

Dai-4-Ji Super Robot Taisen (Import) Technical FAQ

by TownRanger

Updated to v1.08 on Apr 3, 2017

Super Robot Wars 4 (Dai 4 Ji Suupaa Robotto Taisen) Technical FAQ v1.08

Version 1.08

First published on 2 August 2005

Last updated on 4 April 2017

Written by TownRanger (TownRanger<at>hotmail<dot>com)

(C) 2005 - 2017 TownRanger. All Rights Reserved.

This is TownRanger's Technical FAQ written for the SLG game Super Robot Wars 4 (Dai 4 Ji Suupaa Robotto Taisen) on the SNES platform.

Disclaimer

This document and its contents are copyright 2017 TownRanger. Under no circumstances can any person, group, team, organisation, or/and company alter this document in any form. The reproduction or duplication of part of or the whole of this document by any means, including selling, publishing on magazines or websites, is strictly prohibited without my prior permission.

Super Robot Wars 4 / Dai 4 Ji Suupaa Robotto Taisen (TM) is copyright by Banpresto (R). Super Famicom (R) / SNES (R) is copyright by Nintendo (R). All the robots and characters that appear in this document are trademarks (TM) or registered trademarks (R) of their respective authors / production companies.

The writer has no affiliation or association with any of the names mentioned in this document. This FAQ is not an official release from Banpresto (R) or SNES (R) either.

The only websites that are allowed to use this FAQ are:

~ GameFAQs

<http://www.gamefaqs.com/console/snes/game/588179.html>

~ IGN

<http://faqs.ign.com/objects/008/008150.html>

~ Neoseeker

https://www.neoseeker.com/Games/Products/SNES/super_robot_taisen_4/faqs.html

Table of Contents

- I . About this FAQ
- II . Translations/Terminology
 - 1 - Robotic Unit Status
 - 2 - Pilot Status
 - 3 - Weapon Status

4 - Attack Status

III . Calculations

- 1 - Chigei (Terrain) Coefficient
- 2 - Saizu (Size) Coefficient
- 3 - Meichuuritsu (Hit Rate)
- 4 - Damage
- 5 - Kiryoku (Stamina)
- 6 - Kuritikaru (Critical Hit)

IV . Version History

V . Credits

 < I . About this FAQ . I >

I will focus on the technical aspect in the game, including calculations of damages, hit rates, dodge rates, experience points, etc. You may find this FAQ boring if you're not interested in those stuff.

There's already a number of scenario walkthroughs/guides written out there on the Internet for this game. If you're looking for a complete walkthrough with explanations in the story development, you may go for those guides. This FAQ is not your best choice that way.

For your interest, I've written an in-depth Hidden Items List for this game which can be found in GameFAQs:--

<http://www.gamefaqs.com/console/snes/game/588179.html>

The above URL is also where you can find the most recent version of this FAQ.

 < II . Translations/Terminology . II >

 / 1 - Robotic Unit Status \

To see the status of each robot in a map, highlight the unit with the grind and press the A button. A table will pop up. Choose the lowermost Kanji which reads "Nouryoku" (ability).

Then you will see a screen with three tabs on the top. The green one is the one you're highlighting right now. The default green one accounts for the status of the robot. Press A and you can now take a look at the robot's status.

It goes like this:--

(although this is not 100% the exact same... we will be discussing the ones typed in all CAPS in the figure below)

```

-----
|      Yunitto Nouryoku (Unit ability/Robot Status)      |
|-----|
| _____ |-----|
| |           | [Name of the robot]                       |
| | Picture of |-----|
| | the robot  | [Parts (paatsu) that the robot is equipped with] |
| | (unit)     | (up to a maximum of two)                   |
| | _____ |-----|
| |           | [HP bar]                                     |
| |           | | CHIGEI                                     |

```

Taipu	Sora	[EN bar]		
Idouryoku	7	-----		SORA B
UNDOUSEI	70	[Special abilities, if any]		RIKU -
SOUKOU	400	-----		UMI -
GENKAI	190	SHIIRUDO nashi	SAIZU S	UCHUU A
'-----'				

There are six terms highlighted in capital letters that need to be explained. There may be some other alternative translations for those terms. For the sake of ease, I will also provide the original Japanese names for them later when we look at the calculations.

- 1) UNDOUSEI - Dexterity. It counts towards the hit and dodge rates of a robot.
- 2) SOUKOU - Armour. The higher it is, the lower the damage can be done on that robot.
- 3) GENKAI - Reaction limit. It may decrease the hit and dodge rates of a robot to the player's disadvantage in some cases.
- 4) SHIIRUDO - Shield. It reduces the damage done on the robot by half.
- 5) SAIZU - Size. It counts towards the dodge rate of the robot.
- 6) CHIGEI - Terrain. Together with the pilot's expertise in a terrain, it adds up to a number that determines the bonus/penalty when it is in a terrain. There are four different terrains which are self-explanatory:
 - a. SORA - Sky
 - b. RIKU - Land (includes mountains, woods, deserts, etc.)
 - c. UMI - Sea (includes lakes, rivers, etc.)
 - d. UCHUU - Universe

Knowing what these names stand for will make the rest of this FAQ more comprehensive. Later on in section III we will see how these attributes affect their corresponding calculations.

/ 2 - Pilot Status \

To see a pilot's status, in the map choose the robot that s/he is piloting, press A and then choose the lowermost option in the table that pops up. The option reads "Nouryoku" (ability) in Kanji (Chinese characters).

Another screen pops up. There are three tabs on top. You will have to choose the middle one, i.e., highlight the middle one and make sure it becomes green in colour. That reads "Pairotto Nouryoku" (Pilot's ability/status). It looks like this:--

```

.-----
| _____ Pairotto Nouryoku (Pilot's ability/status) |
||Portrait of |-----|
||of the pilot| [Name of pilot] REBERU 11 |
||_____ | [Type of robot s/he's in] KIRYOKU 100 |
| |
| KINKOUGEKI 107 KAIHI 162+70 CHOKKAN 100 |
| ENKOUGEKI 119 MEICHUU 137+70 GIRYOU 114 |
|-----+-----+-----|
| [SP meter] | [Speical ability, if any] | [No. of | CHIGEI |
|-----| | enemies | SORA A |

```

```

| [SP commands] | | wasted] | RIKU C |
| | | | UMI D |
| | [Experience points needed to level up] | UCHUU A |
'-----'

```

There are nine major temrs that are in all CAPS. Again, I will talk about them a little here:--

- 1) KINKOUGEKI - Melee attack. The higher it is, the more versatile the pilot can damage in a melee combat. In the game, all melee combats are defined as and ONLY as using a one-grind-ranged weapon, regardless of the actual distance between you and your enemy. Put it simpler, a melee attack is the use of a one-grind-ranged weapon but NOT the use of a long-ranged weapon with you staying just adjacent to your enemy.
- 2) ENKOUGEKI - Ranged attack. The higher it is, the more damage the pilot can do on his/her enemy. All the in-game ranged attacks are defined as the use of a long-ranged weapon. Even if you're just staying adjacent right next to your enemy, it still counts as a ranged attack if you hit it with a long-ranged weapon.
- 3) KAIHI - Dodge rate. It determines the chance (%) that the pilot can sucessfully dodge an attack. There is, however, no in-between which is the case that...

EITHER you dodge it completely,
OR you will get fully hit.
- 4) MEICHUU - Hit rate. It counts towards the chance in percentage that the pilot will hit the target. Again, there's no "interhit"; it's EITHER you hit it OR you miss it. There WON'T be cases like barely hitting its arm so it only does 10% of the total damage.
- 5) CHOKKAN - Intuition. It counts towards both the hit and dodge rates when the pilot is encountering an attack. On a side note, when the chokkan of a pilot reaches 130 or more, the pilot can make two moves at a time in a round.
- 6) GIRYOU - Skill. It determines the chance that the pilot casts a critical hit which does twice the damage as usual.
- 7) REBERU - Level. Pretty straightforward. IF the pilot involves an attack, regardless of whether s/he destroys the other robot or not, s/he will get experience points (hereinafter known as exp). The accumulation of 500 exp grants the pilot one level up. If the pilot manages to get more than 500 exp in a single attack, there will be a chance that s/he may level up 2 or more at a time!
- 8) KIRYOKU - Stamina (Opens for debate... the translation's not that appropriate though). This is a parameter to calculate the damage the pilot can do on another robot.
- 9) CHIGEI - Terrain. Explained before in the above subsection. Again,
 - a. SORA - Sky
 - b. RIKU - Land (includes mountains, woods, deserts, etc.)
 - c. UMI - Sea (includes lakes, rivers, etc.)
 - d. UCHUU - Universe

Now that I believe a general picture is brought to you. Don't worry if you find all these stuff so loose and complicated. We will explain them in more details in section III.

/ 3 - Weapon Status \

.....

To access the weapon status of a robot in the map, choose a robot and then press A to trigger a screen in which you will see three tabs on top of it. Highlight the eighthand-most one, you can tell if it's in green, and press A.

On the right, you will see a list of percentages with +/- . Those are the Weapon Hit Coefficients of the corresponding weapons. A positive sign (+) indicates a bonus to the hit rate, and a negative sign (-) indicates a penalty.

On the second left, right next to the Japanese names of the weapons, you will see some numbers. They are the Attack Power of the corresponding weapon.

Just beneath the weapon table, you will see four Kanji (Chinese characters) on your right with each followed by a grade. The grade is given by A, B, C, D, or - (inability).

- Grade A = 100%
- Grade B = 80%
- Grade C = 60%
- Grade D = 40%
- Grade - = 0% (impossible to launch this attack on that terrain)

These percentages are known as the weapon's Terrain Efficiency.

/ 4 - Attack Status \

.....

When you launch an attack or get attacked by an enemy unit, right before the cutscene, i.e., the animation showing the two robots' fanciful moves, you will see a screen with the attack status:--

(The left side is the one | (The right side is the one
being attacked.) | who initiates the attack.)

```

.------.
| [HP bar] | [HP bar] |
| [EN bar] | [EN bar] |
|-----+-----|
| [Name of robot] | [Name of robot] |
| [Name of pilot and level] | [Name of pilot and level] |
| [The weapon being used] | [The weapon being used] |
| MEICHUU RITSU 28% | MEICHUU RITSU 100% |
'-----'
```

MEICHUU RITSU is what we are going to talk about in this subsection. It means "hit rate". Taking the above diagram as an illustration, you can see that the robot on the left side of the status table, which decides to strike back, has only got 28% of chance that it can hit the other robot while the other robot, that is the one on the right and the one which actively seeks a chance to launch this assault, has a surely-will-hit percentage of 100.

By then the robot on the right can hit and will do damage on the other robot. Let's now move on to the exact calculations.

 < III . Calculations . III >

$$\frac{\text{Chigei (Terrain) Coefficient}}{\text{1 - Chigei (Terrain) Coefficient}}$$

To calculate the Chigei (Terrain) Coefficient, the chigei values of the robot and the pilot have to be taken into consideration in the first place.

All pilots and robots have a grade on each of the four terrains:--Sora (sky), Riku (Land/Woods/Mountains/Wasteland/Grass), Umi (Sea/Water/River/Lake), and Uchuu (Universe). There are five grades--A, B, C, D, and - (inability) for each terrain for each pilot or robot.

Each grade grants some or no marks:

- Grade A represents 5 marks
- Grade B represents 4 marks
- Grade C represents 3 marks
- Grade D represents 2 marks
- Grade - represents 0 mark

The Chigei Coefficient is categorised according to the sum of the grades that the pilot and the robot got on a terrain. For example, if Amuro is in Gundam MKII on land, the sum of their terrain grades on Land is:

$$A \text{ (of Amuro's on Land)} + B \text{ (of Gundam MKII's on Land)} = 5 + 4 = 9$$

Then the Chigei Coefficient can be referred to as in the table below:--

Sum of terrain grades	Chigei Coefficient
10	120 %
9 or 8	100 %
7 or 6	80 %
5 or 4	60 %
3 or 2	40 %

Taking the same example of Amuro and Gundam MKII on land, the sum is 9 and so the Chigei Coefficient will be 100%. The logic is the same for any other pilots in any other robots on any other terrains. This calculation method also applies for enemies.

=====

However, notice that:

- . The sum of the terrain grades can NEVER be any lower than 2 due to the fact that all pilots will have a grade higher than or equal to D on all terrains, and that the grade - (inability) can only be found in robots. If a robot cannot work on a certain terrain, it and its pilot together won't appear on that terrain. Even if you've acquired a Minofu Sukiikurafuto (Minov Skycraft, which can convert any robot into an air/land unit) and equipped it on a robot, the robot will instantly receive a D on the terrain it can't work. For example, if you equip the Minov Skycraft onto Agama the

Battleship, it can now move on land and it automatically receives a D on land, replacing its - (inability) on land. So the sum of terrain grades in that case will be D (Agama's) + D (the pilot's) = 4. All pilots have at least a D on all terrains; I can't stress this any more.

. A sum of less than 10, i.e., A + A, does not necessarily mean that the robot and the pilot together as a whole is suffering from a penalty. Many players may say that if you don't get an A + A, you will be penalised. But the way the game programmes is that the "default" 100% is a sum of A + B, B + A, or B + B, i.e., 8 or 9 marks. In other words, thing is you will get an extra 20% if you can make it A + A, but not that you suffer if you don't have an A + A. As we can deduct, the combinations (A + B), and (B + B) are the normal ones that the game registers. Sums lower than 8 are the real penalties.

=====

The Chigei Coefficient counts towards the Meichuuritsu (hit rate) of a pilot, and the damage a pilot can do. We will cover it right after the next subsection below.

$$\frac{\text{Chigei Coefficient}}{2 - \text{Saizu (Size) Coefficient}}$$

All robots have a size that is grouped as:

- S (Small)
- M (Medium)
- L (Large)
- LL (Extra-large)

The Saizu (Size) Coefficient is:

- S = 80%
- M = 100%
- L = 120%
- LL = 140%

The Saizu Coefficient counts towards the Meichuuritsu (hit rate) of a pilot during an attack.

$$\frac{\text{Meichuuritsu (Hit Rate)}}{3 - \text{Meichuuritsu (Hit Rate)}}$$

The meichuuritsu (hit rate) is given by the following formulae:

(The attacker's MEICHUU + The attacker's CHOKKAN + The weapon's Hit Coefficient + The attacker's robot's UNDOUSEI + 100 - The target's KAIHI - The target's CHOKKAN - The targeted robot's UNDOUSEI) x The attacking pilot's and robot's Chigei Coefficient x The targeted robot's Saizu Coefficient

$$\frac{\text{Damage}}{4 - \text{Damage}}$$

The calculation of the damage that a pilot can do is given by:

The attacking pilot's and robot's Chigei Coefficient x [(The weapon's Attack Power x The weapon's Terrain Efficiency explained in the subsection Weapon Status x The attacker's Kinkougeki or Enkougeki depending on you're using a melee or a ranged weapon x The attacker's KIRYOKU / 10000) - (The targeted pilot's and robot's Chigei Coefficient x The targeted robot's SOUKOU x The targeted pilot's KIRYOKU / 100)]

The kiryoku (stamina) of a player's pilot usually starts with 100. There will be increase and decrease in the kiryoku all the way during a battle.

The change in kiryoku applies to both of the player's and the enemy's pilots.

A. When a pilot attacks, his/her kiryoku will increase by 1.

B. When a pilot is attacked, his/her kiryoku will increase by 1.

=====
However, note that:

. In one cutscene a pilot gets an increase of only 1 in stamina even if s/he attacks and gets attacked at the same time.

. If a pilot dodges an attack without striking back, his/her stamina will still increase by 1.
=====

C. When a pilot destroys an enemy unit, all the friendly guys in the side of that pilot will have an increase of 1 in stamina, including that pilot him-/herself, unless the guy is inside the senkan (battleship).

D. When a pilot destroys an enemy unit, s/he will get a boost of 3 in his/her stamina. Together with conditions A. and C., in other words, that pilot can get a total of 5 as a stamina increase.

E. When a pilot encounters one of the guys in his/her side being defeated, s/he will:

- E.1. get a decrease of 1 in stamina if s/he is a Yowaki (weak) pilot,
- E.2. get no change in his/her stamina if s/he is a Futsuu (normal) pilot,
- E.3. get an increase of 1 in stamina if s/he is a Tsuyoki (strong) pilot,
- E.4. get an increase of 2 in stamina if s/he is a Choutsuyoki (tough) pilot.

F. When a pilot recharges his/her unit inside the senkan (battleship), s/he will get a decrease of 5 in stamina.

G. When a pilot gets resources from the SP command Hokyuu (Supplement) from a friendly pilot of his/hers, s/he will encounter a decrease of 10 in stamina.

H. When a pilot casts the SP command Ki'ai (concentration), s/he will get an increase of 15 in stamina.

I. When a pilot encounters an SP command of Gekirei (encouragement), s/he will get an increase of 10 in stamina.

J. When a pilot encounters the SP command Datsuryoku (exhaustion), s/he will have a decrease of 10 in stamina.

=====
However, note that:

. Gekirei is advantageous and Datsuryoku is disadvantageous but if a pilot casts Gekirei within a target range of an enemy, the enemy will also benefit from the advantageous Gekirei. Same goes for Datsuryoku. So use them carefully.
=====

.....
The Critical Hit is an attack by chance that allows you to do twice the damage as normal. The chance of successfully doing a Critical Hit is given in percentage by this formulae:

The attacking pilot's GIRYOU - The targeted pilot's GIRYOU + The Weapon's Hit Coefficient as explained in the subsection Weapon Status

As for your enemies, however, the chance of them doing a Critical Hit on you is reduced by half. The game is programmed that way for players' benefit.

< IV . Version History . IV >

Version 1.00 - 2 August 2005
- First Release
- Contains calculations on Chigei Coefficient, Saizu Coefficient, Meichuuritsu, Damage, Kiryoku, and Kuritikaru
- Contains translations for the attributes that relate to all the calculations aforementioned

Version 1.01 - 3 August 2005
- First very minor update
- Added the sites IGN and Neoseeker which accepted hosting this document
- Edited a very small amount of text
- Fixed an "overwide" line with 80 characters
- Fixed a Japanese syllable error *ZARYOU, which should be GIRYOU

Version 1.02 - 20 August 2005
- Second minor update
- Edited some text
- Fixed some typos

Version 1.04 - 13 December 2006
- Third minor update
- Edited some text

Version 1.05 - 29 May 2007
- Fourth minor update
- Fixed some typos

Version 1.07 - 8 October 2008
- Fifth minor update
- Edited some text
- Fixed some typos

Version 1.08 - 4 April 2017
- Sixth minor update
- Name changed

< V . Credits . V >

Me for writing this.
You for reading this.

Banpresto (TM) for creating such a cool game.
Nintendo (R) for creating the Super Famicom (R).

Aye, three hours to complete this document... pathetic! Maybe it's always not that easy for a non-Japanese and non-English speaking guy like me to have written all these.

Thanks for reading.

Questions, comments, alternative translations, or/and calculations are all welcomed. Email me at townranger<at>hotmail<dot>com if you have any.

All done.

(End of Document)

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