

Guilty Gear XX Accent Core Plus Story Mode FAQ

by Yandy Kusanagi

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This walkthrough was originally written for Guilty Gear XX Accent Core Plus on the PSP, but the walkthrough is still applicable to the Wii version of the game.

..... N\$8ODNOODOZZZODMDN?~.....
.....M?8\$ONMDDD8OONNDNNNNZ\$I
..... .8\$7D\$ZON,,ZMN8NDDNDD8\$77
.....I8OZ\$NDD...NNDD8888D88.....
.....??:~\$DODMM.:OMNNN8DMDOO\$..
..... \$000088DMMN~~~IONMN8NM.,DM8N808807.,ND .
..... 7ZODNNODDODMMMD\$~MM~M8MN=NNDDDOO8OOMMMMD .
..... 7OONNNMNMNMNMMMI ZNNNNNNNNMNMNNNNMMMMOZZ .
..... NMN8MNNNNNNMMMM8MMNM8MNZMMMMMMMM8OOZOI .
..... .8DN8NNNMDDM\$MMMNZMNONMMMMMMMMMMN8OOZM ... I?..
..... .ODNNMNN8NM:MDMMNMMNMMMMMMMMMMDDOO8OOZO8=NMDDMMN\$.
..... .ONNNNDNNOIMNDDODMMMMMMMMMMN8DNNOOOOOMMMNMNOZOM .
..... .DDD8NNNNMN,M8DODMMMMDMMMMMMNNND888D8DMMMMNM~ .7MI .
..... .OONNMNNO8DNMMMMNDMMNMMNNND8DNMMMMM8ZN. .MDN .
..... .OONNNMNNNONNMDNMMNNDMZMMMMMMMMMMNDO8OOOZI .OMMM, .
..... .DODNNNNND88MMMMND88MNNNNND88ZND0808OOOIIMMMN .
..... .N8ONNNMNMDDNNMN?MODI\$OMNN8?:~~~,Z8888OOO8MDMMMM .
..... .NDDDI8DNNMMMDNZNM+I7\$O7MMD?+?+~.D8MDDDOMNMMD .
..... .8DN=~+8NNMMNNO=IZ7\$ZIN8\$???DNNN=.~=?ZNMOM8= .
..... .~NN?7O?===7DMM8DDMNO=+NO~?ZNNDDDDNO?+~,~,I++=:~OOZ\$.
..... .INMDDND==+?ONMM+DNDNM~NN~7NDDDNZO+:~=.:,+,7ONO\$Z8 .
..... .DO8D.:NN???7OMMMDDOMN~NN~==DDZOOI++~=:,+~ODONO8\$I~ .
..... .:NN???I7NDNM8N8NN+N8:~NOD8I?+==~.~=.+DDMO8O\$? .
..... .~NDNN+==?NDNMO8N8NN8D8NNNDZ\$8???+:.....,?8NZZOZZ\$D.....
..... .MD8D7I8MNM\$IINDNMNMMNNDI ZNDD8ZDD8Z\$DO88ODOZ\$Z?7 .
..... .7MMMMOMM\$?NDND8ONNMN\$ZINMDNDDDDDD8ZN8O8ZZZ\$Z\$?. .
..... .O.+NNONNNDDOZODNDMDNONNNMMMMMMMMMMN8ONOZ\$Z\$Z\$7+ .
..... .OOD .DNNNO8DNDDNNNNOMMNMZMNNNMMMMNMD8ODOZ\$Z\$Z+N .
..... .=ON\$.NNONDND8DDN8NNNNNM8OONNNMMMMNOMDOOZ\$Z\$Z\$Z\$?~. .
..... .,\$...NN88NI IOMNDNNNN8788NNNNNNNNNDNMMM8NN8OODOZ\$Z\$Z\$I I.....
..... .8ZO...NNNM8\$IMNNNNNO\$ZNNM8NOZNNNMNMNMMO8OOMZ\$Z\$Z\$Z\$?. .
..... .8ZN8~.MNODDZ888D8O\$ZDD8MNMNDNNDNN8NNMMO888OO\$Z\$Z\$7+D.....
..... .8NNNDND\$7O88DOOOO+ND8OMMNNNNNNNNNNMM=OO8ODZ\$Z\$Z\$7+~.. .
..... .?MDNN87OZO888O88MNN87NMMNNNNND+MNMN\$I8OOOZD\$Z\$Z\$7\$=I.....
..... . \$?DZN?8O8O8O8ZMDD\$+NNNNNMOM,I7++~?8O8OOZ\$Z\$77=~D. .
..... .7.:?DNNNDMMMMDDNDI=?7MNNNONN87:++,M8OOOZ\$Z\$7\$?~=. .
..... .7,,+?ZDONNDNNNDN\$Z\$D8?+?OOMONNN.ZO8OOZN88OOZ\$Z\$7\$~+...
..... .I:~=?MMNNDNNDNDDNNNN8I I~+OONN=~ODOZNM88OOZ\$Z\$77=~M .
..... .?,?~+NN888DDNDNNNDNDND+I?OO?I8.\$7NIODDN7O8OZZZ7777=~~I .
..... .,~+DNNNOODDNNNNNDND\$ZNNN\$+ODN~:8=D:=MOOZZZ\$7\$7I==N. .
..... .O,~,=?NNM\$NNN8DNNNDNNNNM8\$O?IZNNDDN,MDNN88OOZ\$Z\$77I+8, .
..... .~::~IND\$7MNN8DNNNDNNOODN?7NN8O?I7N?8887::8DOONNZO, .
..... .+~::~\$NN777NNNOONNNDDNNONNOO7?I?O??I?I?+,~+,,:MZOZ .
..... .Z~::~=NDOI7\$MND8ZDNNNNDDNNNONND?+==?\$=~,,,.~ZZO. .
..... .::=::~NNDI I I\$NDNZDDOZNNNDNNNNDDNN?+~::~,,,.8OZD .
..... .,~::~MNOI I77MNOOD8DDDDNNNDNNNNNNN\$+~::~,,,.OZZ\$.
..... .O~::~NNO?+7MNZ88DZD8DDNNDDNNNNNNN:~::~,,,.8ZO8 .

. I=~~~~~NNO+~DIMOONDDZZDDDDNNDNNDNNDNN8~~~~~. . . :8ZOZ~.
. ?I~~~~~+DNO?~.?I?OZLNDOZOON8DDDDNNDNNDNNDNNDNNDNNDNNDNNDI=~~~~~. . :IZZZN.
. Z,+~::~~\$~NN8~.I+IIZ8ZNN8OZOZDDZZNDNNDNNDNNDNNDNND\$~~~~~==,~ZZZD
. I,I~::~~7~MNDZ7I7II\$NZZZONOOZODDDZODDDZ088DDMNNZ~~~~~=:OOZ8.
. Z.\$~::~~?~MNO7ZID?I7NN7NZZOZ0ZZ8DOOZO88OZZZZDDDDNND~::~~ZZZ8.
. 7?,~~~~~?O=DDNZ7I\$?I7NNM. MOZZZZ0Z8D8ZZZZOOOZDDNZNM~~~~~.=~ZZZON.
. Z~I.=?~:::~I+=MND??7II7NNM. .NNNZ0ZDO8D8ZZZZOZZZ8NNNM=~~~~,,~NNZZ7.
. O,+=.=,====~+=NN8+=III7NNM...8NN?OZOZ8DDZZZZZZZNNN8~~~~~.NNDZ~.
. 7.,=:.=I+~~~~=:?~NNND+IIIIINN MNN?NZOZDDOZZZZZZODN=~~~~~.:,ONND..
. ~::,,.I=~~~~,,?~NN8?IIIIINN, . . ,NNOI7ZZZZDZ8ZZNZM~~~~~::~,,8ZNNM .
. :.::,,~::++=+I??=NNND?IIINNND .ONN7?7ZZZZND8OZZO~~~~=:~~~~=:ZOZN=
. O.=,~,~::~~O?+ONNO8IIIIINNNNNIIMOOOZOZOONN+~~~~,,~::~~?OOOZD..
. ~::~~~::~~+~~~~+??=NNNNNNNNNDNND\$NNNNNZZZ0Z7INNND~~~~~+::~~+=DZZZI.
. I,:::~,~::~~~~~~~?+MNNOMNNNNNDMNNNNNMOMO.+7MND\$~I~~~~,NNNZN.
. 7...~,~I=~~~~?=\$??+NNDN..DNNND \$NMM..M, , \$,?? .NNNN?~::~~.ZMNN:
. \$, , , , , , ~::~~::~~:::??+DNN8 :D MMZ.+7+\$NNN8~7ZZNN
. DO, , , , , , ~::~~::~~7??+NN8\$: ,:++~?NNNN88ZZNM
. \$Z7 , , , , , , ~::~~::~~:::??+NND =,~?7NNNNZZN8
. , ZON, ~7=,~::~~\$??+ONN8: \$:~77\$NNNOZ~
. NN?OZOD ~::~~,,~::~~7?+NNNM +~??ON8MMN8O.
. O8NMNOZZ8~,~::~~+=, . ::::~7+NNNZ MDDOODNM, MM.
. NONNNNON8ZZOZ+,~::~~,,~::~~:INNN8N 8NNNNNNNZ\$.
. ZOOZNNNM...=8ZODNN=, , , , , =:MNNN8 8NNNNZZO\$.
. ~ZODDNNMI. . :MZNNNNN88088D?NNMOM NNMDMMDM.
. OZOODDD8MN ~NMNOOZZZZZZNNNZ7 DMN8ZZDM\$.
. O88DDDDNDM , ZM8NN8 8DOOZ8DZ
. ?NZNDDDDMNM :MO NNDDDDDOM
. DZZZDMMNDMD . NONDD8NNDZ
NOOZOODDDNM . \$DDD8OZZODI
8OOO8DDDN . DDDZZZZZ8DN
ODDDDDMMNM . MDD8888DDN
MDONMMNNND . , NDO8OOOZDM
. . III? . :?II?+

* Guilty Gear XX: Accent Core Plus *

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Story mode FAQ.

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The next FAQ was originally part of one previously made by Yandy Kusanagi.

I have permission from him so I can make this FAQ with no problems.

Holy Order Sol, Justice and Kliff Undersn are not included because their Story has only a path and it is not needed to publish.

Sol Badguy

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Path 1

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>No Retry on any fight until you defeat HOS. And...

>1st Branch: Pick the 1st choice.

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Path 2

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>Retry on any Fight. And/or...

>1st Branch: Pick the 2nd Choice.

Ky Kiske

=====

Path 1

>Defeat Dizzy with IK.

Path 2

>Do not defeat Dizzy with IK.

Dizzy

=====

Path 1

>Defeat May with Time Up.

Path 2

>Do not defeat May with Time Up.

Jam Kuradoberi

=====

Path 1

>Do not defeat Justice (copy) with IK.

Path 2

>Defeat Justice (copy) with IK.

Potemkin

=====

Path 1

>Defeat Chipp with IK.

Path 2

>Do not defeat Chipp with IK.

Chipp Zanuff

=====

Path 1

>1st Branch: Pick the 1st choice. Then...

>2nd Branch: Pick the 1st choice. Or...

>1st Branch: Pick the 1st choice. Then...

>2nd Branch: Pick the 2nd choice. Then...

>3rd Branch: Pick the 1st choice.

Path 2

>1st Branch: Pick the 1st choice. Then...
>2nd Branch: Pick the 2nd choice. Then...
>3rd Branch: Pick the 2nd choice. Or...
>1st Branch: Pick the 2nd choice.

Axl Low

=====

Path 1

>1st Branch: Pick the 1st choice.

Path 2

>1st Branch: Pick the 2nd choice.

Faust

=====

Path 1

>1st Branch: Pick the 1st choice.

Path 2

>1st Branch: Pick the 2nd choice.

Zappa

=====

Path 1

>1st Branch: Pick the 1st choice.

*Faust Path 2 must be completed first.

Path 2

>1st Branch: Pick the 2nd choice.

A.B.A

=====

Path 1

>No Retry when fighting Robo-Ky.

To make it safe, make sure to not retry in the fight against Justice. Few people have trouble getting this Path ending because they lose in this fight.

Path 2

>Retry when fighting Robo-Ky.

Slayer

=====

Path 1

>Do not defeat Sol with IK. Or...

>Retry on any fight.

Path 2

>Defeat Sol with IK. And...

>No Retry on any fight.

Millia Rage

=====

Path 1

>Do not defeat Venom with Time Up.

Path 2

>Defeat Venom with Time Up.

Eddie

=====

Path 1

>1st Branch: Pick the 1st choice. Then...

>Defeat Sol with IK.

Path 2

>1st Branch: Pick the 2nd choice. Or...

>1st Branch: Pick the 1st choice. Then...

>Do not defeat Sol with IK.

Venom

=====

Path 1

>Defeat Millia with IK.

Path 2

>Do not defeat Millia with IK.

Testament

=====

Path 1

>1st Branch: Pick the 2nd choice. Then...

>No Retry on any fight until you defeat Sol.

Path 2

>Retry on any fight. Or...

>1st Branch: Pick the 1st choice.

I-No

=====

Path 1

>Do not defeat Sol / Millia with IK. Or...

>Retry when fighting Axl. Or...

>Defeat Sol with IK. Then...

>No Retry when fighting Axl. Then...

>Defeat Millia with IK. Then...

>1st Branch: Pick the 2nd choice.

Path 2

>Defeat Sol with IK. Then...

>No Retry when fighting Axl. Then...

>Defeat Millia with IK. Then...

>1st Branch: Pick the 1st choice.

Baiken

=====

Path 1

>1st Branch: Pick the 1st choice.

Path 2

>1st Branch: Pick the 2nd choice.

To make it safe, make sure to not retry in any fight, and don't use IK to defeat your opponent in any fight.

Anji Mito

=====

Path 1

>1st Branch: Pick the 1st choice. Then...

>2nd Branch: Pick the 1st choice.

Path 2

>1st Branch: Pick the 1st choice. Then...
>2nd Branch: Pick the 2nd choice. Or...
>1st Branch: Pick the 2nd Choice.

May

=====

Path 1

>1st Branch: Pick the 1st choice.

Path 2

>1st Branch: Pick the 2nd choice.
To make it safe, make sure to not retry in any fight, and don't
use IK to defeat your opponent in any fight.

Johnny

=====

Path 1

>Defeat Testament when the Timer is below 50.
*May Path 1 must be completed first.

Path 2

>Defeat Testament when the Timer is above 50.

Robo-Ky

=====

Path 1

>1st Branch: Pick the 1st choice. Then...
>2nd Branch: Pick the 1st choice.

Path 2

>1st Branch: Pick the 1st choice. Then...
>2nd Branch: Pick the 2nd choice. Or...
>1st Branch: Pick the 2nd choice.

Bridget

=====

Path 1

>1st Branch: Pick the 1st choice.

Path 2

>1st Branch: Pick the 2nd choice.

To make it safe, make sure to not retry in any fight, and don't use IK to defeat your opponent in any fight.

THANKS TO:

God, for letting me live while making this FAQ.

Yandy Kusanagi, for providing the paths for this mode

AkSys Games, for making this perfect game

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