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Super robot wars bx english patch psp

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Compared to the absurd forced size of 22.1: Hakai-Hen and 22.2: Saisei-Hen, the representatives in a very moveable square measure a small amount slender and comparatively antique, however still deserve some time.Gameplay (4/5)With few exceptions, Super mechanism Wars may be a turn-based strategy role-playing game viewed from associate overhead perspective, a transportable is not any totally different during this respect. flp by flp, players got to move their mechs onto the squares of a grid, opt for whether or not to sharply battle enemies or defend against them, and customarily conceive to survive while not losing too several mechs. over the course of the battle.As a remake of A, there is not a lot of totally different from an first in terms of gameplay. With battle animations set to (OFF), the minimalist system of combat plays out comparatively quick, splendidly absent is that the Partner System found in later games; all combat plays out one-on-one, apart from the mainstay options of Support Attack and Defense and Combination/Team Attacks.On the surface, A Portable's gameplay is way identical as the other SRW, and no less worthy for it.However, there's one, vast flaw gift during this specific game's combat system, and one which will create the sport nigh-unplayable occasionally. like Advance, a transportable has the dubious status of that includes cripplingly loo Attack Accuracy rates for all units. in contrast to the rest of titles on each the GBA and PSP, players can have associate implausibly troublesome time placing the enemy, with solely the questionable fix of Quick-Saving resetting the random range generator ostensibly accountable for these values ready to mitigate the matter.Based on my personal expertise with the remaining titles on each systems, comparisons between a transportable and any of its given brothers square measure inevitable. as an example, the Attack Accuracy of the letter of the alphabet Gundam in titles like Reverseal and Destiny sendom falls below five hundredth, whereas i might contemplate surpassing half-hour for identical unit in a very moveable to be a stroke of nice luck, timely and against mass production-type grunts, these lower values do not cause a lot of a haul, however as ever-stronger bosses take the sphere, enjoying the sport will become associate exercise in frustration. With solely minor boosts from EWAC-capable units and a restricted pool of SP with that to forged Accuracy-boosting Seishin, there is not a lot of a player conversant in high Accuracy ratings will do, aside from abdomen the construct of wasting arms or Energy on any given attack. With each of those in equally restricted proportions, a transportable is probably the foremost troublesome venture to undertake on any trendy system.Therefore, my personal recommendation against the classic "introduce system to flat solid window in frustration" technique would be to rigorously study Route Splits and arrange Unit Upgrades accordingly; if necessary, mission farming will facilitate mitigate the loss of authorised units for no repercussions, whereas players might need been forced to just accept these poor ratings within the original. I see no reason why Banpresto could have not enclosed associate choice to reverse to the less frustrating combat system of A's successors, aside from sheer laziness.For the obvious flaw and usual strengths of its combat system, a transportable gets a decent four out of five.Story (5/5)Though my understanding of Japanese is restricted to katakana and hiragana, the infinite quality of the GBA makes for a robust understanding of its Super mechanism Wars entries. The stories of Man with a Forgotten Past Axel Almer and broken Machine lady evil spirit Loveless confront of every alternative and weave through the anime variations quite well; English speaking fans are interested to grasp that each of those characters additionally create a localized look in OG2 for the GBA.Furthermore, the essential "Good vs. Evil" storylines of the assorted Super mechanism series match surprisingly well into the virtuously gray areas of the Universal Century. The limitation of franchises among makes for a tightness of story that later crossover titles sadly lack.For these reasons, i feel a transportable and its original supply link probably high something accessible on either the GBA or PSP. For a robust gap with multiple views and a superb story on all fronts, a transportable receives a well-deserved five out of five.Screen Shots Click below word to download emulator and Super Robot Taisen A Portable (English Patched). Then follow the steps. This is direct download link from 5kroms with high speed port.Psp Emulator for Android/WindowsSuper Robot SRTAP-UlJ5-00143-ep.rarDownload Premium WordPress Themes FreePremium WordPress Themes DownloadNulled WordPress ThemesDownload Nulled WordPress ThemesDownload WordPress Themes Wikipedia list article This list provides an index of video game titles in Banpresto's Super Robot Wars franchise. Most of the games in the series are tactical role-playing games but several games representing other genres were also released. List is divided by video game genre and ordered by initial release date. Only the original game, Neo Super Robot Wars and Super Robot Wars Compact, had final bosses that were not directly created by Banpresto. Tactical role-playing games Title Details Super Robot WarsOriginal release date(s):JP: April 20, 1991 Release years by system:1991 - Game Boy2014 - PlayStation 3 (PlayStation Network)2014 - PlayStation Vita (PlayStation Network) Notes: The first game of the series, which only features sentient robots from the Universal Century Gundam series, Mazinger series and Getter Robo series. It is one of the only independent games in the series to feature a multiplayer mode; it is not done again until the release of Super Robot Wars XO. Unlike future games, the goal is to capture the enemy army's "tower," and Spirit Commands can only be used by the unit that is designated the team's "hero." The final boss of the game was the main villain from Great Mazinger vs. Getter Robo, Gigigian. A remake of the title was released digitally for the PlayStation 3 and PlayStation Vita in 2014. While the game utilizes high-definition sprites, battle animations are rendered using immobile robots in a manner similar to titles released prior to Super Robot Wars Alpha. Gameplay changes include 13 new stages, Spirit Commands for all units (though the hero is given access to exclusive commands), the addition of Mazinger Z's Boss Borot to the starting Mazinger team, and new units such as the Full Armor Gundam and Cybuster. Series premiered: Getter Robo, Getter Robo G, Mobile Suit Gundam, Mobile Suit Zeta Gundam, Mobile Suit Gundam ZZ, Mobile Suit Gundam: Char's Counterattack, Mobile Suit Gundam F91, Mazinger Z, Great Mazinger, and Great Mazinger vs. Getter Robo 2nd Super Robot WarsOriginal release date(s):JP: December 12, 1991 Release years by system:1991 - Nintendo Entertainment System 1995 - Game Boy 1999 - PlayStation 2004 - Game Boy Advance 2015 - Nintendo 3DS Notes: This title establishes many of the core gameplay mechanics of the series. It is the first to feature "Banpresto Original" characters and mechs, such as the Cybuster, piloted by Masaki Andoh. Ported to the Game Boy Advance as an exclusive Famicom Mini game. It is also available as a bonus, with the purchase of Super Robot Wars G on the GameCube. A remake of the 2nd Super Robot Wars, featuring an updated interface, similar to the 4th Super Robot Wars and two new series (Mobile Suit Victory Gundam and Mobile Fighter G Gundam) was released for Game Boy system titled 2nd Super Robot Wars G on June 30, 1995. Series premiered: Grendzier, Mazinger Z vs. Devilman, Mazinger Z vs. The Great General of Darkness, Mobile Suit Victory Gundam, and Mobile Fighter G Gundam. It was remade to be closer in style to F and F Final games as released in Complete Box edition, together with 3rd and EX titles, for PlayStation. After the bundled release it was also released separately in the same year. A second remake of the title was released digitally alongside Super Robot Wars BX on Nintendo 3DS. 3rd Super Robot WarsOriginal release date(s):JP: July 23, 1993 Release years by system:1993 - Super Nintendo Entertainment System 1999 - PlayStation Notes: The first Super Robot Wars to include backgrounds during battles, discrete stats for pilots and units, and upgrades for units. In addition, this is the first Super Robot Wars to feature animated titles outside of Mazinger, Getter, and Gundam. Series premiered: Brave Raideen, Chōdenji Robo Combattler V, Invincible Steel Man Daitarn 3, Great Mazinger vs. Getter Robo G: Kuchu Daigekitotsu, Grendzier, Getter Robo G, Great Mazinger: Kessen! Daikajiu, Mobile Suit Gundam 0083: Stardust Memory. It was remade to be closer in style to F and F Final games and released in Complete Box edition, together with 2nd and EX titles, for PlayStation. After bundled release it was also released separately same year. Super Robot Wars EXOriginal release date(s):JP: March 25, 1994 Release years by system:1994 - Super Nintendo Entertainment System 1999 - PlayStation 2000 - PlayStation Notes: The first title to focus on the Masō Kishin plot, and unique for having a "Multiple Scenario" system, wherein the order in which the player selects scenarios affects the plot. It is the first Super Robot Wars game to allow players to upgrade weapons. Series premiered: Aura Battler Dunbine and GoShogun. It was remade to be closer in style to F and F Final games and released in Complete Box edition, together with 2nd and EX titles, for PlayStation. The hero's backstory was released separately next year. Super Robot WarsOriginal release date(s):JP: March 17, 1995 Release years by system:1995 - Super Nintendo Entertainment System 1999 - PlayStation Notes: The first title to feature a "Banpresto Original" protagonist, along with separate real robots and super robot pilots. Super Robot Wars features items that can be equipped to a unit to improve its performance or restore hit point recovery. Additionally, most stages contain hidden items or credits on hit, which can be collected by moving a unit onto a selected area. In addition, players can manually decide to counterattack during enemy turns. The game marks debut of the Shin Getter Robo who first appears in the final volume of Getter Robo Manga. Ported to the PlayStation as the 4th Super Robot Wars Scramble and remade into Super Robot Wars F and Super Robot Wars F Final. Series premiered: Tōshō Daimos, Dancouga - Super Beast Machine God, New Story of Aura Battler Dunbine, UFO Robot Grendzier vs. Great Mazinger, Gundam Sentinel, Heavy Metal L-Gaim, Invincible Super Man Zambot 3, Shin Getter Robo. A remake titled 4th Super Robot Wars S, featuring voice acting and CG movies for the first time in the franchise, was released for PlayStation. Super Robot Wars Gaiden: Masō Kishin - The Lord Of ElementalOriginal release date(s):JP: March 22, 1996 Release years by system:1996 - Super Nintendo Entertainment System 2010 - Nintendo DS Notes: The first Super Robot Wars title to give original characters the spotlight, exclusively. This particular title follows the storyline of the Masō Kishin and its cast. It is the first to feature non-superdeformed graphics, unlike most Super Robot Wars titles, and the first to feature a 45° angle view of the map (widely seen since). It is also the only regular game where a unit's elevation and the direction it is facing at the end of its turn are important. Does not include other real robot or super robot series. The game was remade for the Nintendo DS under the name Super Robot Wars OG Saga: Masō Kishin - The Lord Of Elemental bringing it closer to Original Generation series. The game features new, non-SD battle animations and retains many of its unique gameplay mechanics. Neo Super Robot WarsOriginal release date(s):JP: December 27, 2003 Release years by system:1997 - PlayStation Notes: This is the only Super Robot Wars game to be officially translated into English title. "Shin" is taken directly from the word "shin" (designed Super Robot Wars). Masō Kishin - The Lord Of Elemental and the Scramble Commander game, this is the only title to be a part of the "Banpresto Original" SRX storyline. The final boss of the game was part of Banpresto's Original design of the main villain of Mobile Fighter G Gundam. Devil Gundam. Series premiered: Blue Comet SPT Layze, Chōdenji Machine Voltes V, Galking, Trider G7, and Mobile Suit Gundam Wing In 1997 a special-edition version, titled Neo Super Robot Wars: Special Bid, with additional content, was released. Super Robot Wars Original release date(s):JP: September 25, 1997 Release years by system:1997 - Sega Saturn 1998 - PlayStation Notes: A partial remake of the 4th Super Robot Wars, rewritten to reflect the change of series included and the increased storage capacity of compact discs against read-only memory cartridges. Clearing the game allows players to carry over completion data into F Final via the console's internal memory. The game was later ported to the PlayStation. Series premiered: Neon Genesis Evangelion. The F in the title stands for After. Super Robot Wars F FinalOriginal release date(s):JP: April 23, 1998 Release years by system:1998 - Sega Saturn 1999 - PlayStation Notes: The sequel to Super Robot Wars F, this game marks the end of the "Classic" storyline of Super Robot Wars. The Mazinkaiser makes it debut appearance in any medium. The game is also ported to the PlayStation. Series premiered: Gunbuster, Gundam Wings: Endless Waltz, and Space Runaway Ideon Super Robot Wars CompactOriginal release date(s):JP: April 28, 1999 Release years by system:1999 - WonderSwan 2001 - WonderSwan Color Notes: The first Super Robot Wars to feature the "Select Scenario" system, which allows the player to decide the order which stages are played. It also introduces a system that randomizes every character's Spirit Command list based on the birthday and blood type specified in the Wonderswan's bios. It is the only other Super Robot Wars, aside from the first, to not feature a "Banpresto Original" design in any form or fashion. The final boss of the game was the God of Generation Drive. Series premiered: Danouga A remake of the WonderSwan Color. In addition to additional content, graphics and sound mechanics were changed to match that of the Compact 2 series of games. Super Robot Wars 64Original release date(s):JP: October 29, 1999 Release years by system:1999 - Nintendo 64 Notes: Uses non-animated 2D sprites over rendered 3D backgrounds during battle animations. Secret units can be acquired by linking with Super Robot Wars Link Battler, and the first to feature multiple-unit combination attacks. Series premiered: Giant Robo, Six God Combination Godmars, and Mobile Suit Gundam: the 08th MS Team. Super Robot Wars Compact 2Original release date(s):JP: March 30, 2000 (Part 1: Earth Crisis), JP: September 14, 2000 (Part 2: Cosmoquake), JP: January 18, 2001 (Part 3: Galaxy Showdown) Release years by system:2000-2001 - WonderSwan Notes: The second game for WonderSwan system was divided into three chapters sold as separate games. Finishing each game allows the player to carry their completion data to the subsequent game via the Wonderswan's internal memory. Compact 2 was the first game in the series to feature the "Support Attack/Defend" system. All 3 chapters were remade and re-released on the PlayStation 2 as Super Robot Wars Impact. Series Premiered (Earth Crisis): Haja-Taisei Dangaihou, Ninja Senshi Tobikage, and Dancouga; Blazing Epilogue Series Premiered (Cosmoquake): Machine Robo: Revenge of Cronos Super Robot Wars AlphaOriginal release date(s):JP: May 25, 2000 Release years by system:2000 - PlayStation 2001 - Dreamcast Notes: The first Super Robot Wars to feature fully animated attacks and a more complex plot. It is also the first to include the "Skill Point" (localized as "Battle Mastery") system, where decisions made in and out of battle can affect the game's difficulty later and one's chances of unlocking and receiving more powerful units and items. Series premiered: The End of Evangelion, The Super Dimension Fortress Macross, Macross: Do You Remember Love?, Macross Plus, and Mobile Suit Gundam F90 The Dreamcast remake of Super Robot Wars Alpha, features 3D battle graphics (Playstation uses sprite animation) and increased difficulty in many stages, including secret boss chapters. Features a robot from Banpresto's Elysium anime which was not included in the PlayStation Portable remake of Super Robot Wars Alpha. Series premiered: Sunrise Elysium Super Robot Wars Alpha GaidenOriginal release date(s):JP: March 29, 2001 Release years by system:2001 - PlayStation Notes: The first Super Robot Wars where all of a unit's weapons are upgraded simultaneously. Series premiered: After War Gundam X, Turn A Gundam, Combat Mecha Xabungle, and Galaxy Cyclone Braiger. Super Robot Wars AOriginal release date(s):JP: September 21, 2001 Release years by system:2001 - Game Boy Advance 2008 - PlayStation Portable Notes: The first Super Robot Wars game to be released on the Game Boy Advance, this title is the first and only to give shields a separate HP rating. The game is one of the few that causes the same battle result to be produced even if the game is reset and reloaded. Later ported to the PlayStation Portable as Super Robot Wars A Portable and to FOMA cellphones as Super Robot Wars I. Series premiered: Metal Armor Dragonar and Martian Successor Nadesico The A In the title either stands for Advance or Another. An enhanced remake titled Super Robot Wars A Portable was released for PlayStation Portable. Remake uses Original Generations' graphics engine and alters gameplay mechanics: removes separate HP rating from shields, introduces "Successive Target Adjustment" system where each missed attack increases chance to hit for successive attack. Some of the remake's art assets were taken from previous titles. Super Robot Wars ImpactOriginal release date(s):JP: March 28, 2002 Release years by system:2002 - PlayStation 2 Notes: A remake of all of three chapters of Super Robot Wars Compact 2 that uses Alpha Gaiden's battle animation engine. It features new scenarios, increasing the stage count to more than 100, and adds Martian Successor Nadesico, Mobile Fighter G Gundam and original character Einst Alfimi to the game's story. Super Robot Wars KOriginal release date(s):JP: August 2, 2002 Release years by system:2002 - Game Boy Advance Notes: Ported in FOMA cellphones as Super Robot Wars I. Series premiered: Gear Fighter Dendoh, Shin Getter Robo and Neo Getter Robo, and Martian Successor Nadesico; The Motion Picture - Prince of Darkness The R in the title stands for Real. Super Robot Taisen Original release date(s):JP: November 22, 2002NA: 2002NA: 2006 Release years by system:2002 - Game Boy Advance Notes: This title is the first in the Original Generation sub-series, which focuses on alternate universes instead of a Universal Century one, and the Mazinger franchise is represented by the Mazinkaiser OVAs. This game also marks the debut of characters from animated series using "powered armor", Tekkaman Blade. Series premiered: Full Metal Panic!, Full Metal Panic! Fumofu, Mazinkaiser vs. The Great General of Darkness, Tekkaman Blade. The J in the title stands for Judgment. Super Robot Wars WOriginal release date(s):JP: March 1, 2007 Release years by system:2007 - Nintendo DS Notes: The first Super Robot Wars to utilize two screens and the first game to feature no robots dating before 1980. This game is also notorious for the amount of bugs that can be used heavily to the player's advantage. Many of the game's audio and visual assets are taken from Super Robot Wars J. Series premiered: Tekkaman Blade II, Beast King GoLion, Detonator Orgun, Mobile Suit Gundam SEED Astray, Mobile Suit Gundam SEED X Astray and Full Metal Panic! The Second Raid The W in the title means "double", a reference to the fact that it contains a time skip in the game and one of two final bosses can be chosen in the final level Super Robot Wars: Original GenerationsOriginal release date(s):JP: June 28, 2007 Release years by system:2007 - PlayStation 2 Notes: An enhanced remake of the first two Original Generation titles, with several extra stages included to show the goings-on of other members of the cast, as well as 11 new stages upon completion of certain requirements. the remake introduces the "Twin Battle System", which allows for two battles to be conducted against the same enemy by two allies simultaneously, and the introduction of a seventh Spirit Command, known as the "Twin Command". Super Robot Wars Original Generation GaidenOriginal release date(s):JP: December 27, 2007 Release years by system:2007 - PlayStation 2 Notes: A direct sequel to Super Robot Wars Original Generations, it details the events of the Jomus segment in Original Generations. Also available is the "Shuffle Battle Mode", an all-new card game, based on the original characters and mechs, and the inclusion of a "Free Battle Mode", where players can set their own scenario by placing allied or enemy mechs on the battlefield of their choosing. Super Robot Wars ZOriginal release date(s):JP: September 25, 2008 Release years by system:2008 - PlayStation 2 Notes: The first Super Robot Wars title to be created under Namco Bandai, excluding spin-offs (ports and remakes) and the start of the Z series. It was once known for having the largest number of debating series in a single game, only to be beaten by the mobile game Super Robot Wars X-Omega. Battle animations are affected by whether engaging parties are airborne or on the ground, and in the case of certain attacks, whether or not they are used to land the final blow. It is the 20th-best-selling game of Japan in 2008.[1] Series premiered: Super Dimensional Century Orguss, Super Heavy God Gravion, Super Heavy God Gravion Zwei, Genesis of Aquarion, Psalm of Planets Eureka Seven, Overman King Gainer, Space Warrior Baldios, Space Emperor God Sigma and the Big-O: 2nd Season The Z in the title stands for Zone/Zodiac/Zenith. Super Robot Wars Z: Special DiskOriginal release date(s):JP: March 5, 2009 Release years by system:2009 - PlayStation 2 Notes: Release features additional missions, "Challenge Battles" (scenarios testing players' strategic/tactical decisions), a "Battle Viewer" (similar to Original Generation Gaiden's "Free Battle Mode"), a "Special Theater" displaying art work and concept designs for Z's original characters and robots and a library displaying all of the game's characters and robots. An exclusive unit is "XAN", a variation of the titular mecha from Overman King Gainer. This release does not feature the original game and most of the content will depend on how much the player has achieved in the original. Super Robot Wars KOriginal release date(s):JP: March 20, 2009 Release years by system:2009 - Nintendo DS Notes: Features the "Partner Battle System", somewhat similar to Original Generations' "Twin Battle System", infamous for featuring music tracks plagiarized from Chrono Trigger and Lufia and the Sinistra's "Fusion" music. Series premiered: Fafner in the Sky, Sargass, Katsushiro, Jōri, Cui Sword, Gaijin Legend, Daijū Maryū and Zoid. The R in the title stands for Rebellion. Super Robot Wars NEOOriginal release date(s):JP: October 29, 2009 Release years by system:2009 - Wii Notes: Not to be confused with the PlayStation Neo Super Robot Wars. It is the only title to not feature any "real robot" series, and Shippū! Iron Leagueur marks the first non-combat oriented series to be featured. This is the only game in the series to utilize a radial-based movement system, as opposed to the grid-based system of other titles. Series premiered: New Getter Robo, Lushin Jiger, NG Knight Ramune & 40, Genki Bakushin Ganbaruger, Nekketsu Saiyō Gō-Saurer, Kanzen Shouri Daiteiho, Shippū! Iron Leagueur and Hào Taikēi Ryū Knight Super Robot Wars LOriginal release date(s):JP: November 25, 2010 Release years by system:2010 - Nintendo DS Notes: Like Super Robot Wars J, this game features no series from the original Super Robot Wars and omits the Getter Robo franchise. This title attempts to enhance the Partner Battle system by weakening combo attacks for solo robots and giving each unit a unique bonus when partnered with another unit. It is the first game to exclude equivalent items since their introduction to the series and notably has the highest amount of echci-oriented mecha titles in the cast list of any game in the franchise. This series is notable for the color of style to differ protagonist, antagonist, and third parties. Series premiered: Rebuild of Evangelion 1 & 2, Fight! Iczel One, Iczel Reborn, Dancouga Nova, Macross Frontier and Linebarrels of Iron. The L in the title stands for Link. 2nd Super Robot Wars ZOriginal release date(s):JP: April 14, 2011 (Hakai Hen), JP: April 5, 2012 (Saisei Hen) Release years by system:2011-2012 - PlayStation Portable Notes: The direct sequel to Super Robot Wars Z. 2nd Z is divided into separate parts in a manner similar to F/Final and the Compact 2 series. The game series consists of the Destruction Chapter (破壊篇, Hakai Hen) and the Regeneration Chapter (再生篇, Saisei Hen). The first part is the best-selling handheld SRW to date. Notably it is the only non-Original Generation entry in the franchise not to use a unit originating from a Universal Century anime. The main antagonist is Theon. Super Robot Wars Impact Original release date(s):JP: February 22, 2012NA: 2013 Release years by system:2009 - Wii Notes: Impact! Dai-Guard, Code Geass: Lelouch of the Rebellion, Macross Frontier: The False Songstress, Psalm of Planets Eureka Seven: Good Night, Sleep Tight, Young Lovers, Gurren Lagann, Gurren Lagann The Movie: Childhood's End, Series Premiered (Saisei Hen): Mobile Suit Gundam 00 (Season 2), Macross Dynamite 7, Code Geass: Lelouch of the Rebellion LR, New Setsujin-28, Macross Frontier: The Wings of Goodbye, Gurren Lagann The Movie: The Lights in the Sky are Stars. Super Robot Wars OG Saga: Masō Kishin II - Revelation of Evil GodOriginal release date(s):JP: January 12, 2012 Release years by system:2012 - PlayStation Portable Notes: The direct sequel to Super Robot Wars OG Saga: The Lord of Elemental, which expands the series's storyline about the Three Pillar Gods (Mokkuss, Rasofito, and Gragios), Namco Bandai also released a limited edition bundle that pairs the sequel with a remake of the DS title that ups the visual quality and adds new mecha plus voice overs during battle animations. 2nd Super Robot Wars Original GenerationOriginal release date(s):JP: November 29, 2012 Release years by system:2012 - PlayStation 3 Notes: Not to be confused with the Game Boy Advance Super Robot Taisen: Original Generation 2, this is the first Super Robot Wars Game announced for the PS3 and includes the storylines of D, MX, the second half of 2nd Super Robot Wars Alpha, Lost Children, the beginning of 3rd Super Robot Wars Alpha, Real Robot Regiment, F, part of F Final, and Super Robot Wars Original Generation: The Inspector. This is also the second game to utilize 2D Sprites in an 3D background, similar to Super Robot Wars 64. The game came in both regular and Complete Box Editions. The Complete Box edition contains 4 Blu-ray Discs containing all the episodes of Super Robot Wars Original Generation: The Inspector, a booklet and a special package drawn by Ebata Risa. A DLC pack titled Dark Prison was released together with limited edition of Super Robot Wars OG Infinite Battle and was available on April 17, 2014. Super Robot Wars KOriginal release date(s):JP: May 27, 2004 Release years by system:2004 - PlayStation Portable Notes: The first Super Robot Wars title to include "real robot" series, which introduces the Tactician system, which allows the player to select one character to serve as the team's tactician; each eligible character provides a different benefit to the team. Series premiered: Heroman, Demobane, The Wings of Rean, Fafner in the Azure Dead Aggressor: Heaven and Earth, Cyber Troopers Virtual-On Featuring Fei-Yen HD, Mobile Suit Gundam 00 the Movie: A Wakening of the Trailblazer, SD Gundam Sangokuden Brave Battle Warriors, Mazinkaiser SKL. The UX in the title either stands for Unknown X-Strikers. Super Robot Wars Operation ExtendOriginal release date(s):JP: July 18, 2013 Release years by system:2013 - PlayStation Portable (PlayStation Network) Notes: This title, only downloadable from the PlayStation Store, consists of 8 chapters that can either be bought and downloaded separately or purchased as a single unit. The title's gameplay systems are taken from Super Robot Wars Neo, while the game's scenario structure features both numbered major missions and smaller, non-numbered minor missions. The Banpresto Original mecha Cybuster also appears as a playable character, making it the first non-Original Generation game to feature it since Alpha Gaiden. Series premiered: Zoids: Chaotic Century, Zoids: New Century, Mobile Pilot Palatbor. Palatbor: The Movie, and Keroro Gansou. Super Robot Wars Taisen Original Generation Saga: Masō Kishin 3 - Pride of JusticeOriginal release date(s):JP: August 22, 2013 Release years by system:2013 - PlayStation 3 2013 - PlayStation Vita Notes: Super Robot Wars Taisen Original Generation Saga: Masō Kishin 3 - Pride of Justice [a] The third Lord of Elemental game, the first Super Robot Wars title for the PlayStation Vita. The series features a save transfer system, which allows players to transfer save files from the PS3 to the Vita. The game's plot focuses on the search for the Third Pillar God of La Gias (Gragios) and the WX0000's release date(s):JP: May 27, 2014 Release years by system:2004 - PlayStation Portable Notes: The first Super Robot Wars to include the "real robot" series, which introduces the Tactician system, which allows the player to select one character to serve as the team's tactician; each eligible character provides a different benefit to the team. Series premiered: Heroman, Demobane, The Wings of Rean, Fafner in the Azure Dead Aggressor: Heaven and Earth, Cyber Troopers Virtual-On Featuring Fei-Yen HD, Mobile Suit Gundam 00 the Movie: A Wakening of the Trailblazer, SD Gundam Sangokuden Brave Battle Warriors, Mazinkaiser SKL. The UX in the title either stands for Unknown X-Strikers. 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Series premiered: Heroman, Demobane, The Wings of Rean, Fafner in the Azure Dead Aggressor: Heaven and Earth, Cyber Troopers Virtual-On Featuring Fei-Yen HD, Mobile Suit Gundam 00 the Movie: A Wakening of the Trailblazer, SD Gundam Sangokuden Brave Battle Warriors, Mazinkaiser SKL. The UX in the title either stands for Unknown X-Strikers. Super Robot Wars Operation ExtendOriginal release date(s):JP: July 18, 2013 Release years by system:2013 - PlayStation Portable (PlayStation Network) Notes: This title, only downloadable from the PlayStation Store, consists of 8 chapters that can either be bought and downloaded separately or purchased as a single unit. The title's gameplay systems are taken from Super Robot Wars Neo, while the game's scenario structure features both numbered major missions and smaller, non-numbered minor missions. The Banpresto Original mecha Cybuster also appears as a playable character, making it the first non-Original Generation game to feature it since Alpha Gaiden. Series premiered: Zoids: Chaotic Century, Zoids: New Century, Mobile Pilot Palatbor. Palatbor: The Movie, and Keroro Gansou. Super Robot Wars Taisen Original Generation Saga: Masō Kishin 3 - Pride of JusticeOriginal release date(s):JP: August 22, 2013 Release years by system:2013 - PlayStation 3 2013 - PlayStation Vita Notes: Super Robot Wars Taisen Original Generation Saga: Masō Kishin 3 - Pride of Justice [a] The third Lord of Elemental game, the first Super Robot Wars title for the PlayStation Vita. The series features a save transfer system, which allows players to transfer save files from the PS3 to the Vita. 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Series premiered: Gundam Reconquista in G, Mashin Hero Wataru, Buddy Complex, Buddy Complex Final Chapter: In the Future When We Return to Our Kises, Nadia: The Secret of Blue Water The X in the title stands for Cross, but also a term for "Unknown" due to the Another World setting.[5] Super Robot Wars Original release date(s):6[6]:JP: March 20, 2019 AS: March 20, 2019 Release years by system:2019 - PlayStation 4, Nintendo Switch Notes: The fourth Super Robot Wars game to be released on the PlayStation 4 platform and the first game to be released in English. The game also marks the return of the Mazin Emperor G; the second game-original Mazinger mecha since Mazinkaiser. It also features the original to the series itself Hucklebain and Grungust, making it the first non-OG game to feature both units. Series premiered: Mobile Suit Crossbone Gundam: Skull Heart, Mobile Suit Crossbone Gundam: Steel 7, Mobile Suit Gundam: Hathaway's Flash, Shin Mazinger Zero, Shin Mazinger Zero VS The Great General of Darkness. The Brave Express Might Gainē, Star Blazers: Space Battleship Yamato 2199, Cross Ange: Rondo of Angel and Dragon. The V in the title stands for Voyage. Super Robot Wars XOriginal release date(s):4[4]:JP: January 10, 2020 (PS4, PSV) JP: January 10, 2020 (Switch, Steam) Release years by system:2018 - PlayStation 4, PlayStation Vita 2020 - Nintendo Switch, Steam Notes: The third Super Robot Wars game to be released on the PlayStation 4 platform, which focuses more on the "Annot" World (isekai) plot similar to Super Robot Wars EX. The game marks the return of Mobile Suit Gundam F99 into the series proper, Mashin Hero Wataru, and the anime's first crossover with a Red Entertainment created franchise in the form of the historical Science Fiction series of the same name, Bravely Default. Series premiered: Danouga A remake of the WonderSwan Color. In addition to additional content, graphics and sound mechanics were changed to match that of the Compact 2 series. The game also includes the original Mazinger Z in the game. The game also includes the original Mazinkaiser and Heroman. The End of the Galaxy and the Banpresto Original mecha Cybuster also appears as a playable character, making it the second non-Original Generation game to feature it since Operation Extend. 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The game marks the return of Mobile Fighter G Gundam and Gun Sword into the series proper, Magic Knight Rayearth marks as the second Shōjo anime series in the game after Aikatsu! and Arcadia of My Youth: Endless Orbit S5X marks as the second Space Opera series to debut in the franchise.[7][8][9] It also features the original Gespenit, making its debut in a non-OG game.[10] Series premiered: Expelled from Paradis, Arcadia of My Youth: Endless Orbit S5X, Cowboy Bebop, Magic Knight Rayearth, Getter Robo Daikessen. The T in the title stands for Terra,[11] Super Robot Wars 30Original release date(s):[12]:JP: October 28, 2021AS: [7]:October 28, 2021NA/EU: October 28, 2021 (Steam only) Release years by system:2021 - PlayStation 4, Nintendo Switch, Microsoft Windows Notes: Released for the series' 30th anniversary, it is the 3rd title to be released on the PC and the first in the main series to get a Western release.[13] The game marks the first time the Mobile Suit Z Gundam is released on a console. The game is a role-playing game, the only in the franchise, which is notable for including the original mobile game, implementing the Tactical Area Select system that allows players to skip stages of progress. In it, the main antagonist is a new mecha featured in the original mobile game. Series premiered: SSSS.GRIDMAN, Brave Police 110 - Decker, King of Kings, Gaogaigyo vs Betterman, Knight's & Magic, Mazinkaiser (Infinitism), Code Geass: Lelouch of the Rebellion III - Glorification. The logo of the game is designed by Gō Nagai. Other genres Title Details Super Robot Wars - Link BattlerOriginal release date(s):JP: October 1, 1999 Release years by system:1999 - Game Boy Color Notes: Appearing on the Game Boy Color, it is similar to a monster trainer game, such as Pokémon strategy. Linking a completed game to Super Robot Wars 64 with the Nintendo 64's Transfer Pack unlocks several exclusive units and characters in the latter. Super Robot Wars Scramble CommanderOriginal release date(s):JP: November 6, 2003 Release years by system:2003 - PlayStation 2 Notes: The first Super Robot Wars to use real-time strategy and features 3D, non-super deformed graphics and the first and to date only Super Robot Wars to feature original antagonistic mecha without any original protagonist mecha including an original ghost mechanical beast named Fragment. Super Robot Wars Scramble Commander the 2ndOriginal release date(s):JP: November 1, 2007 Release years by system:2007 - PlayStation 2 Notes: The sequel to the original Scramble Commander, it is the first time Mobile Suit Zeta Gundam adopts its movie trlogy's setting. Includes aerial, underwater, and space combat and more than one special attack for several units. With the exceptions of Neon Genesis Evangelion and Mobile Suit Gundam: 08th MS Team the entire cast from the first game returns. Series premiered: Mobile Suit Gundam SEED Destiny, Shinkon Gattai Godannar III,Macross Zero. Super Robot Taisen OG Saga: Endless FrontierOriginal release date(s):JP: May 7, 2009NA: April 28, 2009 Release years by system:2009 - Nintendo DS Notes: The third alternate reality game, the Mazinkaiser-style mobile game, which allows players to be revived by the "Annot" World. The game marks the debut of the "Annot" World. Series premiered: Danouga A remake of the WonderSwan Color. 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