

Robotech FAQ/Walkthrough

by Xenon

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This walkthrough was originally written for Robotech on the GBA, but the walkthrough is still applicable to the Xbox version of the game.

Robotech: The Macross Saga FAQ/Walkthrough
For Game Boy Advance
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1.Introduction

Hello Ladies and Gentlemen! Welcome to Xenon's Guide to "Robotech: The Macross Saga" for Game Boy Advance. Several years ago, Cartoon Network started a show called Toonami. Eventually, Toonami aired a show that I immediately became hooked on, Robotech. I mean, what adolescent boy wouldn't like a show about giant robots, space, violence, and love?

Well, since I was hooked on Robotech _and_ I was hooked on video games, can you guess what I thought of? That's right, a Robotech video game. I thought it would only be a dream though. Until, that is, I heard about Robotech: Crystal Dreams. I was ecstatic, the thought that a Robotech game would actually exist was great! Unfortunately, after a roller coaster ride of "it's coming out" and "it's not coming out" the company that was producing it went out of business. By this time I had moved on to other shows, but was nonetheless dissapointed. So I went about until I heard that two new Robotech games were going to be released. I was skeptical of course, but sure enough a couple of months later here they were. My Wish had finally been granted. Better late than never, eh?

Well, that brings us to the present day. This is the time where I write about this game and you get help for it. Everybody wins! So, without further ramblings from the author, let's get started!

2. Copyright Information

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If you want permission to put this guide up somewhere besides GameFAQs, e-mail me and give me a link. I'll probably agree, I just want to know where it is.

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If you see this guide anywhere else, notify me so I can, well, do something about it!

3. FAQ

1)
Q: Is this game like the Robotech game for Gamecube, Playstation 2, and X-Box?

A: Other than the fact that it is based on the Macross Saga of Robotech, No.

2)
Q: _____ isn't in the show until _____, can I still use them from the beginning?

A: Yes, the character's role in show doesn't matter much.

3)
Q: Hey!!! _____ dies in the show, does he die in the game?

A: No. Once again, the character's role in the show doesn't matter much.

4)
Q: I got to Level 7 with _____ can I go there with my other characters?

A: Nope, sorry. Each character's progress is independent of all the others.

5)

Q: I beat the game with _____, can I still play as him?

A) Yes, you'll just go through the game again and keep your stats.

6)

Q: Can I choose which level I want to play?

A: No, you have to play through them all in order.

7)

Q: Can I level up my _____ stat beyond 3?

A: As far as I know, no.

8)

Q: Do my character's stats for the Valkrie carry over to the Destroid?

A: No, each destroid has its own stats that are unaffected by your characters.

9)

Q: What the heck is a Valkrie!!!

A: Valkrie is the Technical name for the veritech. Old habits die hard, so that's why I sometimes refer to the Veritech as a Valkrie.

4.Stat Information

This Section explains each of the stats that your character's possess.

Power

Power is a little misleading name. Power should probably be called "Payload". Anyway, power determines how many missiles that your Valkrie can hold. Higher power equals more missiles. More missiles equals more mayhem. This is good.

Importance: As said before, more missiles are good to have, so power is a good stat to build. However, other things are more important, so unless the character that your using has very low power, I wouldn't put it very high on the priority list.

Stamina

Stamina is pretty self-explainitory. The more stamina you have, the more hits you can take. That being said, understand that Stamina equals LIFE.

Importance: Like it or not, you ARE going to be hit in this game, period. The more life that you have, the better your chances of surviving. There's no armor in this game either, making life all the more important.

Strength

Strength determines how much power that both your Gunpod and Missiles have. More strength equals stronger shots. Uh, there's not much more that can be

said about it.

Importance: #1. The stronger that you are, the quicker that the enemy dies, the quicker the enemy dies, the less you get hit, the less you get hit, the longer you stay alive. That, and the more enemies you kill, the more experience you get to buy more upgrades. Besides, the object of the game is to kill the enemy.

Piloting

Piloting affects the speed of the Valkrie in Fighter and Guardian modes. When I say speed, I'm referring to all aspects of speed, including up and down movement

Importance: Having extremely low piloting is a bad thing that will hinder your performance and cause you to take damage that could be avoided. That being said, after a certain amount, really high piloting becomes superfluous.

Speed

Speed increases the movement speed of the Valkrie in Battloid mode. That's it. Speed does nothing for the other two modes.

Importance: Nonexistent. The only reason to go Battloid is when you want to go slow or aim. There's no need to increase the speed of standing still.

5.Characters

This section goes through each of the characters. It Lists the Name, Rank, Age, Starting Missles, Max Missles, Beginning Stats, Max Stats, The Biography the game gives, and my opinion. Stats are based on dots from 1 to 7.

Normal Characters

These are the characters that you start the game with.

Rick Hunter

Rank: Lieutenant

Age: 19

Starting Missiles: 15

Max Missiles: 30

Beginning Stats

#####

Power: 2

Stamina: 2 1/2

Strength: 2 1/2

Piloting: 2 1/2

Speed: 2 1/2

Max Stats

#####

Power: 5

Stamina: 4 1/2
Strength: 7
Piloting: 4 1/2
Speed: 5 1/2

Game Biography:

Rick's Love of Flying began as a child.
He became a very skilled pilot and a
good leader and goes on to head
the RDF after the war.

My Thoughts:

Rick's the standard balanced main character. He's also one of the best in the
game. He can kill most enemies fairly quickly and isn't lacking in any one
area. His first upgrades should be Strength and then Stamina.

Roy Fokker
Rank: Commander
Age: 30
Starting Missiles: 10
Max Missiles: 25

Beginning Stats

Power: 1
Stamina: 3
Strength: 2 1/2
Piloting: 3 1/2
Speed: 2 1/2

Max Stats

Power: 4
Stamina: 5 1/2
Strength: 7
Piloting: 5
Speed:

Game Biography:

Roy Fokker is the ace in the command of the
feared Skull squadron. He is a decorated fighter
pilot and hero of the great civil war.

My Thoughts: Roy is just like Rick only with more life and less missiles. In
actual gameplay it won't make much of a difference, they play about the same.
Roy first upgrades should be Strength and Power.

Max Sterling
Rank: Lieutenant
Age: 19
Starting Missiles: 20
Max Missiles:

Beginning Stats

Power: 3

Stamina: 1 1/2
Strength: 1 1/2
Piloting: 4 1/2
Speed: 4

Max Stats

#####

Power:
Stamina:
Strength:
Piloting:
Speed:

Game Biography: Max Sterling is a young and gifted pilot. He is a natural! His technique is perfection when it comes to flying and fighting in the Veritech fighter.

My Thoughts:

Argh!!!! As of this version, I haven't gotten past the second level with Max. Max's Strength is so low even the weakest enemy takes several hits to destroy. To make matters worse, Max has extremely low Stamina which means he dies easy too. The only thing he has going for him is his high amount of missiles.

Miriya Sterling
Rank: Lieutenant
Age: N/A
Starting Missiles: 20
Max Missiles: 35

Beginning Stats

#####

Power: 3
Stamina: 2 1/2
Strength: 1
Piloting: 5
Speed: 3 1/2

Max Stats

#####

Power: 6
Stamina: 4 1/2
Strength: 5 1/2
Piloting:
Speed:

Game Biography:

Miriya is an ace Zentraedi pilot. She infiltrated the SDF-1 to find and kill her rival, Max Sterling, instead she fell in love and got married to him.

My Thoughts:

Almost like her husband, I've yet to pass the second level with Miriya. She's even weaker than Max, but she has more life. She's probably better than Max, but not by much.

Ben Dixon
Rank: 2nd Lieutenant
Age: 20
Starting Missiles: 10
Max Missiles:

Beginning Stats

Power: 1
Stamina: 4 1/2
Strength: 2 1/2
Piloting: 1
Speed: 1

Max Stats

Power: 4
Stamina: 7
Strength: 7
Piloting: 2 1/2
Speed:

Game Biography:
Ben Dixon was drawn to the military by the thrill,
and the opportunity to gain fame and recognition.

My Thoughts:
Ben is a Tank, pure and simple. He has a lot of stamina and not much else.
His lack of piloting will cause him to get hit alot, but he can take it. His
first upgrades should be Piloting and Strength, followed by Power and
Piloting

Unlockable Characters

These are characters that you have to complete a requirement to unlock.

Trainer Rick Hunter
Rank: Civilian
Age: 19
Starting Missiles:
Max Missiles: 35
Requirement: Beat the game with Rick Hunter

Beginning Stats

Power:
Stamina:
Strength:
Piloting:
Speed:

Max Stats

Power: 6
Stamina: 4 1/2
Strength: 7

Piloting: 2 1/2
Speed: 4 1/2

Game Biography:

Rick Hunter is accidentally deployed into combat in a Veritech Trainer while taking a tour of the SDF-1 with his mentor, Roy Fokker.

My Thoughts:

This is Rick without any experience. His Strength is above average and he has a lot of missiles, however, his piloting is very low. Not too shabby actually.

Great War Roy Fokker

Rank: Commander

Age: 20

Starting Missiles:

Max Missiles:

Requirement: Beat the game with Roy Fokker

Beginning Stats

#####

Power:

Stamina:

Strength:

Piloting:

Speed: N/A

Max Stats

#####

Power:

Stamina:

Strength:

Piloting:

Speed: N/A

Game Biography:

Roy Fokker is the ace of the feared Skull Squadron. He is a decorated fighter pilot and hero of the Great civil war.

My Thought:

Ever wonder what the game would be like as a normal shooter? Then play as great war Roy Fokker. The F-203 Dragon has no Guardian or Battloid mode. Just Standard Fighter mode. Have fun!

??????

I haven't unlocked this character as of 5:21 PM 12/11/2002

Zentraedi Miriya

Rank: Lieutenant

Age: N/A

Starting Missiles: 25
Max Missiles:
Requirement: Beat the game with Miriya Sterling

Beginning Stats

Power: 4
Stamina: 2 1/2
Strength: 2 1/2
Piloting: 3 1/2
Speed: N/A

Max Stats

Power:
Stamina:
Strength:
Piloting:
Speed:

Game Biography:

Miriya is an ace Zentraedi pilot. She infiltrated the SDF-1 to find and kill her rival, Max Sterling, instead she fell in love and got married to him.

My Thoughts:

Well, This _IS_ a wierd one. When you control Zentraedi Miriya, you control a character almost exactly like the Female Power Suit Enemy, including Looks. As Unfortunately, you don't get the high energy laser. Also, for obvious reasons, (she's not in a veritech) you cannot change forms. The Battle suit plays most like a Guardian. So, while Rick and Roy are stuck as Fighters, Miriya gets the good form! Zentraedi Miriya is a good choice, and is certainly MUCH better than normal Miriya starts as.

Stunt Rick Hunter

Rank: Civilian
Age: 19
Starting Missiles: 20
Max Missiles:
Requirement: Beat the game with Ben Dixon

Beginning Stats

Power: 3
Stamina: 1
Strength: 2 1/2
Piloting: 5
Speed: N/A

Max Stats

Power:
Stamina:
Strength:
Piloting:
Speed:

Game Biography:

Rick is a civilian stunt flyer that shows up to see the new Veritech fighters in action

My Thoughts:

Wow! This is another one that only has fighter mode. The Stunt plane has decent power and enormous piloting. But, It has next to NO life. Two shots will send you plummeting to the earth. Zippy little thing.

??????

I haven't unlocked this character as of 4:56 PM 12/11/2002

6.Veritech Modes

This section goes over the various modes of the Veritech and their uses.

Fighter

The fighter is just that, a fighter jet. It moves the fastest of all the modes, so it's good for dodging. When you're using fighter mode, your best bet is just to keep moving and shooting at the same time. One word of caution while your moving though. The fighter will be hurt if it get too close to the ground or if you fly through the ceiling or some solid object. Your fighter won't be moved, your life will just sap away FAST. Be careful

Guardian

Guardian is THE mode. Basically a jet with legs, the guardian goes slower than the fighter, making it easier to kill the enemy. Making the Guardian even better though, is the fact that it takes less damage! Also, the Guardian mode can hug the ground with no fear, as the feet will touch the ground preventing damage like the fighter takes. However, the Guardian can still take damage from the ceiling or flying into solid objects.

Battloid

Battloid mode is much more distinct than the other modes. Battloid mode is the only mode that doesn't move forward without effort. Battloid is also the only mode that can aim. Unfortunately, Battloid mode also has no missiles. The B button instead causes the Battloid to Fly up (and also moves the screen forward). If something is trailing you, then choose Battloid. Battloid mode is also good for people that are just getting acquainted with the game. In Battloid mode you can control the pace at which the screen scrolls, which is a lot more manageable than constant motion. The problem is that its use doesn't extend much farther than that. You'll use it some, but for the most part, stick with Guardian.

Super Battloid

You only get to use the Super Battloid for levels 5 and 10. You have no option in these two levels, you must use the Super Battloid and you can't change. Not that you'd want to. Super battloid has missiles and works just like the Guardian and Fighter modes. It just looks different.

Destroids

In levels 3 and 6 you get out of your Veritech and into a Destroid of your choice. These are the destroids.

Tomahawk

Primary Weapon: Dual Guns
Secondary Weapon: Homing Missile
Secondary Shots: 4

Speed: 2
Armor: 3
Weapons: 2

My Thoughts:

It's certainly not the worst of the four. Fast double normal shots plus a homing missile for pesky enemies makes the Tomahawk a decent option.

Spartan

Primary Weapon: Single Fire
Secondary Weapon: Dual Homing Missiles
Secondary Shots: 4

Speed: 4
Armor: 4
Weapons: 3

My Thoughts:

I like the Spartan. It's got armor enough to survive several hits and it's got a good secondary. Unfortunately, it's main weapon is horrid. As long as you can keep it stocked with missiles, you'll do fine.

Defender

Primary Weapon: Dual Guns
Secondary Weapon: Bullet Spray
Secondary Shots: 5

Speed: 3
Armor: 3
Weapons: 3

My Thoughts:

Ugh. Don't use it. It has no real redeeming qualities. The Bullet Spray is a good idea, but the levels where you use Destroids don't have enough enemies to make it useful.

Phalanx

Primary Weapon: Twin Mini-Missiles
Secondary Weapon: Dual High Explosive Missiles

Secondary Shots: 4

Speed: 4

Armor: 2

Weapons: 4

My Thoughts:

The Phalanx is my personal favorite destroid. It has a strong primary weapon and a powerful secondary one as well. It does have two downsides though. First of all, It has very little life, so you may find yourself scrambling to find health before you bite the big one. The second problem is that the Phalanx's secondary weapons have a very limited range.

I have to say that NONE of the Destroids are that exceptional. It's just a matter of picking the lesser of four evils(or pieces of scrap metal, in our case).

8. Enemy Info

This is where I'll go over every enemy in the game, what level they're found in and the experience value

Zentraedi Fighter

Appearance: A green flying fighter jet

Attacks: Shooting, Missiles and flying into you, Bombs in level 9

Recommended action: Shoot the darn things!!!

Levels: 1,2,4,7,8,9

Experience: 50

Battle Pod

Appearance: A Blue pod with White legs, and possibly a black attachment to the pod

Attacks: Varies depending on attachment. All will shoot at you, and some are equipped with spray bullets and Missiles, both homing and non.

Recommended Action: Normal ones and Spray bullet ones should just be shot, for missile pods, you should fly just under them and launch some missiles.

Levels: 1-9

Experience: 100 for levels 1,2,4,5,7-9 and 300 for levels 3 and 6.

Officer Pod

Appearance: Red long pod with Legs and Arms.

Attacks: Shoots, Missles, and A Laser cannon.

Recommended action: NEVER stay right in front of these things. The laser will shred your health VERY quickly. Either fly up and down while shooting, or stay just below the pod and lauch missiles.

Levels: 1-4, 6-9

Experience: 1500 in levels 3 and 6

Gun Turrent

Appearance: Green Round Turrent with a gun

Attacks: Shooting, it'll sometimes use a sweeping motion when it shoots.

Recommended action: If you have bombs, use them. Otherwise, go Guardian and go down low and shoot or missile it to death. In levels 3 and 6, just shoot them, they aren't any real threat.

Levels: 2,3,6,7,8

Experience: 100 in 2,7,8 and 300 in levels 3 and 6

Zentraedi Soldier

Appearance: A purple little man

Attacks: Shooting

Recommended action: Just shoot them, they die easy.

Levels: 4,6,8,9

Experience: 200 in 4 and 8 100 in level 6

Male Power Suit

Appearance: A Man in a Green NASA suit

Attacks: Shooting, Missiles

Recommended Action: Missile them!!! They are powerful and don't die easy.

Levels: 8,9

Experience:

Female power Suit

Appearance: A man is a NASA Suit (or a medic from Starcraft: Brood War)

Attacks: Shooting, Missiles, High Energy Laser

Recommended Action: Be VERY careful of the Lightning Laser, they have to charge it, so GET OUT OF THE WAY!!! Missile them and shoot when the laser isn't firing.

Levels: 7,8,9

Experience: 1000

Zentraedi Frigate

Appearance: Long Green Ship

Attacks: Shooting, Running into you, Shooting out in waves

Recommended Action: This is the "boss" of level one. Just shoot at him and unload all of your missiles. It helps to have an extra life or two. The frigate goes in a definite pattern involving moving shooting and charging, if you figure out the pattern you'll be in much better shape.

Levels: 1

Experience: 5000

Zentraedi Lander

Appearance: A White, Round Mine

Attacks: None

Recommended Action: Destroy the lander AFTER the area is secure.

Levels: 3 and 6

Experience: 3000 in 3, 2500 in 6

Kyron

Appearance: Oh, you'll know it when you see it

Attacks: Shooting, Laser

Recommended Action: See Level 5 info

Levels: 5

Experience: 10000

Shield Turrent

Appearance: A Red gun

Attacks: Shooting

Recommended Action: See Level 5 info

Levels: 5

Experience: 200

Here's an overview of all the power-ups in the game. Note that weapon power-ups last for a certain number of shots or until you die. Ghost Ships last a fixed amount of time.

Health

Appearance: A Red Cross

Effect: Restores some of your Valkrie's life bar.

Ammo

Appearance: An A

Effect: Completely refills your Missile bar. Since it doesn't matter how many missiles you have left, unload as many as you can once you see an ammo power-up. It also refills the bar with Reflex Warheads and Bombs if you have those.

Spread Shot

Appearance: A beam going three directions

Effect: Causes your normal shot to go three directions.

Laser

Appearance: A straight Laser beam

Effect: Causes your normal shot to become a HIGH-powered laser. The Laser goes through enemies to the other side of the screen and will instantly destroy any enemy except the Power Suits and Officer Pod.

Explosive Shells

Appearance: Four Shots going outward

Effect: Causes your bullets to cause a bullet spray when they hit. Not very reliable though.

Ghost Ships

Appearance: A blinking ship on the top and bottom of a solid ship

Effect: Causes two ships to go above and below your ship and start shooting. The ships cannot be destroyed.

Bombs

Appearance: A explosion on the ground

Effect: Causes your missiles to become extremely powerful bombs and destroys a wide area. The missile gauge is set very low, but can be refilled. If all the bombs are used, the next B button will be a normal missile.

Reflex Warheads

Appearance: An Explosion

Effect: Causes your missiles to become straight flying missiles that destroy anything that is caught in the explosion. The missiles are more powerful than normal, but the gauge is set to about level 2.

10. General Tips

Here's some very useful information. You get a 1-UP every 7,500 EXP. So, in order to live, you must kill.

I don't think I've emphasized this enough. Guardian mode OWNS! Really, you should stay in Guardian mode for most of the game.

Don't be afraid to use your missiles. Ammo comes along fairly often, so you will be okay most of the time.

Shoot, Shoot, Shoot, Shoot!!! Unless you have an upgrade that has limited shots, you should shooting constantly. Chances are that you'll hit something.

This needs to be emphasized too, when in fighter mode, STAY AWAY from the ground. This will sap your life VERY quickly.

Don't give up. Even if you have no lives left and your life is in the red, you could still get a 1-UP from points.

If you ARE about to die, and you KNOW you are. Launch those missiles! You get a full supply of missiles when you get a new ship, so you might as well use these!

Your bullets block their bullets, and visa-versa. Use this to your advantage.

11. Level Walkthrough

Robotech: The Macross Saga has ten levels. This is where I go through all of them and give tips for them. There are three types of levels, Normal, Destroid, and Boss.

Level 1

Boobytrap

Type: Normal

Power-Ups: Health, Ammo, Spread Shot, Laser, Ghost Ships

Enemies: Zentraedi Fighter, Battle Pod, Officer Pod

Info:

Well, this is the beginning. It's nothing too difficult, but you are at your weakest, so it'll seem harder. Boobytrap is also the only level in the game that has a boss at the end. The Zentraedi Frigate isn't that difficult, but since you're at your weakest you'll probably die once, so make sure you have an extra life for that.

Ok, here's the story. While the actual level doesn't have near the difficulty of some of the later ones (like 9), Level 1 may be the hardest level to get past in the game. Why? YOU ARE WEAK! With low stamina and low stats in other areas (like Strength, Max. Grr..) you may find yourself dying quite easily. The only real advice I can give you is not to give up. It took me about four tries before I got through Level one with my first character. Keep at it!

Level 2

Blitzkreig

Type: Normal

Power-Ups: Health, Ammo, Spread Shot, Bombs, Reflex Warheads, Laser

Enemies: Zentraedi Fighter, Gun Turrent, Battle Pod, Officer Pod

Info:

This is your first space battle. You have to watch your head in this battle, as there are sometimes ships that you can fly into. When bombs are offered,

it's probably a good idea to take them. That probably means that gun turrents coming up and some of them are hard to hit without the bombs. There are quite a few officer pods near the end of the level, so be prepared.

Level 3

Bye, Bye Mars

Type: Destroid

Power-Ups: Health, Ammo

Enemies: Battle Pod, Gun Turrent, Officer Pod

Info:

This is the first of two Destroid Missions. Destroid mission take place on a map area where you move the Destroid up, down, left, and right. It's pretty easy to get the hang of when you actually play it. Anyway, In Bye, Bye Mars the goal is to destroy three Zentraedi Landers. You can find them by following the green dots on the radar. The map is arranged in a sort of plus formation (+) slanted 45 degrees right. You start on the bottom, and there's one lander to the left, right, and above.

Level 4

Blind Game

Type: Normal

Power-Ups: Health, Ammo, Spread Shot, Explosive Shells

Enemies: Zentraedi Fighter, Battle Pod, Gun Turrent, Zentraedi Soldier, Officer Pod

Info:

Don't worry, even though it says you have to rescue Lisa, it's just like a normal mission. Blind game is a fairly short mission. Stay in Guardian mode! There are a LOT of ceilings and floors in this level, so it's best to play it safe. If you MUST change, then change to Battloid mode.

Level 5

Bursting Point

Type: Boss

Power-Ups: Health, Ammo

Enemies: Kyron, Battle Pods

Info: This is a straight foward fight between you and Kyron. The first step is to destroy the Red cannons on the shield. Once they are destroyed, Battle pods will start to attack. Only two will appear at a time, and they are the least of your concerns. Just keep shooting at Kyron. Ammo will come along all the time so just keep unloading your missiles on him.

Level 6

Battle Hymn

Type: Destroid

Power-Ups: Health, Ammo

Enemies: Zentraedi Fighter, Gun Terrent, Battle Pod, Officer Pod, Zentraedi Soldier

Info:

The Second and Final Destroid Mission, the goal of Battle hymn is to destroy the Four landers. Battle Hymn is significantly harder than Bye, Bye Mars. The four landers are located in a plus(+) formation as usual. Be wary of the Zentraedi Soldiers as they are quick and hard to hit.

Level 7

Force of Arms

Type: Normal

Power-Ups: Health, Ammo, Spread Shot, Bombs, Reflex Warheads

Enemies: Zentraedi Fighter, Gun Turrent, Battle Pod, Officer Pod, Female Power Suit

Info:

This is the Big Battle. The Largest and final space battle. Yes, it will be hectic, and yes, you will die. Just keep shooting and using your missiles. Stay as a Guardian and you shouldn't die TOO much.

Level 8

Viva Miriya

Type: Normal

Power-Ups: Health, Ammo, Spread Shot, Laser

Enemies: Zentraedi Fighter, Gun Turrent, Zentraedi Soldier, Battle Pod, Officer Pod, Male Power Suit, Female Power Suit

Info:

Now we're winding down, well sort of. This is near the end of the game, but this is a hectic battle. By now your character should be powered up and you should be well-aquainted with the battle mechanics. Good Luck.

Level 9

To the Stars

Type: Normal

Power-Ups: Health, Ammo, Spread Shot, Explosive shells

Enemies: Zentraedi Fighter, Battle Pod, Officer Pod, Male Power Suit, Female Power Suit, Zentraedi Soldier

Info:

This is the final Normal level and it IS a doozy. A lot Ships with a lot of power. You'll see a lot of Male and Female Power Armors. Again, you're going to die a lot, so I hope you've saved up some lives. Guardian mode is safest. Near the end of the level you'll be confronted with nothing but Officer Pods, Male Power Armors, and Female Power Armors. There's about a 90% chance of you dying in this section, so I hope you have an extra life. The upside to this mission is it's huge EXP potential. You can get 60000 EXP in this battle alone!

Level 10

Final Battle

Type: Boss

Power-Ups: Health, Ammo, Spread Shot

Enemies: Kyron's Battleship

Info:

This is the Final Battle (As if you couldn't tell from the name). The Battle between your Veritech and Kyron's Battleship. The battle has two distinct phases. One with the outer shell on, and one without.

In the first phase, Kyron has two attacks, and you have two targets. The first attack is a simple bullet shot from the turrents on the side. The Second attack is a double laser cannon. This cannon can fire from the top and bottom spires or from the front spires. The Twin Spires on the front of each half are your targets. Once you've done enough damage to one half, it will be destroyed. Once both parts of the shell have been destroyed, the second phase will begin.

In the second phase Kyron starts to get serious. You will constantly be bombarded by waves of bullets as well as a couple of Reflex Warheads. Kyron is also equipped with a powerful super laser that takes up the middle section of

the screen. Just keep firing and launching missiles and eventually you'll come out on top.

Congratulations! That's the end of the game!

12.Contact Information

I can't really help you with info on the game, because all I know is in here. However, if something in the guide is unclear or you see a mistake or typo in the guide, feel free to let me know. Also, in the unlikely event that you want to praise me on the guide, they should also go here.

stevensonentTAKEOUT@tds.net

Take out the TAKEOUT part to actually send a message. I just don't want spam.

13. Version Information

Version 0.77
12/7/2002

I started the Guide and did sections 1-9

Version 0.86
12/8/2002

Finished the guide, but I'm still missing info on several characters, so it's not really "finished"

Version 0.91
12/10/2002-12/11/2002

The first update after posting! Added info for Zentraedi Miriya, updated info on Stunt Rick Hunter, Miriya, and Trainer Rick Hunter. Added 1-UP information. Changed the spelling from the incorrect "Zentradi" to the correct "Zentraedi". Added a little bit of info on the level walkthrough section. Updated the copyright section considerably. New sites on the list of those allowed to post this guide.

Version 0.96
12/23/2002

This is the last unfinished version. Fixed a typo for the location of GBA World (.net, not .com). Fixed the incorrect "missle" to "missile". Added more info to the enemies section. I've got more character info, but I'm going to wait until I have it all.

14.Credits

Me!- I wrote this guide! By myself!!! Yay!!!

CJayC- He thought up the idea for the site. Absolute Genius. It allows me to do what I've always wanted to do.

Josh- For letting me borrow the game to write this guide!

The Readers-Thanks for reading this guide AND trying to help with it. I appreciate it, even if I don't accept help.

15.Closing

Well, that's it. You've reached the end of the guide. Thanks for reading it!! I hope I've been helpful to you. I hope I'll see you in another guide!

Ok. That's it. You can stop reading now. I'm done. No, Really. STOP READING!!!

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