

Gundam Wing: Endless Duel (Import) Wing Gundam FAQ

by The Tiger Guard

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Kidou Senshi Gundam W: Endless Duel

Wing Gundam

Version 1.00

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Suggestions or ideas? New material? Maybe I missed something? E-mail me at
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Character FAQ done by Kevin Kao

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I. Introduction to Wing Gundam

Well, Wing. He is somewhat the main character of this game. In that sense, he is well rounded. The only Gundam (save Wing Zero) that could transform into an alternate mode. That mode being a giant plane. Wing probably had the least weapons of all of the Gundams. I think it has about 3. If you don't count it's beak. Those 3 weapons being the buster rifle, beam saber and vulcans. The buster rifle was basically a mega cannon. And you can see why in this game.

Most of his attacks come out at an above average rate, but they lack the raw power of someone like... Heavyarms. He has probably one of the higher thruster outputs, giving him an advantage in air boosts. He is probably 3rd or 2nd. With that said, onto the attacks.

II. Basic strategies

- 1) Always keep your energy bar up. Energy is essential to be able to fight well. Replenish the bar by connecting with hits or blocking attacks.
- 2) Block. Plain and simple. Blocking is pretty much 1/2 of a fighting game. If you can't block, you are gonna get crushed.
- 3) Learn all of your character's special attacks. These can further extend your combo ability.
- 4) Remember that energy type attacks can cause block damage. So if your opponent likes to block, pull out your energy attacks. All special attacks cause block damage.

Normal physical attacks cause no block damage.

That's all I can think of for now.

III. Basic attacks

I'm using default controls in case you are wondering.

A: Downward slice with beam saber. Pretty decent for a normal attack.
Pretty good reach.

Down + A: Very quick slice to the mid-section of the screen.
As much reach as the above move.

Y: Very quick punches. The most I have seen is 4 of these punches connect.

Down + Y: Very quick ground kicks. I've gotten 4 into a combo. They
don't knock the enemy over. It's mostly used for hitting your opponent when
they are on the ground.

X: If you are standing still, this is a strong uppercut using Wing's beak.

Forward + X: This turns the uppercut into a big forward stab with the beak.

Down + X: A big swing from the ground using Wing's beak. This is usually
used to knock your opponent down, or hit your opponent while they are down.

B: A pretty quick stab with the beam saber forward and upwards. Not bad.

Down + B: A quick stab with the beam saber to the ground. Not bad.
Usually for hitting opponents on the ground.

This will be Wing's air attacks:

A: Same slice as on the ground.

B: Same as when you are on the ground. A little hard to hit.

X: A big swing in the air with Wing's beak. Similar to his Down + X,
just in the air.

Y: Same as when you are on the ground.

And that should cover his basic attacks.

IV. Possible simple combos

Well, I'll try and list most of the combos I know. So don't e-mail me saying
"you forget this combo" Frankly, there are just too many to list them all.
I'll try and get most though.

Here we go:

Y,Y,Y,Y: Very simple. Low damage, gets you your energy back pretty decently.

Y,Y,Y,Y,B, Down + B, A, Down + A: Ok, a basic combo, but it requires
very quick execution, I often will miss on the last hit, so if you want all
the hits, cut out two of the Y's.

B, Down + B, A, Down + A: The end of the previous combo.

It does pretty good damage.

Y,B,X: One punch, one beam saber, into an uppercut that launches your enemy into the air. There are a lot of possibilities on how to extend this one. I'm not gonna list them all, because most of them just add on another button, either X,Y,B, or A will extend this one.

Y, Down + Y,X: The same as the previous, but with a punch, low kick and then an uppercut.

Y, Down + Y, B, Down + B, A, Down + A: It's like the second combo I listed, except it begins with a punch and a low kick.

Y, Down + Y, Forward + X: Punch, low kick, forward beak stab.

Obviously there's many more, including variations on these. These just open up your combos. You can extend them as how you see fit.

V. Special Attacks

Ok remember these:

QCF: Down, Down/Forward, Forward

QCB: Down, Down/Back, Back

QCF, QCF: Two of these in a row

QCB, QCB: Two of these in a row

DPM: Dragon Punch motion, basically this: Forward, Down, Down/Forward

Onto the attacks:

QCF + Y or B: A single shot from the buster rifle. Standard projectile attack.

QCF + X or A: 3 shots from the buster rifle. Uses 100 energy. Don't use it much.

QCB + Y or B: Takes a forward leap with beak extended.

If it connects, Wing will follow it up with a beam saber slash that knocks your opponent onto the ground.

QCB + X or A: Same as before except when it connects, Wing will do a beak slash. Followed by the beam saber slash slash. Knocks opponent on ground.

Uses 100 energy. Very strong.

DPM + Y or B: Anti air attack. Wing will rise into the air, diagonally forward, with his beak extended. Regardless of if it connects or not, Wing will stop in the air and deliver a downward beam saber slash.

If the first hit connects, the opponent will rise up with you for max of 3 hits.

DPM + X or A: Same as before, except the hits on the rising part, are increased. Making the total I believe 5 or 6 hits. Uses 100 energy. Strong attack.

QCF, QCF + X,Y,B or A: His first special. This is quite possibly, one of the strongest specials in the entire game. It comes out lightning quick, so use it as you feel. Also, I notice that if you start out closer, you will do more damage. Make it so that you have some space between you and your opponent, but not a lot, to get maximum efficiency. Uses 200 energy. Very, very strong.

QCB, QCB + X,Y,B or A: Secondary special, not as powerful.

Wing will leap backwards and off the screen. When he comes back, he will be in bird mode and ram the opponent. He will make 3 passes to ram at the opponent. This is not a good special, you can see it coming from anywhere. Still has decent power. Very easy to block. Uses 200 energy. Do not use often.

VI. Possible Advanced Combos

I'll refer to his specials as Special 1 (B. Rifle Special) and Special 2 (Bird special)

There's quite a few. Same thing with the basic ones. So bear with me:

Y,B,X, DPM + X/Y/B/A: Punch, Saber stab, uppercut. When I put a slash, I mean you can use any one of the buttons. Basically while they are in the air, use your anti air attack.

Y,B,X, DPM + X/Y/B/A, Extension: Down + Y (2), Down + B, Down + X:

Same as previous combo. It's an extension. After they land, you can follow up with two ground kicks, one downward stab and a beak swing.

Y,B,X, QCF + X/Y/B/A: Same beginning, but ends of with you shooting the opponent when they are about to land. Will not knock them over.

Y,B,X, QCB + X/Y/B/A: Same starting. Just this time, you will hit them while they are in the air, with the leaping attack. Also, you can follow up this one with the extension I offered up before.

Also, a variation on the beginning of all these combos, is to substitute B with Down + Y, Down + B, or Y. Also, you can change up the extension however you wish. Also, instead of those, you can finish it with Special 1.

Jump forward, Y/B/A/X, Y, Down + B, A, Special 1: Requires quick execution. Basically, after you connect with the first jumping attack, wait until you land. Then start with punch, beam stab, beam slash and special. Lots of variations. I'm not gonna list them all. If you are having trouble executing this, you can cut out one of the attacks on the ground.

There's a lot more, so experiment with it. These are advanced, but simple.

VII. Legal stuff

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