

# Super Hero Sakusen: Daidaru no Yabou FAQ

by Joekage

Updated to v1.2 on Oct 18, 2011

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SUPER HERO OPERATIONS: DIEDAL'S AMBITION
FAQ/WALKTHROUGH VERSION 1.3
WRITTEN BY JOEKAGE
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Game: Super Hero Sakusen: Daidaru no Yabou
Genre: Role Playing Game
System: Playstation (PSX)
Developer: Japan Media Programming
Publisher: Banpresto
Version: JP
Release Date: November 22 2000
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1/INTRODUCTION
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Hi everyone. My name is Joekage (Nguyen Duy) and I'm from Vietnam. I knew tokusatsu back from the time I was a boy in the late 80s, when I had a chance to watch metal hero shows like Metalder or various super sentais like Flashman (Yes I'm a super sentai fan, but not knowing much of popular tokusatsu shows like Ultraman or Kamen Rider. Hope one day I can get my hand on a Banpresto's super sentai game).

The reason I decided to write this FAQ isn't because I'm a tokusatsu fan that is hungry for tokusatsu games, but mainly because of my love for Japanese RPGs after I finished Hero Senki Project Olympus, which is really caught me hooked. Also, the main purpose for this FAQ is to help anyone who play this game from getting stuck especially if that person did not know Japanese language.

This is the 2nd time I decided to write a FAQ (my latest was a guide for super robot taisen a portable). I'm messing with games for quite a long time from now. My first interest in game was Dai 4 Ji Super Robot Taisen for SNES since 1995 and I've become a big mecha fan till now. The games I've played were mostly from Banpresto along with some USA PC games. I played Super Hero

Sakusen part 1 not long ago on my PSP. I finished it quite fast and decided to get on with this game, Super Hero Sakusen part 2. I have to say I'm not so good at RPG, especially Japanese games since my Japanese sucks. But my playing skill is good enough to pass through part 1 since it's not really difficult. I starting to play part 2 right now and let's see how far I can get.

That's all for the introduction. Time for the game now everybody!

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2/VERSION NOTES  
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1. Version 1.0 (September 11 2011)  
First release. Just started the game. Cover all game basics, as well as menu translation.
2. Version 1.1 (October 10 2011)  
Completed the game. Walkthrough completed. 100% card collection and movie (Yay!).
3. Version 1.2 (October 15 2011)  
Characters Database is completed. Cover sub scenario, secret and items list.
4. Version 1.3 (October 17 2011)  
Fixed some names and add some small changes. This version is probably final.

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3/COPYRIGHT  
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Well, you can use this FAQ anywhere you want. However, you're not allowed to change anything refers to this FAQ. Also, drop me an email at minako1412@yahoo.com when you want to use this guide for any purpose. That's all.

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4/GAME BASICS  
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| \_\_\_\_\_ |  
| A/ Controls & Menu |  
| \_\_\_\_\_ |

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Out-Battle:

Up - Moves your character up

Down - Moves your character down

Left - Moves your character to the left

Right - Moves your character to the right

Round - Talk to people, interacts with objects, etc...

Triangle - Access game menu.

X - Cancel button. Also, when you hold X + Direction-Button, you can move faster.

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In-Battle:

You'll get to see 3 options as below:

\* Battle 戦う \*: Enter battle. If you chose this there will be 4 more options:

Normal Attack 通常攻撃: Punch, kick, etc...

Special Attack 特殊攻撃: Chose a unique attack of a character. It will cost TP. Note that strong attacks can be selected by button right. However you must have at least 1 capsule to be able to use them (it is represent at the top right side of the screen).

Defense 防御: Once you chose this option you can no longer perform attack. However chose this will deplete damage of an enemy's attack on you.

Item アイテム: use consumable items like healing HP, TP ...

\* Escape 逃走 \*: Be careful of this. If you were forced to fight, chose this will trigger an attack of enemy against you.

\* Equipment 装備 \*: equip characters with items.

- How to charge the BC (Buster Capsule) Gauge:

In order to charge the gauge, first make sure the character you want to charge is equipt with a heaven capsule (空カプセル). Second, in battle you will notice a red charging bar which represents your BC gauge (each character has his own BC gauge). Any action of a character after each act ends will increase that bar. When it is full there will be a signal notes you that the gauge is full. Successfully full charge the gauge will award you one capsule, which allow you to perform a special attack without losing TP.

BC gauge of that character varies from 1 point to 10 points. Chose Normal Attack will increase BC gauge by 2 point. Chose Special Attack will increase BC gauge by 1 points. Chose Defend will increase BC gauge by 3 points. 10 points gauge will award you to perform strong special attack.

Note that you can't charge the gauge when you don't have a heaven capsule with you or the gauge is already full (at this case heaven capsule will change into buster capsule). The sign of this is when you see there is no capsule next to the gauge. Also, using an OPA attack (a special attack that doesn't require charging BC gauge) doesn't cost you a capsule (it cost you TP however) so don't be afraid about using it will lose a chance to use stronger special attacks. Finally you can gain more than one buster capsule, or use more than one special attack that doesn't cost TP in a battle if your character is equipt with more than one heaven capsule. I believe the maximum is three, but I yet need to confirm it.

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You can access game menu before battle. Press triangle button will lead you to 5 options:

\* Status ステータス \*: view a character's status.

\* Item アイテム \*: will present a table of items that you have.

\* Equipment 装備 \*: let you equip characters with items.

\* System システム \*: will lead you to 6 more options:

Save-Load セーブロード: allow you to save or load game.

Cursor Establishment カーソル設定: not sure what it does.

Sound Establishment サウンド設定: Stereo or Mono, you chose.

Vibration Establishment 振動設定: not sure what it does.

Menu Action メニュー振動: lead you to Normal Action (?) and High Action (?).

Collection コレクション: show the persentage of movie and card collection. Also, here you can view your card images and movies (only if you collected them). There is also a sound test option allow you to hear BGMS from the game (you don't have to unlock them. Cool huh?)

\* Replace Character 入れ替え \*: let you exchange your characters.

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|_____|
|B/Character's Status|
|_____|
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When you click on the status menu you will see these terms:

- Character's Name
- Character's level (lv)
- Character's HP
- Character's TP
- Character's experience (EXP): represent current amount of experience of that character/ Character's next needed amount of exp for level up (NXT)
- STR: represent the number of strength
- MEN: represent the number of mental
- AGI: represent the number of agil
- VIT: represent the number of vital
- CON: represent the number of concentrate
- GUT: represent the number of gut
- A list of items equip to the character, as of following:  
The Sword Icon: usually this kind of item will add STR. Some will add other statistics like MEN and CON.  
The Armor Icon: usually this kind of item will add VIT/GUT.  
The Ring Icon: add each of STR/MEN/AGI/VIT/CON/GUT. Some of the items also prevent status effects like poison, chaos, blind, sleep, etc...  
The Capsule Icon: you can add a capsule in this kind of slot. Add a ring-type item here will cause the character to lose charging the BC Gauge.

\* Additional explanation: \*

I will explain basically what does the 6 kinds of status of a character do with my little knowledge. Note that I don't understand all, so if you know anything about those terms, feel free to contact me.

STR (STRENGTH): it is for attack power. The higher it is the more damage you can do.

MEN (MENTAL): it is for emotional strength. It increase the attack power of a certain type. Probably concern any special attack skill. For example the Ultramans' long range attack power depends on MEN. If MEN increase they can do more damage with long range attack.

AGI (AGIL): it is for speed. How early a character can act depends on this.

VIT (VITAL): it is for defense power. The higher it is the less damage you take.

CON (CONCENTRATE): it is for concentrate power. It increase the defense power of a certain type. Probably concern barriers or any special defense skill.  
GUT (GUT): it is for character's potential. I don't really understand this so help is needed.

There is also a status term LUK (LUCK). It is for chance of critical hit but I'm not sure. I believe it is a standalone term and I don't know the reason why it isn't represent in the character's status bar.

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|_____|
|C/Element's Property|
|_____|
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When you chose a certain special attack of a character in battle, you will notice that each attack has a specific color that is represent at the left side of the chart. Each color shows what element does that weapon belong to.

To be more precise:

fire = red  
water = blue  
wooden = green  
gold = yellow  
earth = brown  
non = white

Non element (white) has the advantage here since it isn't inferior to any other element. However most of the weapons' colors aren't white. Therefore you have to chose which element is superior to an enemy and avoid an element that is inferior to that enemy. The advantage/disadvantage chart is as of follow:

blue > red > yellow > green > brown > blue > red > yellow > green...

Actually this kind of specification isn't really important since the game isn't that hard to force you to use it. Also I can't give you the enemies database so you can figure an element of a certain enemy. If anyone has it feel free to contact me and I will gladly give you credit.

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5/PLAYABLE CHARACTERS
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This part will list all playable characters from the game except Ultraman Agul (since I'm too lazy to replay the game just for his data) and some recruitable enemy characters (some, not all).

ウルトラマンガイア - Ultraman Gaia

Game Comment: The hero you start with. Not really powerful but is enough to get halfway through the game. Wait later until he evolves to Gaia V2...

Move:

| Name                      | Element    | Type   | TP Cost |
|---------------------------|------------|--------|---------|
| Gaia Slash ガイアスラッシュ       | Wooden     | Single | 50      |
| Photon Edge フォトンエッジ       | Fire       | Single | 100     |
| Heal ヒール                  | Non        | Single | 100     |
| Barrier バリア               | Earth/Fire | Single | 150     |
| Quantum Stream クァンタムストリーム | Fire       | Single | 200     |

Move Description:

Gaia Slash: Fire beam energy which changes into shuriken - shape.

Photon Edge: Fire from the head a hissatsu light sword.

Heal: Beam recovery.

Barrier: A barrier that reduces earth & fire attribute attack.

Quantum Stream: A deep crimson of high fever light ray.

ガイアV2 - Gaia V2

Game Comment: A better version than Ultraman Gaia. He is one of the strongest in your team, so keep his level up.

Move:

| Name                      | Element    | Type   | TP Cost |
|---------------------------|------------|--------|---------|
| Gaia Slash ガイアスラッシュ       | Wooden     | Single | 50      |
| Gaia Supreme ガイア・スプリーム    | Non        | Single | 100     |
| Heal ヒール                  | Non        | Single | 100     |
| Agul Blade アグルブレード        | Water      | Single | 100     |
| Barrier バリア               | Earth/Fire | Single | 150     |
| Liquidator リキデイター         | Water      | Single | 150     |
| Photon Crasher フォトンクラッシャー | Fire       | Single | 200     |
| Photon Edge フォトンエッジ       | Fire       | Single | 250     |

Move Description:

Gaia Slash: Fire beam energy which changes into shuriken - shape.

Gaia Supreme: Change into Supreme version.

Heal: Beam recovery.

Agul Blade: An attack that change light energy into sword.

Barrier: A barrier that reduces earth & fire attribute attack.

Liquidator: Fire gathering energy which forms destructive light.

Photon Crasher: Fire from the head a hissatsu light sword.

Photon Edge: Fire from the head a hissatsu light sword.

ガイア・スプリーム - Gaia Supreme

Game Comment: Ultraman Gaia's most powerful form in the game. Needless to say, it's a boss killer form.

Move:

| Name                      | Element    | Type   | TP Cost |
|---------------------------|------------|--------|---------|
| Agul Blade アグルブレード        | Water      | Single | 50      |
| Heal ヒール                  | Non        | Single | 100     |
| Shining Blade シャイニングブレード  | Wooden     | Single | 100     |
| Barrier バリア               | Earth/Fire | Single | 150     |
| Liquidator リキデイター         | Water      | Single | 150     |
| Photon Crasher フォトンクラッシャー | Fire       | Single | 200     |
| Photon Edge フォトンエッジ       | Fire       | Single | 250     |

|                |            |      |        |     |  |
|----------------|------------|------|--------|-----|--|
| Quantum Stream | クァンタムストリーム | Fire | Single | 300 |  |
| Photon Stream  | フォトンストリーム  | Fire | Single | 350 |  |
| Bust Stream    | バーストストリーム  | Fire | Single | 400 |  |

Move Description:

Agul Blade: An attack that changes light energy into sword.

Heal: Beam recovery.

Shining Blade: Fire a boomerang of light.

Barrier: A barrier that reduces earth & fire attribute attack.

Liquidator: Fire gathering energy which forms destructive light.

Photon Crasher: Fire from the head a hissatsu light sword.

Photon Edge: Fire from the head a hissatsu light sword.

Quantum Stream: A deep crimson of high fever light ray.

Photon Stream: Fire a destructive light ray which forms from uniting red and blue light.

Bust Stream (combination attack): Joining with Agul to fire a hissatsu light ray.

アグルV2 - Agul V2

Game Comment: A better version than Ultraman Agul. However, you don't have much chances to use him until chapter four, so who cares?

Move:

| Name                      | Element     | Type   | TP Cost |
|---------------------------|-------------|--------|---------|
| Agul Slash アグルスラッシュ       | Wooden      | Single | 50      |
| Heal ヒール                  | Non         | Single | 100     |
| Agul Blade アグルブレード        | Water       | Single | 100     |
| Barrier バリア               | Earth/Water | Single | 150     |
| Agul Sabre アグルセイバー        | Water       | Single | 150     |
| Liquidator リキデイター         | Water       | Single | 200     |
| Photon Screw フォトンスクリュー    | Water       | Single | 250     |
| Photon Crasher フォトンクラッシャー | Fire        | Single | 300     |
| Agul Stream アグルストリーム      | Fire        | Single | 350     |
| Bust Stream バーストストリーム     | Fire        | Single | 400     |

Move Description:

Agul Slash: Fire beam energy which changes into shuriken - shape.

Heal: Beam recovery.

Agul Blade: An attack that change light energy into sword.

Barrier: A barrier that reduces earth & water attribute attack.

Agul Sabre: An attack that change light energy into sword.

Liquidator: Fire gathering energy which forms destructive light.

Photon Screw: Fire gathering energy into wave shot.

Photon Crasher: Fire from the head a hissatsu light sword.

Agul Stream: Fire from hand - sword a destructive light ray.

Bust Stream (combination attack): Joining with Gaia to fire a hissatsu light ray.

ウルトラセブン - Ultra Seven

Game Comment: Don't know what to say. I don't really use him much, since he comes out really late, and by that time you already have your aces like Rider Black and Ultraman Gaia with you.

| Name                       | Element    | Type   | TP Cost |
|----------------------------|------------|--------|---------|
| Hand Beam ハンドビーム           | Fire       | Single | 50      |
| Miclas ミクラス                | Water      | Single | 100     |
| Windam ウインダム               | Wooden     | Single | 100     |
| Agira アギラ                  | Fire       | Single | 100     |
| Relive Beam リライブ光線         | Non        | Single | 150     |
| V Barrier Vバリヤー            | Earth/Fire | Single | 150     |
| Eye Slugger アイ斯拉ッガー        | Gold       | Single | 200     |
| Emerium Beam エメリウム光線       | Fire       | Single | 250     |
| Wide Shot ワイドショット          | Wooden     | Single | 300     |
| Super Eye Slugger Sアイ斯拉ッガー | Gold       | Single | 400     |

#### Move Description:

Hand Beam: Fire from the hand strong energy beam.

Miclas: Summon Capsule Monster (Seven Restoration).

Windam: Summon Capsule Monster (Seven Restoration).

Agira: Summon Capsule Monster (Seven Restoration).

Relive Beam: The recovery beam which emits life energy.

V Barrier: A barrier that reduces earth & fire attribute attack.

Eye Slugger: A hissatsu weapon which is in the head of Ultra Seven.

Emerium Beam: Fire beam from Beam Lamp on the forehead.

Wide Shot: A beam - hold attack which is Seven's most powerful technique.

Super Eye Slugger: A powerful combination attack of Man, Seven and Jack.

#### ジャック - Ultraman Jack

Game Comment: He comes out really late, and his level is really low, so why bother use him?

| Name                               | Element    | Type   | TP Cost |
|------------------------------------|------------|--------|---------|
| Kuuchuu Kaiten Sakaotoshi 空中回転逆落とし | Earth      | Single | 50      |
| Meteor Kick 流星キック                  | Wooden     | Single | 100     |
| U Defender Uディフェンダー                | Water/Fire | Single | 200     |
| Ultra Lance ウルトラランス                | Gold       | Single | 150     |
| Stop Beam ストップ光線                   | Water      | Single | 200     |
| Yatsuzaki Kourin 八つ裂き光輪            | Wooden     | Single | 200     |
| Ultra Spark ウルトラスパーク               | Gold       | Single | 250     |
| Specium Beam スペシウム光線               | Fire       | Single | 300     |
| Super Eye Slugger Sアイ斯拉ッガー         | Gold       | Single | 400     |

#### Move Description:

Kuuchuu Kaiten Sakaotoshi: Catch opponent and throw down during aerial turning.

Meteor Kick: Falling from the sky and kick enemy.

U Defender: A shield which reflects earth & fire attribute beam attack.



Ultra Lance: An attack which transforms the bracelet into a lance.

Stop Beam: A beam which stops enemy's movement.

Yatsuzaki Kourin: Cut enemy by cutter of light.

Ultra Spark: A sword of light. It is the strongest weapon of the bracelet's transformation.

Specium Beam: Ultraman's special technique.

Super Eye Slugger: A powerful combination attack of Man, Seven and Jack.

## ウルトラマン - Ultraman

Game Comment: Like above.

| Name                         | Element     | Type   | TP Cost |
|------------------------------|-------------|--------|---------|
| Ultra Current ウルトラ水流         | Water       | Single | 50      |
| Slash Beam スラッシュ光線           | Fire        | Single | 100     |
| Ultra Attack Beam ウルトラアタック光線 | Fire        | Single | 150     |
| Ultra Haze Cut ウルトラ霞切り       | Gold        | Single | 200     |
| Catch Ring キャッチリング           | Earth       | Single | 250     |
| Rebound Beam リバウンド光線         | Wooden/Fire | Single | 200     |
| Yatsuzaki Kourin 八つ裂き光輪      | Wooden      | Single | 250     |
| Specium Beam スペシウム光線         | Fire        | Single | 300     |
| Super Eye Slugger Sアイスラッガー   | Gold        | Single | 400     |

### Move Description:

Ultra Current: Water is injected from the hand.

Slash Beam: Fire from the palm a destructive light ray.

Ultra Attack Beam: Fire energy in ring shape.

Ultra Haze Cut: Chose a hand - sword and run towards opponent.

Catch Ring: Raise a chain of energy. It is also called Kanashibari Kousen (Paralysis Beam).

Rebound Beam: A barrier which reflects wood & fire attribute beam attack.

Yatsuzaki Kourin: Cut enemy by cutter of light.

Specium Beam: Ultraman's special technique.

Super Eye Slugger: A powerful combination attack of Man, Seven and Jack.

## 仮面ライダー1号 - Kamen Rider #1

Game Comment: His ability only behind Black RX. He is still very strong so you might want to keep his level up, since there are a lot of stage you have to use him.

### Move:

| Name                        | Element | Type   | TP Cost |
|-----------------------------|---------|--------|---------|
| Rider Punch ライダーパンチ         | Earth   | Single | 50      |
| Rider Chop ライダーチョップ         | Fire    | Single | 100     |
| Rider Kick ライダーキック          | Wooden  | Single | 150     |
| Cyclone Jump サイクロンジャンプ      | Earth   | Single | 200     |
| Rider Return Kick ライダー反転キック | Wooden  | Single | 250     |
| Spin Shoot 錐もみシュート          | Earth   | Single | 300     |

|                                   |        |        |     |
|-----------------------------------|--------|--------|-----|
| Rider Moon Surface Kick ライダー月面キック | Wooden | Single | 350 |
| Rider Double Kick ライダーダブルキック      | Wooden | Single | 400 |

Move Description:

Rider Punch: A punch that focuses energy.

Rider Chop: A chop that focuses energy.

Rider Kick: A special kick that includes the power of the entire body.

Cyclone Jump: A suicide attack that uses Cyclone model.

Rider Return Kick: An kick that add power to torque.

Spin Shoot: The skill which drags the opponent in the middle of the tornado.

Rider Moon Surface Kick: Rider Kick from a higher position.

Rider Double Kick: Perform Rider Kick together with Kamen Rider #2.

仮面ライダー2号 - Kamen Rider #2

Game Comment: He is slightly weaker than Kamen Rider #1 but still powerful.

Move:

| Name                         | Element | Type   | TP Cost |
|------------------------------|---------|--------|---------|
| Rider Punch ライダーパンチ          | Earth   | Single | 50      |
| Rider Kick ライダーキック           | Wooden  | Single | 100     |
| Cyclone Attack サイクロンアタック     | Earth   | All    | 150     |
| Rider Power ライダーパワー          | Non     | Single | 150     |
| Head Crusher ヘッドクラッシャー       | Fire    | Single | 200     |
| Spin Shoot 錐もみシュート           | Earth   | Single | 250     |
| Hell Automobile 地獄車          | Earth   | Single | 300     |
| Rider Double Kick ライダーダブルキック | Wooden  | Single | 400     |

Move Description:

Rider Punch: A punch that focuses energy.

Rider Kick: A special kick that includes the power of the entire body.

Cyclone Attack: A suicide attack that uses Cyclone model.

Rider Power: Attack power will be up.

Head Crusher: A head piercing attack that focuses energy.

Spin Shoot: The skill which drags the opponent in the middle of the tornado.

Hell Automobile: While doing a rotation attack strike the opponent to the ground.

Rider Double Kick: Perform Rider Kick together with Kamen Rider #1.

仮面ライダーV3 - Kamen Rider V3

Game Comment: He is among the aces of this game. Very useful for boss fight.

Move:

| Name             | Element | Type   | TP Cost |
|------------------|---------|--------|---------|
| V3 Punch V3パンチ   | Earth   | Single | 50      |
| V3 Kick V3キック    | Wooden  | Single | 100     |
| V3 Hopper V3ホッパー | Non     | Single | 150     |

|                                  |             |        |       |  |
|----------------------------------|-------------|--------|-------|--|
| V3 Screw Kick V3スクリューキック         | Wooden      | Single | 150   |  |
| V3 Barrier V3バリヤー                | Wooden/Fire | Single | 200   |  |
| Hurricane ハリケーン                  | Earth       | All    | 200   |  |
| V3 Return Kick V3反転キック           | Wooden      | Single | 250   |  |
| Double Attack ダブルアタック            | Wooden      | Single | 300   |  |
| Reverse Double Typhoon 逆ダブルタイフーン | Wooden      | All    | 0     |  |
| _____                            | _____       | _____  | _____ |  |

Move Description:

V3 Punch: A punch that focuses energy.

V3 Kick: A kick that focuses energy.

V3 Hopper: It searches for weak point of the enemy. Rise fixed time AGI.

V3 Screw Kick: A drill kick that focuses energy on the foot.

V3 Barrier: It absorbs the attack of the fire & wooden attribute and raise HP.

Hurricane: A suicide attack that uses Hurricane.

V3 Return Kick: Kick the opponent once. Then reverse and kick again in the sky.

Double Attack: Throw the opponent flying then do a srew kick.

Reverse Double Typhoon: Release all energy inside the body. When you use, combat is impossible.

ライダーマン - Riderman

Game Comment: He is not as cool as Black RX or Shadow Moon, but overall a okayish character to use.

Move:

| Name                     | Element | Type   | TP Cost |
|--------------------------|---------|--------|---------|
| Rope Arm ロープアーム          | Gold    | Single | 50      |
| Power Arm パワーアーム         | Wooden  | Single | 100     |
| Smoke Arm スモークアーム        | Fire    | All    | 150     |
| Drill Arm ドリルアーム         | Water   | Single | 200     |
| Net Arm ネットアーム           | Gold    | Single | 250     |
| Cutter Arm カッターアーム       | Fire    | Single | 300     |
| Machine Gun Arm マシンガンアーム | Fire    | All    | 400     |
| _____                    | _____   | _____  | _____   |

Move Description:

Rope Arm: Added attack power to the speed which forms from winding the rope.

Power Arm: The arm which raises attack power.

Smoke Arm: Cause darkness by special smoke.

Drill Arm: Attack with drill.

Net Arm: Stop opponent's movement.

Cutter Arm: The cutter arm which cuts enemy.

Machine Gun Arm: Random shooting of machine gun.

ライダー-BLACK - Rider Black

Game Comment: Probably the strongest Kamen Rider in the game. His level will be above the other guys in your team a bit since there is a lot of scenes you have to solo with him.

Move:

| Name                          | Element | Type   | TP Cost |
|-------------------------------|---------|--------|---------|
| Rider Punch ライダーパンチ           | Gold    | Single | 50      |
| Rider Kick ライダーキック            | Wooden  | Single | 100     |
| Power Stripes Kick Pストライプスキック | Fire    | Single | 150     |
| Multi Eye マルチアイ               | Water   | Single | 150     |
| Dynamic Smash Dスマッシュ          | Gold    | Single | 200     |
| Vital Charge Punch Vチャージパンチ   | Fire    | Single | 250     |
| Vital Charge Kick Vチャージキック    | Fire    | Single | 300     |
| King Stone Flash Kストーンフラッシュ   | Wooden  | All    | 400     |

#### Move Description:

Rider Punch: A punch that focuses energy.

Rider Kick: A kick that includes the power of the entire body.

Power Stripes Kick: An attack that uses power which is accumulated to the striped part of the body.

Multi Eye: It searches for weak point of the enemy. Rise fixed time AGI.

Dynamic Smash: A suicide attack that uses battle hopper.

Vital Charge Punch: An attack that charges energy from the belt.

Vital Charge Kick: An attack that charges energy from the belt.

King Stone Flash: Emission of King Stone's energy.

#### BLACK RX

Game Comment: Your main boss killer in the game. His strongest move always land a critical if you use a buster capsule!

#### Move:

| Name                   | Element | Type   | TP Cost |
|------------------------|---------|--------|---------|
| RX Punch RXパンチ         | Earth   | Single | 50      |
| RX Kick RXキック          | Wooden  | Single | 150     |
| Acrobat Burn アクロバットバーン | Fire    | Single | 200     |
| Robo Rider ロボライダー      | Gold    | Single | 150     |
| Bio Rider バイオリライダー     | Water   | Single | 150     |
| Revolcrash リボルクラッシュ    | Fire    | Single | 300     |

#### Move Description:

RX Punch: A punch that focuses energy.

RX Kick: A kick that includes the power of the entire body.

Acrobat Burn: A suicide attack that uses Acrobat.

Robo Rider: Transform into Robo Rider.

Bio Rider: Transform into Bio Rider.

Revolcrash: An attack that uses the Revolcane (sword).

ロボライダー - Robo Rider

Game Comment: A transformation of BLACK RX.

#### Move:

| Name                | Element | Type   | TP Cost |
|---------------------|---------|--------|---------|
| Robo Punch ロボパンチ    | Gold    | Single | 100     |
| RX                  | Non     | Single | 150     |
| Bio Rider バイオリダー    | Water   | Single | 150     |
| Double Punch ダブルパンチ | Gold    | Single | 200     |
| Hard Shot ハードショット   | Fire    | Single | 300     |

Move Description:

Robo Punch: A punch that focuses energy.

RX: Transform into RX.

Bio Rider: Transform into Bio Rider.

Double Punch: A punch attack that uses both hands.

Hard Shot: An attack that uses gun.

バイオリダー - Bio Rider

Game Comment: This is a better form than Robo Rider, since it has more attacks.

| Name                      | Element    | Type   | TP Cost |
|---------------------------|------------|--------|---------|
| Counteraction 解毒          | Non        | Single | 100     |
| Liquefaction 液化           | Water      | Single | 100     |
| Liquefaction Defense 液化防御 | Earth/Fire | Single | 150     |
| Bio Blade バイオブレード         | Water      | Single | 150     |
| Robo Rider ロボライダー         | Gold       | Single | 150     |
| RX                        | Non        | Single | 150     |
| Spark Cutter スパークカッター     | Water      | Single | 300     |

Move Description:

Counteraction: Cure poison.

Liquefaction: Attack by changing body into liquid.

Liquefaction Defense: Reduce earth or fire attribute attack by liquefaction.

Bio Blade: Focus energy to cut by sword.

Robo Rider: Transform into Robo Rider.

RX: Transform into RX.

Spark Cutter: Energy Cutter - Attack.

星雲仮面マシンマン - Seiun Kamen Machineman

Game Comment: A mediocre companion. Use him at your own risk.

| Name                     | Element     | Type   | TP Cost |
|--------------------------|-------------|--------|---------|
| Fighting Ball ファイティングボール | Earth       | Single | 50      |
| Machine Barrier マシンバリアー  | Wooden/Gold | Single | 150     |

|                          |        |        |     |
|--------------------------|--------|--------|-----|
| Lazer Saber レーザーサーベル     | Fire   | Single | 150 |
| Dolphin Crash ドルフィンクラッシュ | Fire   | All    | 200 |
| Throttle Gun スロットルガン     | Fire   | Single | 250 |
| Catharsis Wave カタルシスウェーブ | Non    | Single | 100 |
| Machine Thunder マシンサンダー  | Wooden | Single | 300 |

Move Description:

Fighting Ball: Throw Ball Boy.

Machine Barrier: A barrier that reduces wood & gold attribute attack.

Lazer Saber: Fill energy in the laser saber.

Dolphin Crash: A suicide attack that uses dolphin.

Throttle Gun: An attack that changes warp throttle into gun.

Catharsis Wave: Change evil to good (make a opponent withdraw from battle).

Machine Thunder: Machineman's special technique. Cut opponent.

快傑ズバット - Kaiketsu Zubat

Game Comment: He is meh. You don't have much chances to use him until chapter four and that's it.

| Name                             | Element | Type   | TP Cost |
|----------------------------------|---------|--------|---------|
| Z Kick ゼットキック                    | Earth   | Single | 50      |
| Z Sword ゼット剣                     | Wooden  | Single | 100     |
| Zubat Card ズバットカード               | Wooden  | All    | 150     |
| Z Cut ゼット切り                      | Gold    | Single | 200     |
| Kono Mono Bakudan Hannin この者爆弾犯人 | Fire    | Single | 250     |
| Zubacar ズバッカー                    | Earth   | All    | 300     |
| Zubat Attack ズバットアタック            | Earth   | Single | 300     |

Move Description:

Z Kick: A kick that focuses energy.

Z Sword: Attack with sword.

Zubat Card: Boisterous dance attack with card.

Z Cut: Cut in the Z letter with Z sword.

Kono Mono Bakudan Hannin: Attack with card.

Zubacar: A suicide attack that uses Zubacar.

Zubat Attack: Focus energy and execute a suicide attack.

サナギマン - Sanagiman

Game Comment: Not much to say except he is weak.

Move:

| Name                | Element | Type   | TP Cost |
|---------------------|---------|--------|---------|
| Choriki Shorai 超力招来 | Non     | Single | 0       |
| Ganseki Nage 岩石投げ   | Earth   | Single | 50      |
| Jitto Taeru じっと耐える  | Earth   | Single | 200     |

Move Description:

Choriki Shorai: Change to Inazuman.

Ganseki Nage: Kick the ground to make large rock and throw.

Jitto Taeru: It absorbs the attack of earth attribute and raise HP.

イナズマン - Inazuman

Game Comment: This version is much better than Sanagiman. His Muffler Lightning Run is a rare attack that can cause paralyze. Another interesting move is the Restoration Chest which has similar ability like Heal of Ultramen.

Move:

| Name                               | Element     | Type   | TP Cost |
|------------------------------------|-------------|--------|---------|
| Telekinesis Attack 念力攻撃            | Wooden      | Single | 50      |
| Go!! Raijin Go Go!!ライジンゴー          | Earth       | Single | 100     |
| Muffler Lightning Run マフラー稲妻走り     | Earth       | Single | 150     |
| Reverse Chest 逆転チェスト               | Wooden/Fire | Single | 150     |
| Restoration Chest 復元チェスト           | Non         | Single | 150     |
| Lightning Typhoon 稲妻台風             | Wooden      | All    | 200     |
| Lightning Kenpou Attack 稲妻拳法電撃     | Earth       | Single | 250     |
| Super Power Lightning Drop 超力稲妻落とし | Wooden      | Single | 300     |

Move Description:

Telekinesis Attack: Attack with telekinesis power.

Go!! Raijin Go: Attack with Raijin Go.

Muffler Lightning Run: Screw by Muffler Chain. Can cause paralyze.

Reverse Chest: A telekinesis power barrier that reflects earth & fire attribute beam.

Restoration Chest: Recover physical strength.

Lightning Typhoon: Rouse typhoon by telekinesis power.

Lightning Kenpou Attack: An attack with lightning.

Super Power Lightning Drop: Call thunder cloud and drop lightning.

キカイダー - Kikaider

Game Comment: A pretty good character that can do some damage to bosses.

Move:

| Name                            | Element | Type   | TP Cost |
|---------------------------------|---------|--------|---------|
| Double Chop ダブルチョップ             | Gold    | Single | 50      |
| Rotation Attack 回転アタック          | Wooden  | Single | 100     |
| Side Machine サイドマシーン            | Earth   | All    | 150     |
| Daisharin Nage 大車輪投げ            | Wooden  | Single | 150     |
| Kikaider Spark キカイダースパーク        | Wooden  | All    | 200     |
| Electromagnetic End デンジ・エンド     | Wooden  | Single | 300     |
| Double Brother Power ダブルブラザーパワー | Fire    | Single | 400     |

Move Description:

Double Chop: Use both hand as hand - sword and swing downward to opponent.

Rotation Attack: A suicide attack against opponent by acquiring speed and rotate in the sky.

Side Machine: A suicide attack that uses Side Machine.

Daisharin Nage: Rotate and throw the enemy in the sky and knock him down.

Kikaider Spark: Give shock by energy wave.

Electromagnetic End: A special move. Attack opponent by electromagnetic power.

Double Brother Power: Unite power with 01 and fire energy shots.

キカイダー01 - Kikaider 01

Game Comment: He has the same power like Kikaider, but has more techniques.

Move:

| Name                            | Element | Type   | TP Cost |
|---------------------------------|---------|--------|---------|
| 01 Cut 01カット                    | Gold    | Single | 50      |
| 01 Driver 01ドライバー               | Wooden  | Single | 100     |
| Double Machine ダブルマシーン          | Earth   | All    | 150     |
| Blast Power ブラストパワー             | Wooden  | Single | 150     |
| Blast Attack ブラストアタック           | Wooden  | All    | 200     |
| Blast End ブラストエンド               | Wooden  | Single | 300     |
| Blast Lazer ブラストレザー             | Fire    | Single | 400     |
| Double Brother Power ダブルブラザーパワー | Fire    | Single | 400     |

Move Description:

01 Cut: Smash opponent by hand - sword.

01 Driver: A suicide attack that rotates in drill - shape.

Double Machine: Strike shock wave and rotate with double machine.

Blast Power: Ring shape of energy beam.

Blast Attack: A shock wave attack in wide extent.

Blast End: An attack that cause explosion of electromagnetic energy.

Blast Lazer: A combining technique of Bijinder Lazer and Blast Power.

Double Brother Power: Unite power with Kikaider and fire energy shots.

ビジンダー - Bijinder

Game Comment: A very useful hero in battle. Her Yasuragi no Neuro is quite something...

Move:

| Name                     | Element | Type   | TP Cost |
|--------------------------|---------|--------|---------|
| Harp Arrow ハープアロー        | Earth   | Single | 50      |
| Yasuragi no Neuro 安らぎの音色 | Fire    | All    | 100     |
| Miwaku no Neuro 魅惑の音色    | Wooden  | Single | 200     |
| Bijinder Lazer ビジンダーレザー  | Fire    | Single | 300     |
| Blast Lazer ブラストレザー      | Fire    | Single | 400     |



Move Description:

Harp Arrow: Use the back of the harp to fire missile bow gun.

Yasuragi no Neuro: Cause sleep to opponent with Yasuragu Neuro.

Miwaku no Neuro: Cause chaos to opponent with Ayashii Neuro.

Bijinder Lazer: Fire circle of beam from breasts.

Blast Lazer: A combining technique of Bijinder Lazer and Blast Power.

宇宙刑事ギャバン - Space Sheriff Gavan

Game Comment: A powerful hero that is nice to use. His lazer blade is quite something, since once is used will last forever in a battle.

Move:

| Name                              | Element | Type   | TP Cost |
|-----------------------------------|---------|--------|---------|
| Silver Beam シルバービーム               | Wooden  | Single | 50      |
| Lazer Z Beam レーザーZビーム             | Fire    | Single | 100     |
| Lazer Blade レーザーブレード              | Gold    | Single | 150     |
| Lazer Scope レーザー스코プ               | Non     | Single | 150     |
| Dol Lazer ドルレーザー                  | Fire    | All    | 200     |
| Cyberian Lazer サイバリアンレーザー         | Fire    | Single | 200     |
| Cyberian Spin サイバリアンスピン           | Earth   | All    | 250     |
| Dol Fire ドルフファイヤー                 | Fire    | All    | 300     |
| Gavan Dynamic ギャバンダイナミック          | Gold    | Single | 300     |
| Space Sheriff Serial Cut 宇宙刑事連続切り | Gold    | Single | 400     |

Move Description:

Silver Beam: A destructive beam.

Lazer Z Beam: A wedge model serial beam that pierces enemy.

Lazer Blade: Fill energy to the sword and return as lazer sword.

Lazer Scope: It searches for weak point of the enemy. Rise fixed time AGI.

Dol Lazer: Call the electron sacred beast Dol to perform a lazer attack.

Cyberian Lazer: A lazer attack that uses Cyberian.

Cyberian Spin: A flame attack that uses Cyberian.

Dol Fire: Call the electron sacred beast Dol to perform a flame attack.

Gavan Dynamic: Cut the enemy at the vertex line into two equal parts.

Space Sheriff Serial Cut: An serial cut attack with Shaider and Sharivan.

宇宙刑事シャイダー - Space Sheriff Shaider

Game Comment: He only truly joins your team on chapter four. Train him if you like, or else, don't even bother.

Move:

| Name                    | Element | Type   | TP Cost |
|-------------------------|---------|--------|---------|
| Video Beam Gun ビデオビームガン | Fire    | Single | 50      |
| Blade Whip ブレードウィップ     | Wooden  | Single | 100     |
| Lazer Blade レーザーブレード    | Gold    | Single | 150     |
| Shaider Scope シャイダースコープ | Non     | Single | 150     |
| Blue Hawk ブルホーク         | Earth   | All    | 200     |

|                                   |  |      |        |  |     |  |
|-----------------------------------|--|------|--------|--|-----|--|
| Babylos Fire バビロスファイヤー            |  | Fire | All    |  | 250 |  |
| Big Magnum ビッグマグナム                |  | Fire | All    |  | 300 |  |
| Shaider Blue Flash Sブルーフラッシュ      |  | Gold | Single |  | 300 |  |
| Space Sheriff Serial Cut 宇宙刑事連続切り |  | Gold | Single |  | 400 |  |
|                                   |  |      |        |  |     |  |

Move Description:

Video Beam Gun: Attack with energy beam gun which hang at the back.

Blade Whip: An attack which transforms blade to whip.

Lazer Blade: Fill energy to the sword and return as lazer sword.

Shaider Scope: It searches for weak point of the enemy. Rise fixed time AGI.

Blue Hawk: A lazer attack that uses Blue Hawk.

Babylos Fire: Attack of Babylos's main gun.

Big Magnum: Babylos transforms into a gun, then shoot the energy gun.

Shaider Blue Flash: Shaider's special technique. Split opponent into two up and down.

Space Sheriff Serial Cut: An serial cut attack with Sharivan and Gavan.

宇宙刑事シャリバン - Space Sheriff Sharivan

Game Comment: Like above.

Move:

| Name                              | Element | Type   | TP Cost |
|-----------------------------------|---------|--------|---------|
| Sharivan Savate シャリバンソバット         | Wooden  | Single | 50      |
| Spark Bomber スパークボンバー             | Wooden  | Single | 100     |
| Lazer Blade レーザーブレード              | Gold    | Single | 150     |
| Searcher Scope サーチャースコープ          | Non     | Single | 150     |
| Motosharian モトシャリアン               | Earth   | All    | 200     |
| Crimebuster クライムバスター              | Fire    | Single | 250     |
| Plasma Canon プラズマカノン              | Fire    | All    | 250     |
| Sharivan Crash シャリバンクラッシュ         | Gold    | Single | 300     |
| Space Sheriff Serial Cut 宇宙刑事連続切り | Gold    | Single | 400     |
|                                   |         |        |         |

Move Description:

Sharivan Savate: Back turning kick.

Spark Bomber: Strike opponent while doing a spin rotation.

Lazer Blade: Fill energy to the sword and return as lazer sword.

Searcher Scope: It searches for weak point of the enemy. Rise fixed time AGI.

Motosharian: A suicide attack that uses Motosharian.

Crimebuster: Attack with energy beam gun which hang at the back.

Plasma Canon: Attack of Grand Birth's main gun.

Sharivan Crash: Sharivan's special technique. Split opponent into two diagonally.

Space Sheriff Serial Cut: An serial cut attack with Shaider and Gavan.

Recruitable characters by parcel:

シャードームーン - Shadow Moon.

Game Comment: He is a pretty strong character. Probably the best enemy character you can get to your side. He will have quite a lot of HP and TP if your characters is at around lv20 by the time you get him.

Move:

| Name                   | Element | Type   | TP Cost |
|------------------------|---------|--------|---------|
| Shadow Punch シャドーパンチ   | Earth   | Single | 50      |
| Energy Sword エネルギーソード  | Fire    | Single | 100     |
| Elbow Trigger エルボートリガー | Wooden  | Single | 150     |
| Shadow Kick シャドーキック    | Fire    | Single | 200     |
| Shadow Flash シャドーフラッシュ | Fire    | All    | 300     |

Move Description:

Shadow Punch: A hissatsu punch that focuses energy.

Energy Sword: Fire energy waves by Satan Saber.

Elbow Trigger: Raise a tornado charges with electricity.

Shadow Kick: A powerful kick that rivals Raider Kick.

Shadow Flash: Inflict darkness to enemies by intense light.

ワルダー - Waruder

Game Comment: He is an okayish character to use. He is not easy to get capture by the parcel and when you get him you've almost finished the game.

Move:

| Name                               | Element | Type   | TP Cost |
|------------------------------------|---------|--------|---------|
| Waruder Swallow Reversal ワルダーツバメ返し | Wooden  | Single | 50      |
| Machine Gun マシンガン                  | Gold    | Single | 150     |

Move Description:

Waruder Swallow Reversal: Jump to the sky and slashing a sword diagonally from the shoulder.

Machine Gun: Fire blindly machine gun.

=====  
6/WALKTHROUGH  
=====

|  
| Ultraman Gaia Chapter |  
|

You're directing to a battle between Ultraman Gaia and a monster.

-----  
Boss Battle:

Ultraman Gaia VS COV (Monster)

Tips: This is an easy battle. Just use the special attack 3 times and the monster will eat dust.

---

\*Aerial Base\*

After this event you will get back to the base. Now you will be controlling Takayama Gamu (Ultraman Gaia). Get out of the room and you will be talking to Mr. Carder (Just like Super Hero Sakusen you can exchange cards with him for picture collection?). On floor 5D there is a shop. Remember to buy something. Now go to floor 2. Inside the room on 2A there is a TP supply S. Go right and enter the Simulation Room. Grab a AGI charge at the right. Go to floor 2D and enter the 1st room and grab a ring to keep you awake. On floor 2C, go to the training room and grab a STR charge. After that, go to the top left room on floor 3C and get 5 Cure Poison. Enter the top left room on floor 4E. There will be an event. Go left to 4F and go inside the guest room to grab 1000 credit. Proceed to floor 6. Go to 6C and enter the Sub Computer Room to grab a fist of great effort. Continue to 6D and enter the first room to grab a Angel's Flap. Now go down to 6B2 to the rest room to grab 5 HP supply and 5 TP supply. Go out and go through the door at the right upper side to the Command Room. After the talking scene you will be transfer to floor 1. On floor 1D go to the Repulsor Lift and talk to Mr. Carder who will give you a Hero Trading Card A. Go to the north side of floor 1A to enter Doubliner Boarding and grab a pure nostrum. Get out and go west side of floor 1A to enter Main Computer Room. There will be a hidden Angel's Guidance at the left side of the room. Go back to 1A and go south to the Fighter's Dock. Go to the bottom and go to the right. Go to the first tunnel to get a HP supply +. Get out and go to the second tunnel to get a TP supply +. Get out and go north to the Peace Carry Dock. After the scene you will be forced to a battle against a monster.

---

Boss Battle:

Ultraman Gaia VS Zonnel (Monster)

Tips: This battle is a bit harder than the first one. Use all you got. If you ran low on HP, use a healing item and you should be fine.

---

After you beat the monster you will be back to floor 6 of the headquarter. Go to the Command Room and Atsuko will come by to talk to you. Now, go to floor 5 to 5B and enter Gamu's room. There will be an event and you will be sent back to floor 1. Go to the Fighter's Dock and talk to Katsumi Kajio who is at the right side of the entrance. Go back to Gamu's room and there will be an event. Now go to the Command Room and there will be a talk between the members of the headquarter. After the scene you will be sent to the Peace Carry Dock. Get on the plane and proceed to battle!

---

Boss Battle: Ultraman Gaia and Ultraman Agul VS Apatee (Monster)

Tips: None, since you don't have to do anything. The monster is completely being owned by Ultraman Agul. After the fight you will be sent back to floor 6.

---

From floor 6, take the elevator to floor 2 and go to the training room at 2C and speak to Mr. Carder who is inside the room. He will give you a Hero Trading Card B. After that, go to floor 3. Go to 3A and enter the cafeteria. Inside it, talk to Mr. Carder who is in front of the entrance. He will give you a Hero Trading Card C. Now go to 3C and enter the synthesis medical room at the top left side. Inside it, talk to Mr. Carder who hides at the curtain on the right to get a Hero Trading Card D. After that go to the Doubliner Boarding at floor 1A and talk to Mr. Carder who dress as a police officer at the right side of the ship. He then will give you a Hero Trading Card X. Now proceed to the Command Room at floor 6. Atsuko will come talk to you. Go to 6D and enter the captain room. After the conversation with commander

Ishimuro, go back to Gamu's room. After that you'll be sent to Doubliner Boarding. Go inside the ship and you'll be proceed to another battle.

---

Boss Battle: Ultraman Gaia and Ultraman Agul VS Gomenos (Monster)

Tips: Besure to equip Ultraman Agul with items during battle. This is an easy one. Use special attacks of Ultraman Agul since it does a lot of damage. After the fight you will be back to floor 5B.

---

Go to the Command Room at floor 6. After some scenes you will be sent to the Peace Carry Dock. Enter the plane to proceed. Next is an event where Gamu enter the underground passage. At this point Ichijouji Retsu will join the group.

---

\*Underground Maze\*

From now on you will be counter random battles, so becareful. Move north and take the right road. Continue to go east and grab a light of the wilderness. Turn left and go to the topmost side. Continue to go northwest to another area. In here grab a Cure Poison at the top side of the area. Turn east to another area and there will be an event. Continue to move all the way to northwest. Grab a HP Supply + on the way. Go on until you reach another area. After the conversation you will be forced to battle.

---

Boss Battle: Ultraman Gaia and Space Sheriff Gavan VS Hunter Killer and Fushigi Beast Muchi Muchi and Soldier Miracler X2

Tips: This is your first ''real'' boss battle. It will take you a bit of time. Kill the Soldier Miraclers first with Gavan's special attack (the attack that hit all). Take care of the 2 boss next. Use heal item when you ran low on HP or enemies use status attack. After this fight you will be back to the base.

---

\*Aerial Base\*

From floor 6, go inside the Command Room to trigger an event. Afterwards you will be sent to the Fighter's Shoot Room at floor 1. Enter the fighter (EX) and you will be sent to a new area.

---

\*Sagawa City\*

From here, go north and grab an Angel's Flap. Head west and get a speedy amulet. Go ahead and turn left to grab a AGI charge. Head back and turn right. After the scene you will be back to Command Room.

---

\*Aerial Base\*

Get out of the Command Room and you will be directed to the Fighter's Shoot Room. Go to fighter (EX) to get back to Sagawa City.

---

\*Sagawa City\*

Repeat the steps above to get to the park. After the scene you will be forced to battle.

---

Boss Battle: Ultraman Gaia and Space Sheriff Gavan VS Sabre Doubler and

Fushigi Beast Muchi Muchi and Soldier Miracler X2

Tips: Not really hard battle. If you run low of HP and TP, remember to use healing items.

Finish this fight and there will be a consecutive battle right after.

---

Boss Battle: Ultraman Gaia VS Wolf Gas (Monster)

Tips: Since you cannot heal yourself after previous battle, use healing items to restore HP and TP. Nothing really hard about this.

---

After some talking scenes you will be sent to the Fighter's Shoot Room. Get on Fighter EX and ready for battle!

---

Boss Battle: Ultraman Gaia and Space Sheriff Gavan VS Buffalo Doubler and Hunter Killer and Soldier Miracler X2

Tips: Kill! Kill! Kill! ^\_^

Finish this and you will get to another consecutive battle.

---

Boss Battle: Ultraman Gaia and Space Sheriff Gavan VS Tenkai (Monster)

Tips: Just kill the punching bag.

After the fight you will be back to Gamu's room.

---

Enter the Command Room will lead you to a battle.

---

Boss Battle: Ultraman Agul VS Apatee (Monster)

Tips: This is a cakewalk. Just kill the monster.

---

After the battle there will be a flashback scene. After that the game switch to present time with Gamu and Retsu as controllable characters in a forest. From here go all the way to the left until you reach Pronon Karamos. Remember to grab items on the way (there are a power of practitioner's soul and a burning heart).

Go inside and turn left and go to the room at the farmost side. After a bunch of scenes get out of the room and go north until you reach the entrance. Go out and ready for battle.

---

Boss Battle: Ultraman Agul VS Fake Agul

Tips: Your enemy is nothing special. Kill him.

After the battle you will be back to floor 6.

---

Go to the Command Room. There will be a talk. After the scene take fighter EX to Miho Mountain.

---

\*Miho Mountain\*

Go left and grab an amulet of will power. Continue to turn left to get out of the area. Go to the top of the mountain to meet Hiroya Fujimiya. After a bunch of scenes you will be back to the base.

---

\*Aerial Base\*

Go to captain room. After that go back east to the Command Room. After some scenes you will be taken to battle.

---

Boss Battle: Ultraman Gaia VS Ultraman Agul

Tips: Not hard. Just use special attack on Agul and he will be dead.

After the battle you will be back to floor 6.

---

Go to the Command Room and you will be sent to the Fighter's Shoot Room. Go to fighter (EX) to get to Geo Base. After a conversation with Kyoko Inamori you will be back to the base. Go to the Command Room and you will be taken to Gamu's room. Go down to floor 1 to Doubliner Boarding to go to Gojou Mountain.

---

\*Gojou Mountain\*

Turn right to go to the top. After a conversation Kyoko Inamori will be shot down by a monster. Now you will fight the monster.

---

Boss Battle: Ultraman Gaia and Space Sheriff Gavan VS Gomenos (Monster)

Tips: You've fought this one before. This version is just a bit harder.

Save the game and proceed to Houei Mountain.

---

\*Houei Mountain\*

Advance to the top. On the way there is a HP Supply S and a TP Supply +. Remember to grab them. After the scene the team will be transfer to Chichibu Yunosawa hospital.

---

\*Chichibu Yunosawa Hospital\*

Go right and talk to the boy who is in a wheelchair. Continue to advance to the room on the topright side and grab a cure paralyze. Go down stair and turn right. Go inside the room on the left to get a blind guard. Now go upstairs to the original room you were in in this hospital and speak to Reiko. After the scene you will be forced to battle.

---

Boss Battle: Ultraman Agul VS Gomenos (Monster)

Tips: Again, but this time there is no Gaia to support you. Give all you got and proceed to another battle!

---

Boss Battle: Ultraman Gaia VS Gomenos (Monster)

Tips: Although there is no Agul to support you, it should be easy. Beat this fight and the monster will retreat.

---

After some scenes you will have a rematch with Ultraman Agul.

---

Boss Battle: Ultraman Gaia VS Ultraman Agul

Tips: Not much to say. Beat him and proceed.

---

After some talk you will get to fight another battle.

-----  
Boss Battle: Gaia V2 VS Zorlim (Monster)

Tips: This battle going to be very long and irritating. Use barrier is a must for Gaia V2, since the monster's attacks are very strong. In the middle of the battle, Gaia V2 will turn into Gaia Supreme and recover all HP and TP. Even so, you probably will need to use a lot of TP and HP recovering items. Maybe if you're skill enough, you might find full BC Gauge attack helps you a lot. In my case I can't get even one attack (Yeah I'm suck).

After one hell of a battle you will be back to Gamu's room.

-----  
Go to the Command Room to fight another battle.

-----  
Boss Battle: Gaia V2 VS Fake Gaia and Apatée (Monster) x2

Tips: This battle is much easier than the previous one. Again, use Barrier on Gaia V2. Use TP recovering items when necessary.

After this fight the game switches to Yuden Mountain.

-----  
\*Yuden Mountain\*

Go to the left and grab a light of the new moon on the way. Continue to go to the left and leave to get to another area. In this area be prepared for battle.

-----  
Boss Battle: Gaia V2 and Space Sheriff Gavan VS Soldier Miracler x4

Tips: This battle is as easy as it sounds. Kick those bastards' asses.

After you finished the fight, go up to another area.

-----  
Go right to another area. From here enter the cave. Go to the upper left to get a amulet of fortune. Go to the upper right to another area. In here get a Hi-Locks. Go to the upper left afterwards to another area and the team will free the prisoners. Continue to go to upper left to another area. In here, go right to get a gut charge. Go to the upper left and then to the lower left to trigger an event. Go to the lower left to another area. Follow the way and go down to another tunnel. Go down to another area and take either the upper left or lower left door. You will be in areas that have round shape. Go to the upper left to get an amulet of gut. Go down to the red one and grab an amulet of concentrate power. Now go to the upper left to proceed to battle.

-----  
Boss Battle: Gaia V2 and Space Sheriff Gavan VS Dr. Polter and UFO Beast and Soldier Miracler X2

Tips: An easy battle. Beware that Dr. Polter's attack can cause paralyze so besure you have at least one cure paralyze with you.

Finish this to run into another consecutive battle.

-----  
Boss Battle: Gaia V2 and Space Sheriff Gavan VS Enzan (Monster)

Tips: A very easy battle. Do whatever you want to finish it.

After this you will be back to floor 5B of the Aerial base.



-----  
Meet Retsu at the cafeteria on floor 3. After the conversation you will be transfer to Yuden Mountain.  
-----

\*Yuden Mountain\*

Advance to the left until you reach a two-way road. Turn right and go on to the top. Prepare for battle!

-----  
Boss Battle: Gaia V2 and Space Sheriff Gavan VS Priest Poe and Soldier Miracler X3

Tips: Nothing special here. Kill them all.

Win this fight to proceed to another consecutive battle.

-----  
Boss Battle: Gaia V2 and Space Sheriff Gavan and Space Sheriff Shaider VS Fushigi Beast Balibali and Soldier Miracler X3

Tips: Finally we have a newcomer here, Shaider. Check his status and equip him with items. Proceed and win the battle.

-----  
Keep going to the top until you reach a village. There is an guard of Tsuki on the way btw. In the village there are LUK charge x2. Go inside the house on the left. After the scene you will be forced into battle.

-----  
Boss Battle: Space Sheriff Sharivan VS Buffalo Doubler and Soldier Miracler X3

Tips: Just kill them all.

After the battle you will be back to the Aerial base.

-----  
Go inside Gamu's room and go to the Command Room afterwards. Get into fighter EX to go to North America.  
-----

\*Monto Endo Mountain\*

Advance to the top. Grab HP supply EX x2, anti-slow, amulet of will power on the way. Go until there is a cave on a dead-end road. Go inside. At the topleft there is a box of 5000 credits. Go to the top of the far right side to enter a tunnel. Go through the tunnel and enter the room at the middle. After the conversation with Catherine you will fight a battle.

-----  
Boss Battle: Gaia V2 VS Soldier Miracler X3

Tips: Do I have to tell you?

-----  
After this go to the tunnel at the topmost right and grab a TP supply DX. Go back and go through the door at the left side to a tunnel. Go through this to another area. Go to the top left side. After some scenes you will have to fight.

-----  
Boss Battle: Gaia V2 VS Tigris x2 (Monster)

Tips: Not much to say. It's an easy one.

After the fight you will be back to floor 6 of the Aerial base.  
-----

Go to the shop to heal. After that go to the Command Room and get ready for another battle.

---

Boss Battle: Gaia Supreme VS Gan Q (Monster) and COV x2 (Monster)

Tips: Not so hard. Use barrier and a HP supply S and you should be fine.

After the battle you will be sent back to floor 6 of the base.

---

Go to the Command Room to get to the Fighter's Shoot room. You will be taken to battle.

---

Boss Battle: Gaia V2 VS Apatee x2 (Monster)

Tips: Kill them all.

After the battle you will be taken to Chichibu Yunosawa Hospital.

---

\*Chichibu Yunosawa Hospital\*

Go to the left to a room in the middle of the floor. Go back to the original room where you were before, only to find Hiroya missing. Get out of the hospital and take the road downwards. After some scenes Hiroya will get an upgraded Agul V2. Onwards to battle!

---

Boss Battle: Agul V2 VS Apatee (Monster) and Gan Q x2 (Monster)

Tips: This is going to be a quite long battle since Agul V2 is not really strong. Equip Agul V2 with items. Use consumable items when necessary.

After this fight you will be back to the base.

---

Go to the Command Room. Then go to Gamu's room. Take the fighter EX afterwards to Shirogane City.

---

\*Shirogane City\*

Take the upper road to get an Angel's Flap. Go down to get to the park. Go down to the left side of the park to get HP supply DX x2. Go to the right side of the park to get back to the Fighter's Dock.

---

Go to the Command Room. Take the fighter EX afterwards to the Geo Base.

---

\*Geo Base\*

Go up to enter the Dock. From here, go to the left to the command room. Talk to Mr.Carder to get a hero trading card F. Get out and go up to another area. Go left to the lounge to get a Hi-Locks Z. Get out and go up to another area. Turn left to the Briefing Room to get a TP supply S. Now go out and advance to the top to get to a shop. Buy something and go back all the way down to the Computer Room at the right. Go back to the shop and go through the door at the right. After the scene you will get a parcel. Go out of the base to trigger some scenes. After that get ready for battle.

---

Boss Battle: Gaia V2 and Agul V2 and Gomenos (Monster) and Tigris (Monster) VS Blitsblots (Monster) and COV x3 (Monster)

Tips: Kill them all.

After the fight you'll be back to floor 1B of the Aerial base.

---

Go to Gamu's room. Then go to Doubliner Boarding at floor 1A. Take the shuttle to Kurobe City.

---

\*Kurobe City\*

There are TP supply DX x3, HP supply EX, TP supply EX in the city. From the stair, go down and turn right. Go up to another area and turn right. After the scene go back to Aerial base.

---

Go to the Command Room. Then go to the Stinger Dock back to Kurobe City.

---

\*Kurobe City\*

The city is now covering with trees. Go up to another area. In here grab a fist of military man. Go out and go to the left to another area. Go to the door at the top right and grab a nostrum of miracle. Go down to another area. Take the door at the top right and grab a rousing mind. Go down to another area. Go through the door on the right side and grab a light of heat haze. Get out and go down to another area. There are 7000 credits at the right. Go through the door at the top right side and ready for battle.

---

Boss Battle: Gaia V2 VS Shinryoku (Monster)

Tips: An easy battle. Beat it to proceed.

---

After a bunch of scene you will get to fight a battle.

---

Boss Battle: Gaia V2 VS Shinigami (Monster) and COV x3 (Monster)

Tips: Be ready for a very tough battle. Shinigami is very powerful (you know that when you see him take down Agul V2). Be careful with his barrier. When he use it it will reflect your attack to you (which could be deadly if you use special attacks). The best way is to power up to Gaia Supreme (use the second special attack), then use Shining Blade (the additional attack of Gaia Supreme) since it will pierce Shinigami's barrier. Also, heal your HP and TP when you think you might need it (note that Gaia V2 has a special attack that can heal himself, which is very useful). Good luck!

After some scenes you will have to fight another battle.

---

Boss Battle: Gaia V2 and Agul V2 VS Inago x4 (Monster)

Tips: Kill them all.

After this fight another consecutive battle.

---

Boss Battle: Gaia V2 and Agul V2 VS Inago x4 (Monster)

Tips: Kill them all.

After this fight another consecutive battle.

---

Boss Battle: Gaia V2 and Agul V2 VS Kaiser Dobishi x4 (Monster)

Tips: Kill them all.

After the scene fight another battle.

-----  
Boss Battle: Space Sheriff Gavan and Space Sheriff Sharivan and Kaiketsu Zubat  
VS Diedal Soldier x4

Tips: An very easy battle. Win it to proceed.

-----  
You will be in a forest. At this point Heavy Diedal Soldier will join the group if you succesfully recruit him (see secret section for detail). Keep advancing to the left until you reach Pronon Karamos. Go inside. After some scenes you will have to fight.

-----  
Boss Battle: Gaia Supreme and Agul V2 VS Zogu (Monster)

Tips: Not so hard. Give all you got. Use items when necessary.

After this Zogu will transform into Zogu (second form)

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Boss Battle: Gaia Supreme and Agul V2 VS Zogu (second form)

Tips: This time you get Mizunoenoryuu (Monster) and GBT Stinger with you. Don't be afraid of this giant monster. It is just a punching bag for you. Finish this final fight of the first chapter to proceed to second chapter of the game.

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|  
|Kamen Rider Chapter|  
|

\*Circuit City\*

The new protagonist is now Hongo Takeshi. He will be kidnapped by Shocker. However, he manage to escape with Midorikawa. Go out of the storehouse and grab fist of military man, protecting holy water, gut of tasuki. Go right to the entrance and you'll hear a scream. Go back to the store house and get ready for the first battle in this chapter.

-----  
Boss Battle: Kamen Rider #1 VS Spider Man

Tips: Use special attack and your enemy will be dead.

After the battle you will be at Ikuta City.

-----  
\*Ikuta City\*

There are TP supply EX, HP supply +, Cure Poison, Angel's Flap, 500 credits in the city. Go up until you reach the tea house Amigo. Go inside. Go outside the town and head for Moritaka City.

-----  
\*Moritaka City\*

There are TP supply DX, Hi-Locks, STR charge in the city. Go through the first door on the right. Take the red door on the second floor and get 1500

credits. Take another two floor and there will be an event. Go up and grab a speedy tasuki. Now go down to second floor back to the red door. Open it to trigger an event. Onwards to battle!

---

Boss Battle: Kamen Rider #1 VS Bat Man

Tips: Not much to say about this. Win the fight to proceed.

After this fight, talk to Tobei to get out of the city.

---

Go west to Ikuta City. Go inside the tea house Amigo. After the conversation with Tobei get out of the house. Go east to Kihara City. After some scenes prepare for battle.

---

Boss Battle: Seiun Kamen Machineman VS Drill Man and Shocker Combatant x2

Tips: Be careful of Machineman since he don't have much HP. Make sure you heal him when his HP is low.

After this the game switches to Takeshi at Kihara City.

---

\*Kihara City\*

There are TP supply EX, AGI charge, GUT charge, 1000 credits, HP supply EX x2 in the city. Get out of the city and go back. Prepare for battle.

---

Boss Battle: Seiun Kamen Machineman VS Axe Man and Armored Man

Tips: Easy battle. Do whatever you want to finish it.

---

After the battle, get out of the city and go north to Hirayama City.

---

\*Hirayama City\*

There are HP supply DX, Angel's Flap, TP supply DX in the city. Go to the bottom at the farmost left side of the city and you will be inside the building. There are Hi-Locks, fist of strong man, amulet of fortune inside the building. Go to the room at the farmost left side to trigger an event. Go out of the city and go east to Ruin Town.

---

Boss Battle: Kamen Rider #1 VS Mantis Man and Shocker Combatant x3

Tips: Just kill them all.

---

Get out of the city and go back to the place where Ikuta City is. Go south and grab a soul of genbu. Continue to go south and grab Hi-Locks Z x3. Go down and turn east to the desert. In here grab Angel's Flap x2, HP Recover x3, soul of housuu. Now go back to Ikuta City. After the scene you will get to fight.

---

Boss Battle: Kamen Rider #1 and Kaiketsu Zubat VS Mantis Man and Shocker Combatant x3

Tips: It's easy, so don't worry. Take care of Mantis Man first, then the Combatants.

---

After the battle, go to the tea house Amigo. After the conversation with Tobei get out of the city and head west to Uehara City.

---

\*Uehara City\*

Go through the underground tunnel to transfer to the city. There are HP recover S, 10 credits, Angel's Flap, Hi-Locks Z in the city. Go to the botanical garden at the far right. Inside, grab Angel's Flap, HP Recover, 2500 credits. Go down and prepare for battle.

---

Boss Battle: Kamen Rider #1 and Kikaider 01 VS Silver Shrimp and Androbot x3

Tips: Kill them all.

---

After battle contact with the silver box at the bottom of the room and you'll fall down the underground tunnel. There are MEN charge, cure chaos in the tunnel. Keep going down until you reach a path. Pass it and prepare for battle.

---

Boss Battle: Kamen Rider #1 and Kikaider 01 VS Shocker Combatant x3

Tips: None, since it's too easy.

---

Grab a light of judgement at the lower right. Go to the upper left. After the event continue go west until you reach a blue hall. There are TP supply DX x2, anti-chaos, 2000 credits in the hall. Go through the door at the farmost left side on the second floor to get to a red hall. There are cure poison x3, 100 credits in the hall. Go through the door at the farmost left side on the third floor and get ready for battle.

---

Boss Battle: Kamen Rider #1 and Kikaider 01 VS Sarracenia and Shocker Combatant x2

Tips: None. It's easy as hell.

---

Go to the farmost left side of the map to get Angel's Flap x3. From Uehara City, go straight north and grab wing of suzaku, fang of byakko. After that go back to Ikuta City. After some scenes go outside the city and head to Hirayama City.

---

\*Hirayama City\*

Go to the bank at the far left side. Go inside and there will be an event in the forest behind the bank where Takeshi gets captured. After some talk you will fight a battle.

---

Boss Battle: Kamen Rider #1 and Kaiketsu Zubat VS Cobra Man and Shocker Combatant x2

Tips: Kill them all.

---

After some scenes fight a consecutive battle.

---

Boss Battle: Kamen Rider #2 VS Saboteguron and Shocker Combatant x3

Tips: Kill them all.

---

After the battle, go up and grab a poison guard. Go down and cross the bridge to go back to Ikuta City. Go to Diablo Camp at the west of Uehara City to meet Mr. Carder. Talk to him to get a Hero Trading Card O. From Ikuta City take the northern bridge and go north to Tsujiri Mountain.

-----  
\*Tsujiiri Mountain\*

Take the road to the top. In the intersection lake, grab power of steadiness, soul of loyal retainer. Go to the roof of the mountain and prepare for battle.

-----  
Boss Battle: Kamen Rider #2 and Kaiketsu Zubat VS Snow Man and Shocker  
Combatant x3

Tips: Kill them all

After the battle Snow Man is finished by Kamen Rider #1 and Kamen Rider #2.

-----  
After the battle go back to tea house Amigo at Ikuta City. After a bunch of scene go south to Fujimi plain. Continue to advance and you will have to fight.

-----  
Boss Battle: Kamen Rider #1 and Kamen Rider #2 VS Bee Woman and Ikadevil and Shocker  
Combatant x2

Tips: Not really hard. Take out the Combatants first, then Bee Woman and finally Ikadevil.

After the battle Ikadevil is killed by Kamen Rider #1 and Kamen Rider #2.

-----  
Head back to Ikuta City. After the scene get out of the city and head for Kawayoshi city's woodland path (north of Moritaka City). Go through the path to enter Kawayoshi City.

-----  
\*Kawayoshi City\*

You'll find the people in the town prevent you from entering the city. Now go back to tea house Amigo.

-----  
\*Ikuta City\*

Enter the back room of Amigo tea house to trigger an event. Get out and go to Moritaka City.

-----  
\*Moritaka City\*

At the quarry of the city you will encounter a battle.

-----  
Boss Battle: Kamen Rider #1 and Kamen Rider #2 VS S Rider x4

Tips: It is quite hard if you don't prepare. Try to get the BC Gauge of Kamen Rider #2 full before battle so he can perform his most powerful attack. Kill the S Rider one by one. Good luck.

After the battle head back to Amigo tea house.

-----  
Go inside the house. After the conversation get out of the city and head to Tsujiiri Mountain.

-----  
\*Tsujiiri Mountain\*

Go to the intersection lake and fight.

-----  
Boss Battle: Kamen Rider #1 and Kamen Rider #2 VS Garagaranda and Shocker  
Combatant x3

Tips: Easy battle. Just kill them all.

After the battle and some scenes get out of Ikuta City and head south until you reach Jigokudani (near the bridge).

-----  
\*Jigokudani\*

After the scene you will have to fight.

-----  
Boss Battle: Kamen Rider #1 and Kamen Rider #2 VS Dokudahlian and Shocker  
Combatant x2

Tips: An easy battle. Win it to proceed.

Afterwards go back to tea house Amigo.

-----  
\*Ikuta City\*

Go to the back door of the tea house. After the scene go out of the city and go south until you reach a cross that tell you the direction of southern sand hill. Go right to the sand hill.

-----  
\*Sand Hill\*

Go to the upper right. Then go to the upper left. Then go to the lower left. Then go to the upper left and get ready for battle.

-----  
Boss Battle: Kamen Rider #1 and Kamen Rider #2 VS Ambassador Hell and Shocker  
Combatant x3

Tips: None since its easy.

Finish this fight and there will be another consecutive battle.

-----  
Boss Battle: Kamen Rider #1 and Kamen Rider #2 VS Garagaranda and Shocker  
Combatant x3

Tips: Use healing items and beat them.

After the battle head back to Amigo tea house.

-----  
After the scene in the tea house the game switches to Shiro Kazami in a forest. Go to the left and talk to Mr.Carder to get a Hero Trading Card V. Continue go to the upper left to trigger an event. After some scenes get out of the city and head southeast to Storm Forest.

-----  
\*Storm Forest\*

Take the path on the left and advance to the west side. There are HP recover x2, soul of fuusei, 2000 credits, strength belt, pure nostrum, TP recover, LUK



charge on the way. After an event you will be in an underground base. Go up and you will be in a prison. There are 3000 credits, HP revive, power of shishi, mind of love, blind guard in the prison. Go to the room at the top right side to trigger an event which Kazami rescues Kamen Rider #1 and Kamen Rider #2. After that to battle.

---

Boss Battle: Kamen Rider #1 and Kamen Rider #2 and Kamen Rider V3 VS Scissors Jaguar and Turtle Bazooka and Shocker Combatant x2

Tips: An easy battle. Do whatever you want to finish it.

After battle get back to the tea house.

---

Go out of the city and head for Kawayoshi city's woodland path. Go through the path to enter Kawayoshi city.

---

\*Kawayoshi City\*

There are Hi-Locks Z, pure nostrum, remove darkness bracelet, amulet of fortune in the city. Head for the nine tea house and contact with the door. After the event get out of the city. Go north to Kirihara plain. Get ready for battle.

---

Boss Battle: Rideman VS Destron White Combatant and Destron Combatant x2

Tips: Not much to say. Go ahead and win the battle.

After this fight a consecutive battle.

---

Boss Battle: Kamen Rider #1 and Kamen Rider #2 and Kamen Rider V3 and Rideman VS Machine Gun Snake and Marshal Armor and Destron Combatant x2

Tips: You got four supermans with you, so it should be easy.

After this go all the way back to Ikuta City.

---

Go to the tea house. After that get out of the city and head for Ranfu mountain (at the far north of Kawayoshi city).

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\*Ranfu Mountain\*

Go to the top and prepare for battle.

---

Boss Battle: Kamen Rider #1 and Kamen Rider #2 and Kamen Rider V3 and Rideman VS Toad Boiler and Destron Combatant x3

Tips: Kill them all.

After the battle the team suffer effect from Toad Boiler's attack. From now on you can't use special attacks.

---

Continue advancing to the top. Grab tasuki of concentrate power, mind of volunteering on the way. From the place where you get the items, go north and prepare for battle.

---

Boss Battle: Kamen Rider #1 and Kamen Rider #2 and Kamen Rider V3 and Rideman VS Destron White Combatant and Destron Combatant x3

Tips: Kill them all.

-----  
Continue going to the top and enter a cave. Go to the upper left. Then go to the upper right. In here grab a remove darkness bracelet. After that go to the upper left and the team will free the prisoners. Now your team only consist of Takeshi and Hayato. Continue to move left to a hall. There are nostrum of miracle, 10 credits, headband of strength, soul of warrior in the hall. Go to the lower room at the farmost right of the third floor. After a scene get ready for battle.

-----  
Boss Battle: Kaiketsu Zubat VS Toad Boiler and Destron Combatant x2

Tips: Kill them all.

-----  
Now go back to the Amigo tea house. After the scene leave the city and head northwest to Kirishima Mountain.

-----  
In order to get to Kirishima Mountain, head north and cross the bridge. Go north after that and you will recognize a cross that says Kirishima Mountain's woodland path. Go through that path to a new area. Grab 5000 credits at the upper north corner. Go to a cross that says Kirishima mountain trail. Go up to enter Kirishima mountain.

-----  
\*Kirishima Mountain\*

Go through the forest. Continue to follow the mountain trail to Akaebi Valley. After the scene you will be in a forest. There are mind of love, headband of concentrate power in the forest. Go up until you reach Destron Secret Base. Enter the base. There is a box of 6000 credits inside the base. After you go through the door at the underfloor of the third area, Rideman will leave the group. Now you will be in a red hall. There are remove slow crest, poison resist crest, darkness resist crest inside the hall. Go through the innermost door at the topfloor to enter the control room. After the event the team head back to Amigo tea house.

-----  
Go inside the house. After that go through Kirishima Mountain's woodland path and go all the way down. Meet Mr.Carder near the broken bridge to get a Hero Trading Card P. Now from Ikuta City, head west to Uehara city. From there, go west to the area that has Diablo Camp. Go up to a cross that says Mikasa Mountain's Scorpion Valley. Go up to enter Mikasa Mountain.

-----  
\*Mikasa Mountain\*

Take the road to the right and ready for battle.

-----  
Boss Battle: Kamen Rider #1 and Kamen Rider #2 and Kamen Rider V3 VS Zariganna and Destron Combatant x3

Tips: None. Beat them to proceed.

-----  
After the battle go to the right to a forest. Follow the path until you reach a cave. Go inside it. Go ahead a bit and you will have to fight.

-----  
Boss Battle: Kamen Rider #1 and Kamen Rider #2 and Kamen Rider V3 VS Bee Woman and Cobra Man x2

Tips: Kill them all.

After battle, follow the road to the halls.

-----  
There a headband of gut, crest of blue dragon, mind of Buren, holy protector inside the halls. Advance to the red hall and you will be forced to fight at the entrance of the yellow room at the farmost right side.

-----  
Boss Battle: Kamen Rider #1 and Kamen Rider #2 and Kamen Rider V3 VS Machine Gun Snake and Toad Boiler and Scissors Jaguar and Turtle Bazooka

Tips: Kill them all.

-----  
After the battle, go through that yellow room and get ready to fight.

-----  
Boss Battle: Kamen Rider #1 and Kamen Rider #2 and Kamen Rider V3 VS Zariganna and Toad Boiler and Destron Combatant x2

Tips: Nothing is challenging here. Win to proceed.

-----  
After the battle, the whole team is trapped by Zariganna. However they are saved by Riderman. Now Riderman will rejoin the group. Go through the yellow door at the topfloor. After some scenes head back to Amigo tea house.

-----  
After some scenes, finally you get to play as the long awaited Kamen Rider Black. Go out of the city and head for Diablo Camp. After the conversation with professor Akizuki (Kotaro's foster father) Akizuki will be caught by a Kumo Mutant. Get out of the house. Kotaro will find Akizuki dead. After that, get ready for battle.

-----  
Boss Battle: Rider Black VS Kumo Mutant x3

Tips: Use the King Stone Flash and they will all be dead.

-----  
Get out of Uehara City. Go back to the Amigo tea house. After the scene go out of the city and head for Nagahori City.

In order to get to Nagahori City, head for south of Diablo Camp. Go to a cross that says Nagahori City's woodland path. Go though that path to get to Nagahori City.

-----  
\*Nagahori City\*

There are HP recover EX x2, TP revive G, LUK Boost in the city. Go to the art museum and you will be in a forest behind the museum. Get ready for battle.

-----  
Boss Battle: Rider Black VS Kumo Mutant x3

Tips: This battle is not hard. But the problem is the next battle. Make sure the BC Gauge is full after this fight.

-----  
After this fight another consecutive battle.

-----  
Boss Battle: Rider Black VS Kumo Mutant x4

Tips: It should be easy if you use King Stone Flash.

-----  
After this battle Kotaro will fight a losing battle against Bilgenia. After the scene head back to Amigo tea house.

-----  
After the conversation go back to Nagahori City.  
-----

\*Nagahori City\*

Head to the park. After the confrontation between Rider Black and Bilgenia, you will get to fight a battle.

---

Boss Battle: Rider Black and player choice x3 VS Bilgenia and Kumo Mutant x3

Tips: None since it's easy.

After the fight head back to Ikuta City.

---

After some scenes, head east and go through Kawayoshi city's woodland path. Continue to go north to Kirihara plain. In here you will encounter Bilgenia. In the battle the team can't win Bilgenia since he has Satan Saber with him. However in the middle of the battle Shadow Moon has awoken and claims the Satan Saber. Now you will fight Bilgenia who has been power-down from losing the Satan Saber.

---

Boss Battle: Rider Black and player choice x3 VS Bilgenia and Dieldal Soldier x3

Tips: A very easy battle. Beat it to proceed.

After the fight Bilgenia is killed by Shadow Moon.

---

Now take the Kawayoshi city's woodland path to enter Moritaka City the second time. Take the left door in the building that has an underground shop before it. Grab an Angel's Flap at the top floor. Go outside and take the middle door. In here, take the red door on the second floor and grab a pure nostrum. Go up to the top floor and talk to Mr.Carder to get a Hero Trading Card M. Go down and take the right door of the building. Go to the fourth floor and take the door on the right side. Inside, talk to Mr.Carder to get a Hero Trading Card N. Go out of the building and head back to Ikuta City.

---

After a scene, go to Amigo tea house. After that head west to Orita City.

---

To get to Orita City, first, go to the area that has Nagahori City. Keep on going east until you reach the city.

---

\*Orita City\*

As soon as you enter the city, you will have to fight.

---

Boss Battle: Rider Black and player choice x3 VS Bat Man and Spider Man and Kumo Mutant x2

Tips: Kill them all.

---

There are power of white whale, 1500 credits, lucky belt, resist chaos bracelet in the city. Move straight until you see a boy lying on the ground. Continue to go straight and get ready for battle.

---

Boss Battle: Rider Black and player choice x3 VS Grand Mutant Baraom and Grand Mutant Darom and Grand Mutant Bishium

Tips: A quite tough battle. The three grand mutants are very powerful. Use all you got. Good luck.

---

After the battle, follow the mountain path back to Nagahori City. On the way, grab paralyze guard, power of dakuryuu. After that go all the way back to Ikuta City.

---

Go to Amigo tea house. After that get out of the city and head for Ranfu Mountain. Go to the top of the mountain and ready for battle.

---

Boss Battle: Rider Black and player choice x3 VS Grand Mutant Bishium and Kumo Mutant x3

Tips: None since it's an easy one.

After the battle come back to Amigo tea house.

---

You will be caught in battle once you reach the tea house.

---

Boss Battle: Rider Black VS Scorpion Man and Kumo Mutant x2

Tips: Kill them all.

After this fight another battle.

---

Boss Battle: Rider Black VS Shadow Moon

Tips: Kill him.

After the battle Rider Black is defeated by Shadow Moon. He is then revived by the Whale Mutant. After the scene fight a battle.

---

Boss Battle: Rider Black VS Grand Mutant Baraom and Bat Man and Kumo Mutant x2

Tips: Kill them all.

After the battle go all the way back to Amigo tea house.

---

Go out of the city and head for Moon Mountain. To get to Moon Mountain, go past Nagahori City. Down southwest side of the city there is a cross that says Moon Mountain woodland path. Go through that path and head north to Moon Mountain. At the west side of the path there is a poison resist bracelet. Grab it.

---

\*Moon Mountain\*

Go to the top and enter Moon Mountain's underground path. There is a pure nostrum at the left side. Go to the upper left door and get 5000 credits. Go back and take the lower left door. Go through the tunnel and take the right door. Continue to take the right door and go through a tunnel back to Moon Mountain's path. In the middle of the way you will have to fight.

---

Boss Battle: Rider Black and player choice x3 VS Spider Man and Bat Man and Kumo Mutant x2

Tips: Kill them all.

---

After the battle continue to advance to the top of the mountain and you will be in a new area. There will be a forced battle at the halfway of the tunnel.

---

Boss Battle: Rider Black and player choice x3 VS Kumo Mutant x4

Tips: Kill them all.

After the battle go to another tunnel and there will be a forced battle at the halfway of the tunnel.

-----  
Boss Battle: Rider Black and player choice x3 VS Bee Woman x2 and Sarracanian and Saboteguron

Tips: Kill them all.

-----  
After the battle go up to another area and Minami Kotaro will leave the group. In a random encounter, you can now use the parcel to capture one Shocker Rider, which will immediately join the group after the battle. Go to the farmost upper right to get a protection of the gods. Go out and enter the door at the top left side to another room. Go through the door at the top right to get a bracelet of flame. Go back to the door at the lower right. Then go to the farmost lower left door to another area. In here, grab a poison guard. Go out and again take the upper left door. Go to the far right and take the lower door. Grab a HP revive. Take the lower right door to another tunnel. Go down left and prepare for battle.

-----  
Boss Battle: Kamen Rider #1 and Kamen Rider #2 and Kamen Rider V3 and Rideman VS Grand Mutant Darom and Scissors Jaguar and Kumo Mutant x2

Tips: Kill them all.

-----  
After some scenes fight a battle.

-----  
Boss Battle: Rider Black VS Shadow Moon

Tips: Be careful of Shadow Moon since his attacks can cause serious damage. Use healing items when you feel necessary.

-----  
After the battle the leader of the Gorgom, The Creation King is killed by Rider Black by stabbing the Satan Saber into him. Shadow Moon is left at the Gorgom Headquarters when it explodes. Will he be alive?

Save the game and proceed to the third chapter.

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|  
|Kikaider Chapter|  
|

-----  
At the beginning of the chapter you will be forced to battle.

-----  
Boss Battle: Kikaider 01 VS Blue Hakaider and Silver Hakaider and Red Hakaider

Tips: This is tricky. The Red Hakaider has a powerful attack that does lots of damage. Chose defend whenever Kikaider 01's HP is low (most likely he can't stand the first two turns). Attack when the Red Hakaider can't use special attack (usually he can't use it after two strikes).

-----  
After the battle you will be control Ichiro in a new map. Grab a HP supply S x5 nearby. Go all the way north to Mae Nomura (village).

-----  
\*Mae Nomura\*

After Bijinder's appearance, go to the underground shop to buy something. After that go east to a jungle. Grab Angel's Flap, STR Boost on the way. Go east and prepare for battle.

---

Boss Battle: Kikaider 01 VS Diedal Soldier x2 and Androbot x2

Tips: Kill them all.

---

Afterwards speak to the old man standing in the middle of the village. After the conversation head east to exit. Head north until you see a cross that says Shouhei Plain. Go up to the plain.

---

\*Shouhei Plain\*

Go up until you reach Hakaider Base. There is a HP Recover + at the left side, a pure nostrum at the top. Speak to Mr.Carder in front of the base to get a Hero Trading Card K. Afterwards go inside the base. Follow the road to the prison. After you free the prisoners Mari will come to talk to you. Continue following the road to the blue area. Go to the door at the top right side to get a strength belt. Go back to the door at the lower left. Take the door back to the blue area you were in before and take the door at the left side. There is a Hi-Locks at the right. Go left and take the door nearby. Go left to the door at the left side and grab TP recover x2 inside. Go back to the area that has a door cover with moss. Go through this door. Go up and take another door cover with moss and get ready for battle.

---

Boss Battle: Kikaider 01 VS Red Centipede and Blue Crocodile and Androbot x2

Tips: Kill them all.

After the battle head back to Oku Nomura (village).

---

After the conversation you'll have to fight.

---

Boss Battle: Kikaider 01 VS Bijinder

Tips: Kill her.

---

After this fight another battle.

---

Boss Battle: Bijinder VS Hakaider

Tips: Remember to equip Bijinder before battle. This one should be easy as well.

---

After the battle, head north to a cross that says Ichii Morimura path. At the east side of the cross there is an anti-blind. Meet Mr.Carder at the middle of the path to get a Hero Trading Card L. After passing that path go south to Ichii Morimura Village. Now you will be at Ichii Morimura woodland path entrance. There are TP recover S, power of large wave, headband of emotional strength. Go to the upper left and prepare for battle.

---

Boss Battle: Kikaider 01 VS Phantom Soldier x3

Tips: Kill them all.

---

After the battle you will be in the village. Go inside Tenyu's house at the

top left side. After some scenes proceed to battle.

---

Boss Battle: Kikaider 01 and Bijinder and Inazuman VS Black Dragon and Quintuple Bambara and Phantom Soldier x2

Tips: Kill them all.

After the battle, go south and contact with the black dot on the bridge. Chose 'push' (first option). After that cross the bridge to Maehashi Village.

---

\*Maehashi Village\*

Talk to the people in the village. After some scenes to battle.

---

Boss Battle: Kikaider 01 and Kikaider and Inazuman VS Diedal Soldier x4

Tips: Kill them all.

After the battle go all the way south and turn left until you see a cave (the name is the legendary Omega cave, which you already cleared before if you do it at Kamen Rider chapter). Go left and you will see a ruin town. Enter it.

---

\*Ruin Town\*

There are Mahi resist bracelet, 150 credits, white tiger crest in the town. Go all the way up left and enter a base. Go up until you reach a door cover with moss. Go through that door and turn right to a door with a red cross. After the event you will have to fight.

---

Boss Battle: Kikaider 01 and Bijinder and Inazuman VS Gattaider and Androbot x3

Tips: Nothing special here. You can even make things easier by using Bijinder's Yasuragi no Neiro (the attack that cost 100 TP) since it will make all enemies (except boss) sleep.

After the fight head north to Oogami Mountain. Near the mountain there is a chaos resist crest.

---

\*Oogami Mountain\*

Make way to the top to Oogami Valley. There are HP recover EX, HP supply DX x2, TP recover EX, anti-paralyze, GUT boost x3, VIT boost x3. Go all the way up (it's very long) and there will be an event which Kikaider 'kills' Kikaider 01. After the event, follow the road down the mountain and go northeast to Mizu Takehira Plain.

---

\*Mizu Takehira Plain\*

There are TP recover DX, nostrum of miracle in the plain. Go all the way up and get ready for battle.

---

Boss Battle: Kikaider 01 and Kikaider and Inazuman and Bijinder VS Diedal Soldier x2 and Androbot x2

Tips: A cakewalk. Finish it and get ready for the next consecutive battle.



-----  
Boss Battle: Kikaider 01 and Kikaider and Inazuman and Bijinder VS Diedal  
Soldier x2 and Androbot x2

Tips: Like the above one. Finish it and get ready for the next consecutive  
battle.

-----  
Boss Battle: Kikaider 01 and Kikaider and Inazuman and Bijinder VS Hakaider  
and Blue Hakaider and Silver Hakaider and Red Hakaider

Tips: This is going to be a very long and irritating battle. The four  
Hakaider's have extremely high defense and their attacks can cause quite an  
amount of damage. Try to use Bijinder's Yasuragi no Neuro to prevent the  
Hakaider's from acting. Be patient and use healing items (I mean you have to  
use hell lots of them) and eventually you will win this battle.

-----  
After the battle, head back to a cross that says Mizu Takehira Plain and turn  
right. Grab HP recover EX x3, TP recover S x5. Follow the seacoast to  
Hatakeyama Village. In here, grab a HP revive SP. Find Mari and talk to her.  
After the conversation get out of the village and go down to take a  
underground passage to Ima Nomura (village). Right after you enter the  
village you will have to fight.

-----  
Boss Battle: Kikaider 01 and Kikaider and Inazuman and Bijinder VS Hakaider  
and Bubo Bambara and Phantom Soldier x2

Tips: A cakewalk. Finish it to proceed.

-----  
After the battle go back to the village. There are HiloMAX, HP revive SP in  
the village. Go out and head south. Then follow the seacoast to Igami Village.

-----  
\*Igami Village\*

After arrive the village the team will be trapped in a hole. There are  
headband of speed, HP revive, headband of strength, angel's flap under the  
hole. Follow the path all the way up to meet a woman. After the conversation  
the two people get out of the hole. The woman transforms into Rose Bambara.  
Now fight.

-----  
Boss Battle: Inazuman VS Rose Bambara

Tips: Kill her.

-----  
After the fight go back to Ima Nomura. After some scenes the underground road  
is now open. Head southwest of Igami Village and enter the underground tunnel.  
Head southeast to Family Village.

-----  
\*Family Village\*

Talk to the man standing in front of the garden. Then head back. After the  
event go to Ax Village.

-----  
In order to reach Ax Village, go south from Family Village. Go through the  
Ax Village's underground path (which is covered with trees) to a new area that  
has a cave at the right. Keep going down to Ax Village. Enter the village and  
after some conversation you will unite with the Kamen Rider team! Enter the  
village once more. There is a nostrum of miracle in the village. Get out of  
the village and head east to Tide City.

---

\*Tide City\*

There are STR boost, 4000 credits in the city. go to the upper left and enter the biochemical study facility. Prepare for battle.

---

Boss Battle: Player choice x4 VS Dokugandar and Gel S Combatant x3

Tips: Not much to say since it's a very easy battle.

After the battle the Kamen Rider team will leave the group (Nooooo!).

---

Now follow the undermost road to the right. After the conversation go northwest and grab strength belt, soul of crystal, fist of sacred king. Now from Tide City go up. Then take the road on the left side of the forest and go all the way north to Iokura Village.

---

\*Iokura Village\*

There are angel's guidance, HiloMAX x3 in the village. Go to the house at the topmost left side (that has a girl standing in front). After some scenes go back to the area that has Tide City and take the road on the right side of the forest and go all the way north to Nomaki ground. Get ready for battle.

---

Boss Battle: Kikaider 01 VS Waruder

Tips: Kill him.

After the battle go back to Iokura Village.

---

After the scene head to Kishirada City. To get to Kishirada City, first take the Kishirada woodland path. Go upper right to a forest. Take the road on the northeast direction. Continue going northeast and take the path at the upper left. Grab a soul of great man and follow the path to the upper right. Finally follow the only road to northeast and there will be a scene. After that scene you will be at Kishirada City.

(Note: there are two more roads that lead to two other different directions as follow:

The first road will lead you to nowhere. First take the Kishirada woodland path. In the first area grab a wing of suzaku. Go to the forest and take the road to southeast. Follow the road to lower left to another area. In here, grab a HP supply S and exit.

The second road will lead you out of the woodland path. First take the Kishirada woodland path. Enter the forest and take the road to the upper left. After that go to the upper right. Go up and enter a cave. There are soul of dosei, nostrum of miracle, sleep guard inside the cave.)

---

\*Kishirada City\*

There are angel's flap, 5000 credits in the city. Go to the far left side and you will have to fight.

---

Boss Battle: Sanagiman and Kikaider and Kikaider 01 VS Mirror Bambara and Diedal Soldier x2

Tips: Kill them all.

After this fight another battle.

---

Boss Battle: Bijinder VS Hakaider

Tips: Kill him.

After this fight there will be an event which Waruder dies saving Bijinder from a bomb. Now fight another consecutive battle.

---

Boss Battle: Inazuman and Kikaider and Kikaider 01 and Bijinder VS Hakaider and Diedal Soldier x3

Tips: Kill them all.

---

After the battle, talk to all the people in the city and go downwards to get out of the city. Now go to Ashikaga Mountain which is located at the far north of Tide City. At the east side of the mountain there are LUK boost and 10000 credits. Remember to grab them.

---

\*Ashikaga Mountain\*

Follow the way to the top until you reach a ruin village. There are soul of hikaru, soul of kasei, soul of fusei in the village. Continue to follow the way to the top and you will be in a mountain cave. Advance farther and you will be in a base. There are crest of suzaku, power of destruction, soul of crystal, HP revive, TP revive G, soul of genbu, mysterious protection, headband of strength inside the base. Go to the farthest area at the left side and go all the way to the top floor. Get ready for battle.

---

Boss Battle: Inazuman and Kikaider and Kikaider 01 and Bijinder VS Phantom Bamba and Mirror Bambara and Quintuple Bambara and Bubo Bambara

Tips: Kill them all.

---

After the battle go back to Kishirada City. After the scene go to Tide City. Remember there is a underground tunnel in the city? Go into that tunnel to transfer to a new area.

(Before going through the tunnel I will do some side quests (collecting cards).

From where you start in this chapter, go north to a lake cover with trees. Talk to Mr.Carder at the right side of the lake to get a Hero Trading Card J.

Go to Ichii Morimura the second time. You will find Mr.Carder somewhere in the middle of the village. Talk to him to get a Hero Trading Card Q.

By going south of Oogami Mountain (the other side of the mountain), you will meet Mr.Carder there. Talk to him to get a Hero Trading Card U. There is also a Mahi resist crest in that area.)

Meet Mr.Carder in the new area and he will give you a Hero Trading Card T. Go east to another area and grab crest of blue dragon and 5000 credits. Now return to Ishikiri Valley.

---

\*Ishikiri Valley\*

You will have to fight right after you enter the valley.

-----  
Boss Battle: Kikaider 01 and player choice x3 VS Hakaider and Androbot x3

Tips: A very easy battle. Remember to save TP and full charge the BC gauge for the next consecutive battle.

-----  
Boss Battle: Kikaider 01 and player choice x3 (previous choice) VS Giant Bamba

Tips: Not really hard at all. Use healing items wisely and you will win.

After this fight another consecutive battle.

-----  
Boss Battle: Player choice x4 VS Giant Devil

Tips: This battle is even easier than the previous one. Finish it to proceed to the final chapter.

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|  
|Decisive Battle With The Emperor Chapter|  
|

You are directing to a battle between Ultraman and Pestar (Monster)

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Boss Battle: Ultraman VS Pestar (Monster)

Tips: Kill him.

After the scene fight another battle.

-----  
Boss Battle: Ultraman and Gaia V2 and Agul V2 VS Pestar (Monster) and Takkong x3 (Monster)

Tips: Kill them all.

-----  
After the battle you will be controlling Ken Hayakawa in a village. Go up and turn left. Grab a Hilomax. After talking to all the people in the village, get out of the village and head to Yuden Mountain.

\*Yuden Mountain\*

Go all the way to the top right side until you reach a village. Talk to all the people in the village and head northeast to exit. Advance to Twenty City.

-----  
\*Twenty City\*

There are Hilomax, HP recover DX, divine protection of mahi resist in the city. Go up until you reach a threeway street and turn right. Go up until you reach the museum and turn left. After the scene to battle.

-----  
Boss Battle: Kaiketsu Zubat VS Diedal Soldier x2 and Heavy Diedal Soldier x2

Tips: Kill them all.

After this fight another consecutive battle.

---

Boss Battle: Kaiketsu Zubat and Jack VS Gudon x2 and Twin Tail x2

Tips: Kill them all.

After the battle go back to Geo Base.

---

After the scene go east to Mitari Mizu City.

---

\*Mitari Mizu City\*

At the right side of the city there is a LUK boost x3. In the city there are TP revive SP, 30000 credits (!). Go up a bit and get ready for battle.

---

Boss Battle: Kaiketsu Zubat and Space Sheriff Gavan and Space Sheriff Shaider and Ultraman VS Diedal Tank and Diedal Soldier x3

Tips: Kill them all.

After the battle Shaider will join the group. Now go back to Geo Base.

---

At the lower right of the base there is a crest of genbu. Go to the left to get a slow guard. Enter the base and there will be a scene. After that scene you will be in the Babylos Dock. Inside Babylos there are AGI boost x5, STR boost x5. Go to the wide door at the left side. Then go to the cockpit. After the scene you will be taken to Wakatsuki City.

---

\*Wakatsuki City\*

Talk to the people of the city, then go out of the city. Now you will be taken to Wakatsuki Mountain. Get ready for battle.

---

Boss Battle: Player choice x4 VS Diedal Soldier x4

Tips: Kill them all.

---

After the battle head west to a forest. In here, grab HP revive SP, divine protection of remove darkness, angel's guidance. Go all the way up to Diedal Gate. Get ready for battle.

---

Boss Battle: Player choice x4 VS Diedal Soldier x4

Tips: Kill them all.

After this fight another consecutive battle.

---

Boss Battle: Player choice x4 (previous) VS Diedal Gate

Tips: Destroy it.

---

After the fight take the left path to another area. Follow the only road to get out of the forest. Go to the top to another area. In here grab gospel of saint. Now return back to the threeway road and go all the way back to where you've started. Now you will be control the space sheriffs. Go to the top right and there will be an event. Continue to go up and you will reach the

mysterious secret base. Go inside. There are 5000 credits x2, pure nostrum, divine protection of sleep remove inside the base. Go all the way to the upper left to the hangar. After the scene get ready for battle.

---

Boss Battle: Ultra Seven VS Fake Seven

Tips: Kill him.

After this fight a consecutive battle.

---

Boss Battle: Ultra Seven and Space Sheriff Gavan and Space Sheriff Sharivan and Space Sheriff Shaider VS Fake Seven x4

Tips: Kill them all.

After the battle you will be back to Babylos.

---

Go to the cockpit. From now on you can move freely to Ultraman Gaia area or Kamen Rider area or Kikaider area. Your mission is to destroy all the Diedal Gates. Now move to Ultraman Gaia area. Go to Ueda Village. Once you enter the village, move to the far right side and get ready to fight.

---

Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

After battle get out of the village and head to Geo Base. Inside the lounge, talk to Mr. Carder to get a Hero Trading Card E. Go to the dock and get a pure nostrum. After that get out of the base and go northwest to Sagawa City. At the northeast side of the city there are Hi-Locks EX x5.

---

\*Sagawa City\*

After the scene, go to the top left side. When you reach the gate, you find out it can not be destroyed since it is protected by a barrier. Now go outside the city and prepare for battle.

---

Boss Battle: Agul V2 and Gaia V2 and Ultraman and Jack VS Kingsaurus III and Diedal Soldier x3

Tips: Kill them all.

After the battle the barrier now is destroyed. Go back to Sagawa City. Move to where the barrier is and prepare for battle.

---

Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

After the battle head to Twenty City. Head to the far upper left and get ready for battle.

---

Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

After the battle get out of the city and go east of Geo Base to Kurobe City woodland path. Go through that path to Kurobe City. Go to the far left and prepare for battle.

---

Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

After the battle go out of the city and go south from the city. Speak to Mr. Carder to get a Hero Trading Card S. After that go west to Shirogane City.

---

\*Shirogane City\*

Go to the upper right. Get ready for battle.

---

Boss Battle: Ultraman and Ultra Seven and Gaia V2 and Agul V2 VS Diedal Gate

Tips: Destroy it.

After this fight another consecutive battle.

---

Boss Battle: Ultraman and Ultra Seven and Gaia V2 and Agul V2 VS Fake Gaia and Fake Seven and Fake Ultraman and Fake Agul

Tips: Kill them all.

---

After the battle go down to Mr.Carder's secret base. In here, grab Hero Trading Card Y, Hero Trading Card H, Hero Trading Card I, Hero Trading Card G, Hero Trading Card W, Hero Trading Card R. By this time you should have 96% card collection.

Now use the Babylos to transfer to Rider area. Go to Ikuta City. In the city go find the gate and fight.

---

Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

After the battle head east to Kihara City. In the city go find the gate and fight.

---

Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

After the battle head north to Hirayama City. In the city go to the top left side to the gate and there will be an event which the team is being sucked to another dimension. After the scene get ready for battle.

---

Boss Battle: Player choice x4 VS Gel S Combatant x4

Tips: Kill them all.

---

After battle go down. Go to the yellow path of the base and there will be a battle at the midway.

---

Boss Battle: Player choice x4 VS Mantis Man and Bat Man and Saboteguron and Cobra Man

Tips: Kill them all.

---

There are HP revive SP, HiloMAX, HP recover DX, TP recover DX, TP revive SP inside the base. Turn left and go to the door at the farmost left side of the

second flow to a red hall. Go through the first door at the second floor of that hall and you will be in a blue area. Go through the cross door to another red hall. Go through the left door of the second floor and get ready to fight.

---

Boss Battle: Player choice x4 VS Hiruchameleon and Snow Man and Bee Woman and Dokugandar

Tips: Kill them all.

---

After the event fight another battle.

---

Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

After the battle go out of the city and grab angel's guidance and STR boost near the mountain nearby. Now turn left to Kawayoshi Town. In the city, find the gate and fight.

---

Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

After the battle go to Uehara City. In the city, find the gate and fight.

---

Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

After the battle go to Nagahori City. In the city, find the gate and fight.

---

Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

After the battle head to Orita City.

---

\*Orita City\*

Go find the gate. The team will be in a space-time wonder. Go through the doors and grab whatever items you can. After some actions the team will be in a base. Go to the door at the top of the red area and go up. Get ready for battle.

---

Boss Battle: Kaiketsu Zubat and Space Sheriff Gavan and Space Sheriff Shaider and Space Sheriff Sharivan VS Hunter Killer and Soldier Miracler x3

Tips: Kill them all.

---

After this battle continue to go up and get ready for another battle.

---

Boss Battle: Kaiketsu Zubat and Space Sheriff Gavan and Space Sheriff Shaider and Space Sheriff Sharivan VS Priest Poe and Dr. Polter and Soldier Psychoer

Tips: Kill them all.

---

After this fight another battle.

---

Boss Battle: Player choice x4 VS Diedal Gate



Tips: Destroy it.

-----  
After the battle there will be an event. After that go to Geo Base's command room. After the scene you will be in Tokyo suburb's forest. Go pass the forest and there will be a scene. Now you will be in Futago Mountain. Follow the only road to an underground base. Go up and go through the door in the middle. After some scenes be ready for battle.

-----  
Boss Battle: Ultraman and Ultra Seven and Jack VS Mokian (Monster)

Tips: Destroy it.

-----  
Now head to Moon Mountain. There is a Satan Saber in the tunnel of the farmost part of the mountain. After you grabbed it, go out of the mountain and take the Babylos to Kikaider area. Go to Oku Nomura and fight.

-----  
Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

-----  
After this head to Ichii Morimura. Find the gate and fight.

-----  
Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

-----  
After this head to Maehashi Village. Find the gate and fight.

-----  
Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

-----  
After this head to Hatakeyama Village. Find the gate and fight.

-----  
Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

-----  
After this head to Ima Nomura. Find the gate and fight.

-----  
Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

-----  
After this head to Igami Village. Find the gate and fight.

-----  
Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

-----  
After this head to Family Village. Find the gate and fight.

-----  
Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

-----  
After this head to Ax Village. Find the gate and fight.

-----  
Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

After this head to Tide City. Find the gate and fight.

---

Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

Afterwards head northeast to Shunomura's woodland path. Go through that path to Shunomura. After the scenes go out of the village and head to Iokura Village. In the village go find the gate and fight.

---

Boss Battle: Player choice x4 VS Diedal Gate

Tips: Destroy it.

---

After this go through Kishirada woodland path to Kishirada City. After the scene now you have to find the Hakaider's hiding in the street. Meet one Hakaider hides in the post office of the one of the upper streets and fight.

---

Boss Battle: Sanagiman and Kikaider and Kikaider 01 and Bijinder VS Blue Hakaider and Diedal Soldier x3

Tips: Kill them all.

---

Meet one of the Haikaiders hides in front of a hamburger store and fight.

---

Boss Battle: Sanagiman and Kikaider and Kikaider 01 and Bijinder VS Red Hakaider and Diedal Soldier x3

Tips: Kill them all.

---

Meet one of the Hakaider hides in the shadow of a large building and fight.

---

Boss Battle: Sanagiman and Kikaider and Kikaider 01 and Bijinder VS Silver Hakaider and Diedal Soldier x3

Tips: Kill them all.

---

Finding the last Hakaider is hard. He hides in the black dot that moves back and forth in front of a red house.

---

Boss Battle: Sanagiman and Kikaider and Kikaider 01 and Bijinder VS Hakaider and Diedal Hover x3

Tips: Kill them all.

After this fight a consecutive battle.

---

Boss Battle: Sanagiman and Kikaider and Kikaider 01 and Bijinder VS Diedal Gate

Tips: Destroy it.

After this fight another battle.

---

Boss Battle: Player choice x4 VS Gattaidier and Diedal Hover x3

Tips: Kill them all.

After this fight another consecutive battle.

-----  
Boss Battle: Player choice x4 (previous) VS Gattaidier and Diedal Hover x3

Tips: Kill them all.

-----  
After battle return to Babylos's cockpit. After the scene be ready for battle.

-----  
Boss Battle: Black RX VS Heavy Diedal Soldier x4

Tips: Kill them all.

-----  
After battle there will be some scenes. After that go talk to the people in the base. Then go to the lounge. After the conversation go to the computer room. After the conversation you will be taken to the final battle.

-----  
There are angel's guidance x2, AGI boost x4, STR boost x4, HP revive SP, TP revive SP, nostrum of miracle, hiloMAX x2 in the last area. Keep following the longest road all the way up and get ready for battle with the lass boss of this game.

This is what you've to be prepared:

- Chose four strongest characters in your team. Equip each of them with a buster capsule.
- For other characters that you didn't chose to fight, remove all unnecessary equipment from them, or at least remove all the buster capsules (make sure they are all full charge) and any item that boost attack power.
- Don't hesitate to use any item while fighting because this is your last battle.
- Regarding level, make sure all four characters that you chose to fight are at least lv20, or else it will be very difficult. Here is my team:  
Black RX lv22, Gaia V2 lv20, Rider V3 lv20, Gavan lv20.

That's done. Onwards to battle!

-----  
Boss Battle: Player choice x4 VS Emperor Diedal

Tips: Kill him.

After this fight another consecutive battle.

-----  
Boss Battle: Player choice x4 (previous) VS Emperor Diedal

Tips: Kill him.

After this fight another consecutive battle.

-----  
Boss Battle: Player choice x4 (previous) VS Emperor Diedal

Tips: Now this is what you call HELL! The boss have a lot of HP and can one shot kill any character of your team! His ALL attacks also can be very painful. Besure every time Black RX attacks he uses a buster capsule (you can give him a buster capsule any turn), since he can do a lot of damage (in my game he did roughly around 1000 damage per attack). Angel's guidance, HP recovery for all team, any HP and TP recover is a must! Be patient and you'll win this one hell of a fight!

After this fight another consecutive battle.

-----

Boss Battle: Player choice x4 (previous) VS Emperor Diedal

Tips: Don't be afraid he only have little HP compare to his last version. Use any healing item left and win the battle.

After this fight there will be an event. Your team will recover all HP and TP. Now proceed to the last fight with Diedal!

-----  
Boss Battle: Player choice x4 (previous) VS Emperor Diedal

Tips: This is it folks! Don't fear him since he only have little HP left. Give all you got and he will be history.

-----  
Now watch the ending. In the middle of the scenes you will meet Mr.Carder, who will give you the last Hero Trading Card Z. Now you've got 100% card collection! (and movie as well if you've been to Tanchou City)

THE END.  
-----

WALKTHROUGH CHART:

-----  
Ultraman Gaia Chapter  
-----

Command Room コマンドルーム > Fighter's Dock ファイタードック >

Peace Carry Dock ピースキャリドック > Command Room コマンドルーム >

Gamu's Room 我夢の部屋 > Talk to Katsumi Kajio > Gamu's Room 我夢の部屋 >

Command Room コマンドルーム > Command Room コマンドルーム >

Captain Room 艦長室 > Gamu's Room 我夢の部屋 >

Command Room コマンドルーム > Underground Maze 地下迷宮 >

Command Room コマンドルーム > Sagawa City 佐川市 > Park 公園 >

Command Room コマンドルーム > Park 公園 > Command Room コマンドルーム > Forest

> Pronon Karamos プロノーン・カラモス > Command Room コマンドルーム >

Miho Mountain 美宝山 > Captain Room 艦長室 > Command Room コマンドルーム

> Command Room コマンドルーム > Command Room コマンドルーム >

Doubliner Boarding ダウライナー乗り場 > Gojou Mountain 後城山 >

Houei Mountain 宝永山 > Chichibu Yunosawa Hospital 秩父湯ノ沢病院 >

Talk to the boy who is in a wheelchair > Talk to Reiko >

Command Room コマンドルーム > Yuden Mountain 油田山 >

Cafeteria 食堂 > Yuden Mountain 油田山 > Ueda Village 植田村 >

Gamu's Room 我夢の部屋 > Command Room コマンドルーム >

Monto Endo Mountain モントエンド山 > Command Room コマンドルーム >

Command Room コマンドルーム > Chichibu Yunosawa Hospital 秩父湯ノ沢病院 >

Command Room コマンドルーム > Gamu's Room 我夢の部屋 >

Shirogane City 城金市 > Fighter's Dock ファイターズドック >

Command Room コマンドルーム > Geo Base ジオベース >

Computer Room コンピュータルーム > SHOP > Go out of Geo Base >

Gamu's Room 我夢の部屋 > Doubliner Boarding ダヴライナー乗り場

Kurobe City 黒部市 > Command Room コマンドルーム >

Stinger Hangar ステュンガー格納庫 > Kurobe City 黒部市 > Forest >

Pronon Karamos プロノーン・カラモス

-----  
Kamen Rider Chapter  
-----

Storehouse 倉庫 > Ikuta City 生田市 > Teahouse Amigo 喫茶アミーゴ >

Moritaka City 森高市 > Talk to Tobei > Teahouse Amigo 喫茶アミーゴ >

Kihara City 木原市 > Go out of the city and go back > Hirayama City 平山市 >

Earthquake Laboratory 地震研究所 > Ruin Town 荒廃した街 > Ikuta City 生田市 >

Teahouse Amigo 喫茶アミーゴ > Uehara City 上原市 > Ikuta City 生田市 >

Hirayama City 平山市 > Tsujiri Mountain 辻理山 > Teahouse Amigo 喫茶アミーゴ >

Fujimi Plain 藤見平原 > Ikuta City 生田市 > Kawayoshi City 川吉市 >

Teahouse Amigo 喫茶アミーゴ > Moritaka City 森高市 >

Teahouse Amigo 喫茶アミーゴ > Tsujiri Mountain 辻理山 > Ikuta City 生田市 >

Jigokudani 地獄谷 > Teahouse Amigo 喫茶アミーゴ > Southern Sand Hill 南/砂丘 >

Teahouse Amigo 喫茶アミーゴ > Forest > Ikuta City 生田市 > Storm Forest 嵐ヶ森

> Kawayoshi City 川吉市 > Nine Tea House 喫茶ナイン > Kirihara Plain 桐原平原

> Teahouse Amigo 喫茶アミーゴ > Ranfu Mountain 嵐風山 >

Teahouse Amigo 喫茶アミーゴ > Kirishima Mountain 霧島山 >

Teahouse Amigo 喫茶アミーゴ > Mikasa Mountain 三笠山 >

Teahouse Amigo 喫茶アミーゴ > Diablo Camp ディアブロキャンプ >

Teahouse Amigo 喫茶アミーゴ > Nagahori City 長堀市 > Art Museum 美術館 >

Teahouse Amigo 喫茶アミーゴ > Nagahori City 長堀市 > Ikuta City 生田市 >

Kirihara Plain 桐原平原 > Ikuta City 生田市 > Teahouse Amigo 喫茶アミーゴ >

Orita City 折田市 > Teahouse Amigo 喫茶アミーゴ > Ranfu Mountain 嵐風山 >

Teahouse Amigo 喫茶アミーゴ > Teahouse Amigo 喫茶アミーゴ >

Moon Mountain 月影山

-----  
Kikaider Chapter  
-----

Mae Nomura 前乃村 > Shouhei Plain 昇平原 > Oku Nomura 奥乃村 >

Ichii Morimura 入森村 > Tenyu's house テンユウ君の家 > Maehashi Village 前橋村

> Ruin Town 荒廃した街 > Oogami Mountain 大上山 > Mizu Takehira 瑞竹平原 >

Hatakeyama Village 畠山村 > Talk to Mari > Ima Nomura 今乃村 >

Igami Village 伊上村 > Ima Nomura 今乃村 > Family Village 家族村 >

Talk to the man standing in front of the garden > Ax Village 斧村 >

Tide City 潮市 > Biochemical Study Facility 生化学研究所 >

Iokura Village 五百蔵村 > Rugi Store ルギー > Nomaki Ground 野巻大地 >

Iokura Village 五百蔵村 > Kishirada City 木白田市 > Ashikaga Mountain 足利山 >

Kishirada City 木白田市 > Tide City 潮市 > Ishikiri Valley 石切谷

-----  
Decisive Battle With The Emperor Chapter  
-----

Ueda Village 植田村 > Yuden Mountain 油田山 > Twenty City 二十市 >

Mitari Mizu City 三人水市 > Geo Base ジオベース > Babylos Dock バビロスドック

> Wakatsuki City 若槻市 > Wakatsuki Mountain 若築山 > Babylos バビロス >

Destroy all Dieldal gates > Geo Base ジオベース >

Computer Room コンピュータールーム > Briefing Room ブリーフィングルーム >

Lounge 休憩室 > Computer Room コンピュータールーム > Last Battle

=====  
7/SUB SCENARIO GUIDE  
=====

The sub scenario is the side quest that doesn't refer to the story. You can chose either complete them or not. Complete a sub scenario only give you more money and experience and sometime, items but not letting you advance through the game. In this kind of scenario, you can even chose characters that aren't appear in a current chapter. Those character is available as soon as they already appeared throughout the game. You can also use the parcel here by a certain character to recruit enemy character.

There are 2 sub scenarios in Kamen Rider Chapter. One is the war cave near Mikasa Mountain and the other one is the legend omega cave near Hirayama City. I will go with the war cave first, then the legend omega cave.

-----

\*The War Cave\* (闘いの洞窟)

Enter the cave and talk to the mysterious man (on the left side). He will ask you where do you want to go. Then there will be four options for you to chose.

1. Don't go
2. Space Sheriff
3. Rider Shocker
4. Rider Destron

Except option 1 (ignore the sub scenario), each choice will lead to a total different scenario part. Basically this cave is just a training camp for your characters. Nothing else.

-----

\*The Legend Omega Cave\* (伝説のオメガ洞窟)

Enter the cave and talk to Omega. Then go left. At the topmost upper side there are two door. First take the upper door. Then go all the way up and take the lower door. Go in the lower door the second time to grab Angel's Flap x5. Go in the upper door the second time and step on the warp which fully heal your status. Now continue going up and fight Omega.

-----

Boss Battle: Player Choice x4 VS Omega

Tips: It's easy. He only have lots of HP.

After the fight Omega will run away.

-----

Go up to the left. Go to the lower door three times and grab an Anti-Poison. Go fout and go to the upper door two times. Heal your status and get ready to fight Omega once more.

-----

Boss Battle: Player Choice x4 VS Omega

Tips: Like the previous one it's easy.

After the fight Omega will run away. Chase after him.

-----

Near the warp there are Hi-Locks Z x3. Go to the lower door to fight.

-----

Boss Battle: Player Choice x4 VS Soldier Miracler

Tips: Kill him.

After this continue going left to fight.

-----

Boss Battle: Player Choice x4 VS Soldier Miracler

Tips: Kill him.

After this continue going left to fight.

-----  
Boss Battle: Player Choice x4 VS Fushigi Beast Balibali

Tips: Kill him.

After this turn right to fight.

-----  
Boss Battle: Player Choice x4 VS Sabre Doubler

Tips: Kill him.

After this head down to fight.

-----  
Boss Battle: Player Choice x4 VS Buffalo Doubler

Tips: Kill him.

After this head down to fight.

-----  
Boss Battle: Player Choice x4 VS Soldier Miracler

Tips: Kill him.

After this head up to another area and prepare for battle.

-----  
Boss Battle: Player Choice x4 VS Pestar (Monster)

Tips: Kill him.

After this head up and prepare for battle.

-----  
Boss Battle: Player Choice x4 VS Eleking (Monster)

Tips: Kill him.

After this head down and prepare for battle.

-----  
Boss Battle: Player Choice x4 VS Alien Baltan (Monster)

Tips: Kill him.

After this head down and prepare for battle.

-----  
Boss Battle: Player Choice x4 VS Gudon (Monster)

Tips: Kill him.

After this head down and prepare for battle.

-----  
Boss Battle: Player Choice x4 VS Bullton (Monster)

Tips: Kill him.

After this head down and prepare for battle.

-----  
Boss Battle: Player Choice x4 VS Alien Baltan Second Generation (Monster)

Tips: Kill him.

After this go up to another area and prepare for battle.



-----  
Boss Battle: Player Choice x4 VS UFO Beast

Tips: Kill him.

After this go up and prepare for battle.  
-----

Boss Battle: Player Choice x4 VS Dr.Polter

Tips: Kill him.

After this go up and prepare for battle.  
-----

Boss Battle: Player Choice x4 VS Soldier Psychoer

Tips: Kill him.

After this go down and prepare for battle.  
-----

Boss Battle: Player Choice x4 VS Priest Poe

Tips: Kill him.

After this go down and prepare for battle.  
-----

Boss Battle: Player Choice x4 VS Hunter Killer

Tips: Kill him.

After this go down and prepare for battle.  
-----

Boss Battle: Player Choice x4 VS Fushigi Beast Muchi Muchi

Tips: Kill him.

After this go up to another area.  
-----

There is a healing warp in this area. Go up to fight Omega the third time.  
-----

Boss Battle: Player Choice x4 VS Omega

Tips: A very easy battle. Win it to proceed.

After the battle Omega will run away.  
-----

Go all the way up until you reach a path that has a warp. In here grab pure nostrums x5. Stand on the warp to go back. Then take the upper door to another area. Go all the way up and take the lower door. Heal your team and go up to fight Omega the fourth time.  
-----

Boss Battle: Player Choice x4 VS Omega

Tips: An easy battle. Win it to proceed.

After the battle Omega will run away.  
-----

Go up until you reach the treasure warehouse. In here, grab fast belt, soul of Dosei. Omega will challenge you again in a random encounter. Now go all the way back to the area that has two door which you encounter a bunch of bosses in the lower door (you can use the warp to make it faster). This time, take

the upper one to fight with some bosses again.

-----  
Boss Battle: Player Choice x4 VS Takkong (Monster)

Tips: Kill him.

After this move left to fight another one.

-----  
Boss Battle: Player Choice x4 VS Alien Mephilas (Monster)

Tips: Kill him.

After this move left to fight another one.

-----  
Boss Battle: Player Choice x4 VS Fake Seven

Tips: Kill him.

After this move down to fight.

-----  
Boss Battle: Player Choice x4 VS Fake Ultraman

Tips: Kill him.

After this move down to fight.

-----  
Boss Battle: Player Choice x4 VS Zetton (Monster)

Tips: Kill him.

After this move down to fight.

-----  
Boss Battle: Player Choice x4 VS Twin Tail (Monster)

Tips: Kill him.

-----  
After you kill all the bosses, go up to another area. In here grab a remove slow bracelet. Go all the way out of the cave. There are tasuki of fortune, belt of strength, soul of blue dragon, TP supply + x10, HP supply + x10, amulet of fortune, poison resist ring, TP supply x5, HP supply x5 on the way. Besure to grab them. That's it folks. You have finished the sub scenario.  
-----

-----  
|  
|Kikaider Chapter|  
|  
|

There is only one sub scenario in this chapter. It is located at the north of Ax Village.  
-----

\*The War Cave\* (闘いの洞窟)

Enter the cave and talk to the mysterious man (on the left side). He will ask you where do you want to go. Then there will be five options for you to chose.

1. Don't go
2. Space Sheriff
3. Rider Shocker
4. Rider Destron
5. Rider Gorgom

Except option 1 (ignore the sub scenario), each choice will lead to a total different scenario part.

Basically this cave is just a training camp for your characters. Nothing else.

---

|  
|Decisive Battle With The Emperor Chapter|  
|

There are two side quests here. One is THE ULTRAMAN and the other is the western cave.

---

#### \*THE ULTRAMAN Event\*

Go to Gaia area. Speak to the people in Shirogane City and get out of the city. You will find a hidden path cutting through the jungle. Go through that path (there is an earth's madness on the way). Grab an angel's guidance at the top. Go down to Tanchou City.

---

#### \*Tanchou City\*

There are white tiger's fang, divine protection of slow resist in the city. Go to the farmost left side and fight the two Alien Baltan blocking the way. After the fight go into a cave. There are chaos guard, soul of blue dragon, angel's guidance inside the cave. Now go up and take the pentagram warp to teleport to a new area. In here grab HP revive SP, TP revive SP. Go to the left side and take the door at the west. Follow the road to the top and watch the event. After that return to the city. Speak to the hidden man at somewhere in the middle of the city. After the conversation go back to the cave where you encounter the Super Baltan. Now you can fight.

---

Boss Battle: Space Sheriff Gavan and Ultraman and Ultra Seven and Jack VS Super Baltan.

Tips: It's easy so just do it your way.

---

After battle don't go back to the city, go to the place where you fight Super Baltan instead and you will find three treasure boxes. Grab them. Come back to the city and you will find the city is finally free from Alien Baltans' invasion. That's it. You've completed THE ULTRAMAN quest.

---

#### \*The Western Cave\* (西の洞窟)

It is located at the north of Tanchou City. This cave is just like the War Cave, a training place for Gaia Saver members. The most important thing here is this cave has Shadow Moon, who can be recruited in random battle!

---

Once you reach this chapter, the War Cave also has two more options for you to chose. Those are New Human Generation Kikaider and Showa Ultraman.

=====  
8/SECRETS  
=====

This section is probably not completed. Feel free to email me if you find any

other secret that isn't list here.

\*List of recruitable characters by using the parcel:\*

Note:

You can't use the parcel if one of the below character is in the combat list. Also, keep in mind that the parcel not always work 100%, but sometime require luck.

This list is probably not complete. Recruitable enemy characters are exclusive. It means you can't have more than one character with you. And you can't use them in event battle. They can be used for fun, but not really effective in my own opinion.

- Heavy Diedal Soldier: Can be recruited in any random battle from Ultraman Gaia chapter onwards. The way is to use the parcel by any character to force one of them retreat. If successful, you can then use one of them after the battle between Space Sheriff Gavan, Space Sheriff Sharivan, Kaiketsu Zubat and Diedal Soldier x4 in Ultraman Gaia chapter.

- Shocker Rider NO.1: Whenever you face this creature in random encounter, have Kamen Rider #1 use the parcel to force it retreat. It will immediately join after the battle.

- Sarracenic: Whenever you face this creature in random encounter, have Kamen Rider #1 use the parcel to force it retreat. It will immediately join after the battle.

- Turtle Bazooka: Whenever you face this creature in random encounter, have Kamen Rider #1 use the parcel to force it retreat. It will immediately join after the battle.

- Hunter Killer: Whenever you face this creature in random encounter, have Space Sheriff Gavan use the parcel to force it retreat. It will immediately join after the battle.

- Quintuple Bambara: Whenever you face this creature in random encounter, have Kikaider 01 use the parcel to force it retreat. It will immediately join after the battle.

- Waruder: Whenever you face this guy in random encounter, have Rider Black use the parcel to force him retreat. He will immediately join after the battle.

- Shadow Moon: Whenever you face this guy in random encounter, have Rider Black use the parcel to force him retreat. He will immediately join after the battle. Beware though, if you already recruited him you can no longer recruit any other enemy.

\*Secret Item:\*

Satan Saber: After you finished Kamen Rider Chapter, go back to Moon Mountain and you will find it in a tunnel which leads to Gorgom's base.

=====  
9/ITEMS LIST  
=====

These items are the ones that I collected throughout the game, therefore this items list is not complete.

HP supply EX HPサプライEX: recover 800 HP

HP supply + HPサプライ+: recover 300 HP

HP supply S HPサプライS: recover 500 HP

HP supply DX HPサプライDX: recover 1200 HP

HP recover HPリカバー: recover 1500 HP

HP recover + HPリカバー+: recover 2000 HP

HP recover EX HPリカバーEX: recover 3500 HP

TP supply TPサプライ: recover 100 TP

TP supply + TPサプライ+: recover 200 TP

TP supply S TPサプライS: recover 300 TP

TP supply EX TPサプライEX: recover 400 TP

TP supply DX TPサプライDX: recover 500 TP

TP recover TPリカバー: recover 600 TP

TP recover + TPリカバー+: recover 800 TP

TP recover S TPリカバーS: recover 1000 TP

TP recover EX TPリカバーEX: recover 1200 TP

Hi-Locks ヒロックス: recover 20% HP & TP

Hi-Locks Z ヒロックスZ: recover 40% HP & TP

Hi-Locks EX ヒロックスEX: recover 60% HP & TP

Hilo DX ヒロDX: recover 80% HP & TP

Hilo MAX ヒロMAX: recover 100% HP & TP

HP revive HPリバイブ: entire party recover 50% HP

HP revive SP HPリバイブSP: entire party recover 100% HP

TP revive G TPリバイブG: entire party recover 80% TP

TP revive SP TPリバイブSP: entire party recover 100% TP

Angel's Flap 天使の羽ばたき: revive a downed ally with 20% HP & TP

Angel's Guidance 天使の導き: revive a downed ally with 100% HP & TP

Cure Sleep キュアスリープ: remove sleep stage

Cure Poison キュアポイズン: remove poison stage

Cure Paralyze キュアパラライズ: remove paralyze stage

Cure Chaos キュアカオス: remove chaos stage

Cure Blind キュアブラインド: remove blind stage

Cure Slow キュアスロウ: remove slow stage

Pure Nostrum 純白の秘薬: remove all abnormal stage

Nostrum of Miracle 奇跡の秘薬: remove all abnormal stage of entire party

STR Charge STRチャージ: STR raise 10% for one time

AGI Charge AGIチャージ: AGI raise 10% for one time

MEN Charge MENチャージ: MEN raise 10% for one time

GUT Charge GUTチャージ: GUT raise 10% for one time

LUK Charge LUKチャージ: LUK raise 10% for one time

STR Boost STRブースト: increase STR and decrease MEN by 50% for one time

AGI Boost AGIブースト: increase AGI and decrease CON by 50% for one time

VIT Boost VITブースト: increase VIT and decrease GUT by 50% for one time

GUT Boost GUTブースト: increase GUT and decrease VIT by 50% for one time

LUK Boost LUKブースト: chance of increase or decrease LUK by 50%

Fist of Great Effort 努力の拳: +5 STR

Light of the Wilderness 野生の光: +5 MEN

Fist of Training 練磨の拳: +10 STR

Light of New Moon 三日月の光: +10 MEN

Power of Practitioner's Soul 士魂の力: +5 STR & MEN

Fist of Military Man 武人の拳: +15 STR

Light of Heat Haze 陽炎の光: +15 MEN

Power of Steadiness 不動の力: +8 STR & MEN

Power of Loyal Retainer 義士の力: +10 STR & MEN

Power of Brave Man 勇士の力: +15 STR & 5 MEN

Power of Swaggerer 壮士の力: +5 STR & 15 MEN

Power of Muddy Stream 濁流の力: + 13 STR & MEN

Power of Clear Stream 清流の力: + 15 STR & 10 MEN

Power of Torrent 奔流の力: +10 STR & 15 MEN

Power of Shishi 獅子の力: +10 STR & 25 MEN

Fist of Fighting 修羅の拳: +30 STR

Power of Large Wave 波濤の力: + 15 STR & MEN

Fist of Hero 英雄の拳: +35 STR

Light of Kouma 攻魔の光: +35 MEN

Power of Wild Beast 虎狼の力: + 18 STR & MEN

Power of White Whale 白鯨の力: +25 STR & 10 MEN

Fist of King 王者の拳: +40 STR

Light of Judgement 裁きの光: +40 MEN

Power of Kyokkou 極光の力: + 20 STR & MEN

Power of Kenkon 乾坤の力: +15 STR & 25 MEN

Power of Destruction 破滅の力: + 23 STR & MEN

Fist of Sacred King 聖王の拳: +30 STR & 10 VIT

White Tiger's Fang 白虎の牙: +30 STR & 10 AGI

Wing of Suzaku 朱雀の翼: +30 MEN & 10 CON

Gospel of Saint 聖者の福音: +50 STR & 15 LUK

Guard of Iron Wall 鉄壁の守り: +5 VIT

Petroleum Mind 燃ゆる心: +5 GUT

Guard of Tsuki 月鏡の守り: +10 VIT

Strong Mind 強靱な心: +10 GUT

Protecting Holy Water 聖水の守り: +15 VIT

Rousing Mind 奮起の心: +15 GUT

Soul of Loyal Retainer 義士の魂: +10 VIT & 5 GUT

Mind of Volunteer 挺身の心: +20 GUT

Soul of Brave Man 勇士の魂: +15 VIT & 5 GUT

Guard of Seima 誠真の守り: +25 VIT

Mind of Love 慈愛の心: +25 GUT

Soul of Swaggerer 壮士の魂: +15 VIT & 10 GUT

Mind of Renbu 練武の心: +30 GUT

Anti Chaos アンチカオス: +10 VIT & 10 GUT & chaos defense +10

Anti Blind アンチブラインド: +10 VIT & 10 GUT & darkness defense +10

Anti Paralyze アンチパラライズ: +10 VIT & 10 GUT & mahi defense +10

Anti Poison アンチポイズン: +10 VIT & 10 GUT & poison defense +10

Anti Slow アンチスロウ: +10 VIT & 10 GUT & slow defense +10

Soul of Dosei 土精の魂: +30 VIT & add 20 points to earth attribute

Soul of Genbu 玄武の魂: +20 VIT & 10 GUT

Soul of Blue Dragon 青龍の魂: +10 VIT & 20 GUT

Soul of Crystal 水精の魂: +30 GUT & add 20 points to water attribute

Soul of Kasei 火精の魂: +20 VIT & 10 GUT & 20 points to fire attribute

Soul of Fuusei 風精の魂: +10 VIT & 20 GUT & 20 points to wood attribute

Soul of Hikaru 光精の魂: +15 VIT & 15 GUT & 20 points to gold attribute

Soul of Giant 巨人の魂: +30 VIT & 20 GUT

Slow Guard スロウガード: +20 VIT & 10 GUT & slow defense +20

Blind Guard ブラインドガード: +20 VIT & 10 GUT & darkness defense +20

Sleep Guard スリープガード: +20 VIT & 10 GUT & sleep defense +20

Paralyze Guard パラライズガード: +20 VIT & 10 GUT & mahi defense +20

Poison Guard ポイズンガード: +20 VIT & 10 GUT & poison defense +20

Chaos Guard カオスガード: +20 VIT & 10 GUT & chaos defense +20

Yellow Dragon Scale 黄龍の鱗: +15 VIT & 15 GUT & 15 LUK

Amulet of Physical Strength 筋力のお守り: +3 STR

Amulet of Speed 素早さのお守り: +3 AGI

Amulet of Emotional Strength 精神力のお守り: +3 MEN

Amulet of Concentrate Power 集中力のお守り: +3 CON

Amulet of Guts 根性のお守り: +3 GUT

Amulet of Fortune 幸運のお守り: +3 LUK

Tasuki of Physical Strength 筋力のたすき: +5 STR

Tasuki of Speed 素早さのたすき: +5 AGI

Tasuki of Concentrate Power 集中力のたすき: +5 CON

Tasuki of Guts 根性のたすき: +5 GUT

Tasuki of Fortune 幸運のたすき: +5 LUK



Belt of Emotional Strength 精神力のベルト: +10 MEN

Belt of Physical Strength 筋力のベルト: +10 STR

Belt of Physical Strength (2) 体力のベルト: +10 VIT

Belt of Speed 素早さのベルト: +10 AGI

Belt of Fortune 幸運のベルト: +10 LUK

Headband of Speed 素早さの鉢巻: +15 AGI

Headband of Physical Strength 筋力の鉢巻: +15 STR

Headband of Physical Strength (2) 体力の鉢巻: +15 VIT

Headband of Emotional Strength 精神力の鉢巻: +15 MEN

Headband of Guts 根性の鉢巻: +15 GUT

Headband of Concentrate Power 集中力の鉢巻: +15 CON

Sleep Resist Ring 睡眠除けの指輪: sleep defense +15

Poison Resist Ring 毒除けの指輪: poison defense +15

Poison Resist Bracelet 毒除けの腕輪: poison defense +30

Mahi Resist Bracelet マヒ除けの腕輪: mahi defense +30

Chaos Resist Bracelet 混乱除けの腕輪: chaos defense +30

Darkness Resist Bracelet 暗黒除けの腕輪: darkness defense +30

Slow Resist Bracelet スロウ除けの腕輪: slow defense +30

Sleep Resist Crest 睡眠除けの紋章: sleep defense +80

Poison Resist Crest 毒除けの紋章: poison defense +80

Mahi Resist Crest マヒ除けの紋章: mahi defense +80

Chaos Resist Crest 混乱除けの紋章: chaos defense +80

Darkness Resist Crest 暗黒除けの紋章: darkness defense +80

Slow Resist Crest スロウ除けの紋章: slow defense +80

Divine Protection of Sleep 睡眠除けの加護: sleep defense +100

Divine Protection of Mahi マヒ除けの加護: mahi defense +100

Divine Protection of Chaos 混乱除けの加護: chaos defense +100

Divine Protection of Darkness 暗黒除けの加護: darkness defense +100

Divine Protection of Slow スロウ除けの加護: slow defense +100

Bracelet of Flame 炎の腕輪: add 30 points to fire attribute

Bracelet of Wind 風の腕輪: add 30 points to wood attribute

Crest of Genbu 玄武の紋章: add 50 points to earth attribute

Crest of Suzaku 朱雀の紋章: add 50 points to fire attribute

Crest of White Tiger 白虎の紋章: add 50 points to wood attribute

Crest of Yellow Dragon 黄龍の紋章: add 50 points to gold attribute

Crest of Blue Dragon 青龍の紋章: add 50 points to water attribute

Soul of Housuu 鳳雛の魂: +20 VIT & 10 GUT

Space Light Wave 宇宙の光波: +50 MEN & 10 GUT

Satan Saber サタンサーベル: testimony sword of the Creation King, +40 MEN & STR

Protection of God 神々の守護: +10 VIT & 40 GUT

Holy Protection 聖なる守り: +30 VIT

Earth's Madness 地球の怒り: +50 STR & 10 VIT

Mysterious Protection 神秘の守り: +40 VIT & 10 GUT

Parcel パーセル: if successfully capture an enemy, he/she will become companion

Heaven Capsule 空カプセル: when energy is fully charge, it becomes BC (Buster Capsule)

Buster Capsule バスターカプセル: technique can be used without losing TP

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10/FAQ

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Q: Can you give me a complete database of the enemy characters in the game?

A: Sorry, I can't. I don't have the data of the characters of the game. The only thing I knew about this is it is in the guide book, but sadly, I don't know where to buy it. If you know the place which sells this book online (as well as the Super Hero Sakusen guide book), please let me know.

Q: Can you give me a story translation of the game?

A: Sorry, I can't. My Japanese is limited, and I can't waste my time looking at the dictionary for every freaking meaning of Kanjis.

Q: Hey your names' pronunciation are wrong!

A: For God sake DON'T EVER argue with me about names' translation. I already spent hours looking at the internet for names and I confident they're corrected. However, if you know an exact way to spell Kanji names, feel free to contact me, since I blindly translate the Kanjis into Furigana using the dictionary in a common sense.

Q: I forgot to contact with Mr. Carder at a X place. Can I get 100% card collection?

A: Technically, a lot of cards are store at Mr. Carder's secret base in the four chapter. So yes, if you missed some of them (although I'm not sure how many), you still can collect 100% card collection.

Q: What is the most important statistics in the game?

A: In my opinion I would say it's mental, then strength. If both of them increase, you can deal more damage to enemy.

Q: How come when I attack an enemy with a certain skill, the damage dealt is only 1?

A: Well, it is probably because you use a wrong element of weapon that is inferior to the element type of that enemy. The best way to avoid is to use a different weapon that doesn't have the same element.

Q: What is missed in this guide?

A: As I've said, it's mainly enemy database, story and the secret section (mostly list of characters recruit by parcel). However, I think this guide is more than enough for newcomers in JP RPG since it roughly cover 80% information about the game.

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11/CREDITS & CONTACTS  
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Thanks to:

<http://takonamazu.exblog.jp/i20>: an excellent blog where I get a brief walkthrough of the game, as well as detail for Mr. Carder and the Satan Saber.

<http://asteroidcowboy.blog64.fc2.com/blog-category-1.html>: contains basic information of the game.

<http://en.wikipedia.org>: a popular wiki page where I get most information about the characters in the game.

WWWJDIC and JWPCE for helping me with Japanese text.

Banpresto for a very good RPG tokusatsu game.

GAMEFAQS for hosting this guide.

Contacts: email me at [minako1412@yahoo.com](mailto:minako1412@yahoo.com) for anything regarding this game.

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