

Macross Plus (Import) Hints & Tips

by AlainRay

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Macross Plus Game Edition Guide.

Version 1.1

By Alain Raymond. Email: alainraymond85@yahoo.com

Version History:

- Version 1.1 : Added the Building up techniques and the Personal records section, plus correcting some mistakes.
- Version 1.0 : First version of the guide. Covers most of what I know!

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1.Introduction

Actually, I did this guide because I was very bored, and besides I wanted to share what I had learned in my short time with Macross Plus.

All what this guide does, is teach you how to be a better player, whether in Story Mode or Vs Mode. Perhaps, when you are better and play with your friends, you'll be good enough so the game will actually look like a Macross battle (Playing against the COM is rather easy and boring).

I hope this guide helps you out or your friends. Have fun. That's all.

Alain.

2.Controls

a.)Fighter (Jet).

D-Pad = Move.

Circle = Missiles.

Triangle = Gunpod or Beam depending on the Fighter.

Square = Chaff.

X = DSS (Dynamic Situation System).

L1 = View (Check where your enemy is).

L2 = Search (Automatically moves your Fighter until it locks your enemy). Uses Turbo Power.

R1 = Brake

R1 x 2 (twice) = Super Brake (It looks like in Guardian or GERWALK Phase). Uses Turbo Power (quite a bit!).

R2 = Turbo. Uses Turbo Power.

R2 x 2 (twice, hold it) = Super Turbo. Uses twice as much Turbo Power than normal Turbo.

Start = Pause.

b.)Battroid (Robot).

D-Pad = Move.

Circle = Missiles.

Triangle = Gunpod or Cannon depending on the Battroid.

Square = Guard and while in the air it will make you go down faster.

X = DSS (Dynamic Situation System).

L1 = Turn Left.

L2 = Search (Automatically moves your Battroid until it locks your enemy). Uses Turbo Power.

R1 = Turn Right.

R2 = Turbo. Hold it without pressing in any direction and you will fly. Uses Turbo Power.

R2 x 2 (twice, hold it) = Fly.

Start = Pause.

3.Tips on how to use your robot and win your battles.

a.)On Fighter mode (Jet).

1) ALWAYS use the View button (L1). Keep it pressed at ALL times, unless you are escaping missiles. This will allow you to adjust the movement of your fighter according to the enemy's position.

2) Don't use the Search button (L2), unless your enemy is in front of you or if he stay's on one position. Most of the time your enemy will be trying to be on your back so, you'll be searching forever and will waste most of your Turbo power.

3) Escaping missiles in this mode is extremely easy, even with the worst Fighter. All you have to do is Super Turbo (tap the Turbo button [R2] twice and holding it) until you outrun the missiles. Use the View button until you see that the missiles are close to you, then Super Turbo until they all explode. Most of the times, while you super turbo you'll get the DSS signal, so it's even easier to escape missiles.

Here's another way to escape by using chaff: You wait like the above mode until the missiles are close to you, you Super turbo one way, use the chaff and then head the other way by using Super turbo. The Super turbo usage is supposed to be less in this way since it's a dynamic manouver.

4) Try to head for the tail of your enemy. This way you'll most likely get the DSS that puts you on the tail of your enemy and you'll get at least some shots and a good position to shoot.

5) If you and your enemy can't seem to get each other's tail, this is what you do (to beat him of course): Super Turbo until you are far enough to turn and have him easily on your sights. Luckily, he'll still be trying to get your tail and will be confused, so you can shoot him with all you've got.

6) If your enemy, somehow, gets on your tail (by DSS means or other), Super Turbo your way Left, Right, Up or Down, it doesn't matter just don't go straight! If he's fast the most he will get will be some Gunpod shots.

7) Don't use your gun pod unless your flying direction and the opponent's flying direction are either on 90° degrees or 180° degrees together, because all other degrees are likely to miss.

8) If you are playing Story Mode, in practice N° 2 and 4, when you beat an enemy and you are low on Gunpod, just while the enemy you just killed is falling to the ground, use your gunpod until it's finished. This way it will be full by the time your next opponent appears. =)

9) This applies to both modes, Fighter and Battroid. When anyone uses a DSS, ALL missiles that were flying to it's target and didn't reach it, will dissappear.

This can prove to be quite and advantage for you and also a curse.

For example: You are face to face with your enemy from a relatively long distance, you both throw all you've got (missiles, gunpod)but you realize that those missiles he sent are going to hit you so you can try and escape but, if you want to hurt your enemy with all you threw at him, you won't be able to use DSS. It's harder but you'll hit your enemy and at the same time escape his missiles. And if your opponent uses DSS, you won't get hurt.

10) This applies to both modes, Fighter and Battroid. Don't ever let your Turbo power run out! Never!! This is especially critical in Battroid mode, since you'll be damn slow without Turbo and a sitting

target!

11) Try to move as much as you can, dodge as much as you can while you are on the Story Mode's Practices. This way you'll get better ratings overall for your Mech. Oh yeah, try not to miss shots and the more health you end up with the better. I don't know if time has anything to do with your results, but at least from my experience, the faster you finish the practices the better. In this mode i usually ended every practice above 4 minutes, 4:02 or, if i was lucky, 3:45.

Update: My best time in a practice was 2:20 (I was damn lucky!)

b.) Battroid Mode (Robot).

1) This is something cool. Whenever one of your missiles hits your target he'll be frozen for a moment, use this moment to hit him with your Gunpod as much as you can.

2) Evading missiles in this mode is a bit harder, but not that hard! First, elevate when you see the Warning sign, elevate until you calculate the missiles are near you, then go down using the Guard button (Square) (but do not touch the ground or you'll get hit), elevate, go down, repeat until the warning sign wears off. This takes some time to master. To make it easier there's some chances that you can use DSS while doing this. This applies mostly for Robots that actually can move fast in the air (i.e. everything but a Monster).

Or you can use obstacles to cover you from missiles (cities are perfect for this kind of evading).

3) For the Monster (or any slow robot i may have missed), the best option you've got is to throw all you've got while your opponent is in the air (he can't guard himself), then use gunpod or cannon and repeat. For incoming missiles just guard or, if you are far enough, try to get obstacles in the way of the missiles (buildings, towers, etc.).

4) Try to surround your enemy with you attack. For instance, throw missiles, and while they are flying towards him, use the Gunpod from the side of your opponent so you get max coverage and max damage!

5) If you are playing Story Mode, in practice N° 1 and 3, when you beat an enemy and you are low on Gunpod, just while the enemy you just killed is exploding, use your gunpod until it's finished. This way it will be full by the time your next opponent appears. =)

6) Try to move as much as you can, dodge as much as you can while you are on the Story Mode's Practices. This way you'll get better ratings overall for your Mech. Oh yeah, try not to miss shots and the more health you end up with the better. I don't know if time has anything to do with your results, but at least from my experience, the faster you finish the practices the better. In this mode i usually ended every practice under 3 minutes, 2:30 or 2:20. Update: My best time here was 1'40"11. Also, this will feel a lot more like the Anime.

7) If you want to beat your personal record on the practices, but you always get stuck in the same time (+3 minutes), because you ran out of ammo, this is what you do: while you reload, get close and use those close range DSS. They do a lot of damage, but there's always the possibility that your opponent could do it on you so... be careful!

4. Building up techniques.

This section is about getting even better. Tired of destroying those pathetic robots so easily? Make it harder on yourself! All phases add up, unless it is said otherwise. For example, in Phase 2, besides not losing energy, you have to be in the worst possible robot and your opponent the best robot available.

- Phase 1 : use the worst possible robot and your opponent is the best robot.
- Phase 2 : beat him without losing any of your Shield energy (Health).
- Phase 3 : beat him without using DSS.
- Phase 4 : beat him without using missiles. (This goes for Battroid mode only, in Fighter it would take far too long!)
- Phase 5 : beat him under a minute (This goes for Battroid mode only, in Fighter it would take far too long!).
- Phase 6 : beat him under 30 seconds (You can use every weapon you want here, this is kinda tough, but possible).

5. Things I don't know.

- Are there any codes or tricks in Macross Plus? Can't seem to find any.
- Is there a way to have a Hard version of the game?
- Do the results after the practices affect your Mech in any way?
- Is there any prizes after you beat the game in a certain way besides the new Mech?

6. Personal Records.

Fastest Practice as Battroid (3 enemies in a row): 1'40'11

Fastest Practice as Fighter (3 enemies in a row): 2'20'47

Fastest Battroid Battle : Under 20 seconds.

Fastest Fighter Battle : Under 30 seconds, maybe less.

Max rating in Story mode as Guld Goa Boman : All stats at max.

Max rating in Story mode as Isamu Dyson : All stats at max.

7. Thanks.

- To Lord Obento Sama for his great FAQ and walkthrough which taught me about the Super Turbo Feature and "GERWALK Brake". Read it at www.gamefaqs.com for extensive information on the mechs and walkthrough.
- To the People who created Macross, what a great series.
- To www.gamefaqs.com for letting me find great FAQs like Macross Plus ones.
- Dingo Jellybean, for the copyright from his Chrono Cross FAQ.