating Brainiac (main body), there is a scene.

NEO PARTS

ACT.1 New Weapon Meta-Reform

Highland (Cetus [Kujiraza] T [Tau] Second Planet)

-The building where Professor Denet lives

Parts Name	Analysis Result
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Lex Beta	Light Deflector
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Caanga (Hydrus [Mizuhebiza] Beta Fourth Planet)

-The container in the warehouse

Parts Name	Analysis Result
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Storm Hand Missile

ACT.2 The Extending War

Dizarl (GL4530 First Planet)

-The village

Parts Name	Analysis Result
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Gambit	Hit rate up of the laser system weapon
Boom Boom	Attack power up of the beam system weapon
Wild Cat	Attack power up of the impact system weapon
Blue Beetle	Hit rate up of the shot system weapon
Fork	Armor value up of the module
Hulk	Stun Gun

-The dome

Parts Name	Analysis Result
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Night Crawler	Energy Barrier
Watcher (Boss)	Hyper Laser

Elysium (Virgo [Otomeza] 61 Third Planet)

-Elysium

Parts Name	Analysis Result
------------	-----------------

Spellbound	Armor value up of the module
Barbinger	Attack power up of the heat system weapon
Terminator	Attack power up of the missile system weapon
Warlock	MHD Field
Thunderstorm	Vulcan Phalanx

Nairanjanar (Draco (Ryuuz) Sigma Second Planet)

-Shrine

Parts Name	Analysis Result
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Cyborg (Boss)	Attack power up of the laser system weapon
Dollman (Boss)	Plasma Cannon

Borgabate (Draco [Ryuuz] X [Kai] Third Planet)

-The cave on the right side of the elevator

Parts Name	Analysis Result
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Thunderbolt	Soar Hammar
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ACT.3 The Counterattack of the Four Planet Alliances

Hyperboria (GL4540 Third Planet)

-The weapon factory of Saibarticon Co.

Parts Name	Analysis Result
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Tarantula Attack power up of the beam system weapon
Panther Attack power up of the beam system weapon
Guardian Attack power up of the laser system weapon
Cannonball Sonic Singer
Iron Man Black Glove
Samurai (Guard) Multi Missile Pod
Monitor (Boss) Flame Thrower

Balnibarbi (Coma Berenices [Kaminokeza] Beta Third Planet)

-Balnibarbi

Parts Name Analysis Result

Ulvarin Armor value up of the module
Challenger Attack power up of the heat system weapon
Dawn Star Attack power up of the heat system weapon
Specter Attack power up of the impact system weapon
Rogue Hit rate up of the special system weapon
Long Shot Mirror Deflector
Metal Man Inertia Field
Laser Bit Laser Bit

Black Hawk (Ursa Major [Oogmaza] 36 First Planet)

-The outside of the town

Parts Name Analysis Result

Shark Durability up of the module
Quick Silver Attack power up of the impact system weapon

Blue Water (Canes Venatici [Ryoukenza] Beta Fourth Planet)

-Wetlands

Parts Name Analysis Result

Swampthing Durability up of the module
Nighthawk Pulse Laser
Thunder Lord Disaster

-The spaceship that made an emergency landing

Parts Name Analysis Result

Mars Attack power up of the laser system weapon
Supersaurus (Boss) Negative ball

The Heavens [Takamagahara] (Pavo [Kujakuza] Delta Third Planet)

-Disintegrator Laboratory

Parts Name Analysis Result

Black Spider Durability up of the module
Cheetah Hit rate up of the heat system weapon

Parts Name Analysis Result

Jupiter's [Mokusei] Third [Daisan] Satellite [Eisei] Ganymede
(Solar System [Taiyoukei] Sixth Planet)

-Swordfish

Parts Name	Analysis Result
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Havog (Boss)	Sonic Buster
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ACT.4 The Dictatorial Planet Baronet

El Dorado (Pisces [Uoza] 54 Second Planet)

-Wetlands

Parts Name	Analysis Result
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Blue Devil	Durability up of the module
Wizard	Hit rate up of the shot system weapon
Adder	Hit rate up of the missile system weapon

-The cave of Captain Pike

Parts Name	Analysis Result
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Creeper	Hit rate up of the special system weapon
Shadow Demon	Pine Bomb

Baronet (Reticulum [Rechikuruza] Beta 1 First Planet)

-Town of Baronet

Parts Name	Analysis Result
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Ghost Rider	Anti Proton Beam
Warlord	Nova Flame

Beyond (Mensa [Tablesanza] Alpha Fourth Planet)

-Field

Parts Name	Analysis Result
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Hyper Bit	Solar Flare
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-The secret base

Parts Name	Analysis Result
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Lyra (Boss)	Gamma Laser
Ramon (Boss)	Hellfire
Fang (Boss)	Armor value up of the module

ACT.5 Last Battle

Dizarl (GL4530 First Planet)

The village

Parts Name Analysis Result

Phantom Hit rate up of the heat system weapon
Scarecrow Hit rate up of the laser system weapon
Triffids Hit rate up of the beam system weapon

Pallas (Taiyoukei Fifth Planet)

The Earth Army Base

Parts Name Analysis Result

Daredevil (Boss) Attack power up of the beam system weapon

Earth [Chikyuu] (Solar System (Taiyoukei) Third Planet)

-The town

Parts Name Analysis Result

Jaws Attack power up of the heat system weapon
Punisher Attack power up of the laser system weapon

-The defense center

Parts Name Analysis Result

Man Hunter (Boss) Attack power up of the impact system weapon

OPTION

Impact System

Name	Bullet	Type	Power	Neoparts
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S Missile Pod	6	Single	48	-
M Missile Pod	4	Single	82	-
L Missile Pod	2	Single	120	-
Grenade Launcher	10	Single	34x2	-
Rocket Launcher	3	Multi	10x3	-
Multi Missile Pod	2	Multi	48	Samurai

Heat System

Name	Bullet	Type	Power	Neoparts
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Napalm G Launcher	10	Single	34	-
Acid Shooter	5	Single	48	-

Special System

Name	Bullet	Type	Power	Mission
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Disintegrator	1	Single	200	Take Shine to the laboratory
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Special System

Name	Bullet	Type	Effect
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Flash Grenade	10	Multi	Escape from battle
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Stun Grenade 4 Multi Stop the number of turns of the enemy

FIELD

Field List

Name	Power	Data	Neoparts
Wave Jammer	Missile	70% evasion	-
Light Deflector	Laser	95% evasion	Lex Beta
MHD Field	Beam	75% evasion	Warlock
Energy Barrier	Impact	75% defense	Night Crawler
Mirror Deflector	Laser	75% defense	Long Shot
Black Glove	Laser, Beam, Heat	90% defense	Iron Man
Inertia Field	Impact Special	80% defense	Metal Man

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THE END
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