

# Kidou Senshi Z-Gundam: Away to the NewType (Import) FAQ/Walkthrough

by Seth0708

Updated to v1.6 on Jan 16, 2006

MMMWaaZaaZW0MM  
MMMZWMM:Z 72MMMZMW  
MX Xr;MZ8iMMMMMM ZiWM8 :SB  
ZB0M MMX.MMM.72X M ;M 08iXa S8M KM@8B  
aX7X8 BMZ:rMMMi Z MMMMMM,Zr2 X i izM MB7 7  
XSZ:,r8= WMMSi BX Xr B0777 ,SiMBM; M22M@ MMZr ,XB  
i2@2 ;0 MMMM;.MM;. 8M MMMMMM@,2M MMM SMMM MMai :Za8  
a,rMMi r0 MMM8..aWMM MMM SaW 2M,M MX 8Bi70MM M2; @WX2  
MWi:MM0 r MM2 MMMSMM,.@M MrM MSBiM 7i MM ::XM M0r 8Ma,2  
MM; ZMMr 8 ; MMWZrMMM MM M.M XMB,MM :7, MM MM .Z; XMMr,0  
MMMX XMMM MMMM8.MMM WM M.M ,MM M2 X; MWMMMM MMM. 0M  
MMMMB.;MMMX XMMMi@MMM MM8rM ,aiiMM 7 ;MMM MMMW iw@M  
MMM0ar,XBwi XMMMBZMMr;MMM BM ,MMMMr ZM 2MM BMMMM MMM  
MMW2. ; 0 MMMMM0X0MMMMM0 @,; @MZM MM: 0MMMMMMM@:ZZMM  
MMZ..i. MMMM,r :MMMBX2. XMMMMMMMMB7 M , WMMMMM 8@M  
MMX . .ri i B MMMM@0Zr MS0@MWWMaMMM rWMMMM@@MMM: MM;.aMM  
M0; MMMMMMMMMWiMM Z8 MMMMMMB8X@M0XaZ888XMMMMMMMM: ,i7aMM7MMM ;MM  
MS; MMMSi7MM::S M@MMM r88MMMMMZMBX08888SMZMMMMM8 ZM Z WM MMS aMM  
MZi MM WMM@XZM7 iM aM M8WwAMMMMMM2a888Z2MZMMM0Mr MZZMMaXMMr8@MiMM  
SW7 8@Xa XirMZ.MM2X@ XM@MMSS0MMMM8SZ2Z20MBM8ZBM .;r0MMMM,@@8.8MM  
M@X MMM 72rMMZ@MaMMMMMW.SarMMMWX@MW2MBMWZw8, XMMM8SW@.7MM  
MM@7 MMS MMW;MMM@ZMMMMMa2r7rMMM:2MaZ@@M8ZaZMMMMMS MM@M8BMr.MM  
MMMM2 XMMWM.r 2i 2MMMMMZMMWXSSW@MMMMMMM MMM MMWMa0M2 WM  
@MMMZ 2MWWMM0; @M. MM. 8MMMrMM82ZMMW X ,iMMM 0M@Ma0@Z @M  
MMS ;M@.MMW@@MMM0MMWM. r; ra,ZMMWMBMMMMM.,;aXS7B ,8XMMMMMOMS.MM  
M8, 0M.0a2 .7MW r ,8 ZMBS78 w,w 720 SMW2MMM XBMr;M  
MMi@aZx B0@MM. . M0ZX i .;MMW @ MB; WM2@7 77@8XXr MMWSB,ZM  
MMi; 2MMS2B27;7MaMMMMMMWZMMaWMM .aMMMrMMMMX @MM0i MaX2MMMMMMMMMM,aM  
MM@S2MMMa.. .B8MMMMW. B; :ZMX ZaMM MZ MX2S:2,MWBWM MM  
MMBiX MM0MXaMMM : , ;MMMaB2 B. X; S2 BM 7WXSXZ2iM@MMA ZMM  
MMMXa WB0WiMM a:..;7MMMMMMMM7a8BMM :MMMM BZS7,Z,:MMM@MM..WBM  
ZWM:M M@B787 WM20:: .rMMWMM MM2M Ma;:MMr, aM@MMM SMM  
Xi;;M MX WMa 2ZMBB27ZXMMi@s.0ZZ2M7ZB07 SM .MX.MMMM..MM@M8M7 iz2  
MMMM: 7MMBM MM007MXrMMMMMX7irMMMM0MM XMi 0 S0.BMMMM.7MMMM rM ,2WMMMMM  
M@MMX WSZW MMra 0MMX; r 0S. :@MX Mmi ;8 BXiMW;MMZMMWMM MMMMMMMMM@@WW  
S@MMM8MMMMBMM;80MMMMX2M a,7XX ,M MBW;M, ;@ MMX7MMaBM@M8 M MMMW@@WW@WWW  
SMMM; : SMM,BSMMMMZ M ,@ 8i . ;M :M7MWM BaZMSZ28M@MMMM W ,MMMMWWWWWWWWW  
2MMM:. 7.2Mi80XMMMM: M i 0 .. M WMSMMM 8MMMM20aaMM@MMM . M @MWWMMMMM@W  
8MM X a,;MMiW0aZMMMM:aMMMM@ ... rarr8@@@MMA MMMM2 @Z8XMMMMM@ i Mi M02Xr;r8MMM  
i0 MM@8.MM7Z08ZSMMM; .SM. ... 0Sa ZMBWMMMMMMMMWMM@ M80SBM@MM. i, M MMMMMMM8i  
X8B0i 8MXMM8S2Z8a0MMMM MMMM7 8Xr;7MMMMMMMMMM@MMM7XBZ27MMMM ,: MXM@@@WMMMMM  
XW8 XrMMMM@280WMMMMW 8 M; ;a X2.aiBaMMMMMMMMMMMMMXZMMMMBMM MMMMWW@WMMMSZM  
XM@ : WiMSX8MMMa;7;ixZ Xi MMMMX . : ,aZ88W0WMBWMMM M8 MMMMW@@WMMM M

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I. STORY [STRY]

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(Note: taken from Samuel Lee's Z-Gundam Warehouse, used with permission)  
Site address: <http://www.geocities.com/Tokyo/Flats/8218>

At U.C. 0087, after 7 years of the One Year War, another cruel war commences between AEUG, Titans and Axis.

To dissolve remnants from Zion Dukedom in Operation Stardust, Earth Federation Government establishes a new special organization, Titans, in U.C. 0083. The leader is Jamitov Hymen and it is commanded by Bask Om. Titans has the privilege that can override all the military orders, and members are selected from the best of armies.

At U.C. 0085, colony inhabitants start a huge anti-government meeting in Side 1's space colony, 30 Bunch, then changes to manifestation and disturbance. To repress the insurrection, Bask Om orders the army to pump the G-3 toxic gas inside the space colony. 3 million innocents die at once. Federation Government treats this event as the top secret and forbids anyone to leak the truth. People name this event as the 'Thirty Bunch Incident' and Anti-Earth United-nation Government (AEUG) is established from this intense action.

## A. Characters

### 1. AEUG

#### Appoli

Appears in Mission(s): 24

Exactly like Roberto. Gets killed by Sarah Zabiarov.

#### Char Azanble

Appears in Mission(s): 1 & 28

After the One Year War, Char join AEUG, as Quattro Bagina, in hopes they can overthrow the Federation government.

#### Kamiyuh Bidan

Appears in Mission(s): 2-28

The main character. Bidan first appears in the game brawling with Jerrid Messa. After Messa is defeated in Mission 1, Kamiyuh takes control of the Gundam Mk II. Later, he gains use of the Zeta Gundam.

#### Katz Kobayashi

Appears in Mission(s): 15 & 24 & 28

Pilot of the G Defenser.

#### Roberto

Appears in Mission(s): 1 & 8

Interesting fellow, but he gets killed by Baron Blutarch the second time you use him.

#### Emma Sheen

Appears in Mission(s): 8; 24; 28; & 29

Originally a first lieutenant in the Titans, she defects after learning of the on-goings within the Titans.

#### Fa Yuiry

Appears in Mission(s): 15 & 24 & 28

Pilot of Methus and childhood friend of Kamiyuh. She remains steadfast at his side throughout Kamiyuh's exploits.

### 2. Titans

#### Rosamia Badam

Appears in Mission(s): 22 & 26

Looks kinda like Sarah Zabiarov.

#### Karicorn Cacooler

Appears in Mission(s): 5

A pilot of Russian descent.

#### Yazan Gable

Appears in Mission(s): 14-18; 28

This pilot comes to the aid of Jerrid Messa late in the game. He is Scirocco's top man.

#### Recco Londe

Appears in Mission(s): 29a

Former AEUG member who joined the Titans because she fell in love with Scirocco.

#### Jerrid Messa

Appears in Mission(s): 1-6; 12 & 13; 19; 20; & 27

Kamiyuh's rival. He joined the Titans largely to get revenge for his humiliation at the hands of Kamiyuh.

Four Murasame

Appears in Mission(s): 10 & 11 & 19

An artificially created new-type. Four falls in love with Kamiyuh, but when she discovers he is the pilot of the Gundam Mk II, she battles him in the Psycho.

Basque Ohm

Appears in Mission(s): -

Major leader in the Titans. His eyes were damaged in the One Year War while held in a POW camp. He now hates spacenoids with all of his being.

Mouar Pharaoh

Appears in Mission(s): 12

The lover of Jerrid Messa. They met after Messa escaped from Jaburo.

Paptimus Scirocco

Appears in Mission(s): 29c

Commander of the Jupiter Fleet. He appears a lot between missions, but only once "in-game."

Sarah Zabiarov

Appears in Mission(s): 13; 14; 15; & 24

Scirocco's assistant.

### 3. Axis

Haman Karn

Appears in Mission(s): 25; 29b

The mysterious aide of Mineva Leo Zabi.

Mineva Leo Zabi

Appears in Mission(s): -

The public leader of the Axis forces.

### 4. Earth Federation

Baran Blutarch

Appears in Mission(s): 7 & 8

A member of the Earth Federation forces. Blutarch assists in watching over the artificial new-types.

Lilla Mira Rira

Appears in Mission(s): 3 & 4

Another Earth Federation pilot and Jerrid Messa's first love interest.

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II. BASICS

[BSCS]  
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#### A. Short-Range

Short-Range combat consists of several options. They are as follows:

##### 1. Move

Choose this to, uh, move. If you move up next to an enemy (and are facing them) hit 'A' to use your beam saber.

2. Attack

See Section III. ATTACKS

3. Item

Choose this to use an item. E-Pac heals you to full health, Mac refills your ammo, and Grenade is a four-hit weapon.

4. Member

This shows you a map of the battlefield (specifically, the multiple screens) and where your teammates (if any are present) are.

5. Lost

This causes you to self-destruct and, well, lose.

B. Long-Range

Fly around (in cockpit view) and dodge enemy fire. When the gauge reaches ATC, chose a weapon and attack.

C. Briefing

The only option in the briefing, is to assign prime points to your suits. Also, you decide which items to bring into combat. (Note: items DO NOT cost prime points, you get any combination of items you like equal to the points assigned to the ITEM line.)

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III. ATTACKS [ATKS]  
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A. Short-Range

(Note: both friendly and enemy units have the same attacks)

Your attacks are arranged like this on your A-Weapons menu:

Normal	1	2
3 & 1TBA	4	5

I substituted numbers for the Japanese characters.  
Here are the explanations:

- Normal- Hits a 2x2 area once
- 1- Fires 4 shots at a single target
- 2- Hits a 2x2 area twice (can change target)
- 3- Fires 4 shots at single area twice (can change target)
- 4- 1TBA replaces #3 and moves it here
- 5- n/a
- Grapple- Fires a grappling hook (only enemy units can use)
- 1TBA- Replaces #3; fires three shots in an irregular area (can change target)

Your attacks are arranged like this on your Close menu:

Normal	1	2
3	4	5

I substituted numbers for the Japanese characters.  
To gain a move on the menu, you must perform the listed combo (shown on the

Close Attacks menu during the briefing) until your proficiency reaches 100%.  
Be sure and not hit 'A' until immediately after the directions are hit.  
Here are the explanations:

Normal- Beam Saber slash

- 1- An arching slash
- 2- A multi-hit combo
- 3- Even more hits than #2
- 4- Even more hits than #3
- 5- A combination of slashes and vulcan fire

Missiles- One use missiles

B. Long-Range

1. Your attacks seem to do the same amount of damage, regardless of what weapon you use. Your attacks are as follows:

Vulcan- Machine gun fire (shoots 4x)

B Rifle- Beam rifle fire (shoots 4x; does damage based on directions entered)

H Cannon- Hydro cannon fire (shoots 4x; does damage based on directions entered) (Note: When locking on, hit (don't hold) 'A' and then enter the directional combination shown and hit 'A' again)

2. Enemy attacks are as follows:

(Note: I made up the attack names)

(S) Strafe- the enemy suit just flies toward you shooting

(R) Random- the enemy suit flies all over the place shooting

(L) Lock-On- the enemy suit affixes itself on you and lets loose

(F) Fake Out- the enemy "locks-on" and then flies off the screen to return from another direction

(N) Nothing- sometimes the enemy doesn't do anything

=====  
IV. MOBILE SUIT LIST

[MSLT]  
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A. Friendly Suits:

All playable suits are listed here.

Gundam MK II (RX-178)

Pilot(s): Kamiyuh Bidan and Emma Sheen

Missions: 2-10; 24; 28; & 29

Notes: A nice suit. Since Kamiyuh pilots it for half the game, you have to get used to it.

Rick-Dias (RMS-099)

Pilot(s): Emma Sheen, Apolli, and Roberto

Missions: 1 & 8 & 24

Notes: By far the weakest suit, but you don't use it that much anyway.

Hyaku Shiki (MSN-100)

Pilot(s): Char Azanble

Missions: 1 & 18 & 27 & 28 & 29b

Notes: A good suit. Too bad you don't use it that often.

Zeta Gundam (MSZ-006)

Pilot(s): Kamiyuh Bidan

Missions: 11-29c

Notes: The best usable suit. Enough said.

Methus (MSA-055)

Pilot(s): Recco Londe  
Mission(s): 15 & 28  
Notes: Choose on the Members list to perform a bombing raid.

G Defender (FXA-05D)

Pilot(s): Katz Kobayashi  
Mission(s): 15 & 24  
Notes: Choose on the Members list to perform a bombing raid.

B. Enemy Suits

Gundam Mk II (RX-178)

Pilot(s): Jerrid Messa  
Missions: 1  
Attacks: Normal  
Notes: Fairly easy to beat (since its geared for the first mission).

Hizack (RMS-106)

Pilot(s): Kamiyuh Bidan and Emma Sheen  
Missions: 2-9; 11-18; 23; 24; 26-29  
Attacks: Normal  
Notes: The basic enemy... It has no right to exist, kill it!

Galbaldy (RMS-117)

Pilot(s): Lilla Mira Rira  
Mission(s): 3 & 4  
Attacks: Noraml  
Notes: The first real boss. It can be semi-difficult in flight mode, since your HP is low.

Messala (PMX-000)

Pilot(s): Sarah Zabiarov  
Mission(s): 5 & 21  
Attacks: Noraml  
Notes: Somewhat difficult early on.

Marasai (RMS-108)

Pilot(s): Jerrid Messa, Sarah Zabiarov, & Karicorn Cacooler  
Mission(s): 5; 6; 12-15; 17; 18; 23; 24; 28; & 29  
Attacks: Noraml  
Notes: The other basic enemy.

Asshimar (NRX-044)

Pilot(s): Baran Blutarch  
Mission(s): 6; 7; & 20  
Attacks: Noraml & 2  
Notes: The second UNT boss. Later, it's a basic enemy.

Gaplant (ORX-005)

Pilot(s): Rosamia Badam & Yazan Gable  
Mission(s): 8 & 14  
Attacks: Noraml  
Notes: Uh... it can change form.

Bound-Doc (NRX-055-2)

Pilot(s): Rosamia Badam & Jerrid Messa  
Mission(s): 22 & 27  
Attacks: Noraml  
Notes: Appears near the end of the game.

Psycho (MRX-009)

Pilot(s): Four Murasame

Mission(s): 10 & 11 & 19

Attacks: -

Notes: The Psycho has the strongest armor in the game. Sometimes your shots do no damage!

Gabthley (RX-110)

Pilot(s): Jerrid Messa & Mouar Pharaoh

Mission(s): 12 & 13

Attacks: Noraml

Notes: Basically, a enhanced Gundam Mk II.

Psycho II (MRX-010)

Pilot(s): Rosamia Badam

Mission(s): 26

Attacks: Noraml

Notes: The new Psycho.

Hamarabai (RX-139)

Pilot(s): Yazan Gable and his flunkies

Mission(s): 17 & 18 & 27

Attack(s): Normal & Grapple

Notes: Yazan and his two flunkies torment you in Mission 17 & 18.

Everlant (RX-160)

Pilot(s): Jerrid Messa

Mission(s): 19 & 20

Attack(s): Normal & 1

Notes: Messa's suit after he "dies."

Barzam (RMS-154)

Pilot(s): -

Mission(s): 21-24; 25; 26; 28; & 29

Attack(s): Normal

Notes: The basic enemy of the last few missions.

Hizack Custom (RMS-106C)

Pilot(s): -

Mission(s): 21-24; 28

Attack(s): Normal

Notes: An enhanced Hizack.

Bolinok Sam (PMX-002)

Pilot(s): Sarah Zabiarov

Mission(s): 24

Attacks: Normal

Notes: Zabiarov just keeps showing up.

Qubeley (AMX-004)

Pilot(s): Haman Karn

Mission(s): 25 & 29b

Attacks: Normal

Notes: Wouldn't be too hard, if it didn't have those Funnels.

Funnels

Pilot(s): Automated

Mission(s): 25 & 29b

Attacks: 1 (no saber)



Notes: Qubeley summons these little things.

Gaza-C (AMX-003)

Pilot(s): -

Mission(s): 25 & 29b

Attacks: Normal

Notes: The Axis infantry unit.

Palace Athene (PMX-001)

Pilot(s): Recco Londe

Mission(s): 29a

Attacks: Normal & Missles

Note: The final boss... or is it?

The-O (PMX-003)

Pilot(s): Paptimus Scirocco

Mission(s): 29c

Attacks: Normal

Note: The real final boss.

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V. MISSION GUIDE

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[MSGD]

The mission guide is broken up into two parts. Short-Range shows a map followed by an explanation of the objective and what enemies to expect. Long-Range lists the enemy attack order (when an enemy name has a x3 or an x2, this means that many enemies appear at once).

A. Mission 1 (Colony)

Short-Range:

\_\_\_\_\_ | This is the map. Jerrid Messa pilots the Gundam Mk II, while you  
| | control Char and Apolli in their Rick-Dias. Fairly simple, just attack  
----- | Messa until he is forced to eject. When this happens, Kamiyuh takes  
control of it.

B. Mission 2 (Space)

Long-Range:

Enemy suits appear in the following order:

RMS-106 (x3); RMS-106 (piloted by Jerrid Messa); RX-178 (piloted by Emma Sheen)

Short-Range:

\_\_\_\_\_ | | After defeating Emma Sheen, you begin a close combat battle in  
|Start|| Boss| space. On the screen labeled Start await two Hizacks. On the  
----- | | screen labeled Boss, Emma's Gundam Mk II and two Hizacks are  
present. In this mission, you merely need to defeat the Gundam  
Mk II to win. After Emma is defeated, she defects to the AEUG.

C. Mission 3 (Space)

Long-Range:

Enemy suits appear in the following order:

RMS-106 (x3); RMS-106 (Messa); RMS-106 (x3); RMS-106 (x3); RMS-106 (x3);  
RMS-117 (Lilla Mira)

#### D. Mission 4 (Space)

##### Long-Range:

Enemy suits appear in the following order:

RMS-106 (x3); RMS-106 (x3); RMS-106 (Messa); RMS-117 (Lilla Mira Rira)

##### Short-Range:

```
-----
|      ||      | On screen Start and screen 1, await four Hizacks (respectively).
|Start|| 1 | On screen 2 and screen 3, only two Hizacks wait for you. Defeat
-----
|      ||      | all enemies to move on to face Galbaldy (Lilla Mira Rira). After
|      ||      | Mira's defeat, she is killed.
| 2 || 3 |
-----
```

#### E. Mission 5 (Earth Orbit)

##### Long-Range:

Enemy suits appear in the following order:

RMS-106 (x3); RMS-106 (x3); RMS-106 (x3); PMX-000 (Sarah Zabiarov);

RMS-108 (x3); RMS-108 (x3); RMS-108 (x3); RMS-108 (Messa & Karicorn Cacooler)

Cacooler is killed as he falls from orbit.

#### F. Mission 6 (City at Night)

##### Short-Range:

The mission is played out on multiple screens. On each screen, merely defeat Messa to move on. Screen 1 has three Hizacks and one Marasai (Messa). Next, three Marasais (one is Messa) and one Hizack await. The next screen has three Marasais (one is Messa) and one Hizack. The next two screens are exactly the same. The mission ends when Messa retreats.

#### G. Mission 7 (Ocean Surface)

##### Long-Range:

RMS-106 (x2); RMS-106 (x2); RMS-106 (x2); RMS-106 (x2); RMS-106 (x2);

RMS-106 (x2); NRX-044 (Baran Blutarch)

#### H. Mission 8 (Island Base)

##### Long-Range:

RMS-106 (x2); RMS-106 (x2); RMS-106 (x2); ORX-055 (Rosamia Badam)

##### Short-Range:

```
-----
|      ||      | For this mission, Apolli and Emma accompany you. Control them
|Start|| 1 | just like you do the Gundam Mk II. They pilot Rick-Diass. Each
-----
|      ||      | and every screen contains four Hizacks. Defeat all of them to
|      ||      | move on. However as you leave, Apolli tries to attack Baran
| 2 || 3 | Blutarch's Asshimar. Apolli is killed as Kamiyuh flies in.
-----
|      ||      | Blutarch attacks Kamiyuh starting a battle. Defeat Blutarch to
|      ||      | win and end the mission.
| 4 || 5 |
-----
```

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K. Mission 9 (Island Area)

Long-Range:

RMS-106 (x2); RMS-106 (x2); RMS-106 (x2); RMS-106 (x2); RMS-106 (x2);  
RMS-106 (x2); RMS-106 (x2); RMS-106 (x2); RMS-106 (x2); RMS-106 (x2);  
RMS-106 (x2); RMS-106 (x2); ORX-005 (Rosamia Badam)

Badam's Gaplant is destroyed, apparently killing her.

J. Mission 10 (Neo Hong Kong)

Long-Range:

MRX-009 (Four Murasame)

K. Mission 11 (Neo Hong Kong)

Long-Range:

RMS-106 (x2); RMS-106 (x2); RMS-106 (x2); RMS-106 (x2); MRX-009 (Murasame)

Murasame, haven fallen in love with Kamiyuh, doesn't know what to do and destroys one of the Titan's cruisers. A prototype suit, the Zeta Gundam, is rescued from the ship prior to it's destruction. Kamiyuh now takes control of the Zeta Gundam.

L. Mission 12 (Space)

Long-Range:

RMS-106 (x3); RMS-106 (x3); RMS-108 (x3); RMS-108 (x3);  
RX-110 (Mouar Pharoah and Messa)

M. Mission 13 (Space)

Long-Range:

RMS-108 (x3); RMS-106 (x3); RMS-108 (x3); RMS-106 (x3); RMS-108 (x3);  
RMS-106 (x3); RMS-108 (x3); RMS-106 (x3); RMS-108 (Zabiarov) & RX-110 (Messa)

N. Mission 14 (Lunar Surface)

Long-Range:

RMS-106 (x3); RMS-106 (x3); RMS-108 (x3); RMS-108 (x3); RMS-106 (x3);  
RMS-106 (x3); RMS-108 (x3); RMS-108 (x3); ORX-005 (Yazan Gable)

Short-Range:

```
-----  
|      ||      ||      | The Hizacks are out in force! Every screen contains four  
|Start|| 1  || 2  | of the evil henchmen. You must defeat all of them to  
----- ----- ----- cause... another Hizack to drop in. Defeat him to make  
|      ||      ||      | another come. Finally, defeat him to confront Yazan  
| 3  || 4  || 5  | Gable and his Gaplant.  
----- ----- -----  
|      ||      ||      |  
| 6  || 7  || 8  |
```

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O. Mission 15 (Space)

Long-Range:

RMS-106 (x3); PMX-000 (Zabiarov); RMS-106 (x3); RMS-106 (x3); ORX-005 (Gable);  
RMS-106 (x3); RMS-106 (x3); RMS-106 (x3); RX-110 (Messa & Pharoah)

Close-Range:

-----	-----	-----	
			Here's an interesting one. Screens Start, 2, 6, and 8
Start	1	2	contain four Hizacks. Screens 1, 3, 5, and 7 contain four
-----	-----	-----	Marasais. Also, three Gabthleys await in random locations
			and Screen 4 contains two Hizacks and two Marasais. After
3	4	5	you defeat all of your opponents, you'll fly off to face
			Gabthley (Messa). As you battle him, Pharoah appears and
-----	-----	-----	is killed by Kamiyuh. Messa flies into a rage over this
			and continues fighting. Battle him some more and his suit
6	7	8	will eventually give out. Kamiyuh then leaves thinking
-----	-----	-----	he's dead.

P. Mission 16 (Massive Space Battle)

Long-Range:

RMS-106 (x3); RMS-106 (x3); RMS-106 (x3); PMX-000 (Zabiarov); RMS-106 (x3);  
RMS-106 (x3); RMS-106 (x3); RMS-106 (x3); RMS-106 (x3); RMS-106 (x3);  
RX-139 (Gable)

Q. Mission 17 (Massive Space Battle)

Short-Range:

-----	-----	-----	
			Similar to the last mission, screens Start, 2, 4, 6, and
Start	1	2	8 contain four Hizacks. Screens 1, 3, 5, and 7 contain
-----	-----	-----	four Marasais. After defeating all of the enemy, a unit
			will drop in. If the last unit you defeated was a
3	4	5	Marasai, it'll be a Marasai. Same applies for a Hizack.
-----	-----	-----	Four more of this unit will follow in sequence. Once
			they are all destroyed, you'll face Gable's Hamarabai.
6	7	8	Destroy it to win.
-----	-----	-----	

R. Mission 18 (Massive Space Battle)

Long-Range:

RMS-106 (x3); RMS-106 (x3); RMS-106 (x3); RMS-108 (x3); RMS-108 (x3);  
RMS-108 (x3); RMS-106 (x3); RMS-106 (x3); RMS-106 (x3); RMS-108 (x3);  
RMS-108 (x3); RMS-108 (x3); RX-139 (Gable and his two flunkies)

Short-Range:

-----	-----	
		Okay, screens Start, 3, and 4 contain four Hizacks. Screens 1,
Start	1	2, and 5 contain four Marasais. Defeat all of them to take on
-----	-----	Gable and his flunkies. Kill the flunkies first, then take on
		Gable. Char shows up and protects Kamiyuh as you enter the

| 2 || 3 | atmosphere (why? I'm not sure). The mission ends here.

-----  
| || |  
| 4 || 5 |  
-----

#### S. Mission 19 (Desert)

Long-Range:

MRX-009 (Murasame); MRX-009 (Murasame); MRX-009 (Murasame); RX-160 (Messa)

He's back...

Short-Range:

All you do is fight Evarlant (Messa) until Murasame saves you, sacrificing her Psycho.

#### T. Mission 20 (Sky)

Long-Range:

NRX-044 (x2); NRX-044 (x2); NRX-044 (x2); RMS-106 (x2); RMS-106 (x2);  
RMS-106 (x2); NRX-044 (x2); NRX-044 (x2); NRX-044 (x2); RMS-106 (x2);  
RMS-106 (x2); RMS-106 (x2); RX-160 (Messa)

Short-Range:

-----  
| || | Both screens contain two Ashimars. However, Messa flies back  
|Start|| Boss| and forth between screens in his Evarlant. Defeat Messa to win.  
-----

#### U. Mission 21 (Massive Space Battle)

Long-Range:

RMS-154 (x3); RMS-106C (x3); RMS-154 (x3); RMS-154 (x3); RMS-106C (x3);  
RMS-154 (x3); RMS-106C (x3); RMS-106C (x3); PMX-000 (Zabiarov)

#### V. Mission 22 (Axis Sattelite)

Long-Range:

RMS-154 (x3); RMS-154 (x3); RMS-106C (x3); RMS-154 (x3); RMS-106C (x3);  
RMS-106C (x3); RMS-154 (x3); RMS-106C (x3); RMS-106C (x3); RMS-154 (x3);  
RMS-106C (x3); RMS-106C (x3); NRX-055-2 (Zabiarov)

#### W. Mission 23 (Axis Sattelite)

Long-Range:

RMS-106 (x3); RMS-154 (x3); RMS-108 (x3); RMS-108 (x3); RMS-106C (x3);  
RMS-106C (x3)

#### X. Mission 24 (Jupitarius Fleet)

Long Range:

RMS-154 (x3); RMS-154 (x3); RMS-108 (x3); RMS-108 (x3); RMS-106C (x3);  
RMS-106C (x3); PMX-002 (Zabiarov)

Short-Range:

```
-----
|      ||      ||      | Screens Start, 2, 6, and 8 have four Barzams. Screens 1,
|Start|| 1  || 2  | 3, 5, and 7 have four Marasais. Screen 4 has two of each.
-----
|      ||      ||      | Defeat all to make four Barzams drop in (individually, of
| 3  || 4  || 5  | course). Defeat them to face the Bolinok Sam, piloted by
| 3  || 4  || 5  | Zabiarov. Defeat her, and Apolli drops in and is killed.
-----
|      ||      ||      |
| 6  || 7  || 8  |
-----
```

Y. Mission 25 (Axis Sattelite)

Long-Range:

AMX-003 (x3); AMX-003 (x3); AMX-003 (x3); AMX-003 (x3); AMX-003 (x3);  
AMX-003 (x3); AMX-004 (Haman Karn)

Short-Range:

You battle Haman Karn's Quebely and four Funnels. The Funnels are extremely strong, but shooting them gets you a lot of experience.

Z. Mission 26 (Asteroid Axis)

Long-Range:

RMS-106 (x3); RMS-106 (x3); MRX-010 (Badam); RMS-154 (x3); RMS-154 (x3);  
MRX-010 (Badam)

Say goodbye to Rosamia Badam.

AA. Mission 27 (Space)

Long-Range:

RMS-106 (x3); RMS-106 (x3); NRX-055-2 (Messa)

The showdown with Messa is easily the hardest Long-Range battle.

BB. Misssion 28 (Gyrps Sattelite)

Long-Range:

RMS-106 (x3); RMS-154 (x3); RMS-106C (x3); RMS-108 (x3); RX-139 (Gable)

Short-Range:

```
-----
|      ||      ||      | Kamiyuh's last battle sure is hard. Every screen has
|Start|| 1  || 2  | four Hizacks. You can defeat everyone if you want, but
-----
|      ||      ||      | if you merely defeat Gable (who appeaers on the first
| 3  || 4  || 5  | three screens you visit) with the MK II every time,
| 3  || 4  || 5  | you'll skip to the showdown with him atop the
-----
|      ||      ||      | sattelite. The showdown is very hard! Gable gets seven
|      ||      ||      | (7) attack phases per one (1) you get, so make them
| 6  || 7  || 8  | count. Use all three suits to your advantage. The suit
| 6  || 7  || 8  | that you use to kill (final blow) Gable with will
-----
|      ||      ||      | determine where you go. Use Gundam Mk II to go to 29a,
|      ||      ||      | the Hyaku Shiki to go to 29b, or the Zeta Gundam for
```

## CC. Mission 29a (Gyrps Sattelite)

## Short-Range:

```

|-----|-----|-----| Screens Start, 4, & 8 have four Hizacks. Screens 1, 5,
|Start|| 1 || 2 | and 6 have four Marasais. Screens 2, 3, and 7 have four
-----|-----|-----| Barzams. Defeat all to face Londe in the Palace Athene.
|-----|-----|-----| Watch out for her missles. You only get the Mk II for
| 3 || 4 || 5 | this entire mission, so watch your AP.
-----|-----|-----|
|-----|-----|-----|
| 6 || 7 || 8 |
-----|-----|-----|

```

## DD. Mission 29b (Gyrps Sattelite)

## Long-Range:

AMX-004 (Karn); Axis Cruiser; AMX-004 (Karn)

## Short-Range:

You control the Hyaku-Shiki and face off with Haman Karn in her Quebley.

## EE. Mission 29c (Gyrps Sattelite)

## Long-Range:

PMX-003 (Paptimus Scirocco)

## Short-Range:

```

|-----|-----| Finally played through this game again and got here (After
|Start|| 1 | playing Mission 29b I accidently saved over my older file).
-----|-----| Screens Start and 3 have four Hizacks. Screens 1 and 4 have
|-----|-----| four Marasais. Screens 2 and 5 have four Barzams. After you
| 2 || 3 | have defeated all of the enemies on all six screens, you will
-----|-----| take flight. Paptimus Scirocco awaits Kamiyuh in his The-O
|-----|-----| on the next screen.
| 4 || 5 |
-----|-----|

```

## ZZ. Ending

Londe and Sheen die together on the sattelite. Afterwards, the AEUG takes control of it. Scirocco is defeated, but in the process Kamiyuh has lost his mind. Kinda a depressing game really, but it was a lot of fun! The story takes a turn for the bizzare in Gundam ZZ when Judau Ashta and his friends accidently rescue Yazan Gable, which sets them off towards the final battle with the Axis.

=====

VI. CLOSING

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[CLSG]

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