

# Gotcha Force Glitch FAQ

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Gotcha Force: The 20th Force Glitch

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## 1. Explanation

The 20th Force Glitch is a major flaw in the programming that allows you to pick up an invisible borg from an empty space in your box. For a long time it was thought that this was only caused by a buffer overflow and had random effects, but recently players have discovered that the glitch can be controlled and used to alter much of the game data. So far, we know how to create a new borg, change the level and color of a borg, and create borgs that should not be obtainable but are still in the game data. This means you can get the Galactic Emperor and G-Black without a cheat device, as well as glitched borgs whose properties we're not quite sure of yet.

## 2. Instructions

There are two known ways to perform this glitch, which I will call Method 1 and Method 2. Below is a step-by-step set of instructions for each. Many have said that following these instructions exactly will do no lasting harm to your save file, but I don't recommend it. Using the glitch too many times in a row without saving will mess up your file, and there is still a lot that we don't know about the glitch so I can't vouch for its safety. All I can say with any real certainty is that this can only mess up save files, not the game or system.

For clarity, I will call the squares in the Gotcha Box cells, and the yellow spaces in a specific force slots. These instructions assume that you are working from a new file. If not, use any three borgs in place of G Red, the Normal Ninja, and the Revolver Gunman. Many have said that the glitch works the same way if you put any borgs in the first three cells, but I and a few others have had problems doing this from a save file.

### Method 1

This method is best for creating new borgs, though Method 2 has other uses as well.

1. Start the game from a new file or with no memory card inserted and go to Force Edit.
2. You will see G Red, a normal ninja, and a revolver gunman. Take G Red off of the first force and put him back in the first cell.

3. Now, placing the Normal Ninja on certain forces will determine which borg you get from the glitch. For instance, putting a Normal Ninja in forces 1,9,10, and 11 will get you a Demon Samurai (A list of borg codes will be provided below, use whichever one you like). It does not matter which slot you put them in, so long as they are the only borgs in the forces. After doing that, go to the 20th force.

\*WARNING\* Everything you do beyond this point can cause permanent damage to your save file. Make sure you try this in a new game before attempting it on your own file. \*WARNING\*

4. Place G Red in the 23 slot and the Gunman in the 15th slot of force 20. This activates the glitch. Once you place G Red, you will be able to pick up an invisible borg from any cell in your box. Be very careful at this point because placing an invisible borg on top of another borg will usually freeze the game. If you aren't sure whether you are holding one, just press B to drop it.

5. Pick up an invisible borg from any empty cell in the box and place it on top of the Normal Ninja. You will still be holding an invisible borg, so press B to let go of it. The Normal Ninja should become a new Arrow Ninja, and force 20 will be filled with G Reds. If the game froze instead, than you probably used a non-working code. If the game didn't freeze, you can backtrack at this point by placing another invisible borg on the Arrow Ninja.

6. You should see a Normal Ninja in the 24th slot. Some codes will produce something other than a Normal Ninja, and those will work just as well. If G Red is in the 24th slot, than something went wrong. Pick up the borg in slot 24 and place it on the G Red in slot 15. Press B to release G Red.

7. Pick up another invisible borg and place it on the Arrow Ninja in your box. The Arrow Ninja will become a new borg depending on which code you used with the Normal Ninjas. Press B once more, as you will be holding an invisible again. Try checking the stats of the new borg. If the game doesn't freeze, than the borg works and can be used in battle, traded, or sent to the warehouse.

There are many codes that will result is a borg that is usable, but has something wrong with it. I will post these after the codes for normal, working borgs as they are found.

Note that you can backtrack at any point after using an invisible by placing another invisible of top of whatever you changed. This is very useful for testing things out.

## Method 2

Read Method 1 first, as I assume you have done so and I do not go into as much detail here. This method is not as useful for creating borgs, but can be used to easily change a borg's level, as I will explain later.

1. Start the game from a new file or with no memory card inserted and go to Force Edit.

2. You will see G Red, a normal ninja, and a revolver gunman. Take G Red off of the first force and put him back in the first cell.

3. Place G Red in the 23 slot and the Gunman in the 15th slot of force 20.

Leave all other forces empty.

4. Pick up an invisible borg and place it on the Normal Ninja. Remember to press B after you do so.
5. A ninja should have appeared in slot 21. Pick it up and put it on the G-Red in slot 15, then put the G-Red you are holding in slot 21.
6. Pick up the Normal Ninja in slot 15, and place it somewhere in the box. This will determine which borg you get. Not all of them work, so try a cell close to the top-left corner for now. I will explain what we know about this in more detail later.
7. Put the Normal Ninja back in slot 15, so that its placeholder stays in the cell you chose.
8. Now place a second invisible on the Arrow Ninja. It should become a new borg. Drop your invisible and check it out.

The cells are numbered 1-200 in this way. The first row of blue cells are 1-5. The second row are 6-10, and so on down to 40. It starts over with the first row of green cells (41-45) and so on to 76-80. Cells 1-13 give working borgs, but the rest are screwed up in some way or have not yet been tried.

### 3. List of Obtainable Borgs

#### Method 1

This list was taken from a Japanese FAQ that contained a table with the codes for each borg. Not all of these codes work in the American version (or at least in mine) nor have they all been tested yet. Soon I will try all of these myself, but until then I will leave the complete list up. I will indicate which codes work and which don't as I test them. The numbers listed are the forces that you need to place Normal Ninjas on.

#### Full List

Normal Ninja - 0  
Shuriken Ninja -1  
Arrow Ninja - 2  
Double Ninja - 1,2  
Accel. Ninja - 3  
Teleport Ninja - 1,3  
Flame Ninja - 2,3  
Cyber Ninja - 1,2,3  
Death Borg Alpha - 4  
Switching Ninja - 1,4  
Sasuke - 2,4  
Shijima - 1,2,4  
Death Borg Alpha II - 3,4

Revolver Gunman - 9  
Powered Gunman - 1,9  
Gatling Gunman - 2,9  
Wire Gunman - 1,2,9  
Beam Gunman - 3,9  
Death Borg Beta II - 1,3,9  
Time Bomber - 2,3,9

Remote Bomber - 1,2,3,9

Billy - 4,9

Death Borg - 1,4,9

Death Borg III - 2,4,9

Sword Knight - 10

Chainsaw Knight - 1,10

Elemental Knight - 2,10

Spike Knight - 1,2,10

Axe Knight - 3,10

Dark Knight - 1,3,10

Death Borg Gamma - 2,3,10

Alien Insect - 1,2,3,10

Sapphire Knight - 4,10

Imperial Knight - 1,4,10

Normal Knight - 2,4,10

Ghost Knight - 1,2,4,10

Hammer Knight - 3,4,10

Hatchet Knight - 1,3,4,10

Ruby Knight - 2,3,4,10

Death Borg Gamma II - 1,2,3,4,10

Battle Girl - 9,10

Wire Girl - 1,9,10

Barrier Girl - 2,9,10

Death Borg Delta II - 1,2,9,10

Killer Girl - 3,9,10

Cyber Girl Super - 1,3,9,10

Command Girl - 2,3,9,10

Spinner Girl - 1,2,3,9,10

Shadow Girl - 4,9,10

Cyber Girl - 1,4,9,10

Cyber Girl Hyper - 2,4,9,10

Kei - 1,2,4,9,10

Death Borg Delta - 3,4,9,10

Death Borg Delta III - 1,3,4,9,10

Claw Robot - 11

Drill Robot - 1,11

Build Robot - 2,11

Hammer Robot - 1,2,11

Thunder Robot - 3,11

Magnet Robot(+) - 1,3,11

Death Borg Omega - 2,3,11

Megaton Robot - 1,2,3,11

Army Robot - 4,11

Magnet Robot(-) - 1,4,11

Isaac - 2,4,11

Death Borg Omega II - 1,2,4,11

Death Borg Omega III - 3,4,11

Death Borg Omega IV - 1,3,4,11

Flame Dragon - 9,11

Alien Worm - 1,9,11

Phoenix Dragon - 2,9,11

Cyber Death Dragon (Complete) - 1,2,9,11

Cosmic Dragon - 3,9,11

Death Head - 1,3,9,11

Cyber Dragon - 2,3,9,11

Cyber Death Dragon (1P) - 1,2,3,9,11

Cyber Death Dragon (2P) - 4,9,11  
Plasma Dragon - 1,4,9,11  
Blizzard Dragon - 2,4,9,11  
Venom Worm - 1,2,4,9,11  
Fire Dragon - 3,4,9,11  
Claw Worm - 1,3,4,9,11  
Wing Dragon - 2,3,4,9,11  
Machine Dragon (Complete) - 1,2,3,4,9,11  
Space Dragon - 5,9,11  
Machine Head - 1,5,9,11  
Mecha Dragon - 2,5,9,11  
Machine Dragon (1P) - 1,2,5,9,11  
Machine Dragon (2P) - 3,5,9,11  
Thunder Dragon - 1,3,5,9,11  
Ice Dragon - 2,3,5,9,11  
Poison Worm - 1,2,3,5,9,11

Machine Red - 10,11  
Machine Blue - 1,10,11  
Cyber Machine Seiryu (Red) - 2,10,11  
Cyber Machine Seiryu (Blue) - 1,2,10,11  
Titan Robot - 3,10,11  
Titan Robot (transformed) - 1,3,10,11  
Eagle Robot - 2,3,10,11  
Eagle Robot (transformed) - 1,2,3,10,11  
Cyber Mars - 4,10,11  
Cyber Atlus - 1,4,10,11  
Cyber Machine Suzaku (Mars) - 2,4,10,11  
Cyber Machine Suzaku (Atlus) - 1,2,4,10,11  
Cyber Machine Byakko (Red) - 3,4,10,11  
Cyber Machine Byakko (Atlus) - 1,3,4,10,11  
Cyber Machine Genbu (Mars) - 2,3,4,10,11  
Cyber Machine Genbu (Blue) - 1,2,3,4,10,11  
Victory King - 5,10,11  
Victory King (transformed) - 1,5,10,11  
Victory King (transformed) - 2,5,10,11  
Panther Robot - 1,2,5,10,11  
Panther Robot (transformed) - 3,5,10,11  
G Red - 1,3,5,10,11  
Proto Red - 2,3,5,10,11  
Proto Blue - 1,2,3,5,10,11  
Proto Titan - 4,5,10,11  
Titan Tank - 1,4,5,10,11  
Proto Eagle - 2,4,5,10,11  
Eagle Jet - 1,2,4,5,10,11  
Proto Mars - 3,4,5,10,11  
Proto Atlus - 1,3,4,5,10,11  
Proto King - 2,3,4,5,10,11  
Victory Tank - 1,2,3,4,5,10,11  
Victory Jet - 6,10,11  
Victory Duke - 1,6,10,11  
Victory Duke (transformed) - 2,6,10,11  
Victory Baron - 1,2,6,10,11  
Victory Baron (transformed) - 3,6,10,11  
Victory Machine - 1,3,6,10,11  
Victory Machine (transformed) - 2,3,6,10,11  
Proto Panther - 1,2,3,6,10,11  
Panther Vehicle - 4,6,10,11  
Neo G Red - 1,4,6,10,11  
G Black - 2,4,6,10,11

Normal Samurai - 9,10,11  
Demon Samurai - 1,9,10,11  
Vampire Knight - 2,9,10,11  
Sonic Samurai - 1,2,9,10,11  
Samurai Shogun - 3,9,10,11  
Death Borg Zeta - 1,3,9,10,11  
Beam Samurai - 2,3,9,10,11  
Chrono Samurai - 1,2,3,9,10,11  
Akuma Samurai - 4,9,10,11  
Musashi - 1,4,9,10,11  
Vlad - 2,4,9,10,11  
Death Borg Zeta II - 1,2,4,9,10,11  
Death Borg Zeta III - 3,4,9,10,11  
Death Borg Zeta IV - 1,3,4,9,10,11

Kung-Fu Master - 12  
Tao Master - 1,12  
Gold Hero - 2,12  
Gold Hero (transformed) - 1,2,12  
Star Hero - 3,12  
Jelly Diver - 1,3,12  
Copy Man - 2,3,12  
Death Borg Tao - 1,2,3,12  
Cyber Hero - 4,12  
Walking Bomb - 1,4,12  
Metal Hero - 2,4,12  
Metal Hero (transformed) - 1,2,4,12  
Planet Hero - 3,4,12  
Tar Diver - 1,3,4,12  
Jack - 2,3,4,12  
Death Borg Omicron - 1,2,3,4,12

Angel Nurse - 9,12  
Bug Witch - 1,9,12  
Patra Witch - 2,9,12  
Guard Witch - 1,2,9,12  
Pop Honey - 3,9,12  
\*0905\* - 1,3,9,12  
Death Borg Theta - 2,3,9,12  
Bastet Witch - 1,2,3,9,12  
Angel Rescue - 4,9,12  
Isis Witch - 1,4,9,12  
Shield Witch - 2,4,9,12  
Death Borg Iota - 1,2,4,9,12  
Sekhmet Witch - 3,4,9,12  
Nao - 1,3,4,9,12

Wing Soldier - 10,12  
Hero - 1,10,12  
Demon Wing - 2,10,12  
Beam Wing Blue - 1,2,10,12  
Anubis Wing - 3,10,12  
Death Borg Sigma - 1,3,10,12  
Beam Wing Red - 2,3,10,12  
Death Wing - 1,2,3,10,12  
Blade Wing - 4,10,12  
Garuda - 1,4,10,12  
Death Borg Sigma II - 2,4,10,12

Quick Valkrie - 9,10,12  
Ice Valkrie - 1,9,10,12  
Tornado Valkrie - 2,9,10,12  
Wind Valkrie - 1,2,9,10,12  
Ring Valkrie - 3,9,10,12  
Death Borg Lambda - 1,3,9,10,12  
Slow Valkrie - 2,3,9,10,12  
Death Borg Lambda II - 1,2,3,9,10,12

Normal Tank - 11,12  
Gatling Tank - 1,11,12  
Beam Tank - 2,11,12  
\*0C03\* - 1,2,11,12  
Ultimate Cannon - 3,11,12  
ICBM Tank - 1,3,11,12  
Leopard - 2,3,11,12  
Blue Striker - 1,2,3,11,12  
Red Attacker - 4,11,12  
Carrier Helicopter - 1,4,11,12  
Flying Saucer - 2,4,11,12  
Orange Fighter - 1,2,4,11,12  
Violet Attacker - 3,4,11,12  
Death ICBM - 1,3,4,11,12  
Death Bomb - 2,3,4,11,12

Sirius - 10,11,12  
Beam Satellite - 1,10,11,12  
Death Saucer - 2,10,11,12  
Antares - 1,2,10,11,12  
Galactic Emperor - 3,10,11,12  
Death Arc - 1,3,10,11,12

Death Borg Mu - 9,10,11,12  
Death Borg Nu - 1,9,10,11,12  
Death Borg Nu II - 2,9,10,11,12  
Death Borg Nu III - 1,2,9,10,11,12  
Death Borg Chi - 3,9,10,11,12  
Roach - 1,3,9,10,11,12  
Death Eye - 2,3,9,10,11,12  
Death Eye (alternate) - 1,2,3,9,10,11,12

A borg followed by (transformed) means that the borgs starts the fight in its alternate state. For instance, the transformed Eagle Robot starts in jet form. As far as I know there is no other difference between this and the normal version.

The Cyber Dragon has a single player version (that the computer uses for the story battle) as well as the 1st and 2nd player versions used for a team battle. For the combined machine borgs, the Mars or Red version is the 1st player, while the Atlas or Blue version is the 2nd player. All combined borgs are glitched, which I will explain later.

0905 and \*0C03\* are borgs that appear in the game's code, but cannot be used when created. I know nothing about them other than that.

#### Glitched Borgs

These are all of the borgs found so far that can be used in battle, but are different or messed up in some way.

3,4,10,11,12 - Death Eye (no legs)  
3,5,9,11,12 - Death Eye (no legs)  
4,9,11,12 - Sirius (camera is closer in stats, missing its X attack)  
3,4,9,11,12 - Galactic Emperor (no shield in stats)  
5,7,10,11 - Bastet Witch (no hands or staff, only has melee attacks)  
1,5,7,10,11 - Angel Rescue (no hands or syringe, only has melee attacks)  
5,11,12 - Beam Satellite (no B attack)  
2,5,11,12 - Antares (no B attack)  
3,5,11,12 - Death Arc (no X attack)  
2,4,7,10,11 - Bug Witch (no hands and is impaled by her fork)  
2,4,10,11,12 - Death Borg Chi (floats higher than it should in stats)  
4,10,11,12 - Death Borg Nu II (floats higher than it should in stats)  
2,3,10,11,12 - Death Borg Mu (odd camera angle in stats)

## Method 2

\*Full list of borgs that are obtained from each cell coming soon, once I have the time to test them all\*

## 4. What We Know

Here is all of the info we have regarding obtainable borgs, glitched borgs, and partially working borgs as well as other ways to use the glitch. I should also mention here that some people have had different experiences when using this glitch. I, for instance, have been unable to use it in any way in a saved game. All of my experiments have been done from a new file, and I have had no trouble trading over any borgs that I create to my own file. Others have claimed that not only can they perform Method 1 in a saved game but that any three borgs will work as long as they are in cells 1, 2, and 3. Still others say that they can only use the glitch in a new file and that they cannot trade borgs made with the glitch. I only have one copy of the game so I cannot confirm any of this, nor can I help anyone who cannot perform the glitch with these instructions.

## Technical Details

So far I have tried to explain this in a way that is easy to follow and understand. However, there are other things the glitch can do that require a bit more understanding of what is happening.

First of all, you should know that the borg that shows up in slot 24 during Method 1 carries a value depending on where you place the ninjas. For instance, the Demon Samurai has a value of 1793. Converted to binary, this is 1110000001. Read this from right to left, counting the placements of each 1.

1	0	0	0	0	0	0	0	1	1	1
1	2	3	4	5	6	7	8	9	10	11

As you can see, there is a 1 at the locations 1,9,10, and 11, which is the code to get a Demon Samurai. In this way, you can force the borg that appears in slot 24 to have any value you want it to. A quick google search for "Decimal to Binary" will find an easy converter for you if you need it.

Now, the slots in force 20 all correspond to an attribute of a borg. I don't know the effects of most of them, but slot 15 is the borg's I.D., meaning that this determines which borg it is. This is why we use 15 to obtain borgs. Slot 16 is linked to level and color. The values and their effects are as such:

1-255 will create a normal borg who's level is the same as the value used.

256-511 create an alternate color borg. 256 creates a level 1 alternate, and so on up to a level 255 alternate at 511.

512-767 create a gold borg. 512 creates a level 1 gold, and so on up to a level 255 gold at 767.

768-1023 create a silver borg. 768 creates a level 1 silver, and so on up to a level 255 silver at 1023.

1024-1279 create a crystal borg. 1024 creates a level 1 crystal, and so on up to a level 255 crystal at 1279.

1280-???? create a black borg. 1280 creates a level 1 black borg. I have no idea how high a black borg's level can go.

#### Changing Color and Level

Perform the glitch as you would for Method 2, but place the borg you wish to modify in the second cell in place of the Normal Ninja. Instead of moving the borg is slot 21 to slot 15, move it to 16. Slot 16 affects the level of the borg rather than the type, so the cell you put the borg in after this step will determine what level it becomes. Cells 1-128 will make the level equal to the number of the cell. Cells 129-200 will create a borg with no visible level, but the borg's HP will still be changed. The effects of leveling a borg past 10 seem to be random for now. Most borgs will cycle through a certain range of HP, while a few will have more drastic changes. Here are the results of my experiments with a Normal Ninja.

Cell 128 - ninja is level 128 and has 285 hp.

Cell 129 - unknown level, in stats hp is shown as 7480. In battle, hp is shown as 9999 and the ninja has far more than that. A shot from the ultimate cannon brought it down to 5218 hp. It cannot shoot, but melee still works. Ammo is shown as depleted and does not refill.

Cell 130 - unknown level, has 0 hp. It cannot shoot, and dies in one hit. After dying, it will respawn as a death eye with a halo (as it would appear in vs mode). The death eye can shoot but does no damage.

Cell 131 - unknown level, hp is shown as 0000. It has no shots and dies normally with one hit.

Cell 132 - unknown level, 0 hp. It can shoot and has infinite ammo. Its moves on the left appear as though they were attacks without ammo (no bar). Dies in one hit and respawns as a death eye with a halo (as it would appear in vs mode).

Cell 133 - same as cell 129.

Since there are only 200 cells in the box, you can only make normal colored borgs up to level 200 in this way.

There is supposedly a way to do this with Method 1. The method was found by SuperDanny, who can only do it from a saved game. Since I cannot use the glitch at all in a saved game, it hasn't worked for me. Here I will explain how to do it based on his instructions.

Perform the glitch as you would for Method 1, but put the borg who's level and color you wish to change in place of the Normal Ninja. Use that borg to enter the code for the level and color you want it to be (based on the values above). Continue the glitch normally, but place the borg that appears in slot 24 on slot 16 rather than 15. You will get the same borg you started with, but it's level and color will have been changed.

Even from a saved file, this does not work for all borgs. At the moment this is the only way we know of to alter a borg's color. Some, however, have claimed that they can make special colored borgs by using one in place of the Normal Ninja in Method 1. For instance, using a gold borg to create a Galactic Emperor will result in a gold Galactic Emperor. I wouldn't attempt this myself, as it doesn't work for everyone.

#### Combined Borgs

The combined borgs that can be acquired through the glitch are only pieces of the real thing. Since the borgs are meant to be used with two players, there are two separate versions of each in the game's code. The first can be moved normally and has all of the attacks that the first player should be able to do. The second cannot move, has the second player's attacks, and often glitches up when attacked. If you want to use one of these in battle, use the one meant for the first player.

#### Slot 24, Method 1

Sometimes, you will get a borg other than a Normal Ninja in slot 24 when using Method 1. This does not affect the glitch in any way, but don't try to use these borgs, as nearly all of them will freeze the game if you check their stats.

#### The Silver Double Ninja

If you perform Method 1 using the code 1,2,15 a silver Double Ninja will appear in slot 24. You can take it right off the force and use it normally. Most of the time the borgs that appear in slot 24 cannot be used, and this is the only exception I've found so far. Do not continue the glitch after that, as this code will freeze the game if you try to make a borg with it. This borg is useful if you want to have a fourth borg around to use in a new file, or if you want to attempt to transfer the silver coloration to another borg. If you attempt this multiple times without leaving the box, the silver double will be different each time. Eventually you will get one that freezes the game when you check its stats.

This glitch is very complex, and we have no idea just how much is possible with it or exactly how it works. Here, I'll list a few guesses as to what else we might be able to do, as well as any strange occurrences that might be related to it. Hopefully some of you can shed some light on these matters. I will update this FAQ anytime definitive information is found regarding anything in this section.

#### Custom Borgs?

Since we have been able to make borgs that are missing part of their data, I think it's possible that we might also be able to create borgs that have loaded the WRONG data. That is, since we have a witch that is missing it's staff and hands, we may be able to make one with the staff and hands of a different witch. Since the witch is also missing some attacks, perhaps it can load the attacks of something else as well. It seems likely that the code for certain attacks is directly linked to the pieces of the borg's model, so loading the wrong model will load the wrong attacks as well. If this can be done, we could create our own custom borgs!

#### Altering Stats?

So far, we have not found a way to change the stats (speed, attack power, etc.) of a borg aside from HP. This is probably because the stats are only there to show the player the strengths and weaknesses of a borg, rather than actually affecting them. However, there are other ways to increase a borg's power. For instance, it might be possible to make a borg that has some permanent effect on it, such as haste or a big spell. I don't really expect to be able to do this, since these effects only matter during combat. Then again, we have a Gold Hero that starts the fight with his armor on and a Bug Witch with her fork stuck through her body, so I wouldn't rule anything out yet.

#### Silver Double Ninja

Why can this be obtained in such an odd way? Can other borgs be created like this? I don't understand it myself, and it's an oddity that's worth a closer look.

#### Slot 24

Usually a Normal Ninja shows up in slot 24 during Method 1, so why does a different one appear for some codes? Again, I can't even guess at this.

#### 0905 and \*0C03\*

I don't know why these borgs are in the code or what could be done with them, but perhaps one of you can figure it out.

#### Strange Glitch in Combat

I ran into a very interesting glitch while testing the handless Angel Rescue in Challenge mode (easiest difficulty). When I used its hyper mode (Y ability, I forget what its called) the game got stuck in that mode. Normally, when using Y, the room vanishes for a second and yellow flashes can be

seen everywhere (something like how switching to faster-than-light speed looks in old sci-fis). Then it goes back to normal and your borg just has yellow sparks around it. This time it stayed in that first state. The room could not be seen but the obstacles were still there, the background was black, and the room was filled with yellow lights. I could not damage my enemies, but I was able to attack my ally. I don't know what caused this and have not been able to reproduce it. I had the handless Bastet in the second slot of my force, but otherwise did nothing out of the ordinary. This happened on the first group of enemies you fight.

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Thanks...

to everyone who has posted information about this on the message boards. The first topic regarding this glitch was made by Kano\_Yugoro. You can read it here.

<http://boards.gamefaqs.com/gfaqs/genmessage.php?board=914796&topic=40056075>

Once it was discovered that you could get borgs other than the Galactic Emperor, I made a second topic describing everything that had been found up to that point as well as new things I had discovered. This topic is still active, and I recommend posting there if you have questions or suggestions about the glitch or this FAQ. The topic is here.

<http://boards.gamefaqs.com/gfaqs/genmessage.php?board=914796&topic=41209541>

SuperDanny has a video on Youtube that shows how to get the Galactic Emperor with this glitch. Here is the link.

<http://youtube.com/watch?v=fRGjXFZjz5U>

SuperDanny also found the Japanese Faq that I copied the Method 1 list from, which you can read here (assuming you know Japanese).

<http://mlu.legends-station.com/shhh/20FOSUBAGU.html>

My e-mail is [voltrox\\_747@yahoo.com](mailto:voltrox_747@yahoo.com) if you wish to contact me, though I highly recommend posting on the boards instead. I rarely use e-mail, and I check the boards far more often.