

# Super Robot Wars Alpha Gaiden (Import) FAQ/Walkthrough Final

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SUPER ROBOT WARS ALPHA GAIDEN

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Version 9.9 (LAST)

FAQ, Guide, AP, Events  
For PSX, PSONe and PC Emulator

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WHAT'S NEW

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ver 1.1 (070901)

Completed Hard Mode

Best Mechas List

Pilot List

Mecha Stat. Explanation

Some little change in guide

Add Mecha Section in guide

ver 9.9 (LAST) (120901)

Completed Easy Mode

Add some Gamesharks Codes

A little fixin' there and there...

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\*PROMOTION\* (PLEASE Read it, but you can ignore this section:))

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This only about my background. I'm a student of UK Petra, it's the best University on

Indonesia

and SouthEast Asian. What? where? Bali is a part of Indonesia, okay:)?

Everyone who like to study in Indonesia. Choose PETRA, it won't dissapointed you.

We are a very peaceful and beautiful country.

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## I. INTRODUCTION

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This is my first guide, so please forgive me for any mistake that I've made.

I'll try to answer every mail that you sent, Okkie?.. I'm from Indonesia,

and my English and Japanese wasn't very good (I don't understand Japanese),

so pls forgive me...again.

I also play this game only on PC (VGS 1.4) so please don't ask me about how to play on PSX okay?

(I know nothing about PSX gameplay). SWITCH ON!

Oh, I almost forgot...you can contact me at CYBASTER98@YAHOO.COM with password...hey it's secret!

For anyone who need this walkthrough in INDONESIAN LANGUAGE, just contact my e-mail,

and I'll sent it ASAP. I'll add Item Section there but it's in MS Words 2000 format.

You can read this guide at : [www.gamefags.com](http://www.gamefags.com), [www.neoseeker.com](http://www.neoseeker.com) and [www.psxcodez.com](http://www.psxcodez.com).

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## II. FAQ

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This is all question that perhaps will asked by everyone who play SRW for the first time.

DON't READ IT IF YOU'RE PRO:).

1) How to choose the level (Hard, Normal, Easy)?

There is no option for it, the level depend on the score that you earned during the game.

For example, in scenario 8 if you have 8 points it means Hard, 5 points means Normal and 2

points means Easy. Okay?

2) What are those points for?

I can say it's like your score. The higher your point (lets call it AP, ne?) will give you a more difficult enemy, worse mecha (like GM Quell). And if you can manage the hard route, you'll end this game at scenario 45. In Normal and Easy route, the game ends at scenario 43. They all have the same ending movie. Just a little different storyline.

3) What's SP for?

Let's say that SP is like MP in Final Fantasy Series. It's magic in RPG Games. But SP cannot

recover until you end a scenario, unless you use items. So use it wisely.

4) How to recover HP and EN?

Recover HP and EN can be with this way:

a. Use a mecha that has an ability to recover HP / EN (Recover your EN also means refill your

ammo). Like White Ark (HP & EN), Venus A (HP), Norus Rei (HP) etc. Please remember that

with this way your moral will decrease by 10 (for recovery EN only).

b. Use SP. There is no penalty with this way. See the "SP Explanation" page.

c. Return to mother ship. It will recover both your HP, EN and refill amunition. In 1 turn

your ammo will fully recharge. But HP and EN recovery depend on how bad your mecha condition is. This way also decrease your moral by 10.

5) How to earn money?

By destroying enemies. An enemy with more HP means more money. You can double your money with SP "Luck" or "Bless". Use "Luck" wisely, cause if you fail to destroy the enemy the effect also lost.

6) How to get items and what it's for?

You can get items with:

a. Destroy certain enemies (usually boss).

- b. Buy from bazaar (Bazaar available at scenario 10, and it's not always open). You must exchange with your BS (Blue Stone, available at scenario 10) at bazaar, not money.
  - c. Take white boxes in some scenario.
  - d. Checking every certain place at Map. Like cave, mountain hole, stell bars etc. Item just like cloth, shoes in RPG games. It will add more stat at your mecha.
- 7) What are the best mecha?  
This is my personal opinion okay? I loved all "Lord of Elemental" mecha. Because they have a great animation when attacking, average speed, and average attack. Shin Getter and Mazinkaizer also great, but you'll obtained it on scenario 36.
- 8) What is the best attack combination?  
Daitarn 3 with "Sun Attack" (Banjo should level 48, so he can use SP "Spirit"), with Raideen as the assister with "God Voice". I can say that Raidenn is the best assister in this game, attack power 6000 (fully upgraded) and 8 range, it's a disaster for every enemies.

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### III. BATTLE MENU

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This is for anyone who can't read Japanese. Including me >\_<.

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End Turn

SP List (See the "SP EXPLANATION" section in this guide)

Unit List (Press Start to change Ally / Enemies, L1-R1 to Sort data by HP / level)

Mission Objective (Winning Condition-Lose Condition)

Gameplay System (Grid-Sound-BGM-Vibration-Cursor)

Save (4 block)

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### IV. INTERMISSION MENU

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Unit Stat.	Pilot Stat.	Equip Item
Unit Upgrade	Weapon Upgrade	Save
Replacement	Change	Load
Next Stage	Bazaar	Gameplay System

\*\*\*\*\*

Replacement: Here you can exchange pilot and mecha. Ex: You can make Heero ride Tallgeese III.

But not every pilot can ride every mecha. Can you imagine Sayaka ride Voltus V?

Change : This is for certain mecha. Like V2 Gundam can change become V2 Assault or V2 Assault Buster. Nu Gundam can change into Nu Gundam HWS. Etc.

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### V. HOW TO PLAY

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Well, actually just destroy every enemy enemies ASAP. But not every scenario like that. I'll write the other objectives.

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### VI. STAT. EXPLANATION

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This is some explanation on pilot and mecha statistic.

PILOT:

\*\*\*\*\*

\*Photo Name xxxx \*

```
* Moral 00 Experience *
* Level 00 Exp. for next lv.*
*****
*Short Reflect? Evade *
*Long Technique Accuracy *
*****
*SP * Pilot Ability * * Terrain Ability*
*000 000 000 * 000000 * Air *
*000 000 000 * 000000 * Land *
***** * 000000 * Water *
*Kills 00* * 000000 * Space *
```

\*) If your pilot already kills 50 enemies, you can start a scenario with 105 morale instead of

100. And the yellow star symbol will light on. On Hard Mode you'll get more enemies.

\*) Each time you destroy one enemy, will increase your morale by 5. And make all ally increase

their morale by 1. 50 is the lower, and 150 maksimum.

\*) Everytime you take damage from enemies attack, will increase your morale by 1. Attack missed

won't make any change in morale.

#### MECHA:

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*****
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Move x

Speed x

Armor x

Limit x

Size S / M / L / LL

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*****
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\*)Move: it means how far your mecha can walk. 5 means 5 block, but in certain terrain, (mountains, jungle, asteroids etc.) needs more than 1 Move.

\*)Speed: Better speed means better evade, if your pilot evade 100 and mecha speed 90 means that

your evade 190. But when your mecha limit is 160, it means your evade is 160 NOT 190.

When this happend, the evade in pilot stat. will change into red colour. It means you MUST upgrade the mecha's limit.

\*)Armor: It related with damage this mecha can take. Bigger armor means less damage this mecha

will receive.

\*)Limit: Related with speed (read above)

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#### VII. PILOT AND MECHA ABILITY

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This are the list of pilot and mecha ability. You can see the explanation in another FAQ (by

JL Lee in [www.gamefaqs.com](http://www.gamefaqs.com)).

#### PILOT:

- 1. Sword Cutting
- 2. Shield
- 3. Newtype
- 4. Enhanced Human
- 5. Manufactured NT
- 6. Category FL (Frost Brothers Only)
- 7. Potential
- 8. Guts
- 9. Physic Energy

- 10. Beast (Dancougar Pilots)
- 11. Commander
- 12. Assist

MECHA:

- 1. After Image
- 2. Maha Special (Getta 2 only)
- 3. Mazin Power
- 4. Seperate
- 5. Change
- 6. Beam Coating
- 7. I-Field
- 8. ??? Field (like in R-Gun, sorry I don't understand the kanji), but it says Nendo Fildo.
- 9. Gravity Wall
- 10. ??? (Cybaster only, increasing all mecha stat., when Masaki's morale reach 140)
- 11. Zero System
- 12. Recover HP
- 13. Recover EN
- 14. HP Recover (Small)-(Normal)-(Huge)
- 15. EN Recover (Small)-(Normal)-(Huge)
- 16. Pinpoint Barrier (Macross Plus). I never seen it, since my Isamu and Gald never been hit..:)

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VIII. SP EXPLANATION

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*****
Hot Blood/40      Spirit/60      Mercy/10      Snipe/30      Flash/10      *
Grt. Effort/20   Luck/40       Bless/60     Concentrate/15 100% Hit/20  *
Iron Wall/30     Invisible/60  Speed Up/10  Awaken/60     Confuse/70   *
Persev./20      G.Persev./40 Rally/40     Trust/30      Friendship/70*
Love/90         Resupply/60  Move Again/90 Exhaust/50    Weariness/100*
Self-destruct/1 Detect/1      Motivate/60  Patience/90  Raid/60      *
*****

```

Hot Blood: Double the damage. (Why it's not Cold Blood?, sound more kill ne?)

Spirit: 2.5x damage for one attack. It's 3x in SRW Alpha.

Mercy: Enemies HP will remain 10. But in this condition:  
a. Enemy pilot has a lower technique than your pilot.  
b. In that attack, the enemy should be destroyed.  
It's function is to make the other pilot increasing level easier.

Snipe: Increase the range of long range attack. Map weapon won't increase.

Flash: Evade 100%. Only for once.

\*\*\*\*\*

Great Effort: Gained more experience. For one attack.

Luck: Money, money, money...It makes you receive more money. Please pay attention that  
it's effect will lost even if the enemy not destroyed. So make sure your enemy  
will destroy.

Bless: Give the other pilot "Luck" effect.

Concentrate: Increase accuracy and evade by 30%. For 1 turn.

100% Hit: Your attack will surely hit. For 1 turn. Can be evaded by SP "Flash"

\*\*\*\*\*

Iron Wall: Receive 75% damage only for 1 turn.

Invisible: Disappear for 1 turn. Enemies can't attack you.

Speed Up: Move +3 mass.

Awaken: Makes you make more action in that turn.

Confuse: Decrease all enemies accuracy by 50% for 1 turn.

\*\*\*\*\*

Perseverance: Recover 30% HP  
 Great Per.: Recover 100% HP  
 Rally: Increase pilot morale by 10  
 Trust: Recover other mecha HP by 2000  
 Friendship: Recover all ally HP by 50%

\*\*\*\*\*

Love: Recover all ally HP by 100%  
 Resupply: Recharge EN and ammo. No moral penalty  
 Move Again: Enable another mecha do another action  
 Exhaust: Decrease enemy morale by 10  
 Weariness: Decrease ALL enemies morale by 5. Fatman is the only pilot who can use this SP.

\*\*\*\*\*

Self Destruct: It will make damage as big as your HP that time.  
 Detect: Sees the enemy statistic without battling.  
 Motivate: Increase morale of the surrounding mecha by 10. So maximum 4 mecha.  
 Patience: Transfer 50 SP to another mecha. You lost 90 AP.  
 Raid: Flash, Hot Blood, Speed Up, 100% Hit for only 60 SP

\*\*\*\*\*

For ITEM list, you can see at JL Lee walkthrough. It's perfect, so I don't need to add anything.

Thanx very muchie Mr.Lee. (Nggg? It's in [www.gamefaqs.com](http://www.gamefaqs.com))

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## IX. WALKTHROUGH

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Like I say at the first time, it's actually so simple to play it (as long you understand Japanese),

just destroy every enemies A.S.A.P. If there is another objectives I'll write it below.

Scenario 1: Kill all enemies gives you 1AP.

Note: If you don't want the AP you must choose number 1 choose in turn 2. Then Ryouma

and Benkei must run to the left of the Map.

Event: All characters - Jerid & Kakurikon.

\*\*\*\*\*

Scenario 2: Kill all Titans enemies within 2 turns after they appeared.

Event: Kamiyu-Quattro, Kamiyu-Ema, Puru-Quattro, Usso-Quattro, Usso-Ema, Judo-Quattro,

Banjo-Quattro, Ryouma-Ema.

\*\*\*\*\*

Scenario 3: Destroy Rozamia "Phsyco Gundam MkII".

Event: Kamiyu-Jerid, Kamiyu-Kakurikon, Kamiyu-Bran, Kamiyu-Rosamia, Hyouma-Jerid, Hyouma-Kakurikon, Hyouma-Laila, Judo-Jerid, Judo-Rosamia, Puru-Rosamia.

\*\*\*\*\*

Scenario 4 (Rin Horse Jr. Route):

Decrease enemies mother ship HP's till it ran. Don't let it escape. You can destroy it if you can (20000 HP). Your team arrives at turn 6.

Event: Heero-Wufei(2x), Heero-Trowa, Heero-Dekim, Duo-Wu Fei, Duo-Trowa, Duo-Dekim,

Zechs-Wu Fei, Zechs-Dekim, Kamiyu-Dekim, Usso-Dekim, Gomez-Dekim, Judo-Dekim,

Quatre-Dekim, Noin-Dekim.

Scenario 4 (Ahgama Route)

Destroy "Zudori" before he escaped.

Event: Shinobu-Quattro, Shinobu-Ema, Tetsuya-Quattro, Tetsuya-"Zudori"

\*\*\*\*\*

Scenario 5 (Rin Horse Jr. Route):

Destroy enemies mother ship. It ran if its HP 5000 left.

Event: Heero-Wu Fei, Heero-Dekim, Duo-Wu Fei, Duo-Dekim, Trowa-Wu Fei, Quatre-Wu Fei,

Judo- Wireta-Wu Fei, Wireta-Dekim, Kamiyu-Wu Fei, Kamiyu-Dekim, Usso-Wu Fei,

Wu Fei, Noin-Wu Fei, Zechs-Wu Fei, Zechs-Dekim. Dekim was inside the mothership.

Note: You must protect your base from the enemies. Careful with the flying unit (MD

Taurus), they have a high speed.

Scenario 5 (Ahgama Route):

Destroy "Zudori" (left of the Map).

Note: Do not destroy Ryusei and his friends. In the next turn they'll be your ally.

Event: Fuoka-Ryusei, Fuoka-Kou, Fuoka-Basku, Hikaru-Ryusei, Hikaru-Kou, Hikaru-Keith,

Miria-Rai, Max-Ryusei, Max-Rai, Kakizaki-Monsha, Masaki-Safine, Yan Rong-Safine,

Ryune-Safine, Irmgald-Basku, Kyouji-Basku, Keith-Basku, Monsha-Basku, Kou-Basku.

\*\*\*\*\*

Scenario 6 (Rin Horse Jr. Route):

Reach designated point within 4 turns without battle.

Note: Use Wave Rider (Z Gundam), and add "Booster" item. Methuss also ok for this job. Now you must count the enemy shooting range. Careful with "Zamer" on the left of the Map. Their attack range is 8.

Scenario 6 (Ahgama Route):

Draw all enemies below disignated line in four turns. This line will shown every

time at beginning of a turn. DO NOT destroy any enemies or GAME OVER waits you.

Note: Use a strong mecha in front as a lure. Like Dancougar. Once the enemy attack you,

it will follow or chase you.

Event: Banjo-Quattro, Akira-Ema, Fuoka-Quattro, Henken-Ema, Tetsuya-Bran, Tetsuya-Quattro,

Shinobu-Quattro, Ryouma-Bran, Ryouma-Quattro, Kid-Jerid, Amuro-Bran, Amuro-Jerid,

Quattro-Jerid, Quattro-Laila

\*\*\*\*\*

Scenario 7: Destroy all enemies within 4 turns

Convince: Heero-Wu Fei (2x)

Note: You don't need to convince Wu Fei, he still join you even you destroy him.

\*\*\*\*\*

Scenario 8: Destroy Gogon. He'll run if his HP below \*\*\* (Hard 8000 HP, Easy 2000 HP)

Note: In Hard Mode, you can fight Kamen Kamen. In Normal and Easy Mode, Kamen Kamen

just shown up and say hi than run. Destroy him will gives you "Phsyco Frame"

Mecha: Depend on the Mode that you're in (Hard, Normal or Easy), in turn 4 Ryusei will

be available in your team with his mecha (Hard:MP Gurungast, Normal:MP Hyukbine

MkII, Easy:MP Gesphento MkII).

\*\*\*\*\*

Scenario 9: \*1st half-Destroy all enemies will give you 1 AP.

Note: The objectives of this scenario is just let Isamu reach Macross(after Gald become friend).

Note2: Fight with Gald 3 times and he'll be your friend. DO NOT destroy him.

Event: Isamu-Gald (3x)

=====

\*2nd half-No AP.

Note: In Easy Mode you have a higher chance to destroy Shou "Neo Granzone".  
Convince: Judo - Puru Two, Elpi Puru - Puru Two (NO MATTER you do at this stage,  
you

still might get Puru Two join you. This only decides what mecha you'll  
get

at scenario 36). Puru Two joins you at scenario 36 later (read below).

Event1: Judo-Puru Two, Judo-Jerid, Judo-Yazen, Judo-Basku, Judo-Katejina, Elpi Puru-  
Puru

Two, Masaki-Sho, Ryouma-Sho, Hyouma-Sho, Kenichi-Sho, Kamiyu-Kakurikon,  
Kamiyu

-Yazen, Kamiyu-Maua, Kamiyu-Jerid, Kamiyu-Basku, Kamiyu-Katejina, Kamiyu-  
Puru Two, Kamiyu-Sho, Quattro-Yazen, Quattro-Jerid, Quattro-Basku, Quattro-

Puru  
Two, Quattro-Sho, Usso-Basku, Usso-Katejina, Usso-Puru Two, Usso-Sho, Four-  
Basku,

Four-Puru Two, Amuro-Bran, Amuro-Jerid, Amuro-Basku, Amuro-PuruTwo, Amuro-  
Katejina, Amuro-Sho, Kou-Basku, Kou-Sho.

Event2: Destroy Maua with Kamiyu.

\*\*\*\*\*

Scenario 10: Destroy Hora within 4 turns

Event: Jiron-Hora, Eruchi-Hora, Rag-Hora, Burme-Hora, Tetsuya-Hora, Jun-Hora

\*\*\*\*\*

Scenario 11: Destroy all enemies within 3 turns

Event: Tetsuya-Tinpe

\*\*\*\*\*

Scenario 12: Destroy Bigman. He'll run if his HP below \*\*\* (Hard 9000, Easy 4000).

Event: Tetsuya-Bigman, Kenichi-Tinpe, Gotseto & Eruchi-Bigman.

\*\*\*\*\*

Scenario 13: Destroy Tinpe within 2 turns.

Event: Tetsuya-Bigman, Jiron-Bigman, Kenichi-Bigman.

\*\*\*\*\*

Scenario 14 (Gundam X Route):

Garrod reach destination within 4 turns. Just walk as far as you can.

Event: Garrod "Gundam X"-Shagia, Jamill-Shagia, Four-Shagia, Kamiyu-Shagia, Hyouma  
-Shagia, perhaps Quatre-Shagia (but Quatre was too slow here so I never can  
make him close to Shagia)

Scenario 14 (Turn A Gundam Route):

Destroy Poo (the red one from Teletubbies? Where is Lala and the others?)

\*\*\*\*\*

Scenario 15 (Gundam X Route):

\*1st half-Destroy all enemies within 3 turns

=====

\*2nd half-No AP

Scenario 15 (Turn A Gundam Route):

Destroy all enemies within 5 turns

\*\*\*\*\*

Scenario 16 (Gundam X Route):

Destroy Hora. He'll run if his HP below \*\*\* (Hard 8000 HP, Easy 6000 HP)

Scenario 16 (Turn A Gundam Route):

Destroy all enemies within 5 turns

\*\*\*\*\*

Scenario 17 (Gundam X Route):

Destroy all enemies within 4 turns

Scenario 17 (Turn A Gundam Route)

\*1st half-Sochie reach the white box first, before Rolan.

=====

\*2nd half-No AP

\*\*\*\*\*



Scenario 18 (Freedan Route):  
 Destroy all enemies within 7 turns

Scenario 18 (Iron Gear Route):  
 Reach designated point within 4 turns

\*\*\*\*\*

Scenario 19 (Freedan Route):  
 Destroy Karis in "Mobile Armor".  
 Note: At the beginning of the scenario, Heero AND Duo should reach designated point  
 within 5 turns (Upper Left of the Map). Both of them!  
 Convince: Garrod - Karis.

Scenario 19 (Iron Gear Route):  
 Destroy Poo. He'll run if his HP below 50%.

\*\*\*\*\*

Scenario 20 (Freedan Route) :  
 Make GP-02 HP's below 900. Use SP "Mercy" if necessary.  
 Mecha: Look for them at the hole on the left and right (Hard:GM Quell and GunEZ,  
 Normal:V Gundam Hexa and Gunblaster, Easy:Gundam ZII and Sazabi).

Scenario 20 (Iron Gear Route) :  
 Same above  
 Mecha: Same Above

\*\*\*\*\*

Scenario 21: Destroy Batsu. He'll run if his HP already red.

\*\*\*\*\*

Scenario 22: Defeat Tinpe's after he start to run when you reduce it's HP by 50%  
 Mecha: Look for them at the hole (Hard:VF-11B Fighter, Normal:VF-1J Armored  
 Valkyrie,  
 Easy:FA part for Gundam ZZ). VF-1J AV cannot change like others Valkyrie  
 but it  
 has a high armor. For use FA part, go to Intermission Menu-Change (see  
 above)

\*\*\*\*\*

Scenario 23: Destroy all enemies within 2 turns, after Jamill reach Gundam DX.  
 Note: At the beginning scenario, let Jamill reach Gundam DX.

\*\*\*\*\*

Scenario 24: Destroy Dante

\*\*\*\*\*

Scenario 25: Destroy all enemies before Olva and Shagia appear at turn 11.

\*\*\*\*\*

Scenario 26 (Hard):  
 \*1st half-No AP  
 =====  
 \*2nd half-Destroy Dante ASAP

Scenario 26 (Normal, Easy):  
 Take ALL white boxes. Don't let the enemies take it.  
 Convince: Jiron-Rag

\*\*\*\*\*

Scenario 27 (Hard):  
 Trap Hora's Iron Gear with Daitarn 3 and 3 other units within 3 turns  
 Note: Use "Mega Booster" and "Booster" on all Trapers (choose a flying units).

Scenario 27 (Normal, Easy):  
 Destroy all enemies other than Greta Gari within 2 turns.

\*\*\*\*\*

Scenario 28 (Hard):  
 Destroy Karas "Greta Gari" in 7 turns

Scenario 28 (Normal, Easy):  
 \*1st half-No AP  
 =====  
 \*2nd half-Destroy Dark General

\*\*\*\*\*

Scenario 29 (Hard):

Convince Eruchi with Jiron twice OR Attack Eruchi until her HP below 50%.

Convince: Jiron-Eruchi (2x)

Scenario 29 (Normal, Easy):

Destroy Emperor

\*\*\*\*\*

Scenario 30 (Sneak Attack):

\*1st half-Your mothership reach designation point in 6 turns.

Mecha: Depend on what you've made in scenario 9, you'll get Quebeley MkII (White)  
or

Quebeley MkII (red). If you convince Puru Two on scenario 9 with Judo and  
Elpi

Puru, just convince her again with Judo in this scenario and you'll get  
Quebeley

MkII (White). But if you didn't convince her at scenario 9, you must  
convince her

with Judo and Elpi Puru on this scenario and you'll get Quebeley MkII  
(Red).

Quebeley MkII (white) has a Map Weapon, the red one doesn't have Map  
Weapon.

=====

\*2nd half-No AP

Mecha: Look for it at the yellow stell bars (Hard:Hi-Nu Gundam, Normal-Easy:FA  
part for

Nu Gundam)

Scenario 30 (Direct Attack):

\*1st half-At this scenario, Freedan coming at turn 3. You must let Freedan  
reach

designated point below turn 7.

Mecha: Same Above

=====

\*2nd half-No AP

Mecha: Same Above

\*\*\*\*\*

Scenario 31: Reduce Gundam Ashtalon HP's till below 10%.

Note: This is very difficult, since Ashtalon have a very big defense. Don't  
believe

what the stat. says (it says 1800). But I think it's more than that.

If you don't want AP, just destroy all enemies without do anything to

Ashtalon.

\*\*\*\*\*

Scenario 32 (Space):

Destroy all enemies other than "Ra Kairam" and "Soreiyu" within 7 turns.

Note: Don't destroy Milan "Sereiyu" or Game Over Man...

Scenario 32 (Earth):

Defeat the last Zen II after all enemies destroyed. There are 4 Zen II on  
each corner of the Map.

\*\*\*\*\*

Scenario 33 (Space):

Reduce "Turn X" HP till 70 %

Event: Zechs-"Turn X", Kid-"Turn X", Gald-"Turn X", Isamu-"Turn X", Garrod-"Turn  
X",

Heero-Suesson, Heero-"Turn X"

Scenario 33 (Earth):

Convince Eruchi with Jiron, kill all enemies except her, place Jiron beside  
her.

Convince: Jiron-Eruchi

\*\*\*\*\*

Scenario 34 (Space):

Destroy Kamen Kamen, he'll run if his HP below \*\*\* (Hard 8000 HP, Easy-red

coloured). U can use Gundam DX "Twin Satelite Cannon".

Note: Turn X, Meribell and Katejina will run at turns 6. Kill Maribell for "Halo".

After this stage the bazzar sells "VAL VARO" (1500 BS), it's a great mecha.

I

sugest you to buy it (I play on Easy Mode).

Event: Rolan-Suesson, Rolan-Meribell, Rolan-"Turn X", Hari-Suesson, Kid-"Kamen Kamen",

Ussu-Katejina

Scenario 34 (Earth):

Reduce "Turn X" HP below 50%

Event1: Banjo - "Turn X", Hyouma - "Turn X", Kenichi - "Turn X"

Event2: If you have Raideen in your team, you'll see Turn X "Shinning Finger" attack

Raideen. If you able reduce his HP of course.

\*\*\*\*\*

Scenario 35 (Space):

Ra Kairam reach designation point in 5 turns

Note: You can destroy Gesphento MK II and Gurungast, but not G-Bit. Every time one

G-Bit destroyed, the other will come at RANDOM place. DO NOT KILL TO MANY G-BITS

OR THE GAME MIGHT HANG (don't know if you play it on PSX).

Scenario 35 (Earth):

Destroy Kamen Kamen.

Note: Do not destroy all enemies or Kamen Kamen will run.

\*\*\*\*\*

Scenario 36 (Space):

\*1st half-No AP

Note: At this stage, you must run to the corners of the map (every corner will do). And

Mazinga Z should be the last one. You can destroy all enemies (they'll keep appeared until the last is a Yellow creature, sorry I forget it names, but

it has

a very long range weapon, 8 or 9 I think)

=====

\*2nd half-Reduce Shin Getta HP \*\*\* (Hard-10%, Easy-until it run)

Note1: Just let Mazinga Z destroyed. Kyouji will replace on Mazinkaizer, then your teams

will arrived.

Note2: This wasn't as easy as it looks. Because everytime you attack Shin Getta-1, it

always defend (not counter or evade). So it makes the damage you'll made look

very weak. Use your BEST attack combination. Good Luck....

Oh, and if you manage to defend Mazinga Z till the end of scenario, you won't

get Shin Getta. Also, if you destroy Shin Getta, you won't get Shin Getta.

Event: Kyouji-Gogon, Kyouji-Bato, Tetsuya-Gogon, Tetsuya-Bato, Ryouma-Gogon, Ryouma-

Bato, Hayato-Bato, Akira-Bato.

Mecha: Look at the cave (Hard:Destroid Monster and The O, Normal:Neu Ziel, Easy:GP02A).

Scenario 36 (Earth):

\*1st half-Destroy Gogon (before he rides Mazinkaizer)

Note: Destroying Mazinkaizer means GEMU OBA...just try it:-)

Event: Tetsuya-Gogon, Kyouji-Gogon, Ryouma-Gogon.

=====

\*2nd half-NO AP.Reducing Shin Getter HP until 10% in this stage won't give you

AP.

Note: Use all of your Super Robot at this scenario.

Event: Tetsuya-Bato, Kyouji-Bato, Akira-Bato, Ryouma-Bato, Hayato-Bato

Mecha: Same above

\*\*\*\*\*

Scenario 37: Defeat Shagia and Olva at the same time. Use MAP WEAPON.

Note: Shagia and Olva are VERY VERY FAST this time. You'll need SP "100% hit" I think.

The best Map Weapon to destroy them are Gundam DX and ZZ Gundam. Please remember

that the pilot must have SP "100%hit". Like Garrod, Usso. Usso have SP "Spirit", it'll make you easier. You can use GW Zero Custom, but it should piloted by Chang Wu Fei. You can try your luck with other pilots.

Event: Jiron - Hora, Garrod - Shagia, Garrod - Olva.

\*\*\*\*\*

Scenario 38: \*1st half-Destroy all enemies other than Katejina (-san?) in 9 turns.

Event1: Usso-Katejina (2x)

Event2: Use Usso to attack Katejina until her HP very low. Use SP "Mercy" will help (Usso

must at least at lv.45, because his technique won't enough before this lv.)

Note: In Easy mode, Katejina only assisted by 1 "Bandit". In hard she had 4 "Bandits".

=====

\*2nd half-No AP.

Note: Take the item at the Cave on the bottom left of the Map. I forget what it's, but

it's a good item. In this scenario you must destroy Turn X in ...turns (Easy 17

turns, I forget the Hard and Normal Mode. Just see the Scenario Objectives)

Event: Rolan-"Turn X" (3x), Hari-"Turn X", Poo-"Turn X", Diana-"Turn X", Kyouji-"Turn X",

Heero-"Turn X", Usso-"Turn X", Kou-"Turn X", Kou-"GP02A", Kamiyu-"Turn X" I really wonder what Turn-X says at turn 2 "Amuro Ray, Char Azanable....".

But

when Amuro or Quattro (Char) attack him, there are no conversation.

\*\*\*\*\*

Scenario 39: There are two choises before this scenario, but the scenario just the same. After all enemies destroyed, a bunch of enemies appear with 8 missiles. You must

reduce all those missiles HP to 10%. SP "Mercy" will help. If you can reduce all

of those missiles HP to 10% only in 2 turns after they appear, it worth 1 AP.

Event: Jiron-Hora, Jiron-Tinpe, Eruchi-???, Eruchi-Hora, Eruchi-???

Note: USE KAMIYU in Z GUNDAM at this scenario. Cammile will learn a new attack (70

EN). If you manage to kill Rozamia, Cammile won't learn this attack. I

wonder if

she can joins you, tell me if you know.

Add: At the beginning of this scenario Eruchi already become my friend. If you do

everything right I think she'll joins you, I play this games 3 times in different

modes and Eruchi always joins me. So I don't know if those convinces have any

impact or no.

\*\*\*\*\*

Scenario 40: Destroy 2 Kamen Kamen at the same turn in 4 turns. You can do it without Map

weapon, just destroy them at the same turn.

Note: You can't use Gundam DX Map Weapon here, the moon ain't shine. So the best choice are GW Zero Custom and ZZ Gundam. Bring a lot of pilot who can use SP "Rally" and "Motivate", because there are only about 10 enemies here (if you're on Hard Mode). You'll need a high morale to kill Zenga after 2 Kamen Kamen destroyed. It will give you 50000 and "Gravity Wall".

\*\*\*\*\*

Scenario 41 (Hard, Normal):

Destroy Shagia and Olva at the same time (again?). My advice, use Turn A Gundam.

It already has Map weapon isn't it?.

Scenario 41 (Easy):

\*1st half-Destroy all enemies within 2 turns. Just use Mega Booster in your team

(Hikaru, Fooker and Isamu). Better you upgrade Fooker's weapon because the enemy

only attack the weaker pilot (in my case is Fooker). And ALWAYS Counter. The enemies here just piece of cake (their HP are only 2500). Careful... The last three enemies (HP 5000) has a nice item part for you, "Mega

Drive",

you... "Halo" and "???" (sorry, forget the last one). And the next scenario waits

Note: You'll start this skenario with Hikaru, Fooker and Isamu, all of them from Macross series. Just be prepare if you want the AP. BUT WAIT you're in Easy right? So what's AP for anyway? Actually you no need to read this anymore

:)

Just KILL...KILL...and KILL...Remember!this is easy!

=====

\*2nd half-No AP. Goru just recover once, well that's why its easy mode....

\*\*\*\*\*

Scenario 42 (Hard):

4 Destroy Dai. He ride a mecha with 2 cute dino (63000 HP), and surrounded by

half. assister. Actually this scenario also the same with scenario 41 (Easy)-2nd

Note: Dai will recover his HP when his HP already low, 'bout 3 or 4 times (sorry, forget) which will make you crazy. And all enemies here have an average HP 30000.

Scenario 42 (Normal):

Destroy Zenga.

Note: The objectives of this scenario is to launch your mothership to the designated

point. After that a bunch of enemies with crazy HP will appear.

Scenario 42 (Easy):

Again, this is the same with scenario 42 (Normal) and 43 (Hard)-1st half. It just Zenga appear after you destroy one enemies.

In hard and normal mode, Zenga appeared since the beginning.

is And to get the AP, you must reach designated point within 10 turns. There

want. no turns limit to reach the designation point, you can go there anytime you

Note: It's easy to destroy Zenga, he just recover once.

\*\*\*\*\*

Scenario 43 (Hard):

\*1st half-Destroy Zenga (55000 HP).

Note: Your mothership should reach designated point in 8 turns. After that, you'll

continue to the next part of the scenario.

=====

\*2nd half-No AP. This scenario was the same with scenario 43 (Normal)1st half.

But Zenga joins you. I think you should manage to destroy him on the previous scenario before he joins you. Destroying Meigas won't add your AP, but she has a good item "Iron Soul" and much money.

Note: Yeah..huraay, Zenga joins me! But his HP only 12000, his EN 200 (it's 290 when he is your enemy) and he lost his "Commander" ability. What a weird. He wasn't as strong when he is your enemy. The Objectives of this stage are simple, just kill

those twin boy (left:54000 HP, right: 56000 HP). And Meigas (65000 HP) will appear with another boy. Killing the last "boy" will gives you "Iron Soul". Scenario 43 (NORMAL):

\*1st half-Destroy Meigas/65000 HP (She'll recover 3 or 4 times). She appear after those twin boys destroyed.

Note: You can complete this scenario by just killing those twins.

=====

\*2nd half-No AP.

Event: Almost every main character (Amuro, Ryouma, Shinobu, Jiron, Kid etc.) have a conversation with Meigas. I can't type them all.

\*END\*

Scenario 43 (EASY):

???.

Note: Meigas will recover three times (65000 HP), I think it isn't that hard. You'll start this scenario with 120 morale (yeah! way to go). And to tell you the truth that destroy Ansaz, Surisaz, and Uruz I think is harder than Meigas,

they have "After Image" Ability.

\*END\*

\*\*\*\*\*

Scenario 44 (Hard):

Kill Meigas (65000 HP), it isn't that hard.

Note: Now you can choose Aya "R-3" and Rebi Tora "Hyukbine MkII". But I can't use Rai, is there anyway to make him available?. Anyway, no need to worry about

it, they're weak! (their mecha I mean). Instead Rebi Tora is wonderfully perfect pilot.

Why? She is strong (she was the boss from SRW Alfa) and having level 7 Pyshic

Energy...tsk...tsk...why should she use Hyukbine Mk II?.

Well nobody is perfect :)

Event: Same here, all main character will have a conversation with Meigas.

I can't type them all man (is there any girl play this game?).

\*\*\*\*\*

Scenario 45 (HARD):

???. What's AP for at the Last Stage anyway?. You can try to destroy Granzone

in 2 turns, but still there is no AP for it I think. :). And Monika and Safine

will run in turn 2.

Note: You have new mothership now (Alexandria), it has high HP but low armor (900).

After Granzone (50000 HP) destroyed, Neo Granzone will replace it (65000 HP).

In Neo Granzone, Sho makes 4 times recovery, before you can truly finish him.

Use Masaki in this scenario. I spent almost 1 hour and almost all of my "Super Repair Kit" and "Donkey Bun" (use them or you'll be sorry, this is the LAST)

just for defeating Sho.

\*END\*

\*\*\*\*\*

NOW sit back and enjoy the ending movie (which I think is bad, SD Gundam has a better movie>\_<).

Why? The characters wasn't speak there. Also no action there, just stand, and holding hands???

After this you can save this file for:

1. Movies collection.

2. Character and mecha data.

3. Replay. A note will written on the data that you saved. It says in which mode you finished the

game. In Normal Mode, you can replay with 1,500,000 money at the beginning, Hard 2,000,000,

Easy 1,000,000. Just choose "Load" to replay.

><><><><><

X. PILOT LIST

<><><><><>

These are list of some pilots, a weak pilot and they who I never used in this game are not in this list.

Why? Of course because I'm tired. I can't type all those almost 100 pilots...>\_<.

---

ANIME	PILOT	ABILITY	SP
BRAIGER	Kid	Potential-Assist-Sword Cutting	100%Hit - Flash - Rally- Snipe-HotBlood-Friendship
	Steven Boy	Assist	SpeedUp-Concentrate- G.Persev. - Luck - Exhaust
	Issac Kodonov		G.Persev.-G.Effort-Rally- Mercy - Trust - Awaken
	Machiko Valencia		Detect - Bless - 100%Hit - Flash-Iron Wall-Invisible
COMBATTLER V	Aoi Hyouma	Potential - Assist - Sword Cutting	Persev.-100%Hit-Friendship- Rally - HotBlood - Trust
	Naniwa Jyuuzou	Assist	100% Hit - Flash - Mercy - Snipe - SpeedUp - Patience

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===== Blood- Confuse	Nishikawa Daisaku	Potential - Assist	G.Persev.-G.Effort-Hot Move Again - Rally -
===== Confuse	Kita Kosuke	Assist	Trust - Luck - Love - Flash-Concentrate-Resupply
===== Confuse	Nanbara Chizuru	Assist	Detect-SpeedUp-Invisible - G.Effort-Concentrate-
DAITARN 3	Banjo	Potential-Assist-Shield- Sword Cutting	G.Perseverance-Rally-Flash- 100%Hit - HotBlood - Spirit
GETTER ROBO Rally-	Nagare Ryouma	Potential - Assist	Perseverance-G.Effort- 100%Hit - HotBlood - Awaken
===== Concentrate Friendship	Jin Hayato	Potential - Assist	Flash - Luck - Speed Up - Concentrate - Mercy - Love
===== Concentrate Friendship	Tomoe Mushashi	Potential - Assist	G.Persever.-Flash- -Flash - 100%Hit -
GUNDAM 0083: STARDUST MEMORY	Kou Uraki	Assist-Shield-Sword Cutting	Flash - 100%Hit - SpeedUp- G.Effort - HotBlood -Spirit
GUNDAM WING- Awaken- ENDLESS WALTZ	Heero Yuy	Potential-Assist-Shield- Sword Cutting	SelfDestruct-HotBlood- Concentrate-IronWall-Spirit
===== Concentrate Friendship	Zechs Marquise	Potential-Shield-Sword Cutting	Mercy - Flash - Hot Blood - Concentrate - Luck - Spirit
GUNDAM X	Garrod Ran	Guts-Assist-Shield- Sword Cutting	Concentrate-Luck-100%Hit - Flash - HotBlood - Love
===== Concentrate Friendship	Para Sisu	Assist	Concentrate-SpeedUp-Rally Trust - HotBlood - Bless
LORD OF ELEMENTALS	Masaki Ando	Assist-Sword Cutting	Concentrate-Luck-Hot Blood- Flash - Rally - Awaken
=====			



Blood- Rally	Ryuune	Assist-Sword Cutting	Concentrate-Flash-Hot GreatEffort - SpeedUp -
=====			
Patience	Senia	Assist-Sword Cutting	Trust - Bless - Motivate - Concentrate-HotBlood-
=====			
MACROSS PLUS Spirit	Isamu Dayson	Guts-Assist-Shield	G.Persev. - Luck - Rally - Concentrate-Hot Blood-
=====			
MACROSS: DO YOU HotBlood REMEMBER LOVE	Hikaru Ichijyo	Assist-Shield	Persev. - G.Effort - Concentrate - Luck - Spirit
=====			
	Maxmillian Genius	Assist-Shield	Concentrate - Mercy - Love- Snipe - Hot Blood - Awaken
=====			
MAZINGA Z SpeedUp-	Kobuto Kyouji	Potential-Assist-Sword Cutting	G.Persev.-Iron Wall- 100%Hit - HotBlood - Flash
=====			
GREAT MAZINGA	Tsurugi Tetsuya	Potential-Sword Cutting	G.Persev.-100%Hit-Awaken- G.Effort - HotBlood - Rally
=====			
MS GUNDAM : CHAR'S COUNTER ATTACK	Amuro Ray	Newtype-Commander-Sword Cutting	Flash - HotBlood - Awaken - Concentrate - Mercy -Spirit
=====			
MS V GUNDAM	Usso Ewin	Newtype-Shield-Sword Cutting	Concentrate - Flash -Rally- Mercy - HotBlood - Spirit
=====			
-	Halo		Detect - SpeedUp - 100%Hit G.Persev. - Luck - Motivate
=====			
MS Z GUNDAM	Kamiyu Bidan	Newtype-Shield-Sword Cutting	Flash - Rally - Awaken - Concentrate-HotBlood-Spirit
=====			
	Quattro Bajina (Char)	Newtype-Commander-Sword Cutting	Concentrate-Mercy-Confuse- Flash - Hot Blood - Spirit
=====			
MS ZZ GUNDAM	Judo Ashita	Newtype-Shield-Sword Cutting	G.Persev. - Luck - Awaken - Concentrate-HotBlood-Spirit
=====			

RAIDEEN Awaken	Hibiki Akira	Potential-Physic Energy-Assist -Shield	Flash - Rally- 100%Hit - Concentrate - HotBlood-
=====			
TURN A GUNDAM	Rolan Seacc	Assist-Shield-Sword Cutting	Flash - Mercy - 100%Hit - Concentrate-HotBlood-Spirit
=====			
VOLTES V	Go Kenichi	Potential-Assist-Sword Cutting	Snipe-Rally-Friendship- 100%Hit-HotBlood-Motivate
=====			
Rally	Mine Ippei	Potential - Assist	Concentrate - 100%Hit - -Mercy - HotBlood - Awaken
=====			
Wall Again	Go Daijiro	Potential - Assist	G.Persev. - Trust - Iron -G.Effort - Rally -Move
=====			
Bless	Go Hiyoshi	Assist	G.Effort - Trust - Patience -Flash - Concentrate -
=====			
Invisible-	Oka Megumi	Assist	Flash - SpeedUp - Detect - Luck - Confuse
=====			
XANBUNGL	Jiron	Guts-Assist	G.Persev. - Rally - Luck 100%Hit - HotBlood - Spirit
=====			
	Rag	Potential-Assist	Rally-Concentrate-HotBlood Flash - G.Effort - Motivate
=====			
DANCOUGAR 100%Hit Rally	Fujiwara Shinobu	Potential-Beast-Sword Cutting	HotBlood - SpeedUp - G.Persev.- Concentrate-
=====			
HotBlood	Yuuki Sara	Beast	100%Hit-Concentrate- Snipe - Luck - Motivate
=====			
Flash	Shiba Ryo	Beast	Persev.- Concentrate - Trust - Bless - Move Again
=====			
	Shikibu Masato	Beast	Rally - G.Effort - Confuse Mercy - Flash - Love



Do I need to say a reason for choosing this our beautiful partner here?. BURESTO  
FAIYA...!!!

And remember that Mazinkaizer is NOT Mazinga Z upgrade. When you get it on stage 37,  
your Mazinga Z also still there without pilot. So don't upgrade Mazinga Z too much.  
Great Mazinga better than Mazinga Z. And just like X says in gamefaqs Massage Board,  
Mazinkaizer + Iron Soul + HPHGCP = GOD. He..he..I agree with that!^o^

11.GP-03D

Well, it can used on earth now. And still powerfull like before (in SRW Alpha) with a  
new  
powerfull attack. Better use Judo or Kamiyu as pilot of GP-03D.

12.NU GUNDAM

It can be upgraded to Hi Nu Gundam OR Nu Gundam HWS. Amuro, Quttro and Cammile are the  
best  
pilot for this MS. "Kono Nu Gundam naraba!"

13.ZZ GUNDAM

I only suggest this mecha if you take Easy Mode. With FA part, Gundam ZZ become  
stronger.

Its final attack is far (8) and strong. The bad news is ZZ Gundam moves only 5 blocks.

14.V2 GUNDAM

After get its Assault Buster part, V2 Gundam I think the fastest and strong mecha in  
this game

("After Image " ability and high speed). Stand Up to the victory...

Also Usso is a great pilot, plus he has Halo as sub-pilot. Only a few boss can hit my  
Usso.

Upgrade its speed.

15.NORUS REI

This mecha has a "Recover HP" ability, so it's better than use Methuss or Venus A.  
Plus, Senia can use SP "Motivate" which I think it will help you at first round.

16.SUPER GUNDAM

For raising level purpose only. Upgrade it? Well, I'm not. But if you really like this  
mecha, better upgrade its weapon.

17.GUNDAM DEATHSCYHTE HELL CUSTOM

It no need EN or morale for its attack. Plus has an "After Image" and "I-Field". The  
problem is its attack wasn't very strong and move only 5 block. I think you should use  
"Minofsky Craft" and "Mega Booster". SHINUSEEEEE...!!!

18.YF-21 Fighter or YF-19 Fighter

Well, yes I made some change in my opinion. Usually I choose Zasabi, but someone told me  
about YF, ugh...they're trully incredible. Only a few bosses who can hit Isamu or Gald,  
they're fast, very fast. And now YF-21 have some change in attack, it can use its  
limiter

attack just like in its anime :)

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XII. MY QUESTION

<><><><><>

1. Is there anyway to have Dragon and TigerLord, Granzone or SRX without GS?
2. Who piloted those mechas? (I play it on PC, so I can't use GS).
3. Some people says that after you finished this game you can replay the game and buy much  
more  
better mecha at the bazaar. Is it true? I did't play this 3 mode continually but  
directly at  
once, so I always have the same mecha at bazaar. But I think it's true :) Where else you  
can  
get SRX?

CLOSING COMMENTS:

In my opinion the gameplay on SRW Alpha was better than on Gaiden. But the graphic  
on Gaiden is more cute and more AMAZING. I don't understand the story....  
If you like this game, tou should try SD Gundam G Generation Zero or Generation-F.  
Hope that this guide might help you.



