

Gundam Battle Online (Import) FAQ

by YuSaKu

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GUNDAM BATTLE ONLINE

FAQ/Walkthrough

by YuSaKu

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<http://www.text-heaven.com/faqs.html>

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I. - Getting Started //////////////////////////////////////

This is obviously an import game from Japan. You can purchase the game from a number of different locations, but the best place to get it from is eBay. Since you can now find it for about \$10-\$15 in the US, factory sealed, I don't recommend purchasing a used copy.

This game also requires you to have the Utopia bootdisc or a Japanese Dreamcast console.

Most of the game is exclusively in Japanese, and is extremely heavy on the Kanji. Other than some spoken dialog, there isn't much to accomodate those of you who are kanji or Japanese illiterate. I'm not perfect, but I can translate well enough to help you guys or girls get through so you can play without much trouble.

Some Japanese knowledge is going to help you out significantly, though.

I have already beaten this game, and a year later, I see people want a FAQ for the game, so I figured I'd be willing to give it a go.

Okay, let's boot up the game now. The game will get to the PRESS START BUTTON screen pretty quickly after the VMU verification splash pages. Wait a few seconds if you want to watch the exciting, albeit short, opening FMV. When you're ready, pick STAND ALONE from the menu. I don't really like how the Zeon mobile suits look, so let's pick the Earth Federation, which is the the symbol that looks like the anchor to the right. Yes, I am biased.

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II. - PILOT MAKING////////////////////////////////////
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First thing's first, you will get a screen with "Pilot Making" at the top. In the center of the screen. It tells you: "Before you begin the game, you have to name your division." Just press the A button. Next up is a screen with the alphabet. Name here. L or R trigger give you more letters, numbers, and Japanese characters. I put YuSaKu, because, well, it's my name. Simply pick whatever you want to call your division, then all the way to the right outside of the letters is two kanji (aka - Chinese characters which many Asian countries use); press A button on that when you are ready.

The next screen is assigning a certain number of people to four different sections. You have 12 altogether. It doesn't matter what they are right now, so just hit A. This screen shows who is ranked as what and what position in the three groups they are. It's not that important. Just hit A once more, and a COMMAND menu will pop up. The first option is rearranging your crew members. Do not change it, the default order is fine. Okay, the second option is where we will spend some time on to help you out if you simply cannot read Japanese. Press A button on the 3rd option in the COMMAND menu. If the text is not in English by default, press L or R trigger to toggle it into English. We're going to translate the names of the original pilots. The character by default in the 1 SLOT is Maiku. Let's change his name to Mike (English letters) in there. Now there are two options after you have named the character to the right: the one on the top says Return (meaning stop naming), but we should already know the bottom one on the right says Accept.

Let's do this for all of the characters. After you see Mike appear for the SLOT 1 character, hit the R trigger to change to the next after each character. Okay, let's name them in this order (being that these are the devloper given names):

1. Mike
2. Norton
3. Cole
4. Douglas
5. Selma
6. Myun
7. Chuck

8. Rosa
9. Dave
10. Silf
11. Raymond
12. Tao

The third option is renaming your division. You can change it here if you don't like the original name you gave it.

The final, fourth option, is "End". Go to it and press A. It will ask you if you are sure you are done. The format is YES / NO at the bottom. Select the option on the left, being YES. Now it will save to any VMU you have inserted into the Dreamcast controllers. Pick whichever one suits you, then press A to make a specific save file again. Enjoy the short cinematics.

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III. - MISSION 01 //////////////////////////////////////
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Prerequisites are: 250 Turn Limit, 3 Controlled Zones
"We're going through. All hands, stay alert!"

Let's start by looking at our map. We have five ships. Move the cursor with the D-PAD over to one of the yellow ships and press A. A new menu will pop up. Press A and then select the ship in the center, and press A again. This will make the yellow ship follow the one in the middle. Do this with the other yellow ships. Now, make the ship in the center follow the ship to the far left. The far left ship is your battleship with all of your mobile suits. You need to make sure your other ships are safe, so always make the others follow. Zoom all the way out by pulling the ANALOG thumbpad down.

Since we only need to get to three, let's focus on the nearest zone. To the right from your starting position, you will find one. Select the ship all the way to the left (battleship) and press A. At the menu, press A again. Now you can select a waypoint for your battleship and others to go to. Directly to the right is where your first zone will be. Select A to mark your waypoint. Now press X until you get there. Every time you press X, a turn is made. Remember, you have 250.

If you are attacked by the Zeon on a ship other than your battleship at this time, you will have to make a new waypoint for your battleship. Select it, Press A, and select the Zeon ship as your new waypoint. Press X until you make it and initiate a battle. "Emergency Battle Positions!! Mobile Suits prepare to engage!" will pop up with your announcer reading it in Japanese. Press A to confirm the message, and then press A again to set up for battle. Red Alert screen shows up with the same YES / NO format. Select YES (reminder: left YES / right NO).

A COMMAND menu opens up with the following options:

1. Division Settings
2. Position
3. Mobile Suit Customize
4. Load Emblem
5. Exit (Initiate Battle)

I'm not going to explain any of the above right now, so just go to the Exit.

Once the battle starts, you will be able to use the ANALOG thumpad to rotate the camera, use D-PAD Left/Right or R/L trigger to change between your starting three mobile suits and your battleship. Don't do anything yet, just wait for a mobile suit to engage you in battle. Once the fight starts, watch your HP. Now select one available mobile suit and make its target the Zeon battleship. Just select the 2nd option at the top, hit A, press RIGHT on the D-PAD and hit A. Do this with any other available mobile suit you also have. This battle is very easy, so do not worry about losing.

You can assist a fellow MS pilot by using the third option and pressing LEFT/RIGHT on D-PAD and pressing A when you get your desired teammate. However, even if an enemy mobile suit remains after the Zeon battleship's destruction, the battle will end, and you will not get the experience for that mobile suit. Pilot rankings and stats go up by destroying a certain number of enemies, so always keep that in mind, but also keep in mind that sometimes trying to destroy too many mobile suits can cause you to lose.

Once the battle is over, you will get your experience. In the battle I just did, Cole's mobile suit was destroyed. *cries* It's okay, though, because now we can learn how to use our backup mobile suits!

The BATTLE RESULT screen now pops up: Zeon (RED) and Federation (BLUE) with the following format:

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ZEON: Mobile Suit Losses > X | Ship Losses > X  
FEDS: Mobile Suit Losses > X | Ship Losses > X
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Just hit A. Now we're back to the overworld map. "Enemy Area Cleared". Now you should only have two more zones to control! Simple so far. Let's select the enemy zone above us as our new waypoint. If an enemy doesn't show right when you get there, just take some more turns pressing X. Same kind of idea for the battle.

Now once a new battle starts, select the first option from the COMMAND menu. If you have a fallen member, read the following or skip to the next paragraph:

--> Select where the x is with the A button. Notice that a member (mine says Cole) is out? Well, the number after the name in the box with red characters says: "Return: 32", which means 32 TURNS until he can go back into battle. So I'll just select somebody else on the list to fight. Too bad I only have a crap Ball MS to go into battle that Douglas can use. Oh well.

Hit Exit and do the battle. This time, we'll go a little more in-depth. If you have any mobile suits low on HP, I suggest selecting it with LEFT/RIGHT and using the first option. You can set a waypoint anywhere on the map. I'll just send it back to the ship. My other two MS can fight instead.

Battle Review So Far (at the top of the screen you have 5 options, let's go over them):

Free Waypoint | Attack Waypoint | Follow/Assist |
Starting Position | Skill Menu

Follow/Assist has an extra option before you select an ally, so let's get that out of the way.

Follow/Assist

--> Near (Does Damage) | Far (Slows Enemy Timing Drastically)

Again, once the Zeon battleship is destroyed, you win and secure the zone. This time, however, I suggest taking about 20 turns to let your MS team gather HP and re-cooperate after the battle.

Once you have 3 areas under control and the TURNS are at 0, then you win. Be careful, though, sometimes enemy Zeon ships try to come in and regain a zone they lost... and they can do so if a ship of yours is not present in that zone. To prevent this from happening, leave behind one of your yellow ships in the zone, specifically in later levels. Just remember, though, they can't fight back and will be destroyed if a Zeon ship destroys it... so it's best not to leave it behind.

This is where the FAQ ends, I don't want to spoil anything else for you. I feel confident that you can finish the game on your own. From here on out, the game is split up into a few more maps, each larger than the first one, and you will gain more mobile suits and experience every time. The game gets radically addicting and can take up to 25 hours to beat with Earth Federation, and that's not even counting playing as the Principality of Zeon.

Enjoy guys, this is one of my all-time favorite imports.

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IV. - Other Info////////////////////////////////////

MORALE - The higher the Morale when fighting, the faster your current unit will attack. You can help them by having another unit Assisting them.

Online Play... well, you can't play online. The servers for the game have been offline for a while now, sorry.

If there is anything else you would like to know, just make a request to yusakuchan@hotmail.com and I will try to do my best to get more on this. Thanks!

Note

This was the first FAQ I wrote, and I was a little embarrassed by it, so I thought I'd spiff it up a little without really changing the writing style or any of the info. Hey, it got accepted didn't it?

V. Locations Authorized to Display This FAQ

<http://www.text-heaven.com/> - The Original Home of my FAQs

Gamefaqs.com - <http://www.gamefaqs.com>

Neoseeker - <https://www.neoseeker.com/>

DLH - <http://dlh.net/>

Justin's Website - <http://ircanime.cjb.net/>

<http://www.supercheats.com>

If you want to display this FAQ on your website E-mail me at:
Yusakuchan@hotmail.com

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THIS FAQ TO ME AT ONE OF MY
CONTACT ADDRESSES!!!

VI. Contact Information

WWW:

<http://www.text-heaven.com/>

<http://freedom-irc.cjb.net/>

http://www.livejournal.com/users/k0s_m0s/

<http://www.livejournal.com/users/gossamerwing/>

<http://www.milkfaerie.com/>

http://www.livejournal.com/community/milliken_babies

<http://www.stfu-kthx.net/>

<http://www.geocities.com/yusakuchancaws/>

<http://www.myspace.com/> Display Name Milkywhitefaerie

IM:

AIM: Yusakuchan3, ToxicPuffyLips, MuunDreamerJem

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<irc.nabiki.com:6667>

<irc.darkmyst.org:6667>

<irc.stfu-kthx.net:6667>

<irc.prstudios.com:6667>

/msg YuSaKu or /msg K0S-M0S

Text Message:

19102096705

VII. Other Works

Look for my other FAQs:

3 Sister's Story - PC

Adventures of Willy Beamish - Sega CD

Chrono Cross - PSX

Come See Me Tonight - PC

Come See Me Tonight 2 - PC

Crescendo - PC

Divi-Dead - PC

Do You Like Horny Bunnies? - PC

Do You Like Horny Bunnies? 2 - PC

Earthbound - SNES

Elder Scrolls III: Morrowind GOTY Edition - XBOX

Fatal Relations - PC

Gloria - PC

Harvest Moon: Friends of Mineral Town - GBA

Heart De Roommate - PC

Hitomi - My Stepsister - PC

I'm Gonna Serve You! 4 - PC

Kana ~Little Sister~ - PC

Kana ~Little Sister~ Endings - PC

Lakers - PC

Let's Meow Meow! - PC

Nocturnal Illusion - PC

Persona 2: Eternal Punishment - PSX

Pokemon Ruby - GBA

Pokemon Sapphire - GBA

Pokemon XD: Gale of Darkness - GCN

Princess Tomato in the Salad Kingdom - NES

Runaway City - PC

Seasons of the Sakura - PC

Snow Drop - PC

Sweet Apricot - PC

Tecmo Secret of the Stars - SNES

The Sagara Family - PC

Tokimeki Check-in! - PC

Virgin Roster - PC

WWE Smackdown!: Here Comes the Pain - PS2

WWE Smackdown!: Shut Your Mouth - PS2

X-Change - PC

X-Change 2 - PC

X-Change 3 - PC

Yin-Yang! X-Change Alternative - PC

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