Tech Romancer Mini-Game FAQ

by CChan   Updated to v1.0 on Jan 13, 2001

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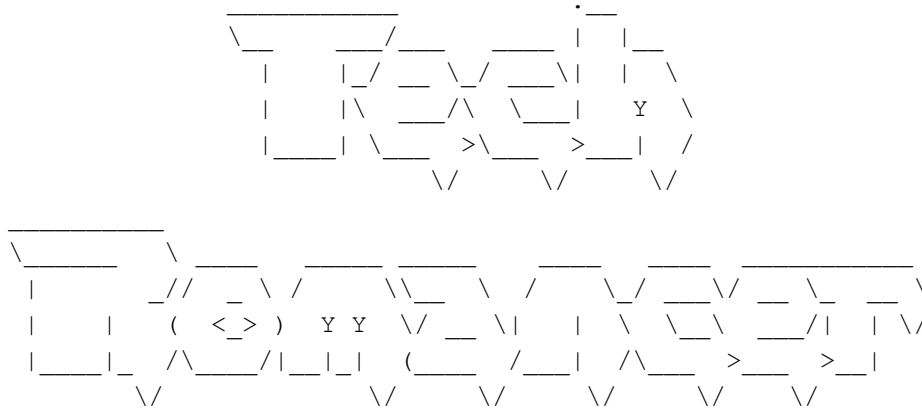
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¤------------------------------------------------------------------------¤
| Tech Romancer                                           version 1.0 |
| Last updated: 13th of January 2001                                  |
| Created by: Clement Chan Zhi Li                                      |
| E-mail address: saigoheiki@gmail.com                                |
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¤-=-=-=-=-=-=-=-¤
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========================================================================
<1> I n t r o d u c t i o n <1>
========================================================================


  Hi!
My name is Clement Chan, and let me welcome you to my Tech Romancer Mini Game
```

Guide. This guide was intended to help gamers out there who had problems on playing these mini-games that are available in this game.
  In the beginning, I had actually decided to make a full walkthrough together with the movelist for Tech Romancer, but I decided to start off with this walkthrough first, hopefully to bring a full walkthrough for Tech Romancer coming on.
  I would like to request gamers out there to read this walkthrough first before submitting any questions, until you are really sure that you can't really proceed any further. I accept any questions related to this game, whether problems that you had encountered or others.
  If you had any questions, suggestions, tips and hints that may help this guide, please e-mail to me at saigoheiki@gmail.com . Take full notice that proper
and full credits would be given to those who had submitted or help this walkthrough in any way, whether correcting mistakes that I may made or otherwise.
  There would also be spoilers in my guide, as I may be revealing a little of the storyline in the game and other secrets that may be considered as spoilers.
  Well, just enjoy the rest of my guide and I hope you like it.

                                      - C l e m e n t   C h a n

----
[1.1] About Tech Romancer

  Tech Romancer can be solely described as a robot fighting game, which is fully in 3D. This is just to brief out the review that I had written down here.
  Fighting may not be a big idea, as Capcom is popular with in this genre. But on the other hand, Capcom is a total ingenious for creating a game with tons of replay value, like the mini-games, hidden animation sequences and other modes.
  The graphics itself is purely sweet, with extremely well detailed robot models and other enjoyable hand-drwan pictures in the game. This might proves out that why anime in Japan is really popular, because of its cool pictures and graphics.
  While there are many modes for you to enjoy, you can also have some fun fighting in a two-player versus game. It's cool, just to say, with simply lots of unbelievable things to do. Honest.

[1.2] Copyright info

This FAQ is Copyright © 2001 Clement Chan Zhi Li. You can distribute this FAQ as long as its contents are not changed. No. Not even a single letter.

Only Clement Chan Zhi Li can make changes and updates to this FAQ. Any unauthorized changes and updates without my permission is prohibited by law.

If you want to put parts of this FAQ publicly, at least write down the name of this FAQ and the owner's name (mine) together. One more word, don't even send parts of this Guide to other FAQs and write it as your own. I will soon find out.

Tech Romancer is Copyright Capcom, with all the characters and other Tech Romancer-related things.

[1.3] How to Best View this Guide

If you view this guide of the Internet and noticed that some words are filled
in with spaces and etc., it's because your browser did not view it at the right
width. Save the guide and open it up with WordPad (recommended).

Click File, then Page Setup. At the section where they put Margins (inches),
look for Right and type 0.8" in it. That way, you could view this guide neatly
as it is meant to be!

[1.4] Review

Tech Romancer, a game which involves robot-fighting style using all sorts of
cool and incredible powers to defeat enemies along the way, with a special type
of battle system. Originally, this game was in Japanese, by a long name of
Super Battle Steel Story Kikaioh. Maybe some of you wouldn't like another taste
of Capcom's latest and new installment to this game but Tech Romancer proved to
be one of the successors this time. Added in, there are many hidden secrets to
unlock, together with many things to you that will keep you addicted and
entertained for a whole month.

Graphics - 9
In terms of graphics, they're very impressive with detailed models of robots
and others. Colours are used wisely in and out in the game, whether it's during
battle time or in the menu. As the whole battle system will be in 3D, the
background can rotate in full 3D motion with their own detailed and colourful
things on the way. At certain areas, there will be houses and buildings that
you can destroy to get an item which can be used to deliver an attack to the
enemy.

Perhaps what could be said is the totally cool hand-drawn unanimated pictures
when you play in the Story mode. They look totally funny, and it is almost like
watching a high-tech comic out of your television screen. Of course, there are
many hidden animated sequences that could be viewed, and all of them are
personally hand-drawn, together with the introduction movie. Why hand-drawn?
There are no reasons really. They seem to look much better when done that way,
and add in some computer colours to make it look much better. And for your
information, some of the animated sequences look more like a Japanese cartoon
straight from the television channel.

Music - 9
Most of the music are surprisingly good, as Capcom and its Japanese music
programmers and sequences have done to this game. The music suits well in every
single scene in the game, especially during the story progress as they can be
comical and humourous. The in-game battle music is quite nice to hear; tough
and quick sounding instruments are used to make the battle sort of more
exciting.

Sound effects can be described as seemingly real, ranging from robotic
movements to laser beams that can destroy enemies in one hit. All in all, you
will never be disappointed to know that these clever people have added a lot of
sound effects to this game, as every movement that you made, and every single
action will produce a minimal and satisfying battle sound to change it into a
real, robotic clashing battle. That's not all, in the menu itself, you can hear
some kind of computerized sound that can be heard repeatedly if you move from
option to option.

Voices can be a bit disappointing, as they are all in Japanese, considering
this game is a release of a Japanese game. But there's a subtitle in English

though, which covers every single menu and a cool English translation of the dialogues. The voices can be considered a lot, considering that there are more than ten robots in the game and with their pilots, together with 'sub-actors' and actresses in every single robot's storyline. There is also an English narrator, which helps and explains more about the game, and speaks in the battle itself.

Gameplay - 9
In this game, the battle system are clearly in 3D, which shows that these robotic battles are going to be exciting. You can grab several items in the game, which are disguised in a tiny pyramid-shaped box and several other shapes. Collecting this and pressing a few combination buttons will let you use the attack instantly. You can also easily assign a certain button to certain moves that needs you to press few buttons at one time.

While fighting in the game, you will notice there is a Damage Bar on the side of your character's screen. If you receive an attack from an enemy, this bar will fill in little by little, so you must take every single opportunity from raising it to 100%. If you had noticed, you can protect from your enemy's attack but if the attack is too strong, the percentage of your armor will decrease from time to time, until you heard the English narrator speak in a loud tone, "Armor destroyed!". You can still protect after this, but you are unable to resist the damage that has been thrown to you, thus your damage bar will be filled in a little.

After destroying your enemy on the first round, damage your enemy until his or her Damage bar is filled until half of it. The words Final Attack and the ever-repeating sound will tell you that it's time to use the Final Attack to your enemy. You actually need to press A, B, X and Y buttons together but you can easily assign a button to use it. You must be near your enemy and make sure your enemy didn't block, in order to make the Final Attack successful; it all depends on the character that you have chosen. Using this successfully will allow you to see how your character damage the opponent until his Damage bar rise up to full. No matter whatever enemy you're fighting against, if you can connect the move, you will successfully bash up your enemy to exploding pieces.

So, finishing my long explanation on the battle system, I'll move on to the various modes in the game. Though little, they actually provides what actually proves to be the longest replay value ever. The Story mode, as the name states it all, you will view each of the character's own unique story, some funny and cheerful while some a bit sad and hateful. Depending on the character you had chosen, you will have to bash up and destroy enemies based on the story itself. But usually, you will have to meet the final villain in the game, which will be exceedingly hard.

The Hero Challenge mode actually is more of a Ranking mode, but you can earn money as the currency G in the game. You will have to fight 12 robots in the game, each increased in difficulty as you fight. There are no limits in continues, whether in Story or Hero Challenge mode, so if you actually lose a battle, you can still continue in the game. Naturally, you will have to fight the last boss which as usual and as I have said, very hard. You'll need or your good skills in order to beat him, or change the difficulty level in the Options menu a bit.

Tatsumi Techno Dome is a mode that will let you view the secrets in the game, if you had successfully unlocked some of them. You can also download mini-games (these mini-games will let you earn more G in the game, which is simply cool!). These nifty things that cost you 128 blocks is actually worth it as you will play all of them non-stop, providing simply unlimited replay value and fun. Pressing the right directional button will let you access the place where you

can buy secrets or menus, depending on how much money you have. Some of them
are downright expensive, but it also based on how much time you had spent on
the mini-games or Hero Challenge mode.

Controls - 8
This is what actually can be a major headache if you don't know the right
controls. You can easily assign buttons to perform different tasks, so it
actually makes the whole fighting system easier. Not to mention that choosing
the right buttons will transform the whole fighting game into an easier and
more un-complex environment. If you are having problems to defeat enemies, try
changing the controls. It probably helps.

Replay Value - 9
This game provides unlimited replay value, actually. With the few exciting
mini-games for you to tinker with, the tons of new modes for you to see, there
are simply many things for you to do and you can't get bored with this game! As
I can't really mention the secrets in the game, I must say they really provide
fun and totally addictive modes that keeps you coming back for more. Even after
you can unlock all of them, you still need to finish up a few things in order
to get those nifty sequences and extra hidden things! To be honest, this game
is one of Capcom's best ever created to transform it into a game with tons of
replay value, if not unlimited.

Overall - 9
Can probably be described as the best unlimited replay value fighting game ever
created. With tons of things to collect and see, you will never be bored with
this game. Fighting battle system is already unique, and Capcom's ingenious
ideas to add a lot of things to this game is actually one of the best fighting
game up-to-date. There's a holding record of over 200 hours of replay value, so
play this game over with your friends in Versus mode, and you can see how you
and your friend could enjoy this game.

Technical

+ Nice, cool graphics that makes this game looks really great!
+ Unique battle system that will keep you playing this game for hours!
+ Last of all, the unlimited replay value system, with its mini-games and modes
to keep you entertained!

Mechanical

- It's better to have English voices over Japanese ones, but it can be just me.
- Playing this game everyday non-stop will make you think that this game will
be boring.
- Controls can be slightly harder for those who are beginners.

===
<2> M o d e s <2>
===

Below are the describtions of each and every modes in the mini-game. This
section is created in order to help those who obtained the Japanese version of
the game.

Of course, in the beginning at the logo screen, press A and B buttons together
to enter the game.

Below is the list of modes from the order that you enter the screen and if you
tap down later on.

```
.------------------------------------------------------------------------.
|NAME           | DESCRIPTION                                             |
.------------------------------------------------------------------------.
| Play Game     | Select it and it will let you play games that you had   |
|               | unlocked. From the right order, it would be Love &      |
|               | Punches, followed by Phantasm Unit and Rock-Paper-Scissors.|
.------------------------------------------------------------------------.
| Hi-Scores     | Select it and select the game that you had unlocked in the |
|               | following order, Love & Punches, Phantasm Unit and Rock- |
|               | Paper-Scissors. This will let you know the highest points |
|               | that you had obtained throughout every game that you had  |
|               | played.                                                 |
.------------------------------------------------------------------------.
| Earnings      | Click on it and the words Money will appear on top of the |
|               | money that you had collected. It would be in the form of  |
|               | the currency G.                                         |
.------------------------------------------------------------------------.
| Sound         | After selecting this, you can press up or down to select  |
|               | whether to have the sound turn on or off. The default     |
|               | setting is on.                                          |
.------------------------------------------------------------------------.


-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
<3> L o v e   &   P u n c h e s <3>
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-


This mini-game do not need to be unlocked in the English version and Japanese
version.

-------------------------------------
[3.1] Official Guide
-------------------------------------


Here is the official guide.

=============
   Rules
=============
Kiss Junpei.
Punch
  the girls.

=============
    Tip
=============
10 hits
in a row=
+5 seconds

=============
   Ctrl. 1
=============

 _|‾|_
|_   .| R-Kiss
  |_|‾

 _|‾|_
|.   | L-Kiss
 ‾|_|‾
```

```
==============
   Ctrl. 2
==============

 _
|A|  L-Punch
 _


 _
|B|  R-Punch
 _



-------------------------------------
[3.2] Hints and Tips
-------------------------------------


Well actually, there are nothing really to be said about this game as it's
really straightforward and you can close your eyes and tap random buttons
although you'll lose points unnecessarily.

To brief out what I had typed in the Official Guide, you need to kiss Junpei
(the sharp-haired guy) and punch the girls. Odd, isn't it? If you are wondering
why it's the other way round, it's because you are probably controlling as
Pollin, the girl who loves Junpei.

If you did not failed a single time, you will easily get an extra 5 seconds to
your time. That's why, if you had mastered this game by not failing once, you
can easily pick up extra time and more points.

Of course, if you did the right thing, you will gain points but if you kiss or
punch the wrong person, you'll lose points. That's the basic system.

-------------------------------------
[3.3] Points System
-------------------------------------


If you are wondering how to know the points system, below is the list of it:


.------------------------------------------------------------------------------.
|CONDITIONS                     | DESCRIPTION                                   |
.------------------------------------------------------------------------------.
|Before the picture fully appears| 300 points                                  |
|(before half of the picture)   |                                              |
.------------------------------------------------------------------------------.
|Half of the picture that appears| 200 points                                  |
.------------------------------------------------------------------------------.
|Full picture appears           | 100 points                                   |
.------------------------------------------------------------------------------.
|Half of the picture fades      | 50 points                                    |
.------------------------------------------------------------------------------.
|Almost the whole picture fades | 10 points                                    |
.------------------------------------------------------------------------------.


Here, depending on your points, you will gain different G (money). Yes, I know.
Some points are calculated by 'every 1000 points' basis while some don't. Below
are all have been verified by me.


                   0 points :    0g
   10 points -    900 points :  250g
 1000 points -  1990 points :  500g
 2000 points -  2990 points :  750g
```

```
 3000 points -  3990 points : 1000g
 4000 points -  4990 points : 1250g
 5000 points -  5990 points : 1500g
 6000 points -  7000 points : 1750g
 7010 points -  8000 points : 2000g
 8010 points -  9000 points : 2250g
 9010 points - 10000 points : 2500g
10010 points - 11000 points : 3000g
11010 points - 12000 points : 4000g
12010 points - 13000 points : 5000g
```

... and beyond. The rest are still cannot be found as I can't get scores as
high as that yet. So, if you can verify or correct any of the mistakes or add
something to the list, please send them to me at saigoheiki@gmail.com

----
[3.4] High Scores

Yes, you can submit your high scores for Love & Punches to me at
saigoheiki@gmail.com . Basically, if you can't beat the first, you will be
listed
second, third, fourth and so on. That means, up to any number, whether your
score is high or not, just submit it to me and you will find your name and
score listed here. I will be listed up to third place, until more people submit
their scores.


```
.--------------------------------------------------------------------------.
|RANK   | Sender's name         | E-mail address             | Score       |
.--------------------------------------------------------------------------.
| *1st* | Clement Chan          | saigoheiki@gmail.com   | 12700 points   |
.--------------------------------------------------------------------------.
| ^2nd^ |                       |                            |             |
.--------------------------------------------------------------------------.
| !3rd! |                       |                            |             |
.--------------------------------------------------------------------------.
```


```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
<4> P h a n t a s m   U n i t
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
```

You can unlock this game if you had finished any four characters' Story mode.
This mini-game is nice but can be hard at the same time.

[4.1] Official Guide

```
=============
   Rules
=============
```

Dock well!

```
=============
   Point
=============
```
Dock when
gauge=MAX

```
==============
   Ctrl.
==============


 _|¯|_           /\
|_    | Move |   |
  |_|¯         /_||_\


 _
|A|  Spd Up
 ¯


------------------------------------
[4.2] Hints and Tips
------------------------------------


You are now controlling part of Twinzam V's robot, which means that you must
guide it to the other unit in order to combine to become one. But on the way,
you will encounter various obstacles like tiny monsters and missiles. You can't
move up or down but can only move left and right.

Tapping up actually lets you move faster but is a weaker version of pressing
the A button and tapping down will slow you down considerably. The following is
the list what will make you lose:

1. If you knock onto any obstacles (sometimes there will be glitch,
   especially when you are near the other unit and you ram to other obstacles
   but safely pass through).
2. Lose time. Every two stages will decrease the time by 5 seconds.
3. Pass by at the side of the other unit will cause your own ship
   automatically explode. Don't ask me why.
4. Knocking the rear of the other ship. You need to go directly middle and
   underneath it.

See the gauge that moves up and down. The higher and fuller the gauge, the
better. If the gauge is totally full when you combine with the other ship, you
will gain maximum score for that stage.

There are five stages in total and if you can complete all five of them, the
words GREAT! will appear together with the bonus score and money of 5000g for
you.

There is a particular pattern for every stage so if you played for a while, you
would recognize the patterns. Below is the list that will help you through
every stage and their respective patterns. Some of them are gotten from CJayC's
FAQ, thanks to him!


.------------------------------------------------------------------------------.
|STAGES   | GUIDE                                                              |
.------------------------------------------------------------------------------.
| Stage 1 | Just go all the way to the left while pressing up to speed up      |
|         | slightly slower than pressing the A button. When you see the       |
|         | time is at 23 seconds, immediately stop speeding up and slow       |
|         | down to dodge the few obstacles. Head straight for the ship        |
|         | directly underneath it. Try and make sure that you gauge is        |
|         | full!                                                              |
.------------------------------------------------------------------------------.
| Stage 2 | First, dodge the first two things coming by going to the most      |
|         | left while holding the up button to slightly speed up. Continue    |
|         | holding the up button until I told you to stop. Avoid the two      |
```

```
|          |  missiles coming from the right side, and then a tiny thing.    |
|          |  After seeing the the tiny thing pass by, immediately head to the|
|          |  right side while continue to hold the up button. Then, do some  |
|          |  dodging here and you will see your ship.                        |
.----------------------------------------------------------------------------.|
Stage 3  |  Get 4/5 of the way to the right for the first two missiles, 2/3 |
|          |  right for the next two on the right, then 4/5 for the next two  |
|          |  on the left, then dock center.                                  |
.----------------------------------------------------------------------------.|
Stage 4  |  Get all the way to the left for the first four missiles, then   |
|          |  move center and dodge for a bit before docking.                |
.----------------------------------------------------------------------------.|
Stage 5  |  Get all the way to the left for the first three missiles, then  |
|          |  move center and wait to dock.                                  |
.----------------------------------------------------------------------------.
```

```
------------------------------------
[4.3] Points System
------------------------------------
```

Well, here's the points system based on how many percent that you dock based on
the gauge:

```
.----------------------------------------------------------------------------.
| PERCENT |   0     9    18    27    36    45    54    63    72    81    90    100    |
.----------------------------------------------------------------------------.
| Stage 1 |  10    50   100   150   200   250   300   350   400   450   500   1000   |
.----------------------------------------------------------------------------.
| Stage 2 |  50   100   200   300   400   500   600   700   800   900  1000   1500   |
.----------------------------------------------------------------------------.
| Stage 3 |  80   250   400   550   600   750   900  1050  1200  1350  1500   2000   |
.----------------------------------------------------------------------------.
| Stage 4 | 150   200   400   600   800  1000  1200  1400  1600  1800  2000   2500   |
.----------------------------------------------------------------------------.
| Stage 5 | 200   250   500   750  1000  1250  1500  1750  2000  2250  2500   3000   |
.----------------------------------------------------------------------------.
```

```
------------------------------------
[4.4] High Scores
------------------------------------
```

Yes, you can submit your high scores for Phantasm Unit to me at
saigoheiki@gmail.com . Basically, if you can't beat the first, you will be
listed
second, third, fourth and so on. That means, up to any number, whether your
score is high or not, just submit it to me and you will find your name and
score listed here. I will be listed up to third place, until more people submit
their scores.

```
.----------------------------------------------------------------------------.
|RANK    | Sender's name         | E-mail address               | Score      |
.----------------------------------------------------------------------------.
| *1st*  | Clement Chan          | saigoheiki@gmail.com   | 10750 points    |
.----------------------------------------------------------------------------.
| ^2nd^  |                       |                              |            |
.----------------------------------------------------------------------------.
| !3rd!  |                       |                              |            |
.----------------------------------------------------------------------------.

------------------------------------------------------------------------------
```

```
<5> R o c k - P a p e r - S c i s s o r s <5>
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

This game can only be unlocked if you played all eight characters' Story mode.
As this game is hard to obtained, you can get lots of points easily by playing
this game.

-------------------------------------
[5.1] Official Guide
-------------------------------------

=============
   Rules
=============
If you...
Win :Hit!
Lose:Block

=============
   Ctrl. 1
=============

   _
 _|.|_
|_    | Rock
  |_|‾

  _|‾|_
|    .| Scssr.
 ‾|_|‾

=============
   Ctrl. 2
=============

   _
 _|‾|_
|_    | Paper
  |.|‾
   _
 _|‾|_
|.    | Super
 ‾|_|‾  (x1)

=============
   Ctrl. 3
=============

 _
|A|  Hit!
 ‾

 _
|B| Block
 ‾

=============
   Point 1
=============
Super only
 loses to
   Rock!!

===============
   Point 2
```

```
==============
Only one
 Super per
  stage!!


-----------------------------------
[5.2] Hints and Tips
-----------------------------------


For beginners, it is highly recommended that you use Gonzalles as your chosen
character as he has the highest number of chances, 8. The higher the chances,
the lower the points and money that you will get but the lower the chances, the
more points and money that you will obtain.

Take note that some of the characters' pictures are mixed up. For example, when
you play as Reika, Shadow R's picture will appear while when you play as Shadow
Red, Reika's picture will appear. Arekshim and Yale's picture has been
exchanged too, for some reason, as Capcom did not inspect it properly.

There are 20 stages in total, and after a long battle fight, I completed it at
last. For every 2 stages, your enemy's chances will increase by 1 and the
battle will be slightly faster and faster as the stages go on. Successfully in
completing all 20 stages will let you see the words GREAT! and 10000g and
points added to your total score. Cool, eh?

The trick is, try and pay attention on using only one move so you can block and
attack at the right times without getting hit at least once. It's easy once you
know what to do. For example, I keep using Rock so I can block from enemy's
Paper and attack when it's enemy's Special and Scissors. Try and use Special
first in the beginning, it always works but sometimes, your enemy will be
clever and use Rock to attack.


-----------------------------------
[5.3] Points System
-----------------------------------


Below is a list of the characters that you can choose (by scrolling down), and
their respective points.


.-----------------------------------------------------------------------------.
| CHARACTERS      | CHANCES | POINTS / MONEY PER STAGE                        |
.-----------------------------------------------------------------------------.
| Junpei          | 3       | 1650g                                           |
.-----------------------------------------------------------------------------.
| Simon           | 5       | 1350g                                           |
.-----------------------------------------------------------------------------.
| Gonzalles       | 8       |  900g                                           |
.-----------------------------------------------------------------------------.
| Reika           | 7       | 1050g                                           |
.-----------------------------------------------------------------------------.
| Shadow R        | 2       | 1800g                                           |
.-----------------------------------------------------------------------------.
| Arekshim        | 4       | 1500g                                           |
.-----------------------------------------------------------------------------.
| Yale            | 6       | 1200g                                           |
.-----------------------------------------------------------------------------.
| Pollin          | 1       | 1950g                                           |
.-----------------------------------------------------------------------------.


-----------------------------------
```

```
[5.4] High Scores
------------------------------------


You can submit your high scores for Rock-Paper-Scissors to me at
saigoheiki@gmail.com . Basically, if you can't beat the first, you will be
listed
second, third, fourth and so on. That means, up to any number, whether your
score is high or not, just submit it to me and you will find your name and
score listed here. I will be listed up to third place, until more people submit
their scores.


.-----------------------------------------------------------------------.
|RANK   | Sender's name       | E-mail address          | Score         |
.-----------------------------------------------------------------------.
| *1st* | Clement Chan        | saigoheiki@gmail.com    | 28000 points  |
.-----------------------------------------------------------------------.
| ^2nd^ |                     |                         |               |
.-----------------------------------------------------------------------.
| !3rd! |                     |                         |               |
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<6> C r e d i t s <6>
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Clement Chan - <saigoheiki@gmail.com>
Of course, I'm the one who created this Guide!

Jeff "CJayC" Veasey - <cjayc@gamefaqs.com>
I used his FAQ for few stages tips for Phantasm Unit, and borrowed the format
of the Points System a little bit for both Love & Punches and Phantasm Unit.
Thanks! Special thanks to him for creating such a great website! Check
www.gamefaqs.com often as I will submit all of my updated files to this
website!


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<7> H i s t o r y <7>
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Version 1.0 - 13th of January 2001
Completed this guide finally after a few days of writing information for this
Guide.
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