Super Army War FAQ/Walkthrough

by kindachikoh   Updated to v1.00 on Mar 22, 2005

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FAQs:Super Army War    Platform:GBA


Super Army War
FAQ/Walkthrough
Kindly brought to you by Kindachikoh
 (kindachi_zhiwei@hotmail.com)


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===============================================================================
                              I. Introduction
===============================================================================
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Hey everyone, this is kindachikoh(don't misunderstand, I'm not the real
'kindachi' that everyone of you GBA is thinking about. Kindachikoh is only my
nickname, the reasons why I choose this name is because I'm a real kindachi fan.
Actually, my actual name is...(you can find it yourself, it is in this guide
hehe:)But why am I telling you all this? Its because I'm new here and this is my

first FAQ/walkthrough and I hope that you can help and guide me through
regarding this FAQ.

If you liked the GBA game Advance War or Advance War 2 I would definitely
recommend you give this one a go - excellent game, a game of war,a game of
terrorist war.

Since this is an arcade collection and all, there's really no way I can make a
"walkthrough" for the game, so here there will be tips for each level in the
game as well as some odds and ends about the game in general.

I would highly appreciate any help with the FAQ, any clarification,corrections,
and additional information would be very much appreciated and credit will be
given.

Well,I think that's enough and it's about time I start the walkthrough.Let us
board the plane and take off now.
Lets......GO...
Vroo....ooom!!!

===
                              II. Version History
===
Well well, I know this is the shortest section of version history you have ever
read. As what I had mention above, this is my very first FAQ. I do hope that I
would fill in more of this as time goes by.

 Version 1.00 - 07 February 2005

 The very first version of this file made after the completion of the game.

===
                                 III. Controls
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       | |_| || || | |GAME BOY ADVANCE|
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       | STARTo||_____|| | | _ |
       |SELECTo|GAME BOY ADVANCE| | | _| |_   (B) (A)|
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D-pad   : You move with Left and Right (of course!)Up to move up and down to
move down.

Start   : While playing, this can pause the game or resume when paused. You
can also
            make selections in the menu(restart current level, enter main menu
or view current   level code).

Select   : Switch between copter and plane(Only when these two are available in
one level).

B button : Drop plane's bomb and copter's missile. Unload Soldier while on the
ground. Break   when using plane.

```
A button  : The A Button has a few primary functions.You can use it to fire,
load                            soldiers(copter, while on the ground), launch
V2 Rovkets(after pressing R), confirm              buying soldiers and
vehicles(after pressing L).

L button  : Use army interface(press A to buy), activate Broken Arrow(plane)

R button  : Set V2 Rocket(press A to launch), unload soldiers while in the
air(copter) and                         activate Big Wave(plane)


================================================================================
                              IV. Overview
================================================================================
 +---------------+
 |The Main Screen |
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 |_____/_____|    |
 |            Campaign   Battle   Code    credits |
 |_____|
 |             /                                          |
 |_____/_____|
 You will start in the main screen with couples of selection for you to choose
from:

 Campaign
 --------
 Campaign mode is like story mode as you will be starting at level 1/ campaign 1
and fight your    way to the end and complete the game. The level of
difficulties of coures will increase as you    move on. There are altogether 16
levels/campaigns before you can complete the whole game. As you  play, you will
unlocked more things such as fighter plane and special weapons. Your aim is to
allow your troops to advance to the left to get to the end of the level with the
support of       you(plane or copter).

 Battle
 ------
 Battle mode allows you to replay the level provided that you have completed it.
Just key in the    latest level code if you want to replay the level after you
turn of your GBA.

 Code
 ----
 This enables you to enter certain level's code so that you can continue that
level.You can also    replay the levels that you had completed in the battle
mode.

 Credits
 -------
 View the people that had contributed to the production of this game.

 +-------------------+
 |The gameplay Screen |
 +-------------------+
 The main difference you will notice is of course the scenary, but besides that
what is most       important and confusing is those 'things' at the upper
```

portion of the screen.But don't worry as   all of those will be covered.
 There are altogether 7 different icons(but not all will be available depending
on the level or   vehichle-copter/plane) excluding the long progress bar,
health bar and landing marker:

 1.Red Thick Exclamation (!):
   This icon shows the number of bomb/missile you can drop(press B button) from
your   copter/plane. It usually starts at 8. To reload, just go
back to the black patch of land   infront your main bunker/command center
- for copter(the one furthest to the right) or just go   right behind your main
bunker and rest on the road with blue-white strip - for plane.Doing   this
will also regain your health.

 2.Two UP-ARROW(next to the Red Thick Exclamation):
   This shows the number of army/soldiers you have in your copter. Remember,
only COPTER. The   maximum you can carry is 8. To carry/load your army,
just land in infront of them and press   A. To alight/unload, land and press
B, simple...(The reasons why I'm teaching you all this is   quicker pace).
Just put this in mind that once crush both you and your army are GONE. You can
also make them leave your copter while you are flying by pressing R button and
they will jump   out with a parachute with them.If you are too near ground,
your parachutist will crush to the   ground and 'die', this is one
disadvantage. Another disadvantage is that while you are flying   and pressing
R at the same time, your parachutist will not land on the place you want it to
land...this is quite complicated, but you will understand after you try it
yourself. Here is   one simple physics lesson to explain this - This is due
to the wind/air pressure pushing them   back while you are flying forward.
Unless you stop in mid-air which is quite dangerous.

 3.Red x(also next to the Red Thick Exclamation):
   You will only see this when you are using figther plane.
   This icon indicates accurancy points. It is possible to get extra special
weapons if you have   adequate points. To archieve this the best way is to
keep attacking enemy's air uits till they   crush. 20 points to get one extra
special weapons.

 4.Red Cross(+):
   Similar to Two up-arrow icon, the only different is the type of people you
are carrying -   civilian(light brown). Similarly, the maximum you can
carry is 8 and your aim is to bring them   back to your main bunker safely.
Doing this will help to raise your fund which will be quite   useful when you
are purchasing etc. Just land infront of them them will enter voluntarily
(wow...thick-skin huh!...just kidding). When you bring them back to your main
bunker, they   will alight automatically.

 5.A dollar sign unit with numerical figures beside it($00):
   This would be quite obvious and I would not waste my time explaining as much
of it regarding   this is explained earlier.

 6.White star with red shadow:
   O.k this is just located below the progress bar. This icon indaicates the
number of special   weapons. There are 3 of them so far I know:

   ROCKETS: By pressing R while you are using copter, you can launch a V2 rocket
to destroy your   opponent's groung units(including yours if you are not
careful). Holding A longer will enable   it to shoot further. But once you
have pressed R, you are not allow to reverse the action   again which
means that you are unable to 'not to launch the rocket', so think twice before
pressing.(Available after level 3 onwards)

   BIG WAVE & BROKEN ARROW: By pressing R or L while you are controling plane,
you can activate   big wave(R)and broken arrow(L).Frankly speaking,Ithink
that this two weapons are useless,in   fact I don't know what they can
do.But anyway I won the game with or without the use of it.If   you know what
they are use fo please e-mail me.

7.White star:
    This one is simple, one word...'CREDITS'. Being a gamer you should know what
is   credits...RIGHT!It is possible to get extra, but I'm not
sure under what circumstances they   give you. If you know,please e-mail me.

 Progress bar

 Your troops are indicated with a U.S flag and blue dots while your opponent is
indicated with a   black & white flag(country...less obviosly terrorist
attack...haha!)and red dots. However, you   can only trace our opponent in the
first level, except for their air units. Your aim is to   capture all the
bunkers anr reach the left end.

 Health bar

 Located below planes and copter. You can start seeing the health bar only if
you are 'hurt'.
 Blue indicates your health and red indicates deducted health. There is no way
you can regain   your deducted health, so be careful all the time.

 Landing Marker

 This marker can only be seen and is helpful when you are controlling plane and
is about to land.
 When landing make sure you make good use of this marker to make a perfect land.
To archieve   this, you have to make sure that the black marker is in the
middle(at least in the blue area)   when you are ALMOST landing.

 +-------------------+
 |The gameover Screen |
 +-------------------+
 There is not much I can say here as mainly of the things here are useless to
me. But if you   really care about how you perform, than the most important
would be the TIME and RANK. I still can't figure out how they rank you, if you
know, kindly tell me by sending me e-mail.

===
                               V.General Guide
===

 +-------+
 |Weapons|
 +-------+
There are altogether 8 types of weapons, excluding ambulance which I think is a
waste of money   if you buy it. The only problem is that if you destroy them,
whether intentionally or   accidentally, you are committing a CIVILIAN
PENALTY. Consequences = affects Ranking :(
These 8 weapons includes 2 air units, 4 ground units and 2 stationary ground
units.

 The chart below will allow you to compare their weaknesses and strength:

 |---
-----------|
 | TYPE | WEAPONS | WEAKNESSES | STRENGTH
|
 |---
-----------|
 | | Tank |V2 Rocket,Md-Tank,plane,copter|V2
Rocket,A-Air,Army,Copter,missile |
 |

 |
 | | Md-Tank |V2 Rocket,Plane,copter |All except plane
|

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---------------------------------------------------------------------------
 |
 | GROUND  |  A-Air  |All* except Missile**          |Copter,plane
 |
  |
----------------------------------------------------------------------------
 |
 |         |  Army   |All* except Missile**          |A-Air*,Army*
 |
  |
-----------------------------------------------------------------------------
 |
 |         |Ambulance|                               |
 |
  |----------------------------------------------------------------------
-----------|
 |         | Copter  |A-Air,tank,Md-tank,Missile**  |All
 |
  |   AIR
-----------------------------------------------------------------------------
 |
 |         | Plane   |A-Air,Missile                 |All
 |
  |----------------------------------------------------------------------
-----------|
 |         |V2 Rocket|All* except Missile**         |All ground units
 |
  |STAIONARY------------------------------------------------------------
-----------|
 |         |Missile**|All* except Missile**         |All air unis
 |
  |----------------------------------------------------------------------
-----------|
```

 Note:*When attacking with army,1 or 2 is NOT ENOUGH to distroy units. At least
A GROUP.
     **MISSILE here does not mean copter's missile.It means the missile that is
launched from   missile base to attack air units
 Dear reader, I know this is quite complicated so if I do miss out anything or
if you have any   doubts, don't hesitate to e-mail me!!!

 More on V2 Rocket
 ================
V2 Rockets are special weapons that are used to destroy ground units. They can
also destroy   yours if you are not careful. By pressing R while you are
using copter, you can launch a V2   rocket to destroy your opponent's groung
units. Holding A longer will enable it to shoot   further. But once you
have pressed R, you are not allow to reverse the action again which means   that
you are unable to 'not to launch the rocket', so think twice before
pressing.(Available   after level 3 onwards)The amount of rovkets available
is also limited so use them wisely.

 More on Missile
 ==============
Like what I had mentioned earlier MISSILE here does not represent copter's
missile.It means the missile that is launched from MISSILE BASE to attack air
units. You can find this next to some   bunkers.But whoever controls it - either
you or your enemy will have the authority to fire at   their enemy's air units.
If it is your soldier who operates it, then it will ONLY damage enemy's air
units even if you touch the shot. Unfortunately, your enemy too have this
advantage, so be   careful.

TIPS 1:>Always fly to the highest when you realise that enemy's missile is
firing.
       Success rate=98%(Do take note of your opponent A-Air as you fly)

Missile base can be destroyed by all weapons/vehicles. But if you happen to spot
it, just try your luck to destroy it so that your 'brain....less' ally will dot
dash through the firing   missile.Shoot it, don't waste your plane's bomb
or copter's missile - they are very weak indeed. Oh yeah, A-Air can also be
destroyed by shooting it by is quite dangerous.

TIPS 2:>Try swinging back and forth, moving up and down alternatively while
firing to dodge their   shot.
          Success rate=65%(Sometimes it is very difficult to aim accurately)

 +-------+
 |Bunkers|
 +-------+
There are altogether 7 bunkers in every level/campaign. 3 to the left, 3 to the
right and 1 in the middle. You are usually on the winning side once you capture
the middle bunker.

Both you and your enemy will start with 2 captured bunkers each. The flag on top
of each bunkers indicates the property's owner. The more the soldier in each
bunker,the bigger the flag. The bigger the flag, the stronger the bunker.
Therefore, it will take a longer time to be destroyed.

To capture an a neutral bunker,just make sure that at least one soldier enters
the bunker. To capture your opponent's bunkers, you will have to destroy it
first before your soldiers can enter it. Bunkers can be destroyed by any air or
land units excuding ambulance and A-Air.

 +-------+
 |Flying |
 +-------+
60% of the time what you will be doing in the game will be flying, so
controlling is one of the skills you must acquire. Fortunately, this isn't so
difficult.Press left to go left and right to go right.But most of the time you
will notice that your air units always try to fly downwards causing you to
crush..right!

TIPS 3:>So most of the time you will have to add in the UP button to prevent
your air units from   moving downwards.E.g Pressing Left button + Up
button together
          Success rate=100%

Flying while your health is 15% or less is the most difficult skill to attain as
this will cause them to appear more 'heavy' then before forcing them to move
downwards making it harder to control. The only way is to press the Left/right
button and Up button together.

TIPS 4:>If you notice that your plane is somehow 'OOC'(Out Of Control)which is
keep moving   downwards but pressing Left/right button + Up button
together can't solve the problem.   Quickly change its direction.E.g
Left to Right.
          Success rate=95%(Sometimes it is to late to change direction as you are
too close to the   ground)

 +-------+
 |Landing|
 +-------+
COPTER: Copter can land almost anywhere in the game. You can land on the place
where you start off to regain health or reload weapons or land on the road to
rescue civilian and load/unload army. Landing ON properties, vehicles or human
being will result in destroying them.

FIGHTER PLANE: Plane can only land on one place which is the place where you

start off to regain health or reload weapons. The most difficult is landing
without fail. You are surely, going to crush the first few time you try, if not,
then you are better than me. I actually tried for more than 5 times before I
succeeded after I noticed something that is very useful. The LANDING MARKER. At
first I don't know what it does but now I had realised it and I will teach you.

TIPS 5:>Firstly, make sure that your plane is already moving DOWNWARDS(without
you controlling)
        before reaching the long black track(the place where you start off).When
it is quite   close to the ground, press UP button and make sure that
it isn't really moving 'up'.   But hold on, the most important part
is yet to come, make sure that the black pointer is   in the middle of
landing marker or at least in the blue marker when IT LANDS(estimate
yourself). If you think that it will not stop in the middle or blue mark fly up
again and   repeat the above method.
        success rate(after a few tries):90%

 +-------------------------+
 |Fighting(Shooting/Bombing)|
 +-------------------------+
PLANE:Shooting is quite easy except that the speed of the plane is very fast.

COPTER:You will notice that copter actually shoots downwards instead of shooting
straight while you are moving, therefore if you want to shoot something directly
infront of you, you will have to fly higher than the 'thing'.

Bombing is quite difficult while you are flying as there is wind/air pressure
that cause your accurancy rate to drop. Therefore, I always tried to fly as
close to the ground as possible to bomb my enemy.

TIPS 6:>I always tried to destroy enemy's air units before distroying their
ground units. This   helps to prevent them from bombing my units.
        Success rate:85%

TIPS 7:>During the game you will overcome a red 'enemy' word in mid-air at the
side...right.It is   obvious that enemy's air units are nearby. So lets
take advantage of this. Float in   mid-air DIRECTLY infront of the
word and move up A LITTLE down A LITTLE alternatively   while shooting
or even using missile to fire at the word. This would cause them to be
destroyed before they come into view.
        Success rate:95%

TIPS 8:>Fly to the highest point using plane and start droping bomb all your
bomb when you   realise the enemy's air units are approaching. The
method will easily destroy them.
        Success rate:65%

==
                        VI.General Walkthrough
==

Taking off...your fist battle begins (LV 1 onwards)

Since I am not repeating those stuff that I had written before, I will assume
that after reading the Overview and General Guide section, you will have no
problem playing the game especially the first few levels. Also, this is the
easiest level with the help of the visible red dots in the progress bar.Just
concentrate on destroying their air units first before CONTINUE going to the
ground units.

I also recommend that you to take some soldier with you(at least 4) and take
them to a nearest missile base and neutral bunker so that they can hely to
protact the air. I can 100% assure you that life would be easier if their air
units are completely destroyed.

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--------------------------
Vroo...oom (LV 2 onwards)
--------------------------
Now this is your first time controlling fighter plane, if you are unsure of how
to control or land the plane, make sure you resd the general guide section.
Fighter plane is strong and swift. But swift can be both advantage and
disadvantage. For instance, flying past enemy's A-Air quichly is an
advantage,but flying THROUGH a firing missile base unknowingly is a big
disadvantage - so it is important to be careful.

Plane's bomb are very powerful, it can destroy any thing with just one hit. But
I still insist on my principle - destroy air units first,leave the ground units
to your ally, but don't neglect those A-Air.


---------------------------------
Its.... ROCKET time(LV 3 onwards)
---------------------------------
Although V2 rockets are quite powerful, I hardly use them because is is quite
dangerous if we miss the shot. We can damage our own units. So my suggestion is
that don't rely too much on it.
Use it only you are sure it is the right time to use.


----------------------------------------------------
Oh safe me! I'm a innocent civilian (LV 5 onwards)
----------------------------------------------------
After level 5 onwards, you will be able to rescue civilians to generate funds.
You can only rescue civilians with a copter. Remember rescue only  if you that
it is safe - especially after their air units are destroyed or else forget about
it, it may cause you to lose a life.


----------------------------
Spending Money (LV 8 onwards)
----------------------------
This is my favourite section aas it requires skills and strategy. For example,
buying a units full of Md-tank is also a disadvantage as they cost alot.
Therefore is is important to spend your wisely.However you need not worry as I
will give you tips on how to buy units without wasting too much money.

I did say earlier rescuing army is not necessary, but now for the sake of money
and units you have to. Try to rescue as many as you can and at the same time do
take note not to be hit.

TIPS 9:>This I what I do:  M A T  M A T


                            M = Md-tank
                            A = A-Air
                            T = tank
Buy at least 2 'M A T' at a time and safe at least $2-4 to buy soldiers. After
buying, continue your fight till you are damage, you can come back to heal and
at the same time buy units. Go on with the above method until eney's air units
are REALLY gone. After that, you can buy anything you want.


----------------------------
Time for final battle (LV 16)
----------------------------
Finally the time has arrived. But not to worry as I actually cleared this leval
with only ONE try, so I think you can do it too. The only difficult part is,
enemy's troops will be starting much closer to your command centre/main bunker
and there will be 3 air units against you.
```

Start by bombing the ground units near to your main bunker before their air
units arrive. After that, continue by proceeding forward to fight the air units,
they are much stronger now because there will be at least one of them in charge
of destroying you.Fly to the highest point and start shooting(keep pressing A).
After they fly past you, quickly backtrack and fly directly infront of the
'enemy' word and start shooting again(wah!So troublesome right...no choice).Keep
repeating the above methods above you reload and heal. However one good news is
that, their credits is shorter compared to the earliest level.

After you have completely destroy them, you are half way to winning, so keep
bombing the ground units so that your troops can progess further faster. Last
reminder, do take note of enemy's missile base and A-Air units.

Some of you may get it on the first try, some may need to replay a couple of
times. You all can do it though.

Good Luck :)

THE END

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                      VII. Frequently Asked Questions
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Q.Where are you currenly staying(country)?

A.Singapore

Q.Is it possible to increase the fund without rescuing civilians?

A.Yes it is possible, but it willl increase very very slowly.

Q.Do you have any code available?

A.Yes off course, I completed the game, but I do hope that you can complete
without the help of   code. Level 16 code = 222486

Q.Is there any weather canges in the game?

A.Sorry no.But do take note of the wind/air pressure.

Q.Are there any differences in speed other than plane and copter?

A.Yes,A-Air and ambulance move faster than other ground units.

Q.Where can we find civilians?

A.Most of the time outside bunkers wearing light brown shirt(quite obvious to
spot).

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                              VIII. Secrets
==
-Not Available

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                              IX.   Codebreaker
================================================================================
-Not Available



================================================================================
                              X.    Credits
================================================================================
Thanks to ATLUS team and NEKO team for making this wonderful and excellent game.

Thanks to Nintendo for licensing this game.

Thanks to Gamefaq.com,gamespot.com,faqs.ign.com and gamewinners.com for hosting
this FAQ/Walkthrough

And finally me for typing.



================================================================================
                              XI.   Contacting Me
================================================================================
I would highly appreciate any help with the FAQ, any clarification,corrections,
and additional information would be very much appreciated and credit will be
given.

My very first FAQ/walkthrough has finally comes to an end now. Thank you for
using it hoping that it is useful to you.

Please send your e-mails to me at kindachi_zhiwei@hotmail.com if:
-I ever miss out any thing          or
-You have anything for me to add     or
-You have any unsolve doubts

If you feel that there are still some improvements needed to be made in my next
FAQ or you think that this FAQ has met your expectation, kindly send me yuor
comments on praises(includes your name) via e-mail so that I can post it in my
next FAQ and do better next time.

Also, please put "SAW: (name of subject)" or something similar in the
subjectheading when sending e-mails,to make my work easier. Thank You.



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                              XII.  Copyrights
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please have my approval first before copying anything. You must also put in my
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```