



Are you ready to become the greatest Gunpla Meister?

Guide Written and Compiled by SmilyT1 & AetherRose

This FAQ Guide is vastly outdated!

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[and check out the ULTIMATE GUIDE!](#)**

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1. GETTING STARTED

Q: Which Region should I choose?

NA/Asia/JP are all connected within one playerbase server, with the differences being the language choices (Asia also provides English) and the payment systems. The region you chose is reflected by your profile code's first letter/s: 'E'=NA, 'A'=Asia, 'JP'=Japan. Note that Transfers between different regions is known to not work.

Q: Where should I invest my Energy/EN?

Clear through the Story Missions asap, they unlock important game features, especially the Job License and Free Mission's Hardmode. Hold onto your EN refillers as they benefit more from higher Player Level or use them during emergencies.

Q: What is the efficient method of leveling through early game?

Everytime you level up, you overfill your energy at the exact maximum amount of your current energy, hence the most efficient method is to minimize your time with overfilled energy as it disables the 1 EN/5mins timer. Play Story/Event missions until you reach a point in depleting your energy and not level up. **Your Player EXP per Mission is directly scaled to Energy usage: 1 EN = 10 EXP** (Story gives you slightly more Player EXP).

Q: Can I keep Gifts/Achievements uncollected?

They always give you static items for the players to have a full control to use whenever you want afterwards. Note that Gift Box has unlimited capacity that only shows the latest 100 unaccepted Gifts.

Q: Where do I find specific/random players to add as friends and view their Parts?

To search for specific player/s, click on the magnifier at top-right corner of your Friends interface. You can find random players' Relief Gunplas through Free/Daily Missions and clicking on 'Follow' at the mission result screen. You can also view their Relief Gunpla's Parts by pressing down on their profile icon.


Q: When is the daily reset time?

Game's date updates at **1pm PDT** for Log-in stamps, Daily-Achievements, Daily Missions and Arena.



2. CAPSULES / SHOP

Q: Which Capsule should I roll?

[Pick-Up Capsules] includes limited time prize pool and they may or may not join the Standard pool (check in-game Notice). They offer higher chance for newly released *4 parts within the 5% pull rate from the capsule (EX. Nu Gundam parts 0.336% VS other pinks 0.081%).

	★★★★ Shield [Nu (Ver.Ka)]	0.336%
	★★★★ Gundam	0.081%

[Standard Capsules] *4 pull rate is the same 5% as Pick-Up, just more evenly distributed.

	★★★★ Shield [Gundam]	0.203%
	★★★★ Gundam Barbatos [4th Form]	0.203%

[Standard Gunpla Parts Capsules & 2] provides **1 free pull /24hrs, meaning 2 free pulls between two Parts Capsules.**

One time free for 0 d 20 h 51 m!

[Standard Gunpla Parts Capsules & 2] and [Standard AI Pilots Capsules] both also has 'tickets' option that can be used in alternative to Haro Coins; obtained through various Events and Coin Exchanges.

Note that the plastic pellets poured at the beginning of Capsule rolls indicates the rarity of Part being created; if you see pink colored pellets for x10 pulls, you'll have a least one *4 Part or more.

Another important thing to note is one Prime Pool (guaranteed *3 or 17% for *4) when you roll with x10 option for Gunpla Parts capsules. Because the guaranteed pull removes *2 rarities entirely, **you have a higher chance of drawing *4 with the x10 pulls.**

Drop Rate

One Prime Pool is guaranteed in the Capsule x10.
The drop rates are listed in the Prime Pool.
The drop rates for items other than Prime Pool are listed in the Normal.
The drop rates are rounded off to the nearest thousandth.
The total number of the listed drop rates may not add up to 100%.
More than one of the same Freebie may appear from this Capsule.

Drop Rate By Rarity

4★ 17% 3★ 83%

[[Friend Points Capsule](#)] is a low rarity capsule (1% chance of *2 Arondnight Parts, 99% chance of any *1 Parts) pulled using 2000 FP (Friend Points) that is accumulated when you clear Free/Daily/Event Missions with other players' Relief Gunplas [+40] or them using yours [+100]; skip tickets do not grant FP. [Friend Points Capsule] also provides **10 free pulls /24hrs.**

Q: Gunpla Parts OR AI Pilot?

Parts, because they provide the most direct stat boosts and EX Skills which are crucial to your builds, gameplay and strategies. But do not dismiss AI Pilot as it determines your Gunpla's Job License and provides a hefty sum of Parameters and unique Part Traits.

Q: I can't find specific Parts in neither Pick-up nor Standard Capsules!

The Parts you are looking for may have been already rotated out after their Pick-up duration, or they could have been Event-specific Parts during specific periods. You can only wait until those Parts comes back again.

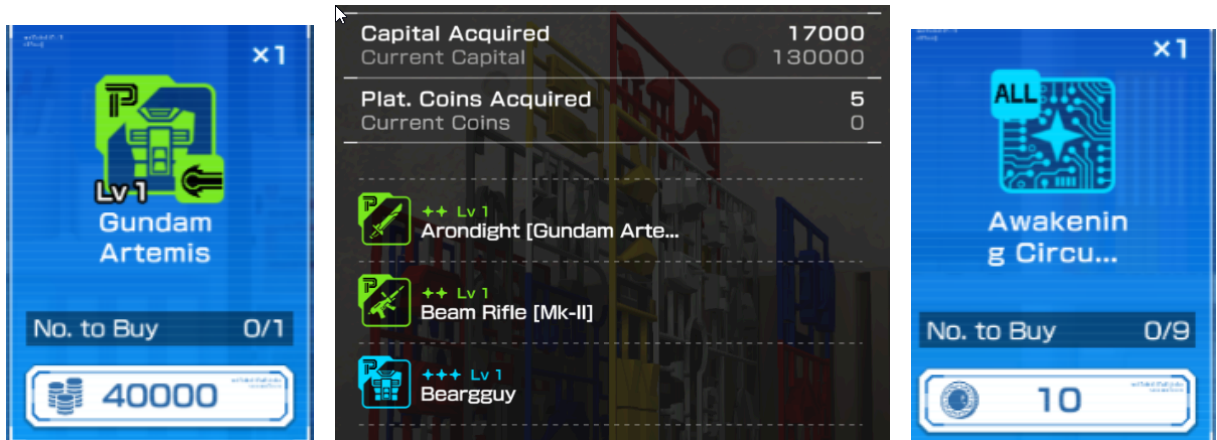
Q: Anything in Shop to pay attention?

[Capital Shop](#) is a marketplace rotating hourly where it's mostly filled with 1 star rarity Gunpla parts, but also seems to sell Artemis Parts, Nippers, Awakening Circuits and even Skip Tickets.

[Coin Exchange](#) is a place where you can trade in [Platinum Coins](#), [Event Coins](#) and [Arena Coins](#) for various items such as Parts, Paints and Awakening Circuits.

[Platinum Coins](#) obtained from selling *2/*3/*4/*5 parts [1/3/15/50 coins] where you can trade them for Tune-Up/Upgrade items and Standard Capsule Tickets.

For any Exchanges made through Coins, it progresses through corresponding Achievement that provides hefty sums of Haro Coins. **Make sure you avoid bulk Exchanges to count up the Achievements as fast as you can** (100 HC /5 Exchanges, peaking at 100 Exchanges = 2000 HC).



Capital Shop / Sell / Platinum Coin Exchange

Q: Why can't I collect my Coins/Items?

Items have their own limited storage of 50, with each stack maxing out at x99. Nippers, Awakening Circuits and Coins are stored in the Items storage (Parts/Items bottom left ->Items). If your storage is full, it'll be sent to Gift Box.

3. BUILDING

Q: How do I view more information of a Part?

Tap-hold down the Part icon from any menu to open it.

Q: How do I Lock my favourite Parts?

In the Part full page look for a star icon at the top right corner. Enable to lock it to prevent any permanent changes.



Q: I'm confused on the Stats & Effects!

Rarity = Higher Rarity Parts will have more Cost and higher max Part Lvl and EX Skill / Part Trait Lvl.

Cost = *1 White has [20] Cost, *2 Green [40], *3 Blue [60], *4 Pink [80], *5 Gold [100]. Cost remains proportional to Rarity regardless of its base rarity (Cost for *4 Z gok = *4 Nu Gundam). Other than Story Missions, going over your Squad Cost limit will cause significant Armor reduction. You can increase the maximum Squad Cost limit by raising your Player Level.

Attribute = Power & Technique & Speed or None. When you set 5 or more parts of the same attribute either P / T/ S word will appear next to your Gunpla's name (going over 5 doesn't grant additional bonuses), or if it doesn't reach a 5 the Gunpla will have no attribute (no bonus/penalty). Rock<Scissors<Paper mechanic exists between Attributes: P<T<S<P. Your Targeting cursor will turn Blue for Attribute advantage, Red for disadvantage, and white for neutral.



Parameters = ATK value directly affects all DPS while DEF & RES values affects normal & charged/powered attacks. Offensive EX Skills' damage is proportional to ATK values of the attacking Gunpla and the RES values of the targeted Gunpla (DEF value is ignored). Passive bonuses such as Part Traits and Word Tags frequently fluctuate these values in %.

Growth (Weights) 1/2/3 = How quickly a part improves (lesser the faster). Growth is likely to be dependent on the potency of the Parts' Rarity, Max Values, EX Skill and Traits.

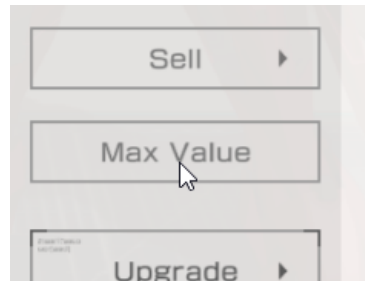
Word Tag = Grants a passive bonus when collecting 5 of the same Tags from Gunpla Parts, but going over 5 doesn't grant additional bonus. A special exception exists with the "For XXX" Tags with 1% boost in all parameters when Word Tag is active as long as it shares the same Tag, and increases from 1% to 3% boost at corresponding Mission's Stage [highlighted blue in Mission's Squad selection]. There are Space / Desert / Tundra / Forest / Urban / Base / Computer Stages for Missions. Reference [Word Tag list](#) (by [u/Jem2uel](#)) for a full list of currently available Word Tags.

AI Type (AI Pilot) = Short/Mid/Long-Range determines the AI pattern ONLY when your AI Pilot is set to All-Rounder. The important thing to note is the Solo/Balanced/Support roles as it determines how the AI pattern decides on which enemy to target..

Proficiency (AI Pilot) = AI Pilots gains Cost reduction bonuses as their Proficiency is increased after a set number of battles (max reduction is 10 Cost, 1 per level). Progress is indicated after Missions result screen as [XX left] under AI Proficiency level.

CPWR [Combat Power] = A number that indicates your Gunpla's performance but is misleading as it overvalues EX Skill / Part Trait levels. Trust in the Parameters more than CPWR.

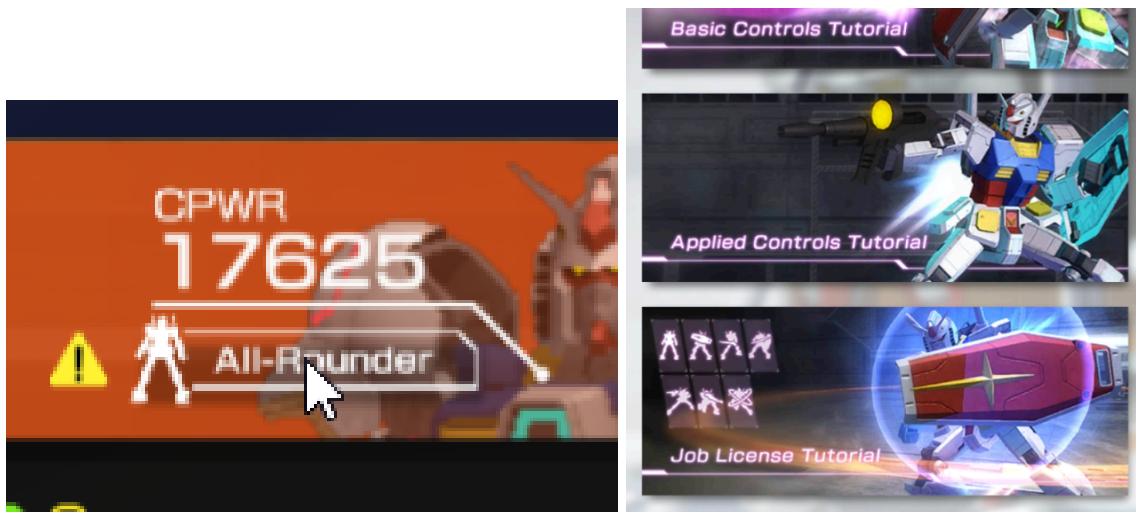
Q: How can I view the Parts' max stats?



Click on "Max Value" in Part's full description page

Q: How do I change my Gunpla's Job License?

First, the feature needs to be unlocked by clearing Story Mission Chapter 3. Every AI Pilot comes with one Job License where they can choose between the default All-Rounder or a specialized role. Job License can be activated within the individual Gunpla Building menu, underneath the CPWR indicator. Once unlocked, Tutorial Missions will be updated to teach the functionalities of each Job Licenses.



Q: Is there a list to view all the released Parts?

[JP Wiki for Database on Parts](#), and see the reddit thread -> *Database*

Q: Which Part is better? How do I make my Squad stronger?

I believe every Part has its own merits when compared to corresponding rarity tree with some Parts more niche than others. Here are a few things you must consider for optimizing you builds:

TLDR: When building your Gunpla, consider this order: **Weapons (for ATK Parameters) -> EX Skills -> Word Tags & Part Traits**. Later when you have enough Parts to play around, you can also reverse the order to prioritize Word Tags and Part Traits for exponential % bonuses.

Weapons, Weapons and Weapons!

Unless you're building a full support unit with support EX Skills (buff/debuff/recovery), always choose one main melee/range weapon to boost your ATK stat to have any sort of decent DPS. The synergy of your Gunpla's Melee/Shot ATK with the corresponding EX Skills will directly determine the Gunpla's firepower. Typically, **weapons should be the priority for Upgrading and 5* Tune-ups**.

EX Skill

Category = an important aspect to combo with Part Traits. Note that there are some EX Skills used very differently from their prescribed Categories; such as [Aegis Gundam Shield]'s "Shield Throw" that uses [Physical Melee] EX Skill like a range attack, and the [Gundam Beam Rifle]'s "Last shooting" that uses [Beam Range] EX Skill which requires an initial melee attack to trigger its full animation.

Pierce VS Damage = higher Pierce makes enemy's RES less effective, while higher Damage raises more of your Gunpla's base ATK: [Read my Theory on this](#). The current in-game meta highly favours Damage over Pierce.

Cooldown = Usually the hard hitting EX Skills have very long cooldowns, often used unsparingly in the hands of an AI which makes their manual control much more potent. Balance equipping between short/long cooldown EX Skills while considering who & how they will be used.

Buffs & Secondary effects = The EX Skills that comes with secondary buffs (Last Shooting, Iron Impact, Transarm Raid etc) has a hidden timer of 15 seconds. Use Support Job License to maximize buffs/debuffs stacking as its passive bonus greatly reduces their cooldown time.

Part Trait

After you've filled your 3 EX Skills, the next step is to look for synergy with AI Pilots and Part Traits that favours your current build. Optimizing for Part Trait is difficult as some demands specific Attribute types and weapons that hinders the already chosen EX Skills.

AI Pilot

AI Pilot's unique Job License and AI Type will either enhance or deteriorate Gunpla's optimal role performance when controlled by AI.

Word Tag

The last but not least to consider are Word Tags. It is the last layer of bonuses to consider when building for a perfectly optimized builds and is often better to ignore it due to their difficulty in building.

Parts' Parameters (with exceptions for few & dual Parts)

Head	Body	Arms	Legs	Back	SR	LR	Shield	Pilot
Shot ATK/DEF	Armor, RES	Melee ATK/DEF	Armor, Melee DEF	Armor, Shot DEF	Melee ATK	Shot ATK	All except ATK	All

Q: How can I unlock more Paints & Emblems? My Gunpla looks disgusting!

You can unlock new paint/emblems through collection rewards. Head to the Collection box sitting on the right of the smartphone at Home (swipe the screen), go into 'ALL' and look for yellow-highlighted-download-symbols. It is indicating a full collection of that specific Gunpla that unlocks that Gunpla's unique Paint set and related Emblems to be used in Painting. Alternatively you can bulk collect with the same icon at the bottom-right of the menu.



Q: Does selling a Part affect Collection?

As soon as you obtain a Part from whichever source (Missions, Capsules, Shop etc), it is permanently recorded to your Collection.

4. UPGRADING

Q: Which Item/Parts should I choose for Upgrading/Sell?

There are three types of items you can use to upgrade: Nippers(ALL), Nippers(category), and Parts. You should prioritize in using Nippers(category) as they can be farmed easily, and only use Nippers(ALL) when you really need to. The ratio of EXP per Capital for Nippers are the same ($3x*1 + 1x*2 = 1x*3$). Using Parts to upgrade will cost significantly more Capital/EXP. Keep in mind that **selling *2/*3/*4/*5 are an important source of Platinum Coins in Shops -> Coin Exchange.**

Q: Can Tune-Ups make *1 as strong as base *4 Parts?

Currently the biggest advantage of using lower rarity parts is the ease of their leveling for Part Lvl, EX Skill and Part Trait. While there are specific Part Traits and Word Tags that are unique to those lower rarity parts, they are still completely outclassed Parameter-wise. It is important however, to remember to keep some lower base rarity parts for Squad Cost management and flexible building.



Parameters	Growth: 📈
🔪 Armor	138
🗡️ Melee ATK	0
🔫 Shot ATK	1154
🛡️ Melee DEF	287
🛡️ Shot DEF	0
🎯 Beam RES	138
🌀 Phys. RES	55

*1



Parameters	Growth: 📈📈📈
🔪 Armor	1181
🗡️ Melee ATK	0
🔫 Shot ATK	3177
🛡️ Melee DEF	0
🛡️ Shot DEF	0
🎯 Beam RES	213
🌀 Phys. RES	611

*4

Q: What do I do with duplicate items? & How do I upgrade EX Skill / Part Traits?

You can upgrade your main Part by using identical Parts as materials (rarity doesn't matter). The amount of EXP gained depends on its Weight. Even at Max Part Lvl, this option is available. Note that EX Skill / Part Trait EXP does not transfer over when using it as a material, and neither does Rarity matters; **only the EX Skill / Part Trait's Weight affects EXP gain per duplicate part.**



Q: Where do I farm *2/*3/*4 Tune-Up (Awakening Circuits) materials?

Capital Shop, higher difficulty Free Missions and Event Missions often has/drops *1/*2 Awakening Circuits. For *3/*4 Awakening Circuits are harder to obtain and are exclusively from Shop.

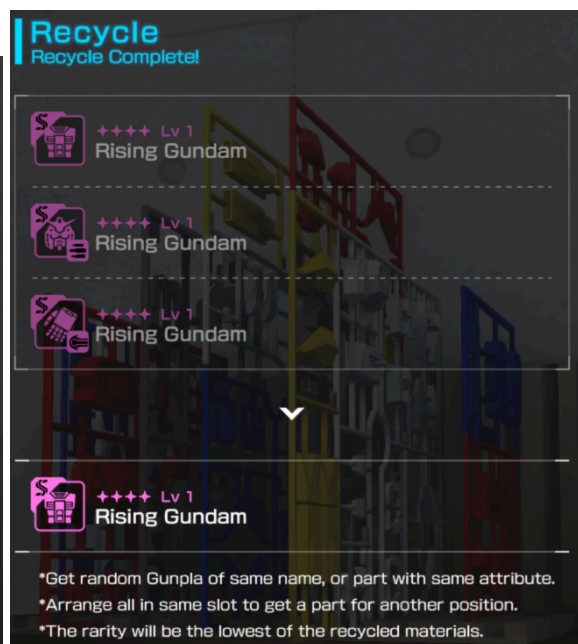


Q: What's the point of Recycling?

Recycling is a feature for very late game after you finished upgrading the Part's EX Skill / Trait to max level and have no plans to keep another one (alternatively sold for Platinum Coins).

The three *4 parts you must prepare must share the same names and only Head/Chest/Arms/Legs/Back are allowed. The resulting recycled part is the **same name and Attribute** as the materials. Some additional control can be applied by arranging all in same slot to get a part for another position. The Rarity of the Recycled Part will always be *4 even when using *5 Parts as resources.

*5 Gouf [Head] + *4 Gouf [Head] + *5 Gouf [Head]
= *4 Gouf [Chest/Arms/Legs/Back]



5. MISSIONS

Q: How many chapters are there for Story Missions?

Up to 6-12 with the last battle on 6-11.

Q: I can't clear this Mission! & Recommend CPWR is too high!

They can be cleared with much lower CPWR Squads with a proper builds and strategy. Look into [1.3.1 Building -> Which Part is better?] for more details. For 1/100 enemies, remember that shooting them to certain amount of damage threshold will stun them for a while.

Q: What happens when I crash during battle?

EN spendage is recorded to the server when you enter the Loading screen, so this means **you can abuse forced restarts to safeguard your Energy for Missions or for playtesting.**

Q: What do I do after clearing Story Missions?

Pay attention to the current Event Missions & Arena for time-limited rewards (check the game's subreddit for weekly megathreads or read in-game Notices), while clearing out the Daily Achievements.

Q: Free Missions don't seem to drop anything!

The drop rates within the "Drop Items" is fairly low. Free Missions is a place to clear out achievements to obtain 30 Haro Coins per stage or farm for specific *1 drops. If you've completed Story Mission, the Hard Free Missions will unlock for you with the same amount of stages with additional pool of drops but with higher difficulty. Very Hard is a planned feature and will be released after plenty of playtesting.

Q: How does Daily Mission work?

Daily Mission is a place to farm Nippers, where higher difficulty drops more Nippers. Know that the rarity of dropped Nippers does not correspond to the difficulty but rather decided at random.

Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Head, Body	Arms, Legs	Back, SR/Shield	AI, LR/Shield	Head, Body, Arms	Legs, Back, SR/Shield	LR/Shield, AI, Capital

Q: Where/when should I use the Skip Ticket?

You unlock the option to completely skip through a mission's battle sequence by completing its three Challenges. It is particularly useful for quickly completing difficult missions that you cannot clear with Auto, or used for leveling with a much lower CPWR Gunplas.

Using Skip Tickets does not count towards your Achievements, and also doesn't provide players Friend Points upon completion.

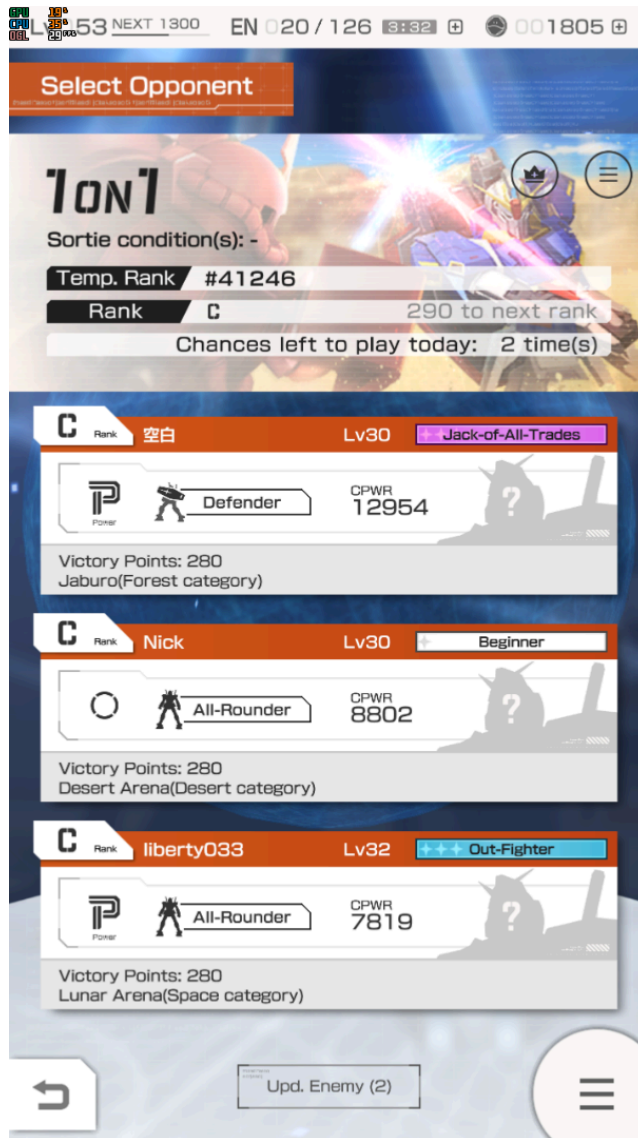
Q: I'm confused on the weekly Events and rewards!

Check in-game Notices first, and then have a look at [subreddit's pinned Weekly Mega Thread](#). Note that the Event Coins' gain increases in flat increments: 5 EN = 1 Coin [25 EN = 5 Coin]. This means playing higher difficulty will not reward any additional Coins but rather exists as a faster method and to clear out those Event Achievements.

6. ARENA

Q: How does PvP work in this game?

The Arena will be an asynchronous (enemy Gunplas controlled by AI) tournament held at irregular intervals. You only get to play 3 matches a day per mode. There are two values in this mode: Arena Point to determine your Rank, and Arena Coin to exchange for gifts at Coin Exchange. The lowest two (or three?) Ranks are populated with pre-made Gunplas for beginner-friendly environment.



Total Points gained from battles is calculated through Victory Points (increases with Rank) + Battle Assessment (seems to increase with higher total damage, so aim for overkills).

Basic Points	280
Battle Assessment	1.052
Total Points	295

Rank Rewards are based on the previous day's ranking after the daily reset hits at 1pm PDT. There is a separate reward at the end of each Arena period.

Rank Rewards

Daily rewards are for the previous days' ranking.

Rank	Haro Chips	Upgrade Nippers...	Capital	ArenaCoin
SS	x20	x2	x50000	x10
S	x20	x2	x45000	x9
A	x20	x1	x40000	x8
YOU (B)	x15	x2	x35000	x7
C	x15	x1	x30000	x6
D				

Navigation: Last Arena Result, Coin Exchange

7. ADVANCED CONTROLS

Q: What are the differences between each Job License?

Defender

Increases Armor and DEF by 5%.

Guards during Dashes, 360 degrees Guard.

Limit Burst = Unbreakable & always active Guard.

Infighter

Greatly increases Melee ATK by 10%.

Strong Melee attacks after Dash by double tapping, Charge replaces Guard

Limit Burst = Prevents Flinches, stronger Melee attacks

Outfighter

Greatly increases Melee ATK by 10%.

Strong Melee attacks after Dash by double tapping, Guards during Dashes.

Limit Burst = Prevents Flinches, stronger Melee attacks

Middle-Shooter

Greatly increases Shot ATK by 10%.

All ranged weapon attacks become effective from mid-range.

Special Shot (Sp. Shot) when holding down shoot, Guards during Dashes.

Limit Burst = Greatly increases Shooting reload.

Long-Shooter

Greatly increases Shot ATK by 10%.

All ranged weapon attacks become effective from long-range.

Special Shot (Sp. Shot) when holding down shoot.

Limit Burst = Greatly increases Shooting reload and its range.

Supporter

Greatly reduced self cooldown on support EX Skills, Charge replaces Guard.

Limit Burst = Greatly reduces the cooldown of player team's EX Skills while active.



Make sure you check Tutorials for hands-on experiences with the Job Licenses.

Q: What are the differences between Close/Mid/Long Shot Attacks?



This game has an invisible range meter that detects whether you are situated between **Melee, Short, Mid, Long and Out of Range** from the enemy that are divided into chunks. Each time the targeting cursor changes its shape, it is an indication of the player moving between different chunks of range categories.

The only modifier that can actively change optimal range is by choosing Middle/Long Shooter Job Licenses, which will change whichever range weapon's optimal distance to Mid/Long range (Long Shooter's Limit Break provides almost unlimited Range).

Each range weapon has its own perks:

Machinegun = short range, triple shot, slow velocity, causes a lot of flinches.

Bazooka = middle range, slow velocity, splash.

Rifle = middle range, fast velocity.

Long Rifle = long range, very fast velocity.

Q: What exactly are Sp. Shots / Strong Melee Attacks?

Sp. Shots are only available for Middle & Long Shooters, and all Sp. Shots forces your Gunpla to be stationary. It is advisable to hold the fire button even with single round Sp. Shots in order to remove unnecessary delays between shots.

Machinegun = continuously fires until untapped / ammunition runs dry.

Bazooka = charges up to fire a highly explosive round with knockdown.

Rifle = fires a straight line of continuous bombardment; very long range, cannot adjust its angle.

Long Rifle = charges up to fire a long range, high impact round with knockdown.

Strong Melee attacks are performed when double tapping at the end of a normal melee attack combo, or by double tapping after each Dash if you're either Infighter / Outfighter. Its main purpose is to knockdown / break Guard or to quickly hit and run the enemies. All Strong Melee attacks causes knockdowns.

Axe = slow winding vertical roundslash, slightly pushes away.

Saber = fast and short top-down slash

Module (fist) = fast and short powerful uppercut, enemy is flung upwards

Module (claw) = fast, wide double slash

Blade = very slow but an extremely wide channeling slash

Spear = slow channeling straight stab

Q: How can I fight against the enemy's (oneshot) EX Skills?

Sometimes you'll be encountered against enemy EX Skills in Arena/Story Missions and get pulverized by their strongest EX Skills. Know that most of the strongest EX Skills requires an initial melee hit on the target to trigger its full animation. All you have to do is either dodge the initial melee hit with Dash's invincibility-frame, dodge with your own EX Skill's invincibility-frame, use Defender's limit break, long boost backwards to get barely out of reach, use an instant knockdown EX Skills/ Sp. Shots, or just kill the enemy before its EX Skill is ready.

Other multi-hit melee/range EX Skills are much harder to counter due to their fast activation speeds but they are unlikely going to oneshot you.

Q: Any other miscellaneous tips for combat?

- All attacks excluding normal melee hits can hit knocked-down enemies which can result in an intense stun locks.
- Hitting an enemy will successfully aggro it to you (last hits prioritized).
- Unequipping a Range Weapon will disable the gunpla from shooting.

8. TECHNICAL HELP

Q: Game keeps crashing on my Android phone! Can I emulate this game on PC?

There seems to be an ongoing issue with Android-related apps & phones. Problems range from crash at launch screen, crash at Story Mission chapter 1, crash at chapter 4 etc. [Head to the Mega Thread for those unable to play](#) to further discuss this.

For emulating this game, I've tried [BlueStacks 64 bits from this backdoor link](#) and it seems to work for me on PC (make sure Settings -> Engine -> Graphics Mode [OpenGL]) .

Q: I keep getting Connection Errors!

[On Bluestacks 64 bits] You may encounter some connection errors near the front page screen. Restarting the app & emulator a bunch of times seems to bypass it most of the time (you may have to come back a few mins later on each attempt). This solution is not universal and cannot guarantee it'll work for you.

Q: In-game downloading keeps happening everytime I start my game!

A likely cause is the lack of your phone/emulator storage; have at least 5 gb or more of space.

Q: Data Transfer failed?

Check whether the app you downloaded on the device you're transferring to is from the same region as your original (NA / Asia / JP). For Android devices, [refer to this possible fix](#). If this method fails as well, you'll have to [contact Bandai support with supplementary information of your account](#).