

of these, but it would be pretty dang cool to have ownership over the Gotcha Force game.

Root beer is copyright by whoever the heck made root beer. Man, how I love root beer.

All jokes, half-jokes, bad puns, and pitiful attempts at humor in here are copyrighted by me. Not you. Steal them, and I will TOTALLY FLIP OUT AND KICK YOU IN THE FACE.

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11/15/2006:

Little in the way of updates. Improved a few questions, reorganized them. I suppose this guide is pretty much complete now, aside from the odd corrections/strategies a few people might send me. I just corrected my contact information, so now you people actually CAN get in contact with me. After all, it's kinda important that people CAN get in touch with me.

9/6/2004:

Iiiiiiiii've got a monkey in my pants, and he's stealing all my change... Okay, I've updated. Contact info is accurate now, fixed a bunch of errors that totally awesome peeps pointed out to me, added some missions that I magically missed, and...uh...LOOK! PANTS!

3/18/2004:

Note to self: Never update again when lacking sleep. I missed LOADS of info in the update I made yesterday. I'm suprised I didn't notice all the errors I made. Hi, I'm a retard. :D Well, since I slacked off for over two months, if you sent some submissions to me, and they're not in here, either please send them again, or please send it in the format you see in this FAQ!

3/17/2004:

Whееееееееew. I've really been slacking off on the updates. Well, loads of people submitted some new stuff to me, so I figured I might as well add in what they sent me. And BOY did people send me stuff. Oh, and Yoshi6400 sent me some pretty swank ASCII art. Look above at it, and feel the luv', baby.

1/20/2004:

Fixed some errors killerkoala and Flame172 pointed out to me. :o Whoops. Also added some borgs to the list with strategies that Eli submitted. Fixed a couple other errors I'm surprised no one pointed out to me. Added the rest of the final fight quotes. And added a borg to the list that I forgot earlier. Heck, I added a whole lot. Just read the dang thing.

1/14/2004:

This FAQ was sent online. Woo. Tah. First ever public release. Basic walkthrough and a small list of good borgs included, as well as a cast of characters.

NOTE!!! NOTE!!! NOTE!!! NOTE!!! NOTE!!! NOTE!!! NOTE!!! NOTE!!! NOTE!!! NOTE!!!

This FAQ is best viewed with a font of FixedSys or Courier New.

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ABCDEFGHIJ

If the two above lines are not aligned correctly, then many parts of this FAQ will look weird. Proceed with caution.

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SITES THAT HAVE PERMISSION TO HOST THIS FAQ:

GameFAQs (www.gamefaqs.com)

Cheat Code Central (www.cheatcc.com)

Cheat Happens (www.cheathappens.com)

And that's it! If you want to host this FAQ, go ahead and give me a ring, and toss me a link to your site while you're at it. Sites with progress already made, please. I don't want to stick a link on here only to have it lead to a dead page.

And if you see this FAQ on a site that is on any other than the site(s) listed above, toss me an e-mail at [terminusest13\(at\)gmail.com](mailto:terminusest13@gmail.com), so I can go on and whine at somebody.

WHAT THIS FAQ HAS:

A basic walkthrough.

Hints, tips, and strategies.

A small list of good borgs.

A list of the borg types, their strengths, weaknesses, and how to use them.

WHAT THIS FAQ NEEDS:

Actually funny jokes.

WHAT THIS FAQ WILL NEVER HAVE:

Stuff that doesn't relate to Gotcha Force.

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If you have any questions, comments, criticisms, hate mail, or professions of undying love and devotion, feel free to e-mail me or give me an IM. E-mail will give you a better chance of me responding, though.

WHY GOTCHA FORCE? WHY GOTCHA FORCE? WHY GOTCHA FORCE? WHY GOTCHA FORCE? WHY
WHY GOTCHA FORCE? WHY GOTCHA FORCE? WHY GOTCHA FORCE? WHY GOTCHA FORCE? WHY

Why Gotcha Force? My dear friend, you cannot be serious! Gotcha Force is one of THE coolest GameCube games of all-time!

Gotcha Force is a Pok~~emon~~on-inspired game, in which you pit various palm-sized borgs with enough power to level the earth in two against each other. It has guns, missiles, swords, lasers, nurses, bullets, magic, transformations, wheels, beam swords, beam tonfas, bombs, nukes, arrows, shields, robots, copying, scythes, poison, summons, ghosts, spirits, karate, huge shurikens, dragons, laser towers, flamethrowers, maces, superpowers, teleportations, time stopping, status messing, UFOs, laser yo-yos, tanks, and literally over 200 borgs to collect!

If you stop and do a bit of math about the alternate colors and hidden palettes, that brings the total close to 1000 borgs to collect!

Add a gameplay reminiscent of the old Virtual On for the Dreamcast, a frag-fest addictive multiplayer, an incredible music track, and you, my dear friend, have one of the greatest games of all time on your hands.

There is very little wrong with Gotcha Force. Buy this game now, and it will not be a choice you regret.

And ignore the review magazines--just about everyone who has REALLY played the game know they're full of crap.

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Okay! Now we get to the meat and bones of this FAQ--the tips and tricks walkthrough of an incredible game.

I suck with intros, so shall we just begin?

NOTE! NOTE! NOTE! NOTE! NOTE! NOTE! NOTE! NOTE! NOTE! NOTE! NOTE! NOTE! NOTE! NOTE!

For now, this FAQ only covers the IMPORTANT missions. Or rather, the missions that really give things to the story and open up new areas. Nine times out of ten, these will be the missions in RED on the map.

Doing all the missions period would be nigh-impossible and pretty pointless.

ALSO:

I am not an expert at this game. Heck, I'm still a bit bad. If you see a strategy or a borg that works better than what I suggested, send it in! I'll give you full credit for it!

Also, all of this is my OPINION. Not yours. Mine. I don't share. Your opinion may be better. In which case, you can point and laugh at mine and my opinion will cry like a sissy girl.

BORG TYPES BORG TYPES BORG TYPES BORG TYPES BORG TYPES BORG TYPES BORG TYPES BORG TYPES BORG

There are over 200 borgs in this game, each with their own individual style. Every borg, however is organized into a "Tribe", which is based upon much of their stats and abilities. Some borgs are better than others at certain things, and some borgs can defeat certain types easily, while still being able to be beaten by certain types easily.

This section will list all the tribes, their strengths, weaknesses, and strategies on how to use them effectively.

NINJA BORGS

Strengths: Fast as crap.

Weaknesses: Crappy range attacks.

Number of Borgs: 11

Strategies: The first of the melee borgs, and easily the quickest. The ninja borgs are literally designed for you to run around the opposition at lightspeed while wonking them upside the head. Have fun.

Exceptions: None

GUN BORGS

Strengths: Decent speed and shot power.

Weaknesses: Low attack and defense.

Number of Borgs: 8

Strategies: The first of the range borgs, and definately the more rounded. You'll almost always be trying to smack opponents from afar, then getting in close for a good melee to stun them. Don't be afraid to try either, since meeleing is a good set-up for their ranged fire.

Exceptions: Gatling Gunner

KNIGHT BORGS

Strengths: Powerful melee attacks.

Weaknesses: Pretty slow, crappy range attacks.

Number of Borgs: 15

Strategies: The second of the melee borgs, and hands down the most powerful group.

Knight Borgs are designed for pure in-your-face action, and almost all of them have shields to block frontal attacks with. Don't be relying on this shield too much, however, as it's pretty hard to use.

One fun thing I noticed. If you position yourself properly, the shields these guys have can block nukes. Oh, my.

Exceptions: Vampire Knight

GIRL BORGS

Strengths: Fast movers, and ranged attacks.

Weaknesses: Low defense, usually low HP.

Number of Borgs: 11

Strategies: These gals are where the original range, run strategy comes from! The key here with these femme fatales is to dash all over the place, opening fire at will, stopping only for a melee. Simple enough, eh?

Exceptions: Spinner Girl, Shadow Girl

MACHINE BORGS

Strengths: Varies.

Weaknesses: Varies.

Number of Borgs: 34

Strategies: Yowza! This tribe is WELL stocked with borgs! There's almost guaranteed to be something here that fits your fighting style. Whether it's turning into a big tank with Titan Robot, hammering enemies' faces in with Hammer Robot, or doing a sniper's job with G Red, there's just about every borg for every fighting style you could possibly think of here! Granted, the main bulk (22, to be exact) are the transforming borgs, but they're the ones that are the incredible powerhouses.

Exceptions: None.

DRAGON BORGS

Strengths: Powerful little buggahs, and amazing defense, too.

Weaknesses: Slow as crap, and the cost is way too high.

Number of Borgs: 16

Strategies: Why bother with these guys? You can get a transforming machine borg for about the same price (if not much less), and they move MUCH quicker and have better attacks. The only thing worse is lower HP.

Seriously, these dragons are just not worth using.

If you HAVE to have a Dragon Borg in your team, trying using a Wing Dragon, Phoenix Dragon, or the Machine Head. Those guys are actually decent.

UPDATE:

It appears that they're quite popular among other people. Though many people say that the smaller ones do indeed suck, the big ones rock. I still don't see the point of them, but meh. Maybe it's just me.

Exceptions: Wing Dragon, Phoenix Dragon, Machine Head

MUSHA BORGS

Strengths: All-around. No exploitable weaknesses.

Weaknesses: All-around. No exploitable strengths.

Number of Borgs: 6

Strategies: The final of the melee borgs, and the more rounded of the three. These guys could definately be classed as the "all-around" group of the game, since they have equipment enough to take on any challenge. They've got a range attack, melees to make the opponent feel the hurt...just handle these guys like you want to.

Exceptions: None

KNUCKLE BORGS

Strengths: Good speed.

Weaknesses: Low shot power.

Number of Borgs: 7

Strategies: Well, here's a weird group of borgs. About five of them are borgs that need to be used with strategy, which leaves only two for upfront attacking. For the Tar and Jelly Divers, your main strategy will be to abuse the slowdown your field will give the opponent, then melee away on them. For Copy Man, your best bet is to try a bit of training with every borg, since Copy Man can copy almost everyone. For Walking Bomb...please, do you really NEED a strategy with him? Just go kamikaze. Jack is the exact same as the Tar and Jelly Divers.

Exceptions: Kung Fu Master, Tao Master

WIZARD BORGS

Strengths: Good HP and defense for their costs.

Weaknesses: Low attack and shot power.

Number of Borgs: 7

Strategies: Unlike the Nurse Borgs, these gals aren't really designed to support your ally. The majority are designed to make your opponents get really fed-up with trying to kill you. You incapacitate them with a spell, then wonk away when they can't fight back!

Exceptions: Patra Witch, Isis Witch

NURSE BORGS

Strengths: Can heal her friends.

Weaknesses: Crappy attacking.

Number of Borgs: 3

Strategies: Nurse Borgs are pretty useless in story mode, given how crappy your CPU allies are. In VS mode with friends, however, they can save your team time and time again. Check on your allies repeatedly, staying sure to heal them whenever their HP is somewhere in the halfway area. If you have to defend yourself, be sure to attack from afar--it's easily their best attack, seeing how it's quicker and a bit more powerful.

Exceptions: None

IDOL BORG

Strengths: Can confuse enemies with her X special.

Weaknesses: Crappy attack and shots.

Number of Borgs: 1

Strategies: Much like the Wizard Borg, the goal here isn't to support your ally. The key here is to get your opponent fed-up with trying to fight you and quit. Use the Lovely Voice attack to get your opponent twirling around, and don't let up! They really can't attack you until they're out of the spell!

Exceptions: None

BUG BORGS

Strengths: Varies.

Weaknesses: Varies.

Number of Borgs: 6

Strategies: Another set of crappy borgs. Come on, these guys cost way too much, and their attacks take way too much planning and chance to be of any good use. If you NEED a bug borg on your team, snag the Alien Insect. He's the only one with decent stats for his cost, and he fights more like a Musha Borg.

Exceptions: Alien Insect

DEMON BORGS

Strengths: Varies.

Weaknesses: Varies.

Number of Borgs: 4

Strategies: Whew, and you thought the Knuckle Borgs were a unique group. There are only four borgs in this group, making it the smallest group next to the Idol Borg and Nurse Borg. Each of them vary from each other (with the exception of the Akuma

and Demon Samurai) as well, which doesn't make our job any easier.

For the Akuma and Demon Samurai, you might as well treat them as normal Musha Borgs and try to melee with them as much as possible. Their growing swords can also help in fights a lot.

The Death Wing is a unique little bugger. Stay as far away from your foes as you can be, and keep on firing Scythe Shots. After all, almost any attack you do will send some scythes flying. Triple Scythe will also help if you need to get close to someone, but they won't let you.

The Demon Wing is also an incredibly unique little bugger. It will probably be best if you treated him like a normal Wing Borg (more info on them later), but remember that his Creeping Soul attack homes in on enemies!

Exceptions: None

HERO BORGS

Strengths: Varies.

Weaknesses: Varies.

Number of Borgs: 6

Strategies: And, getting the award for the most complex group in the entire game go to Hero borgs. These guys all differ from each other--there's no single pattern for the entire group. This makes our job quite fun.

Planet and Star Hero are pretty much clones of each other, the only real difference being in the projectiles. But with either one, the attack pattern remains the same--attack from afar when you're small, get in close for kickin' melees when you're big. Pretty simple, really.

Cyber Hero is based off Ryu, so you'd think he'd be the easiest to handle. Well, he's not. He's actually one of the most complex characters to use, if you're not relying on the "charge up Hero Beam, run your pansy nigh-hind off, fire, repeat" strategy. If you're wanting to make your opponent hurt, charge up both the B and X at the same time, then release one after another. The Hero Shots are good keep-away blasts, and the melees Cyber Hero has can make opponents think twice about getting near. Just remember that Cyber Hero is primarily a MELEE character--the ranged attacks are only in there to round him up a bit.

Metal Hero is...well, he's unique. He's a borg that takes some real thought and strategy to use. Like Shadow Girl, not just anyone can pick him up and use him. To quote VileZero: "He's one of those hero borgs that is really specialized. Can't cover many angles, but he does what he does well: Melee ground combat." Stay on the ground, and walk or run to your enemies for some slashing. Yes, it's slow, but it's better than dashing around all over the air and never hitting someone--Metal Hero's air attacks suck. The Metal Buster (that big slash Metal Hero does when in Metal Set-Up) is quite powerful, but can be seen coming from MILES away. It's best used on borgs that don't move real well, such as dragons and fortresses.

Jet Hero is to be played like a normal Wing Borg. Again, rather simple. The Power Scope is fairly useless, as both enemies and allies can use it, and Jet Hero has no real moves that would make it useful. Plus, it takes a while to set up and recover from, which makes Jet Hero a sitting duck. Really, the only use for it is for you to give a couple of your Blade Gun shots a slight boost.

Gold Hero is another bit of a mixed bag. The key to Gold Hero is never getting into trouble when you're out of the Gold Set-Up. Without his precious armor, Gold Hero is pretty jack-weak. Run whenever you're not in armor, dive into the fray when you ARE in armor.

Exceptions: None

WING BORGS

Strengths: Flight, speed, and range.

Weaknesses: Low defense, shot, and attack power.

Number of Borgs: 6

Strategies: Wing Borgs are the Gun Borgs of the air, simply put. Their flight ability can put them miles above the competition, and snipe freely at anyone who's stupid enough to pass underneath them. Use this to your advantage and keep using the flight ability to move between as many places as possible. Use the X flight to

move around at high speeds, and only try to move yourself upwards with A when no one's focusing on you--the A flight leaves you way too open.

UPDATE:

A helpful tip someone has given me (can't remember the name--so sorry!) about the A flight. A up, dash side, A up, dash side, repeat as needed. This has actually helped a lot--I'm suprised I didn't think of it sooner.

Exceptions: Blade Wing, Anubis Wing

ANGEL BORGS

Strengths: Flight, speed, and range.

Weaknesses: Low defense, shot, and attack power.

Number of Borgs: 6

Strategies: Much like Wing Borgs are Gun Borgs of the air, Angel Borgs are the Girl Borgs of the air. Despite that, however, little really changes in the overall between Wing Borgs and Angel Borgs. The same strategies and plans still apply.

Exceptions: None

TANK BORGS

Strengths: Powerful attacks, good defense

Weaknesses: Slow little buggahs.

Number of Borgs: 10

Strategies: The final of the range borgs, and the powerhouses of the group. These guys don't kindly knock on your door. They tear the door down, run over it, set it on fire, blow it up a couple times, stick it in a space shuttle, send it to the nearest planet, THEN come in for their spot of tea.

Their defense means you can simply shrug off a lot of attacks and continue moving on, and their firepower allows you to dish out as much, if not more, of what you take.

Exceptions: ICBM Tank, Beam Tank, Panther Vehicle

AIR BORGS

Strengths: Something.

Weaknesses: They suck.

Number of Borgs: 8

Strategies: These guys are the Tank Borgs of the air. And that's not a good thing. Tank Borgs belong on the ground, not ported to the air in some fancy french le first-class montogue suite whatever. These guys really serve no purpose except to look cool. The main problem with these guys is that you have to align the ships perfect with their fire, which takes too long. And since this game is so fast-paced, that's the last thing you want.

If you NEED some Air Borgs, take a Red Attacker or a Flying Saucer with you. The RA fires bombs, which don't need aiming, and take a nice chunk of HP out. The Flying Saucer is also fast as jack, and it's shots semi-home in on the opponents by itself.

UPDATE:

Again, people say I must be using Air Borgs wrong, because everyone suggests Orange Fighter for me to use. "The bombs can be used like the Red Attacker's, and the Charge Shot homes in on enemies like the Flying Saucer's."

I still can't make heads or tails of it. Orange Fighter turns WAY too slowly for me. I'm still wondering how the jack ANYONE can use Air Borgs correctly.

Exceptions: Red Attacker, Flying Saucer

FORTRESS BORGS

Strengths: HEAVY-JACK FIREPOWER

Weaknesses: Slow, if any movement.

Number of Borgs: 6

Strategies: DA FORTRESS BORGS BE PACKIN' XXXXTREME FUNKTASTIC BEAMS UNDAH DA HOOD, G. OPEN UP DIS HOOD, F00', AND MAKE PEOPLE GO WAILING WIT' DA DAWGS.

Exceptions: None

DEATH BORGS

Strengths: Gain levels quickly.

Weaknesses: Just about everything else about them sucks.

Number of Borgs: 34

Strategies: Well, here's the craptastic group of the bunch. Go ahead and look at their stats, and curse your brains out. They're really only good for pointholders until you find a better guy to replace them. Sure, if you're good, you can wallop really well with them, but that doesn't mean they don't suck.

If you're playing as these buggers, you'll be heavily relying upon a range, run, range, run strategy. Avoid face-to-face combat as much as possible, since these guys can't take much punishment. Keep yourself MOVING, and do not stop for ANY SINGLE THING.

Exceptions: Death ICBM

CAST OF CHARACTERS CAST OF CHARACTERS CAST OF CHARACTERS CAST OF CHARACTERS CAST

KOU

Borgs of Choice: None (Varies)

Hair Color: Blond

Eye Color: Brown

Bio: Kou is a young energy-filled schoolboy who stumbles across G Red after he explores a meteorite that fell on Earth. The star of the game, and definitely a personality-filled fighter. Honorable, loyal, and friendly, he will lead the Gotcha Force against the Galactic Emperor. He has also just recently moved to Safaritown.

G RED:

Borgs of Choice: He IS a borg!

Hair Color: N/A

Eye Color: Green

Bio: A rough and tough but kind-hearted Borg who tracked the Death Force to the planet Earth. Confident and powerful, he teams up with Kou in hopes of destroying the Death Force!

KAKERU:

Borgs of Choice: Ninja borgs

Hair Color: Brown

Eye Color: Brown

Bio: Kou's best friend, though they probably have known each other for a short time, seeing as Kou only moved recently. Kakeru is more easy-going and laid back than Kou. While Kou will most likely simply rush into a battle, Kakeru would rather simply make sure there is ample equipment and reinforcements for fighting.

MANA:

Borgs of Choice: Nurse borgs

Hair Color: Blond

Eye Color: Purple

Bio: Mana is a sweet girl who always places other people's priorities above her own. She is quite a hit among the other kids, and always tries to help people whenever they're in trouble.

USAGI:

Borgs of Choice: Girl borgs

Hair Color: Orange

Eye Color: Dark red

Bio: A fun-loving and energetic young girl, Usagi is honorable, loyal, friendly, and never backs down from her friends. A slight bit of an ego resides within her, but it's barely noticable, and her friendliness and casual demeanor rules it out completely.

TSUTOMU:

Borgs of Choice: Tank borgs

Hair Color: Light brown

Eye Color: Black

Bio: A brainy and intelligent young kid, Tsutomu is one who would rather think and debate, rather than play or idle. Ironically, he is a good friend of Usagi.

KITSUNE:

Borgs of Choice: Machine borgs

Hair Color: Brown

Eye Color: Black

Bio: Arrogant, conceited, and cowardly, Kitsune is a member of Nekobe's small gang. Always trying to be one step ahead of everyone, Kitsune rarely succeeds.

NEKOBE:

Borgs of Choice: Knight borgs

Hair Color: Red

Eye Color: Green

Bio: A coward at heart, Katsumi Nekobe tries to override this with an egotist attitude and extreme selfishness. Incredibly conceited, Nekobe does his best to lift himself above everyone. And succeeds, for the most part. D00d, he rocks.

MET:

Borgs of Choice: None (Varies)

Hair Color: Light brown

Eye Color: Black

Bio: A boy fascinated by the military, and a young apprentice strategist, Met is a very serious and no-nonsense type of kid. While other children would probably be going out to play, Met would stay at home and continue to think of battle strategies. This strategy practice reflects in his Gotcha Borgs, as little can stand up against his plans!

TETSUYA:

Borgs of Choice: Musha borgs

Hair Color: Dark dark dark dark brown

Eye Color: Dark dark dark dark brown

Bio: Playfully arrogant and a fun-loving boy, Tetsuya's casual and friendly demeanor gives him plenty of friends. Never wavering, and ever-so-loyal, Tetsuya is not one to back down from a challenge--no matter who it's from.

KOTARO:

Borgs of Choice: Gun borgs

Hair Color: Dark Brown

Eye Color: Black

Bio: Barely a toddler, Kotaro can be whiny, selfish, and annoying. But beneath that front, Kotaro is a brave and courageous fighter! His borgs, though packing low firepower, are experts at dodging and range attacks.

Okay, I lied. He sucks.

YUJI:

Borgs of Choice: Knuckle borgs

Hair Color: Brown

Eye Color: Black

Bio: Yuji is quite a unique young boy. Spouting off random comments and usually saying the strangest things, many wonder if he's right in the head. But despite that, Yuji is a formidable foe inside the battlefield!

TAMA:

Borgs of Choice: Fortress borgs

Hair Color: Dark purple

Eye Color: Black

Bio: An obnoxious and less-than-intelligent glutton, little positive can be said about him. Tama was lured into the position of a Death Commander by the power of the Death Arc.

SHO:

Borgs of Choice: Wing borgs

Hair Color: Gray

Eye Color: Dark blue

Bio: Sho is a living mystery, nothing more than an enigma. A bitter and angry young boy with little to say but a lot to attack, not many stay in his way long.

OROCHI:

Borgs of Choice: None (Varies)

Hair Color: Green, really purple

Eye Color: Red, really dark red

Bio: Even less is known about Orochi than Sho. All people know is that she is a commander of the Death Force...

GALACTIC EMPEROR

Borgs of Choice: Death borgs

Hair Color: Unknown, if any

Eye Color: Unknown, if any

Bio: A war-loving sadistic self-proclaimed emperor of the universe, G. Emperor is yet another being shrouded in mystery...a being who likes to collect the brains of others in a twisted hobby, he has set his sights on earth.

G BLACK:

Borgs of Choice: He IS a borg.

Hair Color: N/A

Eye Color: Purple

Bio: Though never making an "official" appearance in Story Mode, he deserves mention nonetheless. G Black is a mysterious borg, with incredible power that resembles but puts even Neo G Red to shame. It is rumored that he is G Red's dark side...

VARIOUS OTHER QUESTIONS VARIOUS OTHER QUESTIONS VARIOUS OTHER QUESTIONS VARIOUS

Q: What happens as I beat the game more and more?

A: If you beat the game twice, you will get a special "Battle Replay" option for Story Mode. This allows you to replay battles that you've done individually. Your GF Energy will be frozen at 2200--it cannot be increased. You can still collect borgs and Data Crystals through this mode, which makes it a heavy favorite among collectors. If you play the game more after that, you can unlock normal G Red after that, then the various alternate colors of G Red.

Q: What happens if I beat the game, then select "Continue"?

A: You'll start the game over, basically. You'll still have your borgs and forces, though not accessible to you right at the start. Only after you get your Gotcha Box again will you be able to select your borgs and teams that you previously got.

Q: And if I select "Replay"?

A: You'll play the game over straight from the beginning, duh. As said before, you'll still have your borgs and forces, though you can't get them right off the bat.

Q: Will normal G Red that I got through beating the game three times go Neo after I face the Dark Knight? And will the alternate color schemes do so as well?

A: No.

Q: Then how do I get another Neo G Red?

A: As you play through the game more and more, your Replays will add up. They stop around playthrough nine. If you Replay through any of these playthroughs, you get the Neo version of the G Red that you got in the original playthrough. Confused? Yes? Thought so.

Here's the simple version:

Play through the game four times, get blue G Red.

Replay the fourth playthrough, get blue Neo G Red.

Simple? Yes. Good. Now make me a sammich.

Q: I keep hearing about this "G Black"... Who is he?

A: According to a totally awesome person named SevenForce, G Black is a super-secret borg in the game. He's not a new version of G Red, he's a new borg altogether that plays like G Red on steroids. Currently, the only known way to unlock him is to visit an official Capcom promotion and bring your memory card, so you can trade with one of the official employees.

I'm guessing that since his data is in the game, however, he can be unlocked with an Action Replay code. While people have unlocked the code to get him, it seems to be incredibly glitched and can corrupt your game simply by him layin' around in your box.

And no, Shadow Neo G Red is NOT G Black.

Q: What are these Data Crystals, and how do I use them?

A: There are two ways you can get borgs--one, you can simply fight them, and the Gotcha Box can make a duplex for you. Two, the Gotcha Box will occasionally spurt out crystals filled with incomplete data. These are the Data Crystals. When you get enough crystals for a certain borg, the crystals will automatically fuse, giving you a brand new borg to play with.

Q: I heard that borgs can transform and merge! How do I do that?

A: Well, first off, only certain borgs can merge together. Machine Red, Machine Blue, Cyber Mars, Cyber Atlas, Cyber Death Head, and Cyber Death Body. To make them merge, they have to both be out at the same time on the same team. The best way to do this is in VS mode, and stick Cyber Mars at the beginning of green team 1, and Cyber Atlas at the beginning of green team 2. Enter what is affectionately dubbed at "Hyper Mode", and the machines will merge.

If your teammate was a computer, then you yourself will control the borg in it's entirety. If both you and your teammate were human, then both of you will control the machine at the same time--one person will function the attacks, the other will control the movements.

Q: Can you make your own borg in this game?

A: No.

Q: Is there a four-player free-for-all?

A: No. You can modify whether VS mode is a 1v1 or 2v1, though. At the area where you pick what side you are on, head over to the other CPU areas and push X. Viola. They're disabled.

Q: How do I customize the maximum GF energy limit in VS mode?

A: The maximum limit is exactly equal to the most costly force you have in your Gotcha Box. Try making a force full of nothing but dragons and fortresses, the cost will shoot right up.

Q: Do I get anything for defeating challenge mode?

A: No. Challenge Mode is simply for bragging rights, or for taking on a sort of 2-player co-op "story mode".

Q: Can any of the other character borgs (i.e. Sasuke, Vlad) go Neo?

A: Sadly, no. They're all outclassed, outskilled, and outpowered by G Red.

Q: How does leveling up work?

A: It's simple, really. Every borg that participates in a fight (whether they're destroyed or not) gets 2 exp points. If you lose or quit a fight, each borg that participated gets only 1 exp. The number of exp it takes to gain a level varies with each borg. Sometimes it's 10 exp, sometimes it's 20, and other times it's 40.

Q: Can you get Galactic Emperor?

A: No. Even if you could, he's not as good as the boss version of him is. An awesome guy by the name of Yoshi6400SL sharked him in a japanese version, and GE proved to be useless in combat.

MISSION OVERVIEWS MISSION OVERVIEWS MISSION OVERVIEWS MISSION OVERVIEWS MISSION

```
/=====\  
|MISSION 1: The name is G Red!|  
\=====/  
AREA: Little Hill
```

BORGS FOUND: Death Borg Beta II (7), Death Borg Omega (1)

SPEECH BEFORE:

Kou: What?! Did this small toy just talk?!

G Red: My name is G Red.

G Red: I am a Gotcha Borg and I've come to Earth to find and stop the evil army known as the Death Force.

G Red: I need your courage to battle on this planet!

G Red: Please lend me your power and become our GF commander!

SPEECH AFTER:

Kou: You've done it G Red!

G Red: Yeah! Thanks to you!

G Red: My home planet called Mega Borg, was destroyed by the Death Force.

G Red: Now I must stop the Death Force from destroying this planet at any cost!

G Red: If you're willing to fight alongside us, can you please tell me your name?

[Enter name]

G Red: Thank you, Kou!

Kou: It's nice to meet you G Red.

G Red: It is an honor to battle with you!

G Red: Let's join forces! We will protect you and your planet from the Death Force!

G Red: We are the Gotcha Borg corps of justice, known as Gotcha Force!

REWARD: 10 GF Energy Points, and an expanded map.

SUGGESTED BORGS: Any.

SUGGESTED PARTNER: None.

STRATEGY: Just wallop on them. If you really need help defeating this level, please seek clinical help.

MISC FACTS: This is the only mission where G-Red talks to you directly DURING the fight. WHOAH-HOAH-HOAH.

```
</+--+--+--+--+--+--+--+--+--+--+--+>
-I      INTERMISSION 1      I-
<\+--+--+--+--+--+--+--+--+--+--+>
```

Well, this is the first intermission. Whoohoo. By this and the next couple of battles, you should have easily grasped the battle controls and how it works. Unlike most games, Gotcha Force doesn't give you a tutorial for the controls. You had better read the instruction manual! [grin]

```
</+--+--+--+--+--+--+--+--+--+--+>
-I      LET US RUMBLE!      I-
<\+--+--+--+--+--+--+--+--+--+>
```

STORYLINE: Enter: Gotcha Force.

```
/=====\  
|MISSION 2: Battle with Kakeru!|  
\=====/
```

AREA: Kakeru's Home

BORGS FOUND: Sasuke (1)

SPEECH BEFORE:

Kakeru: I see... Kou's Gotcha Borg is called G Red! Well, why don't you have him fight against my Sasuke?!

SPEECH AFTER:

Kakeru: Sasuke and I will join your fight and become a part of the Gotcha Force!

(+) Kakeru has joined you! (+)

Kakeru: I assume you're not very familiar with this town since you've just been transferred, right?

REWARD: 10 GF Energy Points, Kakeru joining, and a full map.

SUGGESTED BORGS: Any.

SUGGESTED PARTNER: None.

STRATEGY: Same as previous mission. G Red outclasses Sasuke by a mile.

MISC FACTS: None.

```
/=====\  
|MISSION 3: Save Mana's partner Nao!|  
\=====/
```

AREA: Mana's Home

BORGS FOUND: Death Borg Beta II (5), Death Borg Omega (3)

SPEECH BEFORE:

Mana: Kakeru! Kou! Please help us! Nao is in trouble!

SPEECH AFTER:

Mana: Thank you!

(+) Mana has joined you! (+)

REWARD: 10 GF Energy Points, and Mana joining.

SUGGESTED BORGS: Any.

SUGGESTED PARTNER: None.

STRATEGY: These first number of missions are easy as crap, so don't even bother with a strategy.

MISC FACTS: This is the first mission where you actually get more than one "partner", though the game considers Kakeru as your only one.

```
/=====\  
|MISSION 4: Battle with Kitsune!|  
\=====/
```

AREA: Sunnyside Park

BORGS FOUND: Isaac

SPEECH BEFORE:

Kitsune: Are you strong enough to challenge my mighty Isaac?

SPEECH AFTER:

Kitsune: Darn! You shall pay!

REWARD: 10 GF Energy Points.

SUGGESTED BORGS: Any.

SUGGESTED PARTNER: None.

STRATEGY: These first number of missions are easy as crap, so don't even bother with a strategy.

MISC FACTS: Why does Kitsune yell "Yeewhaw!" when you beat him? Defeat definately doesn't sound like something to be excited about.

```
/=====\  
|MISSION 5: Defeat the Death Force Unit!|  
\=====/
```

AREA: Little Hill

BORGS FOUND: Death Borg Alpha (6), Death Borg Omega (2)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points.

SUGGESTED BORGS: Any.

SUGGESTED PARTNER: Any.

STRATEGY: These first number of missions are easy as crap, so don't even bother with a strategy.

MISC FACTS: None.

```
/=====\  
|MISSION 6: Defeat Nekobe and Kitsune!|  
\=====/
```

AREA: Sunnyside Park

BORGS FOUND: Vlad, Isaac

SPEECH BEFORE:

Nekobe: So you're Kou, huh? Hmm... I don't like you!

Kitsune: Katsumi, let's teach this brat a lesson!

SPEECH AFTER:

Kitsune: H...he pulled his punches on purpose! Isn't that right, Katsumi?

Nekobe: Ye...yes! Of course! I'll be serious next time!

(+) GF Energy 800 (+)

G Red: It seems your GF energy has increased!

G Red: Kou, try assembling your Force! You can edit your Force with the X Button!

REWARD: 250 GF Energy Points, and the Gotcha Box.

SUGGESTED BORGS: Any.

SUGGESTED PARTNER: Any.

STRATEGY: Okay, this mission may cause newcomers to stumble a bit. With Vlad's life-sucking sword and Isaac's missiles, the pair can knock you off your feet if you don't know what you're doing. Just stay close and wallop on them with Melee attacks--they're both rather helpless when you're in their face.

MISC FACTS: When Nekobe says "What?!" after the battle, it sounds like he was acted by a little girl. ^^;

```
/=====\  
|MISSION 7: Training with Kakeru.|\br/>\=====/  
AREA: Kakeru's Home
```

BORGS FOUND: Normal Ninja (2), Sasuke

SPEECH BEFORE:

Kakeru: Look! I have successfully assembled my Force! Why don't we have a test battle?!

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points.

SUGGESTED BORGS: Any.

SUGGESTED PARTNER: None.

STRATEGY: These first number of missions are easy as crap, so don't even bother with a strategy.

MISC FACTS: None.

```
/=====\  
|MISSION 8: Battle with Usagi & Tsutomu!|\br/>\=====/  
AREA: Safaritown Market Place
```

BORGS FOUND: Kei, Battle Girl (1), Leopard

SPEECH BEFORE:

Usagi: I've never seen that Gotcha Borg! Why don't we battle?

Tsutomu: I don't think you can defeat my Leopard.

SPEECH AFTER:

Usagi: Wow! Very impressive! Now Kei and I will join your team!

(+) Usagi has joined you! (+)

Tsutomu: I see. I guess I should join the Gotcha Force too.

(+) Tsutomu has joined you! (+)

REWARD: 10 GF Energy Points, Usagi joining, Tsutomu joining.

SUGGESTED BORGS: Sonic Samurai, Normal Ninja, Acceleration Ninja.

SUGGESTED PARTNER: Any. (If you're new, use Kakeru)

STRATEGY: If you're new, this might be another slight stumbling point. Both Tsutomu and Usagi use borgs with an emphasis upon long-range attacking. Usagi, however, uses the hit & run approach, while Tsutomu uses pure head-on offense. If you want to balance it out between the two, you should use a fast and offensive melee borg. Try some Sonic Samurai, or one of the ninja.

MISC FACTS: Usagi's habit of wearing her skirt over her pants isn't an odd dress code. It's actually the heaviest fashion in Japan right about now. Nice to see such a trendy girl in gaming. ^_^

```
/=====\  
|MISSION 9: Battle with Tetsuya and Met!|  
\=====/  
AREA: Stone River
```

BORGS FOUND: Musashi, Normal Samurai (1), Shijima, Arrow Ninja (1)

SPEECH BEFORE:

Tetsuya: Oh, so you have a Gotcha Borg too! Let's battle!

Met: Ha! You are a novice.

SPEECH AFTER:

Met: Gotcha Force? I hate them!

Tetsuya: That was fun! Let's do this again!

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Any.

SUGGESTED PARTNER: Usagi

STRATEGY: Just whale on them. Met may trip you up a little with Shijima's arrows, but it's still a very easy fight overall.

MISC FACTS: "I'll give you backup!" Oh, how I love that line.

```
/=====\  
|MISSION 10: Defeat Nekobe & Kitsune!|  
\=====/  
AREA: Stone River
```

BORGS FOUND: Vlad, Vampire Knight (1), Isaac, Claw Robot (1)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Any

SUGGESTED PARTNER: Tsutomu

STRATEGY: They're still easy. If you have a Slow Valkrie, you can slow these guys to oblivion and dance around them, but there's not much to brag about here.

MISC FACTS: Kitsune refers to Nekobe as 'Katsumi' because it's Nekobe's first name.

```
/=====\  
|MISSION 11: Cooperate with Usagi to defeat the Gun Borg unit!|  
\=====/
```

AREA: Neo Elementary

BORGS FOUND: Death Borg Beta II (5), Revolver Gunman (5)

SPEECH BEFORE:

Usagi: I just found a Death Force unit! Let's go and take them down together!

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Any of the ninja or valkries.

SUGGESTED PARTNER: None (Forced to use Usagi)

STRATEGY: The gun borgs all focus upon long range tactics, much like the Girl Borgs. They run from area to area, shooting around. Whereas they can get up close for melee fighting, their best is attacking from afar. Stick with someone fast, so they can dodge the shots given out by the enemies--your best bet will be one of the ninja or valkries.

MISC FACTS: None.

```
/=====\  
|MISSION 12: Training with Usagi & Mana!|  
\=====/
```

AREA: Mana's Home

BORGS FOUND: Kei, Battle Girl (2), Wire Girl (1), Nao, Guard Witch (1), Angel Nurse (1).

SPEECH BEFORE:

Usagi: Hey Kou, it's time for some training! Let's go, Mana!

Mana: Okay!

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Acceleration Ninja, G Red.

SUGGESTED PARTNER: None (Forced to use Kakeru)

STRATEGY: Now this can be a nasty pair. Mana's defensive tactics, formed alongside Usagi's long range hit-and-run fighting can stumble a lot of newcomers if they're not careful. However, both the pair lack defense. Now, that doesn't mean you could go with a heavy firepower but slow-as-jack tank. This means you should go in with a quick melee fighter. If you move too slow, both the girls will wallop on you like you're nothing worth their time. The Acceleration Ninja is a good choice for this fight, but first-timers most likely don't have him--so you're probably going to have to rely on G Red's melees.

If you're fast, you can eliminate all of Mana's force before much time goes past--and she's the main problem here. I can't tell you how many times I had almost beaten a foe, only to see Mana's nurse rush past and heal said foe. Plus, her Guard Witch is the main reason you'll be relying on a meleer--that cursed shield can give you hell.

MISC FACTS: None.

```
/=====\  
|MISSION 13: 100 rounds from the Gatling Gunners!|  
\=====/
```

AREA: Stone River

BORGS FOUND: Gatling Gunners (4), Death Borg Beta II (2)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Gatling Gunners, Vampire Knights, Cyber Hero

SUGGESTED PARTNER: Tsutomu

STRATEGY: Gatling Gunners. If you take them too lightly, they'll blow you away with their 100 bullets of death. Their immense firepower can take huge amounts of HP away, and their hand grenades aren't too shabby either. If you plan on going up against this group, you might want to use a quick hit-and-run strategy, combined with Tsutomu's heavy firepower.

If you're skilled enough, a Slow Valkrie is as good as gold here--she'll slow down the 100 bullet frenzy those cursed Gatling Gunners can give you.

Vampire Knights are also good, seeing how they can absorb HP if they lose any.

Gatling Gunners themselves are also good choices, since their own 100 bullet frenzy of death take huge amounts of HP away.

And most of all: DO NOT STOP FOR ANYTHING. KEEP YOUR COWARDLY YELLOW FO-SHIZZLE BEHIND MOVING.

MISC FACTS: Not too hard a mission, but don't go swaggering in.

```
/=====\  
|MISSION 14: Drill Robot, the king of the underground!|  
\=====/
```

AREA: Sunnyside Park

BORGS FOUND: Drill Robot (2), Death Borg Beta II (4)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Gatling Gunners, Command Girl

SUGGESTED PARTNER: Usagi

STRATEGY: Drill Robot is a slow-as-jack melee fighter. Take a couple tips from Usagi and bust a couple caps from afar. Nothing really more needs to be said.

MISC FACTS: When you get to the Drill Robots, their energy force will be 666... GASP-O!

```
/=====\  
|MISSION 15: The flying Death Force!|  
\=====/  
AREA: Safaritown Market Place
```

BORGS FOUND: Death Borg Mu (8), Orange Fighter (1), Blue Striker (1)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Any fortress, angel, or wing borgs.

SUGGESTED PARTNER: Tsutomu, Usagi

STRATEGY: These guys really can't do anything to you if you keep moving. Just take to the air and run your pansy little momma-boy's behind off, stopping only to open fire.

MISC FACTS: None.

```
+::::::::::::::::::::::::::::::::::::::::::::+  
{[MINOR MISSION 1: Defeat the Death Force Unit!]}  
+::::::::::::::::::::::::::::::::::::::::::::+
```

AREA: Construction Zone
BORGS FOUND: Death Borg Alpha (8), Teleport Ninja (1), Death Borg Omega (1)
MISC: You have to beat this in order to face Nekobe and Kitsune again.

```
+::::::::::::::::::::::::::::::::::::::::::::+  
{[MINOR MISSION 2: Defeat the Death Force Unit!]}  
+::::::::::::::::::::::::::::::::::::::::::::+
```

AREA: Serenity Street
BORGS FOUND: Death Borg Alpha (4), Normal Knight (3), Command Girl (2)
MISC: None.

```
/=====\  
|MISSION 16: Defeat Nekobe & Kitsune!|  
\=====/  
AREA: Construction Zone
```

BORGS FOUND: Vlad, Vampire Knight (2), Isaac, Magnet Robot + (2)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Vampire Knight, Chainsaw Knight

SUGGESTED PARTNER: Kakeru

STRATEGY: Now these guys are actually putting up a fight! Both of them are actually dodging some of your attacks, and attacking back a lot. But still, the same strategies apply.

MISC FACTS: You beat this in order to unlock "Showdown with Nekobe".

```
/=====\  
|MISSION 17: Showdown with Nekobe!|  
\=====/  
AREA: Little Hill
```

BORGS FOUND: Vlad, Vampire Knight (1), Chainsaw Knight (1), Isaac, Magnet Robot + (1)

SPEECH BEFORE:
Nekobe: Let's settle this with a one on one battle!

SPEECH AFTER:
Kou: How can you call that a one on one battle?! That was so cheap...
Kitsune: Oh, be quiet!
Nekobe: Awww... I knew I was going to lose!

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Vampire Knight, Shuriken Ninja, Command Girl

SUGGESTED PARTNER: None (Forced to fight alone)

STRATEGY: Okay, newcomers may stumble quite a bit on this one, given how they're forced to fight Nekobe AND Kitsune all by themselves. For veterans, however, this is still a cakewalk. The best course of action is to get up in their face and melee them to death. Sure, this leaves you open, but an attack that hits you will more than likely also hit the person you were attacking! I would assume the best borg strategy would be to use a Vampire Knight that (hopefully) you nabbed in the earlier fights--since he can recover any damage given to him. If you've got one, a Shuriken Ninja would also be awesome--abuse the X attack like it's your momma's bane!

MISC FACTS: None.

```
>=/.....\  
( (]TUFF STUPH MISSION 1: Battle with Sho![] )  
>=\,,,,,\,/,/=<  
AREA: Little Hill
```

BORGS FOUND: Garuda, Blade Wing (1)

SPEECH BEFORE:
NORMAL:
Sho: Anyone who uses Gotcha Borgs is my enemy!
LOST ANY PREVIOUS BATTLES:
Sho: ...
[Sho leaves]
Kou: Who was that guy?

[No fight]

SPEECH AFTER:

LOSE:

G Red: Who was that guy?

WIN:

Kou: You're not bad!

Sho: Kou... I won't forget your name!

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Chainsaw Knight, Gatling Gunner, Command Girl, Blade Wing, any fortress borg, Planet Hero, Star Hero

SUGGESTED PARTNER: None (Forced to fight alone)

STRATEGY: Hah! The first rough battle in the game! Newcomers are guaranteed to lose if they don't know how to fight Sho.

Sho uses Wing Borgs, which are not only incredibly powerful keep-awayers, but they're hard to get close to in the first place! The best thing to do is to use Sho's own tactic against him--tear him a new one from afar, using a Command Girl or (if you have him) a Gatling Gunner. If you're feeling lucky, you can reel Sho's borgs in with a Chainsaw Knight and slice and dice away. However, this also makes you a sitting duck for Sho's powerful melee attacks!

If you're far into the game and playing through Story Mode for more than the first time, the Planet or Star Hero make excellent fighting partners for this. Their growth ability can SAVE YOUR LIFE in this match.

MISC FACTS: GASP! Sho is his own enemy! ONOS.

```
+|||+ +|||+
/(*****)\
{ |MAJOR MISSION 1: Destroy the Flame Dragon!| }
\ (*****)/
+|||+ +|||+
```

AREA: Greater Tricity Area (Red Death Lair)

BORGS FOUND: Death Borg Alpha (Infinite), Flame Dragon (1)

SPEECH BEFORE:

G Red: I've got a feeling that the Death Force is close! Stay alert!

SPEECH AFTER:

(+) GF Energy +100 (+)

???: G Red, give up on your futile resistance...

Kou: Who is that?!

G Red: This voice...! It must be the leader of the Death Force, Galactic Emperor!

G. Emperor: Soon, everyone and everything in this universe will belong to the Death Force...

G Red: You can't do that, Galactic Emperor!

G Red: Never! The Gotcha Force will always be here to stop you!

Kou: That's right! We will defeat you, Galactic Emperor!

G. Emperor: Uhahahahahahahahaha!

REWARD: 100 GF Energy Points

SUGGESTED BORGS: Vampire Knight, Shuriken Ninja.

SUGGESTED PARTNER: Tsutomu

STRATEGY: The first boss in the game. And yet, he's a wuss. You can take him down easily, using some Vampire Knights. Just slash away.

MISC FACTS: None.

```
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-I      INTERMISSION 2      I-  
<\+--+--+--+--+--+--+--+--+--+--+/>
```

Okay! By now, you should have a complete grasp on the controls and how the battles work. You should also have assembled the basis of your team by now.

```
</+--+--+--+--+--+--+--+--+--+--+>  
-I      LET US RUMBLE!      I-  
<\+--+--+--+--+--+--+--+--+--+--+/>
```

STORYLINE: The First Darkness.

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/=====\  
|MISSION 18: Defeat the Death Force bodyguards!|  
\=====/  
AREA: Little Hill
```

BORGS FOUND: Ruby Knight (1), Sapphire Knight (1), Death Borg Gamma (4), Death Borg Omega (4), Death Borg Omega II (1), Death Borg Omega III (3), Spike Knight (1)

SPEECH BEFORE: N/A

SPEECH AFTER:
??????:
Kou: Who was that?

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Command Girl, Wire Girl, Beam Gunner, Cyber Girl Hyper

SUGGESTED PARTNER: Mana, Usagi

STRATEGY: Ah, this is the first appearance where the Ruby and Sapphire Knights make their appearance. Learn to hate them, because they hate you. They can block any frontal attack with their shields, and the Sapphire Knight's cursed beams and Ruby Knight's bombs can make getting up close to melee them a nightmare--if you can even get there. Plus, their own melee attacks can take a huge chunk out of your HP.

So, what to do? Dance around them repeatedly and blast them from afar, hoping for an opening.

Using one of the girls is highly recommended, since their quick speed and ranged beams can let you zoom around the knights faster than a tornado while blowing them to kingdom come.

Your best bet would be to go for the Sapphire Knight first, since he's the most irritating out of the two. The Ruby Knight's bombs pack quite a punch, but they don't have the same range power that the Sapphire Knight's beams do.

Oh, and one more thing. If you use the Wire Girl, be sure and travel her wires around like your life depended on it--mainly because it does. The Wire Girl's wire travellings are faster than she could ever hope to run or jet.

strengths and weaknesses, but she has no real long-range fighter. There are two ways to counter this--get in her face and melee her to death with quick but devastating strikes, or pummel her from afar. Either way, you do NOT want to stay in her face too long, or she will tear you a new one. A Command Girl's distance is preferable, though a Shuriken Ninja's X move or a Vampire Knight's power will also do the job perfectly fine.

MISC FACTS: Why does Orochi look like a boy? She's always looking like a boy until you get to the ending. Oh, and I love both the conversation AND the battle music to this.

```
/=====\  
|MISSION 20: Cooperate with Tetsuya to protect the Stone River!|  
\=====/
```

AREA: Stone River

BORGS FOUND: Death Borg Gamma (8), Death Borg Sigma III (5), Gatling Gunner (4), Demon Samurai (1)

SPEECH BEFORE:

Tetsuya: Hey Kou! Let's do this quick and thorough!

SPEECH AFTER:

Tetsuya: That felt good! Let's do this again sometime!
(+) Tetsuya has joined you! (+)

REWARD: 10 GF Energy Points, Tetsuya joining

SUGGESTED BORGS: Any of the girl borgs.

SUGGESTED PARTNER: Usagi

STRATEGY: Never fear! Tetsuya is here! Tetsuya will be doing most of the dirty work with his short-range borgs, which leaves you to deal with the flying borgs and a couple others. Select a long-range fighter, and let the bodies fly.

MISC FACTS: None.

```
+::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::+  
{[MINOR MISSION 3: Cooperate with Kitsune to protect the Construction Zone!]}  
+::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::+
```

AREA: Construction Zone.

BORGS FOUND: A whole bunch of all the Death Borg Omegas. I lost count somewhere around 100.

MISC: You need to defeat this mission in order to fight alongside Nekobe. And man, does Kitsune's Magnet Bots get on my nerves. I'm half-tempted to take them out myself.

```
/=====\  
|MISSION 21: Protect the park at any cost!|  
\=====/
```

MISSION OVERVIEW: N/A

AREA: Sunnyside Park

BORGS FOUND: Death Borg Nu (3), Death Borg Alpha II (8), Death Borg Omega III (5), Random (6)

SPEECH BEFORE:

Nekobe: Sorry to keep you waiting! I have finally come to save you!

Kou: Ummm... Can't you just be honest and say 'Please help me!'...

SPEECH AFTER:

Nekobe: You got lucky Kou! You'll be fine now that you are with me!

(+) Nekobe has joined you! (+)

Kou: Wha... Ummm... I guess he is on our side now...

G Red:

REWARD: 10 GF Energy Points, Nekobe joining

SUGGESTED BORGS: Any.

SUGGESTED PARTNER: None (Forced to go with Nekobe)

STRATEGY: Nekobe is a priceless partner, despite how wussy he is when fighting you. His knights are absolutely awesome and irreplaceable. Heck, in some missions you could probably just kick back and let him fight the Death Force all by himself. This is one such mission.

However, if you're intent upon being a good neighbor and assisting Nekobe, take note of all the Borgs you'll be fighting. They're all close-range fighters, with the a couple exceptions of the Death Borg Nus and the random borgs. You should know the drill on how to pummel these guy--blast them from afar. In the first number of stages, you'll be relying heavily upon far-range fighters.

MISC FACTS: Yeah, this isn't really a 'Major' Mission according to the game.

BITE ME.

```
/=====\  
|MISSION 22: Cooperate with Tsutomu to protect the school!|  
\=====/
```

AREA: Neo Elementary

BORGS FOUND: Death Borg Nu (3), Death Borg Lambda (7), Hatchet Knight (3), Death Borg Zeta II (4), Shuriken Ninja (1), Double Ninja (2), Axe Knight (1)

SPEECH BEFORE:

Tsutomu: Our school has been invaded by the Death Force! Let's go, Kou!

Kou: (Well, I wouldn't be too upset if our school was lost...)

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: G Red, Barrier Girl, Vampire Knight, Normal Ninja

SUGGESTED PARTNER: None (Forced to go with Tsutomu)

STRATEGY: Whoo, boy! This mission has a nice well-rounded team! There's no single pattern amongst these borgs, so there's no one single borg that can be used to wipe these guys all out. Take out the Hatchet Knights, Axe Knights, and Death Borg Lambdas right when you see them; they're the ones that cause the most problems. The other borgs aren't going to pose that much of a problem, but don't let your guard down on them.

MISC FACTS: None.

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|MISSION 23: Showdown! Hero Borg unit!|  
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AREA: Stone River

MISC FACTS: Of course, Sho thinks his own Gotcha Borgs are also his enemies.
ONOS.

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/=====\  
|MISSION 24: Defeat the Death Commander Orochi!|  
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AREA: Stone River

BORGS FOUND: Dark Knight (1), Teleport Ninja (1), Ghost Knight (1) Demon Samurai
(1), Death Borg Omega (1), Death Borg Omega II (1), Sapphire Knight (1), Ruby
Knight (1)

SPEECH BEFORE:

Orochi: I won't let you go any further!

SPEECH AFTER:

(+) GF Energy +100 (+)

Orochi: Darn it...!

REWARD: 100 GF Energy Points

SUGGESTED BORGS: Machine Red, Vampire Knight, Command Girl

SUGGESTED PARTNER: Nekobe

STRATEGY: Orochi's easier than her previous incarnation. Thank God. She has the
exact same team as last time, but her AI has been toned down quite a bit. Only
the Dark Knight poses that much of a threat to you.

Neither her Teleport Ninja or Ghost Knight are good with range attacks or melee
fighting, so take your pick as to which strategy to use. For the Dark Knight,
however, use pure meeleing. That cursed teleport will get on your nerves time and
time and time and time and time and time and time again if you attack from afar.
SO RESIST IT.

If you're playing Story Mode for more than one time, try using Machine Red. He
can not only take on all of Orochi's team, but he can also take on Orochi's
henchmen. ALL of that...all by himself. ^_^ [lurves Machine Red]

MISC FACTS: After this battle, another mission will appear at the stone river.
DO NOT TAKE IT. Do the one at the Tricity Area. Oh, and am I the only one
humored by the fact that Orochi says 'Darn' a lot?

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/(*****\|  
{ |MAJOR MISSION 2: The gravity trap! Battle the Cosmic Dragon!| }  
\(*****/  
+|||+                                     +|||+
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AREA: Greater Tricity Area (Blue Death Lair)

BORGS FOUND: Death Borg Beta II (5), Magnet Bot + (1), Cosmic Dragon (1), Death
Borg Omega (4)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Any

SUGGESTED PARTNER: Any

STRATEGY: Why is this battle classified as 'Tuff Stuff'? It's easy as crap. There's no real strategy needed, just whale on the Death Borgs, take out Magnet Bot as soon as he appears, then use your borgs on the Cosmic Dragon. It's easier than eating. Mmmmm... Eating...
If you have a Metal Hero, you can finish off the Dragon in one hit. Just use the X slash.

MISC FACTS: NOW you can take the other mission at Stone River.

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/(*****\
{ |MAJOR MISSION 3: The decisive battle! Defeat the Dark Knight!| }
\ (*****)/
+|||+                                     +|||+
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AREA: Stone River (Death Base)

BORGS FOUND: Thunder Dragon (1), Death Borg Omega (6), Gatling Gunner (2), Sapphire Knight (1), Ruby Knight (1)

SPEECH BEFORE:

Kou: Wow! In an underground place like this...?
G Red: It's the Death Force base! We've finally located it!
Kou: Okay! Let's do it G Red!
G Red: Got it!

SPEECH AFTER:

G Red: I thought the Dark Knight was Orochi's partner...
Kou: Hey! There's some strange data in the Gotcha Box...
G Red: Ah! That's the data they stole from me!
[Power up! Neo G Red]
G Red: My true power has returned!
Kou: Wow!
G Red: Now that the Death Force has [sic] lost their Death Base, things should remain calm for a little while.
G Red: But I know that the Galactic Emperor hasn't given up on this planet.
G Red: Actually, I fear that the battle has just begun.
G Red: We must continue to grow the Force so that we will be ready for the Galactic Emperor when the time comes!
G Red: Kou, I'm counting on you!
Kou: You bet! I'm counting on you too, G Red!

REWARD: 10 GF Energy Points, Neo G Red

SUGGESTED BORGS: Machine Red, Vampire Knight, Command Girl, Flame Ninja

SUGGESTED PARTNER: Nekobe, Tsutomu

STRATEGY: Okay. The mission is to defeat the DARK KNIGHT. Not all the borgs, though you might be fooled into thinking that. The mission is the fight and win against the DARK KNIGHT. So, once he appears, take him out as quickly as possible. Again, use melee attacks like they're going out of style, since Dark Knight will dodge almost every range attack thrown his way.

MISC FACTS: You will hate the Sapphire and Ruby Knights again in this mission. And why does G Red go back to level 1 when he turns Neo? Doesn't that pretty much negate the purpose of leveling up the original G Red?

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SPEECH BEFORE:

Usagi: There's something scary-looking over there. We'd better do something about it!

SPEECH AFTER:

Usagi: Whew, that was a strange enemy.

REWARD: 10 GF Energy Points.

SUGGESTED BORGS: Any

SUGGESTED PARTNER: None (Forced to use Usagi)

STRATEGY: There really isn't any strategy. Stand right next to the tanks right before they fire their missiles, then get the heck away. If you want, you can attack, but you don't need to.

MISC FACTS: This mission is frickin' easy. That's all you need to know.

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/=====\  
|MISSION 27: Kotaro's crash course part 3!|  
\=====/  
AREA: Stone River
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BORGS FOUND: Vlad, Chainsaw Knight (1), Hammer Knight (1), Musashi, Samurai Shogun (1)

SPEECH BEFORE:

Nekobe: Hey wait, why should I be involved?!
Tetsuya: Stop complaining and just do it!
Nekobe: Uhhh... FINE!

SPEECH AFTER:

[FWOOSH]
Kou: What?
Kakeru: Kou, it looks like Orochi and Sho are battling against each other.

REWARD: 10 GF Energy Points.

SUGGESTED BORGS: Any

SUGGESTED PARTNER: None (Forced to use Kotaro)

STRATEGY: Nekobe and Tetsuya make lethal partners, since their knights are designed for pure meleeing, but also to attack from afar. However, their afar attacks are slow as crap.
Use one of the long-range girls and whoop them up. Simple as that.

MISC FACTS: None.

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>=/.....\=<  
( (|TUFF STUPH MISSION 4: Battle with Sho & Yuji!|) )  
>=\,,,,,\,/=<  
AREA: Little Hill
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BORGS FOUND: Garuda, Jet Hero (1), Blade Wing (1), Jack, Jelly Diver (2)

SPEECH BEFORE:

Kou: You?!

Sho: I'll destroy them all! I don't care if they're the Death Force or Gotcha Force!

Yuji: Well I agree with that!

SPEECH AFTER:

WIN:

Sho: Humph...!

Yuji: You are pretty good...

G Red: Who on earth were they...?

LOSE:

Sho: Humph...!

Yuji: You are pathetic!

Kou: Darn!

G Red: Who on earth were they...?

REWARD: 10 GF Energy Points.

SUGGESTED BORGS: Copy Man, Machine Red, Machine Blue, Beam Gunner, Flame Ninja

SUGGESTED PARTNER: Any

STRATEGY: HOOOOOOOLYYYYYYY. This battle isn't classified as Tuff Stuff? Well, that's all fine and dandy, since it should be 'I @#\$%ING HATE YOU LITTLE @#\$% @#\$%ING @#\$%ERS' Stuff!

Sho by himself is a tough little bugger, but with Yuji along with him, those two make a regular army all by themselves! There's no real strategy for fighting these two, just take all you've learned in your previous fights and attack these two like there's no tommorrow!

MISC FACTS: If you save right before you fight all the Tuff Stuff battles, you can retry them if you lose. This is incredibly handy when trying to get certain easter eggs...

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/=====\  
|MISSION 28: Another Death Commander!|  
\=====/  
AREA: Sunnyside Park
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BORGS FOUND: Death Arc, Akuma Samurai (1), Switching Ninja (1), Elemental Knight (1), Death Wing (1)

SPEECH BEFORE:

Kou: Orochi?!

Tama: Ha ha ha!

G Red: Another GF comander?!

Orochi: Hey, GF commander of the Gotcha Force! You're about to be destroyed!

SPEECH AFTER:

Orochi: You got lucky!

Tama: Aaahh!

Kou: That guy doesn't seem too serious about this...

G Red: That's true...

REWARD: 10 GF Energy Points.

SUGGESTED BORGS: Machine Red, Machine Blue, Beam Gunner, Flame Ninja

SUGGESTED PARTNER: Tetsuya, Nekobe

STRATEGY: There's not much to this fight. Take out Tama first, then deal with a

rather wussy Orochi. Roar.

MISC FACTS: The very first time I landed on Tama's Death Arc, I thought "HOLY FATHER OF JEBUS CRIPES, THE POLITICALLY CORRECT DIETY, WHAT IN ALL OF HEAVEN AND EARTH IS THAT?!"

>=/\.....\=<
((]TUFF STUPH MISSION 5: Battle with Sho & Yuji![])
>=\,...../=<

AREA: The Pit

BORGS FOUND: Garuda, Jet Hero (1), Blade Wing (1), Jack, Jelly Diver (2)

SPEECH BEFORE:

Orochi: Darn, you shall pay for this!

Tama: No! No! No!

Kou: What?

Sho: So you've come here to get beaten by me too?

SPEECH AFTER:

WIN:

Sho: How could I...!

(+) You've got a Death Crystal! (+)

Kou: What is this...?

G Red: It looks like some kind of key data...

LOSE:

Sho: Humph...!

Kou: Who on earth were they...?

REWARD: 10 GF Energy Points, Death Crystal

SUGGESTED BORGS: Beam Gunner

SUGGESTED PARTNER: Any

STRATEGY: Remember the last fight with Sho and Yuji? Yeah, you'll hate this one too. But but but wait! They've gotten even BETTER! Oh, what fun this will be!

MISC FACTS: If you beat this, you'll unlock a SUPRE SEECRT MISHUN at Kou's Home. I'm covering it next. If you don't beat this, you'll unlock the Death Crystal from Death Commander Tama at the Construction Zone.

>=/\.....\=<
((]TUFF STUPH MISSION 6: Protect the Death Crystal![])
>=\,...../=<

AREA: Kou's Home

BORGS FOUND: Akuma Samurai (1), Elemental Knight (1), Chrono Samurai (1), Death Wing (1), Death Borg Omega III (2), Slow Valkrie (2), Flame Ninja (3), Sekhmet Witch (1)

SPEECH BEFORE:

Kou: Huh! Orochi?!

Orochi: Give that Death Crystal back to me!

SPEECH AFTER:

WIN:

Orochi: Darn...! I guess I'll let you keep that for a little while.

G Red: Hmmm...

LOSE:

(+) D. Crystal has been taken away. (+)

Kou: Nooooo!

REWARD: 10 GF Energy Points, keeping the Death Crystal

SUGGESTED BORGS: Beam Gunner, Flame Ninja, Neo G Red

SUGGESTED PARTNER: Usagi, Kakeru

STRATEGY: Man, Orochi must really want that Death Crystal. She's brought a whole army of irritation along with her! There's no real specific weakness to Orochi's team, so have Neo G Red tag along and wallop on them all. The greatest things you need to watch out for are the Slow Valkries and the Chrono Samurai; combined, those two can give you nightmares.

MISC FACTS: If you lose, you'll get the Death Crystal back from Tama.

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/=====\  
|MISSION 28: Defeat a Death Commander!|  
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AREA: Safaritown Marketplace

BORGS FOUND: Sattelite (8), Death Arc

SPEECH BEFORE:

Tama: Let's see how weak you are!

SPEECH AFTER:

Tama: You were just lucky.

REWARD: 10 GF Energy Points.

SUGGESTED BORGS: Revolver Gunman

SUGGESTED PARTNER: Kotaro

STRATEGY: This is amazingly simple. Use a Revolver Gunman, and start WALKING around in wide circles. Don't run, dash, jump, anything else. Use the B attack all the time. Not X.

Take out all the unnamed sattelites first, so that you can concentrate on Tama when he pulls out Death Arc. Finally, use Kotaro as a partner. Yes, Kotaro. He is actually GOOD in this mission.

MISC FACTS: Defeat this to unlock the next Hero Borg unit Showdown.

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/=====\  
|MISSION ??: Defeat Death Commander Tama!|  
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AREA: Construction Zone

BORGS FOUND: Death Arc, Death Borg Mu (Lots), Blue Striker (1)

SPEECH BEFORE:

Tama: I've never battled against a strong opponent...

Tsutomu: Leave it to me!

SPEECH AFTER:

NEVER FOUGHT OROCHI:

Tama: This can't be!

(+) You've got a Death Crystal! (+)

Tsutomu: He left something... What is it?
G Red: It looks like some kind of key data...
LOST AGAINST OROCHI:
Tama: This can't be!
(+) You've got a Death Crystal! (+)
Tsutomu: He left something... What is it?
G Red: This looks like the data Orochi stole from me.

REWARD: 10 GF Energy Points, Death Crystal

SUGGESTED BORGS: Any

SUGGESTED PARTNER: None (Forced to use Tsutomu)

STRATEGY: The Death Borg Mus pose little to no threat, and even so, Tsutomu is blasting them away. Concentrate on an incredibly wussy Tama with any strategy you want.

MISC FACTS: If you lost against Sho and Yuji at the Pit, this will give you the Death Crystal. If you lost against Orochi trying to protect the crystal, this will give you it back.

/=====\
|MISSION 29: A mysterious crystal.|\br/>\=====/

AREA: Kou's Home

BORGS FOUND: Random (18)

SPEECH BEFORE:

Kakeru: Kou, I got some strange data...
G Red: Hey! Watch out! It's the Death Force!

SPEECH AFTER:

Kakeru: I wonder if they were looking for this? Why don't you keep it, Kou?
(+) You've got a Death Crystal! (+)
Kakeru: Make sure you keep it safe.
Kou: Thank you. Now I've got two!
G Red: So, these are what the Death Force and that boy are looking for...

REWARD: 10 GF Energy Points, Death Crystal

SUGGESTED BORGS: Command Girl

SUGGESTED PARTNER: Any

STRATEGY: These guys are always random, so there's no strategy to offer here.

MISC FACTS: None.

/=====\
|MISSION 30: Defeat a Death Commander!|\br/>\=====/

AREA: Little Hill

BORGS FOUND: Death Arc, Killer Girl (1), Cyber Girl Super (1), Alien Insect (1), Beam Gunner (1), ICBM Tank (1), Cyber Girl Hyper (1)

SPEECH BEFORE:

Tama: I think your Gotcha Borgs won't be able to defeat mine.

SPEECH AFTER:

Tama: I can't believe that I lost!

Orochi: You're useless, Tama! I gave you the power of Death Arc, but you still lost!

Tama: What are you talking about? Death Arc was not strong enough!

REWARD: 10 GF Energy Points.

SUGGESTED BORGS: Death ICBM, Walking Bomb

SUGGESTED PARTNER: Tsutomu, Usagi

STRATEGY: If you don't have a couple Death ICBMs or Walking Bombs, you're in for a bit of trouble. All of these borgs are pure irritation, so only twitch reflexes and long practice can save you!

MISC FACTS: None.

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/=====\  
|MISSION 31: Cooperate with Sho to defeat Orochi!|  
\=====/  
AREA: Serenity Street
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BORGS FOUND: Death Borg Omega III (2), Random (6), Akuma Samurai (1), Chrono Samurai (1), Elemental Knight (1), Ice Dragon (1), Imperial Knight (1), Death Wing (1)

SPEECH BEFORE:

Sho: This is my enemy so don't get in my way!

Kou: I can't just stand by and do nothing! I must do something to help you!

Orochi: How sweet... I can handle both of you!

SPEECH AFTER:

Orochi: Darn it...!

(+) GF Energy +100 (+)

Kou: Hey, I don't understand why you're fighting against both us and the Death Force?

Sho: For revenge! The Gotcha Borgs are the enemies of my father!

Sho: Kou, I will give you a free lesson...

Sho: The Death Crystal is an important item that can bring you to the Sky Fortress.

Sho: ...Next time, let's battle to see which of us will be the ultimate winner.

G Red: So his father...

Kou: Sho...

REWARD: 100 GF Energy Points.

SUGGESTED BORGS: Machine Red, Command Girl, Vampire Knight, Barrier Girl

SUGGESTED PARTNER: None (Forced to use Sho. Not that I'm complaining, mind you)

STRATEGY: Finally! We get Sho on our side! Time to kick ass and chew bubblegum. Too bad Orochi forgot the bubblegum.

Anyway.

Focus on Orochi first, and don't bother with the other borgs--they're just there to annoy you. There's no real weakness in Orochi's team, so use whatever Borgs you feel like using.

After Orochi's done through, finish off the pickings that Sho didn't get. Viola. It's really as simple as that.

MISC FACTS: When Orochi starts off, she calls out "Gotcha Borgs are not slaves of the humans." What, is Orochi some sort of liberator or something? How lame. Oh, and in case you're wondering what's up with Sho's dad, here's the thing... From the info I could dig up, it seems Sho's dad was killed by Gotcha Borgs. Ouch.

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|MISSION 32: Defeat the Ultimate Cannon unit!|  
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AREA: Little Hill

BORGS FOUND: Ultimate Cannon (6), Arrow Ninja (?)

SPEECH BEFORE: N/A

SPEECH AFTER:

REWARD: 10 GF Energy Points.

SUGGESTED BORGS: Any

SUGGESTED PARTNER: Usagi, Kakeru

STRATEGY: In this mission, you need to focus on quantity and not quality. The more borgs you have, the better your chances of surviving this mission. So wallop on all the cannons with your low cost borgs, and don't even bother with the others.

MISC FACTS: None.

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/(*****)\  
{ |MAJOR MISSION 4: The dragon's den!| }  
\(*****)/  
+|||+ +|||+  
AREA: Greater Tricity Area (Red Death Lair)
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BORGS FOUND: Lots of dragons. That's all you need to know.

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points.

SUGGESTED BORGS: Any

SUGGESTED PARTNER: Kakeru, Nekobe, Tetsuya

STRATEGY: There's just a bunch of individual dragons here. Does anything more need to be said?

MISC FACTS: None.

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/=====\  
|MISSION 33: Showdown at the Death Base!|  
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AREA: Stone River (Death Base)

BORGS FOUND: Jet Hero (1), Blade Wing (1), Garuda

SPEECH BEFORE:

Kou: Here is the place where the Death Base used to be...

Sho: Don't you think that this is the best place for our final battle?

Sho: Let's go, Kou!

Kou: OK! Let's do it!

SPEECH AFTER:

Sho: So, you beat me...

Sho: Kou, I'll give you this. This belonged to my father. When you have three of Them, the gate will open.

(+) You've got a Death Crystal! (+)

Sho: It's up to you now, Kou. Good luck.

G Red: Let's go, Kou. We must make sure there are no more victims.

Kou: ...I agree with you, G Red.

REWARD: 10 GF Energy Points, Death Crystal

SUGGESTED BORGS: Any

SUGGESTED PARTNER: None (Forced to fight alone)

STRATEGY: Sho, Sho, Sho...what in the world's happened to you? You used to be an awesome fighter, feared by many Gotcha Force players. And now you've turned into an absolute wuss.

Sho's strategy of absolute power from afar doesn't take place here. Instead, he just seems to move around randomly, firing only when he wants to. It's now your turn to fire from afar, using a Command Girl as your main lead.

Now, granted, since this battle's so easy, you can use any borg you want. BUT I'M SUPPOSED TO SUGGEST THE BEST COURSE OF ACTION, SO I AM.

MISC FACTS: This is the only battle where Sho says "Are you ready?!" as a battle intro. YEY.

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/(*****)\
{ |MAJOR MISSION 5: Defeat the deadly UFOs!| }
 \ (*****)/
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AREA: Greater Tricity Area (Blue Death Base)

BORGS FOUND: Flying Saucer (2), Death Saucer (1)

SPEECH BEFORE: N/A

SPEECH AFTER:

(+) The Death Gate has opened! (+)

REWARD: 10 GF Energy Points, Death Gate Opening

SUGGESTED BORGS: Any

SUGGESTED PARTNER: Usagi, Tsutomu, Kotaro

STRATEGY: This battle seems to vary. On some matches it's blitheringly easy. On others, it's frustratingly hard. Either way, your best course of action is to land on the Death Saucer first and wipe it out, then take on the Flying Saucers. If you have a fortress borg, great, use it to wipe out the saucers.

MISC FACTS: None.

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|MISSION 34: Defeat the combined Machine Borgs!|  
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AREA: Little Hill

BORGS FOUND: Machine Red (1), Machine Blue (1), Shuriken Ninja (2), Death Borg Beta II (8), Drill Robot (2), Thunder Robot (2), Sapphire Knight (1), Gatling Gunner (4)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Command Girl, Vampire Knight, Gatling Gunner, Beam Gunner, Blade Wing, Acceleration Ninja, Shuriken Ninja, Cyber Hero, heck, any borg you're good with and is powerful.

SUGGESTED PARTNER: Usagi, Tsutomu, Nekobe, Mana

STRATEGY: Hoo-boy! Right after an easy-as-crap Sho mission, they decide to throw you a blatantly suicidal mission! If this is your first trip through story mode, you might want to kindly tippie-toe on outta here--this isn't a mission for the light-hearted.

As soon as the mission begins, take out the Shuriken Ninja. Those guys hit fast and they hit hard.

From then on, it's simply good practice and quick reflexes. Good luck!

MISC FACTS: None

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/(*****)\  
{ |MAJOR MISSION 6: The Decisive Battle! Defeat the Cosmic Dragon! }  
\(*****)/  
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AREA: Greater Tricity Area (Sky Fortress)

BORGS FOUND: Space Dragon (2), Cosmic Dragon (1), Imperial Knight (1), Elemental Knight (1), Death Wing (1), Akuma Samurai (1), Ruby Knight (1), Sapphire Knight (1)

SPEECH BEFORE:

G Red: This must be the Death Gate to the Sky Fortress!

Orochi: Gotcha Force! This place is going to be your grace!

Kou: You wish! Let's go, G Red!

SPEECH AFTER:

(+) GF Energy +100 (+)

Orochi: Uggg, my head aches...!

Orochi: What am I doing...?

Kou: ???

G. Emperor: G Red! You fool!

G Red: Galactic Emperor!

G. Emperor: You can't stop me! The time draws near...

G. Emperor: Now my followers will take care of you...

[FWOOSH]

Kou: What do you mean?!

REWARD: 100 GF Energy Points

SUGGESTED BORGS: Any you're good with.

SUGGESTED PARTNER: Any.

STRATEGY: Another tough as crap mission! There's no hints or strategies I can offer, just go for it!

MISC FACTS: None.

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-I      INTERMISSION 4      I-  
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Hmmm... What makes Orochi act so? And what time is drawing near? What is this mysterious darkness that suddenly fwooshed over the land? When will the Galactic Emperor reveal himself? What will Sho do now that he is forced to simply watch? Is coke or pepsi better? All these questions will be answered in the next storyline! And, if you played the game correctly, two new friends will rear their head...

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</+--+--+--+--+--+--+--+--+--+--+>  
-I      LET US RUMBLE!      I-  
<\+--+--+--+--+--+--+--+--+--+--+>
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STORYLINE: The Second Darkness.

SPEECH AFTER:

Kakeru: The grown-ups have finally noticed the Death Force, but they don't know what to do!
Tsutomu: Of course. They have no idea what we are dealing with!
G Red: Right. Only Gotcha Borgs can defeat Gotcha Borgs.
Usagi: Let's split up and take them on seperately!

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/=====\  
|MISSION 35: Retake Serenity Street!|  
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AREA: Serenity Street

BORGS FOUND: Death Borg Zeta II (1), Death Borg Zeta III (1), Death Borg Zeta IV (1), Death Borg Tau (4), Kung Fu Master (2), Beam Tank (2), Gold Hero (2), Titan Robot (1), Cyber Ninja (1), Beam Gunner (1), Cyber Girl Hyper (1), Victory King (1), Sapphire Knight (1), Ruby Knight (1), Cyber Mars (1), Cyber Atlas (1)

SPEECH BEFORE: N/A

SPEECH AFTER:

W/ SHO:
(+) Serenity Street is safe now! (+)
Kou: You are late!
Sho: Sorry about that. But I'll be on your side from now on.
(+) Sho has joined you! (+)
W/O SHO:
(+) Serenity Street is safe now! (+)

REWARD: 10 GF Energy Points, Sho joining?

SUGGESTED BORGS: Any you're good with.

SUGGESTED PARTNER: None (Forced to fight alone, if not with Kakeru)

STRATEGY: Oh, man, oh, man, oh, man... This mission will make you throw your controller out the window in frustration at least once!
There's no tips, tricks, or strategies I can give here--only good reflexes and practice can save you here! Good luck!

MISC FACTS: If you did not win all of the fights against Sho (this includes him running away), you will have to fight with Kakeru, and Sho will not join you.

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/=====\  
|MISSION 36: Cooperate with Nekobe to retake Little Hill!|  
\=====/  
AREA: Little Hill
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BORGS FOUND: Random (18)

SPEECH BEFORE:
Nekobe: Hey, Kou! Our town is a total mess!
Kou: I know. We have no choice but to clean it up!

SPEECH AFTER:
Nekobe: Wow! I am the coolest!
Kou: You're such a loser.
(+) Little Hill is safe now! (+)

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Any you're good with.

SUGGESTED PARTNER: None (Forced to use Nekobe)

STRATEGY: Another purely random fight, so no strategies I can offer here.

MISC FACTS: None.

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/=====\  
|MISSION 37: Cooperate with Yuji to retake the Pit!|  
\=====/  
AREA: The Pit
```

BORGS FOUND: Random (18)

SPEECH BEFORE:
Yuji: So, do I get a gift for joining you?
Kou: You have to be kidding!

SPEECH AFTER:
(+) The Pit is safe now! (+)
Yuji: How did you ever make it this far without me?
(+) Yuji has joined you! (+)
Kou: ...

REWARD: 10 GF Energy Points, Yuji joining

SUGGESTED BORGS: Any you're good with.

SUGGESTED PARTNER: None (Forced to use Yuji)

STRATEGY: This fight can be tame or irritating, depending on who you fight. Just pray you go against wimpy borgs and go all out.

MISC FACTS: None.

```
/=====\  
|MISSION 38: Cooperate with Met to retake Stone River!|  
\=====/
```

AREA: Stone River

BORGS FOUND: Antares (1), Sirius (1), Death Saucer (1)

SPEECH BEFORE:

Met: ...I need all the help I can get...

SPEECH AFTER:

(+) Stone River is safe now! (+)

Met: Remember, this is out of necessity!

(+) Met has joined you! (+)

REWARD: 10 GF Energy Points, Met joining

SUGGESTED BORGS: Satellites

SUGGESTED PARTNER: None (Forced to use Met)

STRATEGY: Float over the fortress borgs, use the Satellite's X beam. If you don't have a satellite, then use some of the trusty Vampire Knights.

MISC FACTS: None.

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/=====\  
|MISSION 39: Cooperate with Kitsune to retake the park!|  
\=====/
```

AREA: Sunnyside Park

BORGS FOUND: Death ICBM (24)

SPEECH BEFORE:

Kitsune: Listen, Kou, you gotta help me!

SPEECH AFTER:

(+) Sunnyside Park is safe now! (+)

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Death Borgs, Acceleration Ninja, Elemental Knight

SUGGESTED PARTNER: None (Forced to use Kitsune)

STRATEGY: Quantity, not quality. These Death ICBMs WILL take out lots of your borgs in one hit, so you might as well fill up your force with loads of cheap borgs.

Phil says that an Acceleration Ninja is one of the few borgs as fast as a ICBM explosion, so you could proly use the Ninpo Full Throttle to outrun them. It's fun, too.

If you, for some reason, HAVE to use a non-cheap borg, I would also suggest Elemental Knight. His sword is the only thing that needs to be hit for him to die, so you could use his X attack to fling the sword away if an explosion gets too close for comfort. It boomerangs back, you're still in one piece.

MISC FACTS: None.

```
/=====\  
|MISSION 40: Retake Mana's home!|  
\=====/  
MISSION OVERVIEW: N/A
```

AREA: Mana's Home

BORGS FOUND: Beam Borg Nu III (3), Copy Man (10)

SPEECH BEFORE:

G Red: Where is Mana?

Kou: We'll worry about that later. We must deal with the Death Force now!

SPEECH AFTER:

Mana: Thank you! I couldn't do it alone.

(+) Mana's home is safe now! (+)

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Fortress Borgs

SUGGESTED PARTNER: None (Forced to use a hiding Mana)

STRATEGY: Just whale on what comes at you. Mana is hiding behind her bookcase, but if you whack her once, she'll come out. If you have any fortress borgs, this will be easy pickings, since the Copy Men can't copy fortress borgs.

MISC FACTS: None.

```
/=====\  
|MISSION 41: Cooperate with Kakeru to retake his home!|  
\=====/  
AREA: Kakeru's Home
```

BORGS FOUND: Sirius (1), Proto Eagle (1), Panther Vehicle (4), Proto Blue (1), Proto Red (1)

SPEECH BEFORE:

Kakeru: Kou! There's something huge in our garden!

SPEECH AFTER:

(+) Kakeru's home is safe now! (+)

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Fortress Borgs, Any

SUGGESTED PARTNER: None (Forced to use Kakeru)

STRATEGY: Float over Sirius, use the Satellite's X beam. Then follow up with a borg of your choice.

MISC FACTS: None.

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/=====\  
|MISSION 42: Cooperate with Kotaro to retake the school!|  
\=====/  
AREA: Kotaro's Home
```

AREA: Neo Elementary

BORGS FOUND: ?

SPEECH BEFORE:

Kotaro: Kou! Let's take back our school together!

Kou: School... well, okay... I guess.

SPEECH AFTER:

(+) Neo Elementary is safe now! (+)

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Any

SUGGESTED PARTNER: None (Forced to use Kotaro)

STRATEGY: First up will be a lot of beamers, followed by simple Death Borgs... Then the hard-hitting transforming machine borgs come! Just whale on them with your best attackers, since they can be defeated from either range or up close.

MISC FACTS: None.

```
/=====\  
|MISSION 43: Cooperate with Usagi to retake your home!|  
\=====/
```

AREA: Your Home

BORGS FOUND: Death Borg Tank (6), Death Borg Nu II (1), Death Borg Nu III (1), Death Borg Iota (3), Jelly Diver (2), Walking Bomb (1), Axe Knight (2), Phoenix Dragon (2), Panther Robot (1)

SPEECH BEFORE:

Usagi: I've been waiting for you! We should be a team!

SPEECH AFTER:

Usagi: See! We are the ultimate team!

(+) Your home is safe now! (+)

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Any

SUGGESTED PARTNER: None (Forced to use Usagi)

STRATEGY: Hm. This team is really just a big mish-mash of different borg fighting styles. There is no "real" weakness this team has, so just go up with your best borgs and fight!

MISC FACTS: None.

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/=====\  
|MISSION 44: Cooperate with Tsutomu to retake the Market Place!|  
\=====/
```

MISSION OVERVIEW: N/A

AREA: Safaritown Market Place

BORGS FOUND: Death Borg Mu (?), Flame Dragon (1), Flying Saucer (1), Blizzard Dragon (1), Orange Fighter (1), Drill Machine (2) Blue Striker (1), Arrow Ninja

(1), Star Hero (1), Planet Hero (1), Tar Diver (1)

SPEECH BEFORE:

Tsutomu: OK, go, Kou!

SPEECH AFTER:

(+) Market Place is safe now! (+)

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Any

SUGGESTED PARTNER: None (Forced to use Tsutomu)

STRATEGY: All right, you see that big scary dragon? Take it out first. The Flyers pose barely, if any, threat. Then, get the Flying Saucer. Now, blast the Drill Machines. Deal with the other Dragon that appears, then take on the Heroes. It's as simple as that.

MISC FACTS: None.

/=====\
|MISSION 45: Cooperate with Tetsuya to retake the Construction Zone!|
\=====/

AREA: Construction Zone

BORGS FOUND: Death Borg Gamma (5), Death Borg Zeta (4), Death Borg Zeta II (3), Death Borg Gamma II (2), Death Borg Zeta III (4), Vampire Knight (1), Chainsaw Knight (1), Akuma Samurai (1), Samurai Shogun (1), Ruby Knight (1), Axe Knight (2), Elemental Knight (1), Sapphire Knight (1), Beam Samurai (1)

SPEECH BEFORE:

Tetsuya: You're late! Now, let's go!

SPEECH AFTER:

(+) Construction Zone is safe now! (+)

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Any of the Girl Borgs

SUGGESTED PARTNER: None (Forced to use Tetsuya)

STRATEGY: All right, these guys are all Knight or Musha borgs, which mean they concentrate on meeleing. You know the drill. Blast them from afar.

MISC FACTS: None.

+|||+ +|||+
/(*****)\
{ |MAJOR MISSION 7: The end of Death Commander Tama?!| }
\(*****)/

+|||+ +|||+
AREA: Greater Tricity Area (Red Death Lair)

BORGS FOUND:

W/ OROCHI: Antares (1), Flying Saucer (1), Slow Valkrie (1), Demon Wing (1), Death Wing (1), Victory Baron (1)

W/O OROCHI: Random. And a WHOLE lot.

SPEECH BEFORE:

W/ OROCHI:

Kou: It's you again.

Tama: He... help meee!

Orochi: How convenient. I can punish you two worthless brats at once!

Tama: No! Please don't hurt me!

W/O OROCHI:

Kou: It's you again.

Tama: He... help meee!

Kou: Are you being followed by the Death Force?

Tama: No! Please don't hurt me!

SPEECH AFTER:

W/ OROCHI:

(+) G.T. Area is safe now! (+)

Orochi: You were just lucky...!

Tama: Thank you for saving me!

(+) Tama has joined you! (+)

Kou: Oh! Don't get your ice cream on my clothes!

W/O OROCHI:

(+) G.T. Area is safe now! (+)

Tama: Thank you for saving me!

(+) Tama has joined you! (+)

Kou: Oh! Don't get your ice cream on my clothes!

REWARD: 10 GF Energy Points, Tama joining

SUGGESTED BORGS: Any you're good with.

SUGGESTED PARTNER: Any.

STRATEGY: This mission really isn't "tough"...it's just long. REALLY long.

MISC FACTS: If Orochi doesn't appear, you're on your way to unlocking another secret Easter Egg. Here's how: never lose to Orochi, don't be on your first playthrough, and help Sho defeat Orochi. Simple enough, eh?

/=====\
|EASTER EGG BEGIN:|
\=====/

SPEECH AFTER:

Orochi:!

Kou: Orochi? Is she still around?

G Red: I wonder where her henchmen are...?

/=====\
|MISSION 46: Cooperate with ?? to defeat the Death Force unit!|
\=====/

AREA: Stone River

BORGS FOUND: Random

SPEECH BEFORE:

Orochi: Darn it...!

G Red: That's Orochi! Why is she battling against the Death Force!

Kou: We've got to help her!

SPEECH AFTER:

Orochi: Don't expect me to say thank you!

Kou: Why are you battling against the Death Force?

G Red: I thought you were brainwashed by the Galactic Emperor?

G Red: But now it looks like you have come to your senses...

Orochi: Whatever.

G Red: She's gone...

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Good luck finding any.

SUGGESTED PARTNER: None (Forced to use Orochi)

STRATEGY: Hey, God. It's me, Fury. Yanno, I'm a Christian and all, and I believe you're the high deity and all that fun stuff. But, I kinda wanted to ask you something.

Is this mission purgatory for my sins? Cause it's so friggin' hard. It's harder than F-Zero GX's Story Mode Chapter 7! It's harder than fighting Sho and Yuji by yourself!

So...uh...by dying all the time in this mission because it's beyond impossible, does this purge all the sins I've committed in my life?

MISC FACTS: This is only unlocked by never losing in a fight against Orochi.

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/=====\  
|MISSION 47: Cooperate with Orochi to defeat the Death Force unit!|  
\=====/
```

AREA: Little Hill

BORGS FOUND: Random

SPEECH BEFORE:

Kou: Hey! Let me help you!

Orochi: Huh?!

SPEECH AFTER:

Kou: Hey, why don't you join us?

Orochi: Listen, I'll make a deal with you.

Kou: What is it?

Orochi: I have my reasons for fighting.

Orochi: I have to recover my true name and the memories that were stolen from me...

Orochi: In order to do that I'll fight with you as "Orochi"!

(+) Orochi has joined you! (+)

REWARD: 10 GF Energy Points, Orochi joining

SUGGESTED BORGS: Good luck finding any.

SUGGESTED PARTNER: None (Forced to use Orochi)

STRATEGY: Even more purgatory.

MISC FACTS: Learn to hate the Sapphire and Ruby Knights again.

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/=====\  
|MISSION 48: Training with girls.|
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AREA: Neo Elementary

BORGS FOUND: Teleport Ninja (1), Elemental Knight (1), Death Wing (1) Nao, Guard Witch (1), Angel Nurse (1), Patra Witch (1), Angel Rescue (1), Pop Honey (1)

SPEECH BEFORE:

Mana: Get ready!

Orochi: I'll give it everything I've got!

Usagi: Ha ha ha, Kou, aren't you glad to be with these three beautiful girls?

Kou: Shut up and let's fight!

Usagi: Fine!

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Any

SUGGESTED PARTNER: None (Forced to use Usagi)

STRATEGY: Orochi has no signature borgs, but her team is still as well-rounded as always. Mana's borgs this time around can't do anything if they don't have someone to support, so it's best to take Orochi out first.

MISC FACTS: The only reason I put this in here right now is because it's my favorite mission. Gotta love how much of a prick Kou can be to "three beautiful girls".

/=====

|MISSION 49: Showdown! Hero Borg Unit!|

\=====

AREA: Mana's Home

BORGS FOUND: Planet Hero, Cyber Hero, Gold Hero, Metal Hero, Killer Girl

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Death ICBM, Walking Bomb

SUGGESTED PARTNER: None (Forced to fight alone)

STRATEGY: These guys have gotten better. Oh, joy. If you have a Death ICBM or Walking Bomb, you can take them all out simply by kamikazeing. If not, then simply do your best! There are no strategies or hints to offer here!

MISC FACTS: None.

SPEECH AFTER:

Kou: It looks like we have another problem...

G Red: Watch out, Kou! We're receiving a strong signal from the Death Force!

Kakeru: Kou! Look at the Greater Tricity Area!

Kou: I can see a huge monster...

Kou: OK, let's go!

Kakeru: He...hey! They told everyone to evacuate!

```
+|||+                                     +|||+
/(*****\
{ |MAJOR MISSION 8: The gigantic battle! Defeat the Cyber Death Dragon!| }
 \ (*****)/
+|||+                                     +|||+
```

AREA: Greater Tricity Area

BORGS FOUND: Death Borg Omega (Infinite), Cyber Death Dragon (1)

SPEECH BEFORE:

G Red: At last, the Death Force has begun their real invasion!

G Red: It's time to show the true power of the Gotcha Borgs!

G Red: We borgs will use your GF energy to grow bigger and take them on!

Kou: That's cool!

SPEECH AFTER:

W/ OROCHI:

(+) GF Energy +100 (+)

Kou: I didn't know a Gotcha Borg could increase in size like that!

Orochi: My head aches...! Stop! I am...!

Kou: Orochi?

Orochi:

[Orochi goes under a shape-shift thingy, looks all freaky]

Orochi: Now the time has come...!

G Red: The Galactic Emperor has stolen her personality...!

G. Emperor: I have obtained enough GF energy from this human!

G Red: You're not going to use the power that destroyed our planet, are you?

G. Emperor: Ha! Ha! Ha! Ha!

Kou: G Red...!

G Red: This time, with your help, we can stop him!

G Red: Give us your courage!

G Red: We can never be defeated by the evil Galactic Emperor!

G Red: Kou, get ready for the final battle against the Galactic Emperor!

W/O OROCHI:

(+) GF Energy +100 (+)

Kou: I didn't know a Gotcha Borg could increase in size like that!

G. Emperor: Now the time has come...!

G Red: Galactic Emperor!

Orochi: You stole my memory!

G. Emperor: I don't need that human anymore because I have enough GF energy!

G Red: You're not going to use the power that destroyed our planet, are you?

G. Emperor: Ha! Ha! Ha! Ha!

Kou: G Red...!

G Red: This time, with your help, we can stop him!

G Red: Give us your courage!

G Red: We can never be defeated by the evil Galactic Emperor!

G Red: Kou, get ready for the final battle against the Galactic Emperor!

REWARD: 100 GF Energy Points

SUGGESTED BORGS: Any

SUGGESTED PARTNER: Sho, Tama, Orochi

STRATEGY: Hmph. The last final battles are real wuss-fests. How sad. Just treat This guy as if he was any other dragon, and keep moving.

MISC FACTS: None.

```
</+-----+\>
-I      INTERMISSION 5      I-
<\+-----/>
```

Uh-oh! Here comes the final battle! Do you have enough courage, power, will, and ability to defeat the Galactic Emperor?!
Cut the chit-chat! The stage is set! The lights are ready! The camera is rolling, and focused on all our heroes!
ACTION!

```
</+-----+\>
-I      LET US RUMBLE!      I-
<\+-----/>
```

STORYLINE: The Final Matches!

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/=====\  
|MISSION 50: Showdown! Hero Borg Unit!|  
\=====/
```

AREA: Neo Elementary

BORGS FOUND: Star Hero, Cyber Hero, Gold Hero, Metal Hero, Killer Girl

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Death ICBM, Walking Bomb

SUGGESTED PARTNER: None (Forced to fight alone)

STRATEGY: Same as before. Nothing new here. Move along, people.

MISC FACTS: None.

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/=====\  
|MISSION 51: Defeat the elite unit!|  
\=====/
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AREA: Safaritown Market Place

BORGS FOUND: Cyber Ninja (2), Beam Samurai (2), Wing Dragons (2), Megaton Robot (2), Cyber Girl (2), Cyber Girl Super (2), Cyber Girl Hyper (2)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Death ICBM, Walking Bomb, Barrier Girl, Vampire Knight

SUGGESTED PARTNER: Sho, Tama

STRATEGY: All right, these guys are HELL to go up against by your lonesome. Stick a number of Death ICBMs and Walking Bombs on your team, as well as a Barrier Girl or Vampire Knight. The key is to fight DEFENSIVELY here, since these guys can blow you to kingdom come and back and back again if you give them

half a chance.

MISC FACTS: Hippos don't really care either way.

```
/=====\  
|MISSION 52: Defeat the elite unit!|  
\=====/
```

AREA: Safaritown Market Place

BORGS FOUND: Beam Wing Red (2), Beam Wing Blue (1), Hammer Robot (1), Thunder Robot (1), Akuma Samurai (2), Spike Knight (1), Hatchet Knight (2), Beam Gunner (3)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Death ICBM, Walking Bomb, Barrier Girl, Vampire Knight

SUGGESTED PARTNER: Sho, Tama

STRATEGY: Hm. These guys are easier than the previous batch. First off, lead your force with a Gunman or a Girl, since you should know that you can't even HOPE to touch Wing Borgs with a meleer.

MISC FACTS: Why is this the "Elite" Unit if there's only the Beam Gunner in here can be classified as "Elite"?

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/=====\  
|MISSION 53: Defeat the combined machine borgs!|  
\=====/
```

AREA: Construction Zone

BORGS FOUND: Panther Robot (1), Titan Robot (1), Eagle Robot (1), Victory Duke (1), Machine Red (1), Cyber Atlas (1)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Death ICBM, Walking Bomb, Barrier Girl, Vampire Knight

SUGGESTED PARTNER: Sho, Tama

STRATEGY: Same as before. Fight DEFENSIVELY here, since these guys hate you. Stick a number of Death ICBMs and Walking Bombs on your team, as well as a Barrier Girl or Vampire Knight.

MISC FACTS: None

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/=====\  
|MISSION 54: Defeat the Death Force unit!|  
\=====/
```

MISSION OVERVIEW: N/A

AREA: Stone River

BORGS FOUND: Random (Lots), Machine Head (4), Mechanical Dragon (1)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Chrono Samurai, Samurai Shogun

SUGGESTED PARTNER: Sho

STRATEGY: This is pure all-out offense. Abuse the Shogun and Chrono's X attacks, and just beat the crap out of everyone.

MISC FACTS: None.

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/=====\  
|MISSION 55: Defeat the Death Force unit!|  
\=====/  
MISSION OVERVIEW: N/A
```

AREA: Stone River

BORGS FOUND: Random (Lots), Death Head (4), Cyber Dragon (1)

SPEECH BEFORE: N/A

SPEECH AFTER: N/A

REWARD: 10 GF Energy Points

SUGGESTED BORGS: Chrono Samurai, Samurai Shogun

SUGGESTED PARTNER: Sho

STRATEGY: This is pure all-out offense. Abuse the Shogun and Chrono's X attacks, and just beat the crap out of everyone. Also, Cyber Death Dragon, if the two pieces merge, is even easier than his Major Mission incarnate. Hooray for wussy bosses.

MISC FACTS: You have to beat Mission 54 for this to appear.

```
+|||+                                     +|||+  
/(*****)\  
{ |MAJOR MISSION 9: The final battle! Defeat the Galactic Emperor!| }  
\(*****)/  
+|||+                                     +|||+
```

AREA: Greater Tricity Area (Stratosphere)

BORGS FOUND: Galactic Emperor (1)

SPEECH BEFORE:

W/ OROCHI W/ SHO:

Usagi: Everyone is here, right?

Mana: You know, I had to sneak away so my family wouldn't notice.

Kakeru: The grown-ups are panicking.

Tsutomu: They would be! Everyone can see that huge monster in the air.

Nekobe: (I should have stayed hidden after all...!)

Kitsune: I can do this! I can do this! I can do this!

Tetsuya: Okay! I will do my best!

Yuji: Just don't count on me...

Tama: I wanna go home!

Met: Time to attack!

Kotaro: I'm in. Let's do it, Kou!

Sho: I can't do it alone, but if we fight together, we should be able to win!

Orochi: Kou, we can do it if we all work together!

Kou: This is it, G Red!

G Red: We're going to use all of the GF energy to grow bigger and defeat the Galactic Emperor!

G Red: Believe in the power of Gotcha Borgs! Believe in yourself, Kou!

Kou: Okay, everyone! Go for it!

W/O OROCHI W/O SHO:

Usagi: Everyone is here, right?

Mana: You know, I had to sneak away so my family wouldn't notice.

Kakeru: The grown-ups are panicking.

Tsutomu: They would be! Everyone can see that huge monster in the air.

Nekobe: (I should have stayed hidden after all...!)

Kitsune: I can do this! I can do this! I can do this!

Tetsuya: We have to save Orochi, too!

Yuji: Just don't count on me...

Tama: I wanna go home!

Met: Time to attack!

Kotaro: I'm in. Let's do it, Kou!

Kou: This is it, G Red!

G Red: We're going to use all of the GF energy to grow bigger and defeat the Galactic Emperor!

G Red: Believe in the power of Gotcha Borgs! Believe in yourself, Kou!

Kou: Okay, everyone! Go for it!

SPEECH AFTER:

Kou: We did it!

REWARD: Winning the game!

SUGGESTED BORGS: Proto Titan, Gatling Gunner, Titan Tank, Metal Hero, Command Girl, Gatling Tank, Drill Robot

SUGGESTED PARTNER: None (Forced to use them all)

STRATEGY: Okay, there are three ways you can do this final battle.

1: The really, really easy way.

Use Proto Titan or Drill Robot. Use the Titan Beams or Drill Missiles ALL THE TIME. They pass through the field, and make about 150 hits in a single go. If you enter Hyper Mode, you can score over 999 hits on the GE at once! This can end the battle in about half a minute.

2: The not-quite-as-easy way, but makes you look really cool.

Snag a team of Metal Heroes. Yeah, you heard me, Metal Heroes. Let your team wallop on the first four Death Borg Nus. As soon as you teleport up, enter Metal Set-up. Dash up to the field, jump up three times, then use the X blade. Lather, rinse, repeat. Should take about four slashes. Maybe five, but rarely.

3: The normal way.

Use Gatling Gunners or Gatling tanks. Fire at all the Death Borg Nus when they appear. After those are gone, open fire on the GE at will. Hyper Mode will make this really fun.

MISC FACTS: How sad...the GE built up all this hype about himself, and he's a real wuss.

Oh, and here's the quotes for everyone who fights.

Kou: This is a BIG show! ((Huh?))
Orochi: We'll win.
Sho: We'll fight to our death!
Kakeru: We're up against THIS?
Mana: Are you sure we can do this?
Usagi: Bring it on!
Tsutomu: Uh... Uhhh... This is insane!
Tetsuya: We're about to get it on!
Nekobe: Hey, hey, hey! Are you kidding me?!
Kitsune: Huh?! We have no hope!
Kotaro: It doesn't matter who it is! I won't be beaten!
Met: I'm ready for the challenge!
Yuji: Don't ever expect me to do this seriously!
Tama: Oh boy, oh boy.
G. Emperor Intro: Waaahahahahahaha! Puny human! Judgement time has arrived! I will finish you all here! First, this planet, then the whole galaxy! You and your silly Gotcha Force will be exterminated! Waaahahahahahaha!
G. Emperor 1: Too small!
G. Emperor 2: You're so naive!
G. Emperor 3: Be gone! Aha!
G. Emperor 4: Foolish!
G. Emperor 5: Move out!
G. Emperor 6: You fools!
G. Emperor 7: Loser!
G. Emperor 8: I'll obliterate you!
G. Emperor 9: You foolish worms!
G. Emperor 10: Noooooo!
G. Emperor 11: Waaahahahahahaha!

CONGRATURATIONS! A WINNER IS YOU!

BORGS THAT WILL HELP BORGS THAT WILL HELP BORGS THAT WILL HELP BORGS THAT WILL
BORGS THAT WILL HELP BORGS THAT WILL HELP BORGS THAT WILL HELP BORGS THAT WILL

Well, if you've noticed, I repeated many of the "Suggested Borgs" section in the FAQ quite a bit. For example, there's a lot of Vampire Knights and Command Girls.

But Fury, what's so special about these borgs? What makes them stand out from all the others? They're some of my personal favorite borgs, and borgs I can really kick some serious metal shiny polished Gotcha-Borg bootay with.

In this section, I'll list a few of my favorites, their strengths, weaknesses, and how to use them effectively. Anyone is welcome to add to the list if they like.

Oh, and this is not a "end-all, cure-all" guide. This is just to give you some basic ideas and inspiration for making your own team, and perhaps teach you strategies for your own favorites that you didn't know.

Aaaaaaanyway.

#14: NEO G RED

Strengths: Jack of all trades. His statistics are well-balanced and slightly above-average overall.

Weaknesses: Slightly low HP.

Strategies: Neo G Red is a true fighting machine! There is NO situation he can't handle! Whether you're sniping enemies from afar, or slashing them up close, NGR is a one-borg army!

A small but devastating combo is to run up close for a dashing melee, knock them up into the air, jump up after them, then air melee the crap out of them! Just before the final blow, execute the Neo G Crash and start charging the G Buster.

After the Neo G Crash is complete, fire the GBuster and watch the enemy fly!

#15: NORMAL NINJA (Strategy submitted by Green Tentacle)

Strengths: Great Speed, good recovery from firing. CHEAP!

Weaknesses: Weak as all crap.

Strategies: "Don't get hit. Ever. Once you've mastered this, his strategy is pretty simple, dash left and right to avoid fire while throwing shuriken. If you run out of shuriken huck a bomb while you side-step. This has the double effect of annoying your opponent (because the shuriken do very little damage), and the constant side-stepping moves you ever closer to your opponent. Once you are within striking distance jump over your foe and hit the B button causing you to stab him in the head.

Note: If you are too far above your opponent he may have a chance to get out of the way, if so then huck a bomb first stunning him then drop with your sword drawn.

The main thing to remember about the Normal Ninja is that he only costs 150 pts (and he's worth every pt [unless you get hit]) where as most of your giant robots cost 600+ that means that you can outnumber the crap out of your opponent."

#16: SHURIKEN NINJA

Strengths: A real melee fighter of death.

Weaknesses: One range attack, and it sucks. It also takes forever to reload.

Strategies: The Shuriken Ninja is a borg all about meleeing and set-ups. Rush in home, and just whack away. The X attack is one of the most damaging moves in the game, and can take off huge chunks of HP all by itself.

Try as much as possible to use the Shuriken Ninja's X attack as much as possible in the game, and try to give as much damage as possible with it. For example, start a melee combo, then use the X attack after a bit.

#19: ACCELERATION NINJA

Strengths: FAST AS JACK.

Weaknesses: Range attacks suck.

Strategies: All pansies who can't handle high speeds kindly tippie-toe on outta here. The Acceleration Ninja is for a REAL speed demon! The Ninpo Full Throttle is literally THE fastest move in the game, and the invincible start-up is one good addition.

There are multiple strategies on how to the Acceleration Ninja, but here's my own suggestion:

1: Start the Ninpo Full Throttle. Straight at a person you targetted.

2: As soon as you hit them, jump up and fire a B attack. This not only makes you psychologically invincible, but it almost guarantees an extra hit, and gets you facing the opponent again.

3: As soon as you land, use the Ninpo Full Throttle again.

4: Repeat steps 2 & 3 as needed.

#20: TELEPORT NINJA (Strategy submitted by Green Tentacle)

Strengths: ...He can teleport. Plus he's pretty good at close range.

Weaknesses: Poor Ranged Attack, Poor Defense.

Strategies: "This is one of the more interesting borgs in the game. His teleport is fully controlled by you, he will move as far as he would based on the speed you are moving when teleport, then continues to move. Basically if you stand still and teleport you will go nowhere (but you will dodge fire that would hit you were you there), but if you dash towards your opponent and teleport as soon as you dash (at maximum velocity) your teleport distance will equal your current speed * the time you are actually teleporting (~about half a second), you will then finish your dash. If you jump then teleport you will continue moving up that much more.

That makes navigating the stage ok, but what about the enemies, you say? Well this is where it gets real fun. Dash straight at your opponent and try to teleport behind him, as soon as you phase back in mash the B button, causing you to about phase and stab your opponent with those really nice looking claws attached to your arms.

Continue attacking until you've had your fill or it looks like your opponent is about to counter you, then sidestep and/or teleport, placing you behind him again. Repeat. Warning the attacks with the teleport ninja are fast, you teleport fast, and as such you beat your opponent to the ground fast. Unfortunately this means he gets up fast and counter attacks fast. The attack cycle is usually a second or two so be ready to react."

#29: HAMMER KNIGHT (Strategy submitted by Eli)

Strengths: Decent range attack for a knight, and can send people flying.

Weaknesses: Slow on the ground.

Strategies: "The Hammer Knights are not to be underestimated. Thanks to the infinite air dash, once I double jump with him, he can become very agile by just constantly dashing and firing the hammer. Most of the time, when you whack a person with the hammer it sends them flying. I usually jump in the air and then air dash forward while flinging my hammer. This sets up a nice little whack and chase pattern. The key though is to not stay on the ground for too long. He's also decent at doing a lot of damage to bosses before he goes provided you can get him up to some of them so he can use his Rolling Hammer Attack."

#33: VAMPIRE KNIGHT

Strengths: Can absorb HP.

Weaknesses: HP gradually decreases.

Strategies: At first glance, the Vampire Knight seems nothing special. It's stats are pretty mediocre, and the cost is a tad high for it's stats. But when you actually FIGHT with the Vampire Knight, you notice something special--he can drain the energy of his opponents!

You can take advantage of this easily. Just get up close to the opponent and melee like crazy. Maybe even perform the Blood Dance move a lot, since it (as advertised) can drain an opponent's body dry in seconds. Just got your neck handed back to you? No problem, just slash and recover what you lost!

Vampire Knight can literally take on armies all by himself. He's even beaten a lot of Tama's machines all by himself.

If you're having trouble getting in close for the Blood Dance, or enemies keep dodging it, here's a tip. Fire off a Blood Slash at a person and dash closer at the same time. VK's Blood Slash usually stuns a person, knocking them back a couple steps. If you're still not close enough, fire another Blood Slash and dash closer again. Lather, rinse, and repeat until you're close enough, and they're still recovering. Slashie slashie.

#36: COMMAND GIRL

Strengths: Decent speed, incredible range.

Weaknesses: Low defense means she'll flinch too much from attacks.

Strategies: Range, run, range, run. That's what this borg is all about. Always attack the enemy from afar, and only get up close so you can boost around them while firing at point-blank. Her Buster Laser is also a real dent-giver, and rarely misses once you really practice with it.

#38: BARRIER GIRL

Strengths: THE SHIELD. THE SHIIIIIIIEEEEEEEELLLLLLLLLLLD.

Weaknesses: Slightly low HP.

Strategies: What about the name catches you? That's right. "Barrier". What should you abuse the most while using the Barrier Girl? That's right. The barrier. Barrier Girl is a character used to fight defensively, and her shield gives her a HEAVY advantage in fights. The shield can take a lot of hits before it shatters, and makes the Barrier Girl nigh-invulnerable to attacks.

Don't get cocky, though. You still should rely upon the range-run strategy. The shield CAN break, and if you apply a shield, and it instantly breaks from a heavy attack...you're screwed. Feel free to get up close and personal if an enemy is breathing down your back, but don't be relying on that strategy.

#58: CLAW ROBOT (Strategy submitted by Eli)

Strengths: Homing missiles, and those claws hurt.

Weaknesses: A bit on the slow side.

Strategies: "Claw Robot has really great homing missiles and hit when you least expect them to. In addition because he's a machine type he'll auto face to fire no matter what direction he's walking. Usually, I fire off a missile or two while closing in so I can abuse his claw attacks." Hah! I do the same thing for the Vampire Knight! You and eye see I to I, Eli. Err... I mean...

#62: MAGNET ROBOT (-) (Strategy submitted by Eli)

Strengths: Pretty average for a machine dude. Plus, that Magnet Scope helps to pick off those blasted Air or Wing Borgs. AND HE'S GOT SOME M4D 1337 BR34K D4NC1N6 SKILLZZZZZZZZZZ

Weaknesses: Still kinda slow, but his boost is awesome.

Strategies: "I use typically the same strategy [I use with Claw Robot, only] with Magnet Robo (-) but use the magnet pull to aide me. Especially with pulling in Air Borgs so I can get a better shot at them as the lasers have problems hitting air targets." Boy, is that the truth. How in the world do the computers use the Air Borgs so well? Oh wait, they don't.

#65: GATLING TANK (Strategy submitted by Eli)

Strengths: Heavy firepower, baby!

Weaknesses: A tad slow, being a tank.

Strategies: "The recharge rate on this sucker is obscene and I usually use this to open a boss battle as his constant gatling spray works wonders. Basically I just circle my opponent with the full spray of machine gun fire and don't let up. I only let up if my friend is in the direct line of fire and will absorb more bullets than the enemy will. But I make sure to empty the entire clip on each enemy. Most normal enemies can't survive an entire barrage, and I like to use this guy against Sho's and Orochi's units as he'll get rid of the majority of them. Basically a simple circle of death tactic works well and getting in close helps ensure that your barrage hits better. But most of the time I don't really plan on having this guy survive really tough battles. He's just there to cause as much damage as possible and build up a charge."

#77: DEATH BORG ALPHA II (Strategy submitted by Eli)

Strengths: Gains levels quickly

Weaknesses: Let's not even go there...

Strategy: "Ninja types have a habit of lasting unusually long if you properly use their dodging abilities. I prefer this type over a normal ninja simply because he can build up a charge faster than the normal ninja thanks to his little Death eye buddy also hucking shuriken. Provided he lives long enough, he'll have nicely built up a charge for Neo G Red." The dodging ability mainly comes from the infinite air dashes. Jump up into the air, then start air-dashing all over the area like there's no tomorrow. Moves really quickly for a sucky Death Borg. Yey for improvement.

#114: FLAME NINJA (Strategy submitted by DynamoDT)

Strengths: Extremely powerful melee attack. wide attack range.

Weaknesses: Weak range attack, poor dash attack

Strategies: "The power of Flame Ninja is one of the most deadly in the game and can take out most borgs in a few seconds. In Power Burst mode, it can take out most in 1 if not, 2 hits.

"What you really need to do is to get up close to the enemy, and to do that keep firing the range button. The time it takes to refill is really fast, so don't worry about it. Once your in melee range, start wailing on the opponet with the mighty flamethrowers and laugh evilly and you have taken down a chunk of it's HP. I find that the closer you are to the enemy the more powerful the attack is.

"With the Ninpo Dragon Explosion, it's sorta inaccurate against small and fast foes, so only use it against big borgs like dragons and forts." It's called the

Dragon Explosion for a reason, bitch.

#116: GATLING GUNNER (Strategy submitted by Green Tentacle)

Strengths: Just as powerful as the Gattling Tank but much faster.

Weaknesses: Slow recharge for the gattling gun

Strategies: "The Gattling [sic] gunner has only slightly lower fire power than the gattling tank (and costs about 200 pts less) and can jump out of the way of incoming fire. The most amusing way to destroy your opponent is to climb up a ledge jump off and air dash straight at your enemy unloading your clip into his cold plastic heart. This method, however amusing, leaves yourself open to be fired back upon, so the best way to kill someone is to jump up, air dash left and right to keep aloft and out of your opponents fire, and unload your clip into his cold plastic heart...I need different descriptive phrases. Should you run out of ammo jump in the air and dodge like hell, because it will take a while to recharge. Fortunately for you have 4 impressive grenades to defend yourself with while you dance around your opponent. The simple truth here is that the 200 pts you save by taking this guy over the gattling [sic] tank is usually enough to upgrade another unit for a tough battle. In smaller battles however this guy usually gets overwhelmed by wasting ammo on the peons and recharging through tough guys."

#153: CYBER NINJA

Strengths: Real long-ranged mutha. Can tear people apart from afar.

Weaknesses: Many of his moves take a bit of thought to use well. In Gotcha Force's world of split-second decisions, that's a n0-n0. Also, his melees suck.

Strategies: Cyber Ninja ain't no Flame Ninja, but he's still a worthy addition to a team. Cyber Ninja's main attack shoots a beam of spit. Kills most things because it's actually DEATH in beam form. Haha, gotcha there. But really, I'm wondering how good a beam that shoots from the lower regions of the face can be. It's fast, good knocking-around power, and can kill things really well. That's apparently useful. I should spit more at people.

Cyber Ninja's charge B is a "Plasma Tackle". I call it the "Ass Pincher", because that's pretty much all it does. Repeatedly. Use it if you want to waste a load of time and HP. Just remember, you'll be arrested for sexual harrassment.

The Beam Shuriken is a powerful move from afar, but you have to be at JUST the right range, or right in his face, which can get quite annoying. Anyway, Cyber Ninja throws his arms forward, and loads of magical little fairy stars fly out in a wide arc, then slowly home into an opponent. It actually homes suprisingly well, and does a muthaload of damage if all 16 hits land. Which isn't likely.

Cyber Karate is really only used for a last resort. Even so, it's amazingly slow and can be easily sidestepped. And if you're at melee range, use the Beam Shurikens, and you're almost guaranteed to knock in the needed 16 hits, and send people flying a good distance, which puts you back in a good position to use the SPIT BEAM.

#155: SAPPHIRE KNIGHT

Strengths: Jack of all trades. And that shield gives him good frontal defense.

Weaknesses: None.

Strategies: Come on. You saw this one coming. Who hasn't cursed their brains out at least once at the nigh-invincible power of the Sapphire Knight? The key to using the Sapphire Knight is to mix-and-match fighting styles continuously. Combine the Sapphire Knight's offensive range with powerful melee attacks, and a great defense by the shield (which can save your life if you use it correctly), and you've got yet another one-borg army.

The Mega Lance Beam is powerful, especially when you need a breather and enemies are pouring down your neck. It sends people flying, even the powerful Machine Borgs, so knock those enemies for a loop!

#156: RUBY KNIGHT

Strengths: Extreme close range specialist. Get near him, and you're gonna regret it.

Weaknesses: His long range attacks are mentionable, but nothing to write home about.

Strategies: Ruby Knight is a bit more specialized than Sapphire Knight, but deadly

nonetheless. His Illusion Stab-esque melee, along with the Lance Plant, is definately the most deadly and coolest looking of his arsenal of powerful melees, so you'll want to abuse them the most.

The Bomb Shot is more of a teasing move, or useful for a quick retreat when you need to cover your back for a quick second. It's speed and refill rate leaves a lot to be desired, and it's power is nothing to amaze with. It's real purpose lies in the ability to knock people for quite a number of loops, which (like I said) is useful for toying with your opponent, or giving a quick retreat and you need a lot of distance. Just be well aware that you can't fire while moving backwards, as Ruby Knight will spin around to an halt. Why? I have no idea.

The Hexa Bomb is easily Ruby Knight's most powerful move, but it's range is point blank. It's kinda like when you say "Hey you, check this out!", and so they come running to you, but they're wearing headphones and signing some stupid N'Sync song so they can't hear you giggling, and then they're right in your face, and so you fumble with random buttons on the back of your shield, until you finally find a big black one that says "PRESS HERE FOR HEXA BOMB, DUMBASS". So you press it, and it's an early 4th of July.

#164: MACHINE RED

Strengths: Jack of all trades.

Weaknesses: None.

Strategies: A borg with a cost of 900, and with good reason! Machine Red, much like NGR and the Sapphire Knight, is a one-borg army! Machine Red's incredible defense, his great speed, powerful attacks, devastating range moves, and everything else about this borg easily makes him able to take on entire armies all by himself!

A heavy tip you need to know while using Machine Red is to use the Buster Laser after as many melee combos as you can. A perfect example is a dashing melee, jump up and air melee until right after the final hit--you can usually squeeze one or two Buster Lasers in there.

#169: CYBER ATLAS (Strategy submitted by JB3Marie)

Strengths: All around good and those damn annoying tracking things are MEAN

Weaknesses: What is this so called weakness you speak of?

Strategies: "shoot the crap outa anything that looks like an enemy. if all else fails then just launch trackers and avoid attacks. Ok if you were tired of fighting off all those annoying little ninjas in a attempt to get some fancy new unit well then here is your borg this guy is a powerhouse all around and his combinations with Machine Red and also with the godly Cyber Mars are brutal. this trually will help out anyone he is ecspecially good as an anchorman and as a starter because he can destroy and clean up."

#173: SIRIUS

Strengths: Look at that thing. LOOK AT THAT THING! DO YOU REALLY NEED ME TO TELL YOU THAT DANG THING'S STRENGTHS?!

Weaknesses: Can only turn left or right in movement. A sitting duck.

Strategies: Flee, pitiful enemies! Run away from the incredible firepower of Sirius! Bwaaaaahahahahahahahahahaha! Ahem.

The main thing you'll be doing with Sirius is just hovering over everyone while blasting the crap out of them. You'll want to abuse the Beam Gun the most, the main reason because it's powerful as crap. The AntiAircraft gun really serves no purpose, and it's too weak to do anything other than get around a person's shield. The Max Shot should only be used while in Hyper Mode, because it takes way too much ammo normally, with only a little bit of extra damage.

#180: SHADOW GIRL

Strengths: Incredible speed.

Weaknesses: Low HP.

Strategies: Shadow Girl can be an incredibly awkward borg. Her low HP and lack of range attacks may put a lot of people off. However, as with most things, the

key is to practice, practice, practice. The main strategy you'll be using with Shadow Girl is to dance all around the opponent, striking whenever he leaves himself open or you have a great striking area. Her amazing speed can help you dodge a lot of normally fatal attacks.

Always use the X attack as a finisher, unless you're in the air. Instead of finishing the last hits of her normal melee, always use the X attack to finish people off.

#181: KILLER GIRL

Strengths: Great range, awesome speed.

Weaknesses: Low defense, mediocre HP.

Strategies: Who remembers the Command Girl? I most certainly do! Who remembers how incredible of a fighter she was? I most certainly do! Who can imagine the Command Girl on steroids, with a better gun, a sword for meeleing, and awesome speed? The Killer Girl most certainly can.

Most of the same range, run, range, run strategy applies here, since the Killer Girl's blast attacks are pretty similar to Command Girl's. But don't be afraid to dash in close and give them a real slashin', since Killer Girl's sword can take a nice amount of HP. If you're quick with your fingers and reflexes, you can also fire off a Buster Laser after the sword.

And that's all so far! As I said before, if you have a borg or strategy you'd like to submit, send it in!

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Well, this is it. The end of my humble FAQ. I hope you've learned a lot more about Gotcha Force than you did previously, and I hope this has helped you get rid of those rough areas you'd been having trouble with earlier.

If you have any questions, comments, criticisms, hate mail, professions of undying love and devotion, feel free to e-mail me or give me an IM. E-mail will give you a better chance of me responding, though.

But, as with all over FAQs, this would never have been made if it weren't for the help of some people:

Shin G Red
PharaohOfShadows
Capcom
Nintendo
killerkoala
Flamel72
Eli
Yoshi6400SL
The Green Tentacle
JB3Marie
Phil
DynamoDT

Much thanks to these guys. Without you, this FAQ would never have come to pass.

And now, with only that! Fury Hikari, OUT!

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