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(2. Introduction)
'-----'

Super Robot Wars 4 is a huge collection of the Japanese robot animation series from the mid 70's to the 90's. This is a strategy game in that the player and the AI takes turn to move all the robot units and decide an action on each of them.

There are a total of 44 to 45 scenarios in the game. Each map has some hidden items except the 31st and the last. The items are to be equipped by the robots. All the items in the game are the ones you get as the hidden items in each map.

This document is best viewed with the font fixedsys or any other fonts that have a fixed width of every letter and symbol regardless. Make sure the following lines line up or else the tables below cannot be displayed properly:

1234567890+-_=[]!?*\/\|,.
abcdefghijklmnopqrstuvwxy
ABCDEFGHIJKLMNPOQRSTUVWXYZ

.-----.
(3. Items Translation and Details)
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To my observation, there is, currently up to the moment this document is updated, no English patches or versions of the game not even the romz so there may be alternative translations of the item names mentioned in the table below.

The original Japanese name of the items is presented in parenthesis for your reference. It is possible that some English ROMs may or may not have the same translations as below, but details of such items remain intact.

Name	Details
Alice (ALICE)	Reaction limit +20 Mobility +12
Apoji Motor	Mobility +5

(Apoji Mootaa)	Movement +1
Beam Coating (Tai Biimu Kootingu)	Invincible against beam weapons that do less than 1000 damage to the unit
Biosensor (Baiosensaa)	Reaction limit +15 Mobility +8
Booster (Boosutaa)	Movement +1
Chovam Armour (Chobamu Aamaa)	Armour +150 HP +500
Fatima (Fatima)	Reaction limit +20 Mobility +12, Movement +2
Gold Piece (Kinkai)	Add money to your revenue There're 4 types: 2000, 5000, 10000, and 20000
High-quality Radar (KouSeiNou ReeDaa)	Increase the range of weapons by 1 (except for MAP and 1-ranged weapons)
Hybrid Armour (Haiburiddo Aamaa)	Armour +200 HP +800
Anti I-field Machine (Tai I Fiirudo Hasseiki)	Invincible against beam weapons that do less than 1000 damage to the unit
Magnet Coating (Magunetto Kootingu)	Reaction limit +10 Mobility +5
Mega Booster (Mega Boosutaa)	Movement +2
Minov Skycraft (Minofu Sukiikurafuto)	Convert the robot into an air and land unit
Propellant Tank (Puroperanto Tanku)	Refill the unit's EN by 50 (disappears after used)
Propellant Tank S (Puroperanto Tanku S)	Refill the unit's EN by 150 (disappears after used)
Psycho Frame (Saiko Fureemu)	Reaction limit +25 Mobility +10
Repair Kit (Ripea Kitto)	Heal the unit's HP by 2000 (disappears after used)

(4. Axis Location System)

The maps in each scenario are composed of squares of equal sizes. Larger maps

are made up of more squares and smaller are less.

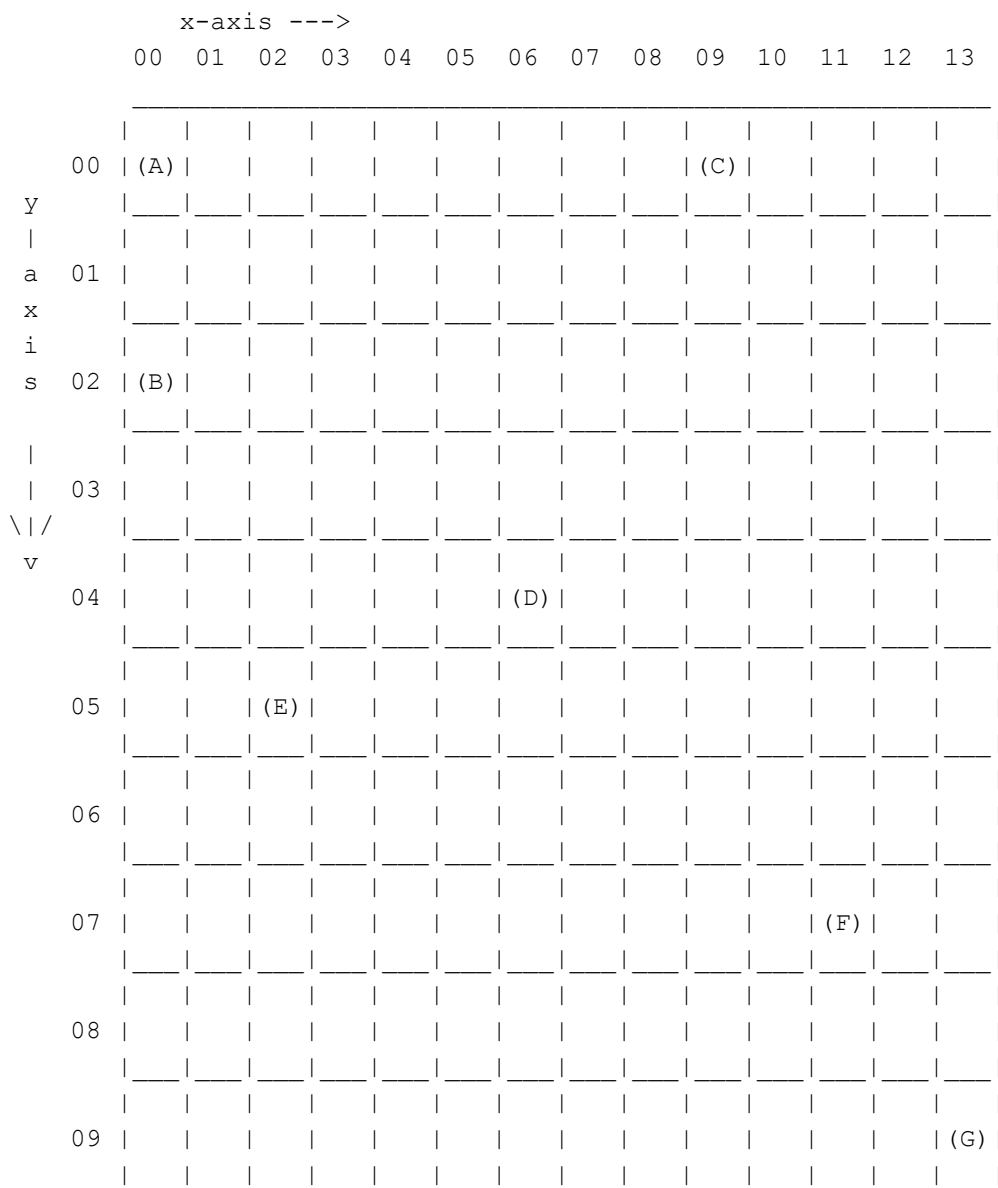
This hidden items list locates the items by presenting the coordinates, and the x- and y-axes. The one from the top-left corner is presented by (00,00) as 00 is the starting point from the top-left corner.

The x-axis counts from the very left square as 00 through the horizontal direction. The first one from the left will be counted as 01 and so on.

The y-axis counts from the very top square as 00 through the vertical direction. The first one from the top will be counted as 01 and so on.

The first 00 in (00,00) represents the x-axis whilst the second 00 in (00,00) is the y-axis. Another example is in (13,09) meaning that the x-axis is 13 and the y-axis is 9. The exact location of (13,09) will be the square of the 13th from the left and the 9th from the top.

A diagram can be referred to as below:



In the above diagram, (A) is located by (00,00)
(B) is located by (00,02)
(C) is located by (09,00)
(D) is located by (06,04)
(E) is located by (02,05)
(F) is located by (11,07)
(G) is located by (13,09)

In the maps of each scenario in the game, however, the grind lines and the numbers are invisible. You are recommended to count from the top left corner to get the exact accurate locations.

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(5. Locations of Hidden Items)
'-----'

Some scenarios have two maps. Only one of them will show up as the mission required according to the player's choice. In this section, such cases will be indicated by A and B. If the item locations of set A are incorrect, that means you are in Map B and you will have to follow the Map B locations.

As for the hidden items that follow, for the sake of ease I will use the English names aforementioned in section 3. Items Translation and Details. You may refer back to the section for the exact Japanese names and the effect of the items.

The armours are very useful for melee units like the Mazinger series. The items that increase mobility and reaction limit are extremely important for dexterious units like the Gundam's family. Grab these items. Don't miss them. Sometimes the money in this game is of very little use; you cannot buy any of these items though, and the upgrading of the robot units are very costly.

Quite often these items are hidden in the forest or mountains where it is very cubersome for the land units to reach. Check the locations first and decide on the air units with a high mobility to get those items.

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Map 1 (There are two Map 1's but the hidden items locations are all the same)

- (00,00) High-quality Radar
- (01,20) Gold Piece 10000
- (10,03) Gold Piece 2000
- (20,07) Repair Kit
- (22,06) Gold Piece 2000
- (28,20) Gold Piece 5000

Map 2A

- (00,20) Propellant Tank
- (06,13) Repair Kit
- (10,18) Gold Piece 2000
- (13,26) Repair Kit
- (15,10) Repair Kit
- (19,03) Gold Piece 5000

Map 2B

- (00,20) Propellant Tank
- (00,05) Gold Piece 10000
- (01,32) Alice
- (06,13) Gold Piece 5000
- (10,18) Gold Piece 2000
- (13,26) Repair Kit
- (15,10) Repair Kit
- (19,03) Gold Piece 5000

Map 3A

Map 3B

(10,06) Booster	(00,09) Magnet Coating
(11,26) Magnet Coating	(06,19) Gold Piece 5000
(14,21) Gold Piece 2000	(08,08) Gold Piece 2000
(14,25) Propellant Tank	(13,19) Gold Piece 5000
(17,32) Repair Kit	(15,10) Psycho Frame
(20,11) Gold Piece 5000	(16,00) Gold Piece 5000
(23,23) Chovam Armour	(17,14) Gold Piece 10000

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----- Map 4A -----	----- Map 4B -----
(06,19) Gold Piece 2000	(00,04) Magnet Coating
(08,08) Gold Piece 5000	(00,43) Gold Piece 2000
(09,05) Gold Piece 2000	(05,03) Mega Booster
(15,00) Propellant Tank	(11,13) Gold Piece 5000
(15,10) Repair Kit	(14,44) Gold Piece 2000
	(15,21) Gold Piece 5000
	(19,22) Gold Piece 2000
	(19,47) Gold Piece 5000

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----- Map 5A -----	----- Map 5B -----
(06,34) Propellant Tank	(00,04) Gold Piece 5000
(09,05) Gold Piece 5000	(09,05) Gold Piece 2000
(09,04) Gold Piece 2000	(09,24) Fatima
(13,22) Gold Piece 2000	(09,45) Mega Booster
(14,31) Gold Piece 5000	(11,13) Psycho Frame
(15,21) Chovam Armour	(15,29) Gold Piece 2000
(19,47) Hybrid Armour	

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----- Map 6A -----	----- Map 6B -----
(03,14) Gold Piece 2000	(00,17) Gold Piece 5000
(20,18) Gold Piece 2000	(17,05) Gold Piece 5000
(22,02) Gold Piece 2000	(17,24) Propellant Tank S
(22,28) Repair Kit	(19,17) Propellant Tank
	(22,18) Repair Kit
	(26,14) Gold Piece 2000
	(27,04) Gold Piece 2000

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Map 7

(02,05) Gold Piece 2000
(04,13) Repair Kit
(17,14) Gold Piece 5000
(22,07) Gold Piece 2000
(31,03) Mega Booster

=====

Map 8

(03,14) Gold Piece 5000

(06,09) Gold Piece 2000
(11,03) Gold Piece 2000
(19,10) Gold Piece 2000
(25,06) Gold Piece 2000
(27,00) Psycho Frame
(31,24) Gold Piece 10000

Map 9

(03,10) Hybrid Armour
(04,05) Gold Piece 5000
(09,15) Gold Piece 2000
(30,05) Gold Piece 2000
(34,00) Gold Piece 5000
(35,18) Gold Piece 5000

Map 10A

(00,03) Chovam Armour
(08,18) Gold Piece 2000
(14,25) Gold Piece 5000
(15,20) Gold Piece 2000
(19,20) Gold Piece 5000
(27,21) Psycho Armour

Map 10B

(02,21) Gold Piece 10000
(07,07) Gold Piece 2000
(09,21) Gold Piece 5000
(12,05) Booster
(13,21) Psycho Frame
(16,14) Gold Piece 2000

Map 11

(00,09) Gold Piece 2000
(06,19) Propellant Tank
(08,05) Gold Piece 5000
(08,08) Gold Piece 2000
(12,09) Chovam Armour

Map 12A

(03,38) Gold Piece 5000
(08,06) Gold Piece 2000
(15,22) Gold Piece 2000
(16,14) Propellant Tank
(22,20) Gold Piece 5000
(27,00) Gold Piece 10000

Map 12B

(01,29) Booster
(03,17) Gold Piece 5000
(06,06) Gold Piece 2000
(16,26) Gold Piece 2000
(31,00) Gold Piece 2000

Map 13

(05,12) Gold Piece 2000
(09,15) Gold Piece 5000
(11,18) Gold Piece 5000
(14,30) Gold Piece 2000

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Map 14

(00,14) Gold Piece 10000
(02,27) Gold Piece 5000
(12,11) Gold Piece 2000
(13,10) Gold Piece 2000
(15,23) Minov Skycraft
(18,03) Gold Piece 2000

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Map 15

(03,14) Gold Piece 5000
(07,11) Gold Piece 2000
(16,31) Gold Piece 2000
(18,16) Gold Piece 5000
(20,29) Gold Piece 2000
(23,28) Psycho Frame

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Map 16

(01,23) Gold Piece 10000
(01,40) Chovam Armour
(23,38) Gold Piece 5000

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Map 17A

(00,02) Hybrid Armour
(02,38) Gold Piece 2000
(04,31) Biosensor
(07,07) Gold Piece 2000
(13,00) Propellant Tank S
(28,02) Gold Piece 5000

Map 17B

(01,13) Gold Piece 2000
(03,31) Gold Piece 5000
(08,20) Propellant Tank
(15,00) Gold Piece 2000
(21,29) Gold Piece 2000
(22,09) Repair Kit
(23,02) Gold Piece 2000

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Map 18A

(01,29) Repair Kit
(09,18) Gold Piece 2000
(12,04) Gold Piece 2000
(14,44) Gold Piece 5000
(18,44) Gold Piece 2000
(25,21) Propellant Tank
(26,02) Gold Piece 5000

Map 18B

(01,01) Gold Piece 5000
(10,16) Psycho Frame
(18,08) Propellant Tank
(26,02) Gold Piece 2000
(28,19) Repair Kit
(33,11) Biosensor

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Map 19

(02,07) Gold Piece 20000
(11,15) Gold Piece 2000
(22,03) Gold Piece 5000

(23,24) Psycho Frame
(27,25) Gold Piece 5000
(28,06) Gold Piece 2000

Map 20A

(05,05) Gold Piece 2000
(10,28) Gold Piece 10000
(15,32) Gold Piece 2000
(19,07) Gold Piece 2000
(29,22) Gold Piece 20000

Map 20B

(03,17) Gold Piece 2000
(06,06) Gold Piece
(09,25) Gold Piece 5000
(17,20) Gold Piece 5000
(31,00) Propellant Tank

Map 21

(03,30) Gold Piece 2000
(04,03) Gold Piece 5000
(16,12) Biosensor
(24,25) Gold Piece 2000
(39,14) Gold Piece 2000
(41,31) Beam Coating

Map 22

(01,01) Mega Booster
(06,15) Gold Piece 5000
(08,17) Propellant Tank S
(15,32) Repair Kit
(16,12) Gold Piece 2000
(21,21) Gold Piece 5000

Map 23A

(05,28) Gold Piece 5000
(10,26) Gold Piece 5000
(14,29) Gold Piece 2000
(16,19) Gold Piece 2000
(20,35) Repair Kit

Map 23B

(00,12) Magnet Coating
(12,01) Gold Piece 2000
(15,17) Repair Kit
(19,05) Gold Piece 2000
(31,11) Propellant Tank
(33,25) Gold Piece 5000

Map 24A

(03,24) Gold Piece 10000
(06,02) Gold Piece 5000
(10,22) Gold Piece 2000
(24,03) Gold Piece 2000
(24,11) Gold Piece 2000
(27,17) Booster

Map 24B

(04,20) Propellant Tank S
(08,05) Gold Piece 5000
(13,13) Gold Piece 2000
(15,26) Mega Booster
(28,09) Gold Piece 2000

Map 25A

(03,06) Gold Piece 5000
(05,21) Propellant Tank S
(20,15) Gold Piece 2000
(23,04) Gold Piece 5000
(39,12) Chovam Armour

Map 25B

(03,01) Gold Piece 2000
(18,10) Hybrid Armour
(23,18) Propellant Tank S
(28,11) Gold Piece 2000
(33,20) Gold Piece 5000

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Map 26A

(01,11) Propellant Tank S
(05,34) Gold Piece 5000
(11,00) Propellant Tank
(13,08) Gold Piece 2000
(16,27) Repair Kit
(31,05) Gold Piece 2000

Map 26B

(02,31) Gold Piece 5000
(04,24) Gold Piece 2000
(18,00) Gold Piece 2000
(20,19) Propellant Tank S
(28,29) Hybrid Armour

=====

Map 27

(03,10) Gold Piece 5000
(08,09) Gold Piece 2000
(09,21) Gold Piece 2000
(12,11) Repair Kit
(20,26) Gold Piece 2000
(23,17) Propellant Tank S

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Map 28

(02,22) Gold Piece 10000
(07,02) Gold Piece 2000
(09,12) Gold Piece 5000
(11,25) Gold Piece 2000
(21,05) Gold Piece 2000

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Map 29A

(07,05) Gold Piece 5000
(08,25) Gold Piece 2000
(17,02) Biosensor
(21,07) Gold Piece 5000
(27,23) Gold Piece 2000

Map 29B -- Part 1

(03,06) Gold Piece 2000
(04,38) Gold Piece 20000
(12,35) Gold Piece 2000
(19,20) Gold Piece 5000
(20,41) Hybrid Armour

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Map 29B -- Part 2

(03,06) Gold Piece 10000
(12,35) Gold Piece 5000
(19,20) Gold Piece 2000

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Map 30

- (07,12) Gold Piece 2000
- (12,10) Gold Piece 2000
- (16,32) Gold Piece 20000
- (21,13) Psycho frame
- (28,04) Repair Kit

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Map 31

No hidden items! Come on, you're in the sky!

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Map 32

- (04,00) Gold Piece 2000
- (18,13) Gold Piece 2000
- (37,21) Gold Piece 2000
- (45,13) Gold Piece 5000
- (47,22) Alice
- (49,00) Gold Piece 10000

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Map 33A

- (10,18) Gold Piece 2000
- (15,15) Gold Piece 5000
- (17,33) Beam Coating
- (24,24) Gold Piece 2000
- (27,13) Gold Piece 2000

Map 33B

- (02,30) Gold Piece 2000
- (10,01) Propellant Tank S
- (13,07) Magnet Coating
- (21,29) Biosensor
- (22,09) Gold Piece 2000

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Map 34A

No hidden items for unknown reasons.

Map 34B

- (05,20) I-field Machine
- (09,00) Alice
- (23,09) Gold Piece 5000
- (37,00) Gold Piece 20000
- (37,37) Gold Piece 2000

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Map 35

- (03,34) Gold Piece 5000
- (07,04) Biosensor
- (11,18) Gold Piece 2000
- (18,08) Gold Piece 2000
- (20,29) Gold Piece 2000

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Map 36

- (00,12) Gold Piece 2000

(09,20) Gold Piece 2000
(15,30) Gold Piece 10000
(21,15) Gold Piece 2000
(22,06) Repair Kit
(35,12) Propellant Tank S

Map 37

(03,24) Gold Piece 2000
(10,44) Gold Piece 5000
(18,03) High-quality Radar
(31,22) Chovam Armour
(34,41) Gold Piece 2000

Map 38

(03,03) Gold Piece 2000
(03,10) Gold Piece 2000
(16,36) Gold Piece 20000
(22,34) Hybrid Armour
(24,02) Gold Piece 5000

Map 39A

(14,17) Gold Piece 10000
(16,29) Gold Piece 2000
(24,24) Gold Piece 2000
(26,10) Booster

Map 39B

(01,21) Alice
(02,26) Gold Piece 5000
(05,06) Gold Piece 20000
(20,31) Gold Piece 2000
(25,20) Gold Piece 2000

Map 40A

(09,08) Gold Piece 2000
(13,49) Gold Piece 5000
(18,25) Gold Piece 2000
(22,18) Gold Piece 2000

Map 40B

(01,07) Gold Piece 5000
(08,23) Gold Piece 5000
(11,39) Gold Piece 20000
(16,04) Gold Piece 2000
(18,25) Gold Piece 10000

Map 41

(07,47) Gold Piece 10000
(22,40) Gold Piece 5000
(25,05) Gold Piece 2000
(27,48) Psycho Frame

Map 42A

(22,24) Gold Piece 2000

Map 42B -- Part 1

(00,10) Apoji Motor

(26,12) Gold Piece 10000
(30,19) Gold Piece 2000
(31,01) Gold Piece 5000

(11,26) Gold Piece 2000
(13,01) Gold Piece 20000
(15,16) Gold Piece 20000
(19,25) Gold Piece 10000

Map 42B -- Part 2

(05,33) Gold Piece 10000
(08,22) Gold Piece 5000
(15,02) Gold Piece 20000
(16,32) Gold Piece 10000
(18,15) Mega Booster

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Map 42C

(00,02) Gold Piece 10000
(08,22) Gold Piece 2000
(15,23) Gold Piece 2000
(27,30) Hybrid Armour
(30,19) Gold Piece 5000

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Map 43

(02,07) Gold Piece 20000
(07,30) Fatima
(11,13) Gold Piece 20000
(14,05) Gold Piece 10000
(29,02) Gold Piece 10000

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Map 44 (There are two Map 44's but none of them have hidden items)

No hidden items. This is already the last map. Beat the boss and enjoy the ending!

(6. Contact Information)

Questions, comments, alternative translations, and criticisms are all welcomed. I can be reached by email: townranger<at>hotmail<dot>com. Or you may just drop me a message on GameFAQs' SNES Super Robot Wars 4 board. My user name there is TownRanger.

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The newest revision of this Super Robot Wars 4 Hidden Items List can always be found on GameFAQs.

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(7. Credits)
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Thanks for reading!

Thanks Banpresto (TM) for creating such an awesome game.

Thanks Nintendo (R) for always creating the best gaming platform ahead of time.

Thanks the ZSNES team for writing an SNES emulator.

Thanks to me as well... skipping breakfast and lunch typing up all these. Now it's time for me to have some snacks.

I hope my guide here has helped you reveal the hidden items.

I'll be seeing you again in future revisions, probably.

HAPPY FUTURE GAMING!

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SNES/PS Super Robot Wars 4 Hidden Items List Version 2.93
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