Shuffle Fight FAQ/Strategy Guide

by LastBossKiller

Shuffle Fight (NES/Famicom) Guide by E. Phelps, ver. 1.0 AKA LastBossKiller

Game Data: Developer: Pandora Box
Publisher: Banpresto
Release: Japan - 1992

Disclaimer

Introduction

Shuffle Fight is a strategy game for the NES/Famicom that features robotic suit characters from model kit and anime franchises owned the company Banpresto. This game is clearly related to the series Super Robot Wars (AKA Super Robot Taisen), which is a long running tactical RPG series with the same premise: appearances from many characters from Banpresto franchises, many of which are the same characters appearing in this game. Among the more popular characters are those from the Mobile Suit Gundam series, though several other cool looking franchises are included.

The rules of the game are simple. You have character cards, called Battle Cards, which are used to battle other characters. During battle, players take turns rolling dice. The higher the dice roll, the more damage you deal. Players have attack and defense ratings that will boost or decrease the damage. You can also use Item Cards to boost the stats of characters during battle.

Players move game pieces around a grid, and battles are initiated when game pieces from opposing sides meet. A player will win the scenario if he/she is able to capture the bases of the opponents. This is done by moving a game piece onto the base and winning a battle.

The simplicity of the game, beautiful character graphics, and the Super Robot Wars tie-in make this a decent game that's worth a try, so I hope you enjoy!

How To Play

Modes

There are two different game modes to choose from: War Mode and Campaign Mode. There are significant game play differences between the two which make for a very different experience.

Campaign Mode is the story mode of this game. You play against the computer and attempt to capture its base before it captures yours. There are seven battles in total to beat the game. In Campaign Mode, you do not draw cards. You and the enemy both start with all of your cards already in hand, and they are not random. The cards you have follow the story progression as you recruit new characters. Item Cards are similarly non-random. There are no Event Cards in the Campaign Mode. When you use a Battle Card, you will keep that card if you win the battle, although you will lose it if you lose the battle. Finally, in Campaign Mode you cannot save your game during a mission, but only in between missions.

War Mode is a single battle with adjustable options and different maps to choose from. You can play with up to four players (human or computer controlled) and you are able to save your game during the battle, which means you can reset and reload whenever something bad happens. In War Mode, you start with zero cards, but you can draw cards during your turn that will be randomly determined. A larger number of cards are available in War Mode, so you'll see some characters and items not seen in the Campaign Mode. Additionally, you can draw Event Cards, which have special effects. In War Mode, you will lose the Battle Cards that you use for battle even if you win the battle, so you want to think strategically about conserving your stronger Battle Cards.

The true ending of the game is achieved by beating the Campaign Mode. Winning the War Mode simply results in a "The End" type screen.

National Power Points

National Power (こくりょく) points are used to perform actions during your turn. To see how many National Power points you have, press SELECT to open the menu screen, and you will see the value in the upper-right corner of the menu. You will have 8 National Power points per turn in the Campaign Mode, and 3 points during War Mode (although you can increase this number in War Mode by conquering territories).

It costs 3 points to spawn new game pieces and 1 point to move a game piece. In War Mode, you can spend 1 point to draw a card, and 2 or 3 points to use an Event Card.

Map Movement

During your turn, you can spawn new pieces to move around the board by pressing SELECT to open the menu screen, then selecting せいさん ("Production"). You must then select an area for the piece to spawn at by moving the cursor to it and pressing A. This must be one of your base. In Campaign Mode, you will only have one base, while in War Mode you can gain more bases through conquest. After pressing A, a text box will ask if you are sure. Press A again to confirm, or B to cancel. Spawning pieces costs 3 National Power (こくりょく) points

To move a game piece, place the cursor over one of your game piece and press A to select it. It disappears. Then move the cursor to the square that you want to move it to and press A. A text box will ask if you are sure, so press A to confirm or B to cancel. Generally, you can only move on space per turn, but on some maps, or through use of special Event Cards, this number can be larger. If you move onto an enemy game piece, a battle will commence. Moving pieces costs 1 National Power point.

Game pieces do not represent particular characters. If a game piece encounters an enemy, any of your characters could participate in the battle.

Game pieces that have already moved during the current turn will be marked by the word END. You cannot spawn a game piece and move it within the same turn. When you have finished giving your pieces actions, press SELECT to open the menu screen and select the command しゅうりょう ("End") to end your turn.

Battles
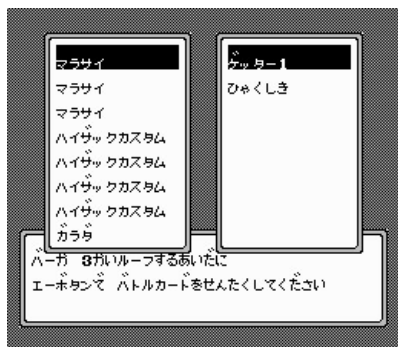
Card Selection

A battle will commence when you move one of your game pieces onto an opponent's, or if an opponent moves onto one of yours. Before the battle begins, you will need to select the Battle Card that you will use. A window such as that shown in the screenshot to the left will appear. On the left side of the screen is a list of the Battle Cards that the attacking player has (the player who moved their game piece onto the opponent's). The right side shows the battle cards of the defending player. In War Mode, all cards will be shown and available for selection, while in Campaign Mode only two of your cards will be available (it is random which two), although all of the enemy's will be available for them to use.

A line, highlighted black, will move down the list three times. When the line is over the Battle Card you want to use, press A and you will then use it during the battle. If you press A more than once, you will still use whichever card you pressed A on first. If you don't press A, the card at the top of your list will be used.

After selecting a Battle Card, you will repeat this process to select an Item Card. If you do not press A to select an Item Card, you will not use an Item Card for the current battle.

Turn Order

When the battle starts, you will see a screen such as that shown in the screenshot to the right. The attacking player's character and stats will be shown on the left side of the screen, and the defending player's will be shown on the right. The items that the characters are holding will be shown in the small black windows at the bottom of the screen.

Some dialogue will be shown in which the characters talk smack. Then each player will roll a single dice to decide who goes first. The value of the dice roll will be added to each character's Speed (はや) stat, and the player with the highest dice roll + Speed total will go first. So for example, in the screenshot to the right, the character with the 16 speed will go first no matter what the dice roll outcomes since the character with the 9 speed can only roll a 6 at most, and 9 + 6 = 15 is less than 16.
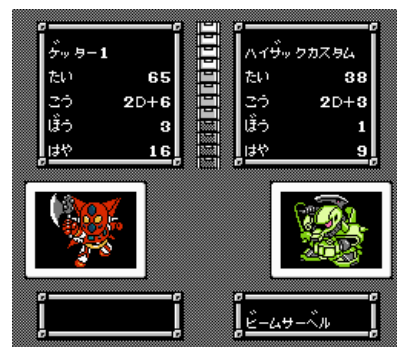
Command Options

When it is your turn, you will have two commands to choose from:

- たたかう - "Fight". Perform an attack.
- アイテム - "Item". Use an Item Card if you are carrying one.

Attacking

Players attack by rolling dice, and the higher the number, the more damage. The number of dice a character rolls is shown next to the Attack (こう) stat, next to the letter D. For example, in the screenshot to the right both characters roll two dice, as signified by the "2D". The amount of damage inflicted is determined by the dice roll value, plus the bonus value shown in the Attack stat next to the plus sign, minus the Defense (ぼう) stat value for the character under attack.

Let's go through an example. The player on the left side of the example screenshot is attacking (his name is Getta 1). He rolls two dice, with the result being an 8. The damage is 8 + 6 (the attack stat bonus) - 1 (the defense of the other character) = 13.

Critical Hits

If a player rolls all of the same number on the dice, they will deal a huge amount of damage. If a player rolling two dice rolls doubles, the damage will be around 28. If a player rolling three dice rolls triples, the damage will be around 46.

Item Cards

Item Cards can have various effects. They might deal damage, affect your stats or the opponent's stats, or various other effects. For a list of Item Cards and their effects, see the Item Cards table toward the end of this FAQ.

Item Cards can only be used once, after which they will vanish from your inventory. If you equip an item on a character before the battle starts, the Item Card will disappear regardless of whether it is used or not.

Terrain Effects

Characters will receive a stat boost if they fight on their preferred terrain. The stat boost could be a speed, attack, or defensive strength boost. The type of terrain a particular tile is defined as can be noted by placing the cursor over the tile and pressing B. The terrain type will be shown next to the word ちけい ("Terrain").

Campaign Mode

Here are some game play notes that are specific to the Campaign Mode.

Pre-Scenario Card Selection

Before the scenario begins, you will have to select which cards you will take into the battle. You start by selecting Battle Cards. An example screenshot is shown below.
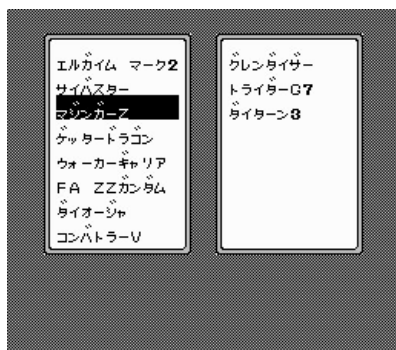
Battle Cards that you are going to use should be moved into the window on the left side of the screen. If you have less than 8 battle cards, then you don't need to do anything. But if you have more than 8, some will be shown in the right window, which represent cards you will be leaving behind. Press A to select and move cards between the left and right windows. Press START when you are happy with your card selection. The game will ask if you are sure. Select はい ("yes") to confirm, or いいえ ("no") to cancel.

Next, you will be asked to choose which Item Cards you will bring from a similar set of windows. Each new scenario will have four new Item Cards for you to use if you so choose. Again, press START when you are finished and select はい to confirm your selection.

Victory Condition

You win a battle by capturing the enemy's base. There is a single enemy base to capture. Move a game piece onto the enemy base to initiate a battle with the enemy leader.

Saving the Game

You can only save the game in between scenarios. After selecting and confirming your Battle Cards and Items Cards for the upcoming battle, the game will ask if you want to save. Select はい ("yes") to save, or いいえ ("no") to refuse.

War Mode

Getting Started

When you start a new War Mode game, you will first be asked which map you want to play on:

- マップ 01　しっこくのうちゅう - "Map 01: Black Space"
- マップ 02　かわきのこうや - "Map 02: Wasteland of Thirst"
- マップ 03　ぼうきゃくのことう - "Map 03: The Forgotten Island"
- マップ 04　あつれきのたに - "Map 04: Valley of Strife"

After selecting a map, some statistics about the map will be shown, describing the map size, the estimated time it will take to play, the degree of difficulty, and the boss character. These parameters are summarized for each map in the table below.

Map #	Size	Play Time	Difficulty	Boss
1	Normal	2 hours	Normal	Ashura Temple
2	Small	1 hour	Normal	Psyco Gundam
3	Small	1 hour	Difficult	Sazabi
4	Big	3 hours	Normal	Auge

Select はい ("yes") to confirm this map selection, or いいえ ("no") to change your mind.

You will then be shown a few more options. First, you will have to select the number of players and if they are human or computer controlled. The four available teams are: ブルー ("blue"), レッド ("red"), イエロー ("yellow"), グリーン ("green").

To make a player human, set them to プレーヤー ("Player"). All human players will be controlled by controller 1. The other options will make the players computer controlled. There are multiple options which supposedly affect the computer's AI, but it is not obvious how from the names.

Finally, set the time limit for the game, between 10 and 40 クール.

National Power Points

In War Mode, you start with 3 National Power (こくりょく) points, which are used for performing actions. This number is increased by capturing bases. Along the game map, there will be small, unclaimed bases that you can claim by walking onto them. For each one you claim, you get one extra National Power point per turn, up to a maximum of 8.

If you move onto one of these small bases that is already claimed by an opponent, you will have to fight a battle even if there isn't an opponent's game piece on the base.

Victory Condition

You win the scenario in War Mode by capturing all of the enemy bases. In addition to capturing the bases of all other players, there will be an extra base with a boss character that you must defeat. This base doesn't spawn any game pieces or participate in the conquest. It is simply a house for a boss battle.

Battles

In War Mode, you will lose any Battle Cards that you use for battle, even if you win the battle. The benefit to winning a battle is to remove your opponent's game piece from the map, allowing your pieces to advance closer to their base.

Drawing Cards

In War Mode, you get cards by drawing them from an infinite card deck. It costs 1 National Power point to do so. To draw a card, press SELECT to open the menu screen, then select カード ("Card"), and finally ひく ("Draw").

You will get a random card that can be a Battle Card, an Item Card, an Event Card, or even an instantaneous effect card. Instantaneous effect cards will have an effect immediately when drawn and are usually bad for the person drawing the card. It could cause you to drop one of your cards, cause your turn to end, or several other effects. See the "Instantaneous Effect Cards" section of this FAQ for a list of possible effects.

Event Cards

Event Cards are only available in War Mode. They can be used outside of battle to do various effects, usually which are very useful. For example, they might remove a random enemy piece from the board, allow you to steal any card of your choice from an opponent, or various other things. See the "Event Cards" section of this FAQ for a list of Event Cards.

Saving the Game

You can save the game at any time during War Mode. To do so, press SELECT to open the menu screen, then select システム ("System") and セーブ ("Save"). The game will ask if you are sure you want to save. Select はい ("yes") to confirm or いいえ ("no") to refuse.

War Mode Advice

The ability to save your game during the scenario makes War Mode pretty easy. Make sure you save your game often and reload if things don't go your way for a battle. If you really want to be cheesy, you can save your game before drawing cards and reload until you draw a card you like.

Some interesting cards to look out for in War Mode: The Certain Victory (ひっしょう) card will kill any opponent in one hit. The National Power Increase (こくりょく ぞうか) card will give you more National Power points for one turn, which is helpful for getting more chances to draw good cards. Finally, The Elimination (しょうきょ) card will remove one of your opponent's game pieces from the board. There are other interesting cards to use as well, so study the card tables at the end of this FAQ for reference.

Be proactive in claiming unclaimed bases. They will give you more National Power points per turn, and if an opponent claims one first, you will have to engage in an extra battle to take it for yourself.

Menus

Startup Menu

When you start the game, you will have the following menu options:

- たいせん - "Great War". Start a new War Mode battle.
- ロード - "Load". Load a War Mode saved game.
- キャンペーン - "Campaign". Start a new Campaign Mode game.
- キャンペーン ロード - "Campaign Load". Load a Campaign Mode saved game.

Status Menu

During your turn, press START to bring up a menu screen showing some of the game statistics, as shown in the example screenshot to the right.

In the upper-left corner is the player's color. In this case ブルー ("blue"). In the lower-left corner is the current year and the time limit for finishing the battle. In this example, it is the 4th year of the battle, with a time limit set to 10. The current month is shown in the lower-right corner of the screen. The month increases by one each turn.

In the center of the window is shown the number of each type of card you are holding: バトル ("Battle"), アイテム ("Item"), and イベント ("Event") cards. The left number is the amount you are holding, and the right number is the maximum amount you can carry at one time. For example, I am holding 7 Battle Cards in the screenshot to the right, and I can hold a maximum of 8.
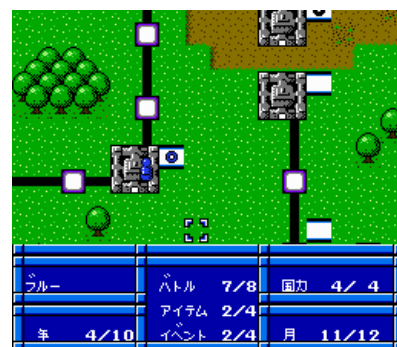
In the upper-right corner is shown your National Power points. The left number is the number you have left for this turn, and the right number is the maximum you have each turn.

Command Menu

Press SELECT during gameplay to open a menu screen with the following options:

- カード - "Card". Brings up the following submenu options:
  - みる - "View". View your cards by type. The command いちらん ("Summary") will show all of your cards in a condensed format for quick viewing.
  - ひく - "Draw". Draw a card from the deck. Only works in War Mode. Costs 1 National Power point to execute.
  - つかう - "Use". Use an Event Card. Only usable in War Mode.
  - すてる - "Drop". Discard a card.
  - もどる - "Return". Go back to the previous screen.

- せいさん - "Production". Spawn a new game piece on the map. Costs 3 National Power points to execute.
- しゅうりょう - "End". End your turn.
- システム - "System". Brings up the following submenu options:
  - セーブ - "Save". Save your game. Only usable in War Mode.
  - ロード - "Load". Load your saved game. Only usable in War Mode.
  - もじそ€くど - "Text Speed". Adjust the message speed. The options are: はやい ("fast"), ふつう ("normal"), おそい ("slow").
  - せつめい - "Explanation". Seems to have no effect.
  - もどる - "Return". Go back to the previous screen.

Campaign Mode Scenario Synopses

Chapter 1: Rebellion!! (反乱!!)

Your Starting Cards:

Battle Cards	Item Cards
Getta 1 (ゲッター1)	Small Shield (スモール シールド)
Daitarn 3 (ダイターン3)	Medical Herb (かいふくやく) x2
Hyaku Shiki (ひゃくしき)	Axe (アックス)
L-Gaim (エルガイム)	

Enemy Cards:

Battle Cards	Item Cards
Marasai (マラサイ) x3	Beam Saber (ビームサーベル) x2
Hizack Custom (ハイザックカスタム) x4	Axe (アックス) x2
Garada (ガラダ)	Boss Item: Energy Tank (エネルギータンク)
Boss: Quebeley (キュベレイ)	

Advice:

Movement of your game pieces is not crucial. Simply make sure you have enough to block any paths the enemy pieces may have to reach your base, and continue to move one or more pieces toward the enemy base to capture it. You will likely have to defeat all of the enemy's Battle Cards before you can reach the enemy base.

Your Battle Card called Daitarn 3 is significantly stronger than your others. If you lose a battle with any other cards, don't fret too much. Just as long as you keep Daitarn 3, you should be fine for advancing in the game. For each battle, you will only have two of your Battle Cards to choose from (it's random which two), so you won't get to use Daitarn 3 every time.

All of the enemy battles should be relatively easy. The enemy stats are pretty low. Of course, due to unfortunate dice rolls, you might lose some battles anyway. When the enemy uses its Item Cards, it will make the battles a bit harder. The enemy will likely use its Item Cards during the first four battles or so. The only time it won't use an Item Card is if it considers the battle to be too difficult for it to win, so it decides not to waste a card. For example, if you are using Daitarn 3, and the enemy Battle Card is a Marasai, the computer might decide not to waste an Item Card since your Battle Card is so much stronger. The key to doing well is to survive the battles that the computer uses its Item Cards on. To increase your odds of doing so, you can use your Item Cards during the first few battles to give your characters a better chance. However, make sure you save an Item Card for battling the boss since you will have a very difficult time defeating the boss without one. I recommend keeping the Axe for the boss battle.

Chapter 1 Boss: Quebeley
HP: 58 ATK: 3D+3 DEF: 3 SPD: 18 Item Card: Energy Tank

Quebeley is much stronger than the other enemy Battle Cards in this chapter due to the fact he rolls 3 dice. Daitarn 3 is even stronger, but Quebeley has an Energy Tank item card which will completely restore his HP when he uses it. This makes the battle even difficult for Daitarn 3 unless he is also carrying an item card. The Axe item card is probably the best choice to take into this battle. It is a strong attack card since it attacks twice in one turn, and so you can drain Quebeley's health fairly quickly. A good tactic to try would be to drain Quebeley's health down to 25 HP or so using regular attacks. He won't use the Energy Tank yet at that point. Then use the Axe to wipe him out, preventing him from having the chance to use the Energy Tank.

You might not get the chance to use Daitarn 3 for the battle due to randomness. If so, don't waste your item card when battling with an inferior character. It's better to just let your inferior character die and try again with Daitarn 3.

Chapter 2: Duel in the Desert!! (砂漠 の 決闘!!)

Your New Cards:

Battle Cards	Items Cards
Aphrodai A (アフロダイA)	Small Shield (スモール シールド)
D-1 Custom (D-1 カスタム)	Repair Box (リペアボックス)
	???
	Reflect (はんしゃ)

Enemy Cards:

Battle Cards	Items Cards
Marasai (マラサイ) x4	Beam Rifle (ビームライフル)
Garada (ガラダ) x2	Vulcan (バルカンほう)
Kampfer (ケンプファー) x2	Beam Saber (ビームサーベル)
Boss: Big Garuda (ビッグガルーダ)	Small Shield (スモール シールド)
	Boss Item: Sulfuric Acid (りゅうさん)

Advice:

Your new Battle Cards are pretty crummy. So Daitarn 3 is still your best character by far. Make sure you keep him alive during the course of the battle, or reset your game and start over if you lose him. Again, save one of your item cards for the boss battle. It doesn't matter too much which card, but I would suggest the Reflect or Repair Box cards. I will never recommend using the ??? card because its effect is random and unpredictable, but if you want a little fun, you could try that instead.

Chapter 2 Boss: Big Garuda
HP: 77 ATK: 2D+6 DEF: 3 SPD: 11 Item Card: Sulfuric Acid

Big Garuda is a pretty easy boss. His Sulfuric Acid item card is not very devastating. It reduces your defense by 2 points. If you have the Reflect item card, then use it on the first turn (assuming you have the first action) and you will be able to reflect his Sulfuric Acid attack back at him, reducing his defense instead. Don't waste your item card unless you're battling him using Daitarn 3. The Repair Box item card is also a decent choice since it will heal a huge chunk of your HP, so either item card is a good choice.

Chapter 3: Decisive Battle at the Archipalego!! (諸島 の 大決戦!!)

Your New Cards:

Battle Cards	Item Cards
Getter Dragon (ゲッタードラゴン)	???
Walker Gallia (ウォーカーギャリア)	Mega Bazooka (メガバズーカほう)
	Boomerang (ブーメラン)
	Axe (アックス)

Enemy Cards:

Battle Cards	Item Cards
Marasai (マラサイ)	Beam Rifle (ビームライフル)
Kampfer (ケンプファー) x3	Sulfuric Acid (りゅうさん) x2
Dreissen (ドライセン) x4	Medical Herb (かいふくやく)
Boss: Mecha Raijuu Ki (メカらいじゅうき)	Boss Item: Minovsky Particle (ミノフスキーりゅうし)

Advice:

In this chapter, you get the Getter Dragon battle card, which is super strong, even better than Daitarn 3. So now, make sure that you don't let Getter Dragon die. You can let Daitarn 3 die now if it happens by misfortune (although preferably not of course). Save either the Mega Bazooka or the Axe for the boss battle.

Chapter 3 Boss: Mecha Raijuu Ki
HP: 90 ATK: 3D+4 DEF: 3 SPD: 10 Item Card: Minovsky Particle

This is a challenging battle since his Minovsky Particle item card reduces your defense by 4 points. You want to battle him with Getter Dragon and use the Mega Bazooka card, which will add 20 damage to your attack for one turn. The Axe is decent too, but not as good as the Mega Bazooka.

Chapter 4: Break Through the Enemy Camp!! (敵陣突破!!)

Your New Cards:

Battle Cards	Item Cards
Mazinger Z (マジンガーZ)	???
Combattler V (コンバトラーV)	Large Shield (ラージ シールド)
Daioja (ダイオージャ)	Vulcan (バルカンほう)
FAZZ Gundam (FA ZZガンダム)	Energy Tank (エネルギータンク)
Cyberstar (サイバスター)	

Enemy Cards:

Battle Cards	Item Cards
Dreissen (ドライセン) x3	Medical Herb (かいふくやく)
Zssa (ズサ) x4	??? x3
Auge (オージェ)	Boss Item: ???
Boss: General of Darkness (あんこくしょうぐん)	

Advice:

You get a lot of new Battle Cards in this chapter, but Cyberstar is the only good one. Now Getter Dragon and Cyberstar are your best cards. They are nearly identical, although Cyberstar is faster, so he's technically better. Try not to let either of these die. Daitarn 3 is now getting pretty outdated, so you can really feel ok with him dying if it happens. Keep the Large Shield or the Energy Tank for the boss battle.

Chapter 4 Boss: General of Darkness
HP: 80 ATK: 3D+6 DEF: 4 SPD: 10 Item Card: ???

The General of Darkness's item card is the ??? card, which means it will have a random effect. This means that this battle could range from easy to unwinnable. It could become an 8 point defense boosting Beam Shield, making it impossible to do decent damage to him, or it could be a crummy, low damage attack card. So prepare to reset your game and try again if things go very wrong. You want to fight him using Cyberstar or Getter Dragon.

The Energy Tank or Large Shield are probably your best options for this battle. The Energy Tank will completely restore your HP, and the Large Shield will boost your defense by 4 points.

Chapter 5: Defeat the Space Fortress!! (宇宙要塞 を 叩け!!)

Your New Cards:

Battle Cards	Item Cards
Grendizer (グレンダイザー)	Energy Tank (エネルギータンク)
Trider G7 (トライダーG7)	Special Skill (ひっさつわざ)
L-Gaim Mark II (エルガイム)	Minovsky Particle (ミノフスキーりゅうし)

Enemy Cards:

Battle Cards	Item Cards
Dreissen (ドライセン)	Energy Tank (エネルギータンク) x2
Zssa (ズサ) x3	Reflect (はんしゃ) x2
Auge (オージェ) x3	Boss Item: ???
Sazabi (サザビー)	
Boss: Alpha Azieru (アルパ アジール)	

Advice:

Your new Battle Cards are not good. So Getter Dragon and Cyberstar are still your best, so keep them alive. Any of the item cards will be fine for the boss battle.

Chapter 5 Boss: Alpha Azieru
HP: 115 ATK: 3D+7 DEF: 4 SPD: 13 Item Card: ???

Like the previous boss, the ??? item card that this boss carries will make this battle unpredictable. Bringing any of the item cards is fine. The Energy Tank will restore your HP completely and the Minovsky Particle will reduce the enemy's defense by 4 points. The Special Skill card's effect will depend on which character you are using. It generally performs a powerful attack. Make sure you use Getter Dragon or Cyberstar for this battle.

Chapter 6: Decisive Battle!! Surprise Attack!! (決戦!!大奇襲作戦!!)

Your New Cards:

Battle Cards	Item Cards
Voltes V (ボルテスV)	Special Skill (ひっさつわざ)
Nu Gundam (ニューガンダム)	Vulcan (バルカンほう)
Iron Gear (アイアンギア)	Large Shield (ラージ シールド)
	Super EM Gun (ちょうÂ でんじほう)

Enemy Cards:

Battle Cards	Item Cards
Auge (オージェ) x2	Sword (けん) x2
Sazabi (サザビー) x2	Psycho Communicator (サイコミュ)
Ashura Temple (アシュラテンプル) x3	Special Skill (ひっさつわざ)
Crusader (クルセイダー)	Boss Item: Special Skill (ひっさつわざ)
Boss: Darukasu (ダルカス)	

Advice:

In this chapter you get the super powerful Nu Gundam battle card, which is now by far your best character. Keep him alive at all costs, and you can not worry so much about keeping Getter Dragon and Cyberstar alive. Save the Special Skill item card for the boss battle.

Chapter 6 Boss: Darukasu
HP: 98 ATK: 3D+5 DEF: 4 SPD: 20 Item Card: Special Skill

Darukasu is a very difficult boss. His Special Skill card will inflict a massive amount of damage that will nearly kill even your best character, Nu Gundam. To make this battle easy, bring the Special Skill item card and battle him with Nu Gundam. When Nu Gundam uses the Special Skill card, his defense is boosted to 20 points, which will make it impossible for Darukasu to do any real damage to him. Now the battle should be no problem.

Final Chapter: The Final Decisive Battle!! (最大最後 の 大決戦!!)

Your New Cards:

Battle Cards	Item Cards
God Sigma (ゴッドシグマ)	Special Skill (ひっさつわざ)
Great Mazinger (グレートマジンガー)	Repair Box (リペアボックス)
Gundam F91 (ガンダムF91)	Reflect (はんしゃ)
	Beam Shield (ビーム シールド)

Enemy Cards:

Battle Cards	Item Cards
Sazabi (サザビー) x2	???
Ashura Temple (アシュラテンプル) x2	Vulcan (バルカンほう)
Crusader (クルセイダー) x4	Energy Tank (エネルギータンク)
Boss: Garushiasu (ガルシアス)	Large Shield (ラージ シールド)
	Boss Item: Special Skill (ひっさつわざ)

Advice:

In this chapter, you get Gundam F91 and Great Mazinger, another couple of good cards. Save the Special Skill item card for the boss again, and don't let Nu Gundam die.
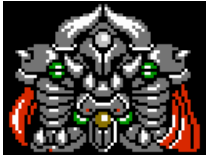
Final Boss: Garushiasu
HP: 115 ATK: 3D+9 DEF: 5 SPD: 10 Item Card: Special Skill

Garushiasu has the potential to be a very difficult boss. But like your battle with Darukasu, you can take advantage of Nu Gundam's ability to use a Special Skill card to boost his defense to 20. The boss should then be pretty easy to defeat at that point. I was also able to defeat him by using Great Mazinger with the Beam Shield item card, which is not as powerful of a combination.

Battle Cards

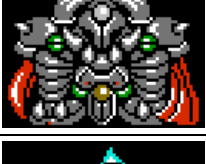|	
	Albegas (アルベガス) HP: 46 ATK: 2D+4 DEF: 3 SPD: 14
	Alpha Azieru (アルパ アジール) HP: 115 ATK: 3D+7 DEF: 4 SPD: 13
	Aphrodai A (アフロダイA) HP: 30 ATK: 2D+0 DEF: 1 SPD: 6
	Ashura Temple (アシュラテンプル) HP: 64 ATK: 3D+1 DEF: 5 SPD: 12
	Auge (オージェ) HP: 68 ATK: 2D+6 DEF: 2 SPD: 16
	Big Garuda (ビッグガルーダ) HP: 77 ATK: 2D+6 DEF: 3 SPD: 11
	Combattler V (コンバトラーV) HP: 102 ATK: 3D+2 DEF: 6 SPD: 12
	Crusader (クルセイダー) HP: 60 ATK: 2D+5 DEF: 5 SPD: 28
	Cyberstar (サイバスター) HP: 73 ATK: 3D+7 DEF: 4 SPD: 25
	D-1 Custom (D-1 カスタム) HP: 52 ATK: 2D+4 DEF: 3 SPD: 19
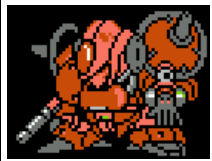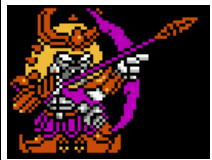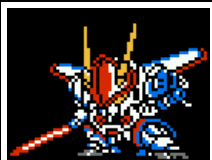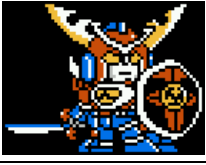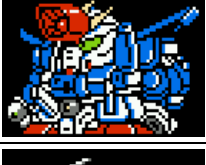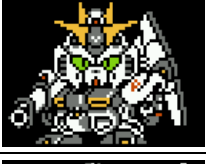
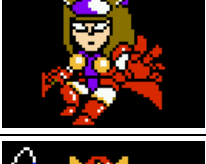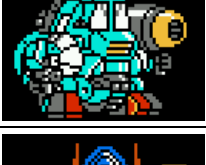|	
	Daimos (ダイモス) HP: 48 ATK: 2D+6 DEF: 6 SPD: 6
	Daioja (ダイオージャ) HP: 70 ATK: 3D+3 DEF: 4 SPD: 11
	Daitarn 3 (ダイターン3) HP: 74 ATK: 3D+4 DEF: 5 SPD: 14
	Daltanious (ダルタニアス) HP: 60 ATK: 3D+4 DEF: 1 SPD: 12
	Darukasu (ダルカス) HP: 98 ATK: 3D+5 DEF: 4 SPD: 20
	Dreissen (ドライセン) HP: 52 ATK: 2D+2 DEF: 5 SPD: 10
	FAZZ Gundam (FA ZZガンダム) HP: 52 ATK: 2D+2 DEF: 5 SPD: 10
	Garada (ガラダ) HP: 39 ATK: 2D+3 DEF: 4 SPD: 1
	Garushiasu (ガルシアス) HP: 115 ATK: 3D+9 DEF: 5 SPD: 10
	General of Darkness (あんこくしょうぐん) HP: 80 ATK: 3D+6 DEF: 4 SPD: 10
	Getter 1 (ゲッター1) HP: 65 ATK: 2D+6 DEF: 3 SPD: 14
	Getter 2 (ゲッター2) HP: 60 ATK: 2D+3 DEF: 2 SPD: 18
	Getter 3 (ゲッター3) HP: 69 ATK: 2D+5 DEF: 4 SPD: 1

	Getter Dragon (ゲッタードラゴン) HP: 72 ATK: 3D+7 DEF: 4 SPD: 16
	Getter Liger (ゲッターライガー) HP: 70 ATK: 3D+4 DEF: 3 SPD: 25
	Getter Poseidon (ゲッターポセイドン) HP: 60 ATK: 2D+4 DEF: 8 SPD: 5
	God Sigma (ゴッドシグマ) HP: 80 ATK: 3D+1 DEF: 4 SPD: 7
	Great Mazinger (グレートマジンガー) HP: 110 ATK: 3D+5 DEF: 8 SPD: 8
	Grendizer (グレンダイザー) HP: 84 ATK: 3D+1 DEF: 3 SPD: 9
	Gundam F91 (ガンダムF91) HP: 80 ATK: 3D+9 DEF: 7 SPD: 28
	Hizack Custom (ハイザックカスタム) HP: 38 ATK: 2D+3 DEF: 1 SPD: 9
	Hyaku Shiki (ひゃくしき) HP: 50 ATK: 2D+5 DEF: 4 SPD: 14
	Iron Gear (アイアンギア) HP: 95 ATK: 2D+5 DEF: 3 SPD: 6
	Kampfer (ケンプファー) HP: 38 ATK: 2D+3 DEF: 3 SPD: 12
	L-Gaim (エルガイム) HP: 62 ATK: 2D+6 DEF: 2 SPD: 10
	L-Gaim Mark II (エルガイム) HP: 72 ATK: 2D+6 DEF: 5 SPD: 16

	Marasai (マラサイ) HP: 35 ATK: 2D+4 DEF: 3 SPD: 12
	Mazinger Z (マジンガーZ) HP: 67 ATK: 2D+7 DEF: 5 SPD: 1
	Mecha Raijuu Ki (メカらいじゅうき) HP: 90 ATK: 3D+4 DEF: 3 SPD: 10
	Nu Gundam (ニューガンダム) HP: 80 ATK: 3D+8 DEF: 7 SPD: 30
	Psyco Gundam (サイコガンダム) HP: 114 ATK: 3D+3 DEF: 2 SPD: 8
	Quebeley (キュベレイ) HP: 58 ATK: 3D+3 DEF: 3 SPD: 18
	Sazabi (サザビー) HP: 85 ATK: 3D+6 DEF: 3 SPD: 19
	Trider G7 (トライダーG7) HP: 58 ATK: 2D+4 DEF: 4 SPD: 7
	Venus A (ビューナスA) HP: 40 ATK: 2D+3 DEF: 2 SPD: 8
	Voltes V (ボルテスV) HP: 90 ATK: 3D+2 DEF: 5 SPD: 16
	Walker Gallia (ウォーカーギャリア) HP: 60 ATK: 2D+4 DEF: 3 SPD: 8
	Xabungle (ザブングル) HP: 63 ATK: 3D+0 DEF: 1 SPD: 6
	Zambot 3 (ザンボット3) HP: 58 ATK: 2D+6 DEF: 5 SPD: 13

	Zssa (ズサ) HP: 45 ATK: 3D+4 DEF: 2 SPD: 3

Item Cards

Attack Items:

Name	Effect
Anger of Battle (せんしのいかり)	2D+3
Axe (アックス)	2D+6. Attack twice
Beam Launcher (ビームランチャー)	2D+5
Beam Rifle (ビームライフル)	1D+6
Beam Saber (ビームサーベル)	2D+4
Boomerang (ブーメラン)	1D+2. Attack twice
Certain Victory (ひっしょう)	Instant kill
Mega Bazooka (メガバズーカほう)	Adds 20 damage to your normal attack for one turn
Missile Launcher (ミサイルランチャー)	3D+5
Psycho Communicator (サイコミュ)	3D+0
Spear (スピア)	2D+8
Super EM Gun (ちょう でんじほう)	Adds 15 damage to your normal attack for one turn
Sword (けん)	Adds 10 damage to your normal attack for one turn
Vulcan (バルカンほう)	2D+4. Attack twice

Other Items:

Name	Effect
Small Shield (スモール シールド)	Defense + 2
Large Shield (ラージ シールド)	Defense + 4
Beam Shield (ビーム シールド)	Defense + 8
???	Random Item
Vernier (バーニア)	Speed + 10
Medical Herb (かいふくやく)	HP restored by 20
Repair Box (リペアボックス)	HP restored by 40
Energy Tank (エネルギータンク)	Full HP restore
Smoke Screen (えんまく)	Escape from battle
Sulfuric Acid (りゅうさん)	Decrease enemy defense by 2
Minovsky Particle (ミノフスキーりゅうし)	Decrease enemy defense by 4
Back Attack (バックアタック)	Decrease enemy defense by 8
Reflect (はんしゃ)	Reflect one attack back at the enemy
Special Skill (ひっさつわざ)	The effect depends on which character uses it. Most characters perform an attack.

Event Cards

Event cards are only used in War Mode. They cost 2 National Power (こくりょく) points to use (unless otherwise indicated below), are used outside of battle, and can do some very useful things.

Name	Effect
Card Robbery (カード りゃくだつ)	Take one of any card of your choice from a random opponent
Card Switch (カード いれかえ)	All of your cards are switched with a random player's
Change (チェンジ)	Select one of your Battle or Item Cards and it will be randomly exchanged with one of your opponents' cards
Elimination (しょうきょ)	A random enemy game piece is removed from the board
Happy (ハッピー)	Receive a random, powerful Battle Card
Jump (ジャンプ)	Move any of your game pieces to any of the bases you control
Move Again (さいいどう)	Select one of your game pieces that has already moved and you can move it again. Costs 3 National Power points to use

National Power Increase (こくりょくぞうか)	Increase your National Power for one turn by a random value, between 5 and 11
Reverse (リバース)	This is used automatically. If an opponent targets you with an event card's effect, their card is nullified
Thought Change (しこうへんこう)	Effect ?

Instantaneous Effect Cards

While drawing cards in War Mode, sometimes the card drawn will have an instant negative effect. Below are listed the cards you can draw that have such effects.

Name	Effect
Card Drop (カード はき)	You must discard one of your cards. You get to choose which one
Card Random Drop (カード ランダムはき)	One of your cards is randomly discarded
Exhaustion (だつりょく)	For three turns, all of your battle cards will have their stats cut in half
Rest (おやすみ)	You can take no actions for two turns
Time (タイム)	One year of game time passes
Turn End (ターン しゅうりょう)	Your turn immediately ends

Conclusion

I hope you found this guide useful. Email me at lastbosskiller[at]gmail[dot]com if you have anything to contribute to this FAQ, questions, or suggestions.

Thanks to the NES FAQ Completion Project regulars and followers and the writers at GameFAQs for a fun atmosphere to explore old, obscure games!