

# Metal Combat: Falcon's Revenge Item FAQ

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This is a solution and FAQ guide for the SNES shooter game called...

METAL COMBAT:FALCON'S REVENGE

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VERSION 1.5

Welcome to a modified version of this guide. I have finally took the time to put this guide together and fixed it so it was not messed up like the last time. I am sorry for being away so long, but I have been busy with other things like getting a life and stuff. This guide will teach you how to fight each of the mech fighters in this game as well as offer you general and special tips on offense, defense, and special techniques on using the special attacks when necessary. Well, enough with the formalities, lets get on with the solution guide.

## CREDITS

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Thanks to ????? for giving me the info on how to beat WONG differently. I know I haven't put the info in yet, but I will soon, promise. Okay, As of now I don't really remember who helped me anymore with this, I used to have his name and E-mail, but I have lost contact with him. Who ever this was, please restate your name and E-mail so I can credit you properly.

Special thanks to Kash Riley for letting me know that I needed to add the info about the special weapons in the game. Sorry for taking so long Kash, been ratehr busy with my life. ||-D

## ABOUT THE GAME

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Although the title mentions nothing about a part 2, this game is, in fact, a PART 2 of a 2 game series. If you wanted to know what the game was about, you had to get the game called BATTLECLASH to understand the game as well as the story and the idea behind this game. If you have BATTLECLASH, then you already understand. When you are playing this game, there are some things you need to know about shooting while your playing the game. Although the game does offer a training mode when you first play this game, and you can select the training mode after you have played this game, it would sorta help you out, in the long run, to go through the training mode so you know how to use the techniques in this game. It is possible that I could help you out a little

with the info that is provided in this guide, the training mode is more help than I am. Please keep this in mind when you read this guide. Here are some simple tips to follow while playing this game...

## SPECIAL ITEMS

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During gameplay, you will acquire a lot of items that you can use while in combat with an enemy. Most of these items are weapons, but 1-2 of them are somewhat useful for your mech. Most of these items are gotten when you clear a stage of a mech. With the exception of the BOMB, these items are totally found at random times during gameplay. You can select the item you get using the cursor button on your light gun or super scope. One more thing to note, with the exception of the bomb, you only get a set limit of how many items you get. Here is a rundown on the items you can get...

BOMB = Symbol Used "B"

This weapon is a very special weapon that does some extra damage to the enemy mechs during gameplay. This weapon will also destroy any shots that were fired from the enemy mech at the same time. One more thing, you gain a bomb every time you clear a stage of a mech. You can have a maximum of 5 bombs.

SHIELD = Symbol Used "S"

This form of armor is used to protect your mech from oncoming attacks for a short time. You will know the shield is on when you see strange colored lights in front of your mech during combat. This basically acts as an invincible powerup. Use this wisely.

PLASMA = Symbol Used "P"

This is a Plasma bomb that does some major damage to a mech. This bomb does a lot more damage than a normal bomb. Be careful when you select this bomb, it needs time to charge its energy in order for it to be used. If you fire the bomb too soon, it will not fire at all and you will have to try again. Be cautious about that.

HOMING = Symbol Used "H"

This is a very good weapon to use when you really need to get some major firepower going. When you use this weapon, this will fire a volley of lasers that can home in on enemy shots, weak points, and will always hit its target no matter what. Use this one wisely.

DISRUPTER = Symbol used "D"

This weapon is a bomb that disrupts the energy flow on the enemy mech you fire this on. The enemy mech will then become open for a shot since it won't move for a short time. This is a very good weapon to use when you just want to get a clear, open shot at a mech.

V-SYSTEM = Symbol Used "V"

This form of a weapon allows you to not only become immune to attacks, but

will also keep the enemy mechs centered so you can get a clear shot at the mech you use this on. One little problem, this item will use some of your mechs health energy to activate the item. If you do not have enough energy to use this item, it will not work. Be wary of this when up against a powerful enemy, or you will just spell death for yourself.

NEUTRON = Symbol Used "N"

This is a Neutron beam that can do some considerable damage to an enemy mech.

Be VERY cautious when using this item. When used, this will take away 70% of your health in order for it to be used. I personally can't recommend using this device for any reason, but if you wish to use it, go for it. Just heed my warning about the health part.

WIDE = Symbol Used "W"

This is the most powerful attacking weapon you can get. This bomb is similar to the plasma bomb, except that it does even MORE damage than that. I would seriously save this bomb for one of the mechs near the end of the game. Just like the Plasma bomb, it needs time to charge, so be careful of how soon you try to fire this weapon, or it won't fire at all and you will have to try again.

ENERGY = Symbol Used "E"

This item will allow you to recover your health up to full when you use it. The only thing is, this is one item you can't get until near the end of the game, so don't even try to look for this item anytime soon during gameplay. Save it for when you need it the most.

LIGHTNING = Symbol Used "L"

This item is only found and best used for when you are fighting GIGA-DESP 1 in the game. This item basically is used to light up the fighting area for a certain amount of time so you can see the mech a little better in the dark. Don't even try to find this item anytime soon during gameplay, it's only found when you fight GIGA-DESP 1.

#### GENERAL TIPS

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1.) Remember that simple shots can be taken out with simple shots, but super shots need to be taken out with super shots. Although it is possible to take out super shots with a few, well placed, simple shots, it's just better, in the long run, to use super shots. Timing is critical sometimes.

2.) When fighting, always watch the enemies mech more closely than your own mech. The enemies have a better and faster chance at getting off super shots than you do.

3.) If you see a mech stand in a certain position and you see a big glowing sphere, that's when you should get ready to destroy a super shot. If you see the enemy mech stand a certain way and you see small spheres on certain parts, this means the mech is going to fire small shots. During this time is when you need to remember what type of shots take out what.

4.) Some enemy mechs can fire several simple or super shots at one time. If you time your shots right, you can take out most shots with one good super

shot. Timing is very critical and must be done just right. A lot of the times,  
you can take out the super shots, then you can take care of the simple shots with your own simple shots.

5.) Remember that there are some stages with obstacles that can block your shots. Although a bother sometimes, it helps to time your shots.

6.) All enemies in this game, DO have a weakness, the trick is finding it. Although it starts out easy, it gets tougher and harder to hurt the enemy mechs as well as harder to find the weaknesses as you progress further in the game.

7.) All mechs have some body parts [Like arms or legs] that can be destroyed, but would still allow the enemy to attack regardless of this loss. Please keep this in mind as this can help you in the long run.

8.) A lot of the times, if you see the enemy mechs charging a super shot, you can shoot them with a super shot before they do and cancel the enemy from firing the super shot. Of course you have to make sure you HIT the mech in the right spot [Mostly in the chest] for this to work. If you miss, you better hope you have time to charge at least a level 1 shot so you can destroy the shot fired. Again, timing is critical.

#### CHEATS IN THE GAME

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Along with this is game are some cheats you can use in this game. The first 3 cheats mentioned can be found when you beat the game normally and when you play through the ARCADE MODE. All cheats are entered with controller 1. One more thing to mention, if you want to use some of these cheats, you will have to be careful because these cheats will cause you to lose your current saved position if you want to use these cheats. Please remember this. Cheats are as follows...

#### PLAY AS "TORNADO"

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This cheat allows you play as a new mech called the Tornado. To do this, go to the title screen that shows "METAL COMBAT" on the screen. During that part of the screen, press...

B, A, B, Y

You will hear a sound to confirm the cheat, then the game will reset itself and go through the title demo again. Now, start a game and if the game asks you to continue, select "NO". Now, select a one player game and go through the other questions as normal. One of the questions will be to select your mech. When it does, it will ask you to choose either FALCON or TORNADO. Select the TORNADO and you will be playing in a very powerful mech. [If this was your

first time to use the TORNADO, you will still have to go through the training mode before you can use the mech.] Info will be provided later in this guide.

#### PLAY ARCADE MODE

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Want to play a harder version of this game? During the title screen that shows

"METAL COMBAT" on the screen, press...

B, A, L-button, L-button

You will here a sound to confirm the code and then the game will reset itself

so you get the intro demo again. You will know if the cheat worked if the title screen is more of a pink color, this is also a confirmation that the cheat worked. Now, start a game, but say NO if the game asks you to continue your game. Start a new one player BATTLE MODE game and you will be asked to select a difficulty.

#### CHOOSE A BETTER NAME THAN WHAT THE GAME CALLS YOU

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You can, in fact, give yourself a name, instead of the game calling you partner all the time. During the title screen that shows "METAL COMBAT" on the screen, press...

L-button, A, B, L-button

This will take you to a screen where you can name yourself what ever you want.

Although it can only be 6 letters long, it's better than being called partner.

#### ERASE SAVED DATA

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Although it is mentioned in the manual on how to do this, I just decided to put this here anyway. During the title screen that shows the "METAL COMBAT" on screen, press...

L-button, R-button, L-button, R-button

The game will then take you to a screen where you can either erase your saved data, or cancel the cheat.

#### ENEMY MECH'S AND WEAKNESSES

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All mechs in this guide are in the order that you will meet them in the game.

In each of the mechs names, not only lists the stats of the mech, but I will also mention the main weakness of the mechs as well as what part of the body is best to destroy first. Plus, I'll also mention what type of weapons each mech has so you know what to look for and what you will be up against. I'll also add any other info you need in the notes section of each mech so you will

know what else you will need to look for. One more thing, although I mention

how to destroy each mech easily, it's still your job to avoid the attacks of the enemy mechs while trying to hit the target you want.

#### GARAM MK2

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Pilot = Guido  
Height = 8.00 m  
Width = 9.05 m  
Weight = 29,500 kg  
Max Speed = 150 km/h  
Main Weakness = Chest  
Destroy First = Legs or Arms  
Weapons = 2 cannons on each shoulder  
          1 super attack from both hands  
          Rocket fists [Can only fire 2]  
Sp. Attacks = Double Rocket Punch [Fires BOTH fists at the same time]  
          Double Knuckle Blast

#### SPECIAL NOTES ABOUT GARAM MK2

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This character was in BATTLECLASH, so if you know about this character from the first game, then you know a little about his mech. This first fight is pretty simple and straight forward. Aim for his chest often to do the most damage. If you are having a hard time hitting this mech, then do a couple of super shots at his legs so that he can't hover. Once his legs are gone, he moves pretty slow, using his hands to move. Once his legs are gone, he's a pretty easy target to hit. If you do manage to remove his legs, then just blow him away with super shots. Of course you still need to dodge his shots at the same time, but he is still pretty easy to kill. The one thing to watch out for is when he raises both his hands. This means he's going to do his DOUBLE ROCKET PUNCH. This is also the time to charge your super shot. If you miss, then you die because this attack that the boss can do will kill you instantly if you miss or manage to not get the super shot off right away.

#### SIAMANG

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Pilot = Chada  
Height = 6.00 m  
Width = 6.80 m  
Weight = 12,900 kg  
Max Speed = 145 km/h  
Main Weakness = Chest  
Destroy First = Tail  
Weapons = 1 cannon on each shoulder  
          2 cannons on chest  
          4 cannons on back  
          Super tail cannon  
Sp. Attacks = Clap attack [Claps hands and fires laser shots]  
          Spank Blast attack  
          Butt slap shot  
          Underground Blast

## SPECIAL NOTES ABOUT SIAMANG

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This is a mech that can be a pest and annoying at the same time. He's a pest because he likes to change directions on you very fast and fires often enough

that you can hardly get in a super shot. He's annoying because he's small, hard to hit, and takes a while before he will let you get in a super shot. Although he is small and quick, this mech is also very weak, so killing this mech will be easy, but a challenge at the same time. Mainly focus on his chest

and he will be pretty easy to kill. If you see the mech go for a super shot from his tail, try to hit the tail. Do what you can to take out the tail so that he can't fire super shots from there anymore. Do watch out for his SPANK

BLAST ATTACK, this is a very deadly attack that will do considerable damage to

you if you are not careful. You will know the mech will go for this if the mech is turned around, up-side-down, and you see the mech charging energy from

his back. Try to hit the mech with a super shot before he fires, or you're in

for some serious damage.

## WONG

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Pilot = Dayan

Height = 19.35 m

Width = 12.60 m

Weight = 30,500 kg

Max Speed = 100 km/h

Main Weakness = Head

Destroy First = 2 Shields

Weapons = 5 cannons on both shields

4 cannons on chest

Super cannon inside head

Missile launcher on both shoulders

Sp. Attacks = Double Shield Blaster

Typhoon Attack [Fires 10 super shots, hard to take out]

Hurricane Blaster [Fires lots of shots in a circular

pattern]

## SPECIAL NOTES ABOUT WONG

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Be careful while fighting this mech in this stage. It is possible to actually

hit the wall or tree and totally miss your target. This stage is tough since there is walls, trees, and some other objects that will cause you to miss the

mech. If you're a good shot, aim for the head right away. If not, try to take

out the shields. If you are playing the Tornado, try to charge a HYPER shot, (FULL ATTACK BAR) and hit Wong at it's shields. Playing the Falcon is not as easy. You have to hit the joints that connect to the shield to remove them from Wong. This can only be done when Wong is turned to it's side. Watch out for when he uses his missiles and when he charges his shields for a super shot. If you can't seem to destroy the shields, then just go for his chest.

He can be easy to kill, but watch out for his power shots if you can't destroy

his shields.

#### GRIFFIN

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Pilot = Orusoh  
Height = 10.13 m  
Width = 7.98 m  
Weight = 22,800 kg  
Max Speed = 155 km/h  
Main Weakness = Chest  
Destroy First = Legs or Wings  
Weapons = 3 Cannons on chest  
          Power cannons on wings  
          Power cannons on feet  
          Missile launcher on wings  
Sp. Attacks = Power Wing Shot  
            Double Wing Shot  
            Wing and Talon Blaster  
            Griffin Special [Lets just say, powerful]

#### SPECIAL NOTES ABOUT GRIFFIN

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Now this is a challenging mech. This fight is in a middle of a free fall through the earth's atmosphere. During this fight, try your best to charge a super shot. This is one of the fastest mechs you have ever faced. This mech has fast and agile attacks as well as defensive maneuvers. Watch him good and fire super shots when you see him getting ready to fire his super shots. When he is charging energy, this will be your only time to hit him. If you miss, you will be in for a lot of damage from his super shots. Mostly aim for his chest or legs. His wings are more armored than the rest. If you play as the Tornado, you can take out his wings with a Hyper shot. Aim and timing is very critical. This mech is fast, agile, and has a very fast ability to fire before you can get a shot off. But, practice and aim your shots right, this mech will be beaten.

#### VISCOUNT

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Pilot = Carlos  
Height = 12.50 m  
Width = 9.66 m  
Weight = 37,700 kg  
Max Speed = 195 km/h  
Main Weakness = Chest  
Destroy First = Bazooka cannon on his right arm  
Weapons = 3 cannons on chest  
          3 cannons on shield  
          Bazooka cannon on arm  
          Super cannon on hands [If shield and/or bazooka is gone]  
Sp. Attacks = Hyper bazooka blaster  
            Super shield toss  
            Hyper energy shots [Only if shield and/or bazooka is gone]

## SPECIAL NOTES ABOUT VISCOUNT

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YIKES is the only word for this mech. This is the fastest mech in the game, as well as the most protected mech. If your playing in the Falcon, you will be in for a good fight. His shield will block most of your super shots as the Falcon so try to aim your shots right. If your playing as the Tornado, you can take out his shield with the Hyper shot, if you get the chance. Another thing to watch out for is his Bazooka cannon. Try to take out his Bazooka first, that's one of the most annoying weapons that the mech has. Watch out for when he tries to toss the shield at you. You can destroy it if you time a super shot just right. But if you miss, you will take considerable damage. Keep in mind that even if you do destroy his shield, or his bazooka, he can still fire a super shot from his hands. If the mech is going too fast for you to keep up with, you can destroy his legs to slow his mech down. Although this mech is fast and strong, it can be taken down. Just watch what he does and counter his shield or bazooka shots.

## THANATOS

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Pilot	= Anubis
Height	= 12.55 m
Width	= 9.65 m
Weight	= 37,500 kg
Max Speed	= 165 km/h
Main Weakness	= Chest
Destroy First	= Legs
Weapons	= 3 lasers on each shoulder 6 lasers on his chest Super cannon on each hand Super cannon on each foot Super cannon on each skull
Sp. Attacks	= Super Spike Blaster Super Skull Blast Super Fist Toss Hyper Thanatos Blast

## SPECIAL NOTES ABOUT THANATOS

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What, you thought the fight was close to over? Not even. This is not going to be an easy fight. This mech may not be fast, but it is agile, VERY agile. This mech can fight super shots faster than other mechs in this game. You barely have time to charge a super shot before he does. If your playing as the Tornado, you can try to charge a Hyper shot, but that is a big doubt. He fires his shots more frequently and barely leaves room for you to make a clear shot at him. Do watch for his super shots and do what you can to take the super shots out. If you can fire a super shot, aim carefully. This mech can change

directions before you know it. If you are the Tornado, time the regular shots or super shots right. If you can charge a Hyper shot as the Tornado, hit the mech in the chest for full coverage damage.

#### ARACHNUS

=====

Pilot = Danpe  
Height = 8.76 m  
Width = 8.00 m  
Weight = 24,800 kg  
Max Speed = 158 km/h  
Main Weakness = Head  
Destroy First = Claws  
Weapons = 4 cannons on front claws  
4 cannons on head  
Super cannon on tail  
4 cannons on rear claws  
Sp. Attacks = Spiral Blaster [Only done if tail is destroyed]  
Electro Tail Laser Toss

#### SPECIAL NOTES ABOUT ARACHNUS

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Before I get to the real strategy for this mech, I want to strongly point out something. DO NOT DESTROY THE TAIL PART OF THIS MECH!!! By doing so will allow this mech to attack you with a special powerful laser attack that is hard to block and parry. Do your best to NOT destroy the tail part of it's body, or you will be in a serious trouble. When you are battling this mech, try to take out the front or rear claws of this mech. The claws have more laser cannons than any other part of it's body. Aim mostly for the had for the best damage potential. Be careful when firing since there are asteroids and rocks floating around the area. If you hit an asteroid, the shot will totally be absorbed. Try your best to aim carefully and fire when you have a good shot. One miss could spell trouble for you.

#### COBRA

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Pilot = Zephyr  
Height = 46.50 m  
Width = 28.82 m  
Weight = 18,876 kg  
Max Speed = 155 km/h  
Main Weakness = Lower Torso  
Destroy First = Energy Absorbing Shield  
Weapons = Power Blaster Cannon [Right hand]  
Missile Launcher  
Sp. Attacks = Energy Absorber Shield [Absorbs shots you fire]

#### SPECIAL NOTES ABOUT COBRA

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Watch out, this is a tough mech to fight. This fight is gonna come in 3 parts

to tell you how to beat this mech...

- 1.) First you need to destroy the shield on his left hand. Here is how you can do it. It doesn't matter what mech you in, charge your energy to level 2, fire the shot. then when the mech is absorbing the energy, charge as much energy as you can on your mech, until the mech stops absorbing. When he does stop, fire a shot at the shield. By doing this, this will cancel the mech from putting the energy into his gun he has grafted on his right hand. Now, repeat this process 2-3 more times and the shield will be destroyed.
- 2.) Once the shield is destroyed, focus your shots on his power blaster on his right arm. Watch out for his missiles and his power shots from his hand. Once thing to watch out for is not to hit his head too much, but that this explained in the 3rd part. It will take a while before his cannon arm is destroyed but keep up on the attacks and you will prevale.
- 3.) After the cannon arm is gone, finish this mech by shooting at his lower torso. Reason being is if you destroy his head or upper body, he will have one more form to attack you with. If you do destroy his upper body, he will become a smaller target by becoming a small floating spider that has a VERY ANNOYING laser gun. If you do fight the spider, good luck hitting it with a super shot. Please do your best to avoid attacking his small spider form by only hitting the mech in the lower torso part of his body, thats his main weakness.

#### GROKEN

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Pilot = Pamera [Manual says Pamela]  
Height = 33.66 m  
Width = 47.44 m  
Weight = 237,390 kg  
Max Speed = 80 km/h [Water only]  
Main Weakness = Any RED glowing areas, except the EYE [center]  
Destroy First = Tentacles  
Weapons = Too many forms, too many weapons  
Sp. Attacks = If you fire super shots, the mech can fire them right back  
Lots more than I can name

#### SPECIAL NOTES ABOUT GROKEN

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In order for you to know how to beat this mech depends on which mech you play as. I'll give you the strategies for both the TORNADO and the FALCON. One thing to keep in mind is that you need to be careful firing at the body of the mech. If you fire super shots at the body of the mech, the mech will be able to fire super shots right back at you. Be careful about this. Here is the info

you need if you play as one of the following mechs...

FALCON = First, destroy the RED area of the tentacles with super shots.

Watch

out though, the tentacles will fire shots at you to. I know that they are small targets, but that is just the beginning of the small targets that you will have to shoot during this battle. It just

takes

1 super shot to destroy the tentacles. Once they are destroyed, the tentacles will start to swim around the mech and will fire shots at you at the same time. Same thing here, destroy the RED areas of the tentacles to destroy them, but this time, they are moving targets, so watch your aim. If you destroy the tentacles, then you will no longer have to deal with that anymore. If you manage to survive

this

far, the mech will go through a small change in form and this time will be easier to hit and weaken the mech. The mech will grow 2

more

smaller tentacles and small areas of the mech will become exposed

so

you can do more damage to the mech. If you did enough damage to totally destroy the mech, then you're closer to the end than you think. If you hurt the mech to a point of seeing another form, then all you have to do is just fire super shots anywhere on the mech to finish it off.

TORNADO = If you are playing as this mech, than you will actually have

little

trouble destroying this mech. All you have to do is fire HYPER

shots

on the body of the mech. No, the mech cannot fire the shots back

at

you if you use this. I don't know why, but all this is possible to do as this mech. Yes, the enemy does give you time to charge a

HYPER

shot so take advantage of this. Yes, that's all you have to do,

just

fire HYPER shots at the body of the mech. Try not to hit the tentacles when doing this, or the fight will not be as easy as you think. Keep in mind that it will still fire shots at you so watch your aim, watch the mech, and fire HYPER shots when you can.

VIRVIUS 1

=====

Pilot = Anubis [The REAL one]

Height = Same as Thanatos

Width = Same as Thanatos

Weight = Same as Thanatos

Max Speed = Same as Thanatos

Main Weakness = Chest

Destroy First = Arms or Legs

Weapons = Same as Thanatos

Sp. Attacks = Same as Thanatos and then some...

Split Image [Can split into 2 and tries to fool you]

SPECIAL NOTES ABOUT VIRVIUS 1

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Some of the attacks he does is almost the same as Thanatos, but not in the

same order of attack. One thing that does make him tougher to beat is the fact that this mech can split into 2-3 mechs. The thing about this is that only "1" of the images is real, the other is a fake. When he does split, you can tell which is the real one when you see a WHITE glow when he charges for a super shot. Once you know who is the real one, shoot the real one with a super shot and the fake one will disappear as well as taking damage from your shot. The only problem is that the weaker he gets, the tougher he fights. Keep this in mind at all times.

#### VIRVIUS 2

=====

Pilot = Anubis [The REAL one]  
Height = ???  
Width = ???  
Height = ???  
Max Speed = ???  
Main Weakness = Center Ship [Wait for him to open his mouth to hit it]  
Destroy First = Small Orbs or Spiked Orbs [They are a pain to deal with]  
Weapons = Too many to say  
Sp. Attacks = Lots

#### SPECIAL NOTES ABOUT VIRVIUS 2

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This is one hell of a fight. If you have any bombs, use some of them to destroy the orbs around the center ship. Although the center ship is your primary target, if you don't destroy some of his orbs, you will go down fast.

He can fire 4, 8, or 12 super shots at one time. Use as many bombs as you can

on this mech and try to take some of his orbs with him. [Make sure you save at least 1 bomb for the last boss] When you have taken out most of his orbs, concentrate on what ever is left and then go for the center mech. You can only hurt most of the orbs when they open up to fire at you. When they do open, this is when you need to hit them with a super shot right at the opening

spot. This is going to be your toughest battle yet. Even the last boss is nothing compared to this mech.

#### GIGA-DESP 1

=====

Pilot = Typhon  
Height = ???  
Width = ???  
Weight = ???  
Max Speed = ???  
Main Weakness = Eyeball [It's hidden inside ship until it decides to show it]  
Destroy First = Orbs [Mech can fire LOTS of bullets using orbs]  
Weapons = 3 cannons on head  
All 6 Orbs can fire shots  
Sp. Attacks = Ultra Eye Blast [Kills you instantly, indestructable]

#### SPECIAL NOTES ABOUT GIGA-DESP 1

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This is a very tough battle to do. You start out by just trying to avoid getting hit from the bullets from the mech and the orbs at the same time. If

you happen to have a PLASMA BOMB or even a DISRUPTER BOMB, this will destroy most of the orbs with one bomb. You basically want to keep avoiding the shots until the mech opens it's ship to reveal a large EYE. When this EYE is showing, you need to fire a super shot directly at the eye. If you miss, you may not get another chance because the EYE will fire an ULTRA shot that cannot be destroyed by shooting the bullet. You have to hit the eye before it fires, or your dead in ONE SHOT. Just so you know, although you are given a LIGHTNING BOMB to light up the room, it's best to just not use it. In fact, you don't really need it if you have good eyes. All you have to do is just fire at any normal shots and just wait for the mech to show it's EYE and then fire a super shot to destroy this mech. Once you have hit the EYE properly, the mech will be destroyed and your on your way to the last part of the battle. One good shot is all you need.

#### GIGA-DESP 2

=====

Pilot = Typhon  
Height = Very Tall  
Width = Very Wide  
Weight = Very Heavy  
Max Speed = ???  
Main Weakness = Center of head, just above Rola  
Destroy First = Anything destroyable  
Weapons = Too many to mention here  
Sp. Attacks = Lots

#### SPECIAL NOTES ABOUT GIGA-DESP 2

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There is a way to, not only save Rola, but also kill the boss with little effort. In fact, the best way to destroy this boss is to use your rapid fire attack on any part of the boss. Just be careful not to hit Rola while doing this. Plus, all the shots fired from the boss can be taken out with the rapid fire shots. Just keep firing until the boss is dead. Don't worry if you see the boss start to lose parts of his body while you are doing this, just keep using the rapid fire attack until it is dead. Don't use super shots at all, that would risk a lot. You see, the boss can heal from super shots, so using the super shots would be very risky as well as risk hitting Rola and killing her to. Don't use bombs or other special devices as this would cause you to kill Rola in the process.

#### LAST MINUTE NOTES

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I know that there will be another update to this guide soon, just need to take some time to find the rest of the info I need for this game. If you have any info that you would like to contribute to this guide, you can contact me at the following E-mail...

cooperteam@hotmail.com

Please put the subject as...

COOPERTEAM/METAL COMBAT

so I will know what you're talking about when you send the E-mail. If you do send me E-mail, please only real and factual info that is true, no bogus stuff

or no useless info. Give me something I can really use to help make this guide

better for you. If you do have some info that I can use, you will be given the

credit for doing so as well as your name on the next update.

PERSONAL JUNK YOU NEED TO KNOW

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None of this info may be copied, rewritten, redistributed, displayed with out

my permission. many hard hours have been put into making this guide a guide for people who are game players to beat and solve. If you want to post this guide on a web site, or in a program, please ask before doing so.

Here is a list of other solution guides I have done as well as making this guide that has my name on them...

DARKSUN:SHATTERED LANDS	= PC
STRONGHOLD	= PC
DEATH RALLY	= PC
WAR GODS	= PC/PSX/N64/ARCADE
SIM CITY	= PC/SNES/MAC
DARK RIFT	= N64
STREET FIGHTER ALPHA 2	= SNES
KILLER INSTINCT	= SNES
X-MEN VS. STREET FIGHTER	= ARCADE

More will be made soon, just need to get all the info for the games. Seeya.