Gundam Seed: Rengou vs. Z.A.F.T. Portable (Import) FAQ

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Gundam Seed Rengou vs ZAFT
#================================================================#


In the future world of the Cosmic Era,
science has enabled humanity to explore both inner and outer space.
Genetic engineering has created a new breed of superhuman Coordinators,
and given birth to new resentments and prejudices that have split
the human race in two.

This is the world of Gundam Seed and Gundam Seed Destiny,
in which the miracles of technology
have unleashed the horrors of hatred and war.
Now a new generation of heroes must struggle
to find the right path through the chaos of battle.


#================================================================#


F.A.Q Information:

Version: 1.04 (updated website list and corrected some errors)
Hours of work: approx. 8 hours
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Please don't copy any of the information in this faq as your own work
without asking,I put alot of effort in this faq
so that people understand the game a bit more.
Stealing desmotivates me to continue submitting information.

Also this is my very first time writing a faq =),
please don't mind my grammatical errors and some excessive use of caps-lock.
Some of the attacks listed in this faq isn't the correct name,
I did that to point out what it does. Anyway enjoy the faq.

P.S you can use CTRL + F to search for each section.



#================================================================#


Game Information:

- Section 1: Menu translations
- Section 2: Controls
- Section 3: Mobile Suits/Mobile Armors
- Section 4: Gundam evolutionary tree
- Section 5: Tips/Advice
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Section 1:

Menu Translations

.::::Free Battle::::.

- Choose character/unit
1. 1P/CPU
2. Team [A.B.Random]
3. Unit
4. Level [1.2.3.4.5]
5. Pilot

- Choose map/game settings
1. Map
2. BGM (Background Music)
3. Team A Health Gauge [50%.100%.150%.200%.Infinite]
4. Team B Health Gauge [50%.100%.150%.200%.Infinite]
5. Damage Level [Low.1.2.3.4.High]
6. Time [120s.150s.180s.210s.Infinte]
7. Boost gauge [50%.100%.200%. Infinite]
8. Experience for Awakening [50%.100%.200%. Infinite/Right at start]
9. Awakening duration [50%.100%.200%. Infinite]

.::::Campaign::::.
- Load Game
- New Game
- Free Mission (play missions you've already unlocked at
 game levels you've already unlocked with no point gain or impact on SEED %)
- Endless mode (like starting a new game but your MS don't repair themselves)

.::::::Arcade:::::.

.::::Multiplayer::::.
- Free battle/ Vs mode
- Cooperate mode, with human teammate in Arcade

.::::Option::::::..

P.S select button means default config ;)

****Arcade Difficulty and Sound config****

Arcade difficulty
- AI skill level [1.2.3.4.5.6.7.8]
- Damage level [1.2.3.4]
- Time [120s.150s.180s.210s.Infinite]
- Boost gauge [50%.100%.200%. Infinite]
- Experience for Awakening [50%.100%.200%. Infinite
/Right at start]
- Awakening duration [50%.100%.200%. Infinite]

Sound
-Special Effects
- Background music
- Character voices

******Controls config******

- Don't have to explain that do I, here you can change your controls

```
******** Save/Load menu********
- Load game (Not the same as Mission/Story mode)
- Save game (Not the same as Mission/Story mode)
Save things like Arcade score
- Delete Savegame (Not recommended)
- AutoSave [ON/OFF]

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Section 2:

Controls
Basics:

[SQUARE] Fire primary weapon
[CROSS] Boost / Jump
[CIRCLE] Change Target
[TRIANGLE] Melee

[L Button] Special Melee
[R Button] Fire special weapon

[ANALOG] Movement
[D-Pad] Movement

Advanced:

[Double tap directional button] Dash
[Double tap directional button + CROSS] Fly / Transform when Available

[SQUARE + CROSS] Secondary weapons
[L button + R button] Awakening when available
[SQUARE + TRIANGLE + Cross] Awakening when available *Alternative way*

[HOLD R button or SQUARE button and in some case TRIANGLE button]
Charge Shot

[UP THEN DOWN or DOWN THEN UP] Block

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Section 3:

Mobile Suits / Mobile Armors

- Cost Level *
- Cost Level **
- Cost Level **1/2
- Cost Level ***
- Cost Level ***1/2
- Cost Level ****
- Cost Level *****

#==================================================================#

Cost Level *

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[UMWF/S-1 Ginn]
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HP / Lifepoints:  420

[SQUARE] Bazooka
[TRIANGLE] sword
[R button] Bazooka [fire 3 times]
[L button] sword special

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[TMF/S-3 Ginn]
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HP / Lifepoints:  420

[SQUARE] Machinegun
[TRIANGLE] Fist
[R button] Rocket
[L button] Fist special

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[YMF/01B Ginn]
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HP / Lifepoints:  420

[SQUARE] Machinegun
[TRIANGLE] Sword
[R button] Machingun special
[L button] Spin sword

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[TMA/2 ZuOOT]
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HP / Lifepoints:  430

[SQUARE] Beam cannon
[TRIANGLE] Machingun
[R button] Rocket launcher
[L button] Transform

* Transformable

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[TS-MA2 Moebius Zero]
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HP / Lifepoints:  240

[SQUARE] Beam shot
[TRIANGLE] Sword
[R button] Deploy gunbarrel one by one
[L button] Boost
[SQUARE + CROSS] Fire deployed gunbarrel

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[FX-550 Sky Grasper]
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HP / Lifepoints:  240
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[SQUARE] Vulcan
[TRIANGLE] Beam cannon
[R button] Beam cannon
[L button] Dash + beam shot

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[FX-550 Sky Grasper +  AQM/E-X01 Aile Grasper]
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HP / Lifepoints:  240

[SQUARE] Vulcan
[TRIANGLE] Beam cannon
[R button] Beam cannon
[L button] Dash + beam shot

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[FX-550 Sky Grasper +  AQM/E-X02 Sword Grasper]
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HP / Lifepoints:  240

[SQUARE] Vulcan
[TRIANGLE] Anti-ship sword dash
[R button] Anti-ship sword dash
[L button] Anti-ship sword dash

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[FX-550 Sky Grasper +  AQM/E-X03 Launcher Grasper]
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HP / Lifepoints:  240

[SQUARE] Vulcan
[TRIANGLE] Launcher Cannon shot
[R button] Launcher Cannon shot
[L button] Launcher Cannon shot

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Cost Level **

----------------------
[AMF-101 Dinn]
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HP / Lifepoints:  450

[SQUARE] Machingun
[TRIANGLE] Machingun
[R button] Shotgun
[L button] Melee special
[SQUARE + CROSS] rockets

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[UMF-4A Goohn]
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HP / Lifepoints:  520
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[SQUARE] Rocket Launcher
[TRIANGLE] Fist
[R button] Beam cannon
[L button] Headbutt

[ZGMF-LRR704B Reconnaissance Ginn]

HP / Lifepoints: 520

[SQUARE] Beam sniper rifle
[TRIANGLE] Machingun
[R button] Lockon mode *beam sniper rifle*
[L button] Spin kick

[ZGMF-1017 Ginn Beam Cannon]

HP / Lifepoints: 520

[SQUARE] Single shot *beam cannon
[TRIANGLE] Sword
[R button] Full shot *beam cannon
[L button] Dashing sword slash

[ZGMF-1017 Ginn Bazooka]

HP / Lifepoints: 520

[SQUARE] Single shot *bazooka
[TRIANGLE] Sword
[R button] Multiple rockets
[L button] Dashing sword slash

[ZGMF-1017 Ginn]

HP / Lifepoints: 520

[SQUARE] Machinegun
[TRIANGLE] Sword
[R button] Machinegun special
[L button] Dashing sword slash

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Cost Level **1/2

[MBF-M1 M1 Astray]

HP / Lifepoints: 530

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[SQUARE] Beam rifle
[TRIANGLE] Shield attack
[R button] Vulcan
[L button] Spinning shield attack


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[ZGMF-1017 Ginn Missile launcher]
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HP / Lifepoints:  520

[SQUARE] Launch missile
[TRIANGLE] Dashing kick
[R button] Launch multiple rockets
[L button] Special melee


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[TMF/A-802 BuCue Missile launcher]
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HP / Lifepoints:  540

[SQUARE] Launch missile
[TRIANGLE] Dash attack
[R button] Launch multiple missile
[L button] Jump attack


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[TMF/A-802 BuCue Beam cannon]
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HP / Lifepoints:  540

[SQUARE] Beam cannon shots
[TRIANGLE] Dash attack
[R button] Beam cannon multiple shots
[L button] Jump attack


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[AMF-101 Dinn Commander]
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HP / Lifepoints:  490

[SQUARE] Machingun
[TRIANGLE] Dash kick
[R button] Shotgun
[L button] Melee special
[SQUARE + CROSS] rockets


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[ZGMF-600 GuAIZ]
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HP / Lifepoints:  560

[SQUARE] Beam rifle
[TRIANGLE] Beam claw
[R button] Extensional Arrestor
[L button] Beam claw uppercut
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[GAT-01 Strike Dagger]
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HP / Lifepoints:  560

[SQUARE] Beam rifle
[TRIANGLE] Beam saber
[R button] Vulcan
[L button] Special melee


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Cost Level ***

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[GAT-X105 Strike]
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HP / Lifepoints:  580

[SQUARE] Beam rifle
[TRIANGLE] Armor Schneiders
[R button] Vulcan
[L button] Special melee

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[GAT-X105 Strike Bazooka]
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HP / Lifepoints:  580

[SQUARE] Bazooka
[TRIANGLE] Armor Schneiders
[R button] Vulcan
[L button] Special melee

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[GAT-X102 Duel]
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HP / Lifepoints:  570

[SQUARE] Beam rifle
[TRIANGLE] Beam saber
[R button] Grenade Launcher
[L button] Special melee

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[ZGMF-515 Cgue]
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HP / Lifepoints:  580

[SQUARE] Machinegun
[TRIANGLE] Sword
[R button] Gattling gun
[L button] Special melee
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[UMF-5 ZnO]
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HP / Lifepoints:  640

[SQUARE] Beam shots
[TRIANGLE] Dash attack
[R button] Rocket Launcher
[L button] Special melee

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[TMF/A-803 LaGOWE]
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HP / Lifepoints:  580

[SQUARE] Beam cannon shots
[TRIANGLE] Dash twin b. saber attack
[R button] Beam cannon multiple shots
[L button] Jump attack

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[ZGMF-600 GuAIZ Commander]
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HP / Lifepoints:  580

[SQUARE] Beam rifle
[TRIANGLE] Beam claw
[R button] Extensional Arrestor
[L button] Beam claw uppercut

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[ZGMF-1000 Zaku Warrior]
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HP / Lifepoints:  580

[SQUARE] Beam rifle
[TRIANGLE] Beam axe
[R button] Grenades
[L button] Beam Axe

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[ZGMF-1000/A1 Zaku Warrior]
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HP / Lifepoints:  550

[SQUARE] Beam cannon single shot
[TRIANGLE] Fist attack
[R button] Grenades
[L button] Special Melee
[CHARGE SHOT] Beam cannon full shot

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[ZGMF-1000/A1 Zaku Warrior Lunamaria Colours]
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HP / Lifepoints:  550
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[SQUARE] Beam cannon single shot
[TRIANGLE] Beam Axe
[R button] Grenades
[L button] Special Melee
[CHARGE SHOT] Beam cannon full shot


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Cost Level ***1/2

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[GAT-X105 Aile Strike]
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HP / Lifepoints:  630

[SQUARE] Beam rifle
[TRIANGLE] Beam Saber
[R button] Vulcan
[L button] Special melee

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[GAT-X105 Sword Strike]
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HP / Lifepoints:  630

[SQUARE] Beam boomerang
[TRIANGLE] Anti-ship sword
[R button] Vulcan
[L button] Special melee
[SQUARE + CROSS] Panzer Eisen

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[GAT-X105 Launcher Strike]
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HP / Lifepoints:  630

[SQUARE] Beam cannon
[TRIANGLE] Missile launcher
[R button] Vulcan
[L button] Gattling gun
[CHARGE SHOT] Beam cannon full shot

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[MBF-02 Strike Rouge]
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HP / Lifepoints:  630

[SQUARE] Beam rifle
[TRIANGLE] Beam Saber
[R button] Vulcan
[L button] Special melee

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[GAT-X303 Aegis]
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HP / Lifepoints:  630

[SQUARE] Beam rifle
[TRIANGLE] Beam Saber
[R button] Energy cannon full shot
[L button] Claw attack (Capture MS when succesvol)
[When in MA mode][SQUARE] Energy cannon single shot

* Transformable

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[GAT-X207 Blitz]
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HP / Lifepoints:  630

[SQUARE] Beam rifle
[TRIANGLE] Beam Saber
[R button] Rocket launcher
[L button] Invisibility mode
[SQUARE + CROSS] Gleipnir

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[GAT-X103 Buster]
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HP / Lifepoints:  630

[SQUARE] Energy rifle
[TRIANGLE] Gun launcher
[R button] Missile pod full shot
[L button] Missile pod full shot
[CHARGE SHOT/SQUARE] Energy rifle full shot
[CHARGE SHOT/TRIANGLE] Gun launcher full shot
[SQUARE + CROSS] Missile pod 4 shots

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[GAT-X102 Duel Assault Shroud]
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HP / Lifepoints:  650

[SQUARE] Beam rifle
[TRIANGLE] Beam saber
[R button] Missile Launcher
[L button] Special melee
[CHARGE SHOT] Railgun

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[GAT-X252 Forbidden]
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HP / Lifepoints:  630

[SQUARE] Railguns
[TRIANGLE] Heavy Scythe
[R button] Plasma cannon
[L button] Special melee
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[GAT-X131 Calamity]
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HP / Lifepoints:  630

[SQUARE] Ram cannon single shot
[TRIANGLE] Bazooka
[R button] 2x beam cannon + 1x energy cannon
[L button] 2x beam cannon + 1x energy cannon
[SQUARE + CROSS] Ram cannon multiple shots


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[GAT-X370 Raider]
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HP / Lifepoints:  630

[SQUARE] Shield cannon *hold means the more you shoot
[TRIANGLE] Mjolnir hammer
[R button] Energy cannon
[L button] Mjolnir hammer
[When in MA mode][SQUARE] Machinegun


*Transformable

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[ZGMF-X315 Abyss]
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HP / Lifepoints:  630

[SQUARE] High speed Torpedo
[TRIANGLE] Beam lance
[R button] Balaena Kai + 6x beam cannons
[L button] Special Spinning dash
[SQUARE + CROSS] Rocket
[When in MA mode][SQUARE] Dual cannon


*Transformable

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[ZGMF-X88S Gaia]
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HP / Lifepoints:  610

[SQUARE] Beam rifle
[TRIANGLE] Beam saber
[R button] Vulcan
[L button] MA melee attack


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[ZGMF-X24S Chaos]
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HP / Lifepoints:  610

[SQUARE] Beam Rifle + fire mobile weapon pod when deployed
[TRIANGLE] Beam saber
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[R button] Deploy mobile weapon pod
[R button + Directional button] Deploy mobile weapon pod near enemy
[L button] Beam claw dash attack
[SQUARE + CROSS] Missile launcher


*Transformable

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[ZGMF-1001/M Zaku Phantom]
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HP / Lifepoints:  630

[SQUARE] Beam rifle
[TRIANGLE] Beam Axe
[R button] Missile launcher
[L button] Special melee

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[ZGMF-1001/K Zaku Phantom]
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HP / Lifepoints:  630

[SQUARE] Beam rifle
[TRIANGLE] Beam Axe
[R button] Beam gattling gun
[L button] Special melee

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[ZGMF-X56S/y Blast Impulse]
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HP / Lifepoints:  630

[SQUARE] Beam cannon single shot
[TRIANGLE] Beam javelin
[R button] Missile Launcher 2 shots
[L button] Special melee
[CHARGE SHOT] Beam cannon full shot
[SQUARE + CROSS] Missile Launcher multiple shots

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[ZGMF-X56S/ß Sword Impulse]
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HP / Lifepoints:  650

[SQUARE] 2 beam boomerangs
[TRIANGLE] Anti-ship sword
[R button] vulcan
[L button] Special melee
[SQUARE + CROSS] 3 Beam rifle shots

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[ZGMF-X56S/a Force Impulse]
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HP / Lifepoints:  630
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[SQUARE] Beam rifle
[TRIANGLE] Beam saber
[R button] Vulcan
[L button] Special melee


#================================================================#

Cost Level ****

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[ZGMF-X13A Providence]
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HP / Lifepoints:  720

[SQUARE] Beam rifle
[TRIANGLE] Beam saber
[R button] Deploy DRAGOONS one by one
[R button + directional button]
Deploy DRAGOONS near enemy, they will automatic attack
[L button] Special melee
[SQUARE + CROSS] Deploy DRAGOONS at once, press again to fire them all
[SQUARE + CROSS + Quick Pressing CROSS again]
Deploy DRAGOONS all at once in an instant NEAR THE ENEMY
and they will automatic fire

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[ZGMF-X09A Justice]
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HP / Lifepoints:  720

[SQUARE] Beam rifle
[TRIANGLE] Beam sabers
[TRIANGLE + UP button] Ride jetpack attack
[R button] Launch jetpack
[L button] Special melee
[CHARGE SHOT] HiMAT
[SQUARE + CROSS] Beam Boomerang, press again to throw
another one

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[ZGMF-X10A Freedom]
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HP / Lifepoints:  720

[SQUARE] Beam rifle
[TRIANGLE] Beam saber
[R button] Balaena plasma beam cannons
[L button] Special melee
[CHARGE SHOT] HiMAT

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[ZGMF-X23S Saviour]
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HP / Lifepoints:  720

[SQUARE] Beam rifle
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[TRIANGLE] Beam saber
[R button] plasma beam cannons single shot
[L button] Special melee
[CHARGE SHOT] plasma beam cannon full shot
[When in MA mode][SQUARE] Beam rifle
[When in MA mode][R button] Plasma beam cannon single shot


*Transformable

#==================================================================#

Cost Level *****

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[ZGMF-X09A Justice METEOR]
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HP / Lifepoints:  1000

[SQUARE] High energy beam cannon
[TRIANGLE] MA-X200 beam sword
[R button] Anti-ship missile launchers
[L button] Boost
[CHARGE SHOT] HiMAT

----------------------
[ZGMF-X10A Freedom METEOR]
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HP / Lifepoints:  1000

[SQUARE] High energy beam cannon
[TRIANGLE] MA-X200 beam sword
[R button] Anti-ship missile launchers
[L button] Boost
[CHARGE SHOT] HiMAT


#==================================================================#

Section 4:

Gundam evolutionary tree

             OMNI

         Strike Dagger
           /       \
    M1 Astray   Strike Dagger
          |  \/    |
          |  /\    |
      M1 Astray  Duel
          |   /|  \
          |  / |   \
      M1 Astray Duel Strike
          |/        /    |
         Duel------- Strike
         / \           / \
   Forbidden Strike  Aegis Strike
        | \  / Rouge  /|  /     |
        |  \/   |    / | /      |
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        |  /\    |   /  |/        |
Providence  Strike   Justice Freedom
                Rouge
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#==#

Section 5:

Tips/Advice

I'm not a pro myself, but I'll try to give advice anyway.

1. Don't go for block, go dash away
2. Attack the enemy when they are attacking
(I assume you dodge their attack first)
3. Try to anticipate what the enemy does
4. It's not "Who got's the most powerfull suit" who wins,
but the person who's got the skills and brains.

That was my little advice I wanted to share, hope it helps.

#==#

Section 6:

Misc information

If you got anymore TIPS/Advice/Question that helps me correct the faq or
maybe improve it you can send a mail to my mail adress
at the top of this faq.

#==#

Section 7:

Credits

I want to thank these people for helping me to improve
my faq etc.

Bandai Namco games

For making this game offcourse =), making the first game I actually got
intrested in and writed a faq about it

Gundam Seed / Destiny

Without my intrest in these series, I didn't knew about the game's
existence and maybe even skipped it (O.0)

Griever XIII

Helped me point out the correct names for Campaign mode

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Lim Yun Chong
-------------

Helped me point out that the Justice gundam can actually throw
a second boomerang after launching the first one

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Official Rengou vs ZAFT PV
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For showing the OMNI gundam evolution tree

#===================================================================#

Section 8:

Currently credited websites

Only the current websites who gets my credit and asked permission
to host my faq are:

-------------
Gamefaqs.com
-------------
Neoseeker.com
-------------
Supercheats.com
-------------
Seedgenesis.net
-------------

End FAQ
```